

SPACE OPERA:™

SELDON'S COMPENDIUM OF STARCRAFT 2

STARSHIPS OF WAR

Azuriach

G.P.R.

Mercantile League

Terran (U.F.P.)



Edw.E. Simbalist

Rbt.N. Charrette



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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 = 30m³ (1059.4 ft.³), with a fairly standard deck area of 15m² (161.46 ft.²). 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 Bay:

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 *StarFighters* 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 *StarFighters*.

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

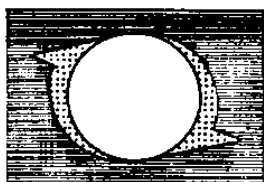
The ships presented in this volume are each accompanied by a flag by means of identification of nationality. Each Star-Nation is represented by its own flag, as illustrated below. Note that these flags are drawn in standard heraldic format so that proper colors are easily distinguished by anyone who 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 — 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 wartime. 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 anti-piracy 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 Mk. can attain trans-light 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 sub-light 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	Tech/7	Tech/8	Tech/9	Tech/10	TL/10-11
NovaGun					
N*25 Ftr.	+8 200	+9 200	+10 200	+11 200	+12 200
N*25	+8 300	+9 300	+10 300	+11 300	+12 300
N*50	+9 300	+11 300	+12 300	+13 350	+14 350
N*75	+10 350	+12 350	+13 350	+14 350	+15 350
N*100	+12 400	+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.

KEY



ceiling hatch



floor hatch



ceiling & floor hatch



wall hatch



sliding door



airtight sliding door

special access



wall hatch



floor hatch



transparent wall



holographic tank



gunnery couch



acceleration couch



coldsleep tank

a. airlock
ab. aux. bridge
b. bridge
bb. boat bay (flight deck inc.)
bs. battlescreens
c. captain's quarters
cb. command bridge
cargo. cargo hold
cs. cold sleep
dc. damage control
e. elevator
ew. EW/ECW
f. fresher
fd. FTL drive
fu. fuel capacity
ga. galley
mb. main battery
mf. medical facility
pp. power plant
rec. recreation area
s. storage
sb. secondary battery/hardpoint
T. StarTorps
td. TISA drive
w. workshop
x. ready access cargo hold

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:

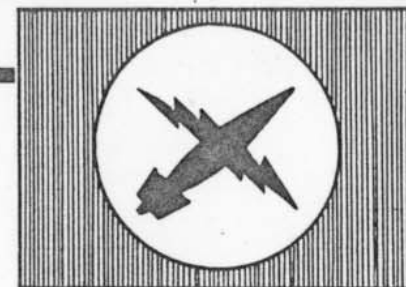
Terra		+2 EW
League		+1 EW
Azuriach		+2 EW
G.P.R.		+0 EW
IRSOL		+2 EW
Rauwoof		+1 EW
Blarad		+1 EW
C.S.A.		+1 EW
MekPurr		+2 EW
Mertun		+2 EW
Klackon		+0 EW
Bug		-2 EW
Hissss'ist		-1 EW
Ranan Horde		-1 EW
Whistlers		+1 EW
Korellian		+0 EW

Basic StarTorpedo values (at Tech/7) are:

ST*157.		EW 10: N*250
ST*257.		EW 12: N*500
ST*375.		EW 13: N*750
ST*775.		EW 15: N*1000

Increases in EW are given for Tech/7, 8, 9, 10, 10-11, and 11. Only Terran naval units will have Tech/11 torpedoes.

STARLORD STARFIGHTER



Crew1
 Mass30t
 Dimensions10x10x4m
 Cargo Space500kg
 Life Support.5 days
 Flight Deck1000m³

TISA Enginesx3 TTG
 Fuel Capacity2 u.
 Fuel/1000 LS.0.2 u.
 OverBoost0.05 u.
 Acceleration.+50 LS
 OverBoost+150 LS

Fwd. NovaGunsx6 N*25
 Rds./N*25100
 Ordnancex2 ST*375
 orx4 ST*157
 orx4t Bombs

Tech Level7
 TISA Drive.280 LS
 Atmospheric.11,000 kmh
 Atmos. Max15,000 kmh
 Air-to-Air.16
 Damage Capacity. . .75
 BattleScreens+12 500
 BattleArmor.+1
 BattleComputer . . .Mk.I
 EW/ECM12
 Sensors1500 LS
 ComSystems.10,000 LS
 Cost (MCR)47.5

8
 290 LS
 12,000 kmh
 15,000 kmh
 17
 75
 +12 600
 +1
 Mk.II
 13
 1500 LS
 10,000 LS
 48.75

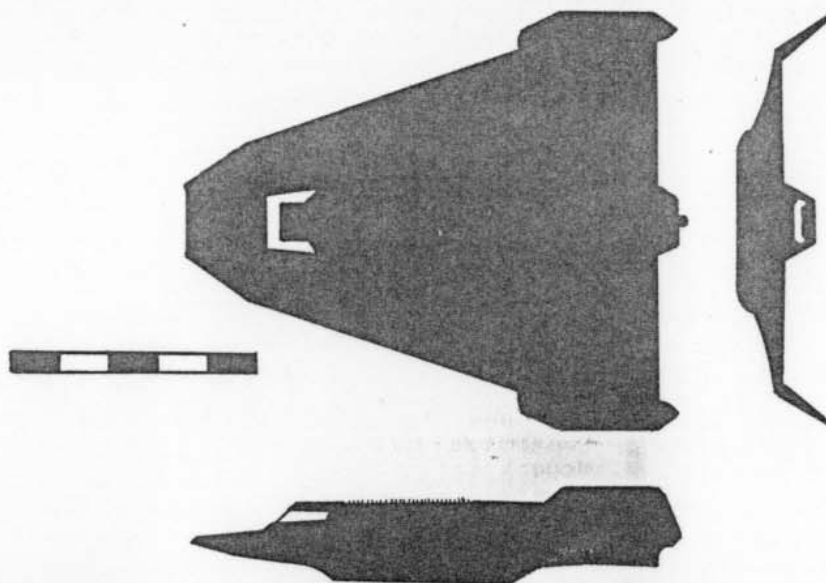
9
 300 LS
 13,000 kmh
 15,000 kmh
 18
 75
 +12 700
 +1
 Mk.III
 14
 2000 LS
 10,000 LS
 52.25

10
 310 LS
 14,000 kmh
 15,000 kmh
 19
 75
 +12 800
 +1
 Mk.IV
 15
 2500 LS
 10,000 LS
 54.625

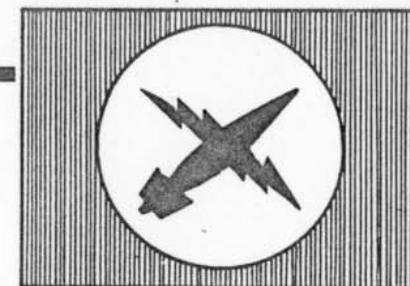
10
 320 LS
 15,000 kmh
 16,000 kmh
 20
 75
 +12 900
 +2
 Mk.IV
 15
 2500 LS
 10,000 LS
 57

10-11
 330 LS
 16,000 kmh
 17,000 kmh
 21
 100
 +12 1000
 +2
 Mk.V
 16
 3000 LS
 15,000 LS
 59.375

10-11
 340 LS
 17,000 kmh
 18,000 kmh
 22
 100
 +12 1000
 +3
 Mk.V
 16
 3000 LS
 15,000 LS
 61.75



DEVASTATOR STARBOMBER



Crew.....1
Mass.....75t
Dimensions.....20x10x4m
Cargo Space.....2000kg
Life Support.....5 days
Flight Deck.....2000m³

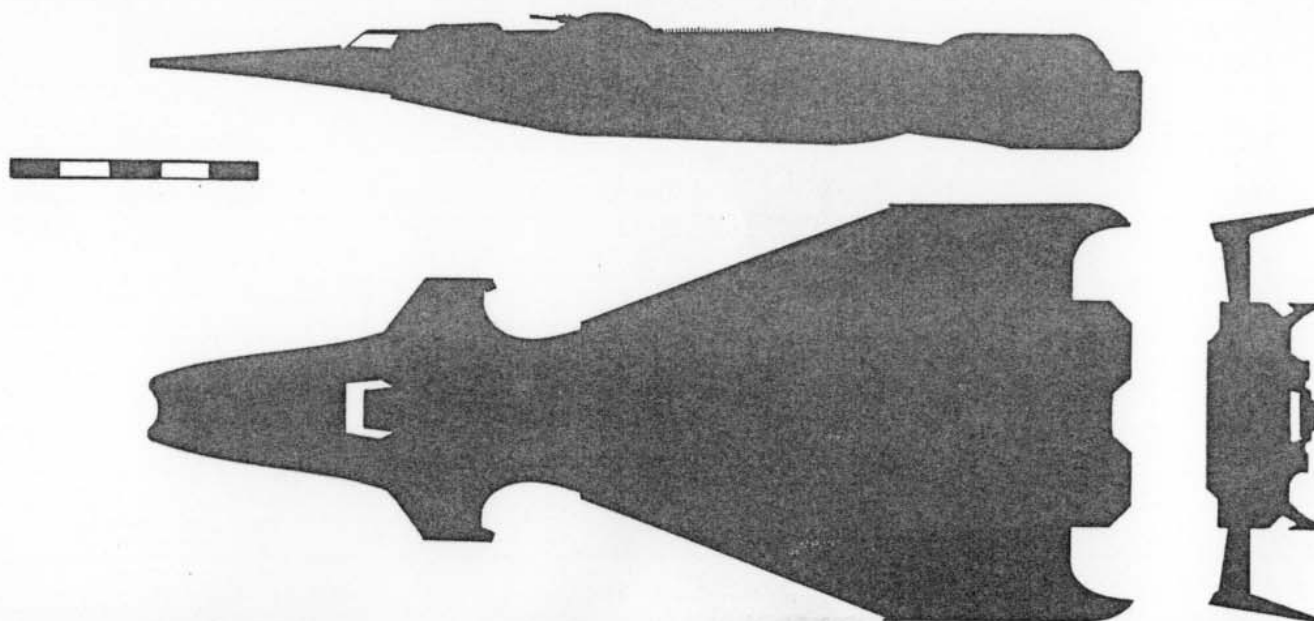
TISA Engines.....x3 TTG
Fuel Capacity.....4 u.
Fuel/1000 LS.....0.4 u.
OverBoost.....0.1 u.
Acceleration.....+30 LS
OverBoost.....+90 LS

Fwd. Nova Guns...x2 N*25
Rds./N*25.....100
Turret Guns.....1x2 N*50
Rds./N*50.....100
Ordnance.....x2 ST*775
or
x6 ST*257
or
x25t Bombs**

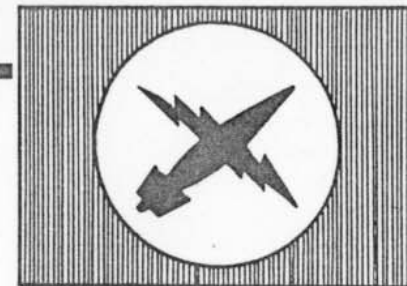
**15t Bombs in Tech/7-8; 25t in Tech/9+.

Tech Level.....7
TISA Drive.....240 LS
Atmospheric.....5000 kmh
Atmos. Max.....15,000 kmh
Air-to-Air.....10
Damage Capacity...150
BattleScreens.....+12 700
BattleArmor.....+3
BattleComputer...Mk.I
EW/ECM.....12
Sensors.....1500 LS
ComSystems.....10,000 LS
Cost (MCR).....70

8	9	10	10	10-11	10-11
250 LS	260 LS	270 LS	280 LS	290 LS	300 LS
6000 kmh	7000 kmh	8000 kmh	9000 kmh	10,000 kmh	11,000 kmh
15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
11	12	13	14	15	16
150	150	150	175	175	200
+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000
+3	+3	+4	+4	+5	+5
Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V
13	14	15	15	16	16
2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS
10,000 LS	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS
73.5	77	80.5	84	87.5	91



DESTROYER



Displacement42,500t
Complement400
Astronauts50
Technical160
Marines200
Sick Bay15
ColdSleep25
Cargo Bays2825t
Damage ControlSuperior

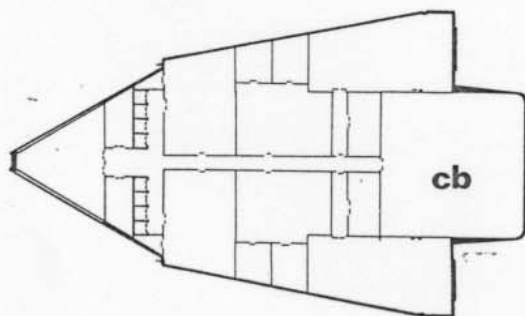
PowerplantAMC.20
Fuel Capacity50,000 u.
Fuel Cons425 u.
OverDrive+28 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx6 Launch
x4 Pinnacle
x1 Shuttle

Main Battery6x2 N*175
Rds./N*1751000
Sec. Battery10x2 N*50
Rds./N*501000
Torpedo Tubes2x6 ST*375
ST*375/Tube30
ST*157/Tube30
Ftr. Baysx4 StarLord

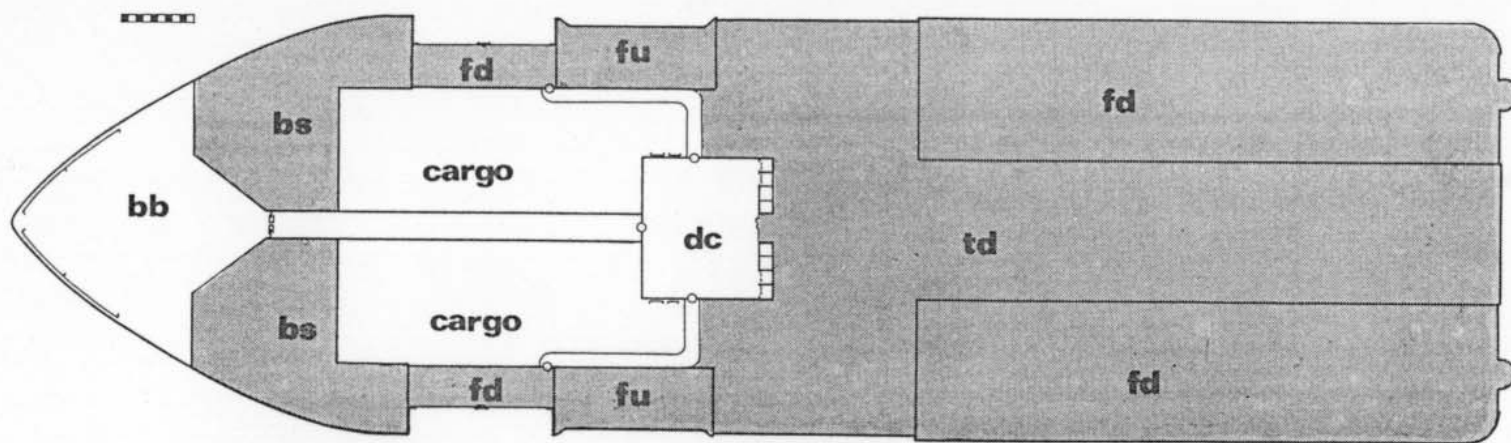
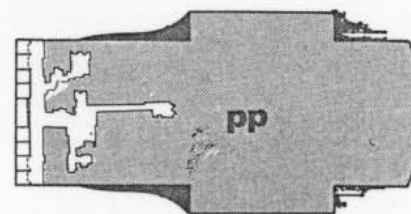
	AVENGER	BASILISK	CHALLENGER	DEMON	EDICT	FEROCIOUS	GAUNTLET
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	180 LS	190 LS	205 LS	220 LS	225 LS	235 LS	240 LS
TISA Cruise	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration	+15/+30 LS	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive	34 LY	36 LY	39 LY	42 LY	43 LY	45 LY	47 LY
FTL Cruise	20 LY	22 LY	23 LY	25 LY	25 LY	27 LY	28 LY
Damage Capacity	22,325	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
Bridge	Mk.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	13	14	15	16	16	17	17
Sensors	2000 LS	3000 LS	4000 LS	4500 LS	5000 LS	5500 LS	6000 LS
ComSystems	1/2 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.

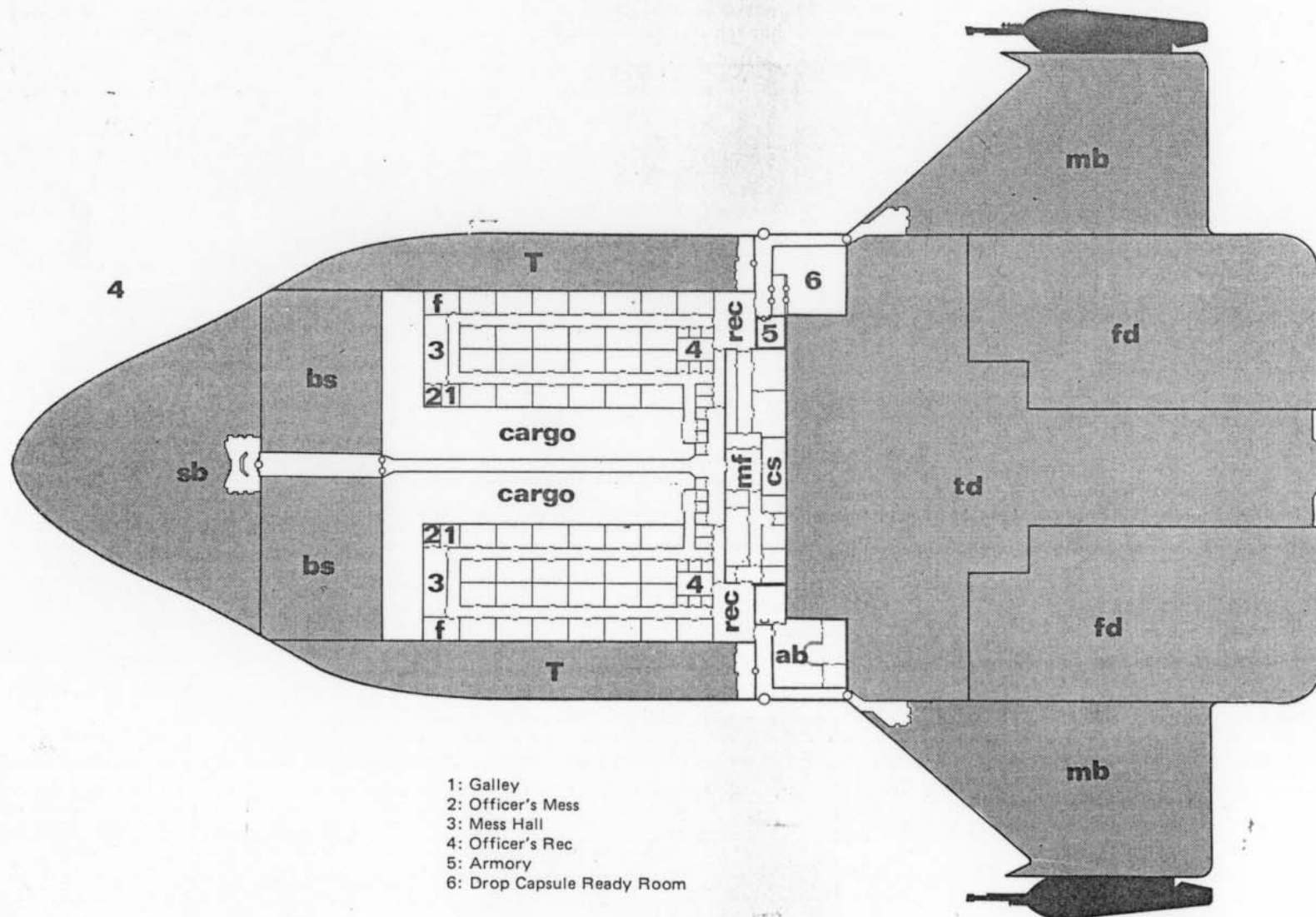
1 Bridge



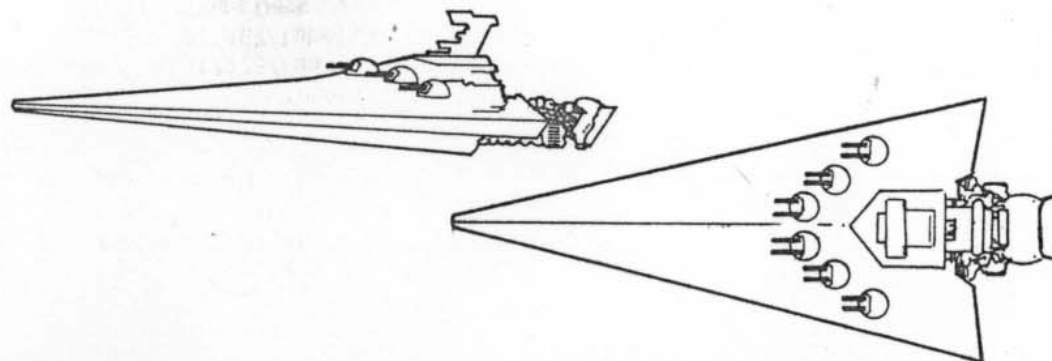
2



3&5



	VENGEANCE	VALOROUS	VOLCANIC	VIGILANT	VALKYRIE	VINDICTIVE	VICTORY
Tech Level.	7	8	9	10	10	10-11	10-11
TISA Drive.	170 LS	180 LS	190 LS	205 LS	215 LS	220 LS	230 LS
TISA Cruise.	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Accélération.	+10/+20 LS	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS
FTL Drive	26 LY	27 LY	29 LY	31 LY	32 LY	33 LY	35 LY
FTL Cruise.	16 LY	16 LY	17 LY	19 LY	19 LY	20 LY	21 LY
Damage Capacity.	52,500	55,000	57,500	60,000	62,500	65,000	67,500
BattleScreen No.2	+19 21,000	+20 22,000	+21 23,000	+22 24,000	+23 25,000	+24 26,000	+25 27,000
BattleScreen No.1	+15 31,500	+15 33,000	+15 34,500	+15 36,000	+15 37,500	+15 39,000	+15 40,500
BattleArmor.	+22	+23	+24	+25	+26	+26	+27
Bridge.	Mk.IX	Mk.X	Mk.XI	Mk.XII	Mk.XII	Mk.XII	Mk.XII
Aux. Bridge	Mk.VIII	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XI	Mk.XI
EW/ECM	13	14	15	16	16	17	17
Sensors	2000 LS	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)	6100	6700	7375	8050	8450	8875	9325



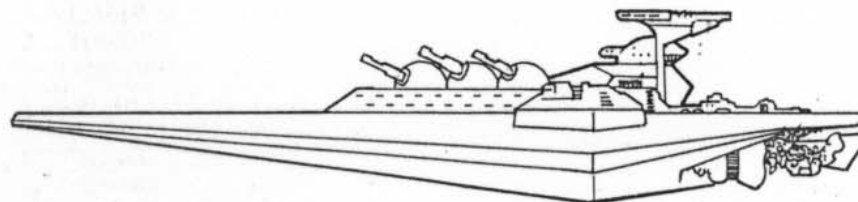
11

14

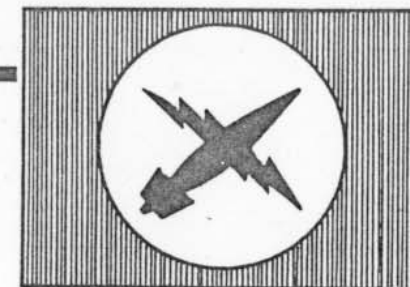


Main Battery	.5x3 N*350
Rds./N*350	.1750
Sec. Battery A	.10x2 N*100
Rds./N*100	.1000
Sec. Battery B	.14x2 N*50
Rds./N*50	.1000
Torpedo Tubes	.2x6 ST*775
ST*775/Tube	.30
ST*157/Tube	.30
Flight Deck	.32,000m ³

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



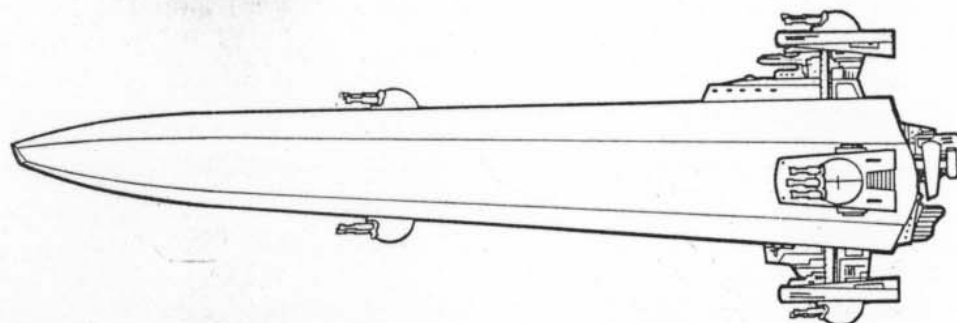
Displacement500,000t
Complement.4900
Astronauts.500
Technical.2100
Marines2500
Sick Bay175
ColdSleep500
Cargo Bays.24,000t
Damage Control . . .StarFleet

Powerplant.AMC.20
Fuel Capacity.750,000 u.
Fuel Cons5000 u.
OverDrive325 u.
Take-Off/Land . . .G x 5000 u.
Atmospheric.1200 kmh
Boat Deckx30 Launch
 x30 Pinnacle
 x12 Shuttle
 x4 Lander

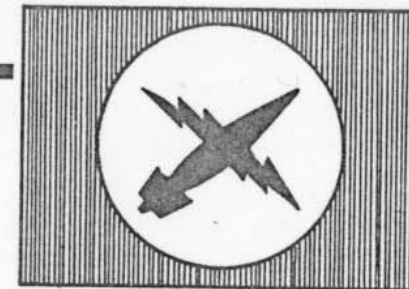
Main Battery6x3 N*500
Rds./N*5005000
Sec. Battery A16x2 N*125
Rds./N*1251500
Sec. Battery B. . . .16x2 N*75
Rds./N*751500
Torpedo Tubes4x6 ST*775
ST*775/Tube50
ST*157/Tube50
Flight Deck32,000m³

	FURIOUS	GLORIOUS	TERRIBLE	IMPLACABLE	RETRIBUTION	VICTORY	DOMINION
Tech Level.	7	8	9	10	10	10-11	10-11
TISA Drive.	110 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	110 LS
Accélération.	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive	12 LY	13 LY	14 LY	14 LY	15 LY	15 LY	16 LY
FTL Cruise.	5 LY	5 LY	5 LY	6 LY	6 LY	6 LY	6 LY
Damage Capacity. . . .	325,000	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
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.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII
EW/ECM	14	15	16	17	17	18	18
Sensors	2000 LS	3000 LS	4000 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems.	1/2 LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	59,200	65,125	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 300,000t or more 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



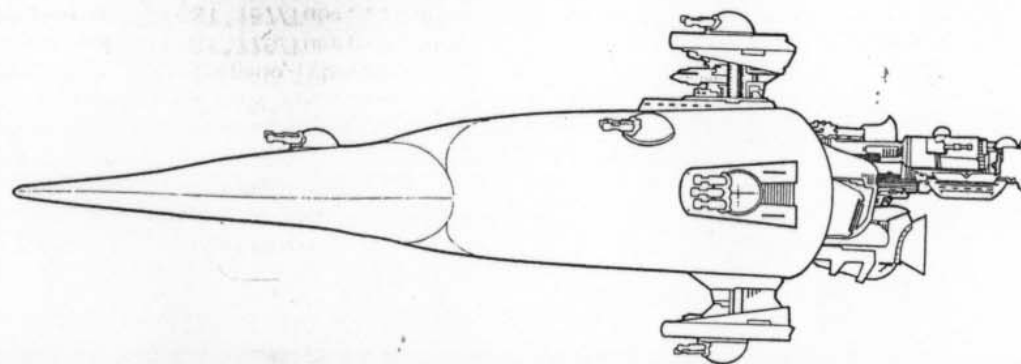
Displacement1,000,000t
 Complement10,000
 Astronauts1000
 Technical4000
 Marines5000
 Sick Bay350
 ColdSleep1000
 Cargo Bays35,000t
 Damage Control . . . StarFleet

PowerPlantAMC.20
 Fuel Capacity1,500,000 u.
 Fuel Cons10,000 u.
 OverDrive+750 u.
 Boat Deckx50 Launch
 x50 Pinnacle
 x20 Shuttle
 x10 Lander
 Flight Deck64,000m³

Main Battery7x3 N*1000
 Rds./N*10005000
 Sec. Battery A16x2 N*200
 Rds./N*2002000
 Sec. Battery B16x2 N*75
 Rds./N*752000
 Sec. Battery C16x2 N*25
 Rds./N*251000
 Torpedo Tubes4x6 ST*775
 ST*775/Tube50
 ST*157/Tube50

	IRRESISTABLE/	TRIUMPH	OVERLORD	IMPERIUM	CONQUEROR	WARLORD
Tech Level	8	9	10	10	10-11	10-11
TISA Drive	80 LS	90 LS	100 LS	105 LS	110 LS	120 LS
TISA Cruise	80 LS	80 LS	80 LS	80 LS	80 LS	80 LS
Acceleration	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS
FTL Drive	11 LY	12 LY	13 LY	14 LY	15 LY	16 LY
FTL Cruise	4 LY	5 LY	5 LY	6 LY	6 LY	6 LY
Damage Capacity	690,000	720,000	750,000	780,000	810,000	840,000
BattleScreen No.3	+30 230,000	+31 240,000	+32 250,000	+33 250,000	+34 260,000	+35 270,000
BattleScreen No.2	+27 230,000	+28 240,000	+29 250,000	+29 250,000	+30 260,000	+30 270,000
BattleScreen No.1	+20 230,000	+20 240,000	+20 250,000	+20 250,000	+20 260,000	+20 270,000
BattleArmor	+48	+49	+50	+51	+52	+53
Bridge	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.XII	Mk.XII	Mk.XIII	Mk.XIII
EW/ECM	15	16	17	18	18	19
Sensors	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	160,125	176,150	193,750	203,500	213,675	224,350

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'.



FOX FIRE STARFIGHTER

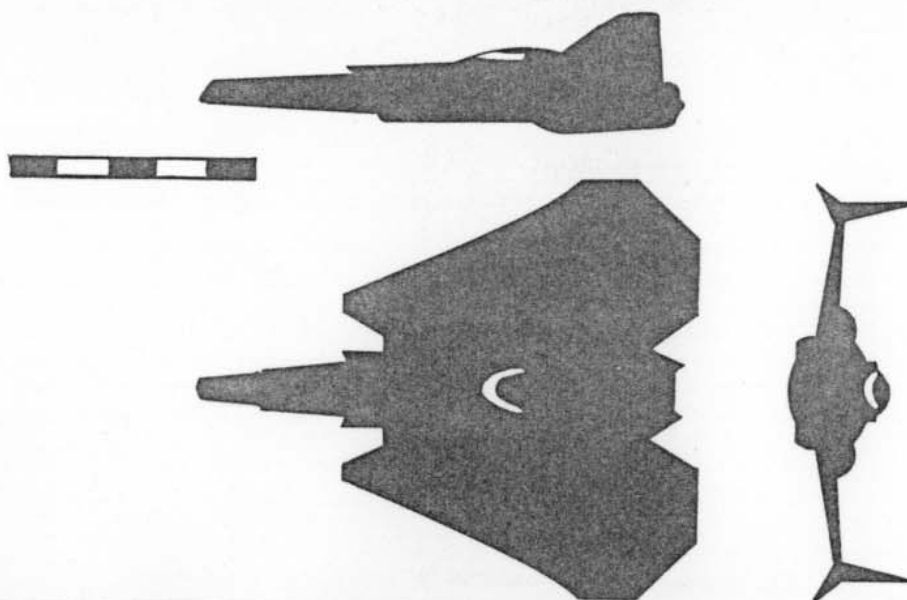


Crew1
 Mass40t
 Dimensions10x10x4m
 Cargo Space500kg
 Life Support4 days
 Flight Deck1000m³

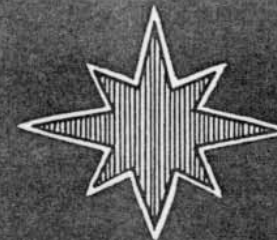
TISA Enginesx2 TTG
 Fuel Capacity1 u.
 Fuel/1000 LS0.2 u.
 OverBoost+0.05 u.
 Acceleration+40 LS
 OverBoost+120 LS

Fwd. NovaGunsx4 N*25
 Rds./N*25100
 Ordnancex2 ST*257
 orx4 ST*157
 orx4t Bombs

Tech Level7	8	9-	10	10	10-11	10-11
TISA Drive260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric9500 kmh	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	14,500 kmh	15,500 kmh
Atmos. Max15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air13	14	15	16	17	19	20
Damage Capacity . . .75	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/ECM9	10	11	12	12	13	13
Sensors1500 LS	1500 LS	2000 LS	2000 LS	2000 LS	2500 LS	2500 LS
ComSystems5000 LS	5000 LS	5000 LS	5000 LS	5000 LS	5000 LS	5000 LS
Cost (MCR)30	31.5	33	34.5	36	37.5	39



DESTROYER



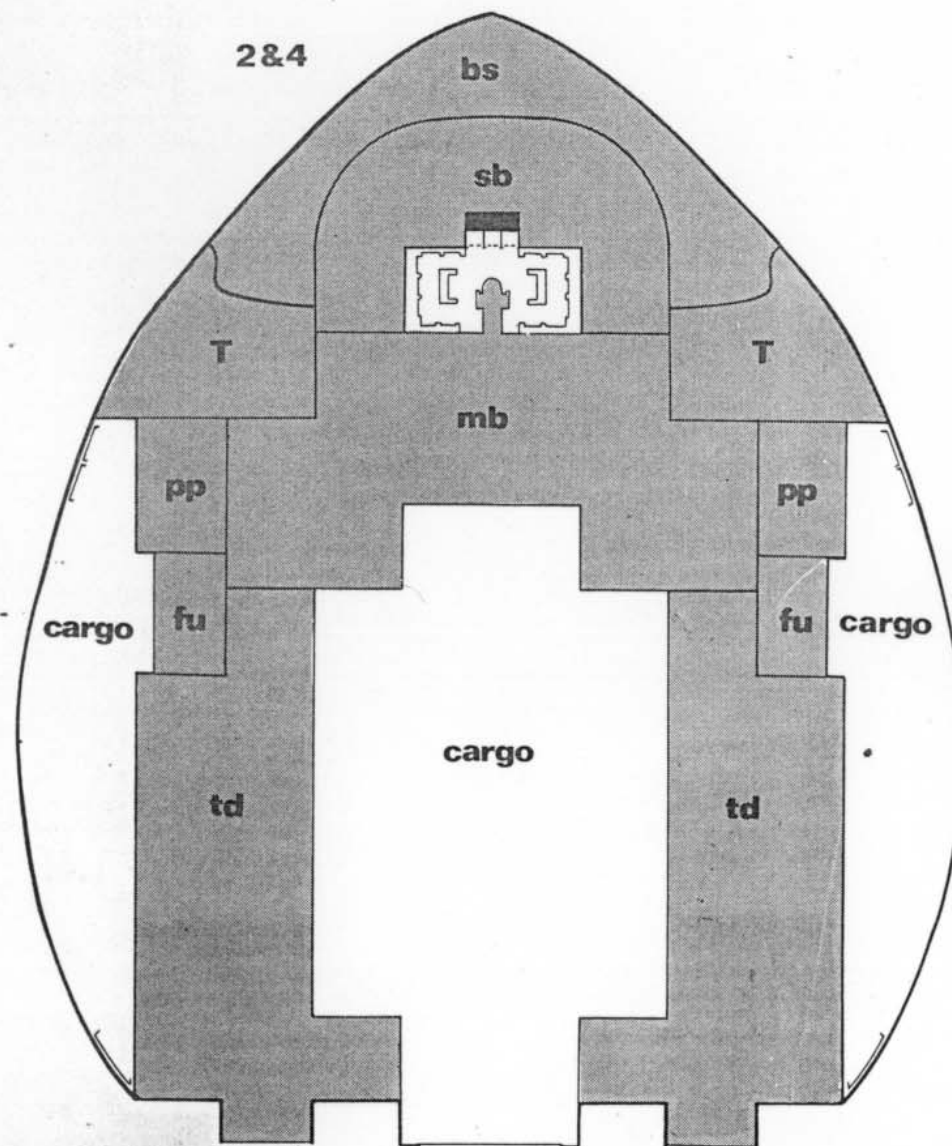
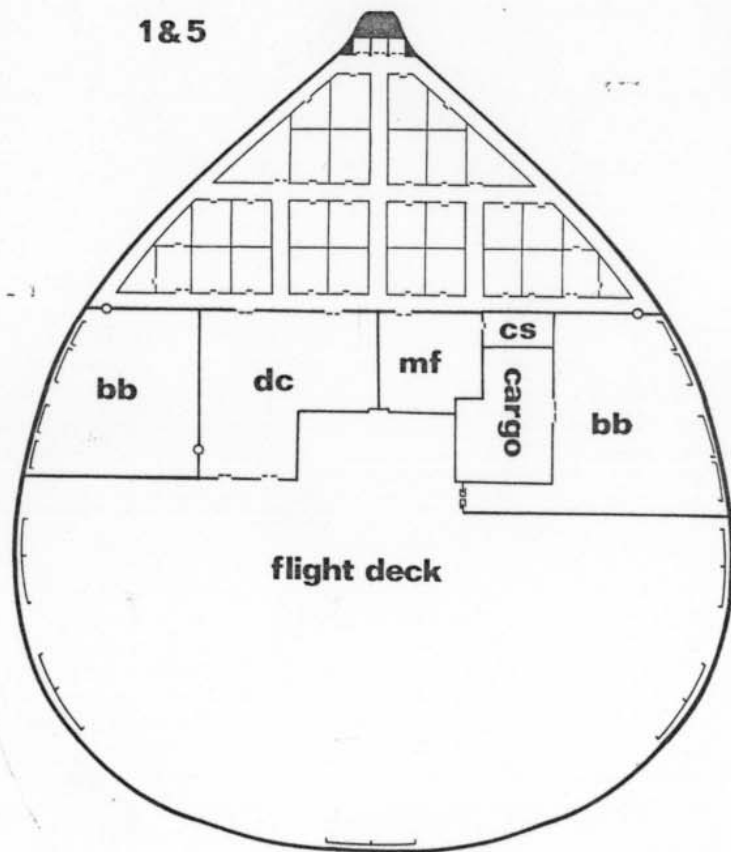
Displacement42,500t
Complement450
Astronauts50
Technical180
Marines220
Sick Bay15
ColdSleep25
Cargo Bays3000t
Damage ControlStandard

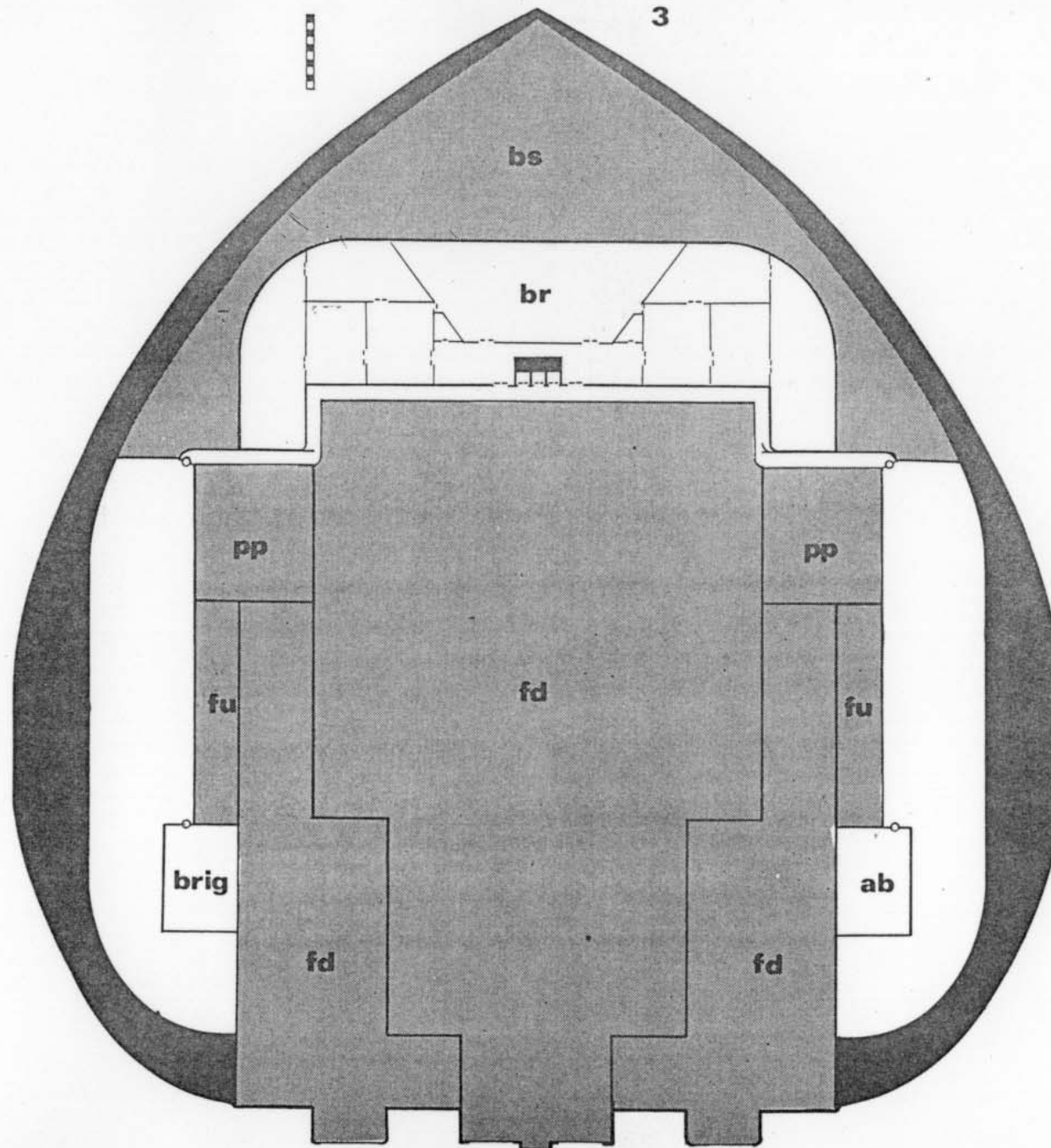
PowerplantAMC.20
Fuel Capacity50,000 u.
Fuel Cons425 u.
OverDrive+35 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx6 Launch
x4 Pinnacle
x1 Shuttle

Main Battery5x2 N*200
Rds./N*2001000
Sec. Battery10x2 N*50
Rds./N*501000
Torpedo Tubes . . .2x6 ST*375
ST*375/Tube25
ST*157/Tube25
Flight Deck12,000m³

	BORETZ ZA SVOBODU	ZARIA SVOBODY	SOVIETSKY BORETZ	SVOBODNAYA ROSSIA	SVODODNAYA RESPUBLIKA	SOVIETSKY RESPUBLIKA	SOVIETSKY SOYUZ
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	175 LS	185 LS	200 LS	215 LS	220 LS	235 LS	245 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	32 LY	34 LY	36 LY	38 LY	39 LY	40 LY	41 LY
FTL Cruise	19 LY	20 LY	21 LY	23 LY	23 LY	24 LY	24 LY
Damage Capacity . . .	21,250	22,325	23,375	24,450	25,500	26,075	27,625
BattleScreen No.2 . .	+16 8500	+17 8930	+18 9350	+18 9780	+19 10,200	+19 10,430	+20 11,050
BattleScreen No.1 . .	+12 12,750	+12 13,395	+12 14,025	+12 14,670	+12 15,300	+12 15,645	+12 16,575
BattleArmor	+14	+14	+15	+15	+16	+16	+17
Bridge	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
Aux. Bridge	Mk.V	Mk.VI	Mk.VII	Mk.VIII	Mk.VIII	Mk.IX	Mk.IX
EW/ECM	10	11	12	13	13	14	14
Sensors	2000 LS	2500 LS	3000 LS	3500 LS	4000 LS	4500 LS	5000 LS
ComSystems	½ LY	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY
Cost (MCR)	1985	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.

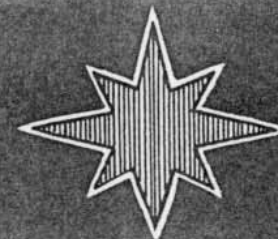




Main Battery	.6x2 N*275
Rds./N*275	.1000
Sec. Battery	.12x2 N*50
Rds./N*50	.1000
Torpedo Tubes	.2x6 ST*375
ST*375/Tube	.25
ST*157/Tube	.25
Flight Deck	12,000m ³

KRASNO BORETZ	KRASNO ZORA
10-11	10-11
220 LS	225 LS
150 LS	150 LS
+15/+45 LS	+15/+45 LS
31 LY	33 LY
19 LY	20 LY
53,125	55,250
+22 21,250	+22 22,100
+14 31,875	+14 33,150
+26	+27
Mk.XII	Mk.XII
Mk.X	Mk.X
14	14
4500 LS	5000 LS
3 LY	3 LY
6250	6550

HEAVY CRUISER



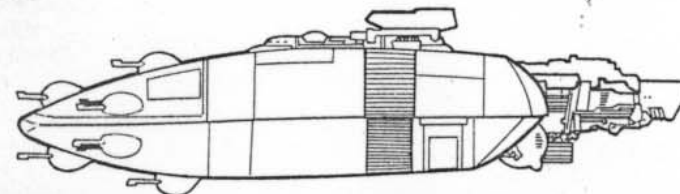
Displacement175,000t
 Complement2100
 Astronauts225
 Technical775
 Marines1100
 Sick Bay75
 ColdSleep100
 Cargo Bays7000t
 Damage ControlCompreh.

PowerplantAMC.20
 Fuel Capacity200,000 u.
 Fuel Cons1750 u.
 OverDrive130 u.
 Take-Off/LandG x 1750 u.
 Atmospheric1200 kmh
 Boat Deckx20 Launch
 x20 Pinnacle
 x4 Shuttle

Main Battery8x2 N*300
 Rds./N*3001500
 MegaBolt1x3 MB*500
 Rds./MB*5001250
 Sec. Battery16x2 N*75
 Rds./N*751500
 Torpedo Tubes2x6 ST*775
 ST*775/Tube35
 ST*157/Tube35
 Flight Deck12,000m³

	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	+10/+30 LS	+10/+30 LS	+10/+30 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
Bridge	Mk.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	11	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)	12,700	13,950	15,350	16,900	17,750	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



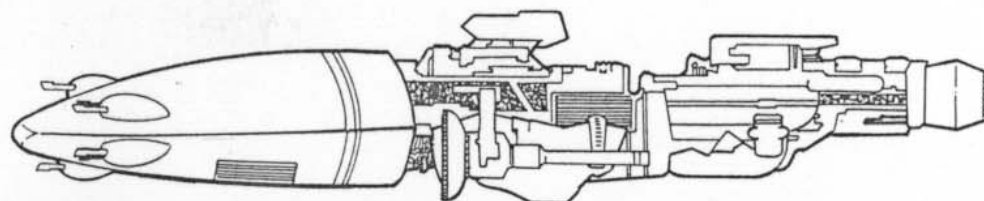
Displacement275,000t
Complement.3100
Astronauts.275
Technical.1175
Marines1650
Sick Bay100
ColdSleep200
Cargo Bays.15,250t
Damage ControlCompreh.

Powerplant.AMC.20
Fuel Capacity.325,000 u.
Fuel Cons2750 u.
OverDrive210 u.
Take-Off/LandG x 2750 u.
Atmospheric.1200 kmh
Boat Deckx20 Launch
 x20 Pinnacle
 x6 Shuttle
 x2 Lander

Main Battery6x2 N*375
Rds./N*3752250
MegaBolt1x3 MB*500
Rds./MB*5001250
Sec. Battery A10x2 N*125
Rds./N*1251500
Sec. Battery B. . . .10x2 N*50
Rds./N*501000
Torpedo Tubes3x6 ST*775
ST*775/Tube35
ST*157/Tube35
Flight Deck12,000m³

	PARIZHSKAYA KOMMUNA	CHERVONAYA UKRANIA	STRANYA SOVIETOV	URAL	SIBIR	VOLGA	SLAVA
Tech Level.	7	8	9	10	10	10-11	10-11
TISA Drive.	140 LS	150 LS	160 LS	170 LS	175 LS	180 LS	185 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/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS
FTL Drive	15 LY	16 LY	17 LY	18 LY	19 LY	20 LY	21 LY
FTL Cruise.	9 LY	10 LY	10 LY	11 LY	11 LY	12 LY	12 LY
Damage Capacity. . . .	165,000	171,875	178,750	185,625	192,500	199,375	206,250
BattleScreen No.3 . . .	—	—	—	+26 61,875	+27 64,165	+28 66,460	+29 68,750
BattleScreen No.2 . . .	+20 66,000	+21 68,750	+22 71,500	+23 61,875	+23 64,165	+24 66,460	+24 68,750
BattleScreen No.1 . . .	+16 99,000	+16 103,125	+16 107,250	+16 61,875	+16 64,165	+16 66,460	+16 68,750
BattleArmor.	+33	+34	+35	+36	+37	+38	+39
Bridge.	Mk.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	11	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)	29,125	23,225	25,550	28,100	29,500	31,000	32,550

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



Displacement650,000t
Complement6000
Astronauts500
Technical2500
Marines3000
Sick Bay200
ColdSleep500
Cargo Bays28,500t
Damage ControlStarFleet

PowerplantAMC.20
Fuel Capacity775,000 u.
Fuel Cons6500 u.
OverDrive+500 u.
Take-Off/LandG x 6500 u.
Atmospheric1200 kmh
Boat Deckx30 Launch
x30 Pinnacle
x10 Shuttle
x4 Lander

Main Battery8x2 N*750
Rds./*7504500
MegaBolt1x3 MB*1000
Rds./MB*10001700
Sec. Battery A16x2 N*125
Rds./N*1251500
Sec. Battery B16x2 N*50
Rds./N*501000
Torpedo Tubes4x6 ST*775
ST*775/Tube35
ST*157/Tube35
Flight Deck18,000m³

POTEMKIN
Tech Level7
TISA Drive100 LS
TISA Cruise100 LS
Acceleration+5/+15 LS
FTL Drive10 LY
FTL Cruise4 LY
Damage Capacity422,500
BattleScreen No.3—
BattleScreen No.2+24 169,000
BattleScreen No.1+20 253,000
BattleArmor+40
BridgeMk.IX x2
Aux. BridgeMk.VIII
EW/ECM11
Sensors2000 LS
ComSystems½ LY
Cost (MCR)74,525

MARX
8
110 LS
100 LS
+5/+15 LS
11 LY
4 LY
438,750
—
+25 175,500
+20 263,250
+41
Mk.X x2
Mk.IX
12
3000 LS
½ LY
81,975

LENIN
9
120 LS
100 LS
+5/+15 LS
12 LY
5 LY
455,000
+29 151,665
+26 151,665
+20 151,665
+42
Mk.XI x2
Mk.X
13
4000 LS
1 LY
90,175

OKTYABRSKAYA

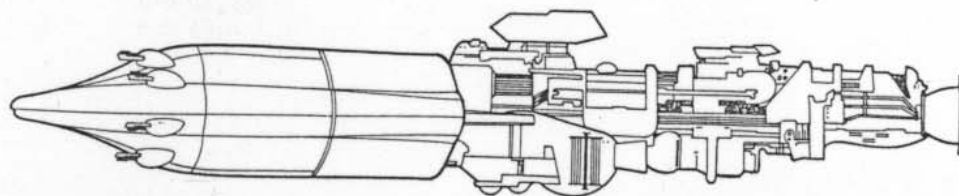
REVOLUTSIA
10
130 LS
100 LS
+5/+15 LS
13 LY
5 LY
471,250
+30 157,085
+27 157,085
+20 157,085
+43
Mk.XII x2
Mk.X
14
5000 LS
2 LY
99,200

STALINGRAD
10
135 LS
100 LS
+5/+15 LS
14 LY
5 LY
487,500
+31 162,500
+27 162,500
+20 162,500
+44
Mk.XII x2
Mk.XI
15
5000 LS
2 LY
104,175

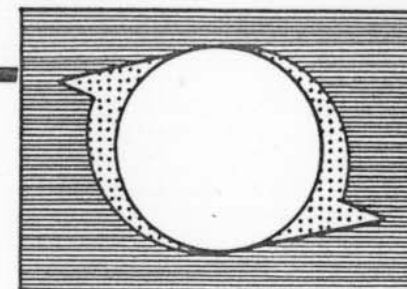
KREMLIN
10-11
140 LS
100 LS
+5/+15 LS
15 LY
6 LY
503,750
+32 167,915
+28 167,915
+20 167,915
+45
Mk.XIII x2
Mk.XI
16
6000 LS
3 LY
109,400

MOSKVA
10-11
145 LS
100 LS
+5/+15 LS
16 LY
6 LY
520,000
+33 173,335
+28 173,335
+20 173,335
+46
Mk.XIII x2
Mk.XII
16
6000 LS
3 LY
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.....1000m³

TISA Engines.....x2 TTG
Fuel Capacity.....2 u.
Fuel/1000 LS.....0.27 u.
OverBoost.....0.07 u.
Acceleration.....+40 LS
OverBoost.....+120 LS

Fwd. NovaGuns...x4 N*25
Rds./N*25.....100
Ordinance.....x2 ST*375
or x4 ST*157
or x4t Bombs

MK I
Tech Level.....7
TISA Drive.....270 LS
Atmospheric.....11,000 kmh
Atmos. Max.....15,000 kmh
Air-to-Air.....16
Damage Capacity..75
BattleScreens.....+10 500
BattleArmor.....+1
BattleComputer...Mk.I
EW/ECM.....11
Sensors.....1500 LS
ComSystems.....10,000 LS
Cost (MCR).....45

MK II
8
280 LS
12,000 kmh
15,000 kmh
17
75
+10 600
+1
Mk.II
12
1500 LS
10,000 LS
47.25

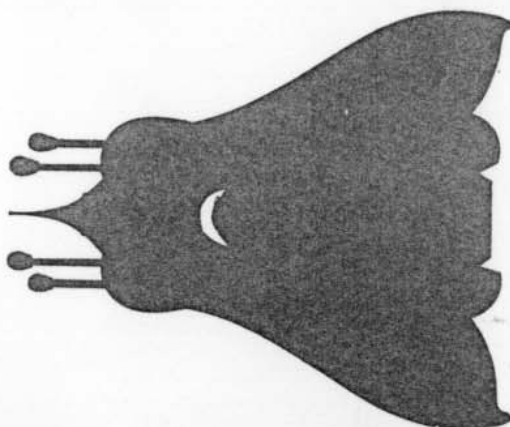
MK III
9
290 LS
13,000 kmh
15,000 kmh
18
75
+10 700
+1
Mk.III
13
2000 LS
10,000 LS
49.5

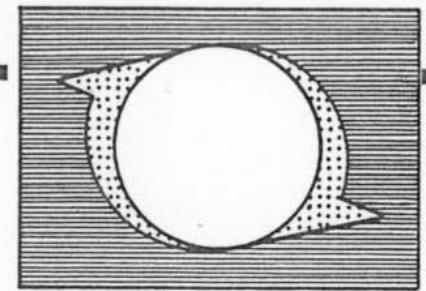
MK IVa
10
300 LS
14,000 kmh
15,000 kmh
19
75
+10 800
+1
Mk.IV
14
2000 LS
10,000 LS
51.75

MK IVb
10
310 LS
15,000 kmh
16,000 kmh
20
75
+10 900
+1
Mk.IV
14
2500 LS
10,000 LS
54

MK Va
10-11
320 LS
16,000 kmh
17,000 kmh
21
75
+10 1000
+2
Mk.IV
15
2500 LS
10,000 LS
56.25

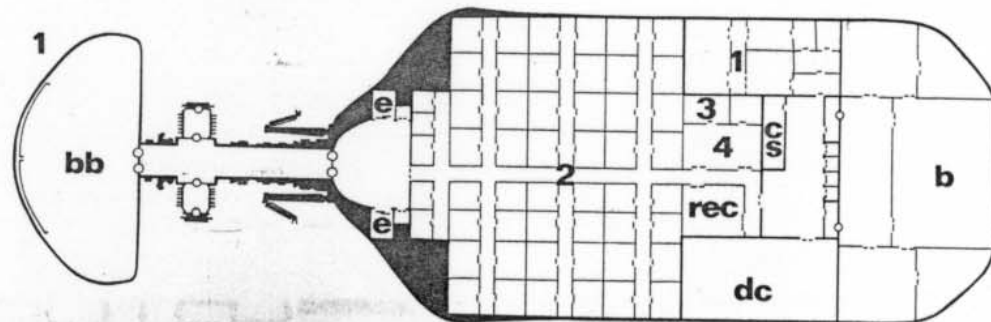
MK V b
10-11
330 LS
17,000 kmh
18,000 kmh
22
75
+10 1000
+2
Mk.V
15
2500 LS
10,000 LS
58.5

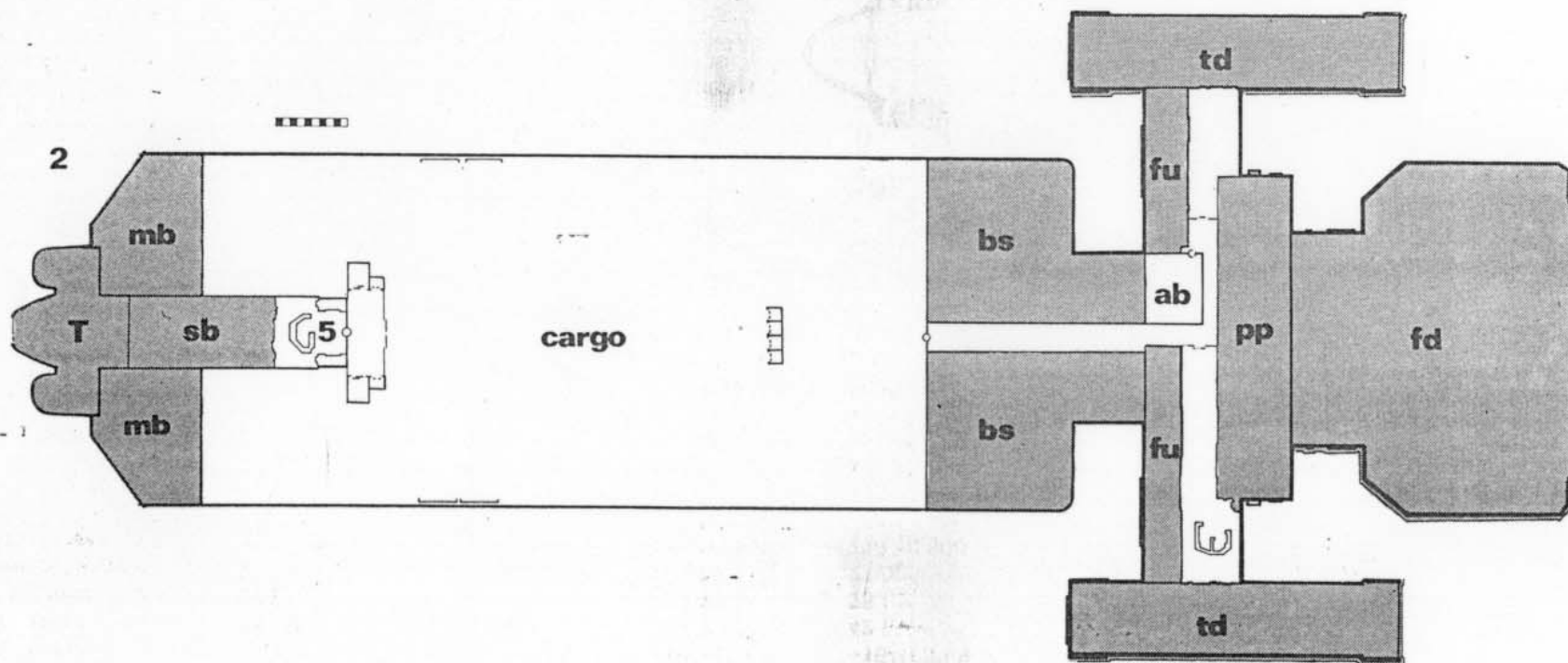




Main Battery	.4x2 N*150
Rds./N*150	.350
Sec. Battery	.6x2 N*25
Rds./N*25	.350
Torpedo Tubes	.2x4 ST*257
ST*257/Tube	.25
ST*157/Tube	.25

10-11	10-11
210 LS	215 LS
190 LS	190 LS
+15/+45 LS	+15/+45 LS
40 LY	42 LY
24 LY	25 LY
9375	9750
+17 3750	+17 3900
+12 5625	+12 5850
+10	+11
Mk.XI	Mk.XI
Mk.IX	Mk.IX
15	15
5500 LS	5500 ¹ LS
3 LY	3 LY
790	830

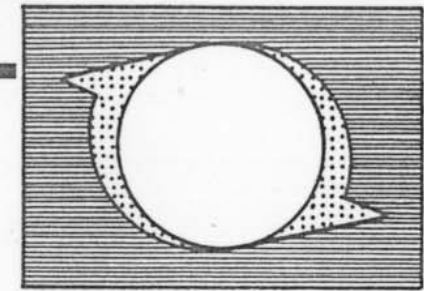




Note that the TISA and FTL drive areas are double decks (twice the height of the other areas on the plan)

1. Sick Bay/Medical Facility
2. Crew Quarters
3. Galley
4. Mess Hall
5. Gunnery

DESTROYER



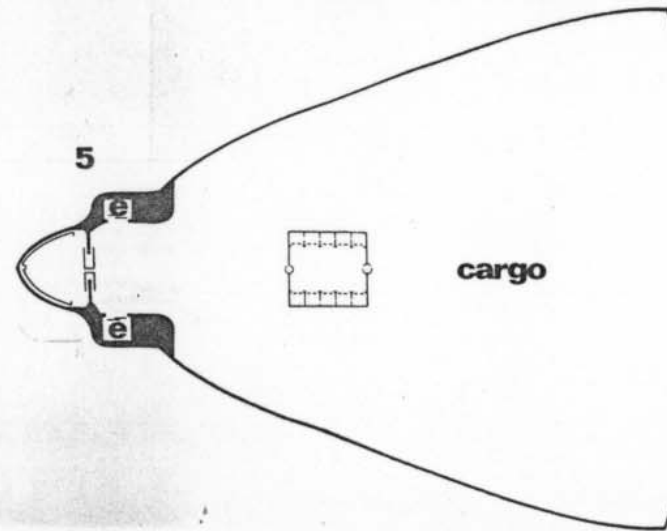
Displacement45,000t
Complement.395
Astronauts55
Technical180
Marines160
Sick Bay15
ColdSleep25
Cargo Bays4000t
Damage ControlSuperior

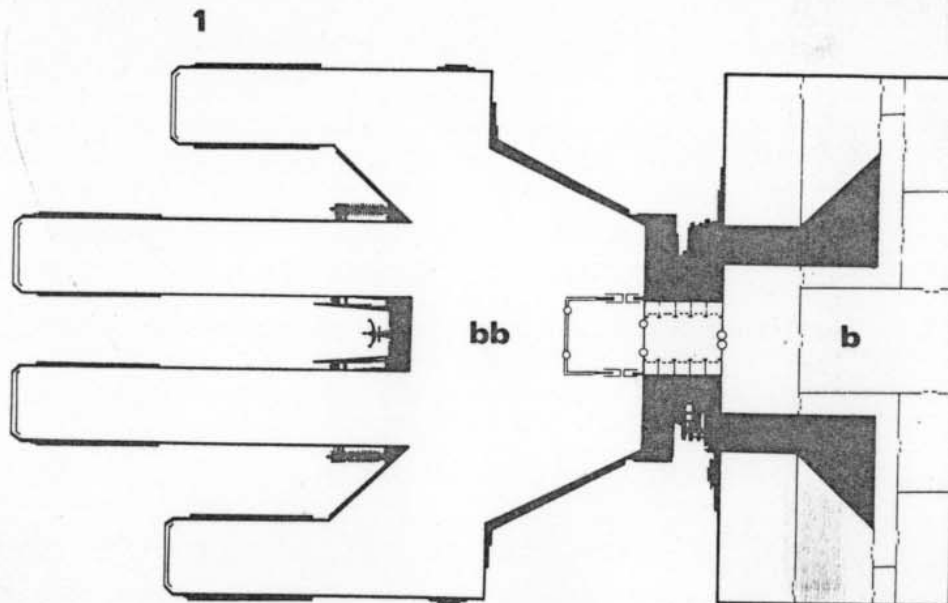
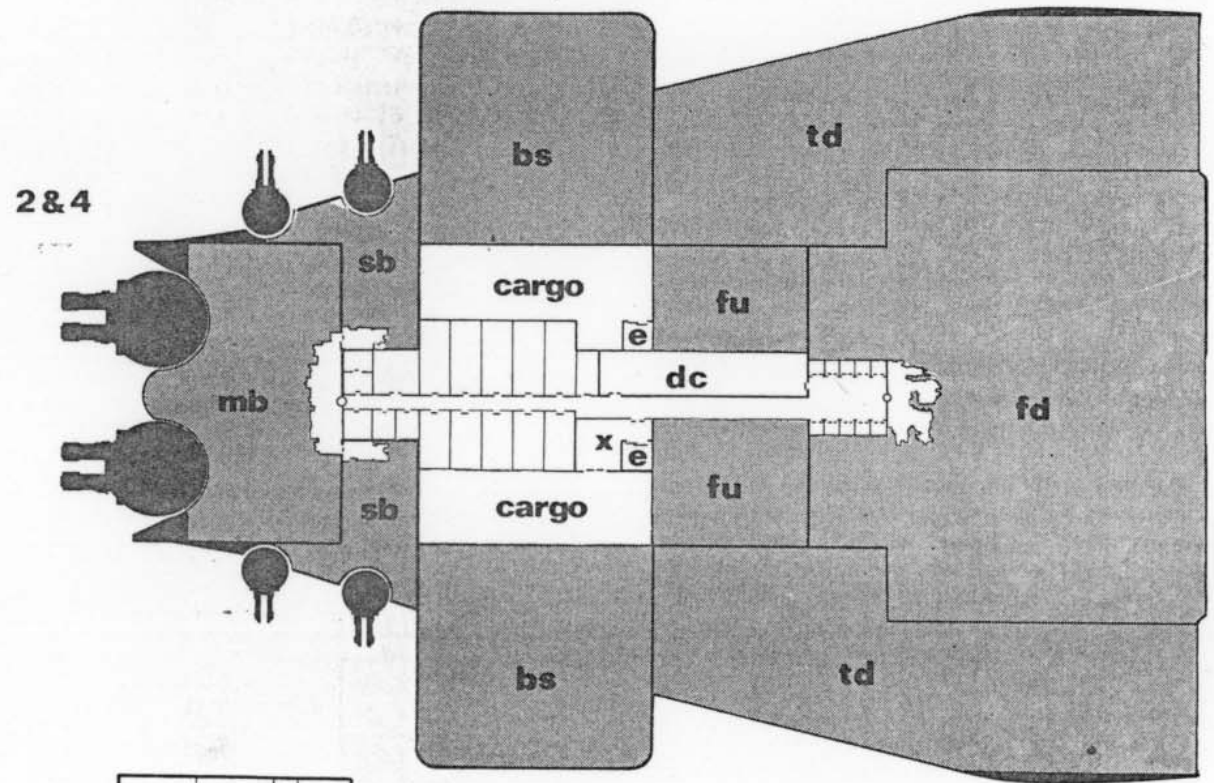
Powerplant.AMC.20
Fuel Capacity70,000 u.
Fuel Cons450 u.
OverDrive+25 u.
Atmospheric. . . .7500 kmh
Atmos. Max15,000 kmh
Boat Deckx6 Launch
 x6 Pinnacle
 x1 Shuttle

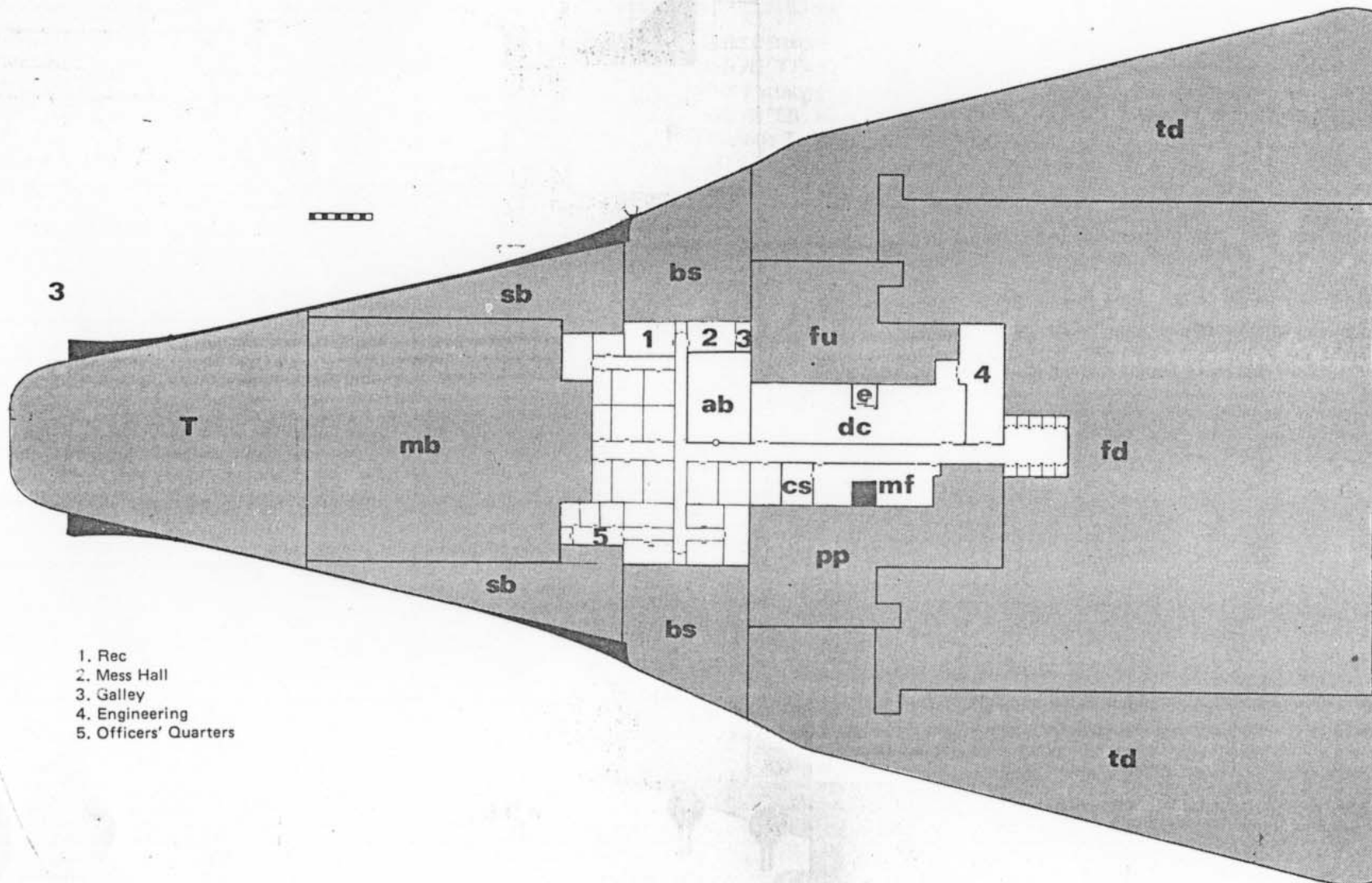
Main Battery6x2 N*175
Rds./N*1751000
Sec. Battery10x2 N*50
Rds./N*501000
Torpedo Tubes . . .2x6 ST*375
ST*375/Tube30
ST*157/Tube30
Flight Deck6000m³

	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	170 LS	170 LS	170 LS	170 LS	170 LS	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.VI	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI
EW/ECM	12	13	14	15	15	16	16
Sensors	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems.	½ LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	2475	2725	3000	3300	3450	3600	3775

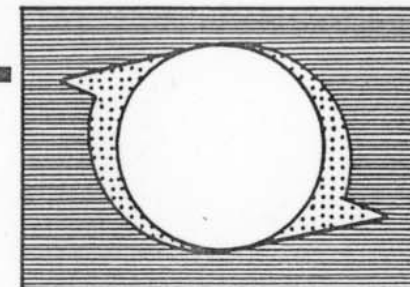
League destroyers compare favorable to those in most interstellar navies. Significantly, many are owned by private corporations, who maintain them as commerce escorts in danger areas. The cargo bays can be fitted with cabins, lounges, etc., as described for the League commerce raiders, to carry passengers 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

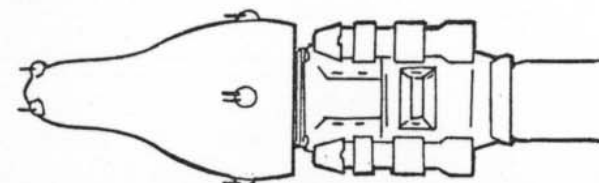
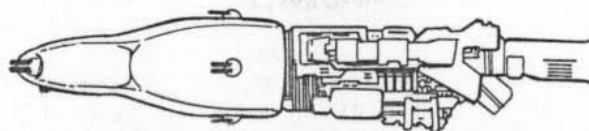


Displacement90,000t
Complement925
Astronauts125
Technical400
Marines400
Sick Bay35
ColdSleep50
Cargo Bays5000t
Damage ControlCompreh.

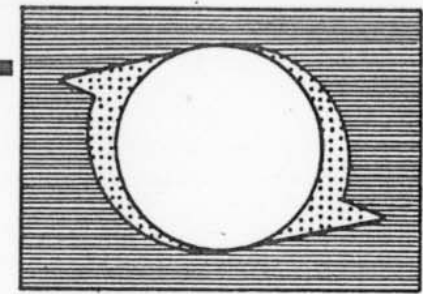
PowerplantAMC.20
Fuel Capacity175,000 u.
Fuel Cons900 u.
OverDrive+50 u.
Atmospheric6000 kmh
Atmos. Max15,000 kmh
Boat Deckx10 Launch
x10 Pinnacle
x2 Shuttle

Main Battery6x2 N*275
Rds./N*2751000
Sec. Battery10x2 N*75
Rds./N*751000
Torpedo Tubes2x6 ST*375
ST*375/Tube35
ST*157/Tube35
Flight Deck18,000m³

	HYDRA	HUNTSMAN	HORIZON	HUSSAR	HOLOCAUST	HAZARD	HAVOC
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	180 LS	190 LS	205 LS	220 LS	230 LS	235 LS	240 LS
TISA Cruise	150 LS	150 LS	150 LS	150 LS	150 LS	150 LS	150 LS
Acceleration	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+40 LS
FTL Drive	30 LY	32 LY	34 LY	37 LY	39 LY	40 LY	42 LY
FTL Cruise	18 LY	19 LY	20 LY	22 LY	23 LY	24 LY	25 LY
Damage Capacity	47,250	49,500	51,750	54,000	56,250	58,500	60,750
BattleScreen No.2	+18 18,900	+19 19,800	+20 20,700	+21 21,600	+22 22,500	+23 23,400	+24 24,280
BattleScreen No.1	+14 28,350	+14 29,700	+14 31,050	+14 32,400	+14 33,750	+14 35,100	+14 36,420
BattleArmor	+22	+23	+24	+25	+26	+26	+27
Bridge	Mk.IX	Mk.X	Mk.XI	Mk.XII	Mk.XII	Mk.XIII	Mk.XIII
Aux. Bridge	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
EW/ECM	12	13	14	15	15	16	16
Sensors	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems	1/2 LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	5600	6150	6750	7425	7800	8175	8575



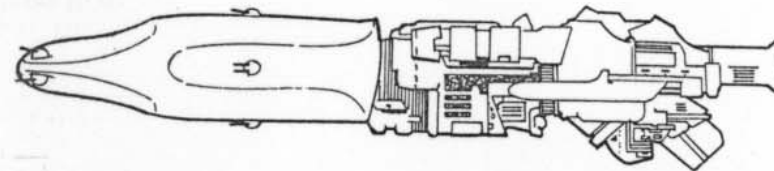
The light cruiser is the first real warship maintained by the League itself (destroyers being raised and operated by private concerns, for the most part). The vessels mount megabolt carronades in the main battery and can give a very good account of themselves in a stand-up fight with enemies in their class. However, there are some glaring deficiencies, when compared to the ships of Terra, a reflection of League 'economies' which often plague their military efforts.



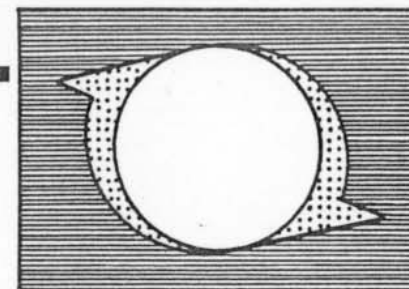
Displacement	180,000t	Powerplant.	AMC.20	Main Battery	.8x2 N*300
Complement.	1825	Fuel Capacity	.350,000 u.	Rds./N*300	.1500
Astronauts.	225	Fuel Cons	.1800 u.	Sec. Battery A	.10x2 N*100
Technical.	800	OverDrive	+100 u.	Rds./N*100	.1000
Marines	800	Take-Off/Land	G x 1800 u.	Sec. Battery B.	.10x2 N*50
Sick Bay	65	Atmospheric.	.1200 kmh	Rds./N*50	.1000
ColdSleep	100	Boat Deck	.x20 Launch	Torpedo Tubes	.2x6 ST*775
Cargo Bays.	.7250t		.x20 Pinnacle	ST*775/Tube	.35
Damage Capacity.	StarFleet		.x4 Shuttle	ST*157/Tube	.35
				Flight Deck	.18,000m ³

	ENDEAVOUR	ENCOUNTER	LIBERTY.	CONSTITUTION	INDEPENDENCE	CENTURION	ENTERPRISE
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
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/+30 LS	+10/+30 LS
FTL Drive.	27 LY	29 LY	31 LY	33 LY	34 LY	35 LY	36 LY
FTL Cruise.	15 LY	16 LY	17 LY	18 LY	19 LY	19 LY	20 LY
Damage Capacity. ...	94,500	99,000	103,500	108,000	112,500	117,000	121,500
BattleScreen No.1 ...	+19 37,800	+20 39,600	+21 41,400	+22 36,000	+23 45,000	+24 46,800	+25 48,600
BattleScreen No.2 ...	+15 56,700	+15 59,400	+15 62,100	+15 54,000	+15 67,500	+15 70,200	+15 72,900
BattleArmor.	+30	+31	+32	+33	+34	+35	+36
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.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
EW/ECM.	13	14	15	16	16	17	17
Sensors.	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems.	1/2 LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	13,225	14,550	16,000	17,600	18,475	19,400	20,375

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



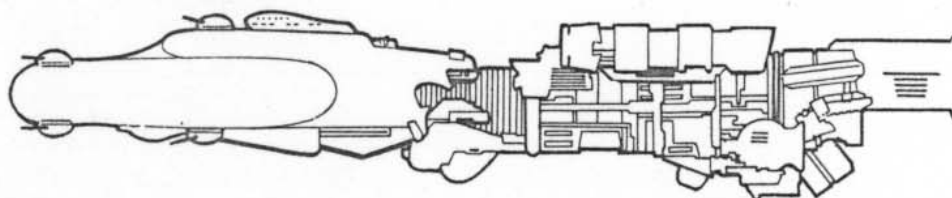
Displacement300,000t
Complement.2800
Astronauts300
Technical.1300
Marines1200
Sick Bay100
ColdSleep200
Cargo Bays.17,500t
Damage ControlStarFleet

Powerplant.AMC.20
Fuel Capacity600,000 u.
Fuel Cons3000 u.
OverDrive+170 u.
Take-Off/Land . . .G x 3000 u.
Atmospheric. . . .1200 kmh
Boat Deckx20 Launch
x20 Pinnacle
x6 Shuttle
x2 Lander

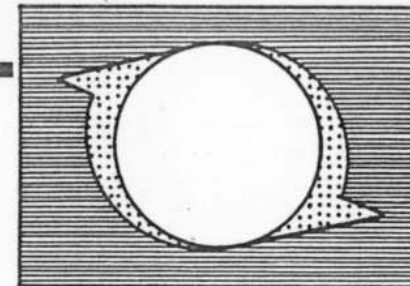
Main Battery8x2 N*400
Rds./N*4002850
Sec. Battery A12x2 N*125
Rds./N*1251500
Sec. Battery B. . . .12x2 N*50
Rds./N*501500
Torpedo Tubes3x6 ST*775
ST*775/Tube50
ST*157/Tube50
Flight Deck27,000m³

	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
TISA 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. . . .	172,500	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.	+31	+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.IX	Mk.X	Mk.XI	Mk.XI	Mk.XI	Mk.XII	Mk.XI
EW/ECM	13	14	15	16	16	17	17
Sensors	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems.	1/2 LY	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



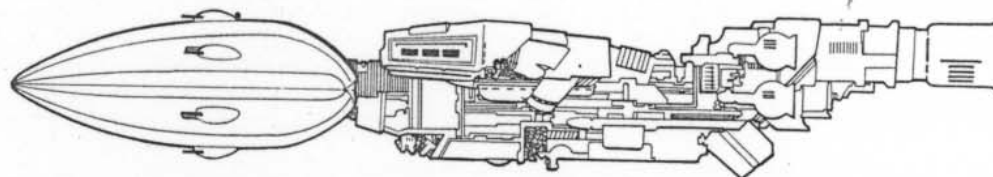
Displacement600,000t
Complement.3500
Astronauts500
Technical.2300
Marines1700
Sick Bay125
ColdSleep200
Cargo Bays.30,000t
Damage ControlStarFleet

Powerplant.AMC.20
Fuel Capacity1,200,000 u.
Fuel Cons6000 u.
OverDrive+350 u.
Take-Off/Land . . .G x 6000 u.
Atmospheric.1200 kmh
Boat Deckx30 Launch
 x30 Pinnacle
 x10 Shuttle
 x4 Lander

Main Battery6x3 N*750
Rds./N*7504500
Sec. Battery A16x2 N*150
Rds./N*1501500
Sec. Battery B. . . .16x2 N*75
Rds./N*751500
Torpedo Tubes4x6 ST*775
ST*775/Tube50
ST*157/Tube50
Flight Deck27,000m³

	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 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	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.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk.XIII
EW/ECM	14	15	16	17	17	18	19
Sensors	2500 LS	3500 LS	4500 LS	5500 LS	6000 LS	6500 LS	6500 LS
ComSystems.	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	68,200	75,000	82,500	90,750	95,300	100,000	105,000

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

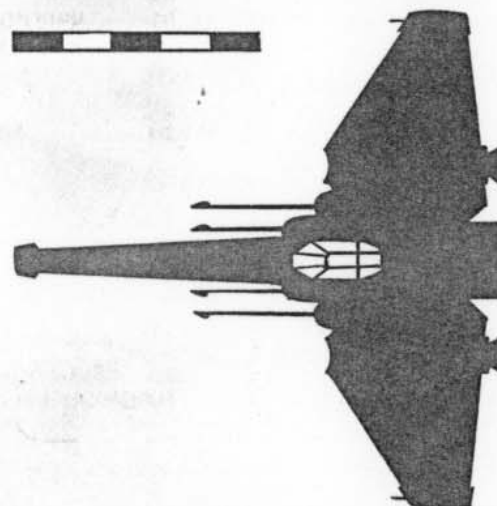
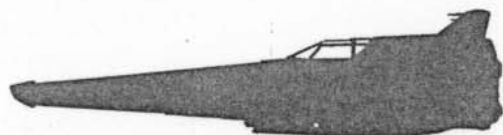


Crew1
Mass30t
Dimensions10x10x4m
Cargo Space500kg
Life Support7 days
Flight Deck1000m³

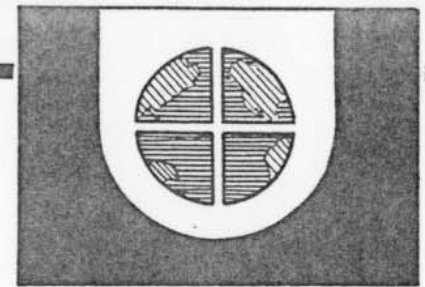
TISA Enginesx4 TTG
Fuel Capacity2 u.
Fuel/1000 LS0.2 u.
OverBoost0.05 u.
Acceleration+50 LS
OverBoost+150 LS

Fwd. NovaGunsx6 N*25
Rds./N*25120
Ordnancex2 ST*775
orx4 ST*157
orx4t Bombs

	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	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS	360 LS	370 LS
Atmospheric	12,000 kmh	13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh	20,000 kmh
Air-to-Air	18	19	20	21	22	23	24	25
Damage Capacity . . .	75	75	75	75	75	100	100	100
BattleScreens	+12 500	+12 600	+12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000
BattleArmor	+1	+1	+1	+2	+2	+2	+2	+3
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	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS	20,000 LS
Cost (MCR)	.50	52.5	55	57.5	60	62.5	65	67.5



SPECTRE STARFIGHTER-BOMBER

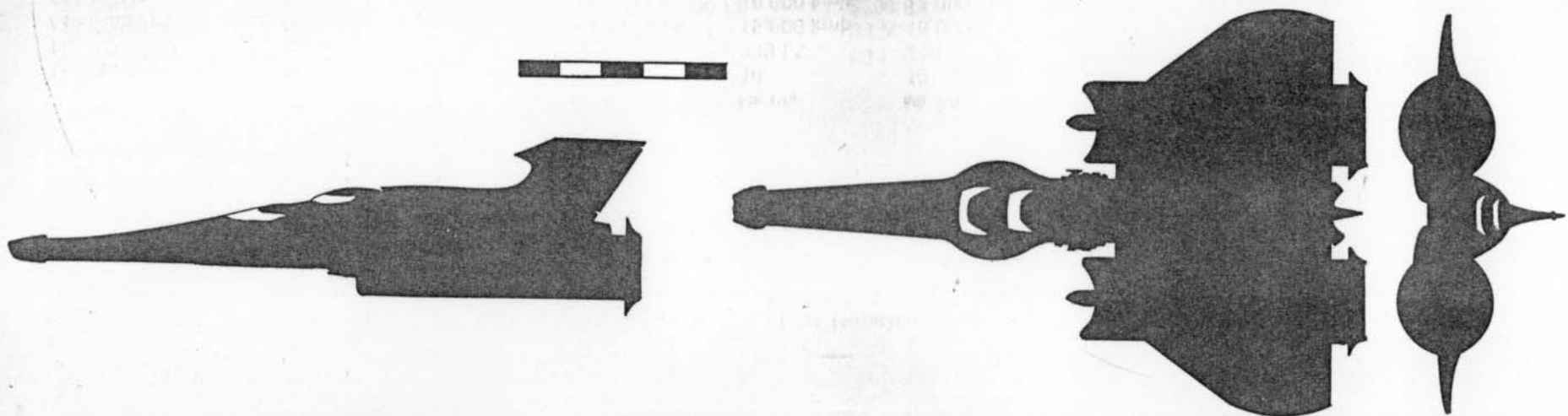


Crew.....2
 Mass.....50t
 Dimensions.....15x10x5m
 Cargo Space.....1000kg
 Life Support.....7 days
 Flight Deck.....1500m³

TISA Engines.....x4 TTG
 Fuel Capacity.....4 u.
 Fuel/1000 LS.....0.27 u.
 OverBoost.....0.07 u.
 Acceleration.....+40 LS
 OverBoost.....+120 LS

Fwd. NovaGunsx6 N*25
 Rds./N*25.....120
 Ordnance.....x2 ST*775
 or
 x6 ST*157
 or
 x8t Bombs

	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.....	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS
Atmospheric.....	11,000 kmh	12,000 kmh	13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Atmos. Max.....	15,000 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 Capacity..	100	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.....	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems.....	10,000 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 STARBOMBER



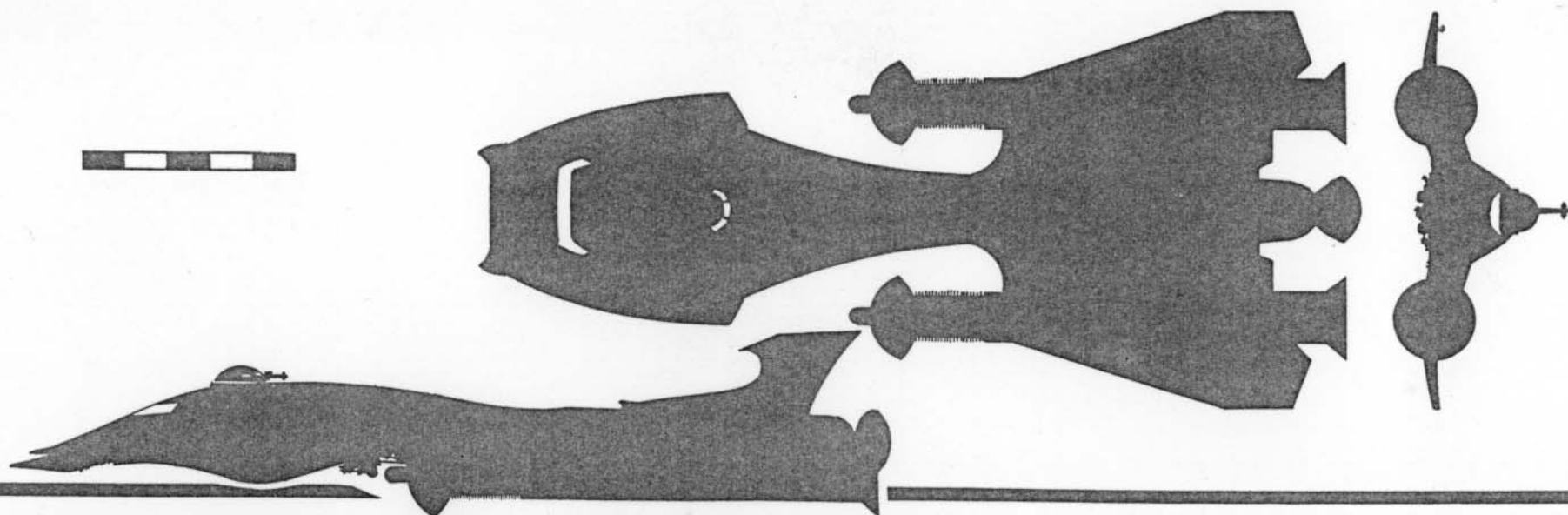
Crew3
 Mass75t
 Dimensions20x10x4m
 Cargo Space2000kg
 Life Support7 days
 Flight Deck2000m³

TISA Enginesx4 TTG
 Fuel Capacity6 u.
 Fuel/1000 LS0.4 u.
 OverBoost0.1 u.
 Acceleration+30 LS
 OverBoost+90 LS

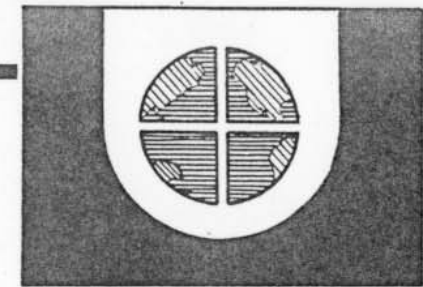
Fwd. NovaGunsx4 N*25
 Rds./N*25120
 Turret Guns1x2 N*50
 Rds./N*50120
 Ordinancex4 ST*775
 orx8 ST*257
 orBombs**

**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	13,000 kmh	14,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air	11	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)	.75	78.75	82.5	86.25	90	93.75	97.5	100



FTL SCOUT



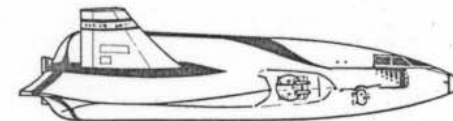
Displacement375t
Complement10
Astronauts3
Technical7
Gen. Accomodation4
Dispensary1
ColdSleep10

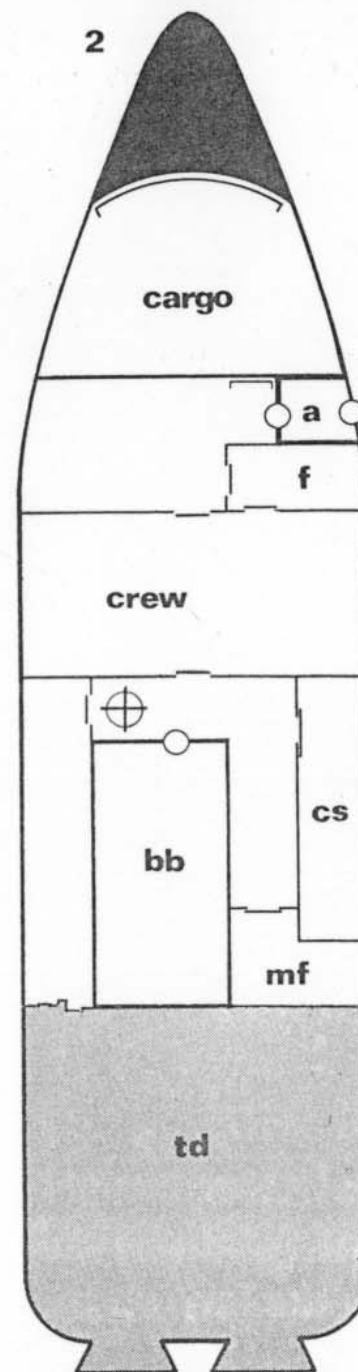
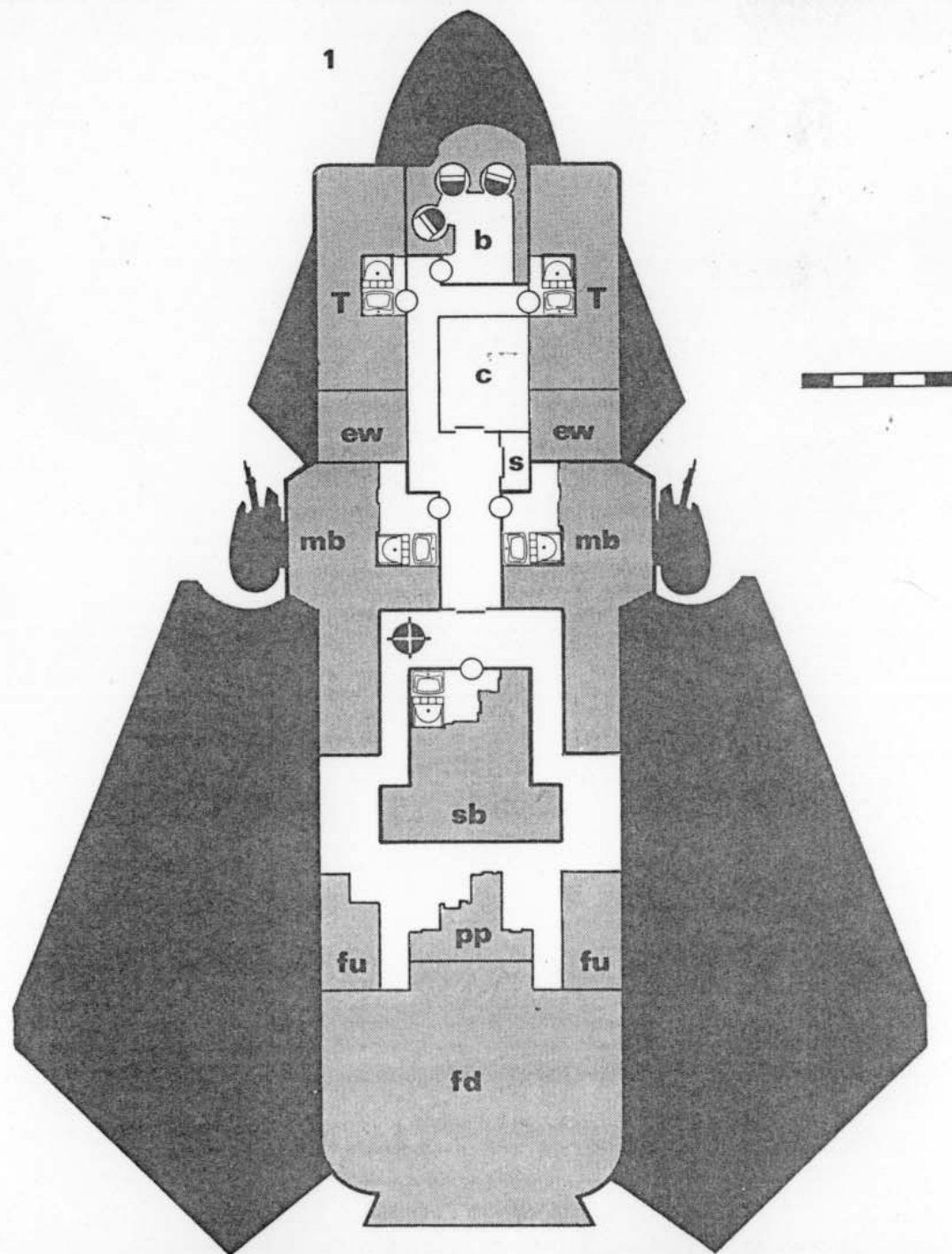
PowerplantAMC.20
Fuel Capacity1000 u.
Fuel Cons3.75 u.
OverDrive0.2 u.
AtmosphericFtr. Mode
Boat Bayx1 Launch
Cargo Bays27.5t

Main Battery2x2 N*100
Rds./N*100250
Fwd. NovaGunsx6 N*25
Rds./N*25250
Torpedo Tubes1x6 ST*257
ST*275/Tube6
ST*157/Tube10
External Racksx10 ST*775
orx50t Bombs

	HERMES	METEOR	NIKE	STARFIRE	FLAME	FIREBALL	SPITFIRE	MARAUDER
Tech Level	7	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	270 LS	270 LS	270 LS	270 LS	270 LS	270 LS	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 Capacity . . .	400	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
Bridge	Mk.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	2500 LS	3500 LS	5000 LS	5500 LS	5500 LS	6000 LS	6000 LS	6000 LS
ComSystems	½ LY	1 LY	3 LY	3 LY	3 LY	3 LY	3 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



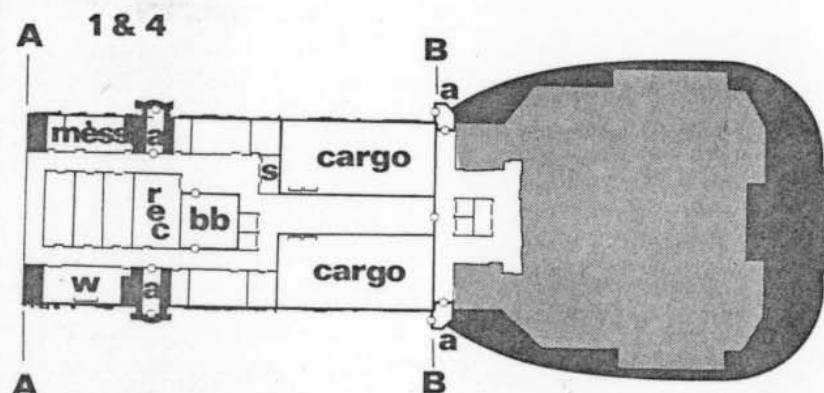
Displacement . . .12,500t
Complement. . . .140
Astronauts. . . .20
Technical. . . .60
Marines. . . .60
Sick Bay10
ColdSleep20
Cargo Bays. . . .3600t
Damage Control .Superior

Powerplant. . . .AMC.25
Fuel Capacity . .25,000 u.
Fuel Cons125 u.
OverDrive+6 u.
Atmospheric. . .7500 kmh
Atmos. Max . . .15,000 kmh
Boat Deckx2 Launch
Hull Ftr. Bays. .x4 Ftr.

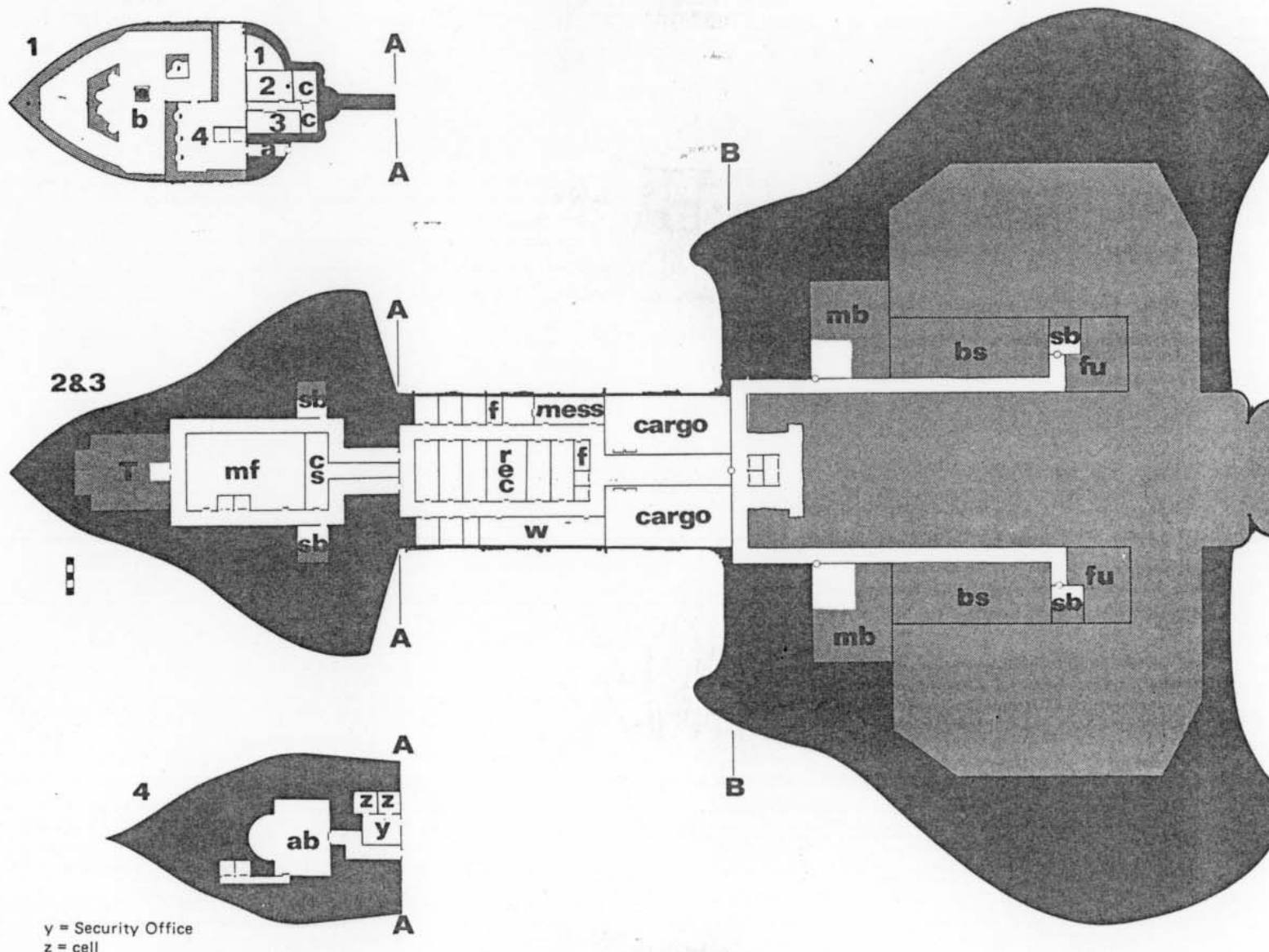
Main Battery . .4x2 N*150
Rds./N*150 . . .350
Sec. Battery . . .6x2 N*25
Rds./N*25 . . .350
Torpedo Tubes .1x6 ST*375
ST*375/Tube . .8
ST*157/Tube . .16

	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	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6000 LS	6500 LS
ComSystems.	1/2 LY	1 LY	3 LY	3 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	725	795	875	960	1000	1050	1100	1150

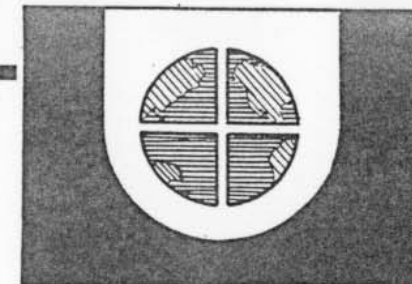
The corvette is the workhorse of the Terran StarForces and is used variously as a light assault transport, patrol craft, and picket boat. Its ample cargo bays can be easily converted for transport of troops as well as cargo. Drop-capsule racks are often fitted in the cargo bays for power armor assault,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



- 1 = Central Computer
- 2 = Conference Area
- 3 = Chart Room
- 4 = Astrogation



DESTROYER



Displacement40,000t
Complement400
Astronauts50
Technical170
Marines180
Sick Bay15
ColdSleep25
Cargo Bays2000t
Damage Control Compreh.

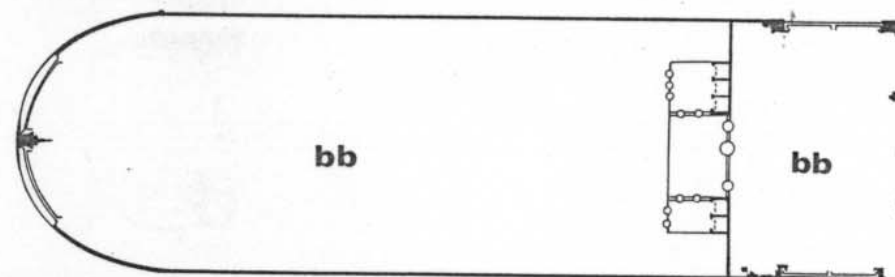
PowerplantAMC.25
Fuel Capacity60,000 u.
Fuel Cons400 u.
OverDrive+20 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx6 Launch
 x4 Pinnacle
 x1 Shuttle

Main Battery6x2 N*200
Rds./N*2001000
Sec. Battery10x2 N*50
Rds./N*501000
Torpedo Tubes2x6 ST*375
ST*375/Tube30
ST*157/Tube30
Flight Deck8000m³

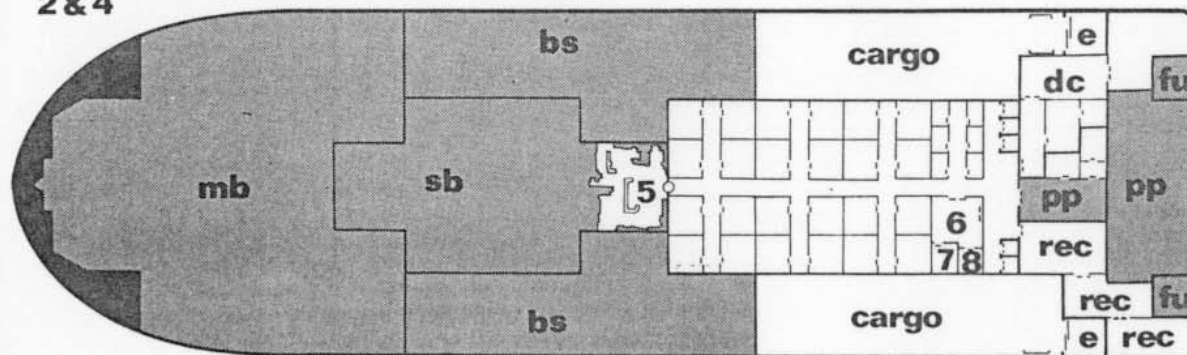
	ACHERON	STYX	CHARON	LETHE	CERBERUS	HADES	PERSEPHONE	EREBUS
Tech Level	7	8	9	10	10	10-11	10-11	11
TISA Drive	180 LS	190 LS	210 LS	220 LS	230 LS	240 LS	245 LS	250 LS
TISA Cruise	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration	+15/+30 LS	+15/+45 LS	+15/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS	+20/+70 LS
FTL Drive	34 LY	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY	50 LY
FTL Cruise	20 LY	22 LY	23 LY	25 LY	26 LY	27 LY	28 LY	30 LY
Damage Capacity	22,000	23,000	24,000	25,000	26,000	27,000	28,000	30,000
BattleScreen No.2 . . .	+16 8800	+17 9200	+18 9600	+19 10,000	+20 10,400	+21 10,800	+22 11,200	+23 12,000
BattleScreen No.1 . . .	+12 13,200	+12 13,800	+12 14,400	+12 15,000	+12 15,600	+12 16,200	+12 16,800	+12 18,000
BattleArmor	+17	+17	+18	+18	+19	+19	+20	+20
Bridge	Mk.IX	Mk.X	Mk.XI	Mk.XII	Mk.XII	Mk.XIII	Mk.XIII	Mk.XIV
Aux. Bridge	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII
EW/ECM	13	14	15	16	17	17	18	18
Sensors	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6000 LS	6500 LS
Comsystems	½ LY	1 LY	3 LY	3 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	2475	2725	3000	3300	3450	3600	3775	3950*

1&5

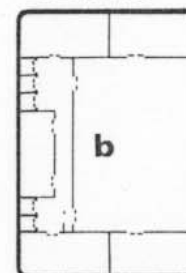
The Terran destroyer is the smallest warship normally deployed during major fleet actions. These very fast light units have a powerful torpedo battery and excellent novagun armament, but they are still no match for major warships. Their role is to screen the fleet, scout the enemy, and attack transport 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.



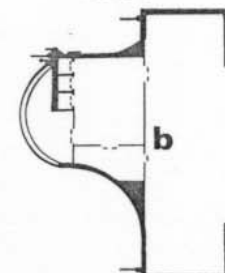
2&4



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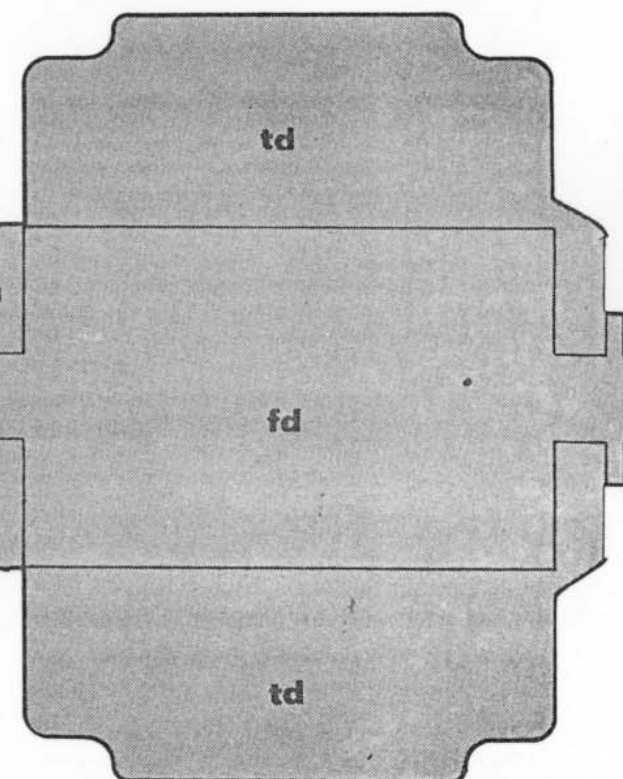
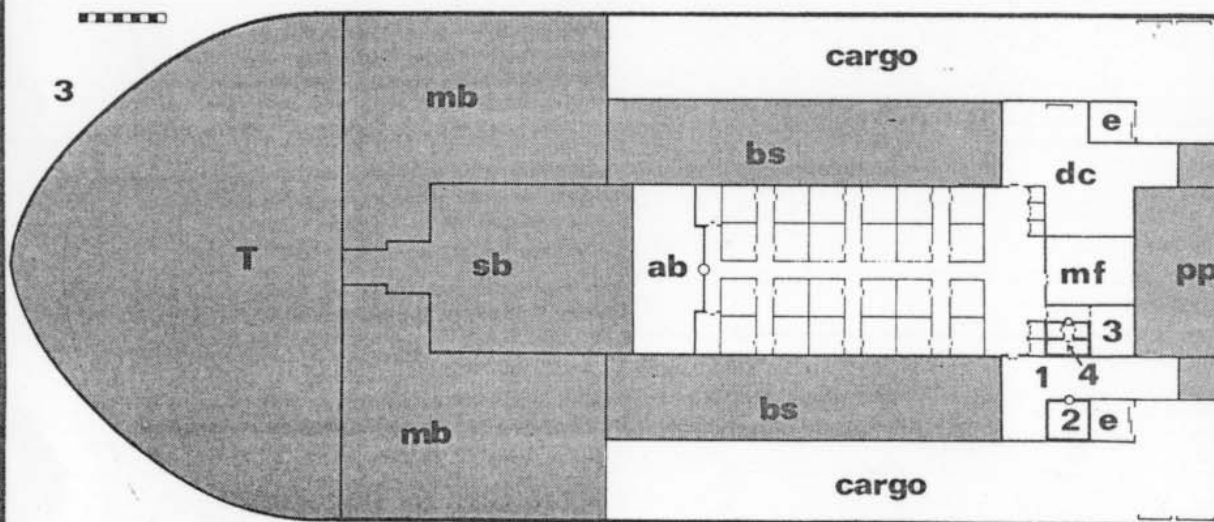
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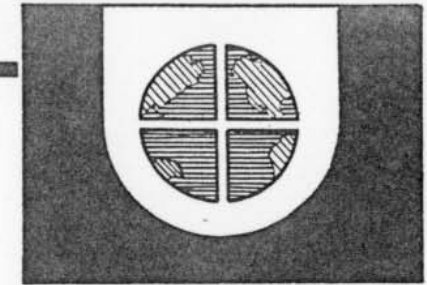
- | | |
|-------------------------------|-------------------|
| 1. Marine Training/Ready Room | 5. Gunnery |
| 2. Armory | 6. Mess Hall |
| 3. Security | 7. Galley |
| 4. Brig | 8. Officer's Mess |



3



DESTROYER LEADER



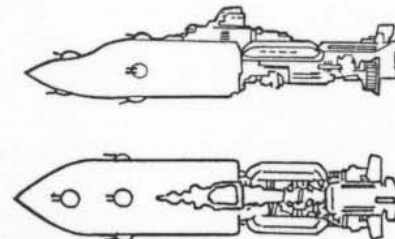
Displacement60,000t
Complement525
Astronauts60
Technical225
Marines240
Sick Bay18
ColdSleep25
Cargo Bays4575t
Damage ControlCompreh.

PowerplantAMC.25
Fuel Capacity90,000 u.
Fuel Cons900 u.
OverDrive+45 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx8 Launch
x6 Pinnacle
x1 Shuttle

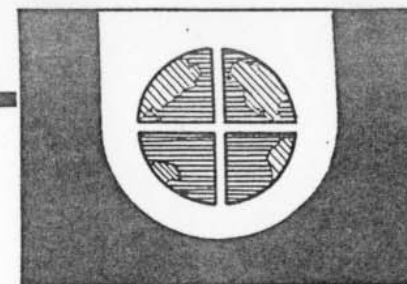
Main Battery6x2 N*250
Rds./N*2501000
Sec. Battery12x2 N*50
Rds./N*501000
Torpedo Tubes2x6 ST*375
ST*375/Tube30
ST*157/Tube30
Flight Deck8000m³

	ACHILLES	HEKTOR	AENEAS	ULYSSES	HERCULES	THESEUS	PERSEUS	ARES
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	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	34 LY	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY	50 LY
FTL Cruise	20 LY	22 LY	23 LY	25 LY	26 LY	27 LY	28 LY	30 LY
Damage Capacity	33,000	34,500	36,000	37,500	39,000	41,500	43,000	45,000
BattleScreen No.2 . . .	+18 13,200	+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 19,800	+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.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	13	14	15	16	17	17	18	19
Sensors	2500 LS	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500*LS
ComSystems	1/2 LY	1 LY	3 LY	3 LY	3 LY	3 LY	4 LY	5 LY
Cost (MCR)	3900	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



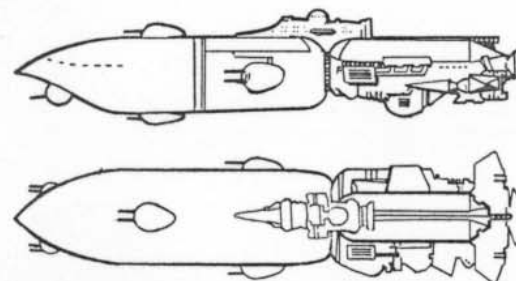
Displacement100,000t
Complement1050
Astronauts125
Technical445
Marines480
Sick Bay35
ColdSleep50
Cargo Bays6000t
Damage ControlCompreh.

PowerplantAMC.25
Fuel Capacity150,000 u.
Fuel Cons1000 u.
OverDrive+50 u.
Atmospheric6000 kmh
Atmos. Max15,000 kmh
Boat Deckx16 Launch
x10 Pinnacle
x2 Shuttle

Main Battery6x2 N*300
Rds./N*3001000
Sec. Battery12x2 N*75
Rds./N*751000
Torpedo Tubes2x6 ST*775
ST*775/Tube30
ST*157/Tube30
Flight Deck32,000m³

	TYCHO	SELENE	HEGATE	ASTARTE	ISHTAR	DIANA	ATHENE	EXCALIBUR
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	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 Capacity	55,000	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
Bridge	Mk.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	13	14	15	16	17	17	18	19
Sensors	2500 LS	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems	1/2 LY	1 LY	3 LY	3 LY	3 LY	3 LY	4 LY	5 LY
Cost (MCR)	7000	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



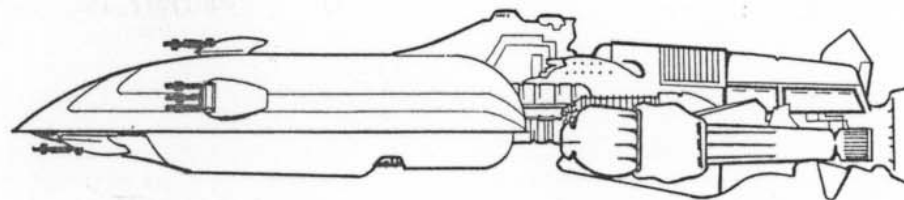
Displacement300,000t
Complement3000
Astronauts300
Technical1300
Marines1400
Sick Bay100
ColdSleep200
Cargo Bays15,500t
Damage ControlStarFleet

PowerplantAMC.25
Fuel Capacity600,000 u.
Fuel Cons3000 u.
OverDrive+150 u.
Take-Off/LandG x 3000 u.
Atmospheric1200 kmh
Boat Deckx20 Launch
 x20 Pinnacle
 x6 Shuttle
 x2 Lander

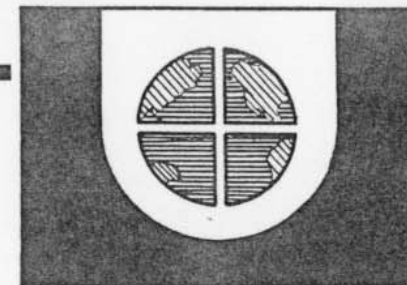
Main Battery6x3 N*400
Rds./N*4002850
Sec. Battery A12x2 N*125
Rds./N*1251500
Sec. Battery B12x2 N*75
Rds./N*751500
Torpedo Tubes3x6 ST*775
ST*775/Tube50
ST*157/Tube50
Flight Deck32,000m³

	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 battleship', for it mounts very heavy armament and battleship 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



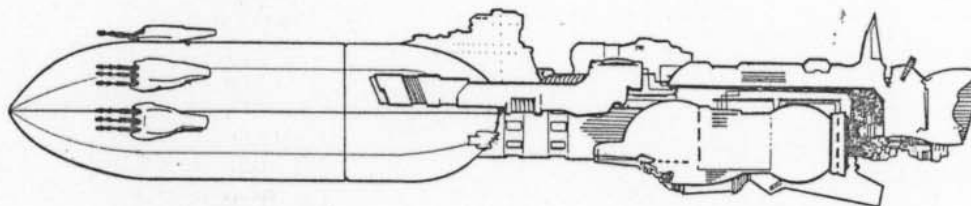
Displacement500,000t
Complement4700
Astronauts500
Technical2100
Marines2100
Sick Bay175
ColdSleep500
Cargo Bays18,500t
Damage ControlStarFleet

PowerplantAMC.25
Fuel Capacity1,000,000 u.
Fuel Cons5000 u.
OverDrive+250 u.
Take-Off/LandG x 5000 u.
Atmospheric1200 kmh
Boat Deckx30 Launch
 x30 Pinnacle
 x12 Shuttle
 x2 Lander

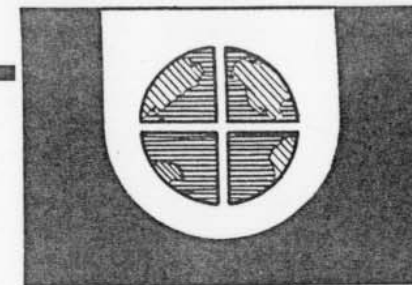
Main Battery6x3 N*500
Rds./N*5005000
Sec. Battery A16x2 N*150
Rds./N*1501500
Sec. Battery B16x2 N*75
Rds./N*751500
Torpedo Tubes4x6 ST*775
ST*775/Tube50
ST*157/Tube50
Flight Deck32,000m³

	ALDEBARAN	PROCYON	REGULUS	FORMALHAUT	VEGA	BRITANNIA	ALTAIR
Tech Level	9	10	10	10-11	10-11	11	11
TISA Drive	175 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	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 LY	26 LY	27 LY	28 LY
FTL Cruise	11 LY	11 LY	12 LY	12 LY	13 LY	13 LY	14 LY
Damage Capacity	325,000	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 . . .	+26 108,335	+27 112,500	+28 116,665	+29 120,835	+29 125,000	+30 129,165	+30 133,335
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	+38	+39	+40	+41	+42	+43	+44
Bridge	Mk.XII x2	Mk.XIII x2	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 laid 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 battleship 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 twins.



BATTLESTARSHIP



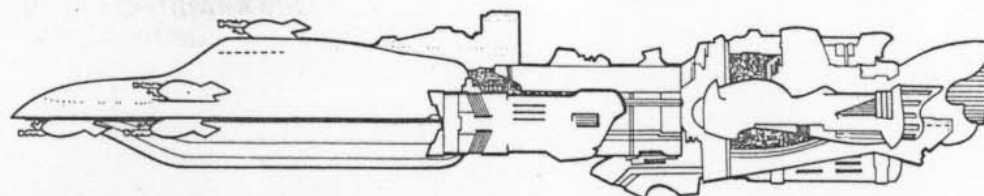
Displacement575,000t
Complement4700
Astronauts500
Technical2100
Marines2100
Sick Bay175
ColdSleep500
Cargo Bays18,500t
Damage ControlStarFleet

PowerplantAMC.25
Fuel Capacity1,150,000 u.
Fuel Cons5750 u.
OverDrive+290 u.
Take-Off/LandG x 5750 u.
Atmospheric1200 kmh
Boat Deckx30 Launch
 x30 Pinnacle
 x12 Shuttle
 x2 Lander

Main Battery6x3 N*600
Rds./N*6005000
Sec. Battery A16x2 N*150
Rds./N*1501500
Sec. Battery B16x2 N*75
Rds./N*751500
Torpedo Tubes4x6 ST*775
ST*775/Tube50
ST*157/Tube50
Flight Deck64,000m³

	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 Capacity . . .	375,000	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
Bridge	Mk.XI 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	3000 LS	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

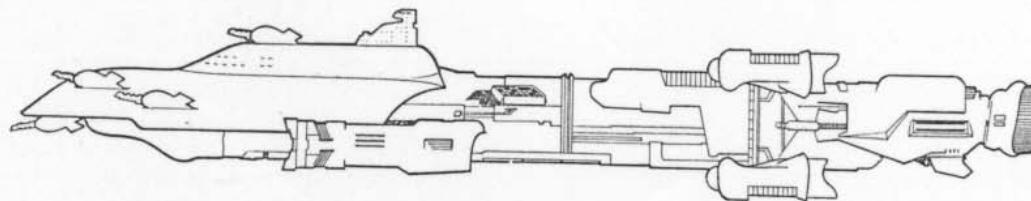
For many years the mainstay of the Terran BattleFleet, the 575,000t battlestarship has had a long and illustrious career in the annals of interstellar conflict. Although eclipsed by the immensely powerful Concordat battlestars, the battlestarship has remained one of the most powerful second class line-of-battle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

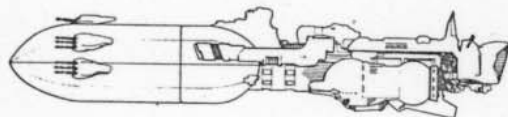
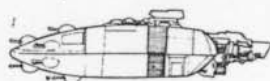
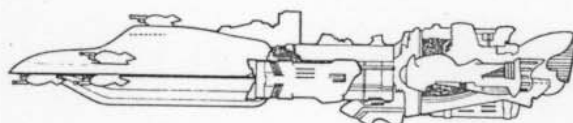
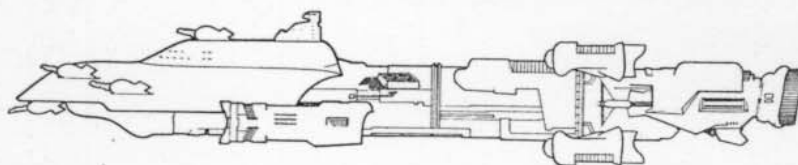
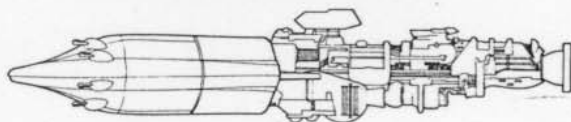
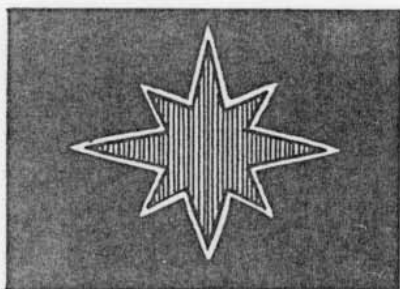
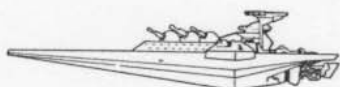
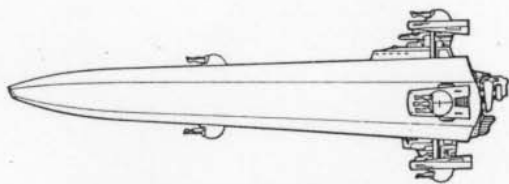
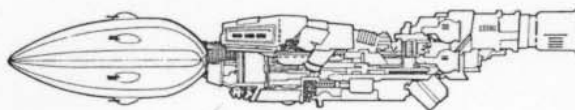
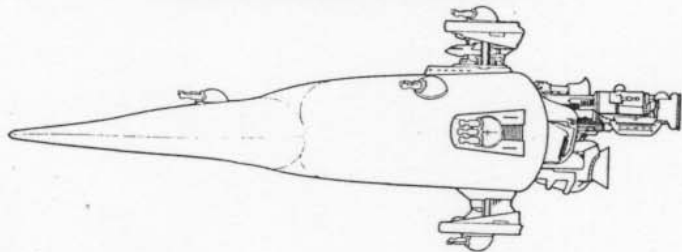
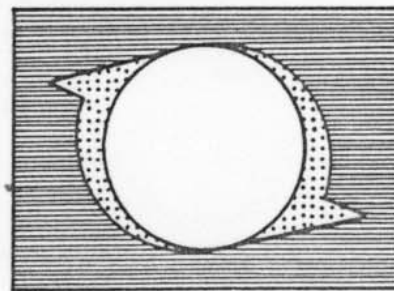
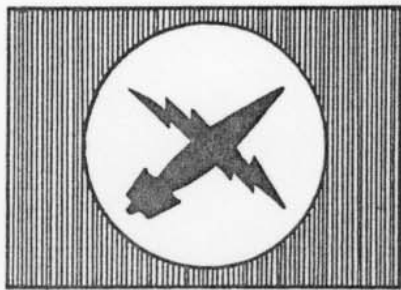




	CONCORDAT	ALLIANCE	UNION	ENTENTE	COVENANT	FEDERATION	TELLUS
Tech Level	9	10	10	10-11	10-11	11	11
TISA Drive	110 LS	120 LS	130 LS	140 LS	145 LS	150 LS	155 LS
TISA Cruise	80 LS	80 LS	80 LS	80 LS	80 LS	80 LS	80 LS
Acceleration	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS
FTL Drive	15 LY	16 LY	17 LY	18 LY	19 LY	20 LY	21 LY
FTL Cruise	6 LY	6 LY	7 LY	7 LY	8 LY	8 LY	8 LY
Damage Capacity	900,000	937,500	975,000	1,012,500	1,050,000	1,087,500	1,125,000
BattleScreen No.3	+30 300,000	+31 312,500	+32 325,000	+33 337,500	+34 350,000	+35 362,500	+36 375,000
BattleScreen No.2	+27 300,000	+28 312,500	+29 325,000	+30 337,500	+30 350,000	+31 362,500	+31 375,000
BattleScreen No.1	+20 300,000	+20 312,500	+20 325,000	+20 337,500	+20 350,000	+20 362,500	+20 375,000
BattleArmor	+52	+53	+54	+55	+56	+57	+58
Bridge	Mk.XII x2	Mk.XIII x2	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)	230,000	241,500	253,500	266,250	279,500	293,400	308,000

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 representatives 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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