The following ships are standard designs available throughout Aslan space. They are presented in the same basic format as the standard ships found in Imperial space.

Scout (Hraye class / S-AS22): Using a 100-ton hull, the Aslan scout is designed primarily for exploration duties. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving performance of jump-2 and 2-G acceleration. Fuel tankage of 22 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1bis. There are two staterooms and no low berths. Installed weaponry consists of a dual missile turret. There is one ship's vehicle: an ATV in a dedicated garage. Cargo capacity is four tons. The hull is streamlined, with fuel scoops.

The scout requires a crew of two: pilot and engineer/astrogator (one individual with pilot, engineer, and astrogator skill could also handle the ship). The ship can carry up to four individuals in double occupancy. The ship costs MCr38.

Trader (Eakhau class / A-DS12): Using a 400-ton hull, the Aslan trader is a basic interstellar merchant ship, carrying a mix of cargo and passengers. It has jump drive-D, maneuver drive-B, and power plant-D, giving performance of jump-2 and 1-G acceleration. Fuel tankage of 84 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/2. There are thirteen staterooms and sixteen low berths. There are four hardpoints; no weapons are mounted. There are no ship's vehicles. Cargo capacity is 164 tons. The ship is streamlined, with fuel scoops.

The trader requires a crew of five: pilot, astrogator, two engineers, and purser/steward. A medic and up to four gunners are sometimes carried. It can carry up to eight passengers and 16 low passengers. MCr104.

Clan Transport (Khtukhao class / R-FB22): Using a 600-ton hull, the clan transport is a large freight and passenger vessel used by clans and companies for service of major trade routes. It has jump drive-F, maneuver drive-F, and power plant-F, giving the ship performance of jump-2 and 2-G acceleration. Fuel tankage of 126 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a Model/3 computer. There are 25 staterooms and 30 low berths. There are six hardpoints; no weaponry is initially installed. A 95-ton shuttle (capable of transporting 20 passengers and 55 tons of cargo) is carried as ship's vehicle. Cargo capacity is 140 tons, but the shuttle cargo bay is generally filled as well, increasing capacity to 200 tons. The ship is a braced cluster of modular units, and is equipped with spare grapples for orbital docking.

The transport requires a crew of six: pilot, astrogator, three engineers, and purser. Stewards must be added if nobles are carried. A medic may be added if desired, and gunners can be added if the ship is armed. The ship can carry up to 24 passengers and thirty low passengers. The pilot operates the shuttle. MCr164.

Courier (Ktiyhui class / S-BL43): Using a 200-ton hull, the courier is a fast, long-range ship used to conduct clan business across interstellar distances. It mounts jump drive-C, maneuver drive-D, and power plant-D, giving performance of jump-3 and 4-G acceleration. Fuel tankage of 60 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a computer Model/4. There are eight staterooms and no low berths. Two turrets are installed, one a triple turret with missile racks, the other a hybrid laser-sand-missile triple turret. There is one Ship's Boat. Cargo capacity is 16 tons. The ship is streamlined, with fuel scoops.

The courier requires a crew of four: pilot, astrogator, and two engineers. Gunners and stewards may be carried if needed. MCr 114.

Military Transport (Aositaoh class / T-KL33): Using a 1000-ton hull, the Aositaoh is built for small-scale clan troop transport and combat operations. It is equipped with "Q"-class drives, and is capable of Jump-3 and 3G acceleration. Fuel tankage of 297 tons supports four weeks of operations and one jump-3. On the bridge is a computer Model/5. There are 55 staterooms, one gunner's barracks, two platoon barracks, and no low berths. The ship has ten triple turrets: six triple beam lasers, three triple missile racks, and one triple sandcaster. The ship carries a launch, two pinnaces, four ATVs, and four air/rafts. Cargo capacity is 88 tons. The hull is streamlined.

The cruiser requires a crew of 14: captain/pilot, astrogator, five engineers, sensor tech, four gunners, a medic, and a purser (or the female executive officer). Up to 96 people can be carried with double occupancy; usually including 80 troops (2 platoons) and berths for small craft pilots, clerks, or others as needed. MCr 470.

Escort (Ekawsiykua class / E-HU44): Using an 800-ton hull, the escort is a military vessel employed by clans for space patrol and combat duties. It mounts "R"-class drives, and is capable of jump-4 and 4-G acceleration. Fuel tankage of 349 tons supports 2 weeks of operations and aone jump-4, as well as a 20-ton reserve for use by the vessel's small craft. Adjacent to the bridge is a Model/5 computer. There are eight staterooms, fifteen spacer niches, two squad barracks, and no low berths. Eight triple turrets mount three triple lasers, three triple missile racks, and two triple sandcasters. The ship has two triple lasers, three triple missile racks, two triple sandcasters, and one triple commcaster. The ship carries two armed pinnaces and five fighters for scouting and patrol duties. Cargo capacity is 30 tons. The ship is unstreamlined.

The escort requires a crew of nine: captain/pilot, astrogator, five engineers, sensor tech, and purser/exec. Generally, a medic and eight small craft pilots are carried in niches, while six gunners, and a boarding party of ten troops are in barracks.

As with many other Aslan vessels, one of its staterooms is converted into a Shrine of Heroes, a chamber where computer consoles allow a complete holographic record of past battles, heroes, or other inspirational events to be called up. The room is used for meditation and contemplation of the heroic traditions of the Aslan.

The ship costs MCr379.

Prospector (Kteiroa class / J-BS22): Using a 200-ton hull, the prospector is designed for exploring asteroid belts. It has "B"-class drives, giving performance of jump-2 and 2-G acceleration. Fuel tankage of 44 tons supports eight weeks of operations and one jump-2. Adjacent to the bridge is a Model/3 computer. There are four staterooms and four low berths. The ship has one single-turret mining laser installed. The ship carries no vehicles. Cargo capacity is 78 tons. The ship is streamlined.

The prospector requires a crew of two: pilot, and engineer/astrogator. The ship costs MCr75.

Research Ship (Hkiyrerao class / L-DL14): Using a 400-ton hull, the researcher is used for the investigation of scientific phenomena or for conducting tests at newly discovered worlds. It mounts jump drive-H, maneuver drive-B, and power plant-H, giving performance of jump-4 and 1-G acceleration. Fuel tankage of 152 tons supports two weeks of operations and one jump-4. Adjacent to the bridge is a Model/5 computer. There are 14 staterooms and ten low berths. The ship has a single turret mining laser. The ship carries one light shuttle and one GCarrier as vehicles. There is one 50-ton scientific laboratory, and no cargo hold. The ship is a lifting body configuration, with wheels for use on landing strips, and also with landers and lifters for VTOL operation.

The researcher requires a crew of four: captain/pilot, astrogator, and two engineers. When on missions, an executive officer/head scientist is also required. A staff of up to 10 scientists can also be carried. MCr 226.

Corvette (Stayow class / EB-BU72): Using a 200-ton hull, the Stayow-class Corvette is a military vessel, often used for reconnaissance work. It sports jump drive-B, maneuverd drive-G, and power plant-G, giving performance of Jump-2 and 7G acceleration. Fuel tankage supports 2 weeks of operations and one jump-2. On the bridge is a photonic computer Model/5. There is a captain's stateroom and four spacer niches. One particle accelerator and one missile launcher are installed on hardpoints. The ship has a powerful sensor array, geared toward detecting other ships and avoiding detection. There is one vehicle: an air/raft. The ship is unstreamlined, but is capable of skimming and purifying fuel. There is a 3 ton cargo bay.

A crew of 5 is required: Pilot, Astrogator, Engineer, Gunner, and Medic.

A typical compartment aboard Aslan craft is the Shrine of Heroes. The shrine on these ships tend to be simple, with plaques commemorating a selection of past battles, heroes, or other inspirational events to be called up. The room is used for meditation and contemplation of the heroic traditions of the Aslan.

The ship costs MCr 122.

SHIP ADDENDUM FOR THE GALAXIAD ERA

Here are new versions of Aslan ships, specifically built during the Galaxiad era.

Clan Transport (Khtukhao-hlai 2E class / R-GB22): Using a 700-ton hull, the Khtukhao-hlai clan transport is a large freight and passenger vessel used by clans and companies for service of major trade routes. It has "G"-class drives, giving the ship performance of jump-2 and 2-G acceleration. Fuel tankage of 139 tons supports one month of operations and allows one jump-2. Adjacent to the bridge is a Model/3 computer. There is an officer's suite, eight crew staterooms (in two clusters), a gunner/security barracks, 24 passenger staterooms (in six clusters), and 30 low berths. There are six hardpoints; no weaponry is initially installed. A 95-ton shuttle (capable of transporting 20 passengers and 55 tons of cargo) is grappled as ship's vehicle. Cargo capacity is 100 tons, with 4 external grapples rated to carry 35-ton modules, up to a total of 140 external tons carried. The shuttle cargo bay is generally filled as well, adding another 60 tons of capacity. Maximum carrying capacity is 300 tons. The ship is a braced cluster of modular units, and is equipped with spare grapples for orbital docking.

The transport requires a crew of seven: pilot, astrogator, three engineers, freight-master, and purser. Stewards must be added if nobles or high passengers are carried. A medic may be added if desired, and gunners can be added if the ship is armed. The ship can carry up to 24 passengers and thirty low passengers. The pilot operates the shuttle. MCr163.

Courier (Ktiyhui class / S-BL43): Using a 200-ton hull, the courier is a fast, long-range ship used to conduct clan business across interstellar distances. It mounts jump drive-C, maneuver drive-D, and power plant-D, giving performance of jump-3 and 4-G acceleration. Fuel tankage of 60 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a computer Model/4. There are eight staterooms and no low berths. Two turrets are installed, one a triple turret with missile racks, the other a hybrid laser-sand-missile triple turret. There is one Ship's Boat. Cargo capacity is 16 tons. The ship is streamlined, with fuel scoops.

The courier requires a crew of four: pilot, astrogator, and two engineers. Gunners and stewards may be carried if needed. MCr 114.

Corvette (Stayow class / EB-BU72): Using a 200-ton hull, the Stayow-class Corvette is a military vessel, often used for reconnaissance work. It sports jump drive-B, maneuverd drive-G, and power plant-G, giving performance of Jump-2 and 7G acceleration. Fuel tankage supports 2 weeks of operations and one jump-2. On the bridge is a photonic computer Model/5. There is a captain's stateroom and four spacer niches. One particle accelerator and one missile launcher are installed on hardpoints. The ship has a powerful sensor array, geared toward detecting other ships and avoiding detection. There is one vehicle: an air/raft. The ship is unstreamlined, but is capable of skimming and purifying fuel. There is a 3 ton cargo bay.

A crew of 5 is required: Pilot, Astrogator, Engineer, Gunner, and Medic.

A typical compartment aboard Aslan craft is the Shrine of Heroes. The shrine on these ships tend to be simple, with plaques commemorating a selection of past battles, heroes, or other inspirational events to be called up. The room is used for meditation and contemplation of the heroic traditions of the Aslan.

The ship costs MCr 122.