**SPACE OPERA:™** 

SELDON'S
COMPENDIUM OF

# STARCRAFT2

STARSHIPS OF WAR

Azuriach G.P.R. Mercantile League Terran (U.F.P.)



Edw.E. Simbalist Rbt.N. Charrette





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### NTRODUCTION

Seldon's StarShips of War is the recognized authority on the battlecraft in the StarFleets of the major interstellar powers. Volume 2 in the Seldon's series represents the warships in general service in the human interstellar nations.

Because of the wide range of ships presented, the plans are not all shown to the same scale. Each set of plans is accompanied by a five-meter scale bar for comparison purposes. Larger ships are presented in external view only, as interior detail often differs significantly between classes and the sheer size of the warships renders detailed deck plans difficult to present. Also, such vessels are characteristically subject to the strictest security measures and plans are not generally available for dissemination.

As a matter of convention, deck numbers read from top to bottom, with the lowest numbered decks at the top, and the highest at the bottom of the vessel. Decks can be aligned properly by matching up hatchways and/or elevators. All nomenclature is standardized (refer to the Key). Each entry in the statistical tables also has specific meaning:

#### StarShip Class:

The class name for the type of vessel is usually the name of the first ship in the series.

#### Displacement:

The volumetric tonnage of the vessel, often very different from the deadweight tonnage or DWT (the mass). One volumetric tonne = 30m<sup>3</sup> (1059.4 ft.<sup>3</sup>), with a fairly standard deck area of 15m<sup>2</sup> (161.46 ft.<sup>2</sup>). Deck areas can be smaller in areas in which there are high overheads, as in cargo bays, boat bays, etc.

#### Complement:

The standard assigned crew, broken down into Astronauts, Technical personnel, and Marine gun crews/boarding parties. Marines are usually fully equipped Light or Mobile Infantry, with heavy arms, transport, etc., in cargo (extra to cargo bay capacity). All crew members have vacuum suits, battle armor, and small arms.

#### Sick Ray:

Usually, comprehensive medical facilities are carried aboard warships, with large units equivalent to hospitals.

#### Cargo Bays:

In addition to general stowage in crew areas and in lockers throughout the ship, cargo bays of sometimes significant capacity are included for transport of additional troops, vehicles, supplies, and ammunition. The size of a military unit transportable depends upon the mass requirement for a given unit (as will be detailed in the forthcoming Clash of Empires).

#### Damage Control:

The workshop and maintenance/repair capability of the StarShip. Standard installations can effect normal battle repairs; Comprehensive facilities have Class 3 StarPort capability; and StarFleet facilities have Class 2 StarPort capability. Superior facilities stand midway between Standard and Comprehensive repair capacity.

#### Powerplant and Drives:

Powerplants are rated with an auxiliary power capacity: AMC.20

means matter conversion with 20% auxiliary power; etc. When the main piles go down, auxiliary power can maintain battlescreens at 20% defense capacity and full screen level, all life support systems, and 20% of sub-light or FTL maximum speeds. The TISA and FTL drive units are advanced naval engines with a significantly lower mass and greater power than conventional commercial units. OverDrive is used whenever a ship increases velocity at overboost acceleration or exceeds TISA or FTL Cruise levels. TISA expends the indicated OverDrive fuel per 10 LS of additional speed per 5 minutes of overboost. FTL expends the indicated OverDrive fuel per 1 LY of additional speed per 100 LY traversed. The Atmospheric speeds state maximum maneuvering speed and also the maximum speed possible (straight line) in atmosphere. Heavy units have very limited maximum speeds in atmosphere but can take-off or land by expending their fuel consumption for 100 LY times the planetary gravitational field.

#### Weapons Systems:

The calibres, numbers, and ammunition stowed per NovaGun or Magabolt Torpedo or StarTorpedo will tend to exceed the standard Space Opera design limits. Such exceptions represent the application of 'state of the art' technology and a massive expense to design hulls capable of sustaining the stresses generated by such weapons systems. Terran, Mercantile League, and Azuriach vessels with NovaGuns of N\*250 calibre or greater have one NovaGun turret fitted for Nova/ Megabolt fire — effectively dual-purpose weapons. Most nations require separate MegaBolt projectors, as in G.P.R. vessels. StarTorpedo tubes are able to fire any calibre smaller than their bore, and most vessels carry both the maximum calibre and an equivalent number of ST\*157 torpedoes. The ST\*157s may be fired simultaneously with heavier calibres, as the are actually in separate mounts attached to the main launcher. Torpedo EW can be overridden by StarShip EW and gun officer control for ship directed computerized fire.

#### Ammunition:

A special note is required concerning ammunition stowage. Though naval vessels carry very large quantities of ammunition, unlike commercial vessels with only a few hundred rounds in their magazines, only about 100 rounds are in ready magazines. The remainder is stowed in various deep magazines, often massively armored. Rounds are transferred from the deep magazines to the ready magazines as ready rounds are expended. Thus magazine penetrations have their destructive effects minimized by ammunition dispersal. Small craft, like Star-Fighters and FTL scouts, tend to use accumulators rather than 'shell' rounds to reduce mass. When exhausted, these must be recharged at a rate of 10% per hour, expending fuel to do so, or at base or in the mothership in the case of Star-Fighters.

#### Damage Capacity:

Naval starships are designed for great strength and resistance to enemy fire, so damage capacities often vastly exceed those of civilian vessels of equivalent displacement.

#### BattleScreens:

Naval BattleScreens are often dual or even triple shield units. The shields extend outward from the hull, with Screen No. 1 closest to the hull. The outer screen level determines the armor protection bonus and is maintained until the screen damage points are exceeded.

### FLAGS.

The ships presented in this volume are each accompanied by a flag by means of identification of nationality. Each Star-Nation is represented by its own flag, as illustrated below. Note that these flags are drawn in standard heraldic format so that proper colors are easily distinguished by anyone who is familiar with heraldry.



AZURIACH IMPERIUM



GALACTIC PEOPLES'
REPUBLIC



MERCANTILE LEAGUE



UNITED FEDERATION OF PLANETS (formerly Terran Union)

#### Electronics Systems:

The EW/ECM, Sensors, and ComSystems, as well as ship's computers, all vary widely depending upon the technological level of the vessel. In some instances, levels of performance exceeding those given in the standard ship design parameters in **Space Opera** will be encountered. Such installations are generally restricted naval systems quite unavailable for general use, except in clearly obsolete types.

#### Tech Level:

Warships of a particular nation tend to be fairly standard in displacement and interior layout, especially in the case of smaller units. However, the technological level in which the battlecraft is produced has a significant effect upon its speed, armaments power, defensive strength, EW/ECM, etc. Units of a higher Tech level cannot be produced by a lower technology unless an additional 75% of cost (cumulative) per Tech level is paid. Also, ships of one nation will not be produced by another nation. It is simply impossible to retool entire starship and equipment industries to create the systems of another culture  $\sim$  and total reproduction of the starship is required to attain equivalent performance and characteristics.

#### Boat Bay:

This term is used in two ways in the ship statistics. In the case of small craft it refers to the area needed to store, launch and maintain the StarFighter or other small craft. In the case of larger vessels it refers to the space devoted for small craft stowage, maintenance, fuel storage, repair shops, and the magnetic linear accelerator and recovery systems required to launch and recover such craft.

#### Cost:

The cost of naval starships includes the cost of training and equipment for the crew and marine detachment. Operational costs are about 10% of total in peacetime and 20% in wertime. The price of the starship includes ship's boats, but not StarFighters or FTL scouts.

The variations from standard Space Opera design limits are far from arbitrary. There exists a set of 'upper limit' design rules setting out the parameters governing the creation of maximum performance SpaceCraft for the interstellar races in Space Opera and Space Marines. These specifications are, of course, subject to the strictest security restrictions and are unavailable to anyone below class Prime-Three clearance. Similarly, details on precise tonnages of specific installations aboard naval vessels are military secrets, again for obvious reasons.

#### STARSHIP TYPES & COMBAT MISSIONS

Battlecraft are classed according to their displacement, general performance, and combat missions:

#### BattleStars:

The huge BattleStars (1,000,000t displacement or more) are the epitome of naval power and currently only Terra and the Azuriach Imperium maintain such warships. They are Grand Fleet units deployed in crucial engagements to overawe and overwhelm the enemy battleline. Nothing in space compares to their power and destructive capability, Abbreviation: SBB.

#### BattleStarShips:

The BattleStarShip (500,000t or more) is designed for service in the battleline of a fleet. The naval strength of a nation, not to mention its prestige, is measured by the quality and numbers of BattleStarShips in its fleets. Incorporating the latest developments in technology and armaments, the BattleStarShip is a marvel of offensive and defensive power, with bristling batteries of heavy calibre NovaGuns, MegaBolt projectors, torpedoes, and often squadrons of StarFighters. Its armor is dense, its BattleScreens arrayed in multiple layers, and its capacity to withstand fire enormous. It may have a crew of several thousands, including marines measured by the battalion.

Abbreviation: BB,

#### BattleCruisers:

Very few interstellar powers have the technology to construct the fleet BattleCruiser. These vessels are in the 400,000t to 500,000t displacement category — virtual BattleStarShips except that they evidence the speed of cruiser types. While a BattleCruiser can stand in the battleline, it is more properly deployed against the light forces of an opposing battlefleet or as a powerful long-range cruiser.

Abbreviation: BC.

#### Fleet Cruiser:

The fleet cruisers are very heavy cruising vessels which approach battleship standards of armor and armament. They are designed for operations with the screening forces of a battlefleet and for long-range patrol. Most are in the 250,000t to 350,000t range and combine powerful armaments and stout armor with high tactical speed, enabling them to sweep aside lighter screening units while avoiding disastrous engagements with much larger and more powerful BattleStarShips. Their role is to open the way through enemy screens to expose the heavy battle squadrons and transports to close action.

Abbreviation: CF.

#### Heavy Attack Cruisers:

The 'heavies' are large cruisers with good armor and strong screens and have a role basically the same as that of fleet cruisers.

Abbreviation: CA.

#### Light Cruisers:

The 'scouts' or light cruisers generally fall in the range from 50,000t to 100,000t displacement. It is an all-purpose vessel, used as a fleet screening unit, patrol/anti-piracy craft, commerce escort, picket ship, etc. It is capable of very high tactical and FTL speeds, usually mounts a strong torpedo armament, and can engage and finish off heavier battlecraft seriously damaged by actions with major units. The 'scouts' are also used as destroyer leaders, providing additional firepower to the destroyer flotillas. Terra and several other powers have even evolved a small cruiser (or large destroyer) to meet this function.

#### Fleet Destroyers:

The destroyers are somewhat smaller versions of the light cruiser, ranging from 25,000t to almost 50,000t displacement. They are the 'wolves' of the StarForces, designed to maneuver at high speed on the flanks of the opposing battlefleet, screening their own heavy units from opposing scouting forces, and conducting deep penetration patrols far

### SCALE

As was the case in the first volume of this series, Seldon's Compendium of StarCraft 1, ships are drawn in plans to the largest possible size. This means that there is not a constant scale between the diagrams of various ships.

Note that all StarFighters and StarBombers are drawn to the same scale (not the same as the larger ships) and that a 5 meter scale bar accompanies each such diagram.

Those ships with deck plans (the smaller ships, corvettes and destroyers) are each accompanied by a 10-meter scale bar. Note that the ships have not been printed in the same scale.

Finally, those larger capital ships that are too large to diagram (also, less necessary for role-playing purposes) in deck plan format are all illustrated. Once again, these illustrations are not all to the same scale. A composite diagram showing the larger warships in proper scale to each other can be found on the back cover of this book.

in advance of the main body of the battlefleet. They also do invaluable service as patrol vessels, close escorts, and anti-piracy units. Like the Light Cruisers, they are the 'eyes of the fleet.'

Abbreviation: DD.

#### Destroyer Escorts & Fleet Corvettes:

The corvette is a light unit of 2500t to 15,000t, while the destroyer escort is a large corvette between 15,000t and 25,000t. They are patrol craft and prove invaluable as close escorts, commerce raiders, and antipiracy units.

Abbreviations: DDE & CVT.

#### FTL Scouts:

Several interstellar powers, notably Terra, the Mercantile League, and the IRSOL, have superb scout-fighters designed for courier duty, independent patrol, and deep penetration of enemy space. They have an exceedingly fast FTL capability, while late Mks. can attain translight speeds under TISA OverDrive. They also possess StarFighter dogfighting characteristics and can function most effectively as torpedo attack craft. The scout-fighters are capable of being carried in external hull cradles, and powers having such units often provide at least one per cruiser, with provision for up to four on any craft of corvette class and up.

Abbreviation: SCT,

#### StarFighters:

Usually massing under 150t, StarFighters are small, very fast sublight combat craft carried aboard larger motherships as fighting auxiliaries. The StarFighter is used as a short-range scout, close escort, torpedo boat, and air-superiority and ground attack craft for planetary assaults. They can also be planet-based as interceptors and StarSystem patrol/pursuit ships. The StarFighter's effectiveness lies in its ability to slash in at high speed, using its maneuverability and small size to evade enemy fire long enough to loose its torpedoes. It is most effective against craft of relatively small displacement. Against large opponents, it is effective only when deployed in large numbers, catching the enemy between the 'hammer' and the 'anvil' by coordinated torpedo attacks from several quarters at once to divide defensive fire. They are most effective when deployed in support of major units, as they can use the distraction of their much larger fellows to bore in to attack range without braving overwhelming fire.

Abbreviation: FTR.

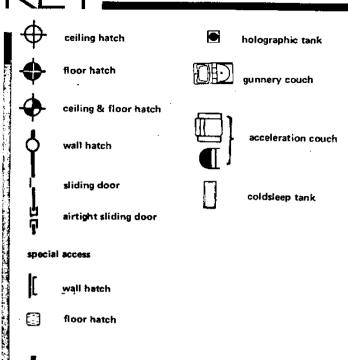
#### ARMAMENTS

The characteristics of naval ordinance change dramatically as weapons systems technology increases. The penetrations (at 25 LS) and the ranges given in **Space Opera** apply to Tech/7 ordinance and to most civilian ordinance. The following table update the performance of weapons systems at higher Tech levels:

Weapon	Tec	:h/7	Te	ch/8	Te	ch/9	Tec	h/10	TL/1	0-11
NovaGun										
N*25 Ftr.	+8 . 2	200	+9	200	+10			200	+12	
N*25	+8 3	300	+9	300		300	+11	300	+12	
N*50	+9 3	300	+11	300	+12	300	+13	350	+14	
N*75	+10 3	350	+12	350	+13	350	+14	350	+15	350
N*100	+12 4	400	+14	400	+15	400	+16	400	+17	400
N*125	+15 !	500	+17	500	+18	500	+19	500	+20	500
N*150	+18	500	+20	500	+21	500	+22	550	+23	550
N*175	+20	550	+22	550	+23	550	+24	600	+25	600
N*200	+21	600	+23	600	+25	625	+27	650	+28	700
N*225	+22	600	+24	600	+27	650	+29	650	+30	700
N*250	+23	600	+26	650	+29	700	+31	750	+32	800
N*275	+24	600	+27	650	+30	700	+33	750	+34	800
N*300	+25	650	+28	700	+31	750	+34	850	+36	900
N*325	+26	700	+29	700	+32	750	+35	850	+37	900
N*350	+27	700	+30	750	+33	800	+36	900	+39	950
N*375	+28	750	+32	800	+35	850	+38	900	+41	1000
N*400	+32	850	+35	850	+38	950	+41	1000	+44	1100
N*450	+36	950	+39	950	+42	1000	+45	1100	+48	1200
N*500	+40	1000	+43	1000	+46	1100	+49	1200	+52	1300
N*600	+44	1100	+47	1100	+50	1200	+53	1300	+56	1400
N*750	+48	1200	+51	1200	+54	1300	+57	1400	+60	1500
N*1000	+50	1300	+54	1300	+58	1400	+62	1500	+66	1600
MegaBolt										
MB*500	+40	400	+43	400	+46	400	+49	400	+52	400
MB*750	+48	400	+51	400	+54	400	+57	400	+60	400
MB*1000	+50	400	+54	400	+58	400	+62	400	+66	400

Terra, the Mercantile League, and the Azuriach Imperium have MegaBolt 'carronades,' with half the main armament of any vessel mounting N\*250+ NovaGuns able to go over to MegaBolt fire at 300 LS range, at double ammunition expenditure. When vessels have odd numbers of main turrets, as in x7, the greater number are carronade fitted, in this example x4 turrets.





transparent wall

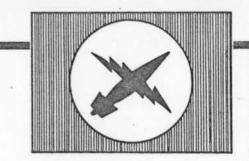
a
ab , , aux, bridge
b , , bridge
bb boat bay (flight deck inc.)
bs battlescreens
c captain's quarters
cbcommand bridge
cargo cargo hold
cs cold sleep
dc
e elevator
ew EW/ECW
f
fd FTL drive
fu fuel capacity
gasgalley
mb main battery
mf medical facility
pp power plant
rec recreation area
s storage
sb secondary battery/hardpoint
T StarTorps
td Tips
td TISA drive
W · · · · · · · · · · · · · workshop
× , ready access cargo hold

#### **StarTorpedoes**

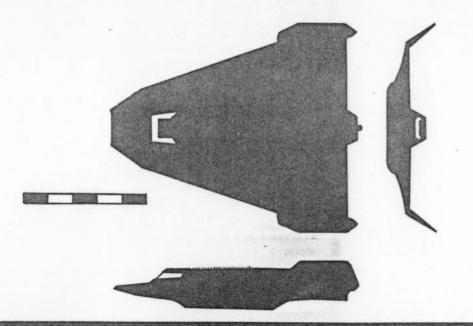
StarTorpedoes:
Torpedoes have the penetration equivalent of NovaGuns at the
production Tech level. The EW/Dogfight rating of the torpedoes may
vary from the basic values given in Space Opera. A +1 EW factor is
added per Tech level, plus the following bonuses or penalties for
specific interstellar nations:
Terra
League
Azuriach
G,P.R
IRSOL
Rauwoof
Blarad
C.S.A
MekPurr
Mertun
Klackon
Bug.,, —2 EW
Hissss'ist
Ranan Horde
Whistlers
Korellian
Davis Constantado valvas (as Ta 6 /2)
Basic StarTorpedo values (at Tech/7) are:
\$T*157,
ST*257
ST*375
Increases in EW are given for Tech/7, 8, 9, 10, 10-11, and 11. Only
Terran naval units will have Tech/11 torpedoes.
remain material and state the first to people.

# STARLORD STARFIGHTER

TISA Engines . . . . . x3 TTG Fwd. NovaGuns . . . x6 N\*25 Fuel Capacity . . . . . . 2 u. Rds./N\*25.....100 Dimensions . . . . . . 10x10x4m Fuel/1000 LS.....0.2 u. Ordinance . . . . . . x2 ST\*375 Cargo Space . . . . . 500kg OverBoost . . . . . . . . . 0.05 u. x4 ST\*157 Life Support. . . . . 5 days Flight Deck . . . . . 1000m<sup>3</sup> Acceleration. . . . . . . +50 LS x4t Bombs or OverBoost . . . . . . . . +150 LS

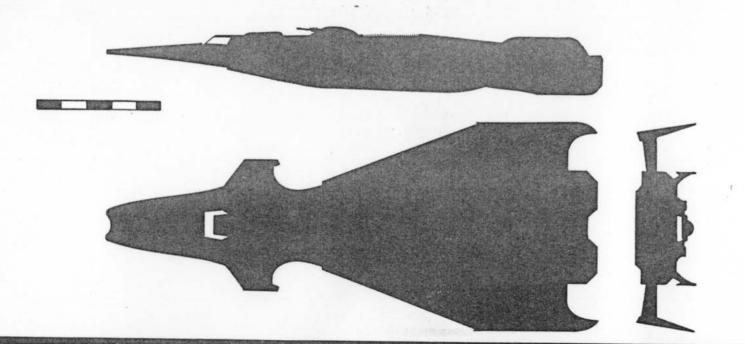


Tech Level	8	9	10	10	10-11	10-11
TISA Drive	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS
Atmospheric 11,000 kmh	12,000 kmh	13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air 16	17	18	19	20	21	22
Damage Capacity75	75	75	75	75	100	100
BattleScreens +12 500	+12 600	+12 700	+12 800	+12 900	+12 1000	+12 1000
BattleArmor+1	+1	+1	+1	+2	+2	+3
BattleComputer Mk.I	Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V
EW/ECM	13	14	15	15	16	16
Sensors	1500 LS	2000 LS	2500 LS	2500 LS	3000 LS	3000 LS
ComSystems 10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS
Cost (MCR) 47.5	48.75	52.25	54.625	57	59.375	61.75
			***			



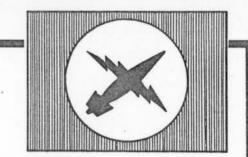
# DEVASTATOR STARBOVIBE

Crew	Fuel Capacity Fuel/1000 LS OverBoost Acceleration.	x3 TTG4 u0.4 u0.1 u+30 LS+90 LS	Rds./N*25 Turret Gur Rds./N*50	Guns x2 N* 100 ns 1x2 N 100 x2 ST x6 ST x25t E	*50 *775 *257	Bombs in Tech/7-8; 25t in Tech/9+.
Tech Level	8 250 LS 6000 kmh 15,000 kmh 11 150 +12 800 +3 Mk.II 13 2000 LS 10,000 LS 73.5	9 260 LS 7000 kmh 15,000 kmh 12 150 +12 900 +3 Mk.III 14 2500 LS 10,000 LS	10 270 LS 8000 kmh 15,000 kmh 13 150 +12 1000 +4 Mk.IV 15 3000 LS 10,000 LS 80.5	10 280 LS 9000 kmh 15,000 kmh 14 175 +12 1000 +4 Mk.IV 15 3000 LS 10,000 LS 84	10-11 290 LS 10,000 kmh 15,000 kmh 15 175 +12 1000 +5 Mk.V 16 3500 LS 15,000 LS 87.5	10-11 300 LS 11,000 kmh 15,000 kmh 16 200 +12 1000 +5 Mk.V 16 3500 LS 15,000 LS 91



### DESTROYER

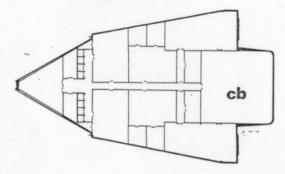
Displacement	Powerplant AMC.20	Main Battery 6x2 N*175
Complement	Fuel Capacity 50,000 u.	Rds./N*175 1000
Astronauts50	Fuel Cons	Sec. Battery 10x2 N*50
Technical	OverDrive+28 u.	Rds./N*501000
Marines	Atmospheric 7500 kmh	Torpedo Tubes 2x6 ST*37!
Sick Bay	Atmos. Max 15,000 kmh	ST*375/Tube30
ColdSleep 25	Boat Deck x6 Launch	ST*157/Tube 30
Cargo Bays 2825t	x4 Pinnace	Ftr. Bays x4 StarLord
Damage Control Superior	x1 Shuttle	



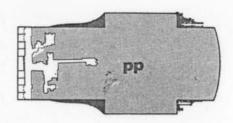
AVENGER	BASILISK	CHALLENGER	DEMON	EDICT	<b>FEROCIOUS</b>	GAUNTLET
Tech Level 7	8	9	10	10	10-11	10-11
TISA Drive 180 LS	190 LS	205 LS	220 LS	225 LS	235 LS	240 LS
TISA Cruise 170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration +15/+30 LS	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive	36 LY	39 LY	42 LY	43 LY	45 LY	47 LY
FTL Cruise	22 LY	23 LY	25 LY	25 LY	27 LY	28 LY
Damage Capacity	23,375	24,450	25,500	26,575	27,625	28,700
BattleScreen No.2 +16 8930	+17 9350	+18 9780	+19 10,200	+20 10,630	+21 11,050	+22 11,480
BattleScreen No.1 +12 13,395	+12 14,025	+12 14,670	+12 15,300	+12 15,945	+12 16,575	+12 17,220
BattleArmor+22	+22	+23	+23	+24	+24	+25
BridgeMk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII
Aux. Bridge Mk.VI	Mk.VII	Mk.VIII	Mk.VIII	Mk.IX	Mk.IX	Mk.X
EW/ECM	14	15	16	16	17	17
Sensors	3000 LS	4000 LS	4500 LS	5000 LS	5500 LS	6000 LS
ComSystems ½ LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR) 2525	2775	3050	3355	3525	3700	3875

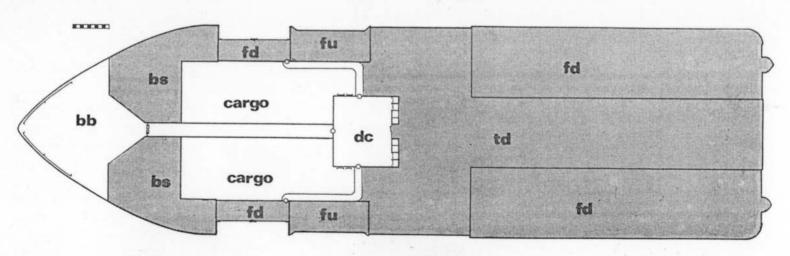
Though it possesses a large number of corvettes on the general configuration of League commerce raiders, the Imperial Navy rarely uses them for duties outside of fleet auxiliaries and picket vessels. The destroyer is the smallest warship of any power in the Azuriach fleets, and it is a very tough combatant for its size, the equal of any in space. It is equipped for drop-capsule assault and can discharge company 'sticks' in an assault run.

1 Bridge

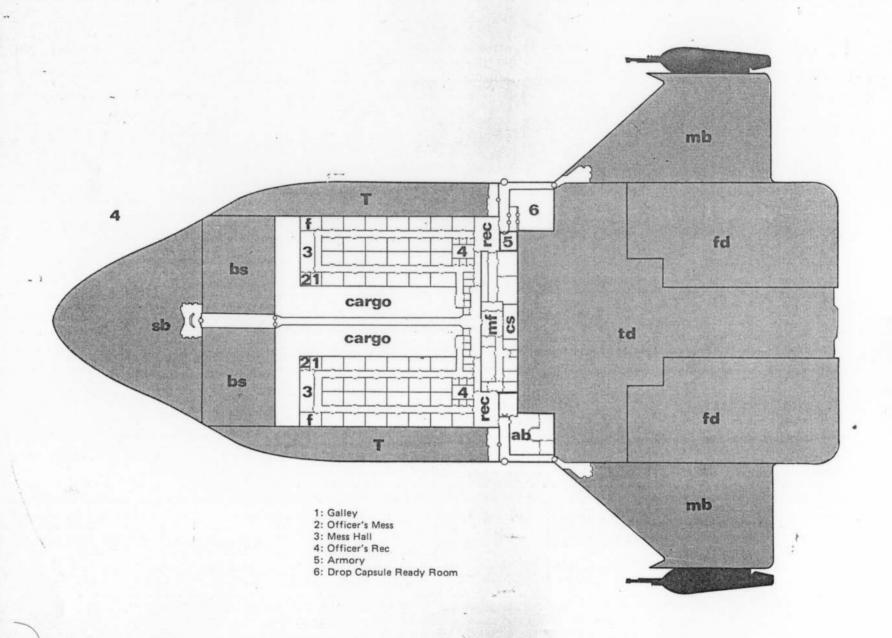


2





3&5



# LIGHT CRUISER

 Displacement
 .100,000t

 Complement
 .1050

 Astronauts
 .125

 Technical
 .425

 Marines
 .500

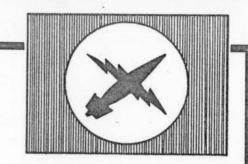
 Sick Bay
 .35

 ColdSleep
 .50

 Cargo Bays
 .6000t

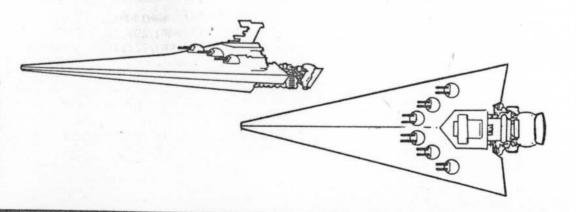
 Damage Control
 .Compreh

Double to AMO 00	
Powerplant AMC.20	Main Battery 6x2 N*300
Fuel Capacity 150,000 u.	Rds./N*300 1000
Fuel Cons 1000 u.	Sec. Battery 12x2 N*75
OverDrive +65 u.	Rds./N*751000
Atmospheric 6000 kmh	Torpedo Tubes 2x6 ST*375
Atmos. Max	ST*375/Tube 30
Boat Deck x16 Launch	ST*157/Tube30
x10 Pinnace	Flight Deck 32,000m <sup>3</sup>
x2 Shuttle	



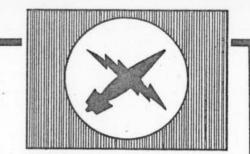
Tech Level	VALOROUS 8 180 LS 140 LS +10/+20 LS 27 LY 16 LY 55,000 +20 22,000 +15 33,000 +23 Mk.X Mk.IX 14 3000 LS 1 LY 6700	VOLCANIC 9 190 LS 140 LS 140 LS +10/+20 LS 29 LY 17 LY 57,500 +21 23,000 +15 34,500 +24 Mk.XI Mk.X 15 4000 LS 2 LY 7375	VIGILANT 10 205 LS 140 LS +10/+30 LS 31 LY 19 LY 60,000 +22 24,000 +15 36,000 +25 Mk.XII Mk.XI 16 4500 LS 3 LY 8050	VALKYRIE 10 215 LS 140 LS +10/+30 LS 32 LY 19 LY 62,500 +23 25,000 +15 37,500 +26 Mk.XII Mk.XI 16 5000 LS 3 LY 8450	VINDICTIVE 10-11 220 LS 140 LS +10/+30 LS 33 LY 20 LY 65,000 +24 26,000 +15 39,000 +26 Mk.XII Mk.XI 17 5500 LS 3 LY 8875	VICTORY 10-11 230 LS 140 LS +10/+30 LS 35 LY 21 LY 67,500 +25 27,000 +15 40,500 +27 Mk,XII Mk,XI 17 6000 LS 3 LY 9325
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Building to meet Terran warships (Terra is often regarded as the greatest single threat to the Empire), the Azuriach Imperial Navy possesses excellent 100,000t light cruisers, well armed and armored and capable of flying off up to two squadrons of starfighters, like their Terran counterparts. Technologically, the vessels are not a very close match for Terran light cruisers, but they can give a good account of themselves. As in all Azuriach vessels of 100,000t displacement or greater, half the main battery is equipped for megabolt carronade fire. The holds also have drop-capsule racks capable of discharging two-company 'sticks' per assault run.



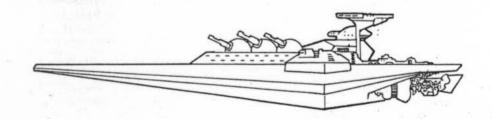
# HEAVY CRUISER

Displacement 225,000t	Powerplant AMC.20	Main Battery 5x3 N*350
Complement	Fuel Capacity337,500 u.	Rds./N*350 1750
Astronauts	Fuel Cons	Sec. Battery A 10x2 N*100
Technical 1000	OverDrive +150 u.	Rds./N*100 1000
Marines	Take-Off/Land G x 2250 u.	Sec. Battery B 14x2 N*50
Sick Bay 80	Atmospheric 1200 kmh	Rds./N*501000
ColdSleep 100	Boat Deck x20 Launch	Torpedo Tubes 2x6 ST*775
Cargo Bays9000t	x20 Pinnace	ST*775/Tube 30
Damage Control StarFleet	x6 Shuttle	ST*157/Tube 30 Flight Deck 32,000m <sup>3</sup>



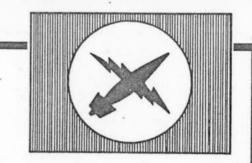
FIREDRAKE	FAFNIR	FENRIS	KRAKEN	GORGON	DRAKKEN	REVENGE
Tech Level 7	8	9	10	10	10-11	10-11
TISA Drive 140 LS	150 LS	160 LS	175 LS	180 LS	190 LS	195 LS
TISA Cruise 140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration+10/+20 LS	+10/+20 LS	+10/+30 LS				
FTL Drive 21 LY	23 LY	25 LY	27 LY	29 LY	30 LY	32 LY
FTL Cruise12 LY	13 LY	14 LY	15 LY	16 LY	17 LY	18 LY
Damage Capacity 135,000	140,625	146,250	151,875	157,500	163,125	168,750
BattleScreen No.3	_		_	-	+28 54,375	+29 56,250
BattleScreen No.2 +20 54,000	+21 56,250	+22 58,500	+23 60,750	+24 63,000	+25 54,375	+25 56,250
BattleScreen No.1 +16 81,000	+16 84,375	+16 87,750	+16 91,125	+16 94,500	+16 54,375	+16 56,250
BattleArmor +32	+33	+34	+35	+36	+37	+38
Bridge Mk.IX x2	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk,XII x2	Mk.XIII x2	Mk,XIII x2
Aux. Bridge Mk.VIII	Mk.IX	Mk.X	Mk,XI	Mk,XI	Mk.XII	Mk.XII
EW/ECM	15	16	17	17	18	18
Sensors	3000 LS	4000 LS	4500 LS	5000 LS	5500 LS	6000 LS
ComSystems ½ LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	20,200	22,200	24,425	25,650	26,950	28,300

Once more building to match Terran types, Azuriach heavy cruisers are powerful warships lacking little in comparison to Terran units of equivalent technological development. Only the slight lag in Azuriach development has prevented them from equalling the latest warships in the heavy cruiser forces of the Federation StarFleet. The Imperial ships are not to be discounted, however, as they are often superbly crewed and rarely can be overpowered easily. Indeed, it is often only superior tactics, crews, and electronics that has provided the slight margin of difference in actions with vessels of comparable quality. Indeed, anyone who has survived a fight with an Imperial heavy cruiser has come away with praise for the ability of the warship to withstand heavy punishment without slackening its fire, and perhaps only a superior turn in speed has saved many of the somewhat lighter Terran warships of the same type from destruction.



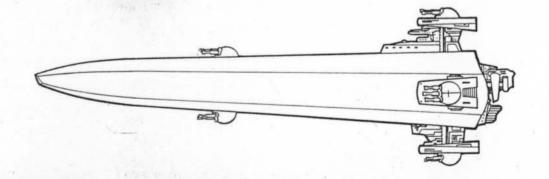
# BATTLESTARSHIP

Displacement	Powerplant AMC.20 Fuel Capacity	Main Battery6x3 N*500 Rds./N*5005000 Sec. Battery A16x2 N*125 Rds./N*1251500 Sec. Battery B16x2 N*75 Rds./N*751500 Torpedo Tubes4x6 ST*775 ST*775/Tube50 ST*157/Tube50 Flight Deck32,000m <sup>3</sup>
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FURIOUS	GLORIOUS	TERRIBLE	IMPLACABLE	RETRIBUTION	VICTORY	DOMINION
Tech Level	8	9	10	10	10-11	10-11
TISA Drive110 LS	120 LS	130 LS	140 LS	145 LS	150 LS	155 LS
TISA Cruise 110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	
Acceleration+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS		110 LS
FTL Drive 12 LY	13 LY	14 LY	14 LY		+5/+15 LS	+5/+15 LS
FTL Cruise 5 LY	5 LY	5 LY		15 LY	15 LY	16 LY
Damage Capacity 325,000			6 LY	6 LY	6 LY	6 LY
	337,500	350,000	362,500	375,000	387,500	400,000
BattleScreen No.3 +28 108,335	+29 112,500	+30 116,665	+31 120,835	+32 125,000	+33 129,165	+34 133,335
BattleScreen No.2 +25 108,335	+26 112,500	+27 116,665	+28 120,835	+28 125,000	+29 129,165	+29 133,335
BattleScreen No.1 +19 108,335	+19 112,500	+19 116,665	+19 120,835	+19 125,000	+19 129,165	+19 133,335
BattleArmor, +40	+41	+42	+43	+44	+45	+46
BridgeMk.X x2	Mk,XI x2	Mk,XII x2	Mk.XIII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2
Aux. Bridge Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII	
EW/ECM	15	16	17	17	The state of the s	Mk.XW
Sensors 2000 LS	3000 LS	4000 LS	5000 LS		18	18
ComSystems ½ LY	1 LY	2 LY		5500 LS	6000 LS	6500 LS
Cost (MCR)	65,125		3 LY	3 LY	4 LY	4 LY
,	00,120	71,650	78,825	82,750	86,875	91,200

Initially, the Imperium constructed battlestarships of surprisingly low displacement, considering the grandiose plans of its leaders to dominate the known galaxy. The reasons were two-fold. First, the Imperium could not produce an adequate fleet cruiser design, its technological and shipyard capacities not equal to construction of vessels of 300,000 to rmore which would yield a significant turn of speed without being too lightly built. Consequently, a larger number of battleships was ordered to help make up the deficiency. Second, Imperial concentration on the development of a million-tonne battlestar was intense, and little reason could be found for diverting resources to the construction of vessels of intermediate size. Still, the Imperial battlestarships represent very powerful naval strength for their size. Deployed in significant numbers, they can be potent enemies.

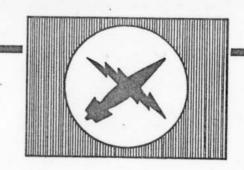


# IMPERIAL BATTLESTAR

Displacement 1,000,000t	PowerPlant AMC.20
Complement 10,000	Fuel Capacity 1,500,000 u.
Astronauts 1000	Fuel Cons
Technical4000	OverDrive +750 u.
Marines 5000	Boat Deck x50 Launch
Sick Bay	x50 Pinnace
ColdSleep 1000	x20 Shuttle
Cargo Bays	x10 Lander
Damage Control StarFleet	Flight Deck

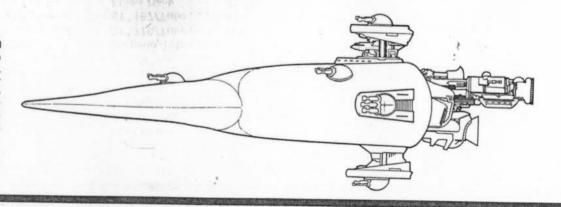
IRRESISTABLE/

Main Battery 7x3 N*1000
Rds./N*1000 5000
Sec. Battery A 16x2 N*200
Rds./N*200 2000
Sec. Battery B 16x2 N*75
Rds./N*752000
Sec. Battery C 16x2 N*25
Rds./N*251000
Torpedo Tubes 4x6 ST*775
ST*775/Tube50
ST*157/Tube50



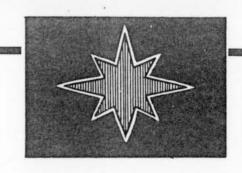
Tech Level	9 90 LS 80 LS +5 LS 12 LY 5 LY 720,000 +31 240,000 +28 240,000 +20 240,000 +49 Mk.XII x2 Mk.XI 16 4500 LS 3 LY 176,150	0VERLORD 10 100 LS 80 LS +5 LS 13 LY 5 LY 750,000 +32 250,000 +29 250,000 +20 250,000 +50 Mk.XIII x2 Mk.XIII 17 5000 LS 3 LY 193,750	IMPERIUM 10 105 LS 80 LS +5 LS 14 LY 6 LY 780,000 +33 250,000 +29 250,000 +20 250,000 +51 Mk.XIII x2 Mk.XIII 18 5500 LS 3 LY 203,500	CONQUEROR 10-11 110 LS 80 LS +5 LS 15 LY 6 LY 810,000 +34 260,000 +30 260,000 +20 260,000 +52 Mk.XIV x2 Mk.XIII 18 6000 LS 4 LY 213,675	WARLORD 10-11 120 LS 80 LS +5 LS 16 LY 6 LY 840,000 +35 270,000 +30 270,000 +20 270,000 +53 Mk.XIV x2 Mk.XIJI 19 6500 LS 4 LY 224,350
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The pride of the Imperial BattleFleet and, for a time, unparalleled by the heaviest warships in any navy, the Imperial BattleStars even today represent one of the mightiest warship types ever launched. Only a Concordat BattleStar can truly begin to match the firepower and defensive strength of an Imperial BattleStar, and lesser battlestarships have often been blasted into incandescent gases when they have challenged these lords of space. The spearhead of any Imperial aggression, they are designed to hammer down planetary defenses and to shatter enemy battlefleets. They stand as an eternal reminder of the fanatical determination of the Azuriach nation to crush all opposition and to annihilate entire species in its drive to 'govern the stars and the spaces between'.

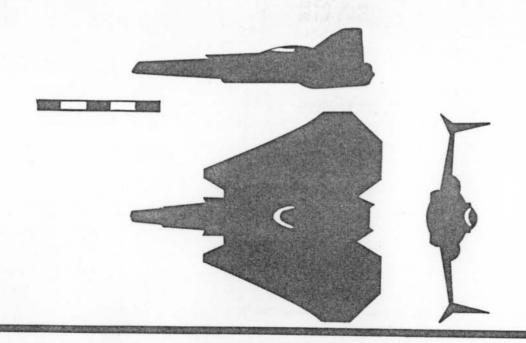


# FOXFIRE STARFIGHTER

Crew1	TISA Engines x2 TTG	Fwd. NovaGuns x	4 N*25
Mass	Fuel Capacity 1 u.	Rds./N*251	
Dimensions 10x10x4m	Fuel/1000 LS0.2 u.	Ordinance x	
Cargo Space 500kg	OverBoost +0.05 u.	The second secon	4 ST*157
Life Support 4 days Flight Deck 1000m <sup>3</sup>	Acceleration +40 LS OverBoost +120 LS	or x	4t Bombs

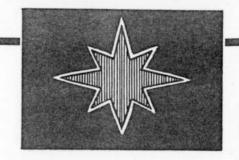


right beck 1000iii	Overboost	+120 LS				
Tech Level 7	8	.9 -	10	10	10-11	10-11
TISA Drive260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric 9500 kmh	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	14,500 kmh	15,500 kmh
Atmos. Max 15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air	14	15	16	17	19	20
Damage Capacity75	75	75	75	75 +	75	75
BattleScreens+9 500	+9 600	+9 700	+9 800	+9 800	+10 900	+10 1000
BattleArmor +1	+1	+1	+1	+1	+1	+2
BattleComputer Mk,I	Mk.I	Mk.II	Mk.II	Mk.III	Mk.III	Mk.III
EW/ECM 9	10	11	12	12	13	13
Sensors 1500 LS	1500 LS	2000 LS	2000 LS	2000 LS	2500 LS	2500 LS
ComSystems 5000 LS	5000 LS					
Cost (MCR) 30	31.5	33	34.5	36	37.5	39
					ANDIVER:	



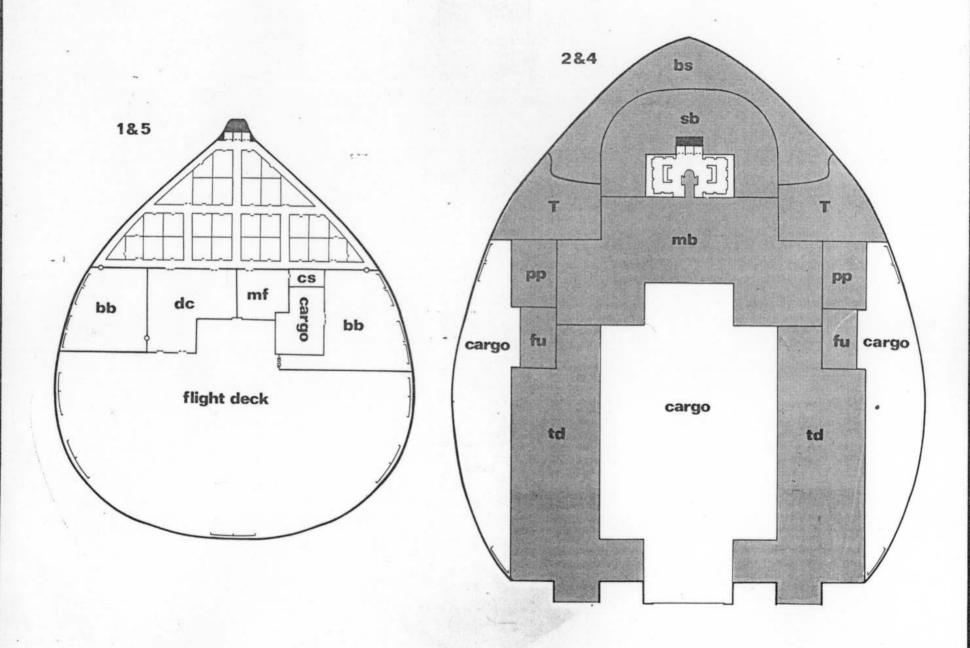
### DESTROYER

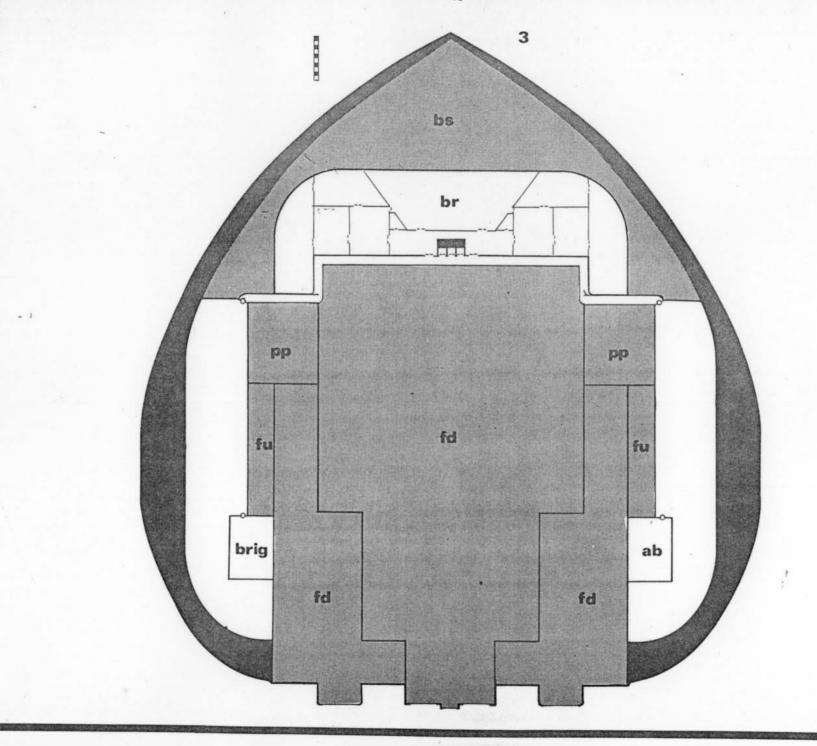
Displacement	Powerplant AMC.20	Main Battery 5x2 N*200
Complement	Fuel Capacity 50,000 u.	Rds./N*200 1000
Astronauts 50	Fuel Cons	Sec. Battery 10x2 N*50
Technical180	OverDrive +35 u.	Rds./N*501000
Marines	Atmospheric 7500 kmh	Torpedo Tubes 2x6 ST*375
Sick Bay	Atmos. Max 15,000 kmh	ST*375/Tube25
ColdSleep 25	Boat Deck x6 Launch	ST*157/Tube25
Cargo Bays3000t	x4 Pinnace	Flight Deck 12,000m <sup>3</sup>
Damage Control Standard	x1 Shuttle	1.12,00011



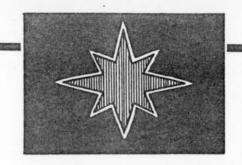
BORETZ ZA SVOBODU Tech Level	ZARIA	SOVIETSKY	SVOBODNAYA	SVODODNAYA	SOVIETSKY	SOVIETSKY
	SVOBODY	BORETZ	ROSSIA	RESPUBLIKA	RESPUBLIKA	SOYUZ
	8	9	10	10	10-11	10-11
	185 LS	200 LS	215 LS.	220 LS	235 LS	245 LS
	170 LS					
	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
	34 LY	36 LY	38 LY	39 LY	40 LY	41 LY
	20 LY	21 LY	23 LY	23 LY	24 LY	24 LY
	22,325	23,375	24,450	25,500	26.075	27,625
	+17 8930	+18 9350	+18 9780	+19 10,200	+19 10,430	+20 11,050
	+12 13,395	+12 14,025	+12 14,670	+12 15,300	+12 15,645	+12 16,575
	+14	+15	+15	+16	+16	+17
	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
	Mk.VI	Mk.VII	Mk.VIII	Mk.VIII	Mk.IX	Mk.IX
	11	12	13	13	14	14 &
	2500 LS	3000 LS	3500 LS	4000 LS	4500 LS	5000 LS
	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY
	2180	2400	2640	2775	2915	3060

Though far from unaccomplished in starship design and construction, the G.P.R. exhibits the immensity of the gap that exists between the warships of Terra, the League, and the Imperium, and those of many other interstellar nations. When measured against the galactic norm, G.P.R. destroyers are fairly sound craft. But they are far from able to stand up to the front-line units of the other human nations in space. But, as is often the case with the G.P.R., what cannot be made up in quality is made up in quantity.



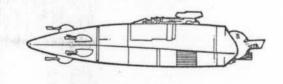


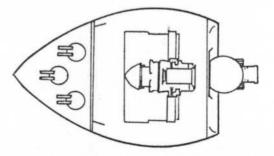
# LIGHT CRUISER



## EDINENIE  Tech Level	PROLETARIAT 8 180 LS 150 LS +15/+30 LS 26 LY 16 LY 44,625 +19 17,850 +14 26,775 +24 Mk.IX Mk.VII 11 2500 LS ½ LY 4700	PROBEDA 9 190 LS 150 LS +15/+30 LS 28 LY 17 LY 46,750 +20 18,700 +14 28,050 +25 Mk.X Mk.VIII 12 3000 LS 1 LY 5150	GRAZHANIN 10 205 LS 150 LS +15/+30 LS 29 LY 17 LY 48,875 +21 19,550 +14 29,325 +25 Mk.XI Mk.IX 13 3500 LS 2 LY 5675	KOMMISSAR 10 210 LS 150 LS +15/+30 LS 30 LY 18 LY 51,000 +21 20,400 +14 30,600 +26 Mk.XI Mk.IX 13 4000 LS 2 LY 5950	KRASNO BORETZ 10-11 220 LS 150 LS +15/+45 LS 31 LY 19 LY 53,125 +22 21,250 +14 31,875 +26 Mk.XII Mk.X 14 4500 LS 3 LY 6250	KRAS ZORA 10-11 225 LS 150 LS +15/+4 33 LY 20 LY 55,250 +22 22 +14 33 +27 Mk.XI Mk.X 14 • 5000 L 3 LY 6550	5 LS
		-100	3073	3930	0250		6550

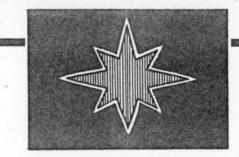
Unable to design and construct a light cruiser able to stand up to the Terran 100,000 tonners, the G.P.R. accepted a compromise and laid down 85,000t warships equal in overall strength to the lighter destroyed-leaders. Suffering from a lower level of drive technology, the ships are somewhat slower than those in other human navies. They also lack megabolt weapons—G.P.R. ordinance not being capable of developing a carronade type of dual-purpose main armament, while the mass of a standard megabolt unit is simply too great to permit installation without sacrificing speed and defensive protection. For all that, the light cruisers still exhibit great defensive strength and require careful 'attention' in any action if victory over them is to be assured.





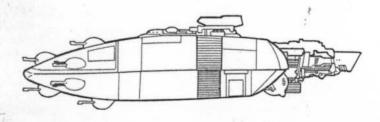
### HEAVY CRUISER

Powerplant AMC.20	Main Battery 8x2 N*300
	Rds./N*300 1500
Fuel Cons 1750 u.	MegaBolt1x3 MB*500
OverDrive	Rds./MB*5001250
Take-Off/Land G x 1750 u.	Sec. Battery
Atmospheric 1200 kmh	Rds./N*751500
Boat Deck x20 Launch	Torpedo Tubes 2x6 ST*775
x20 Pinnace	ST*775/Tube35
x4 Shuttle	ST*157/Tube35 Flight Deck12,000m <sup>3</sup>
	OverDrive



ODESSA	KIEV	KHARKOV ·	LENINGRAD	GORKI	ROSTOV	VLADIVOSTOK
Tech Level 7	8	9	10	10	10-11	10-11
TISA Drive 140 LS	150 LS	160 LS	175 LS.	185 LS	190 LS	195 LS
TISA Cruise 140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration +10/+20 LS	+10/+20 LS	+10/+30 LS				
FTL Drive 20 LY	21 LY	22 LY	23 LY	24 LY	25 LY	26 LY
FTL Cruise 11 LY	12 LY	12 LY	13 LY	13 LY	14 LY	14 LY
Damage Capacity 105,000	109,375	113,750	118,125	122,500	126,875	131,250
BattleScreen No.2 +19 42,000	+20 43,750	+21 45,500	+22 47,250	+23 49,000	+24 63,440	+25 66,625
BattleScreen No.1 +15 63,000	+15 65,625	+15 68,250	+15 70,875	+15 73,500	+15 63,440	+15 66,625
BattleArmor +29	+30	+31	+32	+33	+34	+35
BridgeMk.VIII x2	Mk.IX x2	Mk.X x2	Mk.XI x2	Mk,XII x2	Mk,XII x2	Mk,XIII x2
Aux. Bridge Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
EW/ECM	12	13	14	14	15	15
Sensors 2000 LS	2500 LS	3000 LS	4000 LS	4500 LS	5000 LS	5500 LS •
ComSystems ½ LY	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY
Cost (MCR)	13,950	15,350	16,900	173/50	18,650	19,575

G.P.R. heavy cruisers are stoutly constructed and well armed, comparing very favorably with equivalent types in most interstellar navies. They are outclassed, of course, by the larger and technologically superior vessels of the Terran and Azuriach fleets, but that is to be expected. When deployed in significant numbers, this disadvantage is less than might appear on the surface, as armament is comparable. Further, provision of a heavy calibre megabolt mount in the bows can often 'equalize' matters dangerously once that battery comes into range.



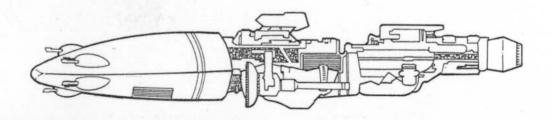
### FLEET CRUISER

Displacement       .275,000t         Complement       .3100         Astronauts       .275         Technical       .1175         Marines       .1650         Sick Bay       .100         ColdSleep       .200	Powerplant AMC.20 Fuel Capacity 325,000 u. Fuel Cons	Main Battery6x2 N*375 Rds./N*3752250 MegaBolt 1x3 MB*500 Rds./MB*5001250 Sec. Battery A10x2 N*125 Rds./N*1251500 Sec. Battery B10x2 N*50
ColdSleep	Boat Deck x20 Launch x20 Pinnace	
Damage Control Compreh.	×6 Shuttle ×2 Lander	Torpedo Tubes 3x6 ST*775 ST*775/Tube 35 ST*157/Tube 35
BA D17110	VAVA OUEDVOUVA	Flight Deck , .12,000m <sup>3</sup>



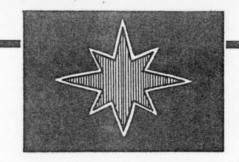
Cost (MCR)	PARIZHSKAYA KOMMUNA Tech Level	CHERVONAYA UKRANIA 8 150 LS 140 LS 140 LS +10/+20 LS 16 LY 10 LY 171,875 - +21 68,750 +16 103,125 +34 Mk.IX x2 Mk.VIII 12 2500 LS ½ LY	STRANYA SOVIETOV 9 160 LS 140 LS +10/+20 LS 17 LY 10 LY 178,750 - +22 71,500 +16 107,250 +35 Mk.X x2 Mk.IX 13 3000 LS 1 LY	URAL 10 · 170 LS 140 LS +10/+30 LS 18 LY 11 LY 185,625 +26 61,875 +23 61,875 +16 61,875 +36 Mk.XI ×2 Mk.X 14 4000 LS 2 L Y	SIBIR 10 175 LS 140 LS +10/+30 LS 19 LY 11 LY 192,500 +27 64,165 +23 64,165 +16 64,165 +37 Mk.XII ×2 Mk.X 14 4500 LS 2 L Y	VOLGA 10-11 180 LS 140 LS +10/+30 LS 20 LY 12 LY 199,375 +28 66,460 +24 66,460 +16 66,460 +38 Mk.XII x2 Mk.XI 15 5000 LS	SLAVA 10-11 185 LS 140 LS +10/+30 LS 21 LY 12 LY 206,250 +29 68,750 +24 68,750 +16 68,750 +39 Mk.XIII x2 Mk.XIII x2 Mk.XIII 5 5500 LS
		½ LY	1 LY	2 LY	2 LY	3 LY	3 LY

Once again, G.P.R. fleet cruisers exhibit considerable offensive and defensive power, but are not the equal of other human warships of the same type. Yet the warships are far from deficient as fighting units and have often proved themselves effective in many actions. They are certainly equal to and often superior to equivalent types in the navies of some of the non-human powers.



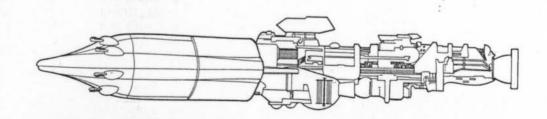
### BATTLESTARSHIP

Displacement 650,000t	Powerplant AMC.20	Main Battery 8x2 N*750
Complement 6000	Fuel Capacity775,000 u.	Rds./*750
Astronauts500	Fuel Cons 6500 u.	MegaBolt 1x3 MB*100
Technical	OverDrive +500 u.	Rds./MB*10001700
Marines	Take-Off/Land G x 6500 u.	Sec. Battery A 16x2 N*125
Sick Bay	Atmospheric 1200 kmh	Rds./N*125 1500
ColdSleep 500	Boat Deck x30 Launch	Sec. Battery B 16x2 N*50
Cargo Bays	x30 Pinnace	Rds./N*50 1000
Damage Control StarFleet	x10 Shuttle	Torpedo Tubes 4x6 ST*775
	x4 Lander	ST*775/Tube35
		ST*157/Tube35
		Flight Deck 18 000m3



POTEMUN	MARY		OKTYABRSKAYA	*		
POTEMKIN	MARX	LENIN	REVOLUTSIA	STALINGRAD	KREMLIN	MOSKVA
Tech Level	8	9	10	10	10-11	10-11
THSA Drive 100 LS	110 LS	120 LS	130 LS	135 LS	140 LS	145 LS
TISA Cruise 100 LS	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS
Acceleration +5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive 10 LY	11 LY	12 LY	13 LY	14 LY	15 LY	16 LY
FTL Cruise 4 LY	4 LY	5 LY	5 LY	5 LY	6 LY	6 LY
Damage Capacity422,500	438,750	455,000 -	471,250	487,500	503,750	520,000
BattleScreen No.3 –	-	+29 151,665	+30 157,085	+31 162,500	+32 167,915	+33 173,335
BattleScreen No.2 +24 169,000	+25 175,500	+26 151,665	+27 157,085	+27 162,500	+28 167,915	+28 173,335
BattleScreen No.1 +20 253,000	+20 263,250	+20 151,665	+20 157,085	+20 162,500	+20 167,915	+20 173,335
BattleArmor +40	+41	+42	+43	+44	+45	+46
Bridge Mk.IX x2	Mk.X x2	Mk,X1 x2	Mk.XII x2	Mk.XII x2	Mk, XIII x2	Mk,X111 x2
Aux. Bridge Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII
EW/ECM	12	13	14	15	16	16
Sensors 2000 LS	3000 LS	4000 LS	5000 LS	5000 LS	6000 LS	6000 LS
ComSystems ½ LY	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY
Cost (MCR)	81,975	90,175	99,200	104,175	109,400	114,875

Like most interstellar powers, the G.P.R. has lavished its best skills and greatest resources on the development of a powerful battlestarship fleet. G.P.R. battlestarships are stout and efficient units of good size, able to withstand immense punishment while delivering powerful broadsides against the enemy. As in all G.P.R. warships, one of the main deficiencies is the inability to match the electronic warfare technology of the other human powers. Also, larger and heavier drive units have resulted in reduced tactical and strategic efficiency. For all that, the G.P.R. battlestarships from the Potemkins to the Moskvas have proved worthy opponents, difficult to cripple or destroy, and very dangerous indeed when well fought or faced with a careless or overconfident opponent.



## INTRUDER STARFIGHTER

Crew			.1
Mass			.30t
Dimensions .			.10x10x4m
Cargo Space.			.500kg
Life Support.			.5 days
Flight Deck .			.1000m <sup>3</sup>

Damage Capacity. . .75 BattleScreens . . . . +10 500 BattleArmor. . . . . +1 BattleComputer . . . Mk.I Sensors . . . . . . . . . . . . 1500 LS ComSystems. . . . . . 10,000 LS Cost (MCR) . . . . . . 45

Dimensions 10x	10x4m Fuel/1000	LS0.27 u.
Cargo Space 500		
Life Support 5 da		on +40 LS
Flight Deck 100	2	+120 LS
MK I	MK II	MK'III
Tech Level 7	8	9
TISA Drive	LS 280 LS	290 LS
Atmospheric 11,0	000 kmh 12,000 kmh	13,000 kmh
Atmos. Max 15,0	000 kmh 15,000 kmh	15,000 kmh
Air-to-Air 16	17	18

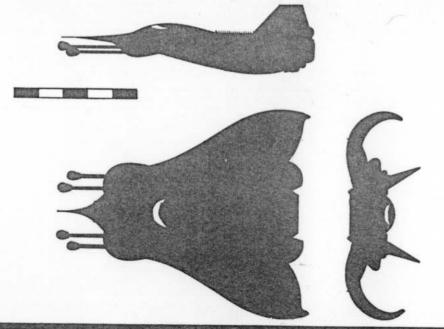
MK II	MKIII
8	9
280 LS	290 LS
12,000 kmh	13,000 kmh
15,000 kmh	15,000 kmh
17	18
75	75
+10 600	+10 700
+1	+1
Mk.II	Mk.III
12	13

TISA Engines . . . . . x2 TTG Fuel Capacity . . . . . 2 u.

MKII	MK III
8	9
280 LS	290 LS
12,000 kmh	13,000 kmh
15,000 kmh	15,000 kmh
17	18
75	75
+10 600	+10 700
+1	+1
Mk.II	Mk.III
12	13
1500 LS	2000 LS
10,000 LS	10,000 LS
47.25	49.5

Fwd. NovaGuns		
Rds./N*25		.100
Ordinance		
or		x4 ST*157
or		x4t Bombs

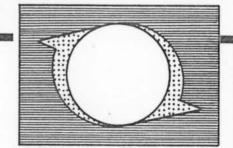
MK IVa	MK IVb	MK Va	MK V b
10	10	10-11	10-11
300 LS	310 LS	320 LS	330 LS
.14,000 kmh	15,000 kmh	16,000 kmh	17,000 km
15,000 kmh	16,000 kmh	17,000 kmh	18,000 km
19	20	21	22
75	75	75	75
+10 800	+10 900	+10 1000	+10 1000
+1	+1.	+2	+2
Mk.IV	Mk.IV	Mk.IV	Mk.V
14	14	15	15
2000 LS	2500 LS	2500 LS	2500 LS
10,000 LS	10,000 LS	10,000 LS	10,000 LS
51.75	54	56.25	58.5



# CORVETTE COMMERCE RAIDER

Hull Ftr. Bays. . . . . . x2 Ftr.

Powerplant AMC.20	Main Battery 4x2 N*150
Fuel Capacity 25,000 u.	Rds./N*150
Fuel Cons 150 u.	Sec. Battery 6x2 N*25
OverDrive +8 u.	Rds./N*25350
Atmospheric 7500 kmh	Torpedo Tubes2x4 ST*257
Atmos. Max	ST*257/Tube25
Boat Deck x2 Launch	ST*157/Tube25
x1 Pinnace	



Tech Level	8 170 LS 190 LS +15/+30 LS 30 LY 18 LY 7875 - +12 7875 +8 Mk.VIII Mk.VI 12 3000 LS 1 LY 590	9 180 LS 190 LS +15/+45 LS 33 LY 20 LY 8250 - +12 8250 +9 Mk,IX Mk,VII 13 4000 LS 2 LY 650	10 190 LS 190 LS +15/+45 LS 36 LY 22 LY 8625 +16 3450 +12 5175 +9 Mk.X Mk.VIII 14 5000 LS 3 LY 795	10 200 LS 190 LS 315/+45 LS 38 LY 23 LY 9000 +16 3600 +12 5400 +10 Mk.X Mk.VIII 14 5000 LS 3 LY 750	10-11 210 LS 190 LS +15/+45 LS 40 LY 24 LY 9375 +17 3750 +12 5625 +10 Mk.XI Mk.IX 15 5500 LS 3 LY 790	10-11 215 LS 190 LS +15/+45 LS 42 LY 25 LY 9750 +17 3900 +12 5850 +11 Mk.XI Mk.IX 15 5500 LS 3 LY 830

In general service in many interstellar nations, variations on the League Free Trade 'merchant cruiser' are not at all uncommon in the mercantile fleets of Terra, the Azuriach Imperium (20 LS and 5 LY slower), the Rauwoof Republics (10 LS and 5 LY slower, with EW/ECM -1), and the IRSOL. But it is in the League that the vessels are designed and built with the deliberate intention of commissioning them as auxiliary warships and loosing them on the trading routes of the enemy. (In peacetime, the craft are fitted out for highspeed commerce and passenger service, and the huge cargo bays may be occupied with cabin space and lounges as well as general cargo stowage. These cabins can be broken down and stowed or converted to troop space in the event of war. Of course, the specifics of such space allocation are tailored to the individual requirements of the owner, but the coast includes all fittings).

Displacement . . . . . . 15,000t

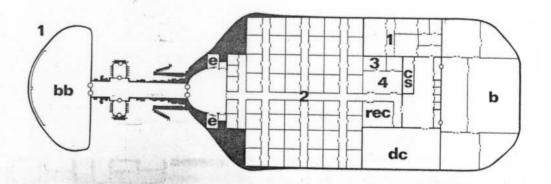
Complement. . . . . . . 180

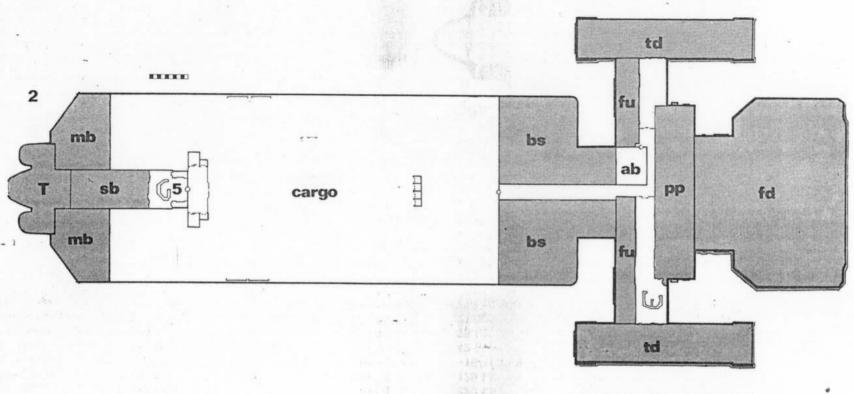
Marines . . . . . . . . . . . . . . . . 80

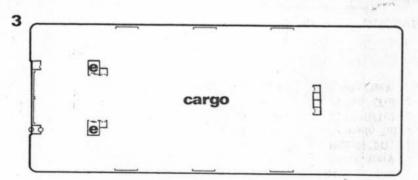
Sick Bay . . . . . . . . . . . . . 10

ColdSleep . . . . . . . . . . . 20

Damage Control . . . . Standard







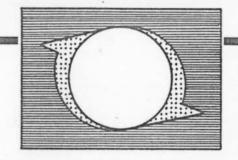
Note that the TISA and FTL drive areas are double decks (twice the height of the other areas on the plan)

- Sick Bay/Medical Facility
   Crew Quarters
   Galley
   Mess Hall

- 5. Gunnery

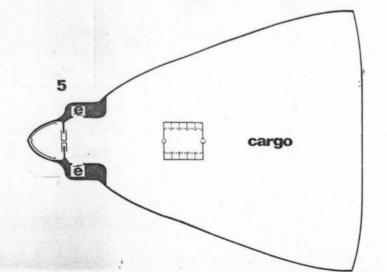
### DESTROYER

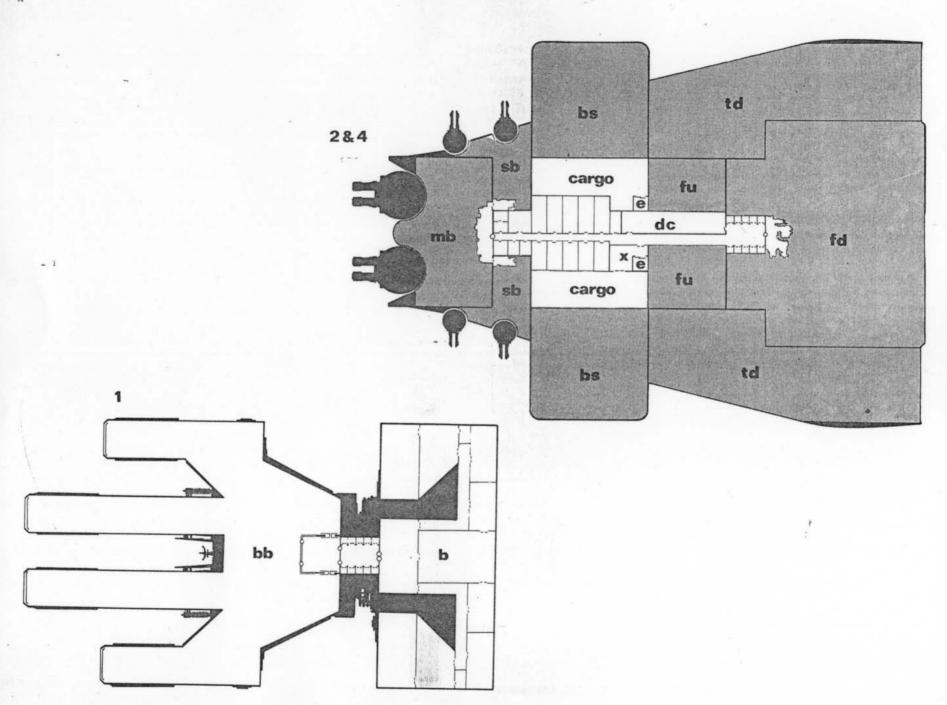
Displacement 45,000t	Powerplant AMC.20	Main Battery 6x2 N*175
Complement	Fuel Capacity 70,000 u.	Rds./N*175 1000
Astronauts	Fuel Cons	Sec. Battery 10x2 N*50
Technical180	OverDrive +25 u.	Rds./N*501000
Marines	Atmospheric 7500 kmh	Torpedo Tubes 2x6 ST*375
Sick Bay	Atmos. Max 15,000 kmh	ST*375/Tube 30
ColdSleep25	Boat Deck x6 Launch	ST*157/Tube30
Cargo Bays	x6 Pinnace	Flight Deck 6000m <sup>3</sup>
Damage Control Superior	x1 Shuttle	

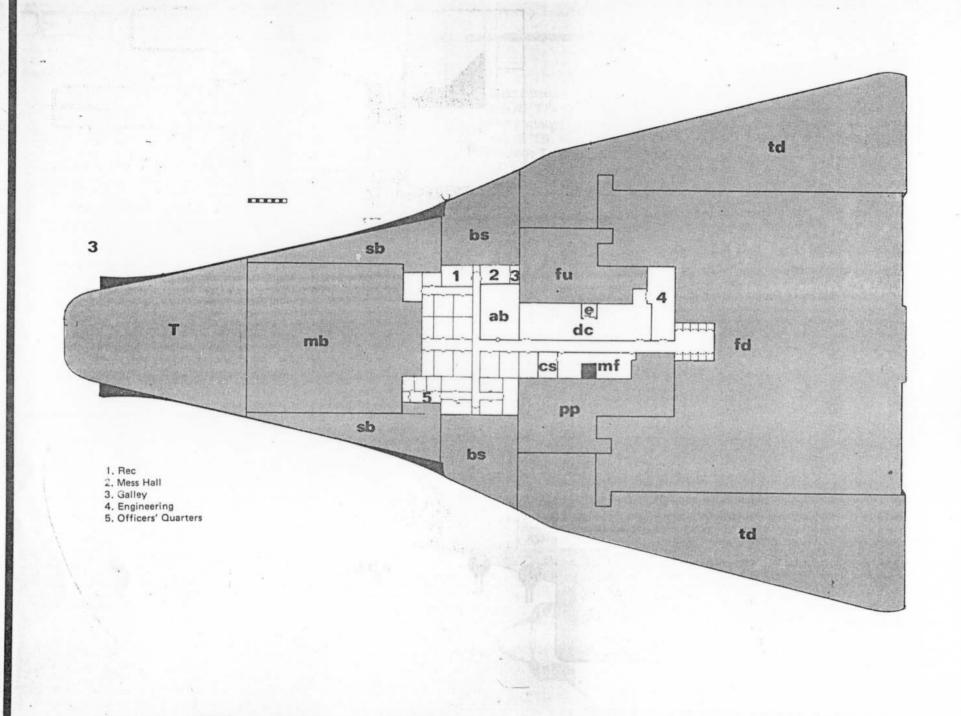


	DARING	DYNAMO	DISPATCH	DISCOVERY	DEFENCE	DYNAMIC	DECURION
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	185 LS	195 LS	210 LS	220 LS	230 LS	240 LS	250 LS
TISA Cruise	170 LS						
Acceleration	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS
FTL Drive	34 LY	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY
FTL Cruise	20 LY	22 LY	23 LY	25 LY	26 LY	27 LY	28 LY
Damage Capacity	23,625	24,750	25,875	27,000	28,125	29,250	30,375
BattleScreen No.2	+16 9450	+17 9900	+18 10,350	+18 10,800	+19 11,250	+19 11,700	+20 12,150
BattleScreen No.1	+12 14,175	+12 14,850	+12 15,525	+12 16,200	+12 16,875	+12 17,550	+12 18,225
BattleArmor	+17	+17	+18	+18	+19	+19	+20
Bridge	Mk.VIII	Mk,IX	Mk.X	Mk.XI	Mk.XII	Mk,XII	Mk.XIII
Aux. Bridge		Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk,X	Mk.XI
EW/ECM	12	13	14	15	15	16	16
Sensors		3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems		1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	2475	2725	3000	3300	3450	3600	3775

League destroyers compare favorable to those in most interstellar navies. Significantly, many are owned by private corporations, who maintain them as commerce escorts in danger areas. The cargo bays can be fitted with cabins, lounges, etc., as described for the League commerce raiders, to carry passengers and cargo when employed on escort duty—thereby paying for a good portion of the vessels' upkeep in peacetime. It might be noted that profit-oriented corporations and Merchant Princes exhibit a surprising devotion to the maintenance of the League's security, and private 'navies' are an institution bringing much prestige to those who raise and maintain them. They also bring vast sums in prize money in wartime, as a good number of the vessels are used as commerce raiders.

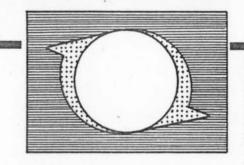




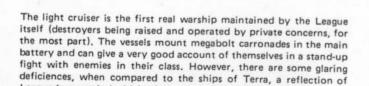


### LIGHT CRUISER

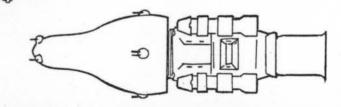
6
Main Battery 6x2 N*275
Rds./N*275 1000
Sec. Battery 10x2 N*75
Rds./N*751000
Torpedo Tubes 2x6 ST*375
ST*375/Tube35
ST*157/Tube35
Flight Deck 18,000m <sup>3</sup>



Tech Level	HAVOC 10-11
TISA Drive	240 LS
TISA Cruica 15010 15010	150 LS
Acceleration +10/+2016 +10/+2016 +10/+2016	+10/+40 LS
FTL Drive	12 LY
FTL Cruise18 LY 19 LY 20 LY 22 LY 23 LY 24 LY	25 LY
Damage Canacity 47 250 40 500	60.750
RattleScreen No. 2 +19.19.000 +10.10.000	24 24,280
RattleScreen No. 1 +14.20.250 +14.20.700	14 36,420
RattleArmor +22 +22	+27
Bridge Mk IV MI V MI VI	Mk.XIII
Aux Bridge Mk VIII Mk VIII Mk VIII	VIK.XIII
FW/FCM 12 13	
Sensors 2500 LC 2500 LC 4500 LC	6500 LS
ComSystems 1/1V 11V	
Cost (MCB) 5500	1 LY 3575



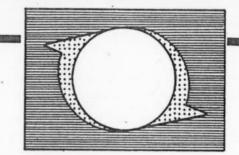
League 'economies' which often plague their military efforts.



## HEAVY CRUISEF

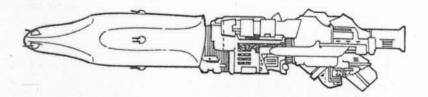
ENDEAVOUR

Displacement 180,000t Complement 1825 Astronauts 225 Technical 800 Marines 800 Sick Bay 65 ColdSleep 100 Cargo Bays 7250t Damage Capacity StarFleet	Powerplant AMC.20 Fuel Capacity	Main Battery
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Tech Level	8 160 LS 140 LS +10/+20 LS 29 LY 16 LY 99,000 +20 39,600 +15 59,400 +31 Mk.X x2 Mk.VIII 14 3500 LS 1 LY 14,550	170 LS 140 LS 140 LS 140 LS 110/+30 LS 31 LY 17 LY 103,500 +21 41,400 +15 62,100 +32 Mk.XI x2 Mk.IX 15 4500 LS 2 LY 16,000	CONSTITUION 10 185 LS 140 LS +10/+30 LS 33 LY 18 LY 108,000 +22 36,000 +15 54,000 +33 Mk.XII x2 Mk,X 16 5000 LS 3 LY 17,600	INDEPENDENCE 10 190 LS 140 LS +10/+30 LS 34 LY 19 LY 112,500 +23 45,000 +15 67,500 +34 Mk.XII x2 Mk.X 16 5500 LS 3 LY 18,475	CENTURION 10-11 200 LS 140 LS +10/+30 LS 35 LY 19 LY 117,000 +24 46,800 +15 70,200 +35 Mk.XIII x2 Mk.XI 17 6000 LS 4 LY 19,400	ENTERPRISE 10-11 205 LS 140 LS +10/+30 LS 36 LY 20 LY 121,500 +25 48,600 +15 72,900 +36 Mk.XIII ×2 Mk.XI 17 6500 L9 4 LY 20,375
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Because of its far-flung interests, the League maintains a relatively large number of heavy cruising vessels to patrol the starlanes and escort important convoys. For these reasons, the heavy cruisers of the League again suffer somewhat from 'economy measures', the vessels being more lightly built than they might be in order to keep costs down while providing for sufficient numbers to meet the League's many commitments. Still, while not the equal of comparable vessels in the Terran and Azuriach navies, they are quite able to hold their own against most warships in their class.



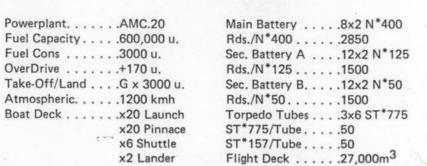
### FLEET CRUISER

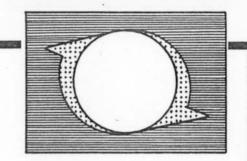
Displacement . . . . . . 300,000t

ColdSleep .......200

Cargo Bays. . . . . . . . . . 17,500t

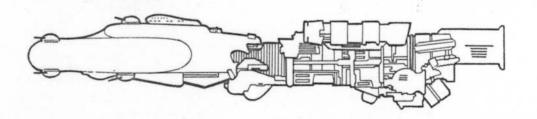
Damage Control . . . . StarFleet





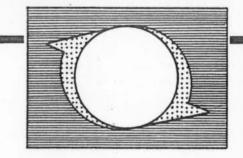
*	INFLEXIBLE	COURAGEOUS	DEFIANT	AQUILA	TRIBUNE	CONSUL	PATRICIAN
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	150 LS	160 LS	170 LS	185 LS	190 LS	200 LS	205 LS
TIŞA Cruise	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS
Acceleration	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive	20 LY	21 LY	22 LY	23 LY	24 LY	25 LY	26 LY
FTL Cruise	10 LY	10 LY	11 LY	11 LY	12 LY	12 LY	13 LY
Damage Capacity		180,000	187,500	195,000	202,500	210,000	217.500
BattleScreen No.3		_	_	+27 65,000	+28 67,500	+29 70,000	+30 72,500
BattleScreen No.2	+21 69,000	+22 72,000	+23 75,000	+24 65,000	+25 67,500	+26 70,000	+27 72,500
BattleScreen No.1	+17 103,500	+17 108,000	+17 112,500	+17 65,000	+17 67,500	+17 70.000	+17 72,500
BattleArmor		+32	+33	+34	+35	+36	+37
Bridge	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk,XII x2	Mk,XIII x2	Mk,XIII x2	Mk,XIV x2
Aux. Bridge		Mk.X	Mk.XI	Mk.XI	Mk.XI	Mk,XII	Mk.XIJ
EW/ECM	13	14	15	16	16	17	17
Sensors		3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems		1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	27,375	30,100	33,100	34,750	36,500	38,325	40,250

While of generally good quality and relatively powerful warships in their own right, League economies once more have produced a class of warships which could have been significantly better. While possessing good speed and defensive strength and a powerful armament, the 'fleets' suffer from a lighter construction than might be acceptable in a capital ship. But the units are often deployed in roles not dissimilar to those outlined for the heavy cruiser, and thus a fairly large number are needed. Considering the factors involved, League fleet cruisers represent a good compromise between naval requirements and the hard facts of financing a fleet in a nation with no governmental taxing powers.



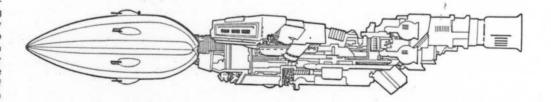
# BATTLESTARSHIP\_\_

Displacement 600,000t	Powerplant AMC.20	Main Battery 6x3 N*750
Complement	Fuel Capacity 1,200,000 u.	Rds./N*750
Astronauts500	Fuel Cons 6000 u.	Sec. Battery A 16x2 N*150
Technical	OverDrive +350 u.	Rds./N*150 1500
Marines	Take-Off/Land G x 6000 u.	Sec. Battery B 16x2 N*75
Sick Bay	Atmospheric 1200 kmh	Rds./N*751500
ColdSleep200	Boat Deck x30 Launch	Torpedo Tubes 4x6 ST*775
Cargo Bays	x30 Pinnace	ST*775/Tube50
Damage Control StarFleet	×10 Shuttle	ST*157/Tube50
	x4 Lander	Flight Deck



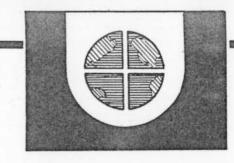
		FABIUS	HADRIAN	TRAJAN	AUGUSTA	ANTARES	RHODES	VICTRIX
	Tech Level	7	8	9	10	10	10-11	10-11
	TISA Drive	100 LS	110 LS	120 LS	130 LS	135 LS	140 LS	145 LS
	TISA Cruise	100 LS	100 LS	100 LS	100 L'S	100 LS	100 LS	100 LS
	Acceleration	+5/+15 LS						
	FTL Drive	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY	23 LY
	FTL Cruise	7 LY	7 LY	8 LY	8 LY	8 LY	9 LY	9 LY
	Damage Capacity	390,000	405,000	420,000	435,000	450,000	465,000	480,000
	BattleScreen No.3	+28 130,000	+29 135,000	+30 140,000	+31 145,000	+32 150,000	+33 155,000	+34 160,000
	BattleScreen No.2	+25 130.000	+26 135,000	+27 140,000	+28 145,000	+28 150,000	+29 155,000	+29 160,000
	BattleScreen No.1	+20 130,000	+20 135,000	+20 140,000	+20 145,000	+20 150,000	+20 155,000	+20 160,000
	BattleArmor	+40	+41	+42	+43	+44	+45	+46
	Bridge	Mk.X x2	Mk.XI x2	Mk,XII x2	Mk,XIII x2	Mk.XIII x2	Mk,XIV x2	Mk,XIV x2
	Aux. Bridge		Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk,XII	Mk,XIII
	EW/ECM	14	15	16	17	17	18	19
	Sensors		3500 LS	4500 LS	5500 LS	6000 LS	6500 LS	6500 LS
	ComSystems		2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
ļ	Cost (MCR)	68,200	75,000	82,500	90,750	95,300	100,000	105,000
٦.								

The League maintains a strong 'core' of naval strength in its Battle-Fleet. League battlestarships have always exhibited good fighting qualities, with an excellent capacity to absorb damage. Slightly lighter armor than might be desirable was accepted in order to mount the heaviest armament possible, League designers trusting in the ability of the battlescreens to absorb enemy fire long enough for crippling hits to be scored. The tactical speed of the vessels is quite acceptable as well, though exceeded by the main battle units of some interstellar powers, notably those of Terra and the Azuriach Imperium. Nevertheless, few capital ships exceed the overall performance levels of the League's and they can never be discounted in a desperate fight.



### PHANTOM STARFIGHTER.

TISA Engines . . . .x4 TTG
Fuel Capacity . . . .2 u .
Fuel/1000 LS . . . .0.2 u .
OverBoost . . . .0.05 u .
Acceleration . . .+50 LS
OverBoost . . . .+150 LS



	Mk I
Tech Level	.7
TISA Drive	.300 LS
Atmospheric	.12,000 kmh
Atmos. Max	.15,000 kmh
Air-to-Air	.18
Damage Capacity	.75
BattleScreens	.+12 500
BattleArmor	.+1
BattleComputer	.Mk.I
EW/ECM	.12
Sensors	
ComSystems	
Cost (MCR)	

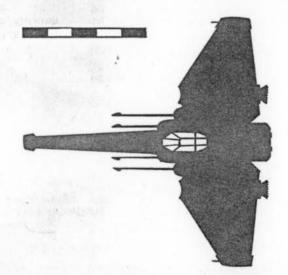
Mk II Mk III 8 310 LS 320 LS 13,000 kmh 14,000 kmh 15,000 kmh 15,000 kmh 19 20 75 75 +12 600 +12 700 +1 +1 Mk.II Mk.III 13 14 2000 LS 2500 LS 10,000 LS 10,000 LS 52.5 55

Mk IVa 10 330 LS 15,000 kmh 16,000 kmh 21 75 +12 800 +2 Mk.IV 15 3000 LS 10,000 LS 57.5

Mk IVb Mk Va 10 10-11 340 LS 350 LS 16,000 kmh 17,000 kmh 17,000 kmh 18,000 kmh 22 23 75 100 +12 900 +12 1000 +2 +2 Mk.IV Mk.V 15 16 3500 LS 3000 LS 10,000 LS 15,000 LS 62.5

Mk Vb Mk VI 10-11 11 360 LS 370 LS 18,000 kmh 19,000 kmh 19.000 kmh 20,000 kmh 24 25 100 100 +12 1000 +12 1000 +2 +3 Mk.V Mk.VI 16 . 17 3500 LS 4000 LS 15,000 LS 20,000 LS 65 67.5





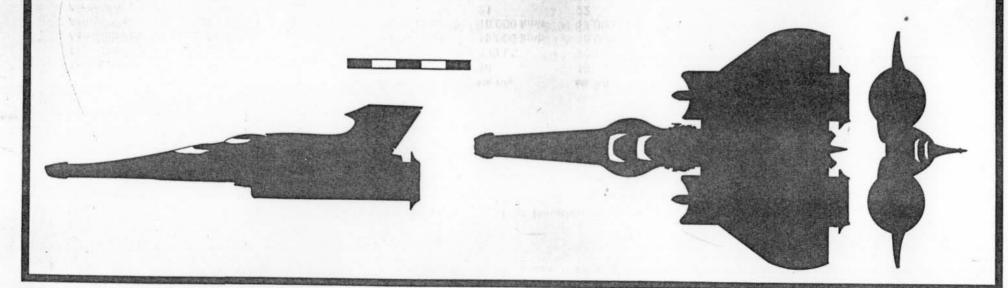


# SPECTRE STARFIGHTER BOVIBER.

TISA Engines . . . . . x4 TTG Fwd, NovaGuns . . . x6 N\*25 Fuel Capacity . . . . . 4 u. Mass . . . . . . . . . . . . . 50t Rds./N\*25......120 Fuel/1000 LS.....0.27 u. Ordinance . . . . . . . x2 ST\*775 Cargo Space . . . . . . 1000kg OverBoost . . . . . . . . . 0.07 u. x6 ST\*157 Life Support. . . . . . 7 days Acceleration.....+40 LS x8t Bombs Flight Deck . . . . . . 1500m<sup>3</sup> OverBoost . . . . . . . +120 LS



Mk I	8.01. 11		The state of the s				
	Mk II	Mk III	Mk IVa	Mk IVb	Mk Va	Mk Vb	Mk VI
Tech Level	8	9	10	10	10-11	10-11	11
TISA Drive 280 LS	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS
Atmospheric 11,000		13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18.000 kmh
Atmos. Max 15,000 l	kmh 15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh
Air-to-Air 16	17	18	19	20	21	22	23
Damage Capacity100	100	100	100	100	125	125	125
BattleScreens +12 500	+12 600	+12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000
BattleArmor+2	+2	+2	+2	+3	+3	+3	+4
BattleComputer Mk.I	Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V	Mk,VI
EW/ECM 12	13	14	15"	15	16	16	17
Sensors		2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems 10,000 I	LS 10,000 LS	10,000 LS	15,000 LS	15,000 LS	15,000 LS	15,000 LS	20,000 LS
Cost (MCR) 50	52.5	55	57.5	60	62.5	65	67.5



# BANSHEE STARBOVIBER

 Crew.
 .3
 TISA Engines
 .x4 TTG
 Fwd. Nov.

 Mass .
 .75t
 Fuel Capacity
 .6 u.
 Rds./N\*2

 Dimensions
 .20x10x4m
 Fuel/1000 LS
 .0.4 u.
 Turret Gu

 Cargo Space
 .2000kg
 OverBoost
 .0.1 u.
 Rds./N\*5

 Life Support
 .7 days
 Acceleration
 .+30 LS
 Ordinance

 Flight Deck
 .2000m³
 OverBoost
 .+90 LS
 or

 Fwd. NovaGuns
 ...x4 N\*25

 Rds./N\*25
 ...120

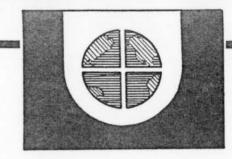
 Turret Guns
 ...1x2 N\*50

 Rds./N\*50
 ...120

 Ordinance
 ..x4 ST\*775

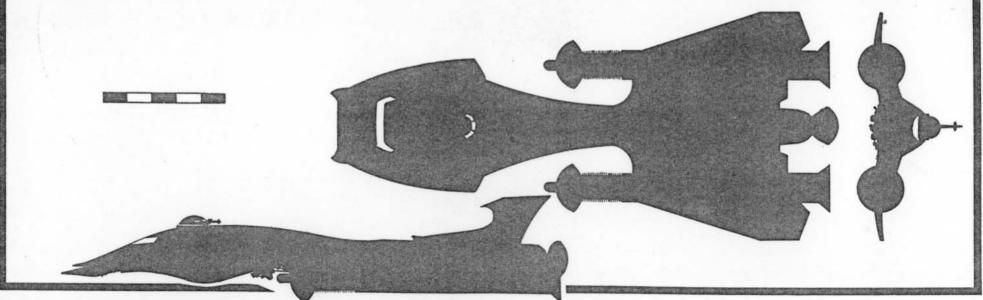
 or
 x8 ST\*257

 or
 Bombs\*\*



#### \*\*15t Bombs in Tech/7-8; 25t in Tech/9+.

Mk I	Mk II	Mk III	Mk IVa	Mk IVb	Mk Va	Mk Vb	Mk Vi
Tech Level 7	8	9	10	10	10-11	10-11	11
TISA Drive 250 LS	260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric 6000 kmh	7000 kmh	8000 kmh	9000 kmh	10,000 kmh	11,000 kmh	12,000 kmh	13,000 kmh
Atmos. Max	14,000 kmh	15,000 kmh					
Air-ţo-Air	12	13	14	15	16	17	18
Damage Capacity 150	150	150	150	175	175	200	200
BattleScreens +12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor +3	+3	+3	+3	+4	+4	+4	+5
BattleComputer Mk. II	Mk.III	Mk.IV	Mk.V	Mk.V	Mk,VI	Mk,VI	Mk,VII
EW/ECM 12	13	14	15	16 .	16	17	18
Sensors 1500 LS	2000 LS	2500 LS	-3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems 15,000 LS	15,000 LS	15,000 LS	20,000 LS	20,000 LS	20,000 LS	20,000 LS	25,000 LS
Cost (MCR)	78.75	82.5	86.25	90	93.75	97.5	100



### FTL SCOUT

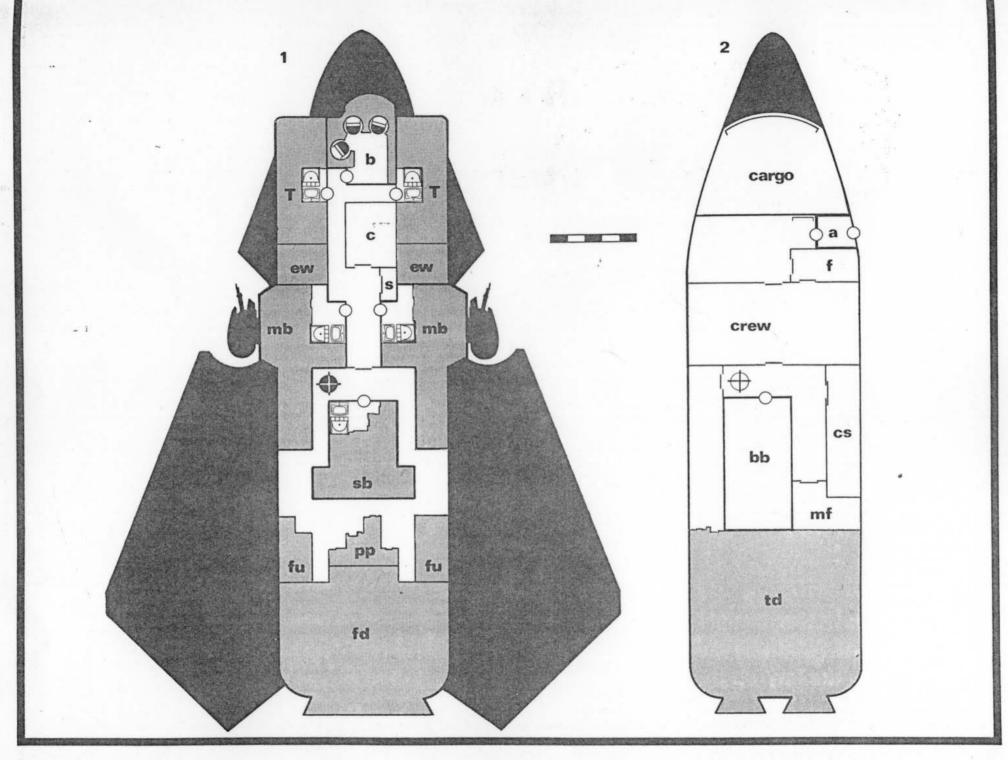
Displacement	Powerplant AMC.20	Main Battery 2x2 N*100
Complement10	Fuel Capacity 1000 u.	Rds./N*100
Astronauts	Fuel Cons	Fwd. NovaGuns x6 N*25
Technical	OverDrive 0.2 u.	Rds./N*25250
Gen. Accomodation 4	Atmospheric Ftr. Mode	Torpedo Tubes 1x6 ST*25
Dispensary 1	Boat Bay x1 Launch	ST*275/Tube6
ColdSleep10	Cargo Bays 27.5t	ST*157/Tube10
		External Racks x10 ST*775
100		or x50t Bomb



HERMES	METEOR	NIKE	STARFIRE	FLAME	FIREBALL	SPITFIRE	MARAUDER
Tech Level7	8	9	10	10	10-11	10-11	11
TISA Drive 260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS
TISA Cruise	270 LS						
Acceleration +15/+50 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS
FTL Drive 47 LY	51 LY	55 LY	59 LY	61 LY	63 LY	65 LY	70 LY
FTL Cruise 35 LY	38 LY	41 LY	44 LY	46 LY	47 LY	49 LY	53 LY
Atmospheric 7500 kmh	7500 kmh	7500 kmh	8500 kmh	9500 kmh	10,500 kmh	11,500 kmh	12,500 kmh
Atmos. Max 15,000 kmh	15,000 kmh	15,000 kmh	15,500 kmh	16,000 kmh	16,500 kmh	17,000 kmh	18,000 kmh
Air-to-Air 10	11	12	14	15	16	17	18
Damage Capacity400	450	500	550	600	650	700	750
BattleScreen	_	-	+15 750	+15 750	+16 750	+16 750	+17 750
BattleScreen No. 1+12 1000	+12 1250	+12 1750	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor+3	+3	+3	+4	+4	+4	+4	+5
BridgeMk.VI	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
EW/ECM 13	14	15	16	16	17	17	18
Sensors	3500 LS	5000 LS	5500 LS	5500 LS	6000 LS	6000 LS	6000 LS
ComSystems ½ LY	1 LY	3 LY					
Cost (MCR) 147	159	175	192	202	212	223	234

The FTL scout-fighter has proved to be one of the most effective patrol/torpedo-boat designs in general service. The Tech/9 I.P.A. version of the Nike has already been profiled in Seldon's StarShips I. Variant versions are in service in other interstellar navies, with the craft exhibiting comparable performance. The League 'Hornet' (EW/ECM -1, 5 LY slower), the Azuriach 'Vindicator' (5 LY slower), the Rauwoof 'Harrier' (EW/ECM -2), and the Avann ('Whistler') 'Thunderbird' (EW/ECM -3) are all the virtual equal of Terran scout-fighters, except that late Tech/10-11 and Tech/11 versions are not available.





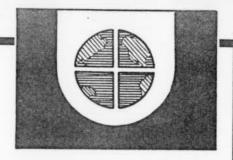
### FLEET CORVETTE

B	
Displacement12,500t	
Complement 140	
Astronauts20	
Technical 60	
Marines 60	
Sick Bay 10	
ColdSleep 20	
Cargo Bays 3600t	
Damage Control .Superior	

Powerplant. . . . AMC.25
Fuel Capacity . .25,000 u.
Fuel Cons . . . .125 u.
OverDrive . . . +6 u.
Atmospheric. . .7500 kmh
Atmos. Max . . .15,000 kmh
Boat Deck . . . x2 Launch
Hull Ftr. Bays. .x4 Ftr.

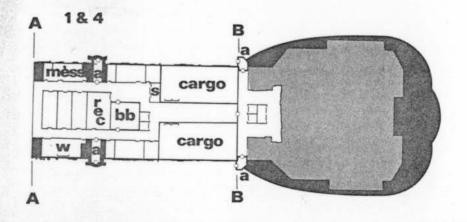
Main Battery . .4x2 N\*150 Rds./N\*150 . . .350 Sec. Battery . . .6x2 N\*25 Rds./N\*25 . . . .350 Torpedo Tubes .1x6 ST\*375 ST\*375/Tube . .8 ST\*157/Tube . .16

2000



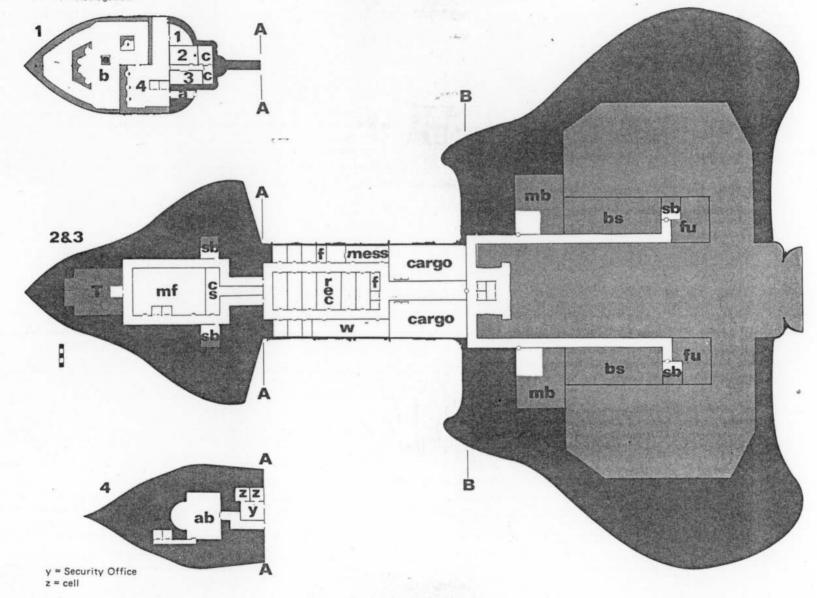
VESTA	PALLAS	CERES	TRITON	EUROPA	RHEA	JUNO	HYPERION
Tech Level 7	8	9	10	10	10-11	10-11	11
TISA Drive 200 LS	215 LS	230 LS	245 LS	250 LS	255 LS	260 LS	265 LS
TISA Cruise 200 LS	200 LS	200 LS	200 LS	200 LS	200 LS	200 LS	200 LS
Acceleration +25/+50 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS
FTL Drive 39 LY	42 LY	45 LY	48 LY	50 LY	52 LY	54 LY	56 LY
FTL Cruise 25 LY	27 LY	29 LY	31 LY	33 LY	34 LY	35 LY	36 LY
Damage Capacity 6875	7190	7500	7825	8125	8450	8750	9375
BattleScreen No.2	_	_	+16 3130	+17 3250	+18 3380	+19 3500	+20 3750
BattleScreen No.1+12 6875	+12 7190	+12 7500	+12 4695	+12 4875	+12 5070	+12 5250	+12 5625
BattleArmor +10	+10	+11	±11	+12	+12	+13	+13
Bridge Mk.VIII	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk.XIII
Aux. Bridge Mk.VI	Mk,VII	Mk.VIII	Mk.IX	Mk.IX	Mk.X	Mk.X	Mk.X
EW/ECM 13	14	15	16	17	17	18	18
Sensors	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6000 LS	6500 LS
ComSystems ½ LY	1 LY	3 LY					
Cost (MCR)	795	875	960	1000	1050	1100	1150

The corvette is the workhorse of the Terran StarForces and is used variously as a light assault transport, patrol craft, and picket boat. Its ample cargo bays can be easily converted for transport of troops as well as cargo. Drop-capsule racks are often fitted in the cargo bays for power armor assault, and a full company (120 men) can be discharged in a single atmosphere-grazing assault run at maximum atmospheric speed.





- 3 = Chart Room
- 4 = Astrogation



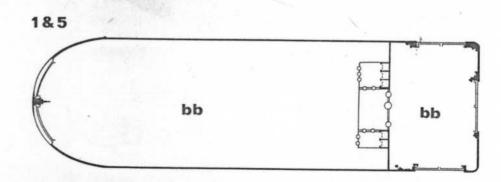
## DESTROYER.

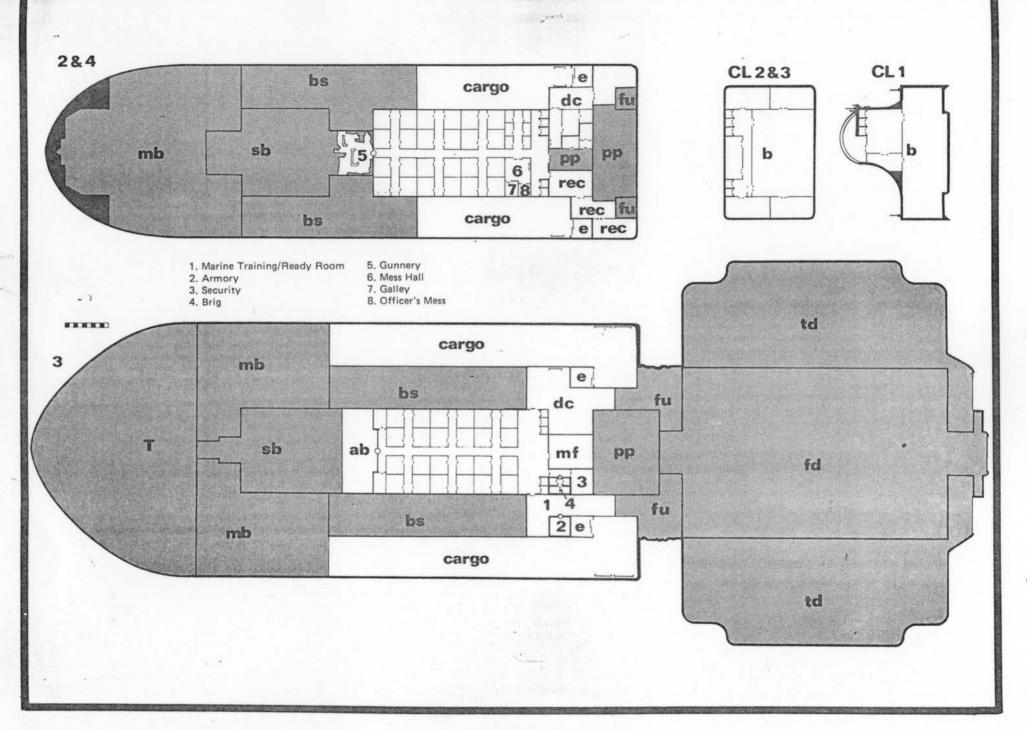
N. 100000

Displacement       .40,000t         Complement       .400         Astronauts       .50         Technical       .170         Marines       .180         Sick Bay       .15         ColdSleep       .25         Cargo Bays       .2000t         Damage Control       Compreh	Powerplant AMC.25  Fuel Capacity	Main Battery
--	----------------------------------	--------------

ACHERON Tech Level	STYX 8 190 LS 170 LS +15/+45 LS 36 LY 22 LY 23,000 +17 9200 +12 13,800 +17 Mk.X Mk.VIII	CHARON 9 210 LS 170 LS +15/+60 LS 39 LY 23 LY 24,000 +18 9600 +12 14,400 +18 Mk.XI Mk.IX 15	LETHE 10 220 LS 170 LS +20/+60 LS 42 LY 25 LY 25,000 +19 10,000 +12 15,000 +18 - Mk.XII Mk.X 16	CERBERUS 10 230 LS 170 LS +20/+60 LS 44 LY 26 LY 26,000 +20 10,400 +12 15,600 +19 Mk.XII Mk.X 17	HADES 10-11 240 LS 170 LS +20/+60 LS 45 LY 27 LY 27,000 +21 10,800 +12 16,200 +19 Mk.XIII Mk.XI	PERSEPHONE 10-11 245 LS 170 LS +20/+60 LS 47 LY 28 LY 28,000 +22 11,200 +12 16,800 +20 Mk.XIII Mk.XI	EREBUS 11 250 LS 170 LS +20/+70 LS 50 LY 30 LY 30,000 +23 12,000 +12 18,000 +20 Mk.XIV Mk.XII 18
			The state of the s	Mk.X	Mk.XI	Mk,XI	Mk.XII

The Terran destroyer is the smallest warship normally deployed during major fleet actions. These very fast light units have a powerful torpedo battery and excellent novagun armament, but they are still no match for major warships. Their role is to screen the fleet, scout the enemy, and attack transport and warships in their own general class. Other duties include commerce escort, patrol of the space lanes, and suppression of piracy. The destroyers are also equipped with drop-capsule racks and can discharge a one-company 'stick' per assault run. Additional troops may be embarked in cargo.





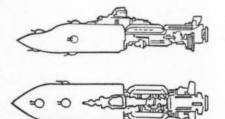
## DESTROYER LEADER

Displacement 60,000t	Powerplant AMC.25	Main Battery 6x2 N*250
Complement 525	Fuel Capacity 90,000 u.	Rds./N*250 1000
Astronauts60	Fuel Cons	Sec. Battery 12x2 N*50
Technical225	OverDrive +45 u.	Rds./N*501000
Marines	Atmospheric 7500 kmh	Torpedo Tubes 2x6 ST*375
Sick Bay 18	Atmos. Max 15,000 kmh	ST*375/Tube 30
ColdSleep25	Boat Deck x8 Launch	ST*157/Tube 30
Cargo Bays4575t	x6 Pinnace	Flight Deck 8000m <sup>3</sup>
Damage Control Compreh.	x1 Shuttle	



	HILLES I	HEKTOR	AENEAS	ULYSSES	HERCULES	THESEUS	PERSEUS	ARES
Tech Level 7		3	9	10	10	10-11	10-11	11
TISA Drive	LS	190 LS	205 LS	220 LS	225 LS	240 LS	245 LS	250 LS
TISA Cruise 170	LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration+15	/+30 LS -	+15/+45 LS	+15/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS	+20/+70 LS
FTL Drive	_Y :	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY	50 LY
FTL Cruise20 L	_Y :	22 LY	23 LY	25 LY	26-LY	27 LY	28 LY	30 LY
Damage Capacity 33,0	000	34,500	36,000	37,500	39,000	41,500	43,000	45,000
BattleScreen No.2 +18		+19 13,800	+20 14,400	+21 15,000	+22 15,600	+23 16,600	+24 17,200	+25 18,000
BattleScreen No.1 +14		+14 20,700	+14 21,600 -	+14 22,500	+14 23,400	+14 24,900	+14 25,800	+14 27,000
BattleArmor+20		+20	+21	+21	+22	+22	+23	+23
Bridge Mk.	1 X	Mk.XI	Mk.XII	Mk.XIII	Mk.XIII	Mk.XIV	Mk,XIV	Mk.XV
Aux. Bridge Mk.	VIII	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk,XII	Mk.XII	Mk,XII
EW/ECM		14	15	16	17	17	18	19
Sensors	0 LS 3	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500°LS
ComSystems ½ L	Υ .	1 LY	3 LY	3 LY	3 LY	3 LY	4 LY	5 LY
Cost (MCR)	0 4	4300	4750	4975	5225	5475	5750	6025

The Terran 'destroyer-leader' is actually a light cruiser type specially designed to accompany destroyer squadrons to provide additional firepower and support against enemy light units. Because of its considerable firepower and defensive strength, it is also much favored as a commerce escort. With two fully equipped Marine companies as a standard detachment and large cargo bays for additional troop transport, it can also double as a large assault transport. It has drop-capsule racks able to discharge two-company 'sticks' per assault run. It should be noted that the destroyer-leaders are the smallest Terran warships to be fitted with megabolt carronades in the main armaments turrets.



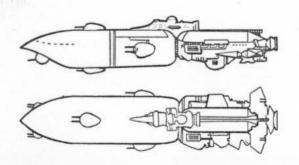
# LIGHT CRUISER

	1			
	VIII III			
	877-			
			- 188	
	/ WE			
	7			
				200
		5. 多种		

Displacement 100,000t	Powerplant AMC.25	Main Battery 6x2 N*300
Complement 1050	Fuel Capacity 150,000 u.	Rds./N*300 1000
Astronauts125	Fuel Cons	Sec. Battery 12x2 N*75
Technical445	OverDrive+50 u.	Rds./N*751000
Marines	Atmospheric 6000 kmh	Torpedo Tubes 2x6 ST*775
Sick Bay	Atmos. Max 15,000 kmh	ST*775/Tube
ColdSleep 50	Boat Deck x16 Launch	ST*157/Tube 30
Cargo Bays6000t	x10 Pinnace	Flight Deck 32,000m <sup>3</sup>
Damage Control Compreh.	x2 Shuttle	

ТҮСНО	SELENE	HEGATE	ASTARTE	ISHTAR	DIANA	ATHENE	<b>EXCALIBUR</b>
Tech Level 7	8	9	10	10	10-11	10-11	11
TISA Drive 180 LS	190 LS	205 LS	220 LS	225 LS	240 LS	245 LS	250 LS
TISA Cruise	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+40 LS	+10/+40 LS	+10/+50 LS
FTL Drive 30 LY	32 LY	34 LY	37 LY	39 LY	40 LY	42 LY	44 LY
FTL Cruise 18 LY	19 LY	20 LY	22 LY	23 LY	24 LY	25 LY	26 LY
Damage Capacity55,000	57,500	60,000	62,500	65,000	67,500	70,000	75,000
BattleScreen No.2 +19 22,000	+20 23,000	+21 24,000	+22 25,000	+23 26,000	+24 27,000	+25 28,000	+26 30,000
BattleScreen No.1 +15 33,000	+15 34,500	+15 36,000	- +15 37,500	+15 39,000	+15 40,500	+15 42,000	+15 45,000
BattleArmor +21	+22	+23	+24	+25	+25	+26	+26
BridgeMk.X	Mk.XI	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI
Aux. Bridge Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk,XIII	Mk.XIII
EW/ECM	14	15	16	17	17	18	19
Sensors	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems ½ LY	1 LY	3 LY	3 LY	3 LY	3 LY	4 LY	5 LY
Cost (MCR)	7725	8500	9350	9800	10,275	10,775	11,300

The 'light' cruiser is actually a vessel of considerable size, with a greater displacement than most merchantmen. While slightly slower in FTL drive than destroyer and corvette types, the light cruisers can fairly well keep pace with the 'wolves' of the fleet and are often deployed with destroyer formations. In addition to fleet scouting and screening duties, the light cruisers are often found in frontier areas 'showing the flag' and patrolling the spacelanes. They carry drop-capsule racks capable of discharging a two-company 'stick' per assault run, and their very ample cargo bays are able to carry a considerable number of troops or large quantities of equipment and supplies. Also, like all Terran cruiser types, they can carry up to two squadrons of Phantoms (32 starfighters) or lesser numbers of mixed craft.



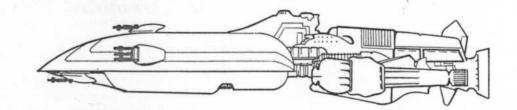
#### FLEET CRUISER

A.	
	*5,2

Powerplant AMC.25	Main Battery 6x3 N*400
Fuel Capacity 600,000 u.	Rds./N*400 2850
Fuel Cons	Sec. Battery A 12x2 N*125
OverDrive +150 u.	Rds./N*125 1500
Take-Off/Land G x 3000 u.	Sec. Battery B 12x2 N*75
Atmospheric 1200 kmh	Rds./N*751500
Boat Deck x20 Launch	Torpedo Tubes 3x6 ST*775
x20 Pinnace	ST*775/Tube50
x6 Shuttle	ST*157/Tube 50
x2 Lander	Flight Deck
	Fuel Capacity

	MARS	CENTAURUS	DENEBOLA	SIRIUS	VALAPION	BAAST	MIRA	ARCTURUS
Tech Level	7	8	9	10	10	10-11	10-11	11
TISA Drive	155 LS	165 LS	175 LS	190 LS	200 LS	205 LS	210 LS	215 LS
TISA Cruise	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS
Acceleration	+5/+15 LS	+5/+15 LS	+5/+20 LS	+5/+25 LS	+5/+25 LS	+5/+25 LS	+5/+25 LS	+10/+30 LS
FTL Drive	20 LY	21 LY	22 LY	23 LY	24 LY	25 LY	26 LY	28 LY
FTL Cruise	10 LY	10 LY	11 LY	11 LY	12 LY	12 LY	13 LY	14 LY
Damage Capacity	180,000	187,500	195,000	202,500	210,000	217,500	225,000	240,000
BattleScreen No.3		_	_	+28 67,500	+29 70,000	+30 72,500	+31 75,000	+32 80,000
BattleScreen No.2	+22 90,000	+23 93,750	+24 97,500 -	+25 67,500	+25 70,000	+26 72,500	+26 75,000	+27 80,000
BattleScreen No.1	+17 90,000	+17 93,750	+17 97,500	+17 67,500	+17 70,000	+17 72,500	+17 75,000	+17 80,000
BattleArmor	+31	+32	+33	+34	+35	+36	+37	+38
Bridge	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2	Mk.XV x2	Mk, XVI x2
Aux. Bridge	Mk.X	Mk.XI	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XV
EW/ECM	14	15	16	17	18	19	19	20 *
Sensors	2500 LS	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (MCR)	30,200	33,200	36,500	40,150	42,150	44,250	46,450	48,750

The Terran fleet cruiser has sometimes been described as a 'pocket battlestarship', for it mounts very heavy armament and battlestarship class screens and armor. As usual, the ships exhibit the classic Terran compromise between speed and powerful guns and defenses. Until the appearance of the mighty Concordat battlecruisers, the 'fleets' had the duty of providing a strong naval presence in troubled regions by 'showing the flag' as a reminder to would-be enemies that Terra possesses both the will and the means to maintain the Pax Terralis. In fleet actions, these powerful capital ships are given the mission of engaging and driving off enemy light forces and of finishing off crippled ships of the line.



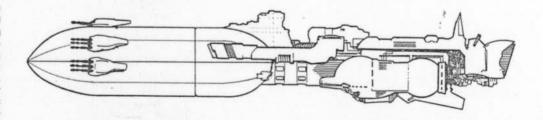
# CONCORDAT BATTLECRUISER

Displacement 500,000t	Powerplant AMC.25	Main Battery 6x3 N*500
Complement	Fuel Capacity 1,000,000 u.	Rds./N*5005000
Astronauts 500	Fuel Cons 5000 u.	Sec. Battery A 16x2 N*150
Technical	OverDrive +250 u.	Rds./N*150 1500
Marines	Take-Off/Land G x 5000 u.	Sec. Battery B 16x2 N*75
Sick Bay 175	Atmospheric 1200 kmh	Rds./N*751500
ColdSleep 500	Boat Deck x30 Launch	Torpedo Tubes4x6 ST*775
Cargo Bays 18,500t	x30 Pinnace	ST*775/Tube50
Damage Control StarFleet	×12 Shuttle	ST*157/Tube50
	-×2 Lander	Flight Deck



ALDEBARA	AN PROCYON	REGULUS	FORMALHAUT	VEGA	BRITANNIA	ALTAIR
Tech Level 9	10	10	10-11	10-11	11	11
TISA Drive175 LS	185 LS	195 LS ·	200 LS	205 LS	210 LS	215 LS
TISA Cruise	110 LS	110 LS	110 LS .	110 LS	110 LS	110 LS
Acceleration +5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+20 LS	+5/+25 LS	+10/+30 LS
FTL Drive 22 LY	23 LY	24 LY	25 L'Y	26 LY	27 LY	28 LY
FFL¹Cruise 11 LY	11 LY	12 LY	12 LY	13 LY	13 LY	14 LY
Damage Capacity325,000	337,500	350,000	362,500	375,000	387,500	400,000
BattleScreen No.3 +29 108,335	+30 112,500	+31 116,665	+32 120,835	+33 125,000	+34 129,165	+35 133,335
BattleScreen No.2 +26 108,33!		+28 116,665	+29 120,835	+29 125,000	+30 129,165	+30 133,335
BattleScreen No.1 +19 108,33!	+19 112,500	+19 116,665	+19 120,835	+19 125,000	+19 129,165	+19 133,335
BattleArmor+38	+39	+40 _	+41	+42	+43	+44
BridgeMk.XII x2	Mk.XIII ×2	Mk.XIV x2	Mk,XIV x2	Mk.XV x2	Mk.XVI x2	Mk.XVI x2
Aux. Bridge Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI	Mk.XVI
EW/ECM 16	17	18	19	19	20	20
Sensors 5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS	7500 LS
ComSystems 3 LY	3 LY	3 LY	4 LY	4 LY	5 LY	5 LY •
Cost (MCR) 69,000	72,450	76,075	79,875	83,850	88,000	92,400

Designed and laided down in the last decades before the end of the Terran Union, the battlecruiser was Terra's answer to the dramatic build-up of Azuriach naval strength. It is a very heavy fleet cruiser with battlestarship armaments and armor, capable of engaging major warships in closely fought gun actions and emerging the victor. Possessed of a tactical speed little less than that of many light units, the battlecruiser is able to pick its tactics, either standing off to pound light opponents with its heavy calibre novaguns or else proceeding at high speed to fall upon the enemy and finish him off quickly with the devastating fire of her megabolt carronades. When faced by a more powerful opponent, the great speed of the battlecruiser can again be used to good effect to elude traps and to evade enemy fire, while delivering a powerful broadside of her own. It is little wonder that the battlecruiser has become the scourge of the screening forces and cruiser squadrons of Terra's enemies. Note: The IRSOL have recently begun to build the Lorane, a battlecraft which so closely approximates the Formalhauts and Vegas as to be their virtual



## BATTLESTARSHIP.

 Displacement
 .575,000t

 Complement
 .4700

 Astronauts
 .500

 Technical
 .2100

 Marines
 .2100

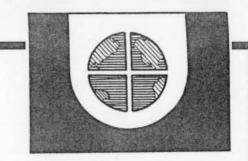
 Sick Bay
 .175

 ColdSleep
 .500

 Cargo Bays
 .18,500t

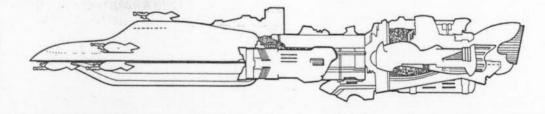
 Damage Control
 .StarFleet

Powerplant AMC.25	Main Battery 6x3 N*600
Fuel Capacity 1,150,000 u.	Rds./N*600 5000
Fuel Cons	Sec. Battery A 16x2 N*150
OverDrive +290 u.	Rds./N*150 1500
Take-Off/Land G x 5750 u.	Sec. Battery B 16x2 N*75
Atmospheric 1200 kmh	Rds./N*751500
Boat Deck x30 Launch	Torpedo Tubes 4x6 ST*775
x30 Pinnace	ST*775/Tube50
x x12 Shuttle	ST*157/Tube50
x2 Lander	Flight Deck 64,000m <sup>3</sup>



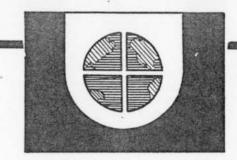
SOL	REPUBLIC	SABIK	ALGOL	DORADUS	ANDROMEDA	ORION	PLEIADES
Tech Level 7	8	9	10	10	10-11	10-11	11
TISA Drive 120 LS	130 LS	140 LS	150 LS	160, LS	165 LS	170 LS	175 LS
TISA Cruise 110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS
Acceleration +5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive 13 LY	14 LY	15 LY	16 LY	17 LY	18 LY	19 LY	20 LY
FTL Cruise 5 LY	6 LY	6 LY	6 LY	7 LY	7 LY	8 LY	8 LY
Damage Capacity375,000	390,000	405,000	420,000	435,000	450,000	465,000	480,000
BattleScreen No.3+28 125,000	+29 130,000	+30 135,000	+31 140,000	+32 145,000	+33 150,000	+34 155,000	+35 160,000
BattleScreen No.2 +25 125,000	+26 130,000	+27 135,000	- +28 140,000	+29 145,000	+30 150,000	+31 155,000	+32 160,000
BattleScreen No.1 +20 125,000	+20 130,000	+20 135,000	+20 140,000	+20 145,000	+20 150,000	+20 155,000	+20 160,000
BattleArmor+43	+44	+45	+46	+47	+48	+49	+50
BridgeMk.X1 x2	Mk.XII x2	Mk.XII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2	Mk.XV x2	Mk.XVI x2
Aux. Bridge Mk.XI	Mk.XII	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI
EW/ECM 14	15	16	17	18	19	19	20 .
Sensors	4000 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems 1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (MCR) 69,700	76,650	84,325	92,750	97,375	102,250	107,675	112 725

For many years the mainstay of the Terran BattleFleet, the 575,000t battlestarship has had a long and illustrious career in the annals of interstellar conflict. Although eclipsed by the immensely powerful Concordat battlestars, the battlestarship has remained one of the most powerful second class line-of-battle units serving anywhere and still constitutes much of the strength of the Terran battle squadrons.



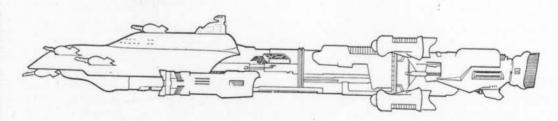
## CONCORDAT BATTLESTAR

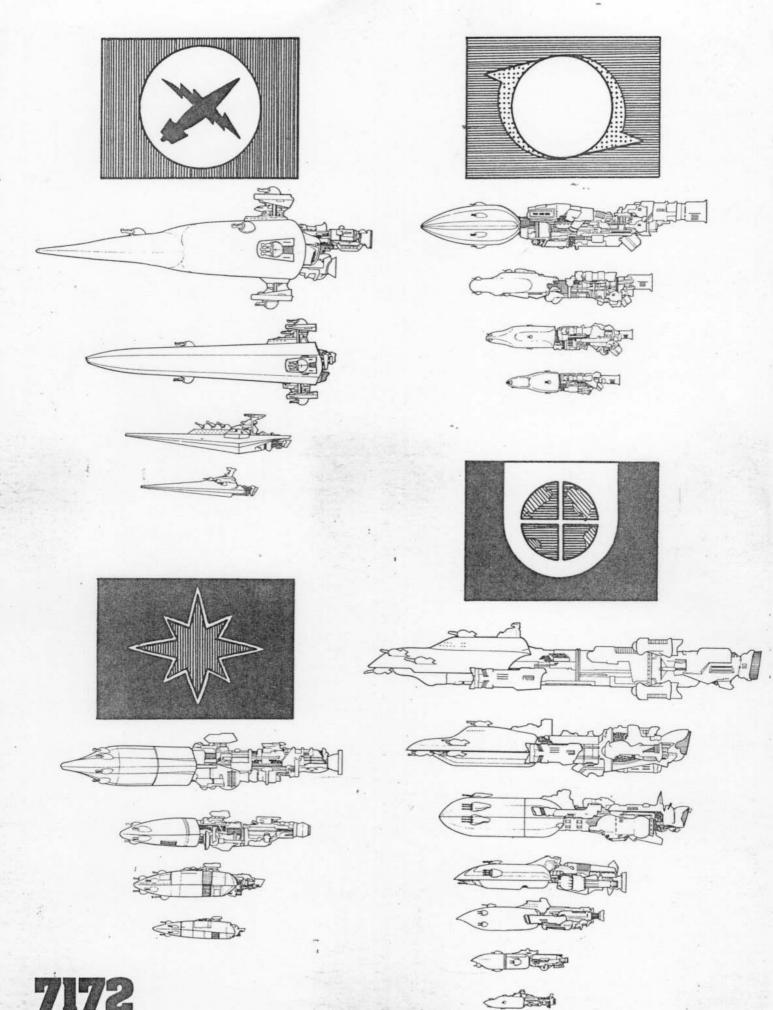
Displacement       .1,250,000t         Complement       .10,550         Astronauts       .1250         Technical       .5000         Marines       .4300         Sick Bay       .375         ColdSleep       .1000         Cargo Bays       .40,000t	Powerplant AMC.25  Fuel Capacity	Main Battery



ALLIANCE	UNION	ENTENTE	COVENANT	FEDERATION	TELLUS
10	10	10-11	10-11	11	11
120 LS	130 LS	140 LS	145 LS	150 LS	155 LS
80 LS	80 LS	80 LS	80 LS	80 LS	80 LS
+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS
16 LY	17 LY	18 LY	19 LY	20 LY	21 LY
6 LY	7 LY	7 LY	8 LY	8 LY	8 LY
937,500	975,000	1,012,500	1,050,000	1,087,500	1,125,000
+31 312,500	+32 325,000	+33 337,500	+34 350,000	+35 362,500	+36 375,000
+28 312,500	+29 325,000	+30 337,500	+30 350,000	+31 362,500	+31 375,000
+20 312,500	+20 325,000	+20 337,500	+20 350,000	+20 362,500	+20 375,000
+53	+54	+55	+56	+57	+58
Mk.XIII x2	Mk.XIV x2	Mk,XIV x2	Mk,XV x2	Mk.XVI x2	Mk.XVI x2
Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI	Mk.XVI
17	18	19	19	20	20
5500 LS	6000 LS	6500 LS	7000 LS	7500 LS	7500 LS
3 LY	3 LY	4 LY	4 LY	5 LY	5 LY
241,500	253,500	266,250	279,500	293,400	308,000
	10 120 LS 80 LS +5 LS 16 LY 6 LY 937,500 +31 312,500 +28 312,500 +20 312,500 +53 Mk.XIII ×2 Mk.XIII 17 5500 LS 3 LY	10 10 120 LS 130 LS 80 LS 80 LS +5 LS +5 LS 16 LY 7 LY 937,500 975,000 +31 312,500 +29 325,000 +28 312,500 +20 325,000 +53 +54 Mk.XIII ×2 Mk.XIV ×2 Mk.XIII Mk.XIV 17 18 5500 LS 6000 LS 3 LY 3 LY	10 10 10 10-11 10-	10 10 10 10-11 10-11 120 LS 130 LS 140 LS 145 LS 80 LS 80 LS 80 LS 80 LS +5 LS +5 LS +5 LS +5 LS 16 LY 17 LY 18 LY 19 LY 6 LY 7 LY 7 LY 8 LY 937,500 975,000 1,012,500 1,050,000 +31 312,500 +32 325,000 +33 337,500 +34 350,000 +28 312,500 +29 325,000 +30 337,500 +30 350,000 +20 312,500 +20 325,000 +20 337,500 +20 350,000 +53 +54 +55 +56 Mk,XIII ×2 Mk,XIV ×2 Mk,XIV ×2 Mk,XIV ×2 Mk,XIII Mk,XIV Mk,XIV Mk,XIV Mk,XV 17 18 19 19 5500 LS 6000 LS 6500 LS 7000 LS 3 LY 3 LY 4 LY	10 10 10-11 10-11 11 120 LS 130 LS 140 LS 145 LS 150 LS 80 LS 80 LS 80 LS 80 LS 80 LS +5 LS +5 LS +5 LS +5 LS +5 LS 16 LY 17 LY 18 LY 19 LY 20 LY 6 LY 7 LY 8 LY 8 LY 937,500 975,000 1,012,500 1,050,000 1,087,500 +31 312,500 +32 325,000 +33 337,500 +34 350,000 +35 362,500 +28 312,500 +29 325,000 +20 337,500 +20 350,000 +20 362,500 +53 +54 +55 +56 +57 Mk.XIII ×2 Mk.XIV ×2 Mk.XIV ×2 Mk.XV ×2 Mk.XVI ×2 Mk.XIII Mk.XIV Mk.XIV Mk.XV Mk.XVI 17 18 19 19 20 5500 LS 6000 LS 6500 LS 7000 LS 7500 LS 3 LY 3 LY 4 LY 4 LY 5 LY

After being grievously mauled in several campaigns by the Azuriach Irresistable and Triumph class superdreadnoughts, Terra found the answer in the most powerful warships ever to be launched. Each of these great, kilometer-long warships is the virtual equal of a division of lesser battlestarships in most other fleets, and up to two full squadrons of starfighters can be embarked, as well as a fully equipped Marine regiment. The battlestars have not earned their popular nickname as 'Federation PeaceKeepers' for nothing; and Terran reppresentatives have often exercised the quintessence of 'gunboat diplomacy' by quietly asking whether a belligerent government would prefer a brief visit by a squadron of 'PeaceKeepers' to discussion and peaceful settlement of differences.





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