

SPACE OPERA™

SELDON'S COMPENDIUM OF STARCRAFT3

STARSHIPS OF WAR

**Blarad
Mekpurr
Ranan
Hissss'ist**



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SELDON'S COMPENDIUM OF STARCRAFT 3

SHIP STATS BY EDWARD E. SIMBALIST
DECK PLANS BY STEVEN S. CROMPTON



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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/Magabolt fire — effectively dual-purpose weapons. Most nations require separate Magabolt 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.

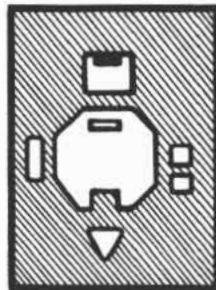
The ships presented in this volume are each accompanied by a flag by means of identification of nationality. Each Star-Nation is represented by its own flag, as illustrated below. Note that these flags are drawn in standard heraldic format so that proper colors are easily distinguished by anyone who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



BLARAD STARKINGDOM



HISSSS'IST.



MEKPURR



UNITED RANAN WORLDS

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 battleship 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 retrofit entire battleship and equipment industries to create the systems of another culture — and total reproduction of the battleship 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 battleship. 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.

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 battleship 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 the 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

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.

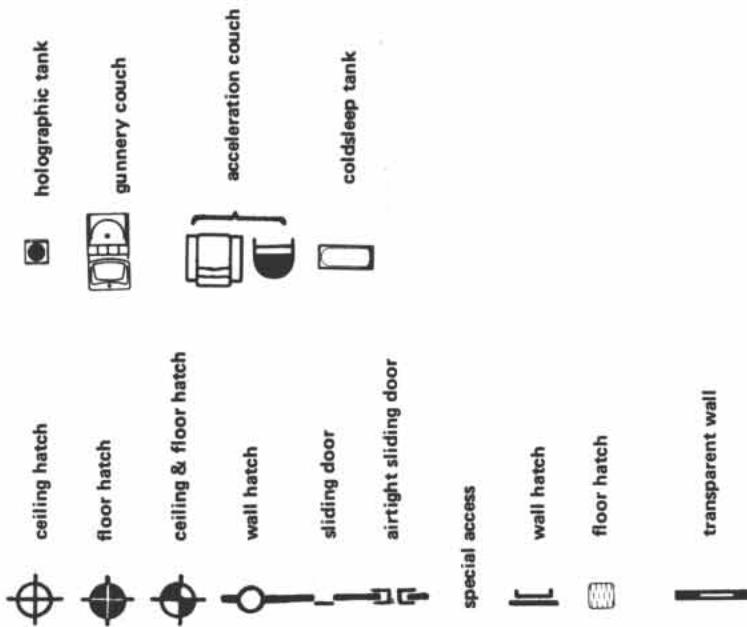
ARMAMENTS

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 'cannonades', 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 cannonade 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

- a. airlock
- ab. aux. bridge
- b. bridge
- bb. boat bay (flight deck inc.)
- bs. battlescans
- 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

- holographic tank
- gunnery couch
- acceleration couch
- coldsleep tank

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:

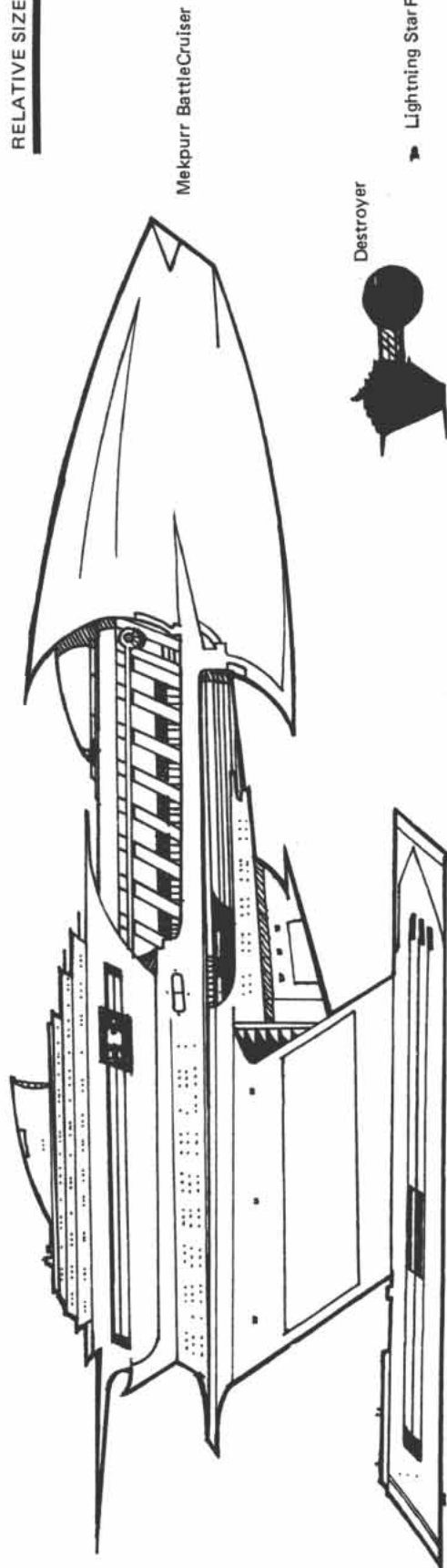
Terra		+2 EW
League		+1 EW
Azurilach		+2 EW
G.P.R.		+0 EW
IRSOL		+2 EW
Rauwoof		+1 EW
Blarad		+1 EW
C.S.A.		+1 EW
MekPurr		+2 EW
Mertun		+2 EW
Klackon		+0 EW
Bug		-2 EW
Hissist		-1 EW
Ranan Horde		-1 EW
Whistlers		+1 EW
Korellian		+0 EW

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.

RELATIVE SIZE COMPARISON



Lightning Star Fighter

KAAR'DAL STARFIGHTER



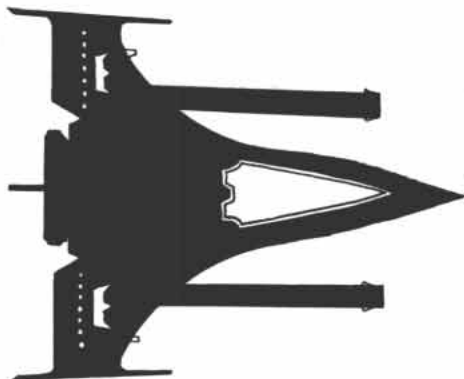
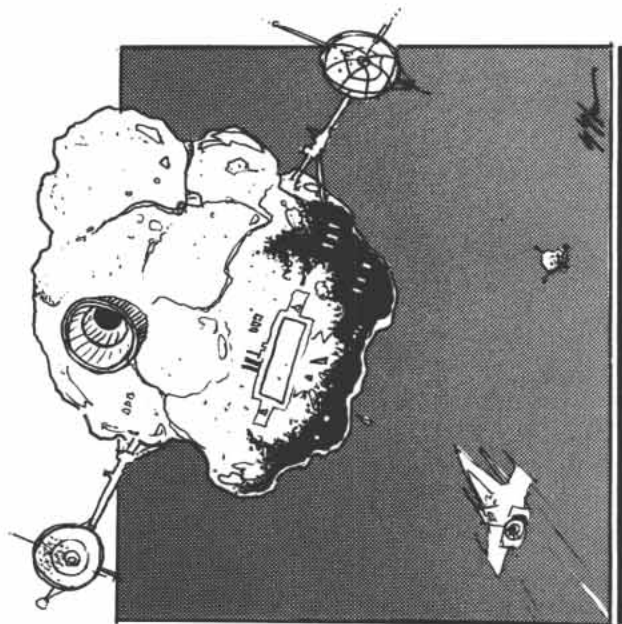
Crew.....1
Mass.....50t
Dimensions.....10x10x4m
Cargo Space.....500 kg
Life Support.....5 days
Flight Deck.....1000 cu.m

TISA Engines.....x3 TTG
Fuel Capacity......2 u.*
Fuel/1000LS......0.25 u.
OverBoost......0.05 u.
Acceleration.....+40 LS
OverBoost.....+120 LS

Fwd. NovaGuns.....6xN*25
Rounds/N*25......100
Ordnance......6xST*257
Or.....3xST*375
Or.....5t bombs
*1.5 u. drop-tank available

Tech Level.....7
TISA Drive.....270 LS
Atmospheric.....10,500 kmh
Atmos. Max.....15,000 kmh
Air-to-Air.....15
Damage Capacity.....90
BattleScreens.....+10 500
BattleArmor.....+2
BattleComputer.....Mk.II
EW/ECM.....10
Sensors.....1500 LS
ComSystems.....10,000 Ls
Cost (MCR).....42.5

	Mk.I	Mk.II	Mk.III	Mk.IV	Mk.V	Mk.VI	Mk.VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS
Atmospheric	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	15,000 kmh	16,000 kmh	17,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air	15	16	17	18	19	20	21
Damage Capacity	90	100	110	120	125	130	135
BattleScreens	+10 500	+10 600	+10 700	+10 800	+10 900	+10 1000	+10 1100
BattleArmor	+2	+2	+2	+3	+3	+3	+4
BattleComputer	Mk.II	Mk.III	Mk.IV	Mk.V	Mk.V	Mk.V	Mk.V
EW/ECM	10	11	12	13	13	14	14
Sensors	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3000 LS	3000 LS
ComSystems	10,000 Ls	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Cost (MCR)	42.5	44.65	46.75	48.9	51	53.15	55.25



GAURAH'DAL STARBOMBER



Crew.....2
Mass.....100t
Dimensions.....20x10x4m
Cargo Space.....500 kg
Life Support.....5 days
Flight Deck.....2000 cu.m

TISA Engines.....x3 TTG
Fuel Capacity.....4 u.*
Fuel/1000LS.....0.5 u.
OverBoost.....0.125 u.
Acceleration.....+30 LS
OverBoost.....+90 LS
* 3 u. drop-tank available

Fwd. NovaGuns...4xN*25
Rounds/N*25.....100
Turret Guns.....1x2 N*75
Rounds/N*75.....60
Ordnance.....x2 ST*775
Or.....x5 ST*375
Or.....x3 ST*775
Or.....x30t bombs

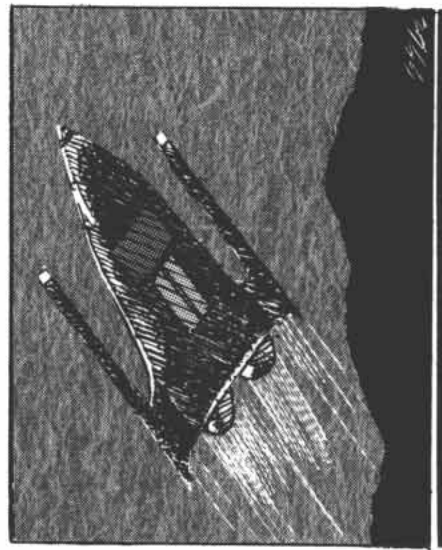
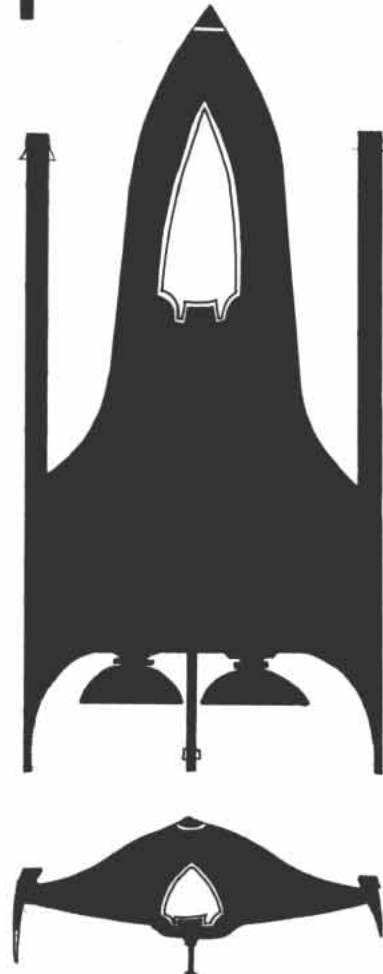
Mk.I
Tech Level.....7
TISA Drive.....240 LS
Atmospheric.....5000 kmh
Atmos. Max.....15,000 kmh
Air-to-Air.....10
Damage Capacity.....200
BattleScreens.....+10 800
BattleArmor.....+3
BattleComputer.....Mk.II
EW/ECM.....10
Sensors.....1500 LS
ComSystems.....10,000 LS
Cost (MCR).....60

Mk.II
8
250 LS
6000 kmh
15,000 kmh
11
200
+10 900
+3
Mk.III
11
2000 LS
10,000 Ls
63

Mk.IV
10
270 LS
8000 kmh
15,000 kmh
13
200
+10 1000
+4
Mk.V
13
3000 LS
15,000 LS
69

Mk.VI
10-11
290 LS
10,000 kmh
15,000 kmh
15
225
+10 1000
+4
Mk.V
14
3500 LS
15,000 LS
75

Mk.VII
10-11
300 LS
11,000 kmh
15,000 kmh
16
225
+10 1000
+5
Mk.V
14
3500 LS
15,000 LS
78



DESTROYER ESCORT



Displacement27,500t
Complement225
Astronauts30
Technical100
Marines125
Sick Bay10
ColdSleep25
Damage ControlSuperior
Cargo Bays1785t

PowerPlantAMC .20
Fuel Capacity15,000 u.
Fuel Cons./100LY . .275 u.
OverDrive+18 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx5 Launch
Hull Baysx4 Starfighters

Main Battery4x3 N*175
Rounds/*175800
Sec. Battery4x3 N*50
Rounds/N*50800
Torpedo Tubes2x6 ST*257
ST*257/Tube20
ST*157/Tube20
External Rack2x10 ST*775*
*Beginning in Tech/9

VENDUKAAR I

Tech Level7
TISA Drive200 LS
TISA Cruise180 LS
Acceleration+15/+30 LS
FTL Drive30 LY
FTL Cruise18 LY
Damage Capacity13,075
BattleScreen No.2+16 4375
BattleScreen No.1+12 8700
BattleArmor+15
BridgeMk. VIII
Aux. BridgeMk. VI
EW/ECM11
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)1400

VENDUKAAR II

8
210 LS
180 LS
+15/+30 LS
32 LY
19 LY
13,750
+17 4600
+12 9150
+15
Mk. IX
Mk. VII
12
2500 LS
1 LY
1550

VENDUKAAR III

10
230 LS
180 LS
+15/+45 LS
36 LY
21 LY
15,125
+18 5050
+12 10,075
+16
Mk. XI
Mk. IX
14
3500 LS
3 LY
1875

VENDUKAAR IV

10
235 LS
180 LS
+15/+45 LS
37 LY
22 LY
15,825
+20 5275
+12 10,550
+17
Mk. XI
Mk. IX
14
3500 LS
3 LY
1950

VENDUKAAR V

10-11
240 LS
180 LS
+15/+45 LS
38 LY
23 LY
16,500
+21 5500
+12 11,000
+17
Mk. XII
Mk. X
15
4500 LS
3 LY
2050

VENDUKAAR VI

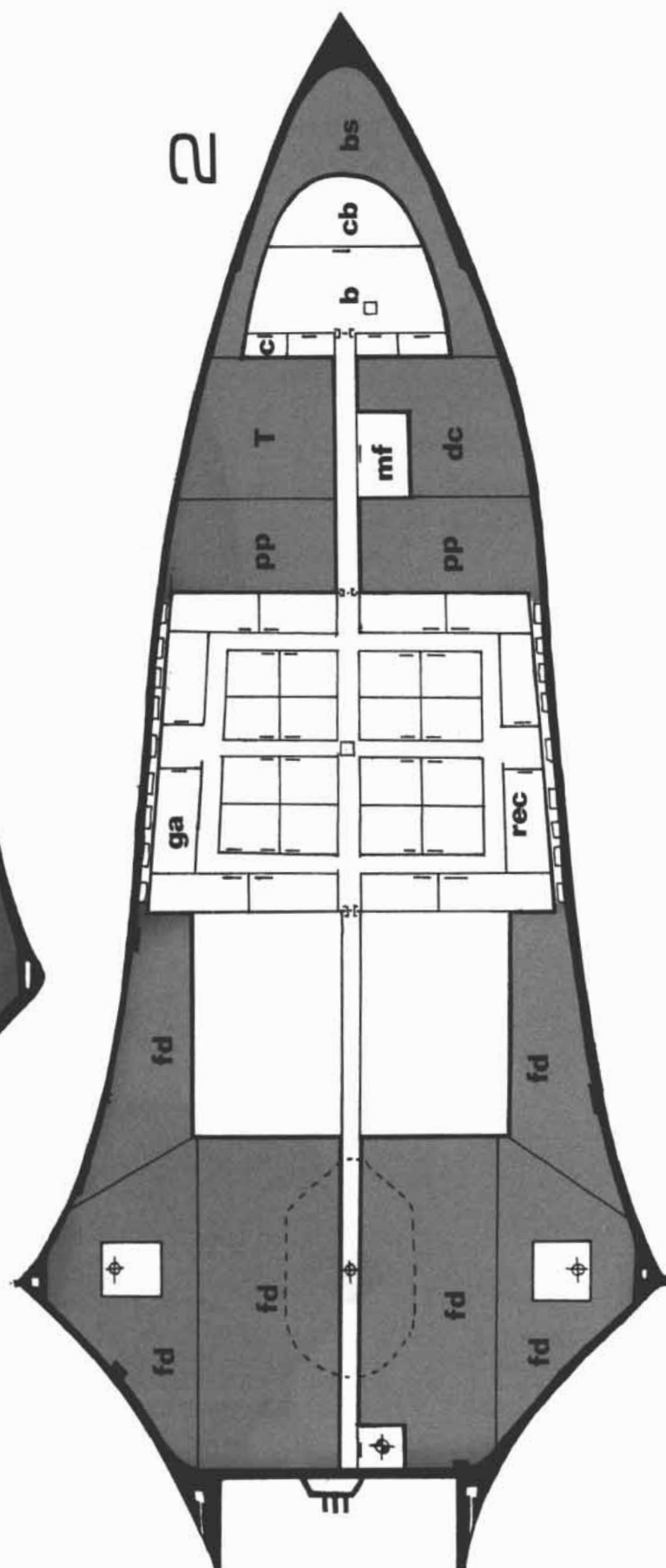
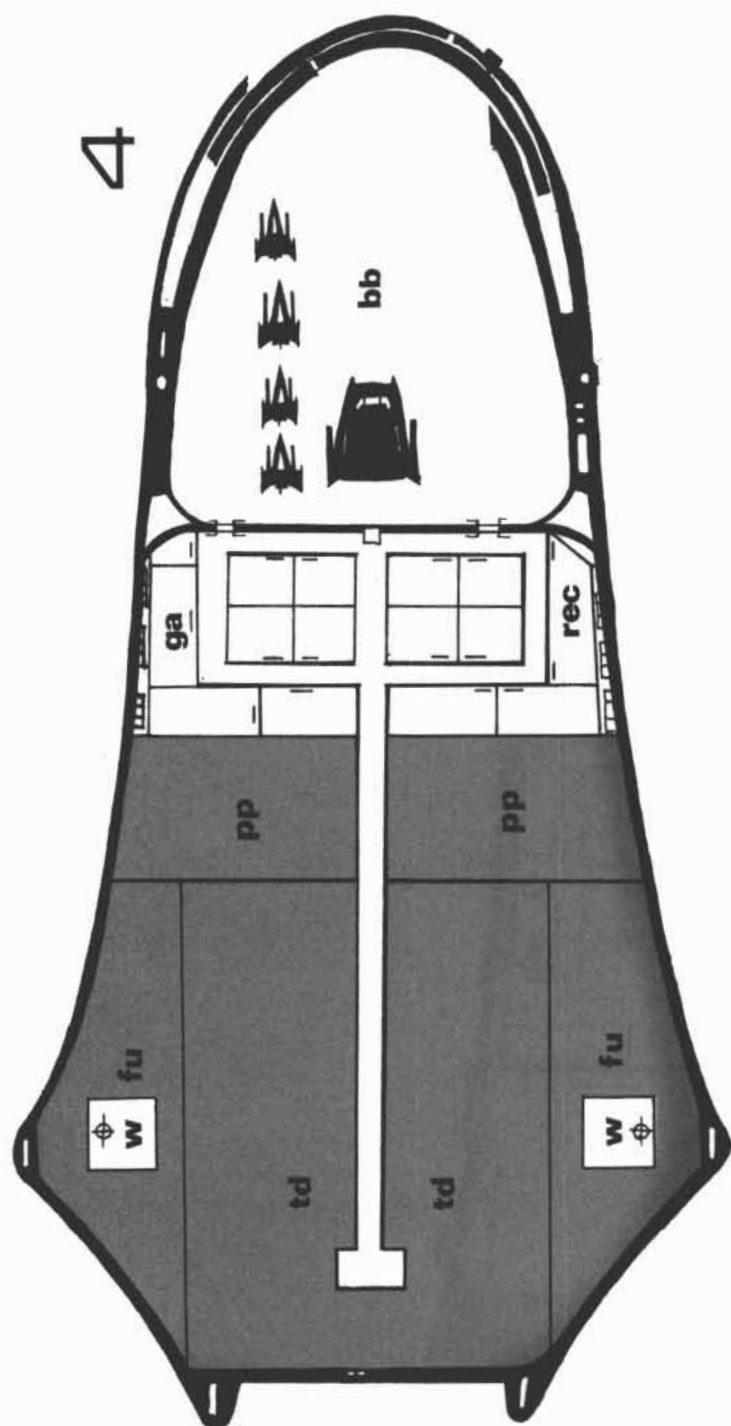
10-11
245 LS
180 LS
+15/+45 LS
39 LY
24 LY
17,200
+22 5750
+12 11,450
+18
Mk. XII
Mk. X
15
45,000LS
3 LY
2150

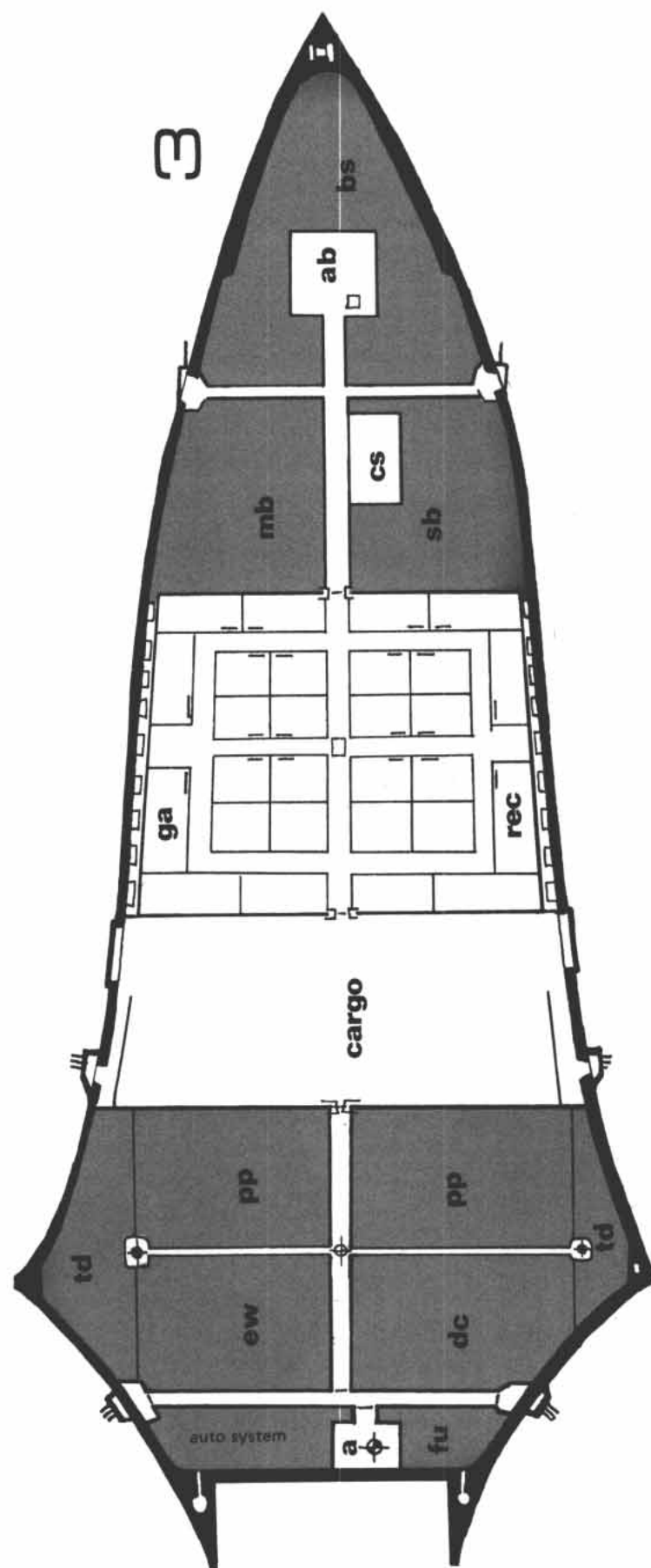
VENDUKAAR VII

10-11
245 LS
180 LS
+15/+45 LS
39 LY
24 LY
17,200
+22 5750
+12 11,450
+18
Mk. XII
Mk. X
15
45,000LS
3 LY
2150

The Vendukaar ('High Thunder') destroyer escorts of the Royal Blarad StarNavy are the fastest warships in the fleet and are very similar to the Rauwoof Terriers in overall performance and capability. Vendukaars are lightly constructed to permit a high tactical speed. Armor and main batteries have been pared down dramatically to achieve this, compared to the emphasis on protection and firepower so usual in Blarad warships. To increase the firepower of the Vendukaars, external launch racks for salvo fire of ST*775 heavy calibre torpedoes were mounted beginning in Tech/9, a practice first begun by the Irsoi and quickly adopted by the Rauwoofs (2x10), Blarads (2x10), Federation (3x12), League (3x9), Azurich Imperium (3x10), and the G.P.R. (2x 10) for their corvette, destroyer, and light cruiser types. Such external racks cannot be reloaded during a battle but reloading can be effected from missiles carried in the cargo bays when not engaged.







FLEET DESTROYER

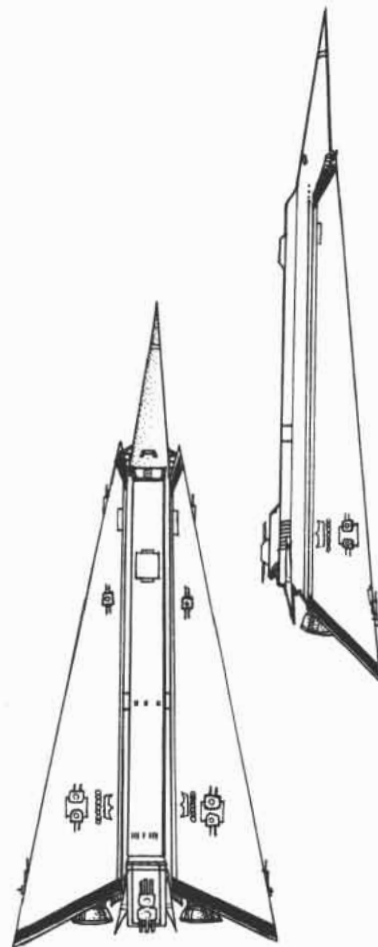


Displacement 75,000t
Complement 535
Astronauts 60
Technical 200
Marines 275
Sick Bay 25
ColdSleep 50
Damage Control . . . Superior
Cargo Bays 4000t

PowerPlant AMC.20
Fuel Capacity 100,000 u.
Fuel Cons./100 LY . 750 u.
OverDrive +75 u.
Atmospheric 7500 kmh
Atmos. Max 15,000 kmh
Boat Deck x6 Launch
x4 Pinnacle
x1 Shuttle
Flight Deck 8000 cu.m
x8 starfighters

Main Battery 4x3 N*275
Rounds/N*275 1000
Sec. Battery 8x3 N*50
Rounds/N*50 1000
Torpedo Tubes 2x6 ST*375
ST*375/Tube 30
ST*157/Tube 30
External Racks 2x10 ST*775*
*Beginning in Tech/9

	TORINVAR I	TORINVAR II	TORINVAR III	TORINVAR IV	TORINVAR V	TORINVAR VI	TORINVAR VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	175 LS	185 LS	195 LS	210 LS	215 LS	220 LS	225 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/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive	30 LY	32 LY	34 LY	36 LY	37 LY	38 LY	39 LY
FTL Cruise	18 LY	19 LY	20 LY	21 LY	22 LY	23 LY	24 LY
Damage Capacity	37,375	39,000	40,625	42,250	43,875	45,500	47,125
BattleScreen No.2 . . .	+16 9500	+17 9900	+18 10,275	+19 10,650	+20 11,100	+21 11,500	+22 11,875
BattleScreen No.1 . . .	+12 19,000	+12 19,800	+12 20,600	+12 21,350	+12 22,150	+12 22,950	+12 23,750
BattleArmor	+17	+17	+18	+18	+19	+19	+20
Bridge	Mk. VIII	Mk. IX	Mk. X	Mk. XI	Mk. XI	Mk. XII	Mk. XII
Aux.Bridge	Mk. VI	Mk. VII	Mk. VIII	Mk. IX	Mk. IX	Mk. X	Mk. X
EW/ECM	11	12	13	14	14	15	15
Sensors	2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4500 LS	4500 LS
ComSystems	1/2 LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	4000	4400	4800	5300	5575	5850	6125



Though classed by the Blarads as 'destroyers', the Torinvar ('Shooting Star') are actually light cruiser types. Everything is on a somewhat larger scale inside the warships, as the Blarads are a big race, so the ships have higher overhead (3m), bigger hatchways, a deeper set between ladder rungs, etc., which tend to prove somewhat disconcerting to smaller beings. The craft carry 8 starfighters or else 2 starbombers and 4 starfighters. Recently, external racks mounting 2x10 ST*775 have been fitted to increase torpedo fire power. In Tech/9, the N*275 main battery was modified for megabolt carronade fire (x6 guns).

HEAVY CRUISER & STARFIGHTER CARRIER

Displacement 250,000t
Complement 2650/2650*
Astronauts 250/450*
Technical 900/1700*
Marines 1500/500*
Sick Bay 100
ColdSleep 100
Damage Control Compreh.
Cargo Bays 15,000t

PowerPlant AMC.20
Fuel Capacity 475,000 u.
Fuel Cons/100 LY . . . 2500 u.
OverDrive +250 u.
Atmospheric 1200 kph
Take Off/Land G x 2350 u.
Boat Deck x20 Launch
x20 Pinnacle
x5 Shuttle

Main Battery 5x3 N*400/275
Rounds/N*400/275 . . . 1000
Sec Battery 18x2 N*75
Rounds/N*75 1000
Torpedo Tubes 2x6 ST*775
ST*775/Tube 40
ST*157/Tube 40

Flight Deck
SARDAK (CF)
24,000 cu.m
x16 starfighters
x4 starbombers

TASHAR (CV)
272,000 cu.m
x144 starfighters
x64 starbombers

SARDAK I
TASHAR I
Tech Level 7

TISA Drive 160 LS
TISA Cruise 140 LS
Acceleration +10/+20 LS
FTL Drive 24 LY
FTL Cruise 13 LY
Damage Capacity . . . 143,750
BattleScreen No.2 . . . +21 47,900
BattleScreen No.1 . . . +16 95,850
BattleArmor +30/+16*
Bridge Mk. IX x 2
Aux. Bridge Mk. VIII
EW/ECM 12
Sensors 2500 LS
ComSystems 1/2 LY
CF Cost (MCR) 22,500
CV Cost (MCR) 16,875

SARDAK II
TASHAR II
8

170 LS
140 LS
+10/+20 LS
26 LY
14 LY
150,000
+22 50,000
+16 100,000
+31/+17*
Mk. X x 2
Mk. IX
13
3000 LS
1 LY
24,750
18,600

SARDAK III
TASHAR III
9

180 LS
140 LS
+10/+20 LS
28 LY
15 LY
156,250
+23 52,100
+16 104,150
+32/+18*
Mk. XI x 2
Mk. X
14
3500 LS
2 LY
27,200
20,400

SARDAK IV
TASHAR IV
10

190 LS
140 LS
+10/+20 LS
30 LY
16 LY
162,500
+24 54,150
+16 108,350
+33/+19*
Mk. XII x 2
Mk. X
15
4500 LS
3 LY
28,600
21,450

SARDAK V
TASHAR V
10

195 LS
140 LS
+10/+20 LS
30 LY
16 LY
168,750
+25 56,250
+12 112,500
+34/+20*
Mk. XII x 2
Mk. XI
15
4500 LS
3 LY
30,000
22,500

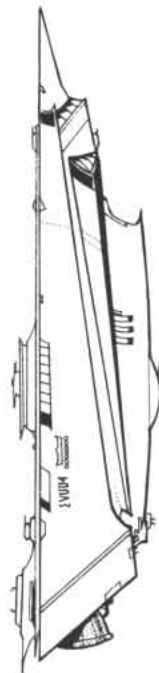
SARDAK VI
TASHAR VI
10-11

200 LS
140 LS
+10/+30 LS
31 LY
17 LY
175,000
+26 58,325
+12 116,650
+35/+21*
Mk. XIII x 2
Mk. XI
16
5000 LS
3 LY
31,500
23,625

SARDAK VII
TASHAR VII
10-11

205 LS
140 LS
+10/+30 LS
32 LY
17 LY
181,250
+27 60,400
+12 120,850
+36/+22*
Mk. XIII x 2
Mk. XI
16
5000 LS
3 LY
33,000
24,750

Blarad heavy cruisers approach fleet cruiser displacements. There are two variants. The lightly armored Tashars ('Swords of Valor') class are fleet starfighter carriers (CV) and carry four squadrons of starfighters and two squadrons of starbombers. All squadrons can be launched/recovered in five minutes. The Tashars mount N*275 energy rifles. The much more heavily armored Sardak ('Hero') class (CF) has +14 additional factors of battlemor and carries one squadron of starfighters and 4 scout starbombers. The Sardaks also mount heavier N*400's in the main battery. In Tech/9 the main batteries of both types were converted to megabolt cannonade fire (x6 guns), though the Tashars prefer to stand off because of their vulnerability in close actions. Except for larger main gun turrets and minor differences in superstructure configuration, the Sardaks look very much like the carriers.



BATTLESTARSHIP

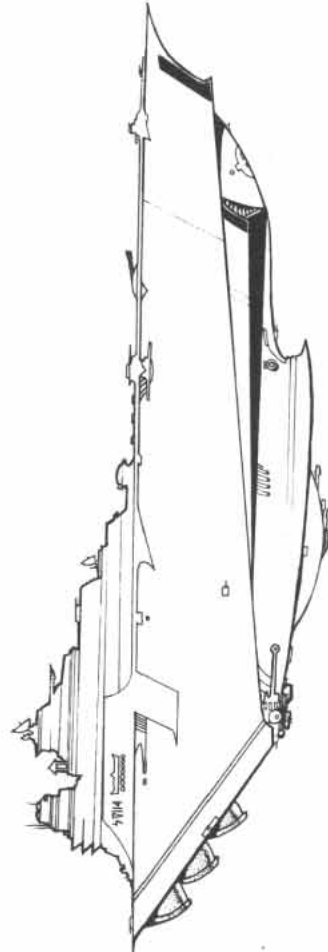


Displacement675,000t
Complement5375
Astronauts375
Technical2000
Marines3000
Sick Bay250
ColdSleep500
Cargo Bays30,000t
Damage ControlStarfleet

PowerPlantAMC.20
Fuel Capacity1,250,000 u.
Fuel Cons/100 LY .6750 u.
OverDrive+350 u.
Take Off/LandG x 6750 u.
Atmos. Max1200 kmh
Boat Deckx40 Launch
x40 Pinnacle
x10 Shuttle
Flight Deck48,000 cu.m
x32 Starfighters
x8 Starbombers

Main Battery6x3 N*750
Rounds/N*7505000
Sec. Battery A6x3 N*150
Rounds/N*1501500
Sec. Battery B16x3 N*75
Rounds/N*751500
Torpedo Tubes4x6 ST*775
ST*775/Tube50
ST*157/Tube50

	HARAULTA I	HARAULTA II	HARAULTA III	HARAULTA IV	HARAULTA V	HARAULTA VI	HARAULTA VII
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/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive	8 LY	9 LY	10 LY	11 LY	12 LY	13 LY	14 LY
FTL Cruise	3 LY	3 LY	4 LY	4 LY	4 LY	5 LY	5 LY
Damage Capacity	455,625	472,500	489,375	506,250	523,125	540,000	556,875
BattleScreen No.3	+28 151,875	+29 157,500	+30 163,125	+31 168,750	+32 174,375	+33 180,000	+34 185,625
BattleScreen No.2	+25 151,875	+26 157,500	+27 163,125	+28 168,750	+29 174,375	+30 180,000	+31 185,625
BattleScreen No.1	+20 151,875	+20 157,500	+20 163,125	+20 168,750	+20 174,375	+20 180,000	+20 185,625
BattleArmor	+46	+47	+48	+49	+50	+51	+52
Bridge	Mk. XI x 2	Mk. XII x 2	Mk. XII x 2	Mk. XIII x 2	Mk. XIII x 2	Mk. XIV x 2	Mk. XIV x 2
Aux. Bridge	Mk. XI	Mk. XII	Mk. XII	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XIV
EW/ECM	13	14	15	16	16	17	17
Sensors	3000 LS	3500 LS	4000 LS	4500 LS	5000 LS	5500 LS	5500 LS
ComSystems	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	80,000	88,000	96,000	106,500	111,800	117,300	123,200



The might Haraulta ('Warlord') series of battlestarships are massively armed and armored. They mount a powerful main battery of N*750 energy rifles, including six guns capable of megabolt carronade fire beginning in Tech/8. The warships have a good tactical speed but are rather slow in FTL mode, long range speed being sacrificed somewhat to upgrade armor and weapons systems. The Haraultas' formidable strength is much needed to hold the constantly threatened frontiers of the StarKingdoms.

LIGHTNING STARFIGHTER

Crew1
 Mass40t
 Dimensions10x10x4m
 Cargo Space500 kg
 Life Support5 days
 Flight Deck1000 cu.m

TISA Enginesx4 TTG
 Fuel Capacity3 u.*
 Fuel/1000 LS0.2 u.
 OverBoost0.05 u.
 Acceleration+50 LS
 OverBoost+150 LS
 * 2 u. drop-tank available.

Fwd NovaGuns6xN*25
 Rounds/N*25100
 Ordnance6xST*257
 Or
 4xST*375
 Or
 4t Bombs

Mk. I
 Tech Level7
 TISA Drive290 LS
 Atmospheric12,000 kmh
 Atmos. Max15,000 kmh
 Air-to-Air15
 Damage Capacity75
 BattleScreens+12 800
 BattleArmor+3
 BattleComputerMk. II
 EW/ECM12
 Sensors1500 LS
 ComSystems10,000 LS
 Cost (MCR)50

Mk. II
 8
 300 LS
 13,000 kmh
 15,000 kmh
 16
 75
 +12 900
 +3
 Mk. III
 13
 2000 LS
 10,000 LS
 52.5

Mk. III
 9
 310 LS
 14,000 kmh
 15,000 kmh
 17
 75
 +12 1000
 +3
 Mk. IV
 14
 2500 LS
 15,000 LS
 55

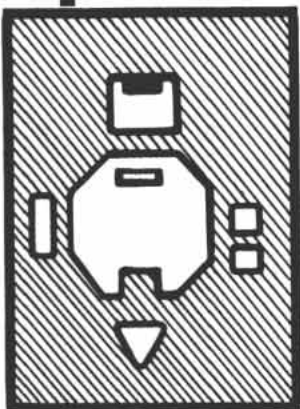
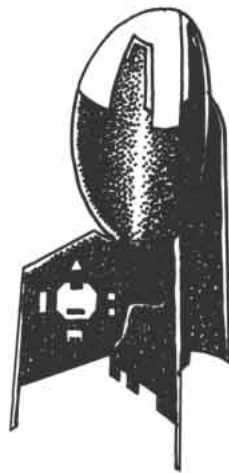
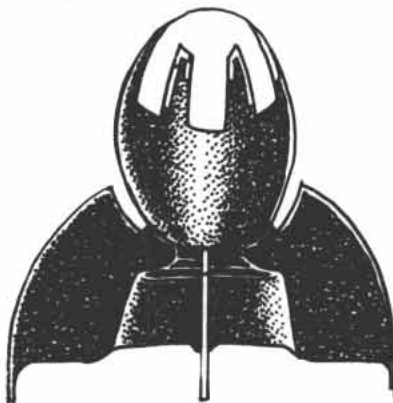
Mk. IVa
 10
 320 LS
 15,000 kmh
 16,000 kmh
 18
 75
 +12 1000
 +3
 Mk. V
 15
 3000 LS
 20,000 LS
 57.5

Mk. IVb
 10
 330 LS
 16,000 kmh
 17,000 kmh
 19
 75
 +12 1000
 +3
 Mk. V
 15
 3000 LS
 20,000 LS
 60

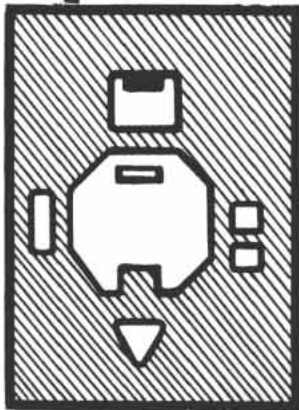
Mk. Va
 10-11
 340 LS
 17,000 kmh
 18,000 kmh
 21
 90
 +12 1000
 +4
 Mk. VI
 16
 3500 LS
 20,000 LS
 62.5

Mk. Vb
 10-11
 350 LS
 18,000 kmh
 19,000 kmh
 22
 90
 +12 1000
 +4
 Mk. VI
 16
 3500 LS
 20,000 LS
 65

Mk. VI
 11
 360 LS
 19,000 kmh
 20,000 kmh
 24
 100
 +12 1000
 +4
 Mk. VII
 17
 4000 LS
 25,000 LS
 67.5



THUNDERBOLT STARBOMBER



Crew.....1+3 Meks
Mass.....100t
Dimensions.....20x10x4m
Cargo Space.....500 kg
Life Support.....10 days
Flight Deck.....2000 cu.m

TISA Engines.....x4 TTG
Fuel Capacity......8 u.*
Fuel/1000 LS......0.4 u.
OverBoost......0.125 u.
Acceleration.....+30 LS
OverBoost.....+90 LS
*4 u. drop-tank available

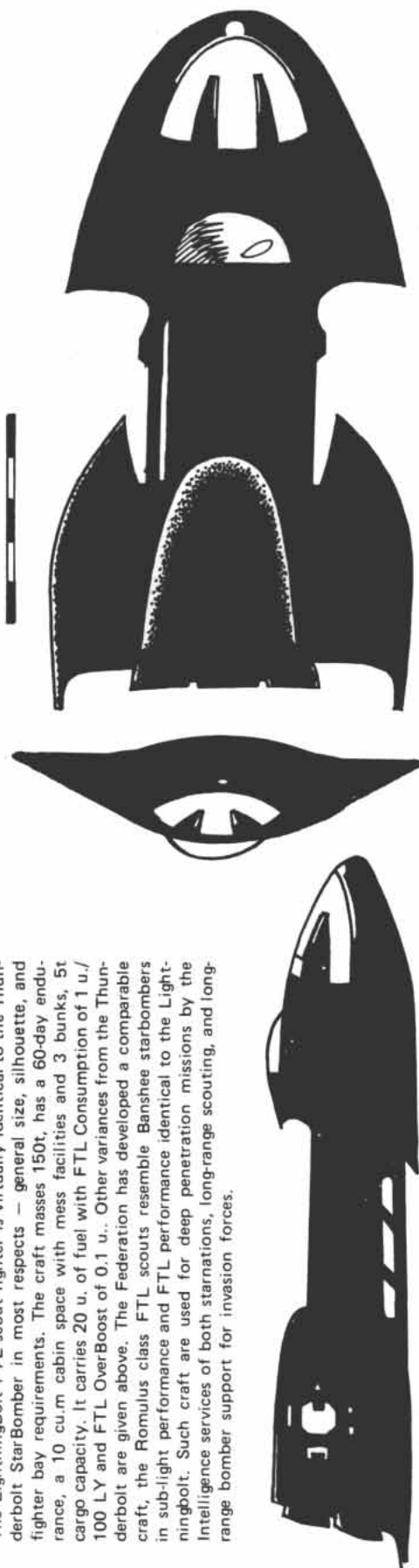
Fwd NovaGuns.....4xN*25
Rounds/N*25......120
Turret Guns.....1x2 N*50
Rounds/N*50......120
Ordnance......5xST*775
Or 10xST*157
Or 25t Bombs

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......250 LS	260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric......6500 kmh	7500 kmh	9000 kmh	10,000 kmh	11,000 kmh	12,000 kmh	13,000 kmh	14,000 kmh
Atmos. Max......15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	17,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air......10	11	12	13	14	15	16	17
Damage Capacity.....200	200	200	200	200	225	225	250
BattleScreens.....+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor.....+3	+3	+3	+4	+4	+4	+5	+5
BattleComputer.....Mk. II	Mk. III	Mk. IV	Mk. V	Mk. V	Mk. VI	Mk. VI	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	20,000 LS	15,000 LS	20,000 LS	20,000 LS	20,000 LS	20,000 LS	25,000 LS
Cost (MCR)......80	84	88	92	96	100	104	108

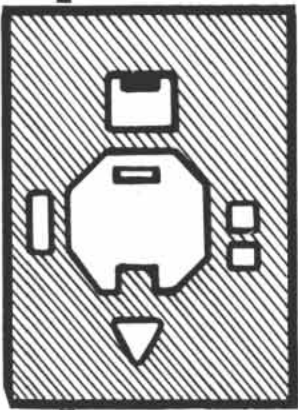
MEKPURR LIGHTNINGBOLT FTL SCOUT

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
FTL Drive......50 LY	54 LY	58 LY	62 LY	64 LY	66 LY	68 LY	70 LY
FTL Cruise......36 LY	40 LY	43 LY	46 LY	48 LY	49 LY	51 LY	52 LY
Cost (MCR)......150	165	180	187.5	195	202.5	210	217.5

The LightningBolt FTL scout fighter is virtually identical to the Thunderbolt StarBomber in most respects — general size, silhouette, and fighter bay requirements. The craft masses 150t, has a 60-day endurance, a 10 cu.m cabin space with mess facilities and 3 bunks, 5t cargo capacity. It carries 20 u. of fuel with FTL Consumption of 1 u./100 LY and FTL OverBoost of 0.1 u. Other variances from the Thunderbolt are given above. The Federation has developed a comparable craft, the Romulus class FTL scouts resemble Banshee starbombers in sub-light performance and FTL performance identical to the Lightningbolt. Such craft are used for deep penetration missions by the Intelligence services of both starnations, long-range scouting, and long-range bomber support for invasion forces.



DESTROYER

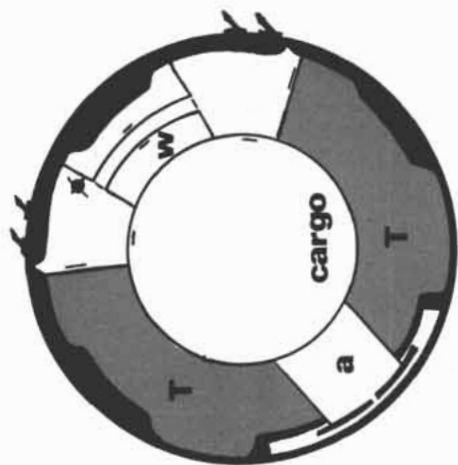


Displacement	47,500t	PowerPlant	AMC.30	Main Battery	5x2 N*250
Complement	35+400	Fuel Capacity	75,000 u.	Rounds/N*250	1000
Astronauts	35	Fuel Cons/100 LY	47.5 u.	Sec. Battery	8x3 N*50
Technical	200 Mek/Andr.	OverDrive	+25 u.	Rounds/N*50	1000
Marines	200 Mek/Andr.	Atmospheric	7500 kph	Torpedo Tubes	2x6 ST*375
Cabin Space	35 High Passage	Atmos. Max	15,000 kph	ST*257/Tube	30
Recreation/Mess	200 cu.m	Boat Deck	x4 Launch	ST*157/Tube	30
Sick Bay	2		x2 Pinnacle	External Tubes	2x10 ST*775
ColdSleep	5		x1 Shuttle		
Damage Control	Compreh.	Flight Deck	10,000 cu.m		
Cargo Bays	1960t		10 Starfighters		

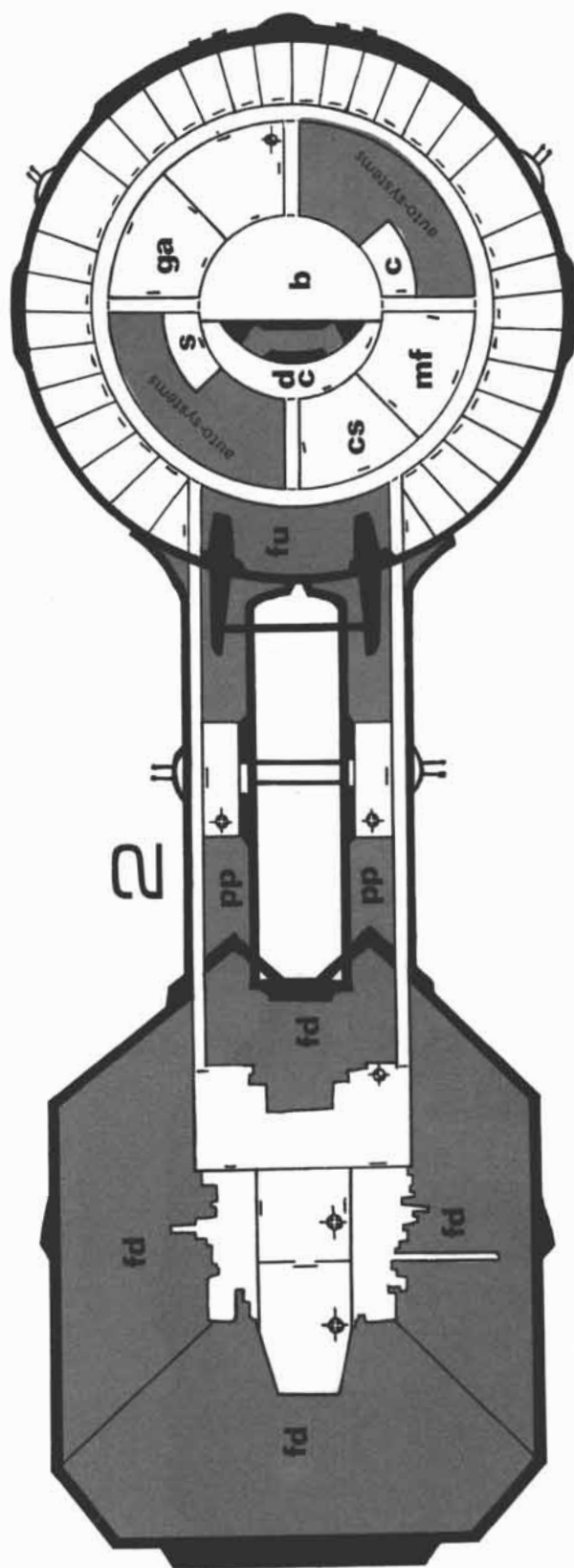
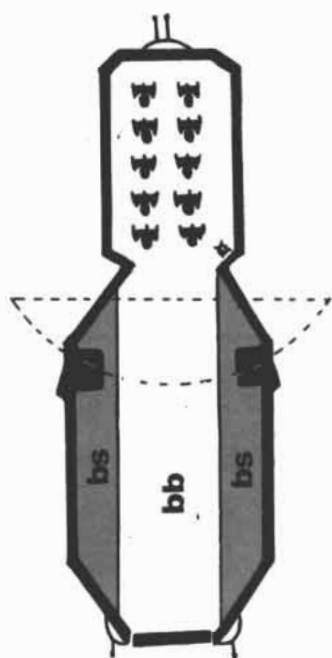
	COUGAR I	COUGAR II	COUGAR III	COUGAR IV	COUGAR V	COUGAR VI	COUGAR VII	COUGAR VIII
Tech Level	7	8	9	10	10	10-11	10-11	11
TISA Drive	180 LS	190 LS	200 LS	210 LS	220 LS	230 LS	240 LS	250 LS
TISA Cruise	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+25/+45 LS	+15/+60 LS	+15/+60 LS	+15/+75 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	28,500	29,700	30,875	32,000	33,250	34,450	35,625	36,825
BattleScreen No.2	+16 9500	+17 9900	+18 10,275	+19 10,650	+20 11,100	+21 11,500	+22 11,875	+23 12,275
BattleScreen No.1	+12 19,000	+12 19,800	+12 20,600	+12 21,345	+12 22,150	+12 22,950	+12 23,750	+12 24,550
BattleArmor	+16	+16	+17	+17	+18	+18	+19	+19
Bridge	Mk. XI	Mk. XII	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XV	Mk. XVI	Mk. XVII
Aux. Bridge	Mk. IX	Mk. X	Mk. XII	Mk. XIII	Mk. XIII	Mk. XIV	Mk. XV	Mk. XVI
EW/ECM	13	14	15	16	17	17	18	18
Sensors	2500 LS	3000 LS	4000 LS	5000 LS	5000 LS	6000 LS	6000 LS	6000 LS
ComSystems	1/2 LY	1 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (MCR)	3400	3750	4100	4325	4550	4775	5000	5250

MekPurr Cougar class destroyers are fast, dangerous attack/patrol craft which are virtual light cruisers in protection and armament — made even more formidable by advanced computer systems and high level EW/ECM and sensorfield technology. Comparable in many ways to T/Fed destroyer-leader classes, the Cougars are undoubtedly among the best designed vessels of their type. Tech/9+ N*250 are megabolt carronade adapted (x4 guns). The ships also mount external torpedo racks to increase their firepower. Interior appointments are exceedingly sumptuous in the Cougars, on a par with the best in luxury liner accommodations and mess/recreation facilities. Most notable is the small complement of MekPurrs aboard, all of whom are Multis — combination Astronauts and also StarShip Techs, Engineers, etc., reflecting the technical expertise and wide-ranging training of MekPurr naval personnel. The androids and cybermeks perform crew functions, as do the automated systems which abound in the vessel. Though living beings, the MekPurr android personnel (about 100) are very enduring, stable 'units' and do not require much cabin space. Rather, they occupy 'hot bunk' facilities throughout the working spaces of the ship.

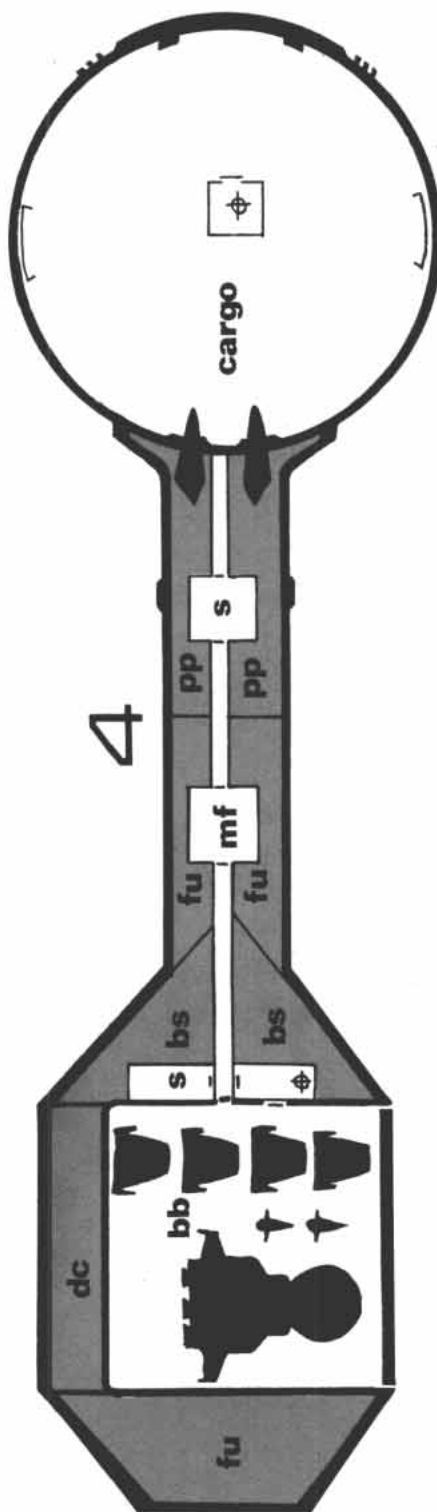
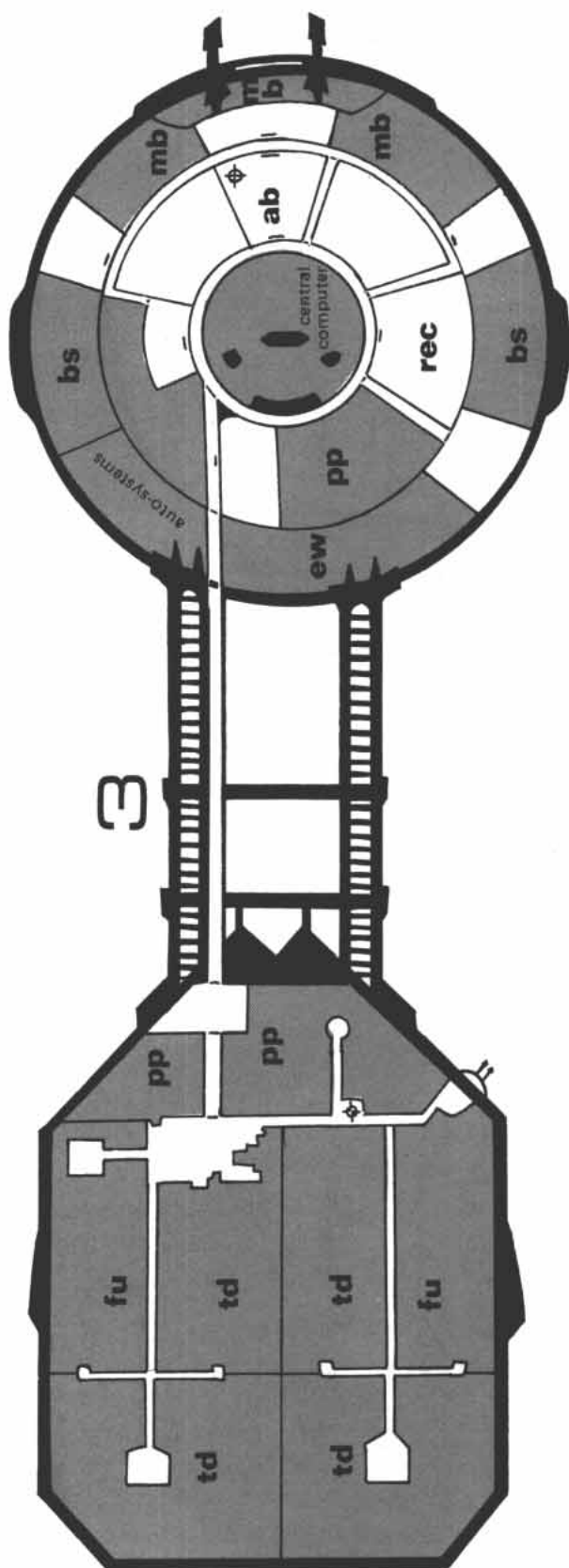




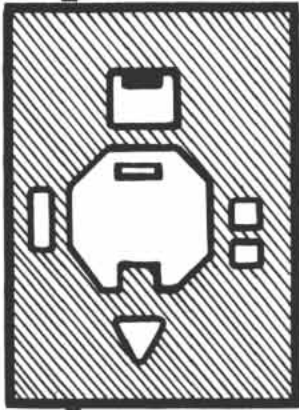
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2



SCOUT CARRIER & LIGHT CRUISER

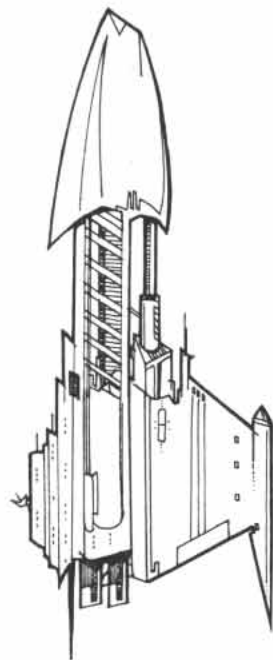


Displacement	125,000t	PowerPlant	AMC.30
Complement	125/100*	Fuel Capacity	200,000 u.
Astronauts	125/100*	Fuel Cons/100 LY .	1250 u.
Technical	600 Meks	OverDrive	+65 u.
Marines	400 Mek/Andr	Atmospheric	7500 kmh
Cabin Space	125 H.Passage	Atmos. Max	15,000 kmh
Recreation/Mess . . .	150 cu.m	Boat Deck	x12 Launch
Sick Bay	10		x12 Pinnacle
ColdSleep	50		x2 Shuttle
Damage Control . . .	Compreh.	Flight Deck	LEOPARD (CVL) PANTHER (CA)
Cargo Bays	5000t		x70,000 cu.m
			x50 Lightning
			x10 Thunderbolt

Main Battery	6x2 N*275/350
Rounds/N*275/350,1000*	
Sec. Battery	8x3 N*75
Rounds/N*75	1000
Torpedo Tubes	2x6 ST*775
ST*775/tube	.35
ST*157/Tube	.35

	LEOPARD I PANTHER I	LEOPARD II PANTHER II	LEOPARD III PANTHER III	LEOPARD IV PANTHER IV	LEOPARD V PANTHER V	LEOPARD VI PANTHER VI	LEOPARD VII PANTHER VII	LEOPARD VIII PANTHER VIII
Tech Level	7	8	9	10	10	10-11	10-11	11
TISA Drive	.180 LS	190 LS	205 LS	215 LS	225 LS	230 LS	235 LS	240 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/+40 LS	+10/+40 LS	+10/+40 LS	+10/+40 LS	+10/+40 LS
FTL Drive	.30 LY	32 LY	34 LY	36 LY	38 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 . .	.65,625	68,750	71,875	75,000	78,125	81,250	84,375	87,500
BattleScreen No.2 .	+18 9500	+19 9900	+20 10,275	+21 10,650	+21 11,100	+22 11,500	+23 11,875	+24 12,275
BattleScreen No.1 .	+12 19,000	+12 19,800	+12 20,600	+12 21,350	+12 22,150	+12 22,950	+12 23,750	+12 24,550
BattleArmor	+18/+28*	+19/+29*	+20/+30*	+21/+31*	+22/+32*	+23/+33	+24/+34*	+25/+35*
Bridge	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XV	Mk. XV	Mk. XVI	Mk. XVI	Mk. XVII
Aux. Bridge	Mk. XII	Mk. XIII	Mk. XIII	Mk. XIV	Mk. XV	Mk. XV	Mk. XV	Mk. XVI
EW/ECM	.14	15	16	16	17	18	18	19
Sensors	.2500 LS	3500 LS	4500 LS	5500 LS	5500 LS	6500 LS	6500 LS	7500 LS
ComSystems	.1/2 LY	1 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (CVL)	9000	9900	10,800	12,000	12,600	13,200	13,850	14,750
Cost (CA)	.6750	7425	6375	9000	9450	9900	10,400	11,000

MekPurr cruisers technically cross over into the 100,000t+ heavy cruiser category but exhibit many of the quality of scouts. There are two variants. The very lightly armored Leopard class is a scout/fighter carrier (CVL) and carries five squadrons of starfighters plus a patrol/strike squadron of starbombers. The heavily armored Panther class (CA) has +10 additional factors of battlearmor and carries one squadron of starfighters. The Panthers also mount much heavier N*350 armament. Both these classes are a little slower under tactical TISA maneuvering drives than destroyers and must be regarded as exceedingly dangerous adversaries. In Tech/8 the main batteries were converted to megabolt carronade fire (x6 guns), though the Leopards prefer to stand off because of their vulnerability in close actions.



TENGRI STARFIGHTER



Crew.....1
Mass.....40t
Dimensions.....10x10x4m
Cargo Space.....500 kg
Life Support......5 days
Flight Deck.....1000 cu.m

TISA Engines.....x3 TTG
Fuel Capacity.....1 u.*
Fuel/1000 LS.....0.2 u.
OverBoost......0.05 u.
Acceleration.....+40 LS
OverBoost.....+120 LS

Fwd NovaGuns....6xN*25
Rounds/N*25....100
Ordnance.....4xST*157
Or 2xST*375
Or 4t Bombs

* A 1 u. disposable 'belly tank' is available.

TENGRI I		TENGRI II		TENGRI IIIa		TENGRI IIIb		TENGRI IVa		TENGRI IVb		TENGRI Va		TENGRI Vb	
Tech Level	.7	8	260 LS	9	270 LS	9	280 LS	10	290 LS	10	300 LS	10-11	310 LS	10-11	320 LS
TISA Drive	.250 LS	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	14,500 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh	20,000 kmh	21,000 kmh	22,000 kmh	23,000 kmh
Atmospheric	.9500 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh	20,000 kmh	21,000 kmh	22,000 kmh	23,000 kmh	24,000 kmh	25,000 kmh	26,000 kmh	27,000 kmh	28,000 kmh
Atmos. Max	.15,000 kmh	13	65	65	65	65	65	65	65	65	65	65	65	65	65
Air-to-Air	.12	+9 600	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700	+9 700
Damage Capacity	.65	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
BattleScreens	.+9 500	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II	Mk. II
BattleArmor	.+1	9	10	10	10	10	10	10	10	10	10	10	10	10	10
BattleComputer	Mk. I	1500 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS	2000 LS
EW/ECM	.8	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Sensors	.1500 LS	26.25	27.5	28.75	30	31.25	32.5	33.75	35	36.25	37.5	38.75	40	41.25	42.5
ComSystems	.10,000 LS														
Cost (MCR)	.25														



DEKAL STARBOMBER



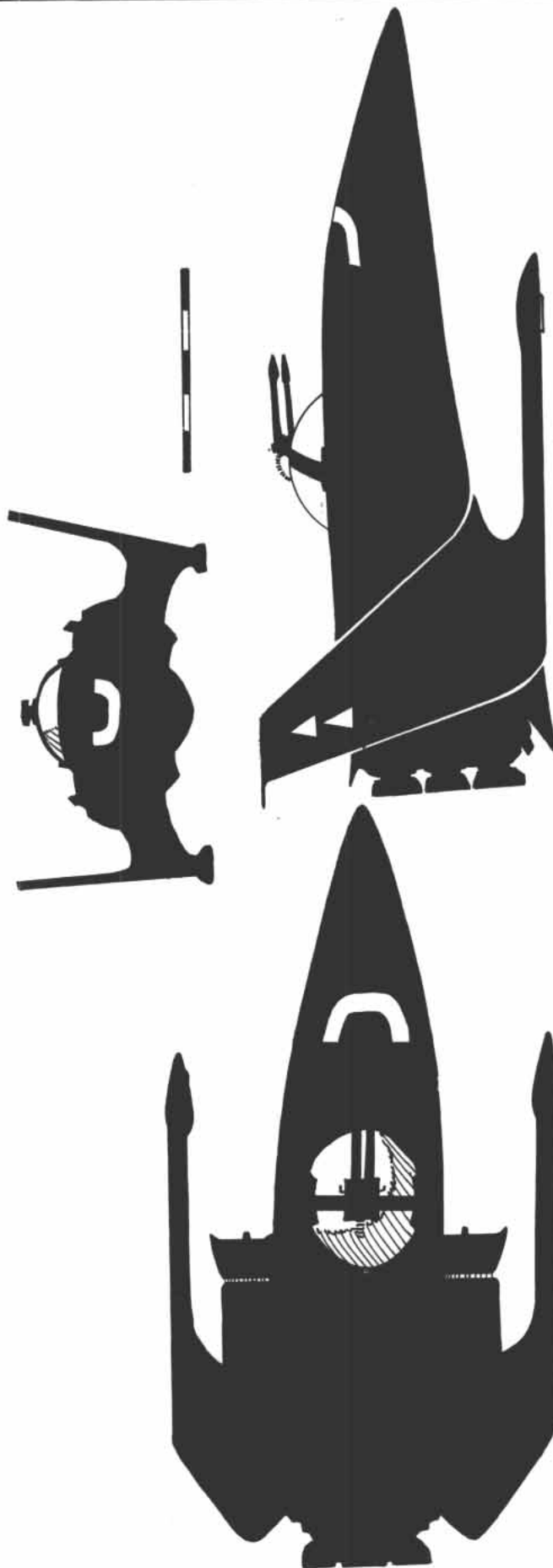
Crew2
Mass75t
Dimensions20x10x4m
Cargo Space500 kg
Life Support5 days
Flight Deck2000 cu.m

TISA Enginesx3 TTG
Fuel Capacity3 u.*
Fuel/1000 LS0.3 u.
OverBoost0.05 u.
Acceleration+25 LS
OverBoost+75 LS

Fwd NovaGuns6xN*25
Rounds/N*25100
Ordnance8xST*157
Or 4xST*375
Or 18t Bombs

*A 1 u. disposable 'belly tank' is available.

	DEKAL I	DEKAL II	DEKAL IIIa	DEKAL IIIb	DEKAL IVa	DEKAL IVb	DEKAL Va	DEKAL Vb
Tech Level	.7	8	9	9	10	10	10-11	10-11
TISA Drive	.210 LS	220 LS	230 LS	240 LS	250 LS	260 LS	270 LS	280 LS
Atmospheric	.5000 kmh	6000 kmh	7000 kmh	8000 kmh	9000 kmh	10,000 kmh	11,000 kmh	12,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air	.9	10	11	12	13	14	15	16
Damage Capacity	.65	65	65	65	75	75	85	85
BattleScreens	+9 500	+9 600	+9 700	+10 800	+10 900	+10 1000	+10 1000	+10 1000
BattleArmor	+1	+1	+2	+2	+2	+2	+3	+3
BattleComputer	Mk. I	Mk. II	Mk. III	Mk. III	Mk. IV	Mk. IV	Mk. V	Mk. V
EW/ECM	.8	9	10	10	11	11	12	12
Sensors	1500 LS	1500 LS	2000 LS	2000 LS	2500 LS	2500 LS	3000 LS	3000 LS
ComSystems	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Cost (MCR)	.45	47.25	49.5	51.75	54	56.25	58.5	60.75



CORVETTE



Displacement15,000t
Complement225
Astronauts25
Technical75
Marines125
Sick Bay5
ColdSleep25
Cargo Bays2845t
Damage ControlStandard

PowerPlantFusion.20
Fuel Capacity10,000 u.
Fuel Cons/100 LY . .150 u.
OverDrive+15 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx5 Launch
Hull Ftr. Baysx5 Fighters

Main Battery4x2N*150
Rounds/N*150350
Sec. Battery6x2 N*25
Rounds/N*25350
Torpedo Tubes2x6 ST*257
ST*257/Tube7
ST*157/Tube15

DESATUUR I

Tech Level7
TISA Drive200 LS
TISA Cruise190 LS
Acceleration+15/+30 LS
FTL Drive30 LY
FTL Cruise18 LY
Damage Capacity . .6750
BattleScreen No.2 . .
BattleScreen No.1 . .+10 6750
BattleArmor+7
BridgeMk. VII
Aux.BridgeMk. V
EW/ECM8
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)450

DESATUUR II

8
210 LS
190 LS
+15/+30 LS
32 LY
19 LY
7125
—
+10 7125
+7
Mk. VIII
Mk. V
9
2500 LS
1/2 LY
495

DESATUUR III

9
220 LS
190 LS
+15/+30 LS
34 LY
20 LY
7500
—
+10 7500
+8
Mk. VIII
Mk. V
10
2500 LS
1/2 LY
540

DESATUUR IV

10
230 LS
190 LS
+15/+30 LS
35 LY
21 LY
7875
+14 2625
+10 5250
+8
Mk. IX
Mk. VI
11
3000 LS
1 LY
595

DESATUUR V

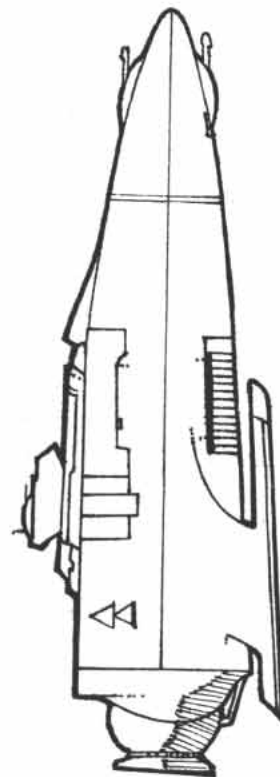
10
235 LS
190 LS
+15/+30 LS
37 LY
22 LY
8250
+15 2750
+10 5500
+9
Mk. IX
Mk. VI
11
3000 LS
1 LY
620

DESATUUR VI

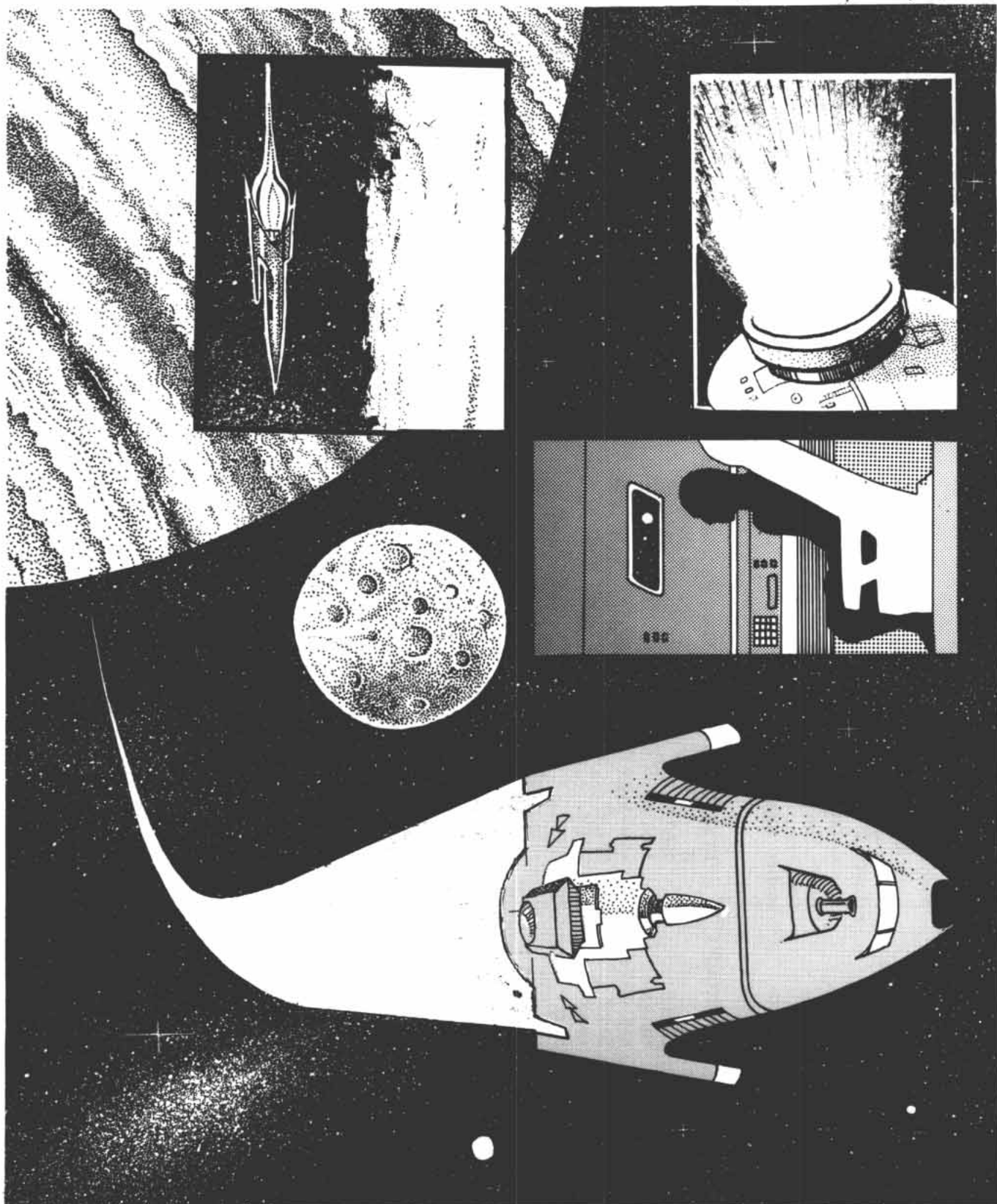
10-11
240 LS
190 LS
+15/+30 LS
39 LY
23 LY
8625
+16 2875
+10 5750
+10
Mk. IX
Mk. VII
12
3500 LS
1 LY
650

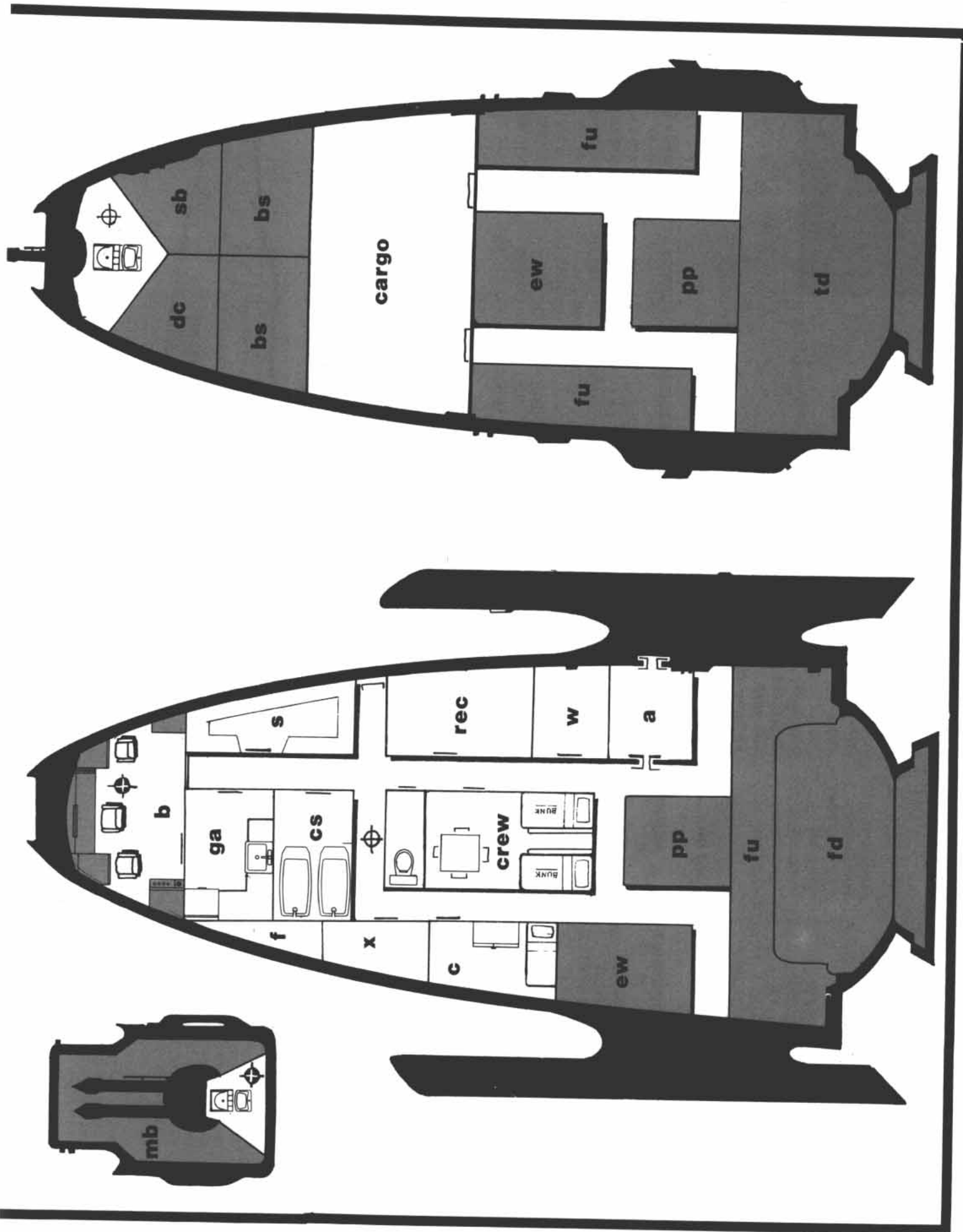
DESATUUR VII

10-11
245 LS
190 LS
+15/+30 LS
40 LY
24 LY
9000
+17 3000
+10 6000
+10
Mk. IX
Mk. VII
12
3500 LS
1 LY
675



Desatuur ('Hunter') patrol corvettes are individually named after geographical features of the various Ranan worlds. Ranan corvettes are lightly constructed and armored but are well armed and fast. Of special note is the provision for 5 Starfighters carried in hull bays, which provides Desatuur with a 'punch' all out of proportion to their size. Quarters and crew facilities are exceedingly Spartan by interstellar standards, crewmen living 8 to a standard 30 cu.m cabin. But this the Ranan are used to, coming from overcrowded planets, and little better conditions exist on even the largest Ranan warships. The vessels also act as fast attack transports and have large cargo bays.





DESTROYER

26



Displacement45,000t
Complement500
Astronauts50
Technical200
Marines250
Sick Bay10
ColdSleep25
Cargo Bays3700t
Damage ControlStandard

PowerPlantFusion.20
Fuel Capacity30,000 u.
Fuel Cons/100 LY .450 u.
OverDrive+45 u.
Atmospheric7500 kmh
Atmos. Max15,000 kmh
Boat Deckx3 Launch
x3 Pinnacle
x1 Shuttle
Flight Deck10,000 cu.m
x10 Starfighters

Main Battery5x2N*200
Rounds/N*2001000
Sec. Battery10x2 N*50
Rounds/N*501000
Torpedo Tubes2x6 ST*375
ST*375/Tube25
ST*157/Tube25

ARA KUUN
Tech Level7
TISA Drive185 LS
TISA Cruise170 LS
Acceleration+15/+30 LS
FTL Drive30 LY
FTL Cruise18 LY
Damage Capacity . . .20,250
BattleScreen No.2 . +14 5625
BattleScreen No.1 . +10 11,250
BattleArmor+10
BridgeMk. VII
Aux.BridgeMk. V
EW/ECM8
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)1775

ARA KREI
8
195 LS
170 LS
+15/+30 LS
32 LY
19 LY
21,375
+15 5950
+12 11,900
+10
Mk. VIII
Mk. V
9
2500 LS
1/2 LY
1950

XUAN MAATAN
9
210 LS
170 LS
+15/+30 LS
34 LY
20 LY
22,500
+16 7500
+12 15,000
+11
Mk. VIII
Mk. VI
10
3000 LS
1/2 LY
2150

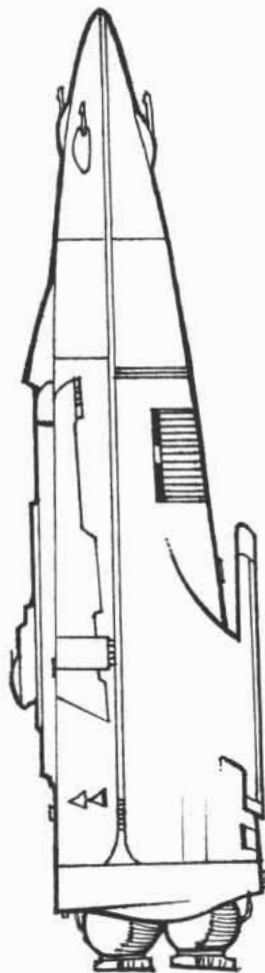
DEIAN NERGA
10
220 LS
170 LS
+15/+30 LS
35 LY
21 LY
23,625
+16 7875
+12 15,750
+11
Mk. IX
Mk. VII
11
3500 LS
1 LY
2375

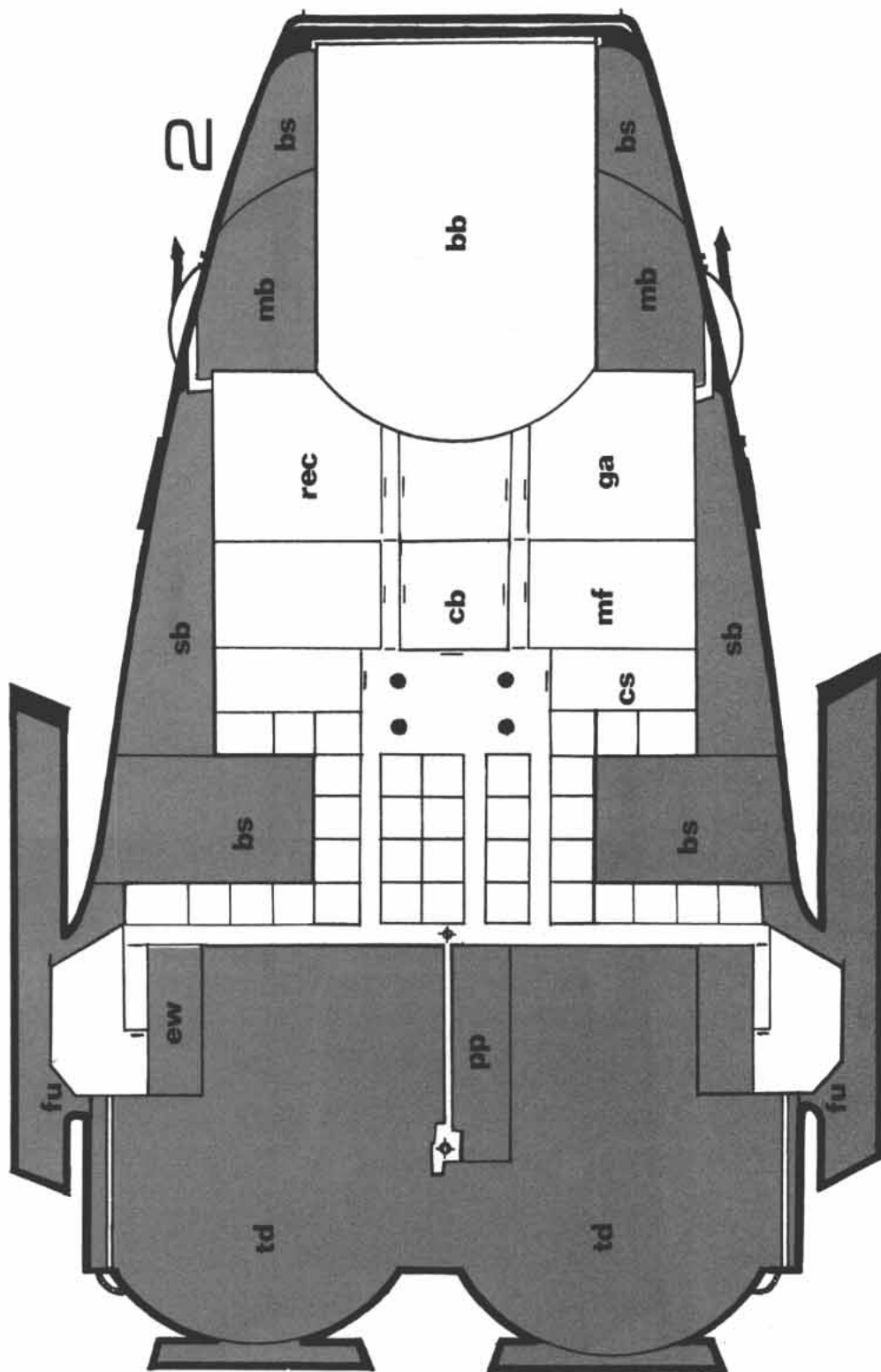
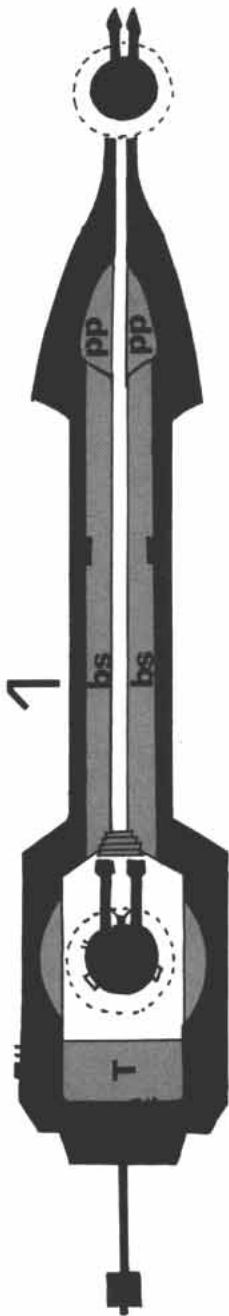
DEITUU ZOAN
10
225 LS
170 LS
+15/+30 LS
37 LY
22 LY
24,750
+17 8250
+12 16,500
+12
Mk. IX
Mk. VII
11
3500 LS
1 LY
2500

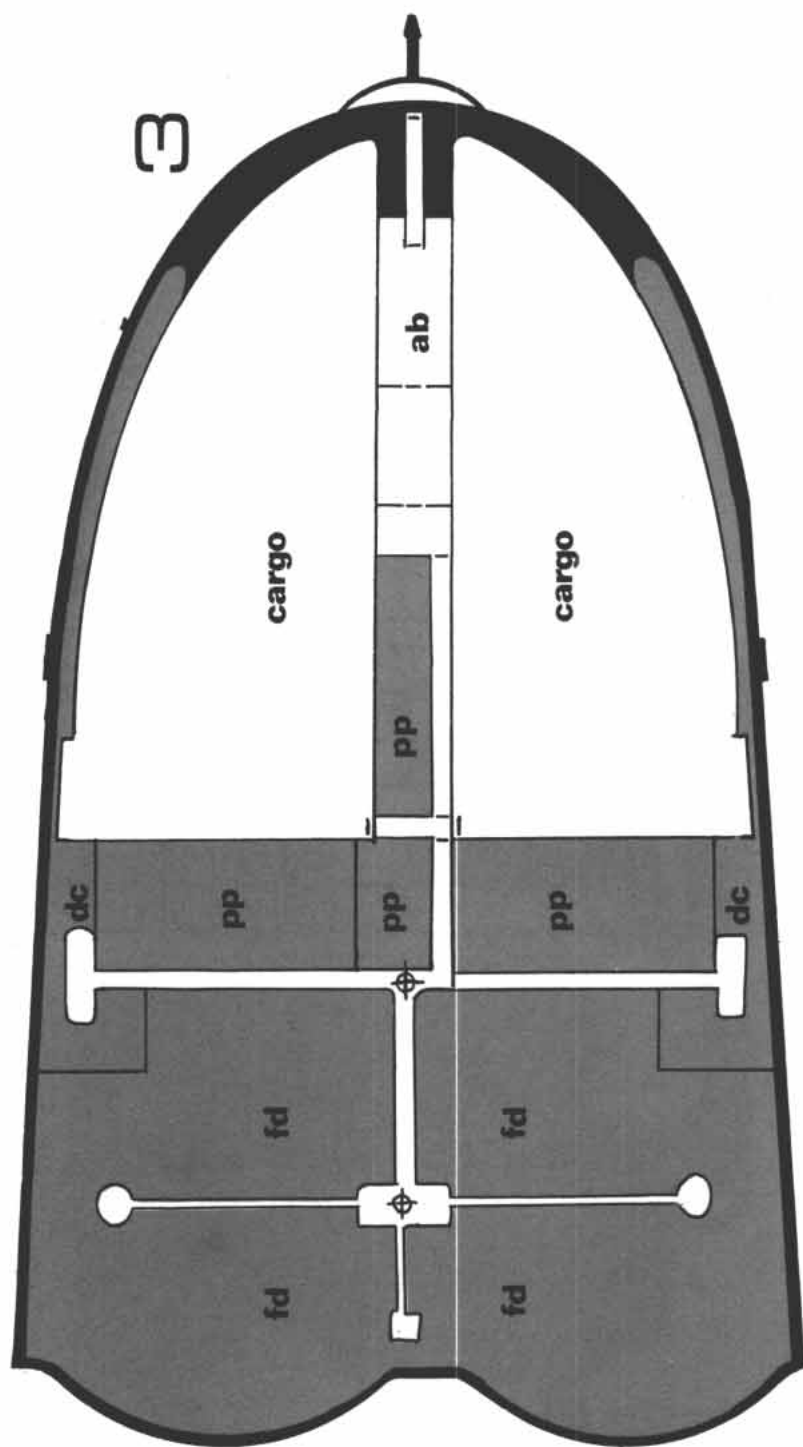
XUAN KLATUU
10-11
235 LS
170 LS
+15/+30 LS
39 LY
23 LY
25,875
+17 8625
+12 17,250
+12
Mk. IX
Mk. VII
12
4000 LS
1 LY
2625

DEI VEKKAL
10-11
240 LS
170 LS
+15/+30 LS
40 LY
24 LY
27,000
+18 9000
+12 18,000
+13
Mk. IX
Mk. VII
12
4000 LS
1 LY
2750

Named after the ancient gods of DzaKoan IV, the Capital Planet of the United Ranan Worlds, the destroyers of the Peoples Interstellar Defence Forces do not quite live up to their illustrious namesakes. Ranan destroyers are considered 'meat on the table' by their counterparts in the interstellar navies of the Federation, the Imperium, and the Blarad StarKingdoms, the usual enemies of the U.R.W.. Though they have significantly less endurance in a hard-slugging battle, Ranan destroyers are fast, being lightly constructed and armored, and they are dangerous enough when well handled and deployed in large numbers. As in corvettes, quarters and crew amenities are starkly austere, crewmen living 8 to a standard 30 cu.m cabin. But this the Ranan are used to, coming from overcrowded planets, and little better conditions exist on even the largest Ranan warships. The large cargo bays are often used for troop transport, etc..







LIGHT CRUISER



Displacement 90,000t
Complement 950
Astronauts 75
Technical 425
Marines 450
Sick Bay 20
ColdSleep 25
Cargo Bays 6000t
Damage Control Standard

PowerPlant Fusion.20
Fuel Capacity 60,000 u.
Fuel Cons/100 LY . 900 u.
OverDrive +90 u.
Atmospheric 5000 kmh
Atmos. Max 15,000 kmh
Boat Deck x10 Launch
x6 Pinnacle
x2 Shuttle
Flight Deck 10,000 cu.m
x10 Starfighters

Main Battery 6x2 N*225
Rounds/N*225 1000
Sec. Battery 12x2 N*50
Rounds/N*50 1000
Torpedo Tubes 2x6 ST*375
ST*375/Tube 25
ST*157/Tube 25

TRALIN DARAN

Tech Level 7
TISA Drive 180 LS
TISA Cruise 150 LS
Acceleration +15/+30 LS
FTL Drive 25 LY
FTL Cruise 15 LY
Damage Capacity . . 40,500
BattleScreen No.2 . . +16 13,500
BattleScreen No.1 . . +12 27,000
BattleArmor +15
Bridge Mk. VII
Aux.Bridge Mk. V
EW/ECM 8
Sensors 2000 LS
ComSystems 1/2 LY
Cost (MCR) 3600

KALOR KUALOI

8
190 LS
150 LS
+15/+30 LS
26 LY
16 LY
42,750
+17 14,250
+12 28,500
+16
Mk. VIII
Mk. VI
9
2500 LS
1/2 LY
4000

RHALIN KORSUN

9
200 LS
150 LS
+15/+30 LS
28 LY
17 LY
45,000
+18 15,000
+12 30,000
+17
Mk. VIII
Mk. VI
10
3000 LS
1/2 LY
4400

TRIHLEE TZAN SARLIN REI

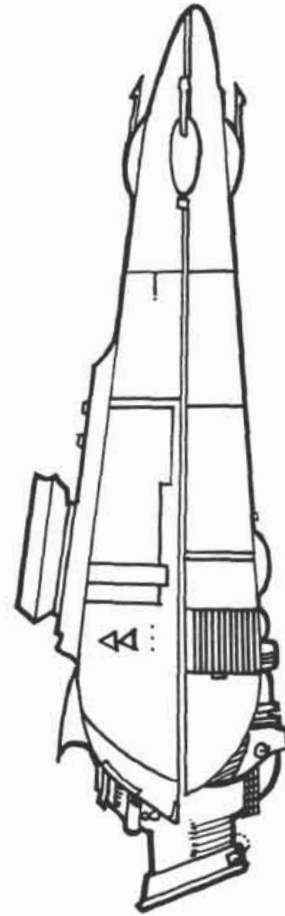
10
210 LS
150 LS
+15/+30 LS
29 LY
17 LY
47,250
+18 15,750
+12 31,500
+18
Mk. IX
Mk. VII
11
3500 LS
1 LY
4800

AUAN DETAN

10-11
230 LS
150 LS
+15/+30 LS
31 LY
19 LY
52,250
+19 17,400
+12 34,853
+19
Mk. X
Mk. VII
12
4000 LS
1 LY
5400

SORAN DERHARAI

10-11
240 LS
150 LS
+15/+30 LS
32 LY
20 LY
55,000
+20 18,325
+12 36,675
+19
Mk. X
Mk. VII
12
4000 LS
1 LY
5700



Named after heroes of the Ranan 'Revolution', the light cruiser scouts of the Peoples Interstellar Defence Forces are little more than greatly enlarged destroyers, with light construction, thin armor, and low intensity battlescreens. Their weight in broadside is itself adequate but is somewhat compromised by fire control computers of minimal standard. The vessels are somewhat more spacious than the hopelessly cramped destroyers. However, Ranan scout cruisers do have a very good turn of speed, perform their missions quite well, and are a fair return as 'economy class' warships. Indeed, so economical are the scouts to build that the Ranan deploy them in large numbers.

HEAVY CRUISER



Displacement175,000t
Complement2500
Astronauts175
Technical825
Marines1500
Sick Bay50
ColdSleep100
Cargo Bays7500t
Damage ControlStandard

PowerPlantFusion.20
Fuel Capacity175,000 u.
Fuel Cons/100 LY . 1750 u.
OverDrive+175 u.
Atmospheric1000 kmh
Take Off/Land G x 1750 u.
Boat Deckx15 Launch
x15 Pinnacle
x2 Shuttle
Flight Deck20,000 cu.m
x20 Starfighters

Main Battery6x2 N*300
Rounds/N*3001250
Sec.Battery12x2 N*50
Rounds/N*501250
Torpedo Tubes2x6 ST*775
ST*375/Tube30
ST*157/Tube30

DZOR EINORIN 'Star of Hope'

Tech Level7
TISA Drive150 LS
TISA Cruise140 LS
Acceleration +10/+20 LS
FTL Drive20 LY
FTL Cruise11 LY
Damage Capacity . . 91,875
BattleScreen No.2 . . +17 30,625
BattleScreen No.1 . . +13 61,250
BattleArmor+25
BridgeMk. VII x 2
Aux. BridgeMk. VI
EW/ECM9
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)7600

ASVARAN DEI 'Black Sky'

8
160 LS
140 LS
+10/+20 LS
21 LY
12 LY
96,250
+18 33,000
+13 63,250
+26
Mk. VIII x 2
Mk. VI
10
2500 LS
1/2 LY
8450

D'AN LI FALKOR 'Storm Fury'

9
170 LS
140 LS
+10/+20 LS
22 LY
12 LY
100,625
+19 33,525
+12 67,100
+27
Mk. IX x 2
Mk. VI
11
3000 LS
1/2 LY
9300

SARNTAI KEN 'Deathwind'

10
180 LS
140 LS
+10/+20 LS
23 LY
13 LY
105,000
+20 35,000
+13 70,000
+28
Mk. X x 2
Mk. VII
12
3500 LS
1 LY
10,150

REN PAUKEIR 'Strong Sword'

10
185 LS
140 LS
+10/+20 LS
24 LY
13 LY
109,350
+21 36,450
+13 72,900
+29
Mk. X x 2
Mk. VII
12
3500 LS
1 LY
10,775

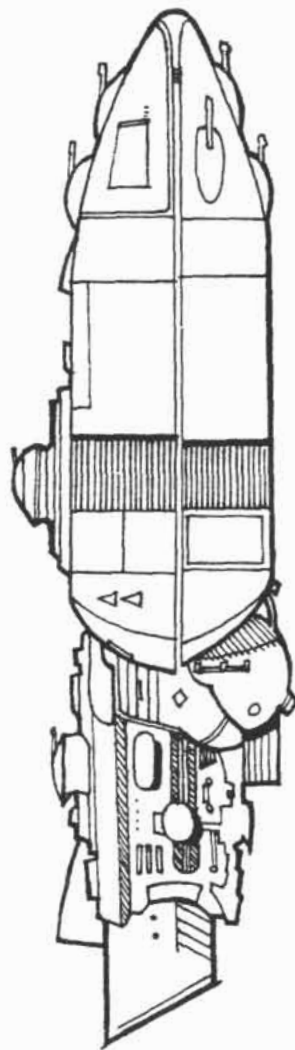
XUAN TSAN 'Red Warrior'

10-11
190 LS
140 LS
+10/+30 LS
25 LY
14 LY
113,750
+22 37,900
+13 75,850
+30
Mk. XI x 2
Mk. VII
13
4000 LS
1 LY
11,400

HEIZIN XUAN 'Righteous Warrior'

10-11
195 LS
140 LS
+10/+30 LS
26 LY
14 LY
118,125
+23 39,375
+13 78,750
+31
Mk. XI x 2
Mk. VII
13
4000 LS
1 LY
12,000

Ranan heavy cruisers again reflect the tendency of that starnation to produce lightly constructed warships, and the vessels are not the equal of those in other interstellar navies. Indeed, in many respects, they are comparable to light cruisers in their armor and screen protection, while they cannot absorb too much punishment in a stand-up fight with their counterparts in many interstellar navies. Still, they do possess enough firepower to provide much needed 'stiffening' for the light forces of the fleet, and they have the capacity to perform their mission as patrol cruisers on the frontiers. They carry a squadron of Venom starfighters and a full regiment of Marines. Crew accommodations are cramped as in the destroyers and light cruisers, as crew comfort is sacrificed, as usual, to permit installation of the largest possible engines and the heaviest armor, screens, and armament that can be crammed into the space available to the inferior technology of the Ranan.



FLEET CRUISER STARFIGHTER CARRIER



Displacement 295,000t
Complement 4850/5500*
Astronauts 350/550*
Technical 1500/2000*
Marines 3000/3000*
Sick Bay 75
ColdSleep 100
Cargo Bays 15,000t
Damage Control Compreh.

PowerPlant Fusion.20
Fuel Capacity 300,000 u.
Fuel Cons/100 LY 2950 u.
OverDrive +300 u.
Atmospheric 1000 kmh
Take Off/Land G x 2950 u.
Boat Deck x20 Launch
x20 Pinnacle
x6 Shuttle

Main Battery 8x2 N*450/300*
Rounds/N*450/300.1250*
Sec.Battery 24x2 N*75
Rounds/N*75 1250
Torpedo Tubes 2x6 ST*775
ST*375/Tube 30
ST*157/Tube 30
Flight Deck FLEET CRUISER CARRIER
30,000 cu.m 240,000 cu.m
x30 Starfighters x120 Starfighters
x60 Starbombers

DEI'LUAN SUUL 'Falling Sky'

Tech Level 7
TISA Drive 140 LS
TISA Cruise 140 LS
Acceleration +10/+20 LS
FTL Drive 15 LY
FTL Cruise 9 LY
Damage Capacity 162,250
BattleScreen No.3
BattleScreen No.2 +18 64,900
BattleScreen No.1 +14 97,350
BattleArmor +27/+13*
Bridge Mk. VIII x 2
Aux.Bridge Mk. VI
EW/ECM 10
Sensors 2000 LS
ComSystems 1/2 LY
Cost (MCR) 16,500

TESAN DEI 'Red Sky'

8
150 LS
140 LS
+10/+20 LS
16 LY
10 LY
169,625
—
+19 67,850
+14 101,775
+28/+14*
Mk. IX x 2
Mk. VII
11
2500 LS
1/2 LY
18,500

KEN D'AN LI 'Storm Winds'

9
160 LS
140 LS
+10/+20 LS
17 LY
10 LY
177,000
—
+20 70,800
+14 106,200
+29/+15*
Mk. X x 2
Mk. VIII
12
3000 LS
1/2 LY
21,500

KETENA DEI 'Bright Sky'

10
170 LS
140 LS
+10/+20 LS
18 LY
11 LY
184,375
+24 61,450
+21 61,450
+14 61,450
+30/+16*
Mk. X x 2
Mk. VIII
13
3500 LS
1 LY
23,200

DZOR ASVARAN 'Black Sun'

10
175 LS
140 LS
+10/+20 LS
19 LY
11 LY
191,750
+25 63,900
+22 63,900
+14 63,900
+31/+17*
Mk. XI x 2
Mk. IX
13
3500 LS
1 LY
24,300

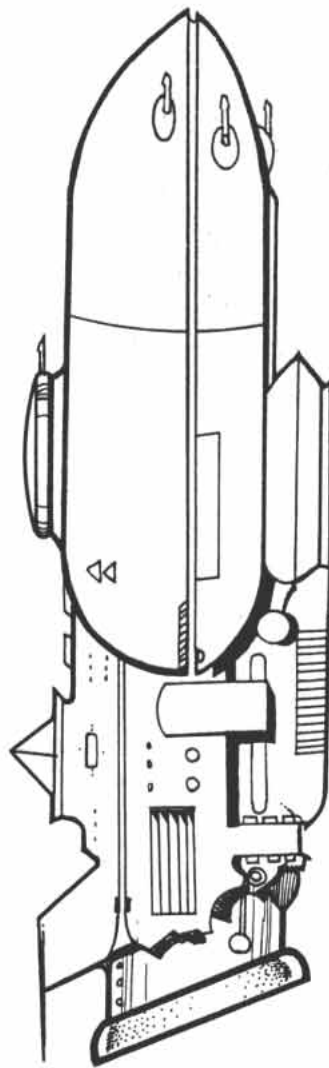
'Sky Warrior'

10-11
180 LS
140 LS
+10/+20 LS
20 LY
12 LY
199,125
+26 66,375
+23 66,375
+14 66,375
+32/+18*
Mk. XI x 2
Mk. IX
14
4500 LS
1 LY
25,500

LAKAN DEI 'Sky of Freedom'

10-11
185 LS
140 LS
+10/+20 LS
21 LY
12 LY
206,500
+27 68,825
+24 68,825
+14 68,825
+33/+19*
Mk. XII x 2
Mk. X
14
4500 LS
1 LY
26,750

Despite light construction and inferior armor protection, Ranan fleet cruisers (CF) and fleet starfighter carriers (CV) are still battleworthy adversaries, their speed and their armament offsetting their obvious deficiencies to a degree. Because Ranan drive systems are massive and bulky, CV defensive armor has been reduced well below galactic norms to achieve high tactical speed for battle maneuver and an acceptable rate of hyperspace transit. The carriers are suited to support missions, but the fleet cruisers can stand in the battleline and mount a rather impressive main battery of 16 N*450 energy rifles. Most Ranan task forces are built around the 'fleets' and the carriers. They are quite typical of Ranan warships in that the crew lives in cramped conditions and utilize the ubiquitous 'hot bunk' system to maximize the volume required for battle systems.



BATTLESTARSHIP



Displacement 590,000t
Complement 10,500
Astronauts 500
Technical 3500
Marines 6000
Sick Bay 150
ColdSleep 250
Cargo Bays 25,000t
Damage Control StarFleet

PowerPlant Fusion.20
Fuel Capacity 750,000 u.
Fuel Cons/100 LY . 5900 u.
OverDrive +590 u.
Atmospheric 1000 kmh
Take Off/Land G x 5900 u.
Boat Deck x30 Launch
x30 Pinnacle
x10 Shuttle

Flight Deck 70,000 cu.m
x30 Starfighters
x20 Starbombers

Main Battery 8x2 N*600
Rounds/N*600 3500
Sec.Battery A 16x2 N*125
Rounds/N*125 1500
Sec.Battery B 24x2 N*50
Rounds/N*50 1000
Torpedo Tubes 4x6 ST*775
ST*775/Tube 35
ST*157/Tube 35

DZA KOAN
Tech Level 7
TISA Drive 110 LS
TISA Cruise 100 LS
Acceleration +5/310 LS
FTL Drive 8 LY
FTL Cruise 3 LY
Damage Capacity . . 324,500
BattleScreen No.3 . . +23 108,150
BattleScreen No.2 . . +20 108,150
BattleScreen No.1 . . +16 108,200
BattleArmor +35
Bridge Mk. VIII x 2
Aux.Bridge Mk. VI
EW/ECM 10
Sensors 2000 LS
ComSystems 1/2 LY
Cost (MCR) 50,000

FSA
8
120 LS
100 LS
+5/+10 LS
9 LY
4 LY
339,250
+24 113,000
+21 113,000
+16 113,250
+36
Mk. IX x 2
Mk. VII
11
2500 LS
1/2 LY
55,000

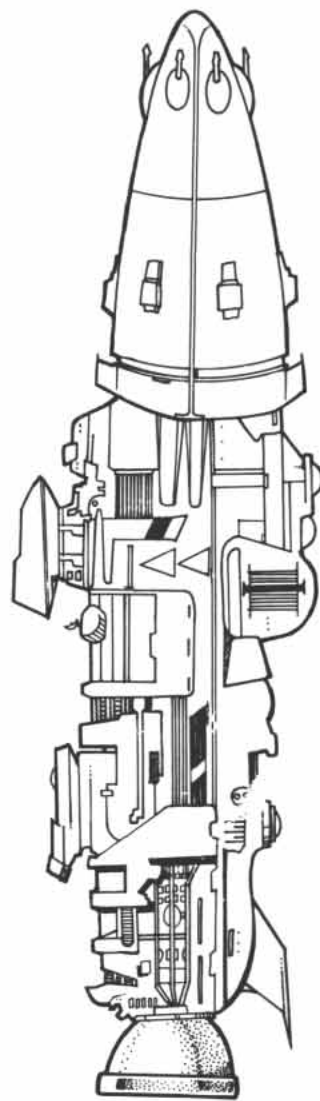
KUATRIKUI
9
130 LS
100 LS
+5/+10 LS
10 LY
4 LY
354,000
+25 118,000
+22 118,000
+16 118,000
+37
Mk. X x 2
Mk. VIII
12
3000 LS
1/2 LY
60,000

NAGLAK
10
135 LS
100 LS
+5/+10 LS
11 LY
4 LY
368,750
+26 122,900
+23 122,900
+16 122,950
+38
Mk. XI x 2
Mk. IX
13
3500 LS
1 LY
65,550

XEIKYA XUAN
10
140 LS
100 LS
+5/+10 LS
12 LY
5 LY
383,500
+28 127,825
+24 127,825
+16 127,850
+39
Mk. XI x 2
Mk. IX
13
3500 LS
1 LY
69,875

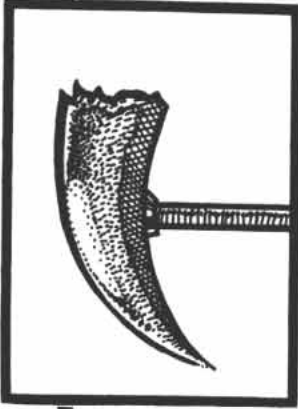
SUNIRA
10-11
145 LS
100 LS
+5/+10 LS
13 LY
5 LY
398,250
+29 132,750
+25 132,750
+16 132,750
+40
Mk. XI x 2
Mk. IX
14
4500 LS
1 LY
73,325

DAITA-XUAN
10-11
150 LS
100 LS
+5/+10 LS
14 LY
5 LY
413,000
+30 137,650
+26 137,650
+16 137,700
+41
Mk. XII x 2
Mk. IX
14
4500 LS
1 LY
77,000



Ranan battleships suffer from many deficiencies. They are relatively slow, have thin armor, cannot absorb too much battle damage, and possess an inferior weight of broadside, compared to the battleships in many interstellar navies. Yet they do represent the best the star-nation is capable of producing and represent a not altogether unhappy compromise between economy and technological capability on one hand and the necessities of space warfare on the other. Whatever their shortcomings, the battlewagons are fast enough to get away from serious trouble. Five starfighter squadrons are carried for close support, and a powerful Marine contingent is embarked for boarding operations and planetary assault.

DEATHWIND STARFIGHTER



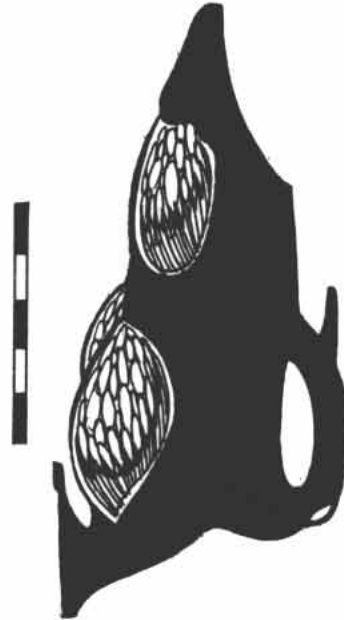
Crew 1
Mass 40t
Dimensions 10x10x4m
Cargo Space 500 kg
Life Support 5 days
Flight Deck 1000 cu.m

TISA Engines x3 TTG
Fuel Capacity 4 u.*
Fuel/1000 LS 0.667 u.
OverBoost 0.15 u.
Acceleration +40 LS
OverBoost +120 LS

Fwd. NovaGuns 6xN*25
Rounds/N*25 100
Ordnance 4xST*157**
Or 2xST*375**
Or 5t Bombs**

*A 4 u. disposable 'belly tank' is also available to extend range.
**Increased to 6 ST*157, 4 ST*375, 2 ST*775, or 8t Bombs in Tech/10+.

	Mk. I	Mk. II	Mk. III	Mk. IVa	Mk. IVb	Mk. Va	Mk. Vb
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	.260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric	10,000 kmh	11,000 kmh	12,000 kmh	13,000 kmh	14,500 kmh	16,000 kmh	17,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air	.13	14	15	16	18	20	21
Damage Capacity	.75	75	75	85	85	100	100
BattleScreens	+8 500	+8 600	+8 700	+9 800	+9 900	+10 1000	+10 1000
BattleArmor	+3	+3	+3	+4	+4	+5	+5
BattleComputer	Mk. I	Mk. II	Mk. III	Mk. IV	Mk. IV	Mk. V	Mk. V
EW/ECM	.9	10	11	12	12	13	13
Sensors	1500 LS	1500 LS	1500 LS	2000 LS	2000 LS	2000 LS	2500 LS
ComSystems	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Cost (MCR)	32.5	34.125	35.75	37.375	39	40.625	42.25



DESTROYER

Displacement35,000t
Complement475
Astronauts40
Technical150
Marines200
Sick Bay10
ColdSleep25
Cargo Bays2500t
Damage ControlStandard

PowerPlantFusion.20
Fuel Capacity15,000 u.
Fuel Cons/100 L.Y. .350 u.
OverDrive+35 u.
Atmospheric7500 kmh
Atmos.Max15,000 kmh
Boat Deckx6 Launch
x4 Pinnacle
x1 Shuttle
Flight Deck5000 cu.m
x5 Starfighters

Main Battery5x2 N*175
Rounds/N*1751000
Sec.Battery10x2 N*50
Rounds/N*501000
Torpedo Tubes2x6 ST*375
ST*375/Tube25
ST*157/Tube25

K'HAAST I
Tech Level7
TISA Drive190 LS
TISA Cruise170 LS
Acceleration+15/+30 LS
FTL Drive30 LY
FTL Cruise18 LY
Damage Capacity . .15,750
BattleScreen No.2 .+14 5250
BattleScreen No.1 .+10 10,500
BattleArmor+12
BridgeMk. VII
Aux.BridgeMk. V
EW/ECM9
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)1500

K'HAAST II
8
200 LS
170 LS
+15/+30 LS
32 LY
19 LY
16,625
+17 5525
+12 11,100
+12
Mk. VIII
Mk. V
10
2500 LS
1/2 LY
1650

K'HAAST III
9
210 LS
170 LS
+15/+30 LS
34 LY
20 LY
17,500
+18 5825
+12 11,675
+13
Mk. VIII
Mk. VI
11
2500 LS
1/2 LY
1800

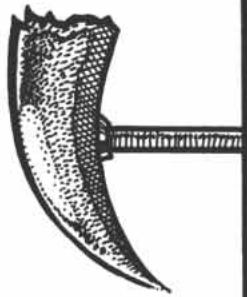
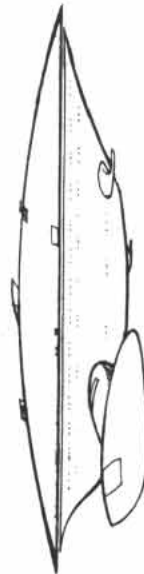
K'HAAST IV
10
220 LS
170 LS
+15/+30 LS
35 LY
21 LY
18,375
+18 6125
+12 12,250
+13
Mk. IX
Mk. VII
12
2500 LS
1 LY
2000

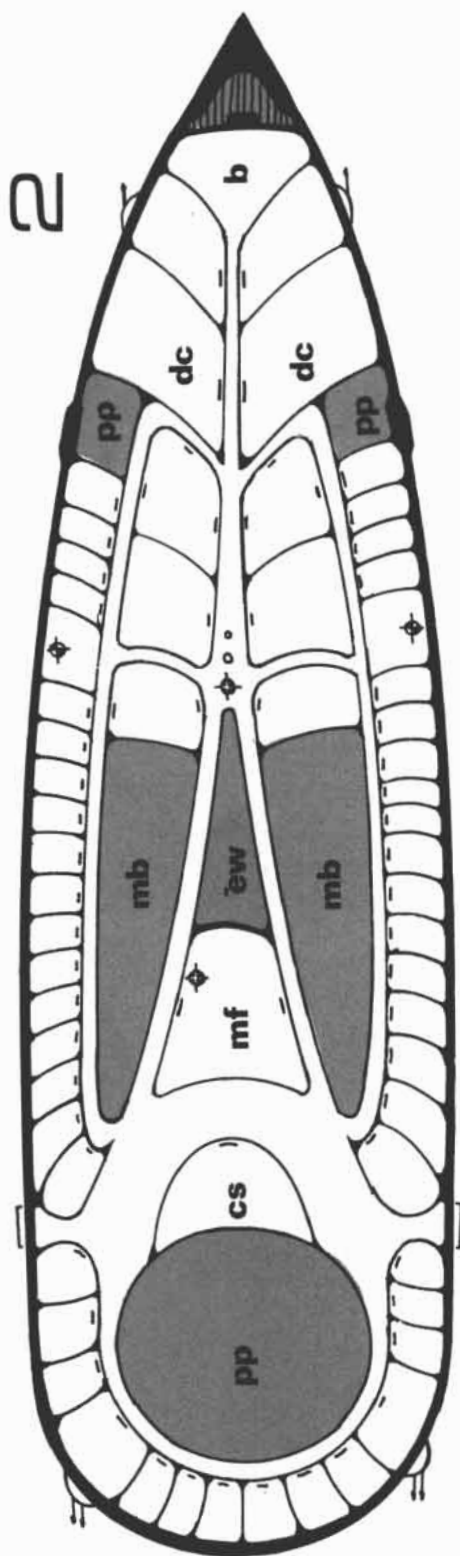
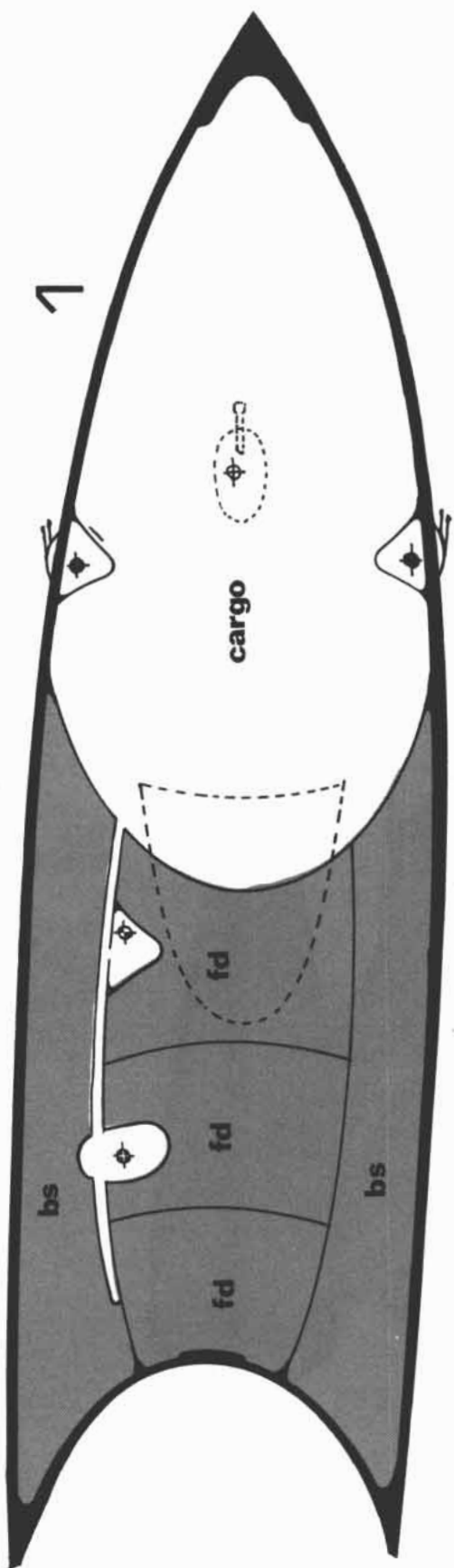
K'HAAST V
10
225 LS
170 LS
+15/+30 LS
37 LY
22 LY
19,250
+19 6400
+12 12,850
+14
Mk. IX
Mk. VII
12
2500 LS
1 LY
2100

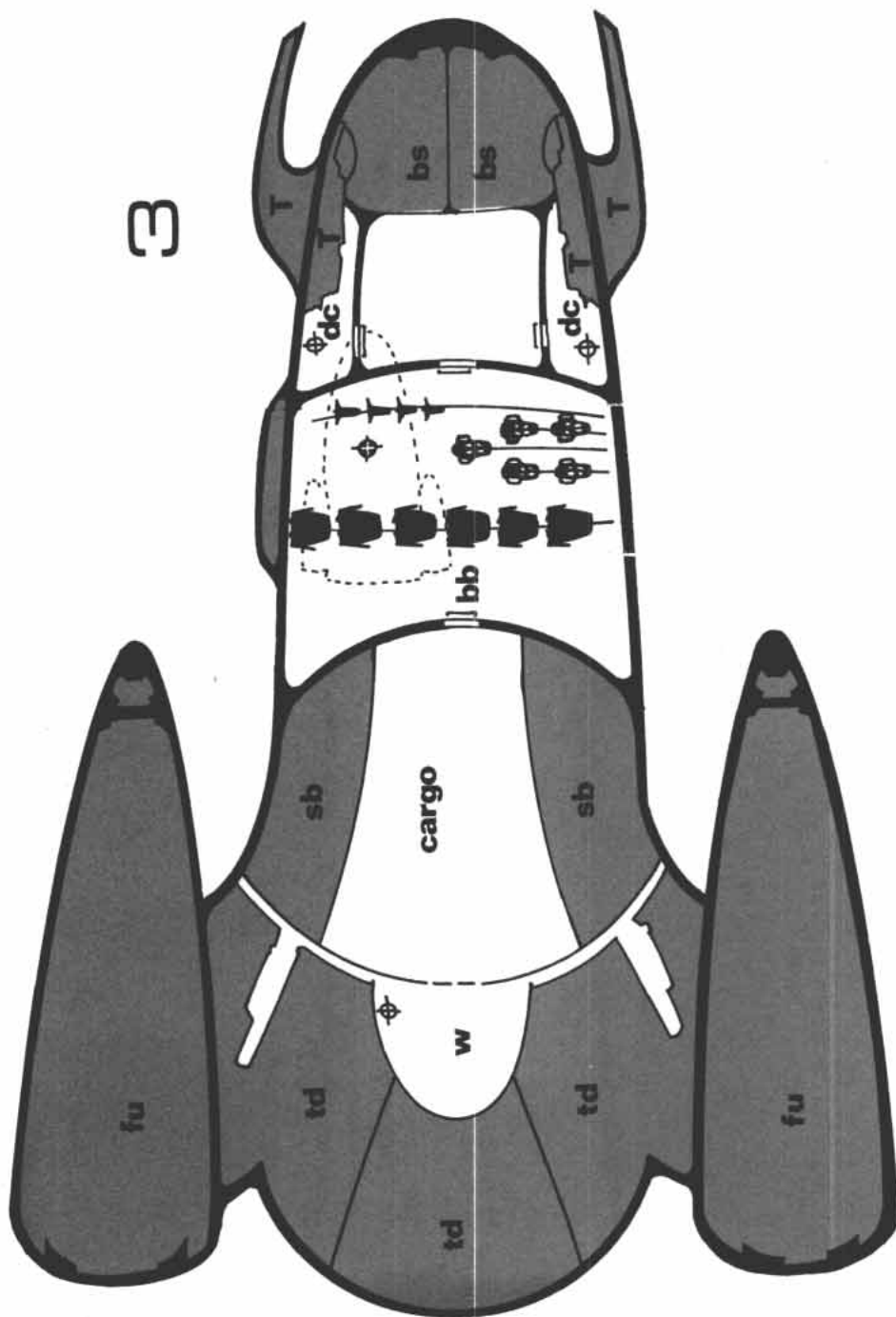
K'HAAST VI
10-11
230 LS
170 LS
+15/+30 LS
39 LY
23 LY
20,125
+19 6700
+12 13,425
+14
Mk. IX
Mk. VII
13
3000 LS
1 LY
2200

K'HAAST VII
10-11
235 LS
170 LS
+15/+30 LS
40 LY
24 LY
21,000
+20 7000
+12 14,000
+15
Mk. X
Mk. VIII
13
3000 LS
1 LY
2300

Named after an ancient riding saurian used by feudal Hissis'tist, the K'haast destroyers are light, fast patrol craft. They are by no means a match for their counterparts in the more advanced instellar navies. Their chief virtue is their low cost and surprising value for the price. Like the Ranan, the Hissis'tist are a most numerous people, used to overcrowded conditions. Thus the quarters and crew amenities are starkly austere by interstellar standards, most crewmen living 6 or 8 to a standard 30 cu.m cabin and otherwise sharing very cramped crew areas and working areas aboard the ship.

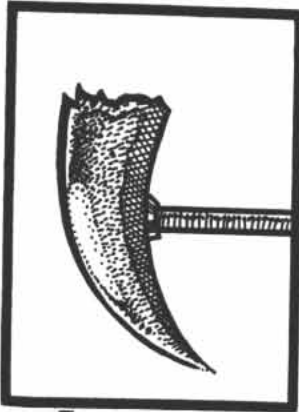






3

LIGHT CRUISER



Displacement100,000t
Complement925
Astronauts100
Technical350
Marines400
Sick Bay25
ColdSleep25
Cargo Bays5000t
Damage ControlStandard

PowerPlantFusion.20
Fuel Capacity75,000 u.
Fuel Cons/100 LY. 1000 u.
OverDrive+100 u.
Atmospheric.5000 kmh
Atmos.Max15,000 kmh
Boat Deckx10 Launch
x10 Pinnacle
x2 Shuttle
Flight Deck10,000 cu.m
x10 Starfighters

Main Battery8x2 N*225
Rounds/N*2251000
Sec.Battery16x2 N*50
Rounds/N*50.1000
Torpedo Tubes2x6 ST*375
ST*375/Tube25
ST*157/Tube25

HSSAIKH I
Tech Level7
TISA Drive175 LS
TISA Cruise150 LS
Acceleration+15/+20 LS
FTL Drive24 LY
FTL Cruise15 LY
Damage Capacity . . .55,000
BattleScreen No.2 . +15 22,000
BattleScreen No.1 . +12 33,000
BattleArmor+15
BridgeMk. VII
Aux.BridgeMk. V
EW/ECM9
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)5500

HSSAIKH II
8
185 LS
150 LS
+15/+20 LS
25 LY
15 LY
57,500
+17 28,000
+12 42,000
+16
Mk. VIII
Mk. VI
10
2500 LS
1/2 LY
6050

HSSAIKH III
9
195 LS
150 LS
+15/+20 LS
26 LY
16 LY
60,000
+18 24,000
+12 36,000
+17
Mk. VIII
Mk. VI
11
2500 LS
1/2 LY
6625

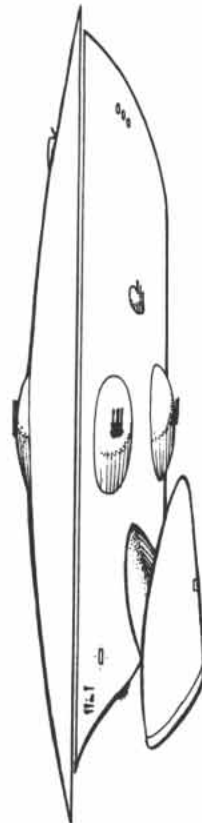
HSSAIKH IV
10
205 LS
150 LS
+15/330 LS
27 LY
16 LY
62,500
+18 25,000
+12 37,500
+18
Mk. IX
Mk. VII
12
2500 LS
1 LY
7300

HSSAIKH V
10
210 LS
150 LS
+15/+30 LS
28 LY
17 LY
65,000
+19 26,000
+12 39,000
+19
Mk. X
Mk. VII
12
2500 LS
1 LY
7700

HSSAIKH VI
10-11
215 LS
150 LS
+15/+30 LS
29 LY
17 LY
67,500
+19 27,000
+12 40,500
+20
Mk. X
Mk. VII
13
3000 LS
1 LY
7900

HSSAIKH VII
10-11
220 LS
150 LS
+15/+30 LS
30 LY
18 LY
70,000
+20 13,000
+12 26,000
+21
Mk. X
Mk. VII
13
3000 LS
1 LY
8250

Hssaiikh ('Warrior') class light cruisers are stoutly constructed but have thin armor and relatively low intensity battlescreens. The main battery is comprised of rather light calibre N*225 energy rifles, but there are 16 of them! Thus the total weight of broadside is considerable. The secondary battery is also powerful and effective against starfighters and torpedoes, although the overall offensive capacity of the cruisers is compromised by fire control computers of minimal standard. The warships are hardly more spacious than the cramped destroyers, but the Hiss's'ist are used to crowded conditions and battle efficiency does not seem to suffer.



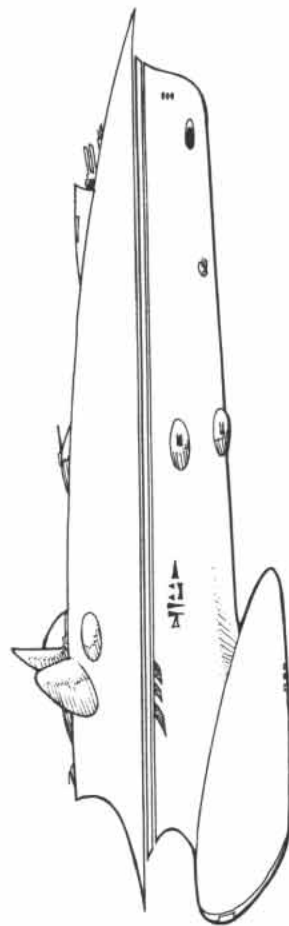
FLEET CRUISER



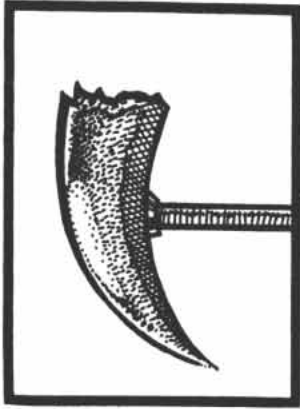
Displacement	350,000t	PowerPlant.	Fusion.20
Complement.	4500	Fuel Capacity.	250,000 u.
Astronauts	300	Fuel Cons/100 LY. . . .	35 u.
Technical.	1200	OverDrive	+350 u.
Marines	3000	Atmospheric.	1000 kmh
Sick Bay	50	Take Off/Land	G x 3500 u.
ColdSleep	100	Boat Deck	x20 Launch
Cargo Bays.	7500t		x20 Pinnacle
Damage Control	Superior		x8 Shuttle
		Flight Deck	30,000 cu.m
			x30 Starfighters

SSLISSI I	SSLISSI II	SSLISSI III	SSLISSI IV	SSLISSI V	SSLISSI VI	SSLISSI VII
Tech Level.	8	9	10	10	10-11	10-11
TISA Drive.	140 LS	145 LS	150 LS	170 LS	175 LS	180 LS
TISA Cruise	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS
Acceleration.	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS
FTL Drive	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY
FTL Cruise.	8 LY	9 LY	9 LY	10 LY	10 LY	11 LY
Damage Capacity. . .	201,250	210,000	218,750	227,500	236,250	245,000
BattleScreen No.3. .	—	—	+27 72,900	+28 75,825	+29 78,750	+30 81,650
BattleScreen No.2. .	+22 100,625	+23 105,000	+24 72,900	+25 75,825	+26 78,750	+27 81,850
BattleScreen No.1. .	+16 100,625	+16 105,000	+16 72,950	+16 75,850	+16 78,750	+16 81,700
BattleArmor.	+34	+35	+36	+37	+38	+39
Bridge.	Mk. VIII x 2	Mk. IX x 2	Mk. X x 2	Mk. X x 2	Mk. XI x 2	Mk. XI x 2
Aux.Bridge.	Mk. VI	Mk. VI	Mk. VII	Mk. VII	Mk. VII	Mk. VIII
EW/ECM	12	13	14	14	15	15
Sensors	2500 LS	3000 LS	3500 LS	3500 LS	4000 LS	4000 LS
ComSystems.	1/2 LY	1/2 LY	1 LY	1 LY	1 LY	1 LY
Cost (MCR)	30,250	33,000	34,250	36,700	39,100	40,350

Hisss'st Sslissi ('Hero') class fleet cruisers have a curious main armament configuration, combining several heavy battleship guns with lighter cruiser armament. Indeed, the vessels might be considered third-class battleships. This approach to armored cruiser design is notable as well in Klackon warships. The Sslissis carry five squadrons of Starfighters and two Sss Kaaast ('Bite' = Regiment) of Marines. The crew accommodations are as spartan as in the destroyers and light cruisers, crew comfort being sacrificed, as usual, to permit installation of the largest drive systems and the heaviest armor, screens, and armament that can be crammed into the space available.



FLEET CARRIER



Displacement350,000t
Complement.5800
Astronauts.550
Technical.2250
Marines3000
Sick Bay50
ColdSleep100
Cargo Bays.20,000t
Damage ControlSuperior

PowerPlant.Fusion.20
Fuel Capacity300,000 u.
Fuel Cons/100 LY. 3500 u.
OverDrive+350 u.
Atmospheric.1000 kmh
Take Off/LandG x 3500 u.
Boat Deckx20 Launch
x20 Pinnacle
x8 Shuttle
Flight Deck250,000 cu.m
x250 Starfighters

Main Battery A.2x2 N*350
Rounds/N*3501500
Main Battery B.8x2 N*250
Rounds/N*2501500
Sec.Battery20x2 N*75
Rounds/N*751500
Torpedo Tubes3x6 ST*775
ST*775/Tube50
ST*157/Tube50

SS'ISS'KE I
Tech Level.7
TISA Drive.135 LS
TISA Cruise130 LS
Acceleration.+5/+10 LS
FTL Drive16 LY
FTL Cruise.8 LY
Damage Capacity. . .157,500
BattleScreen No.3. . .—
BattleScreen No.2. .+19 52,500
BattleScreen No.1. .+14 105,000
BattleArmor.+17
BridgeMk. VII x 2
Aux.Bridge.Mk. VI
EW/ECM11
Sensors2000 LS
ComSystems.1/2 LY
Cost (MCR)20,625

SS'ISS'KE II
8
140 LS
130 LS
+5/+10 LS
17 LY
8 LY
166,250
—
+20 55,400
+14 110,850
+18
Mk. VIII x 2
Mk. VI
12
2500 LS
1/2 LY
22,700

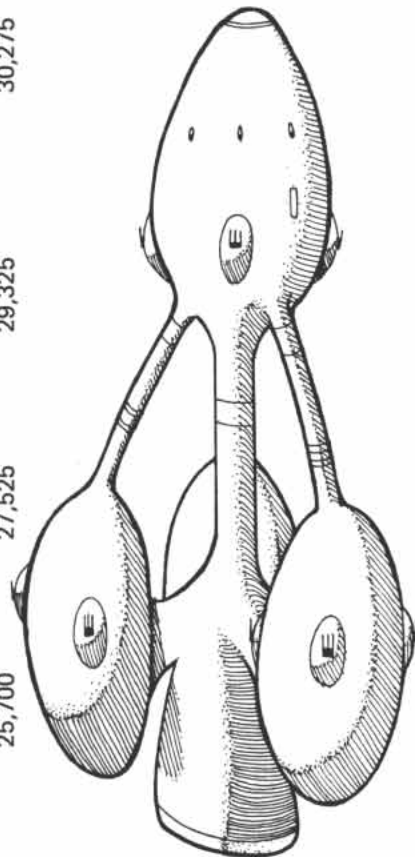
SS'ISS'KE III
9
145 LS
130 LS
+5/+10 LS
18 LY
9 LY
175,000
—
+21 58,325
+14 116,675
+19
Mk. IX x 2
Mk. VI
13
3000 LS
1/2 LY
24,750

SS'ISS'KE IV
10
150 LS
130 LS
+5/+10 LS
19 LY
9 LY
183,750
+25 72,900
+22 72,900
+14 72,950
+20
Mk. X x 2
Mk. VII
14
3500 LS
1 LY
25,700

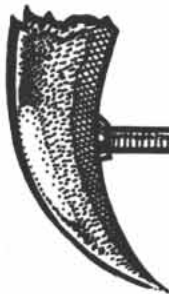
SS'ISS'KE V
10
170 LS
130 LS
+5/+10 LS
20 LY
10 LY
192,500
+26 64,150
+23 64,150
+14 64,200
+21
Mk. X x 2
Mk. VII
14
3500 LS
1 LY
27,525

SS'ISS'KE VI
10-11
175 LS
130 LS
+5/+15 LS
21 LY
10 LY
201,250
+27 67,075
+24 67,075
+14 67,100
+22
Mk. XI x 2
Mk. VIII
15
4000 LS
1 LY
29,325

SS'ISSIKE VII
10-11
180 LS
130 LS
+5/+15 LS
22 LY
11 LY
210,000
+28 70,000
+25 70,000
+14 70,000
+23
Mk. XI x 2
Mk. VIII
15
4000 LS
1 LY
30,275



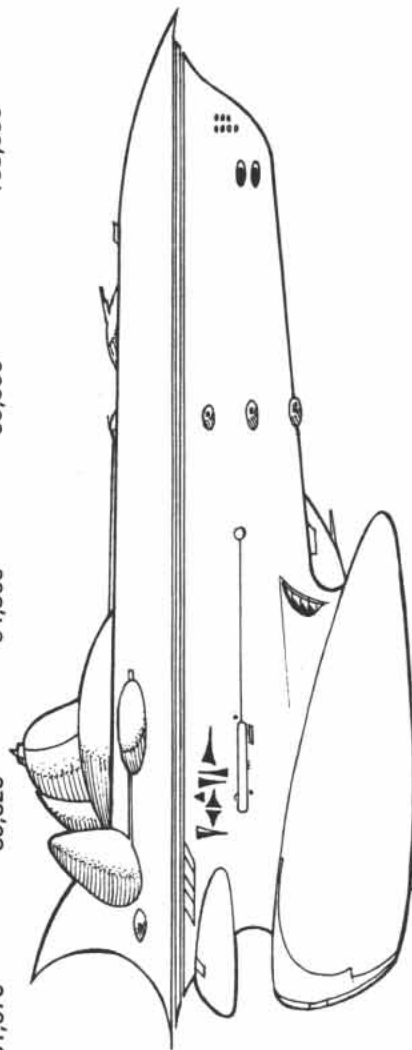
Hisss'st Ss'iss'ke ('Hunter') class fleet carriers are lightly armed and armored for their displacement, their primary function being the transport and maintenance of their 250 Starfighters. Ss'iss'ke class carriers are the same displacement as Ssissi fleet cruisers and have identical performance, but the carriers are entirely different vessels in design and appearance. They are definitely not up to a real slugging match with heavy units, their thin armor renders them highly vulnerable to heavy calibre novagun fire. But they can do well against lighter units, their N*350 energy rifles able to engage at long range until the considerable N*250 armament becomes effective. A strong secondary battery provides excellent protection against strike craft and torpedoes as well.



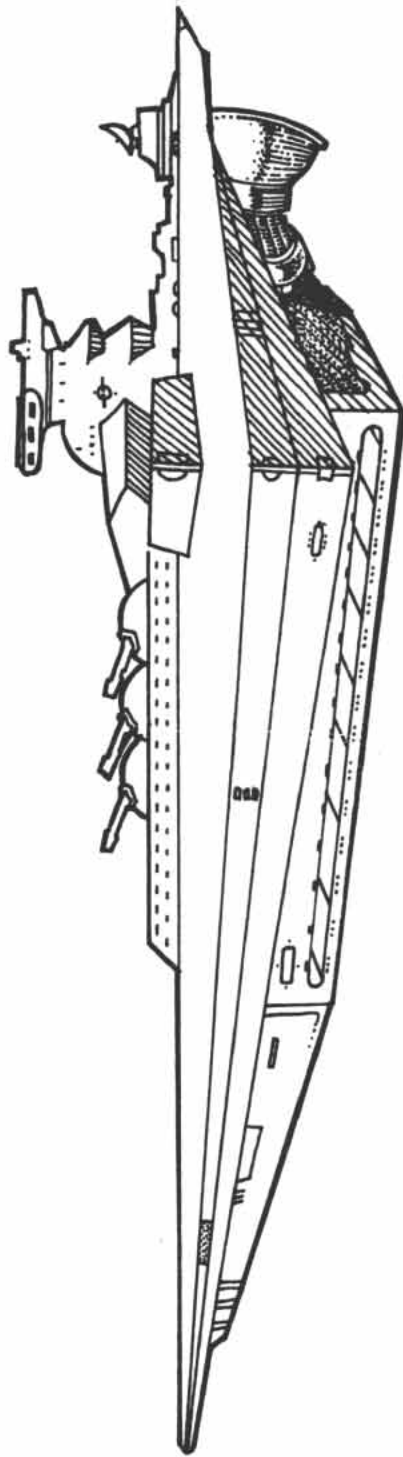
PowerPlant	.Fusion.20
Fuel Capacity	.750,000 u.
Fuel Cons/100 LY .	.7250 u.
OverDrive	.+725 u.
Atmospheric	.1000 kmh
Take Off/Land . . .	.G x 6000 u.
Boat Deck	.x30 Launch
	x30 Pinnace
	x15 Shuttle
Flight Deck	.50,000 cu.m
	x50 Starfighter

Main Battery A . . . 2x2 N*1000
Rounds/N*1000 . . . 5000
Main Battery B . . . 10x2 N*500
Rounds/N*500 . . . 5000
Sec. Battery . . . 40x2 N*75
Rounds/N*75 . . . 1500
Torpedo Tubes . . . 4x6 ST*775
ST*775/Tube . . . 50
ST*157/Tube . . . 50

	HCH'AIT I	HCH'AIT II	HCH'AIT III	HCH'AIT IV	HCH'AIT V	HCH'AIT VI	HCH'AIT VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive,	.90 LS	100 LS	110 LS	120 LS	125 LS	130 LS	135 LS
TISA Cruise,	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS
Acceleration,	+5 LS	+5 LS	+5 LS	+5/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS
FTL Drive,	.16 LY	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY
FTL Cruise,	.8 LY	8 LY	9 LY	9 LY	10 LY	10 LY	11 LY
Damage Capacity, . . .	.390,000	405,000	420,000	435,000	450,000	465,000	480,630
BattleScreen No.3, . .	.+25 130,000	+26 135,000	+27 140,000	+28 145,000	+29 150,000	+30 155,000	+31 160,000
BattleScreen No.2, . .	.+22 130,000	+23 135,000	+24 140,000	+25 145,000	+26 150,000	+27 155,000	+28 160,000
BattleScreen No.1, . .	.+17 130,000	+17 135,000	+17 140,000	+17 145,000	+17 150,000	+17 155,000	+17 160,000
BattleArmor,	.+40	+41	+42	+43	+44	+45	+46
Bridge,	Mk. VII x 2	Mk. VIII x 2	Mk. IX x 2	Mk. X x 2	Mk. X x 2	Mk. XI x 2	Mk. XI x 2
Aux.Bridge,	Mk. VI	Mk. VI	Mk. VI	Mk., VII	Mk. VII	Mk. VIII	Mk. VIII
EW/ECM,	.11	12	13	14	14	15	15
Sensors,	.2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4000 LS	4000 LS
ComSystems,	.1/2 LY	1/2 LY	1/2 LY	1 LY	1 LY	1 LY	1 LY
Cost (MCR),	.67,500	74,250	81,675	89,825	94,300	99,000	105,000



Like the fleet cruisers, Hisss's't Hch Ait ('Warlord') class battleships have an unusual main battery which combines two calibres of heavy NovaGuns. Unable to construct megabolt armaments of reasonable size and weight, and technologically incapable of building megabolt carronades, the Hisss's't compromised by installing several very heavy N*1000 NovaGuns with a larger number of lighter caliber N*500. The warships are very powerful as a result, and only Hisss's't deficiencies in fire control render them inferior to those in the most advanced interstellar navies. The Hch'Aits carry five squadrons of Starfighters and five regiments of Marines. As on smaller Hisss's't warships, crew accommodations are spartan but perhaps just a shade more spacious and comfortable.



This volume of the Seldon's series introduces a new class of warship to the arsenals of the various StarNations. This new class is the StarFighter Carrier. As the reader has probably already noticed in the listing of ships for the four StarNations already covered in this volume, such ships are designed to transport StarFighters and other vessels without light-speed capability or with limited range in terms of light-years across the vast distances of interstellar space. Such small fighting ships are quite useful in combat against their larger foes when sufficient numbers can be brought to bear in battle. Also useful is the ability to fight StarFighters against the defending ships (primarily other StarFighters) of a planetary defense system. As a goal in such warfare is to overwhelm larger opponents with swarms of StarFighters, defending forces generally have a huge advantage in this area with StarFighters that are based within the system that is being defended. StarFighter Carriers allow attacking squadrons to counter this threat with the use of their own screens of StarFighters.

Similarly, in deep space battles, StarFighter Carriers deploy the squadrons of StarFighters they carry to attack enemy fleets or to counter any StarFighters deployed by their enemies. In this way,

StarFighter Carriers serve a functions similar to that of Terran aircraft carriers in the Second World War, particularly in the conflict over the Pacific Ocean.

This class of StarShip was first introduced by the United Federation of Planets (possibly based on the history of their home world and the tradition of aircraft carriers). The usefulness of this class of ships soon became apparent and they have been widely imitated by all other StarNations. It should be remembered that most of the value of the StarFighter Carrier is determined by the quality and number of StarFighters it can carry. However, these ships are also quite capable of self-defense and quite a bit of offense with their own shipboard weaponry and equipment. They are not to be viewed as the relatively defenseless large targets exemplified by the original Terran aircraft carriers that were their inspiration.

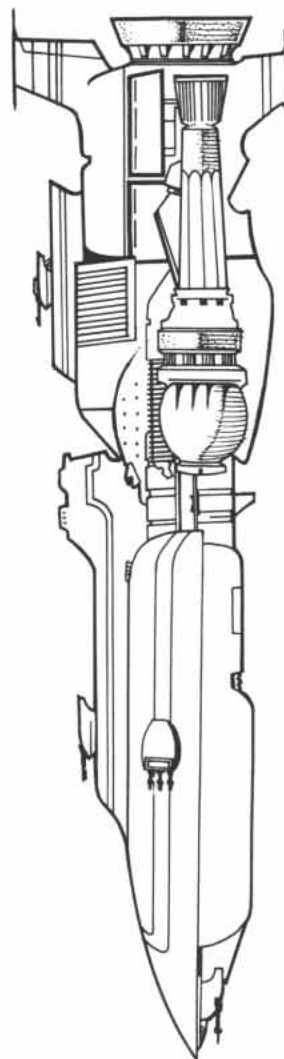
Such ships are also often based upon the hulls and engines of other large classes of ships, as is demonstrated by the plans shown within this book. By increasing cargo capacity and adding bays and launch facilities the basic hull of a cruiser or battleship is easily converted to use as a StarFighter Carrier.

STARFIGHTER CARRIER



Displacement	335,000t	PowerPlant	AMC.25	Main Battery	6x3 N*300
Complement	3850	Fuel Capacity	1,000,000 u.	Rounds/N*300	1500
Astronauts	650	Fuel Cons/100 LY	3350 u.	Sec.Battery A	12x2 N*150
Technical	2000	OverDrive	+170 u.	Rounds/N*150	1500
Marines	1200	Take Off/Land	G x 3350 u.	Sec.Battery B	12x2 N*75
Sick Bay	250	Atmos Max	1200 kmh	Rounds/N*75	1500
ColdSleep	500	Boat Deck	x25 Launch	Torpedo Tubes	6x6 ST*257
Cargo Bays	25,000t		x25 Pinnacle	ST*257/Tube	.50
Damage Control	StarFleet		x10 Shuttle	ST*157/Tube	.50
		Flight Deck	264,000 cu.m		
			x96 Starfighters		
			x48 Fighterbombers		
			x48 Starbombers		

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



The great fleet battlecarriers of the Federation StarFleet are laid down on fleet cruiser hulls and have all the agility and toughness of their more heavily armed and armored sisters. The battlecarriers mount a strong heavy battery of N*300 energy rifles, including nine guns capable of megabolt carronade fire beginning in Tech/8. The battlecarriers' "main battery" consists of 12 squadrons of starfighters plus a hullborne squadron of 16 375t FTL scouts. Often, the bomber squadrons consist of Romulus class FTL patrol bombers (see MekPurr Thunderbolt Starbomber). Note: Fighter complement indicated is not fixed; any combination of craft may be embarked, right up to 264 Phantoms! Similarly, where the Starforces of other interstellar nations have several classes of starfighters, various combinations may be embarked up to the cubic displacement limit.

STRIKE CARRIER



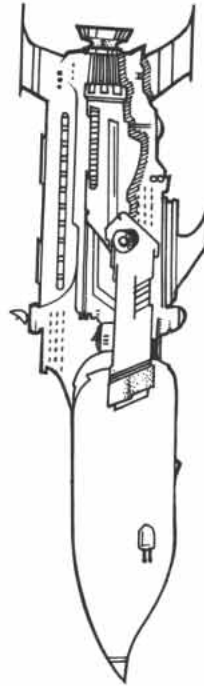
Displacement220,000t
Complement2550
Astronauts400
Technical1450
Marines700
Sick Bay75
ColdSleep100
Cargo Bays18,500t
Damage ControlStarFleet

PowerPlantAMC.25
Fuel Capacity500,000 u.
Fuel Cons/100 LY2250 u.
OverDrive+115 u.
Take Off/LandG x 2250 u.
Atmos Max1200 kmh
Boat Deckx20 Launch
x20 Pinnacle
x4 Shuttle

Main Battery7x2 N*250
Rounds/N*2501250
Sec.Battery A10x2 N*100
Rounds/N*1001000
Sec.Battery B10x2 N*50
Rounds/N*501000
Torpedo Tubes4x6 ST*257
ST*257/Tube50
ST*157/Tube50

Flight Deck144,000 cu.m
x144 Starfighters

NELSON	BEATTY	HALSEY	NASAGAWA	ORTEGA	FALKENBERG	CHI'DANALT	ST. VINCENT
Tech Level7	8	9	10	10	10-11	10-11	11+
TISA Drive160 LS	170 LS	185 LS	200 LS	210 LS	215 LS	220 LS	225 LS
TISA Cruise140 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/+30 LS	+10/+30 LS	+10/+30 LS
FTL Drive27 LY	29 LY	31 LY	33 LY	34 LY	35 LY	36 LY	38 LY
FTL Cruise15 LY	16 LY	17 LY	18 LY	19 LY	19 LY	20 LY	21 LY
Damage Capacity120,000	125,000	130,000	135,000	140,000	145,000	150,000	160,000
BattleScreen No.2+21 48,000	+22 50,000	+23 65,000	+24 67,500	+25 70,000	+26 72,500	+27 75,000	+28 80,000
BattleScreen No.1+16 72,00	+16 75,000	+16 65,000	+16 67,500	+16 70,000	+16 72,500	+16 75,000	+16 80,000
BattleArmor+18	+19	+20	+21	+22	+23	+24	+25
BridgeMk. X x 2	Mk. XI x 2	Mk. XII x 2	Mk. XIII x 2	Mk. XIV x 2	Mk. XIV x 2	Mk. XV x 2	Mk. XV x 2
Aux BridgeMk. X	Mk. XI	Mk. XII	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XV	Mk. XV
EW/ECM14	15	16	17	18	19	19	20
Sensors2500 LS	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems1/2 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (MCR)22,150	24,350	26,775	29,450	30,950	32,500	34,100	35,800



T/Fed strike carriers are deployed throughout the StarFleet. Modelled closely on the T/Fed heavy cruiser, the strike carriers' virtue lies in their very high FTL and tactical maneuvering speed, which permits them to range far and wide in support of fleet units. Of course, like all carriers, the strike carriers are lightly armed and armored and will avoid gun actions where possible. The T/Fed units are possessed of considerable 'legs' and can generally refuse battle to an enemy. All task forces of any size will have at least one strike carrier.

STARFIGHTER CARRIER



Displacement245,000t
Complement2700
Astronauts450
Technical1750
Marines500
Sick Bay100
ColdSleep100
Cargo Bays22,500t
Damage ControlStarFleet

PowerPlantAMC.20
Fuel Capacity425,000 u.
Fuel Cons/100 LY .2450 u.
OverDrive+165 u.
Take Off/LandG x 2450 u.
Atmos Max1200 kmh
Boat Deckx20 Launch
 x20 Pinnacle
 x6 Shuttle
Flight Deck144,000 cu.m
 x144 Starfighters

Main Battery6x2 N*250
Rounds/N*1501250
Sec.Battery A10x2 N*100
Rounds/N*1001250
Sec.Battery B14x2 N*50
Rounds/N*501000
Torpedo Tubes4x6 ST*257
ST*257/Tube30
ST*157/Tube50

VIPER

Tech Level7
TISA Drive140 LS
TISA Cruise140 LS
Acceleration+10/+20 LS
FTL Drive21 LY
FTL Cruise12 LY
Damage Capacity . .135,000
BattleScreen No.3 . .
BattleScreen No.2 . +18 54,000
BattleScreen No.1 . +16 81,000
BattleArmor+20
BridgeMk. IX x 2
Aux BridgeMk. VIII
EW/ECM14
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)22,950

PYTHON

8
150 LS
140 LS
+10/+20 LS
23 LY
13 LY
140,625
—
+19 56,250
+16 87,750
+21
Mk. X x 2
Mk. IX
15
3000 LS
1 LY
25,250

VENOMOUS

9
160 LS
140 LS
+10/+30 LS
25 LY
14 LY
146,250
—
+20 58,500
+16 60,750
+22
Mk. XII x 2
Mk. X
16
4000 LS
2 LY
27,750

MALEVOLENT

10
175 LS
140 LS
+10/+30 LS
27 LY
15 LY
151,875
—
+21 60,750
+16 91,125
+23
Mk. XII x 2
Mk. XI
17
5000 LS
3 LY
30,525

AGGRESSOR

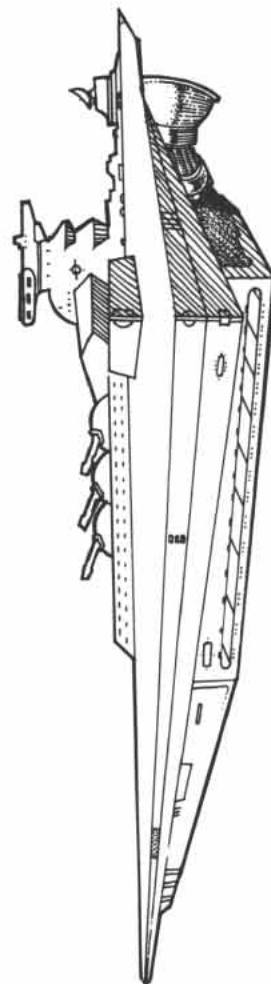
10
180 LS
140 LS
+10/+30 LS
29 LY
16 LY
157,500
—
+22 63,000
+16 94,500
+24
Mk. XII x 2
Mk. XI
17
5500 LS
3 LY
32,100

HEROIC

10-11
190 LS
140 LS
+10/+30 LS
30 LY
17 LY
163,125
+26 54,375
+23 54,375
+16 54,375
+25
Mk. XIII x 2
Mk. XII
18
6000 LS
4 LY
33,675

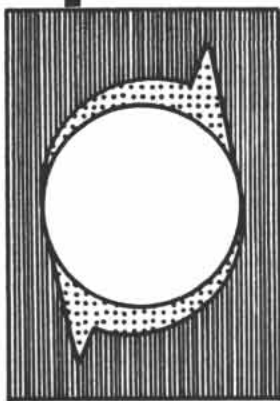
HAVOC

10-11
195 LS
140 LS
+10/+30 LS
32 LY
18 LY
168,750
+27 56,250
+24 56,250
+16 56,250
+26
Mk. XIII x 2
Mk. XII
18
6500 LS
4 LY
35,375



Azuriach battlecarriers are constructed on modified heavy cruiser hulls. The Azuriach StarFleet places its emphasis on fighter interception rather than strike fighter operations. However, the Starlord starfighter can be armed with 2 ST*775 and the Devastator starbomber with 4 ST*775 at a loss of -3 DF (dogfighting factors) until torpedoes are fired. Battlecarriers are a standard element in all Azuriach task forces of any size.

STARFIGHTER CARRIER



Displacement197,350t
Complement2500
Astronauts450
Technical1250
Marines800
Sick Bay75
ColdSleep100
Cargo Bays12,750t
Damage ControlStarFleet

PowerPlantAMC.20
Fuel Capacity500,000 u.
Fuel Cons/100LY . .1975 u.
OverDrive+110 u.
Take Off/LandG x 1975 u.
Atmos Max1200 kmh
Boat Deckx20 Launch
x20 Pinnacle
x4 Shuttle

Main Battery6x2 N*250
Rounds/N*2501000
Sec.Battery A10x2 N*100
Rounds/N*1001000
Sec. Battery B10x2 N*50
Rounds/N*501000
Torpedo Tubes4x6ST*257
ST*257/Tube35
ST*157/Tube50

Flight Deck144,000 cu.m
x144 Starfighters

AUDACIOUS

Tech Level7
TISA Drive150 LS
TISA Cruise140 LS
Acceleration+10/+20 LS
FTL Drive27 LY
FTL Cruise15 LY
Damage Capacity . .94,500
BattleScreen No.2 . +19 37,800
BattleScreen No.1 . +15 56,700
BattleArmor+20
BridgeMk. IX x 2
Aux BridgeMk. VII
EW/ECM13
Sensors2500 LS
ComSystems1 LY
Cost (MCR)16,525

DEFENDER

8
160 LS
140 LS
+10/+20 LS
29 LY
16 LY
99,000
+20 39,600
+15 59,400
+21
Mk. X x 2
Mk. VIII
14
3500 LS
2 LY
18,200

IMPLACABLE

9
170 LS
140 LS
+10/+30 LS
31 LY
17 LY
103,500
+21 41,400
+15 62,100
+22
Mk. XI x 2
Mk. IX
15
4500 LS
3 LY
20,000

GLADIATOR

10
185 LS
140 LS
+10/+30 LS
33 LY
18 LY
108,000
+22 36,000
+15 64,000
+23
Mk. XII x 2
Mk. X
16
5000 LS
3 LY
22,000

WARRIOR

10
190 LS
140 LS
+10/+25 LS
34 LY
19 LY
112,500
+23 45,000
+15 67,500
+24
Mk. XII x 2
Mk. X
16
5500 LS
3 LY
23,100

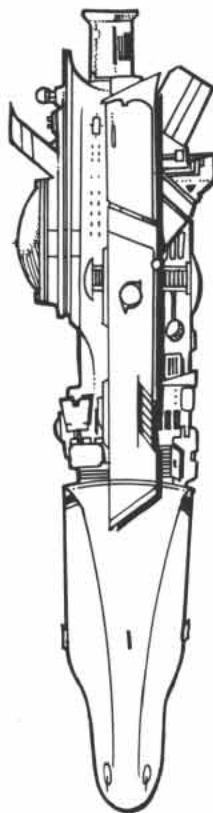
PROCONSUL

10-11
200 LS
140 LS
+10/+25 LS
35 LY
19 LY
117,000
+24 46,800
+15 70,200
+25
Mk. XIII x 2
Mk. XI
17
6000 LS
4 LY
24,250

PRAETORIAN

10-11
205 LS
140 LS
+10/+25 LS
36 LY
20 LY
121,500
+25 48,600
+15 75,000
+26
Mk. XIII x 2
Mk. XI
17
6500 LS
4 LY
25,500

The League has such far-flung interests that, while it would dearly love to build large fleet battlecarriers, it simply wouldn't suit the League's needs. The League's starfighter carriers are constructed on a heavy cruiser hull, which provides for excellent battle maneuvering speed and also very fast FTL speeds, essential to getting the 'fire brigade' to threatened planets. Such units are integral to all task forces of any size, and a considerable number have been built. They characteristically stand off in a slugging match, but are well armed and armored enough to take on light warcraft to good effect. The Intruder Starfighter is the only fighter craft available to the League. Though it normally carries 2 ST*375 or 4 ST*157 startorpedoes, the craft has been modified into a 'fighterbomber' version that carries 6 ST*157, 4 ST*375, or 2 ST*775 instead. When carrying the heavier torpedoes, there is a loss of -2 DF (dogfighting factors) until 2 ST*375 or 1 ST*775 has been fired.



BATTLECARRIER



Displacement 285,000t
Complement 3250
Astronauts 450
Technical 2250
Marines 550
Sick Bay 100
ColdSleep 200
Cargo Bays 25,000t
Damage Control StarFleet

PowerPlant AMC.20
Fuel Capacity 425,000 u.
Fuel Cons/100 LY . 2850 u.
OverDrive +220 u.
Take Off/Land G x 2850 u.
Atmos Max 1200 kmh
Boat Deck x20 Launch
x20 Pinnacle
x8 Shuttle
Flight Deck 144,000 cu.m
x144 Starfighters

Main Battery 8x2 N*250
Rounds/N*250 1000
Sec.Battery A 10x2 N*125
Rounds/N*125 1500
Sec.Battery B 10x2 N*50
Rounds/N*50 1500
Torpedo Tubes 4x6 ST*257
ST*257/Tube 35
ST*157/Tube 50

BUNIN

Tech Level 7
TISA Drive 140 LS
TISA Cruise 140 LS
Acceleration +10/+20 LS
FTL Drive 15 LY
FTL Cruise 10 LY
Damage Capacity . . . 165,000
BattleScreen No.3 . . . —
BattleScreen No.2 . . +18 66,000
BattleScreen No.1 . . +14 99,000
BattleArmor +20
Bridge Mk. VIII x 2
Aux Bridge Mk. VII
EW/ECM 11
Sensors 2000 LS
ComSystems 1/2 LY
Cost (MCR) 25,150

SAKALOV

8
150 LS
140 LS
+10/+20 LS
16 LY
10 LY
171,875
—
+19 68,750
+14 103,125
+21
Mk. IX x 2
Mk. VIII
12
2500 LS
1/2 LY
29,000

BUKANSKY

9
160 LS
140 LS
+10/+20 LS
17 LY
11 LY
178,750
—
+20 71,500
+14 107,250
+22
Mk. X x 2
Mk. IX
13
3000 LS
1 LY
32,000

ZHUBOV

10
170 LS
140 LS
+10/+30 LS
18 LY
11 LY
185,625
+24 61,875
+21 61,875
+14 61,875
+23
Mk. XI x 2
Mk. X
14
4000 LS
2 LY
35,125

KALEMNEV

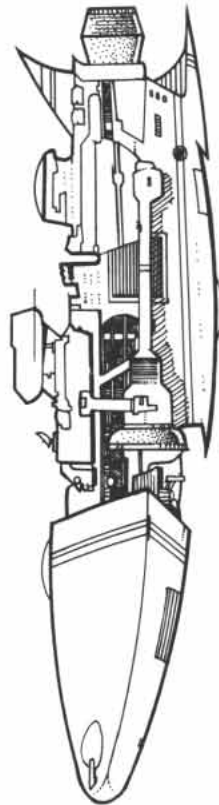
10
175 LS
140 LS
+10/+30 LS
19 LY
12 LY
192,500
+25 64,165
+22 64,165
+14 64,165
+24
Mk. XII x 2
Mk. X
14
4500 LS
2 LY
36,875

KUZNETSOV

10-11
180 LS
140 LS
+10/+30 LS
20 LY
12 LY
199,375
+26 66,460
+23 66,460
+14 66,460
+25
Mk. XII x 2
Mk. XI
15
5000 LS
3 LY
38,750

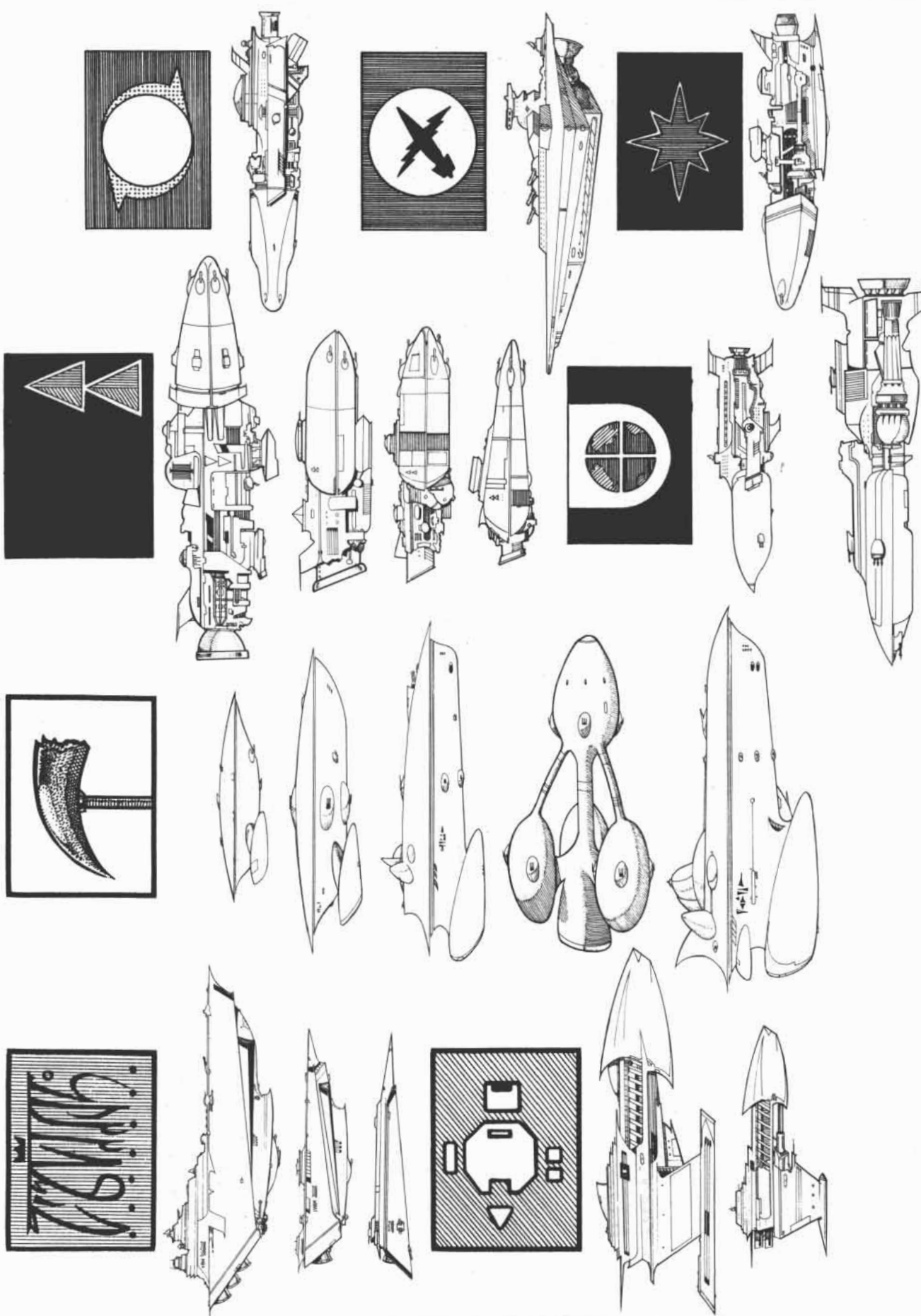
VOSLOV

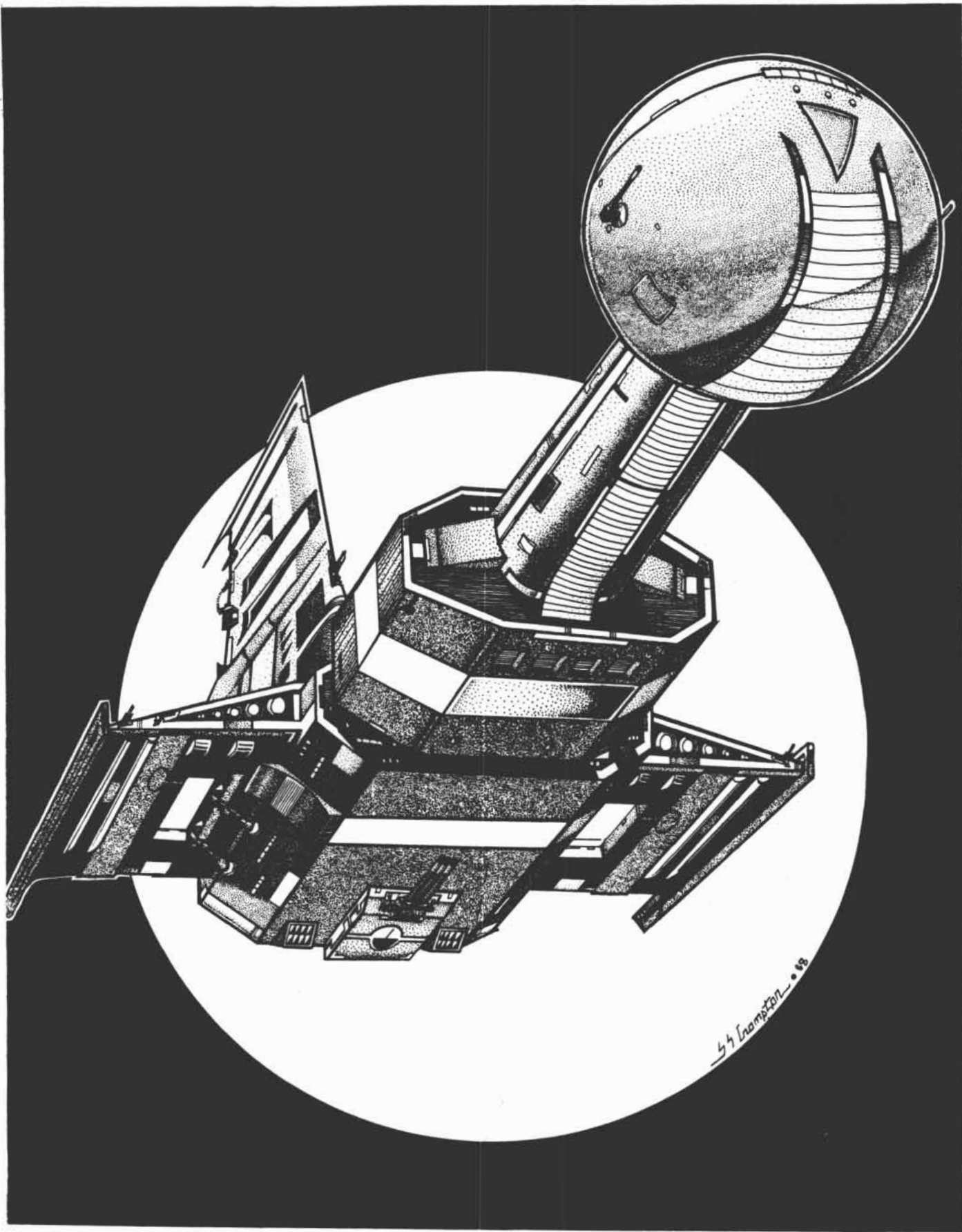
10-11
185 LS
140 LS
+10/+30 LS
21 LY
13 LY
206,250
+27 68,750
+24 68,750
+14 68,750
+26
Mk. XIII x 2
Mk. XI
15
5500 LS
3 LY
40,700



GPR battlecarriers are constructed on modified fleet cruiser hulls and possess considerable strength and endurance. The GPR emphasizes fighter interception rather than strike fighter operations. However, the FoxFire starfighter can be armed with 2ST*375 or 2 ST*775 at a loss of -3 DF (dogfighting factor) and employed in the role of an attack fighterbomber. The vessels are named after leaders and heroes of the GPR.

SHIP SIZES





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SELDON'S COMPENDIUM

The third volume in the Seldon's series, SELDON'S COMPENDIUM OF STARCRAFT 3 introduces the military starships of the United Ranan Worlds, the Hissss'ist, the Mekpur and the Blarad StarKingdoms to players of SPACE OPERA. It follows the format established in the second volume of the series in containing stats and illustrations of all ships from the smallest starfighters through the largest battlestarships. Ships of relatively small size, like Destroyers or Corvettes, are diagrammed completely with deck plans.

SELDON'S COMPENDIUM OF STARCRAFT 3 also includes a new class of ships, StarFighter Carriers, for the four StarNations listed, as well as for those covered in Seldon's Compendium Of StarCraft 2 (the United Federation of Planets, Azuriach Imperium, Mercantile League, and the Galactic Peoples' Republic).

SELDON'S COMPENDIUM OF STARCRAFT 3 includes 34 different ship types and classes (most of which with several variations) from eight different StarNations. It is an invaluable resource for players of SPACE OPERA (or for any other science fiction role playing game).



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