Rules Booklet

Azhanti High Lightning

ROLE-PLAYING
FFE
GAMES

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Rules Booklet

Azhanti High Lightning

Game Designers' Workshop

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This game is a supplementary game for Traveller, GDW's science-fiction
role-playing game system set in the far future. It is playable by itself
or in conjunction with Traveller.

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Introduction

Azhanti High Lightning is a game of close-action combat between individuals on board a large military starship. The game covers the weapons and personal abilities which can reasonably be expected aboard a starship; tactics and strategies then become the realm of player input. A variety of scenarios are provided, and many more can be generated using the components included in the game.

Traveller is a science-fiction role-playing game set in the far future. *Azhanti High Lightning* presents a new personal combat system for use with *Traveller,* applicable either in small enclosures (such as the starship presented in the game) or outdoor encounters. To ease integration of the system into *Traveller,* all data on weapons presented in *Traveller* thus far are included, even for weapons not used in specific game scenarios of *Azhanti High Lightning,* and all ranges are listed even when such ranges are impossible given the limited interior space of the starship.

SCALE

Scale is expressed in terms of time, distance, and forces involved.

Time: A time scale of 15 seconds per turn is used in *Azhanti High Lightning.* Each turn in the game represents 15 seconds (four turns equal one minute) of elapsed time.

Distance: The maps use a square grid; each square on a map measures one-half inch by one-half inch, just large enough to hold one of the die-cut counters. The width of one square represents a distance of 1.5 meters.

While maintaining the same scale of 1.5 meters per square, other deck plans may be drawn up using a different-sized grid. Ship plans on smaller grids are given in the *Journal of the Travellers' Aid Society* and various *Traveller* adventures and supplements.

Forces: Each counter in *Azhanti High Lightning* represents one individual, animal, or wound marker. Each individual or animal is a character. Wound markers are used to indicate wounds on characters.

CHARACTERS

Each separate counter represents a person or animal. Persons are *Traveller* characters. If the enclosed deck plans are used in a *Traveller* adventure, *Traveller* characters from the on-going campaign may be used without change. An assortment of adventurer counters (without any backprinted factors) is included for this purpose. When used for the scenarios in the game, the standard counters (with their backprinted factors) are used.

The term *character* refers to both animals and persons unless specifically stated otherwise.

GAME COMPONENTS

Azhanti High Lightning consists of this rules booklet, one sheet of 240 die-cut counters, fourteen large sheets of deck plans, a technical manual describing the Azhanti class of starships and explaining the deck plans in detail, one combat chart,

and two six-sided dice.

Counters: The 240 die-cut counters represent either characters, wine (for a special scenario), or wound markers. Counters representing individuals have a silhouette and an alpha-numeric identification code on the front; they may have an armor code designator. The back of the counter has a number of factors which are read according to the accompanying diagram. Weapon abbreviations and their meanings are listed below. Animals have only a silhouette on the front and a single number on the back (the only animals included in the game are the blobs, which function under somewhat modified rules, as explained in Rule 20). All counters are color coded for ease of recognition.

Front	Back

Weapon Abbreviations

Acl	Accelerator Rifle
ACR	Advanced Combat Rifle
AP	Automatic Pistol
AR	Automatic Rifle
BP	Body Pistol
FG	Fusion Gun
GR	Gauss Rifle
LAG	Light Assault Gun
LC	Laser Carbine
PG	Plasma Gun
SMG	Submachine Gun
SP	Snub Pistol

Identification Abbreviations

Naval Crew
O Officer
W Warrant Officer
R Rating

Zhodani
O Officer
T Technician
R Rating

Marine, Vargr, and Intruders
O Officer
N Noncommissioned Officer (NCO)
E Enlisted

Counter Color Codes

Black on Blue	Naval Crew
White on Blue	Marines
Black on Green	Intruders
Black on Gray	Vargr
Black on Red	Zhodani
Black on Light Green	Adventurers
Black on White	Wound Markers
Green on White . .	Animals and the wine

Armor Codes

★ Battle Dress

● Combat Armor

▲ Cloth

Deck Plans: Fourteen sheets of deck plans are provided. The square one-half inch grid serves to assist in movement and range calculation as well as allowing precise definition of the location of counters. The various symbols on the deck plans are explained in the technical manual.

Combat Chart: The combat chart contains all the charts and tables required for

the resolution of fire and melee.

Dice: The two dice are used to generate random numbers used in combat resolution and morale checks as well as other uncertain events.

Technical Manual: The technical manual contains basic background information on the Azhanti class of starships and a detailed explanation of the deck plans.

Rules Book: This rules book contains all of the basic information necessary for the play of the game as well as several advanced rules and the game scenarios. To ease comprehension, the rules have been organized in six parts. The first part is this general introductory section intended to familiarize players with the basics of the game itself. The section entitled General Rules of Play details the general game mechanics used. The Special Rules section covers unusual situations, actions, and weapons. The Advanced Rules section has those rules which are not necessary for the play of the game but which more experienced players may wish to add. The Scenarios section details specific game situations which may be played, giving forces, decks involved, and victory conditions. The last section provides information to enable the *Azhanti High Lightning* combat system to be integrated into an on-going *Traveller* campaign.

DIE-ROLLING CONVENTIONS

Azhanti High Lightning requires dice rolls for determining the outcome of firing, melee, morale, the extent of wounding, and various other situations. Unless specifically stated otherwise, dice rolls involve the throw of two dice, and the result is the sum of the numbers showing on each die.

Die Modifiers: A variety of modifications are required, to be applied to a dice roll. Such die modifications (abbreviated DM) are expressed as positive or negative numbers. For example, the instruction DM +4 indicates that four is added to the dice roll before consulting the appropriate chart. Similarly, the instruction DM -3 requires that three be subtracted from the dice roll before the chart is consulted.

Example: The tables indicate that a certain weapon will hit a target on a throw of 8 or better. In addition, a DM of +1 is allowed the firer for being skilled with the weapon, and a DM of -2 is allowed the target for cover. The net DM is -1. The dice are rolled, with a result of 8; the DM is then applied, reducing the result to 7, which indicates the target was missed.

General Rules of Play

1. OVERVIEW OF PLAY

Within each turn, each player may expend action points in order to move and to attack. Play proceeds through a number of phases providing an orderly sequence of play. The game is played in a series of turns until the end of the scenario is reached or until the victory conditions are achieved.

2. STACKING

There are specific limits to the number of counters which may be placed in any single square on the ship plans; such limits are called *stacking restrictions*. No square may contain more than four active characters at a time. Each robot counts as two active characters. Each blob counts as four active characters. Any number of inactive characters may be in a square; an inactive character is one who has been killed or rendered unconscious.

Once a square has its maximum number of active characters in it, other active characters may not enter it. If one or more active characters later moves out of the square, this makes room for other active characters to enter the square.

Friendly and hostile characters may occupy the same square, subject to the normal stacking restrictions (four characters total in a square). However, any character entering a square occupied by an enemy character must stop and move no further that phase.

3. FACING

All characters have a facing which indicates their forward direction. The top of each counter (as it is read) is the face (forward) of the character and should always be oriented to one side of the square occupied by the counter. Facing affects action point (abbreviated AP) costs and influences the firing of weapons. Facing is maintained during movement. That is, a character must keep the same orientation during movement unless a movement action is performed that allows facing to be changed.

4. SEQUENCE OF PLAY

The game is played in turns, each turn representing 15 seconds of elapsed time. All characters may move and/or fire in each turn. Both sides conduct action in a series of phases, which must be followed in order. The phases are:
1. Decision Phase.
2. First Action Phase.
3. Second Action Phase.
4. Third Action Phase.
5. Fourth Action Phase.
6. Fifth Action Phase.

5. DECISION PHASE

During the decision phase each player secretly decides what general action each of his characters will undertake. Three general actions are possible: cover fire, aim,

and move. The decision made in the decision phase can easily be recorded on a piece of paper by writing C (cover fire), A (aim), or M (move) after the character's identification code. Once a character is committed to one of the three general actions, the character may not change to a different one. Certain contingency actions not listed above (such as melee or snap shot) are possible, and it is possible for a character to abort his or her planned action. A character that aborts his or her action may not, however, undertake a different action.

6. ACTION POINTS

Each character may spend up to a total of six action points per action phase. Thus, under optimal conditions, a character could spend a total of thirty APs in a single turn. A character is not required to spend any APs in a phase, but unused APs may not be transferred among characters nor may they be accumulated for use in later phases. APs are used to conduct movement and combat actions. Various actions require the character to expend all six APs in a phase; in this case, the character may perform no other action requiring the expenditure of APs in that phase.

7. ACTION PHASES

All activity in an action phase is performed in the following sequence:
1. Covering Fire.
2. Movement.
3. Aimed Fire.
4. Snap Shots.

Action is simultaneous within each step, but it is sequential from step to step. That is, first all characters firing covering fire are indicated, and the direction of the covering fires are indicated. Then, all characters plotted to move are either moved or have their movement aborted (based upon, perhaps, the indicated covering fires). Next, all aimed shots are resolved; all characters who were aiming may fire at targets they can see. Finally, all characters who are entitled to snap shots may resolve them. Action is sequential in the sense that a character may be entitled to a snap shot, for example, but if incapacitated by action in a previous step may not fire in the snap shot step.

8. MOVEMENT ACTIONS

The following are movement actions which may be undertaken.
A. Normal Movement
1. Walk: A character may walk in open areas and along corridors. Only front squares (see diagram) may be entered. It costs 2 APs per square for the character to move directly forward (in the diagram, this would be the character moving to the center front square) and 3 APs per square for the character to move diagonally forward (in the diagram, this would be the character moving to either of the side front squares).

Front	Front	Front
Side	O5	Side
Rear	Rear	Rear

2. Trot: A character may trot in open areas and along corridors in the same manner as walking. It costs a character 1 AP per square to trot directly forward and 1½ APs per square to trot diagonally forward.

3. Turn: A character may change facing 90 degrees (in the diagram, this would be the face of the character turning from the center front square to either of the side squares — doing so would of course redefine which squares were to the character's front, sides, and back) at a cost of 1 AP when stationary or walking and 2 APs when trotting. A character may turn more than once in a single square but must pay the turning costs for each 90 degree turn made.

4. Sidestep and Backstep: A character may move to the side or to the back (directly or diagonally) at a cost of 4 APs per square. Facing does not change.

5. Evade: A character may elect to move at a slow, quiet pace at a cost of 6 APs per square. The character may enter any square to the front, side, or rear and may assume any facing orientation upon entering the square. Alternately, the character may stay in the square he or she presently occupies but may freely change facing. By evading, a character is making maximum use of available cover and is allowed a favorable DM when attacked.

6. Stand Up: A character may become prone for various reasons and must stand up before resuming movement. It costs 6 APs to stand up.

B. Portal Passage

1. Open Sliding Door or Iris Valve: If a character begins an action phase adjacent to a sliding door or iris valve, he or she may activate the door mechanism at a cost of 2 APs. The door or valve is not open for passage until the beginning of the next action phase.

2. Open Hatch: A character adjacent to a hatch (or maintenance hatch) may open it at a cost of 6 APs; it is open for passage at the start of the next action phase.

3. Passage Costs: There is no additional cost in APs for a character to move through an open sliding door or iris valve. There is an additional cost for moving through an open hatch: crossing the line representing a hatch costs 4 APs for characters in vacc suits, combat armor, or battle dress and 2 APs for all other characters.

4. Close Portals: Portals are closed using the same procedures and AP costs as for opening them.

5. Climb Ladder: A character climbs (up or down) one meter per complete action phase spent climbing a ladder. The number of action phases required to climb one deck level depends upon the separation between decks (see the Technical Manual).

6. Activate Lift: If a character begins an action phase adjacent to the door of a lift (elevator), he or she may activate it at a cost of 2 APs. At the conclusion of that action phase and every subsequent action phase, one die is rolled. When a 6 is rolled, the lift has arrived at that level and the door will open. Characters may enter the lift the next action phase. If no character enters the lift, roll one die at the end of the phase and on each following phase. On a roll of 5 or 6 the doors close and the lift goes to a different level.

7. Cycle Airlock: If a character is adjacent to an airlock entrance, he or she may initiate the cycling procedure at a cost of 6 APs. Six complete action phases later, the airlock opens and may be entered. Once in the airlock 6 APs must be spent to close the door, which is then considered to be closed at the start of the next action phase. The airlock then cycles for six complete action phases, and the other door opens at the start of the next action phase.

8. Special Situations: When during a single action phase a sliding door, iris valve, hatch, or airlock is given conflicting commands (such as one character trying

to open it and another trying to close it), all such commands are ignored for that phase (though the characters must still pay the AP costs) and the portal remains in the position it was in at the start of that phase. When characters on more than one level try to use the same lift, it arrives at the level that first rolls a six (if two or more do so in the same phase, determine randomly the level at which it actually arrives). While the door is open at a level or the lift is in use by a character, the die is no longer rolled to determine if the lift arrives at any other level. While an airlock is cycling, it ignores all other commands. If an airlock door is open but no character enters the airlock, then the door closes at the start of the action phase following the initiation of the cycling procedure by a character on the other side of the airlock.

C. Special Movement Actions

1. Jump Down One Level: In certain parts of the ship, it is possible to jump down one level. For example, a character on the upper deck of the power plant could jump over the balcony edge to the lower level of the power plant. A character must have at least 2 APs remaining to initiate this maneuver. These 2 APs are automatically spent; extra APs equal to the roll of two dice must also be spent. It is possible that the resulting expenditure will exceed the number of points remaining to the character that phase. If so, the additional points are recorded and that character continues to expend APs in the following phases until the required expenditure has been met. (This expenditure represents the time needed recover after the jump.) On a roll of 12, the character suffers a light wound and is unconscious. While expending points for the jump the character is considered to be stationary and not evading in the square where he or she lands.

2. Swing Down One Level: A character who begins adjacent to a drop may lower him or herself over the edge and swing down to the next level. Lowering over the edge requires 6 APs. In the next action phase, the character releases his or her hold and drops down to the next level at a cost of 4 APs. This is the only way a character could descend from a catwalk around the meson gun tube on one level to the next lower catwalk, as a normal jump (described above) would cause the character to fall down the middle of the tube.

3. Traverse Close Machinery: Close machinery consists of a fairly dense concentration of circuitry, small machinery, pipes, etc. While dense, it is not solid nor so dense as to completely deny passage. A character may enter a close machinery square at a cost of 6 AP.

4. Liquid Hydrogen: No character may enter an area containing liquid hydrogen. Immersion of a character in liquid hydrogen, even a character wearing a protective suit such as battle dress, results in the death of that character in the first action phase of immersion. Of course, should the liquid hydrogen storage area be empty, then characters may traverse it using normal rules.

5. Break Down Door: A closed, locked, or inoperative sliding door may be broken down by a character. An attempt to break down a door costs a character 6 APs and succeeds if the character's melee strength or less is rolled on two dice. Two characters may attempt to break down a door together, in which case each must spend 6 APs and their melee values are added together.

6. Move Through Congestion: A character entering a square already containing other characters must spend APs in addition to the normal cost to enter the square. This additional cost is equal to the number of other active characters that are present in the square. For example, a character entering a square containing two

other characters must spend two additional APs. Stacking restrictions may not be violated.

7. Dive: A trotting character may dive. A dive may come at the end of any trotting move which ends a character in a square with a non-moving hostile character; this is an advantageous way to start a melee (see the melee rules). A dive costs no APs to perform (though the character must be trotting), and congestion costs (see above) for entering the square are not charged. If a character dives into a square already containing four characters, one of the characters will be knocked out of the square. Roll one die per character; a DM of -1 is applied to the character making the dive (only); the one with the highest roll is knocked out of the square. A character knocked out of a square is placed in any accessible adjacent square (owning player's choice). If two (or more) characters tie for highest roll, then all tied for highest are knocked out of the square. Any character knocked out of a square is prone and must spend 6 APs to get up.

8. Drag/Carry a Character: A character may drag or carry another character. Only persons may be dragged or carried (henceforth referred to as dragging); robots and blobs may not be dragged. Any unconscious or immobilized person may be dragged, and any conscious, mobile friendly person may be dragged. A character may drag a person at an additional cost of 2 APs per movement action undertaken, and that character may not trot. Two characters may drag a person at an additional cost of 1 AP per movement action undertaken. A character may never drag two or more persons at one time.

9. Enter Enemy Occupied Square: A character may enter an enemy occupied square (other than by diving, see above) by paying the normal AP costs (including congestion) to enter the square, subject to stacking restrictions. However, any character entering an enemy occupied square must immediately cease movement for the remainder of that action phase.

10. Minimum Movement: A player plotted to move may always enter any adjacent accessible square at a cost of 6 APs, even if the normal cost to enter that square is greater than 6 APs.

9. COMBAT ACTIONS

The following are actions which may be undertaken to initiate fire combat.

A. Covering Fire: A character who was committed to provide covering fire fires once, at a cost of 3 APs, in the covering fire step of the action phase. A character may only fire one covering fire in a single action phase; remaining APs may be used for a snap shot. The effects of covering fire are explained in later rules.

B. Aimed Fire: A character who was committed to aiming may (but need not) conduct one aimed fire during the aimed fire step of the action phase, at a cost of 6 APs.

C. Snap Shot: Any character with sufficient APs remaining during the snap shot step may conduct one or two snap shots at a cost of 3 APs per snap shot.

D. Throw Grenade: Any character with sufficient APs remaining during the snap shot step may throw a grenade at a cost of 6 APs.

10. LINE OF SIGHT

Attacks on targets by fire require a clear line of sight. Such a line of sight is a straight line from the center of the attacker's square to the center of the target's

square. The line of sight may not pass through any obstruction (such as a wall, bulkhead, or closed portal).

Each square passed through by the line of sight, both before and after passing through the target, until the line of sight encounters an obstruction is referred to as the *danger space* of the fire. All targets in a square in the fire's danger space are attacked by the fire, with the target closest to the firing character attacked first, then the next closest, etc. (*Note*: target in this sense means all active characters in the fire's danger space, regardless of hostile or friendly status). When a target is hit by fire from a semi-automatic weapon, no further targets in the danger space are attacked. When a first target is hit by automatic weapon fire, additional targets in the danger space are attacked until a second one is hit. In either case, no target may be attacked twice by one fire; thus, if an automatic weapon's fire hits its first target and then misses all other targets in its danger space, then there is no second hit. Fire by shotguns and flechettes may also cause a second casualty.

If the line of sight passes through a square containing several active characters, each is attacked by the fire. If one is hit by semi-automatic fire, no others are attacked. If automatic fire, shotgun fire, or flechette fire passes through the square, all occupants are attacked regardless of how many casualties are inflicted. If two or more casualties are inflicted then targets in other squares in the danger space are not attacked. For semi-automatic fire, the order in which characters in a square are attacked may be important; randomly determine the order in which they are attacked.

11. FIRE COMBAT RESOLUTION

A. General Rules

1. Which Characters Are Attacked: An aimed shot or a snap shot may attack any character which was in the firing character's field of fire at the point when the fire is resolved.

Covering fire is declared at the beginning of an action phase by indicating a target point (usually a point where the fire would encounter an obstruction). Any character who moves through the danger space of the fire is immediately attacked by it. Normal restrictions on number of casualties the fire may inflict are in effect (see Rule 10). The owning player may determine the order in which characters move through the danger space of a covering fire.

2. Field of Fire: A character's field of fire is illustrated in the accompanying diagram. The field of fire of a character is the three front squares of the character, the five squares to the front of these squares (i.e., the three squares directly and two squares diagonally to the front of the three front squares), the seven squares to the front of these squares, etc., up to the limit of the unobstucted line of sight and range of the weapon. A character may not fire his or her weapon outside his or her field of fire.
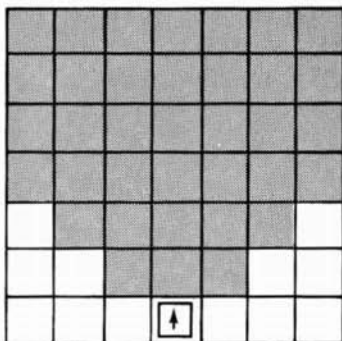
3. Stacking: When more than one character is in a square, no more than two characters in that square may fire through the same side of the square.

When friendly and enemy characters are present in the same square, the only

weapons characters in that square may fire are pistols (snub pistols, body pistols and revolvers). No other weapon may be fired.

B. When Attacks Take Place: Covering fire attacks take place in the covering fire step of the action phase (if directed at an exposed character) and during the movement step when a character enters a square in the fire's danger space. Snap shots take place in the snap shot step of the action phase and may be conducted under certain conditions during the movement step (see Rule 13). Aimed fire takes place during the aimed fire step of the action phase.

C. Determining Hits: The likelihood of hitting a target is a function of the range of the fire, the skill of the firing character, and the type of attack. Three ranges are possible: effective range, long range, and extreme range. Most attacks (but not necessarily all) will take place at effective range while within the confines of a starship, even one as large as the Azhanti High Lightning.

1. Determining Range: Range is determined by tracing the shortest possible path of squares between the firing character and the target of the attack. Each square traced directly forward counts as one square, and each square traced diagonally counts as 1½ squares. Any fractional results are rounded up. If a character is firing up or down a level, the distance between the levels in squares (one square equalling 1.5 meters) must be added to the range. The final range figure is then compared to the range listings on the weapons chart to determine the range used to resolve the fire. The first number listed in each range column is the maximum number of squares the weapon may fire to qualify for that range. For example, a snub pistol fires at effective range at any target up to 6 squares away. Any target 7 through 12 squares away is at long range. Any target 13 through 20 squares away is at extreme range. A target at a range greater than extreme range (20 squares for the snub pistol) may not be fired upon. Note that some weapons do not have an extreme range listing; these weapons may not fire at any target beyond long range.

2. Determining the Required Dice Roll: Weapons firing at effective range require a roll of 8 or greater on two dice to hit; weapons firing at long range require a roll of 10 or greater on two dice to hit; weapons firing at extreme range require a roll of 12 or greater on two dice to hit. The following modifications are made to the dice roll:

a. Weapon Skill: Characters have printed on their reverse side their weapon skill, if any. If no number appears after the weapon type abbreviation, a DM of 0 is assumed and no modification is made to the dice roll. If a number appears it will be preceded by a plus or minus, indicating whether it is to added to or subtracted from the dice roll. Thus a plus number indicates proficiency with the weapon while a minus indicates a deficiency in weapon skill. Light wounds adversely affect weapon skill (see Rule 12).

b. Automatic Fire: Certain weapons receive an automatic fire bonus, as indicated by a plus sign and a number following the parenthetical number on the weapons table. For example, a submachine gun receives an automatic fire bonus of +4 at effective range, +3 at long range, and +1 at extreme range.

Shotguns receive an automatic fire bonus even though they are always fired on a semi-automatic setting. This represents the effect of multiple pellets fired from the weapon. All weapons capable of firing flechette rounds receive the same bonus when firing such rounds. Weapons capable of firing flechettes and automatic firing (as indicated by the presence of an automatic fire bonus for a non-flechette round

from the weapon) double their automatic fire bonus when firing flechettes on the automatic fire setting. (Thus, a 4cm RAM grenade launcher firing flechette rounds on the automatic fire setting will receive a DM of +8, or enough to ensure a hit at most ranges unless other factors adversely modify the dice roll.)

 c. Types of Fire: All snap shots are resolved with a DM of -2. All covering fires are resolved with a DM of -1.

 d. Cover: If the target is under cover but exposed to fire (see Rule 14), the fire is resolved with a DM of -2.

 e. Evading: If the target character is evading, the fire is resolved with a negative DM. If the target is evading in the open, apply a DM of -1 to the dice roll. If the target is evading in a square at least one side of which is an obstruction (such as a wall, bulkhead, closed portal, etc.), apply a DM of -2 to the dice roll. A single fire may be modified for cover or evading but not both; the cover DM is always applied in preference to the evading DM.

 3. Hit Determination: If the dice throw, as modified, is equal to or greater than the required throw, the target has been hit.

 D. Ammunition: In the basic game, the following ammunition rules are used. At the start of the game, each player writes down next to the characters' identifications with what ammunition each of his characters' weapons are equipped. The ammunition types available to each type of weapon are listed on the weapons chart. For the duration of the scenario, the weapons fire the ammunition chosen. All weapons are assumed to have unlimited ammunition for the duration of the scenario and thus never need to be reloaded. All weapons capable of automatic fire are assumed to be at the automatic fire setting. The advanced rules place more flexibility and restrictions on ammunition (see Rule 24).

 Gas and tranq may not be selected as ammunition types. They are included on the weapons table for when the game is used in conjunction with *Traveller*.

12. WOUNDS

 Once a target character has been hit, it is necessary to determine what, if any, damage was sustained. This is done by rolling two dice, modifying the roll as explained below, and comparing it to the results listed on the damage table.

 A. Dice Roll Modifications

 1. Weapon Penetration: Each weapon has a penetration rating listed for it at each of its ranges. This is the number in parentheses on the weapons chart. For example, a carbine has a penetration of 2 at effective range, 1 at long range, and 0 at extreme range. Add the penetration number to the dice roll.

 2. Cover: While cover makes it more difficult to hit a target character, it will generally make a hit more serious as only the more vital areas of the target (notably the head and upper torso) are exposed. Thus, if a hit is obtained on a target under cover add 2 to the dice roll.

 3. Armor: A variety of armor types is listed on the damage table. Only three are used in the game (although the others may be used in scenarios generated by the players, and all are necessary for integrating the system with *Traveller*). The values for Cloth (-6), Combat Armor (-8), and Battle Dress (-10) are used in the game. All characters in vacc suits are treated as if they were in cloth armor. Armor values are negative modifications to the dice roll.

 Example: A character fires an advanced combat rifle (ACR) using discarding

sabot ammunition at a target in combat armor. The target character is not under cover. The firing player obtains a hit and rolls a 9 on the damage table. To this, the penetration of the weapon (4 at effective range) is added and the value of the enemy armor (8) is subtracted, for a net DM of -4, thus reducing the roll to a 5 and causing a light wound.

B. Types of Wounds: Several types of wounds are possible: light wounds, serious wounds (also referred to as heavy wounds), and death.

1. Light Wound: Each light wound reduces a character's weapon skill, melee value, and morale by 1. Each time a character receives a light wound roll one die; on a roll of 6 the character loses consciousness.

2. Serious Wound: A serious wound renders a character unconscious for the remainder of the scenario and incapable of further action. A second serious wound kills the character.

3. Death: Death removes the character from the game, to say the least.

C. Unconsciousness: An unconscious character may not perform any activity. Upon becoming unconscious, a character goes prone. At the start of each decision phase while a character is unconscious, roll one die. On a roll of 6, that character recovers consciousness and may perform normally (of course, the character will have to stand up before moving; see Rule 8).

D. HE and HEAP Wounds: All direct hits on a character from HE or HEAP rounds which cause wounds become one level more serious. Light wounds become serious wounds; serious wounds become death. No effect remains no effect. This applies only to direct hits, not wounds resulting from collateral damage (see Rule 15).

13. ADJACENCY

Regardless or normal sequencing restrictions, a character may defend him or herself from direct personal asssault. If an enemy character moves adjacent to a character during movement, that character may conduct an immediate snap shot against the moving enemy character. Only a character who is not moving may exercise this option. For example, a character is aiming an ACR in anticipation of firing at a moving enemy character. The enemy character, however, runs towards the aiming character and dives at him. Normally, this would initiate a melee which would prevent the aiming character from getting off a shot. He may instead take a snap shot as soon as the enemy character comes adjacent.

The number of snap shots at adjacent characters a character may take is limited by the number of APs the character has remaining at the point when the enemy character comes adjacent. Thus a character who previously fired a covering fire (3 APs) in the covering fire step could only get off one snap shot in the movement step, regardless of how many enemy characters rushed him.

14. COVER

Three main sources of cover are available: corners, consoles, and machinery.

A. Corners: Doorways and bends in corridors constitute corners for the purpose of determining cover. It is of course possible to use such obstructions to interrupt the line of sight completely, thus preventing any hits. A character behind such a corner may, however, lean out from behind it and fire (covering fire, aimed fire, or snap shot). For targetting purposes the character is considered to be under cover in

the square into which he or she is leaning. Only one character per square can use a corner as cover (others in the square are considered to be behind the corner and thus are totally obstructed).

B. Consoles: Characters behind consoles (green computer/control areas with a seat adjacent to them) may crouch behind the console and thus be totally obstructed (unable to fire over it or be fired upon over it). Alternatively, they may partially expose themselves and fire (and be fired at), in which case they are considered to be under cover for any fire directed at them whose line of sight crosses part of the console.

C. Close Machinery: A character adjacent to close machinery may fire through it and be fired upon through it. The character adjacent to the close machinery square is considered to be under cover unless the firing character is adjacent to the same close machinery square as the target character or unless the characters are adjacent to one another (in either case, neither is considered to be under cover from fire from the other). A characters may not fire through close machinery if neither the firing character nor the target character is adjacent to the close machinery square through which the fire passes.

D. Effects: As explained in previous rules, cover makes it more difficult to obtain a hit on a character but tends to make any hit achieved more serious.

E. Cover and Evading: A character can not benefit both from cover and evading when he or she is fired upon. Only one of these effects may be used by a character. The cover DM is always used in preference to the evading DM.

15. EXPLOSIONS AND COLLATERAL DAMAGE

Explosions occur for a variety of reasons, mostly due to the impacting of a HE round. All explosions and some weapons hits cause collateral damage. The six causes of collateral damage are equipment explosions, grenade explosions, HE round impacts, plasma gun hits, fusion gun hits, and satchel charge explosions. Satchel charges are covered in Rule 24.

A. Equipment Explosions: Whenever the line of sight of a fire terminates against either a red- or green-coded equipment square, there is a possibility of an equipment explosion in that square. A hit is assumed in this case and damage is determined on the damage table. Green-coded equipment has an assumed armor rating equivalent to cloth (-6) while red-coded equipment has an assumed armor rating equivalent to battle dress (-10). If the damage rolled is a serious wound or death result, the equipment explodes. The explosion of green-coded equipment is equivalent to a grenade. The explosion of red-coded equipment is equivalent to the strike of a fusion gun.

B. Determining Collateral Damage: Whenever a HE round, plasma gun, or fusion gun strikes a target in a square, or a grenade, satchel charge, or piece of equipment explodes in a square, all characters (active and inactive) in the square suffer collateral damage and all characters (active and inactive) as far as two squares away may suffer collateral damage.

1. Who Suffers Collateral Damage: All characters two squares away suffer collateral damage on a roll of 12 or greater on two dice. All characters one square away (i.e., adjacent to the explosion) suffer collateral damage on a roll of 10 or greater on two dice. In either case, an unobstructed line of sight must be traced from the square of the explosion to the characters. All characters in the square of

the explosion suffer collateral damage on a roll of 8 or greater on two dice, unless they are specified as automatically suffering collateral damage (see above). The dice roll for collateral damage is made separately for each character subject to the damage.

2. Extent of Damage: For impacting HE rounds, plasma guns, and fusion guns the extent of damage is rolled normally with all regular modifiers excluding penetration in effect (except that no characters are considered under cover or evading). Penetration is modified. In the square of impact, penetration is halved (round fractions down). One square away it is halved again (round fractions down). Two squares away it is halved again (round fractions down). If the penetration is reduced to zero, no collateral damage is suffered.

For example, a fusion gun hits a target in a square. All other characters in the square automatically suffer collateral damage but with a penetration rating of 7 (instead of 14). One square away, characters suffering collateral damage do so with a penetration rating of 3; two squares away, those suffering collateral damage do so with a penetration rating of 1. The HE round of a snub pistol would cause collateral damage in the same square with a penetration of 1 and no collateral damage beyond that as its penetration rating reduces to 0.

Grenades, satchel charges, and equipment explosions use their normal penetration ratings in the square of explosion, halve it (round fractions down) at one square away, and halve it again (round fractions down) at two squares away. Thus, exploding red-coded equipment uses a penetration of 14 in the square of explosion, 7 one square away, and 3 two squares away.

Note that HEAP rounds do not cause collateral damage.

16. THROWING GRENADES

As indicated in Rule 9, any player with 6 APs remaining in the snap shot step of the action phase may throw a grenade. The grenade hits the intended square on a roll of 8 or greater on two dice. For every ten squares of range over the first ten, apply a DM of -1 to the dice roll. If the character throwing the grenade is under cover, subtract 2 from the dice roll. If the grenade fails to hit the intended target, it scatters. Roll two dice and consult the scatter diagrams. The center square in these diagrams indicates the intended target square. The arrow indicates the next square entered along the line of sight of the toss. This square would be the first square of the scatter if a 7 was rolled; other numbers rolled would cause the grenade to scatter as indicated on the diagrams. The diagrams indicate the scatter patterns for grenades whose direction of toss is 1) directly forward and 2) diagonal to the target square. The grenade then scatters in a straight line for a number of squares, which is determined by rolling two dice and halving the result (round fractions down). If the

6	7	8
5	⬆	9
2,10	3,11	4,12

7	8	9
6	↖	4,12
5	2,11	3,10

grenade hits an obstruction (such as a wall or closed portal), it stops and scatters no further. If while scattering the grenade enters an occupied square, roll one die. If the die roll is equal to or less than the number of characters (active and inactive) in the square, the grenade ends its scatter in that square. If not, it continues to scatter (unless, of course, that square was the last square of its scatter move).

The final location of the grenade is where it explodes, causing damage as indicated in Rule 15. All grenades use the 4cm RAM HE section of the weapons chart to determine damage.

17. MELEE

All characters have their melee ratings printed on the reverse side of their counters. Melee takes place at the end of the movement step of the action phase and does not require the expenditure of any APs. However, a character engaged in melee may not fire in the aimed fire step of the action phase. A character adjacent to an enemy character may (but need not) melee that enemy character; of course, adjacent characters with an obstruction (such as a wall) between them may not engage the other in melee. A character may melee an adjacent enemy character only if that enemy character is in a front square of the attacking character (if each is in a front square of the other, then both may melee the other). When hostile and friendly characters occupy the same square, each player must allocate friendly characters in the square to attack in melee each hostile character present in the square. For example, if a square contained three friendly and one hostile characters, then the player with the three characters must allocate at least one of them to fight the hostile character and the other player must allocate his single character to fight one of the three. Within a square, all characters are considered to be to the front of all other characters in the square for melee purposes.

Two or more characters can not combine to attack a single target character in a single melee. Instead, each must attack that character in a separate melee. A character may not attack two or more enemy characters at one time.

A. Order of Attacks: Characters with the larger melee factors attack first. If two or more characters have the same melee factor, randomly determine which attacks first. This is to aid players in the resolution of melee, as all action within the step is considered simultaneous as results of melee are applied only after all characters have engaged in melee.

B. Resolution of Attacks: The melee factor of the target character is subtracted from the melee factor of the attacking character, and the resulting number (either positive or negative) is the column used on the melee table. If the number falls between two values listed on the table, the lower is used. Roll one die and read the result.

For a character meleeing an enemy character in the same square, apply a DM of -1 to the dice roll. If a character dived into the square, this DM is not applied, and, additionally, a DM of +2 is applied to the dice roll for the dive.

C. Results: Five results are possible: no effect, stun, light wound, unconsciousness, and death.

1. No Effect: The melee attack was unsuccessful and did not harm the target character in any way.

2. Stun: A blow was delivered which left the target character off balance and momentarily confused. For the remainder of the current action phase and for all of

the next action phase treat the target as if he or she had received a light wound (but no roll is made for unconsciousness).

3. Light Wound: The target was injured; inflict one light wound and roll for unconsciousness.

4. Unconscious: The target was injured; inflict one light wound and automatic unconsciousness.

5. Death: A killing blow was delivered; the target is dead.

18. MORALE

Each character has a printed morale factor and some characters have leadership bonuses. These values are used in making morale checks.

A. When to Check Morale: A character must check morale once for each of the following situations. If the situation occurs more than once in a phase, the character must check once for each occurrence.

1. Exposure to Covering Fire: A character under cover must check morale before exposing himself to covering fire. Exposing oneself to covering fire consists of leaning around a corner or rising above a console if this would place the character in the danger space of a covering fire. Additionally, a character intending to move through the danger space of a covering fire must check morale before doing so.

2. Moving Adjacent: A character who intends to move adjacent to an enemy character must check morale before doing so.

3. Friendly Casualties: At the end of each action phase, any character who saw (had a line of sight to) any friendly character who was killed, was seriously wounded, or lost consciousness must check morale. The line of sight can be in any direction and need not be through a front square.

4. Unexpected Fire: If a character is fired upon unexpectedly, a morale check must be made for that character. Unexpected fire is fire from an enemy character who was unseen prior to the current action phase. Unexpected fire morale checks are made at the end of each action phase.

B. Order of Morale Checks: Higher ranking characters must check morale first, followed in order by lower ranking characters. There are three general categories of ranks: 1) officers; 2) warrant officers/NCOs; and 3) enlisted persons/ratings/technicians.

Within each of these three categories, characters check morale in order of their identification numbers. Thus, character O1 would check morale before character O2 did, etc.

While the order in which a player's characters move is determined by the player, all characters whose movement will require a morale check must take the morale check before any characters move.

C. Procedure: Roll two dice. If the number rolled is equal to or less than the character's modified morale value, the character passes the check. If it is greater than the character's modified morale value the character fails the check. All positive leadership bonuses are added to the checking character's morale value (not the dice roll), and all negative bonuses are subtracted from the checking character's morale value.

A character with a leadership bonus (referred to as a leader) uses the bonus to modify the morale values of all friendly subordinates (all who check morale after that leader) within the leader's line of sight, but only if the leader did check morale

that step. A leader may not apply his or her bonus to his or her own morale checks. If the leader passes all morale checks, that leader's bonus is added to all subsequent morale checks of friendly subordinates; if the leader fails a morale check then that leader's bonus is subtracted from all other morale checks of friendly subordinates. The effects of several leaders in the same area checking morale are cumulative.

For example, Intruder officer 3 (bonus of +2) and Intruder NCO 2 (bonus of +3) are leading an assault party across an area swept by covering fire. Officer 3 fails his or her morale check and thus NCO 2 checks morale with 2 subtracted from his or her morale rating. Assuming NCO 2 passes the check, all of the other members of the assault party check morale with a positive modifier of 1 (+3 from NCO 2 and -2 from O2 for a net modifier of +1).

D. Effects of Failed Morale: Failure of an exposure to covering fire check causes the character to avoid exposing him or herself; any other movement (or allowable combat action) is permitted as long as the character does not enter a danger space of a covering fire. Failure of a moving adjacent check will cause the character to stop moving before coming adjacent. The character will stop with at least 3 APs left (if possible), and if 3 APs are left will execute a snap shot at the character to whom he or she was intending to move adjacent. Failure of a casualty or unexpected fire morale check will cause the character to panic and flee. Regardless of what was chosen for the character in the decision phase, the character must, in the action phase(s) immediately following the failed check, run away from the location of the enemy characters until he or she reaches a position of complete cover (referred to as cowering). The character will then remain there until he or she successfully makes a morale check. This morale check is made at the start of each decision phase. Any friendly leader who moves to the square containing the cowering character may apply his or her leadership bonus to that character's morale value. In this case, it is not necessary for the leader to pass a morale check before applying the bonus to the cowering character. Note that any leader may carry out this function for any friendly cowering character. This is the only time that the leadership bonus of a lower-ranking character may be used to assist a higher-ranking character in making a morale check.

Special Rules

19. HIGH ENERGY WEAPONS

Plasma guns and fusion guns are high energy weapons. These weapons have more recoil than most conventional weapons and require that the gunner be well-braced to avoid injuring him or herself. Consequently, plasma guns may only be fired as a result of aimed fire or covering fire; snap shots may not be conducted, even when an enemy character moves adjacent. Covering fire for high energy weapons requires the expenditure of 6 APs.

20. THE BLOBS

The blobs lack most of the factors found on character counters; instead, they have only a single factor representing their life level. Blobs never check morale and have no weapons. A blob's life level times 2 is its melee value. Its unmodified life level is its armor rating. Thus, when a life level 5 blob is hit, 5 is subtracted from the damage dice roll. Blobs are unaffected by any damage result except death. Note however that a direct hit from a HE or HEAP round resulting in a serious wound is raised one level to death, as normal (see Rule 12).

Blobs are capable of only one action: movement. Each action phase, a blob may move one square in any direction (but it may not move through an obstruction such as a wall). A blob may drop down one level in lieu of normal movement and suffers no adverse results for doing so. Once a blob has engaged a character in melee, the character must achieve at least a stun result on the blob in order to escape its grip. The only effect a stun has on a blob is to cause the blob to let go of its victim. All results (including death) on the melee table against blobs are converted to stun results.

21. ROBOTS

Only the Zhodani have robots, and they have two types of robots: maintenance robots and warbots. Warbots are coded R1 through R8 while maintenance robots are coded R9 through R16. Warbots are armed with fusion guns while maintenance robots are unarmed (although capable of melee).

Warbots are semi-intelligent, at least to the extent that they do not require direct supervision to function aggressively. Maintenance robots must be supervised to attack a character. Supervision consists of the presence of an un-panicked command group (of at least one officer and one technician in the same square) on the same deck as the maintenance robot. The command group may not take any action during an action phase in which it is supervising the activity of robots.

Warbots which are unsupervised are limited in the actions they can undertake. They may be committed to aimed fire in the decision phase only if they can see (trace a line of sight to) at least one hostile character at that time. They may never be committed to covering fire unless supervised. When supervised, they may conduct any normally allowed action.

Robots (all types) may not climb ladders or jump down levels. Any melee attack against a robot is reduced by two columns (i.e., two columns to the left) on the

melee table. Thus, a +1 attack would become a -2 attack. Stun and light wound results are treated normally. Unconscious, serious wound, and death results all destroy the robot. Direct hits from HE and HEAP rounds do not cause one higher level of damage against a robot. All warbots are treated as if in battle dress; all maintenance robots are treated as if in combat armor.

Other than the preceding, robots are subject to all rules as regular characters are (including, for example, the rules on the use of high energy weapons).

22. VACUUM AND VACC SUITS

Interior areas of the starship are normally pressurized and protective suits are not required. In any situation where internal pressure is lost (excluding normal use of airlocks), explosive decompression occurs. A character will suffer one wound (one roll on the damage table, unmodified) per turn until death occurs or the opening to vacuum is sealed to prevent further loss of pressure.

Individuals in vacc suits, battle dress, and combat armor are immune to explosive decompression. Any wounds inflicted on characters wearing such suits while in vacuum become one level more serious.

If a path of open hatches, doors (open or closed), walls (doors and walls are not air-tight), and/or holed bulkheads can be traced from a location in the ship to vacuum, then all locations along that path become vacuum, resulting in explosive decompression.

Iris valves and hatches may not be opened if there is a pressure differential (i.e., if there is pressure on one side of the portal and vacuum on the other side).

Donning or doffing vacc suits constitutes a special action which requires 8 complete turns (not phases) to accomplish. .

Robots are unaffected by explosive decompression.

23. ILLUMINATION

Internal spaces within the starship are normally well-lit. Characters may turn off the lights using switches placed on walls and bulkheads near portals at the expenditure of 1 AP. The illumination for that area is then considered to be off at the start of the next step in that action phase and remains off until turned on again (at the expenditure of 1 AP). Scenarios may specify that portions of the ship be in darkness due to power or system failure.

When an area is in darkness, vision is impaired. A DM of -1 applied to the basic hit dice roll for each square of range in the attack. The DM is not applied is the target is in a well-lit area or if the weapon is equipped with a vision enhancement device (see weapons chart). All robots are equipped with vision enhancement devices.

All morale values are reduced by one for characters in darkness.

24. STRUCTURAL DAMAGE

A. Structual Damage: Explosions and certain weapons strikes may cause structural damage to portions of the starship, either intentionally or unintentionally. Whenever collateral damage is checked and whenever a structure of the starship is the target of the explosion or strike, players must check for structural damage. A weapon aimed at a structure of the starship is assumed always to hit that structure; likewise, collateral damage on structures is assumed to be automatic and no dice roll is required to hit, even at one or two squares from the square of the explosion.

Tossed grenades may scatter as normal.

There are two types of structural damage: destruction of vacuum integrity and open/breach. When explosive decompression occurs in the starship, a path to vacuum can be traced through a structure that has its vacuum integrity destroyed. Certain structures have no values listed for destruction of vacuum integrity as these structures do not have vacuum integrity even when undamaged. Characters may move, see, and fire through a structure that has been opened/breached (hereafter referred to as breached). Moving through a breached structure costs the same as moving through an open hatch. Of course, a breached structure has had its vacuum integrity destroyed.

The damage necessary to destroy vacuum integrity or breach a structure is given on the structural damage table; it is given as a number of damage points. A damage point is the penetration of the explosion or weapon strike (see the collateral damage rules, Rule 15) as modified by the penetration modifier for the type of structure. For example, a laser carbine strike on a door will cause one point of damage (4 is subtracted from the laser carbine's penetration of 5 when firing upon a door). Damage is cumulative, and players should keep a record of how much damage the various structures sustain, noting when destruction of vacuum integrity or breaching occurs on specific structures. (Note: Breaching a conduit means that the conduit has been cut, with effects as described in the technical manual).

Structural Damage Table

Structure	Destroy Vacuum Integrity	Open/Breach	Penetration Modifier
Door	NA	5	-4
Wall	NA	25	-4
Iris Valve/Access Plate	10	100	-5
Bulkhead/Hatch	25	250	-5
Outer Hull/Deck	No	No	-5
Conduit	NA	6	-3

B. Satchel Charge: Satchel charges are used for the express purpose of causing structural damage, as their characteristics make it unlikely they will be employed in regular combat. Emplacing a satchel charge is a special action which must be planned during the decision phase. A character plotted to place a satchel charge must spend the entire turn, performing no other action, emplacing the satchel charge in the square the character occupies. When a character is plotted to emplace a satchel charge, the owning player must also decide when the satchel charge will explode. The player writes down how many action phases following the turn of emplacement will pass before the satchel charge explodes. For example, writing down a 2 means that 2 action phases will pass after the satchel charge is emplaced, with it exploding during the next following action phase. A satchel charge explodes during the aimed fire step of an action phase. Once set, a satchel charge may be defused in the same manner as priming it: a character must be plotted to defuse it during the action phase and spends the entire turn defusing it. If it has not exploded by the end of that turn, it has successfully been defused. A satchel charge may detonate prematurely if, after it has been primed, it receives collateral damage of penetration 2 or greater. While primed, a satchel charge may not be moved.

A satchel charge explodes with a penetration of 30.

Advanced Rules

The advanced rules in this section are included for greater detail, but they also add considerably to the game's complexity. As they require some bookkeeping it is suggested that they not be used unless A) both players are quite familiar with the basic rules section, B) relatively few characters are available to either side, or C) a multi-player game is to be played with each player controlling a few characters. These rules are essential for play in conjunction with *Traveller*.

25. AMMUNITION

Ammunition is largely ignored in the basic game, with characters always firing at the fastest rate of fire and no need ever to reload. In fact, the rates of fire in the basic game would soon empty a weapon and require the character to spend some time reloading it.

A. Ammunition Expenditure: The ammunition column of the weapons chart gives the number of rounds carried in a clip followed by the number of rounds (in parentheses) that the weapon fires in an automatic fire burst. A weapon may always be fired on a semi-automatic setting, in which only one round is fired at a time. For example, an ACR has a 20 round clip which enables it to fire 20 individual shots, 5 bursts of automatic fire (at 4 rounds per burst), or some combination thereof. A burst can not be fired at less than its stated number of rounds unless there are fewer than the required number of rounds remaining in the clip. However, as long as more than one round is fired in this "final burst", the weapon qualifies for automatic weapons fire.

Each character should have an individual ammunition record. This record should include how many clips the character is carrying, what type of ammunition is in each clip, and what type of clip is currently in the weapon. For each round fired, make a small mark by the character's record, and when the total rounds fired equals the number of rounds in the clip the weapon is empty and must be reloaded. A reasonable maximum number of clips carried by character would be one clip in the weapon and 8 to 10 clips carried separately. For each clip allowed but not carried, the character may carry two grenades.

B. Reloading: Reloading is an additional action which must be planned and re-corded in the decision phase. Most weapons take one complete game turn to reload, during which time the character is considered to be evading (but does not move). Snub pistols, revolvers, and shotguns may be reloaded in one turn but the character is not considered to be evading; alternately, such weapons may be reloaded in two full turns with the character considered to be evading.

The plasma gun PGMP-12 may not be reloaded in the context of the game. Its power pack has sufficient energy for 40 shots, after which it is exhausted. Very heavy weapons (the auto-cannon and VRF gauss gun) may not be reloaded in the context of the game.

26. ZERO-G

The starship is normally maintained at 1 G by the environmental artificial grav-

ity system, but this system may fail under certain circumstances. When this situation arises, the following rules are used.

A. Handholds: Any square with an adjacent wall has handholds for use in zero-G. Squares with no walls adjacent do not. Machinery surfaces may be used as handholds.

B. Combat: When fighting in zero-G a character has a chance of becoming disoriented. At the end of each action phase in which a character fired a weapon or engaged in melee (attacked or was attacked), roll two dice. On a roll of 10 or greater, the character does not become disoriented; on any other roll, the character becomes disoriented. The following DMs are applied to the dice roll:

Firing a snub pistol or accelerator rifle: -2
Firing a laser weapon: no modification
Firing any other weapon: -4
Per light wound: -1
Involved in melee: -6
Using a handhold (not possible when firing a fusion or plasma gun): +5
Wearing battle dress: +2

Characters who become disoriented may not fire, make a melee attack, or change their movement (if drifting, they continue drifting; if not drifting, they remain stationary) until they have reoriented themselves. For each attempt, the character must spend 6 APs and roll 10 or greater on two dice. DMs apply as above, except handholds may not be used.

Use of a handhold by a character causes all of his fires to have a DM of -1 applied on the hit determination dice roll.

A character making a melee attack may not use a handhold. All results from melee attacks are reduced one level (death becomes unconsciousness, stun becomes no effect, etc.).

C. Movement: In zero-G, a character may propel him or herself along a wall using handholds at the same rate as walking. He or she may also propel him or herself across open areas by indicating a direction and launching him or herself in that direction. The character moves at either the walking or running rate (owning player's choice) but can not stop, change movement speed, or change movement direction until the character encounters a wall or other obstruction. The character then stops and must reorient him or herself. If a character drifts into an obstruction at the running speed, he or she receives the equivalent of a melee attack on the -2 column of the melee table.

Firing and melee are possible while a character is drifting.

Integrating With Traveller

The *Azhanti High Lightning* combat system is designed to be integrated into *Traveller* with a minimum of difficulty. Some alterations are necessary, however, and they are detailed below.

A. Scale: If using this system for outdoor battles, it will be more convenient to use a meter scale rather than the current range listings (given in 1.5 meter squares). To convert the range in squares to range in meters, simply multiply the range listings by 1.5.

B. Melee Values: Regular *Traveller* characteristics and skills can be used to generate melee values compatible with those in *Azhanti High Lightning*. The formula used is (Strength + Dexterity)/4 + Brawling Skill = melee value.

C. Danger Space: The danger space of long range weapons should be altered for use in long-ranged encounters. An alternate method is used to determine the danger space of any weapon with an extreme range of 100 or more squares (150+ meters). A primary target is designated and then all targets along the weapon's line of sight and in the same range band are considered to be in its danger space; others in the line of sight but in different range bands are not. For example, a gauss rifle fires at a target in its long range; all other targets along its line of sight at long range are in its danger space, while targets along the line of sight but in the effective and extreme ranges are not.

Weapons with an extreme range less than 100 squares maintain a danger space along their entire line of sight.

D. Number of Allowed Hits: Several weapons listed on the weapons table do not appear in *Azhanti High Lightning* and thus special rules for them were not included. In *Traveller* some attention to them is necessary. A light machine gun may hit up to three targets in its danger space. An auto-cannon, VRF gauss gun, or RAM auto-grenade launcher firing flechette rounds may hit an unlimited number of targets in its danger space.

E. Skills: Due to the scope chosen for *Azhanti High Lightning*, no skills have been included and some rules (notably the zero-G combat rule) have been simplified accordingly. Where previous *Traveller* rules call for favorable DMs for skills, these should be used instead of the simplified DMs listed in the *Azhanti High Lightning* rules. Note that weapon skills and dexterity DMs have not been deleted, but rather have been combined into a single weapons skill rating on the counters. Morale and leadership bonuses on the counters are generated as specified in *Traveller* Book 4, *Mercenary*.

WEAPONS TABLE

Ammo	Weapon		Effective (8+)	Long (10+)	Extreme (12+)
6	Body Pistol		6 (1)	12 (0)	20 (0)
6	Snub Pistol	— Tranq	6 (0)	12 (0)	20 (0)
		— Gas	6 (0)	12 (0)	20 (0)
		— HE	6 (2)	12 (2)	20 (2)
		— HEAP	6 (4)	12 (4)	20 (4)
15	Automatic Pistol		10 (1)	20 (0)	50 (0)
6	Revolver		12 (1)	24 (0)	50 (0)
10	Carbine		60 (2)	120 (1)	200 (0)
30 (4)	Assault Rifle		120 (2) +2	240 (1) +1	400 (0) +1
20 (4)	●ACR	— Discard Sabot	300 (4) +2	600 (2) +1	——
		— HE	200 (2) +2	400 (2) +1	600 (2) +0
20 (4)	Rifle (& Auto Rifle)		200 (3) +3	400 (2) +2	600 (2) +1
30 (4)	Submachinegun		20 (2) +4	40 (1) +3	60 (0) +1
10	Shotgun		30 (3) +5	60 (0) +2	——
	Laser Carbine		120 (5)	240 (3)	1000 (1)
	●Laser Rifle		600 (6)	1200 (3)	——
40 (4)	●Gauss Rifle		400 (6) +3	800 (3) +2	——
15 (3)	Accelerator Rifle		20 (2) +2	40 (3) +1	60 (1) +0
5	LAG	— HE	200 (3)	400 (3)	600 (3)
		— Discard Sabot	220 (6)	440 (4)	800 (2)
		— Flechette	50 (2) +3	100 (0) +1	——
3 (3)	●4cm RAM	— HE	200 (4) +4	400 (4) +3	600 (4) +2
		— HEAP	200 (8) +4	400 (8) +3	400 (8) +2
		— Flechette	100 (2) +4	200 (1) +3	400 (0) +2
100 (10)	Light Machine Gun		400 (3) +4	800 (2) +3	1200 (1) +2
200 (10)	●AutoCannon — HE		1000 (4) +5	2000 (4) +4	3000 (4) +2
		— Discard Sabot	1500 (10) +4	3000 (8) +3	4000 (4) +1
40	●Plasma Gun, PGMP-12		200 (10)	400 (8)	650 (4)
	●Plasma Gun, PGMP-13/14		300 (12)	600 (8)	1000 (4)
	●Fusion Gun, FGMP-14/15		300 (14)	600 (10)	1000 (6)
1000(100)	●VRF Gauss Gun		1000 (8) +9	2000 (6) +6	3000 (4) +3
	Satchel Charge (30)				

● indicates vision enhanced (see rule 23).

DAMAGE TABLE

Die Roll	Effect
3 or less	no effect
4	light wound
5	light wound
6	light wound
7	light wound
8	serious wound
9	serious wound
10	serious wound
11	serious wound
12 or more	dead

Note: All direct hit wounds (not collateral damage) from HE or HEAP rounds becomes one level more serious. Light wounds become serious; serious wounds become death. No effect remains the same.

DIE ROLL MODIFICATIONS: Damage

General: Plus weapon penetration rating. Armor: Mesh, -2. Flak Jacket, -4. Cloth, -6. Combat Armor, -8. Battle Dress, -10. Ablat, -6 (laser fire only). Reflec, -10 (laser fire only).

MELEE TABLE

Die					Melee Factor Differential				
Roll	- 6	- 4	- 2	0	+1	+3	+5	+7	+9
1	—	—	—	—	—	—	Stun	Stun	LW
2	—	—	—	—	—	Stun	Stun	LW	LW
3	—	—	—	—	Stun	Stun	LW	LW	Unc
4	—	—	—	Stun	Stun	LW	LW	Unc	Unc
5	—	Stun	Stun	Stun	LW	LW	Unc	Unc	Dead
6	Stun	Stun	LW	LW	LW	Unc	Unc	Dead	Dead

A melee factor differential of less than - 6 is no effect.

A melee factor differential of greater than +9 is treated as +9.

If in vacc suit, move result down one column.

If robot defender, move result down two columns.

If combat armor, move result down two columns.

———————————————— *Rules Outline* ————————————————

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Integrating with Traveller

Scenarios

Scenarios

The scenarios in **Azhanti High Lightning** are grouped in a series of incidents. Each incident covers a conflict fought on board one of the Azhanti class ships and includes one or more specific scenarios. Each scenario covers the actions of a single group of characters within the ship, and generally on a single deck. Where multiple groups of characters are struggling in different parts of the ship at the same time, each struggle is represented as a separate scenario for ease of play, but may be run simultaneously with the aid of a referee. Often additional counters may be required to run several scenarios at one time.

The incident description itself sets the background for the scenarios which follow. Each scenario then lists the deck plans used, the forces on both sides, special rules (if any), and victory conditions. Forces used will give the counter group (crew, marines, intruders, Vargr, Zhodani, blobs) the forces are drawn from and whether they are drawn randomly or selected for optimal value. If drawn randomly, the group of counters specified should be placed in a cup and mixed thoroughly and the specified number of counters then drawn without examination of front or back of the counter. If selected for optimal value the factors may be examined and the characters chosen as the owning player sees fit. Special rules cover specific set-up of the scenario, any limitations on the actions of the characters, alterations in the deck plans used, and any other considerations unique to the scenario at hand.

The Loss of the Bard Endeavour: In the closing stages of the Solomani Rim War, an Imperial task force built around the fleet intruder *Bard Endeavour* was ambushed while refuelling in the Kagukhasaggan system by the Solomani dreadnought *Retaliation* and a large number of accompanying warships, together forming Strike Force Daring. Several of the smaller Imperial escorts in the high guard position were destroyed covering the disengagement of the Imperial task force from the system's gas giant's gravity well and those ships already refuelled headed out-system at maximum G's to make a jump. To cover the withdrawal, the *Bard Endeavour* (its tanks nearly dry) remained behind to delay the enemy and sell itself as dearly as possible.

The heroic stand of the *Bard Endeavour* enabled most of the task force to escape, but left the fleet intruder a glowing wreck in decaying orbit over Kagukhasaggan 2, one of the small inner worlds of the system. Those crew still living began evacuating the doomed vessel, although many were cut off in the interior of the striken vessel.

Within an hour most of the survivors were off and many had been picked up by Solomani vessels in the area. Interrogation of the drive room crew survivors indicated that the jump drives were not damaged beyond repair and that enough fuel remained for a very short in-system jump. Although there was a greater than 60% chance of a catastrophic mis-jump from a position that deep in the gravity well, Vice-Admiral Smith, commander of the Solomani strike force decided that the risks were worth it if only a small force of volunteers were involved. Recovery of the *Bard Endeavour* relatively intact with its high amperage tritium accelerator and sophisticated meson screens could mean the difference between victory and defeat for the Solomani independence movement.

Three strike teams were quickly assembled. One would enter through the rear doors of the boat dock deck, clear the jump drive decks, and repair the jump drives, if possible. A second team would force their way into the ship via the fighter recovery lock on deck 69 to cripple the four remaining operational fighters on board (and prevent their use against the *Bard Endeavour* in an Imperial last-ditch effort to prevent enemy recovery of the ship). A third part would force the air locks on deck 41 (the upper power plant deck) and clear deck 40 immediately above it. Everything forward of the third fuel area (deck 26 to 34) was either flooded with liquid hydrogen or heavily irradiated, thus eliminating the running bridge from consideration. A small emergency crew was known to be on the auxiliary bridge, however, directing the evacuation, and they would have to be dealt with before the jump.

The assault went according to plan initially, and both the hangar deck and the bridge assault parties gained their objectives. A handful of marines and crewmen of the *Bard Endeavour,* however, resisted complete clearance of the jump drive decks and prevented salvage of the ship. The bridge party did manage to extract a number of valuable operational codes from the ship's computer and the strike teams evacuated. Three hours later the Imperial Fleet Intruder *Bard Endeavour,* with 43 of her defenders still aboard, suffered catastrophic reentry into the atmosphere of Kagukhasaggan 2.

Scenario 1— *The Drive Decks*

Deck Plans Used: Boat Dock Deck (Deck Plan 13) and Jump Drive Deck (Deck Plan 12) are used in this scenario.

Forces Used— Solomani: The Solomani player uses the entire Intruder counter mix.

Forces Used— Imperials: The Imperial player has a variable number of characters based on a die roll. All Imperial marine counters and all crew counters wearing vacc suits (coded cloth armor) are placed in a cup and randomly mixed. Roll two dice for the number of characters initially waiting on the boat dock deck for evacuation. As each new deck is entered by the Solomani player, roll one die for the number of characters on that deck. These are drawn from the remaining crew and marine characters in the cup.

Special Rules: The following special rules apply.

1. Setting Up The Scenario— The Imperial player places his initial forces anywhere desired on the Boat Dock Deck. The Solomani troops enter through any air lock or deck hatch in the first action phase. All characters of both sides must be plotted to move in the first decision phase. Imperial characters may not conduct any action during the first action phase due to surprise.

2. Lifts— Before the game starts the Imperial player places all alien (blob) counters in a separate cup and draws one for each lift, starting with lift A and proceeding through lift G. As the counter is drawn, it is placed face up (number down) on the lift. The Imperial player may examine the number when doing so, but the Solomani player is not allowed to see it. Any lift with a counter on it numbered 3 or 4 is still operational. All others are out of commission (doors jammed shut and the shaft blocked). An operational lift will respond normally as indicated in the rules. A lift which is out of commission will not respond at all and its status will become obvious to the Solomani player as soon as any one of his characters attempts to activate it.

3. Vacuum— The entire interior of the ship is in vacuum and all normal rules apply.

4. Clearing Decks— The Solomani player must proceed one deck at a time and clear the boat dock deck and the decks above it. He may not proceed to a higher deck until all hostile characters on the deck have been killed. Imperial characters may leave a deck and go one deck higher or lower. Whenever an Imperial character leaves a deck the character counter is removed from the deck plan and placed to the side. The Imperial player may secretly note whether he has gone up or down.

As each new deck is entered by the Solomani player, any additional Imperial crew or marines are added to the Imperial force. The additional crew and marines are not rolled for until the Solomani player enters a deck. It may prove necessary for the Solomani player to double back to clear a deck again and if so, no new Imperials are added on that deck. The Solomani player may leave guard detachments on a cleared deck to deal with Imperials who decide to double back. He may find it useful to leave guards in operational lifts as well.

Objectives: The Solomani player must clear all jump drive decks (there are eleven, numbered 73 to 83) of Imperial survivors to win. The Solomani player must achieve this objective within 120 game turns (30 minutes) to leave sufficient time for the repair of the jump drives. Failing accomplishment of the Solomani objective, the Imperial player wins.

Scenario 2— *The Hangar Deck*

Deck Plan Used: Only the Hangar Deck (Deck Plan 11) is used in this scenario.

Forces Used— Solomani: From the Intruder counter mix, two officers, three NCOs, and nine enlisted men (all drawn randomly). Intruders with battle dress should be left out of the available mix.

Forces Used— Imperial: Roll two dice for the number of crew and/or marines present on the deck. This number is then drawn randomly from all marines and crew members in vacc suits (coded as cloth armor).

Special Rules: The following special rules apply.

1. Setting Up the Scenario— Sixteen alien (blob) counters are used to represent the four remaining operational fighters. Each group of four counters represents one fighter, and must be placed somewhere in the fighter launch track. Each such group is positioned to form a large square, two squares by two squares in dimension. A fighter obstructs line of sight. The Imperial player then sets up at least one character adjacent to each fighter. All remaining characters may be freely placed. The Solomani troops enter from the fighter lock (room 16) in the first action phase. In the initial decision phase all characters of both sides are committed to movement, and the Imperial characters may not conduct any action due to surprise.

2. The Fighter Well— It requires one complete action phase (6 APs) to climb out of the fighter well. Characters may jump down into the fighter well as described in the rules for jumping down one level.

3. Satchel Charges— The Solomani player has six satchel charges. One charge, when attached to a fighter, will disable it.

4. Additional Imperial Troops— At the beginning of each decision phase, roll two dice. On a roll of 12, one more Imperial crew/marine appears, drawn randomly. This character arrives from any overhead hatch or iris valve.

5. Vacuum— The entire deck is in vacuum. Normal rules for vacuum apply.

Objective: The Solomani player wins if he kills everyone on the deck or disables all four fighters with satchel charges. Failing this, the Imperial player wins.

Scenario 3— *The Bridge*

Deck Plans Used: The Power Plant Deck Upper Level (Deck Plan 7) and the Bridge Deck (Deck Plan 4) are used.

Forces Used— Solomani: From the Intruder counter mix, two officers, three NCOs, and nine enlisted men, drawn randomly, with the intruders in battle dress left out and not available.

Forces Used— Imperial: All eleven crew in vacc suits (coded cloth armor) plus two dice worth of marines, drawn randomly.

Special Rules: The following special rules are used.

1. Setting Up The Scenario: The one crew officer (O10) is placed in bridge position 1, and one crewman is placed on each of the five environmental/damage control stations, the fighter launch control station, the supernumerary station, the gunnery officer station, and the XO's station. Up to four marines are placed on the upper power plant deck and the rest are placed on the bridge deck anywhere. The Solomani troops enter through the airlocks on the upper power plant deck. All characters of both sides are committed to movement in the first decision phase and no Imperial character may conduct any action in the first action phase due to

surprise. After the first action phase, if any marines on the power plant deck remain conscious all Imperial characters are alerted to the threat. All Imperial marines may move freely. All crew characters remain at their stations until Solomani troops are sighted on the bridge deck, and then may move freely. On the turn of sighting on the bridge deck crew characters may only move.

2. *Lifts*— All lifts are out of commission. Only ladders may be used to gain access to a higher deck.

3. *Vacuum*— All decks are in vacuum. Normal rules apply.

4. *Multiple Deck Action*— Since only two decks are involved, both deck plans may be used simultaneously, and action may take place on both at the same time.

Objectives: The Solomani player wins if he clears the bridge deck of all Imperial characters. The Solomani player has 120 game turns (thirty minutes) in which to achieve this in order to leave sufficient time to take over operation of the bridge. As soon as he clears the deck, he has won, even if Imperial characters remain alive on the power plant deck. At the end of the time limit, the Imperial player wins if the Solomani player has not achieved his goal.

The Vermillion Stance: Long the flagship of the Imperium's Five Sisters Flotilla, the *Vermillion Stance* was retired from active service in 1040, being replaced by several ships of greatly smaller tonnage. Transferred to the Imperial Interstellar Scout Service, it underwent refit and refurbishment for 16 months at Mora/Mora, and then returned to the Five Sisters subsector preparatory to a long range penetration into the client-states to spinward.

The mission included large-scale use of the on-board libraries and labs to enhance local technology "as a gift from the Emperor."

Zhodani intelligence acquired the itinerary of the ship, and arranged a clandestine reception for the ship in the Garconne system. When it arrived, all went normally until the reception on the quarters deck during the third week in-system. The Zhodani had produced a variety of data acquisition modules which were actually warbots in disguise. Programmed to act clumsily, they gave an image of a race intent on looking very advanced, while obviously having more show than substance. These modules were shipped to the *Stance* to acquire much of the technological data being given away. The ruse worked, as each group of modules wandered in selected areas of the ship, accompanied by Zhodani leaders and warriors surgically altered to prevent detection.

The takeover was set for four minutes to midnight (midnight exactly would have been too straightforward for the devious Zhodani). The hostilities began as planned, marred only by a curious ensign on a fuel deck who saw through the disguise on a warbot. His alarm rang through three other decks and gave the ship's crew at least a slight upper hand.

Scenario 1— *Marine Country*

Deck Plan Used: The Gunnery Deck (Deck Plan 6) is the only one used in this scenario.

Forces Used— Imperial: One officer (drawn randomly), all four NCOs, and all twelve enlisted men, drawn from the marine counter mix, and excluding marines in battle dress. One warrant officer and three ratings, drawn randomly from the vacc-suited naval crew counter mix.

Forces Used— Zhodani: Three officers, two technicians, drawn randomly from the Zhodani counter mix, plus all eight Zhodani warbots.

Special Rules: The following special rules apply to this scenario.

1. Setting Up This Scenario— All four crew characters must be in room 16, 18, 19, and/or 20, as they represent the on-duty maintenance watch. The marines may be set up anywhere desired on the deck. Zhodani warbots enter by way of the lifts; Zhodani officers and technicians may enter by any means desired. The marines have been alerted and prepared to defend the deck against intruders, and thus may be plotted for any action in the initial decision phase. All Zhodani units must be plotted to move during the first decision phase.

Objectives: By tradition, a part of the armament of a ship is manned by its marine contingent. By fortunate coincidence, the one gun deck on alert when the Zhodani attack came was the marine deck, and the warning came just in time to enable the marines to prepare the deck for defense. If the one alert deck could be

put out of action, reinforcing ships could approach and board the *Vermillion Stance*. The marines win if they successfully repel the Zhodani attack on the gunnery deck. To do so, they must keep one dorsal and one ventral turret manned at all times during the scenario. One marine per turret in the fire director's seat is sufficient to keep the turret manned (the crew cannot man the guns, as they are maintenance personnel, not gunners). If, at any time, both turrets are unmanned (or out of action due to the destruction of their consoles from warbot plasma gunfire) on either the dorsal or ventral side, and there is at that time a functioning Zhodani command group on the deck, the Zhodani win. If the Zhodani attack is repulsed, the Imperial player wins. If neither condition is met (the Zhodani warbots take the deck, but no command groups survive to report it) neither side wins.

Scenario 2— *The Running Bridge*

Deck Plan Used: The Bridge Deck (Deck Plan 4) is used.

Forces Used— Imperial: Five officers, three warrant officers, and five ratings, all drawn randomly from the crew counter mix. Two NCOs and four enlisted men drawn randomly from the marine counter mix, excluding marines in battle dress. All marines in battle dress.

Forces Used— Zhodani: Three officers and three technicians, all drawn randomly. All sixteen Zhodani robots.

Special Rules: The following special rules are used.

1. Setting Up This Scenario— The highest ranking naval crew officer present (the officer of the watch) is placed in the command station on the bridge. The other four officers are placed, one each, on the engineering, maneuvering, environmental control, and gunnery stations on the raised central portion of the bridge. One warrant officer is placed at the helm and one rating is placed at the tactical display station. The remaining six naval crew, six non-vacc-suited marines, and two marine enlisted men in battle dress (drawn randomly) are placed anywhere on the bridge deck according to the procedure listed below. All eight Zhodani maintenance robots, one Zhodani officer, and one Zhodani technician of the Zhodani player's choice are also placed anywhere on the deck except in enclosed rooms not already occupied by an Imperial character. No Zhodani character may be placed in either of the two security areas. For those counters which may be placed freely, counters are placed by the Imperial and Zhodani players in an alternating order. The Zhodani player places one counter of his choice and the Imperial player places two of his choice. They alternate until the Imperial player has placed all of his counters, at which point the Zhodani player places all of his remaining counters.

All remaining Zhodani warbots enter the deck at the start of the scenario from any lift or combination of lifts. The two remaining officers and two technicians may enter on turn one by any means, or after turn one by ladder (only). All characters must be committed to movement the first turn, but neither side is hampered by surprise.

2. Imperial Reinforcements— A few heavily-equipped marine guards in various parts of the ship survived scattered Zhodani surprise attacks and converged on the bridge to help fight off the Zhodani assault. At the beginning of the decision phase of each turn, starting with turn two, the Imperial player rolls one die and subtracts 4 from that roll. If the result is a number greater than zero, that is the number of marines in battle dress who arrive on the bridge deck that turn. If the

number is zero or less, no marines arrive that turn. This is repeated until all marines in battle dress have arrived or the bridge deck has been cleared by the Zhodani player. Arriving marine reinforcements may enter the map by any means desired and in any action phase, but must be committed to movement their turn of arrival.

Objectives: The Zhodani player wins by seizing the bridge deck. He accomplishes this by killing or incapacitating all Imperial characters on the deck. As soon as this occurs, the scenario ends and the Zhodani player wins. The Imperial player wins by preventing this.

Jolly Roger: Arriving at Lewis/Aramis in 1090, the *Loathesome Reverie* was responding to an appeal to the Duke of Regina from several shipping lines that their trade was being raided by pirates under the guise of trade regulation and tariffs. Once there, however, the locals proved quite polite and proper, welcoming the ship and its crew to their small world and isolated cities.

Unknown to the ship, visitors placed at least one explosive device on board, and detonated it at a crucial point in their negotiations— and then they attempted to board, ultimately succeeding in placing only a small band. If that band could disable the power plant deck, the ship would die under the fire of the pirate vessels.

The small pirate raiding party worked its way through the ship from a fuel deck where they boarded undetected some hours before, and were stopped short of the drive decks only by an alert security team.

Scenario— *Through The Maze*

Deck Plans Used: Fuel Deck (Deck Plan 2), the Gunnery Deck (Deck Plan 6), the Upper Power Plant Deck (Deck Plan 7), and the Lower Power Plant Deck (Deck Plan 8) are used in this scenario.

Forces Used— Pirates: One officer, two NCOs, and six enlisted men, all drawn randomly from the intruder counter mix, including in battle dress.

Forces Used— Imperial: Variable (as indicated below), but all drawn randomly from the marine and crew counter mix.

Special Rules: The following special rules are used in this scenario.

1. Setting Up This Scenario— All pirates begin on the fuel deck (deck 61 of the naval cruiser). There are no Imperial characters on this deck and it is empty of liquid hydrogen. The Imperial player draws four officers, four warrant officers, and ten ratings from the non-vacc-suited crew (drawn randomly) and places them on the lower power plant deck An additional one warrant officer and three ratings are drawn randomly from the remaining non-vacc-suited crew and placed on the upper power plant deck. A security detachment of seven marine enlisted men is drawn randomly from the marine counters and placed anywhere desired on the lower power plant, upper power plant, and/or gunnery deck. All Imperial characters are set up out of view of the pirate player, and the deck plans specified are not used until the pirate arrives at that deck.

2. Satchel Charges— Each pirate has a satchel charge. To disable the ship's drives, one satchel charge must be placed on each of the two large power plant housings that run up through the power plant decks. The charges must be placed on the base of the housings on the lower power plant level.

3. Changing Decks— Because the ship is still on low-level alert, the lifts cannot be used. Routine security scans are still being conducted and the ship's computer is still operating under an intruder alert. The pirates begin on deck 61 and must climb to deck 46 to plant their satchel charges. They may do this by any ladder leading through a hatch or iris valve, or may split into several parties and go by different routes. While fuel deck 61 is empty, all fuel decks between it and the power plant are full of liquid hydrogen, thus limiting the ability of the pirates to change routes once the ascent is begun.

Each time the pirates enter a room on a deck other than the one they started on, they may encounter crew or marines. If they enter a room in which the Imperial player has stationed a marine guard, the encounter is automatic. If no marine guard is stationed in the room, roll two dice. On a roll of 11, one crewman/marine is present. On a roll of 12, two crewmen/marines are present. In either case, the required counters are drawn randomly from the total remaining crew and marine counters (placed together in one cup). Upon entering a room, both the Imperial character(s) and the pirates must be committed to a movement action and the Imperial character(s) may not conduct any action the first action phase, due to surprise. If at the start of any decision phase a crewman or marine who has seen the pirates remains conscious, the alarm is sounded and Imperial characters encountered from then on do not suffer from the one phase paralysis due to surprise.

Objectives: The pirate player wins if he disables the power plant. In any other situation, the Imperial player wins.

Wine Connoisseurs: The wines for the Imperial table have always been imported from Terra (old Earth), partly due to tradition, partly due to snobbery, but mostly because the finest varieties of grapes have never adapted well beyond the limited areas where they are found on Earth (with the notable exceptions of the Riesling and Chasselas varieties). Although the practice of importing Terran wine declined, of necessity, during the height of the Solomani independence movement, Strephon (the current Emperor) has a taste for the white wines of Terra, particularly Tokaj Eszencia, and he has reinstituted regular wine runs.

Produced exclusively in the small Tokaj-Hegyalja district on the northern slopes of the Carpathian mountains, Tokaj is primarily a product of the outstanding but rare Furmint grape. The reservation of all Tokaj Eszencia (the highest grade) for the Imperial table, and the right of final bid on all other Tokaj of a grade Aszu 4 Puttonyos or higher has driven the price of even common grades of Tokaj to incredible levels, far beyond their true worth. Tokaj Eszencia, unattainable at any price normally, commands fortunes when an occasional bottle finds its way to the marketplace. Thus, in 1092, a small band of adventurers, financed by wealthy backers whose identities have never been discovered, pulled off the crime of the century, the Great Wine Heist, by stealing three complete cases of Tokaj Eszencia from the Imperial scout cruiser *Imperial Reaumur.*

Well aware of the great temptation posed by such valuable cargo, the regular wine runs from Terra to the capital had been assigned to two converted scout cruisers of the *Azhanti High Lightning* Class. On 023-1092, the ISC *Imperial Reaumur* prepared to leave Earth orbit with its hold full of wine, including four cases comprising the target of the heist. The plan was simple. Eight criminals were hidden in crates and loaded in the hold with the wine. After loading of the hold was completed, they would emerge, seize the wine, and make their way to the boat deck. Once there, they would surprise the crew on duty, steal a pinnace, and make good their getaway. The presence of large numbers of cargo lighters, fuel shuttles, and routine maintenance craft moored to the Reaumur's outer hull or in close matching orbit provided sufficient dead spots in the cruiser's field of fire to allow the pinnace an escape of the immediate vicinity of the ship. By the time the cruiser's captain had ordered all auxiliaries to stand off and a squadron of fighters to be launched, the pinnace had disappeared.

Scenario— *Twenty-Four Bottles of Wine*

Deck Plans Used: The Cargo Deck (Deck Plan 5) and the Boat Dock Deck (Deck Plan 13) are used in this scenario.

Forces Used— The Thieves: One officer, two NCOs, and five enlisted men, all from the Intruder forces and selected for optimum value. No more than one character may be in battle dress.

Forces Used— The Crew: On the cargo deck, two marine enlisted men, not in battle dress, selected randomly. On the boat dock deck, four marine enlisted men and twenty naval crew (mixed ranks), all drawn randomly. Other marines and crew drawn randomly as called for.

Special Rules: The following special rules apply to this scenario.

1. Setting Up the Cargo— The twenty-six alien (blob) counters are used to represent crates of cargo. The naval player sets up the cargo crates randomly (not examining the numbers) on the cargo deck. Only one crate may be in each square and each crate must be placed so as to have at least one side accessible to open area. Those crates with a 2 on the back contain wine. Each crate is the height of a normal person, thus providing cover and blocking line of sight. The crate fills the square; thus characters may not occupy a square containing a crate except as specified below.

2. Setting Up The Crew— The two marine guards on the cargo deck are placed anywhere, but not adjacent to a lift, hatch, door, or iris valve, nor directly above or below an overhead or floor hatch or iris valve. The crew and guards on the boat dock deck are placed anywhere desired on the deck, but at least one crewmember must be placed adjacent to each hatch into a docking port. This deck should be set up in a location where the thief player cannot view it, as he does not know the location of the guards and crew on the deck until he arrives there.

3. Setting Up The Thieves— The thief player places his characters in crates (on top of them; to indicate that they are inside). Two thieves may normally be placed in a crate, but only one thief wearing battle dress may occupy a crate.

4. Starting Play— Play starts when the thieves break out of the crates, presumably with guns blazing. Each thief spends the entire first action phase breaking out with the exception that a thief in battle dress expends 3 APs doing so. Both the guards and the thieves may only be committed to movement in the initial decision phase. The guards may not conduct any action (due to surprise) in the first action phase.

5. Locating The Wine— Assuming the guards are disposed of, the thieves must find the wine. Each thief may examine one crate per action phase. The thief must begin the action phase adjacent to a side of a crate in order to examine it. At the end of the action phase, turn over the counter representing the crate and, if a 2 is present, replace it with one of the four wine crate counters. Each thief may carry one crate of wine, but may not use any weapon while doing so. If a thief carrying a wine crate receives a light wound, roll one die. On a roll of 5 or 6, the wine is destroyed (either shattered by a bullet or dropped by accident). If a character receives a serious wound, unconscious result, or death result, the wine is automatically destroyed.

During each decision phase while the thieves are still on the cargo deck, roll for a random encounter as specified in 6 below (throw 11 or 12 on two dice). This represents a party of crew and/or marines arriving on the cargo deck to check cargo, relieve the guards, etc. After the number of characters has been determined, roll one die to discover which lift they arrive in. A roll of 1 or 2 indicates lift C, 3 or 4 indicates lift D, and 5 or 6 indicates lift E. Neither side is surprised, but both sides must be committed to movement that decision phase, the arriving crew must exit the lift, and the lift is assumed to close and depart after they have exited. Neither side may shoot in the first action phase.

6. Moving To The Boat Dock Deck— The thieves start on deck 21 of the cruiser and must descend to deck 84 (the boat dock deck). Roll two dice for each deck descended; if an 11 or 12 is rolled, the thieves have an encounter. If descending by a lift, the doors open and there are crewmen and/or marines waiting to board the lift. If descending by ladder, crewman and/or marines enter the com-

partment or are already in that compartment when the thieves enter. Roll one die for the number of crew and/or marines encountered and draw that many characters from the total of all marines and crew counters left (after the initial draw for crew forces on the two decks used originally). In the event of an encounter, both sides are committed to movement in the initial decision phase and the encountered crew/marines may not conduct any action (due to surprise) in the first action phase.

7. *The Alert*— If any crew or marine character escapes from a random encounter or from the cargo deck the alert is sounded. The alert is automatically sounded at the conclusion of the first turn of combat on the boat deck. The thieves have five minutes (twenty game turns) from the time the alert is sounded to make their escape. After that time, the cruiser's defenses are sufficiently alerted to prevent escape. Descending one deck by lift requires one action phase.

8. *Pilots*— The thief player must designate two of his characters as small craft pilots. At least one of these characters must be with the thieves when they seize a small craft for the thieves to make good their escape. The pilot may be lightly wounded but must be conscious.

Objective: The thieves win by making their escape with at least one case of wine. Making their escape is considered to be occupying one of the pinnaces in the boat dock deck and having the iris valve close behind them. Escape with one case of wine yields a marginal victory; two or three cases of wine yield a substantial victory; four cases yield an overwhelming victory.

The estimated value of the wine is Cr1,000,000 per bottle, or twenty-four million per case, of which the thieves can expect to realize about one-sixth.

The crew player wins by preventing the thieves' victory. Both players lose if all of the wine is destroyed. If the alarm is sounded and the thieves cannot make good their escape, they may be assumed to have turned over the wine to the naval player in return for personal amnesty, resulting in a win by the naval player; the thief player may not intentionally destroy the wine to prevent a naval player victory.

Salvage Mission: With the outbreak of the Fourth Frontier War, the commander of the *Haunting Thunder* was on routine neutrality watch off Zircon in the Jewell subsector. Upon notification by emergency dispatch boat, she opened sealed orders and jumped to Rapp's World via Frond. Operating in conjunction with two *Kinunir* class battle cruisers (*Enki Kalamma* and *Markashi*) and four *Gazelle* class close escorts (*Abracone, Cillien, Kudebeck,* and *Swiftie*), the *Haunting Thunder* began commerce raiding among the Zhodani cluster of worlds in Querion subsector. The region is a perfect setting for hit-and-run raiding, as all are within jump-2 of each other, and have gas giants. The task group would enter a system, raid, and then refuel if possible. Generally they carried a reserve of fuel to enable an emergency jump out-system if unexpected resistance was encountered.

Gradual attrition picked off the *Gazelles* and the *Haunting Thunder* detached the two battle cruisers on emergency orders from 212th Fleet in Rhylanor. Soon thereafter, *Haunting Thunder* met with disaster.

Jumping with half-empty tanks, *Haunting Thunder* hit Querion just as a Zhodani fleet was massing, and an emergency refuelling proved necessary at Querion's secondary gas giant. With all turrets and sensor arrays retracted, *Haunting Thunder* ran directly into the ambush of a flight of system defense gunboats lying doggo deep inside the gas giant. As the skim began, they made their move and riddled the ship. Its back broken, the *Thunder* never pulled out of its long arching dive.

The *Haunting Thunder* lies adrift, tail down, in an ammonia sea on the surface of the gas giant, buoyed up by its empty fuel tanks and assumed destroyed beyond chance of recovery by the Zhodani. From deck 70 down, it is flooded with ammonia and the forward goose-neck (decks 1 to 9) is gone. Deck 10 is torn open.

One of the four fighter squadrons of the *Haunting Thunder* was equipped with a new model fighter, the Rampart RF-128, and this squadron was located in the hangars on deck 69. Even given its violent end, there is a high probability that if the cruiser itself has remained intact, at least one of the Ramparts may be in close to operational condition. Numerous factions would pay a fortune to examine a reasonably intact Rampart, and so a small party of adventurers undertakes the dangerous salvage mission.

Access is gained through the damaged front of deck 10 and a large hoist tower and winch erected over the now useless fighter launch tube. The winch will be used to lower the adventurers into the ship and hoist the fighter out. The adventurers reach the hangar deck and locate the fighter. A temporary mechanical failure delays extraction of the fighter, and while the winch is being repaired, the salvage crew notices movement in the fighter well, awash with ammonia.

Scenario— *The Blobs*

Deck Plans Used: Conceivably, all deck plans could be used, with the exception of the plan for the three small forward decks, the jump drive deck plan, and the boat dock deck plan, all of which are either gone or submerged in ammonia (and densely inhabited by the blobs). All of the interior hatches and iris valves are jammed open, and the blobs have spread throughout the ship.

Forces Used— Salvage Party: Six counters, drawn randomly from the intruder

counter mix.

Forces Used— Blobs: The number is variable, but drawn from the blob counter mix.

Special Rules: The following special rules are used in this scenario.

1. Setting Up This Scenario— The blob player initially rolls two dice and receives that number of blobs, drawn randomly from the counter mix. All blobs are placed in the fighter well (the launch track). All adventurers are placed anywhere on the hangar deck not in the fighter well and within eight squares of the fighter launch tubes. All characters are committed to movement first turn, and the salvage party may not conduct any action the first action phase due to surprise.

2. Changing Decks— With the winch out of action, the salvage crew may only change decks using ladders (the lifts are completely out of order and blocked). On each new deck, there are two dice worth of blobs, set up anywhere desired by the blob player. The blob player should set up the blobs before the deck in question is required and not allow the salvage party player to examine it.

3. Gravity— Due to the high gravity of the gas giant, the salvage party characters may not trot. Climbing one level is very tiring, and characters must rest at least one full game turn (no movement at all) before climbing another level. Characters in battle dress function normally.

4. Blob Reinforcements— Blob reinforcements only appear on the hangar deck and may only be used on that deck. One additional blob appears each action phase of every turn after the first turn is completed.

5. Demolition Charges— The salvage party has four demolition charges (one each to four characters) intended for removing any blocking structural members in the fighter launch tube. A charge may be thrown as a grenade, but to a maximum of eight squares and does not scatter; its effects are the same as a satchel charge.

6. Exiting The Ship— All outer air locks are fused shut. The adventurers may only exit the ship by climbing to deck 10. Once they reach deck 10, they are safe.

7. Morale— The first appearance of the blobs will strike terror in the hearts of the salvage crew and cause an immediate morale check by the entire party, conducted as if caused by casualties and done at the end of the first action phase. All members of the party who panic from this morale check and any later morale check will trot (despite the high gravity) to the nearest ladder unblocked by blobs, and climb to the next deck. At that point, the character is paralysed by exhaustion for one die roll of action phases, during which time the character is extremely vulnerable to attack. If the character, after recovering from his exhaustion, does not recover from his panic he continues his flight up the ladder.

Objective: The salvage party's sole objective is to survive. If any member of the party escapes, the salvage party player wins a marginal victory. If any member of the party not in battle dress escapes, the salvage party player wins a substantial victory. If two or more members of the party not in battle dress or a total of four members whether or nor in battle dress escape, the salvage party member wins a major victory.

Among the Vargr: In late 1049, with the memory of the Solomani Rim War fading in the minds of the citizenry and the admiralty alike, three CruDivs of the *Azhanti High Lightning* class were declared surplus and disposed of to commercial interests. These six ships went to transport lines in all areas of the Imperium, primarily for fast transport of high-quality cargos. All had their armament removed.

Oberlindes Lines, of Regina, procured one ship: FI-6326, the *Sparkling Distress,* and renamed it *Emissary.* Through a convoluted, irregular, slightly shady, and completely unprecedented procedure, the complete weaponry array of the vessel was left intact. Oberlindes rightly felt that the weaponry was necessary for trading expeditions into the Vargr Extents.

Due to the technical breach of Imperial demilitarization regulations, the ship could not be based within the Imperium. Oberlindes Lines instead established a trading center in the Uthe subsector, beyond Imperial law, and operated the *Emissary* from there (at Pandrin/Uthe 0610). In addition to numbers of cultural items exchanged back and forth (literature, art, and music, primarily) the *Emissary* hauled high-tech machinery into the Vargr Extents and brought back bulk loads of lanthanum ore from the rich mines of Scangen. The ship was altered somewhat, with the number of crew decks reduced in favor of cargo space and one hangar deck supplanted by cargo as well (although the other remained functional for small craft maintenance and operations). The heavy armament of the *Emissary* was sufficiently impressive as to command respect by the Vargr and discourage interference by the privateers of rival Vargr governments. In its entire tenure of service, the *Emissary's* guns were never called upon to speak in anger.

In 1105, however, the crew of the starship hatched a bold plot to seize the ship and sell it to one of the Vargr states more openly hostile to the Imperium than those with which Oberlindes Lines deals. Sergei hault-Oberlindes, son of the owner of the lines and acting master of the *Emissary,* along with loyal members of the crew, was overpowered and captured, but later escaped and foiled the plot.

Scenario 1— *The Take-Over*

Deck Plans Used: The Bridge Deck (Deck Plan 4) is the only one used in this scenario.

Forces Used— Loyal Crew: Adventurer counters A12 and A13 are used as are all crew counters not in vacc suits (not coded as cloth armor).

Forces Used— Mutineers: Both marine officers and ten other marines, drawn randomly, and excluding marines in battle dress. All are treated as if in flak jackets, not combat armor.

Special Rules: The following special rules are used in this scenario.

1. Sergei and Zinovia: Character A12 represents Sergei hault-Oberlindes and character A13 represents Zinovia, his wife. Zinovia is a native of the planet Ruie and was rescued from prison there by Sergei and a small band of adventurers three years previously. Sergei and Zinovia are initially equipped with automatic pistols, but may pick up and use any weapon dropped by a wounded character. Sergei is treated as +1 with any pistol, +2 with any rifle, and -2 with any energy weapon (fusion or plasma gun). Zinovia is treated as +3 with any pistol and -2 with any

other weapon Sergei has a morale of 10, melee of 5, and leadership bonus of +3. Zinovia has a morale of 12, melee of 3, and no leadership bonus unless Sergei is killed or unconscious, in which case she receives a leadership bonus of +2. Zinovia has a permanent leadership bonus of +2 for rallying Sergei if he become panicked. Sergei outranks all other friendly characters for morale purposes. If Sergei dies, Zinovia outranks all other friendly characters for morale purposes.

2. *Setting Up The Scenario*— Sergei is placed at the command station and Zinovia at the supernumerary station. Stations on the central raised portion of the bridge are manned by officers. All engineering and maneuvering stations and the three stations of the Combat Information Center are also manned by crew of the loyal player's choice. All other crew may be placed anywhere on the deck desired. Mutineers enter from any lift or hatch. Characters must be committed to movement in the first decision phase, and loyalist crew may not conduct any action the first action phase due to surprise.

3. *Surrender*— The loyalist player may, at any time, surrender his forces, thus ending the scenario and all combat.

Objectives: The mutineers must take over the starship by clearing the bridge, forcing a surrender, or killing both Sergei and Zinovia. The loyalist player must either maintain control of the bridge by killing or incapacitating (either serious wound or unconscious) all mutineers, or foil the plan by the escape of Sergei and Zinovia. If Zinovia is alive, Sergei will not escape without her; if she is dead, Sergei will not attempt to escape. If Sergei and Zinovia are both killed, the mutineers win a total victory. If the loyalists surrender, the mutineers win a marginal victory. If Sergei and Zinovia escape, the loyalists win a marginal victory. If the loyalists kill or incapacitate all mutineers and both Sergei and Zinovia survive, the loyalists win a total victory. If the loyalists kill or incapacitate all the mutineers but either Sergei or Zinovia is killed, neither side wins.

Scenario 2— *The Escape*

Deck Plans Used: The Bridge Deck (Deck Plan 4), the Cargo Deck (Deck Plan 5) and the Crew Quarters Deck (Deck Plan 3) are used in this scenario.

Forces Used— Loyalists: Adventurer counters A11, A12, and A13 are used, along with twelve Vargr counters, drawn randomly.

Forces Used— Mutineers: All marine counters, except those in battle dress, are used. All marine counters are treated as wearing flak jackets, not combat armor.

Forces Used— Neutral Crew: All crew not in vacc suits are used.

Special Rules: The following special rules are used in this scenario.

1. *Sergei and Zinovia*— Both Sergei and Zinovia have the same characteristics as in scenario 1. Sergei begins the scenario with one light wound.

2. *Arrlanroughl*— Assuming that the small Vargr trade mission on board the Emissary would see their loyalty with others of their race rather than with the Imperial-based Oberlindes, the mutineers left them free of restraint. Council Speaker Arrlanroughl, the head of the delegation, saw things differently. The rim coalition he represented had no real quarrel with the Imperium, stood to make no profit from the acquisition of the Emissary by an economic rival (even if Vargr), and had benefitted materially from the frequent visits of the Oberlindes trading vessel. Furthermore, he had come to like Sergei and Zinovia and had little stomach for mutiny. Arrlanroughl armed his delegation, freed Sergei and Zinovia, and helped

them reclaim the ship. Adventurer counter A11 represents Arrlanroughl, who is armed with a gauss rifle (+1 skill level). He has a morale of 10, melee of 3, and leadership bonus of +1. Arrlanroughl outranks all other Vargr for morale purposes.

3. *Vargr Characters*— Only Vargr characters affect leadership bonuses of other Vargr characters. Vargr leaders affect only other Vargr morale rolls. If Arrlanroughl and all Vargr officers and NCOs are killed, the remaining Vargr will surrender.

4. *Neutral Crew*— The crew joined with the mutineers out of fear after Sergei surrendered. When firing begins on a deck, all neutral crew will take cover. During the next decision phase, roll one die for each crew member. Each will join the loyalists on a roll of 5 or 6, otherwise remaining neutral for the remainder of the scenario. However, Sergei will automatically rally any crew members he is adjacent to. The mutineer moves neutral crew until they rally; neutral crew will not move if under cover (not in the field of fire of any character of either side). The mutineer may fire at neutral crew; but if he fires at any neutral crew or at any recent convert to loyal crew who has not yet committed a hostile act, all neutral crew on the deck become loyalist. Committing a character to covering or aimed fire in a decision phase, conducting a snap shot or melee attack in an action phase, or moving toward a mutineer all constitute hostile acts.

5. *Setting Up The Scenario*— Sergei and Zinovia are prisoner in the cargo hold on deck 38 (converted from a troop quarters deck). The loyalist player places all alien (blob) counters on the cargo deck, no more than one per square, to represent crates. A crate occupies all of a square and blocks line of sight. The mutineer places Sergei and Zinovia, plus two gauss rifle-armed mutineers, anywhere on the deck, no more than one per square. Mutineer officer O1 is placed in the command station of the bridge; all other bridge stations manned in scenario 1 must be manned either by mutineers or neutral crew, at the option of the mutineer player. All remaining neutral crew are placed anywhere on the crew quarters deck, no more than two crew per stateroom. Remaining mutineers may be placed on the bridge or crew quarters deck. Arrlanroughl and his escorts enter the cargo deck by any lift(s) desired. All characters on the cargo deck and all Vargr must be committed to movement in the first decision phase and the two guards may not perform any action in the first action phase due to surprise, with the exception of snap shots against characters moving adjacent to them.

6. *Moving From Deck To Deck*— Sergei, Zinovia, and the Vargr start on deck 38 and are attempting to move down to deck 40, the auxiliary bridge, where Sergei's knowledge of the ship's override codes will enable them to retake control of *Emissary*. Any normal means (lifts, ladders) may be used to reach the auxiliary bridge. Once the alarm has been given (special rule 7) the lifts may not be used.

7. *Sounding the Alarm*— If either guard on the cargo deck remains conscious at the start of the decision phase of turn two, the alarm is sounded. Once any firing takes place on the crew quarters or bridge deck the alarm has been sounded. If Sergei and company arrive on the bridge or crew quarters deck before the alarm is sounded, they achieve surprise, and the same first turn rules are in effect on that deck as were specified for the cargo deck in 5 above.

Objectives: The loyalists must gain control of the bridge deck or kill the ringleaders (marine officers and NCOs) of the mutiny. The mutineers must prevent this. Loyalist victory after achieving the above depends on adventurer survival: three surviving gives total victory, two surviving gives marginal victory, one gives a draw.

Notes

Traveller and Azhanti High Lightning scenarios in addition to those presented here can easily be generated by both players and referees. Such scenarios depend only on imagination and the background information already available.

FORMAT

The scenario format should follow that given in the scenarios presented: Situation, Deck Plans Used, Forces Used for both sides, Special Rules, and Objectives. It should be written out before the game begins, even if in fragmentary form, in order to produce a concrete structure with which to begin the game.

INSPIRATION

The backgrounds and reasons for scenarios can be drawn from any number of sources. Much of the background for the *Azhanti* class cruisers still remains to be used in scenarios: for example, sections of a scrapped ship have been used as scientific outposts on the surface of a world. Other scenarios can include piracy, boarding parties, battles, mutinies, rescue attempts, and many more.

THE CONDUITS

One part of the ship plans that can be included in scenarios are the conduits. At strategic locations on each deck are small circles filled with color, one or two per square. These are conduits carrying wires, gas, or liquid throughout the ship. Any boarders or contending parties can use these conduits as goals in a certain deck. Tapping one can yield computer information or control, interfere with ship operation, or otherwise affect the ship.

The color coding provides an opportunity to vary the conduits' identity. They are red, green, blue, light blue, yellow, etc, and can be assumed to carry material or information similar to their color coding. Or a simple table can be devised, with the defending player secretly determining which conduit carries the information or material which is of importance. The attacker would be required to be in a square before he could determine if the conduit was the correct one.

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Supplement 5
Lightning Class Cruisers

TRAVELLER

Science-Fiction Adventure in the Far Future

Game Designers' Workshop

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Supplement 5
Lightning Class Cruisers

TRAVELLER

Science-Fiction Adventure in the Far Future

Game Designers´ Workshop

This supplement is intended to provide background and statistical information concerning the **Azhanti High Lightning** class of cruisers.

This booklet is a supplement for Traveller,
GDW's science-fiction role-playing game system set in the far future.
It is intended for use with Azhanti High Lightning and Traveller.

Table of Contents

Introduction

This supplement is a detailed treatment of the background, specifications, capabilities, and interior layout of the *Azhanti High Lightning* class (also known as *Azhanti* or *Lightning* class) interstellar cruisers in all their various models. These starships are 60,000 ton vessels designed and constructed with the rules contained in **Traveller** Book 5, *High Guard,* and intended for use in accordance with the concepts put forth in the **Traveller** science-fiction role-playing system.

There are two distinct uses for this supplement:

1. The information in this booklet provides background data to players when playing out the scenarios of *Azhanti High Lightning* contained in the game rules booklet. Portions of the scenarios call for background or other data in this supplement. In addition, the deck plan explanations in this booklet are an aid to the players in determining the uses and locations of parts of the ships.

2. The information in this booklet, used with or without the deck plans, can be incorporated into **Traveller** role-playing campaigns, either as single adventures or by placing a *Lightning* class ship into the hands of the characters.

This supplement should be considered an information resource with which the action and adventure of playing *Azhanti High Lightning* can be enhanced and widened. It provides background and detail than makes the entire game more interesting and realistic.

STANDARDS AND ASSUMPTIONS

The following basic standards and assumptions affect the use of the information within this supplement.

Dates: Dates are given in the Imperial system, and consist of a three-digit day, followed by a dash and a year number. For example, 001-1000 is New Year's Day in the year 1000. Years uniformly have 365 days, and years are counted from the year Zero, a holiday year in which the Imperium was founded.

Azhanti High Lightning takes place in the period 997 to 1107.

Places: Place names generally refer to stellar systems; the name also applies to the major world in the system. Where necessary, the name is followed by a slash and another name, that of system's subsector. For example, Pandrin/Uthe is the world Pandrin, in the Uthe subsector.

Those locations within the Spinward Marches are mapped separately in **Traveller** Supplement 3, *The Spinward Marches.* Those outside the Marches have not been specifically mapped.

References: The background for this game is solidly based on **Traveller.** The following references may prove useful in using this game with **Traveller.**

    1. Basic Traveller. The boxed set, containing Books 1, 2, and 3.

    2. High Guard. Book 5, dealing with interstellar navies.

    3. The Spinward Marches. Supplement 3, containing star maps of sixteen subsectors on the fringe of the Imperium.

    4. The Journal of the Travellers' Aid Society. A quarterly magazine devoted to all aspects of **Traveller** and science-fiction gaming.

Background

The following section contains data and statistics on the *Azhanti High Lightning* class fleet intruder, and on its subsequent models and conversions. The information here should be considered library data, available to **Traveller** characters who devote sufficient effort to uncovering it.

BACKGROUND INFORMATION

Conceived originally as a fleet intruder (or flint boat, in naval parlance), the *Azhanti High Lightning* class vessels were among the few ships of their day below capital class to incorporate a meson screen. This meson screen, coupled with a high amperage tritium accelerator and a wide array of deadfall bombardment ordnance, resulted in extensive employment of the class in both the planetary bombardment and fleet vanguard roles. While the ships had short legs (only 2G maneuver drives), their jump-5 capacity made them highly responsive to situations and crises over many parsec spans. They proved especially useful in the closing days of the war against the Solomani.

Being unstreamlined, these large ships were restricted to beyond the reaches of atmosphere, and carried shuttles and small craft for the transfer of personnel and equipment between the tops and bottoms of gravity wells. Rapid transfers of troops were considered essential, resulting in the adaptation of the ship's fuel shuttles for vehicle and troop movement when they were not committed to refuelling itself. The ships, constructed using an outer frame system, were unable to withstand the uneven stresses of gravity at a surface were they ever to land, even on an airless world. As a result, all troop or invasion situations depended on the shuttles as an integral part of the plan.

First laid down in 991, the *Azhantis* enjoyed a long and distinguished career, being finally declared obsolescent in 1048 and either paid off or converted to non-combat roles.

A total of 69 vessels, out of a production order of 100, were completed by the conclusion of the Solomani Rim War (990 to 1002), and an additional 23 were finished up in the immediate postwar period. Eight hull numbers were cancelled. Twenty-one ships were lost in action during the war, while an additional five vessels in drydock awaiting extensive repairs at the time of the armistice were paid off and scrapped. Some major components from those ships which were scrapped found their way into ships of class being completed post-war, sparking a minor military procurement scandal at Gashidda. One of the *Azhantis* scrapped was converted to a bulk cargo carrier by the Delvani Lines (minus weaponry, of course) for use on the Gateway run to the mine colonies at Rageon.

In the forty-six years after the war (1003 to 1048), three more Azhanti class ships were lost in the course of routine duty. Four ships were turned over to allied powers, generally with reduced weaponry, and five examples were transferred to the Imperial Interstellar Scout Service for use as exploratory cruisers or fast messengers. In 1048, all 55 surviving examples still in Imperial Naval service were retired from active duty, with 20 vessels placed in ordinary, 16 converted to non-combat

roles (primarily tanker duty and training), six sold to commercial concerns (one with weaponry intact), and the remaining 12 scrapped.

A fleet specification issued in 1077 calling for a ship platform for the newly developed Penbody MA-21 meson gun resulted in a proposal from the design firm of Bowen and Masters for the conversion of the surviving *Azhanti* class hulls to meet the specification. A total of 28 hulls were ultimately converted and redesignated as frontier cruisers. Carrying the most advanced ship-board main armament and defense systems then available, the *Azhanti High Lightning* and the sister ships of this new class became the most cost-effective addition to the Imperial arsenal in decades.

Each of the refurbished *Azhantis* was fitted with a black globe generator in addition to the former meson screen, and included a direct substitution of the Penbody MA-21 for the tritium accelerator. A shortage of black globe generators left two of the ships with only meson screens until 1104. Each *Azhanti* was assigned six fighter squadrons of the new RF-128 Rampart close-support fighter, although initially some ships made do with less than a full complement (using secondary standard craft for their additional squadrons); all ships carried a small number of armed launches for boarding parties, customs inspections, and other routine missions. Twelve vessels still in service as fleet auxiliaries and sixteen of the twenty vessels in ordinary were deemed suitable for the modernization, which proceeded immediately (1078 to 1090). At least two ships were returned to duty in their original configuration during the Fourth Frontier War; in each case, the ship became part of local system defense forces protecting the shipyard which would ultimately provide the modernization, and one actually engaged Zhodani vanguards before they were driven off.

The 28 ships converted were redesignated as frontier cruisers in recognition of their anticipated role as the local core of the first line of defense on the frontiers of the Imperium. Initially, all 28 ships were paired to form 14 cruiser divisions (CruDivs 117 to 128, inclusive), but CruDivs 118, 119, and 127 were soon broken up to provide individual ships for moderate threat regions.

Azhanti class CruDivs were assigned to three major areas of potential trouble: the Solomani Rim, the Spinward March border with the Zhodani, and the Gateway to the turbulent client-states on the trailing frontier. They served admirably in all roles from brevet ship of the line, through commerce raider, to search and rescue cruiser in all territories. Of special importance was the fact that the first ships to be converted were immediately assigned to the Spinward Marches, where they served in the opening days of the Fourth Frontier War (1082 to 1084). Other notable campaigns in which the new *Azhantis* served included the continuing hostilities in the Solomani Sphere, and the Gateway collapses. Losses for the class accumulated over years, and gradually the *Azhanti* CruDivs were disbanded or consolidated as their ships succumbed. Eleven ships have been lost since modernization was begun in 1070, and two ships have been paid off, leaving nine active Crudivs (five at half strength) and two independent vessels.

Scout Service: The five ships transferred to the Scout Service were all of the pre-modernization model. Three were refitted for long-range exploration and dispatched to the worlds spinward of the Imperium and rimward of the Zhodani; there to explore, map, and win allies against Zhodane.

The remaining two ships were also refurbished to cargo and data carriers and put

on a continuing shuttle run from Terra to the Imperial Core.

Auxiliary Operations: When the *Azhanti* class was retired in 1048, sixteen of the ships were placed on auxiliary duty. Ten ships assumed tanker duty, serving as fuel storage depots carrying excesses of fuel in their tanks for routine fleet re-fuelling operations. The remaining six ships operated as cargo carriers, and at the same time performed training runs for various specialist schools of the Imperial Navy.

Commercial Service: Of the eight ships purchased at surplus and placed in commercial service, the most interesting is the *Emissary* (ex-*Sparkling Distress*) operated by Oberlindes Lines in the Vargr Extents. Taking advantage of a bureaucratic loophole, the ship never shed its weaponry, and was operated from a base just beyond the Imperial border, at Pandrin/Uthe. The weaponry projects the proper attitude of power to the Vargr, and while never actually used, it has made the Oberlindes commercial expeditions highly successful.

Other ships in commercial service have tended to serve in either fast, high value cargo transport roles, or as bulk carriers where their jump-5 drives prove practical.

SHIP DESCRIPTION

The *Azhanti High Lightning* class ship is built on a 60,000 ton hull assembled in orbit; its maneuver drives can achieve 2G, while its massive jump drives are capable of jump-5. Ten decks of quarters contain over 600 staterooms allowing a potential 620 crew members, including 150 ship's troops, and 149 flight crew and maintenance personnel for the ship's six fighter squadrons. A capability for 310 additional crew in low passage (the frozen watch) is distributed among the various crew quarters decks. Fuel tankage is 32,000 tons, distributed onto interior decks (they serve as battle damage cushions) and the rear farings. The ship is not streamlined, but is capable of limited refuel skimming.

As a military ship, the major purpose of the ship is as a weapons carrier. The ship is built around three tubes: a spinal mount weapons tube, and a twin small craft launch tubes. Distributed along the dorsal and ventral surfaces are twenty-four ten-ton bays. Finally, the entire surface of the ship is covered with a variety of laser turrets, sandcasters, and repulsors. In addition, the ship carries internal nuclear dampers and a meson screen (plus a black globe in the refurbished models).

Fleet Intruders: In the original fleet intruder, the spinal mount weaponry is a particle accelerator and the ten-ton bays carry missile racks.

Auxiliaries: When converted to auxiliaries, all major weaponry was suppressed (removed and plated over) to comply with Imperial doctrine.

Frontier Cruisers: When converted to frontier cruisers, the spinal mount became a meson gun, and the ten-ton bays were fitted with particle accelerators. Some of the exterior turrets were converted from laser to missile rack.

Scout Ships: The ships received by the scout service retained their particle accelerator spinal mount, but replaced the missile racks in the bays with meson guns of low displacement and heavy duty repulsors.

Originally, all ships had two decks capable of holding 200 tons of cargo each. The scout service ships increased this to four cargo holds by converting the auxiliary bridge and one deck of quarters.

Scout service ships made do with a smaller crew than the naval cruisers, sacrificing many gunners, while adding some alien contact specialists and lab technicians.

GENERAL SPECIFICATIONS

The ships of the *Azhanti High Lightning* class, aside from weaponry changes, remained essentially the same throughout their service lives.

Tonnage:	60,000 tons (standard). 840,000 cubic meters.
Acceleration:	2G constant.
Dimensions:	405m long by 61.2m wide by 36.4m high (fin adds 17m).
Crew:	62 officers, 333 men. 75 pilots. 150 troops.
Jump:	5
Powerplant:	5
Engineering:	Twin Quadric Halonic fusion power plants driving a backed up LSP (or equivalent) Fardrive jump unit. Connected in parallel are standard issue maneuver drives constructed at the local yard.
Gravitics:	Standard intertial compensators, plus 1G floor field.
Range:	Unlimited maneuver. One jump-5 (or equivalent lesser jumps). At least 300 days.
Electronics:	Triple ISMM Model/6.1 on-board computers with multiple input stations distributed throughout the ship. Integral fire control and program storage. Fibre optic back-up network for control of battle damage.
Small Craft:	Four 400-ton fuel shuttles. Ventral docking for ships in the 100 to 400 ton class, including carriage during jump. Sixty fighters (a squadron of ten consists of eight single place and two dual place fighters); five 40-ton launches or gunboats. Two hangar decks with provisions for sixty-six small craft (maximum diameter: 3m; maximum length: 12m).
Armament (FI):	PA-1688 spinal partical accelerator mounted co-axially with fighter launch tubes. Twenty-four fifty ton bays fitted with missile racks.
Armament (CF):	Penbody MA-21 meson gun spinally mounted. Twenty-four bays mounting particle accelerators.
Armament (ISC):	PA-1688 spinal partical accelerator (as built), plus twenty-four bays mounting meson guns and repulsors.
	All ships have a wide array of laser, missile, energy, and caster turrets for small craft and close-action protection.
Defenses:	NOTB 666 meson screen and heavy pierced plate hull armor throughout. Absalom nuclear dampers (Finalians later). CFs carry Vlandian BGs.

STATISTICS

The tables on the following pages show construction information on the ships of the *Azhanti High Lightning* class. Tail numbers are preceded by the prefix FI (for fleet intruder) for the original version. Ships converted to frontier cruiser take the prefix CF. Ships which serve as auxiliaries take the prefix QC (for auxiliary cruisers). Scout ships take the prefix ISC (for Imperial scout cruiser). Commercial ships generally drop any prefix but retain the tail number as a registry number.

No.	Name	Laid Down	First Flight	Builder	Notes
6326	Azhanti High Lightning	015- 991	091- 994	Gashidda No. 1	IP
6327	Sylean High Lightning	037- 991	343- 993	Gashidda No. 2	C
6328	Vilani High Lightning	057- 991	356- 993	Gashidda No. 3	A
6329	Bard Enterprise	073- 991	034- 994	Vlandian No. 1	IMP
6330	Solo Quench-Fire	106- 991	085- 994	Vlandian No. 2	A
6331	Venomous Observer	107- 991	030- 994	Clan Severn	L
6332	Vengeance	118- 991	070- 994	Ling Standard	D
6333	Bard Endeavour	132- 991	041- 994	Yard 17	A
6334	Empiric Provost	123- 991	279- 993	Yard 16 No. 1	J
6335	Muffled Triumph	155- 991	324- 993	Arshani, Etran	J
6336	Gilded Farthing	159- 991	185- 994	Commonal	F
6337	Riant Tolerance	179- 991	148- 994	Yard 16 No. 3	A
6338	Luminous Shield	181- 991	311- 993	AHG, AG	C
6339	Ischiatic Portent	222- 991	281- 993	Yard 22 No. 1	A
6340	Locus Farthing	212- 991	193- 994	Yard 11 No. 1	A
6341	Solitaire Foray	250- 991	311- 993	Yard 22 No. 2	A
6342	Haunting Thunder	264- 991	326- 993	Yard 16 No. 4	IP
6343	Gilded Enterprise	268- 991	158- 994	Tukeral, et al	A
6344	Grinding Starbow	293- 991	128- 994	Delvani	CE
6345	Irreproachable Rage	295- 991	182- 994	Highlans	A
6346	Arrival Phosphor	298- 993	360- 995	Yard 16 No. 1	A
6347	Refulgent Thunderer	304- 993	280- 995	Yard 22 No. 1	D
6348	Loathesome Reverie	320- 993	003- 996	AHG, AG	IP
6349	Manacle Infrequent	327- 993	197- 996	Arshani, Etran	A
6350	Fiorin High Lightning	356- 993	310- 995	Gashidda No. 2	A
6351	Geonee High Lightning	362- 993	319- 995	Gashidda No. 3	A
6352	Reverie Indigo	053- 994	123- 997	Clan Severn	A
6353	Reverie Magenta	048- 994	026- 997	Vlandian No. 1	L
6354	Refulgent Triumph	061- 994	060- 997	Yard 17	L
6355	Children of the March	095- 994	117- 997	Ling Standard	IP
6356	Incorruptible Quintessence	111- 994	279- 996	Vlandian No. 3	L
6357	Acheron High Lightning	125- 994	352- 996	Gashidda No. 1	C
6358	Guardian Swift Rage	143- 994	037- 997	Delvani	J
6359	Rugged Swift Vengeance	149- 994	002- 997	Yard 16 No. 3	L
6360	Righteous Senior	188- 994	059- 997	Tukera, et al	A
6361	Sparkling Foray	205- 994	192- 997	Highlans	C
6362	Sparkling Observer	193- 994	302- 996	Commonal	F
6363	Fiorin Triumph	208- 994	132- 997	Yard 11 No. 1	A
6364	Loculus Sabot	296- 995	139- 998	Yard 22 No. 1	L
6365	Suerrat High Lightning	311- 995	283- 997	Gashidda No. 2	A
6366	Ilurian High Lightning	348- 995	205- 998	Gashidda No. 3	A
6367	Suerrat Gainful	350- 995	313- 997	Yard 16 No. 1	A
6368	Haunting Warlord	021- 996	121- 999	AHG, AG	A
6369	Bard Triumph	207- 996	275- 998	Arshani, Etran	L
6370	Genet Banter	293- 996	060- 999	Vlandian No. 3	A
6371	Empiric Vengeance	325- 996	153- 999	Commonal	L
6372	Luriani High Lightning	353- 996	166- 999	Gashidda No. 1	IP

No.	Name	Laid Down	First Flight	Builder	Notes
6373	Arbitrary Remora	007- 997	133-1000	Yard 16 No. 3	G
6374	Tolerance Sparkling	027- 997	195-1000	Vlandian No. 1	L
6375	Solo Finery	044- 997	108-1000	Delvani	J
6376	Righteous Rage	085- 997	054-1000	Tukera, et al	L
6377	Threatening Vengeance	076- 997	327- 999	Yard 17	IP
6378	Imperial Sabreur	139- 997	116-1000	Ling Standard	IP
6379	Sparkling Distress	138- 997	121-1000	Clan Severn	K
6380	Regal Carnation	144- 997	073-1000	Yard 11 No. 1	IP
6381	Ice Rainbow	205- 997	338- 999	Highlans	IN
6382	Riant Shield	286- 997	057-1000	Gashidda No. 2	IP
6383	One Thousand Years	331- 997	001-1000	Yard 16 No. 1	IP
6384	Ischiatic Sabreur	155- 998	150-1001	Yard 22 No. 1	IN
6385	Vermillion Stance	223- 998	171-1001	Gashidda No. 3	F
6386	Haughty Thunder	284- 998	044-1001	Arshani, Etran	L
6387	Argentine Foray	064- 999	043-1002	Vlandian No. 3	IP
6388	Infrequent Refuge	141- 999	305-1001	AHG, AG	F
6389	Isosceles Quire	161- 999	123-1002	Commonal	IN
6390	Echo Intruder	186- 999	078-1002	Gashidda No. 1	IP
6391	Valiant Senior	328- 999	281-1001	Yard 17	IP
6392	Annulling Tapestry	341- 999	289-1001	Highlans	IP
6393	Incomparable Triumph	016-1000	001-1003	Yard 16 No. 1	G
6394	Forward Starbow	061-1000	187-1003	Tukera, et al	J
6395	Arbitrary Complication	069-1000	343-1002	Gashidda No. 2	B
6396	Guardian Rainbow	077-1000	073-1003	Yard 11 No. 1	IMP
6397	Magenta Portent	115-1000	095-1003	Delvani	J
6398	Avenging Gainful	138-1000	028-1003	Ling Standard	IN
6399	Muffled Phosphor	145-1000	120-1003	Clan Severn	HO
6400	Infrequent Hazard	150-1000	302-1002	Yard 16 No. 3	HP
6401	Mortal Quench-Fire	201-1000	113-1003	Vlandian No. 1	HP
6402	Arbitrary Divider	047-1001	342-1003	Arshani, Etran	B
6403	Dolorous Hauberk	178-1001	088-1004	Yard 22 No. 1	HO
6404	Arrival Scourge	177-1001	076-1004	Gashidda No. 3	HP
6405	Bard Refuge	295-1001	112-1004	Yard 17	HP
6406	Imperial Reaumur	302-1001	199-1004	Highlans	F
6407	Bard Warlord	321-1001	095-1004	AHG, AG	HP
6408	Bard Endeavour Echo	057-1002	088-1005	Vlandian No. 3	HP
6409	Sylean Observer	087-1002	101-1005	Gashidda No. 1	HO
6410	Genet Rampart	153-1002	029-1005	Commonal	HO
6411	Exhausted Venture	329-1002	288-1004	Yard 16 No. 3	HP
6412	Cause Rampant	360-1002	106-1005	Gashidda No. 2	HP
6413	Refractor Loathesome	012-1003	288-1005	Yard 16 No. 1	HP
6414	Minatory Periant	031-1003	327-1005	Ling Standard	HP
6415	Arrival Vengeance	096-1003	037-1006	Yard 11 No. 1	HP
6416	Loculus Farthing Echo	122-1003	288-1005	Delvani	B
6417	*Cancelled* 347-1002				
6418	Reverie Indigo Echo	140-1003	311-1005	Clan Severn	HP

Note: 6419 to 6425 cancelled 100-1002.

SHIPS CONVERTED TO COMMERCIAL SERVICE

No.	Name	Company	Acquired	Notes
6334	Marie Luise, ex-Empiric Starbow	Tukera	123-1008	J
6335	Gateway Indani, ex-Muffled Triumph	Gateway	258-1010	J
6344	Starbow, ex-Grinding Starbow	Delvani	017-1002	CE
6375	Phylean, ex-Solo Finery	Delvani	100-1037	J
6379	Emissary, ex-Sparkling Distress	Oberlindes	321-1023	K
6394	Rimward Pride, ex-Sparkling Starbow	Tukera	222-1021	J
6397	Nibber, ex-Magenta Portent	Tukera	182-1035	J

SHIPS TRANSFERRED TO IMPERIAL INTERSTELLAR SCOUT SERVICE

No.	Name	Duty	Acquired	Notes
6336	Luray Explorer, ex-Gilded Farthing	Explorer	010-1040	F
6362	Bright Light, ex-Sparkling Observer	Explorer	010-1040	F
6385	Vermillion Stance	Explorer	010-1040	F
6388	Infrequent Refuge	Dispatch	010-1040	F
6406	Imperial Reaumur	Dispatch	010-1040	F

SHIPS CONVERTED TO FRONTIER CRUISER

No.	Name	Conversion Begun	Returned to Duty	Notes
6326	Azhanti High Lightning	032-1078	111-1081	PV
6329	Bard Enterprise	093-1083	127-1085	MPU
6342	Haunting Thunder	326-1079	228-1081	PQ
6348	Loathesome Reverie	132-1081	212-1082	PR
6355	Children of the March	327-1082	199-1083	PV
6372	Luriani High Lightning	338-1081	083-1083	PR
6377	Threatening Vengeance	208-1078	197-1080	PQ
6378	Imperial Sabreur	034-1079	168-1080	PS
6380	Regal Carnation	364-1080	027-1082	PT
6382	Riant Shield	182-1087	132-1088	PU
6383	One Thousand Years	003-1082	342-1082	PW
6387	Argentine Foray	198-1080	127-1082	PS
6390	Echo Intruder	034-1083	183-1084	PR
6391	Valiant Senior	284-1083	139-1084	PT
6392	Annulling Tapestry	045-1082	046-1083	PT
6396	Guardian Rainbow	027-1083	120-1084	MPR
6400	Infrequent Hazard	231-1086	100-1088	PR
6401	Mortal Quench-Fire	090-1088	120-1090	PU
6404	Arrival Scourge	043-1085	145-1089	PR
6405	Bard Refuge	338-1088	123-1089	PV
6407	Bard Warlord	184-1082	243-1083	PQ
6408	Bard Endeavour Echo	134-1084	126-1086	PT
6411	Exhausted Venture	010-1082	030-1083	PR
6412	Cause Rampant	321-1084	005-1086	PR
6413	Refractor Loathesome	286-1080	134-1082	PV
6414	Minatory Periant	134-1081	156-1082	PU
6415	Arrival Vengeance	003-1092	360-1082	PV
6418	Reverie Indigo Echo	227-1082	132-1083	PW

NOTES

The following notes apply to the ships of the *Azhanti High Lightning* class.

A. Twenty-one ships were lost to enemy action during the Solomani Rim War (990 to 1002).

B. Three ships were lost during the post-Rim War period (1003 to 1048).

C. Five ships were scrapped due to battle damage sustained during the Solomani Rim War. Some elements of these ships reportedly found their way into *Azhanti* class ships completed at Gashidda after 1002.

D. Two ships were transferred to the Darrian Confederation Navy in the Spinward Marches in 1012. Renamed *Mire* (ex-*Vengeance*) and *Darrian* (ex-*Refulgent Thunderer*).

E. One hull scrapped following the Solomani Rim War was acquired by Delvani Lines and converted to a bulk cargo carrier in 1002. This vessel was the first example of commercial use of *Lightning* class cruisers.

F. Five ships were transferred to the Imperial Interstellar Scout Service in 1040 for use as exploration cruisers and dispatch vessels.

G. Two ships were transferred to the Vegan Autonomous District in 1013. Renamed *Sudden Star* (ex-*Arbitrary Remora*) and *Accompanist* (ex-*Incomparable Triumph*).

H. Sixteen ships were transferred to fleet auxilliary in 1048. Primary duties included fuel tankers and bulk cargo carriers.

I. Twenty ships were placed in ordinary, 1048. Hulls were retained in orbital storage pending disposition or futher need.

J. Five ships were declared surplus and sold to commercial concerns in the period 1008 to 1035. All weaponry was removed by the recipient in compliance with demilitarization regulations and ordinances.

K. One ship was declared surplus and sold to Oberlindes Lines in 1023. On-board weaponry was retained due to an apparent oversight on the part of the disposing agency.

L. Twelve ships were inspected by the naval authorities and scrapped as no longer usable, 1048.

M. Two ships, awaiting conversion from fleet intruder to frontier cruiser, returned to duty in their original configuration during the Fourth Frontier War (1082 to 1084) and stood system security duty for their local yards. This patrol duty resulted in enemy contact for one vessel.

N. Four ships in ordinary scrapped in 1078 after failing examination for possible modernization.

O. Four ships serving as fleet auxiliaries retired from service and scrapped in 1070.

P. Twenty-eight ships in service as fleet auxiliaries or in ordinary modernized and refurbished as frontier cruisers, 1078 to 1090.

Q. Three ships lost in the course of the Fourth Frontier War (1082 to 1084).

R. Eight ships lost in operations postwar (1085 to 1105).

S. Two ships retired or paid off (1085 to 1105).

T. Four ships remain in service in the Gateway, 1107.

U. Four ships remain in service in the Solomani Sphere, 1107.

V. Five ships remain in service in the Spinward Marches, 1107.

W. Two ships remain in service at the Imperial Core, 1107.

DISPOSITIONS

The ships of the *Azhanti High Lightning* class have all led distinguished careers in the service of the Imperium. The following are notable examples of their contributions.

Azhanti High Lightning (FI-6326, later CF-6326) is the ship of class and lends its name to the entire class of vessels. Its most notable engagement occurred during the Fourth Frontier War (1082 to 1084), after its conversion to frontier cruiser. One of the first ships to be converted, it was immediately placed on neutrality watch on the border between the Imperium and the Zhodani Consulate. With the outbreak of war in early 1082, the *Azhanti* immediately led its small escort of *Fiery* and *Gazelle* class ships directly toward the Zhodani thrust through Vilis subsector, and succeeded in beating back the enemy with minimal losses to the Imperial Task Force.

Bard Endeavour (FI-6333) was lost in the last years of the Solomani Rim War (990 to 1002) after an Imperial force attempting a deep raid against Solomani colonies was caught and forced to retreat. *Bard Endeavour* was disabled and abandoned by the retreating forces; an abortive attempt by the Solomani to salvage the ship for their cause failed.

Luray Explorer, ex-*Gilded Farthing* (FI-6336, later ISC-6336) was converted to a long-range exploration cruiser and dispatched to the far spinward reaches beyond the Imperial border in a program to explore territories not yet under the control of large interstellar powers, especially the Zhodani.

These areas are of importance because they are not part of the traditional zone once occupied by the Ancients and settled by the Six Races.

Luray Explorer, equipped for long term operations, included a complete planetary survey team, defensive fighters, long range scanners, and a squadron of exploratory pinnaces. Its mission was to contact local races, or explore unsettled and promising worlds. Imperial navigation beacons and emergency shelters were also placed for the assistance of distressed space-farers.

The long isolation of the journey placed great stress on the crew of the ship, and one crew member apparently suffered from a latent claustrophobia, finally sneaking a ride to the surface of one of the worlds being visited. The uninhabited world appeared to be hospitable, and he opened his faceplate and relaxed for a few hours before sneaking back aboard the shuttle and returning to the ship. Several hours later, he died of an acute flesh-rot, but not before infecting several other members of the ship.

The infection spread rapidly throughout the ship, and only through herculean efforts was a small portion of the crew able to quarantine some important areas and return the ship to Imperial space for decontamination.

Loathesome Reverie (FI-6348, later CF-6348) was committed to routine naval patrol in the Spinward Marches after the Fourth Frontier War (1082 to 1084). In 1090, the ship was transferred to the Imperial Core, and ordered to make a call at Lewis/Aramis en route and investigate a report of piracy. Several shipping lines had complained that the system was encumbering trade with boardings and confiscations under the guise of customs inspections.

Upon arrival, the ship was welcomed by locals and no improprieties appeared to exist. Unknown, however, to the ship crew, explosive devices were placed at crucial points within the ship, and a small boarding was attempted. Their goal— the power

plant, proved unattainable, and the attempt was beaten off.

The ship's commander, in retaliation, sought out the actual pirate base and destroyed it with ship's weaponry.

Children of the March (FI-6355, later CF-6355) was unusual primarily for its method of financing. The boost to the subsector economy created by the award of construction contracts was important enough to make all areas of the Imperium vie for the privilege. Because the Rim War was taking place on the other side of the Imperium, the Spinward Marches had little chance of receiving a contract.

The Duke of Regina, speaking for the Marches, proposed that the Marches fund one additional ship from its own resources, on the condition that the Marches receive the contract to produce a portion of the total run. The school children of the worlds within the Marches contributed from their lunch money, at a quarter credit each, for the ultimate funding of one ship, and it was named *Children of the March* in their honor.

Acheron High Lightning (FI-6357) was one of the several ships scrapped after damage sustained in the Solomani Rim War. Individual modular sections of the ship was retained and transferred to several outpost worlds after the war. The sections then served as monitoring or scientific outposts in the rimward worlds of the Solomani sector.

Emissary, ex-*Sparkling Distress* (FI-6379) was declared surplus to the needs of the Imperium and sold to Oberlindes Lines. Ordinarily, such ships are sold with a demilitarization agreement, but delivery of this ship took place outside of the Imperial borders, and (through a technicality) could not be forced to be demilitarized. There was some evidence that the entire transaction was coerced by Oberlindes, but this has never been proven.

Because of the technical circumvention of regulations, the ship was not allowed to reenter the Imperium, and was instead operated from an Oberlindes trading center in the Uthe subsector (at Pandrin/Uthe 0610). From there it made excursions into Vargr territory, taking unusual materials, finished goods, and processed ores in exchange for Imperial goods, rare wines, and technological jewels.

The retention of the armament by the Emissary was a bold and well-reasoned move. The strong show of force to the Vargr created a respect that gave an advantage to the traders; fortunately, the gunnery was never actually used in the trading missions.

One Thousand Years (FI-6383, later CF-6383) was a commemorative ship marking the millenium of the Imperium. Its first flight (on New Year's Day, 1000) on Markatch capped the regal night-long millenial celebration and was seen by virtually all the citizenry of that world.

Vermillion Stance (FI-6385, later ISC-6385) was transferred to the scouts following its retirement from the Five Sisters Flotilla. After a refit and refurbishment at Mora/Mora (taking 16 months) the ship was sent spinward in a mission to the client-states beyond the borders. Its mission was to distribute technology to these systems "as a gift from the Emperor," in an effort to forestall Zhodani influence.

The Zhodani obtained an itinerary for the ship and arranged a clandestine reception for it at Garonne. There, they perpetrated a ruse and took over the ship. For years, the fate of the vessel was unknown, with details surfacing only after a prisoner exchange following the Fourth Frontier War.

High Guard Statistics

Traveller includes starship design and construction parameters for ships above 1000 tons in Book 5, **High Guard. High Guard** also contains instructions for the determination of a Universal Ship Profile (USP) which is used in starship combat. This section presents USPs for the various models of the *Azhanti High Lightning* class.

Editions of High Guard: There are two versions of **High Guard.**

The first edition is identifiable by a copyright date of 1979 on the publication data page.

The second edition carries a 1980 copyright date on the publication data page, and is a revised, improved, and expanded version incorporating a variety of changes to the first edition. This second edition is an attempt to improve **Traveller** materials as the opportunity arises. The substance of the new material is also contained in a three-part article contained in the **Journal of the Travellers' Aid Society** (Issues 6, 7, and 8), under the assumption that the **Journal** is the best method of dissemination of such material to those players and referees who already have the first edition of **High Guard.**

The **High Guard** ratings for both editions are presented here. Either edition may be used in space combat encounters involving *Azhanti High Lightning* class ships in any of their models.

FLEET INTRUDER

The original *Azhanti* class cruisers carried a particle accelerator as main weapon and missile bays as back-ups. The hull itself bristled with laser turrets and energy weapon installations as small craft defenses. Finally, six squadrons of fighters gave the ship a protective screen.

First Edition: FI-P4525F3-566500-99N09-F
Second Edition: FI-P4525F3-596500-99N09-6

The ship has 13 sandcaster batteries, of which 10 bear.
The ship has 19 laser batteries, of which 15 bear.
The ship has 4 energy batteries, of which 3 bear.
The ship has 24 missile batteries, of which 19 bear.

TANKERS AND AUXILIARIES

Azhantis converted to tanker duty had their bay and major weaponry removed and the hull positions plated over. They retained some of their turret weaponry, for elementary defense, but were always chronically undermanned with gunners. Ships serving as auxilliary cargo carriers in naval service were identical, but carried the designation QC rather than TN.

First Edition: TN-P4525F3-566500-55000-0
Second Edition: TN-P4525F3-566500-55000-0

The ship has 8 sandcaster batteries, of which 5 bear.
The ship has 10 laser batteries, of which 8 bear.
The ship has 3 energy batteries, of which 2 bear.

COMMERCIAL SERVICE, UNARMED

Azhantis converted to commercial service lost their spinal mounts and main weaponry, but prudently retained the self-defense armament necessary for protection against piracy and other hazards.

First Edition: AH-P4525F3-560000-550000-0
Second Edition: AH-P4525F3-560000-550000-0
     The ship has 8 sandcasters, of which 5 bear.
     The ship has 10 laser batteries, of which 7 bear.
     The ship has 3 energy batteries, of which 2 bear.

COMMERCIAL SERVICE, OBERLINES ARMED MERCHANT

The single armed merchant in commercial service retained all of its weaponry, and was known to carry crew to operate it.

First Edition: AG-P4525F3-566500-99N09-0
Second Edition: AG-P4525F3-566500-55N09-0
     The ship has 8 sandcaster batteries, of which 5 bear.
     The ship has 10 laser batteries, of which 7 bear.
     The ship has 3 energy batteries, of which 2 bear.
     The ship has 24 missile batteries, of which 19 bear.

IMPERIAL SCOUT CRUISERS

The *Azhantis* transferred to the scout service were generally of the fleet intruder configuration, with the addition of some repulsors and four meson gun bays.

First Edition: SC-P4525F3-566509-99N10-F
Second Edition: SC-P4525F3-566505-99N40-6
     The ship has 13 sandcaster batteries, of which 10 bear.
     The ship has 19 laser batteries, of which 15 bear.
     The ship has 4 energy batteries, of which 3 bear.
     The ship has 4 meson gun batteries, of which 3 bear.
     The ship has 20 repulsor batteries, of which 16 bear.

FRONTIER CRUISERS

The refurbished *Azhantis* featured a meson gun in place of the old particle acclerator, plus particle accelerators in place of the missile bays.

First Edition: CF-P4525F3-556920-996N6-F
Second Edition: CF-P4525F3-596920-995N7-6
     The ship has 10 sandcasters, of which 8 bear.
     The ship has 10 laser batteries, of which 8 bear.
     The ship has 4 energy batteries, of which 3 bear.
     The ship has 24 particle batteries, of which 19 bear.
     The ship has 12 missile batteries, of which 9 bear.

SMALL CRAFT

The small craft aboard the *Azhantis* are classified as follows.
Rampart RF-128   FF-0106611-000000-40000-0
Rampart RF-128-2   FL-0106611-000000-00003-0
Gunboat (Armed Launch) NG-0204411-000000-05000-0
Fuel Shuttle   TY-4202211-000000-00000-0

Deck Plan Arrangements

The eighty-four decks of the *Azhanti High Lightning* class ships are divided into fifteen different types: the three forward levels contained on deck plan 1, and the twelve additional decks on deck plans 2 to 13. Together, these various deck layouts form the interior of the ships.

In terms of deck plan configurations, there are three distinct types of *Azhantis*—the original cruisers (including the refurbished frontier cruisers), the commercial ships, and the scout ships.

The original cruisers have a layout incorporated into the ships when constructed. Even the refurbishment and conversion from fleet intruder to frontier cruiser did not disturb this construction; turrets and bays were altered, and new weaponry was installed, but the order and types of decks were not changed. The naval cruiser column on the next page shows the types of decks and the order in which they occur.

The commercial ships removed their gunnery, converting all available space to cargo decks. In addition, the hangar decks were removed, and also converted to cargo holds. Each hangar deck was oversize, measuring eighteen (rather than 4.5) meters in height, and each yielded a single cargo deck with four times the standard capacity. Finally, one of the two flight crew quarters decks was retained for passenger service.

The Oberlindes ship is an exception to this standard: gunnery decks and the main weapon deck were retained rather than converted. Thus, its configuration is closer to that of a naval cruiser, except that its hangar deck, ship's troops quarters, and one of the two flight crew quarters decks has been converted to cargo hold.

THE SCOUT SHIPS

All of the scout ships underwent some conversion in deck layout when they were placed in the hands of the Scout Service. The major changes were the suppression of the auxiliary bridge on deck 40 and alterations to the nose of the ship.

EXCEPTIONS AND NOTES

Not all ships in the class were configured exactly the same. In the original plans, a casual bridge was allocated to the domed nose of the ship. It was actually installed in the first three ships, but omitted as too prone to battle damage in later ships. Thus, ships 6326, 6327, and 6328 all have a bridge in the nose, while later ships do not. The scout service ships made use of the fittings in the hull to place a bridge in this position, the location and usefulness of such a bridge being considered of greater importatnce than the potential of battle damage in the scout service.

The maneuver drives on all ships of this class are mounted in the stubby wings on each side and operated largely by remote fixtures from the jump drive deck. The drives themselves are bulky, but require little on-site maintenance.

Frozen watch facilities on the crew quarters decks of the ships remain in commercial and scout versions, but are used only for emergency survival situations.

Deck No.	Naval Cruiser	Commercial	Scout Service
1—	Lounge	Running Bridge	Auxilliary Bridge
2—	Avionics Deck	Cartography Deck	Cartography Deck
3—	Avionics Deck	Avionics Deck	Avionics Deck
4—	Avionics Deck	Avionics Deck	Avionics Deck
5—	Cartography Deck	Cartography Deck	Cartography Deck
6—	Avionics Deck	Avionics Deck	Avionics Deck
7—	Avionics Deck	Avionics Deck	Avionics Deck
8—	Cartography Deck	Cartography Deck	Cartography Deck
9—	Avionics Deck	Avionics Deck	Avionics Deck
10 to 13—	Fuel Deck	Fuel Deck	Fuel Deck
14—	Gunnery Deck	Cargo Deck	Gunnery Deck
15—	Crew Quarters	Crew Quarters	Crew Quarters
16—	Crew Quarters	Crew Quarters	Crew Quarters
17—	Running Bridge	Cargo Deck	Running Bridge
18—	Crew Quarters	Crew Quarters	Crew Quarters
19—	Crew Quarters	Crew Quarters	Crew Quarters
20—	Cargo Deck	Cargo Deck	Cargo Deck
21—	Cargo Deck	Cargo Deck	Cargo Deck
22 to 24—	Fuel Deck	Fuel Deck	Fuel Deck
25—	Gunnery Deck	Cargo Deck	Gunnery Deck
26 to 34—	Fuel Deck	Fuel Deck	Fuel Deck
35—	Gunnery Deck	Cargo Deck	Gunnery Deck
36—	Crew Quarters (Troops)	Cargo Deck	Crew Quarters
37—	Crew Quarters (Troops)	Cargo Deck	Crew Quarters
38—	Crew Quarters (Troops)	Cargo Deck	Crew Quarters
39—	Crew Quarters	Cargo Deck	Cargo Deck
40—	Auxilliary Bridge	Cargo Deck	Cargo Deck
41—	Upper Power Plant	Upper Power Plant	Upper Power Plant
42—	Upper Power Plant	Upper Power Plant	Upper Power Plant
43—	Upper Power Plant	Upper Power Plant	Upper Power Plant
44—	Upper Power Plant	Upper Power Plant	Upper Power Plant
45—	Upper Power Plant	Upper Power Plant	Upper Power Plant
46—	Lower Power Plant	Lower Power Plant	Lower Power Plant
47—	Gunnery Deck	Cargo Deck	Gunnery Deck
48 to 56—	Fuel Deck	Fuel Deck	Fuel Deck
57—	Gunnery Deck	Cargo Deck	Gunnery Deck
58 to 65—	Fuel Deck	Fuel Deck	Fuel Deck
66—	Main Weapon Deck	Cargo Deck	Main Weapon Deck
67—	Main Weapon Deck	Cargo Deck	Main Weapon Deck
68—	Flight Crew Quarters	Cargo Deck	Flight Crew Quarters
69—	Hangar Deck	Cargo Deck	Hangar Deck
70—	Gunnery Deck	Cargo Deck	Gunnery Deck
71—	Hangar Deck	Cargo Deck	Hangar Deck
72—	Flight Crew Quarters	Passenger Quarters	Flight Crew Quarters
73—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
74—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
75—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
76—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
77—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
78—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
79—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
80—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
81—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
82—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
83—	Jump Drive Deck	Jump Drive Deck	Jump Drive Deck
84—	Boat Dock Deck	Boat Dock Deck	Boat Dock Deck

Forward Decks

The forward decks comprise three distinct deck types as the first nine levels of the ship. These smaller decks are all contained in the goose-neck located forward on the ship.

CASUAL BRIDGE

The casual bridge is a small auxiliary bridge present in only a few of the ships. In all others, this deck is entirely empty.

1. Bridge. Contains controls for the ship. Note the floor iris valve located in this area. The crew positions are: 1. Captain, 2. Environment and Damage Control, 3. Astrogator, 4. Helm, and 5. Engineering. This bridge, when in use, is capable of controlling all necessary functions of the ship.

2. Information center. Contains external scanner and detector console panels. The crew positions are: 6. Tactical Display Control, 7. Analysis Desk, and 8. Profile Desk. This section manages all incoming information.

3. Gunnery station. Contains fire direction controls. The crew positions are: 9. Gunnery Officer, 10. Assistant Gunnery Officer. This section can manage all firepower for the ship, although actual operations would take place on other decks.

4. Holographic display. The high ceiling of the dome covering this deck allows a holographic display of stellar or system situations in this area.

5. Open lounge. This area is used for the entertainment or visiting officers and dignitaries and contains a refreshment bar, seating, and other conveniences for guests.

Casual Deck

Avionics Deck

Cartography Deck

Deck Plan 1 : Forward Deck
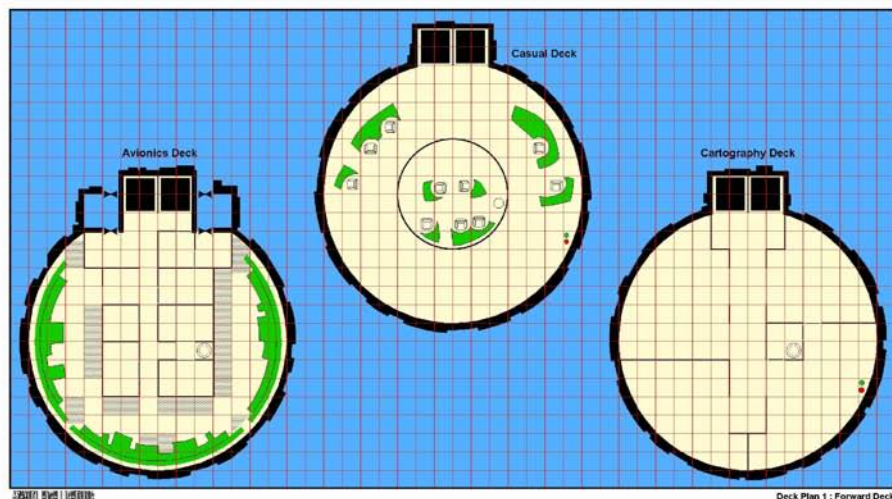
AVIONICS DECK

Most of this deck is devoted to scanners and detectors which are mounted just within the outer hull structure of the goose-neck. The center of the deck is occupied by the electronic mechanisms which support these detectors.

1. Air lock communicating with the dorsal surface of the gooseneck.
2. Vestibule containing bulletin boards and maintenance notices.
3. Duty station containing desks and computer terminals for personnel on maintenance watch.
4. Scanner electronic mechanism compartment.
5. Long range detector electronics assembly.
6. Scanner antenna and reception grid.
7. Detector antenna and focussing equipment.
8. Detector electronics and monitoring station.
9. Scanner monitoring station.
10. Maintenance equipment and instrument storage room.
11. Security station. Contains positions for security personnel.
12. Scanner antenna and reception grid.
13. Security station. Contains positions for security personnel.
14. Air lock communicating with the dorsal portion of the gooseneck.
15. Lift access area. Contains lift call buttons and waiting area.

CARTOGRAPHY DECK

This deck is primarily used for storage of stellar and planetary mapping materials. Much much of the material here is also in the computer, but these masters are used for quality reproduction of maps and charts. On many ships, this deck may be converted to officer's quarters, briefing rooms, or classrooms.

1. Lift access area. Contains lift call buttons and waiting area.
2. Planetary mapping materials. Contains master map grids for worlds and planets. The entire room is composed of low cabinets and viewing tables.
3. System mapping materials. Contains star system master map grids.
4. Subsector mapping materials. Contains master mapping grids of subsectors and stellar groups.
5. Duplication facilities. Master grid materials may be reproduced in the equipment here and then disseminated.
6. Corridor.
7. Vertical access chamber communicating above and below.

Fuel Deck

The fuel deck contains liquid hydrogen for the ship's drives in two identical 200 ton tanks. The fuel is used for small craft or for jump or power plant operations.

1. Main corridor. Access to the major parts of the deck are via this hallway.

2. Computer terminals and control monitors for the fuel deck.

3. and 4. Duty offices for this deck. Minor maintenance is performed on equipment in these two rooms, as is study and repairs of parts and fixtures.

5. and 6. Closet for vacc suits.

7. Vertical access chamber for floor and overhead iris valves.

8. and 9. Maintenance access chambers.

10. and 11. Flight launch tube access station. These two areas are separated by the expanse of the launch tube but can be jumped across if necessary.

12. Air lock. Allows access to spinal gun mount.

13. Spinal gun mount. Circular gangway contains focussing magnets.

14. Air lock leading to L-Hyd fuel tank. An identical air lock leads to the other tank on the opposite side of the ship.

16. Maintenance access area connecting to starboard air lock.

17. and 18. Air locks connecting with fuel tanks and starship exterior hull.

19. Conduit access chamber connected to upper and lower decks by hatches.

21. Lift and iris valve chamber. An exterior air lock provides access to the hull.

22. Air lock leading to L-Hyd fuel tank. Allows access to conduits.

23. Access chamber allowing elevator and hatch bypass as necessary.

24. and 25. L-Hyd cooling units used to maintain temperature in fuel tanks.
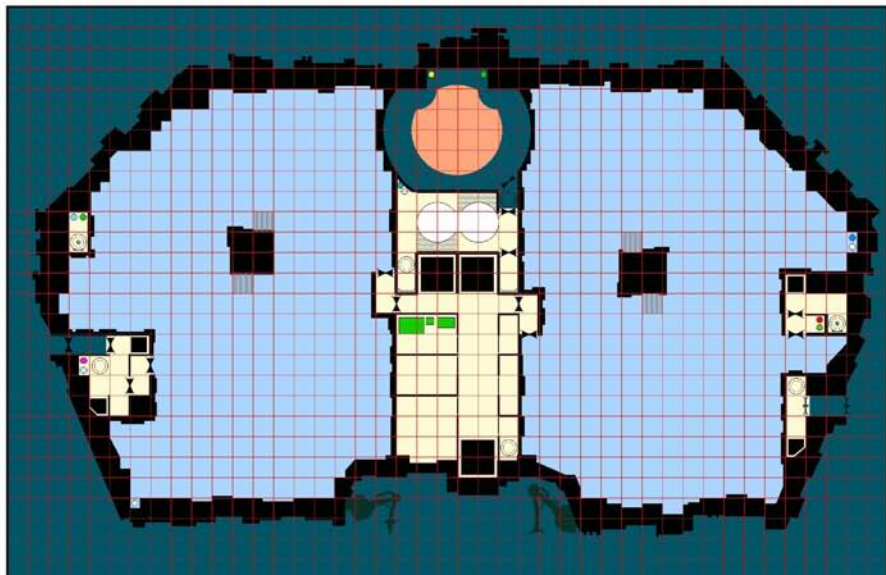
Deck Plan 2 : Fuel Deck

Crew Quarters Deck

The crew quarters deck contains the staterooms for the crew of the ship. In addition, this deck is the primary social and living area, and contains medical and kitchen facilities.

1. Lift access area. Contains lift call buttons and a waiting area.

2. General area. This area is used for dining. When not otherwise in use, it serves as a recreation area for crew members.

3. Galley. Food preparation is performed by automatic equipment in this area.

4. Maintenance equipment closet.

5. Maintenance equipment closet.

6. Vertical access chamber.

7. Recreation area. This area is designed for use in a wide variety of functions, and contains entertainment equipment, lounge furniture, and video screens.

8. Recreation area. This area is similar to area 7. It is separated from that area by a collapsible curtain. When taken down, the two areas are joined for large meetings, lectures, briefings, or entertainment.

9. Recreation machines. This small area contains electronic and mechanical games for crew entertainment.

10. Frozen watch supervision area. Contains medical and monitoring equipment used with the frozen watch low berths in adjacent compartments.

11. Frozen watch. This chamber contains additional and replacement crew members in suspended animation. They are used to replace injured or ill crew members, especially after combat action.

12. Frozen watch. As in 11.

13. Deck computer supervision room.

14. Deck room. The officer of the deck stands duty on in this room.

15. Officer's stateroom.

16. Officer's stateroom.

17. Officers' lounge.

18. Maintenance area.

19. Meeting room.

20. Lift access area.

21. Maintenance closet.

22. Lounge and recreation area.

23. Stateroom.

24. Stateroom.

25. Lounge area.

26. through 47. Staterooms. The typical crew member stateroom may be occupied by one or two persons, depending on rank and crew density. The room contains a bed for each person, storage facilities for clothing and personal items, as well as toilet facilities and running water. The room is entirely selfcontained, and many items of furniture fold into the walls when not in use.

Each stateroom contains an intercom which allows communication with any part of the ship, and a video screen for access to the computer and to entertainment

tapes in the ship's library.

48. Lounge.

49. through 52. Stateroom.

53. Maintenance closet.

54. through 55. Staterooms.

56. Medical facility. This room contains minor medial diagnostic and treatment facilities sufficient to treat minor injuries and diagnose serious illness. In the event of serious illness or wounds, the individual is generally transferred to the frozen watch.

57. Maintenance areas.

58. Lift access area.

59. Maintenance chamber.

60. Maintenance chamber.

61. and 62. Fighter launch tube access station. These two areas are separated by the expanse of the launch tube, but may be jumped across if necessary.

63. Air lock. Allows access to the spinal gun mount.

64. Spinal gun mount. The circular gangway contains focussing materials.
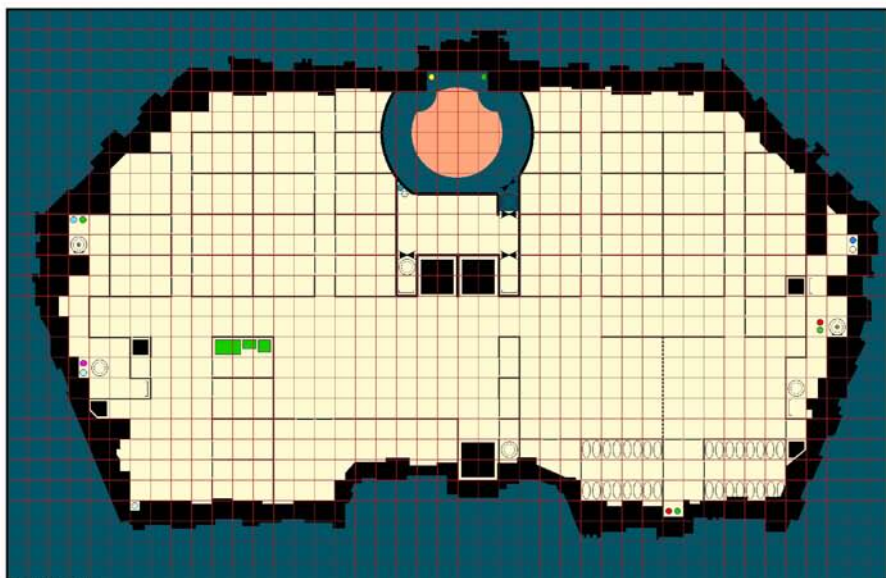
Deck Plan 3 : Crew Quarters Deck

Bridge

The bridge deck contains the operating controls for the starship and crew quarters for certain command personnel. In addition, the auxiliary bridge provides duplicate controls for use in the event of damage to the ship, or for fleet control when the ship is used as a flagship. In such situations, the quarters on the auxiliary bridge are used by the fleet admiral.

1. Captain's sleeping chamber.
2. Captain's den.
3. Captain's office.
4. Anteroom.
5. Executive officer's office.
6. Executive officer's den.
7. Executive officer's sleeping chamber.
8. Stateroom or office.
9. Maintenance passage.
10. Maintenance passage.
11. Conference room.
12. Flight launch tube access station.
13. Maintenance access chamber.
14. Stateroom (captain's seneschal or secretary).
15. Stateroom (captain's valet).
16 Stateroom or office.
17. Stateroom or office.
18. Ship's computer.
19. Galley. Food preparation facilities are contained on this deck for the convenience of crew on duty.
20. Stateroom or office.
21. Office. Officer of the Day duty position.
22. Refreshment bar area.
23. Lounge.
24. Security room.
25. Captain's day cabin. The ship's commander maintains this office for meetings with crew and dignitaries.
26. Bridge.
27. Storage.
28. Ready room.
29. Ready room.
30. Security room.
31. Maintenance passage.
32. Maintenance room.
33. Maintenance access chamber.
34. Flight launch tube access station.
35. Spinal gun mount.
36. Air lock.

Bridge Stations: The bridge consists of a raised central dias and 35 specific crew positions, both on and off the central area. These crew chairs are—

Command Locations.
1. Captain.
2. Supernumerary Station.

Engineering and Maneuvering.
3. Chief Engineering Officer.
4. Maneuvering Officer.
5. Jump Drive Bridge Repeaters.
6. Jump Control Officer.
7. Power Plant Bridge Repeaters.
8. Maneuver Drive Bridge Repeaters.
9. Astrogator.
10. Helm.

Combat Information Center (CIC).
11. Executive Officer.
12. Analysis Desk.
13. Tactical Display Control.
14. Profile Desk.

Environmental and Damage Control.
15. Environmental Control Officer.
16. Damage Control— Atmospheric.
17. Damage Control— Radiation.

18. Damage Control— Structural.
19. Damage Control— Systemic.

Flight Control.
20. Flight Officer (Flight Group Cdr)
21. Launch Control Officer.
22. to 27. Sqdrn Flight Controller.

Gunnery and Fire Control.
28. Chief Gunnery Officer.
29. and 30. Primary Engagement Fire Direction Officer and Assistant.
31. Screen and Damper Officer.
32. Close Defense Officer.
33. Anti-Missile Fire Coordinator.
34. and 35. Secondary Engagement Fire Direction Officer and Assistant.
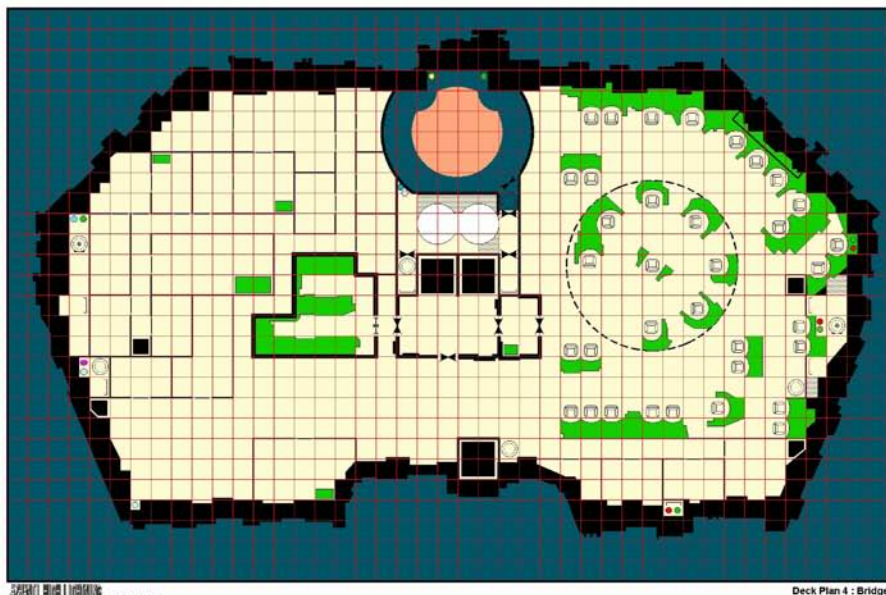
Deck Plan 4 : Bridge

Cargo Hold

The cargo deck is used for the storage of equipment, supplies, and merchandise as the ship moves between the stars. On commercial ships, this deck is the reason for the ship's existence. On military ships, this deck may be used to store missiles or ordnance for planetary bombardments, or may carry military equipment (vehicles, shelters, large weapons) for the ship's troops. On exploratory vessels, this deck may carry samples and specimens from worlds visited and explored.

1. Security chamber.
2. Duty station.
3. Security chamber.
4. Cargo area.
5. Access lock.
6. Maintenance area.
7. Access lock.
8. Maintenance passage.
9. and 10. Maintenance access chamber.
11. and 12. Flight launch tube access station.
13. Air lock.
14. Spinal gun mount.

15. Cargo transfer air lock. Large cargos may be placed directly in the cargo hold through this transfer lock. In most cases, the cargo is transferred between ships in a cargo handling operation, and will be exposed to vacuum in the process.

Smaller cargos are transferred to the ship through the boat dock deck and the lift shafts.

Deck Plan 5 : Cargo Deck
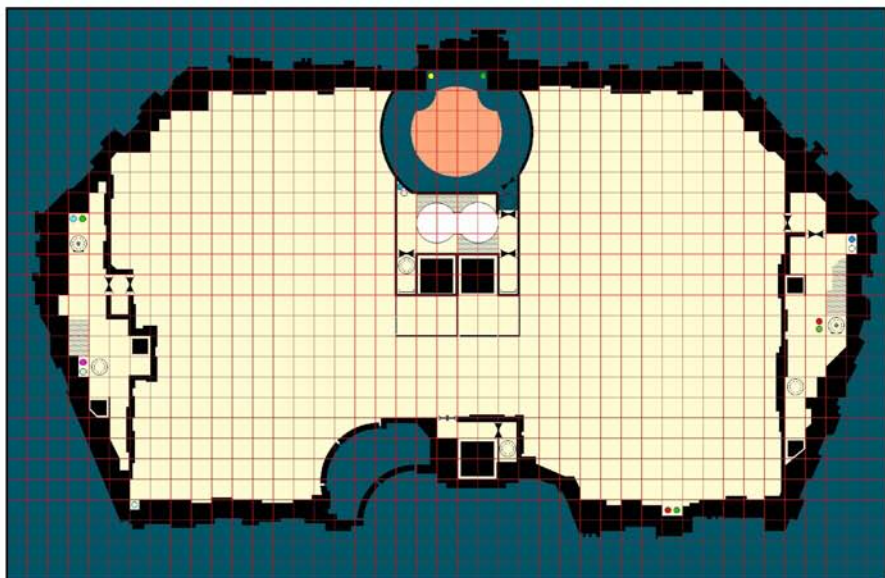
Gunnery Deck

Each gunnery deck contains four of the large weapons bays distributed throughout the ship. These mounts support the extensible weapon modules which carry the major secondary armament of the ship.

Also contained on the deck are deck gunnery stations for the batteries of other weapons (small laser turrets, small missile turrets, and other close defense ordnance) distributed over the hull of the ship.

Each weapon bay is accessed by special blast doors, which function as ordinary doors, but resist explosions and damage as if they are structural bulkhead.

A battery is a group of weapons fired under the control of one gunner, and may consists of one or more mounts. The gunnery deck contains six battery director (gunner) stations, four of which operate the mounts on the deck, and two of which are committed to operating other ordnance. Each deck also has its own fire director and target acquisition capability if central fire control is knocked out. Finally, training simulator positions are provided for programmed instruction of gunners in the operation of the weaponry; these positions are not used in combat situations.

1. Maintenance passage.

2. Deck gunnery station. This station contains battery directors for weaponry; they are paired for mutual support and back-up, and the station is capable of maintaining independent pressure and environment in combat situations. This station is under the command of the deck fire control officer or the bridge fire control officer, depending on the situation.

Crew positions 3 and 4 are battery directors.
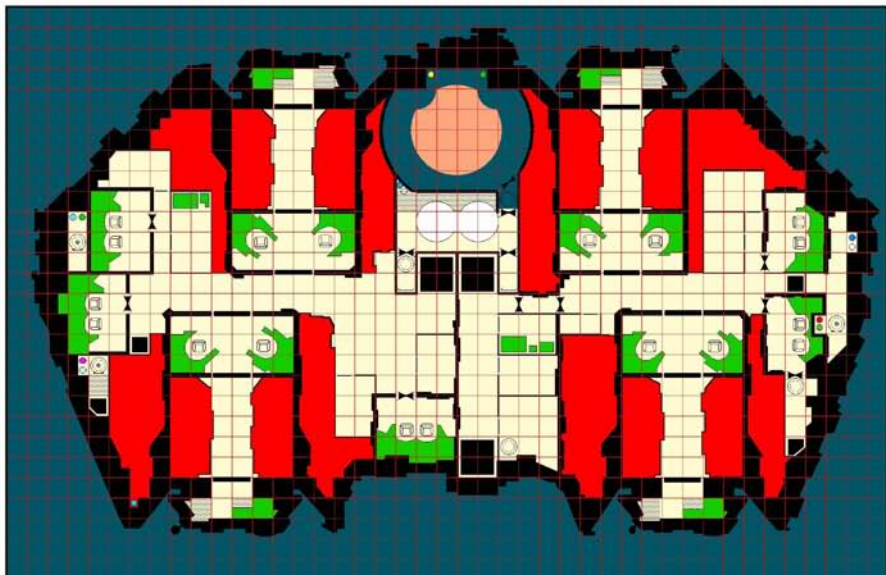
Deck Plan 6 Gunnery Deck

3. Deck gunnery station. Similar to 2. Crew positions 1 and 2 are battery directors.

4. Stateroom.

5. Deck computer installation.

6. Equipment access passage.

7. Corridor.

8. Maintenance access phamber.

9. Flight launch tube access station.

10. Maintenance access chamber.

11. Air lock.

12. Spinal gun mount.

13. Stateroom.

14. Stateroom or office.

15. Deck gunnery station. Similar to 2. Crew positions 5 and 6 are battery directors.

16. Corridor.

17. Air lock.

18. Deck computer installation.

19. Office or stateroom.

20. Vertical access chamber.

21. Maintenance closet.

22. Corridor.

23. Office or stateroom.

24. Office or stateroom.

25. Deck gunnery station. Similar to 2, except that the consoles are training consoles, and this station is used for practice and instruction. Crew positions 9 and 10 are practice battery directors.

26. Maintenance passage.

27. Deck fire direction center. This station contains the contingency fire director and target acquisition officer; they function when the bridge fire direction center is not operational. Crew positions 7 and 8 are fire control officer and target acquisition officer.

29, 34, 35, and 40. Bay weapon mounts.

30, 33, 36, and 39. Interior mechanism.

31, 32, 37, and 38. Bay weapon gunner positions. This is the point at which the bay weapons are actually fired. The crew positions are 1, system monitor, and 2, gun director (gunner).

Power Plant Deck (Upper Level)

The upper levels of the power plant deck are a series of balconies which surround the upper reaches of the power plant housings. Bridges and catwalks allow access to various parts of the equipment.

Much of the activities on these decks is devoted to proper operation of the power plant, insuring that fuel consumption is within tolerances and that the equipment does not strain or overload.

1. Lift access area. Contains lift call buttons and a waiting area.

2. Supervision station. This is the main supervisory position for the deck; engineering officers perform their duties in this office area.

3. Port oversight station. This position provides supervisory personnel with visual command of the port power plant housing. The dashed line is transparent wall. It is transparent to light (laser weapons) and treated as wall for all other weapons. It is pressure-tight.

4. Starboard oversight station. This position performs the identical function as 3 with regard to the starboard power plant housing.

5. Administration area.

6. Transit air lock.

7. Electonics shop.

8. Gravitics module repair station.

9. Mechanical repair station.

10. Vacc suit storage.

11. Crew rest area.
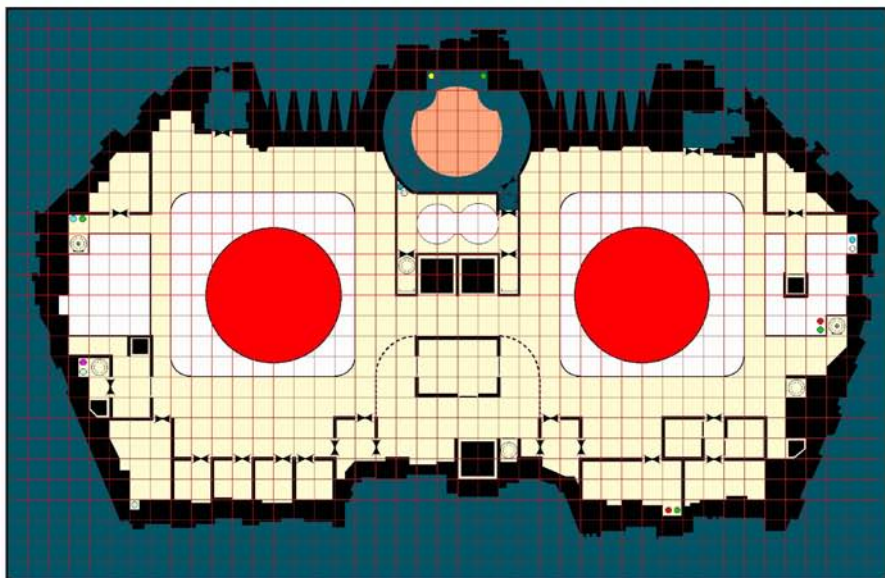
12. Balcony.
13. Lift access area.
14. Maintenance passage.
15. Safety area.
16. Air lock.
17. Air lock.
18. Safety area.
19. Balcony.
20. Fuel quality test station.
21. Fuel quality test station.
22. Mechanical test station.
23. Electronic test station.
24. Transit air lock.
25. and 26. Maintenance access chamber.
27. Air lock.
28. Spinal gun mount.
29. Flight launch tube access station.

Power Plant Deck (Lower Level)

The lower power plant deck is the foundation for the power plants which furnish energy to the ship. The massive power generating machinery dominates the decks and obstructs most movement in the area.

The deck is laid out with pressurized safe areas for the engineering crew who operate the power plant. Much of their duty is spent in these areas, especially when the power plant is operating in conjunction with the jump drives. Routine maintenance has these same crew members crawling all over the heavy machinery conducting checks and counter-checks.

The fins on the dorsal side of the ship (accessed by the air locks to port and starboard) are used to radiate excess heat from the power plant when it is in overload or high capacity function.

The extensions of the power plant on each side lead to fuel tankage and serve to provide fuel to the equipment when needed. All machinery on this deck is about the height of a person (except for the two housings, which extend through the upper decks), blocking line of sight and providing cover.

1. Vertical access area.
2. Vertical access area.
3. Drive power monitors.
4. Performance analysis atation.
5. Duty station.
6. Off-duty rest area.
7. Performance monitoring station.
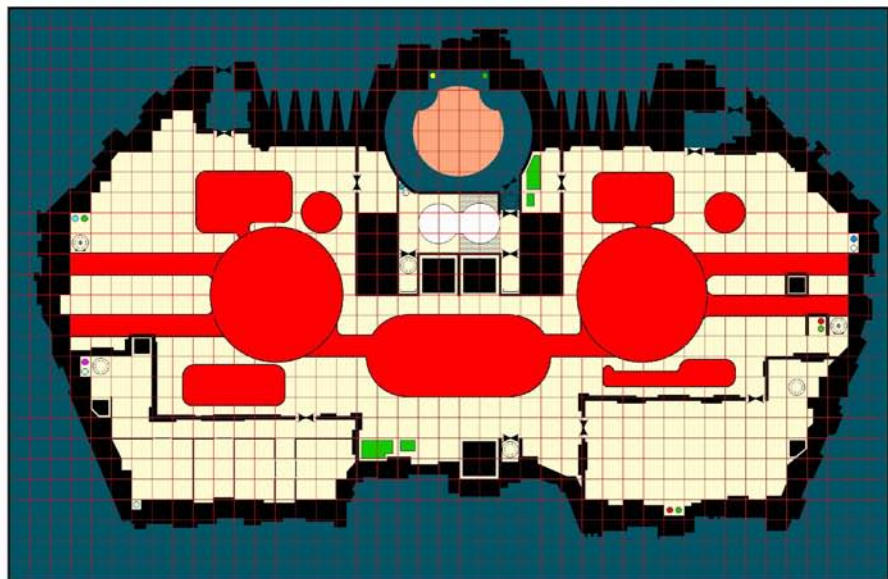
8. Crew assembly area.
9. Vertical access area.
11. Computer installation.
12. Safety station.
13. and 14. Maintenance access chamber.
15. Flight launch tube access station.
16. Air lock.
17. Spinal gun mount.
18. and 19. Air lock.

Main Weapon Deck

The main weapon deck contains the mechanisms for the particle accelerator or meson gun main weaponry for the starship. The equipment on this deck generates the weapon beam for introduction into the spinal tube. In addition, fire control for the weapon is performed from this deck.

The weapon on this deck may be the original particle accelerator used in the fleet intruders, or it may be the new model meson gun installed on the frontier cruisers. Since the meson gun was a "drop-in" replacement, this deck serves for both weapons.

1. Maintenance passage.

2. Lift access area.

3. Weaponry replacement parts storage. This room stores replacement parts for the various weapon components of the main gun. In addition to periodic replacement of parts, emergency replacement of components is often required. Crew on this deck are trained for such action.

4. Electronics repair shop. Many operating electronic modules within the gun system can be removed, replaced, and repaired on this deck. This shop contains full facilities for diagnosis of failure or malfunction, and repair or replacement of individual components.

5. Stateroom or office.

6. Security station. Because of the sensitivity of this deck, marine guards are posted in this station to control access to the fire control station.

7. Vertical access area. This area allows movement up or down the ship through
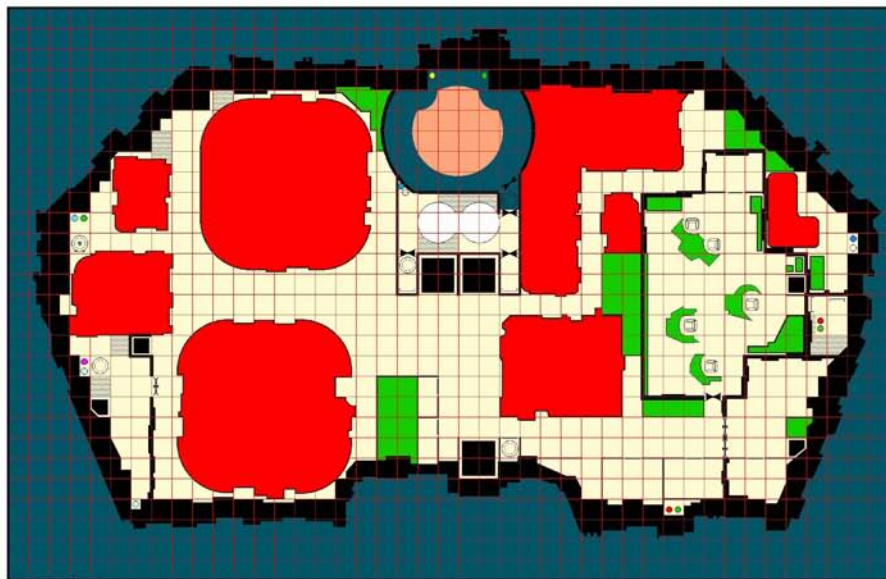
Deck Plan 9 : Main Weapon Deck

the lift shaft or via the iris valve.

8. Fire control station for main weapon. This area contains the operating controls for the spinal weapon mount. It is insulated from possible damage by heavy structural bulkheads, and can be self-sufficient for days at a time.

The positions for weapon fire control are— 1 and 2, Systems Monitors, 3, Fire Control Officer, 4, Target Acquisition, and 6, Attack Analysis.

9. Stateroom. This area is used for rest for off-duty crew when weapons are manned full time.

10. Maintenance passage.

11. Maintenance passage.

12. Maintenance access chamber.

13. Flight launch tube access station.

14. Spinal weapon mount.

15. Air lock.

16. Flight launch tube access station.

17. Maintenance access chamber.

18. Vacc suit storage.

19. Maintenance equipment storage.

Flight Crew Deck

The flight crew deck contains quarters for the pilots and maintenance crew for the ship's fighter squadrons and small craft. A separate deck for flight crew is maintained to keep the personnel close to the hangar decks, and to keep the squadron personnel in the same area.

Flight crew decks are self-contained, and provide living, sleeping, medical and recreation facilities for all concerned.

1. Vertical access area.
2. Recreation area.
3. Mess area.
4. Galley.
5. Storage.
6. Vertical access area.
7. Stateroom. Flight crew staterooms are generally double occupancy and contain fold-away bunks in addition to the standard storage facilities for personal clothing and effects. Each stateroom contains toilet and running water, and includes an intercom for communication within the ship, and a computer terminal with access to entertainment channels and the ship's computer.
8. through 14. Crew staterooms. Similar to 7.
15. Personnel lounge.
16. and 17. Crew staterooms.
18. Deck computer installation.
19. Flight launch tube access station.
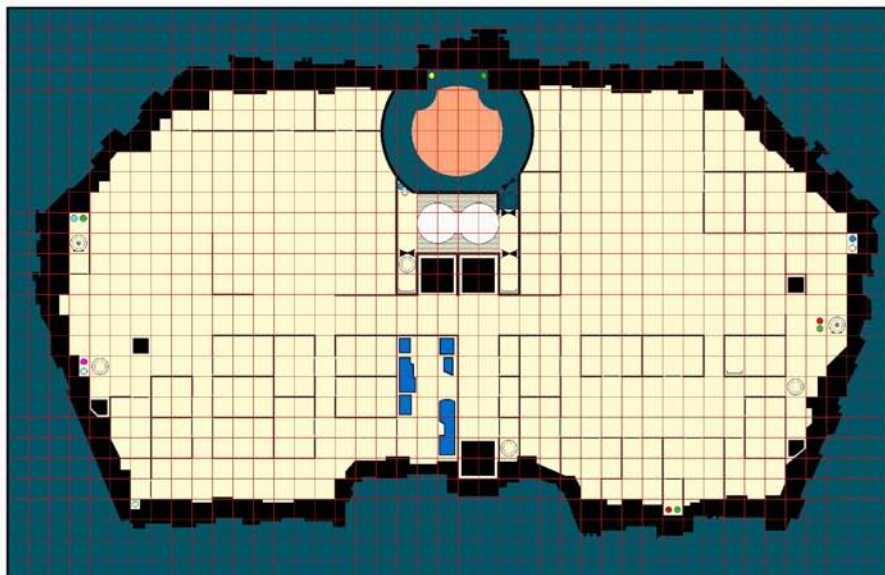
Deck Plan 10 : Flight Clew Deck

20. Maintenance access chamber.

21. Spinal gun mount.

22. Air lock.

23. Flight launch tube access station.

24. Maintenance access chamber.

25. Maintenance closet.

26. Maintenance closet.

27. Vertical access area.

28. Medical bay. This area contains personal medical treatment facilities for all flight crew. Capabilities include routine examination, diagnostics, and treatment for both minor and serious injury.

29. Recreational area. This room provides a small private setting for small groups and crew recreation.

30. Equipment storage. This room is used for storage of recreational and training equipment used in area 33.

34 to 41. Staterooms.

42. Vertical access area.

43. Squadron office. One flight squadron maintains offices and records in this area. Contents of the office include computer terminals, general office and administrative equipment, and squadron memorabilia.

44. Squadron office. Similar to 43.

45. Squadron office. Similar to 43.

Rampart RF-128
Single Place Fighter

Rampart RF-128-2
Dual Place Fighter
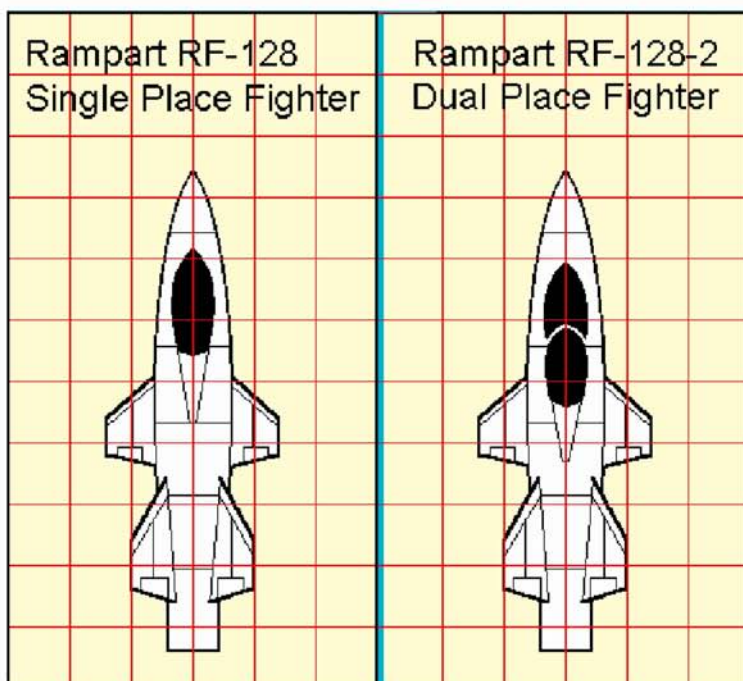
Hangar Deck

The hangar deck is characterized by its oval "race-track," which serves as a conduit to hold the fighters and small craft within the ship. The track (or fighter well) holds the small craft solidly against maneuver forces, and allows them to be manipulated to various stations, for pre-flight checks, maintenance activity, repairs, crew boarding, and launch operations. Fighters, entering either through the ventral recovery lock (16) or the from of the ship entry through the launch tubes (35), are transferred to the fighter well and handled by maintenance and flight crew.

The entire hangar deck is 18 meters high, and most of it is occupied with handling machinery, fuel tankage, munitions storage, and other essentials. The deck area used by personnel is at about the cockpit level of the small craft, allowing easy entry by the pilots.

Generally, fighters move on along the fighter well in a clockwise direction. Pilot entry and boarding is performed near locations 4 and 7 prior to launch; debarkation is performed near location 31 when recovery is via the launch tubes or location 14 when recovery is via the recovery lock.

Beacuse there are two hangar decks, each tends to use only one launch tube. The upper uses the port tube, while the lower uses the starboard tube. However, either deck may use either tube if necessary, and coordination between the two decks is constant.

It is possible for fighters (or small craft) to be moved through the launch tube positions without being launched, and this procedure is often performed in order to manipulate fighters to positions for maintenance or repair.
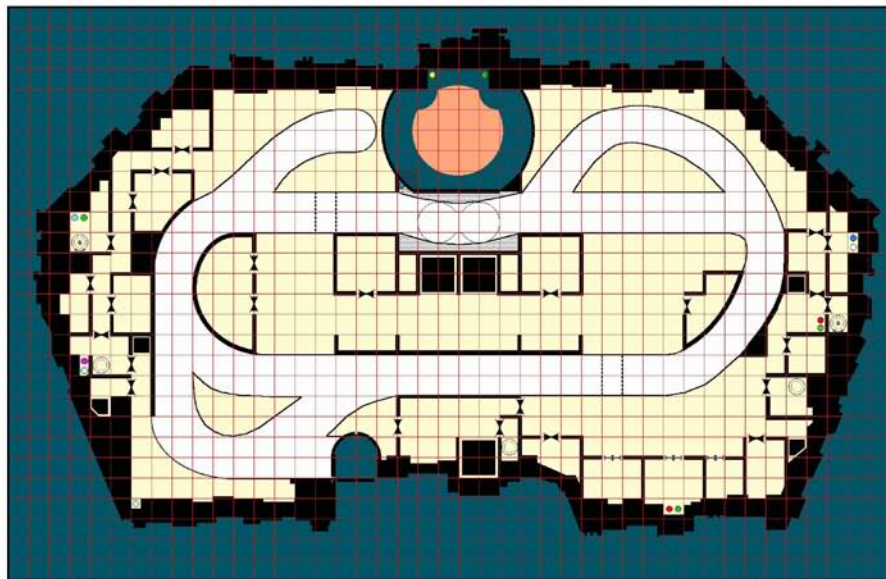
The sidings on the fighter well track are used to divert small craft into repair or maintenance bays for relatively long periods of time without disrupting or halting movement on the main track. These sidings are also used to divert small craft from launch at the last moment, should final checks fail, the craft suffer damage, or the mission be aborted.

1. Lift access area. Contains lift call buttons and a waiting or assembly area.

2. Pilot check-in. Arriving pilots report to this area for confirmation prior to moving to their craft.

3. Flight uniform storage. Special flight equipment (helmets, survival vests, survival kits) are stored here for issue to pilots.

4. Fighter pilot ready room. Equipped pilots wait in this position prior to boarding their craft.

5. Safety area.

6. Retractable bridge. This structure allows crossing the deep fighter well. It retracts to permit passage of fighters and small craft for launch.

7. Small craft maintenance area.

8. Small craft maintenance area.

9. Safety area.

10. Medical station.

11. Vertical access area.

12. Safety area.

13. Repair and maintenance chamber.

14. Fighter inspection area.

15. Fighter maintenance area.

16. Fighter recovery lock.

17. Lift access area.

18. Medical area.

19. Small craft inspection area.

20. Electronic module repair station.

21. Gravitic module repair station.

22. Storage.

23. Storage.

24. Vertical access area.

25. Safety area.

26. Maintenance access.

27. Safety area.

28. Vehicle maintenance area.

29. Vehicle disarmament area.

30. Small craft inspection area.

31. Pilot debriefing area.

32. Safety area.

33. Equipment storage.

34. Pilot check-out area.

35. Fighter launch tubes.

36. Spinal gun mount.

37. Maintenance access chamber.

38. Maintenance access chamber.

Jump Drive Deck

The jump drive decks are cluttered with large jump generators, the mechanisms used to generate the ship's movement through jump space. The eleven decks are filled with these large, ungainly jump drives and with monitoring facilities.

1. Vertical access area.

2. Vertical access area.

3. Air lock.

4. Jump drives. Each large machine is at least as tall as a person, and blocks line of sight. These machines interconnect with each other through the flooring of the deck, and through extensions which reach up to decks above and down to decks below. Connections also extend though the lowest deck to the boat dock deck which is the farthest aft point in the ship.

5. Deck computer installation. This computer terminal facility provides monitoring and supervision of the jump drive output. It also functions as the computer outlet for this deck.

6. Vertical access area.

7. Jump drive monitoring station. This room contains the repeaters which indicate the performance of the jump drive, as well as providing data on the function of the maneuver drives and the power plants. Engineering crew stand duty in this area when the jump drives are in operation.

8. Jump drive supervisor. This private office is used by the chief (or deck assistant chief) engineer.

9. Jump drives. Similar to 4.

Deck Plan 12 : Jump Drive Deck
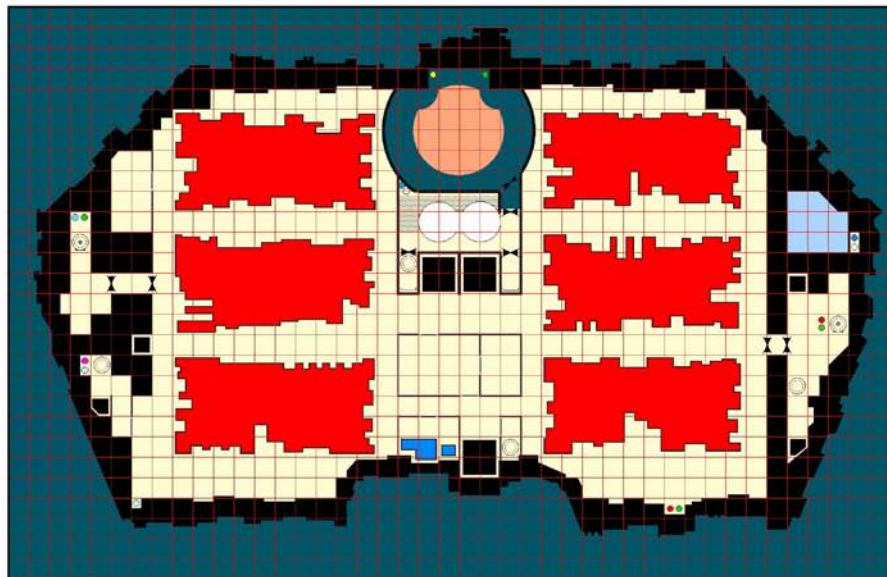
10. Air lock.

11. Maintenance passage.

12. Fuel line and reserve tankage. Liquid hydrogen fuel is carried from the fuel decks through here to the jump drives.

13. and 14. Maintenance access chambers.

15. Flight launch tube access station.

16. Air lock.

17. Spinal gun mount.

Boat Dock Deck

The boat dock deck is located at the extreme aft end of the ship, and is pierced by elements of the jump drives. In addition, the spinal gun tube and the fighter launch tubes extend through this deck to the outside. Scattered throughout this deck are seven boat docks, each intended to allow docking by small craft and the embarkation or discharge of personnel and cargo.

The boat docks are designed to allow docking by cylindrical craft measuring 3 meters (docks 3, 4, 8, and 9), 4.5 meters (dock 21) and 6 meters (dock 13) in diameter. In addition, the large dock (location 5) allows berthing by the 400-ton fuel shuttles.

The floor hatches on this deck communicate with the vacuum of space, and are all contained in air locks or maintenance areas. The ends of the fighter launch tubes are closed by large pressure doors when not in use.

1. Air lock. This lock leads to the exterior of the ship.
2. Vertical access area.
3. Boat dock. This dock accepts 3 meter diameter craft, such as the armed gunboat.
4. Boat dock. Similar to 3.
5. Fuel shuttle dock. This dock accepts the large fuel shuttle.
6. Vertical access area.
7. Maintenance closet.
8. Boat dock. Similar to 3.
9. Boat dock. Similar to 3..
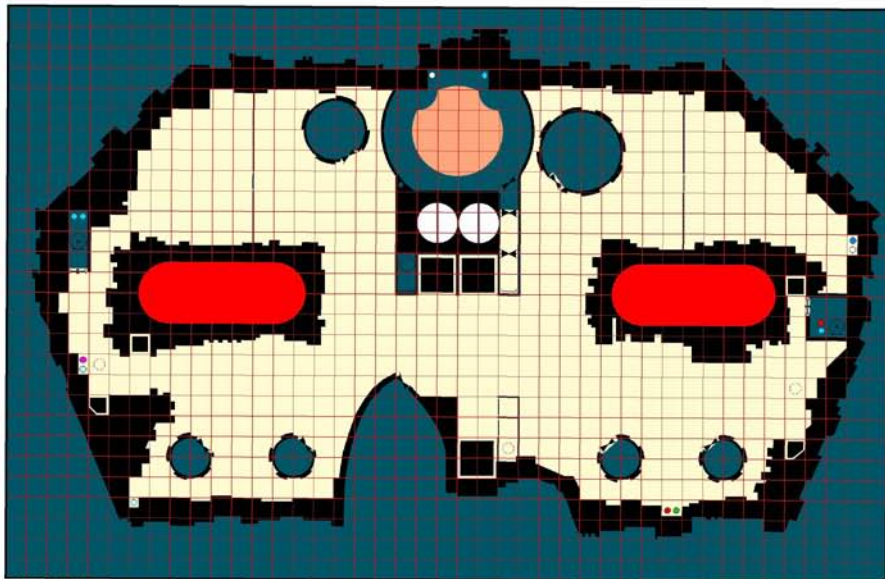
Deck Plan 13 : Boat Dock Deck

10. Vertical access area.

11. Air lock. This lock communicates to the outside of the ship.

12. Security station. Marine guards from the ship's security force stand duty in this area.

13. Boat dock. This dock accepts a 6 meter pinnace or cutter.

14. Reception area. In view of the fact that large numbers of personnel may be proceeding through this deck, open reception areas have been left to accomodate traffic.

15. Reception area. Similar to 14.

16. Maintenance access chamber.

17. Maintenance access chamber.

18. Flight launch tube emergency door controls. This location contains the manual mechanisms and controls which allow the retraction of the large doors sealing the aft entrances to the flight launch tubes.

19. Air lock.

20. Spinal gun mount.

21. Boat dock. This dock accepts a 4.5 meter pinnace or boat.

22. Security station. Similar to 12.

Small Craft

The small craft deck contains overhead views of four different types of craft: the 400-ton fuel shuttle (admittedly small only in comparison to the *Azhanti High Lightning)*, the Rampart RF-128 single place fighter and its companion dual place model, and a gunboat.

THE FUEL SHUTTLE

The large fuel shuttle is oval in cross-section, and is used to skim fuel from gas giants or oceans. The bridge of the shuttle extends forward, beyond the nose of the ship itself, while the maneuver drives are contained in the rear. The ship is not capable of jump independently.

When carrying fuel, the entire cargo area is used. When carrying passengers and cargo, the central portion is a much smaller deck area isolated from the fuel tanks by floor and ceiling. Boarding of the cargo deck is via a ramp leading to the rear of the ship.

The fuel shuttle normally requires a crew of four— pilot, chief engineer, and two assistant engineers. In an emergency, it can be operated by one person— the pilot.

The locations aboard the fuel shuttle are:

1. Bridge. One crew person, the pilot, operates the craft from this position.

2. Air Lock. This air lock will mate with the fuel shuttle dock on the boat dock deck.

3. Passenger Area. Seating for ten passengers is contained in this location. As as result, the fuel shuttle can be used to ferry personnel even as it makes fuel runs, and without loss of the large central compartment for fuel storage.

4. Scoop Mechanism. The nose of the shuttle contains pumps and compressors which skim the hydrogen atmosphere of a gas giant. This equipment fills the fuel tanks.

5. Cargo Area. This central fuel storage area can also be used to carry cargo. When carrying fuel, its capacity is 350 tons. When carrying cargo, its capacity is 120 tons.

6. Access Corridor. This passageway is independent of the cargo or fuel area, and can maintain pressure. Thus, it provides access between the bridge and the drives without the use of a vacc suit.

7. Port Drive Controls. This area contains the engineering controls for the port drives of the shuttle.

8. Starboard Drive Controls. This area contains the engineering controls for the starboard drives of the shuttle.

THE FIGHTERS

The Rampart RF-128 and RF-128-2 fighters are small streamlined combat craft with stubby wings and limited control surfaces. The wings are semi-retractable, enough to reduce the craft's diameter to 3 meters and allow use in the launch tube.

Each fighter is a 15-ton craft constructed at tech level 15. The two different

models have two distinct features— weaponry and crew size.

The Single Place Fighter is laser armed, and has only one position— for a pilot.

The Dual Place Fighter is missile armed, and has two crew positions in its double cockpit. The craft is used for squadron command and control in combat situations. In addition, the dual place configuration is used for training of new pilots or for periodic check-rides for pilots within the squadron.

THE GUNBOAT

The gunboat is a 20-ton small craft with retractable wings, streamlined for atmospheric operations. The retractable wings allow the craft to fit in the launch tubes and hangar deck of the cruiser.

The gunboat operates with a crew of one pilot.

By its name, it is obvious that the gunboat is armed. This weaponry consists of a laser gun mount fitted into the cargo and passenger compartment. It can be removed to allow non-violent operations. In combat situations, the entire cargo door opens, and the laser gun is mechanically extended out into the position shown on the drawing. It fires from this position.

Deck Plane 14 : Small Craft
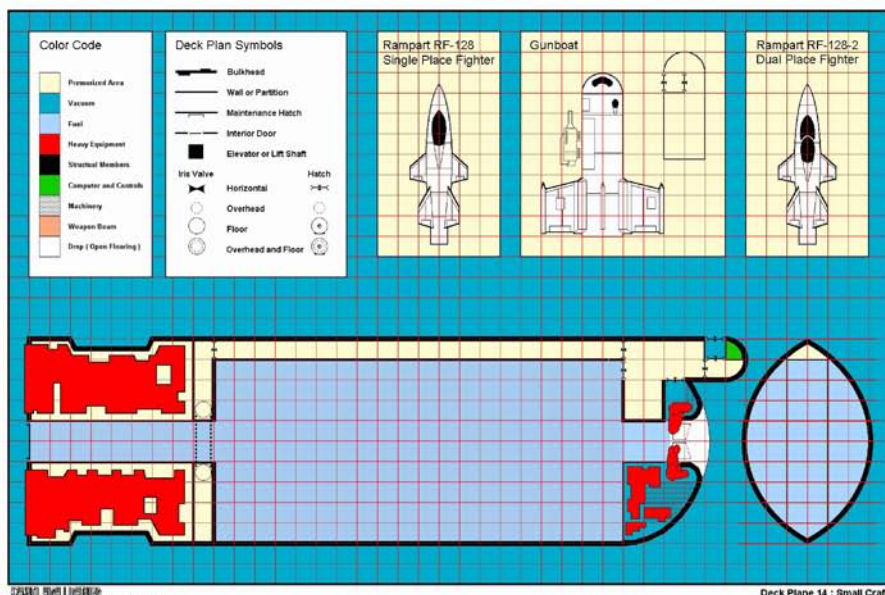
Refuelling

The only practical way for military starships to move from system to system requires that they refuel in each (or nearly each) system as they visit it. The source of this fuel is the large gas giant that nearly every system has. In the absence of a gas giant, water from a local ocean or ice cap can be used instead.

Tanks are filled with raw gas; refined or purified fuel is then produced with on-board catalysts. The normal procedure is to skim through the atmosphere or land on the world.

The importance of fuel is undeniable; most military tactics within a system are centered on this fact. Any ship arriving may well have empty tanks, which puts it at a disadvantage for both maneuver and combat until it is refuelled. The first priority for any ship is almost always refuelling.

AZHANTI FUELLING PROCEDURES

The fuelling procedure for the *Lightning* class ships is well thought out, and includes several options.

Administrative Refuelling: This procedure is used to replenish fuel supplies in a normal system with a gas giant easily accessible and with no enemy threat present.

Nestled along the ventral groove of the ship are four 400-ton fuel shuttles. Each can carry 350 tons of fuel; and is streamlined for refuelling dips into the gas giant. The four shuttles, working together, can skim 1400 tons in three hours, or completely refuel the ship in 27 trips (slightly over three days). Normally, one or more shuttles are diverted to administrative uses, complete with passenger seats installed, and the refuelling (using only three shuttles) takes closer to a week.

If the fuel source is an ocean, the shuttles must penetrate the atmosphere, land in the ocean, and fill their tanks. The procedure takes twice as long (six hours per load; about seven days for complete refuelling).

Finally, the fuel source may be an ice cap. The shuttles take nine to ten hours per load, and the complete refuelling can take upwards of ten days.

Tactical Refuelling: Technically, the regulations advise jumping into a system with a fuel reserve in the tanks, hopefully enough for maneuver and a safe jump outsystem if discretion calls. However, refuelling under tactical conditions may be called for.

Much as in administrative refuelling, the ship's fuel shuttles skim gas from the gas giant, but do so under cover of the vessel's many fighters, and protected by the ship's big guns. If the enemy is far enough away and can be held at bay, this procedure has little risk. The refuelling takes upward of three days, however, and many times, the commander will be content with grabbing just enough fuel to jump outsystem (fifteen hours— five trips for each of four shuttles, at three hours per trip, can give enough fuel for jump-1 outsystem).

Emergency Refuelling: Utter dependence on the fuel shuttles can make the *Lightning* class cruisers very vulnerable ships. Loss of even one shuttle can materially increase the time necessary for refuelling. Loss of all four could make the ship impossible to maneuver and refuel.

In emergencies, the ship can utilize its limited streamlining to allow a direct fuel skim of a gas giant. This procedure will not work with an ocean or ice cap, but it does give the ship the ability to refuel in most star systems. The ship dives into the gas giant's atmosphere and opens its fuel scoops, loading up with hydrogen directly from the atmosphere. There are three dangers to this procedure; all are called for by the very design of the ship, by the costs of the design, and the realities of structural integrity.

1. Loss of the Fuel Shuttles. If the shuttles remain with the ship, there is the very real danger that they will be torn from their mountings by atmospheric turbulance. If they are left behind, they may be picked off by enemy action.

In any emergency refuelling operation, throw 10+ for each shuttle to be lost; DM - ship's boat expertise of the pilot aboard the shuttle.

2. Loss of Fuel Deck Integrity. The severe buffeting may cause one or more fuel decks to leak or buckle, resulting in a failure to retain fuel. This is an accepted part of the total ship design.

Throw one die for the number of severe buffeting incidents which occur during the refuelling run; DM - pilot expertise of the controlling pilot. For each buffeting, throw one die for the number of decks to buckle or leak. The total of all incidents indicates the number of decks which are affected.

Determine which decks are affected by the incidents. there are 43 fuel decks (condiser them numbered 1 to 43). Roll 1 die minus 1 to determine the tens digit; reroll if the result is a six. Roll one die minus 1 to determine the ones digit; reroll if the result is a six. Then roll one die; if the result is even, add five to the ones digit. Finally, if the result is 00, or is greater than 43, reroll. This system distributes the effects of incidents randomly over the several fuel decks.

If the deck number occurs once, it has leacked, resulting in the loss of one die times 10 tons. If the deck number occurs twice, it has buckled, losing 150 tons. If a deck number occurs three or more times, it has failed, losing 400 tons.

While there is a potential loss of 9600 tons of fuel, the actual loss is statistically much less, and is considered to be acceptable by the naval authorities. The problem is that if the ship is forced to perform this maneuver several times, it could lose enough capacity to curtail its activities.

Fuel decks can be repaired, given time and effort. A leaky deck can be repaired in four days time by a crew of ten. A buckled deck can be repaired at a class B or A starport with a crew of twenty and a week's work. A failed deck requires at least a month of work at a class A starport. Of course, starport repair facilities are able to work on more than one deck at one time.

3. Internal Damage to Drives. The ship can suffer internal damage to its maneuver drives due to buffeting. This can result in failure at a critical instant. The initial throw for maneuver drive failure is 14+. Each incident of buffeting gives a DM of - 1. Thus, the first throw is 14+, the second is 13+, the third is 12+, etc. A DM of pilot expertise is allowed. If maneuver drive failure does occur, then a saving throw of 10+ (DM + chief engineer expertise is allowed) may repair the drives in time to save the ship. In all cases, however, a throw of exactly 2 is catastrophic failure, and the ship loses maneuver power and crashes on the gas giant surface.

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WEAPONS TABLE

Ammo	Weapon		Effective (8+)	Long (10+)	Extreme (12+)
			––––––– Range –––––––		
6	Body Pistol		6 (1)	12 (0)	20 (0)
6	Snub Pistol	– Tranq	6 (0)	12 (0)	20 (0)
		– Gas	6 (0)	12 (0)	20 (0)
		– HE	6 (2)	12 (2)	20 (2)
		– HEAP	6 (4)	12 (4)	20 (4)
15	Automatic Pistol		10 (1)	20 (0)	50 (0)
6	Revolver		12 (1)	24 (0)	50 (0)
10	Carbine		60 (2)	120 (1)	200 (0)
30 (4)	Assault Rifle		120 (2) +2	240 (1) +1	400 (0) +1
20 (4)	●ACR	– Discard Sabot	300 (4) +2	600 (2) +1	––
		– HE	200 (2) +2	400 (2) +1	600 (2) +0
20 (4)	Rifle (& Auto Rifle)		200 (3) +3	400 (2) +2	600 (2) +1
30 (4)	Submachinegun		20 (2) +4	40 (1) +3	60 (0) +1
10	Shotgun		30 (3) +5	60 (0) +2	––
	Laser Carbine		120 (5)	240 (3)	1000 (1)
	●Laser Rifle		600 (6)	1200 (3)	––
40 (4)	●Gauss Rifle		400 (6) +3	800 (3) +2	––
15 (3)	Accelerator Rifle		20 (2) +2	40 (3) +1	60 (1) +0
5	LAG	– HE	200 (3)	400 (3)	600 (3)
		– Discard Sabot	220 (6)	440 (4)	800 (2)
		– Flechette	50 (2) +3	100 (0) +1	––
3 (3)	●4cm RAM	– HE	200 (4) +4	400 (4) +3	600 (4) +2
		– HEAP	200 (8) +4	400 (8) +3	600 (8) +2
		– Flechette	100 (2) +4	200 (1) +3	400 (0) +2
100 (10)	Light Machine Gun		400 (3) +4	800 (2) +3	1200 (1) +2
200 (10)	●AutoCannon	– HE	1000 (4) +5	2000 (4) +4	3000 (4) +2
		– Discard Sabot	1500 (10) +4	3000 (8) +3	4000 (4) +1
40	●Plasma Gun, PGMP-12		200 (10)	400 (8)	650 (4)
	●Plasma Gun, PGMP-13/14		300 (12)	600 (8)	1000 (4)
	●Fusion Gun, FGMP-14/15		300 (14)	600 (10)	1000 (6)
1000(100)	●VRF Gauss Gun		1000 (8) +9	2000 (6) +6	3000 (4) +3
	Satchel Charge (30)				

● indicates vision enhanced (see rule 23).

DAMAGE TABLE

Die Roll	Effect
3 or less	no effect
4	light wound
5	light wound
6	light wound
7	light wound
8	serious wound
9	serious wound
10	serious wound
11	serious wound
12 or more	dead

Note: All direct hit wounds (not collateral damage) from HE or HEAP rounds becomes one level more serious. Light wounds become serious; serious wounds become death. No effect remains the same.

DIE ROLL MODIFICATIONS: Damage

General: Plus weapon penetration rating.
Armor: Mesh, -2. Flak Jacket, -4. Cloth, -6. Combat Armor, -8. Battle Dress, -10. Ablat, -6 (laser fire only). Reflec, -10 (laser fire only).

MELEE TABLE

Die Roll	-6	-4	-2	0	+1	+3	+5	+7	+9
			–––––Melee Factor Differential ––––––						
1	–	–	–	–	–	–	stun	stun	LW
2	–	–	–	–	–	stun	stun	LW	LW
3	–	–	–	–	stun	stun	LW	LW	LW
4	–	–	–	stun	stun	LW	LW	Unc	Unc
5	–	stun	stun	stun	LW	LW	Unc	Unc	Dead
6	stun	stun	LW	LW	LW	Unc	Unc	Dead	Dead

Note: A differential of less than - 6 is no effect; a differential of greater than +9 is treated as +9.

If in vacc suit, down one column. If robot defender, down two columns. If in combat armor, down two columns.

ACTION POINT COSTS TABLE

Action	AP Cost	Action	AP Cost
walk directly forward	2	move through hatch	
walk diagonally forward	3	—wearing vacc suit	4
trot directly forward	1	—wearing combat armor	4
trot diagonally forward	1½	—wearing battle dress	4
turn 90 degrees		—all others	2
—walking or stationary	1	move through door or valve	0
—trotting	2	activate lift	2
sidestep or backstep	4	jump down one level	see rule 8.C.1
evade	6	swing down one level	see rule 8.C.2
traverse close machinery	6	drag character	see rule 8.C.8
open or close sliding door	2	covering fire	3
break down door	6	aimed fire	6
open or close iris valve	2	snap shot	3
cycle air lock	6	throw grenade	6
open or close hatch	6	move through congestion	+1 per
open or close maintenance hatch	6	active character	

Azhanti High Lightning

SP-1 8-3	SP+3 11-6	SP+2 4-1	SP-2 7-5	SP 8-3	SP+1 7-4 +1	SP+3 6-6 +3
Acl-2 9-2	Acl+2 7-4	Acl+3 6-4	LC-1 7-4	LC+3 10-1	AP-1 5-1 +2	AP+1 7-5

SP-1 7-3	SP 5-4	SP+3 11-4	SP+2 8-6	SP+1 10-3	SP-2 5-5	SP+3 8-2 +1	SP+1 3-3 +3
AP+1 10-5 +2	AP+3 3-6 +1	AP+1 9-5	AP+2 6-2 +3	AP 8-2	SP-2 12-5	SP-2 10-6	SP+2 3-4

SP-2 11-6	SP 8-3	SP+3 5-4	SP-1 8-5	Acl+3 4-2	Acl+3 9-4	Acl+2 3-5
AP+2 8-4 +1	SP+1 2-6	SP+3 5-6	SP+2 10-2	AP 10-1 +1	SP+1 10-3	LC-1 4-2

GR+3 8-5	GR+2 6-3	GR-2 4-6	GR+3 8-3	GR+1 11-5	GR+3 10-2	GR 11-1 +2	GR+1 8-3
GR+1 7-6	GR+1 7-4	GR-1 3-3	GR-1 5-5	GR+2 4-2	GR 2-5	FG-1 6-3	FG+2 4-5

FG+2 12-4	FG+2 11-10 +3	FG+2 8-8 +1	FG 9-12 +3	FG+1 4-6	LC+3 9-5 +1	LC 8-4
FG+3 12-4	FG 9-6	FG 9-6	FG+1 8-8	FG 7-6	FG 7-12	FG+3 10-8

		1	1	1	2	2	2
		6	6	6	5	5	5

2	3	3	3	3	3	3
5	4	4	4	4	4	4

ACR+6 11-3	ACR+2 9-1	GR+4 7-5	GR+5 12-2	LC+5 8-2	ACR+2 12-6	GR+1 12-3 +3	GR+3 14-4
ACR+6 9-4	ACR+2 6-1	SMG+2 9-6	SMG+4 5-3	LC+1 7-6	LC+3 6-2	GR+2 8-6	GR+4 9-2 +2

AP+6 12-3 +1	LC+5 13-6 +3	LAG+1 14-6	LAG+3 11-5	AR+2 10-6	AR+1 16-4	AR+2 13-1 +2
AP+5 6-1 +3	AP+4 8-2 +2	PG+2 11-8	PG+1 5-10	PG+3 11-8	PG+4 12-12 +1	PG+1 9-4 +1

GR+3 4-2	GR+4 12-2	GR+1 8-5	GR+2 9-5	GR+2 9-4 +1	GR+2 14-4	GR 10-3 +4	GR+1 12-2 +3
GR 3-5	GR+2 7-5	GR+2 2-5	GR+3 9-3	GR-1 7-5	GR 7-4	GR+1 8-3	GR+2 10-5

PG 12-6 +1	LC+1 9-2 +1	LC+2 14-4 +3	LC+4 11-3	AP+5 13-4 +5	AP+3 9-4	AP+2 8-6 +4
PG 9-3	PG 9-4	PG+2 9-4	PG 8-3	PG+4 5-4	PG+1 7-6	PG-1 9-3

PG+3 N-3	PG+2 N-5	PG+1 N-6	PG+1 N-5	PG+3 N-6	PG+3 N-6	PG+3 N-6	PG+3 N-6
N-6	N-8	N-8	N-7	N-7	N-8	N-8	N-8

LC+5 6-2	LC+1 10-4	BP+1 8-2	BP+2 10-5	BP 5-4	BP 2-3	BP+1 7-2
LC-1 11-3 +1	LC+2 6-2 +3	LC+3 9-3	AP+1 7-4	AP+2 11-5 +2	AP+3 12-1	AP+1 5-4 +2

Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound
Dead	Dead	Dead	Dead	Dead	Dead	Dead	Heavy Wound

Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound
Dead	Dead	Dead	Dead	Dead	Dead	Dead

Avionics Deck
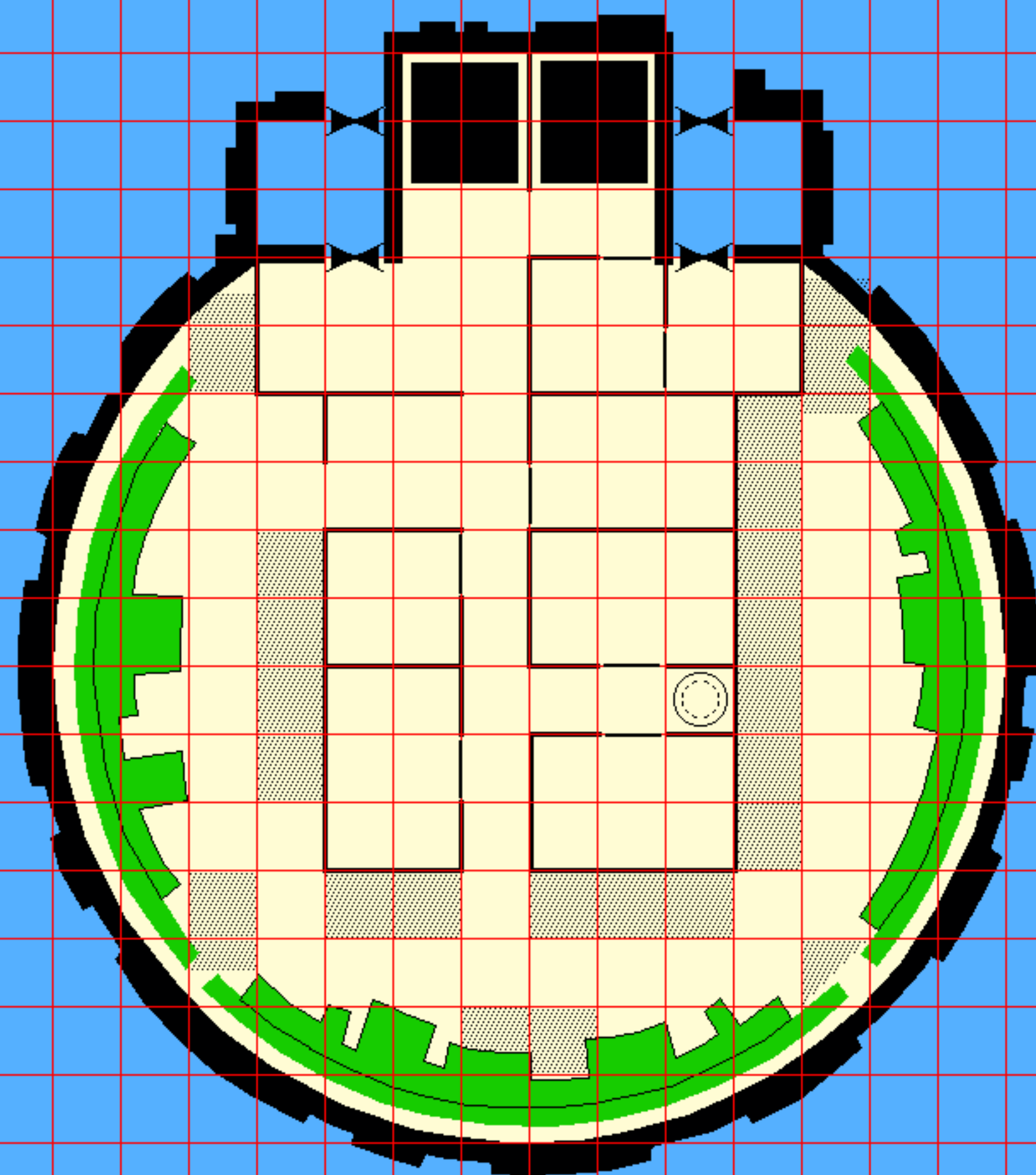
Casual Deck

Cartography Deck

AZHANTI HIGH LIGHTNING (C)GDW, All Right Reserved.

Deck Plan 1 : Forward Deck

Deck Plan 4 : Bridge

AZHANTI HIGH LIGHTNING (C)GDW, All Right Reserved.

Deck Plan 5 : Cargo Deck

Deck Plan 6 Gunnery Deck

AZHANTI HIGH LIGHTNING

Deck Plan 7 : Power Plant Deck (Upper Level)

AZHANTI HIGH LIGHTNING (C)GDW, All Right Reserved.

Deck Plan 8 : Power Plant Deck (Lower Level)

Deck Plan 9 : Main Weapon Deck

Deck Plan 10 : Flight Clew Deck

AZHANTI HIGH LIGHTNING (C) GDW, All Right Reserved.

Deck Plan 11 : Hangar Deck

Deck Plan 12 : Jump Drive Deck

Deck Plan 13 : Boat Dock Deck
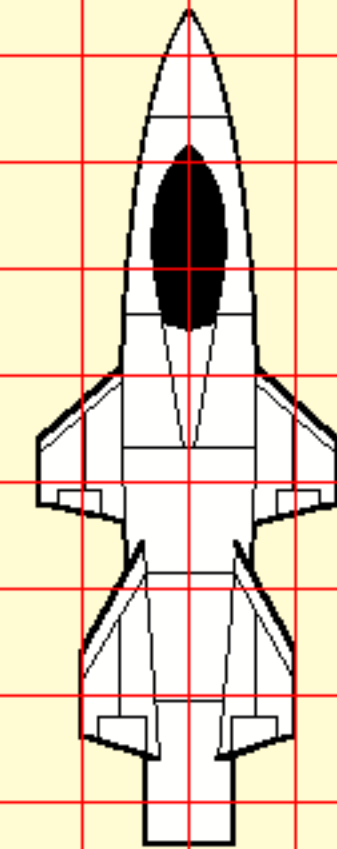
Color Code

- Pressurized Area
- Vacuum
- Fuel
- Heavy Equipment
- Structual Members
- Computer and Controls
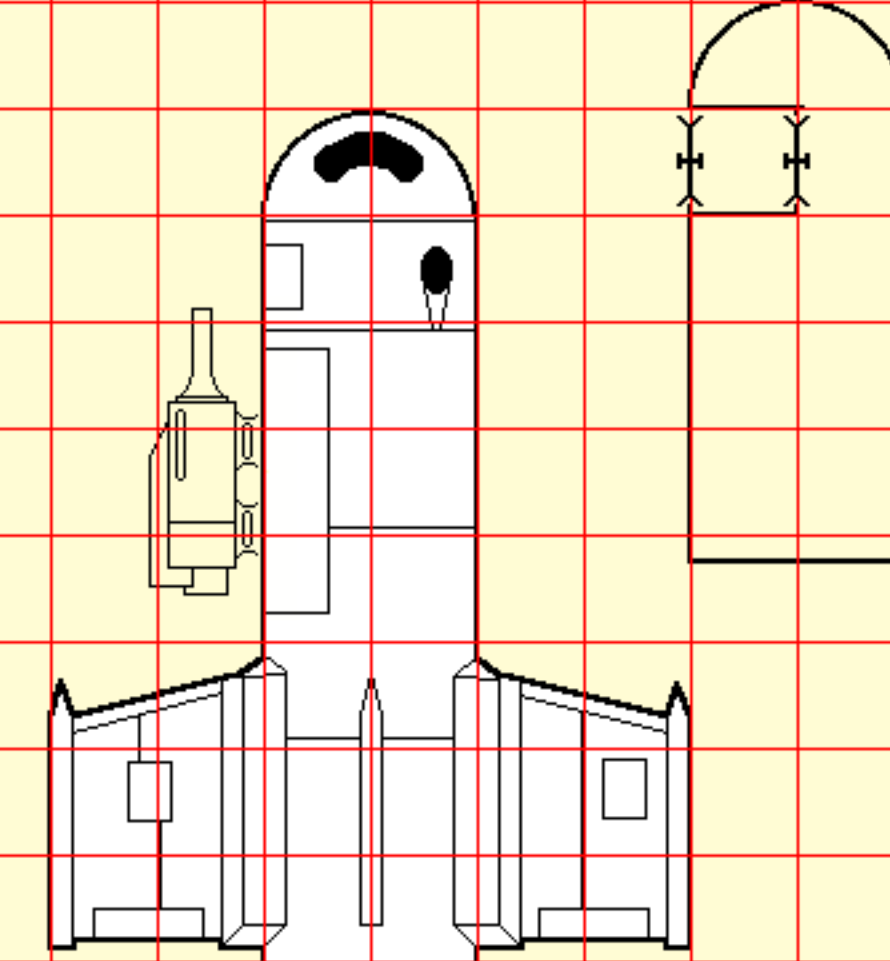- Machinery
- Weapon Beam
- Drop (Open Flooring)

Deck Plan Symbols

- Bulkhead
- Wall or Partition
- Maintenance Hatch
- Interior Door
- Elevator or Lift Shaft

Iris Valve
- Horizontal
- Overhead
- Floor
- Overhead and Floor

Hatch
- Horizontal
- Overhead
- Floor
- Overhead and Floor

Rampart RF-128
Single Place Fighter

Gunboat

Rampart RF-128-2
Dual Place Fighter

AZHANTI HIGH LIGHTNING

Deck Plane 14 : Small Craft