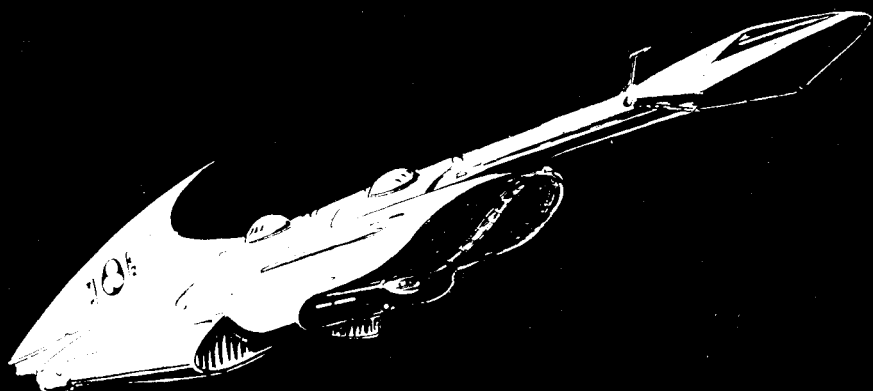


Freedonian Aeronautics and
Space Administration

Adventure Class Ships
Vol. 1



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Approved For Use with Traveller

Freedonian Aeronautics and
Space Administration
Office of Information

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AVIAN

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BY ORDER OF THE ADMINISTRATOR

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Assistant to the Administrator

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Traveller is Game Designer's Workshop's trademark for its role-playing game of science fiction adventure in the far future. The Traveller trademark and selected materials are used under license.

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Chatl Class

Leader Scout	SL-11535C1-730000-30000-0	MCr 119.24	150 tons
Batteries bearing 1	1	TL=14	
Batteries	1	Crew = 2	
Passengers = 3	Cargo = 2	Fuel = 83	EP = 7.5
		Agility = 2	Troops = 0

Tonnage: 150 tons (standard).

Crew: 1 officer, 1 rating.

Performance: Jump-5, 3-G, Power Plant-5. 7.5 EP. Agility 2.

Electronics: Model/3fib computer.

Hardpoints: One hardpoint.

Armaments: Two lasers organized into one battery.

Defenses: Armored hull (factor-7). One sandcaster functioning as one battery.

Craft: None.

Fuel Treatment: Fuel scoops installed. No purification plant.

Cost: MCr 149.05 standard. MCr 119.24 in quantity.

Construction Time: 11 months singly. 8 months in quantity.

Comments: The *Chatl* class leader scout was adapted by the Zhodani Navy from the basic design of their 150 ton courier. Its main purpose is to rapidly transfer admirals and orders to where they are most needed. It performs well in that role, but concern for its passengers' safety is still a major consideration. Few have been built. Being vulnerable to attack by even small ships, its survival depends on avoiding rather than defeating the enemy. An armored hull and sandcaster provide at best moderate protection against ships likely to be encountered in a war situation.

It has modest, though comfortable, staterooms for one admiral and two of his attendants. Admirals are willing to travel in these ships to transfer commands and relay orders, but time on board is kept to a minimum. Even with its flaws, the leader scout is an invaluable aid to the successful completion of major fleet strategy.

Details: This ship has two decks. The bow is filled with Avionics gear with the bridge and computer immediately aft of it. The computer controls the sandcaster which is located on the engineering deck beneath it. Aft of the bridge is the galley (located on the starboard side), ship's lockers, and main airlock (on the port side). Immediately behind is the passenger's quarters which have single beds. Aft of them is the laser turret console, two engineering consoles which are used when standing, in the stern airlock.

The engineering deck has the two crew staterooms which share a head and have single beds. It also includes an engineering console.

Zhodani Leader Scout

Maru Class

Merchant MH-54221431-000000-40000-0 MCr 144.20 500 tons
Batteries bearing 5 TL=15
Batteries 5 Crew = 9
Passengers = 7 Low Berths = 14 Cargo = 180 Fuel = 120 EP = 20 Agility = 0

Tonnage: 500 tons (standard).
Crew: 9
Performance: Jump-2. 1-G. Power Plant-4. 20 EP. Agility 0.
Electronics: Model/3 computer.
Hardpoints: Five hardpoints.
Armaments: Five triple beam laser turrets firing independently.
Defenses: None.
Craft: One standard lifeboat.
Fuel Treatment: None.
Cost: MCr 180.25 standard. MCr 144.20 in quantity.
Construction Time: 14 months.

Comments: The *Maru* is a fairly standard merchant ship. With its 180 ton capacity and jump-2 capability, it can go just about anywhere carrying a large amount of cargo. Its main drawback is a limited space for passenger accommodations and facilities.

Even so, the *Maru* class is still popular among merchant captains. Its five triple laser turrets provide an adequate offense and limited defense. Ships which are traveling in troubled areas usually sacrifice cargo area for armor protection. Twenty tons of cargo space can be sacrificed for an armor factor of five. This fairly inexpensive ship has been built, with slight modifications, throughout known space. It is a common encounter wherever traders travel.

Details: The upper deck contains the bridge, computer, low berths, and the bulk of the crew's staterooms. The lower deck houses the lounge and galley, the bulk of the passenger staterooms and the lifeboat.

Four of the laser turrets are accessible only through the gunner's staterooms. This provides a measure of security for these powerful weapons. The fifth turret is accessible through a deck hatch in the lounge area.

Valor Class

Missile Corvette LM-44469E2-B00000-00003-0 MCr 300.08 400 tons
Batteries bearing 4 TL=15
Batteries 4 Crew = 11
Passengers = 0 Cargo = 5 Fuel = 196 EP = 36 Agility = 6 Troops = 0

Tonnage: 400 (standard).
Crew: 3 officers, 8 ratings.
Performance: Jump-4, 6-G. Power Plant-9. 36 EP. Agility 6.
Electronics: Model/5fib computer.
Hardpoints: Four hardpoints.
Armament: Four triple missile turrets organized into four separate batteries.
Defenses: Armored hull (factor 11).
Craft: None.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr: 375.1 standard. MCr 300.08 in quantity.
Construction Time: 16 Months singly. 11 months in quantity.

Comments: The *Valor* class missile corvette is a relatively new ship, with only about 200 completed to date. Few have reached The Spinward Marches as of yet, and those that have were assigned to escort duty with ships in the 2 - 3 kton range.

The *Valor* class was designed to operate most efficiently at long range, staying there throughout the course of the engagement. Its primary weapon is the nuclear missile, which is launched from its four batteries of triple missile turrets and is highly effective against lightly defended ships. A large supply of HE missiles is also carried for use particularly against ships equipped with nuclear dampers.

Details: This ship has four levels. The bridge is located on the top level of the bow section of the ship. Manuever Deck A is located above the stern section and contains an engineering console.

Located in the tip of the bow of the main hull is the Avionics section. Immediately aft are the three officer's staterooms, each with a single bed and head, the ship's locker and a storage closet. On the starboard side amid ships is located the main airlock and two crew staterooms, each with one bunk bed and one single bed. On the port side is located the galley and another crew stateroom, including one bunk bed. In the stern of the ship on all four decks are located engineering console.

Behind the midships on the main hull and engineering deck, are the four missile turret consoles. In the center are located elevators which feed missiles from the missile storage areas to the turrets. The missile storage areas are located on the engineering deck of midships on both the starboard and port side.

This ship is unusually cramped for an Imperial Naval vessel with very little recreational space.

Ninz Class

Scout S-1122221-600000-00003-0 MCr 43.455 100 tons
 Batteries bearing 1 TL = 14
 Batteries 1 Crew = 2
 Passengers = 8 Cargo = 6 Fuel = 22 EP = 2 Agility = 2 Air/Raft = 1

Tonnage: 100 tons (standard).
 Crew: 2 scouts.
 Performance: Jump-2, 2-G, Power Plant-2, 2 EP, Agility 2.
 Electronics: Model/2 computer.
 Hardpoints: One, Provision for one triple weapons mount.
 Armaments: One triple missile turret operating as one battery.
 Defenses: Armored Hull (factor-6).
 Craft: One 6 ton Air/Raft.
 Fuel Treatment: Fuel scoops installed. No purification plant.
 Cost: MCr 61.65 standard. MCr 43.455 in quantity.
 Construction Time: 10 months singly; 7 months in quantity.

Comments: As with its Imperial counterpart, the Zhodani Type S scout is a tried design that performs many duties. The scouts are used for passenger transfer, as couriers, for survey, and to gather intelligence.

Scouts are often attached to large war fleets, but some scout squadrons also operate independently. The *Ninz* class scout, to which the above information refers, is specifically a scout meant to be used in war. It is used extensively for patrols, and it has an armored hull to prolong its life in battle.

No exact number is known, but there must be thousands of standard Type S scouts in Zhodani service. Because it is relatively new, the *Ninz* class scout probably only accounts for no more than 20% of that number.

Ships in the *Ninz* class so far encountered seem to be named after admirals with many years of service.

Details: The bridge of the ship is in the bow with a sunken console for the turret immediately aft of it. To the starboard side of the turret console are the crews staterooms with single beds and a head. Aft of the crews' staterooms are the passengers' stateroom and the ship's locker. All of the passengers' staterooms have bunk bed and share a common head.

On the port side of the turret console is another passenger stateroom in the galley, with the two other passenger staterooms immediately behind. The pantry is located between those two staterooms. Aft of the pantry is the engineering section with consoles which are used when standing.

In general, the quarters are cramped and utilitarian, with only the galley area for recreation.

Condor Class

System
 Defense Boat DA-5106AF2-F00000-46309-0 MCr 322.32 500 tons
 Batteries deployed 111 1 TL=15
 Batteries 111 1 Crew = 11
 Passengers = 0 Low Berths = 2 Cargo = 45 Fuel = 50 EP = 50 Agility = 6 Troops = 7

Tonnage: 500 tons (standard).
 Crew: 3 officers, 8 ratings.
 Performance: Jump-0, 6-G, Power Plant-A, 50 EP, Agility 6.
 Electronics: Model/6fib computer.
 Hardpoints: 50 ton weapons bay and five hardpoints.
 Armaments: One 50 ton missile bay. One triple beam laser turret. Two double fusion gun turrets firing as one battery. Two particle accelerator turrets firing as one battery.
 Defenses: Armored hull (factor-F).
 Craft: One 20 ton launch.
 Fuel Treatment: Fuel scoops installed with a double capacity purification plant.
 Cost: MCr 402.9 standard. MCr 322.32 in quantity.
 Construction Time: 10 Months (on Freedonia [0207 Inverness/Far Frontiers] only).

Comments: The Freedonian *Condor* class system defense boat is a very heavily armed and armored fighting craft. Built to give and take punishment, the ship fits the system defense boat role perfectly. The version noted above is primarily built for export to systems friendly to the ruling Freedonian oligarchy. Although the exact number of ships built and delivered is classified, they are fairly common on rich or important planets in the Inverness region of the Far Frontiers Sector.

Details: The first thing one notices when coming aboard a *Condor* class ship is the luxurious interior; the facilities and accommodations are like that expected on a yacht. Each crew member has his own large state room. A large dining room and lounge occupy almost a third of the upper deck. The central pillar in the lounge houses fire control for the fusion gun battery, the particle accelerator battery, and access to the laser turret. It also contains the ladder down to the 2nd deck. When the ship is not in action, all of this gear is hidden. The second deck has extensive communications and detection gear located forward. Midships are missile bay support areas and the airlocks and EVA prep sections, with the 20 ton launch immediately aft of this section. As SDB *Condor* class ships are frequently called upon to conduct customs searches on incoming ships, the launch and extensive EVA equipment helps fulfill this obligation.

The lower or third deck houses the fuel scoops and purification plants, the missile bay, and cargo bay. The fuel refining capability and storage capacity give *Condor* class ships a very long operating life away from base. For system defense boats, this is essential.

Zhodani Type S Scout

Freedonian System Defense Boat

Chameleon Class

Commerce Raider AR-81337E2-A00000-40509-0 MCr 443.6 800 tons

Batteries bearing 1 1 1 TL=15

Batteries 1 1 1 Crew = 15

Low Berths = 4 Cargo = 100 Fuel = 290 EP = 50 Agility = 3 Troops = 10

Tonnage: 800 tons (standard).

Crew: 15. 10 troops.

Performance: Jump-3. 3-G. Power Plant-7. 50 EP. Agility 3.

Electronics: Model/5fib computer.

Hardpoints: One fifty ton weapons bay and five hardpoints.

Armaments: One fifty ton missile bay. Four particle accelerator barbettes firing as one battery. One triple beam laser turret.

Defenses: Armored hull (factor-A).

Craft: None.

Fuel Treatment: Fuel scoops installed. No purification plant.

Cost: MCr 554.5 standard. MCr 443.6 in quantity.

Construction Time: 24 months.

Comments: Every pirates dream is to own and operate a ship like this. Code named *Chameleon* by law enforcement authorities, a single ship of this class of commerce raiders can easily take on any regular merchant of up to 2,000 tons. Its heavy armaments cause most merchant captains to give up upon contact.

Details: The upper deck contains most of the living quarters. The twelve state-rooms can berth up to 24 crew members. Each stateroom is furnished with a bunkbed, a storage desk and the usual combination wardrobe-sanitary closet. Larger rooms will usually have an extra cabinet. In the forward section of this deck are the four particle accelerator barbettes. They are mounted athwartships and usually fire forward. Access to the sole laser turret is through the central stairway. Aside from the engineering spaces, the only other feature on this deck is the three storage lockers. These can hold anything from weapons to extra personal effects.

The main deck has the bridge, which is always manned, the computer, sick bay, and galley. The recreation space on this ship is very limited. Meals are prepared and stored in the galley and are eaten forward in the only common area on the ship. The large number of airlocks enables pirates to swarm around and aboard any victim's craft. A large EVA prep and storage room provides vacc suits and jet packs.

The lower deck contains the cargo bay and the missile bay. The cargo bay has three large access doors for quick loading. When there is space available, most off duty crew members can be found here.

Zhdits Class

Destroyer Escort DE-4426A52-000000-40000-0 MCr 352.72 400 tons

Batteries bearing 4 TL=14

Batteries 4 Crew = 12

Passengers = 0 Cargo = 0 Fuel = 200 EP = 40 Agility = 6 Troops = 0

Tonnage: 400 tons (standard).

Crew: 3 officers, 9 ratings.

Performance: Jump-4. 6-G. Power Plant-10. 40 EP. Agility 5.

Electronics: Model/5fib computer.

Hardpoints: Four hardpoints.

Armament: Four triple beam laser turrets organized into four batteries.

Defenses: None.

Craft: None.

Fuel Treatment: Fuel scoops installed. No purification plant.

Cost: MCr 440.9 standard. MCr 352.72 in quantity.

Construction Time: 16 months singly; 12 months in quantity.

Comments: The *Zhdits* class destroyer escort is an old Zhodani design based on a outdated concept. The ship was meant to be used in a completely offenseve role along the side of a destroyer. It was hoped that the enemy would be defeated before any great damage could come to the escorts.

Built between the Third and Fourth Frontier Wars, many of the *Zhditz* class were lost in combat. Because they lacked armor, Imperial fighters were able to handle the escorts while the escorts could not protect their destroyers.

Of the estimated thousand *Zhdits* class destroyer escorts built by Zhodani naval yards, only about 200 are still in service, mainly near the Consulate border with the Vargr Extents. Rarely seen operating alone in patrol duties, the most common role of the *Zhdits* class is in minor fleets, where the ship's dozen lasers are used in the anti-missile role to protect destroyers.

Details: The Bridge Deck is full of computer and avionics gear as well as having the three top mounted turret controls.

The bow of the Main Hull contains the captain's quarters. Directly behind, to the starboard side are the two other officer's staterooms. All of the officer's state-rooms have a single bed, desk and head. On the port side is storage for food and supplies. The turret controls located in the center of the center of the passage control the bottom mounted laser turret. Four crew staterooms are on this deck. Three of them contain a bunkbed, desk and two cabinets. The fourth has a bunkbed and a single bed but no desk.

The Engineering Deck contains three engineering consoles made for use while standing.

Note: The laser turret controls used on the *Zhdits* Class Destroyer Escorts are outdated models. They are very large due to the mechanisms that actually spin the seat and controls in sinc with the turret externally. This was done in the hopes that the gunner will have a better feeling for the gun's relation to the ship.

Commerce Raider

Zhodani Destroyer Escort

Desiree Keah Class

Yacht YN-4141331-000000-00000-0 MCr 179.04 400 tons
TL = 15
Crew = 10
Passengers = 15 Low Berths = 2 Cargo = 24 Fuel = 170 EP = 12 Agility = 1

Tonnage: 400 tons (standard).
Crew: 10
Performance: Jump-4. 1-G. Power Plant-3. 12 EP. Agility 1.
Electronics: Model/3 computer.
Hardpoints: Two hardpoints.
Armaments: None.
Defenses: None.
Craft: One thirty ton ship's boat. Two six ton pressurized Air/Rafts.
Fuel Treatment: None.
Cost: MCr 223.8 standard. MCr 179.04 in quantity.
Construction Time: 16 months.

Comments: *The Desiree Keah* yachts are in a class by themselves. Its most striking feature is the two deck open space in the forward third of the ship. The 21 staterooms are exquisitely appointed. The service of the five stewards emphasizes the elegant luxury of the ship. Additional features include two pressurized air rafts and a ship's boat. This allows planetary excursions at whatever locations this jump four ship should choose.

Details: The main deck's largest feature is the forward recreation space. Over two decks high and with transparent bulkheads, it makes for a spectacular space. Any arrangement of furniture can be provided. From formal dinners to sporting events can be staged here. Balls, parties, and other entertainment functions are all provided for. The galley is located on the starboard side. Located opposite it are two store rooms which contain most of the furniture and other equipment not in use at the time. Just aft of the space is the bridge of the ship. The pilot and navigator's consoles are located here, as well as the ship's computer. Filling out the deck are staterooms, the cargo bay, the ship's boat bay, engineering spaces, lockers, and the main air lock. The upper deck contains the bulk of the staterooms, including the owner's grand stateroom, sick bay, and access to the air rafts and ship's boat. The forward staterooms open onto a balcony which overlooks the recreation area. There are stairways on each side of the ship leading down to the main deck. The owner's stateroom is one of the largest in space. Some of the furnishings in this stateroom are a double bed, a gaming table, a bar and a desk. The owner also has private access to the ship's boat.

The only drawback to this ship is its defenselessness. It has no weapons or armor. However, with minor modifications, two turrets may be installed in the hard points.

Stedlas Class

System
Defense Boat SB-4106BE2-E00000-00203-0 MCr 502.19 400 tons
Batteries bearing 1 2 TL = 14
Batteries 1 2 Crew = 10
Magazine = 10 Fuel = 44 EP = 44 Agility = 6 One fighter

Tonnage: 400 tons (standard).
Crew: 3 officers, 6 ratings.
Performance: Jump-0. 6-G. Power Plant-11. 44EP Agility 6.
Electronics: Model/5fib computer.
Hardpoints: Four hardpoints.
Armament: Two particle accelerator barbettes operating as one battery.
Two triple missile racks operating as two batteries.
Defenses: Armored hull (factor-14).
Craft: One 50 ton heavy fighter.
Fuel Treatment: Fuel scoops installed. No purification plant.
Cost: MCr 627.74 standard. MCr 502.19 in quantity.
Construction Time: 16 months singly; 12 months in quantity.

Comments: The streamlined-needle *Stedlas* class system defense boat is a common Zhodani built system defense boat. Because of its expense, it is used only at important systems. The hull is heavily armored, typical of most system defense boats.

A large supply of food and missiles, along with the ability to refuel itself, allows the boat to operate for months at a time without having to return to its base. The *Stedlas* system defense boat can be deployed on planetary surfaces, and its particle barbettes can be used to damage ships that are not agile.

Details: The bridge has three command consoles with the computer installed in them.

The three officers reside on the deck just below the bridge. Each stateroom contains a single bed, desk, and a head.

In the bow of the Main Hull is the particle accelerator. The nose contains the avionics gear. A long crawl space eventually leads to the Main Hull proper. Directly inside the hatch is the turret controls for the particle accelerator. Behind this is the galley. On the *Stedlas* Class System Defense Boat, space is very tight, thus the galley is little more than a hot plate. Through the iris valve is the common head for the crew and to the starboard is a crew members stateroom. All three crew staterooms have a bunkbed, a desk, and a couple of cabinets. On either side of the lift are the missile turrets controls. The ladder going up from the engineering section of this deck leads to the fighter which is positioned piggy backed on the system defense boat.

The missile deck contains both missile storage and launching facilities which are controlled from the deck above. The forward section of this deck has storage for food and shipboard supplies.

Private Yacht

Zhodani System Defense Boat

Lucifer Class

Destroyer Escort DE-4446BE2-C00000-06003-0 MCr 320.8 400 tons
 Batteries bearing 1 2 TL=15
 Batteries 1 2 Crew = 10
 Passengers = 0 Cargo = 3 Fuel = 204 EP = 44 Agility = 6 Troops = 0

Tonnage: 400 (standard).
 Crew 3 officers, 7 ratings.
 Performance: Jump-4. 6-G. Power Plant-11. 44 EP. Agility 6.
 Electronics: Model/5fib computer.
 Hardpoints: Four hardpoints.
 Armament: Two double fusion gun turrets organized into one battery. Two triple missile turrets organized into two separate batteries.
 Defenses: Armored hull (factor-12).
 Craft: None
 Fuel Treatment: Fuel scoops installed. No purification plant.
 Cost: MCr 401.00 standard. MCr 320.8 in quantity.
 Construction Time: 16 months singly. 11 months in quantity.

Comments: The *Lucifer* class destroyer escort is a common ship, of which some 3,000-4,000 have been built to date. Most are serving as escorts for destroyers in the 3 - 5 kton range. It has proven itself capable in its primary role of escort, prompting the nickname "one helluva ship." It has jump-4 and 6-G maneuver, allowing it to keep up with most fleets in combat.

It is an agile ship, heavily-armored, and heavily-armed. It is equipped with three batteries of turret weaponry which can be effective at either range. At long range, the ship's large complement of nuclear and HE missiles are used to maximum effect, while at short range, its battery of four fusion guns takes over. Their high USP code rating of six will produce many critical hits on small ships.

The *Lucifer* class is routinely assigned to garrison or patrol duties and will occasionally be assigned to run special errands on detached duty.

Details: There are four levels to this ship, with the bridge being the top level. Immediately beneath the bridge, in the forward area of the quarters deck, are the three officers' staterooms with single beds and individual heads. After the officers' quarters are the main airlock and the ship's locker. The galley is on the port side aft of the ship's locker and one of the crew's staterooms is on the starboard side. Including a single bed and a bunk bed. The two triple missile turret consoles are in the aft section of the quarters deck. The forward section of engineering deck A contains a console for the Fusion Gun Turret and two crews' staterooms (each with a bunk bed).

Engineering Deck B and the stern section of Engineering Deck A contain the four engineering consoles, two of which are operated when standing (the two by the fuel scoops).

Imperial Destroyer Escort

Small Craft

IMPERIAL FAST CUTTER

LUSHINA CLASS

Fast Cutter YF-0206621-00003-0 MCr21.2275 50 tons
 TL=15
 Crew = 1
 Passengers = 32 Cargo = 16 Fuel = 3 EP = 3 Agility = 6 Battery = 1 No Bridge

Tonnage: 50 tons (standard).
 Crew: One officer.
 Performance: No jump. 6-G. Power Plant-6. 3EP. Agility 6.
 Electronics: Model/2 computer. Functions as Model/1 due to lack of bridge.
 Hardpoints: One hardpoint.
 Armament: One triple missile rack operating as one battery.
 Defenses: None.
 Craft: None.
 Fuel Treatment: Fuel scoops integral. No purification plant carried.
 Cost: MCr 30.325 standard. MCr 21.2275 in quantity.
 Construction Time: 6 months singly. 4 months in quantity.

Comments: The *Lushina* fast cutter is designed for use aboard warships. It provides a less vulnerable form of transport than standard cutters, while still allowing a large number of persons or a large amount of cargo to be transported.

Fast cutters are also commonly used as express transports in systems. Some even incorporate changable modules in their design.

ZHODANI HEAVY FIGHTER

KIA CLASS

Heavy Fighter FH-0106L6-900000-05002-0 MCr 68.835 50 tons
 Batteries bearing 1 1 TL=14
 Batteries 1 1 Crew = 2
 Cargo = 1.5 Fuel = 10 EP = 10 Agility = 6 No bridge

Tonnage: 50 tons (standard).
 Crew: 1 officer, 1 rating.
 Performance: Jump-0. 6-G. Power Plant-20. 10 EP. Agility 6.
 Electronics: Model/4 computer. Functions as Model/3 due to lack of bridge.
 Harpoints: One. Provision for one triple weapons mount.
 Armament: One fusion fun. One missile rack.
 Defenses: Armored hull (factor-9).
 Craft: None.
 Fuel Treatment: Fuel scoops integral. No purification plant carried.
 Cost: MCr 98.336 standard. MCr 68.835 in quantity.
 Construction Time: 6 months singly. 4 months in quantity.

Small Craft

Small Craft

Comments: A common sight in Zhodani war fleets, the *Kia* heavy fighter is a potent weapon against most system defense boats under 500 tons. Operating in squadrons of ten, the heavy fighter is designed to engage enemy fighters, as well as attack and overwhelm destroyer escorts.

The craft is fast and agile, and with the combination of missiles and fusion gun can fight at both long and short ranges. The heavy fighter is most effective at short range, though, with its fusion gun and missiles both in range. The heavy fighter is also designed to withstand hits and is provided with a heavily armored hull.

Because the Zhodani *Kia* heavy fighter costs less than a standard Imperial heavy fighter, more can be built for the same budget and the overall loss of a fighter is felt less.

Most Zhodani heavy fighters carry the markings of the mother ship, the parent squadron and a Zhodani Navy serial number, to which it is officially referred. No exact figures are available as to how many Zhodani heavy fighters exist, but most estimates place the number at approximately two to seven hundred thousand.

The Zhodani *Kia* heavy fighter is designed to fit most 50 ton or larger launch tubes.

IMPERIAL MEDICAL LAUNCH

CAMEL CLASS

Medical Launch	QN-0201111-000000-00000-0	MCr 6.65 TL = 15 Crew = 2	20 tons
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Passengers = 30 Fuel = 1 EP = .2 Agility = 1 No bridge

Tonnage: 20 tons (standard).
Crew: 1 officer, 1 medic.
Performance: No jump. 1-G. Power Plant-1. .2 EP. Agility 1.
Electronics: Model/1 computer. Functions as Model/0 due to lack of bridge.
Hardpoints: None.
Defenses: None.
Craft: None.
Fuel Treatment: Fuel scoops integral. No purification plant installed.
Cost: MCr 9.5 standard. MCr 6.65 in quantity.
Construction Time: 6 months singly. 4 months in quantity.

Comments: The *CAMEL* (Committee on Auxiliary Medical and Emergency Launches) medical launch was designed to be used as a method of evacuating casualties directly to a waiting hospital ship. The couches can be removed and replaced with stretchers for more seriously wounded. Large side doors allow easy access into and out of the craft, and an on-board medic has a large variety of first aid supplies.

Small Craft

Small Craft

Not only does the craft have wartime applications, it can also be used the same as any other launch, and additional peacetime medical applications increase its versatility.

Several thousand launches of this type have been constructed, although a large majority of the medical launches in use have been converted from a standard launch.

IMPERIAL 10 TON FIGHTER

DRAGONFLY CLASS

Fighter F-0606621-200000-00003-0 MCr 12.92 10 tons
TL = 15
Crew = 1
Passengers = 1 Cargo = 0 Fuel = 1 EP= .6 Agility = 6 Battery = 1

Tonnage: 10 tons (standard).
Crew: One officer.
Performance: Jump-0. 6-G. Power Plant-6. .6 EP. Agility 6.
Electronics: Model/2 computer. Bridge installed.
Hardpoints: One. Provision for one triple weapons mount.
Armament: One triple missile rack operating as one battery.
Defenses: Armored hull (factor-2).
Craft: None.
Fuel Treatment: Fuel scoops integral.
Cost: MCr 16.15 standard, MCr 12.92 in quantity.
Construction Time: 6 months singly. 4 months in quantity.
Comments: The 10 ton *Dragonfly* fighter is an armored, highly maneuverable, inexpensive craft that can be deployed on carriers, planetary surfaces, and aboard small escorts.

The fighter's missiles can be devastating against an undefended ship and give the fighter a good chance to defeat ships up to 200 tons.

Many hundreds of thousands of 10-ton *Dragonfly* fighters have been built. Most of the craft built recently by the major shipyards have been sold to planetary navies. For less than the cost of an average 400 ton system defense boat, sixty 10 ton fighters could be purchased.

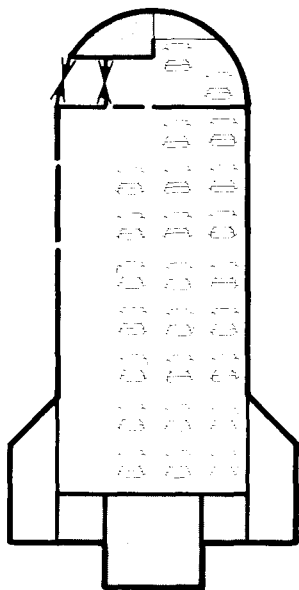
Almost any escort is large enough to accomodate at least one fighter. The craft is excellent for defense, and can even be used to shuttle passengers.

An ideal investment to boost system defenses, the 10 ton fighter is very effective against enemy troop transports. Even a few surviving fighters in an enemy controlled system could be a great annoyance to transports.

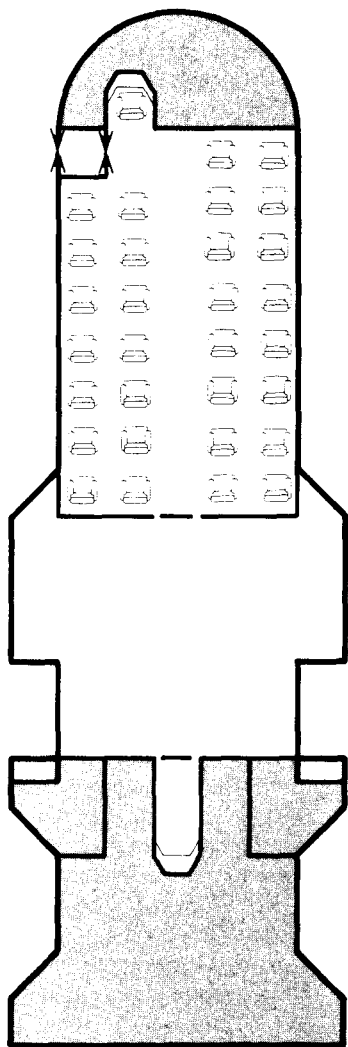
Although 10 ton fighters can be seen in almost any configuration, the most common is the flattened sphere shape. This allows the craft to be streamlined without adding to the cost.

Small Craft

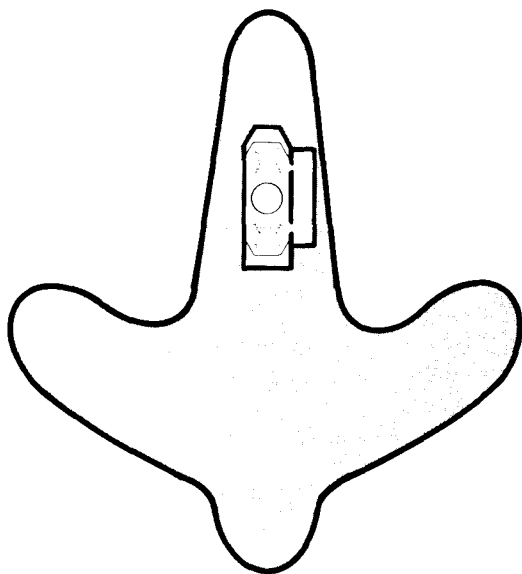
SMALL CRAFT



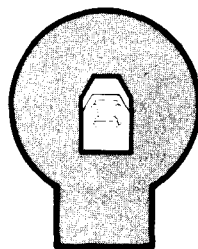
CAMEL Medical Launch



IMPERIAL Fast Launch



KIA Zhodani Fighter



Dragon Fly 10 ton Fighter