

Aslan Update for Traveller5

“Wait for the correct moment, then pounce with all claws out.”

Brief Introduction

Commonly considered one of the six major races, the Aslan average 2m in height and weigh about 100 kg. They are descended from four-limbed, upright, bipedal carnivore/pouncer stock, originally adapted to a solitary arboreal existence. The earliest Terran explorers saw in them a vague resemblance to the Terran lion, and they have been described like as lion-like ever since, although there is very little resemblance. The derivation of the word Aslan is unknown. There are two sexes, male and female. The most notable external difference is the increased size and mane of the former. Females outnumber males by a ratio of 3:1.

Aslan have a single highly specialized claw under each thumb which folds back jackknife fashion into a horny covering in the base of the thumb and palm. Three fingers oppose a medially placed thumb, all sporting more ordinary retractable claws. The presence of these claws and the nature of their build make the Aslan very clumsy when using human tools.

Sources

For additional background information on the Aslan, please consult their [Traveller wiki entry](#). For in-depth studies on their history and culture, consult the classic Traveller [Alien Module 1: Aslan](#) or the MegaTraveller [Referee's Companion](#).

This document was written with those supplements in mind, as well as the [Traveller5 core rules](#) and [Xboat Special Supplement 1](#).

Aslan in the Galaxiad Era

The following information updates the Aslan for the period of time around the rise of the Republic of Regina.

3% of the population of the Republic of Regina is Aslan. Members of the Republic share the culture and attitudes of this human culture, which is itself a mix of frontier Imperial colonist, Solomani, and Zhodani cultures.

The main Aslan world in the Republic is Belizo (3015 Spinward Marches), a volcanic breadbasket world home to 400 million Aslan and 200 million humans. Belizo is run by an almost-all-Aslan council chosen from the most powerful clan leaders. These leaders have quasi-religious status and represent the essential unity of the Aslan people. To be chosen as council member is a high honor to which an Aslan can aspire. The one human council member, Eneri Galaraaden, was chosen under extraordinary circumstances by the most powerful Aslan clan.

The Belizo clans maintain traditional Aslan forms: males as clan leaders, females as engineers and accountants. Non-Aslan on the world similarly follow these traditional Aslan cultural norms.

With the Belizo clans strictly banning armed warfare in the system between clans it doesn't give the males much to do but tell stories. Or exile themselves to one of the independent clans.

The independent clans are largely organized as corporations, matriarchal in nature. The males who want to be in charge learn the female skills of accounting and business management. Though several Aslan versions of "The Art of War" are popular as guides to management styles. Many of these Aslan have Darrian and Sword Worlder names.

The conflict between the independent clans and Belizo has shifted the system in and out of the Republic several times. The Republic prefers Belizo as part of their government, rather than another independent Strong world on their border. This has several generations of Republic diplomats running interference, working to keep both sides happy.

The Trojan Reach clans try very hard to keep to the traditional separations. But facts on the ground, like the lack of enforced rules of war require females to run clans until the heirs come of age, and males to learn to manage the engineering and the like. It is uncommon, but almost everyone knows of at least one cross-sex trained Aslan.

The Trojan Reach ihatei were blasted by the Wave, with many worlds reduced to barbarism. Today they pay lip service to the power structure in the Hierate, and instead are trying to re-create their own version of it this side of the Rift. In 1900, the ihatei have an inkling that the sons they are sending rimward are not all the heroes they want to think they are.

The Aslan Hierate: The Hierate was a single interstellar community of some 4,000 Aslan clans. It was located spinward and rimward of the old Third Imperium, and was made up of a loose confederation of worlds with a common Aslan culture and tradition, but little or no central direction.

The Hierate today is a shambles. The one-two punch of Virus and the Wave was spaced out so much for the Heirate that they may have dropped out of crisis mode by the time the Wave rolled through. With a couple centuries between, the survivors were spreading out like Aslan do, claiming and cleaning all those no longer occupied worlds once held by their brethren. Thinned out for maximum male ego, they were ideal victims for the Wave. By the 1900s, the survivors of the Wave are doing it all again. Again.

Aslan Character Generation

Character generation for the Aslan follows the same procedures and concepts as human character generation in Traveller5. Traits specific to the Aslan genetic makeup are given here, which are used as inputs into the character generation and career system in the core rules. Therefore, no special character generation rules are required for aliens in Traveller5. The unique features of the Aslan are recorded in this document, as well as an explanation about how they were imported into the T5 system.

Aslan characters begin their careers at 14 standard years. At this point, as untrained and inexperienced Aslan, they embark upon a career in order to gain skills and experience. Careers are resolved per the core Traveller 5 rules. Upon leaving the service and mustering-out, the character is ready to begin adventuring.

Characteristics. Aslan have 2D Stamina instead of Endurance: the Stamina value is doubled when used

for typical Endurance-related tasks (including the character career process). Determine gender: female is the baseline, and males have Strength +2, Dexterity -2, and Stamina +2.

	Female	Male
Strength	2D	2D+2
Dexterity	2D	2D-2
Stamina	2D	2D+2
Intelligence	2D	2D
Education	2D	2D
Social Standing	2D	2D

Rite of Passage. Aslan in traditional cultures begin a career by undergoing the Akuaehrekhyeh (rite of passage). This rite tests the individual's fitness to enter society and has an impact on the service which may be selected by the character.

Aslan in human cultures do not undergo the Akuaehrekhyeh.

The actual rite is a test which examines the individual's abilities and qualities. A male Aslan makes a single dice throw (2D) which is compared to each of his six characteristics. A rite of passage number is created by adding one point for each characteristic which is greater than the throw. For example, an Aslan male with a UPP of 78AC85 throws 7 for rite of passage. His rite of passage number is 4.

A female Aslan makes a single dice throw (2D) which is compared to intelligence, education, and social standing. A rite of passage number is created by adding **two** points for each characteristic which is greater than the throw.

The rite of passage number is a positive DM for enlistment.

Career. Characters examine the available careers, found in the Traveller5 rulebook, and select one to enlist in. The career process is followed according to the core Traveller5 rules.

Most career types are commonly open to individuals in Aslan society. For the most part, these are careers which may lead characters into an adventuring life. Most characters dealt with here are either ihatei who must acquire status and land, rather than inheriting it, or females seeking power, wealth, and status.

Dewclaw Skill. "Dewclaw" is typically selected in

place of Brawling and Blade Combat skills. Aslan Marines will accept training in the cutlass, but will carry it only when in parade uniform.

Skills and Traditional Aslan. During character generation, traditional Aslan will initially refuse to learn any skill which is inappropriate to his or her gender, including automatic skills. Consult the Aslan skills charts: if the character rolls a skill which is considered inappropriate (male skills for females; female skills for males) then the character may roll again. If the result is an appropriate skill, it is taken instead. If not, then the character continues re-rolling until an appropriate skill is received, or until an inappropriate skill is rolled a second time. No skill is inappropriate if the character already has the skill. An Aslan will become discontent (disgusted) with the service he or she is in and will muster out at the end of the term if his or her non-gender skills exceed gender skills at the end of that term.

Aging. Physical aging begins at 50 standard years, and mental aging at 66 standard years.

Acquiring a Ship. Aslan characters who acquire the use of a ship as a mustering-out benefit have been granted use of — but not ownership of — a ship by

their clan or corporation. If the ship is owned outright by the character, then it has been given as a boon by a clan leader for an act of bravery or great achievement, and is the character's property and responsibility. Other characters may request a ship from clan or corp by submitting a plan or presenting a case for the grant. These requests may be made once per year, and are granted on a throw of 10+.

When an Aslan corporation grants a ship, it participates in the cost of operating it and in the revenue it generates. Refer to Traveller5 rules on subsidized starship operations for details.

A clan grants a ship with less concern for immediate profit or loss since non-commercial uses do not generate money as clearly. The clan pays basic expenses for the ship, but also receives all revenues which the ship generates.

Playing Aslan. Aslan can be played reasonably well by using a samurai stereotype. Remember that the ultimate goal or reward for an Aslan is land. Aslan hands cannot use human equipment, and vice versa.

Aslan names: Eayuaa, Feilraa, Htoyeaio, Kiaiiy, Riyoi.

Weapons

A number of specific weapons available to Aslan characters are described below. Both a generic (human) name and the original Aslan name are given for each weapon.

Weapon	Kg	Length	Range	Burden	Magazine	Cr

Fierah (Belt) (100 grams; Cr10; TL 1): A strip of flexible material (originally hide, now frequently plastic) approximately 1500mm in length. It is frequently worn like a sash, belt, or whip. The fierah can be used in a variety of ways: looped, it can be used to snare or throttle an opponent; it can also be used as a sling, or the loose strands at each end can be tied around weights to form an improvised flail or bolo (taking two rounds, during which time the character is evading).

Yurletya (Spear-Hook) (2 kg; Cr15; TL 2): A combination of spear (at one end) and 4-pronged grappling hook (at the other). The yurletya is 2.5m in length, and was a favorite dueling weapon of early Aslan cultures. It is still frequently used for ritual or ceremonial purposes. After any attack is made with the weapon, regardless of the result, a second attack may be made in the round. One of the attacks must be with the spear end, and is treated normally. The other attack is with the hook, on a throw of **8+** (weapons, range, skill, and other DMs apply), the opponent is knocked down. On the next round, the opponent suffers a DM-1 on all attacks, and attackers gain a DM+1 on all attacks for that round.

Akhaeh (Throwing Edge) (200 grams; Cr25; TL3): A boomerang-like weapon with a sharpened edge. Usually carried on a belt sheath, it functions precisely as a boomerang. A thrown akhaeh which misses the target

returns to the thrower on 2D <= 8 + blade skill.

Khaihte (Aslan Body Pistol): A semi-automatic pistol similar in nature to the Body Pistol, though only occasionally designed as a concealable weapon. The khaihte cartridge is common to the takhestah and the khaifealate as well. The pistol uses a 10-round magazine (the 20-round takhestah magazine will also fit). The khaihte can be fitted with a silencer.

Design: modeled on the Snap-7, but with Aslan metrics.

Code : StSnP-7
Name : Khaihte (TL7)
Length: 150mm
Range : 2 (Medium)
Damage: (3D) Bullet-3
Mass : 0.5 kg loaded, 0.4kg unloaded
Magazine: 10 rounds, 100g, Cr 30
Burden: -3 (very ergonomic)
Cost : Cr 750

Takhestah (Long Pistol): The basic Aslan semi-automatic handgun. It is similar in nature to the human automatic pistol, but uses a 20-magazine. The takhestah cartridge is common to the khaihte and the khaifealate as well. The extended barrel for the pistol gives enhanced accuracy to the weapon.

Design: modeled on the Heavy Pistol-5.

Code : HP-5
Name : Takhestah (TL5)
Length: 350mm
Range : 3 (Long)
Damage: (2D) Bullet-2
Mass : 1.45 kg loaded, 1.1 kg unloaded
Magazine: 20 rounds, 350g, Cr30
Burden: +3 (bulky)
Cost : Cr 500

Khaifealate (Machine Pistol): The Aslan equivalent of a submachine gun. Magazines carry 32 rounds; ammunition, but not magazines, is compatible with the khaihte and the takhestah. Performance is similar, but slightly inferior to, most SMGs.

Design: modeled on the Heavy Machine Pistol-5.

Code : HMP-5
Name : Khaifealate (TL5)
Length: 475mm
Range : 4 (VLong)
Damage: (4D) Bullet-4
Mass: 3.5 kg loaded, 3 kg unloaded
Magazine: 32 rounds, 500g, Cr30
Burden: +3 (bulky)
Cost : Cr 600

Uealikhe (Carbine) (3500 grams loaded; Cr300; TL 5): Virtually identical to the human carbine, the uealikhe makes use of a small caliber round; magazines of 12 rounds each are not compatible with other weapons. Length: 800 mm. Weight, unloaded: 3300 grams (loaded magazine: 200 grams). Base Price: Cr275 (loaded magazine Cr25).

Takheal (Long Rifle) (5000grams loaded; Cr275; TL 5): The basic Aslan rifle, the takheal makes use of a 32-round magazine which is also compatible with the yeheal. It can be fitted with a bipod, folding stock, and electronic or telescopic sights.

Length: 1200 mm. Weight, unloaded, 4400 grams (loaded magazine: 600 grams). Base Price: Cr250. (Loaded magazine: Cr25).

Yeheal (Autorifle) (6600 grams loaded; Cr1275; TL 6): The Aslan automatic rifle functions much like the human

model. It can be equipped with a shoulder sling, sights, a bipod, and a muzzle brake, and may be switched from semi-automatic to full automatic fire as needed. Magazines are identical to (and interchangeable with) the takhealkhe. The yeheal is magazine fed; they use a dual magazine feed with an internal mechanism which strips cartridges from one magazine until it is empty, and then proceeds to strip cartridges from the other magazine. As a result, total magazine capacity is 64 rounds, and the weapon can be reloaded with one new magazine whenever the rounds remaining is less than 32.

Length: 1100 mm. Weight, unloaded: 5400 grams. (Loaded magazine: 600 grams.) Base Price: Cr1250 (loaded magazine Cr25).

Eakhyasear (Hunter's Rifle) (4250 grams loaded; Cr225; TL 4): The weapon most often carried by non-military Aslan who require a longarm. It is similar in many respects to the takhealkhe, but is shorter, bulkier, and uses a different type of ammunition. Ammo comes in 16-round magazines, and is not compatible with other firearms. The eakhyasear may be fitted with a sling, folding stock, and telescopic sights. Eakhyasears are available in a variety of qualities, with custom engraving, swirl grain wood stocks, precious metal plating, and special attention to craftsmanship and quality; building on the base price, such features may cost from up to 1000% additional. Noble males especially consider it beneath their dignity to carry an ordinary quality eakhyasear and will select a more ornate model. These special features do not affect accuracy or reliability.

Length: 1000 mm. Weight, unloaded, 4000 grams (loaded magazine: 250 grams). Base Price: Cr210 (loaded magazine: Cr15). Laser Weapons: The triluealikhe (laser carbine) and trolitakheal (laser rifle) are functionally identical to human designs, and indeed were originally based on borrowed human technology. Only details to accommodate differing physiology have been changed.

Accessories: Accessories are basically similar to human equivalents; however, weight and cost on all items should be increased by 10% for most Aslan devices.

Armor and Protection: Armor types available parallel human forms, but tend to be bulkier (add 10% to weight when applicable). Price is not affected.

Darkness and Night: Aslan eyesight is less seriously handicapped by darkness than human sight.

Total darkness restricts attacks to short range; beyond short range, attacks are subject to an additional DM-8.

Partial darkness reduces visibility to long range; beyond long range, attacks are subject to DM-4.

Ship List

The following ships are standard designs available throughout Hierate space.

Hraye-class Scout (S-AS22), MCr 38.

Using a 100-ton hull, the Hraye-class Scout/Courier the Aslan scout is intended primarily for exploration duties. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving a performance of jump-2 and 2G acceleration. Fuel tankage supports a 2 parsec jump, at 10t per parsec, and one month of operations. Attached to the bridge is a Computer Model/1bis. There are 2 staterooms and no low berths. Installed weaponry consists of a T2 Missile. Cargo capacity is 4 tons. The ship has a streamlined hull, with scoops for frontier refueling.

The ship carries an ATV in a garage.

Aositaoh Transport (T-KL33), MCr470.

Using a 1000-ton lift hull, the Aositaoh is built for small-scale clan troop transport and combat operations. It is equipped with the Taiwiue Systems Q12-3q jump drive, the KHAO Model Q.39 maneuver drive, and the Grid 3e Uaiy/Q7 power plant, and is capable of Jump-3 and 3G acceleration. Fuel tankage supports 4 weeks of

operations and one jump-3. Fuel systems include scoops and intakes with purifiers. 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 aircrafts. Cargo capacity is 88 tons.

The ship 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.

Eakhau Far Trader (A-DS12), MCr104.

Using a 400-ton streamlined hull, the Eakhau-class Aslan trader is a basic interstellar merchant ship, carrying a mix of cargo and passengers. It is equipped with the Ieya-2 Grid C2 jump drive, the Faleiyeea 117m maneuver drive, and the Fesaie 2na.C power plant, giving performance of Jump-2 and 1G acceleration. Fuel tankage supports the powerplant and one jump-2. On the bridge is a computer Model/2. There are 13 staterooms and 16 low berths. There are four hardpoints but no weapons mounted. There are no ship's vehicles. Cargo capacity is 164 tons. The ship has fuel scoops for gas giant refueling.

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

Ekawsykua Escort (E-HU44), MCr 379.

Using an 800-ton hull, the Hkualriy is an Ekawsykua-class escort: a military vessel employed by clans for space patrol and combat duties. It mounts the Tiyyuou Engines 4xR jump drive, the Khtouai-Htaueia 47.R maneuver drive, and the Rf-4 Uiyae power plant, giving performance of Jump-4 and 4G acceleration. Fuel tankage supports 2 weeks of operations and one jump-4, as well as a 2-week reserve for use by the vessel's smallcraft. On the bridge is a computer Model/5.

There are eight staterooms, fifteen spacer niches, two squad barracks, and no low berths. 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 eight: captain/pilot, astrogator, four 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, the Hkualriy has converted one of its staterooms 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 race.

Khtukhao Clan Transport (R-FB22), MCr 164.

Using a 600-ton hull, the Khtukhao-class merchant is a large freight and passenger vessel used by clans and companies for service of major trade routes.

The Tyehao sports the Ouai L-291F jump drive, the Yuaii Impulse F2 maneuver drive, and the Starlaaiyeai FtU F power plant, giving performance of Jump-2 and 2G acceleration. Fuel tankage supports 2 weeks of operations and one jump-2. On the bridge is a computer Model/3.

There are 33 staterooms and 30 low berths. No weaponry is initially installed, but the hardpoints have T1-form factor short-range lifepods. A 95-ton cargo shuttle (capable of transporting 24 passengers and 60 tons of cargo in transport mode) is grappled 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 four: pilot, astrogator, and two engineers. 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 30 low passengers. The pilot operates the shuttle.

Kteiroa Seeker (J-BS22), MCr 76.

Using a 200-ton hull, the Aslan Kteiroa-class prospector is adapted to explorations in asteroid belts.

This particular prospector, the Staiyayu, is equipped with the Htyaoea Mark 2 jump drive, the KHAO Model B.27 maneuver drive, and the Feiweaaea B2+x power plant, and is capable of Jump-2 and 2G acceleration. Fuel tankage supports 8 weeks of operations and one jump-2. On the bridge is a computer Model/3.

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 seeker requires a crew of two: pilot, and engineer/astrogator.

Stayow Corvette (EB-BU72), MCr122.

Though this class of ship is highly modifiable, the Stayow-class Corvette is always designed and used in a military context, often as a reconnaissance vessel. It sports the Taiwiue Systems B12-2b jump drive, the Yuaii Impulse G7 maneuver drive, and the Grid 7k Uaiy/G4 power plant, 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. 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. The captain of this particular ship, Sa'ao Hleilaiea, a male of high social standing, has a single cabin; the rest of his crew sleep in spacer niches.

A typical compartment aboard Aslan craft is the Shrine of Heroes. The shrine on this ship is elaborate, with computer consoles which 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 race.

Ktiyhui-class Courier (S-BL43), MCr 114.

Using a custom 200-ton hull, the courier is a fast, long-range ship used to conduct clan business across interstellar distances.

It sports the Ieya 3 Grid C3 jump drive, the Wareie Gravitics D4.0 maneuver drive, and the Feiweaaea D4+w power plant, giving performance of Jump-3 and 4G acceleration. Fuel tankage supports 2 weeks of operations and one jump-3. On the bridge is a computer Model/4.

There are eight staterooms and no low berths. Two double turrets are installed: a triple missile turret and a hybrid L-S-M turret. There is one Ship's Boat. Cargo capacity is 16 tons. The ship is streamlined.

The courier requires a crew of four: pilot, astrogator, and two engineers. Gunners and extra crew are carried when needed.

Researcher (Hkiyrerao class) (L-DL14), MCr 226.

Using a 400-ton hull, the Hkiyrerao-class research vessel is utilized for the investigation of scientific phenomena or for conducting tests at newly discovered worlds. It is equipped with the Ieya 4 Grid H4 jump drive, the 8x12Bu Oaauoau generator maneuver drive, and the Starlaaiyeai FtU H power plant, giving performance of Jump-4 and 1G acceleration. Fuel tankage supports 2 weeks of operations and one jump-4. On the bridge is a computer Model/5. 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.