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101
STARSHIPS
For GURPS® Traveller
Version 7
Robert Prior
MADE ON A Mac
BITS

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# Table of Contents


Table of Contents ..... i
List of Deckplans ..... xi
Design Notes ..... xii
Starship Design Software ..... xii
New Ships in This Release ..... xiii
GURPS Traveller ..... xv
*Pyramid* Online Magazine ..... xv
*Journal of the Travellers Aid Society* Online Magazine ..... xv
GURPS Traveller Sourcebooks ..... xvi
Contacting Steve Jackson Games ..... xxv
Introduction to BITS ..... xxvi
BITS Traveller Sourcebooks ..... xxvi
BITS Traveller Software ..... xxxiii
Contacting BITS ..... xxxiii
Aslan Hierate ..... 1
**Merchants & Traders ..... 1**
*Chiyami*-class Clan Freighter (GTL10) ..... 1
*Hfiatlais*-class Freighter (GTL10) ..... 2
*Tiiyase*-class Clan Liner (GTL10) ..... 2
**Scouts, Couriers, & Lab Ships ..... 3**
*Tsinmao*-class Armed Scout (GTL10) ..... 3
**Miscellaneous Starships ..... 4**
*Yaero*-class Hunting Yacht (GTL10) ..... 4
**Clan Naval Forces ..... 5**
*Eitehr*-class Frigate (GTL10) ..... 5
*Fearaow*-class Light Fighter (GTL10) ..... 5
*Ftearou*-class Aerospace Fighter (GTL10) ..... 6
*Hfyeakh*-class Heavy Fighter (GTL10) ..... 6
*Khachya*-class Medium Fighter (GTL10) ..... 6
**Small Craft ..... 7**
*Ahira*-class Lander (GTL10) ..... 7
*Eiwiyfti*-class Launch (GTL10) ..... 7
Hive Federation ..... 8
**Merchants & Traders ..... 8**
*Waatr*-class Freighter (GTL12) ..... 8
**Miscellaneous Ships ..... 9**
*Mendel*-class Embassy Ship (GTL12) ..... 9
**Military Ships ..... 10**
*Gemin*-class Close Escort (GTL12) ..... 10
**Small Craft ..... 11**
*Zharcal*-class Lander (GTL12) ..... 11
*Ziicol*-class Lander (GTL12) ..... 11
*Ziicu*-class Lander (GTL12) ..... 11
Rule of Man ..... 12
**Merchants & Traders ..... 12**
*Akahyeka*-class Freighter (GTL10) ..... 12
*Amiotti*-class Freighter (GTL10) ..... 13
*Annek*-class Frontier Trader (GTL10) ..... 13
*Borodin*-class Trader (GTL10) ..... 13
*Djian*-class Armed Liner (GTL10) ..... 14
*Fallowfield*-class Express Liner (GTL10) ..... 14
*Fornast*-class Subsidized Liner (GTL10) ..... 15
*Frenatti*-class Freighter (GTL10) ..... 15
*Gentrill*-class General Freighter (GTL10) ..... 15
*Grothar*-class Freighter (GTL10) ..... 16
*Knossos*-class Liner (GTL10) ..... 16
*MacIlravey*-class Bulk Freighter (GTL10) ..... 16
*Meramine*-class General Freighter (GTL10) ..... 17
*Miserigamé*-class Freighter (GTL10) ..... 17
*Mullet*-class Merchant Liner (GTL10) ..... 17
*Murphy*-class Freighter (GTL10) ..... 18
*Orshesk*-class Freighter (GTL10) ..... 18
*Powsan*-class Bulk Freighter (GTL10) ..... 18
*Saniyat*-class Merchant (GTL10) ..... 19
*Shonava*-class Free Trader (GTL10) ..... 19
*Wekorgki*-class Freighter (GTL10) ..... 19
*Werimazh*-class Merchant (GTL10) ..... 20
*Wolfram*-class Freighter (GTL10) ..... 20
**Scouts, Couriers, & Lab Ships ..... 21**
*Beringiara*-class Exploratory Cruiser (GTL10) ..... 21
*Horrimba*-class Survey Ship (GTL10) ..... 22
*Isabella*-class Merchant Pioneer (GTL10) ..... 22
*Kagarin*-class Exploratory Trader (GTL10) ..... 23
**Miscellaneous Starships ..... 24**
*Jiruja*-class Luxury Yacht (GTL10) ..... 24
*Quorum* Assembly Hall (GTL10) ..... 24
**Rule of Man Navy ..... 25**
*Alquere*-class Light Fighter (GTL10) ..... 25
*Arduin*-class Light Cruiser (GTL10) ..... 26
*Aregian*-class Aerospace Fighter (GTL10) ..... 26
*Dauntless*-class Light Cruiser (GTL10) ..... 27
*Firefly*-class Light Fighter (GTL10) ..... 27
*Gorgon*-class Fighter (GTL10) ..... 27
*Hobbes*-class Heavy Fighter (GTL10) ..... 28
*Hyena*-class Medium Fighter (GTL10) ..... 28
*Kerriman*-class Lancer (GTL10) ..... 28
*Monarch*-class Light Battleship (GTL10) ..... 29
*Nexus*-class Battleship (GTL10) ..... 29
*Orman*-class Fleet Destroyer (GTL10) ..... 30
*Prince Hal*-class Cruiser (GTL10) ..... 30
*Reimon*-class Lancer (GTL10) ..... 31
*Slean*-class Light Cruiser (GTL10) ..... 31
*Vampire*-class Strike Fighter (GTL10) ..... 31
*Warspite*-class Armoured Cruiser (GTL10) ..... 32
*Xerxes*-class Battleship (GTL10) ..... 32
*Yultaka*-class Escort (GTL10) ..... 33
*Zaggal*-class Destroyer (GTL10) ..... 33
**Small Craft ..... 34**
*Astra*-class Launch (GTL10) ..... 34
*Bituin*-class Launch (GTL10) ..... 34
*Daoguan*-class Scoopship (GTL10) ..... 34
*Mulai*-class Pinnace (GTL10) ..... 35
*Pascolle*-class Shuttle (GTL10) ..... 35
*Quintalia*-class Pinnace (GTL10) ..... 35
*Scanlon*-class Assault Cutter (GTL10) ..... 35
*Skyskipper*-class Launch (GTL10) ..... 36

*Sumartil*-class Shuttle (GTL10) ..... 36
*Xenos*-class Fast Launch (GTL10) ..... 36
Solomani Confederation ..... 37
**Merchants & Traders ..... 37**
*Aahn Sook*-class Freighter (GTL10) ..... 37
*Aardvark*-class Trader (GTL10) ..... 38
*Antillé*-class Trader (GTL10) ..... 39
*Atmaiu*-class Liner (GTL10) ..... 39
*Augustus Deo*-class Fast Liner (GTL10) ..... 40
*Barton*-class Freighter (GTL10) ..... 41
*Borghini*-class Luxury Liner (GTL10) ..... 41
*Borman*-class Liner (GTL10) ..... 41
*Cairngorm*-class Cluster Liner (GTL10) ..... 42
*Galak*-class Megafreighter (GTL10) ..... 42
*Huanying*-class Megafreighter (GTL10) ..... 42
*Iridescent Poodle*-class Combat Liner (GTL10) ..... 43
*Kibalim*-class Liner (GTL10) ..... 43
*Lebiand*-class Economy Liner (GTL10) ..... 43
*Monnin*-class Freighter (GTL10) ..... 44
*Muirhead*-class Economy Liner (GTL10) ..... 44
*Newcombe*-class Trader (GTL10) ..... 44
*Nimingbujuming*-class General Merchant (GTL10) ..... 45
*Olythnos*-class Trader (GTL10) ..... 45
*Porion*-class Passenger Liner (GTL10) ..... 46
*Qanat*-class Bulk Tanker (GTL10) ..... 46
*Tolley*-class Subsidized Merchant (GTL10) ..... 46
*Triku*-class Subsidized Aquatic Liner (GTL10) ..... 47
*Yarmouth*-class Frontier Trader (GTL10) ..... 47
*Cumberbère*-class Express Liner (GTL11) ..... 47
*Grandison*-class Luxury Liner (GTL11) ..... 48
*Jufen*-class Liner (GTL11) ..... 48
*Kebianj*-class Trader (GTL11) ..... 49
*Konglong* Megafreighter (GTL11) ..... 49
*Leviathan*-class Megafreighter (GTL11) ..... 49
*Meredith*-class Trader (GTL11) ..... 50
*Shandian*-class Express Liner (GTL11) ..... 50
*Warrien*-class Megafreighter (GTL11) ..... 50
*Wilberton*-class Subsidized Merchant (GTL11) ..... 51
*Yamakma*-class Freighter (GTL11) ..... 51
*Yuexiu*-class Luxury Liner (GTL11) ..... 51
**Scouts, Couriers, & Lab Ships ..... 52**
*don Hannon*-class Survey Scout (GTL10) ..... 52
*Malthus*-class Lab Ship (GTL10) ..... 52
*Otter*-class Survey Scout (GTL10) ..... 52
*Tête Jaune*-class Survey Ship (GTL10) ..... 53
*Perimire*-class Lab Ship (GTL11) ..... 53
*Intatungula*-class Courier (GTL11) ..... 53
*Kuaidiyoujian*-class Courier (GTL11) ..... 53
*Plimsoon*-class Courier (GTL11) ..... 54
*Verukin*-class Research Station (GTL11) ..... 54
**Miscellaneous Starships ..... 55**
*Faunel*-class Yacht (GTL10) ..... 55
*Ingham*-class Missionary Ship (GTL10) ..... 55
*Tubigan*-class Fuel Station (GTL10) ..... 56
*Kerridy*-class Yacht (GTL11) ..... 56
**Solomani Confederation Navy ..... 57**
*Armageddon*-class Bombardment Cruiser (GTL10) ..... 57
*Auldwich*-class Light Destroyer (GTL10) ..... 58
*Bayonet*-class Assault Fighter (GTL10) ..... 58
*Berghoff*-class Missile Boat (GTL10) ..... 58
*Birkenhead*-class Troopship (GTL10) ..... 59
*Burtoine*-class Escort Fighter (GTL10) ..... 59
*Congreve*-class Missile Boat (GTL10) ..... 59
*Corannis*-class Dropship (GTL10) ..... 60
*Dartmouth*-class Patrol Frigate (GTL10) ..... 60
*Fermouche*-class Escort Frigate (GTL10) ..... 61
*Hoplite*-class Close Escort (GTL10) ..... 61
*Horsham*-class Transport (GTL10) ..... 61
*Imp*-class Patrol Fighter (GTL10) ..... 62
*Intrepid*-class Cruiser (GTL10) ..... 62
*Kosigar*-class Pocket Carrier (GTL10) ..... 62
*Langsdale*-class Attack Fighter (GTL10) ..... 63
*Lochain*-class Armed Transport (GTL10) ..... 63
*M'gee*-class Maintenance Tender (GTL10) ..... 63
*Maniakes*-class Close Escort (GTL10) ..... 64
*Melbourne*-class Close Escort (GTL10) ..... 64
*Miotos*-class Battleship (GTL10) ..... 65
*Olmeka*-class Heavy Fighter (GTL10) ..... 65
*Pugnacious*-class Battle Cruiser (GTL10) ..... 66
*Steadfast*-class Medium Fighter (GTL10) ..... 66
*Trikon*-class Aerospace Fighter (GTL10) ..... 66
*Ubervisch*-class Commerce Raider (GTL10) ..... 67
*Velroi*-class Escort Destroyer (GTL10) ..... 67
*Xianghou*-class Destroyer (GTL10) ..... 68
*Alderbaran*-class Heavy Cruiser (GTL11) ..... 68
*Anlo*-class Light Fighter (GTL11) ..... 69
*Artikus*-class Frigate (GTL11) ..... 69
*Basilos*-class Pocket Cruiser (GTL11) ..... 69
*Bermurdatu*-class Assault Fighter (GTL11) ..... 70
*Bethune*-class Hospital Ship (GTL11) ..... 70
*Cadiz*-class Fast Destroyer (GTL11) ..... 71
*Chericún*-class Close Escort (GTL11) ..... 71
*Curzon*-class Destroyer (GTL11) ..... 72
*Exierge*-class Corvette (GTL11) ..... 72
*Fenross*-class Destroyer (GTL11) ..... 73
*Feramé*-class Close Escort (GTL11) ..... 73
*Formaine*-class Destroyer (GTL11) ..... 74
*Gordian*-class Frigate (GTL11) ..... 74
*Hun*-class Light Fighter (GTL11) ..... 75
*Jupiter*-class Frigate (GTL11) ..... 75
*Kayatenga*-class Destroyer (GTL11) ..... 75
*Kurrigan*-class Destroyer (GTL11) ..... 76
*Lomba*-class Light Destroyer (GTL11) ..... 76
*Luzon*-class Aerospace Fighter (GTL11) ..... 76
*Murrain*-class Battleship (GTL11) ..... 77
*Palsson*-class Light Battle Rider (GTL11) ..... 77
*Pteron*-class Battle Cruiser (GTL11) ..... 78
*Qi Wuan*-class Frigate (GTL11) ..... 78
*Razruzhenye*-class Assault Carrier (GTL11) ..... 79
*Roin*-class Close Escort (GTL11) ..... 79
*Tartar*-class Heavy Fighter (GTL11) ..... 80
*Valeria*-class Light Cruiser (GTL11) ..... 80
*Vengeance*-class Heavy Fighter (GTL11) ..... 80
*Victrix*-class Monitor (GTL11) ..... 81
*von Braun*-class Missile Boat (GTL11) ..... 81
*Wolston*-class Fleet Transport (GTL11) ..... 81
*Warhound*-class Light Cruiser (GTL11) ..... 82
*Weige*-class Battle Rider (GTL11) ..... 82
*Yi Ku Si Tian*-class Battle Rider (GTL11) ..... 83
**Planetary Naval Forces ..... 84**

*Murshtai*-class Heavy Fighter (GTL9) ..... 84
*Virtax*-class Light Fighter (GTL9) ..... 84
*Arigail*-class Monitor (GTL10) ..... 85
*Petros*-class Heavy Fighter (GTL10) ..... 85
*Avoram*-class System Defense Boat (GTL11) ..... 85
*Axar*-class Monitor (GTL11) ..... 86
*Gundong*-class System Defense Boat (GTL11) ..... 86
*Harpy*-class Aerospace Fighter (GTL11) ..... 86
*Kuomsi*-class System Defense Boat (GTL11) ..... 87
*Purvaine*-class System Defense Boat (GTL11) ..... 87
**Small Craft ..... 88**
*Batoche*-class Regimental Lander (GTL10) ..... 88
*Bunter*-class Gig (GTL10) ..... 88
*Degyrre*-class Armed Shuttle (GTL10) ..... 88
*Dieppe*-class Assault Lander (GTL10) ..... 89
*Falkon*-class Cargo Lighter (GTL10) ..... 89
*Fromin*-class Launch (GTL10) ..... 89
*Gartin*-class Shuttle (GTL10) ..... 89
*Hapawín*-class Scoopship (GTL10) ..... 90
*Ibex*-class Fast Shuttle (GTL10) ..... 90
*MacDonnell*-class Assault Lander (GTL10) ..... 90
*Penguin*-class Shuttle (GTL10) ..... 90
*Polakki*-class Shuttle (GTL10) ..... 91
*Rorke*-class Cargo Lighter (GTL10) ..... 91
*Sarta*-class Armoured Launch (GTL10) ..... 91
*Synjon*-class Runabout (GTL10) ..... 91
*Bernhard*-class Launch (GTL11) ..... 92
*Chunrong*-class Launch (GTL11) ..... 92
*Cordera*-class Lander (GTL11) ..... 92
*Estevan*-class Cutter (GTL11) ..... 92
*Grumpére*-class Runabout (GTL11) ..... 93
*Gunga*-class Medevac Lander (GTL11) ..... 93
*Juandao*-class Fast Shuttle (GTL11) ..... 93
*Kianti*-class Fast Launch (GTL11) ..... 93
*Mei*-class Fast Launch (GTL11) ..... 94
*Miao*-class Runabout (GTL11) ..... 94
*Mobus*-class Shuttle (GTL11) ..... 94
*Steffern*-class Assault Lander (GTL11) ..... 94
*Vixen*-class Armed Gig (GTL11) ..... 95
Sword World Confederation ..... 96
**Merchants & Traders ..... 96**
*Einkhuissen*-class Express Liner (GTL9) ..... 96
*Ekorn*-class Liner (GTL9) ..... 97
*Kjerre*-class Freighter (GTL9) ..... 97
*Traske*-class Freighter (GTL9) ..... 97
*Kjerre II*-class Freighter (GTL10) ..... 98
*Knorr*-class Freighter (GTL10) ..... 98
*Wain*-class Freighter (GTL10) ..... 99
**Miscellaneous Ships ..... 100**
Bardolf-class Yacht (GTL9) ..... 100
*Frydja*-class Yacht (GTL9) ..... 100
**Naval Forces ..... 101**
*Arasfor*-class Destroyer (GTL9) ..... 101
*Beowulf*-class Greater Dreadnought (GTL9) ..... 101
*Drakon*-class Fighter (GTL9) ..... 102
*Dremheim*-class System Defense Boat (GTL9) ..... 102
*Eimenstaal*-class Monitor (GTL9) ..... 102
*Elding*-class Light Fighter (GTL9) ..... 103
*Fellbane*-class Orbital Defense Fighter (GTL9) ..... 103
*Freidland*-class Light Fighter (GTL9) ..... 103
*Frenrik*-class System Defense Boat (GTL9) ..... 104
*Grendel*-class Lesser Dreadnought (GTL9) ..... 104
*Helm*-class Fighter (GTL9) ..... 105
*Jarlburg*-class Monitor (GTL9) ..... 105
*Ravning Eng*-class Torpedo Boat (GTL9) ..... 105
*Slakter*-class Assault Cruiser (GTL9) ..... 106
*Storch*-class Aerospace Fighter (GTL9) ..... 106
*Sturm*-class Light Fighter (GTL9) ..... 106
*Valkyrie*-class Assault Fighter (GTL9) ..... 107
*Angbar*-class Heavy Fighter (GTL10) ..... 107
*Bølgebryter*-class System Defense Monitor (GTL10) ..... 107
*Holgrim*-class Fleet Destroyer (GTL10) ..... 108
*Hvort*-class Pocket Dreadnought (GTL10) ..... 108
*Sveinhelm*-class Assault Carrier (GTL10) ..... 108
*Trondheim*-class Lancer (GTL10) ..... 109
**Small Craft ..... 110**
*Ariklon*-class Runabout (GTL9) ..... 110
*Drimburg*-class Launch (GTL9) ..... 110
*Fierbolg*-class Shuttle (GTL9) ..... 110
*Holmgar*-class Launch (GTL9) ..... 111
*Schwartzhild*-class Fuel Shuttle (GTL9) ..... 111
Terran Confederation ..... 112
**Merchants & Traders ..... 112**
*Akkangs*-class Bulk Freighter (GTL9) ..... 112
*Anapalna*-class Transport (GTL9) ..... 113
*Aqamtan*-class Passenger Liner (GTL9) ..... 113
*Kaupali*-class Liner (GTL9) ..... 113
*Podzol*-class Freighter (GTL9) ..... 114
*Radzhon*-class Liner (GTL9) ..... 114
*Haripashan*-class Armed Liner (GTL10) ..... 115
*Laksihusal*-class Freighter (GTL10) ..... 115
*Marrak*-class Express Liner (GTL10) ..... 116
*Tirrock*-class Freighter (GTL10) ..... 116
**Scouts, Couriers, & Lab Ships ..... 117**
*Celestine Ranger*-class Long-Range Scout (GTL9) ..... 117
*Flinton*-class Scout (GTL9) ..... 117
*Maynard*-class Interstellar Scout (GTL9) ..... 118
*Sorpan*-class Research Station (GTL9) ..... 118
*Gifan*-class Hospital Ship (GTL10) ..... 119
**Miscellaneous Starships ..... 120**
*Kirallian*-class Yacht (GTL9) ..... 120
*Krykos*-class Yacht (GTL9) ..... 120
*Volancia*-class Fuel Station (GTL9) ..... 120
**Terran Confederation Navy ..... 121**
*Arakangma*-class Picket Destroyer (GTL9) ..... 121
*Bopamo*-class Light Carrier (GTL9) ..... 121
*Dervish*-class System Defense Boat (GTL9) ..... 122
*Farrowlaine*-class Light Cruiser (GTL9) ..... 122
*Forsan*-class Torpedo Boat (GTL9) ..... 122
*Frederik Magnus*-class Corvette (GTL9) ..... 123
*Fury*-class Fighter (GTL9) ..... 123
*Guanxou*-class Light Cruiser (GTL9) ..... 123
*Hecate*-class Light Fighter (GTL9) ..... 124
*Huata*-class Fighter (GTL9) ..... 124
*Jiao*-class Missile Boat (GTL9) ..... 124
*Leyden*-class Fighter (GTL9) ..... 125
*Maikuku*-class Missile Boat (GTL9) ..... 125
*Marathon*-class Courier (GTL9) ..... 125
*Mjolnir*-class Heavy Fighter (GTL9) ..... 126
*Murshtai*-class Heavy Fighter (GTL9) ..... 126

*Puyan*-class Frigate (GTL9)....126
*Raupi*-class Light Fighter (GTL9)....127
*Ye*-class Fighter (GTL9)....127
*Zhounang*-class Cruiser (GTL9)....127
*Crellar*-class Strike Fighter (GTL10)....128
*Jordain*-class Escort Fighter (GTL10)....128
*Khartoom*-class Frigate (GTL10)....128
*Makiki*-class Frigate (GTL10)....129
*mMoshnda*-class Corvette (GTL10)....129
*Nguyen*-class Strike Cruiser (GTL10)....130
*Torambu*-class Frigate (GTL10)....130
*Weiming*-class Destroyer (GTL10)....131
*Zhincao*-class Strike Fighter (GTL10)....131
**Small Craft....132**
*Albion*-class Shuttle (GTL9)....132
*Chiang*-class Launch (GTL9)....132
*Comrade Hudson*-class Friendship Lander (GTL9)....132
*Dalgriesh*-class Fuel Shuttle (GTL9)....133
*Dielle*-class Launch (GTL9)....133
*Gaobei*-class Fuel Shuttle (GTL9)....133
*Hudson*-class Lander (GTL9)....133
*Hudson's Revenge*-class Dropship (GTL9)....134
*Malicore*-class Fuel Shuttle (GTL9)....134
*Meritrix*-class Ships Boat (GTL9)....134
*Shinzang*-class Shuttle (GTL9)....134
*Danci*-class Medivac Launch (GTL10)....135
*Jheraffe*-class Launch (GTL10)....135
*Sprokket*-class Gig (GTL10)....135
*Waoroa*-class Launch (GTL10)....135
*Wategil*-class Shuttle (GTL10)....136
Third Imperium....137
**Merchants & Traders....137**
*Aablan*-class Freighter (GTL10)....137
*Akossa*-class Freighter (GTL10)....138
*Anhk*-class Merchant (GTL10)....138
*Aramine*-class Liner (GTL10)....139
*Bargam*-class Tramp Trader (GTL10)....140
*Bercovia*-class Express Liner (GTL10)....140
*Bergen*-class Freighter (GTL10)....141
*Bharapar*-class Subsidized Merchant (GTL10)....141
*Chamisollia*-class Liner (GTL10)....142
*Fedmist*-class Droyne Trader (GTL10)....142
*Gnortz*-class Freighter (GTL10)....143
*Grouther*-class Subsidized Liner (GTL10)....143
*Gurrak*-class Megafreighter (GTL10)....144
*Jelnai*-class Armed Freighter (GTL10)....144
*Karin*-class Cluster Liner (GTL10)....144
*Morag*-class Ore Transport (GTL10)....145
*Murpak*-class Freighter (GTL10)....145
*Nahiin*-class Trader (GTL10)....145
*Oytrist*-class Merchant (GTL10)....146
*Quotal*-class Tramp Trader (GTL10)....146
*Rikiamid*-class Bulk Freighter (GTL10)....146
*Tedoaraq*-class Liner (GTL10)....147
*Teshia*-class Bulk Tanker (GTL10)....147
*Umburko*-class Subsidized Liner (GTL10)....147
*Wiiznam*-class Freighter (GTL10)....148
*Aakroyss*-class Merchant (GTL11)....148
*Arika*-class Bulk Tanker (GTL11)....148
*Arisha*-class Subsidized Merchant (GTL11)....149
*Baarnekki*-class Fast Trader (GTL11)....149
*Dragger*-class Bulk Freighter (GTL11)....149
*Egoyan*-class Express Liner (GTL11)....150
*Gelliam*-class Express Freighter (GTL11)....150
*Kamincha*-class Express Liner (GTL11)....150
*Klastao*-class Far Trader (GTL11)....151
*Klepsidar*-class Freighter (GTL11)....151
*Malaarkii*-class Tanker (GTL11)....151
*Pelagros*-class Luxury Liner (GTL11)....152
*Poaknauri*-class Subsidized Liner (GTL11)....152
*Selonian*-class Passenger Liner (GTL11)....153
*Therania*-class Luxury Liner (GTL11)....153
*Tsenjia*-class Freighter (GTL11)....154
*Acipiter*-class Gunned Merchant (GTL12)....154
*Ampi*-class Express Freighter (GTL12)....155
*Andropal*-class Express Liner (GTL12)....155
*Apaline*-class Express Liner (GTL12)....155
*Ariasa*-class Subsidized Packet (GTL12)....156
*Astron*-class Express Trader (GTL12)....156
*Belasmon*-class Liner (GTL12)....157
*Empress Nicole*-class Cruise Liner (GTL12)....157
*Furgal*-class Blockade Runner (GTL12)....158
*Komar*-class Free Trader (GTL12)....158
*Luusitar*-class Subsidized Liner (GTL12)....158
*Luustani*-class Liner (GTL12)....159
*Mauripo*-class Subsidized Merchant (GTL12)....159
*Permain*-class Freighter (GTL12)....160
*Selanai*-class Armed Liner (GTL12)....160
*Toves*-class Bulk Freighter (GTL12)....160
*Vanderpelt*-class Luxury Liner (GTL12)....161
**Scouts, Couriers, & Lab Ships....162**
*Nostrii*-class Science Scout (GTL10)....162
*Oskrip*-class Droyne Scout (GTL10)....162
*Polo*-class Merchant Scout (GTL10)....163
*Wirlas*-class Exploratory Trader (GTL10)....164
*Jheron*-class Scoutship (GTL11)....164
*Annecka*-class Corporate Courier (GTL12)....164
*Chiral*-class Lab Ship (GTL12)....165
*Kwakwaka'kwan* Astrophysical Research Centre (GTL12)165
*Morath*-class Fast Courier (GTL12)....165
*Pekherni* Observatory (GTL12)....166
*S'donath*-class Fast Courier (GTL12)....166
*Tulasukui*-class Courier (GTL12)....166
*Voidtrekker*-class Rift Scout (GTL12)....167
*Zeramine*-class Trade Pioneer (GTL12)....167
**Miscellaneous Starships....168**
*Brass Goat* Filibuster (GTL10)....168
*Étienne*-class Missionary Ship (GTL10)....168
*Krikalum*-class Jump Tug (GTL10)....169
*Murbles*-class Luxury Yacht (GTL10)....169
*Rori*-class Asteroid Miner (GTL10)....169
*Titanic*-class Resettlement Vessel (GTL10)....170
*Zandrak*-class Safari Ship (GTL10)....170
*Gothick*-class Yacht (GTL11)....170
*Larilla*-class Yacht (GTL11)....171
*Levmar*-class Fuel Station (GTL11)....171
*Bralonné* Mobile University (GTL12)....172
*Cardos*-class Fast Yacht (GTL12)....172
*Mallory*-class Racing Yacht (GTL12)....172
*Moonii*-class Luxury Yacht (GTL12)....173

*Wirimethar*-class Treatment Vessel (GTL12)....173
**Imperial Navy....174**
*Cholath*-class Destroyer (GTL10)....174
*Firal*-class Tanker (GTL10)....174
*Lethe*-class Troop Transport (GTL10)....175
*Polesta*-class Troopship (GTL10)....175
*Brildan*-class Heavy Destroyer (GTL11)....176
*Ewos*-class Q-Ship (GTL11)....176
*Gherain*-class Corvette (GTL11)....177
*Ladawan*-class Corvette (GTL11)....177
*Purtin*-class Transport (GTL11)....177
*Sadmani*-class Corvette (GTL11)....178
*Beraasi*-class Light Battle Rider (GTL12)....178
*Bilanos*-class Patrol Frigate (GTL12)....179
*Brighton*-class Battleship (GTL12)....179
*Cardeani*-class Frigate (GTL12)....179
*Citadel*-class Heavy Fighter (GTL12)....180
*Cytos*-class Corvette (GTL12)....180
*Defiance*-class Light Cruiser (GTL12)....180
*Drauna*-class Relief Vessel (GTL12)....181
*Flamboyant Monkey*-class Frontier Cruiser (GTL12)....181
*Fortress*-class Assault Fighter (GTL12)....182
*Ftenrik*-class Fleet Transport (GTL12)....182
*Fury*-class Fleet Escort (GTL12)....182
*Garyan*-class Corvette (GTL12)....183
*Geist*-class Deep Scout (GTL12)....183
*Hardestii*-class Fleet Escort (GTL12)....183
*Haritti*-class Battlecruiser (GTL12)....184
*Hawk*-class Destroyer Escort (GTL12)....185
*Irushma*-class Patrol Frigate (GTL12)....186
*Kieran*-class Battle Rider (GTL12)....187
*Korascant*-class Battle Tender (GTL12)....187
*Kuru*-class Patrol Frigate (GTL12)....188
*Lorden*-class Armed Courier (GTL12)....188
*Malagant*-class Battle Rider (GTL12)....189
*Monfraki*-class Dropship (GTL12)....189
*Osiron*-class Destroyer (GTL12)....190
*Pheidippides*-class Imperial Courier (GTL12)....190
*Pugilist*-class Combat Scout (GTL12)....190
*S-XL* -class Long Range Scout (GTL12)....191
*Solon*-class Battlecruiser (GTL12)....191
*Stromali*-class Escort Destroyer (GTL12)....192
*Temaughi*-class Corvette (GTL12)....192
*Thespia*-class Destroyer (GTL12)....192
*Traskon*-class Assault Carrier (GTL12)....193
*Uramikaa*-class Corvette (GTL12)....193
*Viodak*-class Light Carrier (GTL12)....194
*Vuki*-class Intruder Scout (GTL12)....194
*Warhoud*-class Assault Carrier (GTL12)....195
*Wylbur*-class Ultra-Heavy Fighter (GTL12)....195
*Yelsyn*-class Frigate (GTL12)....195
**Other Military Forces....196**
*Mayskyu*-class System Defense Boat (GTL9)....196
*Verdamt*-class System Defense Boat (GTL9)....196
*Drangki*-class Destroyer (GTL10)....196
*Gnat*-class Light Fighter (GTL10)....197
*Irumskla*-class Defense Platform (GTL10)....197
*Joritz*-class System Defense Boat (GTL10)....197
*Jumo*-class Heavy Fighter (GTL10)....197
*Kroydon*-class Droyne Cruiser (GTL10)....198
*Megalith*-class Battle Station (GTL10)....198
*Midge*-class Light Fighter (GTL10)....198
*Miiriimak*-class Monitor (GTL10)....199
*Nova's Roar*-class System Defense Boat (GTL10)....199
*Premia*-class System Defense Boat (GTL10)....199
*Shintaka*-class System Defense Boat (GTL10)....200
*Stunnenge*-class Stealth Monitor (GTL10)....201
*Featherstone*-class System Defense Boat (GTL11)....202
*Banshee*-class Light Fighter (GTL12)....202
*Gefros*-class System Defense Boat (GTL12)....202
*Gheilfa*-class Aerospace Fighter (GTL12)....203
*Irbak*-class System Defense Boat (GTL12)....203
*Rochelle*-class Monitor (GTL12)....203
*Ssaybom* Exploration Cruiser (GTL12)....204
*Uruq*-class Medium Fighter (GTL12)....204
**Small Craft....205**
*Christoff*-class Shuttle (GTL9)....205
*Barlax*-class Assault Lander (GTL10)....205
*Cherpow*-class Runabout (GTL10)....205
*Chiitaa*-class Fast Launch (GTL10)....206
*Clorthal*-class Customs Cutter (GTL10)....206
*Dermik*-class Launch (GTL10)....206
*Kyzan*-class Armed Shuttle (GTL10)....206
*Prenei*-class Scoopship (GTL10)....207
*Sharffe*-class Combat Shuttle (GTL10)....207
*Warbler*-class Runabout (GTL10)....207
*Zentak*-class Runabout (GTL10)....207
*Alderan*-class Scoopship (GTL11)....208
*Barlax II*-class Assault Lander (GTL11)....208
*Felar*-class Runabout (GTL11)....208
*Guirion*-class Launch (GTL11)....208
*Jackson*-class Military Launch (GTL11)....209
*Marstrom*-class Launch (GTL11)....209
*Mercer*-class Gig (GTL11)....209
*Quero*-class Assault Lander (GTL11)....209
*Baboon*-class Scoopship (GTL12)....210
*Barlax III*-class Assault Lander (GTL12)....210
*Berry*-class Extraction Cutter (GTL12)....210
*Bilastri*-class Runabout (GTL12)....211
*Dsarpa*-class Fast Shuttle (GTL12)....211
*Dumont*-class Assault Lander (GTL12)....211
*Kraki*-class Assault Cutter (GTL12)....211
*Murka*-class Combat Shuttle (GTL12)....212
*Oskra*-class Shuttle (GTL12)....212
*Tralsa*-class Gig (GTL12)....212
*Traynor*-class Armed Gig (GTL12)....212
*Trechiang*-class Fast Gig (GTL12)....213
*Yarrow*-class Scoopship (GTL12)....213
Two Thousand Worlds....214
**Merchants & Traders....214**
*Burrang*-class Freighter (GTL10)....214
*Gkeerak*-class Freighter (GTL10)....215
*Xeek'krir*-class Freighter (GTL10)....215
**Scouts, Couriers, & Lab Ships....216**
*Buuxkkriir*-class Scout (GTL10)....216
*Xeer'rr*-class Courier (GTL10)....216
**Miscellaneous Starships....217**
**Naval Forces....218**
*Booxk*-class Cruiser (GTL10)....218
*Buhkuu!*-class Fighter (GTL10)....218

*Gnaakhrr*-class Fighter (GTL10) ..... 219
*Gzong!xk*-class Dreadnought (GTL10) ..... 219
*K!kreer*-class Light Cruiser (GTL10) ..... 219
*Ri'krung*-class Heavy Fighter (GTL10) ..... 220
*Ruuxkr!*-class Escort (GTL10) ..... 220
*Uxkoong*-class Frigate (GTL10) ..... 220
*Xing!kir*-class Light Cruiser (GTL10) ..... 221
Vargr Extents ..... 222
**Merchants & Traders ..... 222**
*Khershwan*-class Trader (GTL10) ..... 222
*Madiis*-class Trader (GTL10) ..... 223
**Scouts, Couriers, & Lab Ships ..... 224**
**Miscellaneous Starships ..... 225**
**Military Forces ..... 226**
*Gvergh*-class Assault Cruiser (GTL10) ..... 226
*Skorzh*-class Aerospace Fighter (GTL10) ..... 226
*Vorsk*-class Light Fighter (GTL10) ..... 227
*Khorfooz*-class Raider (GTL11) ..... 227
**Small Craft ..... 228**
*Aekguthang*-class Assault Cutter (GTL10) ..... 228
*Seragh*-class Cutter (GTL10) ..... 228
Zhodani Consulate ..... 229
**Merchants & Traders ..... 229**
*Ankrak*-class Freighter (GTL10) ..... 229
*Braydikor*-class Trader (GTL10) ..... 230
*Tslechdael*-class Freighter (GTL10) ..... 230
*Vloshr*-class Frontier Trader (GTL10) ..... 230
*Vstabr*-class Freighter (GTL10) ..... 231
*Enzhyiench*-class Freighter (GTL11) ..... 231
*Kriaplezh*-class Liner (GTL11) ..... 231
*Trabatch*-class Express Liner (GTL11) ..... 232
*Zhdiechranj*-class Liner (GTL11) ..... 232
**Scouts, Couriers, & Lab Ships ..... 233**
*Dezdinsh*-class Courier (GTL11) ..... 233
*Drachplitl*-class Diplomatic Yacht (GTL11) ..... 233
**Miscellaneous Starships ..... 234**
*Tch'atl*-class Yacht (GTL10) ..... 234
**Zhodani Consular Navy ..... 235**
*Bliaprlinzh*-class Strike Destroyer (GTL11) ..... 235
*Drianjdaqr*-class Destroyer (GTL11) ..... 235
*Iechtekl*-class Intelligence Frigate (GTL11) ..... 236
*Joqlsha'*-class Fighter (GTL11) ..... 236
*Shtiabr*-class Intelligence Frigate (GTL11) ..... 236
*Shtiabrisht*-class Destroyer (GTL11) ..... 237
*Tezhmacht*-class Fighter (GTL11) ..... 237
*Tlach'dev*-class Destroyer (GTL12) ..... 237
**Small Craft ..... 238**
*Echpozh*-class Armed Gig (GTL11) ..... 238
*Shebzhinj*-class Launch (GTL11) ..... 238
Ziru Sirka ..... 239
**Merchants & Traders ..... 239**
*Adadese*-class Freighter (GTL10) ..... 239
*Ashurar*-class Freighter (GTL10) ..... 240
*Bariidin*-class Armed Liner (GTL10) ..... 240
*Erashmii*-class Merchant (GTL10) ..... 240
*Esaggal*-class Merchant (GTL10) ..... 241
*Massiirka*-class Gunned Freighter (GTL10) ..... 241
**Scouts & Couriers ..... 242**
*Bisri*-class Courier (GTL10) ..... 242
**Ziru Sirka Navy ..... 243**
*Eriimar*-class Fighter (GTL10) ..... 243
*Kisrud*-class Escort (GTL10) ..... 243
*Korkii*-class Destroyer (GTL10) ..... 244
*Laadn*-class Light Fighter (GTL10) ..... 244
*Shibaash*-class Light Cruiser (GTL10) ..... 244
**Small Craft ..... 245**
*Driim*-class Gig (GTL10) ..... 245
*Gremmii*-class Launch (GTL10) ..... 245
Appendix A: Encounter Tables ..... 246
Appendix B: Starship Summary ..... 247
Aslan Hierate ..... 247
Hive Federation ..... 247
Rule of Man ..... 248
Solomani Confederation ..... 250
Sword Worlds Confederation ..... 253
Terran Confederation ..... 254
Third Imperium ..... 256
Two Thousand Worlds ..... 259
Vargr Extents ..... 259
Zhodani Consulate ..... 260
Ziru Sirka ..... 260
Appendix C: Small Craft Summary ..... 261
Aslan Hierate ..... 261
Hive Federation ..... 261
Rule of Man ..... 261
Solomani Confederation ..... 261
Sword Worlds Confederation ..... 261
Terran Confederation ..... 262
Third Imperium ..... 262
Vargr Extents ..... 262
Zhodani Consulate ..... 262
Ziru Sirka ..... 262
Appendix D: New Modules ..... 263
Hulls and Armour ..... 263
Engineering Modules ..... 263
Drive Modules ..... 263
Orion Drive Modules ..... 264
Appendix E: Design Details ..... 265
*Aablan*-class Freighter (GTL10) ..... 265
*Aahn Sook*-class Freighter (GTL10) ..... 265
*Aakroyss*-class Merchant (GTL11) ..... 265
*Aardvark*-class Trader (GTL10) ..... 265
*Acipiter*-class Gunned Merchant (GTL12) ..... 265
*Adadese*-class Freighter (GTL10) ..... 266
*Aekguthang*-class Assault Cutter (GTL10) ..... 266
*Ahira*-class Lander (GTL10) ..... 266
*Akahyeka*-class Freighter (GTL10) ..... 266
*Akkangs*-class Bulk Freighter (GTL9) ..... 266
*Akossa*-class Freighter (GTL10) ..... 267
*Albion*-class Shuttle (GTL9) ..... 267
*Alderan*-class Scoopship (GTL11) ..... 267
*Alderbaran*-class Heavy Cruiser (GTL11) ..... 267
*Alquere*-class Light Fighter (GTL10) ..... 268
*Amiotti*-class Freighter (GTL10) ..... 268
*Ampi*-class Express Freighter (GTL12) ..... 268
*Anapalna*-class Transport (GTL9) ..... 268
*Andropal*-class Express Liner (GTL12) ..... 269
*Angbar*-class Heavy Fighter (GTL10) ..... 269

*Anhk*-class Merchant (GTL10)....269
*Ankrak*-class Freighter (GTL10)....269
*Anlo*-class Light Fighter (GTL11)....270
*Annecka*-class Corporate Courier (GTL12)....270
*Annek*-class Frontier Trader (GTL10)....270
*Antillé*-class Trader (GTL10)....270
*Apaline*-class Express Liner (GTL12)....271
*Aqamtan*-class Passenger Liner (GTL9)....271
*Arakangma*-class Picket Destroyer (GTL9)....271
*Aramine*-class Liner (GTL10)....272
*Arasfor*-class Destroyer (GTL9)....272
*Arduin*-class Light Cruiser (GTL10)....272
*Aregian*-class Aerospace Fighter (GTL10)....273
*Ariasa*-class Subsidized Packet (GTL12)....273
*Arigail*-class Monitor (GTL10)....273
*Arika*-class Bulk Tanker (GTL11)....274
*Ariklon*-class Runabout (GTL9)....274
*Arisha*-class Subsidized Merchant (GTL11)....274
*Armageddon*-class Bombardment Cruiser (GTL10)....275
*Artikus*-class Frigate (GTL11)....275
*Ashurar*-class Freighter (GTL10)....275
*Astra*-class Launch (GTL10)....276
*Astron*-class Express Trader (GTL12)....276
*Atmaiu*-class Liner (GTL10)....276
*Augustus Deo*-class Fast Liner (GTL10)....276
*Auldwich*-class Light Destroyer (GTL10)....277
*Avoram*-class System Defense Boat (GTL11)....277
*Axar*-class Monitor (GTL11)....277
*Baarnekki*-class Fast Trader (GTL11)....278
*Baboon*-class Scoopship (GTL12)....278
*Banshee*-class Light Fighter (GTL12)....278
*Bardolf*-class Yacht (GTL9)....278
*Bargam*-class Tramp Trader (GTL10)....278
*Bariidin*-class Armed Liner (GTL10)....279
*Barlax*-class Assault Lander (GTL10)....279
*Barlax II*-class Assault Lander (GTL11)....279
*Barlax III*-class Assault Lander (GTL12)....279
*Barton*-class Freighter (GTL10)....280
*Basilos*-class Pocket Cruiser (GTL11)....280
*Batoche*-class Regimental Lander (GTL10)....280
*Bayonet*-class Assault Fighter (GTL10)....280
*Belasmon*-class Liner (GTL12)....280
*Beowulf*-class Greater Dreadnought (GTL9)....281
*Beraasi*-class Light Battle Rider (GTL12)....281
*Bercovia*-class Express Liner (GTL10)....281
*Bergen*-class Freighter (GTL10)....282
*Berghoff*-class Missile Boat (GTL10)....282
*Beringiara*-class Exploratory Cruiser (GTL10)....282
*Bermurdatu*-class Assault Fighter (GTL11)....283
*Bernhard*-class Launch (GTL11)....283
*Berry*-class Extraction Cutter (GTL12)....283
*Bethune*-class Hospital Ship (GTL11)....283
*Bharapar*-class Subsidized Merchant (GTL10)....283
*Bilanos*-class Patrol Frigate (GTL12)....284
*Bilastri*-class Runabout (GTL12)....284
*Birkenhead*-class Troopship (GTL10)....284
*Bisri*-class Courier (GTL10)....284
*Bituin*-class Launch (GTL10)....285
*Bliaprlinzh*-class Strike Destroyer (GTL11)....285
*Booxk*-class Cruiser (GTL10)....285
*Bopamo*-class Light Carrier (GTL9)....286
*Borghini*-class Luxury Liner (GTL10)....286
*Borman*-class Liner (GTL10)....286
*Borodin*-class Trader (GTL10)....286
*Bralonné* Mobile University (GTL12)....287
*Brass Goat* Filibuster (GTL10)....287
*Braydikor*-class Trader (GTL10)....287
*Brighton*-class Battleship (GTL12)....288
*Brildan*-class Heavy Destroyer (GTL11)....288
*Buhkuu!*-class Fighter (GTL10)....288
*Bunter*-class Gig (GTL10)....289
*Burrang*-class Freighter (GTL10)....289
*Burtoine*-class Escort Fighter (GTL10)....289
*Buuxkkriir*-class Scout (GTL10)....289
*Bølgebryter*-class System Defense Monitor (GTL10)....290
*Cadiz*-class Fast Destroyer (GTL11)....290
*Cairngorm*-class Cluster Liner (GTL10)....291
*Cardeani*-class Frigate (GTL12)....291
*Cardos*-class Fast Yacht (GTL12)....291
*Celestine Ranger*-class Long-Range Scout (GTL9)....292
*Chamisollia*-class Liner (GTL10)....292
*Chericún*-class Close Escort (GTL11)....292
*Cherpow*-class Runabout (GTL10)....292
*Chiang*-class Launch (GTL9)....293
*Chiitaa*-class Fast Launch (GTL10)....293
*Chiral*-class Lab Ship (GTL12)....293
*Chiyami*-class Clan Freighter (GTL10)....293
*Cholath*-class Destroyer (GTL10)....293
*Christoff*-class Shuttle (GTL9)....294
*Chunrong*-class Launch (GTL11)....294
*Citadel*-class Heavy Fighter (GTL12)....294
*Clorthal*-class Customs Cutter (GTL10)....294
*Comrade Hudson*-class Friendship Lander (GTL9)....294
*Congreve*-class Missile Boat (GTL10)....295
*Corannis*-class Dropship (GTL10)....295
*Cordera*-class Lander (GTL11)....295
*Crellar*-class Strike Fighter (GTL10)....296
*Cumberbère*-class Express Liner (GTL11)....296
*Curzon*-class Destroyer (GTL11)....296
*Cytos*-class Corvette (GTL12)....297
*Dalgriesh*-class Fuel Shuttle (GTL9)....297
*Danci*-class Medivac Launch (GTL10)....297
*Daoguan*-class Scoopship (GTL10)....297
*Dartmouth*-class Patrol Frigate (GTL10)....297
*Dauntless*-class Light Cruiser (GTL10)....298
*Defiance*-class Light Cruiser (GTL12)....298
*Degyrre*-class Armed Shuttle (GTL10)....299
*Dermik*-class Launch (GTL10)....299
*Dervish*-class System Defense Boat (GTL9)....299
*Dezdinsh*-class Courier (GTL11)....299
*Dielle*-class Launch (GTL9)....300
*Dieppe*-class Assault Lander (GTL10)....300
*Djian*-class Armed Liner (GTL10)....300
*don Hannon*-class Survey Scout (GTL10)....301
*Drachplitl*-class Diplomatic Yacht (GTL11)....301
*Dragger*-class Bulk Freighter (GTL11)....301
*Drakon*-class Fighter (GTL9)....301
*Drangki*-class Destroyer (GTL10)....302
*Drauna*-class Relief Vessel (GTL12)....302
*Dremheim*-class System Defense Boat (GTL9)....302

*Drianjdaqr*-class Destroyer (GTL11) ..... 302
*Driim*-class Gig (GTL10) ..... 303
*Drimburg*-class Launch (GTL9) ..... 303
*Dsarpa*-class Fast Shuttle (GTL12) ..... 303
*Dumont*-class Assault Lander (GTL12) ..... 303
*Echpozh*-class Armed Gig (GTL11) ..... 303
*Egoyan*-class Express Liner (GTL11) ..... 304
*Eimenstaal*-class Monitor (GTL9) ..... 304
*Einkhuissen*-class Express Liner (GTL9) ..... 304
*Eitehr*-class Frigate (GTL10) ..... 305
*Eiwiyfti*-class Launch (GTL10) ..... 305
*Ekorn*-class Liner (GTL9) ..... 305
*Elding*-class Light Fighter (GTL9) ..... 305
*Empress Nicole*-class Cruise Liner (GTL12) ..... 306
*Enzhyiench*-class Freighter (GTL11) ..... 306
*Erashmii*-class Merchant (GTL10) ..... 306
*Eriimar*-class Fighter (GTL10) ..... 306
*Esaggal*-class Merchant (GTL10) ..... 306
*Estevan*-class Cutter (GTL11) ..... 307
*Étienne*-class Missionary Ship (GTL10) ..... 307
*Ewos*-class Q-Ship (GTL11) ..... 307
*Exierge*-class Corvette (GTL11) ..... 308
*Falkon*-class Cargo Lighter (GTL10) ..... 308
*Fallowfield*-class Express Liner (GTL10) ..... 308
*Farrowlaine*-class Light Cruiser (GTL9) ..... 309
*Faunel*-class Yacht (GTL10) ..... 309
*Fearaow*-class Light Fighter (GTL10) ..... 309
*Featherstone*-class System Defense Boat (GTL11) ..... 310
*Fedmist*-class Droyne Trader (GTL10) ..... 310
*Felar*-class Runabout (GTL11) ..... 310
*Fellbane*-class Orbital Defense Fighter (GTL9) ..... 310
*Fenross*-class Destroyer (GTL11) ..... 311
*Feramé*-class Close Escort (GTL11) ..... 311
*Fermouche*-class Escort Frigate (GTL10) ..... 312
*Fierbolg*-class Shuttle (GTL9) ..... 312
*Firal*-class Tanker (GTL10) ..... 312
*Firefly*-class Light Fighter (GTL10) ..... 312
*Flamboyant Monkey*-class Frontier Cruiser (GTL12) ..... 313
*Flinton*-class Scout (GTL9) ..... 313
*Formaine*-class Destroyer (GTL11) ..... 314
*Fornast*-class Subsidized Liner (GTL10) ..... 314
*Forsan*-class Torpedo Boat (GTL9) ..... 314
*Fortress*-class Assault Fighter (GTL12) ..... 315
*Frederik Magnus*-class Corvette (GTL9) ..... 315
*Freidland*-class Light Fighter (GTL9) ..... 315
*Frenatti*-class Freighter (GTL10) ..... 315
*Frenrik*-class System Defense Boat (GTL9) ..... 316
*Fromin*-class Launch (GTL10) ..... 316
*Frydja*-class Yacht (GTL9) ..... 316
*Ftearou*-class Aerospace Fighter (GTL10) ..... 316
*Ftenrik*-class Fleet Transport (GTL12) ..... 317
*Furgal*-class Blockade Runner (GTL12) ..... 317
*Fury*-class Fighter (GTL9) ..... 317
*Fury*-class Fleet Escort (GTL12) ..... 317
*Galak*-class Megafreighter (GTL10) ..... 318
*Gaobei*-class Fuel Shuttle (GTL9) ..... 318
*Gartin*-class Shuttle (GTL10) ..... 318
*Garyan*-class Corvette (GTL12) ..... 318
*Gefros*-class System Defense Boat (GTL12) ..... 318
*Geist*-class Deep Scout (GTL12) ..... 319
*Gelliam*-class Express Freighter (GTL11) ..... 319
*Gemin*-class Close Escort (GTL12) ..... 319
*Gentrill*-class General Freighter (GTL10) ..... 320
*Gheilfa*-class Aerospace Fighter (GTL12) ..... 320
*Gherain*-class Corvette (GTL11) ..... 320
*Gifan*-class Hospital Ship (GTL10) ..... 321
*Gkeerak*-class Freighter (GTL10) ..... 321
*Gnaakhrr*-class Fighter (GTL10) ..... 321
*Gnat*-class Light Fighter (GTL10) ..... 321
*Gnortz*-class Freighter (GTL10) ..... 321
*Gordian*-class Frigate (GTL11) ..... 322
*Gorgon*-class Fighter (GTL10) ..... 322
*Gothick*-class Yacht (GTL11) ..... 322
*Grandison*-class Luxury Liner (GTL11) ..... 323
*Gremmii*-class Launch (GTL10) ..... 323
*Grendel*-class Lesser Dreadnought (GTL9) ..... 323
*Grothar*-class Freighter (GTL10) ..... 323
*Grouther*-class Subsidized Liner (GTL10) ..... 324
*Grumpére*-class Runabout (GTL11) ..... 324
*Guanxou*-class Light Cruiser (GTL9) ..... 324
*Guirion*-class Launch (GTL11) ..... 325
*Gundong*-class System Defense Boat (GTL11) ..... 325
*Gunga*-class Medevac Lander (GTL11) ..... 325
*Gurrak*-class Megafreighter (GTL10) ..... 325
*Gvergh*-class Assault Cruiser (GTL10) ..... 326
*Gzong!xk*-class Dreadnought (GTL10) ..... 326
*Hapawín*-class Scoopship (GTL10) ..... 326
*Hardestii*-class Fleet Escort (GTL12) ..... 327
*Haripashan*-class Armed Liner (GTL10) ..... 327
*Haritti*-class Battlecruiser (GTL12) ..... 328
*Harpy*-class Aerospace Fighter (GTL11) ..... 328
*Hawk*-class Destroyer Escort (GTL12) ..... 328
*Hecate*-class Light Fighter (GTL9) ..... 328
*Helm*-class Fighter (GTL9) ..... 329
*Hfiatlais*-class Freighter (GTL10) ..... 329
*Hfyeakh*-class Heavy Fighter (GTL10) ..... 329
*Hobbes*-class Heavy Fighter (GTL10) ..... 329
*Holgrim*-class Fleet Destroyer (GTL10) ..... 329
*Holmgar*-class Launch (GTL9) ..... 330
*Hoplite*-class Close Escort (GTL10) ..... 330
*Horrimba*-class Survey Ship (GTL10) ..... 330
*Horsham*-class Transport (GTL10) ..... 331
*Huanying*-class Megafreighter (GTL10) ..... 331
*Huata*-class Fighter (GTL9) ..... 331
*Hudson*-class Lander (GTL9) ..... 331
*Hudson's Revenge*-class Dropship (GTL9) ..... 332
*Hun*-class Light Fighter (GTL11) ..... 332
*Hvort*-class Pocket Dreadnought (GTL10) ..... 332
*Hyena*-class Medium Fighter (GTL10) ..... 332
*Ibex*-class Fast Shuttle (GTL10) ..... 333
*Iechtekl*-class Intelligence Frigate (GTL11) ..... 333
*Imp*-class Patrol Fighter (GTL10) ..... 333
*Ingham*-class Missionary Ship (GTL10) ..... 333
*Intatungula*-class Courier (GTL11) ..... 334
*Intrepid*-class Cruiser (GTL10) ..... 334
*Irbak*-class System Defense Boat (GTL12) ..... 335
*Iridescent Poodle*-class Combat Liner (GTL10) ..... 335
*Irumskla*-class Defense Platform (GTL10) ..... 335
*Irushma*-class Patrol Frigate (GTL12) ..... 336
*Isabella*-class Merchant Pioneer (GTL10) ..... 336

*Jackson*-class Military Launch (GTL11) ..... 336
*Jarlburg*-class Monitor (GTL9) ..... 337
*Jelnai*-class Armed Freighter (GTL10) ..... 337
*Jheraffe*-class Launch (GTL10) ..... 337
*Jheron*-class Scoutship (GTL11) ..... 338
*Jiao*-class Missile Boat (GTL9) ..... 338
*Jiruja*-class Luxury Yacht (GTL10) ..... 338
*Joqlsha'*-class Fighter (GTL11) ..... 338
*Jordain*-class Escort Fighter (GTL10) ..... 339
*Joritz*-class System Defense Boat (GTL10) ..... 339
*Juandao*-class Fast Shuttle (GTL11) ..... 339
*Jufen*-class Liner (GTL11) ..... 339
*Jumo*-class Heavy Fighter (GTL10) ..... 339
*Jupiter*-class Frigate (GTL11) ..... 340
*K!kreer*-class Light Cruiser (GTL10) ..... 340
*Kagarin*-class Exploratory Trader (GTL10) ..... 341
*Kamincha*-class Express Liner (GTL11) ..... 341
*Karin*-class Cluster Liner (GTL10) ..... 341
*Kaupali*-class Liner (GTL9) ..... 342
*Kayatenga*-class Destroyer (GTL11) ..... 342
*Kebianj*-class Trader (GTL11) ..... 342
*Kerridy*-class Yacht (GTL11) ..... 343
*Kerriman*-class Lancer (GTL10) ..... 343
*Khachya*-class Medium Fighter (GTL10) ..... 343
*Khartoom*-class Frigate (GTL10) ..... 343
*Khershwan*-class Trader (GTL10) ..... 344
*Khorfooz*-class Raider (GTL11) ..... 344
*Kianti*-class Fast Launch (GTL11) ..... 344
*Kibalim*-class Liner (GTL10) ..... 345
*Kieran*-class Battle Rider (GTL12) ..... 345
*Kirallian*-class Yacht (GTL9) ..... 345
*Kisrud*-class Escort (GTL10) ..... 345
*Kjerre*-class Freighter (GTL9) ..... 346
*Kjerre II*-class Freighter (GTL10) ..... 346
*Klastao*-class Far Trader (GTL11) ..... 346
*Klepsidar*-class Freighter (GTL11) ..... 346
*Knorr*-class Freighter (GTL10) ..... 347
*Knossos*-class Liner (GTL10) ..... 347
*Komar*-class Free Trader (GTL12) ..... 347
*Konglong* Megafreighter (GTL11) ..... 347
*Korascant*-class Battle Tender (GTL12) ..... 348
*Korkii*-class Destroyer (GTL10) ..... 348
*Kosigar*-class Pocket Carrier (GTL10) ..... 349
*Kraki*-class Assault Cutter (GTL12) ..... 349
*Kriaplezh*-class Liner (GTL11) ..... 349
*Krikalum*-class Jump Tug (GTL10) ..... 349
*Kroydon*-class Droyne Cruiser (GTL10) ..... 350
*Krykos*-class Yacht (GTL9) ..... 350
*Kuaidiyoujian*-class Courier (GTL11) ..... 350
*Kuomsi*-class System Defense Boat (GTL11) ..... 350
*Kurrigan*-class Destroyer (GTL11) ..... 351
*Kuru*-class Patrol Frigate (GTL12) ..... 351
*Kwakwaka'kwan* Astrophysical Research Centre (GTL12) 352
*Kyzan*-class Armed Shuttle (GTL10) ..... 352
*Laadn*-class Light Fighter (GTL10) ..... 352
*Ladawan*-class Corvette (GTL11) ..... 352
*Laksihusal*-class Freighter (GTL10) ..... 353
*Langsdale*-class Attack Fighter (GTL10) ..... 353
*Larilla*-class Yacht (GTL11) ..... 353
*Lebiand*-class Economy Liner (GTL10) ..... 353
*Lethe*-class Troop Transport (GTL10) ..... 354
*Leviathan*-class Megafreighter (GTL11) ..... 354
*Levmar*-class Fuel Station (GTL11) ..... 354
*Leyden*-class Fighter (GTL9) ..... 354
*Lochain*-class Armed Transport (GTL10) ..... 355
*Lomba*-class Light Destroyer (GTL11) ..... 355
*Lorden*-class Armed Courier (GTL12) ..... 356
*Luusitar*-class Subsidized Liner (GTL12) ..... 356
*Luustani*-class Liner (GTL12) ..... 356
*Luzon*-class Aerospace Fighter (GTL11) ..... 356
*M'gee*-class Maintenance Tender (GTL10) ..... 357
*MacDonnell*-class Assault Lander (GTL10) ..... 357
*MacIlravey*-class Bulk Freighter (GTL10) ..... 357
*Madiis*-class Trader (GTL10) ..... 357
*Maikuku*-class Missile Boat (GTL9) ..... 358
*Makiki*-class Frigate (GTL10) ..... 358
*Malaarkii*-class Tanker (GTL11) ..... 358
*Malagant*-class Battle Rider (GTL12) ..... 359
*Malicore*-class Fuel Shuttle (GTL9) ..... 359
*Mallory*-class Racing Yacht (GTL12) ..... 359
*Malthus*-class Lab Ship (GTL10) ..... 359
*Maniakes*-class Close Escort (GTL10) ..... 360
*Marathon*-class Courier (GTL9) ..... 360
*Marrak*-class Express Liner (GTL10) ..... 360
*Marstrom*-class Launch (GTL11) ..... 360
*Massiirka*-class Gunned Freighter (GTL10) ..... 361
*Mauripo*-class Subsidized Merchant (GTL12) ..... 361
*Maynard*-class Interstellar Scout (GTL9) ..... 361
*Mayskyu*-class System Defense Boat (GTL9) ..... 361
*Megalith*-class Battle Station (GTL10) ..... 362
*Mei*-class Fast Launch (GTL11) ..... 362
*Melbourne*-class Close Escort (GTL10) ..... 362
*Mendel*-class Embassy Ship (GTL12) ..... 362
*Meramine*-class General Freighter (GTL10) ..... 363
*Mercer*-class Gig (GTL11) ..... 363
*Meredith*-class Trader (GTL11) ..... 363
*Meritrix*-class Ships Boat (GTL9) ..... 363
*Miao*-class Runabout (GTL11) ..... 363
*Midge*-class Light Fighter (GTL10) ..... 364
*Miiriimak*-class Monitor (GTL10) ..... 364
*Miotos*-class Battleship (GTL10) ..... 364
*Miserigamé*-class Freighter (GTL10) ..... 365
*Mjolnir*-class Heavy Fighter (GTL9) ..... 365
*mMoshnda*-class Corvette (GTL10) ..... 365
*Mobus*-class Shuttle (GTL11) ..... 365
*Monarch*-class Light Battleship (GTL10) ..... 366
*Monfraki*-class Dropship (GTL12) ..... 366
*Monnin*-class Freighter (GTL10) ..... 367
*Moonii*-class Luxury Yacht (GTL12) ..... 367
*Morag*-class Ore Transport (GTL10) ..... 367
*Morath*-class Fast Courier (GTL12) ..... 367
*Muirhead*-class Economy Liner (GTL10) ..... 368
*Mulai*-class Pinnace (GTL10) ..... 368
*Mullet*-class Merchant Liner (GTL10) ..... 368
*Murbles*-class Luxury Yacht (GTL10) ..... 368
*Murka*-class Combat Shuttle (GTL12) ..... 369
*Murpak*-class Freighter (GTL10) ..... 369
*Murphy*-class Freighter (GTL10) ..... 369
*Murrain*-class Battleship (GTL11) ..... 369
*Murshtai*-class Heavy Fighter (GTL9) ..... 370

*Nahiin*-class Trader (GTL10)....370
*Newcombe*-class Trader (GTL10)....370
*Nexus*-class Battleship (GTL10)....371
*Nguyen*-class Strike Cruiser (GTL10)....371
*Nimingbujuming*-class General Merchant (GTL10)....372
*Nostrii*-class Science Scout (GTL10)....372
*Nova's Roar*-class System Defense Boat (GTL10)....372
*Olmeka*-class Heavy Fighter (GTL10)....372
*Olythnos*-class Trader (GTL10)....373
*Orman*-class Fleet Destroyer (GTL10)....373
*Orshesk*-class Freighter (GTL10)....373
*Osiron*-class Destroyer (GTL12)....373
*Oskra*-class Shuttle (GTL12)....374
*Oskrip*-class Droyne Scout (GTL10)....374
*Otter*-class Survey Scout (GTL10)....374
*Oytrist*-class Merchant (GTL10)....374
*Palsson*-class Light Battle Rider (GTL11)....375
*Pascolle*-class Shuttle (GTL10)....375
*Pekherni* Observatory (GTL12)....375
*Pelagros*-class Luxury Liner (GTL11)....375
*Penguin*-class Shuttle (GTL10)....376
*Perimire*-class Lab Ship (GTL11)....376
*Permain*-class Freighter (GTL12)....376
*Petros*-class Heavy Fighter (GTL10)....376
*Pheidippides*-class Imperial Courier (GTL12)....376
*Plimsoon*-class Courier (GTL11)....377
*Poaknauri*-class Subsidized Liner (GTL11)....377
*Podzol*-class Freighter (GTL9)....377
*Polakki*-class Shuttle (GTL10)....377
*Polesta*-class Troopship (GTL10)....378
*Polo*-class Merchant Scout (GTL10)....378
*Porion*-class Passenger Liner (GTL10)....379
*Powsan*-class Bulk Freighter (GTL10)....379
*Premia*-class System Defense Boat (GTL10)....379
*Prenei*-class Scoopship (GTL10)....379
*Prince Hal*-class Cruiser (GTL10)....380
*Pteron*-class Battle Cruiser (GTL11)....380
*Pugilist*-class Combat Scout (GTL12)....381
*Pugnacious*-class Battle Cruiser (GTL10)....381
*Purtin*-class Transport (GTL11)....381
*Purvaine*-class System Defense Boat (GTL11)....381
*Puyan*-class Frigate (GTL9)....382
*Qanat*-class Bulk Tanker (GTL10)....382
*Qi Wuan*-class Frigate (GTL11)....382
*Quero*-class Assault Lander (GTL11)....382
*Quintalia*-class Pinnace (GTL10)....383
*Quorum* Assembly Hall (GTL10)....383
*Quotal*-class Tramp Trader (GTL10)....383
*Radzhon*-class Liner (GTL9)....383
*Raupi*-class Light Fighter (GTL9)....384
*Ravning Eng*-class Torpedo Boat (GTL9)....384
*Razruzhenye*-class Assault Carrier (GTL11)....384
*Reimon*-class Lancer (GTL10)....385
*Rikiamid*-class Bulk Freighter (GTL10)....385
*Ri'krung*-class Heavy Fighter (GTL10)....385
*Rochelle*-class Monitor (GTL12)....385
*Roin*-class Close Escort (GTL11)....386
*Rori*-class Asteroid Miner (GTL10)....386
*Rorke*-class Cargo Lighter (GTL10)....386
*Ruuxkr!*-class Escort (GTL10)....386
*S-XL* -class Long Range Scout (GTL12)....387
*S'donath*-class Fast Courier (GTL12)....387
*Sadmani*-class Corvette (GTL11)....387
*Saniyat*-class Merchant (GTL10)....387
*Sarta*-class Armoured Launch (GTL10)....388
*Scanlon*-class Assault Cutter (GTL10)....388
*Schwartzhild*-class Fuel Shuttle (GTL9)....388
*Selanai*-class Armed Liner (GTL12)....388
*Selonian*-class Passenger Liner (GTL11)....388
*Seragh*-class Cutter (GTL10)....389
*Shandian*-class Express Liner (GTL11)....389
*Sharffe*-class Combat Shuttle (GTL10)....389
*Shebzhinj*-class Launch (GTL11)....389
*Shibaash*-class Light Cruiser (GTL10)....390
*Shintaka*-class System Defense Boat (GTL10)....390
*Shinzang*-class Shuttle (GTL9)....390
*Shonava*-class Free Trader (GTL10)....390
*Shtiabr*-class Intelligence Frigate (GTL11)....391
*Shtiabrisht*-class Destroyer (GTL11)....391
*Skorzh*-class Aerospace Fighter (GTL10)....391
*Skyskipper*-class Launch (GTL10)....392
*Slakter*-class Assault Cruiser (GTL9)....392
*Slean*-class Light Cruiser (GTL10)....392
*Solon*-class Battlecruiser (GTL12)....393
*Sorpan*-class Research Station (GTL9)....393
*Sprokket*-class Gig (GTL10)....393
*Ssaybom* Exploration Cruiser (GTL12)....394
*Steadfast*-class Medium Fighter (GTL10)....394
*Steffern*-class Assault Lander (GTL11)....394
*Storch*-class Aerospace Fighter (GTL9)....394
*Stromali*-class Escort Destroyer (GTL12)....395
*Stunnenge*-class Stealth Monitor (GTL10)....395
*Sturm*-class Light Fighter (GTL9)....395
*Sumartil*-class Shuttle (GTL10)....396
*Sveinhelm*-class Assault Carrier (GTL10)....396
*Synjon*-class Runabout (GTL10)....396
*Tartar*-class Heavy Fighter (GTL11)....396
*Tch'atl*-class Yacht (GTL10)....396
*Tedoaraq*-class Liner (GTL10)....397
*Temaughi*-class Corvette (GTL12)....397
*Teshia*-class Bulk Tanker (GTL10)....397
*Tête Jaune*-class Survey Ship (GTL10)....397
*Tezhmacht*-class Fighter (GTL11)....398
*Therania*-class Luxury Liner (GTL11)....398
*Thespia*-class Destroyer (GTL12)....398
*Tiiyase*-class Clan Liner (GTL10)....398
*Tirrock*-class Freighter (GTL10)....399
*Titanic*-class Resettlement Vessel (GTL10)....399
*Tlach'dev*-class Destroyer (GTL12)....399
*Tolley*-class Subsidized Merchant (GTL10)....399
*Torambu*-class Frigate (GTL10)....400
*Toves*-class Bulk Freighter (GTL12)....400
*Trabatch*-class Express Liner (GTL11)....400
*Tralsa*-class Gig (GTL12)....400
*Traske*-class Freighter (GTL9)....400
*Traskon*-class Assault Carrier (GTL12)....401
*Traynor*-class Armed Gig (GTL12)....401
*Trechiang*-class Fast Gig (GTL12)....401
*Trikon*-class Aerospace Fighter (GTL10)....401
*Triku*-class Subsidized Aquatic Liner (GTL10)....401

*Trondheim*-class Lancer (GTL10) ..... 402
*Tsenjia*-class Freighter (GTL11) ..... 402
*Tsinmao*-class Armed Scout (GTL10) ..... 402
*Tslechdael*-class Freighter (GTL10) ..... 402
*Tubigan*-class Fuel Station (GTL10) ..... 403
*Tulasukui*-class Courier (GTL12) ..... 403
*Ubervisch*-class Commerce Raider (GTL10) ..... 403
*Umburko*-class Subsidized Liner (GTL10) ..... 403
*Uramikaa*-class Corvette (GTL12) ..... 404
*Uruq*-class Medium Fighter (GTL12) ..... 404
*Uxkoong*-class Frigate (GTL10) ..... 404
*Valeria*-class Light Cruiser (GTL11) ..... 405
*Valkyrie*-class Assault Fighter (GTL9) ..... 405
*Vampire*-class Strike Fighter (GTL10) ..... 405
*Vanderpelt*-class Luxury Liner (GTL12) ..... 405
*Velroi*-class Escort Destroyer (GTL10) ..... 406
*Vengeance*-class Heavy Fighter (GTL11) ..... 406
*Verdamt*-class System Defense Boat (GTL9) ..... 406
*Verukin*-class Research Station (GTL11) ..... 406
*Victrix*-class Monitor (GTL11) ..... 407
*Viodak*-class Light Carrier (GTL12) ..... 407
*Virtax*-class Light Fighter (GTL9) ..... 407
*Vixen*-class Armed Gig (GTL11) ..... 408
*Vloshr*-class Frontier Trader (GTL10) ..... 408
*Voidtrekker*-class Rift Scout (GTL12) ..... 408
*Volancia*-class Fuel Station (GTL9) ..... 409
*von Braun*-class Missile Boat (GTL11) ..... 409
*Vorsk*-class Light Fighter (GTL10) ..... 409
*Vstabr*-class Freighter (GTL10) ..... 410
*Vuki*-class Intruder Scout (GTL12) ..... 410
*Waatr*-class Freighter (GTL12) ..... 410
*Wain*-class Freighter (GTL10) ..... 410
*Waoroa*-class Launch (GTL10) ..... 410
*Warbler*-class Runabout (GTL10) ..... 411
*Warhoud*-class Assault Carrier (GTL12) ..... 411
*Warhound*-class Light Cruiser (GTL11) ..... 411
*Warrien*-class Megafreighter (GTL11) ..... 411
*Warspite*-class Armoured Cruiser (GTL10) ..... 412
*Wategil*-class Shuttle (GTL10) ..... 412
*Weige*-class Battle Rider (GTL11) ..... 412
*Weiming*-class Destroyer (GTL10) ..... 413
*Wekorgki*-class Freighter (GTL10) ..... 413
*Werimazh*-class Merchant (GTL10) ..... 413
*Wiiznam*-class Freighter (GTL10) ..... 414
*Wilberton*-class Subsidized Merchant (GTL11) ..... 414
*Wirimethar*-class Treatment Vessel (GTL12) ..... 414
*Wirlas*-class Exploratory Trader (GTL10) ..... 415
*Wolfram*-class Freighter (GTL10) ..... 415
*Wolston*-class Fleet Transport (GTL11) ..... 415
*Wylbur*-class Ultra-Heavy Fighter (GTL12) ..... 416
*Xeek'krir*-class Freighter (GTL10) ..... 416
*Xeer'rr*-class Courier (GTL10) ..... 416
*Xenos*-class Fast Launch (GTL10) ..... 416
*Xerxes*-class Battleship (GTL10) ..... 417
*Xianghou*-class Destroyer (GTL10) ..... 417
*Xing!kir*-class Light Cruiser (GTL10) ..... 418
*Yaero*-class Hunting Yacht (GTL10) ..... 418
*Yamakma*-class Freighter (GTL11) ..... 418
*Yarmouth*-class Frontier Trader (GTL10) ..... 419
*Yarrow*-class Scoopship (GTL12) ..... 419
*Ye*-class Fighter (GTL9) ..... 419
*Yelsyn*-class Frigate (GTL12) ..... 419
*Yi Ku Si Tian*-class Battle Rider (GTL11) ..... 420
*Yuexiu*-class Luxury Liner (GTL11) ..... 420
*Yultaka*-class Escort (GTL10) ..... 421
*Zaggal*-class Destroyer (GTL10) ..... 421
*Zandrak*-class Safari Ship (GTL10) ..... 422
*Zentak*-class Runabout (GTL10) ..... 422
*Zeramine*-class Trade Pioneer (GTL12) ..... 422
*Zharcal*-class Lander (GTL12) ..... 422
*Zhdiechranj*-class Liner (GTL11) ..... 423
*Zhincao*-class Strike Fighter (GTL10) ..... 423
*Zhounang*-class Cruiser (GTL9) ..... 423
*Ziicol*-class Lander (GTL12) ..... 424
*Ziicu*-class Lander (GTL12) ..... 424
Index ..... 425

# List of Deckplans

Deckplan 1: *Aardvark*-class Trader ..... 38
Deckplan 2: *Augustus Deo*-class Fast Liner ..... 40
Deckplan 3: *Aramine*-class Liner ..... 139
Deckplan 4: *Bergen*-class Freighter ..... 141
Deckplan 5: *Gnortz*-class Freighter ..... 143
Deckplan 6: *Polo*-class Merchant Scout ..... 163
Deckplan 7: *Hawk*-class Destroyer Escort ..... 185
Deckplan 8: *Irushma*-class Patrol Frigate ..... 186

# Design Notes

Thank you for looking at *101 Starships*. We at BITS hope that you find it useful.

Most of these vessels are common starships, ubiquitous enough that players will soon grow accustomed to them. These provide alternatives to the starships given in the ***GURPS Traveller*** rulebook, or a selection of starships for campaigns set in other milieux.

Others are "funnies"—unusual designs included to provide a hint of adventure.

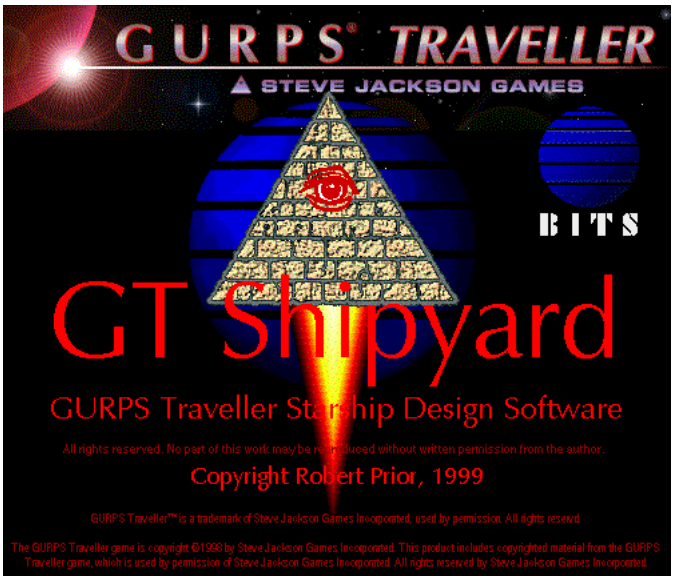
The starships are sorted into chapters by empire and type, then within each chapter by tech level and name. The index has yet more types of classification.

*101 Starships* now contains over 500 designs—we decided that name recognition is worth more than strict accuracy!

**Measurements:** Every design is rated in metric units, unless otherwise indicated. Conversions to American units can be done with the formulæ on page 13 of ***GURPS Traveller***.

**Tech Levels:** The only official modules for ***GURPS Traveller*** are GTL10 and GTL12. Many of these ships were built at other tech levels. We've tried to predict what Steve Jackson Games will publish in the future, but a GTL11 ship from this supplement may not match a GTL11 ship using the official rules, when they are finally published.

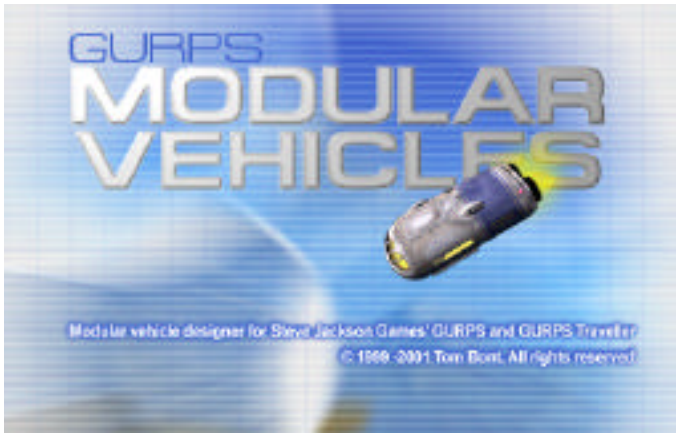
# Starship Design Software




Virtually every starships in this book was designed using ***GT Shipyard***, one of several ***Traveller*** software programs available from BITS (see page xxxiii for a complete listing).

***GT Shipyard*** take the drudgery out of designing starships using the ***GURPS Traveller*** modular design system. It includes all modules from every sourcebook, as well as several design options removed from **GT: Starships** for lack of space.

**System Requirements:** System 7 or higher, 1M program memory (4M recommended), 700k disk space.




***GURPS Modular Vehicles*** (GMV) is a Windows-based vehicle and starship construction program incorporating on the latest modular construction rules from Steve Jackson Games. You can build ships and vehicles from **GURPS Space** 3rd Edition and from any of the books from the ***GURPS Traveller*** line.

GMV is written by Tom Bont, a resident of Ucella/Five Sisters/Spinward Marches since '83.

You can download a copy at http://members.home.com/gt-ships2/

# New Ships in This Release

*Aahn Sook*-class Freighter (GTL10)
*Acipiter*-class Gunned Merchant (GTL12)
*Adadese*-class Freighter (GTL10)
*Ahira*-class Lander (GTL10)
*Akahyeka*-class Freighter (GTL10)
*Akkangs*-class Bulk Freighter (GTL9)
*Akossa*-class Freighter (GTL10)
*Albion*-class Shuttle (GTL9)
*Alderan*-class Scoopship (GTL11)
*Alquere*-class Light Fighter (GTL10)
*Amiotti*-class Freighter (GTL10)
*Anapalna*-class Transport (GTL9)
*Andropal*-class Express Liner (GTL12)
*Anlo*-class Light Fighter (GTL11)
*Annecka*-class Corporate Courier (GTL12)
*Annek*-class Frontier Trader (GTL10)
*Apaline*-class Express Liner (GTL12)
*Aqamtan*-class Passenger Liner (GTL9)
*Arakangma*-class Picket Destroyer (GTL9)
*Aregian*-class Aerospace Fighter (GTL10)
*Arigail*-class Monitor (GTL10)
*Arika*-class Bulk Tanker (GTL11)
*Ariklon*-class Runabout (GTL9)
*Artikus*-class Frigate (GTL11)
*Ashurar*-class Freighter (GTL10)
*Atmaiu*-class Liner (GTL10)
*Axar*-class Monitor (GTL11)
*Bardolf*-class Yacht (GTL9)
*Bariidin*-class Armed Liner (GTL10)
*Beraasi*-class Light Battle Rider (GTL12)
*Beringiara*-class Exploratory Cruiser (GTL10)
*Bermurdatu*-class Assault Fighter (GTL11)
*Bernhard*-class Launch (GTL11)
*Bethune*-class Hospital Ship (GTL11)
*Bilastri*-class Runabout (GTL12)
*Bisri*-class Courier (GTL10)
*Bituin*-class Launch (GTL10)
*Booxk*-class Cruiser (GTL10)
*Borman*-class Liner (GTL10)
*Buhkuu!*-class Fighter (GTL10)
*Burrang*-class Freighter (GTL10)
*Buuxkkriir*-class Scout (GTL10)
*Cardeani*-class Frigate (GTL12)
*Celestine Ranger*-class Long-Range Scout (GTL9)
*Chamisollia*-class Liner (GTL10)
*Chericún*-class Close Escort (GTL11)
*Cherpow*-class Runabout (GTL10)
*Chiyami*-class Clan Freighter (GTL10)
*Chunrong*-class Launch (GTL11)
*Cordera*-class Lander (GTL10)
*Cumberbère*-class Express Liner (GTL11)
*Dalgriesh*-class Fuel Shuttle (GTL9)
*Danci*-class Medivac Launch (GTL10)
*Daoguan*-class Scoopship (GTL10)
*Degyrre*-class Armed Shuttle (GTL10)
*Dermik*-class Launch (GTL10)
*Dielle*-class Launch (GTL9)
*Djian*-class Armed Liner (GTL10)
*don Hannon*-class Survey Scout (GTL10)
*Drakon*-class Fighter (GTL9)
*Dauntless*-class Light Cruiser (GTL10)
*Dremheim*-class System Defense Boat (GTL9)
*Driim*-class Gig (GTL10)
*Drimburg*-class Launch (GTL9)
*Egoyan*-class Express Liner (GTL11)
*Eimenstaal*-class Monitor (GTL9)
*Eitehr*-class Frigate (GTL10)
*Eiwiyfti*-class Launch (GTL10)
*Erashmii*-class Merchant (GTL10)
*Eriimar*-class Fighter (GTL10)
*Esaggal*-class Merchant (GTL10)
*Exierge*-class Corvette (GTL11)
*Fallowfield*-class Express Liner (GTL10)
*Farrowlaine*-class Light Cruiser (GTL9)
*Fearaow*-class Light Fighter (GTL10)
*Featherstone*-class System Defense Boat (GTL11)
*Felar*-class Runabout (GTL11)
*Feramé*-class Close Escort (GTL11)
*Fierbolg*-class Shuttle (GTL9)
*Formaine*-class Destroyer (GTL11)
*Forsan*-class Torpedo Boat (GTL9)
*Freidland*-class Light Fighter (GTL9)
*Frenatti*-class Freighter (GTL10)
*Frenrik*-class System Defense Boat (GTL9)
*Frydja*-class Yacht (GTL9)
*Ftearou*-class Aerospace Fighter (GTL10)
*Gaobei*-class Fuel Shuttle (GTL9)
*Gartin*-class Shuttle (GTL10)
*Gemin*-class Close Escort (GTL12)
*Gentrill*-class General Freighter (GTL10)
*Gifan*-class Hospital Ship (GTL10)
*Gordian*-class Frigate (GTL11)
*Gorgon*-class Fighter (GTL10)
*Gkeerak*-class Freighter (GTL10)
*Gnaakhrr*-class Fighter (GTL10)
*Grandison*-class Luxury Liner (GTL11)
*Gremmii*-class Launch (GTL10)
*Grothar*-class Freighter (GTL10)
*Grouther*-class Subsidized Liner (GTL10)
*Grumpére*-class Runabout (GTL11)
*Guirion*-class Launch (GTL11)
*Gundong*-class System Defense Boat (GTL11)
*Gunga*-class Medevac Lander (GTL11)
*Hapawín*-class Scoopship (GTL10)
*Hardestii*-class Fleet Escort (GTL12)
*Haripashan*-class Armed Liner (GTL10)
*Harpy*-class Aerospace Fighter (GTL11)
*Hfyeakh*-class Heavy Fighter (GTL10)
*Holmgar*-class Launch (GTL9)
*Horrimba*-class Survey Ship (GTL10)
*Horsham*-class Transport (GTL10)
*Huanying*-class Megafreighter (GTL10)
*Intatungula*-class Courier (GTL11)
*Isabella*-class Merchant Pioneer (GTL10)
*Jackson*-class Military Launch (GTL11)
*Jarlburg*-class Monitor (GTL9)
*Jheraffe*-class Launch (GTL10)
*Jiao*-class Missile Boat (GTL9)
*Jiruja*-class Luxury Yacht (GTL10)
*Jordain*-class Escort Fighter (GTL10)
*Juandao*-class Fast Shuttle (GTL11)
*Jufen*-class Liner (GTL11)
*Kamincha*-class Express Liner (GTL11)
*Karin*-class Cluster Liner (GTL10)
*Kaupali*-class Liner (GTL9)
*Kayatenga*-class Destroyer (GTL11)
*Kebianj*-class Trader (GTL11)
*Kerridy*-class Yacht (GTL11)
*Kerriman*-class Lancer (GTL10)
*Khachya*-class Medium Fighter (GTL10)
*Khartoom*-class Frigate (GTL10)
*Khershwan*-class Trader (GTL10)
*Kianti*-class Fast Launch (GTL11)
*Kibalim*-class Liner (GTL10)
*Kieran*-class Battle Rider (GTL12)
*Kirallian*-class Yacht (GTL9)
*Kisrud*-class Escort (GTL10)
*Konglong* Megafreighter (GTL11)
*Korascant*-class Battle Tender (GTL12)
*Krikalum*-class Jump Tug (GTL10)
*Krykos*-class Yacht (GTL9)
*Kuaidiyoujian*-class Courier (GTL11)
*Kuomsi*-class System Defense Boat (GTL11)
*Kurrigan*-class Destroyer (GTL11)
*Kwakwaka'kwan* Astrophysical Research Centre (GTL12)
*Laadn*-class Light Fighter (GTL10)
*Laksihusal*-class Freighter (GTL10)
*Ladawan*-class Corvette (GTL11)
*Lebiand*-class Economy Liner (GTL10)
*Lethe*-class Troop Transport (GTL10)
*Levmar*-class Fuel Station (GTL11)
*Leyden*-class Fighter (GTL9)
*Lochain*-class Armed Transport (GTL10)
*Lomba*-class Light Destroyer (GTL11)
*MacIlravey*-class Bulk Freighter (GTL10)
*Makiki*-class Frigate (GTL10)
*Malaarkii*-class Tanker (GTL11)
*Malagant*-class Battle Rider (GTL12)
*Malicore*-class Fuel Shuttle (GTL9)
*Marrak*-class Express Liner (GTL10)
*Massiirka*-class Gunned Freighter (GTL10)
*Mei*-class Fast Launch (GTL11)
*Mendel*-class Embassy Ship (GTL12)
*Meramine*-class General Freighter (GTL10)
*Mercer*-class Gig (GTL11)
*Meritrix*-class Ships Boat (GTL9)
*Miao*-class Runabout (GTL11)
*Miserigamé*-class Freighter (GTL10)
*mMoshnda*-class Corvette (GTL10)
*Mobus*-class Shuttle (GTL11)
*Mulai*-class Pinnace (GTL10)
*Murrain*-class Battleship (GTL11)
*Murshtai*-class Heavy Fighter (GTL9)
*Nexus*-class Battleship (GTL10)
*Nguyen*-class Strike Cruiser (GTL10)
*Nimingbujuming*-class General Merchant (GTL10)
*Orshesk*-class Freighter (GTL10)
*Palsson*-class Light Battle Rider (GTL11)
*Pascolle*-class Shuttle (GTL10)
*Penguin*-class Shuttle (GTL10)
*Perimire*-class Lab Ship (GTL11)
*Petros*-class Heavy Fighter (GTL10)
*Plimsoon*-class Courier (GTL11)
*Poaknauri*-class Subsidized Liner (GTL11)
*Podzol*-class Freighter (GTL9)
*Polakki*-class Shuttle (GTL10)
*Powsan*-class Bulk Freighter (GTL10)
*Premia*-class System Defense Boat (GTL10)
*Prince Hal*-class Cruiser (GTL10)
*Pteron*-class Battle Cruiser (GTL11)
*Purtin*-class Transport (GTL11)
*Purvaine*-class System Defense Boat (GTL11)

*Qanat*-class Bulk Tanker (GTL10)
*Qi Wuan*-class Frigate (GTL11)
*Quintalia*-class Pinnace (GTL10)
*Radzhon*-class Liner (GTL9)
*Raupi*-class Light Fighter (GTL9)
*Ravning Eng*-class Torpedo Boat (GTL9)
*Razruzhenye*-class Assault Carrier (GTL11)
*Reimon*-class Lancer (GTL10)
*Ri'krung*-class Heavy Fighter (GTL10)
*Roin*-class Close Escort (GTL11)
*Ruuxkr!*-class Escort (GTL10)
*Sadmani*-class Corvette (GTL11)
*Saniyat*-class Merchant (GTL10)
*Scanlon*-class Assault Cutter (GTL10)
*Schwartzhild*-class Fuel Shuttle (GTL9)
*Seragh*-class Cutter (GTL10)
*Shandian*-class Express Liner (GTL11)
*Sharffe*-class Combat Shuttle (GTL10)
*Shintaka*-class System Defense Boat (GTL10)
*Shonava*-class Free Trader (GTL10)
*Skorzh*-class Aerospace Fighter (GTL10)
*Slean*-class Light Cruiser (GTL10)
*Sorpan*-class Research Station (GTL9)
*Sprokket*-class Gig (GTL10)
*Steffern*-class Assault Lander (GTL11)
*Storch*-class Aerospace Fighter (GTL9)
*Sturm*-class Light Fighter (GTL9)
*Sumartil*-class Shuttle (GTL10)
*Synjon*-class Runabout (GTL10)
*Teshia*-class Bulk Tanker (GTL10)
*Tiiyase*-class Clan Liner (GTL10)
*Tirrock*-class Freighter (GTL10)
*Torambu*-class Frigate (GTL10)
*Traynor*-class Armed Gig (GTL12)
*Trechiang*-class Fast Gig (GTL12)
*Trondheim*-class Lancer (GTL10)
*Tsinmao*-class Armed Scout (GTL10)
*Tubigan*-class Fuel Station (GTL10)
*Tulasukui*-class Courier (GTL12)
*Valkyrie*-class Assault Fighter (GTL9)
*Verukin*-class Research Station (GTL11)
*Virtax*-class Light Fighter (GTL9)
*Volancia*-class Fuel Station (GTL9)
*Vorsk*-class Light Fighter (GTL10)
*Vstabr*-class Freighter (GTL10)
*Waatr*-class Freighter (GTL12)
*Waoroa*-class Launch (GTL10)
*Warbler*-class Runabout (GTL10)
*Warrien*-class Megafreighter (GTL11)
*Warspite*-class Armoured Cruiser (GTL10)
*Wategil*-class Shuttle (GTL10)
*Weige*-class Battle Rider (GTL11)
*Weiming*-class Destroyer (GTL10)
*Wekorgki*-class Freighter (GTL10)
*Werimazh*-class Merchant (GTL10)
*Wiiznam*-class Freighter (GTL10)
*Wolston*-class Fleet Transport (GTL11)
*Xerxes*-class Battleship (GTL10)
*Yaero*-class Hunting Yacht (GTL10)
*Yamakma*-class Freighter (GTL11)
*Ye*-class Fighter (GTL9)
*Yi Ku Si Tian*-class Battle Rider (GTL11)
*Yuexiu*-class Luxury Liner (GTL11)
*Yultaka*-class Escort (GTL10)
*Zaggal*-class Destroyer (GTL10)
*Zharcal*-class Lander (GTL12)
*Ziicol*-class Lander (GTL12)
*Ziicu*-class Lander (GTL12)
*Zhincao*-class Strike Fighter (GTL10)

The following ships have new artwork:

*Aardvark*-class Trader
*Bergen*-class Freighter
*Gnortz*-class Freighter
*Polo*-class Merchant Scout

# GURPS Traveller

The universe of ***Traveller*** is one of the most fully realized game worlds ever created. Adventures take place against the background of a vast, star-spanning empire, with a history dating back over a thousand years. Locales can range from a crowded spaceport to a lonely frontier outpost. Characters can be merchant princes, diplomats, soldiers, politicians, criminals…or all of them at once. Political intrigues, trading schemes, mind-wrenching alien enigmas, mercenary raids, wars…almost anything is possible.

First published by Game Designers' Workshop in the summer of 1977, ***Traveller*** was one of the first science fiction roleplaying games (indeed, it was one of the first RPGs of any sort). ***Traveller*** rapidly became the standard against which other SF roleplaying games were judged, and influenced many other designs in many other genres. The game went through several editions over the years, and quite a few changes were incorporated along the way. One of these was the Rebellion, something GDW did to bring conflict and excitement to campaigns that had become dull and mundane.

In the 1116th year of the Imperium, Emperor Strephon was assassinated by a rival, and the Third Imperium split into several factions. This change brought excitement to many campaigns, but other players and referees felt that the universe was exciting enough without an empire-wide civil war. It is for these people that an alternate history has been created, where Strephon, the 43rd Emperor of the Third Imperium, lives and the Rebellion never happened.

This is not to say, however, that all is well with the universe. A story without conflict is about as interesting as a telephone directory. So, expect things to happen in this universe… changes will occur. The undercurrents and discontents that led to the Rebellion are still unresolved. The vast scope of the Traveller background will become available to ***GURPS*** players and GMs, without the destruction and dislocation caused by the Rebellion.

There is, however, a second reason for ***GURPS Traveller***. Many of the original books that detailed the history and background of the Third Imperium are long out of print. Now new players and referees can have access to the same information as twenty-year-long grognard/collectors, and their enjoyment of Traveller can only benefit.

Steve Jackson Games plans to support ***GURPS Traveller*** fully, with approximately one release every two months.

## *Pyramid* Online Magazine

*Pyramid* is an online magazine including new rules and articles for ***GURPS***. It also covers all the hobby's top games—***AD&D***, ***Traveller***, ***World of Darkness***, ***Call of Cthulhu***, ***Shadowrun*** and many more—and other SJ Games releases like ***In Nomine***, ***INWO***, ***Car Wars***, ***Toon***, ***Ogre Miniatures*** and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

Check out the sample issue at **`www.sjgames.com/pyramid`**.

## *Journal of the Travellers Aid Society* Online Magazine

The *Journal of the Travellers' Aid Society* was first published in 1979 by GDW, Inc. to provide additional material (rules, variants, adventures, equipment and background development) for ***Traveller*** and related products, and to keep ***Traveller*** fans informed on what was happening with the game.

The hardcopy version of *JTAS* ceased publication in 1985, merged into GDW's magazine *Challenge*.

Now *JTAS* continues that same tradition onto the web, providing support for Traveller in all its forms and incarnations. We cover ***Classic Traveller***, ***MegaTraveller***, ***Traveller: the New Era***, ***Traveller 4th edition***, and ***GURPS Traveller***. We'll keep you informed on what's happening, what's come out, and what's coming up for the premiere science fiction RPG. The online format also allows *JTAS* to offer an interactive forum for Traveller fans to discuss the game and keep it alive and growing.

*JTAS* is edited by Loren Wiseman for Steve Jackson Games Incorporated. The *Journal of the Travellers' Aid Society* is a registered trademark of Far Future Enterprises, and is used under license

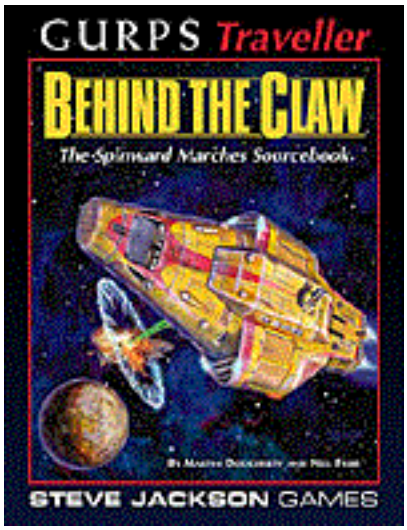
Check out the sample issue at **`jtas.sjgames.com`**.

# GURPS Traveller Sourcebooks

**Written by Loren Wiseman**
**Edited by Jack Elmy Cover by Jack Elmy Illustrated by Yesse America, Kurt Brugel, Rob Caswell, Langdon Foss, Glenn Grant, Marcus Kim, Daniel Lunsford, Alan Nunis, Tom Peters and Lance S. Winkel**

***GURPS Traveller*** is the official alternate universe for ***Traveller***, the premier SF roleplaying game, produced under license. The vast scope of the Third Imperium will be open for adventuring: merchants, mercenaries, spies, mega-corporate troubleshooters, pirates and pirate-chasers! Find out for yourself why this game is a classic.

**176 pages. Suggested retail price $22.95**
**Stock number 6600 ISBN 1-55634-361-2**



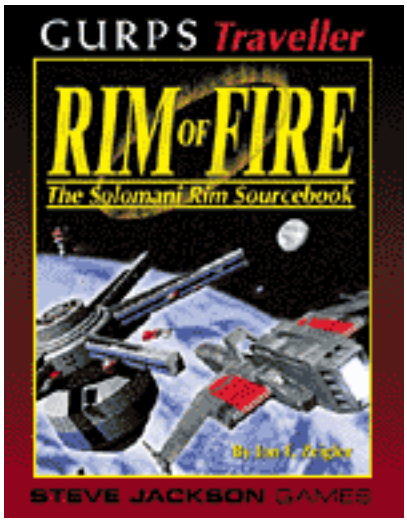

**Written by M.J. Dougherty and Neil Frier**
**Edited by Loren Wiseman**

*Behind The Claw:* Slang phrase referring to those regions of the Third Imperium lying beyond the Great Rift. Almost a year from the Capital by Xboat, the Spinward Marches is a frontier region, scene of five Frontier Wars and innumerable skirmishes. The Marches are one of the most troubled regions of the entire Imperium.

***Behind The Claw*** details the Spinward Marches, a complete sector of space. Over four hundred star systems are described in detail, along with essays on the Imperial Nobility and system of government, a detailed history of the region, referee's information, current events and a wealth of adventure material. The setting is rich and diverse, with unlimited scope for adventuring.

The Spinward Marches was first sector to be covered in the original ***Traveller*** background, and it is where the vast majority of campaigns are set. In many ways, it is Traveller's "home."

**144 pages. Suggested retail price $20.95**
**Stock number 6601 ISBN 1-55634-349-3**



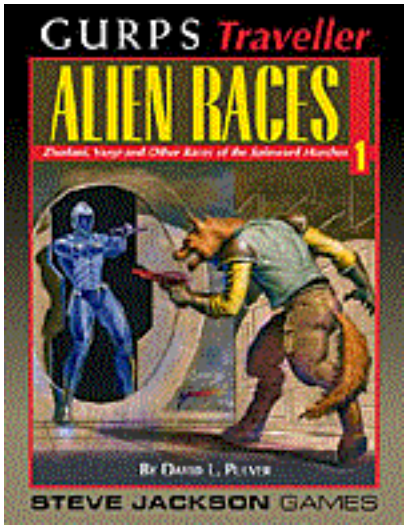

**Written by Jon F. Zeigler**
**Edited by Gene Seabolt**

The Solomani Rim sector lies at the rimward edge of the Third Imperium. It is an ancient, densely populated region. For 6,000 years, the Solomani Rim has been a place of epic revolutions and wars. Today it remains a flashpoint for galactic conflict… The Third Imperium occupies hundreds of worlds, including Terra, the human homeworld. But much of the sector is under the control of the despotic Solomani Confederation.

***Rim of Fire*** covers the Solomani Rim sector in detail. Writeups for over 400 worlds are included. Some are described in great detail, providing instant adventure settings, while others are merely sketched in to allow the individual GM to customize his campaign. There is also an extensive history of the sector, including detailed descriptions of the Interstellar Wars and the rise of the Solomani Movement. And, of course, there are campaign and adventure seeds, and a trove of referee's information.

The Solomani Rim has always been a place where the actions of individual heroes could change the course of history. Today there are still many challenges for the ***GURPS Traveller*** player…on the Rim of Fire!

**144 pages. Suggested retail price $20.95**
**Stock number 6615 ISBN 1-55634-436-8**



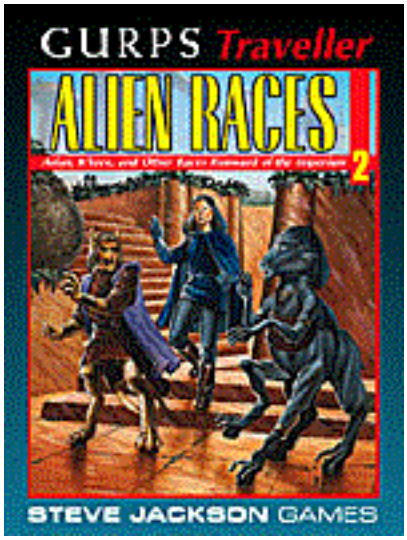

**Written by David L. Pulver**
**Edited by Loren Wiseman**

The human-descended Zhodani have long embraced psi powers in their society, in contrast to the persecution that psis suffer within the Imperium. The Vargr are a race of aliens descended from transplanted Terran canines. Both are formidable rivals to Imperial power in the Spinward Marches sector.

***Alien Races I*** for ***GURPS Traveller*** has everything you need to set a campaign in the Zhodani Consulate or Vargr Extents. It includes starship deck plans and vehicle designs; typical weaponry; rules and templates for creating player characters; up-to-date history and cultural information, and much more.

Also, seen here for the first time are three significant "minor races" from Zhodani and Vargr territory: the tyrannosaurian Drakarans, the arachnoid Clotho and the enigmatic Sheol. Almost unknown in Imperial territory, these races are growing powers in the Zhodani Consulate and the Vargr Extents .

**144 pages. Suggested retail price $20.95**
**Stock number 6603 ISBN 1-55634-361-2**




**Written by Andy Slack and David Thomas, with David Pulver; Edited by John Goff**

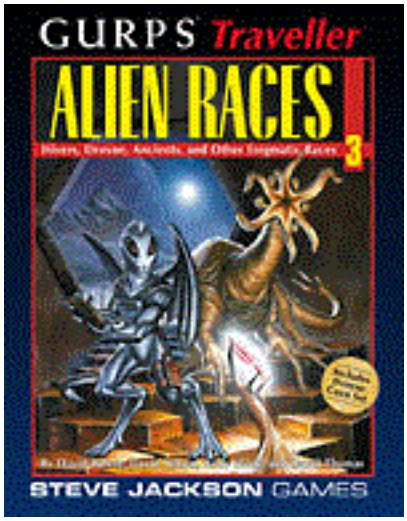
The second book in the Alien Races series addresses the biology, home worlds, culture, and society of the Aslan, K'kree, and two minor species. It details their historical involvement with the Imperium, and presents racial templates, rules for playing alien characters, and examples of unique technologies and ship designs.

The Aslan warrior race has a mindset focused on honor and glory; their traders and mercenaries are found throughout the Spinward Marches and the Solomani Sphere. Their wanderlust and combative nature make them well-suited to adventuring as player-characters. Their habit of grabbing land when no one is looking also makes them good recurring adversaries in a campaign.

The militantly vegetarian K'kree are driven by their faith to rule the Galaxy, and eliminate all meat-eaters. Players may join this crusade, fight against it, or simply try to make a living while it goes on around them. The K'kree are constantly embroiled in skirmishes with the Vargr, and keep an uneasy peace with the Hivers and humanity.

Also featured are two new minor races: The Inyx are a race of aquatic parasites who absorb electrical energy from their whale-sized hosts. The Devi Intelligence, a K'kree subject race, consist of the sedentary Intellects, who resemble colonies of giant fungi, and their mobile spores, the Shiverbats.

**144 pages. Suggested retail price $20.95**
**Stock number 6607 ISBN 1-55634-392-2**




**Written by Andy Slack, Dave Thomas, David Pulver and Dave Nilsen**

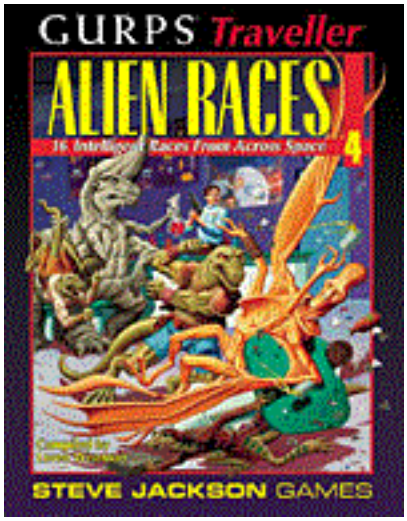
The third book in the Alien Races series describes two of the *most* alien races in the Traveller universe—the Droyne and the Hivers. The Droyne, which Imperial archaeologists are beginning to suspect are identical to the ancient race that scattered Humaniti and created the Vargr, are among the most pacific of all the inhabitants of the Imperium. But if they were once so powerful, why have they given up on the jump-drive and the other trappings of interstellar power? What did they learn that Humaniti will not?

And what about the Hivers, the strange six-limbed creatures who dominate dozens of other races within their Hive Federation? Why do they treat their offspring so strangely? Does their incredible intelligence translate to wisdom? Or does their lust to manipulate others represent a threat to the Imperium?

Also described are three minor races: the Hiver's laughing mercenaries, the Ithklur; the tiny nocturnal Lithkind; and the fluorine-breathing Inheritors, who inhabit a Dyson sphere created by the Ancients.

This book includes "gold" cardboard punch-out versions of the 36 Droyne coyns, and complete instructions for Droyne divination.

**144 pages. Suggested price $22.95**
**Stock number 6608**
**ISBN 1-55634-431-7**




**Compiled by Loren Wiseman**
**Cover by David Day**

Enough aliens to fill a cantina! ***GURPS Traveller Alien Races*** 4 brings 16 strange species to life, including the winged Ael Yael, the bureaucratic Bwaps, the nonviolent Virushi, and the newest species to be recognized as sentient, the aquatic Shalli. Compiled and edited by Loren Wiseman and Steve Jackson, this book features the creations of several favorite ***Traveller*** authors, including Phil Masters, David Pulver, and David Thomas.

**144 pages. Suggested retail price $21.95**
**Stock number 6609 ISBN 1-55634-433-3**

## Alien Races 5: Humaniti

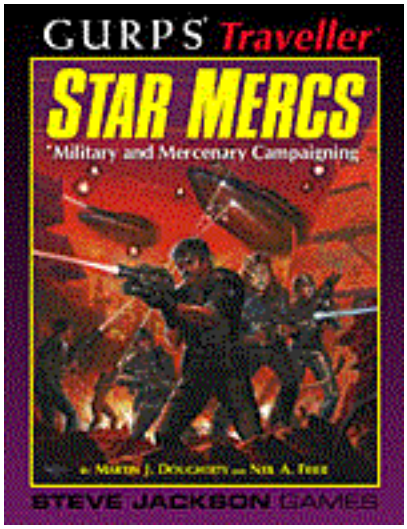
**Compiled by Loren Wiseman**

This book series will address the biology, home worlds, culture, and society of 17 Human minor races for ***GURPS Traveller***. These writeups will follow the format set out for minor races in Alien Races 1-4. Contributions of one or more race writeups will be open to inquiry by all interested parties, as was done for ***Alien Races 4***.

Each submission will address one race. It will give concise accounts of their historical involvement with the Imperium, and will include racial templates. The author should be familiar not only with ***GURPS Traveller***, but also the original *Classic Traveller* source material.

Entries will include: Acheron (new), Answerin, Azhanti (new), Darrian, Dynchia, Geonee, Iltharan, Irhadre, Kargol (new), Luriani (new), Nexxies, Otrai, Suerrat, and Yilean.

**144 pages. Suggested retail price $24.95**

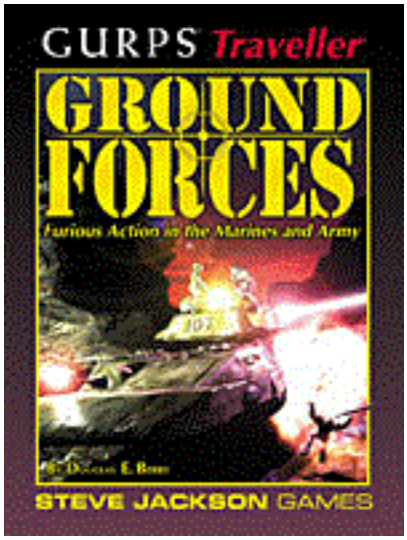



**Edited by Loren Wiseman**

Everything you need for a military-oriented campaign in the universe of ***Traveller***! This book covers combat (and a soldier's life) in the 57th century; how to recruit, organize, and equip a mercenary unit; and the Imperial rules of war. There are descriptions of how armies are organized and equipped for Tech Levels from 5 to 12, discussions of strategy and tactics, and a comprehensive rundown on weapons and the other tools of the soldier's trade. In addition, deck plans for the 800-ton *Broadsword* class mercenary cruiser are included.

***Star Mercs*** also includes templates for military and mercenary soldier characters, sample missions, and a variety of units and NPC personalities your mercenary group might encounter, including the famed and feared Imperial Marines.

**Suggested retail price $19.95**
**Stock number 6604 ISBN 1-55634-364-7**

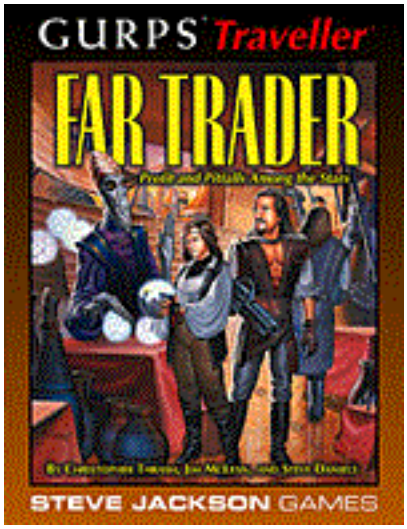



**Written by Doug Berry**
**Edited by Gene Seabolt**
**Cover by Jesse DeGraff**

When human worlds are threatened, people depend on the Imperial Marines and the Unified Armies–the Ground Forces. They are the only soldiers most citizens ever see. People may follow orbiting battleships as bright "stars" in the sky, but for the average man it is the Marine in battledress and the imposing bulk of an Army grav tank that embody the Imperium.

***GURPS Traveller: Ground Forces*** covers the "ground pounders" of the Third Imperium and their comrades in arms, the sailors of the "wet" navy and the pilots of the Close Orbit and Aerospace Command.

**144 pages. Suggested retail price $20.95**
**Stock number 6614 ISBN 1-55634-444-9**



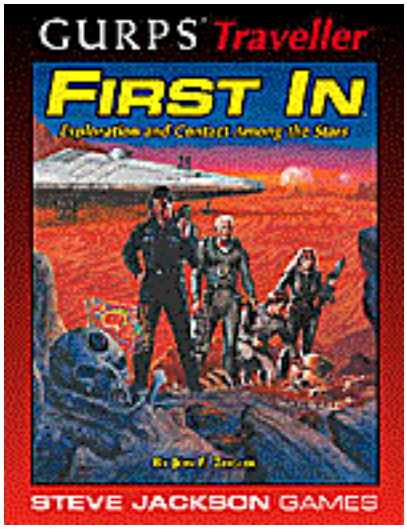

**Written by Christopher Thrash, Steve Daniels, and Jim MacLean. Edited by Loren Wiseman**

Next to the mercenary game, the "independent trader" campaign is the most popular among ***Traveller*** players. This new book is the complete support volume for the Trader campaign. You can:

- Develop sector-wide trade routes, following the demands of commerce on an interplanetary scale.
- Start your own character-run business, raise capital, and finance your money-making ventures.
- Make contacts, find niche markets, and exploit opportunities the big corporations miss.
- Learn what it takes to run a successful commercial starship.
- Expand your world with 15 new character templates.
- Run entire mercantile campaigns, including free traders, smugglers, and pirates.

***Far Trader*** complements the ***GURPS Traveller*** volumes on Starports and Starbases, and on ***GURPS Traveller: Starships***. It is also fully compatible with ***GURPS Space***, and a useful supplement for any science fiction campaign.

**Suggested retail price $20.95**
**Stock number 6606 ISBN 1-55634-364-7**

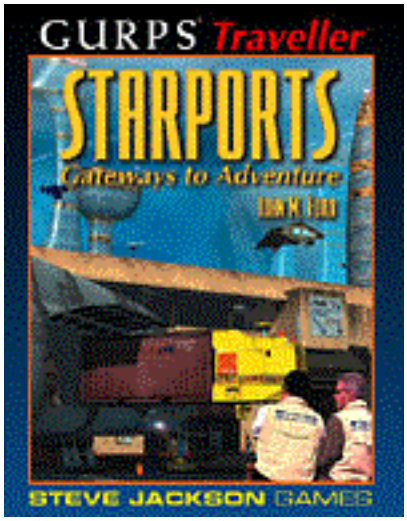



**Written by Jon F. Zeigler**

Beyond the borders of the Third Imperium, the Interstellar Scout Service seeks out strange new worlds! A Scout has to be ready for anything…or die. This book describes the Scouts' organization, equipment, starships (with deck plans including the Express Boat, *Donosev*-class Survey Scout, *Khadumir*-class Fast Courier, and *Purcell*-class Express Boat Tender) and typical missions. To make running a Scouts campaign easy, it also details the whole process of exploration, from the initial sighting of a new star system to the integration of a world into the Imperium.

***First In*** includes a world-building sequence based on the most recent scientific discoveries. Game Masters can now design realistic star systems, worlds and civilizations. The system can be used for ***GURPS Traveller***, or easily adapted to any other science-fiction RPG.

**128 pages. Suggested retail price $20.95**
**Stock number 6605 ISBN 1-55634-368-X**

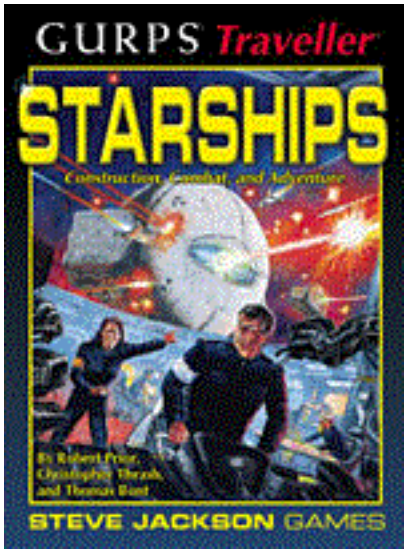



**Written by John M. Ford and James Maliszewski**

Patrol, trade and x-boat routes are the lifelines of the Imperium, and starports are the anchors to which they are tethered. Serving as trade centers, customs offices and outposts of civilization in far-flung systems, they play a central role in the lives of starfarers, and are a crucial source of goods, wealth and information for even the most planetbound of souls. At the same time, they are havens for smugglers, fugitives and black marketeers.

***Starports*** classifies standard starports and describes their facilities, organization and functions. It includes examples and plans, and guidelines for starport adventures and encounters. It is designed to complement ***Far Trader*** and the upcoming ***Starships*** supplement.

**128 pages. Suggested retail price $19.95**
**Stock number 6610 ISBN 1-55634-401-5**



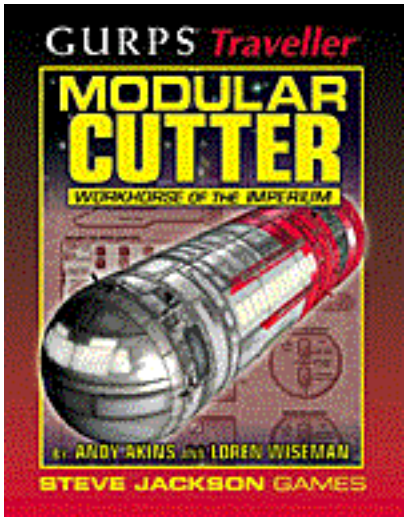

**Written by Robert Prior, Christopher Thrash, and Tom Bont.**

From launches to liners, from patrol boats to pirates, a starfaring campaign requires ships. ***GURPS Traveller: Starships*** details the "View from the Deck," the experience of being aboard a starship. Passengers and pursers, bridge crews and black gang, owners and deckhands…they're all here. Charters and salvage operations are included, spiced up with encounters, adventure seeds and a cast of NPC owners, masters and crew.

Much of the book is devoted to ship designs and design philosophy, with a selection of starships and smaller vessels–the traders, lab ships, yachts and prospectors likely to be crewed by PCs. Each ship has its own detailed writeup and deck plans. Another section expands on the starship design rules in ***GURPS Traveller*** (including components for TL 7-9, TL 11, and TL 13 designs). It collects all previously published components in one volume and offers new accessories and design options, as well as descriptions of the technology.

Ships detailed in ***GURPS Traveller: Starships*** include: *Suleiman II*-class Seeker, *Lady of Shallot*-class Yacht, Safari Ship (*Animal* class), *Birdsong*-class Trader, *Kugashin*-class Lab Ship, *Dragon*-class SDB and Jump Shuttle.

**144 pages. Suggested retail price $21.95**
**Stock number 6613 ISBN 1-55634-475-9**

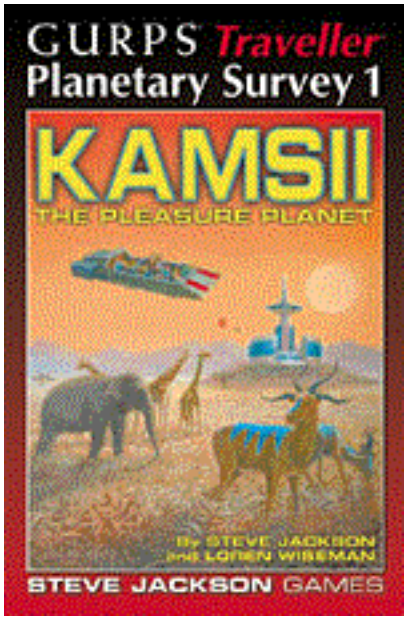



**Written by Loren Wiseman and Andy Akins Edited by Andrew Hackard and Gene Seabolt Cover by Rick Achberger, Jesse DeGraff, and Alex Fernandez**

Often dubbed "the workhorse of the Imperium," the modular cutter is the primary ship design for intrasystem transport. Its flexibility made it popular; its durability made it essential.

In ***Modular Cutter***, you'll find dozens of designs for ship modules that can be swapped out at a moment's notice. You'll also find new ideas for using the modules, from space stations to interstellar cargo ships. ***Traveller*** fans have been asking for this book for years!

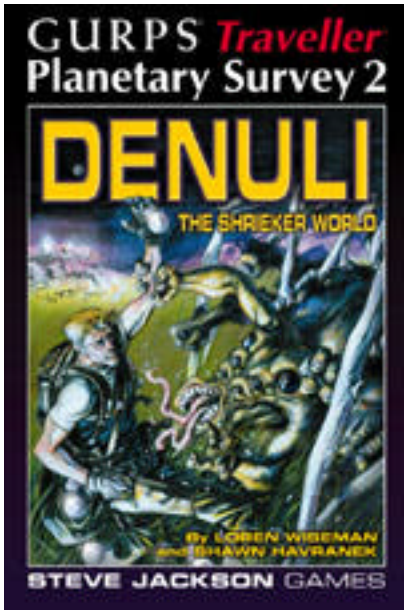
**128 pages. Suggested retail price $20.95**




**Written by Loren Wiseman and Steve Jackson**

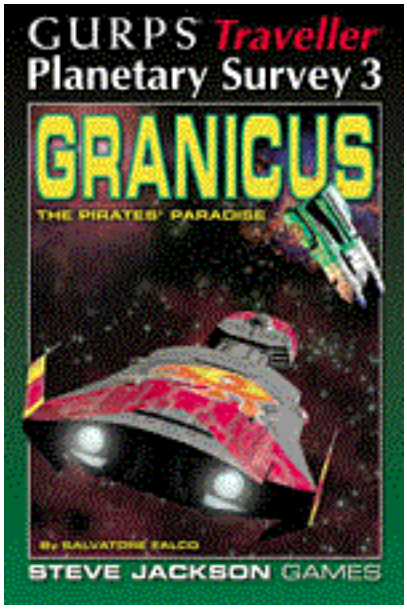
The first of a new series of 32-page ***GURPS Traveller*** books, each one a detailed look at a single planet. Written by Loren Wiseman and Steve Jackson, this book describes a planetary theme park–a whole world dedicated to entertainment–but with a hidden dark side. From family fun to lavish decadence, from hundred-mile kiddie rides to recreations of the court of Caligula, Kamsii has it all. The Kamsii Company says everybody will have a good time, and nobody crosses the Company. Not twice.

**32 pages. Suggested retail price $6.95**
**Stock number 6801 ISBN 1-55634-495-3**




The second of this new ***GURPS Traveller*** series, each of which has complete stats and adventure information for a new planet. ***Planetary Survey 2*** presents the homeworld of a recently discovered intelligent race…the Shriekers. Unfortunately, all that most of Humaniti cares about the Shriekers is that their eggs are precious jewels. Will you help the Shriekers, or help wipe them out for profit?

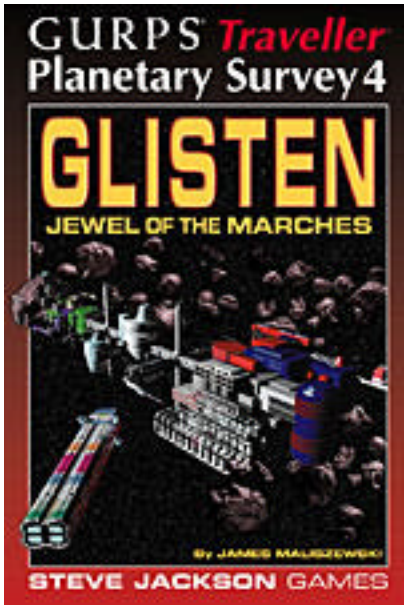
**32 pages. Suggested retail price $6.95**
**Stock number 6802 ISBN 1-55634-496-1**




**Written by Salvatore T. Falco**

Granicus, in the Glimmerdrift Reaches sector, is home to over 25 million people. Its corrupt, faction-ridden government and out-of-the-way location make it the perfect base of operations for pirate cartels, whose criminal enterprises reach into Imperial space. The cartels are the secret masters of the planet. But in every corner lurk Imperial spies, looking for ways to combat the pirate threat.

**32 pages. Suggested retail price $6.95**
**Stock number 6803 ISBN 1-55634-510-0**

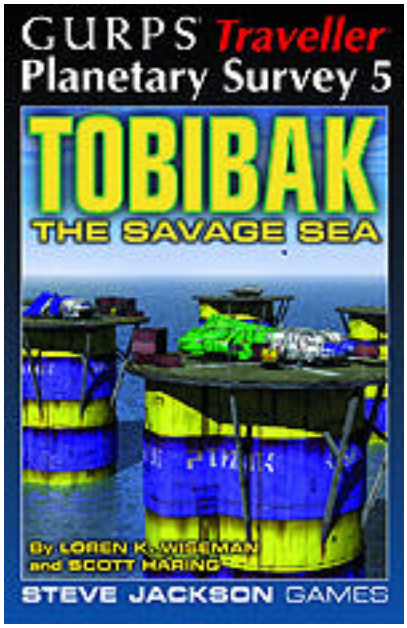



**Written by James Maliszewski**
**Edited by Andrew Hackard**

The "Jewel of Deep Space," the Glisten system has no habitable world, yet it is the capital of the Glisten subsector, site of a Scout base and a major shipbuilding yard, and home of the Mining School of Glisten. Its rich asteroid belts combine an advanced technology with an almost inexhaustible supply of raw materials. Glisten is a major industrial and economic powerhouse in the Spinward Marches.

This book concentrates on the five asteroids which make up "Glisten City," the government and business center of the system. Trade, business, scientific investigations, and high-level politics rub shoulders with gritty asteroid miners, huge factory complexes, shipyards, and interstellar intrigue.

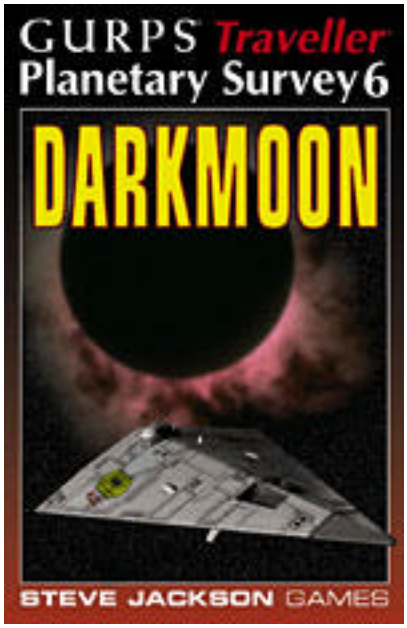
**32 pages. Suggested retail price $8.95**
**Stock number 6804**
**ISBN 1-55634-511-9**




**Written by Scott Haring**

Our new ***GURPS Traveller*** series continues with an in-depth (so to speak) look at Tobibak, a world covered by ocean. Humans cooperate with aquatic races to develop a planet with many resources…but where dry land is the rarest commodity of all! Written by long-time Pyramid editor Scott Haring.

**32 pages.**
**Stock #6804,**
**ISBN 1-55634-511-9. $8.95.**

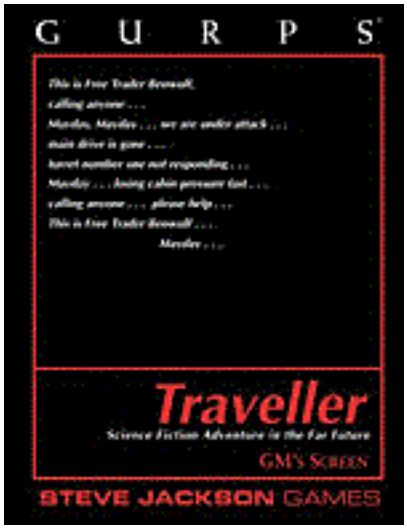



**Written by David Pulver**

Darkmoon is an inhospitable planet of ice with no atmosphere—which makes it the perfect place for a prison. Even if a prisoner was to escape his cell, or even the prison altogether…where would he go? But the corporation that runs Darkmoon's prison has its own plans for their charges, and they might be better off on the ice.

Darkmoon is written by David Pulver, author of many GURPS favorites, including **Technomancer**, **Space**, **Robots**, **Mecha**, and the upcoming **Transhuman Space**.

**32 pages. Stock #6806,**
**ISBN 1-55634-532-1. $8.95.**




**Edited by Loren Wiseman**
**Figures Drawn by Tom Biondolillo Figures Colored by Alex Fernandez**
**Deckplan by Kieren Yanner**

Put the Third Imperium at your fingertips with this fact-packed GM's screen. Two screens contain all the charts, tables, and other essentials for the ***GURPS Traveller*** Game Master. And, since every GM needs a tavern to start the adventure off right, here's a poster-sized floor plan for Brubek's, the starport bar…and a sheet of new Cardboard Heroes miniatures showing typical patrons.

2 two-sided screens with 1 floor plan and 1 sheet of ***Traveller***-specific *Cardboard Heroes.*

**Suggested retail price $10.95**
**Stock number 6619 ISBN 1-55634-457-0**

**Edited by Loren Wiseman**
**Deckplans by Kieren Yanner**
**Figures Drawn by Tom Biondolillo Figures Colored by Alex Fernandez**

The Free Trader *Beowulf* is under attack! Help retake the ship with our first set of ***Traveller*** Deck Plans. Thirteen double-sided maps join to form the full *Beowulf*–with hexes on one side and squares on the other, every ***Traveller*** fan will be able to use them! And there's a sheet of Cardboard Heroes miniatures with crew and pirates–start adventuring immediately!

Hang in there, ***Traveller*** fans…help is on the way…

13 two-sided maps with a 4-color cover insert, with 1 sheet of ***Traveller***-specific *Cardboard Heroes* in ziplock bag.

**Suggested retail price $19.95**
**Stock number 6617 ISBN 1-55634-460-0**

The Modular Cutter is truly the workhorse of the Imperium…and the subject of a new ***GURPS Traveller*** book, eloquently titled "Modular Cutter." This set includes 8 two-sided maps…the 50-ton modular cutter itself and seven different modules: Class I starport, expandable base, laboratory, medical, prison transport, safari, and survey.

Also included is a sheet of all-new ***Traveller*** Cardboard Heroes miniatures, created specifically for this set. Explorers, scientists, doctors, civilians…including a Virushi surgeon and a Bwap clerk!

8 two-sided maps in a 4-color wrap, with 1 sheet of ***Traveller***-specific *Cardboard Heroes* in ziplock bag.

**Suggested retail price $16.95**
**Stock number 6620 ISBN 1-55634-480-5**

The *Empress Marava*-class Far Trader is a tough, long-range cargo ship. It's a favorite of many adventurous traders… which probably includes the PCs in your campaign.

This big package shows every detail of a *Marava* on 16 two-sided maps… hexes on one side and squares on the other, to fit any campaign! Also included is a sheet of Cardboard Heroes miniatures to crew your *Marava*, and a large cargo-hauling air/raft.

**Suggested retail price $22.95**
**Stock number 6621 ISBN 1-55634-508-9**

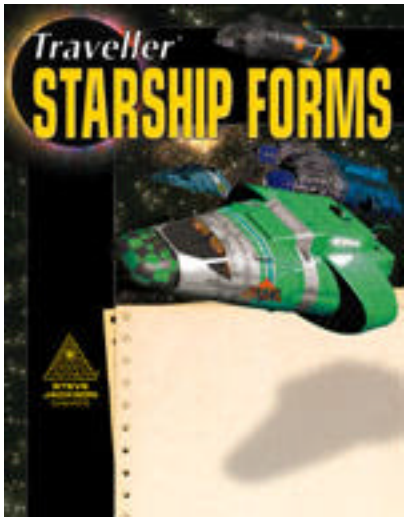
The Assault Cutter is an armored, reinforced version of the Modular Cutter, popular in military applications. This package includes 8 two-sided maps…hexes on one side and squares on the other, to fit any campaign! Included are the cutter itself and seven modules: boarding, ECM, fighter, Marine command, Marine firebase, medevac, and sensor. Also included is a sheet of full-color *Cardboard Heroes* miniatures to crew the cutter, including a *Rampart* fighter for the fighter module.

**Suggested retail price $19.95**
**Stock number 6622 ISBN 1-55634-509-7**

The 100-ton *Suleiman* is one of the most commonly encountered vessels in Imperial space and on its borders. The Scout Service uses thousands of *Suliemans* for reconnaissance, survey, courier/VIP transport, and liaison duties; the *Sulieman II* seeker is the standard mineral survey craft. Retired scouts are sometimes granted the long-term use of a Sulieman for private prospecting or trade.

Because this vessel is so easily available to PCs, this deck plan will be of interest to players as well as GMs. It comprises 8 double-sided sheets (hexes on one side, squares on the other), and includes a set of *Cardboard Heroes* miniatures to crew the ship and provide encounters.

**Stock #7505,**
**ISBN 1-55634-515-1. $16.95.**

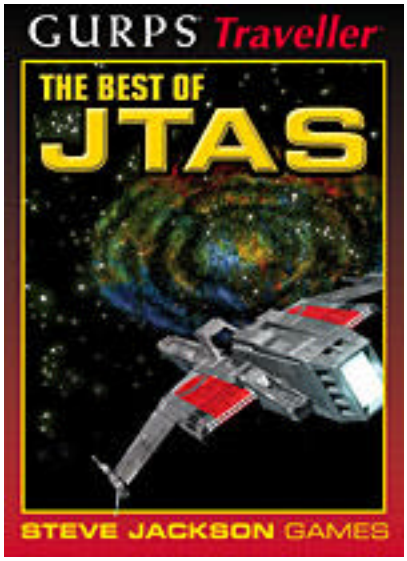



**Edited by Loren Wiseman**
**Cover art by Jesse DeGraf**
**Cover design by Alex Fernandez**

Make your roleplaying more true-to-life with these Imperial documents for ***GURPS Traveller***. The set includes the two-sided Ship's Registry Form, starship construction worksheets, and many more, plus a sheet of *Cardboard Heroes* miniatures of a starship and spaceport crew, including Humans, Vargr, Aslan, and Bwaps.

32 two-sided forms with a 4-color cover insert, with 1 sheet of ***Traveller***-specific *Cardboard Heroes* in ziplock bag.

**Suggested retail price $14.95**
**Stock number 6421**
**ISBN 1-55634-539-9**




**Edited by Loren Wiseman**
**Cover art by Jesse DeGraf**

For over 20 years, the Journal of the Traveller's Aid Society has been the voice of Traveller and its fans. In February of 2000, Steve Jackson Games revived JTAS as an online magazine. The ***Best of JTAS*** collects in one volume the very best articles published online in the year 2000, as picked by JTAS editor Loren Wiseman. The ***Best of JTAS*** has material for GURPS Traveller, of course, but many articles can be used in any Traveller campaign - or any other science-fiction setting, for that matter.

**Suggested retail price $22.95**
**Stock #6625**
**ISBN 1-55634-568-2.**

# Contacting Steve Jackson Games

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# Introduction to BITS

BITS (short for "British Isles Traveller Support") is a UK based organisation dedicated to providing a forum for Marc Miller's Traveller Roleplaying Game. It was founded in 1995 by Andy Lilly (who still co-ordinates the organisation). Within this remit, BITS supports all versions of Traveller (Classic, MegaTraveller, The New Era, GURPS Traveller and Marc Miller's Traveller) by:

- organising tournaments and demonstrations in the UK (and beyond).
- publishing quality adventures and supplements for Traveller.
- aiding and encouraging members' submissions to magazines.
- helping to find/swap and sell out of print material.
- collecting and publishing software role-play aids.
- bringing together players through a contact list.

Although BITS was founded in the UK, it has a small number of European and North American members. BITS is (at the time of writing) one of the two groups licensed by FarFuture Enterprises to produce Traveller material, the other being Steve Jackson Games for their ***GURPS Traveller*** line.

BITS publishes a variety of products, including the "Little White Books" which include the 101 Series.

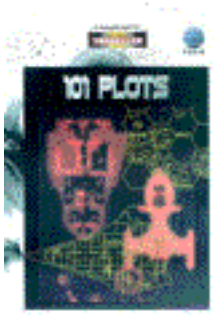
## BITS Traveller Sourcebooks

### *A deal's a deal, right?*

If you view interstellar trade as simple rolling a few random items from the trade tables, think again! This BITS ***Traveller*** supplement will breathe life into your cargoes and remind the players that not everything can be boxed up, left in the hold and forgotten about until they reach their next port of call...

- Instant Adventure Links containing novel rules for generating 'generic' plots for almost any piece of cargo, to give many thousands of possible adventures!
- Shipping Codes for cargo containers—from size and mass to those lethal hazards and pain-in-the-butt handling requirements that every merchant needs to know.
- 101 Pregenerated Cargoes for your campaign: Natural Resources (from rocks to wallabies), Processed Resources (the raw components of industry), Manufactured Goods (the fruits of industry), Information (knowledge is a valuable thing) and Novelties (variety is the spice of life)!
- Library data for the companies and items mentioned elsewhere in the book.
- Detailed random generation of cargoes of many different types for speculative trading.

**Order Code 101C: 101 Cargoes (2nd Edition): A5, 40 pages, colour cover.**




## *Just looking for something to do?*

This BITS ***Traveller*** supplement help referees survive those gaming sessions where things just aren't going the way they thought they would…

- Patrons. A common source of adventure, patrons always need someone to do their dirty work for them and they're usually willing to pay.
- Introductions. Those little tie-ins which bring your players into contact with useful organisations and people.
- Job Advertisements. The notices in the starport bar - whether it's just a few days' cash or a dodgy job needs doing.
- Red Herrings. More notices, but perhaps not so profitable!
- Information. Sometimes notices aren't for jobs but can still be a mine of information.
- Personals. With plenty of potential to confuse, distract, and perhaps amuse.
- Gimmicks. Devices, gadgets, whizz-bangs, what-nots, or whose-a-ma-jiggers that appeal to players for their novelty, potential worth, or just usefulness.

**Order Code 101P: 101 Plots A5, 40 pages, colour cover.**

## *They hand over the ticket…*

…they step aboard, their luggage is stored in the hold, and a week goes by as the merchant ship carries them through jumpspace to the next planet. But…

Who are these interstellar travellers? Hijackers or Smugglers? Should the crew be watching their every move? Or is one of the passengers a customs inspector—watching the crew? This BITS Traveller supplement provides 101 pregenerated characters (or groups of NPCs) - passengers who may book passage on the players' ship or be encountered on other ships.

- Each traveller is described using the standard Traveller statistics (Strength, Dexterity, etc.) and career, rank, race, sex, age and a list of their skills, cash and special equipment/luggage.
- A brief description of their initial appearance is given, followed by a detailed background including their reason for travelling between the stars—from touring pop stars to secret agents.
- Each traveller has suggestions for how they may be used as patrons, links to adventures, as a source of useful information or skills, or perhaps just as an amusement/annoyance!

**Order Code 101T: 101 Travellers, A5, 44 pages, colour cover.**

### *We'll meet at, er, well, a bar? Which bar? Er…*

Your players encounter new worlds, alien peoples, high tech wonders, but usually the starport bar has about as much background as a cardboard cut-out, and the characters within it are just as wooden. This ***Traveller*** supplement from BITS provides 101 stimulating locations, from the Yellow Crucible Night Club to the Rewint Animalzone, offering services from taxis (Itzjuscumin) to security (ViProtect).

- Every rendezvous is given a likely location within a town or starport, with a description of the building, outside and in
- Specific details of the facilities and operation are given, including the costs for entrance, accommodation, dining, etc.
- Each location has a description of the most notable character(s) associated with it, including whatever dark secrets they may be hiding behind their doors.
- Each entry also play options which you may wish to exploit (including how to play the NPCs and suggested adventure plot ideas).

**Order Code 101R: 101 Rendezvous, A5, 44 pages, colour cover.**

### *Aaarrgh! It's a hideous alien monster!*

Or is it just the quite harmless, but rather unpleasant looking Bolungian Jubwibble? The only way to find out is to get this ***Traveller*** supplement from BITS!

- Detailed descriptions of 101 different alien creatures, plants and other 'lifeforms', divided according to their habitat types.
- Each entry describes the lifeform using the standard Traveller statistics, in addition to notes on how commonly the lifeform is encountered and in what numbers it is found.
- Each lifeform description begins with its physical appearance, and continues with the creature's special attack and/or defence forms, its preferred food, its habitat and lifestyle.
- A number of the entries are illustrated to show these alien flora and fauna 'in the flesh'.
- Sets of tables are provided summarising each lifeform and its environment, to aid you in creating encounter tables.
- Includes B&W illustrations of some creatures.

**Order Code 101L: 101 Lifeforms, A5, 44 pages, colour cover.**

## *Governments from A to Z...*

…from worlds without governments (mindless anarchies or liberated Gardens of Eden?) to worlds with too much government (oppressive regimes focused solely upon maintaining the rulership of paranoid dictators), every ***Traveller*** should be aware of the implications on the local culture, laws and trade.

- This Traveller supplement from BITS provides 101 pregenerated governments with which to flesh out Traveller worlds, grouped by the Scout Corps' government coding system.
- Each government has a basic description including the information that would commonly be available to Travellers through a ship's library or other database.
- Referee's notes detail those areas of each government which might not be apparent to normal Travellers.
- Each entry also has a plot idea for use as a hook into an adventure for your players.
- Contains a small number of B&W illustrations.

**Order Code 101G: 101 Governments, A5, 56 pages, colour cover.**

## *What is the meaning of life?*

From our primitive ancestors to the time of the Third Imperium, society has created a wonderfully diverse range of religions and beliefs.

- This Traveller supplement from BITS provides 101 religions, beliefs and cults with which to populate Traveller worlds, grouped by the Imperial Interstellar Scout Services' religion coding system.
- Each religion has a basic description including the information that would be commonly available to Travellers.
- Referee's notes detail the more secretive aspects of each religion.
- Each entry also has one or more plot ideas for quick generation of adventures for your players.

**Order Code 101E: 101 Religions, A5, 48 pages, colour cover.**

*..Designed for Marc Miller's Traveller & GURPS Traveller but may be used with ease with other Traveller rule sets.*

**Patrons…**

…always have a task that needs doing, often dangerous, sometimes illegal, occasionally heroic. But does the Patron have an ulterior motive? Do the rewards match the risks? That's for the adventurers to decide.

**Lady luck…**

…can sometimes throw even the best prepared adventurers into a hazardous situation where fast thinking and decisive action is needed to save the day.

**101 Patrons…**

…has a huge variety of exciting Patrons & Situations, each with multiple possible outcomes (to keep your players guessing), an index for fast plot selection, an adventure generation system based around 36 Dramatic Situations, plus Starport Chatter and World Seeds to add flavour to any game.

**ISBN 1-901228-14-2**

## *A Combat Supplement for Traveller…*

**At Close Quarters…**
…is a tactical system that emphasises the action and reaction process of real combat. Cautious combatants with fast reactions who use all available cover will out-live reckless gun slinger types.

**Add Excitement…**
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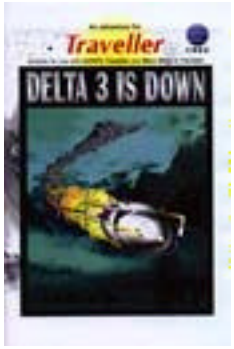


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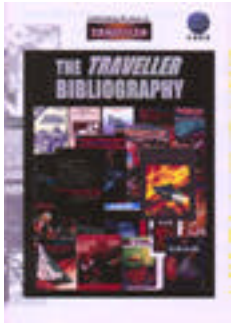


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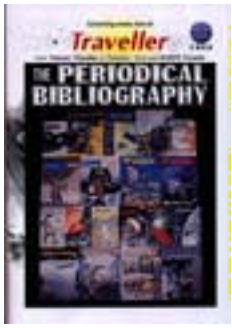


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# Aslan Hierate

Aslan are one of the Major Races who discovered interstellar jump drive on their own. While large numbers of Aslan are Imperial citizens, living out their lives inside the Third Imperium, most Aslan live in the Aslan Hierate—located spinward and rimward of the Imperium.

The Hierate is far less centralized than the Imperium. Each clan maintains control over its own territory and fields its own military forces. These are usually placed under Council control in the event of outside hostilities—which are rare. Much more common are squabbles between clans, which range from maneuvering and posturing through symbolic raids to all-out warfare.

Sex roles are strongly defined in Aslan society: males are soldier and pilots, females are technicians and merchants. Accordingly, many 'natural' human crew positions are split in two, while others are combined. Requirements are unchanged, but the tasks are frequently divided differently.

# Merchants & Traders

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

Trade is a female profession, and most of the crew on an Aslan merchant vessel are female. Pilots and gunners are usually males from the owner's family—and even if not immediate relations, they will be from the same clan.

## *Chiyami*-class Clan Freighter (GTL10)

The Aslan Hierate does not have subsidized merchants *per se*. Instead, a clan wanting more trade will purchase and run a small merchant as a clan asset. The *Chiyami* class is almost unique among Aslan merchants, in that it is not armed. Only the largest clans control enough territory to ensure safety inside their domain.

*Crew:* 3 bridge crew, engineer
*Passengers:* 2 independent passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 8 Jump, 30 Maneuver, 40 Fuel, 1 Utility, 5 Staterooms, 217.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 32.0 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 3.32 MCr (passenger: 0.07 MCr, freight: 3.25 MCr), Expenses: 0.92 MCr (Fuel: 0.49 MCr, Berthing: 0.28 MCr, Maintenance: 0.09 MCr, Payroll: 0.06 MCr), Capital Cost: 2.77 MCr, Shipping Costs (per dton): 0.47 kCr per parsec, 0.47 kCr per jump, Net Profit: (0.37) MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

*Statistics:* EMass 276.8 tonnes, LMass 1,299.5 tonnes, Cost: 44.37 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 0.8 G (3.9 G empty, 0.2 G overloaded), Jump 1, 3,350 km/h (atm), 9,477 km/h (skim)

# *Hfiatlais*-class Freighter (GTL10)

The *Hfiatlais* is a small purpose-built freighter, typical of those operated by smaller clans. As with most Aslan designs, it is armed, although usually only with defensive weapons.

*Crew:* 2 bridge crew, 2 engineers, 3 gunners

400 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 12 Jump, 43 Maneuver, 80 Fuel, 1 Utility, 4 Staterooms, 240.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 40.3 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 6.73 MCr, Expenses: 1.50 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.14 MCr, Payroll: 0.10 MCr), Capital Cost: 4.41 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 0.70 kCr per jump, Net Profit: 0.83 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 430.1 tonnes, LMass 1,593.4 tonnes, Cost: 70.58 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (3.6 G empty, 0.3 G overloaded), Jump 2

# *Tiiyase*-class Clan Liner (GTL10)

The Aslan Hierate does not have subsidized merchants *per se*. Instead, a clan wanting more trade will purchase and run a small liner as a clan asset. *Tiiyase*-class liners are typical for this type of vessel: smaller than a human subsidized liner, and almost invariably armed.

*Crew:* 2 bridge crew, engineer, 2 gunners, steward
*Passengers:* 15 middle passengers

300 SL, DR 100, PD 4, Triple Missile Turret (Light), 2 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 6 Jump, 25 Maneuver, 30 Fuel, Fuel Processor (3.8 hrs), 1 Utility, 12 Staterooms, 122.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 30.9 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 2.83 MCr (passenger: 1.00 MCr, freight: 1.83 MCr), Expenses: 0.74 MCr (Fuel: 0.37 MCr, Berthing: 0.21 MCr, Maintenance: 0.08 MCr, Payroll: 0.08 MCr), Capital Cost: 2.59 MCr, Shipping Costs (per dton): 0.62 kCr per parsec, 0.62 kCr per jump, Net Profit: (0.50) MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 307.4 tonnes, LMass 923.6 tonnes, Cost: 41.44 MCr (MCr50.30 fitted out), HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (3.0 G empty, 0.3 G overloaded), Jump 1, 3,150 km/h (atm), 8,912 km/h (skim)

# Scouts, Couriers, & Lab Ships

While as a species Aslan are not as curious as humans, their hunger for new land—or in the case of females, new markets—makes them individually just as likely to be scouts or explorers.

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Tsinmao*-class Armed Scout (GTL10)

The *Tsinmao*—"Lurker in the Dark"—and similar armed scouts can be found throughout the Hierate. Extensive fuel tanks allow the *Tsinmao* to jump into and out of a system without refueling, while radical stealthing and command-level sensors let it linger for weeks of covert observation.

*Crew:* 4 bridge crew, 2 engineers, 3 gunners

400 SL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 250 MJ Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 31 Maneuver, 240 Fuel, 2 Fuel Processors (15.0 hrs), 1 Utility, 5 Staterooms, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -12 to active scans, -6 to passive scans

*Maintenance:* HT: 12, 59.5 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 478.0 tonnes, LMass 729.1 tonnes, Cost: 153.49 MCr (MCr162.34 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.5 G (2.4 G empty), Jump 3, 3,168 km/h (atm), 8,960 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## *Yaero*-class Hunting Yacht (GTL10)

Aslan, especially male Aslan, find more enjoyment in *doing* things than *watching* things. As fits their carnivore ancestry, most Aslan enjoy hunting—and those with sufficient position can afford to make personal trips to worlds designated as hunting reserves.

*Very* powerful clanlords have the use of hunting yachts: specialized vessels designed to transport a few hunters in comfort, and to serve as a mobile base once they arrive. The *Yaero* can carry five passengers (more if they share quarters), with exercise rooms for the voyage, air/rafts to carry the hunters, and a trophy hall for displaying their kills and whiling away the evenings.

*Crew:* 3 bridge crew, engineer, 2 gunners, steward, medic
*Passengers:* 5 passengers

200 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Basic Bridge, Engineering, 6 Jump, 31 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 10 Staterooms, 4 Exercise Rooms, Trophy Hall, Sickbay, 2 Bays for *Fearnien* Air/Rafts, 10.3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 30.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 291.3 tonnes, LMass 376.3 tonnes, Cost: 41.55 MCr (MCr41.65 fitted out), HP: 19,389, Size Mod: +8
**Performance:** Accel: 3.0 G (3.9 G empty, 2.0 G overloaded), Jump 2, 4,048 km/h (atm), 11,450 km/h (skim)

# Clan Naval Forces

Unlike the Third Imperium, which maintains a centralized Navy with a hierarchical structure, the Aslan Hierate has no single military force. Instead, each clan contributes squadrons which serve together.

Hierate combat starships are roughly equivalent to Imperial classes, although the Aslan consider ornamentation and *style* an integral part of a warship's design.

Unlike the Imperial Navy, most clans have relatively few support vessels. Where an Imperial fleet would use a transport, an Aslan clan will use its merchants. The Aslan are fully aware of the importance of logistics—at least, the females are—but they see no need to tie up transport capability when it could be better used earning credits. In the event of war, every vessel the clan owns will be pressed into service.

## *Eitehr*-class Frigate (GTL10)

Small warships like the *Eitehr* frigate are found in many clan military forces. Adequately armoured, fairly fast, and well-stealthed, it is ideal for short, fast raids—missions well-suited to the Aslan psyche.

*Crew:* 3 bridge crew, 9 engineers, 4 gunners, medic, 3 auxiliary crew, 34 Marines (2 officers, 32 enlisted)

800 USL, DR 1200 (DR 600 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), 4 Triple 250 MJ Laser Turrets, Triple 90 MJ PD Laser Turret, 2 Single 810 MJ Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 434 Maneuver, 160 Fuel, 1 Fuel Scoop, Fuel Processor (20.0 hrs), 2 Utility, 10 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, Military Sickbay, Hanger for *Ahira* Lander with 1 Entrance, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -12 to active scans, -6 to passive scans

*Maintenance:* HT: 12, 81.4 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 3,830.1 tonnes, LMass 4,334.6 tonnes, Cost: 287.81 MCr (MCr307.85 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 3.6 G (4.1 G empty, 3.5 G overloaded), Jump 2, 22,267 km/h (skim)

## *Fearaow*-class Light Fighter (GTL10)

Fast and agile, the *Fearaow* is popular among Aslan fighter plots.

*Crew:* pilot, engineer

10 USL, DR 100, PD 4, Fixed Light Missile Rack, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 7 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 10.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 55.8 tonnes, LMass 55.8 tonnes, Cost: 5.06 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 4.5 G, 13,828 km/h (skim)

# *Ftearou*-class Aerospace Fighter (GTL10)

A favourite among male Aslan, the *Ftearou* aerospace fighter is fast, tough, and hard-hitting—just like the ideal Aslan warrior. And just like the typical Aslan male, it is ineffective outside its environment: a paltry 1.9 G acceleration makes it vulnerable once outside the atmosphere.

*Crew:* pilot, engineer

30 SL (Radical), DR 1200, PD 4, Fixed 810 MJ Laser, Fixed 422 MJ Plasma Gun, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 15 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 6,826 km | 12,800 km | 1/60 |

*Defenses:* DR 1200, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 10, 18.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 280.4 tonnes, LMass 280.4 tonnes, Cost: 14.11 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 1.9 G, 15,891 km/h (atm), 15,891 km/h (skim)

# *Hfyeakh*-class Heavy Fighter (GTL10)

Big, tough, and heavily armed, the *Hfyeakh* is a favourite of Aslan warriors.

*Crew:* pilot, engineer

80 SL, DR 1200, PD 4, 2 Fixed Light Missile Racks, 2 Fixed 810 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 55 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 23.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 639.5 tonnes, LMass 639.5 tonnes, Cost: 23.83 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 3.1 G, 7,758 km/h (atm), 21,943 km/h (skim)

# *Khachya*-class Medium Fighter (GTL10)

Slow but well-armoured, the *Khachya* is usually deployed as an orbital defense fighter.

*Crew:* pilot, engineer, gunner

50 USL, DR 2500 (DR 1250 on weapons), PD 4, Fixed Light Missile Rack, Single 810 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 47 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 9, 22.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 821.5 tonnes, LMass 821.5 tonnes, Cost: 22.37 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 2.1 G, 15,886 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Ahira*-class Lander (GTL10)

*Ahira*-class landers are tough craft capable of landing a platoon under enemy fire. Although their twin 150 MJ plasma guns are intended for point defence, they work equally well against enemy troops, and many *Ahira* pilots provide fire support for their platoons.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

30 SL, DR 1200 (DR 600 on weapons), PD 4, Double 150 MJPD Plasma Gun Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 15 Maneuver, 3 Passenger Couches (36 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *150 MJ PD Plasma* | Spcl | 25 | 8d x 100 | 3,712 km | 6,960 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 10, 16.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 280.6 tonnes, LMass 298.7 tonnes, Cost: 11.19 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 1.8 G (1.9 G empty, 1.5 G overloaded), 5,088 km/h (atm), 14,392 km/h (skim)

## *Eiwiyfti*-class Launch (GTL10)

A simple design, ships like the *Eiwiyfti*-class launch are ubiquitous throughout the Aslan Hierate.

*Crew:* pilot
*Passengers:* 24 independent passengers

10 SL, DR 100, PD 4, Cockpit, 1 Maneuver, 2 Passenger Couches (24 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 18.1 tonnes, LMass 36.2 tonnes, Cost: 2.99 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.0 G (2.0 G empty, 0.3 G overloaded), 2,092 km/h (atm), 5,917 km/h (skim)

# Hive Federation

The Hive Federation is the most advanced of the Imperium's rivals—if "rival" is the correct word for a state that has never exhibited aggressive tendencies, and a species that raised cowardice to a virtue.

The Federation occupies multiple sectors trailing and rimward of the Imperium, bordering the Imperium (p. 137), Solomani Confederation (p. 37), and the Two Thousand Worlds (p. 214). Although the Federation is run by Hivers, various member races have prominent roles, most notably the warrior Ithklur and the administrative Gurvin.

The Hive Federation has only been threatened once: by the Two Thousand Worlds. System after system fell before the Great Herd, as the Hivers fell back, and back, and back yet again. Then the K'kree pulled back, sterilizing several of the worlds they had conquered and fortifying their border. Rumours spread of covert operations striking at the very heart of K'kree society; of exotic powers of manipulation capable of changing a species' very psychology; of hidden instructions lurking deep inside computer control systems. Every attempt at independent confirmation of these rumours failed—whatever the Hivers did, or did not do, they clearly preferred to keep other empires guessing about their capabilities.

Hivers are physically the most unusual of all the Major Races. While their environmental requirements are similar to those of other common species, Hiver controls are designed for hexapodal invertebrates, not bipedal vertebrates, and thus Hiver starships can be *very* difficult for non-Hivers to operate.

Counterbalancing this is the sheer variety of species making up the Hive Federation. Many Hiver ships are designed to be operated by any species in the Federation, including humans. Coupled with the advanced state of Hiver computing and robotics, this flexibility makes starships a small but significant export of the Hiver Federation.

# Merchants & Traders

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

## *Waatr*-class Freighter (GTL12)

*Crew:* 3 bridge crew, engineer

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 16 Jump, 15 Maneuver, 120 Fuel, 1 Utility, 3 Staterooms, 232.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 43.7 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 9.28 MCr, Expenses: 1.98 MCr (Fuel: 1.47 MCr, Berthing: 0.28 MCr, Maintenance: 0.17 MCr, Payroll: 0.06 MCr), Capital Cost: 5.18 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.88 kCr per jump, Net Profit: 2.13 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 217.4 tonnes, LMass 1,380.6 tonnes, Cost: 82.81 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.0 G (6.3 G empty, 0.2 G overloaded), Jump 3

# Miscellaneous Ships

More than any other species, the Hivers' individualistic nature has led to a bewildering plethora of unique designs that don't fit into human classification systems.

No matter how strange their functions, Hiver ships exhibit, to human eyes at least, a curious sameness. Whatever passes for Hiver esthetics does not show itself in graceful lines: most Federation starships look like elongated boxes, often with sloping sides.

## *Mendel*-class Embassy Ship (GTL12)

The Hivers maintain racial unity by constantly homogenizing their gene pool. The primary means for this vast eugenic enterprise is the embassy—a travelling group of Hivers who share genetic material from world to world.

The *Mendel* is one example of the purpose-built vessels used by some of these embassies. Carrying fifty passengers, with a variety of lab space for its passengers hobbies, the *Mendel* can travel vast distances in its quest for genetic unity.

*Crew:* 5 bridge crew, 2 engineers
*Passengers:* 50 independent passengers

2,500 SL, Robotic, DR 100, PD 4, Basic Bridge, Engineering, 175 Jump, 34 Maneuver, 1,500 Fuel, 4 Utility, 52 Staterooms, 5 Labs, 65.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 137.8 man-hours per day, 0.8 MCr/yr

**Statistics:** EMass 1,515.6 tonnes, LMass 3,173.1 tonnes, Cost: 824.11 MCr, HP: 104,435, Size Mod: +10
**Performance:** Accel: 1.0 G (2.0 G empty, 0.7 G overloaded), Jump 6, 3,062 km/h (atm), 8,660 km/h (skim)

# Military Ships

The Federation Navy is unique among the major races. To Imperial observers, Hiver warships are designed to avoid combat as much as possible; the Hivers, of course, see radical stealth and electronic countermeasures as obvious safety measures. The Federation fleet prefers to stand off and engage the enemy at long range—ideally so long that the opponent's weapons cannot bear on the Hiver ships.

When close-range combat is required, the Hivers prefer to use robotic subcraft or other species within the Hive Federation.

## *Gemin*-class Close Escort (GTL12)

Like all Hiver warships, the *Gemin* is designed for long-range combat, with a priority on defensive measures. Radical stealthing and an electronic warfare package provide good electronic security, while armour, compartmentalization, and a nuclear damper provide physical protection.

*Crew:* 6 bridge crew, 4 engineers, 8 gunners, medic

800 USL, Robotic, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 102 MJ PD Laser Turrets, 4 Single 1,313 MJ Laser Turrets, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Electronic Warfare Suite, Engineering, 40 Jump, 315 Maneuver, 320 Fuel, 1 Fuel Scoop, Fuel Processor (40.0 hrs), 2 Utility, 10 Staterooms, Military Sickbay, Hanger for *Ziicol* Lander with 1 Entrance, 12.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 33,536 km | 62,880 km | 1/8 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -16 to active scans, -8 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 110.1 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 5,236.3 tonnes, LMass 5,667.3 tonnes, Cost: 526.07 MCr (MCr541.42 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 5.0 G (5.5 G empty, 4.8 G overloaded), Jump 4, 31,546 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Zharcal*-class Lander (GTL12)

A simple cargo shuttle, *Zharcal* landers can be found at many starports in the Federation.

*Crew:* pilot

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 4 Maneuver, 1 Utility, Stateroom, 67.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 13.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 55.1 tonnes, LMass 361.2 tonnes, Cost: 7.29 MCr, HP: 12,214, Size Mod: +7

**Performance:** Accel: 1.0 G (6.6 G empty, 0.2 G overloaded), 3,071 km/h (atm), 8,686 km/h (skim)

## *Ziicol*-class Lander (GTL12)

A common auxiliary in the Federation Navy, the *Ziicol* lander carries both passengers and cargo. Being unarmoured, the Hivers never risk it in a combat situation.

*Crew:* pilot

*Passengers:* 24 independent passengers

24 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 1 Maneuver, 2 Passenger Couches (24 seats), 15.2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Defenses:* DR 100, PD 4, -8 to active scans, -4 to passive scans

*Maintenance:* HT: 12, 9.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 17.2 tonnes, LMass 86.2 tonnes, Cost: 4.04 MCr, HP: 4,717, Size Mod: +6

**Performance:** Accel: 1.1 G (5.3 G empty, 0.3 G overloaded), 2,470 km/h (atm), 6,988 km/h (skim)

## *Ziicu*-class Lander (GTL12)

A small cargo shuttle, the *Ziicu* is common at smaller outports in the Federation.

*Crew:* pilot

24 SL, DR 100, PD 4, Cockpit, 1 Maneuver, 17.2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 8.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 15.0 tonnes, LMass 93.0 tonnes, Cost: 3.40 MCr, HP: 4,717, Size Mod: +6

**Performance:** Accel: 1.0 G (6.0 G empty, 0.2 G overloaded), 2,470 km/h (atm), 6,988 km/h (skim)

# Rule of Man

When the Terran Confederation (p. 112) conquered the Ziru Sirka (p. 239) the conquered territory was under military rule: Vilani bureaucracy was left intact, with Terran officers appointed to key posts, and Vilani military forces were incorporated into Terran military forces.

In –2204 the Terran Secretariat transferred control directly to Terra, and incorporated the conquered territory directly into the Confederation, to be administered as spoils of war. Such a move could effectively multiply the wealth of each Terran by 15,000, making them instant millionaires—but at an untold cost to the citizens of the Ziru Sirka.

The commander-in-chief of the Terran forces, Admiral Hiroshi Estigarribia, realized how foolish the Confederation was being. Proclaiming himself Regent of the Vilani Imperium and Protector of Terra, he initiated a coup which seized control of both Confederation and Imperium. The Terran Fleets, manned largely by colonials, supported Estigarribia in the creation of a new government: the Rule of Man.

Terran Fleet Headquarters at Dingir became the new capital of the Rule of Man. The bureaucratic center of the Empire remained on Vland, although arrangements were made for the eventual transfer of power elsewhere.

On his death, Estigarribia was succeeded by his chief-of-staff, who crowned himself Emperor Hiroshi II. Estigarribia is commonly known as Emperor Hiroshi I, although he never assumed the crown. The government was transferred to Hub/Ershur, which remained the capital for the next 400 years.

During the Rule of Man, large numbers of Terrans emigrated to the former Vilani Imperium—as leaders, administrators, bureaucrats, industrialists, and merchants. This new blood staved off the collapse of the Vilani Imperium for almost 400 years, but their efforts were not enough, and the Rule of Man slid slowly and inexorably into the Long Night.

# Merchants & Traders

While the Rule of Man has been most studied for its military forces, some historians credit Terran merchants with being the main force holding the empire together. Whether or not this is true, the Rule of Man saw a tremendous variety of merchant designs.

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

## *Akahyeka*-class Freighter (GTL10)

A mid-sized freighter, the *Akahyeka* class was common in the core regions of the Rule of Man, in Sol Sector. Its low acceleration and unarmed nature made it too vulnerable to use along the periphery of the empire.

*Crew:* 3 bridge crew, 14 engineers

5,000 DSP (598-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 200 Jump, 356 Maneuver, 1,500 Fuel, 2 Utility, 9 Staterooms, Exercise Room, 2,900 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 146.5 man-hours per day, 0.9 MCr/yr

*Economics:* Freight Income: 115.71 MCr, Expenses: 23.95 MCr (Fuel: 18.38 MCr, Berthing: 3.50 MCr, Maintenance: 1.86 MCr, Payroll: 0.22 MCr), Capital Cost: 58.24 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.81 kCr per jump, Net Profit: 33.52 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 2,630.4 tonnes, LMass 17,142.4 tonnes, Cost: 931.79 MCr, HP: 165,781, Size Mod: +10

**Performance:** Accel: 0.8 G (4.9 G empty, 0.2 G overloaded), Jump 3

# *Amiotti*-class Freighter (GTL10)

A mid-sized freighter, the *Amiotti* was moderately popular during the Rule of Man, but its low acceleration and lack of defensive armament meant few lasted even a few years into the Long Night.

*Crew:* 3 bridge crew, 4 engineers

1,500 DSP (163-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 30 Jump, 114 Maneuver, 150 Fuel, 1 Utility, 4 Staterooms, 1 Bay for *Skyskipper* Launch, 1,175 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 57.6 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 17.58 MCr, Expenses: 3.27 MCr (Fuel: 1.84 MCr, Berthing: 1.05 MCr, Maintenance: 0.29 MCr, Payroll: 0.10 MCr), Capital Cost: 9.01 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.30 kCr per jump, Net Profit: 5.29 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 683.6 tonnes, LMass 6,168.9 tonnes, Cost: 144.22 MCr (MCr147.36 fitted out), HP: 74,293, Size Mod: +9
**Performance:** Accel: 0.7 G (6.1 G empty, 0.2 G overloaded), Jump 1

# *Annek*-class Frontier Trader (GTL10)

Designed for the frontiers, where flexibility is more important than cargo capacity, the *Annek* class had a reputation for sturdy reliability. Indeed, many examples were still flying for several centuries into the Long Night, their systems patched and jury-rigged, but still functioning.

*Crew:* 3 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers, 12 low passengers

300 SL, DR 100, PD 4, 3 Empty Turrets, Basic Bridge, 2 Engineering, 9 Jump, 15 Maneuver, 60 Fuel, 1 Utility, 24 Staterooms, 3 Low Berths (12 cryotubes), Sickbay, Hanger for Air/Raft with 1 Entrance, 48.6 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 33.8 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 3.37 MCr (passenger: 2.34 MCr, freight: 1.03 MCr), Expenses: 0.86 MCr (Fuel: 0.52 MCr, Berthing: 0.15 MCr, Maintenance: 0.10 MCr, Payroll: 0.08 MCr), Capital Cost: 3.09 MCr, Shipping Costs (per dton): 0.61 kCr per parsec, 1.21 kCr per jump, Net Profit: (0.58) MCr. Annual totals for a jump-2 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 285.3 tonnes, LMass 560.9 tonnes, Cost: 49.44 MCr (MCr49.49 fitted out), HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (1.9 G empty, 0.4 G overloaded), Jump 2, 2,440 km/h (atm), 6,903 km/h (skim)

# *Borodin*-class Trader (GTL10)

The Rule of Man offered amazing profits for those with the courage, dedication, and luck to seize the moment. The Vilani business model emphasised large corporations, but the Terrans revered the independent—at least in their myths. The *Borodin* is similar to many small traders that roamed the new territories at the dawn of the Rule of Man.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 10 high passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 4 Jump, 14 Maneuver, 20 Fuel, 1 Utility, 13 Staterooms, 3 Low Berths (12 cryotubes), 62 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 24.4 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 1.31 MCr (passenger: 0.60 MCr, freight: 0.71 MCr), Expenses: 0.40 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.05 MCr, Payroll: 0.07 MCr), Capital Cost: 1.62 MCr, Shipping Costs (per dton): 0.78 kCr per parsec, 0.78 kCr per jump, Net Profit: (0.71) MCr. Annual totals for a jump-1 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 197.8 tonnes, LMass 497.1 tonnes, Cost: 25.90 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.0 G (2.6 G empty, 0.3 G overloaded), Jump 1, 2,720 km/h (atm), 7,694 km/h (skim)

# *Djian*-class Armed Liner (GTL10)

In the last days of the Ramshackle Empire, the Navy—preoccupied holding the line against the Long Night—ceased to be able to protect merchants against pirates. In response traders armed their ships and banded together into convoys. The *Djian* class dates from this era. While less profitable than a purely civilian vessel, she can protect herself against small warships and hijackers.

*Crew:* 5 bridge crew, 2 engineers, 4 gunners, 2 stewards, medic
*Passengers:* 40 high passengers, 28 low passengers

600 USL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 24 Jump, 39 Maneuver, 180 Fuel, 2 Utility, 48 Staterooms, 7 Low Berths (28 cryotubes), Sickbay, Basic Security, 1 Bay for *Skyskipper* Launch, 140 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 53.8 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 22.10 MCr (passenger: 16.52 MCr, freight: 5.59 MCr), Expenses: 3.06 MCr (Fuel: 2.20 MCr, Berthing: 0.42 MCr, Maintenance: 0.25 MCr, Payroll: 0.18 MCr), Capital Cost: 7.87 MCr, Shipping Costs (per dton): 0.34 kCr per parsec, 1.03 kCr per jump, Net Profit: 11.18 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 626.1 tonnes, LMass 1,478.3 tonnes, Cost: 125.85 MCr (MCr137.85 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 1.0 G (2.3 G empty, 0.4 G overloaded), Jump 3

# *Fallowfield*-class Express Liner (GTL10)

One of the larger liners serving the Ramshackle Empire, the *Fallowfield* was unarmed, and no examples survived into the Long Night.

*Crew:* 5 bridge crew, 20 engineers, 6 stewards
*Passengers:* 120 high passengers, 100 low passengers

7,500 DSP (1,531-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 300 Jump, 471 Maneuver, 2,250 Fuel, 4 Utility, 136 Staterooms, 25 Low Berths (100 cryotubes), Hanger for 2 *Skyskipper* Launches, Hanger for *Pascolle* Shuttle with 1 Entrance, 3,715 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 179.1 man-hours per day, 1.4 MCr/yr
*Economics:* Income: 198.10 MCr (passenger: 49.88 MCr, freight: 148.23 MCr), Expenses: 36.01 MCr (Fuel: 27.56 MCr, Berthing: 5.25 MCr, Maintenance: 2.79 MCr, Payroll: 0.41 MCr), Capital Cost: 87.03 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.84 kCr per jump, Net Profit: 75.07 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 4,084.5 tonnes, LMass 23,083.8 tonnes, Cost: 1,392.52 MCr (MCr1,403.88 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 0.7 G (4.2 G empty, 0.2 G overloaded), Jump 3

# *Fornast*-class Subsidized Liner (GTL10)

A common design in the Rule of Man, the *Fornast* class subsidized liner was found along both express and major routes.

*Crew:* 5 bridge crew, 3 engineers, 3 gunners, 2 stewards, medic, 1 auxiliary crew
*Passengers:* 40 high passengers, 24 low passengers

800 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge, Engineering, 32 Jump, 62 Maneuver, 240 Fuel, 2 Utility, 48 Staterooms, 6 Low Berths (24 cryotubes), Sickbay, 1 Bay for *Skyskipper* Launch, 250 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 61.4 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 26.41 MCr (passenger: 16.44 MCr, freight: 9.97 MCr), Expenses: 4.02 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.33 MCr, Payroll: 0.19 MCr), Capital Cost: 10.22 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.98 kCr per jump, Net Profit: 12.18 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 775.2 tonnes, LMass 2,147.2 tonnes, Cost: 163.48 MCr (MCr166.62 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.0 G (2.9 G empty, 0.3 G overloaded), Jump 3, 2,198 km/h (skim)

# *Frenatti*-class Freighter (GTL10)

Many Terran Confederation ships were built around open-frame hulls, to save mass, and this tradition was frequently retained during the Rule of Man—long after its usefulness had vanished. The *Frenatti* is a typical freighter of this type, being little more than a frame tying together a set of engines and fuel tanks.

*Crew:* 3 bridge crew, 2 engineers

800 DSP (106-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 16 Jump, 75 Maneuver, 80 Fuel, 1 Utility, 3 Staterooms, 612.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 43.5 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 9.16 MCr, Expenses: 1.78 MCr (Fuel: 0.98 MCr, Berthing: 0.56 MCr, Maintenance: 0.16 MCr, Payroll: 0.07 MCr), Capital Cost: 5.13 MCr, Shipping Costs (per dton): 0.32 kCr per parsec, 0.32 kCr per jump, Net Profit: 2.26 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 444.8 tonnes, LMass 3,295.0 tonnes, Cost: 82.01 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 0.8 G (6.1 G empty, 0.2 G overloaded), Jump 1

# *Gentrill*-class General Freighter (GTL10)

A general-purpose liner, the *Gentrill* class was common during the first two centuries of the Rule of Man. Like many early Terran designs, it was too slow and fragile to survive the gradual rise of piracy brought by the decay of the Ramshackle Empire.

*Crew:* 5 bridge crew, 3 engineers, 2 stewards, medic
*Passengers:* 40 high passengers, 20 low passengers

1,200 DSP (304-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 48 Jump, 63 Maneuver, 360 Fuel, 1 Utility, 46 Staterooms, 5 Low Berths (20 cryotubes), Exercise Room, Sickbay, 1 Bay for *Skyskipper* Launch, 524 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 72.4 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 37.27 MCr (passenger: 16.36 MCr, freight: 20.91 MCr), Expenses: 5.85 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.45 MCr, Payroll: 0.14 MCr), Capital Cost: 14.22 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.84 kCr per jump, Net Profit: 17.20 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 769.6 tonnes, LMass 3,493.0 tonnes, Cost: 227.45 MCr (MCr230.59 fitted out), HP: 64,024, Size Mod: +9
**Performance**: Accel: 0.7 G (3.0 G empty, 0.2 G overloaded), Jump 3

# *Grothar*-class Freighter (GTL10)

Another of the many mid-sized freighters that criss-crossed the Rule of Man, the *Grothar* class was profitable—as long as the Navy maintained control of the spacelanes. Once the Rule of Man began to decay, these ships were to vulnerable to survive for long.

*Crew:* 3 bridge crew, 12 engineers

5,000 DSP (524-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 150 Jump, 339 Maneuver, 1,000 Fuel, 2 Utility, 8 Staterooms, 3,473.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| Basic Bridge | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 126.4 man-hours per day, 0.7 MCr/yr
*Economics:* Freight Income: 92.40 MCr, Expenses: 17.33 MCr (Fuel: 12.25 MCr, Berthing: 3.50 MCr, Maintenance: 1.39 MCr, Payroll: 0.19 MCr), Capital Cost: 43.36 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.50 kCr per jump, Net Profit: 31.70 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 2,245.7 tonnes, LMass 18,905.0 tonnes, Cost: 693.81 MCr, HP: 165,781, Size Mod: +10
**Performance:** Accel: 0.7 G (5.5 G empty, 0.2 G overloaded), Jump 2

# *Knossos*-class Liner (GTL10)

The wide-scattered Terrans of the Rule of Man were tied together by a sense of kinship and long-range liners. Fast, luxurious, and with defensive armament, the *Knossos* class was a popular vessel.

*Crew:* 4 bridge crew, 2 engineers, 2 gunners, 3 stewards, 1 auxiliary crew, 1 other crew
*Passengers:* 60 high passengers

800 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 32 Jump, 45 Maneuver, 240 Fuel, 2 Utility, 67 Staterooms, 2 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, Basic Security, 1 Bay for *Skyskipper* Launch, 161.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 60.3 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 30.38 MCr (passenger: 23.94 MCr, freight: 6.44 MCr), Expenses: 3.98 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.32 MCr, Payroll: 0.17 MCr), Capital Cost: 9.86 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.98 kCr per jump, Net Profit: 16.54 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 719.6 tonnes, LMass 1,690.3 tonnes, Cost: 157.73 MCr (MCr160.87 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.0 G (2.3 G empty, 0.4 G overloaded), Jump 3

# *MacIlravey*-class Bulk Freighter (GTL10)

Large, slow, and reliable, *MacIlravey*-class freighters plied the Rule of Man, carrying the lifeblood of civilization between the stars.

*Crew:* 5 bridge crew, 35 engineers, medic

15,000 DSP (1,561-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 450 Jump, 1000 Maneuver, 3,000 Fuel, 4 Utility, 21 Staterooms, Exercise Room, Sickbay, Hanger for *Skyskipper* Launch with 1 Entrance, 10,435 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 217.9 man-hours per day, 2.1 MCr/yr
*Economics:* Freight Income: 277.57 MCr, Expenses: 51.91 MCr (Fuel: 36.75 MCr, Berthing: 10.50 MCr, Maintenance: 4.12 MCr, Payroll: 0.54 MCr), Capital Cost: 128.80 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.49 kCr per jump, Net Profit: 96.86 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 6,327.4 tonnes, LMass 56,391.8 tonnes, Cost: 2,060.79 MCr (MCr2,063.93 fitted out), HP: 344,839, Size Mod: +11
**Performance:** Accel: 0.6 G (5.7 G empty, 0.1 G overloaded), Jump 2

# *Meramine*-class General Freighter (GTL 10)

A general-purpose liner, the *Meramine* class was common during the first two centuries of the Rule of Man. Like many early Terran designs, it was too slow and fragile to survive the gradual rise of piracy brought by the decay of the Ramshackle Empire.

*Crew:* 5 bridge crew, 3 engineers, 2 stewards, medic
*Passengers:* 40 high passengers, 24 low passengers

1,200 DSP (302-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 48 Jump, 63 Maneuver, 360 Fuel, 1 Utility, 46 Staterooms, 6 Low Berths (24 cryotubes), Sickbay, 1 Bay for *Skyskipper* Launch, 526 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 72.4 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 37.43 MCr (passenger: 16.44 MCr, freight: 20.99 MCr), Expenses: 5.85 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.46 MCr, Payroll: 0.14 MCr), Capital Cost: 14.23 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.83 kCr per jump, Net Profit: 17.35 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 770.5 tonnes, LMass 3,503.0 tonnes, Cost: 227.65 MCr (MCr230.79 fitted out), HP: 64,024, Size Mod: +9
**Performance:** Accel: 0.7 G (3.0 G empty, 0.2 G overloaded), Jump 3

# *Miserigamé*-class Freighter (GTL 10)

One of countless small freighters, the *Miserigamé* class could be found throughout the Rule of Man.

*Crew:* 3 bridge crew, 2 engineers

500 DSP (68-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 15 Jump, 38 Maneuver, 100 Fuel, 1 Utility, 3 Staterooms, 1 Bay for *Bituin* Launch, 320 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 41.7 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 8.51 MCr, Expenses: 1.80 MCr (Fuel: 1.23 MCr, Berthing: 0.35 MCr, Maintenance: 0.15 MCr, Payroll: 0.07 MCr), Capital Cost: 4.71 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.58 kCr per jump, Net Profit: 2.00 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 305.3 tonnes, LMass 1,867.4 tonnes, Cost: 75.41 MCr (MCr78.55 fitted out), HP: 35,716, Size Mod: +8
**Performance:** Accel: 0.7 G (4.5 G empty, 0.2 G overloaded), Jump 2

# *Mullet*-class Merchant Liner (GTL 10)

Although histories of the Rule of Man are filled with descriptions of warships, the small traders and merchants that knit the scattered Terrans together played a larger part in postponing the Long Night.

*Crew:* 3 bridge crew, 2 engineers, 2 stewards
*Passengers:* 40 high passengers

600 SL, DR 100, PD 4, Basic Bridge, Engineering, 24 Jump, 26 Maneuver, 180 Fuel, 1 Utility, 44 Staterooms, 69.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 52.0 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 18.73 MCr (passenger: 15.96 MCr, freight: 2.77 MCr), Expenses: 2.96 MCr (Fuel: 2.20 MCr, Berthing: 0.42 MCr, Maintenance: 0.23 MCr, Payroll: 0.10 MCr), Capital Cost: 7.33 MCr, Shipping Costs (per dton): 0.43 kCr per parsec, 1.28 kCr per jump, Net Profit: 8.44 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 480.2 tonnes, LMass 958.6 tonnes, Cost: 117.35 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.0 G (2.0 G empty, 0.4 G overloaded), Jump 3, 2,725 km/h (atm), 7,707 km/h (skim)

# *Murphy*-class Freighter (GTL10)

A simple bulk carrier, freighters like the *Murphy* class criss-crossed the Rule of Man, carrying the ever-dwindling trade.

*Crew:* 3 bridge crew, 6 engineers

3,000 DSP (213-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 90 Jump, 100 Maneuver, 600 Fuel, 1 Utility, 5 Staterooms, 2,185.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 96.2 man-hours per day, 0.4 MCr/yr

*Economics:* Freight Income: 58.13 MCr, Expenses: 10.37 MCr (Fuel: 7.35 MCr, Berthing: 2.10 MCr, Maintenance: 0.80 MCr, Payroll: 0.12 MCr), Capital Cost: 25.13 MCr, Shipping Costs (per dton): 0.23 kCr per parsec, 0.46 kCr per jump, Net Profit: 22.63 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,047.0 tonnes, LMass 11,502.4 tonnes, Cost: 402.04 MCr, HP: 117,933, Size Mod: +10
**Performance:** Accel: 0.3 G (3.5 G empty, 0.1 G overloaded), Jump 2

# *Orshesk*-class Freighter (GTL10)

A mid-size liner from the early days of the Rule of Man, the *Orshesk* was a statement of boundless optimism and faith in the Terran Way of Life. Open-framed, ungainly, and slow, it specialized on moving cargo long distances, secure in the protection of the Navy.

*Crew:* 3 bridge crew, 6 engineers

2,500 DSP (268-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 75 Jump, 170 Maneuver, 500 Fuel, 1 Utility, 5 Staterooms, 1,730.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 89.9 man-hours per day, 0.4 MCr/yr
*Economics:* Freight Income: 46.03 MCr, Expenses: 8.70 MCr (Fuel: 6.13 MCr, Berthing: 1.75 MCr, Maintenance: 0.70 MCr, Payroll: 0.12 MCr), Capital Cost: 21.90 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.51 kCr per jump, Net Profit: 15.43 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,177.0 tonnes, LMass 9,478.4 tonnes, Cost: 350.43 MCr, HP: 104,435, Size Mod: +10
**Performance:** Accel: 0.7 G (5.2 G empty, 0.2 G overloaded), Jump 2

# *Powsan*-class Bulk Freighter (GTL10)

Slow but steady, *Powsan*-class freighters could be found throughout the more densely-settled regions of the Rule of Man. The design was too vulnerable to survive an attack, and few vessels survived even a few years into the Long Night.

*Crew:* 5 bridge crew, 35 engineers, medic

15,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 450 Jump, 1000 Maneuver, 3,000 Fuel, 4 Utility, 21 Staterooms, Exercise Room, Sickbay, Hanger for *Skyskipper* Launch with 1 Entrance, 10,435 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 218.2 man-hours per day, 2.1 MCr/yr
*Economics:* Freight Income: 277.57 MCr, Expenses: 51.92 MCr (Fuel: 36.75 MCr, Berthing: 10.50 MCr, Maintenance: 4.13 MCr, Payroll: 0.54 MCr), Capital Cost: 129.14 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.50 kCr per jump, Net Profit: 96.51 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 6,884.7 tonnes, LMass 56,949.0 tonnes, Cost: 2,066.23 MCr (MCr2,069.37 fitted out), HP: 344,839, Size Mod: +11
**Performance:** Accel: 0.6 G (5.3 G empty, 0.1 G overloaded), Jump 2

# *Saniyat*-class Merchant (GTL10)

Trading throughout the Rule of Man, the *Saniyat* class was too vulnerable to survive the Long Night. During a more civilized time, though, they were a popular ship with Terran companies—although Vilani tended to distrust their non-traditional open frame structure.

*Crew:* 3 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers, 16 low passengers

400 DSP (141-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 13 Jump, 26 Maneuver, 82 Fuel, 1 Utility, 24 Staterooms, 4 Low Berths (16 cryotubes), Sickbay, 1 Cradle for *Skyskipper* Launch, 175 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 39.0 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 10.19 MCr (passenger: 5.53 MCr, freight: 4.65 MCr), Expenses: 1.50 MCr (Fuel: 1.00 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.08 MCr), Capital Cost: 4.13 MCr, Shipping Costs (per dton): 0.31 kCr per parsec, 0.63 kCr per jump, Net Profit: 4.56 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 327.6 tonnes, LMass 1,214.3 tonnes, Cost: 66.05 MCr (MCr69.19 fitted out), HP: 30,779, Size Mod: +8
**Performance:** Accel: 0.8 G (2.9 G empty, 0.2 G overloaded), Jump 2

# *Shonava*-class Free Trader (GTL10)

Although profitable, *Shonova* free traders were, as much as anything, a statement of faith: faith in the Rule of Man, faith in the free market system, faith in civilization itself.

*Crew:* 3 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers, 16 low passengers

400 DSP (141-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 13 Jump, 26 Maneuver, 82 Fuel, 1 Utility, 24 Staterooms, 4 Low Berths (16 cryotubes), Sickbay, 1 Cradle for *Skyskipper* Launch, 175 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 39.0 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 6.06 MCr (passenger: 2.36 MCr, freight: 3.70 MCr), Expenses: 1.13 MCr (Fuel: 0.72 MCr, Berthing: 0.20 MCr, Maintenance: 0.13 MCr, Payroll: 0.08 MCr), Capital Cost: 4.13 MCr, Shipping Costs (per dton): 0.41 kCr per parsec, 0.82 kCr per jump, Net Profit: 0.80 MCr. Annual totals for a jump-2 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 327.6 tonnes, LMass 1,214.3 tonnes, Cost: 66.05 MCr (MCr69.19 fitted out), HP: 30,779, Size Mod: +8
**Performance:** Accel: 0.8 G (2.9 G empty, 0.2 G overloaded), Jump 2

# *Wekorgki*-class Freighter (GTL10)

A relatively small merchant, the *Wekorgki* class dates from the early days of the Rule of Man, when the Terran influence in styles and technology had not yet been corrupted by millennia of Vilani conservatism.

Crew: 3 bridge crew, 3 engineers

850 DSP (115-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 26 Jump, 70 Maneuver, 170 Fuel, 1 Utility, 4 Staterooms, 563.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| Basic Bridge | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 54.0 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 14.99 MCr, Expenses: 3.02 MCr (Fuel: 2.08 MCr, Berthing: 0.60 MCr, Maintenance: 0.25 MCr, Payroll: 0.08 MCr), Capital Cost: 7.92 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.55 kCr per jump, Net Profit: 4.05 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 497.3 tonnes, LMass 3,207.0 tonnes, Cost: 126.76 MCr, HP: 50,874, Size Mod: +9
**Performance:** Accel: 0.8 G (5.1 G empty, 0.2 G overloaded), Jump 2

# *Werimazh*-class Merchant (GTL10)

A common liner during the Rule of Man, *Werimazh* merchants were found along virtually all minor trade routes.

*Crew:* pilot, engineer, steward
*Passengers:* 20 high passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 14 Maneuver, 90 Fuel, 1 Utility, 22 Staterooms, 31.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 37.7 man-hours per day, 0.1 MCr/yr

*Economics:* Income: 9.24 MCr (passenger: 7.98 MCr, freight: 1.26 MCr), Expenses: 1.48 MCr (Fuel: 1.10 MCr, Berthing: 0.21 MCr, Maintenance: 0.12 MCr, Payroll: 0.05 MCr), Capital Cost: 3.86 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 1.37 kCr per jump, Net Profit: 3.89 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 273.1 tonnes, LMass 497.6 tonnes, Cost: 61.77 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (1.9 G empty, 0.5 G overloaded), Jump 3, 2,519 km/h (atm), 7,126 km/h (skim)

# *Wolfram*-class Freighter (GTL10)

A small bare-bones freight hauler, the *Wolfram* freighter was a fixture during the Rule of Man.

*Crew:* 2 bridge crew, 2 engineers

600 DSP (66-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 24 Jump, 27 Maneuver, 180 Fuel, 1 Utility, 3 Staterooms, 352.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 51.4 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 14.06 MCr, Expenses: 2.91 MCr (Fuel: 2.20 MCr, Berthing: 0.42 MCr, Maintenance: 0.23 MCr, Payroll: 0.06 MCr), Capital Cost: 7.16 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.82 kCr per jump, Net Profit: 3.99 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 330.2 tonnes, LMass 2,092.1 tonnes, Cost: 114.53 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 0.5 G (3.0 G empty, 0.1 G overloaded), Jump 3

# Scouts, Couriers, & Lab Ships

Unlike Terran pre-spaceflight romances, there was very little *scouting* to do in the Rule of Man; rather, the empire urgently needed to *survey* its conquests. Government surveyors fanned out across the empire. So did a host of merchant scouts, seeking new markets opened by the breakup of the giant Vilani bureaux.

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Beringiara*-class Exploratory Cruiser (GTL10)

Even after the collapse of the Ziru Sirka (p. 239), many in the Terran High Command could not believe that they had really won the Interstellar Wars. Fearing attack by unknown belligerents from outside explored space, a program of armed exploration was launched. The *Beringiara* class of exploratory cruiser was commissioned to travel beyond the bounds of the Ziru Sirka and report back to Hub/Esher.

While slow and lightly armed, the *Beringiara* class had a high jump capacity and extensive backup drives—they were designed for armed exploration, not outright conflict. Doctrine called for their fighter wings to bear the brunt of any fighting, leaving the cruiser free to report back to the High Command. Two platoons of marines provided both internal security and a small striking force to rescue technical personnel, if necessary.

Extensive sensor arrays and laboratory facilities ensured that the *Beringiara* cruisers could gather as much data as possible during their voyages.

The fragmentary records dating from the Rule of Man do not indicate how many exploratory cruisers were commissioned. Modern scholars do know that the original plan called for exploratory missions in all directions, and that many ships failed to return.

*Crew:* 31 bridge crew, 66 engineers, 29 gunners, 5 medics, 26 technicians, 36 auxiliary crew, 100 frozen watch, 62 Marines (2 officers, 60 enlisted)

10,000 USL, DR 5000 (DR 2000 on weapons), PD 4, Heavy Compartmentalization, 2 Small Missile Bays (Light, Heavy), 5 Triple Sandcaster Turrets, 5 Triple 250 MJ Laser Turrets, 5 Triple 90 MJ PD Laser Turrets, 5 Single 810 MJ Laser Turrets, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Command Bridge and Auxiliary Basic Bridge, Information Centre, Advanced Sensor, Long-Range PESA Array, 3 Engineering, 400 Jump, 200 Secondary Jump, 2500 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 15 Fuel Processors (25.0 hrs), Workshop, 20 Utility, 97 Staterooms, 25 Low Berths (100 cryotubes), Marine Barracks (31 Staterooms), 2 Briefing Rooms (holds 20), Weapons Locker (1.8 tonnes capacity), 2 Gyms, 4 Exercise Rooms, 2 Halls seating 200 people, 5 Sickbays, 26 Labs (20 Standard, 5 Isolation, 1 Computer) with enhanced displays, Hanger for 10 *Alquere* Light Fighters with 1 Entrance, Hanger for 6 *Hyena* Medium Fighters with 1 Entrance, Hanger for 5 *Astra* Launches with 1 Entrance, Hanger for 2 *Pascolle* Shuttles with 1 Entrance, Hanger for 2 *Daoguan* Scoopships with 1 Entrance, 130 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 7,200,000/45 | 16,000,000/47 | 480,000/38 |
| *Lt. PESA Array* | 16,000,000/47 | — | — |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 250,880 km | 470,400 km | 1/60 |

*Defenses:* DR 5000 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 341.9 man-hours per day, 5.1 MCr/yr

**Statistics:** EMass 67,737.3 tonnes, LMass 73,789.1 tonnes, Cost: 5,073.18 MCr (MCr5,553.26 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.2 G (1.3 G empty, 1.2 G overloaded), Jump 3 (Jump 1 backup), 12,230 km/h (skim)

# *Horrimba*-class Survey Ship (GTL10)

One of the countless small survey craft dispatched by the Rule of Man, the *Horrimba* class were designed to map the new territories and help form an accurate picture of the Rule of Man.

*Crew:* 8 bridge crew, 2 engineers, gunner, medic, 5 technicians, 1 auxiliary crew
*Passengers:* 4 low passengers

600 DSP (187-dton subhull), DR 100 (DR 100 on subhull), PD 4, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge, Enhanced Sensor, Probe Centre, Engineering, 24 Jump, 54 Maneuver, 360 Fuel, 1 Utility, 10 Staterooms, Low Berth (4 cryotubes), Exercise Room, Sickbay, 3 Labs (2 Standard, 1 Simulation) with enhanced displays, Hanger for *Xenos* Fast Launch and *Skyskipper* Launch with 1 Entrance, 50 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 3,200,000/43 | 7,200,000/45 | 320,000/37 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 66.0 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 622.4 tonnes, LMass 1,223.0 tonnes, Cost: 189.16 MCr (MCr195.76 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 1.6 G (3.1 G empty, 0.9 G overloaded), Jump 3

# *Isabella*-class Merchant Pioneer (GTL10)

Anything seemed possible in the heady days after the establishment of the Rule of Man. Tiny Terra had conquered a vast empire, naval ensigns governed whole worlds—every small merchant dreamed of founding a mighty line. They fanned across the stars in their thousands, staking everything they owned in a quest for riches.

Pioneers like the *Isabella* were everywhere, private scouts in the service of a public dream.

*Crew:* 8 bridge crew, engineer, 2 gunners, medic, 2 technicians

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Hardened Command Bridge, Engineering, 16 Jump, 20 Maneuver, 200 Fuel, Fuel Processor (25.0 hrs), Workshop, 1 Utility, 8 Staterooms, Sickbay, 2 Labs, 1 Bay for *Skyskipper* Launch, 24 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 49.8 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 411.1 tonnes, LMass 722.0 tonnes, Cost: 107.70 MCr (MCr110.84 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.0 G (1.8 G empty, 0.6 G overloaded), Jump 3, 2,635 km/h (atm), 7,453 km/h (skim)

# *Kagarin*-class Exploratory Trader (GTL10)

After the fall of the Vilani Imperium and the establishment of the Rule of Man, Terran merchants fanned across the occupied territories, looking for markets and trade goods. Starships like the *Kagarin* class were purpose-built to survey, land, and trade for high-value, low-bulk commodities.

With enough fuel for two consecutive jumps, a fuel refinery, workshop, labs, good medical facilities, and provision for eight turrets, the *Kagarin* was well equipped for extended voyages.

*Crew:* 6 bridge crew, 2 engineers, 5 gunners, medic, 10 technicians, 2 auxiliary crew

800 SL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, 2 Single 810 MJ Laser Turrets, Hardened Basic Bridge, Enhanced Sensor, Engineering, 24 Jump, 50 Maneuver, 320 Fuel, 3 Fuel Processors (13.3 hrs), 2 Workshops, 2 Utility, 13 Staterooms, 2 Exercise Rooms, Hall seating 100 people, Sickbay, Operating Theatre, 4 Labs (2 Standard, 1 Isolation, 1 Simulation) with enhanced displays, Armoury (1.8 tonnes capacity), Basic Security, 2 Bays for *Xenos* Fast Launches, 90 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 3,200,000/43 | 7,200,000/45 | 320,000/37 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 70.2 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 943.8 tonnes, LMass 1,729.2 tonnes, Cost: 213.90 MCr (MCr229.67 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 1.0 G (1.9 G empty, 0.5 G overloaded), Jump 2, 3,138 km/h (atm), 8,878 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## *Jiruja*-class Luxury Yacht (GTL10)

Decadence is symptomatic of civilizations in decline, and the last days of the Ramshackle Empire were nothing if not decadent. The *Jiruja*-class yacht is typical of the era: luxurious accommodations, decadent amusements, and guns to protect them.

*Crew:* 5 bridge crew, engineer, 2 gunners, 4 stewards, medic, 1 other crew
*Passengers:* 4 noble passengers, 4 low passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 12 Jump, 25 Maneuver, 90 Fuel, 1 Utility, 4 Suites, 8 Staterooms, Low Berth (4 cryotubes), Holoventure Zone, Swimming Pool (9 $m^3$ total), Sickbay, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 39.6 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 331.6 tonnes, LMass 454.5 tonnes, Cost: 68.03 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.0 G (2.7 G empty, 1.7 G overloaded), Jump 3, 3,218 km/h (atm), 9,102 km/h (skim)

## *Quorum* Assembly Hall (GTL10)

During the waning days of the Rule of Man, when the pejorative label "Ramshackle Empire" seemed more appropriate every year, almost every possible scheme to halt the fall of the Long Night was tried somewhere. The *Quorum* was one such attempt.

Reasoning that the more people felt part of the Rule of Man, the more they would try to make things work, the designers created a mobile assembly hall with luxurious, if somewhat cramped, facilities for 60 assemblymen and their staffs. Incapable of landing on a planet, the Quorum was to rove the subsector, letting the general population see their government in action.

The experiment was a dismal failure. The *Quorum* tied up several naval squadrons guarding it, its quarters were too cramped for long-term occupancy, and the general population had no way of reaching the ship in orbit.

*Crew:* pilot, 10 engineers, 28 gunners, 78 stewards, 5 medics, 25 auxiliary crew, 2 other crew, 55 Marines (5 officers, 50 enlisted)
*Passengers:* 60 assembly members, 360 staff

5,000 DSP (3,313-dton subhull), DR 100 (DR 100 on subhull), PD 4, 25 Triple Sandcaster Turrets, 25 Triple 90 MJ PD Laser Turrets, Basic Bridge, Engineering, 200 Jump, 100 Maneuver, 1,500 Fuel, 7 Utility, 60 Suites, 435 Staterooms, Marine Barracks (28 Staterooms), Tactical Command Centre, 5 Briefing Rooms (holds 50), Weapons Locker (1.8 tonnes capacity), 2 Gyms, 24 Exercise Rooms, 4 Halls seating 400 people, 2 Theatres seating 200 people, Stage, 5 Sickbays, Operating Theatre, Microsurgery Theatre, Hanger for 25 *Skyskipper* Launches with 1 Entrance, 129.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 150.2 man-hours per day, 1.0 MCr/yr

**Statistics:** EMass 4,310.6 tonnes, LMass 6,773.3 tonnes, Cost: 979.05 MCr (MCr1,057.55 fitted out), HP: 165,781, Size Mod: +10
**Performance:** Accel: 0.5 G (0.8 G empty, 0.4 G overloaded), Jump 3

# Rule of Man Navy

The Fleet remains the most popular topic of Second Empire history in the contemporary Solomani Confederation. Tales of heroic Terrans struggling against the forces of Vilani decadence hide a deeper truth—that the Rule of Man was over-stretched and lacked the industrial base to support its vast fleets.

The Fleet used the same ship classifications as modern navies. Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon. Cruisers and battleships carry spinal weapons. Cruisers are designed for long duration patrols and strategic mobility, while battleships subordinate everything to winning a fight.

# *Alquere*-class Light Fighter (GTL10)

Little more than an engine wrapped around a laser, the *Alquere* was a standard light fighter for most of the Rule of Man.

*Crew:* pilot, engineer

10 SL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 6 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 10.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 41.0 tonnes, LMass 41.0 tonnes, Cost: 5.01 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 5.3 G, 5,124 km/h (atm), 14,495 km/h (skim)

# *Arduin*-class Light Cruiser (GTL10)

One of the most common light cruisers deployed by the Rule of Man, the *Arduin* class served on every front. With fuel tankage for four parsecs of jumpspace travel, small squadrons of *Arduin* cruisers were frequently assigned to perimeter patrols and scouting missions.

The tactical limitations of 2G acceleration were partly offset by two flights of *Firefly* and *Hyena* fighters, each capable of over 6G acceleration. Light armour prevented the *Arduin* from serving in the line of battle, but they were frequently deployed as fleet scouts, either on their own or escorting and guarding more specialized starships.

Long lonely watches defending civilization resonated with the zeitgeist of the late Rule of Man, and tales of heroism by captains and crews were widely retold through the years, even unto the present day.

During the last days of the Rule of Man, Captain Takhar and the Light Cruiser *Harappa* passed into legend. On a standard patrol along the Reavers Deep frontier, the *Harappa* emerged from jumpspace into the middle of an Aslan ihatei fleet. Immediately launching all fighters, Captain Takhar ordered the Aslan to turn back or be destroyed. The Aslan commander ignored the *Harappa* and continued refueling operations. Knowing that by the time she returned with reinforcements the Aslan would be gone, Captain Takhar ordered an all-out attack. Launching a devastating missile barrage at the refueling ships, the *Harappa* and her fighters attacked the high guard, crippling several ships in the initial volley before the Aslan realized that they were under attack. Although the humans fought bravely the outcome was never in doubt: the outnumbered fighters were picked off one by one, while the Harappa herself was reduced to glowing wreckage.

The entire incident would be unknown if not for a marine who survived the boarding of the Aslan command ship. Impressed by the humans' bravery, the Aslan treated the survivors as honoured guests, returning them to a human planet. Several of the Marines were adopted into the Aslan clan.

*Crew:* 10 bridge crew, 49 engineers, 31 gunners, 2 medics, 30 auxiliary crew, 31 Marines (officer, 30 enlisted)

7,500 USL, DR 1000 (DR 500 on weapons), PD 4, Heavy Compartmentalization, 4 Large Missile Bays (2 Light, 2 Heavy), 10 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 313 Jump, 2150 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 10 Fuel Processors (37.5 hrs), 15 Utility, 10 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Military Sickbays, Hanger for 2 *Astra* Launches with 1 Entrance, Hanger for 10 *Firefly* Light Fighters with 1 Entrance, Hanger for 4 *Hyena* Medium Fighters, 18 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Command Bridge | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| Command Bridge | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 250,880 km | 470,400 km | 1/60 |

*Defenses:* DR 1000 (DR 500 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 266.0 man-hours per day, 3.1 MCr/yr

**Statistics:** EMass 31,763.8 tonnes, LMass 39,919.8 tonnes, Cost: 3,071.15 MCr (MCr4,321.73 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 2.0 G (2.5 G empty, 1.9 G overloaded), Jump 3, 17,407 km/h (skim)

# *Aregian*-class Aerospace Fighter (GTL10)

More of an atmospheric fighter with orbital capabilities than a true spacecraft, the *Aregian* class was not very successful, and only a few dozen were built before the program was discontinued.

*Crew:* pilot

10 SL (Superior), DR 100, PD 4, Fixed 422 MJ Plasma Gun, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, 0.2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 6,826 km | 12,800 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 10.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 31.2 tonnes, LMass 32.2 tonnes, Cost: 5.13 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 5.6 G (5.8 G empty, 5.1 G overloaded), 6,616 km/h (atm), 13,232 km/h (skim)

# *Dauntless*-class Light Cruiser (GTL10)

Moderately armoured, the *Dauntless* is proof against any attacks by escorts. This protection comes at the cost of speed—she can barely manage two Gs when fully loaded. For patrols, her three flights of fighters provide much-needed legs, being capable of three times her acceleration.

*Crew:* 10 bridge crew, 199 engineers, 54 gunners, 5 medics, 24 auxiliary crew, 30 Marines (30 enlisted)

20,000 USL, DR 8000 (DR 2000 on weapons), PD 4, Heavy Compartmentalization, 10 Small Missile Bays (5 Light, 5 Heavy), 45 Triple 250 MJ Laser Turrets, 20 Triple 90 MJ PD Laser Turrets, 20 Single 810 MJ Laser Turrets, 2 Nuclear Dampers, 34 Meson Screens, 570 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, 3 Engineering, 800 Jump, 10000 Maneuver, 6,000 Fuel, 3.5 Fuel Scoops, 20 Fuel Processors (37.5 hrs), 3 Workshops, 27 Utility, 25 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Gym, 3 Exercise Rooms, Hall seating 100 people, 5 Sickbays, Hanger for 2 *Astra* Launches, 2 *Mulai* Pinnaces, 8 *Firefly* Light Fighters, and 4 *Vampire* Strike Fighters with 1 Entrance, 86 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 1,600,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 7,200,000/45 | 16,000,000/47 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 250,880 km | 470,400 km | 1/60 |

*Defenses:* DR 8000 (DR 2000 on weapons), PD 4, -12 to active scans, -6 to passive scans, 24 km Nuclear Damper, Meson Screen DR 2000

*Maintenance:* HT: 12, 443.5 man-hours per day, 8.5 MCr/yr

**Statistics:** EMass 160,106.5 tonnes, LMass 172,790.9 tonnes, Cost: 8,536.80 MCr (MCr10,074.16 fitted out), HP: 417,743, Size Mod: +12

**Performance:** Accel: 2.1 G (2.3 G empty, 2.1 G overloaded), Jump 3, 30,474 km/h (skim)

# *Firefly*-class Light Fighter (GTL10)

Little more than an engine wrapped around a laser, the *Firefly* was a standard light fighter for most of the Rule of Man.

*Crew:* pilot, engineer

10 USL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 11.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 47.1 tonnes, LMass 47.1 tonnes, Cost: 5.21 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 6.2 G, 15,318 km/h (skim)

# *Gorgon*-class Fighter (GTL10)

A medium fighter, the *Gorgon* was introduced early in the Rule of Man, and remained in service into the Long Night.

*Crew:* pilot, engineer, gunner

30 USL, DR 650 (DR 325 on weapons), PD 4, Fixed Light Missile Rack, Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 27 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 650 (DR 325 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 16.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 247.7 tonnes, LMass 247.7 tonnes, Cost: 11.92 MCr, HP: 5,473, Size Mod: +6

**Performance:** Accel: 4.0 G, 16,689 km/h (skim)

# *Hobbes*-class Heavy Fighter (GTL10)

"She's slower than a pig in molasses, but by God is she mean!" Sporting two heavy lasers and a missile rack, a flight of *Hobbes* fighters can tangle with a small escort—and win.

*Crew:* pilot, engineer

50 USL, DR 2500, PD 4, Fixed Light Missile Rack, 2 Fixed 810 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 42 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2500, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 9, 23.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 784.7 tonnes, LMass 784.7 tonnes, Cost: 23.51 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 1.9 G, 15,619 km/h (skim)

# *Hyena*-class Medium Fighter (GTL10)

Lightly armoured but fast, stealthed, and heavily armed, the *Hyena* was a common medium fighter during the Rule of Man.

*Crew:* pilot, engineer

30 USL, DR 100, PD 4, Fixed Light Missile Rack, Fixed 810 MJ Laser, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit, 25 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 100, PD 4, -12 to active scans, -6 to passive scans

*Maintenance:* HT: 12, 18.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 141.8 tonnes, LMass 141.8 tonnes, Cost: 15.24 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 6.4 G, 18,844 km/h (skim)

# *Kerriman*-class Lancer (GTL10)

Fast and well-armed, *Kerriman* lancers enjoyed a deadly reputation among the Aslan clans bordering the Rule of Man. Many served well into the Long Night, manned by descendents of their original crews, protecting isolated pockets of civilization from the ravages of jump-capable barbarians.

*Crew:* 6 bridge crew, 11 engineers, 2 gunners, medic, 15 Marines (15 enlisted)

800 USL, DR 1000 (DR 500 on weapons), PD 4, Total Compartmentalization, 3 Fixed Light Missile Racks, 4 Triple 250 MJ Laser Turrets, 4 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 555 Maneuver, 160 Fuel, 1 Fuel Scoop, Fuel Processor (20.0 hrs), 2 Utility, 3 Bunkrooms, Marine Barracks (Bunkroom), Weapons Locker (1.8 tonnes capacity), Military Sickbay, 1 Bay for *Astra* Launch, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1000 (DR 500 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 76.4 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 3,826.5 tonnes, LMass 4,038.6 tonnes, Cost: 253.57 MCr (MCr257.13 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 5.0 G (5.3 G empty, 4.8 G overloaded), Jump 2, 26,447 km/h (skim)

# *Monarch*-class Light Battleship (GTL10)

Core of a battle group, *Monarch*-class battleships formed part of the striking fist of the Rule of Man. While not as impressive as the *Emperor*-class heavy battleship, *Monarchs* were considerably cheaper and more widely distributed.

*Crew:* 30 bridge crew, 763 engineers, 225 gunners, 10 medics, 210 auxiliary crew, 619 frozen watch, 405 Marines (5 officers, 400 enlisted)

75,000 USL, DR 15000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 60 Large Missile Bays (Heavy), 32 Triple 90 MJ PD Laser Turrets, 30 Single 810 MJ Laser Turrets, 32 Nuclear Dampers, 1,084 Meson Screens, 3.4 TJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Information Centre, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 2394 Jump, 40000 Maneuver, 15,960 Fuel, 6 Fuel Scoops, 100 Fuel Processors (20.0 hrs), 12 Workshops, 150 Utility, 101 Bunkrooms, 155 Low Berths (620 cryotubes), Marine Barracks (27 Bunkrooms), Tactical Command Centre, 10 Briefing Rooms (holds 100), 20 Battledress Racks (400 stored), Weapons Locker (7.3 tonnes capacity), 10 Gyms, 4 Shooting Ranges, 10 Military Sickbays, 2 Operating Theatres, Microsurgery Theatre, Basic Security, 10 Brigs (20 prisoners), 2 Safes (22.7 $m^3$ capacity), Hanger for 40 *Hyena* Medium Fighters with 1 Entrance, Hanger for 60 *Firefly* Light Fighters with 1 Entrance, Hanger for 10 *Skyskipper* Launches with 1 Entrance, 423 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Auxiliary Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 16,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Auxiliary Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 7,200,000/45 | 16,000,000/47 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *3.4 TJ Spinal Meson Gun* | Exp | 39 | 6d x 4000(!) | 507,136 km | 950,880 km | 1/60 |

*Defenses:* DR 15000 (DR 2000 on weapons), PD 4, -12 to active scans, -6 to passive scans, 56 km Nuclear Damper, Meson Screen DR 15000

*Maintenance:* HT: 11, 1,048.0 man-hours per day, 47.7 MCr/yr

**Statistics:** EMass 771,750.0 tonnes, LMass 858,070.6 tonnes, Cost: 47,667.86 MCr (MCr64,821.46 fitted out), HP: 1,008,316, Size Mod: +13
**Performance:** Accel: 1.7 G (1.9 G empty, 1.7 G overloaded), Jump 2, 25,861 km/h (skim)

# *Nexus*-class Battleship (GTL10)

A light battleship, the *Nexus* suffered from two main defects: poor acceleration and the lack of an organic refueling capability. Within those limitations it was a sound design.

*Crew:* 30 bridge crew, 1,049 engineers, 214 gunners, 10 medics, 32 auxiliary crew, 667 frozen watch, 164 Marines (4 officers, 160 enlisted)

100,000 USL, DR 20000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 40 Large Missile Bays (20 Light, 20 Heavy), 400 Triple 250 MJ Laser Turrets, 129 Single 810 MJ Laser Turrets, 4 Nuclear Dampers, 1,268 Meson Screens, 2.7 TJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Information Centre, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, 3 Engineering, 4128 Jump, 53000 Maneuver, 30,960 Fuel, 17 Workshops, 200 Utility, 110 Bunkrooms, 167 Low Berths (668 cryotubes), Marine Barracks (11 Bunkrooms), 10 Briefing Rooms (holds 100), 8 Battledress Racks (160 stored), Weapons Locker (14.5 tonnes capacity), 2 Gyms, Shooting Range, 10 Sickbays, Hanger for 10 *Firefly* Light Fighters, Hanger for 6 *Hyena* Medium Fighters with 1 Entrance, Hanger for 4 *Astra* Launches, Hanger for 4 *Mulai* Pinnaces, Hanger for 2 *Scanlon* Assault Cutters with 1 Entrance, 128 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 16,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 7,200,000/45 | 16,000,000/47 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *2.7 TJ Spinal PAW* | Imp | 40 | 7d x 5000 | 544,000 km | 1,020,000 km | 1/60 |

*Defenses:* DR 20000 (DR 2000 on weapons), PD 4, -12 to active scans, -6 to passive scans, 32 km Nuclear Damper, Meson Screen DR 15000

*Maintenance:* HT: 11, 1,087.5 man-hours per day, 51.3 MCr/yr

**Statistics:** EMass 1,104,159.9 tonnes, LMass 1,177,942.6 tonnes, Cost: 51,332.82 MCr (MCr62,859.45 fitted out), HP: 1,221,488, Size Mod: +13
**Performance:** Accel: 1.6 G (1.7 G empty, 1.6 G overloaded), Jump 3, 26,791 km/h (skim)

# *Orman*-class Fleet Destroyer (GTL10)

One of the countless escorts deployed during the Rule of Man, the *Orman* fleet destroyer is unexceptional. Adequately armoured, with decent strategic and tactical mobility, it is none-the-less designed to serve as part of a fleet rather than on independent operations.

*Crew:* 10 bridge crew, 83 engineers, 19 gunners, 21 auxiliary crew

7,500 USL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 5 Triple 90 MJ PD Laser Turrets, 7 29 GJ Particle Bays, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Electronic Warfare Suite, Engineering, 323 Jump, 4200 Maneuver, 2,418 Fuel, 2.5 Fuel Scoops, 20 Fuel Processors (15.1 hrs), Workshop, 15 Utility, 12 Bunkrooms, Hanger for 10 *Firefly* Light Fighters with 1 Entrance, Hanger for *Skyskipper* Launch, 93 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 255.8 man-hours per day, 2.8 MCr/yr

**Statistics:** EMass 44,044.5 tonnes, LMass 47,151.0 tonnes, Cost: 2,839.50 MCr (MCr2,894.74 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 3.2 G (3.5 G empty, 3.1 G overloaded), Jump 3, 27,258 km/h (skim)

# *Prince Hal*-class Cruiser (GTL10)

Commissioned just after the founding of the Rule of Man, the *Prince Hal* class cruiser served until the Fall of Night—and beyond, serving as the nucleus of a navy in many successor states.

*Crew:* 11 bridge crew, 133 engineers, 50 gunners, 3 medics, 12 auxiliary crew, 68 Marines (4 officers, 64 enlisted)

15,000 USL, DR 8000 (DR 2000 on weapons), PD 4, Heavy Compartmentalization, 3 Triple Missile Turrets (Light), 4 Small Missile Bays (2 Light, 2 Heavy), 40 Single 810 MJ Laser Turrets, 2 13 GJ Particle Bays, 4 Nuclear Dampers, 64 Meson Screens, 820 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Information Centre, 3 Engineering, 600 Jump, 6500 Maneuver, 4,500 Fuel, 3 Fuel Scoops, 25 Fuel Processors (22.5 hrs), 2 Workshops, 30 Utility, 17 Bunkrooms, Marine Barracks (5 Bunkrooms), 4 Battledress Racks (80 stored), Weapons Locker (1.8 tonnes capacity), 2 Gyms, Shooting Range, 3 Sickbays, Operating Theatre, Hanger for 2 *Astra* Launches and *Scanlon* Assault Cutter with 1 Entrance, Hanger for 6 *Hyena* Medium Fighters with 1 Entrance, 118 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 37,452 km | 70,224 km | 1/60 |
| *820 GJ Spinal Meson Gun* | Exp | 38 | 5d x 3000(!) | 250,624 km | 469,920 km | 1/60 |

*Defenses:* DR 8000 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans, 32 km Nuclear Damper, Meson Screen DR 5000

*Maintenance:* HT: 12, 464.1 man-hours per day, 9.3 MCr/yr

**Statistics:** EMass 133,134.5 tonnes, LMass 141,284.3 tonnes, Cost: 9,395.71 MCr (MCr10,108.62 fitted out), HP: 344,839, Size Mod: +11

**Performance:** Accel: 1.7 G (1.8 G empty, 1.6 G overloaded), Jump 3, 24,612 km/h (skim)

# *Reimon*-class Lancer (GTL10)

Filling a variety of roles, the *Reimon* design balances several competing priorities. Strategic mobility, the ability to support ground operations against pirate bases, long-range patrols, fleet scouting operations—all these and more are missions where a *Reimon* may be encountered. This strategic flexibility was much prized during the Rule of Man, when an out-numbered fleet struggled against the Long Night.

*Crew:* 6 bridge crew, 7 engineers, 8 gunners, medic

800 SL, DR 800 (DR 400 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 4 Triple 250 MJ Laser Turrets, 2 Single 810 MJ Laser Turrets, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 32 Jump, 331 Maneuver, 240 Fuel, Fuel Processor (30.0 hrs), 2 Utility, 3 Bunkrooms, Sickbay, 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 800 (DR 400 on weapons), PD 4, -12 to active scans, -6 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 85.5 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 2,817.8 tonnes, LMass 3,116.1 tonnes, Cost: 317.01 MCr (MCr334.72 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 3.9 G (4.3 G empty, 3.8 G overloaded), Jump 3, 8,076 km/h (atm), 22,843 km/h (skim)

# *Slean*-class Light Cruiser (GTL10)

An older Second Empire design, the *Slean* class was phased out of front-line duties during the second century.

*Crew:* 10 bridge crew, 141 engineers, 71 gunners, 5 medics, 29 auxiliary crew, 34 Marines (2 officers, 32 enlisted)

15,000 USL, DR 6000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 30 Triple Missile Turrets (Light), 5 Small Missile Bays (Heavy), 20 Triple 90 MJ PD Laser Turrets, 35 Single 810 MJ Laser Turrets, Nuclear Damper, 72 Meson Screens, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Electronic Warfare Suite, 3 Engineering, 600 Jump, 7000 Maneuver, 4,500 Fuel, 3 Fuel Scoops, 11 Fuel Processors (51.1 hrs), 2 Workshops, 30 Utility, 22 Bunkrooms, Marine Barracks (Stateroom, 2 Bunkrooms), Briefing Room (holds 10), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, 2 Exercise Rooms, Hall seating 100 people, 5 Military Sickbays, Basic Security, Hanger for 8 *Firefly* Light Fighters, 4 *Hobbes* Heavy Fighters, and 5 *Astra* Launches with 1 Entrance, 120 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 250,880 km | 470,400 km | 1/60 |

*Defenses:* DR 6000 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper, Meson Screen DR 5000

*Maintenance:* HT: 12, 377.7 man-hours per day, 6.2 MCr/yr

**Statistics:** EMass 110,457.8 tonnes, LMass 122,262.1 tonnes, Cost: 6,192.65 MCr (MCr7,286.85 fitted out), HP: 344,839, Size Mod: +11

**Performance:** Accel: 2.1 G (2.3 G empty, 2.0 G overloaded), Jump 3, 27,362 km/h (skim)

# *Vampire*-class Strike Fighter (GTL10)

Fast and armed with a heavy laser, the *Vampire* was designed for hit-and-run raids. Its light armour makes it unsuitable for the line of battle, but it is ideal for first strikes.

*Crew:* pilot, engineer

50 USL, DR 200, PD 4, Fixed Light Missile Rack, 2 Fixed 810 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 42 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 200, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 19.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 249.6 tonnes, LMass 249.6 tonnes, Cost: 16.43 MCr, HP: 7,694, Size Mod: +6

**Performance:** Accel: 6.1 G, 20,508 km/h (skim)

# *Warspite*-class Armoured Cruiser (GTL10)

While the *Warspite* has better armour than many cruisers, it pays for this protection with speed: it is slow and ungainly, and a sitting duck for smaller ships if encountered unescorted.

*Crew:* 10 bridge crew, 96 engineers, 36 gunners, 4 medics

10,000 USL, DR 8000 (DR 2000 on weapons), PD 4, Heavy Compartmentalization, 4 Small Missile Bays (2 Light, 2 Heavy), 10 Triple 250 MJ Laser Turrets, 28 Single 810 MJ Laser Turrets, 870 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Advanced Sensor, Electronic Warfare Suite, 2 Engineering, 300 Jump, 5000 Maneuver, 2,000 Fuel, 2 Fuel Scoops, 10 Fuel Processors (25.0 hrs), Workshop, 20 Utility, 13 Bunkrooms, 4 Sickbays, Hanger for 2 *Astra* Launches with 1 Entrance, 20 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 7,200,000/45 | 16,000,000/47 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *870 GJ Spinal PAW* | Imp | 38 | 6d x 4000 | 308,992 km | 579,360 km | 1/60 |

*Defenses:* DR 8000 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 11, 331.1 man-hours per day, 4.8 MCr/yr

**Statistics:** EMass 106,049.8 tonnes, LMass 110,133.7 tonnes, Cost: 4,759.32 MCr (MCr5,331.64 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.6 G (1.7 G empty, 1.6 G overloaded), Jump 2, 24,214 km/h (skim)

# *Xerxes*-class Battleship (GTL10)

The Rule of Man needed cruisers more than battleships, but battleships had their place. The *Xerxes* class saw long service.

Equipped with a full combat information centre and auxiliary command bridge, the *Xerxes* was a favourite flagship, even though no special provision was made for quartering an admiral. The regiment of marines provided both on-board security and the capability to suppress minor revolts and assault small bases.

Because of their limited acceleration, *Xerxes* battleships were usually used as the 'anvil' in two-part flanking maneuvers.

*Crew:* 30 bridge crew, 1,690 engineers, 364 gunners, 20 medics, 70 auxiliary crew, 1 other crew, 405 Marines (5 officers, 400 enlisted)

150,000 USL, DR 50000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 70 Small Missile Bays (10 Light, 60 Heavy), 29 Single 810 MJ Laser Turrets, 70 29 GJ Particle Bays, 1,024 Nuclear Dampers, 1,181 Meson Screens, 2.7 TJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Information Centre, Engineering, 4752 Jump, 90000 Maneuver, 31,680 Fuel, 8 Fuel Scoops, 250 Fuel Processors (15.8 hrs), 28 Workshops, 300 Utility, 178 Bunkrooms, Marine Barracks (27 Bunkrooms), 10 Exercise Rooms, 10 Halls seating 1000 people, Theatre seating 100 people, Stage, 20 Sickbays, Hanger for 20 *Firefly* Light Fighters with 1 Entrance, Hanger for 10 *Gorgon* Fighters with 1 Entrance, Hanger for 10 *Astra* Launches with 1 Entrance, Hanger for 10 *Scanlon* Assault Cutters with 1 Entrance, 5,209 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |
| *2.7 TJ Spinal PAW* | Imp | 40 | 7d x 5000 | 544,000 km | 1,020,000 km | 1/60 |

*Defenses:* DR 50000 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans, 96 km Nuclear Damper, Meson Screen DR 10000

*Maintenance:* HT: 8, 1,507.3 man-hours per day, 98.6 MCr/yr

**Statistics:** EMass 3,037,778.8 tonnes, LMass 3,133,987.8 tonnes, Cost: 98,612.35 MCr (MCr108,673.15 fitted out), HP: 1,600,602, Size Mod: +13

**Performance:** Accel: 1.0 G (1.1 G empty, 1.0 G overloaded), Jump 2, 9,513 km/h (skim)

# *Yultaka*-class Escort (GTL10)

Designed to escort other warships, the *Yultaka* was never a great success. Its major flaw was the lack of combat sensors: equipped with only short range sensors on the grounds that it would always operate with other vessels, it was too short-sighted to survive long in any but the most favorable conditions. Less than a hundred were produced, and none lasted more than 50 years in service.

*Crew:* 5 bridge crew, 10 engineers, 4 gunners, medic, 1 auxiliary crew

800 USL, DR 2300 (DR 1150 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 3 Triple 250 MJ Laser Turrets, 3 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 33 Jump, 490 Maneuver, 243 Fuel, 1 Fuel Scoop, Fuel Processor (30.4 hrs), 2 Utility, 3 Bunkrooms, Sickbay, 1 Cradle for *Astra* Launch, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2300 (DR 1150 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 83.3 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 5,685.3 tonnes, LMass 6,014.9 tonnes, Cost: 301.45 MCr (MCr322.72 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 3.0 G (3.1 G empty, 2.9 G overloaded), Jump 3, 22,607 km/h (skim)

# *Zaggal*-class Destroyer (GTL10)

One of the smaller destroyers in Second Empire service, the *Zaggal* class gave yeoman service suppressing pirates and raiders as the Fleet tried desperately to protect civilization from the wolves nibbling her heels. Ultimately, of course, it was a futile effort—the failing carcass of the Ramshackle Empire bled slowly to death through a thousand small wounds—but the heroic deeds of those who struggled against Nightfall protected the seeds of a new civilization.

*Crew:* 8 bridge crew, 35 engineers, 9 gunners, medic, 8 auxiliary crew, 16 Marines (16 enlisted)

3,000 USL, DR 1200 (DR 600 on weapons), PD 4, Total Compartmentalization, Small Missile Bay (Light), 8 Triple 250 MJ Laser Turrets, 6 Triple 90 MJ PD Laser Turrets, 6 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 120 Jump, 1790 Maneuver, 900 Fuel, 1.5 Fuel Scoops, 6 Fuel Processors (18.8 hrs), 6 Utility, 6 Bunkrooms, Marine Barracks (Bunkroom), Weapons Locker (1.8 tonnes capacity), Gym, Military Sickbay, 1 Bay for *Astra* Launch, 4 Bays for *Firefly* Light Fighters, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 149.3 man-hours per day, 1.0 MCr/yr

**Statistics:** EMass 11,678.1 tonnes, LMass 13,307.6 tonnes, Cost: 967.47 MCr (MCr1,139.47 fitted out), HP: 117,933, Size Mod: +10

**Performance:** Accel: 4.9 G (5.6 G empty, 4.8 G overloaded), Jump 3, 30,399 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Astra*-class Launch (GTL10)

A militarized version of the ubiquitous *Skyskipper* launch, the *Astra* has hardened controls and basic stealthing, but is externally identical. Many Rule of Man warships carry *Astra* launches.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 9.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 21.6 tonnes, LMass 39.7 tonnes, Cost: 3.56 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.8 G (3.4 G empty, 0.6 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

## *Bituin*-class Launch (GTL10)

The *Bituin* launch was designed for cargo. Passengers can travel in the cargo hold, but it is not very comfortable.

*Crew:* pilot

10 SL, DR 100, PD 4, Cockpit, 2 Maneuver, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 20.2 tonnes, LMass 42.8 tonnes, Cost: 3.14 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.7 G (3.6 G empty, 0.5 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

## *Daoguan*-class Scoopship (GTL10)

Like the Terran Confederation before it, the Rule of Man had many dispersed-structure starships, incapable of refueling form a gas giant on their own. Scoopships like the *Daoguan* were a common auxiliary craft, providing frontier refueling capability.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Hardened Cockpit, 8 Maneuver, 55 Fuel, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 18.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 82.4 tonnes, LMass 132.3 tonnes, Cost: 13.99 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.2 G (3.5 G empty), 2,958 km/h (atm), 8,369 km/h (skim)

# *Mulai*-class Pinnace (GTL10)

A militarized version of the *Quintalia* pinnace, the *Mulai* had a reputation for toughness that made it a popular craft with the Rule of Man fleet.

*Crew:* pilot
*Passengers:* 24 independent passengers

40 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, 2 Passenger Couches (24 seats), 24 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 10.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 47.0 tonnes, LMass 155.9 tonnes, Cost: 4.92 MCr, HP: 6,631, Size Mod: +6
**Performance:** Accel: 1.2 G (3.9 G empty, 0.3 G overloaded), 2,947 km/h (atm), 8,336 km/h (skim)

# *Pascolle*-class Shuttle (GTL10)

A common Second Empire design, the *Pascolle* was encountered at almost every starport in the Rule of Man.

*Crew:* pilot, engineer
*Passengers:* 60 independent passengers

80 SL, DR 100, PD 4, Cockpit, 8 Maneuver, 5 Passenger Couches (60 seats), 50 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 69.8 tonnes, LMass 296.5 tonnes, Cost: 5.08 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.0 G (4.2 G empty, 0.2 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Quintalia*-class Pinnace (GTL10)

A medium-sized craft, *Quintalia* pinnaces were a common auxiliary throughout the Rule of Man, with many surviving many years into the Long Night.

*Crew:* pilot
*Passengers:* 24 high passengers

40 SL, DR 100, PD 4, Cockpit, 5 Maneuver, 2 Passenger Couches (24 seats), 24 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 9.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 44.9 tonnes, LMass 153.7 tonnes, Cost: 4.11 MCr, HP: 6,631, Size Mod: +6
**Performance:** Accel: 1.2 G (4.0 G empty, 0.3 G overloaded), 2,947 km/h (atm), 8,336 km/h (skim)

# *Scanlon*-class Assault Cutter (GTL10)

While not terribly fast, the *Scanlon* has good armour and excellent stealthing, as well as twin 422 MJ plasma guns. Carrying a platoon and eight tons of supplies, it was a favourite with the Marines.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

50 SL, DR 1200 (DR 600 on weapons), PD 4, Double 422 MJ Plasma Turret, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit, 27 Maneuver, 3 Passenger Couches (36 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 6,826 km | 12,800 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -12 to active scans, -6 to passive scans

*Maintenance:* HT: 11, 22.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 402.8 tonnes, LMass 439.1 tonnes, Cost: 22.58 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 2.2 G (2.4 G empty, 1.7 G overloaded), 5,913 km/h (atm), 16,725 km/h (skim)

# *Skyskipper*-class Launch (GTL10)

A common Second Empire design, the *Skyskipper* was encountered at almost every starport in the Rule of Man.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 20.6 tonnes, LMass 38.8 tonnes, Cost: 3.14 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.9 G (3.5 G empty, 0.7 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Sumartil*-class Shuttle (GTL10)

A small, multi-purpose shuttle, the *Sumartil* was common along the Proxima Arm during the Rule of Man.

*Crew:* pilot, engineer
*Passengers:* 12 independent passengers

75 SL, DR 100, PD 4, Cockpit, 8 Maneuver, Passenger Couch (12 seats), 50 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 66.2 tonnes, LMass 292.9 tonnes, Cost: 5.00 MCr, HP: 10,083, Size Mod: +7
**Performance:** Accel: 1.0 G (4.4 G empty, 0.2 G overloaded), 3,023 km/h (atm), 8,551 km/h (skim)

# *Xenos*-class Fast Launch (GTL10)

The *Xenos* is a fast launch, trading cargo space for extra thruster units. It was a common design during the Rule of Man.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 4 Maneuver, Passenger Couch (12 seats), 2 Cargo

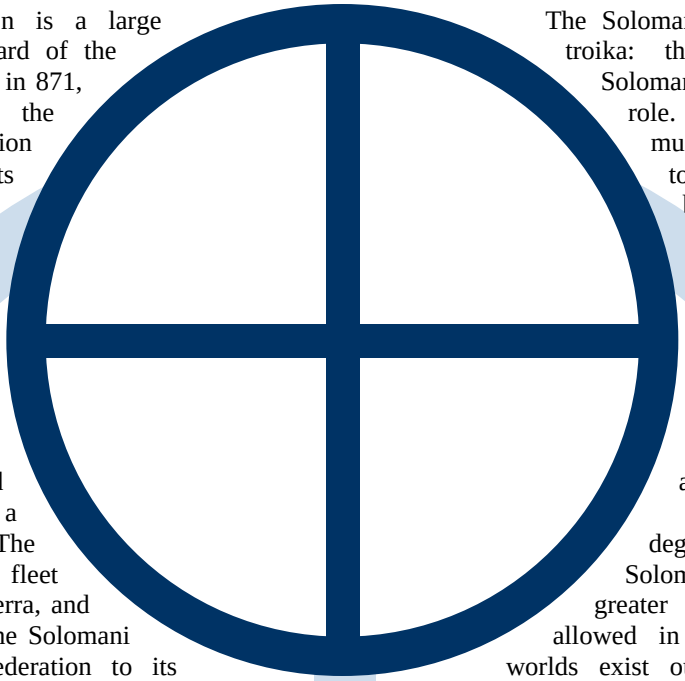
| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 26.8 tonnes, LMass 35.9 tonnes, Cost: 3.46 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 4.0 G (5.4 G empty, 2.0 G overloaded), 4,184 km/h (atm), 11,835 km/h (skim)

# Solomani Confederation



The Solomani Confederation is a large interstellar state located rimward of the Third Imperium. It was formed in 871, when the government of the Solomani Autonomous Region reorganized itself to strengthen its claims to the heritage of the old Terran Confederation.

Increasing discrimination against non-Solomani forced Empress Margaret to dissolve the Solomani Autonomous Region, resulting in the Solomani Rim War (990-1002). Fanatical determination to defend every world destroyed the Confederation Navy in a thousand futile battles. The destruction of Admiral Wolfe's fleet during the Imperial drive on Terra, and the subsequent occupation of the Solomani homeworld, forced the Confederation to its knees. The Imperium was reeling too, and the cease-fire has been repeatedly extended.

The Solomani Confederation is ruled by a troika: the Confederation government, Solomani Party, and SolSec each have a role. All members of the government must be Party members. Adherence to the Solomani Cause is enforced by SolSec, which also guards the Confederation against internal betrayal and external sabotage.

The chief governing body of the Solomani Confederation is the Secretariat, presided over by the Secretary General. While the Secretary General wields great power, he is fully accountable to the Secretariat.

Individual worlds have a great degree of local autonomy in the Solomani Confederation, resulting in greater interworld factionalism than is allowed in the Imperium. Coalitions of worlds exist outside the normal government channels which sometimes equal them in importance within a given region.

# Merchants & Traders

The Solomani Confederation has the highest trade density of any area of Known Space. The Confederation also has a higher proportion of small corporations and independent merchants than the Imperium. First-time Imperial visitors are frequently overwhelmed with the sheer *variety* of Solomani merchants.

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

## *Aahn Sook*-class Freighter (GTL10)

A throwback to the glory days of the Rule of Man, the *Aahn Sook* freighter is starkly functional collection of components. Four spherical fuel tanks surround the engineering cylinder, with the bridge and crew quarters in a pylon sticking out the side. The cargo 'hold' is nothing but a framework of struts and cages, to which containers can be fastened.

*Crew:* 3 bridge crew, 2 engineers

550 DSP (77-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 17 Jump, 45 Maneuver, 110 Fuel, 1 Utility, 3 Staterooms, 361.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

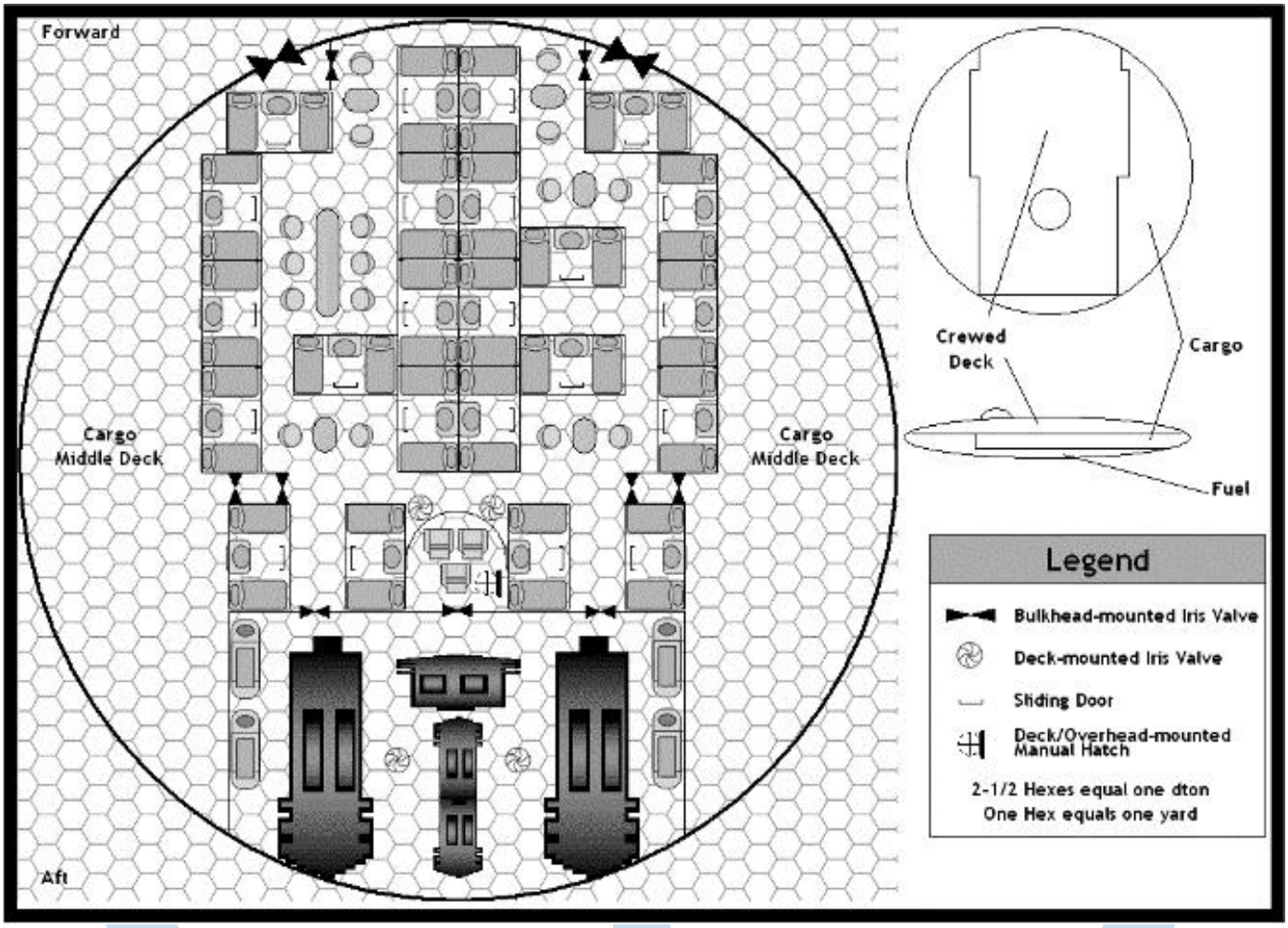
*Maintenance:* HT: 12, 44.1 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 9.62 MCr, Expenses: 1.97 MCr (Fuel: 1.35 MCr, Berthing: 0.38 MCr, Maintenance: 0.17 MCr, Payroll: 0.07 MCr), Capital Cost: 5.28 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.57 kCr per jump, Net Profit: 2.36 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 342.2 tonnes, LMass 2,081.4 tonnes, Cost: 84.48 MCr, HP: 38,059, Size Mod: +8

**Performance:** Accel: 0.8 G (4.8 G empty, 0.2 G overloaded), Jump 2

# *Aardvark*-class Trader (GTL10)




**Deckplan 1: *Aardvark*-class Trader**

A small, multi-purpose ship, the *Aardvark* class is only encountered in backwater systems in the Solomani Rim, and rarely even there. It is too small to compete with the larger lines, while not small enough to survive running 'specialty' cargoes (i.e. smuggling).

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 20 high passengers, 20 low passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 6 Jump, 18 Maneuver, 30 Fuel, Fuel Processor (3.8 hrs), 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 86 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 28.9 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 3.34 MCr (passenger: 1.84 MCr, freight: 1.50 MCr), Expenses: 0.56 MCr (Fuel: 0.26 MCr, Berthing: 0.15 MCr, Maintenance: 0.07 MCr, Payroll: 0.07 MCr), Capital Cost: 2.26 MCr, Shipping Costs (per dton): 0.67 kCr per parsec, 0.67 kCr per jump, Net Profit: 0.52 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 259.6 tonnes, LMass 676.8 tonnes, Cost: 36.17 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 1, 2,856 km/h (atm), 8,080 km/h (skim)

# *Antillé*-class Trader (GTL10)

*Antillé* class traders can be found throughout the Solomani Confederation, and into the rimward part of the Third Imperium as well. Small, relatively cheap, well-protected, and with a decent freight and passenger capacity, they are popular with independent captain-owners.

*Crew:* 3 bridge crew, engineer, 3 gunners, steward
*Passengers:* 12 high passengers, 12 low passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 9 Jump, 23 Maneuver, 60 Fuel, Fuel Processor (7.5 hrs), 1 Utility, 17 Staterooms, 3 Low Berths (12 cryotubes), 70 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 35.9 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 4.48 MCr (passenger: 2.20 MCr, freight: 2.28 MCr), Expenses: 0.89 MCr (Fuel: 0.52 MCr, Berthing: 0.15 MCr, Maintenance: 0.11 MCr, Payroll: 0.11 MCr), Capital Cost: 3.50 MCr, Shipping Costs (per dton): 0.74 kCr per parsec, 1.47 kCr per jump, Net Profit: 0.08 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 342.7 tonnes, LMass 714.5 tonnes, Cost: 55.98 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.2 G (2.4 G empty, 0.4 G overloaded), Jump 2, 3,022 km/h (atm), 8,548 km/h (skim)

# *Atmaiu*-class Liner (GTL10)

A small passenger liner, the *Atmaiu* class can be found servicing minor trade routes in the Solomani Confederation.

*Crew:* 3 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers, 20 low passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 13 Maneuver, 90 Fuel, 1 Utility, 24 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 21 Cargo

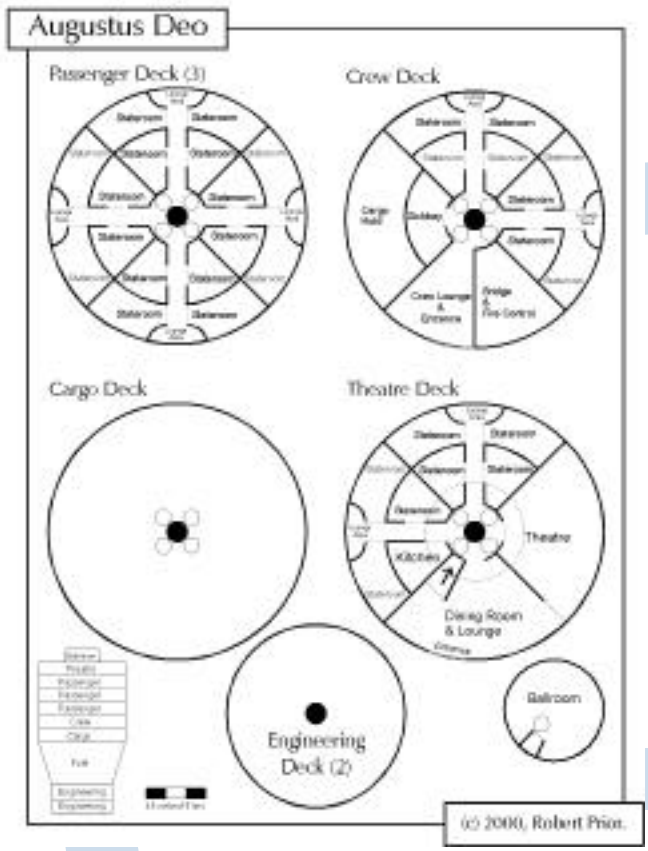
| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 38.1 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 9.22 MCr (passenger: 8.38 MCr, freight: 0.84 MCr), Expenses: 1.52 MCr (Fuel: 1.10 MCr, Berthing: 0.21 MCr, Maintenance: 0.13 MCr, Payroll: 0.08 MCr), Capital Cost: 3.93 MCr, Shipping Costs (per dton): 0.50 kCr per parsec, 1.51 kCr per jump, Net Profit: 3.76 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 284.1 tonnes, LMass 461.0 tonnes, Cost: 62.90 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (1.7 G empty, 0.6 G overloaded), Jump 3, 2,427 km/h (atm), 6,866 km/h (skim)

# *Augustus Deo*-class Fast Liner (GTL10)




**Deckplan 2: *Augustus Deo*-class Fast Liner**

A top-of-the-line Solomani design, *Augustus Deo*-class liners serve long-haul express routes within the Solomani Confederation. Unlike most Solomani designs, they are spacious, with a theatre and multi-function hall to accommodate high passengers.

High passenger staterooms fill three and a half decks. Each stateroom is completely equipped, and indeed some passengers spend the entire trip there, having all their meals delivered. A small lounge area for every four staterooms provides plenty of opportunities to quietly socialize; as well, between meals the dining room is converted to a lounge, with small snacks and drinks available from the kitchen.

During the trip passengers are entertained by live acts and holovids in the theatre, while those so inclined can dance under the stars in the glass-roofed ballroom.

Crew accommodations are more spartan—shared staterooms and utilitarian fittings. However, the stewards usually ensure that they eat excellent food, and the crew lounge screens the same holovids as the passengers see.

In 998 Deepak Rao, the notorious terrorist, was captured when he attempted to hijack the *Australis Deo*. Although observers expected a lengthy trial, Rao unexpected pleaded guilty, calling himself a "very bad man who should be locked in his room until he can behave himself." While Confederation counter-terrorist experts were astonished, the passengers and crew of the *Australis Deo* were unsurprised. "Even my young niece told him that," said Hengabar Spofulam. "It is no surprise that he realized it himself." Further details of the incident, including how untrained civilians overpowered the ex-commando, have been classified a state secret by SolSec.

*Crew:* 3 bridge crew, 2 engineers, 2 gunners, 3 stewards, medic, 1 other crew

*Passengers:* 55 high passengers, 20 low passengers

600 USL, DR 100, PD 4, 4 Empty Turrets, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 25 Jump, 30 Maneuver, 183 Fuel, 2 Utility, 62 Staterooms, 5 Low Berths (20 cryotubes), Hall seating 100 people, Theatre seating 100 people, Sickbay, 69 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 53.6 man-hours per day, 0.1 MCr/yr

*Economics:* Income: 26.42 MCr (passenger: 23.52 MCr, freight: 2.90 MCr), Expenses: 3.07 MCr (Fuel: 2.24 MCr, Berthing: 0.42 MCr, Maintenance: 0.25 MCr, Payroll: 0.16 MCr), Capital Cost: 7.78 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 1.06 kCr per jump, Net Profit: 15.57 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

*Statistics:* EMass 614.2 tonnes, LMass 1,093.1 tonnes, Cost: 124.53 MCr, HP: 40,332, Size Mod: +9

**Performance:** Accel: 1.0 G (1.8 G empty, 0.5 G overloaded), Jump 3

# *Barton*-class Freighter (GTL10)

Bare and utilitarian, *Barton*-class Freighters can be found throughout the Solomani Confederation. Large enough to be economical, small enough to be flexible, they serve countless mid-capacity routes.

*Crew:* 2 bridge crew, 5 engineers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 80 Jump, 75 Maneuver, 600 Fuel, 4 Utility, 4 Staterooms, 1,221.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 92.1 man-hours per day, 0.4 MCr/yr

*Economics:* Freight Income: 48.74 MCr, Expenses: 9.58 MCr (Fuel: 7.35 MCr, Berthing: 1.40 MCr, Maintenance: 0.74 MCr, Payroll: 0.10 MCr), Capital Cost: 23.01 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.76 kCr per jump, Net Profit: 16.15 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,073.2 tonnes, LMass 7,156.9 tonnes, Cost: 368.17 MCr, HP: 90,000, Size Mod: +10

**Performance:** Accel: 0.4 G (2.5 G empty, 0.1 G overloaded), Jump 3

# *Borghini*-class Luxury Liner (GTL10)

Although some branches of the Solomani Party eschew luxury, the Confederation and SolSec have no objections if hard-working, valuable citizens earn appropriate rewards. Luxury liners like the *Borghini* are used by wealthy businessmen and high Party officials.

*Crew:* 5 bridge crew, 4 engineers, 7 stewards, 2 medics, 2 auxiliary crew, 1 other crew
*Passengers:* 4 noble passengers, 60 high passengers

1,200 USL, DR 100, PD 4, Basic Bridge, Engineering, 48 Jump, 72 Maneuver, 360 Fuel, 3 Utility, 4 Suites, 71 Staterooms, 3 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, Stage, 2 Sickbays, 2 Bays for *Bunter* Gigs, 300 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 72.7 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 21.11 MCr (passenger: 11.60 MCr, freight: 9.51 MCr), Expenses: 4.48 MCr (Fuel: 3.15 MCr, Berthing: 0.60 MCr, Maintenance: 0.46 MCr, Payroll: 0.28 MCr), Capital Cost: 14.33 MCr, Shipping Costs (per dton): 0.44 kCr per parsec, 1.32 kCr per jump, Net Profit: 2.29 MCr. Annual totals for a jump-3 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 938.1 tonnes, LMass 2,684.7 tonnes, Cost: 229.28 MCr (MCr236.34 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.0 G (2.8 G empty, 0.3 G overloaded), Jump 3

# *Borman*-class Liner (GTL10)

Many parts of the Solomani Confederation tend towards puritan—obvious luxury is seen as a sign of weak moral fibre. Liners like the *Borman* are profitable ventures in these areas, with low crew costs and high profit ratios.

*Crew:* 3 bridge crew, 2 engineers, 2 stewards, medic
*Passengers:* 100 middle passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 32 Jump, 40 Maneuver, 240 Fuel, 2 Utility, 55 Staterooms, Sickbay, 1 Bay for *Bunter* Gig, 240.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 59.4 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 29.55 MCr (passenger: 19.95 MCr, freight: 9.60 MCr), Expenses: 3.91 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.31 MCr, Payroll: 0.11 MCr), Capital Cost: 9.58 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.88 kCr per jump, Net Profit: 16.05 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 635.2 tonnes, LMass 1,973.3 tonnes, Cost: 153.33 MCr (MCr156.83 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 0.7 G (2.3 G empty, 0.2 G overloaded), Jump 3

# *Cairngorm*-class Cluster Liner (GTL10)

Designed to shuttle passengers between close clusters of worlds, the *Cairngorm* class is only encountered in the Solomani Confederation. They are usually assigned to runs shuttling between two or three systems, which allows their crews to have a stable home on one of the worlds. Because of this, *Cairngorms* are usually manned by older, more settled crewmembers—one reason for their excellent safety record.

*Crew:* 4 bridge crew, 3 engineers, 4 gunners, 8 stewards, 2 medics

*Passengers:* 150 high passengers, 20 low passengers

1,200 USL, DR 100, PD 4, 3 Triple Sandcaster Turrets, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 25 Jump, 76 Maneuver, 120 Fuel, 3 Utility, 161 Staterooms, 5 Low Berths (20 cryotubes), 2 Sickbays, 320 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 54.0 man-hours per day, 0.1 MCr/yr

*Economics:* Income: 26.18 MCr (passenger: 21.14 MCr, freight: 5.04 MCr), Expenses: 2.84 MCr (Fuel: 1.47 MCr, Berthing: 0.84 MCr, Maintenance: 0.25 MCr, Payroll: 0.28 MCr), Capital Cost: 7.91 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.33 kCr per jump, Net Profit: 15.43 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,067.9 tonnes, LMass 2,627.9 tonnes, Cost: 126.50 MCr, HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.0 G (2.6 G empty, 0.3 G overloaded), Jump 1, 2,185 km/h (skim)

# *Galak*-class Megafreighter (GTL10)

One of the largest freighters in Solomani space, the *Galak* class is exceedingly rare.

*Crew:* 5 bridge crew, 100 engineers

50,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 1501 Jump, 2370 Maneuver, 10,002 Fuel, Workshop, 100 Utility, 53 Staterooms, 1 Cradle for Launch, 35,808.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 393.6 man-hours per day, 6.7 MCr/yr

*Economics:* Freight Income: 1,002.64 MCr, Expenses: 172.35 MCr (Fuel: 122.52 MCr, Berthing: 35.00 MCr, Maintenance: 13.45 MCr, Payroll: 1.38 MCr), Capital Cost: 420.26 MCr, Shipping Costs (per dton): 0.24 kCr per parsec, 0.47 kCr per jump, Net Profit: 410.02 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 19,453.8 tonnes, LMass 190,949.8 tonnes, Cost: 6,724.19 MCr (MCr6,727.78 fitted out), HP: 769,489, Size Mod: +12

**Performance:** Accel: 0.5 G (4.4 G empty, 0.1 G overloaded), Jump 2

# *Huanying*-class Megafreighter (GTL10)

Its cavernous cargo holds capable of transporting entire starships, *Huanying* megafreighters are exceedingly rare—it is only worth devoting one of these vast ships to the most densely traveled routes.

*Crew:* 5 bridge crew, 179 engineers, 4 medics, 1 other crew

75,000 DSP (7,984-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 2250 Jump, 5294 Maneuver, 15,000 Fuel, 2 Workshops, 16 Utility, 95 Staterooms, 7 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, 4 Sickbays, 52,000 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

Maintenance: HT: 12, 486.9 man-hours per day, 10.3 MCr/yr

*Economics:* Freight Income: 1,383.20 MCr, Expenses: 259.32 MCr (Fuel: 183.75 MCr, Berthing: 52.50 MCr, Maintenance: 20.58 MCr, Payroll: 2.48 MCr), Capital Cost: 643.21 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.50 kCr per jump, Net Profit: 480.67 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 31,031.5 tonnes, LMass 280,456.5 tonnes, Cost: 10,291.38 MCr, HP: 1,008,316, Size Mod: +13

**Performance:** Accel: 0.7 G (6.2 G empty, 0.2 G overloaded), Jump 2

# *Iridescent Poodle*-class Combat Liner (GTL10)

One of the oddest designs encountered in the Solomani Sphere, the *Iridescent Poodle* is a fully combat-capable starship with passenger capability. Imperial Naval Intelligence is split on whether the *Poodle* design is an economic miscalculation or a disguised naval auxiliary.

*Crew:* 2 bridge crew, 7 engineers, 2 stewards, 8 gunners (if armed)
*Passengers:* 24 high passengers

800 USL, DR 100, PD 4, 8 Empty Turrets, Hardened Basic Bridge, Engineering, 32 Jump, 335 Maneuver, 240 Fuel, 2 Utility, 34 Staterooms, 1 Bay for Gig, 22.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 68.5 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 11.02 MCr (passenger: 10.08 MCr, freight: 0.94 MCr), Expenses: 4.05 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.41 MCr, Payroll: 0.14 MCr), Capital Cost: 12.74 MCr, Shipping Costs (per dton): 1.35 kCr per parsec, 4.05 kCr per jump, Net Profit: (5.77) MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,536.2 tonnes, LMass 1,926.6 tonnes, Cost: 203.83 MCr (MCr209.32 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 6.3 G (7.9 G empty, 5.2 G overloaded), Jump 3, 21,080 km/h (skim)

# *Kibalim*-class Liner (GTL10)

A small liner, *Kibalim*-class liners serve 'commuter' traffic between neighbouring worlds. Lacking sufficient cargo space for long-haul passengers, their clients are mostly businessmen making short return trips.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 20 high passengers, 12 low passengers

200 SL, DR 100, PD 4, Basic Bridge, Engineering, 6 Jump, 8 Maneuver, 40 Fuel, 1 Utility, 23 Staterooms, 3 Low Berths (12 cryotubes), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 28.1 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 5.69 MCr (passenger: 5.48 MCr, freight: 0.21 MCr), Expenses: 0.77 MCr (Fuel: 0.49 MCr, Berthing: 0.14 MCr, Maintenance: 0.07 MCr, Payroll: 0.07 MCr), Capital Cost: 2.14 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 0.93 kCr per jump, Net Profit: 2.79 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 205.0 tonnes, LMass 277.6 tonnes, Cost: 34.16 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.0 G (1.4 G empty, 0.7 G overloaded), Jump 2, 2,180 km/h (atm), 6,166 km/h (skim)

# *Lebiand*-class Economy Liner (GTL10)

Economy liners are peculiar to the Solomani Confederation. Unlike the Imperium, where interstellar travel is mostly an affair for the rich, the Solomani believe that there should be affordable passages for all. To that end, the Confederation subsidized the construction of liners specifically designed to provide cheap travel for the masses.

While this is the official explanation, Imperial Naval Intelligence believes that ships such as the *Lebiand* are thinly-disguised troopships.

*Crew:* 2 bridge crew, 2 engineers, 2 stewards
*Passengers:* 60 middle passengers

700 SL, DR 100, PD 4, 7 Empty Turrets, Basic Bridge, Engineering, 28 Jump, 37 Maneuver, 210 Fuel, 2 Utility, 34 Staterooms, 136.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 56.4 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 17.42 MCr (passenger: 11.97 MCr, freight: 5.45 MCr), Expenses: 3.42 MCr (Fuel: 2.57 MCr, Berthing: 0.49 MCr, Maintenance: 0.28 MCr, Payroll: 0.08 MCr), Capital Cost: 8.63 MCr, Shipping Costs (per dton): 0.45 kCr per parsec, 1.34 kCr per jump, Net Profit: 5.37 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 571.9 tonnes, LMass 1,381.4 tonnes, Cost: 138.04 MCr, HP: 44,697, Size Mod: +9
**Performance:** Accel: 1.0 G (2.3 G empty, 0.3 G overloaded), Jump 3, 2,833 km/h (atm), 8,013 km/h (skim)

# *Monnin*-class Freighter (GTL10)

One of the cheapest freighters in the Solomani Sphere, the *Monnin* class can be seen on almost every main. In interior regions the turret weapons are often removed; this saves MCr 3.1 and provides another 6 dtons of cargo (in the empty turrets).

*Crew:* 3 bridge crew, 6 engineers, 2 gunners

2,000 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 61 Jump, 202 Maneuver, 400 Fuel, 4 Utility, 6 Staterooms, 1 Bay for Launch, 1,293 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 83.2 man-hours per day, 0.3 MCr/yr
*Economics:* Freight Income: 36.20 MCr, Expenses: 7.04 MCr (Fuel: 4.90 MCr, Berthing: 1.40 MCr, Maintenance: 0.60 MCr, Payroll: 0.14 MCr), Capital Cost: 18.77 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.57 kCr per jump, Net Profit: 10.39 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,384.5 tonnes, LMass 7,643.8 tonnes, Cost: 300.31 MCr (MCr303.90 fitted out), HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.0 G (5.3 G empty, 0.2 G overloaded), Jump 2

# *Muirhead*-class Economy Liner (GTL10)

A bare-bones liner, the *Muirhead* is a classic example of functional Solomani design philosophy. Comfort has been subordinated to the primary task of ferrying passengers from one system to another: the staterooms are double accommodation, the decor is starkly functional, and the food is, well, nutritious. Imperial Naval Intelligence has noted that the *Muirhead*, while barely suitable as a subsidized passenger liner, makes an excellent troopship.

*Crew:* 3 bridge crew, engineer, 3 gunners, 2 stewards
*Passengers:* 65 middle passengers, 40 low passengers

400 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge, Engineering, 12 Jump, 25 Maneuver, 80 Fuel, 1 Utility, 38 Staterooms, 10 Low Berths (40 cryotubes), Hanger for Gig with 1 Entrance, 77.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 39.9 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 11.83 MCr (passenger: 9.66 MCr, freight: 2.17 MCr), Expenses: 1.52 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.14 MCr, Payroll: 0.12 MCr), Capital Cost: 4.31 MCr, Shipping Costs (per dton): 0.39 kCr per parsec, 0.78 kCr per jump, Net Profit: 6.00 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 454.2 tonnes, LMass 948.9 tonnes, Cost: 68.93 MCr (MCr74.42 fitted out), HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (2.0 G empty, 0.4 G overloaded), Jump 2

# *Newcombe*-class Trader (GTL10)

Fairly large for a free trader, the *Newcombe* class is a money-loser when used as a liner. The only way to make a profit is to engage in speculative trade.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 20 high passengers, 18 low passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 16 Maneuver, 60 Fuel, 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 56 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 33.6 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 3.56 MCr (passenger: 2.38 MCr, freight: 1.18 MCr), Expenses: 0.85 MCr (Fuel: 0.52 MCr, Berthing: 0.15 MCr, Maintenance: 0.10 MCr, Payroll: 0.07 MCr), Capital Cost: 3.07 MCr, Shipping Costs (per dton): 0.57 kCr per parsec, 1.13 kCr per jump, Net Profit: (0.36) MCr. Annual totals for a jump-2 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 271.5 tonnes, LMass 579.9 tonnes, Cost: 49.10 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (2.1 G empty, 0.4 G overloaded), Jump 2, 2,693 km/h (atm), 7,618 km/h (skim)

# *Nimingbujuming*-class General Merchant (GTL10)

One of the many anonymous merchants travelling through Solomani space, the *Nimingbujuming* class is notable chiefly for its averageness. The ship carries a mix of passengers and cargo, has a couple of auxiliaries, and makes a decent profit for its owners—but no *Nimingbujuming* has ever been newsworthy.

*Crew:* 5 bridge crew, 3 engineers, 2 stewards, medic
*Passengers:* 40 high passengers, 20 low passengers

1,200 USL, DR 100, PD 4, Basic Bridge, Engineering, 36 Jump, 75 Maneuver, 240 Fuel, 3 Utility, 46 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, Hanger for 2 *Bunter* Gigs with 1 Entrance, 575 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 63.3 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 26.20 MCr (passenger: 10.91 MCr, freight: 15.30 MCr), Expenses: 4.27 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.35 MCr, Payroll: 0.14 MCr), Capital Cost: 10.86 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.59 kCr per jump, Net Profit: 11.07 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 813.0 tonnes, LMass 3,697.9 tonnes, Cost: 173.73 MCr (MCr180.73 fitted out), HP: 64,024, Size Mod: +9
**Performance:** Accel: 0.7 G (3.3 G empty, 0.2 G overloaded), Jump 2

# *Olythnos*-class Trader (GTL10)

The *Olythnos* is most common in the Solomani Sphere, where it can be found running routes along the mains. While not particularly fast, nor very well defended, it is cheap, and that counts for more when trading in civilized sectors.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 16 high passengers, 4 middle passengers (if no gunners), 20 low passengers

400 SL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 8 Jump, 33 Maneuver, 40 Fuel, 1 Utility, 21 Staterooms, 5 Low Berths (20 cryotubes), 144 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 32.8 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 4.18 MCr (passenger: 1.66 MCr, freight: 2.52 MCr), Expenses: 0.72 MCr (Fuel: 0.35 MCr, Berthing: 0.20 MCr, Maintenance: 0.09 MCr, Payroll: 0.07 MCr), Capital Cost: 2.92 MCr, Shipping Costs (per dton): 0.67 kCr per parsec, 0.67 kCr per jump, Net Profit: 0.54 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 347.5 tonnes, LMass 1,036.8 tonnes, Cost: 46.73 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.2 G (3.4 G empty, 0.3 G overloaded), Jump 1, 3,268 km/h (atm), 9,245 km/h (skim)

# *Porion*-class Passenger Liner (GTL10)

An older liner, the *Porion* class was designed to serve medium-distance routes within a sector. A combination of high jump capability and extra acceleration made it a popular choice with passengers in a hurry. It is now somewhat outdated, but can still compete handily along second-tier routes.

Like many Solomani designs, the *Porion* is not armed. The Confederation frowns on private wars, and the Navy is more than capable of controlling piracy.

*Crew:* 3 bridge crew, 3 engineers, 4 stewards, medic, 1 auxiliary crew
*Passengers:* 75 high passengers, 100 low passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 32 Jump, 50 Maneuver, 240 Fuel, 2 Utility, 82 Staterooms, 25 Low Berths (100 cryotubes), 3 Exercise Rooms, Sickbay, 1 Bay for Launch, 113 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 60.9 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 36.43 MCr (passenger: 31.92 MCr, freight: 4.51 MCr), Expenses: 3.98 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.32 MCr, Payroll: 0.16 MCr), Capital Cost: 10.05 MCr, Shipping Costs (per dton): 0.31 kCr per parsec, 0.94 kCr per jump, Net Profit: 22.40 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 771.5 tonnes, LMass 1,534.3 tonnes, Cost: 160.76 MCr (MCr164.36 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.2 G (2.4 G empty, 0.5 G overloaded), Jump 3, 3,813 km/h (skim)

# *Qanat*-class Bulk Tanker (GTL10)

Bulk tankers are the most cost-effective way of transporting liquid freighter across space. Ships like the *Qanat* are common in the Solomani Confederation, where trade densities are great enough for specialized freighters to be economical.

*Crew:* 5 bridge crew, 29 engineers, medic

10,000 DSP (1,376-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 300 Jump, 1000 Maneuver, 2,000 Fuel, 3 Utility, 18 Staterooms, Sickbay, 1 Bay for *Fromin* Launch, 6,500 Cargo Tank, 110 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 238.6 man-hours per day, 2.5 MCr/yr
*Economics:* Freight Income: 175.83 MCr, Expenses: 34.82 MCr (Fuel: 24.50 MCr, Berthing: 7.00 MCr, Maintenance: 2.86 MCr, Payroll: 0.46 MCr), Capital Cost: 89.48 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.54 kCr per jump, Net Profit: 51.53 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 6,138.6 tonnes, LMass 96,904.6 tonnes, Cost: 2,471.62 MCr (MCr2,474.76 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 0.4 G (5.9 G empty, 0.4 G overloaded), Jump 2

# *Tolley*-class Subsidized Merchant (GTL10)

Like most merchants subsidized by the Solomani government, the *Tolley* is intended to serve as an auxiliary in wartime; this explains her unusually high acceleration and large number of turrets.

*Crew:* 2 bridge crew, 3 engineers, 6 gunners, steward
*Passengers:* 15 high passengers, 12 low passengers

600 SL, DR 100, PD 4, 4 Empty Turrets, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 18 Jump, 100 Maneuver, 120 Fuel, 1 Utility, 22 Staterooms, 3 Low Berths (12 cryotubes), 142 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 49.1 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 8.34 MCr (passenger: 4.37 MCr, freight: 3.98 MCr), Expenses: 2.26 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.21 MCr, Payroll: 0.16 MCr), Capital Cost: 6.55 MCr, Shipping Costs (per dton): 0.62 kCr per parsec, 1.24 kCr per jump, Net Profit: (0.46) MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 683.6 tonnes, LMass 1,436.4 tonnes, Cost: 104.78 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 2.5 G (5.3 G empty, 0.9 G overloaded), Jump 2, 4,923 km/h (atm), 13,924 km/h (skim)

# *Triku*-class Subsidized Aquatic Liner (GTL10)

The Solomani Sphere contains several worlds populated mainly by dolphins. Several of these worlds have banded together to subsidize the *Triku*-class liner, designed specifically for aquatic passengers. Dolphins and other aquatic sapients will travel in such a starship if possible—it's much more comfortable than enduring 1G in a support sling.

*Crew:* 4 bridge crew, engineer, 4 gunners (if weapons installed), 3 stewards

400-ton SL Hull, DR 100, PD 4, 4 Turrets, Bridge, Engineering, 42 Maneuver, 12 Jump, 80 Fuel, 8 Staterooms, 1 Utility, 30 Aquatic Staterooms, 115.5 cargo (+12 in turrets)

*Communicators:* Radio 8 million km, Laser 16 million km
*Sensors:* PESA 48000 km, AESA 160000 km, Radscanner 3200 km

**Statistics:** EMass 910.3 tonnes, LMass 1434.1 tonnes, Cost MCr 81.9, HP 42300
**Performance:** Accel 1.1 G (1.7 G empty, 0.4 G overloaded), Jump 2, Air Speed 3382 km/h

# *Yarmouth*-class Frontier Trader (GTL10)

Originating on the trailing edge of the Solomani Sphere, examples of the *Yarmouth*-class can now be found throughout human-occupied space. Rugged and survivable, it is a favourite with free trader crews.

*Crew:* 2 bridge crew, engineer, 3 gunners, steward
*Passengers:* 12 high passengers, 20 low passengers

400 SL, DR 100, PD 4, Heavy Compartmentalization, 2 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 12 Jump, 30 Maneuver, 80 Fuel, Fuel Processor (10.0 hrs), 1 Utility, 16 Staterooms, 5 Low Berths (20 cryotubes), 122 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 40.8 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 6.24 MCr (passenger: 2.27 MCr, freight: 3.96 MCr), Expenses: 1.14 MCr (Fuel: 0.70 MCr, Berthing: 0.20 MCr, Maintenance: 0.14 MCr, Payroll: 0.10 MCr), Capital Cost: 4.52 MCr, Shipping Costs (per dton): 0.66 kCr per parsec, 1.31 kCr per jump, Net Profit: 0.58 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 428.1 tonnes, LMass 1,053.9 tonnes, Cost: 72.28 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 2, 3,116 km/h (atm), 8,815 km/h (skim)

# *Cumberbère*-class Express Liner (GTL11)

A throwback to the styles of the Rule of Man, *Cumberbère* express liners are built around open-frame hulls. This style is very unusual in the Solomani Confederation, and indeed in all of contemporary Known Space.

*Crew:* 5 bridge crew, 3 engineers, 5 stewards, 2 medics, 3 auxiliary crew, 2 other crew
*Passengers:* 100 high passengers, 100 low passengers

2,000 DSP (673-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 103 Jump, 50 Maneuver, 824 Fuel, 2 Utility, 110 Staterooms, 25 Low Berths (100 cryotubes), 5 Exercise Rooms, 2 Halls seating 200 people, Theatre seating 100 people, 2 Sickbays, Basic Security, Safe (11.3 m^3 capacity), 3 Cradles for *Cordera* Landers, 500 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 106.9 man-hours per day, 0.5 MCr/yr
*Economics:* Income: 146.96 MCr (passenger: 93.76 MCr, freight: 53.20 MCr), Expenses: 12.75 MCr (Fuel: 10.09 MCr, Berthing: 1.40 MCr, Maintenance: 0.99 MCr, Payroll: 0.26 MCr), Capital Cost: 31.02 MCr, Shipping Costs (per dton): 0.34 kCr per parsec, 1.37 kCr per jump, Net Profit: 103.19 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,249.5 tonnes, LMass 4,344.1 tonnes, Cost: 496.37 MCr (MCr508.73 fitted out), HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.0 G (3.6 G empty, 0.3 G overloaded), Jump 4

# *Grandison*-class Luxury Liner (GTL11)

While the luxury passenger trade is not the most economically important part of the interstellar transport business, it is the most visible, and having a 'flagship' luxury service is an important part of a shipping line's reputation.

The *Grandison* class can be found plying almost every high-volume route in the Solomani Confederation. While not as commodious as larger liners, *Grandisons* are noted for their luxurious appointments and courteous staff. One of their trademarks is the profusion of plants scattered throughout the ship, from the swimming pool—cleverly designed as secluded grotto, complete with waterfall—to the panoramic setting of the grand ballroom. Individual ships frequently adopt themes, from the luxurious tropical profusion of the *Port Royal* to the austere desert beauty of the *Cheniman*.

Like most Solomani ships, the *Grandison* is unarmed. Internal security is provided by a basic security system monitored from the bridge, and valuables can be locked in the ship's safe, but the liner has no protection from external threats. This is not an issue in the Solomani Confederation, where a strong Navy and unified government make piracy an almost unknown occurrence.

*Crew:* 5 bridge crew, 2 engineers, 13 stewards, 2 medics, 4 other crew
*Passengers:* 10 VIP passengers, 60 high passengers, 20 low passengers

1,200 USL, DR 100, PD 4, Basic Bridge, Engineering, 60 Jump, 19 Maneuver, 480 Fuel, 3 Utility, 10 Suites, 73 Staterooms, 5 Low Berths (20 cryotubes), 6 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, Stage, 2 Holoventure Zones, Swimming Pool (37 $m^3$ total), 2 Sickbays, Basic Security, Safe (11.3 $m^3$ capacity), 1 Bay for *Miao* Runabout, 100 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 81.2 man-hours per day, 0.3 MCr/yr
*Economics:* Income: 81.26 MCr (passenger: 70.62 MCr, freight: 10.64 MCr), Expenses: 7.63 MCr (Fuel: 5.88 MCr, Berthing: 0.84 MCr, Maintenance: 0.57 MCr, Payroll: 0.34 MCr), Capital Cost: 17.88 MCr, Shipping Costs (per dton): 0.43 kCr per parsec, 1.72 kCr per jump, Net Profit: 55.76 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 792.0 tonnes, LMass 1,786.8 tonnes, Cost: 286.01 MCr (MCr288.94 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.0 G (2.2 G empty, 0.5 G overloaded), Jump 4

# *Jufen*-class Liner (GTL11)

A high-capacity liner, passenger lines throughout the Confederation use *Jufen*-class ships. While not the most luxurious liner plying Solomani space, it is comfortable and has many amusements to while away the long hours in jumpspace.

*Crew:* 5 bridge crew, 4 engineers, 10 stewards, 4 medics, 5 other crew
*Passengers:* 200 high passengers

2,500 USL, DR 100, PD 4, Basic Bridge, Engineering, 125 Jump, 39 Maneuver, 1,000 Fuel, 5 Utility, 214 Staterooms, 9 Exercise Rooms, 2 Halls seating 200 people, Theatre seating 100 people, 2 Stages, 3 Holoventure Zones, Swimming Pool (37 $m^3$ total), 4 Sickbays, Basic Security, Brig (2 prisoners), 1 Bay for *Chunrong* Launch, 204 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 116.1 man-hours per day, 0.6 MCr/yr
*Economics:* Income: 194.61 MCr (passenger: 172.90 MCr, freight: 21.71 MCr), Expenses: 15.53 MCr (Fuel: 12.25 MCr, Berthing: 1.75 MCr, Maintenance: 1.17 MCr, Payroll: 0.36 MCr), Capital Cost: 36.56 MCr, Shipping Costs (per dton): 0.37 kCr per parsec, 1.48 kCr per jump, Net Profit: 142.52 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,589.7 tonnes, LMass 3,544.3 tonnes, Cost: 584.90 MCr (MCr589.04 fitted out), HP: 104,435, Size Mod: +10

**Performance:** Accel: 1.0 G (2.2 G empty, 0.5 G overloaded), Jump 4

# *Kebianj*-class Trader (GTL11)

Many small traders criss-cross the Confederation. He *Kebianj* class is a bit large for a tramp trader, and usually travels with empty staterooms. Some owners have installed secret compartments to help make the ship a bit more profitable. A 2500 cubic foot secret compartment has a –9 modifier to spot.

*Crew:* 3 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers, 4 low passengers

250 SL, DR 100, PD 4, Basic Bridge, Engineering, 5 Jump, 5 Maneuver, 25 Fuel, 1 Utility, 24 Staterooms, Low Berth (4 cryotubes), Sickbay, 63 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 25.9 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 1.87 MCr (passenger: 1.15 MCr, freight: 0.72 MCr), Expenses: 0.49 MCr (Fuel: 0.22 MCr, Berthing: 0.13 MCr, Maintenance: 0.06 MCr, Payroll: 0.08 MCr), Capital Cost: 1.82 MCr, Shipping Costs (per dton): 0.64 kCr per parsec, 0.64 kCr per jump, Net Profit: (0.44) MCr. Annual totals for a jump-1 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 160.5 tonnes, LMass 468.9 tonnes, Cost: 29.17 MCr, HP: 22,500, Size Mod: +8
**Performance:** Accel: 1.0 G (2.8 G empty, 0.3 G overloaded), Jump 1, 2,529 km/h (atm), 7,155 km/h (skim)

# *Konglong* Megafreighter (GTL11)

The largest freighter in Known Space, the *Konglong* is not as profitable as it appears—indeed, it has steadily lost money since it was built. While it can carry vast amounts of freight, it is so large that it is rarely full. Indeed, most of its income comes from transporting starships and other large items that cannot be dismantled for shipping.

*Crew:* 5 bridge crew, 1,500 engineers, 10 medics, 1 other crew, 12 Marines (12 enlisted)

1,000,000 DSP (2 subhulls with 78,260-dton total capacity), DR 100 (DR 100 on subhulls), PD 4, Basic Bridge, Engineering, 50000 Jump, 25000 Maneuver, 400,000 Fuel, 25 Workshops, 157 Utility, 759 Staterooms, Marine Barracks (6 Staterooms), 15 Exercise Rooms, 6 Halls seating 600 people, Theatre seating 100 people, 10 Sickbays, Basic Security, 4 Brigs (8 prisoners), Safe (11.3 m^3 capacity), 521,580 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 2,317.5 man-hours per day, 233.1 MCr/yr
*Economics:* Freight Income: 55,496.11 MCr, Expenses: 6,086.20 MCr (Fuel: 4,900.00 MCr, Berthing: 700.00 MCr, Maintenance: 466.20 MCr, Payroll: 20.00 MCr), Capital Cost: 14,568.64 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 1.13 kCr per jump, Net Profit: 34,841.27 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 391,969.8 tonnes, LMass 3,120,135.0 tonnes, Cost: 233,098.23 MCr, HP: 5,669,647, Size Mod: +15
**Performance:** Accel: 0.7 G (5.8 G empty, 0.2 G overloaded), Jump 4

# *Leviathan*-class Megafreighter (GTL11)

So large it can transport entire starships, the *Leviathan* class is rarely encountered within the Solomani Confederation—and never outside it.

*Crew:* 5 bridge crew, 120 engineers, medic

100,000 DSP (6,294-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 4000 Jump, 2000 Maneuver, 30,000 Fuel, 2 Workshops, 13 Utility, 63 Staterooms, 5 Exercise Rooms, 2 Halls seating 200 people, Sickbay, 63,693 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 650.5 man-hours per day, 18.4 MCr/yr
*Economics:* Freight Income: 2,541.35 MCr, Expenses: 475.89 MCr (Fuel: 367.50 MCr, Berthing: 70.00 MCr, Maintenance: 36.73 MCr, Payroll: 1.66 MCr), Capital Cost: 1,147.84 MCr, Shipping Costs (per dton): 0.24 kCr per parsec, 0.73 kCr per jump, Net Profit: 917.63 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 31,656.7 tonnes, LMass 347,714.5 tonnes, Cost: 18,365.37 MCr, HP: 1,221,488, Size Mod: +13
**Performance:** Accel: 0.5 G (5.7 G empty, 0.1 G overloaded), Jump 3

# *Meredith*-class Trader (GTL11)

Designed for the densely populated Solomani Rim, the *Meredith* class would be uneconomical in a frontier region like the Spinward Marches. Trade levels in the Confederation are high enough that a canny skipper can make a living on the leavings of large shipping lines.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 20 high passengers, 20 low passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 9 Maneuver, 80 Fuel, 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 120 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 38.2 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 9.24 MCr (passenger: 5.88 MCr, freight: 3.36 MCr), Expenses: 1.46 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.07 MCr), Capital Cost: 3.96 MCr, Shipping Costs (per dton): 0.38 kCr per parsec, 0.77 kCr per jump, Net Profit: 3.82 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 238.9 tonnes, LMass 855.6 tonnes, Cost: 63.44 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (3.4 G empty, 0.3 G overloaded), Jump 2, 2,901 km/h (atm), 8,207 km/h (skim)

# *Shandian*-class Express Liner (GTL11)

Many businessmen require high-speed transport between worlds. Ships like the *Shandian* are optimized for speed above all else. While slightly under-powered in terms of normal-space acceleration, the 4-parsec jump drive and streamlining—which eliminates the need for orbital transfers—more than make up for the lack of Gs.

*Crew:* 5 bridge crew, 2 engineers, 2 stewards, medic
*Passengers:* 40 high passengers, 24 low passengers

1,200 SL, DR 100, PD 4, Basic Bridge, Engineering, 60 Jump, 20 Maneuver, 480 Fuel, 2 Utility, 46 Staterooms, 6 Low Berths (24 cryotubes), 2 Exercise Rooms, Sickbay, Basic Security, Safe (11.3 m^3 capacity), 200 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 81.2 man-hours per day, 0.3 MCr/yr
*Economics:* Income: 57.62 MCr (passenger: 36.34 MCr, freight: 21.28 MCr), Expenses: 7.42 MCr (Fuel: 5.88 MCr, Berthing: 0.84 MCr, Maintenance: 0.57 MCr, Payroll: 0.13 MCr), Capital Cost: 17.87 MCr, Shipping Costs (per dton): 0.50 kCr per parsec, 1.99 kCr per jump, Net Profit: 32.32 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 701.4 tonnes, LMass 2,043.8 tonnes, Cost: 285.92 MCr, HP: 64,024, Size Mod: +9
**Performance:** Accel: 0.9 G (2.6 G empty, 0.3 G overloaded), Jump 4, 2,999 km/h (atm), 8,483 km/h (skim)

# *Warrien*-class Megafreighter (GTL11)

Seemingly a throwback to the days of the Terran Confederation and the Rule of Man, *Warrien* class ships are only used for *major* shipping routes—or for carrying outsized cargo, such as an entire starship.

*Crew:* 5 bridge crew, 76 engineers, medic

50,000 DSP (3,971-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 2000 Jump, 1800 Maneuver, 15,000 Fuel, Workshop, 8 Utility, 41 Staterooms, Sickbay, 2 Bays for *Miao* Runabouts, 31,000 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 473.1 man-hours per day, 9.7 MCr/yr
*Economics:* Freight Income: 1,236.90 MCr, Expenses: 239.26 MCr (Fuel: 183.75 MCr, Berthing: 35.00 MCr, Maintenance: 19.43 MCr, Payroll: 1.08 MCr), Capital Cost: 607.10 MCr, Shipping Costs (per dton): 0.26 kCr per parsec, 0.78 kCr per jump, Net Profit: 390.54 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 19,000.9 tonnes, LMass 173,218.0 tonnes, Cost: 9,713.62 MCr (MCr9,719.48 fitted out), HP: 769,489, Size Mod: +12
**Performance:** Accel: 0.9 G (8.6 G empty, 0.2 G overloaded), Jump 3

# *Wilberton*-class Subsidized Merchant (GTL11)

Moderately sized, the *Wilberton* is assigned to trade routes in sparse regions of Solomani space, ensuring that even the smallest world is not cut off from civilization.

The design is notable for the 'streamlined' crew; only four to handle the entire ship. While theoretically possible, the stress of being solely responsible is wearing, and *Wilberton* crews are notorious for their high burnout rates.

*Crew:* pilot, engineer, steward, medic
*Passengers:* 20 high passengers, 28 low passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 8 Jump, 11 Maneuver, 40 Fuel, 1 Utility, 23 Staterooms, 7 Low Berths (28 cryotubes), Sickbay, 160 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 32.8 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 5.24 MCr (passenger: 2.85 MCr, freight: 2.39 MCr), Expenses: 0.92 MCr (Fuel: 0.49 MCr, Berthing: 0.28 MCr, Maintenance: 0.09 MCr, Payroll: 0.06 MCr), Capital Cost: 2.92 MCr, Shipping Costs (per dton): 0.45 kCr per parsec, 0.45 kCr per jump, Net Profit: 1.39 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 225.1 tonnes, LMass 987.0 tonnes, Cost: 46.79 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (4.4 G empty, 0.3 G overloaded), Jump 1, 3,208 km/h (atm), 9,074 km/h (skim)

# *Yamakma*-class Freighter (GTL11)

A mid-size Solomani freighter, the *Yamakma* class can be found servicing small clusters away from the main trade routes.

*Crew:* 4 bridge crew, 6 engineers

4,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 120 Jump, 142 Maneuver, 800 Fuel, 8 Utility, 6 Staterooms, Exercise Room, 2,900 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 117.6 man-hours per day, 0.6 MCr/yr
*Economics:* Freight Income: 77.14 MCr, Expenses: 13.93 MCr (Fuel: 9.80 MCr, Berthing: 2.80 MCr, Maintenance: 1.20 MCr, Payroll: 0.13 MCr), Capital Cost: 37.50 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.51 kCr per jump, Net Profit: 25.71 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,596.8 tonnes, LMass 15,473.9 tonnes, Cost: 599.92 MCr, HP: 142,866, Size Mod: +10
**Performance:** Accel: 0.8 G (8.1 G empty, 0.2 G overloaded), Jump 2

# *Yuexiu*-class Luxury Liner (GTL11)

With staterooms for 80 high passengers and suites for 10 stellar passengers, holoventure zones, dining rooms, exercise rooms, a theatre, and a swimming pool, the *Yuexiu* class is one of the most luxurious passenger liners in the Solomani Confederation—setting new standards in interstellar travel.

*Crew:* 5 bridge crew, 3 engineers, 14 stewards, 2 medics, 1 auxiliary crew, 5 other crew
*Passengers:* 10 stellar passengers, 80 high passengers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 100 Jump, 50 Maneuver, 800 Fuel, 4 Utility, 10 Suites, 96 Staterooms, 6 Exercise Rooms, 2 Halls seating 200 people, Theatre seating 100 people, Stage, 3 Holoventure Zones, Swimming Pool (37 $m^3$ total), 2 Sickbays, Basic Security, Hanger for 2 *Chunrong* Launches and 1 *Miao* Runabout with 1 Entrance, 170 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 105.3 man-hours per day, 0.5 MCr/yr
*Economics:* Income: 104.54 MCr (passenger: 86.45 MCr, freight: 18.09 MCr), Expenses: 12.56 MCr (Fuel: 9.80 MCr, Berthing: 1.40 MCr, Maintenance: 0.96 MCr, Payroll: 0.40 MCr), Capital Cost: 30.09 MCr, Shipping Costs (per dton): 0.53 kCr per parsec, 2.14 kCr per jump, Net Profit: 61.89 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,236.2 tonnes, LMass 2,898.7 tonnes, Cost: 481.45 MCr (MCr492.66 fitted out), HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.6 G (3.7 G empty, 0.8 G overloaded), Jump 4, 6,795 km/h (skim)

# Scouts, Couriers, & Lab Ships

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *don Hannon*-class Survey Scout (GTL10)

Like any large interstellar state, the Solomani Confederation needs accurate charts of navigational hazards. *don Hannon* survey scouts roam the Confederation, updating stellar maps—and quietly keeping an eye on various member worlds for the General Assembly.

*Crew:* 26 bridge crew, 2 engineers, 2 gunners, medic

800 DSP (312-dton subhull), DR 100 (DR 100 on subhull), PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Information Centre, Enhanced Sensor, 2 Engineering, 32 Jump, 18 Maneuver, 480 Fuel, 2 Fuel Processors (30.0 hrs), 1 Utility, 16 Staterooms, Exercise Room, Sickbay, Hanger for *Fromin* Launch and *Hapawín* Scoopship with 1 Entrance, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 3,200,000/43 | 7,200,000/45 | 320,000/37 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 72.5 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 598.0 tonnes, LMass 1,159.1 tonnes, Cost: 228.23 MCr (MCr245.36 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 0.6 G (1.1 G empty, 0.5 G overloaded), Jump 3

## *Malthus*-class Lab Ship (GTL10)

While not usually encountered, the *Malthus* is the most common Solomani scientific starship. Extensive laboratory space and spacious accommodations (by Solomani standards) make the *Malthus* popular with scientists.

*Crew:* 2 bridge crew, engineer, medic, 22 technicians, 4 auxiliary crew

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 27 Maneuver, 80 Fuel, Workshop, 1 Utility, 16 Staterooms, Sickbay, 22 Labs (18 Standard, 1 Isolation, 1 Physics, 1 Simulation, 1 Computer) with enhanced displays, Hanger for 2 Gigs with 1 Entrance, 9.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 111.9 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 613.3 tonnes, LMass 870.2 tonnes, Cost: 543.26 MCr (MCr554.24 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.1 G (1.6 G empty, 0.9 G overloaded), Jump 2, 3,004 km/h (skim)

## *Otter*-class Survey Scout (GTL10)

Like the Imperium, the Solomani Confederation continually resurveys its territory to maintain navigation charts and beacons—and incidentally to keep an eye on what its member worlds are doing. The *Otter* is the standard survey scout. Like many Solomani ships, it is designed to be armed and used as an auxiliary in the event of war.

*Crew:* 6 bridge crew, engineer, medic, 2 technicians, 1 gunner (if weapons carried)

200 SL, DR 100, PD 4, 2 Empty Turrets, Hardened Basic Bridge, Enhanced Sensor, Probe Centre, Engineering, 7 Jump, 20 Maneuver, 40 Fuel, 3 Fuel Processors (1.7 hrs), Workshop, 1 Utility, 7 Staterooms, Sickbay, Lab with enhanced displays, 1 Bay for Launch, 32 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 3,200,000/43 | 4,800,000/44 | 320,000/37 |

*Maintenance:* HT: 12, 42.5 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 281.8 tonnes, LMass 495.9 tonnes, Cost: 78.40 MCr (MCr82.00 fitted out), HP: 19,389, Size Mod: +8

**Performance:** Accel: 1.5 G (2.6 G empty, 0.7 G overloaded), Jump 2, 3,251 km/h (atm), 9,197 km/h (skim)

# *Tête Jaune*-class Survey Ship (GTL10)

A common survey vessel in the Solomani Confederation, examples of the *Tête Jaune* class are also found in private hands in the Third Imperium. Surface transport and investigation are provided by a modular cutter equipped with a lab module and ATV cradle.

*Crew:* 3 bridge crew, engineer, 2 medics, 1 auxiliary crew, 2 scientists

300-ton USL Hull, DR 100, PD 4, Hardened Command Bridge, Engineering, 32 Maneuver, 12 Jump, 90 Fuel, 5 Staterooms, 1 Utility, 2 Vehicle Bays (Modular Cutter, ATV Cradle), Sickbay, 2 Lab Modules, Logistics Module, Probe Module, Survey Module, 35 cargo

*Communicators:* Radio 8 million km, Laser 16 million km, Meson 0.2 million km
*Sensors:* PESA 80000 km, AESA 240000 km, Radscanner 6400 km

**Statistics:** EMass 636.8 tonnes, LMass 1112.8 tonnes, Cost MCr 91.4, HP 30000
**Performance:** Accel 1.0 G (1.8 G empty, 0.7 G overloaded), Jump 3, Air Speed 960 km/h

# *Perimire*-class Lab Ship (GTL11)

Designed as a fast-response vessel, *Perimire* class lab ships are used to get a team out fast, whether for an emergency or to 'scoop' a competitor. Six labs, including a full-grade bio-isolation facility, provide an excellent base to support virtually any investigation. Unlike many Imperial lab ships, the *Perimire* is streamlined, allowing the lab to be brought right to the scene of an investigation.

*Crew:* 3 bridge crew, engineer, medic, 6 technicians

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 15 Jump, 12 Maneuver, 120 Fuel, Fuel Processor (15.0 hrs), Workshop, 1 Utility, 6 Staterooms, Sickbay, 6 Labs (5 Standard, 1 Isolation) with enhanced displays, 15 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 46.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 372.5 tonnes, LMass 549.3 tonnes, Cost: 95.49 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.0 G (2.9 G empty, 1.3 G overloaded), Jump 4, 3,688 km/h (atm), 10,431 km/h (skim)

# *Intatungula*-class Courier (GTL11)

One of the fastest private ships in the Solomani Confederation, *Intatungula* couriers are used to transmit critical information. When a passenger must be carried the crew doubles up.

*Crew:* pilot, engineer

100 SL (Radical), DR 100, PD 4, Basic Bridge, Engineering, 5 Jump, 11 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 2 Staterooms, 1.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 29.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 121.6 tonnes, LMass 164.7 tonnes, Cost: 38.46 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 6.1 G (8.2 G empty, 5.2 G overloaded), Jump 4, 14,404 km/h (atm), 14,404 km/h (skim)

# *Kuaidiyoujian*-class Courier (GTL11)

Unlike Imperial express boats, the Solomani *Kuaidiyoujian* couriers have maneuver drives, and are designed to carry cargo as well as information.

*Crew:* pilot, engineer
*Passengers:* 1 independent passenger

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 5 Jump, 13 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 3 Staterooms, 4.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 28.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 130.6 tonnes, LMass 187.3 tonnes, Cost: 35.87 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 6.3 G (9.0 G empty, 4.4 G overloaded), Jump 4, 5,536 km/h (atm), 15,659 km/h (skim)

# *Plimsoon*-class Courier (GTL11)

Sleek and fast, *Plimsoon* couriers are used by many high Party officials and others who need fast yet affordable transport.

*Crew:* pilot, engineer
*Passengers:* 1 independent passenger

100 SL, DR 100, PD 4, Empty Turret, Basic Bridge, Engineering, 5 Jump, 10 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 3 Staterooms, 6.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 28.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 122.5 tonnes, LMass 188.3 tonnes, Cost: 34.04 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 4.8 G (7.4 G empty, 3.0 G overloaded), Jump 4, 4,633 km/h (atm), 13,105 km/h (skim)

# *Verukin*-class Research Station (GTL11)

Although Imperial propaganda paints the Solomani Confederation as a regimented, militaristic society, it is actually more diverse than the 'inclusive' Imperium. And while the Confederation Navy and SolSec are necessary expenses, scientific inquiry is alive and well.

Vessels like the *Verukin* are, if not exactly common, certainly not uncommon. They are used by private and public research organizations to support *in situ* research of various phenomena.

*Crew:* 3 bridge crew, engineer, medic, 25 technicians

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 10 Maneuver, 80 Fuel, Workshop, 1 Utility, 16 Staterooms, Sickbay, 14 Labs (10 Standard, 2 Isolation, 1 Simulation, 1 Computer) with enhanced displays, Hanger for *Miao* Runabout with 1 Entrance, 25 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 112.1 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 524.1 tonnes, LMass 723.5 tonnes, Cost: 545.41 MCr (MCr548.34 fitted out), HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.3 G (1.7 G empty, 0.8 G overloaded), Jump 2, 3,058 km/h (atm), 8,651 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## *Faunel*-class Yacht (GTL10)

A small yacht, commonly used by minor Solomani Party officials and large corporations, the *Faunel* class can be encountered anywhere in the Confederation. Although its single turret provides only minimal protection, the luxurious theatre and swimming pool make this yacht a popular choice for entertaining influential guests.

*Crew:* 3 bridge crew, engineer, gunner, steward
*Passengers:* 12 high passengers

300-ton SL Hull, DR 100, PD 4, Turret with mixed weapons, Bridge, Engineering, 19 Maneuver, 9 Jump, 60 Fuel, 15 Staterooms, 1 Utility, Theatre seating 25 people, Stage, Swimming Pool, 35.5 cargo

*Communicators:* Radio 8 million km, Laser 16 million km
*Sensors:* PESA 48000 km, AESA 160000 km, Radscanner 3200 km
*360-MJ Laser:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32726 km, MxRng 98618 km, FP 4, SS 30, RoF 1/60

**Statistics:** EMass 367.2 tonnes, LMass 528.2 tonnes, Cost MCr 50.9, HP 31200
**Performance:** Accel 1.3 G (1.9 G empty, 0.6 G overloaded), Jump 2, Air Speed 2649 km/h

## *Ingham*-class Missionary Ship (GTL10)

Many thinly-settled worlds cannot afford to support a theological establishment. Some churches in the Solomani Confederation have solved this problem by commissioning missionary ships: mobile places of instruction and worship. The *Ingham* class is a successful example of this unusual type of starship; large enough to accommodate a large congregation of worshippers, yet small enough to be affordable.

*Crew:* 3 bridge crew, engineer, medic, 2 other crew
*Passengers:* 11 priests and ecclesiastical staff, 8 low passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 12 Maneuver, 60 Fuel, 1 Utility, 15 Staterooms, 2 Low Berths (8 cryotubes), 2 Theatres seating 200 people, 2 Stages, Sickbay, 1 Bay for Air/Raft, 20.1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| Basic Bridge | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 33.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 242.2 tonnes, LMass 392.6 tonnes, Cost: 47.91 MCr (MCr47.96 fitted out), HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.1 G (1.8 G empty, 0.6 G overloaded), Jump 2, 2,332 km/h (atm), 6,597 km/h (skim)

# *Tubigan*-class Fuel Station (GTL10)

Refined fuel is at a premium in many systems. *Tubigan*-class stations orbit many gas giants within the Confederation, skimming and refining their atmospheres into starship fuel. While cramped, they have many amenities and rarely lack for pilots.

*Crew:* 30 bridge crew, engineer, steward, 3 medics, 50 auxiliary crew, 3 other crew
*Passengers:* 50 middle passengers

10,000 DSP (640-dton subhull), DR 100 (DR 100 on subhull), PD 4, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, 3 Engineering, 10 Maneuver, 9,000 Fuel in Extra-Heavy Tanks, 50 Fuel Processors (22.5 hrs), 2 Workshops, 2 Utility, 113 Staterooms, 5 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, 2 Holoventure Zones, 3 Sickbays, Operating Theatre, Basic Security, Brig (2 prisoners), Safe (11.3 $m^3$ capacity), 25 Cradles for *Hapawín* Scoopships, 2 Cradles for *Bunter* Gigs, 2 Cradles for *Fromin* Launches, 340 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 93.6 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 25,508.2 tonnes, LMass 37,173.0 tonnes, Cost: 379.87 MCr (MCr742.90 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 0.010 G (0.014 G empty, 0.008 G overloaded)

# *Kerridy*-class Yacht (GTL11)

For those that can afford it, interstellar travel can be both fast and luxurious. Yachts like the *Kerridy* are less common in the Solomani Confederation than they are in the Third Imperium, but they exist none-the-less.

*Crew:* 3 bridge crew, engineer, 4 stewards, 1 other crew
*Passengers:* 4 stellar passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 15 Jump, 8 Maneuver, 120 Fuel, 1 Utility, 4 Suites, 5 Staterooms, Exercise Room, Holoventure Zone, 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 42.4 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 214.1 tonnes, LMass 359.2 tonnes, Cost: 77.90 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.0 G (3.4 G empty, 1.4 G overloaded), Jump 4, 3,011 km/h (atm), 8,517 km/h (skim)

# Solomani Confederation Navy

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

Destroyers and frigates are all very well for fighting pirates, but defending an empire against foreign aggression requires heavier guns: the spinal weapons carried by cruisers and battleships.

The difference between cruisers and battleships is much debated in naval circles. Some base the distinction on size, others on armour, still others on maneuverability. All agree, however, that both are capital ships.

When the average civilian thinks of the navy, they think of warships: destroyers, cruisers, battleships, and the like. Admirals know better.

An interstellar navy, like any technological force, is helpless without its logistical tail: hoards of transports, tankers, and special purpose craft far outnumbering the actual warships.

## *Armageddon*-class Bombardment Cruiser (GTL10)

The *Armageddon* is essentially a terror weapon. Radical stealthing and emission cloaking let the cruiser slip close to any world and overwhelm its satellite defenses with missiles. The Solomani government uses the implied threat to 'encourage' the loyalty of suspect worlds within the Solomani Confederation.

By 1000 the Solomani Rim War was essentially over, as the Imperium's superior industrial capability triumphed over the Solomani Navy. Cameroon (Solomani Rim 1736) was occupied by a squadron of the Imperial 106th Fleet, and the planetary leadership opened negotiations to safeguard their world. Informed of this 'treachery' by SolSec agents, Captain Augusta Packer of the *Ragnarok* slipped into the Cameroon system, destroying the starport and manufacturing centres in a surprise strike. Deprived of power and supplies, most of the population slowly strangled in the tainted atmosphere, despite the heroic efforts of Imperial sailors.

Recent disclosure of the "Cameroon Incident" has called the existence of the *Armageddon* class into question. Given the nature of Solomani politics few have the courage to contradict official policy, but pressure is growing for a 'reallocation' of resources to external threats—a trend Imperial diplomats fear may lead to more aggression against the Imperium.

*Crew:* 8 bridge crew, 80 engineers, 38 gunners, 2 medics, 2 auxiliary crew, 31 Marines (officer, 30 enlisted)

10,000 USL, DR 5000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 8 Large Missile Bays (Heavy), 5 Triple 90 MJ PD Laser Turrets, 200 Magazines, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, 2 Engineering, 400 Jump, 3800 Maneuver, 3,000 Fuel, Workshop, 20 Utility, 12 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Gym, Shooting Range, 2 Sickbays, Hanger for 2 Gigs with 1 Entrance, 98 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 313.4 man-hours per day, 4.3 MCr/yr

**Statistics:** EMass 70,916.4 tonnes, LMass 82,386.0 tonnes, Cost: 4,263.29 MCr (MCr6,434.27 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.7 G (1.9 G empty, 1.6 G overloaded), Jump 3, 22,881 km/h (skim)

# *Auldwich*-class Light Destroyer (GTL10)

*Auldwich*-class destroyers can frequently be found on patrol along the Imperial border. Although lightly armed and armoured, they are—by Solomani standards—agile and comfortable ships, well suited to patrol duties.

*Crew:* 6 bridge crew, 21 engineers, 12 gunners, medic, 22 auxiliary crew, 32 Marines (officer, 31 enlisted)

2,000 USL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, 8 Triple Missile Turrets (Light), 2 Triple Sandcaster Turrets, 4 Triple 250 MJ Laser Turrets, 6 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 2 Engineering, 60 Jump, 1100 Maneuver, 400 Fuel, Workshop, 4 Utility, 6 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), Gym, Sickbay, 10 Bays for *Langsdale* Attack Fighters, 1 Bay for Gig, 33 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 111.2 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 8,244.9 tonnes, LMass 10,758.7 tonnes, Cost: 536.91 MCr (MCr711.74 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Accel: 3.7 G (4.8 G empty, 3.5 G overloaded), Jump 2, 25,485 km/h (skim)

# *Bayonet*-class Assault Fighter (GTL10)

Designed for close-combat, the *Bayonet*-class assault fighter has not been a great success. While its armour is sufficient against long-range attacks by Imperial warships, at close range the fighter is easily destroyed before it can close to within the point-blank range required by its plasma guns.

*Crew:* pilot, engineer, gunner

50 USL, DR 2500 (DR 1250 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 48 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 9, 22.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 789.5 tonnes, LMass 789.5 tonnes, Cost: 21.81 MCr, HP: 7,694, Size Mod: +6

**Performance:** Accel: 2.2 G, 16,488 km/h (skim)

# *Berghoff*-class Missile Boat (GTL10)

Ever since the Interstellar Wars, the Terran Navy has fielded missile boats: small, light, agile ships armed exclusively with missiles. The *Berghoff* class, currently in service with the Solomani Navy, carries on the tradition. Scarcely more protected than the average merchant, the *Berghoff* boasts a high acceleration and 18 missile racks.

*Crew:* 4 bridge crew, 7 engineers, 6 gunners

600 USL, DR 250 (DR 125 on weapons), PD 4, 6 Triple Missile Turrets (Light), 12 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 362 Maneuver, 180 Fuel, 2 Utility, 2 Bunkrooms

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

*Maintenance:* HT: 12, 65.6 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 1,755.5 tonnes, LMass 2,119.6 tonnes, Cost: 187.02 MCr (MCr240.16 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 6.2 G (7.5 G empty), Jump 3, 24,261 km/h (skim)

# *Birkenhead*-class Troopship (GTL10)

Transporting an entire division at once, the *Birkenhead* is a thin-skinned ship not intended for the line of battle. The Solomani Confederation uses this class to transport large ground units between established fronts, although 16 *Dieppe*-class landers give the *Birkenhead* some capability for hostile landings. The armament is strictly defensive.

Troops are valuable enough that a troopship of this size travels nowhere without an escort. The *Birkenhead* and her sister ships are vulnerable enough that they are almost never used within a subsector of the front lines unless escorted by several cruiser squadrons.

Players are unlikely to encounter a *Birkenhead* in the course of their travels, unless they are in the Confederation Army and assigned to one. In the Solomani Sphere, encounters of a battle squadron on a transfer or transport mission could, at the referee's discretion, be a *Birkenhead*-class troopship with its escort.

*Crew:* 8 bridge crew, 53 engineers, 12 gunners, 10 medics, 74 auxiliary crew, 20,300 Marines (300 officers, 20000 enlisted)

20,000 USL, DR 100, PD 4, 10 Triple Sandcaster Turrets, 20 Triple 90 MJ PD Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 800 Jump, 1245 Maneuver, 6,000 Fuel, 40 Utility, 13 Bunkrooms, Marine Barracks (1,325 Bunkrooms), 20 Gyms, 2 Shooting Ranges, 10 Sickbays, Hanger for 16 *Dieppe* Assault Landers with 4 Entrances, Hanger for 16 *Batoche* Regimental Landers with 4 Entrances, Hanger for 10 *Rorke* Cargo Lighters with 2 Entrances, 687 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 296.3 man-hours per day, 3.8 MCr/yr

**Statistics:** EMass 16,923.5 tonnes, LMass 43,776.4 tonnes, Cost: 3,811.77 MCr (MCr4,321.43 fitted out), HP: 417,743, Size Mod: +12

**Performance:** Accel: 1.0 G (2.7 G empty, 0.8 G overloaded), Jump 3, 2,791 km/h (skim)

# *Burtoine*-class Escort Fighter (GTL10)

Originally designed as a medium fighter for convoy escort duty, the *Burtoine* can be found filling many roles for the Solomani Navy. While not fast compared to Imperial fighters, it is fast enough to guard a merchant convoy, yet armoured enough to fight most commerce raiders and privateers.

*Crew:* pilot, engineer

30 USL, DR 1200, PD 4, Fixed Light Missile Rack, 2 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 26 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 11, 16.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 315.2 tonnes, LMass 315.2 tonnes, Cost: 11.82 MCr, HP: 5,473, Size Mod: +6

**Performance:** Accel: 3.0 G, 17,072 km/h (skim)

# *Congreve*-class Missile Boat (GTL10)

Desperately outclassed by the forces of the Ziru Sirka, the outnumbered Terrans developed the missile boat, a small craft armed exclusively with missiles, and deployed it in squadrons capable of overwhelming a Vilani warship's point defenses.

The present *Congreve*-class missile boat is a continuation of that tradition. Armed with a massive missile bay, and with enough armour to ignore turret weapons at long range, doctrine calls for several squadrons of missile boats to jump into a system, overwhelm the target with a massive barrage, and then jump back to their base for resupply.

*Crew:* 3 bridge crew, 11 engineers, 3 gunners, medic

1,200 USL, DR 120 (DR 100 on weapons), PD 4, Large Missile Bay (Heavy), 2 Triple 90 MJ PD Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 36 Jump, 561 Maneuver, 480 Fuel, 2 Utility, 3 Bunkrooms, Sickbay

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 84.5 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 2,528.8 tonnes, LMass 3,984.6 tonnes, Cost: 310.16 MCr (MCr580.16 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 5.1 G (8.0 G empty), Jump 2, 25,019 km/h (skim)

# *Corannis*-class Dropship (GTL10)

Small and maneuverable, the *Corannis*-class dropship transports a platoon of elite Solomani Marine drop troops into combat. Carrying enough capsules for two drops and an armoured launch for retrieval, the *Corannis* can deliver its troops precisely on target for a swift commando raid or decapitation strike. This approach represents a new flexibility in Solomani doctrine, which once emphasized large set-piece battles. Imperial Naval Intelligence theorizes that this change is a result of the Solomani Rim War, but firm evidence is lacking.

*Crew:* 4 bridge crew, 4 engineers, 4 gunners, medic, 1 auxiliary crew, 32 Marines (officer, 31 enlisted)

400 USL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Heavy), Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Single 810 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 200 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, 2 Bunkrooms, Marine Barracks (2 Bunkrooms), 3 Briefing Rooms (holds 30), Drop Capsule Launcher (240 per turn, 64 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Sickbay, 1 Bay for *Sarta* Armoured Launch, 13 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1300 (DR 650 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 57.3 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 2,292.5 tonnes, LMass 2,534.7 tonnes, Cost: 142.62 MCr (MCr154.56 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 2.9 G (3.2 G empty, 2.6 G overloaded), Jump 3, 18,359 km/h (skim)

# *Dartmouth*-class Patrol Frigate (GTL10)

The *Dartmouth*-class patrol frigate is one of the most common vessels in the Solomani Navy. Cramped and austere, like most Solomani vessels, *Dartmouth* crews take pride in the length of their patrols.

*Crew:* 5 bridge crew, 2 engineers, 2 gunners, 4 auxiliary crew

200 USL, DR 1300 (DR 650 on weapons), PD 4, Triple Missile Turret (Light), Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 8 Jump, 71 Maneuver, 60 Fuel, 0.5 Fuel Scoops, Fuel Processor (7.5 hrs), 1 Utility, 2 Bunkrooms, 2 Bays for *Imp* Patrol Fighters, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 41.8 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,163.0 tonnes, LMass 1,465.1 tonnes, Cost: 75.97 MCr (MCr96.24 fitted out), HP: 19,389, Size Mod: +8

**Performance:** Accel: 1.8 G (2.2 G empty, 1.7 G overloaded), Jump 3, 11,379 km/h (skim)

# *Fermouche*-class Escort Frigate (GTL10)

During the closing years of the Solomani Rim War, commerce raiders took a fearful toll of Solomani shipping as the Imperial Navy pursued a logistical strategy against the Solomani Confederation. The Confederation Navy was faced with the choice of detaching fleet assets as convoy escorts stripped Solomani battle squadrons of their escorts, resulting in a higher loss rate, or leaving merchants unescorted, resulting in a virtual shutdown of Solomani industry. Resolving never to face such a dilemma again, one of the first ships laid down after the Rim War was a new class of escort frigate.

*Fermouche*-class frigates are the constant companions of Solomani convoys in dangerous regions. While not heavy enough to stand up in the line of battle, they are admirably suited to their intended purpose: protecting slow merchants from privateers. *Fermouche* frigates are usually deployed in pairs; when heavier opposition is expected a *Velroi*-class escort destroyer is detailed to assist a squadron of eight frigates.

*Crew:* 5 bridge crew, 6 engineers, 3 gunners, medic, 10 auxiliary crew

600 USL, DR 1300 (DR 650 on weapons), PD 4, 2 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, 2 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 18 Jump, 280 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, Stateroom, 2 Bunkrooms, Sickbay, 4 Bays for *Burtoine* Escort Fighters, 1 Bay for Gig, 7.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 63.9 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 2,908.2 tonnes, LMass 4,382.4 tonnes, Cost: 177.14 MCr (MCr229.91 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 2.3 G (3.5 G empty, 2.2 G overloaded), Jump 2, 17,569 km/h (skim)

# *Hoplite*-class Close Escort (GTL10)

Sister-ship to the *Maniakes*, the *Hoplite* class trades streamlining and acceleration for improved armour. In other respects the classes are identical. Solomani doctrine calls for deploying *Hoplites* in squadrons of five ships in border regions, to protect scheduled inter-orbital shipping.

*Crew:* 4 bridge crew, 5 engineers, 4 gunners

400 USL, DR 2500 (DR 1250 on weapons), PD 4, Total Compartmentalization, 4 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 240 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, 2 Bunkrooms, 3.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 62.4 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 3,511.0 tonnes, LMass 3,635.7 tonnes, Cost: 169.12 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 2.4 G (2.5 G empty, 2.4 G overloaded), Jump 3, 19,028 km/h (skim)

# *Horsham*-class Transport (GTL10)

Part of the massive logistical tail required by any modern military force, *Horsham*-class transports serve both the Army and Navy. Despite their minor armament, they never travel unescorted, even in peacetime.

*Crew:* 5 bridge crew, 22 engineers, 2 gunners, medic

7,500 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 225 Jump, 739 Maneuver, 1,500 Fuel, 15 Utility, 3 Bunkrooms, Exercise Room, Sickbay, 5,000 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 159.8 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 4,581.0 tonnes, LMass 28,616.5 tonnes, Cost: 1,108.37 MCr, HP: 217,235, Size Mod: +11

**Performance:** Accel: 0.9 G (5.9 G empty, 0.2 G overloaded), Jump 2

# *Imp*-class Patrol Fighter (GTL10)

Found only on *Dartmouth*-class patrol frigates, *Imp* fighters perform patrol sweeps in concert with their parent ship.

*Crew:* pilot, engineer

20 SL, DR 200, PD 4, 3 Fixed Light Missile Racks, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 12 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 106.0 tonnes, LMass 106.0 tonnes, Cost: 5.71 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 4.1 G, 5,752 km/h (atm), 16,270 km/h (skim)

# *Intrepid*-class Cruiser (GTL10)

One of the older cruisers in Solomani service, *Intrepids* are still a common sight along the Imperial border. Their heavy armament is purchased at the price of crew comfort: only the captain, executive officer, and chief engineer have private staterooms—all other crewmembers share common bunkrooms. While no match for a modern Imperial capital ship, an *Intrepid* can scatter a flotilla of escorts with ease.

*Crew:* 10 bridge crew, 86 engineers, 36 gunners, 2 medics, 16 auxiliary crew, 75 frozen watch, 33 Marines (officer, 32 enlisted)

10,000 USL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, 6 Small Missile Bays (Heavy), 5 Triple Sandcaster Turrets, 20 Triple 90 MJ PD Laser Turrets, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 400 Jump, 4200 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 12 Fuel Processors (31.3 hrs), Workshop, 20 Utility, 3 Staterooms, 13 Bunkrooms, 19 Low Berths (76 cryotubes), Marine Barracks (3 Bunkrooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), Gym, 2 Sickbays, 8 Bays for *Steadfast* Medium Fighters, 92 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 294.7 man-hours per day, 3.8 MCr/yr

**Statistics:** EMass 47,236.8 tonnes, LMass 54,784.1 tonnes, Cost: 3,769.76 MCr (MCr4,669.52 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 2.8 G (3.2 G empty, 2.7 G overloaded), Jump 3, 29,079 km/h (skim)

# *Kosigar*-class Pocket Carrier (GTL10)

Carrying a reinforced squadron of *Olmeka* heavy fighters, the *Kosigar* class carrier is well defended, making it an ideal vessel for strike raids against moderately-defended targets.

*Crew:* pilot, 21 engineers, 22 gunners, medic, 20 auxiliary crew

4,000 USL, DR 1800 (DR 900 on weapons), PD 4, Heavy Compartmentalization, 10 Triple Missile Turrets (Light), 10 Triple Sandcaster Turrets, 20 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 160 Jump, 850 Maneuver, 1,200 Fuel, 6 Utility, 33 Staterooms, Sickbay, Hanger for 10 *Olmeka* Heavy Fighters with 1 Entrance, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 154.9 man-hours per day, 1.0 MCr/yr

**Statistics:** EMass 13,550.0 tonnes, LMass 33,284.8 tonnes, Cost: 1,041.89 MCr (MCr1,529.25 fitted out), HP: 142,866, Size Mod: +10

**Performance:** Accel: 0.9 G (2.3 G empty, 0.9 G overloaded), Jump 3

# *Langsdale*-class Attack Fighter (GTL10)

Moderately armoured, fast, and well-armed, the Solomani Confederation Navy deploys its *Langsdale* attack fighters in oversize squadrons. Usual tactics call for a barrage of missiles launched at long range to cover the squadron while it closes for the kill with its lasers.

*Crew:* pilot, engineer

30 USL, DR 300, PD 4, Fixed Light Missile Rack, 2 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 26 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 15.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 166.3 tonnes, LMass 166.3 tonnes, Cost: 9.85 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 5.7 G, 18,989 km/h (skim)

# *Lochain*-class Armed Transport (GTL10)

Without logistical support, the finest fighting squadron is useless. The Solomani Navy has vast numbers of transports like the *Lochain*, carrying everything necessary to support a modern interstellar war.

*Crew:* 5 bridge crew, 32 engineers, 5 gunners, medic

10,000 USL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 4 Triple 90 MJ PD Laser Turrets, Basic Bridge, Engineering, 400 Jump, 946 Maneuver, 3,000 Fuel, 20 Utility, 2 Staterooms, 3 Bunkrooms, Military Sickbay, 5,600 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 209.9 man-hours per day, 1.9 MCr/yr

**Statistics:** EMass 6,534.7 tonnes, LMass 34,651.7 tonnes, Cost: 1,912.11 MCr, HP: 263,161, Size Mod: +11
**Performance:** Accel: 1.0 G (5.3 G empty, 0.3 G overloaded), Jump 3

# *M'gee*-class Maintenance Tender (GTL10)

Ships on station need maintenance; after a battle, ships need repairs. The *M'gee*-class maintenance tender fills both these functions for the Solomani Navy, with shops, stores, and crew to fix any damage that doesn't require a shipyard.

*Crew:* 3 bridge crew, 26 engineers, 60 technicians

17,000 DSP (13,243-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 510 Jump, 300 Maneuver, 3,400 Fuel, 100 Workshops, Shipyard, 27 Utility, 45 Staterooms, 329.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 228.3 man-hours per day, 2.3 MCr/yr

**Statistics:** EMass 7,606.4 tonnes, LMass 12,184.5 tonnes, Cost: 2,261.33 MCr, HP: 374,848, Size Mod: +11
**Performance:** Accel: 0.9 G (1.4 G empty, 0.6 G overloaded), Jump 2

# *Maniakes*-class Close Escort (GTL10)

Used by the Solomani Navy to escort small merchant convoys, the *Maniakes* is designed for both attack and defence: its lasers can function in an anti-missile role to protect the convey. Commonly deployed in squadrons of five, the *Maniakes* and its sister-class the *Hoplite* are a common sight along the Imperial border.

*Crew:* 4 bridge crew, 4 engineers, 4 gunners

400 SL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 4 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 160 Maneuver, 120 Fuel, Fuel Processor (15.0 hrs), 1 Utility, 2 Bunkrooms, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 55.0 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,257.8 tonnes, LMass 1,384.7 tonnes, Cost: 131.44 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 4.2 G (4.6 G empty, 4.0 G overloaded), Jump 3, 7,197 km/h (atm), 20,357 km/h (skim)

# *Melbourne*-class Close Escort (GTL10)

After the Rim War, the Solomani Confederation vowed to protect their interests against every form of Imperial aggression—including commerce raiding. The *Melbourne* class was commissioned in the wake of that decision. No faster than the merchants it escorts, it carried four *Jumo* heavy fighters to engage the enemy at long range while it interposes itself between the raiders and its convoy. Good armour and total compartmentalization make for a survivable ship. The designers believe that a commerce raider will leave to seek easier targets rather than risk a drag-out fight; whether this will be true in practice will be discovered the next time empires clash.

*Crew:* 5 bridge crew, 9 engineers, 16 gunners, medic, 8 auxiliary crew

1,200 USL, DR 4000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 6 Triple Missile Turrets (Light), 6 Triple 250 MJ Laser Turrets, 4 Nuclear Dampers, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 36 Jump, 450 Maneuver, 240 Fuel, 1 Fuel Scoop, 3 Fuel Processors (10.0 hrs), 3 Utility, 4 Bunkrooms, Sickbay, Hanger for 4 *Jumo* Heavy Fighters with 1 Entrance, 16 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 11, 101.0 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 10,646.9 tonnes, LMass 12,928.7 tonnes, Cost: 442.80 MCr (MCr560.97 fitted out), HP: 64,024, Size Mod: +9
**Performance:** Accel: 1.3 G (1.5 G empty, 1.2 G overloaded), Jump 2, 10,490 km/h (skim)

# *Miotos*-class Battleship (GTL10)

Although outmoded, the *Miotos* class battleships acquitted themselves well during the Solomani Rim War. Slow, underarmoured, and lacking shields, they none-the-less did considerable damage to the invading Imperial fleets logistical tail, forcing the Imperial Navy to devote scarce battle squadrons to escort duty.

*Crew:* 10 bridge crew, 414 engineers, 128 gunners, 10 medics, 126 auxiliary crew, 344 frozen watch, 165 Marines (5 officers, 160 enlisted)

50,000 USL, DR 20000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 25 Small Missile Bays (Heavy), 10 Triple Sandcaster Turrets, 15 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, 20 13 GJ Particle Bays, 4 Nuclear Dampers, 79 Meson Screens (DR 3000), 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 2000 Jump, 20000 Maneuver, 15,000 Fuel, 6 Workshops, 100 Utility, 56 Bunkrooms, 86 Low Berths (344 cryotubes), Marine Barracks (12 Bunkrooms), 4 Briefing Rooms (holds 40), 2 Battledress Racks (40 stored), Weapons Locker (3.6 tonnes capacity), 4 Gyms, Shooting Range, 10 Sickbays, Operating Theatre, Microsurgery Theatre, 5 Brigs (10 prisoners), Safe (11.3 $m^3$ capacity), Hanger for 20 *Steadfast* Medium Fighters with 1 Entrance, Hanger for 40 *Olmeka* Heavy Fighters with 1 Entrance, Hanger for 2 *Dieppe* Assault Landers with 1 Entrance, 291 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 1,600,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 7,200,000/45 | 16,000,000/47 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 23,408 km | 70,224 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 10, 682.6 man-hours per day, 20.2 MCr/yr

**Statistics:** EMass 568,838.6 tonnes, LMass 674,816.6 tonnes, Cost: 20,222.06 MCr (MCr25,464.04 fitted out), HP: 769,489, Size Mod: +12

**Performance:** Accel: 1.1 G (1.3 G empty, 1.1 G overloaded), Jump 3, 12,608 km/h (skim)

# *Olmeka*-class Heavy Fighter (GTL10)

The *Olmeka* sacrifices acceleration for armour. Past orbit these fighters are outclassed, but in atmosphere and close orbit their survivability makes them extremely dangerous to invading forces.

*Crew:* pilot, engineer

80 SL, DR 5000, PD 4, 3 Fixed 250 MJ Lasers, Fixed 810 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 57 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 7, 30.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 1,828.9 tonnes, LMass 1,828.9 tonnes, Cost: 39.88 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 1.1 G, 7,898 km/h (atm), 22,339 km/h (skim)

# *Pugnacious*-class Battle Cruiser (GTL10)

The *Pugnacious* battle cruiser is unusual in having no turret-mounted weapons. Solomani naval doctrine called for the "all big gun" ship when the class was first laid down, and although poor performance against a balanced fleet have thrown the doctrine into disrepute the *Pugnacious* class is still in service.

*Crew:* 10 bridge crew, 80 engineers, 38 gunners, 2 medics, 65 frozen watch

10,000 USL, DR 3000, PD 4, Total Compartmentalization, 5 Small Missile Bays (Heavy), 2 13 GJ Particle Bays, 870 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 2 Engineering, 400 Jump, 3800 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 15 Fuel Processors (25.0 hrs), Workshop, 20 Utility, 12 Bunkrooms, 17 Low Berths (68 cryotubes), 2 Sickbays, 53.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 23,408 km | 70,224 km | 1/60 |
| *870 GJ Spinal PAW* | Imp | 38 | 6d x 4000 | 193,120 km | 579,360 km | 1/60 |

*Maintenance:* HT: 12, 316.1 man-hours per day, 4.3 MCr/yr

**Statistics:** EMass 60,441.9 tonnes, LMass 65,956.4 tonnes, Cost: 4,335.98 MCr (MCr5,010.98 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 2.1 G (2.3 G empty, 2.1 G overloaded), Jump 3, 26,345 km/h (skim)

# *Steadfast*-class Medium Fighter (GTL10)

A compromise between protection and maneuverability, the *Steadfast* is a common Solomani design.

*Crew:* pilot, engineer

40 USL, DR 100, PD 4, Fixed Light Missile Rack, 2 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 16.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 168.5 tonnes, LMass 168.5 tonnes, Cost: 11.22 MCr, HP: 6,631, Size Mod: +6

**Performance:** Accel: 7.7 G, 20,874 km/h (skim)

# *Trikon*-class Aerospace Fighter (GTL10)

Resembling a cross between a heavy fighter and a light tank, the *Trikon* is commonly deployed as an aerospace defense fighter in the Solomani Confederation. Its slow acceleration matters less than its high speed in an atmospheric fight, while its heavy armour can shrug off most laser hits with ease.

*Crew:* pilot, engineer, gunner

20 SL, DR 3000 (DR 1500 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 14 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 7, 17.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 487.8 tonnes, LMass 487.8 tonnes, Cost: 13.59 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 1.0 G, 5,476 km/h (atm), 15,489 km/h (skim)

# *Ubervisch*-class Commerce Raider (GTL10)

During the closing years of the Solomani Rim War, commerce raiders took a fearful toll of Solomani shipping as the Imperial Navy pursued a logistical strategy against the Solomani Confederation. Learning from this, the *Ubervisch*-class commerce raider was designed by the Solomani Navy for one purpose only: destroying Imperial merchant shipping.

Too fragile for the line of battle, too cramped for deep penetration patrols, too underpowered for escort duty—*Ubervisch*-class ships are not a popular posting in the Solomani Navy, although once shaken down their crews develop strong camaraderie.

*Crew:* 4 bridge crew, 7 engineers, 6 gunners, 2 auxiliary crew

600 USL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), Triple 250 MJ Laser Turret, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 345 Maneuver, 180 Fuel, 1 Fuel Scoop, Fuel Processor (22.5 hrs), 2 Utility, 3 Bunkrooms, 1 Bay for Gig, 2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Defenses:* DR 500 (DR 250 on weapons), PD 4, -12 to active scans, -6 to passive scans

*Maintenance:* HT: 12, 73.3 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 2,014.5 tonnes, LMass 2,424.8 tonnes, Cost: 233.35 MCr (MCr283.12 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 5.2 G (6.2 G empty, 5.1 G overloaded), Jump 3, 23,223 km/h (skim)

# *Velroi*-class Escort Destroyer (GTL10)

During the closing years of the Solomani Rim War, commerce raiders took a fearful toll of Solomani shipping as the Imperial Navy pursued a logistical strategy against the Solomani Confederation. The Confederation Navy was faced with the choice of detaching fleet assets as convoy escorts stripped Solomani battle squadrons of their escorts, resulting in a higher loss rate, or leaving merchants unescorted, resulting in a virtual shutdown of Solomani industry. Resolving never to face such a dilemma again, one of the first ships laid down after the Rim War was a new class of escort destroyer.

*Velroi*-class destroyers are the mainstay of Solomani convoys. While not heavy enough to stand up in the line of battle, they are admirably suited to their intended purpose: protecting slow merchants from commerce raiders and privateers. Twenty triple turrets and heavy armour, as well as a squadron of *Burtoine* escort fighters, keep all but the heaviest commerce raider at bay.

*Crew:* 5 bridge crew, 19 engineers, 12 gunners, medic, 18 auxiliary crew

2,000 USL, DR 2000 (DR 1000 on weapons), PD 4, Heavy Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 250 MJ Laser Turrets, 5 Triple 90 MJ PD Laser Turrets, 5 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 60 Jump, 950 Maneuver, 400 Fuel, 1 Fuel Scoop, 5 Fuel Processors (10.0 hrs), 4 Utility, 6 Bunkrooms, Sickbay, Hanger for 8 *Burtoine* Escort Fighters with 1 Entrance, Hanger for Gig, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2000 (DR 1000 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 114.4 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 9,993.5 tonnes, LMass 13,138.5 tonnes, Cost: 568.47 MCr (MCr712.80 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Accel: 2.6 G (3.4 G empty, 2.6 G overloaded), Jump 2, 21,799 km/h (skim)

# *Xianghou*-class Destroyer (GTL10)

An aging design, *Xianghou* destroyers have been relegated to second-tier duties. They are rarely encountered outside the Solomani Confederation.

*Crew:* 8 bridge crew, 51 engineers, 14 gunners, 2 medics, 8 auxiliary crew, 41 frozen watch, 31 Marines (officer, 30 enlisted)

5,000 USL, DR 5500 (DR 2000 on weapons), PD 4, Heavy Compartmentalization, 4 Large Missile Bays (Heavy), 5 Triple 250 MJ Laser Turrets, 5 Triple 90 MJ PD Laser Turrets, 2 Nuclear Dampers, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 3 Engineering, 213 Jump, 2500 Maneuver, 1,596 Fuel, 2 Fuel Scoops, 10 Fuel Processors (20.0 hrs), Workshop, 10 Utility, 4 Staterooms, 5 Bunkrooms, 11 Low Berths (44 cryotubes), Marine Barracks (Stateroom, 2 Bunkrooms), Briefing Room (holds 10), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Military Sickbays, Hanger for 4 *Steadfast* Medium Fighters with 1 Entrance, Hanger for *Sarta* Armoured Launch, 145.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Defenses:* DR 5500 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans, 24 km Nuclear Damper

*Maintenance:* HT: 12, 207.9 man-hours per day, 1.9 MCr/yr

**Statistics:** EMass 43,273.7 tonnes, LMass 50,180.4 tonnes, Cost: 1,876.81 MCr (MCr3,005.53 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 1.8 G (2.1 G empty, 1.7 G overloaded), Jump 3, 20,060 km/h (skim)

# *Alderbaran*-class Heavy Cruiser (GTL11)

While only a cruiser, the *Alderberan*'s spinal weapon is the equal of any carried by a battleship. Although a 4 parsec jump range gives the *Alderbaran* admirable strategic mobility, its low acceleration is a tactical handicap. Solomani doctrine deploys the *Alderbaran* as the core of small strategic response squadrons.

*Crew:* 13 bridge crew, 162 engineers, 127 gunners, 10 medics, 30 auxiliary crew, 66 Marines (2 officers, 64 enlisted)

30,000 USL, DR 10,000 (DR 4000 on weapons), PD 4, Heavy Compartmentalization, 20 Large Missile Bays (Heavy), 26 Triple 97 MJ PD Laser Turrets, 32 Nuclear Dampers, 156 Meson Screens, 2.8 TJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Advanced Sensor, Electronic Warfare Suite, Engineering, 1580 Jump, 6500 Maneuver, 12,640 Fuel, 5.5 Fuel Scoops, 100 Fuel Processors (15.8 hrs), 2 Workshops, 60 Utility, 29 Bunkrooms, Marine Barracks (Stateroom, 4 Bunkrooms), 6 Briefing Rooms (holds 60), Weapons Locker (3.6 tonnes capacity), 4 Gyms, 2 Shooting Ranges, 10 Military Sickbays, Operating Theatre, Microsurgery Theatre, 2 Brigs (4 prisoners), Hanger for 10 *Luzon* Aerospace Fighters with 1 Entrance, Hanger for 2 *Estevan* Cutters, 153 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 16,000,000/47 | 24,000,000/48 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *2.8 TJ Spinal PAW* | Imp | 40 | 6d x 7000 | 603,136 km | 1,130,880 km | 1/60 |

*Defenses:* DR 10,000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans, 56 km Nuclear Damper, Meson Screen DR 5000

*Maintenance:* HT: 12, 649.2 man-hours per day, 18.3 MCr/yr

**Statistics:** EMass 235,829.8 tonnes, LMass 272,837.1 tonnes, Cost: 18,293.90 MCr (MCr24,557.34 fitted out), HP: 547,398, Size Mod: +12

**Performance:** Accel: 2.2 G (2.5 G empty, 2.1 G overloaded), Jump 4, 28,820 km/h (skim)

# *Anlo*-class Light Fighter (GTL11)

Fast, maneuverable, and tough, *Anlo* light fighters can be found all over the Solomani Confederation.

*Crew:* pilot, engineer

20 SL, DR 2200, PD 4, 2 Fixed 390 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 13 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |

*Defenses:* DR 2200, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 10, 19.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 234.4 tonnes, LMass 234.4 tonnes, Cost: 15.86 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 5.0 G, 9,467 km/h (atm), 26,776 km/h (skim)

# *Artikus*-class Frigate (GTL11)

Ceaselessly patrolling the spacelanes of the Solomani Confederation, *Artikus* frigates are a common sight along the frontier, where their powerful lasers and fast fighters deter all but the most stubborn blockade runner.

*Crew:* 8 bridge crew, 8 engineers, 9 gunners, medic, 4 auxiliary crew, 15 frozen watch

800 USL, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 390 MJ Laser Turrets, 2 Triple 97 MJ PD Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 3 Engineering, 43 Jump, 350 Maneuver, 340 Fuel, 1 Fuel Scoop, 3 Fuel Processors (14.2 hrs), 2 Utility, 3 Bunkrooms, 4 Low Berths (16 cryotubes), Exercise Room, Sickbay, Armoury (1.8 tonnes capacity), Brig (2 prisoners), Safe (11.3 $m^3$ capacity), 2 Cradles for *Anlo* Light Fighters, 1 Cradle for *Bernhard* Launch, 20 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 110.0 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 7,105.1 tonnes, LMass 8,009.4 tonnes, Cost: 525.28 MCr (MCr571.65 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.0 G (4.5 G empty, 3.8 G overloaded), Jump 4, 32,449 km/h (skim)

# *Basilos*-class Pocket Cruiser (GTL11)

One of the smallest capital ships in the Solomani Confederation Navy, the *Basilos* class was designed for combat against the Aslan, not the Imperium.

*Crew:* 5 bridge crew, 28 engineers, 30 gunners, medic

5,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 3 Large Missile Bays (Heavy), 7 Triple 97 MJ PD Laser Turrets, Nuclear Damper, 19 Meson Screens, 530 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 263 Jump, 1100 Maneuver, 2,101 Fuel, 2.5 Fuel Scoops, 10 Fuel Processors (26.3 hrs), 10 Utility, 6 Bunkrooms, Military Sickbay, 4.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 7,200,000/45 | 11,200,000/46 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *530 GJ Spinal PAW* | Imp | 39 | 6d x 4000 | 260,352 km | 488,160 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -14 to active scans, -7 to passive scans, 16 km Nuclear Damper, Meson Screen DR 2500

*Maintenance:* HT: 12, 270.9 man-hours per day, 3.2 MCr/yr

**Statistics:** EMass 28,115.3 tonnes, LMass 33,102.4 tonnes, Cost: 3,185.81 MCr (MCr4,085.81 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 3.0 G (3.5 G empty, 3.0 G overloaded), Jump 4, 26,978 km/h (skim)

# *Bermurdatu*-class Assault Fighter (GTL11)

One of the most survivable fighters in the Confederation Navy, the *Bermurdatu* is popular with its pilots. While large, it has a respectable acceleration, radical stealthing, and excellent armour. The fixed heavy laser is fired by the pilot, while the gunner controls a heavy missile launcher.

*Crew:* pilot, 2 engineers, gunner

80 USL, DR 5500 (+250 vs. non-KE, DR 2750 on weapons), PD 4, Fixed 870 MJ Laser, Triple Missile Turret (Heavy), Radical Stealth, Radical Emission Cloaking, Hardened Command Cockpit, 73 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Cockpit* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5500 (+250 vs. non-KE, DR 2750 on weapons), PD 4, -14 to active scans, -7 to passive scans

*Maintenance:* HT: 9, 45.1 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,435.0 tonnes, LMass 1,465.6 tonnes, Cost: 88.20 MCr (MCr97.20 fitted out), HP: 10,526, Size Mod: +7
**Performance:** Accel: 4.5 G (4.6 G empty), 33,418 km/h (skim)

# *Bethune*-class Hospital Ship (GTL11)

Battles cause casualties. After a major battle, tending the wounded is a major problem—especially on Solomani ships, which tend to be crowded. The Confederation Navy commissioned the *Bethune* class to provide a save place for wounded starmen to recover under expert medical attention. A fleet will typically have a *Bethune*, or sometimes several, to provide front-line treatment of casualties.

*Crew:* 5 bridge crew, 9 engineers, 1,000 medics, 6 technicians, 11 auxiliary crew, 66 Marines (2 officers, 64 enlisted)
*Passengers:* 100 low passengers

6,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 300 Jump, 108 Maneuver, 2,400 Fuel, 12 Utility, 52 Staterooms, 58 Bunkrooms, 25 Low Berths (100 cryotubes), Marine Barracks (Stateroom, 4 Bunkrooms), 1,000 Sickbays, 10 Operating Theatres, 5 Microsurgery Theatres, 6 Labs (2 Standard, 4 Isolation) with enhanced displays, Basic Security, Brig (2 prisoners), Hanger for 5 *Gunga* Medevac Landers and 1 *Mei* Fast Launch with 1 Entrance, 748 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 194.9 man-hours per day, 1.6 MCr/yr

**Statistics:** EMass 4,111.9 tonnes, LMass 10,240.7 tonnes, Cost: 1,648.46 MCr (MCr1,723.68 fitted out), HP: 187,207, Size Mod: +11
**Performance:** Accel: 1.0 G (2.4 G empty, 0.4 G overloaded), Jump 4

# *Cadiz*-class Fast Destroyer (GTL11)

*Cadiz*-class destroyers are some of the lightest and fastest in the Solomani Confederation. Comparatively underarmoured and with 40% of their displacement given over to their massive thrusters, they can pull over 5 Gs.

Armed with a good mix of laser weapons, as well as three heavy missile bays and a platoon of drop troops, and having a high jump rating as well, *Cadiz*-class destroyers are often used for raids.

*Crew:* 8 bridge crew, 36 engineers, 9 gunners, 2 medics, 6 auxiliary crew, 30 frozen watch, 31 Marines (officer, 30 enlisted)

4,000 USL, DR 5000 (DR 2500 on weapons), PD 4, 3 Large Missile Bays (Heavy), 3 Triple 390 MJ Laser Turrets, 3 Triple 97 MJ PD Laser Turrets, 4 Single 870 MJ Laser Turrets, 30 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Enhanced Communicator, Enhanced Sensor, Electronic Warfare Suite, Engineering, 201 Jump, 1600 Maneuver, 1,608 Fuel, 2 Fuel Scoops, 10 Fuel Processors (20.1 hrs), 8 Utility, 6 Bunkrooms, 8 Low Berths (32 cryotubes), Marine Barracks (3 Bunkrooms), Briefing Room (holds 10), Drop Capsule Launcher (240 per turn, 32 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, Exercise Room, 2 Military Sickbays, 3 Bays for *Vixen* Armed Gigs, 87 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 2,400,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Enhanced Sensor* | 7,200,000/45 | 11,200,000/46 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |

*Maintenance:* HT: 12, 225.8 man-hours per day, 2.2 MCr/yr

**Statistics:** EMass 21,760.0 tonnes, LMass 26,942.6 tonnes, Cost: 2,212.00 MCr (MCr3,139.93 fitted out), HP: 142,866, Size Mod: +10

**Performance:** Accel: 5.4 G (6.7 G empty, 5.1 G overloaded), Jump 4, 44,027 km/h (skim)

# *Chericún*-class Close Escort (GTL11)

During the Solomani Rim War, Imperial commerce raiders took a dreadful toll of Solomani shipping. After the cease-fire, the General Assembly authorized the construction of a series of close escorts designed to protect merchants. *Chericún*-class Close Escorts are one of the designs commissioned for this program. A heterogeneous mix of weapons, fast acceleration, and extended-range nuclear dampers make for an imposing warship.

*Crew:* 6 bridge crew, 8 engineers, 8 gunners, medic

600 USL, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 390 MJ Laser Turrets, 2 Triple 97 MJ PD Laser Turrets, 2 Nuclear Dampers, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 344 Maneuver, 180 Fuel, 2 Utility, 3 Bunkrooms, Exercise Room, Sickbay, 1 Bay for *Kianti* Fast Launch, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans, 24 km Nuclear Damper

*Maintenance:* HT: 12, 98.4 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 5,946.4 tonnes, LMass 6,240.1 tonnes, Cost: 420.36 MCr (MCr435.67 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 5.0 G (5.2 G empty, 4.9 G overloaded), Jump 3, 36,523 km/h (skim)

# *Curzon*-class Destroyer (GTL11)

*Curzon*-class destroyers are typical Solomani designs: cramped and lacking privacy, all crew comfort is subordinated to the mission. Well armoured, fast, long-legged, and packing a formidable punch, *Curzon* destroyers are well-suited for a variety of missions.

*Crew:* 6 bridge crew, 26 engineers, 14 gunners, medic, 13 auxiliary crew, 32 Marines (officer, 31 enlisted)

3,000 USL, DR 4800 (DR 2400 on weapons), PD 4, Small Missile Bay (Heavy), 2 Triple 97 MJ PD Laser Turrets, 8 Single 870 MJ Laser Turrets, 14 GJ Particle Bay, 2 Nuclear Dampers, 5 Meson Screens (DR 1000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 1150 Maneuver, 1,200 Fuel, 2 Fuel Scoops, 10 Fuel Processors (15.0 hrs), 6 Utility, 6 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Drop Capsule Launcher (240 per turn, 32 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Military Sickbay, Hanger for 4 *Luzon* Aerospace Fighters with 1 Entrance, Hanger for *Estevan* Cutter, 37.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 26,720 km | 80,160 km | 1/60 |

*Maintenance:* HT: 12, 194.4 man-hours per day, 1.6 MCr/yr

**Statistics:** EMass 16,983.4 tonnes, LMass 20,578.5 tonnes, Cost: 1,639.45 MCr (MCr1,895.69 fitted out), HP: 117,933, Size Mod: +10

**Performance:** Accel: 5.1 G (6.1 G empty, 4.9 G overloaded), Jump 4, 40,458 km/h (skim)

# *Exierge*-class Corvette (GTL11)

Unlike most Solomani escorts, the *Exierge* is streamlined. Imperial Naval Intelligence has been unable to ascertain the reason for this decision, which limits both the acceleration and armour of the vessel.

*Crew:* 6 bridge crew, 8 engineers, 8 gunners, medic

800 SL, DR 4000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 32 Jump, 331 Maneuver, 240 Fuel, 2 Fuel Processors (15.0 hrs), 2 Utility, 3 Bunkrooms, Sickbay, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 4000 (DR 2000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 107.5 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 5,541.4 tonnes, LMass 5,848.7 tonnes, Cost: 501.47 MCr (MCr512.78 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 5.1 G (5.4 G empty, 5.1 G overloaded), Jump 3, 12,769 km/h (atm), 36,118 km/h (skim)

# *Fenross*-class Destroyer (GTL11)

One of the fastest destroyers in Solomani service, the *Fenross* combines acceleration with decent armour: while not proof against heavy weapons, it can shrug off hits from turret lasers.

*Crew:* 6 bridge crew, 78 engineers, 19 gunners, 2 medics, 4 auxiliary crew, 31 Marines (officer, 30 enlisted)

7,500 USL, DR 5500 (DR 2750 on weapons), PD 4, Heavy Compartmentalization, 6 Large Missile Bays (Heavy), 5 Triple 390 MJ Laser Turrets, 5 Triple 97 MJ PD Laser Turrets, 5 Single 870 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 399 Jump, 3500 Maneuver, 3,192 Fuel, 3 Fuel Scoops, 30 Fuel Processors (13.3 hrs), Workshop, 15 Utility, 10 Bunkrooms, Marine Barracks (3 Bunkrooms), 3 Briefing Rooms (holds 30), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), 2 Gyms, Shooting Range, 2 Military Sickbays, Brig (2 prisoners), Hanger for 2 *Vixen* Armed Gigs with 1 Entrance, 56 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 7,200,000/45 | 16,000,000/47 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 323.5 man-hours per day, 4.5 MCr/yr

**Statistics:** EMass 45,189.7 tonnes, LMass 54,640.0 tonnes, Cost: 4,543.03 MCr (MCr6,361.65 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 5.8 G (7.0 G empty, 5.7 G overloaded), Jump 4, 43,535 km/h (skim)

# *Feramé*-class Close Escort (GTL11)

A small escort, the *Feramé* class was commissioned in the aftermath of the Solomani Rim War. Concerned at the depredations of Imperial commerce raiders, the Solomani High Command instituted a program to design a close escort with both strategic and tactical mobility. The *Feramé* is the result of this program.

Imperial Naval Intelligence has noted that the *Feramé* is not particularly well-suited to this role—but that it would make an excellent commerce raider itself.

*Crew:* 5 bridge crew, 4 engineers, 7 gunners, medic

500 SL, DR 2500 (DR 1250 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), 2 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 25 Jump, 150 Maneuver, 200 Fuel, Fuel Processor (25.0 hrs), 1 Utility, 2 Bunkrooms, Sickbay, 2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 78.0 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 2,624.2 tonnes, LMass 2,848.2 tonnes, Cost: 264.10 MCr (MCr269.76 fitted out), HP: 35,716, Size Mod: +8

**Performance:** Accel: 4.8 G (5.2 G empty, 4.7 G overloaded), Jump 4, 10,176 km/h (atm), 28,782 km/h (skim)

# *Formaine*-class Destroyer (GTL11)

A true multi-function destroyer, *Formaine*-class ships can be encountered in a variety of roles ranging from fleet escort to independent task force command. Fast, relatively tough, and carrying a small squadron of fighters, the *Formaine* excels as a patrol vessel.

*Crew:* 8 bridge crew, 45 engineers, 20 gunners, 2 medics, 30 auxiliary crew, 52 frozen watch, 33 Marines (officer, 32 enlisted)

5,000 USL, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 10 Triple Missile Turrets (Heavy), 10 Triple 390 MJ Laser Turrets, 10 Single 870 MJ Laser Turrets, 2 14 GJ Particle Bays, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 254 Jump, 2000 Maneuver, 2,032 Fuel, 2.5 Fuel Scoops, 13 Fuel Processors (19.5 hrs), 10 Utility, 9 Bunkrooms, 13 Low Berths (52 cryotubes), Marine Barracks (Stateroom, 2 Bunkrooms), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, 2 Military Sickbays, Basic Security, Brig (2 prisoners), Hanger for 2 *Vixen* Armed Gigs with 1 Entrance, Hanger for 4 *Tartar* Heavy Fighters, Hanger for 6 *Hun* Light Fighters, 45 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 42,752 km | 80,160 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 254.7 man-hours per day, 2.8 MCr/yr

**Statistics:** EMass 29,955.1 tonnes, LMass 34,660.9 tonnes, Cost: 2,816.22 MCr (MCr3,121.16 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 5.2 G (6.1 G empty, 5.1 G overloaded), Jump 4, 41,042 km/h (skim)

# *Gordian*-class Frigate (GTL11)

A versatile escort, *Gordian* frigates are deployed across the entire Solomani Confederation. A heterogeneous mix of weaponry, good armour, and phenomenal acceleration make them a favourite vessel for independent missions.

*Crew:* 6 bridge crew, 9 engineers, 11 gunners, medic, 4 auxiliary crew, 16 Marines (16 enlisted)

1,000 USL, DR 3000 (+250 vs. non-KE, DR 1500 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (2 Light, 2 Heavy), 2 Triple 390 MJ Laser Turrets, 2 Triple 97 MJ PD Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 50 Jump, 403 Maneuver, 400 Fuel, 1 Fuel Scoop, 2 Fuel Processors (25.0 hrs), 2 Utility, 3 Bunkrooms, Marine Barracks (Bunkroom), Briefing Room (holds 10), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), Gym, Exercise Room, Military Sickbay, Hanger for 2 *Vixen* Armed Gigs with 1 Entrance, 18.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 3000 (+250 vs. non-KE, DR 1500 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 115.2 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 5,460.1 tonnes, LMass 6,141.3 tonnes, Cost: 575.69 MCr (MCr623.62 fitted out), HP: 56,696, Size Mod: +9

**Performance:** Accel: 6.0 G (6.7 G empty, 5.6 G overloaded), Jump 4, 33,533 km/h (skim)

# *Hun*-class Light Fighter (GTL11)

After the Solomani Rim War, the Solomani Navy started development of a new fighter: faster and more maneuverable than anything that the Imperial Navy had. The result was the *Hun*, with over 10G of acceleration at full throttle.

*Crew:* pilot, engineer, gunner

10 USL, DR 100, PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |

*Maintenance:* HT: 12, 16.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 63.1 tonnes, LMass 63.1 tonnes, Cost: 11.40 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 11.5 G, 20,957 km/h (skim)

# *Jupiter*-class Frigate (GTL11)

*Jupiter*-class frigates are a common sight in the Solomani Navy. Rather than the usual Solomani emphasis on missiles, this design carries an equal number of lasers.

*Crew:* 5 bridge crew, 9 engineers, 8 gunners, 11 frozen watch

800 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 400 Maneuver, 320 Fuel, 1 Fuel Scoop, 4 Fuel Processors (10.0 hrs), 2 Utility, 3 Bunkrooms, 3 Low Berths (12 cryotubes), 5.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |

*Maintenance:* HT: 12, 111.1 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 6,744.3 tonnes, LMass 7,193.3 tonnes, Cost: 536.10 MCr (MCr558.73 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 5.0 G (5.4 G empty, 5.0 G overloaded), Jump 4, 35,551 km/h (skim)

# *Kayatenga*-class Destroyer (GTL11)

Fast and well-armoured, *Kayatenga*-class destroyers serve throughout the Solomani Confederation in a wide variety of roles. Their flights of *Anlo*-class fighters makes them a favourite choice for picket duty, and Imperial Navy patrols have become familiar with the class in the years since the Solomani Rim War.

*Crew:* 8 bridge crew, 37 engineers, 6 gunners, medic, 22 auxiliary crew

4,000 USL, DR 5500 (+250 vs. non-KE, DR 2750 on weapons), PD 4, Total Compartmentalization, 2 Small Missile Bays (Heavy), 10 Triple 390 MJ Laser Turrets, 10 Single 870 MJ Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 204 Jump, 1608 Maneuver, 1,632 Fuel, 8 Utility, 7 Bunkrooms, Military Sickbay, Hanger for 10 *Anlo* Light Fighters with 1 Entrance, Hanger for *Vixen* Armed Gig, 31.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5500 (+250 vs. non-KE, DR 2750 on weapons), PD 4, -14 to active scans, -7 to passive scans

*Maintenance:* HT: 12, 236.9 man-hours per day, 2.4 MCr/yr

**Statistics:** EMass 24,404.0 tonnes, LMass 29,444.6 tonnes, Cost: 2,436.52 MCr (MCr2,904.43 fitted out), HP: 142,866, Size Mod: +10
**Performance:** Accel: 5.0 G (6.0 G empty, 4.9 G overloaded), Jump 4, 39,832 km/h (skim)

# *Kurrigan*-class Destroyer (GTL11)

One of the fastest ships in the Solomani fleet, the *Kurrigan* can pull over 7 G. Too lightly armoured for the line of battle, its speed and stealth make it ideal for raids and reconnaissance. A top-grade electronics warfare suite and combat information centre make it a suitable flagship for small flotillas—a role it often filled during the Solomani Rim War.

Crew: 13 bridge crew, 46 engineers, 20 gunners, medic, 16 auxiliary crew, 32 Marines (32 enlisted)

5,000 USL, DR 3300 (DR 1650 on weapons), PD 4, Total Compartmentalization, 8 Triple Missile Turrets (Light), Large Missile Bay (Heavy), 8 Triple 390 MJ Laser Turrets, 4 Single 870 MJ Laser Turrets, 2 29 GJ Particle Bays, 2 Nuclear Dampers, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Information Centre, Electronic Warfare Suite, Engineering, 250 Jump, 2050 Maneuver, 2,000 Fuel, 2 Fuel Scoops, 10 Fuel Processors (25.0 hrs), 10 Utility, 9 Bunkrooms, Marine Barracks (2 Bunkrooms), Weapons Locker (1.8 tonnes capacity), Military Sickbay, Basic Security, 2 Brigs (4 prisoners), Hanger for *Mei* Fast Launch, 4 *Hun* Light Fighters, and 2 *Tartar* Heavy Fighters with 1 Entrance, 13 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |

*Defenses:* DR 3300 (DR 1650 on weapons), PD 4, -14 to active scans, -7 to passive scans, 24 km Nuclear Damper

*Maintenance:* HT: 12, 260.3 man-hours per day, 2.9 MCr/yr

**Statistics:** EMass 22,349.1 tonnes, LMass 26,729.7 tonnes, Cost: 2,941.29 MCr (MCr3,402.39 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 7.0 G (8.3 G empty, 6.9 G overloaded), Jump 4, 46,162 km/h (skim)

# *Lomba*-class Light Destroyer (GTL11)

*Lomba* light destroyers are usually assigned to escort and patrol duties. While they have been deployed in fleet actions, the almost 100% casualty rates shocked even the hardline admirals.

*Crew:* 8 bridge crew, 16 engineers, 10 gunners, 2 medics, 24 auxiliary crew, 30 frozen watch

2,000 USL, DR 3000 (DR 1500 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 97 MJ PD Laser Turrets, 6 Single 870 MJ Laser Turrets, 29 GJ Particle Bay, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 84 Jump, 700 Maneuver, 624 Fuel, 1.5 Fuel Scoops, 2 Fuel Processors (39.0 hrs), 4 Utility, 6 Bunkrooms, 8 Low Berths (32 cryotubes), 2 Military Sickbays, Basic Security, Brig (2 prisoners), Safe (11.3 m^3 capacity), Hanger for 10 *Anlo* Light Fighters with 1 Entrance, Hanger for 2 *Vixen* Armed Gigs, 32 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |

*Defenses:* DR 3000 (DR 1500 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 151.0 man-hours per day, 1.0 MCr/yr

**Statistics:** EMass 10,144.8 tonnes, LMass 13,373.2 tonnes, Cost: 990.02 MCr (MCr1,178.56 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Accel: 4.7 G (6.3 G empty, 4.6 G overloaded), Jump 3, 32,369 km/h (skim)

# *Luzon*-class Aerospace Fighter (GTL11)

*Luzon*-class aerospace fighters are capable of fighting in both space and atmosphere. They are often found attached to Solomani Marine units in a close-support role.

*Crew:* pilot, engineer, gunner

30 SL, DR 3000 (DR 1500 on weapons), PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 22 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |

*Maintenance:* HT: 9, 24.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 439.6 tonnes, LMass 439.6 tonnes, Cost: 25.48 MCr, HP: 5,473, Size Mod: +6

**Performance:** Accel: 4.5 G, 9,743 km/h (atm), 27,558 km/h (skim)

# *Murrain*-class Battleship (GTL11)

Massively armoured; mounting the Solomani Confederations most powerful meson gun and countless lesser weapons; carrying a squadron of fighters and a full battalion of Marines; crewed by over 2000 starmen—the *Murrain* battleship is one of the largest in Solomani service.

Few *Murrain* battleships survived the Solomani Rim War. Even the most impressive warship can be swamped by sheer numbers, and powerful as the *Murrain* is, the Imperial Navy maintains the technological lead. Most of those that survived the initial battles were lost when the Imperial 17th Fleet ambushed Admiral Wolfe's Grand Fleet at Dingir.

Although the Solomani Navy has not laid down any more of the class since the Rim War, the surviving *Murrain* battleships remain in service.

*Crew:* 50 bridge crew, 1,600 engineers, 333 gunners, 20 medics, 92 auxiliary crew, 1047 frozen watch, 490 Marines (10 officers, 480 enlisted)

150,000 USL, DR 100000 (DR 4000 on weapons), PD 4, 25 Small Missile Bays (Light), 25 Large Missile Bays (Heavy), 219 Triple 390 MJ Laser Turrets, 200 Single 870 MJ Laser Turrets, 25 14 GJ Particle Bays, 25 29 GJ Particle Bays, 1,024 Nuclear Dampers, 3,371 Meson Screens, 3.1 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, 2 Information Centres, Computer Centre (complexity 9), Advanced Communicator, Advanced Sensor, 2 Electronic Warfare Suites, 3 Engineering, 6000 Jump, 74000 Maneuver, 45,000 Fuel, 26 Workshops, 300 Utility, 171 Bunkrooms, 262 Low Berths (1,048 cryotubes), Marine Barracks (33 Bunkrooms), Tactical Command Centre, 10 Briefing Rooms (holds 100), 10 Gyms, 10 Shooting Ranges, 20 Sickbays, 2 Operating Theatres, Basic Security, 10 Brigs (20 prisoners), Safe (11.3 m^3 capacity), Full Psionic Shielding, Hanger for 10 *Bermurdatu* Assault Fighters with 1 Entrance, Hanger for 10 *Anlo* Light Fighters with 1 Entrance, Hanger for 10 *Hun* Light Fighters with 1 Entrance, Hanger for 5 *Estevan* Cutters and 2 *Mei* Fast Launches with 1 Entrance, 508 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 24,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 16,000,000/47 | 32,000,000/49 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 42,752 km | 80,160 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |
| *3.1 TJ Spinal Meson Gun* | Exp | 40 | 6d x 5000(!) | 534,784 km | 1,002,720 km | 1/60 |

*Defenses:* DR 100000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans, 96 km Nuclear Damper, Meson Screen DR 50000

*Maintenance:* HT: 8, 1,772.1 man-hours per day, 136.3 MCr/yr

**Statistics:** EMass 3,397,594.5 tonnes, LMass 3,497,979.3 tonnes, Cost: 136,300.97 MCr (MCr147,347.20 fitted out), HP: 1,600,602, Size Mod: +13

**Performance:** Accel: 1.9 G (2.0 G empty, 1.9 G overloaded), Jump 3, 62,299 km/h (skim)

# *Palsson*-class Light Battle Rider (GTL11)

Small and relatively cheap, the *Palsson* battle rider is a common Solomani design. Equivalent to a cruiser rather than a battleship, it is usually deployed as a part of a large fleet, although at time a squadron—with their battle tender—have formed the core of a small flotilla.

The marine contingent provides internal security, assist with battle repairs, and runs the launch.

*Crew:* 10 bridge crew, 49 engineers, 32 gunners, 2 medics, 16 Marines (16 enlisted)

4,000 USL, DR 10000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 7 Triple Missile Turrets (Light), 10 Triple 390 MJ Laser Turrets, 10 Single 870 MJ Laser Turrets, Nuclear Damper, 57 Meson Screens, 530 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Engineering, 2450 Maneuver, 8 Utility, 9 Bunkrooms, Marine Barracks (Bunkroom), Weapons Locker (1.8 tonnes capacity), 2 Military Sickbays, Basic Security, Brig (2 prisoners), 1 Bay for *Bernhard* Launch, 2.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *530 GJ Spinal PAW* | Imp | 39 | 6d x 4000 | 260,352 km | 488,160 km | 1/60 |

*Defenses:* DR 10000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper, Meson Screen DR 10000

*Maintenance:* HT: 10, 265.3 man-hours per day, 3.1 MCr/yr

**Statistics:** EMass 50,745.1 tonnes, LMass 51,005.2 tonnes, Cost: 3,055.96 MCr (MCr3,098.91 fitted out), HP: 142,866, Size Mod: +10

**Performance:** Accel: 4.4 G (4.4 G empty, 4.4 G overloaded), 49,814 km/h (skim)

# *Pteron*-class Battle Cruiser (GTL11)

Lightly armoured by the standards of capital ships, Pteron-class battle cruisers are formidable opponents to smaller ships—and a credible threat to more powerful opponents. A terajoule meson gun, powerful enough to damage even a battleship, supplemented by 15 bays and 22 turrets mounting lasers, fusion guns, and missiles pack a formidable offensive punch, while two wings of *Anlo* light fighters and a wing of *Bermurdatu* assault fighters provide credible force protection.

*Crew:* 3 bridge crew, 120 engineers, 76 gunners, 4 medics, 64 auxiliary crew, 34 Marines (2 officers, 32 enlisted)

20,000 USL, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 10 Small Missile Bays (5 Light, 5 Heavy), 12 Triple 390 MJ Laser Turrets, 10 Single 870 MJ Laser Turrets, 5 22 GJ Fusion Bays, Nuclear Damper, 114 Meson Screens, 1.1 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Electronic Warfare Suite, Engineering, 1000 Jump, 5000 Maneuver, 8,000 Fuel, 4 Fuel Scoops, 10 Fuel Processors (100.0 hrs), 2 Workshops, 40 Utility, 23 Bunkrooms, Marine Barracks (Stateroom, 2 Bunkrooms), Briefing Room (holds 10), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, 2 Exercise Rooms, 4 Military Sickbays, Basic Security, 2 Brigs (4 prisoners), Critical Psionic Shielding, Hanger for 16 *Anlo* Light Fighters with 1 Entrance, Hanger for 8 *Bermurdatu* Assault Fighters with 1 Entrance, Hanger for 2 *Vixen* Armed Gigs, Hanger for 2 *Estevan* Cutters with 1 Entrance, 33 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *22 GJ Fusion Gun* | Spcl | 33 | 6d x 2,000 | 49,920 km | 93,600 km | 1/60 |
| *1.1 TJ Spinal Meson* Gun | Exp | 38 | 7d x 3000(!) | 313,088 km | 587,040 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper, Meson Screen DR 8000

*Maintenance:* HT: 12, 522.0 man-hours per day, 11.8 MCr/yr

**Statistics:** EMass 96,916.3 tonnes, LMass 125,288.9 tonnes, Cost: 11,826.50 MCr (MCr14,034.62 fitted out), HP: 417,743, Size Mod: +12

**Performance:** Accel: 3.6 G (4.7 G empty, 3.6 G overloaded), Jump 4, 43,326 km/h (skim)

# *Qi Wuan*-class Frigate (GTL11)

Tough and agile, *Qi Wuan* frigates patrol the frontiers of the Solomani Confederation, showing the flag and, if necessary, suppressing pirates and outies. During wartime they are also pressed into convoy duty.

*Crew:* 6 bridge crew, 10 engineers, 8 gunners, medic, 16 Marines (16 enlisted)

800 USL, DR 8000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 32 Jump, 450 Maneuver, 240 Fuel, 2 Utility, 3 Bunkrooms, Marine Barracks (Bunkroom), Sickbay, Hanger for *Vixen* Armed Gig with 1 Entrance, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 8000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 10, 114.9 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 9,849.6 tonnes, LMass 10,205.6 tonnes, Cost: 573.30 MCr (MCr593.93 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.0 G (4.1 G empty, 4.0 G overloaded), Jump 3, 36,470 km/h (skim)

# *Razruzhenye*-class Assault Carrier (GTL11)

A general-purpose assault carrier, the *Razruzhenye* is equipped for both infantry and armour. This gives strategic flexibility, at the cost of some tactical performance. The Solomani High Command considers this an acceptable trade-off.

Well armoured, protected by meson screens, nuclear dampers, and batteries of sandcasters and lasers, the *Razruzhenye* exists for one purpose only, to deliver its troops and support them from orbit. Ten heavy missile bays are usually loaded with deadfall ordnance rather than anti-ship missiles, and can level the drop zone before the marines land.

Quarters are cramped and spartan, but that is true for all Solomani ships. Navy crew claim that the air purifiers can't cope with the marines—but never where the marines might hear them!

*Crew:* 30 bridge crew, 140 engineers, 38 gunners, 10 medics, 1,030 Marines (30 officers, 1000 enlisted)

20,000 USL, DR 20000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 10 Large Missile Bays (Heavy), 50 Triple 390 MJ Laser Turrets, 50 Triple 97 MJ PD Laser Turrets, 32 Nuclear Dampers, 173 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Information Centre, 3 Engineering, 1000 Jump, 6000 Maneuver, 8,000 Fuel, 4 Fuel Scoops, 10 Fuel Processors (100.0 hrs), 2 Workshops, 40 Utility, 19 Bunkrooms, Marine Barracks (71 Bunkrooms), Tactical Command Centre, 30 Briefing Rooms (holds 300), 2 Drop Capsule Launchers (480 per turn, 1040 stored), 52 Battledress Racks (1040 stored), Weapons Locker (18.1 tonnes capacity), 30 Gyms, 10 Shooting Ranges, 10 Sickbays, Hanger for 5 *Vixen* Armed Gigs and 2 *Mei* Fast Launches with 1 Entrance, Hanger for 10 *Steffern* Assault Landers with 1 Entrance, Hanger for 100 *Stalingrad* Grav Tanks with 1 Entrance, 336 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |

*Defenses:* DR 20000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans, 56 km Nuclear Damper, Meson Screen DR 10000

*Maintenance:* HT: 10, 509.2 man-hours per day, 11.3 MCr/yr

**Statistics:** EMass 195,710.6 tonnes, LMass 257,274.8 tonnes, Cost: 11,253.62 MCr (MCr17,228.21 fitted out), HP: 417,743, Size Mod: +12

**Performance:** Accel: 2.1 G (2.8 G empty, 2.1 G overloaded), Jump 4, 36,815 km/h (skim)

# *Roin*-class Close Escort (GTL11)

Small, tough, and agile, *Roin* close escorts were designed to protect merchant convoys. The command bridge provides extra communications facilities, as well as space for the convoy commander and staff. *Roin* close escorts are usually deployed singly or in pairs.

*Crew:* 5 bridge crew, 5 engineers, 8 gunners, medic, 2 auxiliary crew

600 SL, DR 3000 (DR 1500 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 219 Maneuver, 180 Fuel, 2 Fuel Processors (11.3 hrs), 1 Utility, 3 Bunkrooms, Low Berth (4 cryotubes) for casualties, Military Sickbay, 1 Bay for *Anlo* Light Fighter, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 3000 (DR 1500 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 85.0 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 3,515.0 tonnes, LMass 4,002.3 tonnes, Cost: 313.27 MCr (MCr340.44 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 5.0 G (5.7 G empty, 4.9 G overloaded), Jump 3, 11,519 km/h (atm), 32,581 km/h (skim)

# *Tartar*-class Heavy Fighter (GTL11)

Well-armoured and lightning fast, the Solomani Confederation Navy often deploys the *Tartar* as a forward screen for slower ships.

*Crew:* pilot, engineer

40 USL, DR 2500, PD 4, Fixed 870 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 2500, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 11, 27.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 466.9 tonnes, LMass 466.9 tonnes, Cost: 31.98 MCr, HP: 6,631, Size Mod: +6
**Performance:** Accel: 7.0 G, 32,740 km/h (skim)

# *Valeria*-class Light Cruiser (GTL11)

The *Valeria* is a typical Solomani design, emphasizing firepower and strength over speed and crew comfort.

*Crew:* 12 bridge crew, 48 engineers, 44 gunners, 3 medics, 4 auxiliary crew, 55 frozen watch

10,000 USL, DR 8500 (DR 4000 on weapons), PD 4, Heavy Compartmentalization, 4 Large Missile Bays (Heavy), 6 Triple 97 MJ PD Laser Turrets, 6 Single 870 MJ Laser Turrets, 2 29 GJ Particle Bays, 1.1 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, 2 Engineering, 500 Jump, 1896 Maneuver, 4,000 Fuel, 20 Utility, 10 Bunkrooms, 14 Low Berths (56 cryotubes), 3 Military Sickbays, Operating Theatre, 2 Brigs (4 prisoners), Hanger for 2 *Vixen* Armed Gigs with 1 Entrance, 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 24,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 16,000,000/47 | 16,000,000/47 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 35,040 km | 105,120 km | 1/60 |
| *1.1 TJ Spinal Meson Gun* | Exp | 38 | 7d x 3000(!) | 195,680 km | 587,040 km | 1/60 |

*Maintenance:* HT: 12, 403.8 man-hours per day, 7.1 MCr/yr

**Statistics:** EMass 80,249.8 tonnes, LMass 88,151.9 tonnes, Cost: 7,075.37 MCr (MCr8,293.99 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 2.0 G (2.1 G empty, 1.9 G overloaded), Jump 4, 27,696 km/h (skim)

# *Vengeance*-class Heavy Fighter (GTL11)

While not especially maneuverable, the *Vengeance* heavy fighter can shrug off hits from turret weapons, making it a persistent threat to larger ships. A single turret mounts a heavy laser while a fixed missile rack allows the gunner to launch a distracting barrage to cover an attack run.

*Crew:* pilot, engineer, gunner

50 USL, DR 5500 (+250 vs. non-KE, DR 2750 on weapons), PD 4, Fixed Light Missile Rack, Single 870 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Cockpit, 45 Maneuver, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Cockpit* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5500 (+250 vs. non-KE, DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 8, 35.5 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,052.7 tonnes, LMass 1,055.0 tonnes, Cost: 54.81 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 3.9 G (3.9 G empty, 3.8 G overloaded), 29,399 km/h (skim)

# *Victrix*-class Monitor (GTL11)

Armed with the Solomani Confederation's heaviest meson gun, well-screened, and massively armoured, the *Victrix* is a common monitor within the Solomani Sphere. It is usually deployed near gas giants and other stationary assets, relying on radical screening to escape detection until its guns are within range.

*Crew:* 5 bridge crew, 97 engineers, 104 gunners, 5 medics, 74 auxiliary crew

15,000 USL, DR 55000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 6 Large Missile Bays (Heavy), 9 Single 870 MJ Laser Turrets, 32 Nuclear Dampers, 152 Meson Screens, 3.1 TJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Engineering, 4850 Maneuver, Workshop, 30 Utility, 23 Bunkrooms, 5 Military Sickbays, Hanger for 16 *Hun* Light Fighters with 1 Entrance, Hanger for 12 *Tartar* Heavy Fighters with 1 Entrance, Hanger for 2 *Estevan* Cutters with 1 Entrance, 162.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *3.1 TJ Spinal Meson Gun* | Exp | 40 | 6d x 5000(!) | 534,784 km | 1,002,720 km | 1/60 |

*Defenses:* DR 55000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 56 km Nuclear Damper, Meson Screen DR 10000

*Maintenance:* HT: 7, 628.4 man-hours per day, 17.1 MCr/yr

**Statistics:** EMass 447,825.7 tonnes, LMass 461,342.7 tonnes, Cost: 17,137.24 MCr (MCr19,512.04 fitted out), HP: 344,839, Size Mod: +11

**Performance:** Accel: 1.0 G (1.0 G empty, 0.9 G overloaded)

# *von Braun*-class Missile Boat (GTL11)

During the Solomani Rim War the Imperial Navy inflicted defeat after defeat on Solomani forces. Operational analysis indicated that, surprisingly, missile boats were one of the most cost-effective means the Solomani possessed of damaging their more technologically advanced enemies.

The *von Braun* is a typical Solomani design: starkly functional, with little consideration given to crew comfort. All personnel but the commander share a common bunkroom. The grav compensators are overloaded at max acceleration, forcing the crew to remain at their stations without relief. These savings have bought one of the fastest warships known, with 7G acceleration, enough fuel for two successive jumps, and a *Hun*-class light fighter.

*Crew:* pilot, 13 engineers, 3 gunners, medic, 3 auxiliary crew

1,200 USL, DR 2500 (DR 1250 on weapons), PD 4, Small Missile Bay (Heavy), 2 Triple 390 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 36 Jump, 585 Maneuver, 480 Fuel, 1 Fuel Scoop, 3 Fuel Processors (20.0 hrs), 3 Utility, 3 Bunkrooms, Sickbay, 1 Bay for *Hun* Light Fighter, 10.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 121.3 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 5,572.5 tonnes, LMass 6,628.8 tonnes, Cost: 638.90 MCr (MCr800.30 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 8.0 G (9.5 G empty, 7.8 G overloaded), Jump 2, 42,138 km/h (skim)

# *Wolston*-class Fleet Transport (GTL11)

Fighting an interstellar war requires megatons of supplies. Ships like the *Wolston* fleet transport carry those supplies.

*Crew:* 5 bridge crew, 16 engineers

10,000 USL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 400 Jump, 374 Maneuver, 3,000 Fuel, 20 Utility, 3 Bunkrooms, 1 Bay for *Bernhard* Launch, 6,180 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Defenses:* DR 100, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 214.4 man-hours per day, 2.0 MCr/yr

**Statistics:** EMass 4,527.5 tonnes, LMass 35,289.3 tonnes, Cost: 1,995.92 MCr (MCr1,999.26 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.0 G (7.5 G empty, 0.2 G overloaded), Jump 3

# *Warhound*-class Light Cruiser (GTL11)

One of the smallest Solomani vessels to mount a spinal weapon, the *Warhound* is smaller than many escorts. Never intended to fight in the line of battle, it is deployed as the nucleus of independent task forces operating against supply lines.

*Crew:* 5 bridge crew, 13 engineers, 22 gunners, medic, 20 frozen watch

3,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 5 Triple Sandcaster Turrets, 6 Triple 97 MJ PD Laser Turrets, 6 Single 870 MJ Laser Turrets, 530 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 120 Jump, 509 Maneuver, 900 Fuel, 1.5 Fuel Scoops, 4 Fuel Processors (28.1 hrs), 5 Utility, 4 Bunkrooms, 5 Low Berths (20 cryotubes), Sickbay, 30 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |
| *530 GJ Spinal PAW* | Imp | 39 | 6d x 4000 | 162,720 km | 488,160 km | 1/60 |

*Maintenance:* HT: 12, 205.6 man-hours per day, 1.8 MCr/yr

**Statistics:** EMass 21,388.0 tonnes, LMass 22,340.4 tonnes, Cost: 1,834.13 MCr, HP: 117,933, Size Mod: +10

**Performance:** Accel: 2.1 G (2.2 G empty, 2.0 G overloaded), Jump 3, 20,916 km/h (skim)

# *Weige*-class Battle Rider (GTL11)

A common Solomani battle rider, the *Weige* class has been deployed for several decades. While heavily armed and relatively fast, it is too lightly armoured to stand against front-line Imperial battle squadrons without a preponderance of numbers—and severe losses.

*Crew:* 30 bridge crew, 1,240 engineers, 280 gunners, 10 medics, 24 auxiliary crew, 100 Marines (4 officers, 96 enlisted)

75,000 USL, DR 52000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 30 Large Missile Bays (Heavy), 39 Triple 390 MJ Laser Turrets, 30 Single 870 MJ Laser Turrets, 30 29 GJ Particle Bays, 64 Nuclear Dampers, 1,450 Meson Screens, 3.1 TJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Information Centre, Advanced Sensor, Electronic Warfare Suite, 3 Engineering, 62000 Maneuver, 20 Workshops, 150 Utility, 130 Bunkrooms, Marine Barracks (2 Staterooms, 6 Bunkrooms), 2 Briefing Rooms (holds 20), 5 Battledress Racks (100 stored), Weapons Locker (1.8 tonnes capacity), 2 Gyms, Shooting Range, 5 Large Entry Modules, 5 Exercise Rooms, 10 Halls seating 1000 people, 10 Military Sickbays, 2 Operating Theatres, Basic Security, 5 Brigs (10 prisoners), Safe (11.3 $m^3$ capacity), Hanger for 2 *Vixen* Armed Gigs, 2 *Mei* Fast Launches, 6 *Tartar* Heavy Fighters, and 6 *Anlo* Light Fighters with 1 Entrance, 213 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 16,000,000/47 | 32,000,000/49 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |
| *3.1 TJ Spinal Meson Gun* | Exp | 40 | 6d x 5000(!) | 534,784 km | 1,002,720 km | 1/60 |

*Defenses:* DR 52000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 64 km Nuclear Damper, Meson Screen DR 20000

*Maintenance:* HT: 9, 1,272.6 man-hours per day, 70.3 MCr/yr

**Statistics:** EMass 1,387,497.0 tonnes, LMass 1,423,455.0 tonnes, Cost: 70,285.94 MCr (MCr79,604.14 fitted out), HP: 1,008,316, Size Mod: +13

**Performance:** Accel: 4.0 G (4.1 G empty, 3.9 G overloaded), 68,690 km/h (skim)

# *Yi Ku Si Tian*-class Battle Rider (GTL11)

An immense warship, the Solomani Confederation has just recently begun deploying the *Yi Ku Si Tian*-class battle rider. While not as fast as most Imperial warships, the *Yi Ku Si Tian* is more than a match for all but the largest Imperial vessel in a toe-to-toe fight.

*Crew:* 13 bridge crew, 1,720 engineers, 268 gunners, 10 medics, 66 Marines (2 officers, 64 enlisted)

100,000 USL, DR 75000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 50 Large Missile Bays (Heavy), 39 Triple 390 MJ Laser Turrets, 30 Single 870 MJ Laser Turrets, 35 29 GJ Particle Bays, 64 Nuclear Dampers, 2,848 Meson Screens, 3.1 TJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Advanced Sensor, Long-Range PESA Array, Electronic Warfare Suite, Engineering, 86000 Maneuver, 28 Workshops, 200 Utility, 165 Bunkrooms, Marine Barracks (Stateroom, 4 Bunkrooms), Briefing Room (holds 10), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), 2 Gyms, 2 Exercise Rooms, Hall seating 100 people, 10 Military Sickbays, 2 Operating Theatres, Basic Security, 2 Brigs (4 prisoners), Hanger for 2 *Estevan* Cutters with 1 Entrance, 40 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 16,000,000/47 | 32,000,000/49 | 1,120,000/40 |
| *Hvy PESA Array* | 32,000,000/49 | — | — |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |
| *3.1 TJ Spinal Meson Gun* | Exp | 40 | 6d x 5000(!) | 534,784 km | 1,002,720 km | 1/60 |

*Defenses:* DR 75000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 64 km Nuclear Damper, Meson Screen DR 30000

*Maintenance:* HT: 8, 1,518.6 man-hours per day, 100.1 MCr/yr

**Statistics:** EMass 2,235,859.5 tonnes, LMass 2,287,105.0 tonnes, Cost: 100,092.40 MCr (MCr115,101.04 fitted out), HP: 1,221,488, Size Mod: +13

**Performance:** Accel: 3.4 G (3.5 G empty, 3.4 G overloaded), 68,763 km/h (skim)

# Planetary Naval Forces

An interstellar navy needs jump-capable warships, but a planetary navy can concentrate on firepower. Without the vast space consumed by jump fuel, a system defense boat can defeat a starship up to twice its displacement.

Monitors and system defense boats are usually associated with planetary navies, although the Confederation Navy also use them to protect major bases and depots.

## *Murshtai*-class Heavy Fighter (GTL9)

While most low-tech Solomani worlds import military technology, some rely on what they can manufacture, preferring to trust in their own strength—and the knowledge that they will never be held hostage by a foreign supplier.

*Murshtai* heavy fighters are short-ranged, but tough enough to stand up to Imperial fighters in close orbit.

*Crew:* pilot, engineer, gunner

80 SL, DR 2500 (DR 1000 on weapons), PD 4, Fixed 303 MJ Laser, Triple Missile Turret (Light), Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 34 Fusion Rocket, 25 Water (0.8 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 8, 36.6 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,315.6 tonnes, LMass 1,349.0 tonnes, Cost: 58.21 MCr (MCr66.82 fitted out), HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.8 G (1.9 G empty), 8,173 km/h (atm), 23,117 km/h (skim)

## *Virtax*-class Light Fighter (GTL9)

While most low-tech Solomani worlds import military technology, some rely on what they can manufacture, preferring to trust in their own strength—and the knowledge that they will never be held hostage by a foreign supplier.

The *Virtax* is essentially a torpedo launcher. Launch from hidden bases, streaking to close orbit and launching devastating heavy missiles at point-blank range.

*Crew:* pilot

5 SL, DR 100, PD 4, Fixed Heavy Missile Rack, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 11.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 26.2 tonnes, LMass 26.2 tonnes, Cost: 5.24 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 2.8 G, 3,727 km/h (atm), 10,544 km/h (skim)

# *Arigail*-class Monitor (GTL10)

One of the large planetoid monitors common in older parts of the Solomani Confederation, the *Arigail* is typical of such ships: well armed and armoured, but slow.

*Crew:* 10 bridge crew, 584 engineers, 141 gunners, 5 medics, 60 auxiliary crew, 82 Marines (2 officers, 80 enlisted)

50,000 PL, DR 50000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 30 Large Missile Bays (Heavy), 50 Triple 250 MJ Laser Turrets, 60 Single 810 MJ Laser Turrets, 2 Double 422 MJ Plasma Turrets, 1,024 Nuclear Dampers, 478 Meson Screens, 2.3 TJ Spinal Meson Gun, Hardened Command Bridge, Engineering, 35000 Maneuver, 9 Workshops, 100 Utility, 65 Bunkrooms, Marine Barracks (Stateroom, 5 Bunkrooms), Weapons Locker (1.8 tonnes capacity), 5 Military Sickbays, Hanger for 20 *Petros* Heavy Fighters with 1 Entrance, Hanger for 5 *Sarta* Armoured Launches with 1 Entrance, 123 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 6,826 km | 12,800 km | 1/60 |
| *2.3 TJ Spinal Meson Gun* | Exp | 39 | 7d x 3000(!) | 414,976 km | 778,080 km | 1/60 |

*Defenses:* DR 50000 (DR 2000 on weapons), PD 4, 96 km Nuclear Damper, Meson Screen DR 10000

*Maintenance:* HT: 7, 1,090.1 man-hours per day, 51.6 MCr/yr

**Statistics:** EMass 1,428,240.3 tonnes, LMass 1,478,098.3 tonnes, Cost: 51,578.57 MCr (MCr60,283.97 fitted out), HP: 1,538,978, Size Mod: +12
**Performance:** Accel: 0.9 G (0.9 G empty, 0.9 G overloaded)

# *Petros*-class Heavy Fighter (GTL10)

Well armed and armoured, the *Petros* lives up to its name.

*Crew:* pilot, 2 engineers

80 USL, DR 2000, PD 4, 3 Fixed 250 MJ Lasers, Fixed 810 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 73 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2000, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 11, 26.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 923.5 tonnes, LMass 923.5 tonnes, Cost: 29.31 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.9 G, 20,402 km/h (skim)

# *Avoram*-class System Defense Boat (GTL11)

Moderately fast and heavily armoured, the *Avoram*-class System Defense Boat is a common sight in the Solomani Confederation.

*Crew:* 5 bridge crew, 12 engineers, 6 gunners

600 USL, DR 15000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 6 Single 870 MJ Laser Turrets, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 570 Maneuver, 2 Utility, 3 Bunkrooms, 1.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 7,200,000/45 | 7,200,000/45 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 15000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 8, 120.0 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 13,862.0 tonnes, LMass 13,868.8 tonnes, Cost: 625.26 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 3.7 G (3.7 G empty, 3.7 G overloaded), 44,963 km/h (skim)

# *Axar*-class Monitor (GTL11)

Large, well-armed, and massively armoured, the *Axar*-class monitor is relatively slow. Manufactured under license throughout the Solomani Confederation, it is usually deployed to protect planetary assets, rather than for deep-space interception.

*Crew:* 10 bridge crew, 230 engineers, 96 gunners, 6 medics, 56 auxiliary crew

20,000 USL, DR 50,000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 5 Triple 390 MJ Laser Turrets, 16 Single 870 MJ Laser Turrets, 12 29 GJ Particle Bays, 32 Nuclear Dampers, 217 Meson Screens, 2.3 TJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Advanced Sensor, Electronic Warfare Suite, 3 Engineering, 11500 Maneuver, 3 Workshops, 40 Utility, 33 Bunkrooms, 5 Exercise Rooms, 6 Military Sickbays, Hanger for 12 *Anlo* Light Fighters and 8 *Bermurdatu* Assault Fighters with 1 Entrance, 45 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 16,000,000/47 | 24,000,000/48 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |
| *2.3 TJ Spinal Meson Gun* | Exp | 39 | 9d x 3000(!) | 456,448 km | 855,840 km | 1/60 |

*Defenses:* DR 50000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 56 km Nuclear Damper, Meson Screen DR 10000

*Maintenance:* HT: 8, 693.9 man-hours per day, 20.9 MCr/yr

**Statistics:** EMass 508,066.5 tonnes, LMass 522,563.3 tonnes, Cost: 20,899.41 MCr (MCr21,795.33 fitted out), HP: 417,743, Size Mod: +12

**Performance:** Accel: 2.0 G (2.1 G empty, 2.0 G overloaded), 44,194 km/h (skim)

# *Gundong*-class System Defense Boat (GTL11)

Fast and relatively lightly armoured, *Gundong*-class system defense boats can be found patrolling many systems in the Solomani Confederation.

*Crew:* 6 bridge crew, 6 engineers, 8 gunners

400 SL, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), Triple 390 MJ Laser Turret, Single 870 MJ Laser Turret, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 300 Maneuver, 1 Utility, 2 Bunkrooms, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -7 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 10, 78.4 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 4,524.6 tonnes, LMass 4,591.5 tonnes, Cost: 266.74 MCr (MCr278.06 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 5.9 G (6.0 G empty), 15,583 km/h (atm), 44,075 km/h (skim)

# *Harpy*-class Aerospace Fighter (GTL11)

More of an atmospheric fighter with space capacities, the *Harpy* is found defending both inhabited worlds and gas giants.

*Crew:* pilot, engineer, gunner

22 SL (Radical), DR 5000 (DR 2500 on weapons), PD 4, Fixed Light Missile Rack, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 12 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |

*Defenses:* DR 5000 (DR 2500 on weapons), PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 7, 22.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 542.0 tonnes, LMass 542.0 tonnes, Cost: 22.32 MCr, HP: 4,451, Size Mod: +6

**Performance:** Accel: 2.0 G, 22,118 km/h (atm), 22,118 km/h (skim)

# *Kuomsi*-class System Defense Boat (GTL11)

Fast, stealthy, and tough, the *Kuomsi* is a nasty surprise for invaders. The mere threat of a squadron lurking in a gas giant is enough to deter frontier refueling.

*Crew:* 6 bridge crew, 9 engineers, 4 gunners, medic

600 SL, DR 8000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 452 Maneuver, 1 Utility, 3 Bunkrooms, Sickbay, 2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 8000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans

*Maintenance:* HT: 9, 102.1 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 8,206.0 tonnes, LMass 8,282.0 tonnes, Cost: 452.29 MCr (MCr463.61 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 5.0 G (5.0 G empty, 4.9 G overloaded), 16,548 km/h (atm), 46,807 km/h (skim)

# *Purvaine*-class System Defense Boat (GTL11)

Built under license throughout the Solomani Confederation, the *Purvaine*-class system defense boat is a common design. Fast and tough, its biggest drawback is the lack of truly heavy weapons capable of piercing a battleship's armour.

*Crew:* 10 bridge crew, 142 engineers, 26 gunners, 3 medics

7,500 USL, DR 22000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Heavy), 10 Single 870 MJ Laser Turrets, 6 29 GJ Particle Bays, 75 Magazines, Nuclear Damper, 57 Meson Screens, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 7100 Maneuver, 2 Workshops, 15 Utility, 16 Bunkrooms, 3 Exercise Rooms, 3 Military Sickbays, 27 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 56,064 km | 105,120 km | 1/60 |

*Defenses:* DR 22000 (DR 4000 on weapons), PD 4, -14 to active scans, -7 to passive scans, 16 km Nuclear Damper, Meson Screen DR 5000

*Maintenance:* HT: 9, 394.4 man-hours per day, 6.8 MCr/yr

**Statistics:** EMass 129,626.3 tonnes, LMass 129,901.8 tonnes, Cost: 6,750.37 MCr (MCr6,795.37 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 5.0 G (5.0 G empty, 4.9 G overloaded), 60,887 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Batoche*-class Regimental Lander (GTL10)

Many civilians erroneously assume that the *Batoche* can transport an entire regiment—its name really means that the craft is usually attached to a Marine regiment to provide organic orbital capability. Four *Batoche*-class landers can transport the entire regiment (including personal equipment, but excluding stores and heavy equipment).

The Solomani Navy makes *Batoche*-class landers available to most Marine regiments. Pilots are usually Marines. Units in the field often remove some of the couches and use the lander for resupply missions.

*Crew:* pilot
*Passengers:* 444 independent passengers

50 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, 37 Passenger Couches (444 seats)

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 59.1 tonnes, LMass 59.1 tonnes, Cost: 4.92 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 1.2 G, 1,730 km/h (atm), 4,894 km/h (skim)

## *Bunter*-class Gig (GTL10)

Small and cheap, *Bunters* are ubiquitous within the Solomani Confederation.

*Crew:* pilot
*Passengers:* 24 independent passengers

20 SL, DR 100, PD 4, Cockpit, 3 Maneuver, 2 Passenger Couches (24 seats), 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 9.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 29.8 tonnes, LMass 75.2 tonnes, Cost: 3.50 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 1.4 G (3.6 G empty, 0.4 G overloaded), 2,876 km/h (atm), 8,135 km/h (skim)

## *Degyrre*-class Armed Shuttle (GTL10)

An unstreamlined design, the *Degyrre* armed shuttle can be found in asteroid belts. Its laser is intended as protection against stray meteors.

*Crew:* pilot, engineer, gunner, steward
*Passengers:* 60 high passengers

95 USL, DR 1200 (DR 600 on weapons), PD 4, Triple 90 MJ PD Laser Turret, Cockpit, 28 Maneuver, 5 Passenger Couches (60 seats), 60 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 18.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 567.1 tonnes, LMass 839.2 tonnes, Cost: 15.17 MCr, HP: 11,804, Size Mod: +7
**Performance:** Accel: 1.2 G (1.8 G empty, 0.5 G overloaded), 5,874 km/h (skim)

# *Dieppe*-class Assault Lander (GTL10)

Carrying a Marine platoon into action, the *Dieppe* is optimized for delivering and supplying troops under fire. Heavy armour, a twin plasma gun turret, and nine tons of cargo space make the *Dieppe* a flexible craft. Pilot and gunner are usually Marines, often part of the same company.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

80 SL, DR 2000 (DR 1000 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 3 Passenger Couches (36 seats), 9 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 10, 23.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 845.5 tonnes, LMass 886.3 tonnes, Cost: 23.69 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.0 G (2.1 G empty, 1.7 G overloaded), 7,008 km/h (atm), 19,823 km/h (skim)

# *Falkon*-class Cargo Lighter (GTL10)

Optimized for cargo transfer, *Falkon*-class lighters are a common sight at Solomani starports.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Cockpit, 9 Maneuver, 54 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 70.4 tonnes, LMass 315.3 tonnes, Cost: 5.20 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.0 G (4.6 G empty, 0.3 G overloaded), 3,138 km/h (atm), 8,876 km/h (skim)

# *Fromin*-class Launch (GTL10)

A common Solomani design, the *Fromin* can be encountered at almost every starport in the Confederation.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 20.6 tonnes, LMass 38.8 tonnes, Cost: 3.14 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.9 G (3.5 G empty, 0.7 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Gartin*-class Shuttle (GTL10)

A slightly oversized design, *Gartin* shuttles can be found throughout the Solomani Confederation.

*Crew:* pilot, engineer, steward
*Passengers:* 84 high passengers

90 SL, DR 100, PD 4, Cockpit, 9 Maneuver, 7 Passenger Couches (84 seats), 55 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 76.9 tonnes, LMass 326.4 tonnes, Cost: 5.36 MCr, HP: 11,386, Size Mod: +7
**Performance:** Accel: 1.0 G (4.2 G empty, 0.2 G overloaded), 3,017 km/h (atm), 8,534 km/h (skim)

# *Hapawín*-class Scoopship (GTL10)

Optimized for skimming fuel from a gas giant's atmosphere, scoopships are often found as starport auxiliaries. Their pilots have a reputation for skill and daring—and recklessness.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Hardened Cockpit, 8 Maneuver, 55 Fuel, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 18.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 82.4 tonnes, LMass 132.3 tonnes, Cost: 13.99 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.2 G (3.5 G empty), 2,958 km/h (atm), 8,369 km/h (skim)

# *Ibex*-class Fast Shuttle (GTL10)

Usually used in inter-satellite runs within gas giant systems, the *Ibex* is far from uncommon, although not as ubiquitous as a standard shuttle.

*Crew:* pilot, engineer
*Passengers:* 60 independent passengers

80 SL, DR 100, PD 4, Cockpit, 18 Maneuver, 5 Passenger Couches (60 seats), 40 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 12.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 100.6 tonnes, LMass 282.0 tonnes, Cost: 6.68 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.3 G (6.5 G empty, 0.6 G overloaded), 4,438 km/h (atm), 12,553 km/h (skim)

# *MacDonnell*-class Assault Lander (GTL10)

A small, well armoured landing cutter designed to deliver a platoon of marines and their heavy equipment into a hot landing zone, the *MacDonnell* is encountered wherever Solomani Marines serve. Doctrine calls for a gravity-assisted approach while the gunner clears out a secure landing area, followed by rapid troop deployment. In highly mechanized units the lander stays with the platoon to provide fire support and mobility, in less well-equipped units it returns to orbit to pick up a second wave of troops.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

40 SL, DR 2000 (DR 1000 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 20 Maneuver, 3 Passenger Couches (36 seats), 7 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 9, 18.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 513.9 tonnes, LMass 545.7 tonnes, Cost: 15.07 MCr, HP: 6,631, Size Mod: +6
**Performance:** Accel: 1.3 G (1.4 G empty, 1.1 G overloaded), 5,424 km/h (atm), 15,341 km/h (skim)

# *Penguin*-class Shuttle (GTL10)

Another of the innumerable small craft serving the starports of the Solomani Confederation, *Penguin*-class shuttles are sturdy workhorses, ferrying large loads of cargo from ground to orbit.

*Crew:* pilot, engineer

90 SL, DR 100, PD 4, Cockpit, 10 Maneuver, 61 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 76.6 tonnes, LMass 353.2 tonnes, Cost: 5.47 MCr, HP: 11,386, Size Mod: +7
**Performance:** Accel: 1.0 G (4.7 G empty, 0.2 G overloaded), 3,180 km/h (atm), 8,996 km/h (skim)

# *Polakki*-class Shuttle (GTL10)

The *Polakki* is a common sight in the Solomani Confederation, found at most large starports.

*Crew:* pilot, engineer, steward
*Passengers:* 144 middle passengers

80 SL, DR 100, PD 4, Cockpit, 11 Maneuver, 12 Passenger Couches (144 seats), 40 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 82.4 tonnes, LMass 263.8 tonnes, Cost: 5.61 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.5 G (4.8 G empty, 0.4 G overloaded), 3,469 km/h (atm), 9,813 km/h (skim)

# *Rorke*-class Cargo Lighter (GTL10)

Dubbed the "flying brick" by its pilots, the *Rorke* cargo lighter is found all over the Solomani Confederation, in both civilian and Naval service. Civilian models retain the hardened electronics, both to better resist electrical storms near gas giants and to render them more useful if requisitioned by the Confederation Navy.

*Crew:* pilot

80 SL, DR 100, PD 4, Hardened Cockpit, 8 Maneuver, 55 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 67.4 tonnes, LMass 316.9 tonnes, Cost: 5.19 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 0.9 G (4.3 G empty, 0.2 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Sarta*-class Armoured Launch (GTL10)

Both faster and better protected than the standard launch, the *Sarta*-class is more expensive and has a greatly-reduced payload. Standard equipment in the Solomani Navy, many have been sold as surplus—mostly to civilian concerns on the Imperial and Aslan frontiers.

*Crew:* pilot
*Passengers:* 36 independent passengers

10 SL, DR 300, PD 4, Hardened Cockpit, 4 Maneuver, 3 Passenger Couches (36 seats)

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 9.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 43.8 tonnes, LMass 43.8 tonnes, Cost: 3.84 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 3.3 G, 4,184 km/h (atm), 11,835 km/h (skim)

# *Synjon*-class Runabout (GTL10)

Small and cramped, the *Synjon* is intended for running last-minute cargo and passengers to starships waiting to depart.

*Crew:* pilot
*Passengers:* 12 independent passengers

5 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 14.0 tonnes, LMass 18.6 tonnes, Cost: 2.87 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 2.0 G (2.6 G empty, 1.0 G overloaded), 2,636 km/h (atm), 7,455 km/h (skim)

# *Bernhard*-class Launch (GTL11)

A small naval auxiliary, the *Bernhard*-class launch can be found on many Solomani ships.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 1 Maneuver, Passenger Couch (12 seats), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 8.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 14.5 tonnes, LMass 37.2 tonnes, Cost: 3.34 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 2.4 G (6.3 G empty, 0.7 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# *Chunrong*-class Launch (GTL11)

A sturdy workhouse, the *Chunrong* launch carries both passengers and cargo. Many Solomani ships carry *Chunrong* launches, and many starports use them as small shuttles.

*Crew:* pilot
Passengers: 60 independent passengers

50 SL, DR 100, PD 4, Cockpit, 2 Maneuver, 5 Passenger Couches (60 seats), 32 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 9.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 30.0 tonnes, LMass 175.1 tonnes, Cost: 4.14 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 1.0 G (6.1 G empty, 0.2 G overloaded), 2,735 km/h (atm), 7,738 km/h (skim)

# *Cordera*-class Lander (GTL11)

A simple shuttle, the *Cordera* is generally used as an auxiliary by unstreamlined ships needing an interface craft.

*Crew:* pilot
*Passengers:* 36 independent passengers

50 SL, DR 100, PD 4, Cockpit, 2 Maneuver, 3 Passenger Couches (36 seats), 34 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 9.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 29.3 tonnes, LMass 183.5 tonnes, Cost: 4.12 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 1.0 G (6.2 G empty, 0.2 G overloaded), 2,735 km/h (atm), 7,738 km/h (skim)

# *Estevan*-class Cutter (GTL11)

The *Estevan*-class cutter is a small craft designed to ferry a few passengers and some cargo from surface to orbit. While designed as a naval auxiliary, many surplus cutters are in service at various starports throughout the Solomani Confederation.

*Crew:* pilot
*Passengers:* 36 independent passengers

20 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, 3 Passenger Couches (36 seats), 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 22.7 tonnes, LMass 68.1 tonnes, Cost: 4.32 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 2.7 G (8.0 G empty, 0.7 G overloaded), 3,713 km/h (atm), 10,502 km/h (skim)

# *Grumpére*-class Runabout (GTL11)

Small and cramped, the *Grumpére* is none-the-less cheap and fast, and thus eminently suited for running last-minute cargo and passengers to starships waiting to depart.

*Crew:* pilot
*Passengers:* 12 independent passengers

5 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 11.3 tonnes, LMass 15.9 tonnes, Cost: 2.83 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 5.7 G (8.0 G empty, 2.7 G overloaded), 4,168 km/h (atm), 11,788 km/h (skim)

# *Gunga*-class Medevac Lander (GTL11)

Specialized for medical transport, the *Gunga* class lander is rarely seen outside the Solomani Navy.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Hardened Cockpit, 7 Maneuver, 12 Basic Evacuation Bays, 8 Advanced Evacuation Bays, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 17.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 105.3 tonnes, LMass 105.3 tonnes, Cost: 13.79 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 6.0 G, 4,376 km/h (atm), 12,377 km/h (skim)

# *Juandao*-class Fast Shuttle (GTL11)

Trading passenger capacity for acceleration, *Juandao* shuttles serve express lines.

*Crew:* pilot, engineer
*Passengers:* 60 independent passengers

95 SL, DR 100, PD 4, Cockpit, 10 Maneuver, 5 Passenger Couches (60 seats), 60 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 15.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 68.3 tonnes, LMass 340.4 tonnes, Cost: 9.76 MCr, HP: 11,804, Size Mod: +7
**Performance:** Accel: 2.7 G (13.3 G empty, 0.6 G overloaded), 4,939 km/h (atm), 13,970 km/h (skim)

# *Kianti*-class Fast Launch (GTL11)

A standard naval auxiliary, the *Kianti* can be found on many Solomani warships, as well as at most naval bases.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 9.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 18.1 tonnes, LMass 36.2 tonnes, Cost: 3.99 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 5.0 G (10.0 G empty, 1.7 G overloaded), 4,678 km/h (atm), 13,232 km/h (skim)

# *Mei*-class Fast Launch (GTL11)

The *Mei*-class launch is the standard Solomani auxiliary for fast courier duties.

*Crew:* pilot
*Passengers:* 24 independent passengers

20 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, 2 Passenger Couches (24 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 12.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 33.3 tonnes, LMass 69.6 tonnes, Cost: 6.27 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 6.5 G (13.6 G empty, 2.1 G overloaded), 5,871 km/h (atm), 16,606 km/h (skim)

# *Miao*-class Runabout (GTL11)

Small and handy, the *Miao* runabout is a common auxiliary throughout the Solomani Confederation.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 13.5 tonnes, LMass 36.2 tonnes, Cost: 2.93 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 2.5 G (6.7 G empty, 0.7 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# *Mobus*-class Shuttle (GTL11)

A common vessel, the *Mobus* shuttle can be encountered at most Solomani starports.

*Crew:* pilot
*Passengers:* 48 independent passengers

80 SL, DR 100, PD 4, Cockpit, 4 Maneuver, 4 Passenger Couches (48 seats), 55 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 43.3 tonnes, LMass 292.7 tonnes, Cost: 5.72 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.2 G (8.4 G empty, 0.3 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# *Steffern*-class Assault Lander (GTL11)

Well-armoured and protected by twin point-defense plasma guns, the *Steffern* can deliver its platoon safely into a hot landing zone—or extract them. The cargo bay is designed for rapid unloading, and can accommodate a grav APC if necessary.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

80 SL, DR 10000 (DR 4000 on weapons), PD 4, Double 150 MJ PD Plasma Gun Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 49 Maneuver, 3 Passenger Couches (36 seats), 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *150 MJ PD Plasma* | Spcl | 25 | 8d x 100 | 3,712 km | 6,960 km | 1/60 |

*Defenses:* DR 10000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 7, 38.6 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 2,189.8 tonnes, LMass 2,235.1 tonnes, Cost: 64.55 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.0 G (2.0 G empty, 1.8 G overloaded), 10,970 km/h (atm), 31,028 km/h (skim)

# *Vixen*-class Armed Gig (GTL11)

Small, maneuverable, and lightly armed, the *Vixen* is a standard auxiliary in the Solomani Confederation Navy.

*Crew:* pilot, gunner
*Passengers:* 24 independent passengers

20 SL, DR 100, PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Maneuver, 2 Passenger Couches (24 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |

*Maintenance:* HT: 12, 14.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 53.2 tonnes, LMass 89.5 tonnes, Cost: 9.31 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 4.1 G (6.8 G empty, 1.5 G overloaded), 4,628 km/h (atm), 13,091 km/h (skim)

# Sword World Confederation

The Sword Worlds were settled by Solomani exiles who arrived in the subsector four centuries before Cleon I founded the Third Imperium. From the first settlement on Gram, colonies spread to over 20 worlds in several subsectors. First unified in the Sacnoth Dominate (-186 to -102), various governments have risen and fallen over the centuries.

During the Fifth Frontier War (1105 to 1110), the Sword Worlds Confederation invaded the Imperium. Despite valiant efforts, the technological superiority of the Imperial Navy was too much for GTL9 ships and the Sword World fleets were first stopped, then routed. By the end of 1109, the Confederation Navy was in full retreat, fighting desperately to protect its supply lines from jump-5 intruder squadrons. Defeating the Sword Worlds armies took longer and was only accomplished through prodigious use of orbital munitions, leaving the occupied worlds with the task of rebuilding leveled cities.

By the time the Armistice was signed, the Imperium had occupied Beater, Biter, Bronze, Durendal, Hofud, Iron, Mithril, Steel, and Sting. Rather than free them, the Imperium created the Border Worlds: a "protectorate" administered by the Border Office and guarded by the Imperial Navy. The Confederation Navy had few jump-capable warships left, and there was little the exhausted Confederation could do. Matters were exacerbated when Sacnoth and Tyrfing withdrew from the Confederation to join the Border Worlds.

Despite recent setbacks in the Fifth Frontier War, the governmental structure of the Sword Worlds Confederation remains unaltered. Individual worlds have nearly complete autonomy over local affairs, maintaining their own military forces and passing their own laws. The Confederation Council governs interstellar affairs. Each world is represented by two Councilors. Gram has an extra Councilor, who leads the sessions and adjudicates disputes. The Council regulates interstellar trade, sets diplomatic policies and handles relations with other powers, and acts as an arena for resolving interworld disputes.

# Merchants & Traders

Interstellar trade in the Sword Worlds tends to be short-range. The entire Confederation forms a single main, and few merchants travel more than a few parsecs.

Trade with the Imperium is nearly non-existent. Not only are there practical problems crossing the border, but Sword Worlders prefer local products. Few Imperial merchants make a profit in the Sword Worlds—even in the new Border Worlds, which have no *official* trade barriers.

## *Einkhuissen*-class Express Liner (GTL9)

An aging design, the *Einkhuissen* class is rapidly finding its "Express Liner" common use name replaced with just "Liner." In its heyday, it was the flagship of Nordcan Lines, with routes covering the Sword Worlds. Now it spends most of its time shuttling between Gram and Beater.

*Crew:* 2 bridge crew, 2 engineers, 1 steward

*Passengers:* 20 high passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 8 Fusion Rocket, 60 Fuel, 15 Water (2.0 hrs), 2 Utility, 23 Staterooms, 39 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 43.5 man-hours per day, 0.08 MCr/yr

*Economics:* Income: 6.31 MCr (passenger: 5.28 MCr, freight: 1.03 MCr), Expenses: 0.93 MCr (Fuel: 0.69 MCr, Maintenance: 0.16 MCr, Payroll: 0.07 MCr), Net Profit: 5.38 MCr. Annual totals for a jump-2 liner at full capacity making 33 jumps per year.

**Statistics:** EMass 311.3 tonnes, LMass 542.6 tonnes, Cost: 82.00 MCr, HP: 25,407, Size Mod: +8

**Performance:** Accel: 1.1 G (1.9 G empty, 0.5 G overloaded), Jump 2, 2,693 km/h (atm), 7,618 km/h (skim)

# *Ekorn*-class Liner (GTL9)

The *Ekorn* is a rarity: a fusion-drive ship designed to land on a planetary surface. Found only within the Sword Worlds, the take-off of one of these liners is an awe-inspiring sight indeed!

*Crew:* 3 bridge crew, 2 engineers, 2 stewards
*Passengers:* 40 high passengers, 40 low passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 8 Jump, 10 Fusion Rocket, 40 Fuel, 24 Water (2.6 hrs), 3 Utility, 44 Staterooms, 10 Low Berths (40 cryotubes), 40 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 43.2 man-hours per day, 0.08 MCr/yr
*Economics:* Income: 6.14 MCr (passenger: 5.54 MCr, freight: 0.59 MCr), Expenses: 0.72 MCr (Fuel: 0.46 MCr, Maintenance: 0.16 MCr, Payroll: 0.10 MCr), Net Profit: 5.42 MCr. Annual totals for a jump-1 liner at full capacity making 33 jumps per year.

**Statistics:** EMass 399.0 tonnes, LMass 616.6 tonnes, Cost: 80.97 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.2 G (1.8 G empty, 0.5 G overloaded), Jump 1, 2,735 km/h (atm), 7,738 km/h (skim)

# *Kjerre*-class Freighter (GTL9)

Reactionless thrusters are expensive and inefficient at lower tech levels, but they are a lot safer than fusion rockets. The *Kjerre*-class freighter, and ships like her, are a common sight in the Sword Worlds Confederation. Heavy and lumbering, she shuttles slowly along her route.

*Crew:* 3 bridge crew, 18 engineers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 40 Jump, 100 Maneuver, 200 Fuel, 10 Utility, 11 Staterooms, 1,560 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 96.1 man-hours per day, 0.40 MCr/yr
*Economics:* Freight Income: 23.17 MCr, Expenses: 3.39 MCr (Fuel: 2.31 MCr, Maintenance: 0.80 MCr, Payroll: 0.28 MCr), Net Profit: 19.78 MCr. Annual totals for a jump-1 liner at full capacity making 33 jumps per year.

**Statistics:** EMass 1,319.5 tonnes, LMass 8,575.5 tonnes, Cost: 401.18 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.05 G (0.36 G empty, 0.01 G overloaded), Jump 1

# *Traske*-class Freighter (GTL9)

Fusion rockets are inefficient, but thruster plates at lower tech levels are even worse. The *Traske* is designed to move large amounts of cargo, slowly but relatively efficiently. Its dispersed hull means that all cargo is exposed to vacuum, but the mass saved makes this a worthwhile trade-off.

*Crew:* 3 bridge crew, 9 engineers

2,000 DSP (114-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 40 Jump, 50 Fusion Rocket, 200 Fuel, 75 Water (1.6 hrs), 1 Utility, 7 Staterooms, 1,560 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 83.7 man-hours per day, 0.30 MCr/yr
*Economics:* Freight Income: 23.17 MCr, Expenses: 3.07 MCr (Fuel: 2.31 MCr, Maintenance: 0.61 MCr, Payroll: 0.16 MCr), Net Profit: 20.09 MCr. Annual totals for a jump-1 liner at full capacity making 33 jumps per year.

**Statistics:** EMass 663.2 tonnes, LMass 7,919.2 tonnes, Cost: 303.95 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.5 G (5.5 G empty, 0.1 G overloaded), Jump 1

# *Kjerre II*-class Freighter (GTL10)

As inefficient as GTL10 thrusters are by Imperial standards, they are an incredible improvement over the average Sword Worlds technology. When the *Kjerre*-class was refitted her acceleration increased four times, and the reduced engineering crew enabled her to carry a few passengers.

*Crew:* 3 bridge crew, 4 engineers, 3 gunners
*Passengers:* 14 middle passengers

2,000 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 40 Jump, 100 Maneuver, 200 Fuel, 4 Utility, 13 Staterooms, 1,596.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 66.3 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 26.12 MCr (passenger: 0.98 MCr, freight: 25.14 MCr), Expenses: 4.36 MCr (Fuel: 2.45 MCr, Berthing: 1.40 MCr, Maintenance: 0.38 MCr, Payroll: 0.13 MCr), Capital Cost: 11.94 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.29 kCr per jump, Net Profit: 9.82 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,005.9 tonnes, LMass 8,427.4 tonnes, Cost: 191.05 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.4 G (3.6 G empty, 0.1 G overloaded), Jump 1

# *Knorr*-class Freighter (GTL10)

The *Knorr* is a common class of freighter in the Sword Worlds, plodding the main that passes almost every member of the Confederation, although it is almost never encountered in Imperial space. This in not just because of political animosity: Sword Worlds licensing regulation do not require a steward for middle passengers, while Imperial regulations do. As well, pirates are unknown in the highly militarized worlds of the Sword Worlds Confederation, rendering weaponry unnecessary—a menace Sword Worlders know exists in their larger neighbour.

*Crew:* 2 bridge crew, 3 engineers
*Passengers:* 6 middle passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 16 Jump, 104 Maneuver, 80 Fuel, 2 Utility, 6 Staterooms, 570.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 44.9 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 9.41 MCr (passenger: 0.42 MCr, freight: 8.99 MCr), Expenses: 1.79 MCr (Fuel: 0.98 MCr, Berthing: 0.56 MCr, Maintenance: 0.18 MCr, Payroll: 0.07 MCr), Capital Cost: 5.48 MCr, Shipping Costs (per dton): 0.36 kCr per parsec, 0.36 kCr per jump, Net Profit: 2.14 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 623.1 tonnes, LMass 3,282.9 tonnes, Cost: 87.62 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.1 G (6.1 G empty, 0.3 G overloaded), Jump 1, 5,048 km/h (skim)

# *Wain*-class Freighter (GTL10)

Common in the confined space of the Sword Worlds, *Wain*-class freighters plod long the main, shuttling freight and a few passengers from world to world. The nature of Sword Worlds politics eliminates the need for weapons (no pirate can survive long in the militarized Sword Worlds). Unlike most freighters, the *Wain* class is streamlined, permitting it to be loaded directly from the ground rather than relying on orbital transshipment.

*Crew:* 2 bridge crew, 2 engineers
*Passengers:* 6 middle passengers, 12 low passengers

800 SL, DR 100, PD 4, Basic Bridge, Engineering, 16 Jump, 82 Maneuver, 80 Fuel, 2 Utility, 6 Staterooms, 3 Low Berths (12 cryotubes), 431 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 44.8 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 7.29 MCr (passenger: 0.50 MCr, freight: 6.79 MCr), Expenses: 1.77 MCr (Fuel: 0.98 MCr, Berthing: 0.56 MCr, Maintenance: 0.17 MCr, Payroll: 0.06 MCr), Capital Cost: 5.44 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 0.46 kCr per jump, Net Profit: 0.08 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 560.7 tonnes, LMass 2,587.9 tonnes, Cost: 87.04 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.1 G (5.3 G empty, 0.3 G overloaded), Jump 1, 4,397 km/h (atm), 12,436 km/h (skim)

# Miscellaneous Ships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## Bardolf-class Yacht (GTL9)

While the Sword Worlds do not have the vast resources of the Imperium, they do possess their share of wealthy people, and some of those feel the need for personal interstellar transport. The *Bardolf* can carry a host and three guests in comfort.

*Crew:* 2 bridge crew, engineer, 2 stewards
*Passengers:* 1 noble passenger, 3 high passengers

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 2 Jump, 4 Fusion Rocket, 10 Fuel, 15 Water (4.0 hrs), 1 Utility, Suite, 6 Staterooms, 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 27.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 131.8 tonnes, LMass 177.1 tonnes, Cost: 33.00 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 1.6 G (2.2 G empty, 0.9 G overloaded), Jump 1, 2,746 km/h (atm), 7,769 km/h (skim)

## *Frydja*-class Yacht (GTL9)

For those with a slightly greater need for speed, the *Frydja* class offers double the jump rating of the *Bardolf*. As well, accommodations for a second passenger have been upgraded to a suite, at the cost of carrying more than two passengers—although the suites are easily big enough for a couple.

*Crew:* 2 bridge crew, engineer, 2 stewards
*Passengers:* 2 noble passengers

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 3 Jump, 3 Fusion Rocket, 20 Fuel, 11 Water (3.9 hrs), 1 Utility, 2 Suites, 3 Staterooms, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 29.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 136.6 tonnes, LMass 177.4 tonnes, Cost: 38.15 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 1.2 G (1.6 G empty, 0.8 G overloaded), Jump 2, 2,378 km/h (atm), 6,728 km/h (skim)

# Naval Forces

Every world in the Sword Worlds maintains its own military forces, equipped and supplied from its own factories. While this is economically inefficient, it does mean that an invader must conquer each world singly—the Confederation as a whole has no vulnerable manufacturing world.

The Confederation maintains a General Staff to which officers are seconded for map exercises and the biannual Joint Maneuvers. During peacetime, planetary forces are under local command; during wartime, the General Staff is given strategic control. Planetary units are kept together as much as possible, the Staff realizing that tactical cohesion benefits from familiar chains of command.

The Sword Worlds Confederation Patrol Service acts as an interplanetary police and customs service within the Confederation, enforces trade restrictions between the worlds of the Confederation and outside, suppresses piracy, and adjudicates minor disputes between worlds.

Sword World vessels are characterized by heavy armour and weapons. Knowing that they are technologically overmatched by the Imperial Navy, Sword Worlds naval planners attempt to overcome a lack of quality with overwhelming quantities.

Many Sword Worlds warships lack jump drives entirely. Much more than the Imperial Navy, the fleets of the Sword Worlds Confederation rely on monitors and battle riders.

## *Arasfor*-class Destroyer (GTL9)

While vulnerable to Imperial warships, the *Arasfor* is well-suited for its purpose: short sharp raids against Sword Worlds targets. Protected against turret weapons at long range, armed with a good mix of weapons itself, carrying two *Elding*-class light fighters, and fuel for two jumps, destroyers like this play a large part in the Sword Worlds continual internecine warfare.

*Crew:* 4 bridge crew, 4 engineers, 12 gunners, 3 auxiliary crew, 10 troops

1200-ton USL Hull, DR 1000, PD 4, Heavy compartmentalization, 4 Turrets with 3 missile racks each, 4 Turrets with 3 lasers each, 4 Turrets with 3 sandcasters each, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 250 Fusion Rocket, 24 Jump, 240 Fuel, 550 Rocket Fuel (1.3 hours), Fuel Processor (30.0 hours), Stateroom, 2 Bunkrooms (32 personnel), 3 Utility, 3 Vehicle Bays (Gig, 2 *Elding* Light Fighters), 11.5 cargo

*Communicators:* Radio 1 million km, Laser 1 million km
*Sensors:* PESA 8000 km, AESA 16000 km, Radscanner 3680 km
*12 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

**Statistics:** EMass 15754.4 tonnes, LMass 16393.3 tonnes, Cost MCr 591.4, HP 89400
**Performance:** Accel 2.3 G (2.4 G empty, 2.3 G overloaded), Jump 1, Air Speed 960 km/h

## *Beowulf*-class Greater Dreadnought (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

*Beowulf*-class Greater Dreadnoughts form a large part of Sword World offensive capability. Large, invulnerable to turret weapons (and thus most fighters), and relatively fast for a Sword World ship, the *Beowulf* class was designed to stand up to Imperial warships—and win.

*Crew:* 10 bridge crew, 600 engineers, 362 gunners, 64 auxiliary crew, 286 frozen watch

100,000-ton USL Hull, DR 4200, PD 4, Total compartmentalization, 190 Turrets with 3 lasers each, 10 Turrets with 3 sandcasters each, 30 Missile Bays, 50 Particle Beam Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 16000 Fusion Rocket, 3000 Jump, 20000 Fuel, 50000 Rocket Fuel (1.9 hours), 10 Fuel Processors (250.0 hours), Stateroom, 65 Bunkrooms (1040 personnel), 72 Low Berths (holds 288 cryotubes), 200 Utility, 32 Vehicle Bays (32 *Helm* Fighters), 423.5 cargo

*Communicators:* Radio 1 million km, Laser 1 million km
*Sensors:* PESA 8000 km, AESA 16000 km, Radscanner 3680 km
*570 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60
*50 Particle Beam Bays:* Imp, Acc 33, Dmg 6dx1500, Rng 23400 km, MxRng 70220 km, FP 63, SS 30, RoF 1/60
*Spinal Particle Beam:* Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424, SS 30, RoF 1/60

**Statistics:** EMass 1425133.4 tonnes, LMass 1476078.0 tonnes, Cost MCr 47395.5, HP 2235000
**Performance:** Accel 1.6 G (1.7 G empty, 1.6 G overloaded), Jump 2, Air Speed 960 km/h

# *Drakon*-class Fighter (GTL9)

With barely 25 minutes of fuel at full thrust, *Drakon* fighters are deployed for a last ditch defense, or for a single lightning strike.

*Crew:* pilot, engineer, gunner

30 USL, DR 1200 (DR 600 on weapons), PD 4, Fixed Light Missile Rack, Single 303 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 20 Fusion Rocket, 7 Water (0.4 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 10, 26.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 392.5 tonnes, LMass 392.5 tonnes, Cost: 30.57 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 3.7 G, 20,073 km/h (skim)

# *Dremheim*-class System Defense Boat (GTL9)

A short-range gunboat, *Dremheim* SDBs operate in packs of 10-20 vessels, swarming through close orbit in a last-ditch defense against invasion.

*Crew:* 3 bridge crew, 8 engineers, 8 gunners

1,200 SL, DR 2500 (DR 1000 on weapons), PD 4, Total Compartmentalization, 6 Triple Missile Turrets (3 Light, 3 Heavy), 4 Triple 101 MJ Laser Turrets, 2 Single 303 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 443 Fusion Rocket, 450 Water (1.1 hrs), 6 Utility, 10 Staterooms, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 118.1 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 8,599.6 tonnes, LMass 8,791.8 tonnes, Cost: 604.92 MCr (MCr657.75 fitted out), HP: 64,024, Size Mod: +9
**Performance:** Accel: 3.7 G (3.7 G empty), 11,408 km/h (atm), 32,267 km/h (skim)

# *Eimenstaal*-class Monitor (GTL9)

Big and slow, like all Sword World monitors, the *Eimenstaal* fights best in high orbit, where its lack of endurance is less important than in deep space engagements.

*Crew:* 10 bridge crew, 30 engineers, 47 gunners, 2 medics

7,500 USL, DR 10000 (DR 1000 on weapons), PD 4, Total Compartmentalization, 2 Large Missile Bays (Heavy), 16 Single 303 MJ Laser Turrets, 670 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1750 Fusion Rocket, 1500 Water (0.9 hrs), 41 Utility, 45 Staterooms, 2 Military Sickbays, 48 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |
| *670 GJ Spinal PAW* | Imp | 38 | 6d x 3000 | 248,576 km | 466,080 km | 1/60 |

*Defenses:* DR 10000 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 9, 463.3 man-hours per day, 9.3 MCr/yr

**Statistics:** EMass 127,933.8 tonnes, LMass 130,192.2 tonnes, Cost: 9,314.71 MCr (MCr9,914.71 fitted out), HP: 217,235, Size Mod: +11
**Performance:** Accel: 1.0 G (1.0 G empty, 1.0 G overloaded)

# *Elding*-class Light Fighter (GTL9)

A break with tradition, the *Elding* class fighter is one of the most agile in Sword Worlds service. Imperial Naval Intelligence believes that the design was inspired by the performance of Imperial fighters during the Fifth Frontier War, particularly the *Rampart*-class.

*Crew:* pilot

20-ton USL Hull, DR 100, PD 4, 3 Fixed-Mount Lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 8 Fusion Rocket, 8 Rocket Fuel (0.6 hours), no cargo

*Communicators:* Radio 0.3 million km, Laser 0.6 million km
*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km
*3 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

**Statistics:** EMass 258.1 tonnes, LMass 258.1 tonnes, Cost MCr 17.8, HP 4500
**Performance:** Accel 4.7 G (4.7 G empty, 4.7 G overloaded), Jump 0, Air Speed 960 km/h

# *Fellbane*-class Orbital Defense Fighter (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

Extremely well-armoured, the *Fellbane* is the ultimate expression of this philosophy. Able to survive even point-blank hits by Imperial turret weapons, squadrons of *Fellbanes* are deployed in orbit where they can husband their limited fuel while inflicting punishing damage on the assaulting ships.

*Crew:* pilot, gunner

20-ton USL Hull, DR 4200, PD 4, Turret with 3 lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 9 Fusion Rocket (0.6 hours), no cargo

*Communicators:* Radio 0.3 million km, Laser 0.6 million km
*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km
*3 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

**Statistics:** EMass 1349.9 tonnes, LMass 1349.9 tonnes, Cost MCr 33.3, HP 5700
**Performance:** Accel 1.0 G (1.0 G empty, 1.0 G overloaded), Air Speed 960 km/h

# *Freidland*-class Light Fighter (GTL9)

Light and maneuverable, the *Freidland* is more of an aerospace fighter with orbital capabilities than a true space fighter. None-the-less, *Freidland* squadrons took a nasty toll of Imperial drop-troops before their launch sites were suppressed.

*Crew:* pilot

5 SL, DR 100, PD 4, Fixed 101 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 12.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 22.2 tonnes, LMass 22.2 tonnes, Cost: 6.64 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 3.3 G, 3,727 km/h (atm), 10,544 km/h (skim)

# *Frenrik*-class System Defense Boat (GTL9)

Agile and well-armoured, the *Frenrik's* short endurance limits it to orbital defense duties. While a single *Frenrik* is easily defeated, a squadron can overwhelm missile point-defenses, as the Imperial Navy learned during the final assault on the Sword Worlds that ended the Fifth Frontier War. .

*Crew:* 5 bridge crew, 18 engineers, 16 gunners, medic

2,000 USL, DR 5500 (DR 1000 on weapons), PD 4, Total Compartmentalization, 15 Triple Missile Turrets (Heavy), 5 Single 303 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1075 Fusion Rocket, 800 Water (0.8 hrs), 11 Utility, 20 Staterooms, 5 Escape Capsules (50 person capacity), Military Sickbay, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 5500 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 10, 178.3 man-hours per day, 1.4 MCr/yr

**Statistics:** EMass 24,827.5 tonnes, LMass 25,286.6 tonnes, Cost: 1,380.42 MCr (MCr1,515.42 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Accel: 3.1 G (3.1 G empty), 34,273 km/h (skim)

# *Grendel*-class Lesser Dreadnought (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

*Grendel*-class Lesser Dreadnoughts form a large part of Sword World offensive capability. Large, invulnerable to turret weapons (and thus most fighters), and relatively fast for a Sword World ship, the *Grendel* class was designed to stand up to second-rank Imperial warships—and win.

*Crew:* 10 bridge crew, 300 engineers, 262 gunners, 16 auxiliary crew, 286 frozen watch

50,000-ton USL Hull, DR 4200, PD 4, Total compartmentalization, 190 Turrets with 3 lasers each, 10 Turrets with 3 sandcasters each, 30 Missile Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 8000 Fusion Rocket, 1500 Jump, 10000 Fuel, 25000 Rocket Fuel (1.9 hours), 10 Fuel Processors (125.0 hours), Stateroom, 37 Bunkrooms (592 personnel), 72 Low Berths (holds 288 cryotubes), 100 Utility, 8 Vehicle Bays (8 *Helm* Fighters), 143.5 cargo

*Communicators:* Radio 1 million km, Laser 1 million km
*Sensors:* PESA 8000 km, AESA 16000 km, Radscanner 3680 km
*570 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2
*Spinal Particle Beam:* Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424
*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 753489.1 tonnes, LMass 766395.8 tonnes, Cost MCr 24553.8, HP 1297500

**Performance:** Accel 1.6 G (1.6 G empty, 1.6 G overloaded), Jump 2, Air Speed 960 km/h

# *Helm*-class Fighter (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

The *Helm*-class fighter is a common one in the Sword Worlds. While not very fast, it can shrug off Imperial turret weapons at long range, greatly increasing its survivability. Like most Sword Worlds warships, the *Helm* uses fusion rockets rather than reactionless thrusters, trading limited endurance and radioactive exhaust for better performance.

*Crew:* pilot, gunner

40-ton USL Hull, DR 2500, PD 4, Turret with 3 lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 11 Fusion Rocket, 27 Rocket Fuel (1.5 hours), no cargo

*Communicators:* Radio 0.3 million km, Laser 0.6 million km
*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km
*3 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

**Statistics:** EMass 1532.0 tonnes, LMass 1532.0 tonnes, Cost MCr 34.9, HP 8700
**Performance:** Accel 1.1 G (1.1 G empty, 1.1 G overloaded), Jump 0, Air Speed 960 km/h

# *Jarlburg*-class Monitor (GTL9)

Like most Sword Worlds warships, the *Jarlburg* is the epitome of a ponderous battlewagon. Capable of less than 2 G acceleration for barely an hour, the monitor is invariably placed close to the installation or world it is defending.

During the Fifth Frontier War large monitors like the *Jarlburg* were virtually wiped out by Imperial forces. However, their very presence, coupled with their invulnerability to all but spinal weapons, tied up Imperial battle squadrons urgently needed on the Zhodani front.

*Crew:* 10 bridge crew, 334 engineers, 152 gunners, 3 medics, 60 auxiliary crew, 33 Marines (officer, 32 enlisted)

50,000 PL, DR 20000 (DR 1000 on weapons), PD 4, Total Compartmentalization, 47 Triple Missile Turrets (Light), 10 Large Missile Bays (Heavy), 200 Triple 101 MJ Laser Turrets, 50 Triple 40 MJ PD Laser Turrets, 50 Single 303 MJ Laser Turrets, 19 Magazines, 920 GJ Spinal Particle Accelerator, Hardened Command Bridge and Auxiliary Command Bridge, Engineering, 20000 Fusion Rocket, 20000 Water (1.1 hrs), 5 Workshops, 269 Utility, 280 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), Weapons Locker (1.8 tonnes capacity), 4 Exercise Rooms, 4 Halls seating 400 people, 3 Military Sickbays, Hanger for 30 *Helm* Fighters with 1 Entrance, Hanger for 2 *Drimburg* Launches with 1 Entrance, 110 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |
| *920 GJ Spinal PAW* | Imp | 38 | 5d x 4000 | 291,072 km | 545,760 km | 1/60 |

*Maintenance:* HT: 9, 948.7 man-hours per day, 39.1 MCr/yr

**Statistics:** EMass 794,880.4 tonnes, LMass 853,155.6 tonnes, Cost: 39,064.45 MCr (MCr43,526.22 fitted out), HP: 1,538,978, Size Mod: +12
**Performance:** Accel: 1.7 G (1.8 G empty, 1.7 G overloaded)

# *Ravning Eng*-class Torpedo Boat (GTL9)

Harking back to the heroic days of the Terran Confederation, the *Ravning Eng* torpedo boat is, in Imperial terms, a light fighter. During the Fifth Frontier War *Ravning Eng* squadrons made suicide runs against Imperial formations, causing disruption exploited by larger Sword Worlder warships.

*Crew:* pilot

20 USL, DR 100, PD 4, Fixed Heavy Missile Rack, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Fusion Rocket, 14 Water (3.8 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 15.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 43.1 tonnes, LMass 43.1 tonnes, Cost: 10.26 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 6.7 G, 12,258 km/h (skim)

# *Slakter*-class Assault Cruiser (GTL9)

A formidable ship by local standards, the *Slakter* class is typical of Sword World navies before the Fifth Frontier War. Armed with a spinal particle accelerator and massive missile batteries, carrying eight squadrons of fighters, and armoured against all GTL9 turret weapons, it is ideally suited to the set-piece battles so common in the Sword Worlds' internecine wars.

Against Imperial Navy warships, the *Slakter* is woefully outclassed. Too slow to run and too thin-skinned to survive even long-range sniping, it became known as the "slagheap" to Imperial gunners—who claimed that it wasn't challenging enough for a practice target.

*Crew:* 4 bridge crew, 40 engineers, 46 gunners, 120 auxiliary crew

10,000-ton USL Hull, DR 2000, PD 4, Total compartmentalization, 15 Turrets with 3 lasers each, 15 Turrets with 3 sandcasters each, 7 Missile Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 1200 Fusion Rocket, 200 Jump, 1000 Fuel, 2800 Rocket Fuel (1.4 hours), 5 Fuel Processors (25.0 hours), Stateroom, 14 Bunkrooms (224 personnel), 20 Utility, 80 Vehicle Bays (40 *Elding* Light Fighters, 40 *Helm* Fighters), 92.5 cargo

*Communicators:* Radio 1 million km, Laser 1 million km
*Sensors:* PESA 8000 km, AESA 16000 km, Radscanner 3680 km
*45 102-MJ Lasers:* Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2
*Spinal Particle Beam:* Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424
*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 112888.8 tonnes, LMass 184912.3 tonnes, Cost MCr 4477.6, HP 359250
**Performance:** Accel 1.0 G (1.6 G empty, 1.0 G overloaded), Jump 1, Air Speed 960 km/h

# *Storch*-class Aerospace Fighter (GTL9)

Small, cheap, and agile, *Storch*-class fighters are found in the defense forces of many of the Sword Worlds.

*Crew:* pilot

5 SL, DR 100, PD 4, Fixed 101 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Cockpit* | 72,000/33 | | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 12.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 22.2 tonnes, LMass 22.2 tonnes, Cost: 6.64 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 3.3 G, 3,727 km/h (atm), 10,544 km/h (skim)

# *Sturm*-class Light Fighter (GTL9)

Intended as orbital fighters, *Sturm* squadrons attack in a swirling mass of laser fire and fusion drives.

*Crew:* pilot

5 USL, DR 100, PD 4, Fixed 101 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Fusion Rocket, 1 Water (0.5 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Cockpit* | 72,000/33 | | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 13.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 22.9 tonnes, LMass 22.9 tonnes, Cost: 7.36 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 6.3 G, 13,682 km/h (skim)

# *Valkyrie*-class Assault Fighter (GTL9)

With light armour and short endurance, *Valkyrie* fighters are intended for close-range assaults on enemy ships. Casualties are higher than the Imperium would accept—only the exceptional courage of their Sword Worlder pilots makes the *Valkyrie* a viable fighter design.

*Crew:* pilot

8 USL, DR 100, PD 4, Fixed 303 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 3 Fusion Rocket, 1 Water (0.4 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 16.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 42.7 tonnes, LMass 42.7 tonnes, Cost: 11.11 MCr, HP: 2,267, Size Mod: +5

**Performance:** Accel: 5.1 G, 14,001 km/h (skim)

# *Angbar*-class Heavy Fighter (GTL10)

Slow and massively armoured, the *Angbar* class heavy fighter is an archetypal Sword Worlds design. Heavy fighters are usually deployed in over-strength squadrons, where their survivability and numbers make the most difference. *Angbar*-equipped squadrons usually launch a barrage of missiles at long distance, then close while the enemy is occupied with defensive anti-missile fire and attack with their twin lasers.

*Crew:* pilot

20-ton USL Hull, DR 3000, PD 4, Fixed-Mount Missile Rack, 2 Fixed-Mount Lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 16 Maneuver, no cargo

*Communicators:* Radio 0.8 million km, Laser 1.6 million km

*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km

*2 360-MJ Lasers:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32726 km, MxRng 98618 km, FP 4, SS 30, RoF 1/60

**Statistics:** EMass 499.7 tonnes, LMass 499.7 tonnes, Cost MCr 13.2, HP 4500

**Performance:** Accel 1.2 G (1.2 G empty, 1.2 G overloaded), Jump 0, Air Speed 960 km/h

# *Bølgebryter*-class System Defense Monitor (GTL10)

A midsize system defense vessel, the *Bølgebryter* class is the latest addition to the Navy of Sacnoth. Although Sacnoth seceded from the Sword Worlds Confederation in the aftermath of the Fifth Frontier War, Confederation loyalists are reputedly smuggling plans and critical components to Narsil and other worlds. Imperial Naval Intelligence refuses to comment on the rumours, while Sacnoth flatly denies them.

*Crew:* 10 bridge crew, 21 engineers, 28 gunners, 2 medics, 21 Marines (officer, 20 enlisted)

3,000 USL, DR 4200 (DR 2000 on weapons), PD 4, Total Compartmentalization, Small Missile Bay (Heavy), 5 Triple 90 MJ PD Laser Turrets, Nuclear Damper, 8 Meson Screens (DR 2000), 570 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, 3 Engineering, 1250 Maneuver, Workshop, 6 Utility, 6 Staterooms, 14 Bunkrooms, Marine Barracks (Stateroom, 5 Bunkrooms), 2 Military Sickbays, 43 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 11, 194.8 man-hours per day, 1.6 MCr/yr

**Statistics:** EMass 33,500.2 tonnes, LMass 34,205.4 tonnes, Cost: 1,646.20 MCr (MCr1,781.20 fitted out), HP: 117,933, Size Mod: +10

**Performance:** Accel: 1.3 G (1.4 G empty, 1.3 G overloaded), 15,113 km/h (skim)

# *Holgrim*-class Fleet Destroyer (GTL10)

Intended to support fleet operations, the *Holgrim*-class destroyer can be found in every Sword World fleet. While very restricted in terms of independent operations, it's relatively high armour and compartmentalization, both unusual in a vessel this size, increase its survivability during a fleet engagement.

*Crew:* 8 bridge crew, 9 engineers, 8 gunners, 12 frozen watch

800-ton USL Hull, DR 1300, PD 4, Total compartmentalization, 2 Turrets with 3 missile racks each, 6 Turrets with 3 lasers each, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 534 Maneuver, 24 Jump, 160 Fuel, Fuel Processor (20.0 hours), 15 Staterooms, 4 Low Berths (holds 16 cryotubes), 2 Utility, 3 cargo

*Communicators:* Radio 3 million km, Laser 6 million km, Meson 0.1 million km

*Sensors:* PESA 80000 km, AESA 240000 km, Radscanner 6400 km

*18 360-MJ Lasers:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4, SS 30, RoF 1/60

**Statistics:** EMass 5081.8 tonnes, LMass 5095.4 tonnes, Cost MCr 268.8, HP 69600

**Performance:** Accel 3.8 G (3.8 G empty, 3.8 G overloaded), Jump 2, Air Speed 960 km/h

# *Hvort*-class Pocket Dreadnought (GTL10)

Laid down after the Fifth Frontier War, the *Hvort*-class is an attempt by the Sword Worlds to evade Imperial treaty restrictions. Packing an impressive punch for its size, it is still no match for an Imperial cruiser. Imperial Naval Intelligence believes that the *Hvort*-class was laid down to bolster support at home, rather than to support aggression abroad.

*Crew:* 10 bridge crew, 29 engineers, 26 gunners, 3 medics, 34 frozen watch, 20 troops

4000-ton USL Hull, DR 1300, PD 4, Total compartmentalization, 20 Turrets with 3 lasers each, 2 Missile Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 1550 Maneuver, 80 Jump, 400 Fuel, 2 Fuel Processors (25.0 hours), 49 Staterooms, 9 Low Berths (holds 36 cryotubes), 8 Utility, 2 Sickbays, 118.5 cargo

*Communicators:* Radio 3 million km, Laser 6 million km, Meson 0.1 million km

*Sensors:* PESA 80000 km, AESA 240000 km, Radscanner 6400 km

*60 360-MJ Lasers:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4

*Spinal Particle Beam:* Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424

*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 28465.6 tonnes, LMass 29003.0 tonnes, Cost MCr 1800.1, HP 178500

**Performance:** Accel 1.9 G (2.0 G empty, 1.8 G overloaded), Jump 1, Air Speed 960 km/h

# *Sveinhelm*-class Assault Carrier (GTL10)

Scarcely slower than the *Angbar* fighters it carries, the *Sveinhelm* class carrier is an archetypal Sword Worlds design. Massive, blocky, built for survival not speed, it is intended for the decisive set-piece battle that the Confederation High Command plans for. Imperial Naval Intelligence rates the *Sveinhelm's* threat as "minimal" to any modern Imperial vessel.

*Crew:* 4 bridge crew, 11 engineers, 20 gunners, 2 medics, 20 auxiliary crew, 8 frozen watch, 12 troops

2000-ton USL Hull, DR 500, PD 4, Total compartmentalization, 10 Turrets with 3 missile racks each, 10 Turrets with 3 lasers each, Hardened Command Bridge, Engineering, 500 Maneuver, 60 Jump, 400 Fuel, 29 Staterooms, Bunkroom (16 personnel), 2 Low Berths (holds 8 cryotubes), 4 Utility, 2 Spacedocks (20 *Angbar* Heavy Fighters), Sickbay, Workshop, 85.5 cargo

*Communicators:* Radio 8 million km, Laser 16 million km, Meson 0.2 million km

*Sensors:* PESA 80000 km, AESA 240000 km, Radscanner 6400 km

*30 360-MJ Lasers:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32726 km, MxRng 98618 km, FP 4, SS 30, RoF 1/60

**Statistics:** EMass 4868.8 tonnes, LMass 15250.6 tonnes, Cost MCr 407.4, HP 114000

**Performance:** Accel 1.2 G (3.7 G empty, 1.1 G overloaded), Jump 2, Air Speed 960 km/h

# *Trondheim*-class Lancer (GTL10)

Lancers are a new class of Sword Worlder ship. Advanced technology—for the Sword Worlds—allows for a fast, maneuverable escort with a respectable jump rating. The *Trondheim* class barely reached service before the Fifth Frontier War.

*Crew:* 6 bridge crew, 5 engineers, 8 gunners, medic

600 SL, DR 100, PD 4, 2 Triple Missile Turrets (Light), 2 Triple 250 MJ Laser Turrets, 2 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 2 Engineering, 24 Jump, 200 Maneuver, 180 Fuel, Fuel Processor (22.5 hrs), 1 Utility, 10 Staterooms, Sickbay, 16 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 65.6 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 1,137.5 tonnes, LMass 1,440.2 tonnes, Cost: 186.90 MCr (MCr204.61 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 5.0 G (6.4 G empty, 4.2 G overloaded), Jump 3, 6,962 km/h (atm), 19,692 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Ariklon*-class Runabout (GTL9)

A small passenger transport designed for orbital and sub-orbital hops, the *Ariklon* is cramped and noisy, but fast.

During the Fifth Frontier War the Imperium invaded and occupied many of the Sword Worlds, eventually establishing the Border Worlds as a puppet buffer state. During the invasion of Tyrfing a young noble, Hautman von Radke, led his classmates in a suicidal assault on the Imperial troop carriers. Flying the *Ariklon* runabouts used for cadet flight training, the young men rammed the *Mulroone*, a *Keith*-class transport, destroying the tactical command centre and many of the embarked troops, and effectively eliminating the 523rd Armoured Brigade as a fighting unit.

*Crew:* pilot

*Passengers:* 11 independent passengers

5 SL, DR 100, PD 4, Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), Passenger Couch (11 seats), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Cockpit* | 72,000/33 | | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 14.5 tonnes, LMass 14.5 tonnes, Cost: 4.91 MCr, HP: 1,657, Size Mod: +4

**Performance:** Accel: 5.0 G, 3,727 km/h (atm), 10,544 km/h (skim)

## *Drimburg*-class Launch (GTL9)

A simple runabout, *Drimburg* launches are common throughout the Sword Worlds. During the Fifth Frontier War they were pressed into service as fighters, using their fusion drives against Imperial landing craft.

*Crew:* pilot

*Passengers:* 11 independent passengers

10 SL, DR 100, PD 4, Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), Passenger Couch (11 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Cockpit* | 72,000/33 | | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 19.8 tonnes, LMass 37.9 tonnes, Cost: 5.05 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 1.9 G (3.7 G empty, 0.7 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

## *Fierbolg*-class Shuttle (GTL9)

A simple ground-to-orbit craft, the Fierbolg needs little endurance—and indeed it carries less than an hour's fuel. Usual procedures are to burn for take-off and docking, then glide down for a dead-stick landing. Safety procedures call for enough fuel for an aborted landing, but some companies cut corners to save money, and crashes are more common than in the Imperium.

*Crew:* pilot

*Passengers:* 55 independent passengers

80 USL, DR 100, PD 4, Cockpit, 5 Fusion Rocket, 4 Water (0.9 hrs), 5 Passenger Couches (55 seats), 65 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Cockpit* | 72,000/33 | | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 14.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 68.5 tonnes, LMass 363.3 tonnes, Cost: 9.41 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 1.0 G (5.3 G empty, 0.2 G overloaded)

# *Holmgar*-class Launch (GTL9)

One of the smallest small craft in the Sword Worlds, the *Holmgar* is far less economical than a larger shuttle. It is used for odd jobs, or for landing in out-of-the-way places.

*Crew:* pilot

10 SL, DR 100, PD 4, Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 19.1 tonnes, LMass 41.7 tonnes, Cost: 5.04 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.7 G (3.8 G empty, 0.5 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Schwartzhild*-class Fuel Shuttle (GTL9)

Built to ferry reaction mass from ground to orbit, *Schwartzhild*-class shuttles are a common sight in the Sword Worlds.

*Crew:* pilot

95 SL, DR 100, PD 4, Cockpit, 1 Fusion Rocket, 74 Water (79.3 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 20.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 70.6 tonnes, LMass 70.6 tonnes, Cost: 18.73 MCr, HP: 11,804, Size Mod: +7
**Performance:** Accel: 1.0 G, 1,397 km/h (atm), 3,951 km/h (skim)

# Terran Confederation

Terrans invented jump drive in 2090, but initially used it only for intrasystem transport. In 2113 the first interstellar expedition encountered a Vilani mining outpost at Barnard's Star. Shocked to discover that most nearby worlds were already claimed, individual nations expanded their armed forces.

The First Interstellar War began by accident when a Vilani trade caravan ignored Terran traffic control signals. With a Terran victory the United Nations evolved into a world government, changing its name to "Terran Confederation" in 2123 when representatives from the Terran colonies were admitted to the General Assembly.

The next six Interstellar Wars were marked by see-saw exchanges of territory near Terra. The Terrans were fighting for survival, while the Vilani provincial governors used only local forces—appeals for assistance cost personal power, and few governors believed the Terrans were much of a threat. many Vilani governors compromised, made territorial concessions, and reported victory.

The Eighth Interstellar War broke open the frontier and marked the beginning of the end for the Vilani. The Treaty of Ensular ceded to all of the Imperium rimward of Vega to the Terrans. Further Interstellar Wars occurred, ending when the Grand Imperium collapsed.

The Terrans moved quickly to occupy the remaining Vilani territory. Naval officers were dispatched throughout the Grand Imperium—between 3202 and 3217 over 100,000 officers were sent to take control of the reins of government, direct local bureaucracies, and maintain peace and order. They were followed by a host of civilians, eagerly seeking their fortunes in the occupied territories.

# Merchants & Traders

Trade in the Terran Confederation was free-wheeling and anything but routine: warfare, nationalism, and technological change worked against monopolies, and interstellar trade was conducted by small- to medium-sized companies.

Most civilian ships were built around open-framework hulls. Even after technological advances made this unnecessary the slight extra savings were seen as an advantage—and a symbol of Terran pride.

# *Akkangs*-class Bulk Freighter (GTL9)

Used during early colonization efforts, *Akkangs*-class freighters shuttled between Terra and her colonies, knitting the nascent Terran Confederation together.

*Crew:* 3 bridge crew, 21 engineers, medic

5,000 DSP (259-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 100 Jump, 50 Fusion Rocket, 500 Fuel, 189 Water (4.1 hrs), 2 Utility, 13 Staterooms, Sickbay, 4,000 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 124.9 man-hours per day, 0.7 MCr/yr
*Economics:* Freight Income: 59.85 MCr, Expenses: 11.30 MCr (Fuel: 6.13 MCr, Berthing: 3.50 MCr, Maintenance: 1.35 MCr, Payroll: 0.32 MCr), Capital Cost: 42.29 MCr, Shipping Costs (per dton): 0.38 kCr per parsec, 0.38 kCr per jump, Net Profit: 6.25 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,392.5 tonnes, LMass 19,986.0 tonnes, Cost: 676.68 MCr, HP: 165,781, Size Mod: +10
**Performance:** Accel: 0.2 G (2.6 G empty, 0.0 G overloaded), Jump 1

# *Anapalna*-class Transport (GTL9)

After the First Interstellar War the entire universe seemed to be waiting—for exploration, exploitation, and colonization. The United Nations authorized construction of a series of transports, privately owned and operated under license.

The *Anapalna* was one of the second generation of transport: larger than the original series, with room for 60 passengers and over 300 tons of freight, she and her sisters knit the growing Terran Confederation together.

The poor state of Terran gravitic technology resulted in the designers sticking to tried-and-true fusion rockets. While capable of less than a gravity, the *Anapalna* was an efficient design and turned a handsome profit for its owners.

*Crew:* 3 bridge crew, 8 engineers, 3 stewards
*Passengers:* 60 high passengers

1,200 DSP (350-dton subhull), DR 100, PD 4, Basic Bridge, Engineering, 36 Jump, 20 Fusion Rocket, 240 Fuel, 250 Water (13.4 hrs), 2 Utility, 68 Staterooms, 338 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 82.9 man-hours per day, 0.3 MCr/yr
*Economics:* Income: 24.95 MCr (passenger: 15.96 MCr, freight: 8.99 MCr), Expenses: 4.56 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.60 MCr, Payroll: 0.18 MCr), Capital Cost: 18.63 MCr, Shipping Costs (per dton): 0.57 kCr per parsec, 1.15 kCr per jump, Net Profit: 1.77 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 799.3 tonnes, LMass 2,549.8 tonnes, Cost: 298.04 MCr, HP: 64,024, Size Mod: +9
**Performance:** Accel: 0.6 G (1.8 G empty, 0.2 G overloaded), Jump 2

# *Aqamtan*-class Passenger Liner (GTL9)

A relatively large passenger liner, *Aqamtan*-class ships were common in the region immediately surrounding Sol itself. Their relatively short range and lack of defenses limited their use closer to the frontier.

*Crew:* 5 bridge crew, 4 engineers, 4 stewards, medic
*Passengers:* 80 high passengers, 20 low passengers

800 DSP (393-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 16 Jump, 24 Fusion Rocket, 80 Fuel, 54 Water (2.4 hrs), 3 Utility, 88 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 1 Bay for *Chiang* Launch, 235 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 57.6 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 14.29 MCr (passenger: 10.77 MCr, freight: 3.52 MCr), Expenses: 2.01 MCr (Fuel: 0.98 MCr, Berthing: 0.56 MCr, Maintenance: 0.29 MCr, Payroll: 0.18 MCr), Capital Cost: 9.01 MCr, Shipping Costs (per dton): 0.56 kCr per parsec, 0.56 kCr per jump, Net Profit: 3.27 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 653.4 tonnes, LMass 1,811.6 tonnes, Cost: 144.19 MCr (MCr149.39 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.0 G (2.7 G empty, 0.3 G overloaded), Jump 1

# *Kaupali*-class Liner (GTL9)

Specializing in passengers, not freight, *Kaupali* liners date from the early days of the Confederation, when all Terran wolds were within a few parsecs of each other.

*Crew:* 3 bridge crew, 2 engineers, 2 stewards, medic
*Passengers:* 40 high passengers, 64 low passengers

300 DSP (207-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 6 Jump, 7 Fusion Rocket, 30 Fuel, 19 Water (2.9 hrs), 2 Utility, 45 Staterooms, 16 Low Berths (64 cryotubes), Sickbay, 35 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 38.9 man-hours per day, 0.1 MCr/yr

*Economics:* Income: 6.27 MCr (passenger: 5.75 MCr, freight: 0.52 MCr), Expenses: 0.82 MCr (Fuel: 0.37 MCr, Berthing: 0.21 MCr, Maintenance: 0.13 MCr, Payroll: 0.11 MCr), Capital Cost: 4.10 MCr, Shipping Costs (per dton): 0.69 kCr per parsec, 0.69 kCr per jump, Net Profit: 1.36 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 374.1 tonnes, LMass 560.1 tonnes, Cost: 65.55 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 0.9 G (1.4 G empty, 0.4 G overloaded), Jump 1

# *Podzol*-class Freighter (GTL9)

One of the first terran interstellar freighters, the *Podzol* class gave yeoman service during the early expansion of the Terran Confederation. Their low acceleration and limited endurance made them vulnerable to military action, and they were quickly superceded by thruster-powered ships once the Confederation reversed engineered Vilani technology.

*Crew:* 2 bridge crew, 5 engineers

1,200 DSP (70-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 24 Jump, 10 Fusion Rocket, 120 Fuel, 50 Water (5.4 hrs), 1 Utility, 4 Staterooms, 949 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 63.2 man-hours per day, 0.2 MCr/yr
*Economics:* Freight Income: 14.20 MCr, Expenses: 2.75 MCr (Fuel: 1.47 MCr, Berthing: 0.84 MCr, Maintenance: 0.35 MCr, Payroll: 0.10 MCr), Capital Cost: 10.83 MCr, Shipping Costs (per dton): 0.41 kCr per parsec, 0.41 kCr per jump, Net Profit: 0.61 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 422.0 tonnes, LMass 4,834.6 tonnes, Cost: 173.33 MCr, HP: 64,024, Size Mod: +9
**Performance:** Accel: 0.2 G (1.7 G empty, 0.0 G overloaded), Jump 1

# *Radzhon*-class Liner (GTL9)

Like most early Terran Confederation ships, the *Radzhon*-class liner used a dispersed hull to save mass, and only boosted at the beginning and end of a jump. Lacking interface craft, it only served worlds with highports or shuttle services.

*Crew:* 3 bridge crew, 5 engineers, steward, medic
*Passengers:* 50 middle passengers

1,200 DSP (179-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 24 Jump, 15 Fusion Rocket, 120 Fuel, 75 Water (5.4 hrs), 1 Utility, 31 Staterooms, Sickbay, 810 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 64.9 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 15.44 MCr (passenger: 3.33 MCr, freight: 12.12 MCr), Expenses: 2.81 MCr (Fuel: 1.47 MCr, Berthing: 0.84 MCr, Maintenance: 0.37 MCr, Payroll: 0.13 MCr), Capital Cost: 11.43 MCr, Shipping Costs (per dton): 0.45 kCr per parsec, 0.45 kCr per jump, Net Profit: 1.20 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 531.2 tonnes, LMass 4,313.4 tonnes, Cost: 182.95 MCr, HP: 64,024, Size Mod: +9
**Performance:** Accel: 0.3 G (2.0 G empty, 0.1 G overloaded), Jump 1

# *Haripashan*-class Armed Liner (GTL10)

When trade began to revive during the last days of the Terran Confederation most civilians were still concerned about Vilani attacks, while the Confederation government was concerned about allowing the indiscriminate arming of private craft. The compromise reached as to commission armed craft as auxiliaries in the Terran Confederation Navy. The *Haripashan* is one such design.

During the Nth Interstellar War the *Chuanyaho*, under the command of Captain Ketakri Ruti, came across a Vilani commerce raider attacking an unarmed freighter. Recalling her reserve commission, Captain Ruti ordered the *Chuanyaho* to attack, even though she was outgunned. The Vilani were surprised, but not alarmed, until a lucky shot disabled their maneuver drive. Ensign Sunya Perekukjak, who was travelling to a new posting, led a boarding party and captured the Vilani vessel. Although insignificant in military terms, the action had great propaganda value: even Terran civilians could capture Vilani warships.

*Crew:* 3 bridge crew, 2 engineers, 3 gunners, steward, medic, 1 auxiliary crew
*Passengers:* 20 high passengers, 16 low passengers

800 DSP (194-dton subhull), DR 100 (DR 100 on subhull), PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge, Engineering, 25 Jump, 59 Maneuver, 164 Fuel, 1 Utility, 26 Staterooms, 4 Low Berths (16 cryotubes), Sickbay, 1 Cradle for *Jheraffe* Launch, 436 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 54.7 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 17.13 MCr (passenger: 5.53 MCr, freight: 11.60 MCr), Expenses: 2.97 MCr (Fuel: 2.01 MCr, Berthing: 0.56 MCr, Maintenance: 0.26 MCr, Payroll: 0.14 MCr), Capital Cost: 8.11 MCr, Shipping Costs (per dton): 0.31 kCr per parsec, 0.61 kCr per jump, Net Profit: 6.05 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 620.2 tonnes, LMass 2,770.1 tonnes, Cost: 129.80 MCr (MCr133.13 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 0.8 G (3.5 G empty, 0.2 G overloaded), Jump 2

# *Laksihusal*-class Freighter (GTL10)

A common medium-haul freighter, the *Laksihusal* class was a popular design in the Terran Confederation.

*Crew:* 3 bridge crew, 4 engineers

1,250 DSP (185-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 40 Jump, 126 Maneuver, 263 Fuel, 1 Utility, 4 Staterooms, 1 Cradle for *Wategil* Shuttle, 800 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 67.0 man-hours per day, 0.2 MCr/yr
*Economics:* Freight Income: 21.28 MCr, Expenses: 4.58 MCr (Fuel: 3.22 MCr, Berthing: 0.88 MCr, Maintenance: 0.39 MCr, Payroll: 0.10 MCr), Capital Cost: 12.19 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.60 kCr per jump, Net Profit: 4.50 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 785.1 tonnes, LMass 4,705.4 tonnes, Cost: 195.10 MCr (MCr199.82 fitted out), HP: 65,790, Size Mod: +9

**Performance:** Accel: 1.0 G (5.8 G empty, 0.2 G overloaded), Jump 2

# *Marrak*-class Express Liner (GTL10)

During the last days of the Terran Confederation civilian shipping began to revive. Following earlier models, merchants tended to dispersed hulls—although the need to conserve mass was no longer urgent.

The *Marrak* is a typical ship of that era. An assemblage of pressure hulls stuck higgledy-piggledy to a dispersed frame, she was beautiful only to those who longed, futilely, for a return to civilian government.

*Crew:* 2 bridge crew, 4 engineers, 2 stewards, medic, 2 auxiliary crew

*Passengers:* 40 high passengers, 44 low passengers

1,200 DSP (322-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 48 Jump, 80 Maneuver, 360 Fuel, 1 Utility, 46 Staterooms, 11 Low Berths (44 cryotubes), Sickbay, 2 Bays for *Jheraffe* Launches, 475 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 73.0 man-hours per day, 0.2 MCr/yr

*Economics:* Income: 35.79 MCr (passenger: 16.84 MCr, freight: 18.95 MCr), Expenses: 5.85 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.46 MCr, Payroll: 0.13 MCr), Capital Cost: 14.47 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.91 kCr per jump, Net Profit: 15.47 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 835.9 tonnes, LMass 3,369.2 tonnes, Cost: 231.55 MCr (MCr238.21 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 0.9 G (3.5 G empty, 0.2 G overloaded), Jump 3

# *Tirrock*-class Freighter (GTL10)

One of the larger merchants in the Terran Confederation, *Tirrock* freighters could be found throughout known space.

*Crew:* 5 bridge crew, 22 engineers

7,500 DSP (1,034-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 225 Jump, 750 Maneuver, 1,500 Fuel, 3 Utility, 14 Staterooms, 1 Bay for *Sprokket* Gig, 4,952 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 157.5 man-hours per day, 1.1 MCr/yr

*Economics:* Freight Income: 131.72 MCr, Expenses: 26.13 MCr (Fuel: 18.38 MCr, Berthing: 5.25 MCr, Maintenance: 2.15 MCr, Payroll: 0.35 MCr), Capital Cost: 67.26 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.54 kCr per jump, Net Profit: 38.34 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 4,084.1 tonnes, LMass 27,922.5 tonnes, Cost: 1,076.12 MCr (MCr1,079.26 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 1.0 G (6.7 G empty, 0.2 G overloaded), Jump 2

# Scouts, Couriers, & Lab Ships

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Celestine Ranger*-class Long-Range Scout (GTL9)

The *Celestine Ranger* class was laid down by the Commonwealth nations, back when the Terran Confederation was known as the United Nations. Carrying enough fuel for two consecutive 2-parsec jumps, *Rangers* were dispatched in all directions to determine the extent of the Vilani frontier.

Like most Terran designs, the *Celestine Ranger* class is built around a dispersed structure framework. An advanced sensor suite and plentiful lab facilities, as well as several small craft, support exploration and surveying. Refueling capability is provided by three *Gaobei* fuel shuttles—the water they supply is either used as reaction mass or 'cracked' to provide hydrogen and oxygen for jump fuel and life support.

*Crew:* 6 bridge crew, 10 engineers, 2 medics, 16 technicians, 7 auxiliary crew, 32 frozen watch

1,200 DSP (281-dton subhull), DR 100 (DR 100 on subhull), PD 4, Hardened Basic Bridge, Advanced Sensor, 3 Engineering, 47 Jump, 15 Fusion Rocket, 624 Fuel, 200 Water (14.3 hrs), Workshop, 2 Utility, 21 Staterooms, 8 Low Berths (32 cryotubes), 4 Exercise Rooms, Hall seating 100 people, 2 Sickbays, Operating Theatre, Microsurgery Theatre, 7 Labs (4 Standard, 1 Isolation, 1 Physics, 1 Simulation) with enhanced displays, 2 Cradles for *Shinzang* Shuttles, 2 Cradles for *Chiang* Launches, 3 Cradles for *Gaobei* Fuel Shuttles, 72 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 3,200,000/43 | | 7,200,000/45 | 112,000/34 |

*Maintenance:* HT: 12, 107.4 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 1,163.6 tonnes, LMass 2,634.4 tonnes, Cost: 500.36 MCr (MCr576.50 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 0.4 G (0.9 G empty, 0.3 G overloaded), Jump 2

## *Flinton*-class Scout (GTL9)

Leaders in the Vilani Imperium needed only to look in an atlas to determine what lay within their borders. The rulers of the Terran Confederation, and later the Rule of Man, had no such luxury, and dispatched scouts like the *Flinton* to survey their conquests.

*Crew:* 5 bridge crew, 3 engineers, medic, 7 technicians

200 SL, DR 100, PD 4, Basic Bridge, Enhanced Sensor, Probe Centre, Engineering, 6 Jump, 10 Maneuver, 40 Fuel, Workshop, 1 Utility, 9 Staterooms, Sickbay, 2 Labs (1 Standard, 1 Isolation), Hanger for Vehicle, 20.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | | 3,200,000/43 | 72,000/33 |

*Maintenance:* HT: 12, 50.6 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 398.4 tonnes, LMass 532.7 tonnes, Cost: 110.93 MCr, HP: 19,389, Size Mod: +8

**Performance:** Accel: 0.09 G (0.12 G empty, 0.05 G overloaded), Jump 2, 878 km/h (atm), 2,485 km/h (skim)

# *Maynard*-class Interstellar Scout (GTL9)

A long-range exploration vessel, the *Maynard* was designed before Terra realized how widespread the Vilani Empire was. Although equipped with three 40 MJ laser for meteor defense, the scoutship was essentially unarmed, unarmoured, and too slow to run from a fight. The exigencies of combat force the Terran High Command to use the *Maynard* as advanced scouts: probing ahead of advancing fleets and jumping back with reports of the next system—or failing to report back, which was itself valuable data.

The *Maynard* class is most known through the holovid series *Khan of the Confederation*, historical dramas set during the early Interstellar Wars (the authors are deliberately vague about which Interstellar War). While Captain Franklin Khan and the TNS *Fraser* did exist, very little else is historically accurate—which does not stop countless Solomani school children from treating the series as a documentary!

*Crew:* 11 bridge crew, 3 engineers, gunner, medic

400 DSP (78-dton subhull), DR 100 (DR 100 on subhull), PD 4, Triple 40 MJ PD Laser Turret, Basic Bridge, Information Centre, Enhanced Sensor, 2 Engineering, 12 Jump, 5 Fusion Rocket, 240 Fuel, 70 Water (15.0 hrs), 1 Utility, 9 Staterooms, Sickbay, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | 3,200,000/43 | 72,000/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Maintenance:* HT: 12, 63.6 man-hours per day, 0.2 MCr/yr

*Statistics:* EMass 391.1 tonnes, LMass 631.5 tonnes, Cost: 175.70 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 0.6 G (0.9 G empty, 0.5 G overloaded), Jump 2

# *Sorpan*-class Research Station (GTL9)

Vastly outnumbered by the Vilani, the Terran Confederation knew that only technological superiority could stave off eventual defeat—and yet the Vilani were thousands of years more advanced. No possible avenue of advance was ignored: reverse-engineering Vilani equipment, raiding Vilani training bases, vast "Big Science" experiments, and countless smaller "blue sky" research projects.

The *Sorpan*-class station was designed to support the latter project. With comfortable, if cramped, quarters for over a dozen researchers and their equipment, as well as enough mobility to reach anywhere in the Confederation in short order, *Sorpans* fanned out across the heavens, testing the limits of physics in places planet-bound researchers couldn't.

Crew: 5 bridge crew, 2 engineers, medic, 13 technicians

200 DSP (109-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Enhanced Sensor, Engineering, 7 Jump, 5 Fusion Rocket, 44 Fuel, 25 Water (5.4 hrs), Workshop, 1 Utility, 11 Staterooms, Exercise Room, Sickbay, 7 Labs (4 Standard, 2 Physics, 1 Simulation) with enhanced displays, 2 Cradles for *Chiang* Launches, 15 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | 3,200,000/43 | 72,000/33 |

*Maintenance:* HT: 12, 49.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 346.1 tonnes, LMass 490.1 tonnes, Cost: 108.23 MCr (MCr118.63 fitted out), HP: 19,389, Size Mod: +8

**Performance:** Accel: 0.7 G (1.0 G empty, 0.5 G overloaded), Jump 2

# *Gifan*-class Hospital Ship (GTL10)

As much as Terran fleets, the Plague of Diskir brought doen the Vilani Imperium. While persistent rumours of biowarfare still circulate, all evidence points to a virgin field epidemic. The Terran Medical Corps sent thousand of researchers into the newly conquered territories, searching for cures.

At first these researchers travelled on commercial transport and set up laboratories wherever they could, but once the extent of the problem became known a specialized class of mobile research hospitals was commissioned—the *Gifan* class—to permit uninterrupted research.

*Crew:* 5 bridge crew, 3 engineers, 50 medics, 18 technicians
*Passengers:* 20 low passengers

1,200 SL, DR 100, PD 4, Basic Bridge, Engineering, 48 Jump, 54 Maneuver, 360 Fuel, 3 Fuel Processors (15.0 hrs), 2 Utility, 39 Staterooms, 5 Low Berths (20 cryotubes), Exercise Room, Hall seating 100 people, 50 Sickbays, 4 Operating Theatres, Microsurgery Theatre, 18 Labs (10 Standard, 5 Isolation, 2 Simulation, 1 Computer) with enhanced displays, Basic Security, 2 Bays for *Danci* Medivac Launches, 45 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 131.9 man-hours per day, 0.8 MCr/yr

**Statistics:** EMass 1,410.6 tonnes, LMass 2,028.0 tonnes, Cost: 755.23 MCr (MCr765.49 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.0 G (1.4 G empty, 0.7 G overloaded), Jump 3, 3,117 km/h (atm), 8,816 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## *Kirallian*-class Yacht (GTL9)

One of the last flings of independence before the Interstellar Wars forced Terran society into an increasingly militaristic mold, the *Kirallian* yacht carries 6-12 passengers in luxury.

*Crew:* 3 bridge crew, 2 engineers, 3 stewards
*Passengers:* 2 noble passengers, 4 high passengers

200 SL, DR 100, PD 4, Basic Bridge, Engineering, 6 Jump, 5 Fusion Rocket, 40 Fuel, 30 Water (6.4 hrs), 1 Utility, 2 Suites, 9 Staterooms, Hanger for assorted vehicles with 1 Entrance, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 37.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 218.7 tonnes, LMass 310.3 tonnes, Cost: 62.28 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.2 G (1.7 G empty, 0.7 G overloaded), Jump 2, 2,437 km/h (atm), 6,894 km/h (skim)

## *Krykos*-class Yacht (GTL9)

Conferring independence from the tyranny of shipping line schedules, *Krykos* class yachts became popular with businessmen in the short interval between the early Interstellar Wars.

*Crew:* 2 bridge crew, engineer, steward
*Passengers:* 4 high passengers

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 3 Jump, 3 Fusion Rocket, 20 Fuel, 11 Water (3.9 hrs), 1 Utility, 7 Staterooms, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 29.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 140.9 tonnes, LMass 181.7 tonnes, Cost: 38.05 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 1.2 G (1.5 G empty, 0.8 G overloaded), Jump 2, 2,378 km/h (atm), 6,728 km/h (skim)

## *Volancia*-class Fuel Station (GTL9)

Interstellar starships carried the lifeblood of the Terran Federation, but starship require fuel, and many Terran outposts did not have local fuel sources. The solution was fuel stations like the *Volancia*—large structures carrying fuel shuttles to refill their cavernous tanks.

Like most orbital stations, the *Volancia* has only station-keeping thrusters to maintain orbit.

*Crew:* 5 bridge crew, 5 engineers, 5 gunners, 2 medics, 21 auxiliary crew, 1 other crew

8,000 DSP (1,895-dton subhull), DR 100 (DR 100 on subhull), PD 4, 4 Triple Sandcaster Turrets, 5 Triple 40 MJ PD Laser Turrets, Basic Bridge, Engineering, 50 Maneuver, 6,000 Fuel, 11 Utility, 20 Staterooms, 4 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, Stage, 2 Sickbays, Operating Theatre, Hanger for 10 *Malicore* Fuel Shuttles with 2 Entrances, Hanger for *Shinzang* Shuttle with 1 Entrance, 85 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 240,000/36 | | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Maintenance:* HT: 12, 159.0 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 3,035.3 tonnes, LMass 9,706.3 tonnes, Cost: 1,096.62 MCr (MCr1,296.10 fitted out), HP: 226,785, Size Mod: +11
**Performance:** Accel: 0.02 G (0.08 G empty, 0.02 G overloaded)

# Terran Confederation Navy

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

When the average civilian thinks of the navy, they think of warships: destroyers, cruisers, battleships, and the like. Admirals know better.

An interstellar navy, like any technological force, is helpless without its logistical tail: hoards of transports, tankers, and special purpose craft far outnumbering the actual warships.

## *Arakangma*-class Picket Destroyer (GTL9)

Under attack by an enemy with superior number and technology, the Terran Confederation made use of its interior lines to concentrate its limited forces against scattered and uncoordinated Vilani attacks.

Picket destroyers like the *Arakangma* were stationed along the frontier and deep into Vilani space, ordered to report any concentration of forces. Their advance notice enabled the Admiralty to anticipate the Vilani time and again, and led to many famous Terran victories.

Doctrine called for the *Arakangma* to jump on-station and maneuver using only thrusters, relying on her radical stealthing to escape detection. If attacked, her fusion rockets would—hopefully—provide enough acceleration for her to escape with her intelligence. If necessary, the *Raupi* fighters would be left behind to provide covering fire.

*Crew:* 6 bridge crew, 27 engineers, 4 gunners, medic, 11 auxiliary crew, 24 frozen watch

2,000 USL, DR 100, PD 4, Total Compartmentalization, Small Missile Bay (Light), 5 Triple 101 MJ Laser Turrets, 5 Triple 40 MJ PD Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 62 Jump, 100 Maneuver, 250 Fusion Rocket, 824 Fuel, 500 Water (2.1 hrs), 11 Utility, 4 Bunkrooms, 6 Low Berths (24 cryotubes), Military Sickbay, 10 Bays for *Raupi* Light Fighters, 1 Bay for *Chiang* Launch, 20 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | 3,200,000/43 | 72,000/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Defenses:* DR 100, PD 4, -10 to active scans, -5 to passive scans

*Maintenance:* HT: 12, 158.6 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 2,301.6 tonnes, LMass 4,003.4 tonnes, Cost: 1,091.99 MCr (MCr1,324.69 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Thruster Accel: 0.1 G (0.2 G empty, 0.1 G overloaded), Fusion Rocket Accel: 4.5 G (7.9 G empty, 4.2 G overloaded), Jump 2, 17,926 km/h (skim)

## *Bopamo*-class Light Carrier (GTL9)

One of the earliest dispersed-hull classes fielded by the Terran Confederation, *Bopamo* Light Carriers served in most battles of the early Interstellar Wars. While weakly defended themselves, they could quickly close to combat range and launch swarms of fighters, overwhelming Vilani defenses by sheer numbers.

*Crew:* 8 bridge crew, 39 engineers, 4 gunners, 2 medics, 102 auxiliary crew

3,000 DSP (381-dton subhull), DR 100 (DR 100 on subhull), PD 4, 4 Triple 40 MJ PD Laser Turrets, Hardened Command Bridge, Engineering, 151 Jump, 500 Fusion Rocket, 1,005 Fuel, 1000 Water (2.1 hrs), 3 Utility, 13 Bunkrooms, 2 Military Sickbays, 100 Cradles for *Huata* Fighters, 2 Cradles for *Chiang* Launches, 28 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Maintenance:* HT: 12, 189.5 man-hours per day, 1.6 MCr/yr

**Statistics:** EMass 2,785.3 tonnes, LMass 12,630.6 tonnes, Cost: 1,559.28 MCr (MCr3,329.68 fitted out), HP: 117,933, Size Mod: +10

**Performance:** Accel: 2.9 G (13.0 G empty, 2.8 G overloaded), Jump 2

# *Dervish*-class System Defense Boat (GTL9)

Outmatched by the Vilani Imperium, the outnumbered Terrans built a host of special-purpose vessels to defend their colonies from attack. *Dervish*-class system defense boats were deployed around terra, Alpha Centauri, Procyon, and Barnard's Star.

*Crew:* 3 bridge crew, 3 engineers, 2 gunners

400 SL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), 3 Single 303 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 175 Fusion Rocket, 120 Water (0.7 hrs), 2 Utility, Bunkroom, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | 3,200,000/43 | 72,000/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 2000 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 11, 78.8 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 3,336.1 tonnes, LMass 3,387.7 tonnes, Cost: 269.70 MCr (MCr278.31 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 3.7 G (3.8 G empty, 3.7 G overloaded), 10,645 km/h (atm), 30,109 km/h (skim)

# *Farrowlaine*-class Light Cruiser (GTL9)

High-jump for the time, the *Farrowlaine* light cruiser was one of the first Terran ships to penetrate behind Vilani lines and attack enemy shipping.

*Crew:* 11 bridge crew, 230 engineers, 83 gunners, 4 medics, 14 auxiliary crew, 34 Marines (2 officers, 32 enlisted)

25,000 USL, DR 5500 (DR 1000 on weapons), PD 4, Total Compartmentalization, 8 Small Missile Bays (Heavy), 50 Triple 101 MJ Laser Turrets, 50 Triple 40 MJ PD Laser Turrets, 17 Single 303 MJ Laser Turrets, 920 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Information Centre, Engineering, 750 Jump, 4750 Fusion Rocket, 5,000 Fuel, 3.5 Fuel Scoops, 6000 Water (1.4 hrs), 3 Workshops, 135 Utility, 29 Bunkrooms, Marine Barracks (Stateroom, 2 Bunkrooms), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), 4 Military Sickbays, Hanger for 10 *Hecate* Light Fighters, 4 *Chiang* Launches, 2 *Gaobei* Fuel Shuttles, and 2 *Dalgriesh* Fuel Shuttles with 2 Entrances, 212 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |
| *920 GJ Spinal PAW* | Imp | 38 | 5d x 4000 | 291,072 km | 545,760 km | 1/60 |

*Defenses:* DR 5500 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 683.1 man-hours per day, 20.3 MCr/yr

**Statistics:** EMass 175,568.5 tonnes, LMass 185,964.3 tonnes, Cost: 20,254.15 MCr (MCr21,680.21 fitted out), HP: 484,747, Size Mod: +12

**Performance:** Accel: 1.9 G (2.0 G empty, 1.8 G overloaded), Jump 2, 25,393 km/h (skim)

# *Forsan*-class Torpedo Boat (GTL9)

Little more than a heavy missile launcher and fusion rocket, the *Forsan* torpedo boat was a common sight during the early days of the Terran Confederation. Squadrons would make high-acceleration runs at Vilani formations, releasing clouds of torpedoes (heavy missiles) and causing disruption for larger warships to exploit.

*Crew:* pilot

20 USL, DR 100, PD 4, Fixed Heavy Missile Rack, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Fusion Rocket, 14 Water (3.8 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 15.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 43.1 tonnes, LMass 43.1 tonnes, Cost: 10.26 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 6.7 G, 12,258 km/h (skim)

# *Frederik Magnus*-class Corvette (GTL9)

One of the Terran Navy's first multi-function warships, the *Frederik Magnus* sported a mixed armament, streamlining to allow it to function as a ground support craft, and half a platoon of Marines for dirtside raids.

*Crew:* 4 bridge crew, 6 engineers, 6 gunners, medic, 16 Marines (16 enlisted)

800 SL, DR 100, PD 4, 4 Triple Missile Turrets (1 Light, 3 Heavy), Triple 40 MJ PD Laser Turret, 3 Single 303 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 24 Jump, 75 Fusion Rocket, 160 Fuel, 300 Water (4.3 hrs), 4 Utility, 2 Bunkrooms, Marine Barracks (Bunkroom), Weapons Locker (1.8 tonnes capacity), Gym, Military Sickbay, 14 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | 3,200,000/43 | 72,000/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 88.6 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 822.4 tonnes, LMass 1,156.3 tonnes, Cost: 340.38 MCr (MCr375.99 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.7 G (6.6 G empty, 3.9 G overloaded), Jump 2, 5,436 km/h (atm), 15,377 km/h (skim)

# *Fury*-class Fighter (GTL9)

One of the most famous fighters of the Terran Confederation, the *Fury* passed into legend during the Second Battle of Barnard's Star. Outnumbered and outgunned, the agile fighters wove through static Vilani formations, causing havoc out of proportion to their numbers and distracting the Vilani long enough for the main fleet to engage.

*Crew:* pilot, gunner

20 USL, DR 100, PD 4, Triple 101 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Fusion Rocket, 13 Water (2.8 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 18.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 62.4 tonnes, LMass 62.4 tonnes, Cost: 15.36 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 5.8 G, 11,911 km/h (skim)

# *Guanxou*-class Light Cruiser (GTL9)

Designed by the Terran Confederation in the early days of the Interstellar Wars, the *Guanxou*-class Light Cruiser distinguished itself in raids against lightly-defended outposts.

*Crew:* 8 bridge crew, 96 engineers, 53 gunners, 2 medics, 4 auxiliary crew, 81 frozen watch, 31 Marines (officer, 30 enlisted)

10,000 USL, DR 1000 (DR 500 on weapons), PD 4, Total Compartmentalization, 5 Large Missile Bays (Heavy), 3 Triple 101 MJ Laser Turrets, 8 Triple 40 MJ PD Laser Turrets, 670 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 313 Jump, 2000 Fusion Rocket, 2,084 Fuel, 2.5 Fuel Scoops, 1000 Water (0.5 hrs), Workshop, 54 Utility, 14 Bunkrooms, 21 Low Berths (84 cryotubes), Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Military Sickbays, 2 Bays for *Huata* Fighters, 2 Bays for *Chiang* Launches, 26 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |
| *670 GJ Spinal PAW* | Imp | 38 | 6d x 3000 | 248,576 km | 466,080 km | 1/60 |

*Defenses:* DR 1000 (DR 500 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 484.8 man-hours per day, 10.2 MCr/yr

**Statistics:** EMass 44,711.0 tonnes, LMass 52,054.1 tonnes, Cost: 10,201.79 MCr (MCr11,747.49 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 2.8 G (3.2 G empty, 2.8 G overloaded), Jump 2, 25,146 km/h (skim)

# *Hecate*-class Light Fighter (GTL9)

Sleek and lightning-fast, the *Hecate* fighter was popular with reporters but of very little use in actual combat. While fast, it sported but a single laser and no armour—outclassed in both atmospheric and space combat, its operational record was poor and the *Hecate* was relegated to propaganda duties within a few years of its deployment.

*Crew:* pilot

30 SL (Radical), DR 100, PD 4, Fixed 101 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Fusion Rocket, 14 Water (3.0 hrs), 0.3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 18.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 47.3 tonnes, LMass 48.7 tonnes, Cost: 14.72 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 7.5 G (7.7 G empty, 6.7 G overloaded), 12,975 km/h (atm), 12,975 km/h (skim)

# *Huata*-class Fighter (GTL9)

One of the early fighters in the Interstellar Wars, the *Huata* continued in use as a second-tier aerospace fighter for centuries.

*Crew:* 1 bridge crew

20 SL, DR 200 (DR 100 on weapons), PD 4, 2 Fixed 303 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Fusion Rocket, 5 Water (1.3 hrs)

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit*: | 800,000 km | — | 1,600,000 km | — |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit*: | 72,000 km/33 | 720,000 km/39 | 16,000 km/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 8000 km | 24,000 km | 1/60 |

**Statistics:** EMass 96.7 tonnes, LMass 96.7 tonnes, Cost: 17.65 MCr, HP: 4,177, HT: 12, Size Mod: +6
**Performance:** Accel: 3.0 G, 4,696 km/h (atmospheric), 13,285 km/h (skimming)

# *Jiao*-class Missile Boat (GTL9)

One of the largest missile boats deployed by the Confederation, the *Jiao* was larger than a light destroyer. Armed with massive numbers of fixed missile tubes, a *Jiao* squadrons would stand off from the main battle line and overwhelm the Vilani defenses by sheer volume of fire.

Life on a *Jiao* was bleak, like on most Terran vessels of the period. With only a single exercise room shared by 60 men, crammed cheek-by-jowl into bunkrooms, missile boats resembled the submarines of an earlier era.

*Crew:* 10 bridge crew, 42 engineers, 6 gunners, medic

5,000 USL, DR 1000 (DR 500 on weapons), PD 4, Total Compartmentalization, 150 Fixed Light Missile Racks, 150 Fixed Heavy Missile Racks, 5 Triple Sandcaster Turrets, 5 Triple 40 MJ PD Laser Turrets, 600 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 700 Fusion Rocket, 1,000 Fuel, 1.5 Fuel Scoops, 2000 Water (3.1 hrs), 27 Utility, 6 Bunkrooms, Exercise Room, Sickbay, 19 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Defenses:* DR 1000 (DR 500 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 219.4 man-hours per day, 2.1 MCr/yr

**Statistics:** EMass 17,251.8 tonnes, LMass 18,245.0 tonnes, Cost: 2,088.46 MCr, HP: 165,781, Size Mod: +10
**Performance:** Accel: 2.8 G (2.9 G empty, 2.7 G overloaded), Jump 2, 21,565 km/h (skim)

# *Leyden*-class Fighter (GTL9)

Faster than anything flown by the Vilani, *Leyden* fighters were used in several of the early Interstellar Wars. While fragile and lightly armed, their incredible agility made them deadly in close orbit.

*Crew:* pilot

10 USL, DR 100, PD 4, Fixed 101 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Fusion Rocket, 4 Water (1.1 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 14.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 30.1 tonnes, LMass 30.1 tonnes, Cost: 9.66 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 9.7 G, 15,847 km/h (skim)

# *Maikuku*-class Missile Boat (GTL9)

Early in the Interstellar Wars the navies of the Terran Confederation were armed almost exclusively with beam weapons. To counter the Vilani forces, who armed their ships with a mixture of weapons, the Terrans designed small purpose-built missile boats. The *Maikuku* is an early class of missile boat.

The missiles are launched from hull-mounted racks. Although capable of a great rate-of-fire, they can only be fired in one direction. During firing the ship is vulnerable, and must be aimed directly at the target.

*Crew:* 5 bridge crew, 3 engineers, 3 gunners

400 SL, DR 100, PD 4, 10 Fixed Light Missile Racks, 10 Fixed Heavy Missile Racks, 2 Triple Sandcaster Turrets, 2 Triple 40 MJ PD Laser Turrets, 10 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Electronic Warfare Suite, Engineering, 12 Jump, 40 Fusion Rocket, 80 Fuel, 100 Water (2.7 hrs), 3 Utility, 6 Staterooms, 2 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge: | 8,000,000 km | — | 16,000,000 km | — |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| Basic Bridge: | 240,000 km/36 | 1,600,000 km/41 | 32,000 km/31 |
| Enhanced Sensor: | 1,600,000 km/41 | 3,200,000 km/43 | 72,000 km/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| 40 MJ Rainbow Laser | Imp | 30 | 5d x 20 | 14,560 km | 43,680 km | 1/15 |

**Statistics:** EMass 786.8 tonnes, LMass 868.5 tonnes, Cost: 193.29 MCr, HP: 30,779, HT: 12, Size Mod: +8
**Performance:** Accel: 3.3 G (3.7 G empty, 3.2 G overloaded), Jump 2, 5,089 km/h (atm), 14,395 km/h (skim)

# *Marathon*-class Courier (GTL9)

Like many Terran designs during the early Interstellar Wars, the *Marathon* class mounted two maneuver drives: reactionless thrusters for sustained acceleration, and a fusion rocket for combat and emergencies. Carrying enough fuel for three consecutive two-parsec jumps, the *Marathon* and similar ships were invaluable in coordinating naval actions over several systems.

*Crew:* pilot, engineer, gunner

100 USL, DR 100, PD 4, Triple 40 MJ PD Laser Turret, Basic Bridge, Enhanced Communicator, Engineering, 3 Jump, 3 Maneuver, 4 Fusion Rocket, 60 Fuel, 10 Water (2.7 hrs), 1 Utility, Bunkroom, 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Enhanced Commo* | 1,600,000 | 16,000,000 | 3,200,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Maintenance:* HT: 12, 35.1 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 192.1 tonnes, LMass 260.1 tonnes, Cost: 53.44 MCr, HP: 12,214, Size Mod: +7
**Performance:** Thruster Accel: 0.05 G (0.07 G empty, 0.04 G overloaded), Fusion Rocket Accel: 1.1 G (1.5 G empty, 0.9 G overloaded), Jump 2, 2,388 km/h (skim)

# *Mjolnir*-class Heavy Fighter (GTL9)

A fighter from the early days of the Terran Confederation, before the secret of efficient reactionless thrusters was scavenged from Vilani wrecks.

*Crew:* pilot, engineer

80 USL, DR 2500, PD 4, 2 Fixed Light Missile Racks, 3 Fixed 303 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 43 Fusion Rocket, 25 Water (0.6 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 2500, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 9, 40.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,335.6 tonnes, LMass 1,335.6 tonnes, Cost: 72.48 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.3 G, 20,751 km/h (skim)

# *Murshtai*-class Heavy Fighter (GTL9)

Another ancient fighter, this one equipped for aerospace and close orbit defense.

*Crew:* pilot, engineer, gunner

80 SL, DR 2500 (DR 1000 on weapons), PD 4, Fixed 303 MJ Laser, Triple Missile Turret (Light), Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 34 Fusion Rocket, 25 Water (0.8 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 8, 36.6 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,315.6 tonnes, LMass 1,349.0 tonnes, Cost: 58.21 MCr (MCr66.82 fitted out), HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.8 G (1.9 G empty), 8,173 km/h (atm), 23,117 km/h (skim)

# *Puyan*-class Frigate (GTL9)

The Terran Navy fielded the *Puyan*-class Frigate during the Second Interstellar War.

*Crew:* 5 bridge crew, 6 engineers, 8 gunners, medic

800 USL, DR 100, PD 4, 5 Triple Missile Turrets (4 Lights, Heavy), Triple Sandcaster Turret, Triple 101 MJ Laser Turret, Triple 40 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 24 Jump, 75 Fusion Rocket, 320 Fuel, 1 Fuel Scoop, 300 Water (4.3 hrs), 5 Utility, 3 Bunkrooms, Military Sickbay, 15.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 240,000/36 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 1,600,000/41 | 3,200,000/43 | 72,000/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 90.6 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 826.7 tonnes, LMass 1,351.7 tonnes, Cost: 356.09 MCr (MCr399.53 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 4.0 G (6.6 G empty, 3.3 G overloaded), Jump 2, 13,331 km/h (skim)

# *Raupi*-class Light Fighter (GTL9)

A lightly-armed but maneuverable fighter from the early Interstellar War period, the *Raupi* could not operate far from a support craft, which limited its deployment.

*Crew:* pilot

10 USL, DR 100, PD 4, Fixed 101 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Fusion Rocket, 6 Water (3.2 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 13.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 28.6 tonnes, LMass 28.6 tonnes, Cost: 8.40 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 5.1 G, 10,603 km/h (skim)

# *Ye*-class Fighter (GTL9)

Small, agile, and packing a nasty sting, the *Ye*-class fighter was one of the first purpose-built warcraft deployed by the Terran Federation during the Interstellar Wars.

*Crew:* pilot

10 USL, DR 100, PD 4, 3 Fixed 101 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 3 Fusion Rocket, 3 Water (1.1 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 16.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 44.9 tonnes, LMass 44.9 tonnes, Cost: 11.53 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 4.8 G, 12,912 km/h (skim)

# *Zhounang*-class Cruiser (GTL9)

Dating from the early days of the Terran Confederation, the *Zhounang* Cruiser distinguished itself during several crucial battles with the Vilani Imperium.

*Crew:* 10 bridge crew, 282 engineers, 101 gunners, 5 medics, 2 auxiliary crew, 52 Marines (2 officers, 50 enlisted)

30,000 USL, DR 2000 (DR 1000 on weapons), PD 4, 20 Large Missile Bays (Heavy), 15 Triple 101 MJ Laser Turrets, 17 Triple 40 MJ PD Laser Turrets, 15 Single 303 MJ Laser Turrets, 920 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Engineering, 948 Jump, 5500 Fusion Rocket, 6,320 Fuel, 10000 Water (1.9 hrs), 4 Workshops, 162 Utility, 20 Staterooms, 23 Bunkrooms, Marine Barracks (Stateroom, 4 Bunkrooms), 5 Briefing Rooms (holds 50), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), 2 Gyms, Shooting Range, 5 Military Sickbays, 2 Bays for *Chiang* Launches, 10.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |
| *Command Bridge* | 320,000/37 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *101 MJ Rainbow Laser* | Imp | 31 | 8d x 20 | 36,864 km | 69,120 km | 1/60 |
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 23,296 km | 43,680 km | 1/15 |
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 12,800 km | 24,000 km | 1/60 |
| *920 GJ Spinal PAW* | Imp | 38 | 5d x 4000 | 291,072 km | 545,760 km | 1/60 |

*Defenses:* DR 2000 (DR 1000 on weapons), PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 708.8 man-hours per day, 21.8 MCr/yr

**Statistics:** EMass 121,801.0 tonnes, LMass 148,028.1 tonnes, Cost: 21,804.23 MCr (MCr27,814.63 fitted out), HP: 547,398, Size Mod: +12
**Performance:** Accel: 2.7 G (3.3 G empty, 2.7 G overloaded), Jump 2, 25,332 km/h (skim)

# *Crellar*-class Strike Fighter (GTL10)

Conceived in the desperate days of the Second Interstellar War, the *Crellar* strike fighter is a hybrid of GTL 9 terran technology and salvaged GTL10 Ziru Sirka components. During the Second Battle of Procyon *Crellar* fighters were instrumental in saving the Terran fleet from early destruction.

*Crew:* pilot, engineer

20 USL, DR 1200, PD 4, Fixed 810 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, 10 Fusion Rocket, 4 Water (0.2 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 19.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 198.6 tonnes, LMass 198.6 tonnes, Cost: 16.91 MCr, HP: 4,177, Size Mod: +6

**Performance:** Thruster Accel: 0.4 G, Fusion Rocket Accel: 7.3 G, 27,599 km/h (skim)

# *Jordain*-class Escort Fighter (GTL10)

During the final years of the Interstellar Wars, life in much of the Terran Confederation was fairly peaceful: goods and passengers traveled between far-flung colonies without hindrance. What most passengers managed to ignore was the presence of escort vessels with the merchant convoys, dedicated to keeping them safe from Vilani commerce raiders—the Vilani not drawing the same distinction between combatant and noncombatant that Terrans did.

The *Jordain* class was designed specifically as an escort. It is small enough to be carried by a merchant ship, and fast enough to remain between a commerce raider and the convoy.

*Crew:* pilot, engineer, gunner

10 USL, DR 100, PD 4, Fixed 250 MJ Laser, Triple Missile Turret (Light), Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 7 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| 250 MJ X-Ray Laser | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 11.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 49.6 tonnes, LMass 83.1 tonnes, Cost: 5.27 MCr (MCr14.13 fitted out), HP: 2,631, Size Mod: +5

**Performance:** Accel: 3.1 G (5.1 G empty), 10,643 km/h (skim)

# *Khartoom*-class Frigate (GTL10)

Intended for escort duty, the *Khartoom* class mounted older 2 parsec jump drives, which limited their usefulness with the more modern Terran Fleet. As convoy escorts they were outstanding warships, with good sensors, excellent acceleration, and a wide variety of weapons.

*Crew:* 10 bridge crew, 16 engineers, 10 gunners, medic, 18 frozen watch

1,200 USL, DR 1200 (DR 600 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (3 Lights, Heavy), 4 Triple 250 MJ Laser Turrets, 4 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 2 Engineering, 36 Jump, 851 Maneuver, 240 Fuel, 1 Fuel Scoop, 2 Fuel Processors (15.0 hrs), 3 Utility, 4 Bunkrooms, 5 Low Berths (20 cryotubes), Exercise Room, Military Sickbay, 1 Bay for *Waoroa* Launch, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 94.2 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 5,813.4 tonnes, LMass 6,229.1 tonnes, Cost: 385.15 MCr (MCr423.38 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 5.0 G (5.3 G empty, 4.8 G overloaded), Jump 2, 28,253 km/h (skim)

# *Makiki*-class Frigate (GTL 10)

During the later Interstellar Wars the Terran Confederation leapfrogged the Ziru Sirka, developing a 3-parsec jump drive that conferred unparalleled strategic mobility. Small ships like the *Makiki* were sent commerce raiding deep behind enemy lines.

*Crew:* 3 bridge crew, 7 engineers, 8 gunners, 1 auxiliary crew

600 USL, DR 1200 (DR 600 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 250 MJ Laser Turrets, 2 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 350 Maneuver, 180 Fuel, 1 Fuel Scoop, 2 Fuel Processors (11.3 hrs), 2 Utility, 3 Bunkrooms, 1 Bay for *Waoroa* Launch, 2.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 72.6 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 3,054.5 tonnes, LMass 3,317.6 tonnes, Cost: 228.53 MCr (MCr249.80 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 3.8 G (4.2 G empty, 3.8 G overloaded), Jump 3, 22,389 km/h (skim)

# *mMoshnda*-class Corvette (GTL 10)

On paper an impressive design, the battlefield performance of the *mMoshnda* class was disappointing. Using the fixed missile racks meant aiming the entire ship—easy enough when fighting a single enemy, but more difficult in a crowded battlefield, especially as most battle plans revolve around capital ships, not small escorts.

*Crew:* pilot, 6 engineers, 3 gunners, medic, 16 Marines (16 enlisted)

700 SL, DR 1250 (DR 625 on weapons), PD 4, Total Compartmentalization, 5 Fixed Heavy Missile Racks, 3 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, 2 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 28 Jump, 275 Maneuver, 210 Fuel, 3 Fuel Processors (8.8 hrs), 2 Utility, 2 Bunkrooms, Marine Barracks (Bunkroom), Weapons Locker (1.8 tonnes capacity), Gym, Military Sickbay, Brig (2 prisoners), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1250 (DR 625 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 73.0 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 3,197.4 tonnes, LMass 3,410.5 tonnes, Cost: 231.34 MCr, HP: 44,697, Size Mod: +9

**Performance:** Accel: 2.9 G (3.1 G empty, 2.8 G overloaded), Jump 3, 7,724 km/h (atm), 21,847 km/h (skim)

# *Nguyen*-class Strike Cruiser (GTL10)

During the last days of the Interstellar Wars, the Terran Confederation used the superior mobility of its 3-parsec jump drive to launch strikes deep into Vilani territory. *Nguyen*-class Strike Cruisers, along with a host of lesser vessels, were commissioned for this purpose.

*Crew:* 10 bridge crew, 131 engineers, 51 gunners, 4 medics, 20 auxiliary crew, 66 Marines (2 officers, 64 enlisted)

15,000 USL, DR 6000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 10 Large Missile Bays (Heavy), 10 Triple 250 MJ Laser Turrets, 8 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, Nuclear Damper, 870 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Electronic Warfare Suite, Engineering, 632 Jump, 6300 Maneuver, 4,740 Fuel, 3.5 Fuel Scoops, 23 Fuel Processors (25.8 hrs), 2 Workshops, 30 Utility, 19 Bunkrooms, Marine Barracks (5 Bunkrooms), 2 Briefing Rooms (holds 20), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), 2 Gyms, 4 Military Sickbays, Basic Security, 2 Brigs (4 prisoners), Safe (11.3 $m^3$ capacity), Hanger for 6 *Zhincao* Strike Fighters with 1 Entrance, Hanger for 2 *Waoroa* Launches, 95 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *870 GJ Spinal PAW* | Imp | 38 | 6d x 4000 | 308,992 km | 579,360 km | 1/60 |

*Defenses:* DR 6000 (DR 2000 on weapons), PD 4, -12 to active scans, -6 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 403.2 man-hours per day, 7.1 MCr/yr

**Statistics:** EMass 123,475.7 tonnes, LMass 140,148.8 tonnes, Cost: 7,055.72 MCr (MCr9,846.66 fitted out), HP: 344,839, Size Mod: +11

**Performance:** Accel: 1.6 G (1.9 G empty, 1.6 G overloaded), Jump 3, 19,790 km/h (skim)

# *Torambu*-class Frigate (GTL10)

Once the Terran Confederation's jump technology overtook the Ziru Sirka, the Interstellar Wars were effectively over. Ships like the *Torambu* frigate were instrumental in driving the nail into the Vilani empire's coffin.

*Crew:* 5 bridge crew, 6 engineers, 5 gunners, medic, 1 auxiliary crew

500 USL, DR 1000 (DR 500 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (2 Light, 2 Heavy), Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 21 Jump, 289 Maneuver, 153 Fuel, 1 Utility, 3 Bunkrooms, Military Sickbay, 1 Cradle for *Waoroa* Launch, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 1000 (DR 500 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 63.2 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 2,310.5 tonnes, LMass 2,642.4 tonnes, Cost: 173.21 MCr (MCr210.68 fitted out), HP: 35,716, Size Mod: +8

**Performance:** Accel: 4.0 G (4.5 G empty, 3.7 G overloaded), Jump 3, 21,853 km/h (skim)

# *Weiming*-class Destroyer (GTL10)

Designed as a fleet escort, the *Weiming*-class destroyer was common in the last days of the Terran Confederation.

*Crew:* 6 bridge crew, 20 engineers, 7 gunners, medic, 12 auxiliary crew, 23 frozen watch, 16 Marines (16 enlisted)

2,000 USL, DR 1750 (DR 875 on weapons), PD 4, Total Compartmentalization, Large Missile Bay (Heavy), 10 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 80 Jump, 975 Maneuver, 600 Fuel, 1.5 Fuel Scoops, 4 Utility, 4 Bunkrooms, 6 Low Berths (24 cryotubes), Marine Barracks (Bunkroom), Weapons Locker (1.8 tonnes capacity), Gym, Military Sickbay, 4 Bays for *Zhincao* Strike Fighters, 1 Bay for *Waoroa* Launch, 12 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1750 (DR 875 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 121.7 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 9,190.8 tonnes, LMass 11,962.2 tonnes, Cost: 642.67 MCr (MCr972.11 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Accel: 3.0 G (3.8 G empty, 2.9 G overloaded), Jump 3, 24,146 km/h (skim)

# *Zhincao*-class Strike Fighter (GTL10)

During the final phases of the Interstellar Wars, the Terran Confederation pulled ahead of the Ziru Sirka. The *Zhincao* strike fighter dates from this era.

*Crew:* pilot, engineer, gunner

40 USL, DR 600 (DR 300 on weapons), PD 4, Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 38 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 600 (DR 300 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 17.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 282.7 tonnes, LMass 282.7 tonnes, Cost: 13.97 MCr, HP: 6,631, Size Mod: +6

**Performance:** Accel: 4.9 G, 18,854 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Albion*-class Shuttle (GTL9)

Designed in Europe before the formation of the Terran Confederation, the *Albion* shuttle was never widespread—less than a hundred were constructed.

*Crew:* pilot
*Passengers:* 22 independent passengers

75 SL, DR 100, PD 4, Cockpit, 4 Fusion Rocket, 3 Water (0.8 hrs), 2 Passenger Couches (22 seats), 50 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 14.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 63.2 tonnes, LMass 290.0 tonnes, Cost: 8.84 MCr, HP: 10,083, Size Mod: +7
**Performance:** Accel: 1.0 G (4.6 G empty, 0.2 G overloaded), 3,023 km/h (atm), 8,551 km/h (skim)

## *Chiang*-class Launch (GTL9)

A small boat used in the early days of the Terran Confederation.

*Crew:* pilot
*Passengers:* 11 independent passengers

10 SL, DR 100, PD 4, Hardened Cockpit, 1 Fusion Rocket, 1 Water (1.1 hrs), Passenger Couch (11 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 19.9 tonnes, LMass 38.0 tonnes, Cost: 5.20 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.9 G (3.6 G empty, 0.7 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

## *Comrade Hudson*-class Friendship Lander (GTL9)

Officially an unarmed landing craft, the *Comrade Hudson* is none-the-less formidably armed. What few records remain from the Interstellar Wars indicate that the class was designed as an academic exercise, and never actually built.

*Crew:* pilot

30-ton SL Hull, DR 5300, PD 4, Basic stealth, Basic emission cloaking, Hardened Cockpit, 14 Bomb Racks (0.9 hours), Orion Drive (1 kton, 10.0 BPS), Passenger Couch (holds 12 people), 5 cargo

*Communicators:* Radio 0.3 million km, Laser 0.6 million km
*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km
*1 kton Orion Bomb:* Dmg 12dx2000000

**Statistics:** EMass 1681.2 tonnes, LMass 1703.9 tonnes, Cost MCr 24.0, HP 6000
**Performance:** Accel 1.1 G (1.1 G empty, 1.0 G overloaded), Jump 0, Air Speed 9798 km/h

# *Dalgriesh*-class Fuel Shuttle (GTL9)

Designed to scoop hydrogen fuel from the atmosphere of gas giants, *Dalgriesh* fuel shuttles were a common sight in the Terran Navy.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 6 Fusion Rocket, 7 Water (1.3 hrs), 50 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -5 to active scans, -2 to passive scans

*Maintenance:* HT: 12, 16.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 69.1 tonnes, LMass 295.9 tonnes, Cost: 12.37 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.5 G (6.3 G empty, 0.4 G overloaded), 3,623 km/h (atm), 10,249 km/h (skim)

# *Dielle*-class Launch (GTL9)

Interface craft are more common in low-tech systems, like the entire Terran Confederation was for much of its history. The *Dielle* launch is a typical mid-size craft.

*Crew:* pilot
*Passengers:* 22 independent passengers

20 SL, DR 100, PD 4, Cockpit, 1 Fusion Rocket, 2 Water (2.1 hrs), 2 Passenger Couches (22 seats), 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 28.9 tonnes, LMass 74.2 tonnes, Cost: 5.44 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), 2,348 km/h (atm), 6,642 km/h (skim)

# *Gaobei*-class Fuel Shuttle (GTL9)

Fusion rockets use water as reaction mass. The *Gaobei* was designed to scoop water from planetary surfaces and return it to an orbiting starship.

*Crew:* pilot

80 SL, DR 100, PD 4, Hardened Cockpit, 1 Fusion Rocket, 62 Water (66.4 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 19.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 63.5 tonnes, LMass 63.5 tonnes, Cost: 16.66 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.1 G, 1,479 km/h (atm), 4,184 km/h (skim)

# *Hudson*-class Lander (GTL9)

During the Interstellar Wars, the Terran Confederation was initially outclassed by Vilani technology. Any means of redressing the balance were exploited, resulting in many old ideas being dusted off and tried. The *Hudson*-class lander was intended to deliver a platoon of Marines from orbit. While capable of gliding down, standard tactics called for a *Hudson* to use its drive as a weapon whenever necessary.

*Crew:* pilot

80-ton SL Hull, DR 5200, PD 4, Basic stealth, Basic emission cloaking, Hardened Cockpit, 20 Bomb Racks (1.4 hours), Orion Drive (20 kton, 5.0 BPS), 3 Passenger Couches (holds 36 people), 27.5 cargo

*Communicators:* Radio 0.3 million km, Laser 0.6 million km
*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km
*20 kton Orion Bomb:* Dmg 12dx40000000

**Statistics:** EMass 3360.6 tonnes, LMass 3485.3 tonnes, Cost MCr 44.4, HP 12000
**Performance:** Accel 5.2 G (5.4 G empty, 4.6 G overloaded), Jump 0, Air Speed 21909 km/h

# *Hudson's Revenge*-class Dropship (GTL9)

One of the craziest landing craft ever designed during the Interstellar Wars, the *Hudson's Revenge* was designed land a company of Marines from orbit while simultaneously destroying all opposition. Given its total lack of aerodynamics, the *Revenge* could only land by firing thrust bombs, flattening its landing area. Perhaps due to this limitation, no known examples were built.

*Crew:* pilot

80-ton USL Hull, DR 5300, PD 4, Basic stealth, Basic emission cloaking, Hardened Cockpit, 10 Bomb Racks (0.5 hours), Orion Drive (10 kton, 10.0 BPS), 10 Passenger Couches (holds 120 people), 51.5 cargo

*Communicators:* Radio 0.3 million km, Laser 0.6 million km
*Sensors:* PESA 16000 km, AESA 80000 km, Radscanner 1600 km
10 kton Orion Bomb: Dmg 12dx20000000

**Statistics:** EMass 3191.7 tonnes, LMass 3425.2 tonnes, Cost MCr 45.0, HP 12000
**Performance:** Accel 5.3 G (5.7 G empty, 4.2 G overloaded), Jump 0, Air Speed 960 km/h

# *Malicore*-class Fuel Shuttle (GTL9)

Designed to scoop hydrogen fuel from the atmosphere of gas giants, *Malicore* fuel shuttles were a common sight in the Terran Federation.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Cockpit, 6 Fusion Rocket, 50 Fuel, 7 Water (1.3 hrs), No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 21.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 79.4 tonnes, LMass 124.7 tonnes, Cost: 19.16 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 3.5 G (5.5 G empty), 3,623 km/h (atm), 10,249 km/h (skim)

# *Meritrix*-class Ships Boat (GTL9)

The *Meritrix* was a popular auxiliary craft in the Terran Confederation. While larger than many other small craft, this gave it an increased endurance and cargo capacity.

*Crew:* pilot

15 SL, DR 100, PD 4, Cockpit, 1 Fusion Rocket, 2 Water (2.1 hrs), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 11.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 23.5 tonnes, LMass 59.8 tonnes, Cost: 5.32 MCr, HP: 3,448, Size Mod: +5
**Performance:** Accel: 1.2 G (3.1 G empty, 0.4 G overloaded), 2,584 km/h (atm), 7,311 km/h (skim)

# *Shinzang*-class Shuttle (GTL9)

A common interface craft in the Terran Confederation.

*Crew:* pilot
*Passengers:* 22 independent passengers

50 SL, DR 100, PD 4, Cockpit, 3 Fusion Rocket, 4 Water (1.4 hrs), 2 Passenger Couches (22 seats), 30 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 72,000/33 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 13.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 49.5 tonnes, LMass 185.6 tonnes, Cost: 7.88 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 1.2 G (4.4 G empty, 0.3 G overloaded), 2,997 km/h (atm), 8,477 km/h (skim)

# *Danci*-class Medivac Launch (GTL10)

Designed for the Terran Medical Corps, the *Danci* is a specialized craft rarely encountered outside the Corps. It continued in use into the Rule of Man.

*Crew:* pilot
*Passengers:* 12 independent passengers

20 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 3 Advanced Evacuation Bays, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 43.4 tonnes, LMass 43.4 tonnes, Cost: 5.13 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 1.7 G, 2,348 km/h (atm), 6,642 km/h (skim)

# *Jheraffe*-class Launch (GTL10)

A common interface vehicle during the later days of the Terran Confederation.

*Crew:* pilot
*Passengers:* 12 independent passengers

20 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 12 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 26.3 tonnes, LMass 80.7 tonnes, Cost: 3.33 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 0.9 G (2.8 G empty, 0.2 G overloaded), 2,348 km/h (atm), 6,642 km/h (skim)

# *Sprokket*-class Gig (GTL10)

A small, simple craft, the *Sprokket* had a reputation for reliability, and was a favourite during the later years of the Terran Confederation—many examples seeing service well into the Rule of Man.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 20.6 tonnes, LMass 38.8 tonnes, Cost: 3.14 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.9 G (3.5 G empty, 0.7 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Waoroa*-class Launch (GTL10)

A common naval auxiliary during the later days of the Terran Confederation, *Waoroa*-class launches could be found on many ships.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 9.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 21.6 tonnes, LMass 39.7 tonnes, Cost: 3.56 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.8 G (3.4 G empty, 0.6 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Wategil*-class Shuttle (GTL10)

A simple cargo shuttle, the *Wategil* class were a common sight in the late Terran Confederation.

*Crew:* pilot, engineer

65 SL, DR 100, PD 4, Cockpit, 7 Maneuver, 44 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 10.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 59.3 tonnes, LMass 258.8 tonnes, Cost: 4.72 MCr, HP: 9,165, Size Mod: +7

**Performance:** Accel: 1.0 G (4.3 G empty, 0.2 G overloaded), 2,966 km/h (atm), 8,389 km/h (skim)

# Third Imperium

In 4582 AD the Sylean Federation transformed itself into the Third Imperium. Tracing its legitimacy back to the Rule of Man—and thus to the Vilani Imperium, the Third Imperium is the lawful successor to both earlier empires, and rightful ruler of all their former territories. It has survived invasions and civil war to become the most powerful state in the galaxy.

The Imperium claims the space between the stars, leaving its member worlds free, within very broad limits, to govern themselves as they see fit. Even short wars are tolerated, in the belief that a short war to resolve differences is better than a long, drawn-out dispute with lingering tension and bitterness.

While all authority ultimate rests with the Iridium Throne, travel delays—up to four years from Core to Frontier on commercial transport—mean that most decisions are made by trusted nobles who have sworn allegiance to the Iridium Throne and the Imperium. Raised in a culture of service, by-and-large nobles put the interests of the Imperium ahead of local concerns. Day-to-day administration is handled by the Bureaucracy, a complicated tangle of Ministries and Services.

The Imperium's first line of defense is the Imperial Navy: the strongest military force in Known Space, capable of fighting two wars simultaneously. The Navy, along with the more junior Army and Marines, has a fine tradition of dedication and professionalism.

The final players of the Imperial scene are the megacorporations. Giant, sprawling enterprises spanning the whole Imperium—and frequently beyond as well-the megacorps wealth buys much influence. Indeed, it is not unknown for a megacorporation to fight a trade war against a rival, whether another megacorporation or a small upstart competitor. As with planetary wars, these conflicts are often ignored by the Imperium, with the tacit understanding that casualties will be limited to the combatants, and that interstellar trade will not be seriously disrupted.

# Merchants & Traders

The Third Imperium is built on interstellar trade. Scouts may explore, the Navy may fight, but without the merchants and traders who make up the vast majority of starfarers the Imperium would collapse.

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

## *Aablan*-class Freighter (GTL 10)

An old Vilani design, many *Aablan*-class freighters are still in service, a testimony to Vilani engineering. Architecturally, the class is uninspired—like most Vilani designs—little more than a pressurized box with engines. Simplicity has, in this case, resulted in a durable and effective way to move large volumes of interstellar freight.

*Crew:* 3 bridge crew, 13 engineers

5,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 150 Jump, 400 Maneuver, 1,000 Fuel, 10 Utility, 9 Staterooms, 3,400.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 127.8 man-hours per day, 0.7 MCr/yr

*Economics:* Freight Income: 95.21 MCr, Expenses: 17.37 MCr (Fuel: 12.25 MCr, Berthing: 3.50 MCr, Maintenance: 1.42 MCr, Payroll: 0.20 MCr), Capital Cost: 44.29 MCr, Shipping Costs (per dton): 0.26 kCr per parsec, 0.52 kCr per jump, Net Profit: 33.56 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 2,786.6 tonnes, LMass 19,114.9 tonnes, Cost: 708.59 MCr, HP: 165,781, Size Mod: +10

**Performance:** Accel: 0.8 G (5.2 G empty, 0.2 G overloaded), Jump 2

# *Akossa*-class Freighter (GTL10)

A simple freighter, the *Akossa* class is common throughout the Spinward Marches. While not particularly profitable, the *Akossa* is dependable, with a good reputation among starmen—empty crew positions rarely remain unfilled for long.

*Crew:* 3 bridge crew, 3 engineers

850 USL, DR 100, PD 4, Basic Bridge, Engineering, 26 Jump, 72 Maneuver, 170 Fuel, 2 Utility, 4 Staterooms, 1 Bay for *Cherpow* Runabout, 550 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 54.3 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 14.63 MCr, Expenses: 3.02 MCr (Fuel: 2.08 MCr, Berthing: 0.60 MCr, Maintenance: 0.26 MCr, Payroll: 0.08 MCr), Capital Cost: 8.00 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.57 kCr per jump, Net Profit: 3.61 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 588.6 tonnes, LMass 3,257.7 tonnes, Cost: 128.02 MCr (MCr131.16 fitted out), HP: 50,874, Size Mod: +9

**Performance:** Accel: 0.8 G (4.4 G empty, 0.2 G overloaded), Jump 2

# *Anhk*-class Merchant (GTL10)

The *Anhk* class merchant is a general-purpose design, intended to carry both passengers and freight along backwater routes in the Third Imperium. Although it can't compete with more specialized vessels, it is well suited for its intended niche: the streamlined hull allows *Anhk*-class ships to land directly at dirtside starports, while the fuel processor enables them to service even poorly-equipped starports.

*Crew:* 3 bridge crew, 3 engineers, 3 gunners, 3 stewards, medic
*Passengers:* 50 high passengers, 28 low passengers

1,200 SL, DR 100, PD 4, Triple Sandcaster Turret, 2 Triple 250 MJ Laser Turrets, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 36 Jump, 85 Maneuver, 240 Fuel, Fuel Processor (30.0 hrs), 2 Utility, 57 Staterooms, 7 Low Berths (28 cryotubes), Sickbay, 356 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

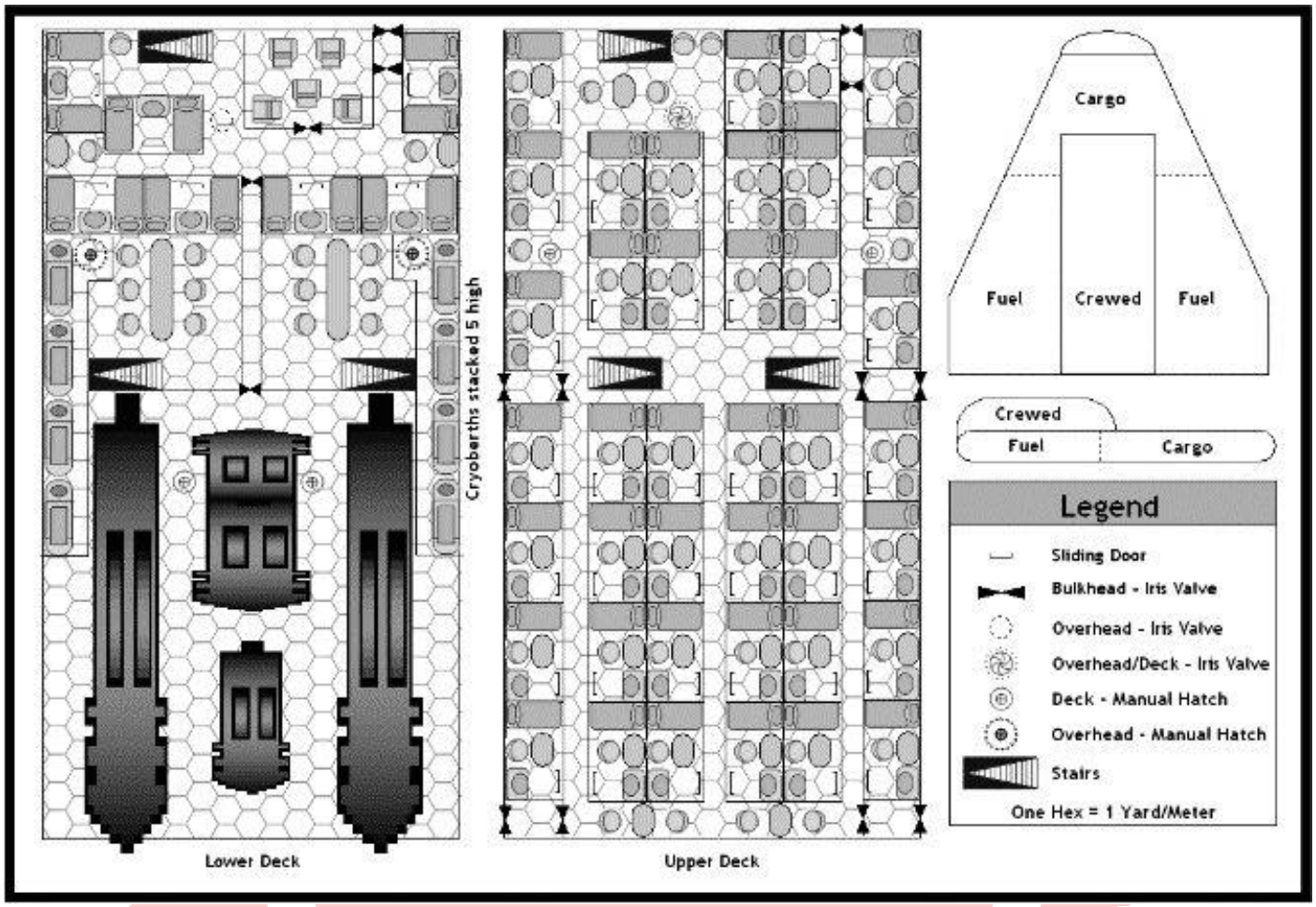
| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 65.7 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 24.36 MCr (passenger: 14.39 MCr, freight: 9.97 MCr), Expenses: 4.32 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.37 MCr, Payroll: 0.17 MCr), Capital Cost: 11.72 MCr, Shipping Costs (per dton): 0.41 kCr per parsec, 0.82 kCr per jump, Net Profit: 8.32 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 953.4 tonnes, LMass 2,785.5 tonnes, Cost: 187.46 MCr, HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.1 G (3.2 G empty, 0.3 G overloaded), Jump 2, 3,771 km/h (atm), 10,668 km/h (skim)

# *Aramine*-class Liner (GTL10)




**Deckplan 3: *Aramine*-class Liner**

When new, the *Aramine*-class liners were the pride of Tukera Lines, running the fast—and highly profitable—routes to the Imperial Core. Now nearing obsolescence, their drives outranged by recent improvements in jump technology, they can still be found on the Imperial Fringe.

Over half of Tukera's fleet of *Aramine*-class liners was transferred to Akerut in 1110, as part of Tukera's move to revitalize its ailing subsidiary. Akerut runs these liners in the Domain of Deneb, with the greatest concentration in the Spinward Marches.

*Crew:* 3 bridge crew, 4 engineers, 4 gunners, 2 stewards, medic

*Passengers:* 40 high passengers, 40 low passengers

1,200 SL, DR 100, PD 4, 2 Triple Sandcaster Turrets, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 48 Jump, 78 Maneuver, 360 Fuel, 2 Utility, 48 Staterooms, 10 Low Berths (40 cryotubes), Sickbay, 266.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 74.5 man-hours per day, 0.2 MCr/yr

*Economics:* Income: 28.83 MCr (passenger: 17.64 MCr, freight: 11.19 MCr), Expenses: 5.91 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.48 MCr, Payroll: 0.18 MCr), Capital Cost: 15.05 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 1.39 kCr per jump, Net Profit: 7.88 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 983.8 tonnes, LMass 2,518.9 tonnes, Cost: 240.73 MCr, HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.1 G (2.9 G empty, 0.4 G overloaded), Jump 3, 3,613 km/h (atm), 10,219 km/h (skim)

# *Bargam*-class Tramp Trader (GTL10)

One of the many small traders plying the spacelanes one step ahead of her creditors, the *Bargam* is too small to compete anywhere but the boondocks. When even a full load of freight isn't enough to make a mortgage payment captain/owners are forced into speculative trading—or smuggling—to make ends meet.

*Bargam*-class ships are rarely encountered on runs that have any form of regular service. Their skippers make ends meet servicing worlds that would otherwise be cut off from interstellar society.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 4 middle passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 4 Jump, 17 Maneuver, 20 Fuel, Fuel Processor (2.5 hrs), 1 Utility, 5 Staterooms, 3 Low Berths (12 cryotubes), 90 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 25.0 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 1.80 MCr (passenger: 0.23 MCr, freight: 1.58 MCr), Expenses: 0.40 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.05 MCr, Payroll: 0.07 MCr), Capital Cost: 1.70 MCr, Shipping Costs (per dton): 0.84 kCr per parsec, 0.84 kCr per jump, Net Profit: (0.30) MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 190.7 tonnes, LMass 617.0 tonnes, Cost: 27.13 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.0 G (3.2 G empty, 0.3 G overloaded), Jump 1, 2,997 km/h (atm), 8,479 km/h (skim)

# *Bercovia*-class Express Liner (GTL10)

There are always profits in fast transport. In their heyday, *Bercovia*-class Express Liners plied the spacelanes between Fringe and Core, knitting the Imperium together. The slow advance of jump technology has broken their hold on long-distance express routes—newer starships have twice their speed. Paid-off *Bercovia* liners are now mostly found in smaller sector-wide lines, serving worlds off the express routes.

*Crew:* 3 bridge crew, 3 engineers, steward
*Passengers:* 20 high passengers, 20 low passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 32 Jump, 74 Maneuver, 240 Fuel, 2 Utility, 24 Staterooms, 5 Low Berths (20 cryotubes), 350 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

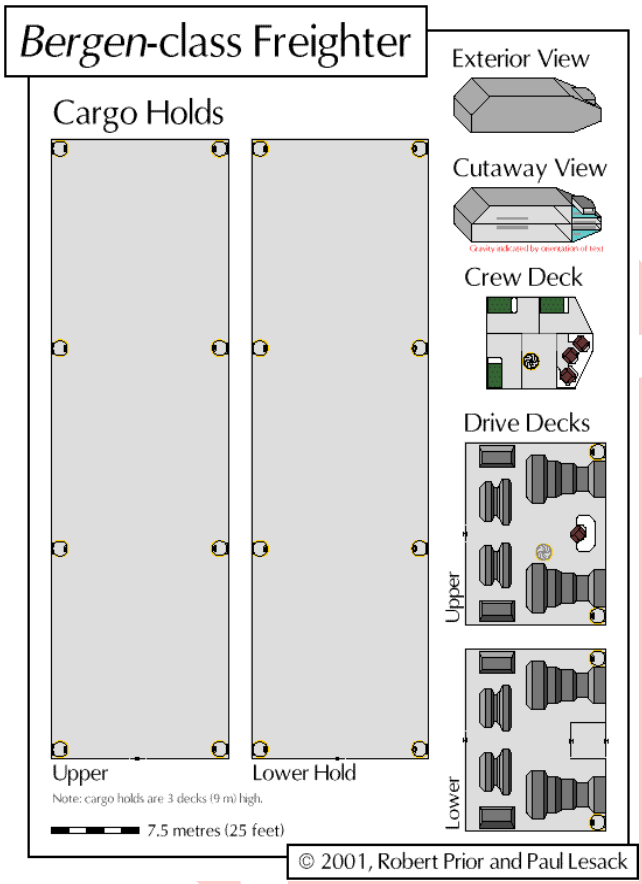
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 60.6 man-hours per day, 0.2 MCr/yr

*Economics:* Income: 22.34 MCr (passenger: 8.38 MCr, freight: 13.97 MCr), Expenses: 3.91 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.32 MCr, Payroll: 0.10 MCr), Capital Cost: 9.96 MCr, Shipping Costs (per dton): 0.31 kCr per parsec, 0.92 kCr per jump, Net Profit: 8.47 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 680.5 tonnes, LMass 2,485.4 tonnes, Cost: 159.33 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.1 G (3.9 G empty, 0.3 G overloaded), Jump 3, 3,219 km/h (skim)

# *Bergen*-class Freighter (GTL10)




**Deckplan 4: *Bergen*-class Freighter**

Cheap yet rugged, the *Bergen*-class forms the basis for many mid-sized interstellar transport companies. While it is very slow and unwieldy its cavernous holds can transport even the bulkiest cargo with room to spare. *Bergens* are not armed, and thus must be escorted in dangerous areas: for this reason they are rare in frontier sectors.

The crew deck is comfortable but cramped: the captain has a private cabin, while the other four crewmembers must share two staterooms. This is not as big a disadvantage as it appears, because most *Bergens* have short routes and their crews visit home every month.

The two drive decks are 'flipped': dropping down the deck hatch of one brings you up the deck hatch of the other. This has the advantage that the drives themselves are never overhead, but takes some getting used to.

The two triple-height cargo holds are also 'flipped'. Accessed through giant roof hatches, they are usually kept in low gravity—just enough to stop the cargo containers from shifting.

*Crew:* 3 bridge crew, 2 engineers

1,200 USL, DR 100, PD 4, Basic Bridge, Engineering, 25 Jump, 50 Maneuver, 122 Fuel, 3 Utility, 3 Staterooms, 1 Cradle for Gig, 983.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 51.5 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 15.49 MCr, Expenses: 2.64 MCr (Fuel: 1.49 MCr, Berthing: 0.84 MCr, Maintenance: 0.23 MCr, Payroll: 0.07 MCr), Capital Cost: 7.20 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.29 kCr per jump, Net Profit: 5.65 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 565.3 tonnes, LMass 5,206.7 tonnes, Cost: 115.22 MCr (MCr120.71 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 0.3 G (3.2 G empty, 0.1 G overloaded), Jump 1

# *Bharapar*-class Subsidized Merchant (GTL10)

Filling in where the more common Type-R merchants can't, the *Bharapar* class commonly serves worlds that are not part of a main. In safe regions the gunners' stateroom is frequently rented to a middle passenger (with the crew splitting the money).

*Crew:* 2 bridge crew, engineer, steward, gunner (if armed)

*Passengers:* 12 high passengers

400 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 12 Jump, 31 Maneuver, 80 Fuel, 1 Utility, 16 Staterooms, 126.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 38.3 man-hours per day, 0.1 MCr/yr

*Economics:* Income: 6.90 MCr (passenger: 3.36 MCr, freight: 3.54 MCr), Expenses: 1.45 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.06 MCr), Capital Cost: 3.98 MCr, Shipping Costs (per dton): 0.44 kCr per parsec, 0.89 kCr per jump, Net Profit: 1.47 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 338.0 tonnes, LMass 984.2 tonnes, Cost: 63.76 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.1 G (3.3 G empty, 0.3 G overloaded), Jump 2, 3,280 km/h (atm), 9,279 km/h (skim)

# *Chamisollia*-class Liner (GTL10)

A high-capacity, moderate-performance passenger liner, the *Chamisollia* can be found servicing backwater routes in the Imperial Core. Its lack of protection keeps it away from the frontiers, while its lack of speed and luxuries keeps it away from larger routes.

*Crew:* pilot, 2 engineers, 5 stewards, medic
*Passengers:* 100 high passengers, 36 low passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 24 Jump, 40 Maneuver, 160 Fuel, 2 Utility, 105 Staterooms, 9 Low Berths (36 cryotubes), Sickbay, 145 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 52.2 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 30.94 MCr (passenger: 27.08 MCr, freight: 3.86 MCr), Expenses: 2.88 MCr (Fuel: 1.96 MCr, Berthing: 0.56 MCr, Maintenance: 0.24 MCr, Payroll: 0.12 MCr), Capital Cost: 7.39 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.53 kCr per jump, Net Profit: 20.67 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 709.1 tonnes, LMass 1,511.8 tonnes, Cost: 118.30 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.0 G (2.0 G empty, 0.4 G overloaded), Jump 2

# *Fedmist*-class Droyne Trader (GTL10)

Crewed by a single Droyne *kroyloss*, the *Fedmist* can be found plying the mains of the Five Sisters Subsector, looking for enough cargo to pay for fuel and repairs.

The *Fedmist* is more of an example than a class: Droyne starships are almost invariably handmade, thus ships with the same specifications can differ considerably in layout and appearance.

*Crew:* pilot, engineer, 2 gunners, steward
*Passengers:* 12 high passengers

200 SL, DR 100, PD 4, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 4 Jump, 16 Maneuver, 20 Fuel, 1 Utility, 3 Nests, 77.5 Cargo

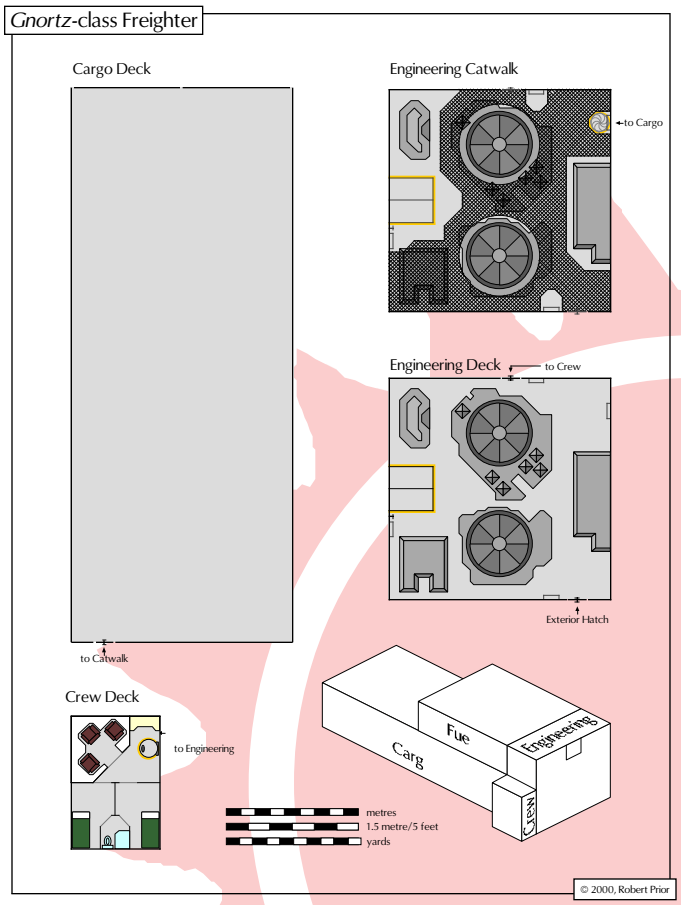
| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 26.2 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 2.41 MCr (passenger: 1.05 MCr, freight: 1.36 MCr), Expenses: 0.41 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.06 MCr, Payroll: 0.07 MCr), Capital Cost: 1.86 MCr, Shipping Costs (per dton): 0.89 kCr per parsec, 0.89 kCr per jump, Net Profit: 0.14 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 228.4 tonnes, LMass 598.0 tonnes, Cost: 29.74 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 1, 2,908 km/h (atm), 8,226 km/h (skim)

# *Gnortz*-class Freighter (GTL10)




**Deckplan 5: *Gnortz*-class Freighter**

Cheap and unglamorous, the *Gnortz*-class is notorious among merchant spacehands for its almost sadistic living arrangements. With only two staterooms shared accommodations are essential, which combined with barely adequate atmospheric conditioning makes for uncomfortable voyages.

*Crew:* 2 bridge crew, 2 engineers

600 USL, DR 100, PD 4, Empty Turret, Basic Bridge, Engineering, 18 Jump, 72 Maneuver, 120 Fuel, 1 Utility, 2 Staterooms, 376.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 46.6 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 10.54 MCr, Expenses: 2.14 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.19 MCr, Payroll: 0.06 MCr), Capital Cost: 5.89 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.61 kCr per jump, Net Profit: 2.52 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 496.9 tonnes, LMass 2,313.2 tonnes, Cost: 94.21 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.1 G (5.3 G empty, 0.3 G overloaded), Jump 2, 4,276 km/h (skim)

# *Grouther*-class Subsidized Liner (GTL10)

Slow and steady, subsidized liners like the *Grouther* knit together the worlds along a jump-1 main. Capable of earning a profit on its own, the *Grouther* is even more profitable as a subsidized liner, when the capital cost is born by a government.

*Crew:* pilot, engineer, steward, medic
*Passengers:* 20 high passengers, 20 low passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 8 Jump, 27 Maneuver, 40 Fuel, 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 145 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 32.3 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 4.96 MCr (passenger: 2.79 MCr, freight: 2.17 MCr), Expenses: 0.92 MCr (Fuel: 0.49 MCr, Berthing: 0.28 MCr, Maintenance: 0.09 MCr, Payroll: 0.06 MCr), Capital Cost: 2.84 MCr, Shipping Costs (per dton): 0.47 kCr per parsec, 0.47 kCr per jump, Net Profit: 1.21 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 316.5 tonnes, LMass 1,010.4 tonnes, Cost: 45.37 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (3.1 G empty, 0.3 G overloaded), Jump 1, 3,178 km/h (atm), 8,991 km/h (skim)

# *Gurrak*-class Megafreighter (GTL10)

One of the largest starships registered in Imperial Space, the *Gurrak* class is extremely rare. Only the highest trade volumes can justify this much capacity, and only the largest corporations can afford the capital investment.

*Crew:* 5 bridge crew, 204 engineers, medic

100,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 3002 Jump, 5000 Maneuver, 20,012 Fuel, 3 Workshops, 200 Utility, 106 Staterooms, Sickbay, 2 Cradles for Ship's Boat, 71,348 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 557.0 man-hours per day, 13.5 MCr/yr
*Economics:* Freight Income: 1,997.74 MCr, Expenses: 344.85 MCr (Fuel: 245.15 MCr, Berthing: 70.00 MCr, Maintenance: 26.93 MCr, Payroll: 2.77 MCr), Capital Cost: 841.51 MCr, Shipping Costs (per dton): 0.24 kCr per parsec, 0.48 kCr per jump, Net Profit: 811.39 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 38,568.2 tonnes, LMass 380,458.4 tonnes, Cost: 13,464.13 MCr (MCr13,482.49 fitted out), HP: 1,221,488, Size Mod: +13
**Performance**: Accel: 0.5 G (4.7 G empty, 0.1 G overloaded), Jump 2

# *Jelnai*-class Armed Freighter (GTL10)

Frontier regions have always had a higher incidence of piracy than the Imperial Core; in particular, the area behind the claw suffers from Vargr corsairs. The *Jelnai*-class freighter is popular with owners and crews alike, because it is sufficiently well-defended to deter all but the most desperate band of corsairs.

*Crew:* 2 bridge crew, 3 engineers, 6 gunners

800 USL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, Hardened Basic Bridge, Engineering, 24 Jump, 100 Maneuver, 160 Fuel, 2 Utility, 6 Staterooms, 478.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 56.7 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 13.40 MCr, Expenses: 2.94 MCr (Fuel: 1.96 MCr, Berthing: 0.56 MCr, Maintenance: 0.28 MCr, Payroll: 0.14 MCr), Capital Cost: 8.73 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 0.70 kCr per jump, Net Profit: 1.72 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 830.9 tonnes, LMass 3,146.0 tonnes, Cost: 139.75 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.2 G (4.4 G empty, 0.3 G overloaded), Jump 2, 4,576 km/h (skim)

# *Karin*-class Cluster Liner (GTL10)

Small clusters of low-tech worlds are often ignored by major shipping lines. Ships like the *Karin* are designed specifically for these markets: relatively small, short range, and streamlined (to avoid reliance on an orbital starport).

*Crew:* 3 bridge crew, 2 engineers, steward, medic
*Passengers:* 20 high passengers, 28 low passengers

600 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 44 Maneuver, 60 Fuel, 1 Utility, 24 Staterooms, 7 Low Berths (28 cryotubes), Sickbay, 259 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 38.8 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 6.72 MCr (passenger: 2.85 MCr, freight: 3.88 MCr), Expenses: 1.38 MCr (Fuel: 0.74 MCr, Berthing: 0.42 MCr, Maintenance: 0.13 MCr, Payroll: 0.10 MCr), Capital Cost: 4.08 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 0.46 kCr per jump, Net Profit: 1.26 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 429.4 tonnes, LMass 1,658.3 tonnes, Cost: 65.29 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.0 G (3.7 G empty, 0.3 G overloaded), Jump 1, 3,545 km/h (atm), 10,026 km/h (skim)

# *Morag*-class Ore Transport (GTL10)

The *Morag* is an unusual design. Lacking a jump drive, it is found only in industrialized systems that have many settled worlds, where it is employed shuttling raw materials between planets.

*Crew:* 3 bridge crew, 4 engineers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 200 Maneuver, 1 Utility, 4 Staterooms, 1,779.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 31.6 man-hours per day, 0.0 MCr/yr
*Economics:* No income, Expenses: 1.58 MCr (Fuel: 0.00 MCr, Berthing: 1.40 MCr, Maintenance: 0.09 MCr, Payroll: 0.10 MCr), Capital Cost: 2.70 MCr, Shipping Costs (per dton): 0.07 kCr per trip, Net Profit: (4.29) MCr. Annual totals for a jump-0 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 973.8 tonnes, LMass 9,043.9 tonnes, Cost: 43.27 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.8 G (7.5 G empty, 0.2 G overloaded)

# *Murpak*-class Freighter (GTL10)

Slow and steady, the *Murpak* is a common sight as it carries routine cargoes between the thinly-settled worlds of the Core. With no provision for weapons mounts, this class of freighter is not usually found in frontier regions, although some desperate owners have been spotted in the Marches.

*Crew:* 2 bridge crew, engineer

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 20 Maneuver, 80 Fuel, 1 Utility, 2 Staterooms, 275.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 37.2 man-hours per day, 0.1 MCr/yr
*Economics:* Freight Income: 7.71 MCr, Expenses: 1.43 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.12 MCr, Payroll: 0.05 MCr), Capital Cost: 3.76 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.54 kCr per jump, Net Profit: 2.53 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 264.9 tonnes, LMass 1,586.8 tonnes, Cost: 60.10 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 0.5 G (2.7 G empty, 0.1 G overloaded), Jump 2

# *Nahiin*-class Trader (GTL10)

Another common starship, *Nahiin*-class traders can be encountered anywhere in the Imperium, and along any main that connects to the Imperium.

*Crew:* pilot, engineer, steward
*Passengers:* 12 high passengers, 2 middle passengers (unless gunners carried), 16 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 4 Jump, 15 Maneuver, 20 Fuel, 1 Utility, 15 Staterooms, 4 Low Berths (16 cryotubes), 52.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| Basic Bridge | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 24.6 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 2.13 MCr (passenger: 1.21 MCr, freight: 0.92 MCr), Expenses: 0.38 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.05 MCr, Payroll: 0.05 MCr), Capital Cost: 1.64 MCr, Shipping Costs (per dton): 0.76 kCr per parsec, 0.76 kCr per jump, Net Profit: 0.11 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 207.1 tonnes, LMass 463.3 tonnes, Cost: 26.30 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.2 G (2.6 G empty, 0.4 G overloaded), Jump 1, 2,816 km/h (atm), 7,965 km/h (skim)

# *Oytrist*-class Merchant (GTL10)

Droyne starships are virtually handmade, with no two alike, but similar designs are common. Ships like the *Oytrist* are occasionally encountered behind the claw, where the risk of Vargr corsairs is enough to warrant arming a merchant.

*Crew:* 3 bridge crew, engineer, gunner, steward
*Passengers:* 12 high passengers

300 SL, DR 100, PD 4, 3 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 10 Jump, 23 Maneuver, 61 Fuel, 1 Utility, 3 Nests, 102.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 37.2 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 5.43 MCr (passenger: 2.10 MCr, freight: 3.33 MCr), Expenses: 0.89 MCr (Fuel: 0.53 MCr, Berthing: 0.15 MCr, Maintenance: 0.12 MCr, Payroll: 0.08 MCr), Capital Cost: 3.75 MCr, Shipping Costs (per dton): 0.73 kCr per parsec, 1.47 kCr per jump, Net Profit: 0.79 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 338.5 tonnes, LMass 858.6 tonnes, Cost: 60.04 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 2, 3,022 km/h (atm), 8,548 km/h (skim)

# *Quotal*-class Tramp Trader (GTL10)

Neither fish nor fowl, *Quotal*-class traders carry a mix of passengers and cargo. While this makes them a flexible design, they are also unsuited for high-capacity runs between major worlds. Instead, their niche is the backwater mains of the Imperium, where they are a familiar sight.

*Crew:* 2 bridge crew, engineer, 4 gunners, steward
*Passengers:* 12 high passengers, 12 middle passengers, 20 low passengers

400 SL, DR 100, PD 4, 2 Triple Sandcaster Turrets, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 13 Jump, 30 Maneuver, 81 Fuel, 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 93 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 41.3 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 6.34 MCr (passenger: 3.32 MCr, freight: 3.02 MCr), Expenses: 1.16 MCr (Fuel: 0.71 MCr, Berthing: 0.20 MCr, Maintenance: 0.15 MCr, Payroll: 0.11 MCr), Capital Cost: 4.63 MCr, Shipping Costs (per dton): 0.69 kCr per parsec, 1.38 kCr per jump, Net Profit: 0.55 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 437.7 tonnes, LMass 932.9 tonnes, Cost: 74.07 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.2 G (2.5 G empty, 0.4 G overloaded), Jump 2, 3,116 km/h (atm), 8,815 km/h (skim)

# *Rikiamid*-class Bulk Freighter (GTL10)

Ungainly and lacking small craft, *Rikiamid* freighters are never encountered away from major trade routes. Almost all ships in this class are owned by megacorporations or governments and dedicated to fixed routes.

*Crew:* 5 bridge crew, 16 engineers, 4 gunners

5,000 USL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 150 Jump, 500 Maneuver, 1,000 Fuel, 10 Utility, 25 Staterooms, 3,232.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 129.3 man-hours per day, 0.7 MCr/yr
*Economics:* Freight Income: 90.51 MCr, Expenses: 17.52 MCr (Fuel: 12.25 MCr, Berthing: 3.50 MCr, Maintenance: 1.45 MCr, Payroll: 0.32 MCr), Capital Cost: 45.32 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.56 kCr per jump, Net Profit: 27.66 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 3,147.3 tonnes, LMass 18,713.7 tonnes, Cost: 725.13 MCr, HP: 165,781, Size Mod: +10
**Performance:** Accel: 1.0 G (5.8 G empty, 0.2 G overloaded), Jump 2

# *Tedoaraq*-class Liner (GTL10)

One of the most popular liners produced by Bilstein Yards, *Tedoaraq*-class ships can be encountered anywhere in the Imperium, although they are most common in the Domain of Deneb. A streamlined hull permits on-planet loading (popular on the Imperial Fringe), while four hardpoints allow adequate protective weaponry to be installed if necessary.

*Crew:* 4 bridge crew, engineer, 4 gunners (if weapons installed), 2 stewards
*Passengers:* 36 high passengers, 24 low passengers

600 SL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 36 Maneuver, 120 Fuel, 1 Utility, 42 Staterooms, 6 Low Berths (24 cryotubes), 126.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 46.2 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 13.96 MCr (passenger: 10.42 MCr, freight: 3.54 MCr), Expenses: 2.22 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.19 MCr, Payroll: 0.14 MCr), Capital Cost: 5.79 MCr, Shipping Costs (per dton): 0.42 kCr per parsec, 0.84 kCr per jump, Net Profit: 5.95 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 497.0 tonnes, LMass 1,179.5 tonnes, Cost: 92.63 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.1 G (2.6 G empty, 0.4 G overloaded), Jump 2, 3,031 km/h (atm), 8,573 km/h (skim)

# *Teshia*-class Bulk Tanker (GTL10)

Shipping liquid cargo between the stars is expensive, but sometimes necessary. At standard freight rates it is a money-losing proposition, which is why tankers like the *Teshia* charge a premium for their services—and usually operate as charters, rather than general freighters.

*Crew:* 5 bridge crew, 10 engineers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 60 Jump, 450 Maneuver, 400 Fuel, 4 Utility, 15 Staterooms, Exercise Room, Hall seating 100 people, 1,000 Cargo Tank, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 106.7 man-hours per day, 0.5 MCr/yr
*Economics:* Freight Income: 27 MCr, Expenses: 7.48 MCr (Fuel: 4.90 MCr, Berthing: 1.40 MCr, Maintenance: 0.99 MCr, Payroll: 0.19 MCr), Capital Cost: 30.89 MCr, Shipping Costs (per dton): 0.55 kCr per parsec, 1.1 kCr per jump, Net Profit: (11.37) MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 2,245.1 tonnes, LMass 16,258.2 tonnes, Cost: 494.31 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.0 G (7.3 G empty, 1.0 G overloaded), Jump 2, 1,382 km/h (skim)

# *Umburko*-class Subsidized Liner (GTL10)

Worlds along a main cannot always rely on passing free traders for communication with the galactic community. Many cluster of worlds band together to subsidize regular liners to guarantee transportation at least as far as the xboat network. The *Umburko* liner is typically found serving small clusters of worlds in safe areas. On the frontier it requires an armed escort (or lots of luck).

*Crew:* 2 bridge crew, engineer, 4 stewards
*Passengers:* 80 high passengers

600 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 24 Maneuver, 60 Fuel, 1 Utility, 84 Staterooms, 43.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 37.5 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 11.89 MCr (passenger: 11.20 MCr, freight: 0.69 MCr), Expenses: 1.37 MCr (Fuel: 0.74 MCr, Berthing: 0.42 MCr, Maintenance: 0.12 MCr, Payroll: 0.10 MCr), Capital Cost: 3.82 MCr, Shipping Costs (per dton): 0.41 kCr per parsec, 0.41 kCr per jump, Net Profit: 6.69 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 484.9 tonnes, LMass 736.6 tonnes, Cost: 61.11 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.2 G (1.8 G empty, 0.6 G overloaded), Jump 1, 2,618 km/h (atm), 7,405 km/h (skim)

# *Wiiznam*-class Freighter (GTL10)

While not a megafreighter, the *Wiiznam* is much larger than the average trader. While outdated by the standards of the Imperial Core, many companies continue to run them—after all, there's no reason to scrap a perfectly good ship that still functions, and several *Wiiznams* are more than two centuries old.

*Crew:* 5 bridge crew, 23 engineers

8,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 240 Jump, 774 Maneuver, 1,600 Fuel, 16 Utility, 14 Staterooms, 1 Bay for *Dermik* Launch, 5,300 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 162.8 man-hours per day, 1.1 MCr/yr
*Economics:* Freight Income: 111.96 MCr, Expenses: 20.66 MCr (Fuel: 14.00 MCr, Berthing: 4.00 MCr, Maintenance: 2.30 MCr, Payroll: 0.36 MCr), Capital Cost: 71.86 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 0.70 kCr per jump, Net Profit: 19.44 MCr. Annual totals for a jump-2 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 4,725.0 tonnes, LMass 30,230.2 tonnes, Cost: 1,149.76 MCr (MCr1,152.76 fitted out), HP: 226,785, Size Mod: +11
**Performance:** Accel: 0.9 G (5.9 G empty, 0.2 G overloaded), Jump 2

# *Aakroyss*-class Merchant (GTL11)

Fairly large for a Droyne ship, the *Aakross* and similar ships maintain trade between scattered Droyne worlds. While non-Droyne are sometimes carried as passengers, they must adapt to the communal and cramped living quarters.

*Crew:* 1 bridge crew, 1 engineer, 2 gunners, 1 steward
*Passengers:* 18 high passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Basic Bridge, Engineering, 12 Jump, 12 Maneuver, 80 Fuel, 1 Fuel Processor (10.0 hrs), 1 Utility, 4 Nests, 160.5 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge*: | 8,000,000 km | — | 16,000,000 km | — |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge*: | 480,000 km/38 | 1,600,000 km/41 | 32,000 km/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |

**Statistics:** EMass 255.3 tonnes, LMass 1,055.7 tonnes, Cost: 68.07 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.0 G (4.3 G empty, 0.3 G overloaded), Jump 2, 3,227 km/h

# *Arika*-class Bulk Tanker (GTL11)

There are two ways of shipping liquids between the stars: in self-contained tanks within regular cargo holds, or in specialized tankers. While the tanker market is miniscule compared to that of general freight, tankers are profitable enough to support specialized tanker lines.

Merkan Transport, a sector-wide company operating in Core Sector, operates nearly a dozen *Arika*-class bulk tankers, and is planning on expanding its territory during the next decade.

*Crew:* 5 bridge crew, 52 engineers, medic

20,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 600 Jump, 2000 Maneuver, 4,000 Fuel, 40 Utility, 30 Staterooms, 3 Exercise Rooms, Sickbay, 13,000 Cargo Tank, 228 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 368.3 man-hours per day, 5.9 MCr/yr
*Economics:* Freight Income: 351.86 MCr, Expenses: 71.37 MCr (Fuel: 49.00 MCr, Berthing: 14.00 MCr, Maintenance: 7.62 MCr, Payroll: 0.76 MCr), Capital Cost: 237.99 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.67 kCr per jump, Net Profit: 42.50 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 13,484.9 tonnes, LMass 195,011.9 tonnes, Cost: 5,887.89 MCr, HP: 417,743, Size Mod: +12
**Performance:** Accel: 0.9 G (13.5 G empty, 0.9 G overloaded), Jump 2

# *Arisha*-class Subsidized Merchant (GTL11)

A common sight in settled regions of the Imperium, most *Arisha*-class merchants have long since been paid off. They quietly travel their assigned routes, knitting together backwater worlds throughout the realm.

*Crew:* 1 bridge crew, 1 engineer, 1 steward
*Passengers:* 20 high passengers, 12 low passengers

400 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 8 Jump, 11 Maneuver, 40 Fuel, 1 Utility, 22 Staterooms, 3 Low Berths, 165 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

**Statistics:** EMass 220.8 tonnes, LMass 1,005.3 tonnes, Cost: 45.94 MCr, HP: 30,779, HT: 12, Size Mod: +8
**Performance:** Accel: 1.0 G (4.5 G empty, 0.2 G overloaded), Jump 1, 3,089 km/h (atm), 8,739 km/h (skim)

# *Baarnekki*-class Fast Trader (GTL11)

Although the megacorporations have a virtual monopoly on express shipping along the Imperial express routes, there's a niche market for smaller cargoes, especially if the captain is willing to leave the route. The *Baarnekki* is found filling this niche.

*Crew:* 3 bridge crew, 1 engineer

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 15 Jump, 8 Maneuver, 120 Fuel, 1 Utility, 3 Staterooms, 80.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 42.0 man-hours per day, Annual Maintenance: 0.08 MCr
*Economics:* Freight Income: 9.66 MCr, Expenses: 1.26 MCr (Fuel: 1.05 MCr, Maintenance: 0.15 MCr, Payroll: 0.06 MCr), Net Profit: 8.40 MCr. Annual totals for a jump-4 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 199.5 tonnes, LMass 673.4 tonnes, Cost: 76.44 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.1 G (3.6 G empty, 0.3 G overloaded), Jump 4, 3,011 km/h (atm), 8,517 km/h (skim)

# *Dragger*-class Bulk Freighter (GTL11)

While tramp traders may delude themselves that they are carrying the lifeblood of the Imperium, bulk carriers like the *Dragger* class are really doing so. While not fast, it can carry nearly 15,000 tons of cargo along a jump-2 main, and do so far cheaper than even the scruffiest free trader.

*Crew:* 3 bridge crew, 20 engineers, medic

20,000 DSP (1,042-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 600 Jump, 390 Maneuver, 4,000 Fuel, 3 Utility, 12 Staterooms, Sickbay, 14,954.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 251.6 man-hours per day, 2.7 MCr/yr
*Economics:* Freight Income: 418.73 MCr, Expenses: 68.81 MCr (Fuel: 49.00 MCr, Berthing: 14.00 MCr, Maintenance: 5.49 MCr, Payroll: 0.31 MCr), Capital Cost: 171.70 MCr, Shipping Costs (per dton): 0.23 kCr per parsec, 0.46 kCr per jump, Net Profit: 178.22 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 5,217.0 tonnes, LMass 76,663.7 tonnes, Cost: 2,747.24 MCr, HP: 417,743, Size Mod: +12
**Performance:** Accel: 0.5 G (6.8 G empty, 0.1 G overloaded), Jump 2

# *Egoyan*-class Express Liner (GTL11)

One of the many express liners in the Imperium, *Egoyan*-class starships are mostly found towards the Hive Federation.

*Crew:* pilot, 2 engineers, 2 stewards, medic, 1 auxiliary crew
*Passengers:* 40 high passengers, 24 low passengers

750 USL, DR 100, PD 4, Basic Bridge, Engineering, 38 Jump, 20 Maneuver, 300 Fuel, 2 Utility, 44 Staterooms, 6 Low Berths (24 cryotubes), Sickbay, 1 Bay for *Mercer* Gig, 196 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 65.4 man-hours per day, 0.2 MCr/yr

*Economics:* Income: 57.19 MCr (passenger: 36.34 MCr, freight: 20.85 MCr), Expenses: 4.67 MCr (Fuel: 3.67 MCr, Berthing: 0.52 MCr, Maintenance: 0.37 MCr, Payroll: 0.10 MCr), Capital Cost: 11.59 MCr, Shipping Costs (per dton): 0.32 kCr per parsec, 1.29 kCr per jump, Net Profit: 40.93 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 520.8 tonnes, LMass 1,695.3 tonnes, Cost: 185.50 MCr (MCr188.43 fitted out), HP: 46,801, Size Mod: +9

**Performance:** Accel: 1.1 G (3.5 G empty, 0.3 G overloaded), Jump 4, 2,538 km/h (skim)

# *Gelliam*-class Express Freighter (GTL11)

One of Tukera Lines' most profitable designs, *Gelliam*-class freighters have been sighted in virtually every part of the Imperium.

*Crew:* 1 bridge crew, 4 engineers

2,000 DSP (223-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 100 Jump, 100 Maneuver, 800 Fuel, 1 Utility, 5 Staterooms, 975.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 108.0 man-hours per day, Annual Maintenance: 0.51 MCr
*Economics:* Freight Income: 103.01 MCr, Expenses: 10.32 MCr (Fuel: 9.24 MCr, Maintenance: 1.01 MCr, Payroll: 0.07 MCr), Net Profit: 92.69 MCr. Annual totals for a jump-4 express liner at full capacity making 33 jumps per year.

**Statistics:** EMass 1,093.5 tonnes, LMass 6,243.0 tonnes, Cost: 506.30 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.5 G (8.3 G empty, 0.4 G overloaded), Jump 4

# *Kamincha*-class Express Liner (GTL11)

While no longer the fastest ships in commercial service, *Kamincha* liners can still be found shuttling between high-population worlds within a subsector. The class has a reputation for comfort and reliability, and many smaller lines' fleets are built around one or two *Kamincha* liners.

*Crew:* 5 bridge crew, 2 engineers, 2 gunners, 7 stewards, medic, 2 other crew
*Passengers:* 4 noble passengers, 60 high passengers, 20 low passengers

1,000 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Basic Bridge, Engineering, 50 Jump, 16 Maneuver, 400 Fuel, 2 Utility, 4 Suites, 70 Staterooms, 5 Low Berths (20 cryotubes), 2 Exercise Rooms, 2 Holoventure Zones, Sickbay, Hanger for *Mercer* Gig and *Guirion* Launch with 1 Entrance, 86 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |

*Maintenance:* HT: 12, 74.5 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 69.40 MCr (passenger: 60.25 MCr, freight: 9.15 MCr), Expenses: 6.32 MCr (Fuel: 4.90 MCr, Berthing: 0.70 MCr, Maintenance: 0.48 MCr, Payroll: 0.24 MCr), Capital Cost: 15.06 MCr, Shipping Costs (per dton): 0.42 kCr per parsec, 1.69 kCr per jump, Net Profit: 48.02 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 692.4 tonnes, LMass 1,476.1 tonnes, Cost: 240.96 MCr (MCr246.99 fitted out), HP: 56,696, Size Mod: +9

**Performance:** Accel: 1.0 G (2.1 G empty, 0.5 G overloaded), Jump 4

# *Klastao*-class Far Trader (GTL11)

A slightly more modern version of the *Empress Marava* Far Trader, a more efficient fusion power plant gives the *Klastao* a greater cargo capacity.

*Crew:* 3 bridge crew, engineer, steward
*Passengers:* 6 high passengers, 2 middle passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 6 Jump, 10 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 10 Staterooms, 3 Low Berths (12 cryotubes), 1 Bay for Air/Raft, 54.6 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 29.9 man-hours per day, 0.0 MCr/yr
*Economics:* Income: 3.10 MCr (passenger: 1.33 MCr, freight: 1.77 MCr), Expenses: 0.60 MCr (Fuel: 0.35 MCr, Berthing: 0.10 MCr, Maintenance: 0.08 MCr, Payroll: 0.07 MCr), Capital Cost: 2.42 MCr, Shipping Costs (per dton): 0.72 kCr per parsec, 1.44 kCr per jump, Net Profit: 0.08 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 163.7 tonnes, LMass 452.5 tonnes, Cost: 38.71 MCr (MCr38.77 fitted out), HP: 19,389, Size Mod: +8
**Performance:** Accel: 2.0 G (5.5 G empty, 0.6 G overloaded), Jump 2, 3,635 km/h (atm), 10,282 km/h (skim)

# *Klepsidar*-class Freighter (GTL11)

A small, moderate-capacity freighter, the *Klepsidar* is usually encountered away from established routes, where competition from larger freighters is less.

*Crew:* 2 bridge crew, 2 engineers, 2 gunners (if armed)

800 USL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 32 Jump, 30 Maneuver, 240 Fuel, 2 Utility, 3 Staterooms, 478.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 61.2 man-hours per day, 0.2 MCr/yr
*Economics:* Freight Income: 20.10 MCr, Expenses: 3.88 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.32 MCr, Payroll: 0.06 MCr), Capital Cost: 10.15 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.84 kCr per jump, Net Profit: 6.07 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 442.7 tonnes, LMass 2,830.4 tonnes, Cost: 162.34 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.0 G (6.1 G empty, 0.2 G overloaded), Jump 3

# *Malaarkii*-class Tanker (GTL11)

Liquids are heavy, and cannot be transported in standard freighters. Special purpose tankers like the *Malaarkii* class cross the Imperium, knitting together a vast network of industrial processes.

*Crew:* 3 bridge crew, 19 engineers

10,000 DSP (987-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 300 Jump, 640 Maneuver, 2,000 Fuel, 2 Utility, 11 Staterooms, 1 Bay for *Mercer* Gig, 7,000 Cargo Tank, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 253.5 man-hours per day, 2.8 MCr/yr

**Statistics:** EMass 5,173.3 tonnes, LMass 102,235.9 tonnes, Cost: 2,788.25 MCr (MCr2,791.18 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 0.6 G (11.2 G empty), Jump 2

# *Pelagros*-class Luxury Liner (GTL11)

Long distance travel in the Imperium takes time, even with jump-4 ships. In an effort to attract more passengers, some lines build luxurious ships. The *Pelagros* class is a typical example, with accommodations for 200 high passengers and ten suites for nobles and megacorporate executives, exercise rooms, a swimming pool, ample dining and meeting rooms, and enough theatres and holoventure zones to entertain even the most jaded passenger.

*Crew:* 4 bridge crew, 4 engineers, 20 stewards, 3 medics, 5 other crew
*Passengers:* 10 noble passengers, 200 high passengers, 100 low passengers

2,500 USL, DR 100, PD 4, Basic Bridge, Engineering, 125 Jump, 38 Maneuver, 1,000 Fuel, 5 Utility, 10 Suites, 219 Staterooms, 25 Low Berths (100 cryotubes), 5 Exercise Rooms, 3 Halls seating 300 people, 2 Theatres seating 200 people, Stage, 2 Holoventure Zones, Swimming Pool (36 $m^3$ total), 3 Sickbays, Basic Security, Brig (2 prisoners), 2 Safes (22.7 $m^3$ capacity), 170 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 116.5 man-hours per day, 0.6 MCr/yr
*Economics:* Income: 226.94 MCr (passenger: 207.90 MCr, freight: 19.04 MCr), Expenses: 15.65 MCr (Fuel: 12.25 MCr, Berthing: 1.75 MCr, Maintenance: 1.18 MCr, Payroll: 0.47 MCr), Capital Cost: 36.82 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 1.41 kCr per jump, Net Profit: 174.48 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,666.6 tonnes, LMass 3,437.1 tonnes, Cost: 589.07 MCr, HP: 104,435, Size Mod: +10
**Performance:** Accel: 1.0 G (2.1 G empty, 0.5 G overloaded), Jump 4, 480 km/h (skim)

# *Poaknauri*-class Subsidized Liner (GTL11)

Small clusters of worlds off the main trade routes frequently stimulate interstellar commerce by subsidizing merchants. Frequently, they also subsidize local industries by insisting upon locally-designed and built starships The *Poaknauri* is one of these innumerable designs.

Equipped to carry both passengers and freight, the *Poaknauri* knits together a small cluster of worlds, or shuttles slowly along a main.

*Crew:* 3 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers, 20 low passengers

500 SL, DR 100, PD 4, Basic Bridge, Engineering, 10 Jump, 14 Maneuver, 50 Fuel, 1 Utility, 24 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 222 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 36.1 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 6.11 MCr (passenger: 2.79 MCr, freight: 3.32 MCr), Expenses: 1.16 MCr (Fuel: 0.61 MCr, Berthing: 0.35 MCr, Maintenance: 0.11 MCr, Payroll: 0.08 MCr), Capital Cost: 3.53 MCr, Shipping Costs (per dton): 0.44 kCr per parsec, 0.44 kCr per jump, Net Profit: 1.42 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 255.4 tonnes, LMass 1,307.5 tonnes, Cost: 56.52 MCr, HP: 35,716, Size Mod: +8
**Performance:** Accel: 1.0 G (5.0 G empty, 0.2 G overloaded), Jump 1, 3,359 km/h (atm), 9,503 km/h (skim)

# *Selonian*-class Passenger Liner (GTL11)

High-capacity liners, such as the *Therania* class, connect the far-flung reaches of the Imperium. Most worlds, however, are not on an express route—and most travellers' destinations are the world next door. Vessels like the *Selonian* class are a common sight along second-tier routes.

*Crew:* pilot, 2 engineers, 3 stewards, medic, 1 auxiliary crew
*Passengers:* 50 high passengers, 20 low passengers

900 USL, DR 100, PD 4, Basic Bridge, Engineering, 27 Jump, 30 Maneuver, 180 Fuel, 2 Utility, 55 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, Hanger for *Marstrom* Launch with 1 Entrance, 394 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 56.7 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 24.05 MCr (passenger: 13.57 MCr, freight: 10.48 MCr), Expenses: 3.22 MCr (Fuel: 2.20 MCr, Berthing: 0.63 MCr, Maintenance: 0.28 MCr, Payroll: 0.11 MCr), Capital Cost: 8.72 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.57 kCr per jump, Net Profit: 12.10 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 516.9 tonnes, LMass 2,484.9 tonnes, Cost: 139.52 MCr (MCr142.63 fitted out), HP: 52,850, Size Mod: +9

**Performance:** Accel: 1.1 G (5.3 G empty, 0.3 G overloaded), Jump 2, 3,368 km/h (skim)

# *Therania*-class Luxury Liner (GTL11)

The Imperium is large, and travelling across it takes months. While most Imperial subjects never leave their homeworlds, there are those with the need or inclination to travel, and many travellers will pay extra for comfortable accommodations. The *Therania* class was commissioned for long-haul, high capacity routes.

Passengers on a *Therania* are provided with a wide selection of amenities: exercise rooms, holoventure suites, theatres, even a swimming pool. Those able to afford stellar passage have larger quarters, their own personal steward, and preferential access to facilities.

The presence of so many wealthy passengers is a temptation to hijackers and kidnappers. Internal security is provided by a basic security system and 26 full-time security guards.

*Crew:* 5 bridge crew, 15 engineers, 115 stewards, 5 medics, 25 other crew, 26 security (officer, 25 enlisted)
*Passengers:* 100 noble passengers, 300 high passengers, 1,000 low passengers

10,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 500 Jump, 250 Maneuver, 4,000 Fuel, 20 Utility, 100 Suites, 383 Staterooms, 250 Low Berths (1,000 cryotubes), Security Barracks (14 Staterooms), 3 Briefing Rooms (holds 30), Weapons Locker (1.8 tonnes capacity), 2 Gyms, 20 Exercise Rooms, 6 Halls seating 600 people, 2 Theatres seating 200 people, 3 Stages, 10 Holoventure Zones, Swimming Pool (464 $m^3$ total), 5 Sickbays, Operating Theatre, Microsurgery Theatre, Basic Security, 10 Brigs (20 prisoners), Safe (11.3 $m^3$ capacity), 1,887 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 236.7 man-hours per day, 2.4 MCr/yr

*Economics:* Income: 706.18 MCr (passenger: 505.40 MCr, freight: 200.78 MCr), Expenses: 63.04 MCr (Fuel: 49.00 MCr, Berthing: 7.00 MCr, Maintenance: 4.86 MCr, Payroll: 2.17 MCr), Capital Cost: 152.03 MCr, Shipping Costs (per dton): 0.38 kCr per parsec, 1.53 kCr per jump, Net Profit: 491.11 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 6,180.6 tonnes, LMass 19,522.6 tonnes, Cost: 2,432.47 MCr, HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.2 G (3.7 G empty, 0.4 G overloaded), Jump 4, 5,516 km/h (skim)

# *Tsenjia*-class Freighter (GTL11)

Reliable, efficient, and dull, *Tsenjia*-class freighters are a common sight in the Imperium—so common that they are effectively invisible to most travellers.

*Crew:* 3 bridge crew, engineer

2000-ton USL Hull, DR 100, PD 4, Bridge, Engineering, 82 Maneuver, 60 Jump, 400 Fuel, 2 Staterooms, 4 Utility, 1442.5 cargo

*Communicators:* Radio 3 million km, Laser 6 million km
*Sensors:* PESA 48000 km, AESA 160000 km, Radscanner 3200 km

**Statistics:** EMass 1246.2 tonnes, LMass 7788.0 tonnes, Cost MCr 280.9, HP 90000
**Performance:** Accel 1.0 G (6.0 G empty, 0.2 G overloaded), Jump 2, Air Speed 960 km/h

# *Acipiter*-class Gunned Merchant (GTL12)

The I.M.V. *Lucky Credit* was designed by Ashley Minkhaus, a freelance starship architect. Her original name: *Silent Wave*. She was ordered by Frakin Ushuug, a corporate junior executive who wanted a ship to use for transporting the entertainment musical band: Sonic Illness. The vessel was purchased by proceeds from the band's latest release, "Fire-Water-Love: A Hydro-Dissonance Experiment", and used for two performance tours in both Core and the Spinward Marches. When the band broke up, the ship had been run ragged, and needed tons of internal repairs. Primarily cosmetic, but the electronics tech in the band kept rewiring stuff on the ship trying to improve her interior 'feel'. The *Lucky Credit* was stolen, and an insurance claim was filed by the owners. The salvage company who discovered her decided that she was a gift from the heavens to restore their nearly bankrupt firm. Instead of simply selling her to the highest bidder, they decided to sell the *Silent Wave* in a raffle. The plan was a failure, and it did not net the company anywhere near what desired. The winner, Abstata Dunkensheel won the ship for a single credit. He renamed the vessel the *Lucky Credit*, which immediately meant that the spacers who were superstitious cancelled their contracts…

**Crew**: 11 Total. 1 Command & Control, 2 Maneuver, 1 Engineer, 4 Turret Gunners, 2 Stewards, 1 Medic.
**Hull**: 500-ton VGSL, Medium Frame, Standard Materials, Superdense (Standard) Armored Cylinder configuration Hull (DR 150), Standard Compartmentalization, Basic Stealth (-8, AMod 1), Basic Emission Cloaking (-8, PMod 1 [-4, PMod 5 in space]).

**Control Areas**: Command Bridge (Robotic Brain Computer, Hardened, Complexity 10), EW (Hardened, Complexity 10).

| *Communicator Range (mi)* | *Radio* | *Maser* | *Laser* |
|---|---|---|---|
| *Command Bridge* | 50,000,000 | 0 | 100,000,000 |

| *Sensors Range/Rating (mi)* | *Passive* | *Active* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 100,000/41 | 200,000/43 | 30,000/38 |

| *EW Range(/Rating) (mi)* | *Area Jammer* | *RDF* | *Radio Jammer* |
|---|---|---|---|
| *EW* | 45/7 | 5,000,000,000 | 50,000 |

**Engineering**: Engineering (8.1 dtons[335.8 MW]), 16 Jump Drive, 9 Maneuver Drive (2.37 / 5.99 Gs, 3,600 stons thrust), 105 Cryonic Internal Tank (Fire 0, Loaded with 525 stons), 2 Fuel Processor (6.6 hours to refine Cryonic Internal Tank), 2 Gravitics (900 stons Aerostatic Lift).
**Accommodations**: 18 Stateroom, 2 Luxury Stateroom, 3 Low Berth (12 Cryoberths).
**Armaments**: 1 Turret Battery of 3 (1 dtons available; DR100, 2 x Sandcaster Full Load [x200], 2xSand Caster [200]), 3 Turret Batteries of 1 each (DR100, 870 Mj Hv Laser).

| *Weapon Name* | *Type* | *Acc* | *SS* | *Dmg* | *RoF1/2 Rng* |
|---|---|---|---|---|---|
| *Sand Caster [200]* | | | | | (+0) |
| *870 Mj Hv Laser* | Imp | 33 | 30 | 6dx100(2) | 1/60 (+7)35000/3 |

**Stores**: 195 Hold, 10 Vehicle Bay (5-sTon Forklift, Air/raft, 8.5 dtons for small craft available).

**Statistics**: EMass 601.42 stons, LMass 1,516.42 stons, Cost MCr108.93, HP 34,598, Damage Threshold 3,460, Size Mod 9, HT 12. 50.1 Man-Hours/day Maintenance,
**Performance:** Accel: 2.4 G (6.0 G empty), Jump 2, 9,678 mph (skim)

# *Ampi*-class Express Freighter (GTL12)

A common sight on most Core-Fringe runs, the *Ampi* and her sister ships carry high-priority freight almost as fast as an Imperial Navy courier ship, commanding shipping charges to match. While not a passenger ship, five low berth modules are fitted; the cryotubes are usually used by service engineers sent along to install new Core technology.

In 1083 the *Swari*, an *Ampi*-class ship, won the coveted Mora Vintners' Trophy—given to the first commercial ship bringing the decade's new Terran wine to the Marches. Since then *Ampis* have established a reputation for fast delivery, no matter what the obstacles.

*Crew:* 3 bridge crew, 5 engineers, 2 gunners
*Passengers:* 20 low passengers

5,000 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 350 Jump, 100 Maneuver, 3,000 Fuel, 10 Utility, 8 Staterooms, 5 Low Berths (20 cryotubes), 1,500 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 193.8 man-hours per day, 1.6 MCr/yr
*Economics:* Income: 254.31 MCr (passenger: 2.31 MCr, freight: 252.00 MCr), Expenses: 43.64 MCr (Fuel: 36.75 MCr, Berthing: 3.50 MCr, Maintenance: 3.26 MCr, Payroll: 0.13 MCr), Capital Cost: 101.84 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 2.77 kCr per jump, Net Profit: 108.83 MCr. Annual totals for a jump-6 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 2,868.6 tonnes, LMass 12,392.1 tonnes, Cost: 1,629.44 MCr, HP: 165,781, Size Mod: +10
**Performance:** Accel: 0.7 G (3.2 G empty, 0.2 G overloaded), Jump 6

# *Andropal*-class Express Liner (GTL12)

Faster than the Imperial express boat network, and charging prices to match, *Andropal*-class ships serve the upper echelons of society.

*Crew:* 4 bridge crew, engineer, 7 stewards, medic
*Passengers:* 5 noble passengers, 40 high passengers, 32 low passengers

1,200 USL, DR 100, PD 4, Basic Bridge, Engineering, 84 Jump, 22 Maneuver, 720 Fuel, 3 Utility, 5 Suites, 47 Staterooms, 8 Low Berths (32 cryotubes), Exercise Room, Sickbay, 132 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 95.5 man-hours per day, 0.4 MCr/yr
*Economics:* Income: 89.42 MCr (passenger: 68.35 MCr, freight: 21.07 MCr), Expenses: 10.62 MCr (Fuel: 8.82 MCr, Berthing: 0.84 MCr, Maintenance: 0.79 MCr, Payroll: 0.17 MCr), Capital Cost: 24.73 MCr, Shipping Costs (per dton): 0.50 kCr per parsec, 3.01 kCr per jump, Net Profit: 54.06 MCr. Annual totals for a jump-6 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 828.5 tonnes, LMass 2,080.2 tonnes, Cost: 395.70 MCr, HP: 64,024, Size Mod: +9
**Performance:** Accel: 1.0 G (2.4 G empty, 0.4 G overloaded), Jump 6

# *Apaline*-class Express Liner (GTL12)

A relatively small liner, the *Apaline* serves passengers in a hurry—which is virtually everyone travelling along distance. Being unarmed, most of these ships travel only inside the Imperium.

*Crew:* 5 bridge crew, engineer, 2 stewards, medic
*Passengers:* 40 high passengers, 20 low passengers

500 USL, DR 100, PD 4, Basic Bridge, Engineering, 25 Jump, 10 Maneuver, 200 Fuel, 1 Utility, 45 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 77 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 53.0 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 44.24 MCr (passenger: 36.04 MCr, freight: 8.19 MCr), Expenses: 3.16 MCr (Fuel: 2.45 MCr, Berthing: 0.35 MCr, Maintenance: 0.24 MCr, Payroll: 0.12 MCr), Capital Cost: 7.62 MCr, Shipping Costs (per dton): 0.32 kCr per parsec, 1.29 kCr per jump, Net Profit: 33.46 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 347.2 tonnes, LMass 877.8 tonnes, Cost: 121.87 MCr, HP: 35,716, Size Mod: +8
**Performance:** Accel: 1.0 G (2.6 G empty, 0.4 G overloaded), Jump 4, 1,441 km/h (skim)

# *Ariasa*-class Subsidized Packet (GTL12)

The express boat service may bind the Imperium together, but most worlds are not on an xboat route. Rather than rely on slow or haphazard merchant runs, some governments subsidize high-jump packets to ensure their timely access to news, and to encourage Imperial trade. Subsidized packets are invariably given a mail contract, and can often charge a premium for express delivery.

*Crew:* pilot, engineer, 2 gunners, steward
*Passengers:* 8 middle passengers, 4 low passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 20 Jump, 10 Maneuver, 160 Fuel, 1 Utility, 7 Staterooms, Low Berth (4 cryotubes), 95 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 48.4 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 17.11 MCr (passenger: 6.47 MCr, freight: 10.64 MCr), Expenses: 2.52 MCr (Fuel: 1.96 MCr, Berthing: 0.28 MCr, Maintenance: 0.20 MCr, Payroll: 0.07 MCr), Capital Cost: 6.36 MCr, Shipping Costs (per dton): 0.57 kCr per parsec, 2.27 kCr per jump, Net Profit: 8.23 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 265.0 tonnes, LMass 841.0 tonnes, Cost: 101.78 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.1 G (3.4 G empty, 0.4 G overloaded), Jump 4, 2,946 km/h (atm), 8,333 km/h (skim)

# *Astron*-class Express Trader (GTL12)

Following the express boat network, *Astron* traders cater to passengers in a hurry and cargo that can't wait. Low cargo space means meeting payments is tough without speculative trading; startown jokers claim that *Astron* skippers are in as much of a hurry as their ships.

Tukera Lines operates a fleet of *Astron*-class Express Traders. Tukera skippers don't have to worry about making payments, but they take particular pride in arriving ahead of schedule. Tukera recruits former express-boat pilots, and on many runs there's a friendly rivalry between Tukera's express traders and the Scout Services express boats.

*Crew:* 2 bridge crew, engineer, 2 stewards, 2 gunners (if weapons installed)
*Passengers:* 24 high passengers, 12 low passengers

400 USL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 20 Jump, 10 Maneuver, 160 Fuel, 1 Utility, 28 Staterooms, 3 Low Berths (12 cryotubes), 90 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 47.8 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 19.41 MCr (passenger: 8.61 MCr, freight: 10.80 MCr), Expenses: 1.87 MCr (Fuel: 1.40 MCr, Berthing: 0.20 MCr, Maintenance: 0.20 MCr, Payroll: 0.07 MCr), Capital Cost: 6.20 MCr, Shipping Costs (per dton): 0.43 kCr per parsec, 1.72 kCr per jump, Net Profit: 11.33 MCr. Annual totals for a jump-4 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 279.1 tonnes, LMass 832.4 tonnes, Cost: 99.24 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.1 G (3.2 G empty, 0.4 G overloaded), Jump 4, 2,390 km/h (skim)

# *Belasmon*-class Liner (GTL12)

An updated version of the popular *Tedoaraq*-class liner, the *Belasmon*-class is proving to be a best-seller for Bilstein Yards. The latest high-efficiency thrusters leave more space for the hold; other than that the two classes are identical. A streamlined hull permits on-planet loading (popular on the Imperial Fringe), while four hardpoints allow adequate protective weaponry to be installed if necessary.

*Crew:* 4 bridge crew, engineer, 3 gunners, 2 stewards, medic
*Passengers:* 36 high passengers, 24 low passengers

600 SL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 13 Maneuver, 120 Fuel, 1 Utility, 42 Staterooms, 6 Low Berths (24 cryotubes), Sickbay, 148.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 46.1 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 14.57 MCr (passenger: 10.42 MCr, freight: 4.16 MCr), Expenses: 2.22 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.18 MCr, Payroll: 0.14 MCr), Capital Cost: 5.78 MCr, Shipping Costs (per dton): 0.39 kCr per parsec, 0.77 kCr per jump, Net Profit: 6.58 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 321.6 tonnes, LMass 1,103.8 tonnes, Cost: 92.44 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.1 G (3.7 G empty, 0.3 G overloaded), Jump 2, 2,880 km/h (atm), 8,146 km/h (skim)

# *Empress Nicole*-class Cruise Liner (GTL12)

Pride of Meladin Lines, upstart competitor to Tukera Lines, the *Empress Nicole* and her sister-ships travel the Core-Fringe run. Rather than competing based on connections, Meladin bills its ships as more luxurious than Tukera's. While the *Empress Nicole*-class is luxuriously appointed, recent passengers have noted that personal service is highly variable, leading some analysts to speculate that Meladin's increasingly youthful stewards are due to financial difficulties.

*Crew:* 5 bridge crew, 3 engineers, 20 stewards, 3 medics, 8 auxiliary crew, 9 other crew
*Passengers:* 10 noble passengers, 200 high passengers, 40 low passengers

3,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 150 Jump, 61 Maneuver, 1,200 Fuel, 6 Utility, 10 Suites, 224 Staterooms, 10 Low Berths (40 cryotubes), 10 Exercise Rooms, 3 Halls seating 300 people, Theatre seating 100 people, Stage, 5 Holoventure Zones, Swimming Pool (92 $m^3$ total), 3 Sickbays, Hanger for 4 Gigs with 1 Entrance, 133.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 128.1 man-hours per day, 0.7 MCr/yr
*Economics:* Income: 218.23 MCr (passenger: 203.28 MCr, freight: 14.95 MCr), Expenses: 18.85 MCr (Fuel: 14.70 MCr, Berthing: 2.10 MCr, Maintenance: 1.42 MCr, Payroll: 0.62 MCr), Capital Cost: 44.51 MCr, Shipping Costs (per dton): 0.44 kCr per parsec, 1.78 kCr per jump, Net Profit: 154.87 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,826.9 tonnes, LMass 4,034.5 tonnes, Cost: 712.21 MCr (MCr734.17 fitted out), HP: 117,933, Size Mod: +10
**Performance:** Accel: 1.4 G (3.0 G empty, 0.9 G overloaded), Jump 4, 5,680 km/h (skim)

# *Furgal*-class Blockade Runner (GTL12)

Built to look like the ubiquitous *Bargam*-class trader (p. 140), the *Furgal* incorporates high-efficiency GTL12 thrusters for better acceleration, advanced stealthing for concealed approaches, and 10 dtons of concealed and shielded compartments scattered throughout the ship.

*Crew:* 3 bridge crew, 1 engineer, 1 steward
*Passengers:* 4 middle passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Radical Stealth, Radical Emission Cloaking, Basic Bridge, Engineering, 4 Jump, 17 Maneuver, 20 Fuel, 1 Fuel Processor (2.5 hrs), 1 Utility, 5 Staterooms, 3 Low Berths (12 cryotubes), 80 Cargo, 10 Concealed Cargo (-8 to spot)

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 35.8 man-hours per day, 0.06 MCr/yr
*Economics:* Income: 1.63 MCr (passenger: 0.23 MCr, freight: 1.40 MCr), Expenses: 0.36 MCr (Fuel: 0.18 MCr, Maintenance: 0.11 MCr, Payroll: 0.07 MCr), Net Profit: 1.27 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 163.6 tonnes, LMass 589.9 tonnes, Cost: 55.52 MCr, HP: 19,389, Size Mod: +8
**Performance:** Accel: 2.6 G (9.4 G empty, 0.7 G overloaded), Jump 1, 4,740 km/h (atm), 13,407 km/h (skim)

# *Komar*-class Free Trader (GTL12)

While uncommon in the Imperium, some merchants are run by families. The *Komar*-class free trader is such a ship. Although larger (and more expensive) than the average free trader, it has extra recreation space to allow the crew (usually an extended family) to raise children.

*Crew:* 5 bridge crew, engineer, 6 gunners, 2 stewards, medic
*Passengers:* 36 high passengers, 24 low passengers

600 SL, DR 100, PD 4, 6 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 11 Maneuver, 120 Fuel, 1 Utility, 51 Staterooms, 6 Low Berths (24 cryotubes), Exercise Room, Hall seating 100 people, Sickbay, 100 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 45.9 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 9.76 MCr (passenger: 6.51 MCr, freight: 3.25 MCr), Expenses: 1.72 MCr (Fuel: 1.05 MCr, Berthing: 0.30 MCr, Maintenance: 0.18 MCr, Payroll: 0.19 MCr), Capital Cost: 5.72 MCr, Shipping Costs (per dton): 0.60 kCr per parsec, 1.21 kCr per jump, Net Profit: 2.31 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 334.9 tonnes, LMass 897.2 tonnes, Cost: 91.48 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.1 G (3.0 G empty, 0.4 G overloaded), Jump 2, 2,581 km/h (atm), 7,301 km/h (skim)

# *Luusitar*-class Subsidized Liner (GTL12)

Paralleling the xboat network, *Luusitar*-class liners provide fast, comfortable transport for the citizens of the Third Imperium. They are rarely armed—the Navy protects the xboat routes—but are equipped with four turrets, which may be mounted with weaponry as necessary.

*Crew:* pilot, engineer, 3 stewards, medic, 1 auxiliary crew
*Passengers:* 50 high passengers, 20 low passengers

800 USL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 41 Jump, 20 Maneuver, 328 Fuel, 2 Utility, 54 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 1 Cradle for Gig, 181 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 67.7 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 67.31 MCr (passenger: 47.04 MCr, freight: 20.27 MCr), Expenses: 5.07 MCr (Fuel: 4.02 MCr, Berthing: 0.56 MCr, Maintenance: 0.40 MCr, Payroll: 0.10 MCr), Capital Cost: 12.45 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 1.31 kCr per jump, Net Profit: 49.79 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 535.9 tonnes, LMass 1,724.9 tonnes, Cost: 199.15 MCr (MCr204.64 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.1 G (3.4 G empty, 0.4 G overloaded), Jump 4, 2,053 km/h (skim)

# *Luustani*-class Liner (GTL12)

Plying the established routes of the Imperial Core, *Luustani*-class liners operate almost exclusively on high-capacity runs between major worlds. Their 200 passengers are well cared for by eleven stewards, with a spacious hall and theatre for dining and entertainment, and a swimming pool for gentle exercise.

Although the *Luustani* class is armed, its six turrets are not really enough to ensure safety. They do, however, provide a sense of security to the liner's often wealthy clientele.

*Crew:* pilot, 2 engineers, 4 gunners, 10 stewards, 2 medics, 2 other crew
*Passengers:* 200 high passengers, 40 low passengers

2,000 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 405 MJ Laser Turrets, 2 Triple 102 MJ PD Laser Turrets, Basic Bridge, Engineering, 100 Jump, 32 Maneuver, 800 Fuel, 4 Utility, 211 Staterooms, 10 Low Berths (40 cryotubes), 5 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, Stage, Swimming Pool (100 s.f. total), 2 Sickbays, 114 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 104.7 man-hours per day, 0.5 MCr/yr
*Economics:* Income: 197.85 MCr (passenger: 185.08 MCr, freight: 12.77 MCr), Expenses: 12.43 MCr (Fuel: 9.80 MCr, Berthing: 1.40 MCr, Maintenance: 0.95 MCr, Payroll: 0.28 MCr), Capital Cost: 29.73 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 1.31 kCr per jump, Net Profit: 155.69 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 1,407.9 tonnes, LMass 2,766.1 tonnes, Cost: 475.65 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.0 G (2.1 G empty, 0.6 G overloaded), Jump 4, 1,887 km/h (skim)

# *Mauripo*-class Subsidized Merchant (GTL12)

A common trader throughout the Imperium, the *Mauripo* is one of GSbAG's most successful designs. Carrying a good mix of passengers and freight, and with the capability of adding up to 24 weapons for protection, this class is popular with governments and owners alike.

*Crew:* 2 bridge crew, engineer, 2 stewards, medic
*Passengers:* 20 high passengers, 6 middle passengers (if no gunners carried), 12 low passengers

600 SL, DR 100, PD 4, 6 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 15 Maneuver, 120 Fuel, 1 Utility, 27 Staterooms, 3 Low Berths (12 cryotubes), Sickbay, 206 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 46.3 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 12.38 MCr (passenger: 6.61 MCr, freight: 5.77 MCr), Expenses: 2.16 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.19 MCr, Payroll: 0.08 MCr), Capital Cost: 5.82 MCr, Shipping Costs (per dton): 0.38 kCr per parsec, 0.76 kCr per jump, Net Profit: 4.40 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 299.8 tonnes, LMass 1,342.9 tonnes, Cost: 93.13 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.0 G (4.5 G empty, 0.3 G overloaded), Jump 2, 3,014 km/h (atm), 8,526 km/h (skim)

# *Permain*-class Freighter (GTL12)

Found only in safe, high-density clusters of developed worlds, *Permain* class freighters are rarely seen outside the Imperial Core. These freighters usually run fixed routes, often shuttling between two neighbouring worlds. Serving on a *Permain*-class freighter is predictable, boring work, often chosen by married spacers. With sub-G acceleration and no weapons, the crew's only options when attacked are either surrendering or dumping their cargo and fleeing—neither a palatable choice.

*Crew:* 3 bridge crew, engineer

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 40 Jump, 50 Maneuver, 200 Fuel, 4 Utility, 3 Staterooms, 1,690.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 67.1 man-hours per day, 0.2 MCr/yr
*Economics:* Freight Income: 26.63 MCr, Expenses: 4.30 MCr (Fuel: 2.45 MCr, Berthing: 1.40 MCr, Maintenance: 0.39 MCr, Payroll: 0.06 MCr), Capital Cost: 12.20 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.28 kCr per jump, Net Profit: 10.12 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 574.0 tonnes, LMass 8,421.9 tonnes, Cost: 195.24 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.5 G (7.9 G empty, 0.1 G overloaded), Jump 1

# *Selanai*-class Armed Liner (GTL12)

While the Imperial Navy keeps the peace in the Core, the Frontiers can be dangerous places. *Selanai*-class liners are better-equipped than most merchants, with decent armament and military-grade sensors.

*Crew:* 3 bridge crew, engineer, 5 gunners, 2 stewards, 1 auxiliary crew
*Passengers:* 24 high passengers

1,200 USL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 2 Triple 102 MJ PD Laser Turrets, Command Bridge, Engineering, 37 Jump, 50 Maneuver, 242 Fuel, 3 Utility, 31 Staterooms, 1 Bay for *Tralsa* Gig, 711 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 68.3 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 26.63 MCr (passenger: 6.72 MCr, freight: 19.91 MCr), Expenses: 4.37 MCr (Fuel: 2.96 MCr, Berthing: 0.84 MCr, Maintenance: 0.41 MCr, Payroll: 0.16 MCr), Capital Cost: 12.66 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.60 kCr per jump, Net Profit: 9.60 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 680.4 tonnes, LMass 4,193.5 tonnes, Cost: 202.53 MCr (MCr206.03 fitted out), HP: 64,024, Size Mod: +9
**Performance:** Accel: 1.1 G (6.7 G empty, 0.3 G overloaded), Jump 2, 3,490 km/h (skim)

# *Toves*-class Bulk Freighter (GTL12)

*Toves*-class freighters are very rare. They are usually owned by high-population worlds, who use them to bring in food and raw materials—few other organizations need a freighter with this capacity. *Toves* are too slow to be worth arming; instead, they are invariably escorted by a small naval squadron on anti-piracy duty.

*Crew:* 3 bridge crew, 5 engineers

10,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 200 Jump, 300 Maneuver, 1,000 Fuel, 20 Utility, 8 Staterooms, 8,444.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 150.7 man-hours per day, 1.0 MCr/yr
*Economics:* Freight Income: 133.00 MCr, Expenses: 21.33 MCr (Fuel: 12.25 MCr, Berthing: 7.00 MCr, Maintenance: 1.97 MCr, Payroll: 0.11 MCr), Capital Cost: 61.65 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.28 kCr per jump, Net Profit: 50.02 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 2,716.9 tonnes, LMass 41,919.7 tonnes, Cost: 986.34 MCr, HP: 263,161, Size Mod: +11
**Performance:** Accel: 0.6 G (10.0 G empty, 0.1 G overloaded), Jump 1

# *Vanderpelt*-class Luxury Liner (GTL12)

Evoking a bygone era, the *Vanderpelt* liners are richly appointed with all manner of luxurious fittings. The highlight of the ship is its spacious dinner theatre, where passengers can eat in congenial surroundings, and enjoy live entertainment.

*Crew:* 3 bridge crew, engineer, 6 gunners, 7 stewards, medic, 2 auxiliary crew, 1 other crew
*Passengers:* 4 noble passengers, 60 high passengers
1,200 SL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 4 Triple 405 MJ Laser Turrets, 4 Triple 102 MJ PD Laser Turrets, Basic Bridge, Engineering, 48 Jump, 23 Maneuver, 360 Fuel, 2 Utility, 4 Suites, 71 Staterooms, Hall seating 100 people, Stage, Swimming Pool (500 s.f. total), Sickbay, Hanger for Gig with 1 Entrance, 97.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 75.4 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 32.65 MCr (passenger: 28.56 MCr, freight: 4.09 MCr), Expenses: 6.02 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.49 MCr, Payroll: 0.28 MCr), Capital Cost: 15.41 MCr, Shipping Costs (per dton): 0.55 kCr per parsec, 1.66 kCr per jump, Net Profit: 11.22 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 846.5 tonnes, LMass 1,801.5 tonnes, Cost: 246.62 MCr (MCr252.11 fitted out), HP: 64,024, Size Mod: +9
**Performance:** Accel: 1.2 G (2.5 G empty, 0.6 G overloaded), Jump 3, 2,906 km/h (atm), 8,220 km/h (skim)

# Scouts, Couriers, & Lab Ships

*Humans are curious. They are forever poking their noses into strange corners to scent what's there. And behind these curious monkeys are others, spying on them and running to tell the pack leader the news. Very strange people, I tell you.*

*Can you believe entire starships built for nothing but satisfying curiosity or carrying tales? It's true!*

*— Gverrghaz, Vargr Diplomat*

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Nostrii*-class Science Scout (GTL10)

Cozy yet well-equipped, the *Nostrii* is employed by the Imperial Scout Service and many universities as a base for small research projects. In unsafe regions the passenger's stateroom is given to a gunner.

*Crew:* pilot, engineer, 2 scientists
*Passengers:* 1 passenger or gunner, 4 low passengers

100 SL, DR 100, PD 4, Empty Turret, Basic Bridge, Engineering, 4 Jump, 7 Maneuver, 30 Fuel, Fuel Processor (3.8 hrs), 1 Utility, 5 Staterooms, Low Berth (4 cryotubes), 2 Labs, Hanger for Air/Raft with 1 Entrance, 7.2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 25.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 147.6 tonnes, LMass 214.4 tonnes, Cost: 27.69 MCr (MCr27.74 fitted out), HP: 12,214, Size Mod: +7
**Performance:** Accel: 1.2 G (1.7 G empty, 0.7 G overloaded), Jump 3, 2,451 km/h (atm), 6,934 km/h (skim)

## *Oskrip*-class Droyne Scout (GTL10)

Capable of being operated by a single Droyne—usually a sport—the *Oskrip* is none-the-less fitted to support an entire *kroyloss* if necessary.

The *Oskrip* is more of an example than a class: Droyne starships are almost invariably handmade, thus ships with the same specifications can differ considerably in layout and appearance.

*Crew:* pilot, engineer, gunner, technician

100 SL, DR 100, PD 4, Triple 250 MJ Laser Turret, Basic Bridge, Enhanced Sensor, Engineering, 3 Jump, 19 Maneuver, 20 Fuel, 1 Utility, Nest, Lab, 1 Bay for Air/Raft, 14.1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

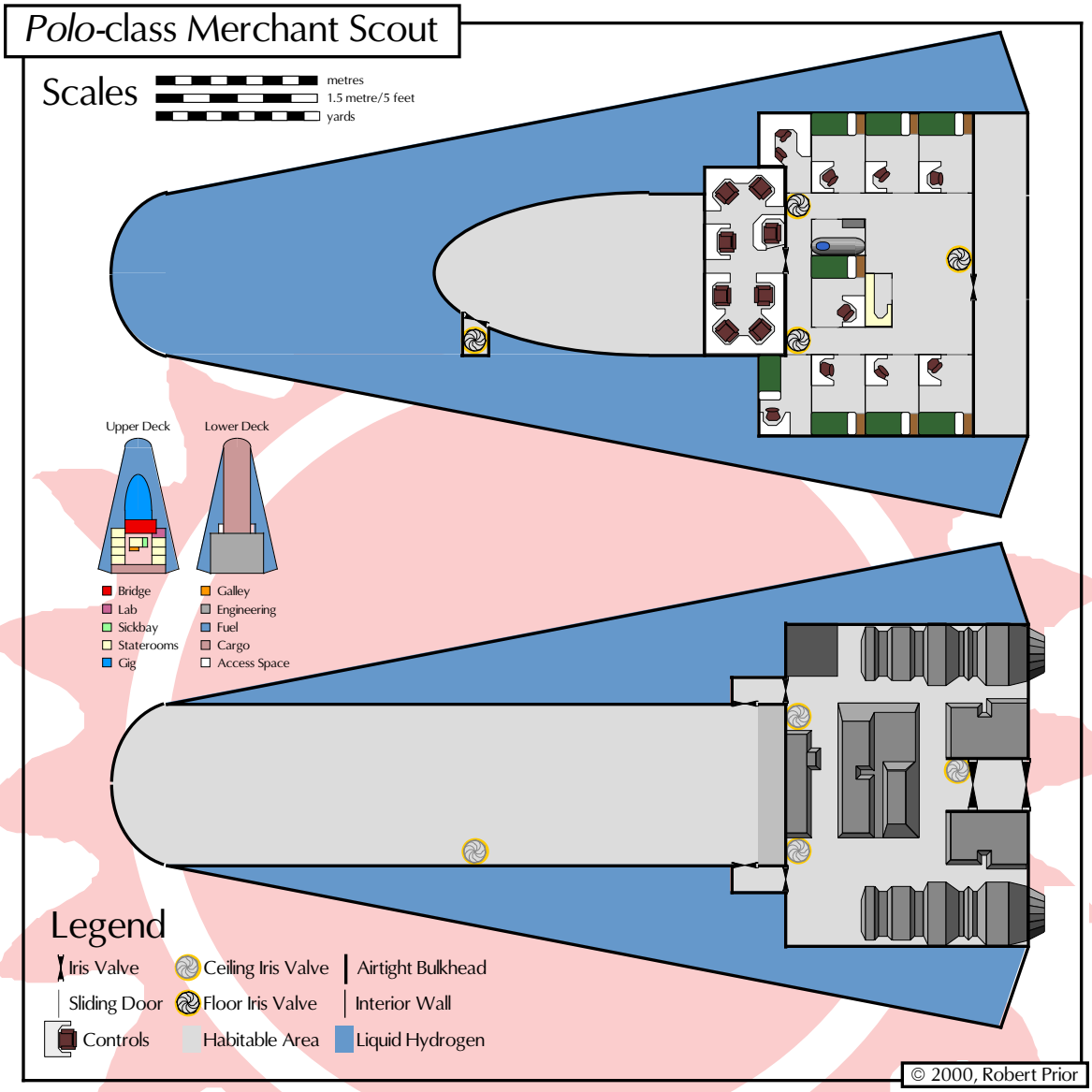
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 3,200,000/43 | 3,200,000/43 | 320,000/37 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 36.6 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 220.9 tonnes, LMass 307.9 tonnes, Cost: 58.19 MCr (MCr58.25 fitted out), HP: 12,214, Size Mod: +7
**Performance:** Accel: 2.2 G (3.1 G empty, 1.2 G overloaded), Jump 2, 4,039 km/h (atm), 11,424 km/h (skim)

# *Polo*-class Merchant Scout (GTL10)




**Deckplan 6: *Polo*-class Merchant Scout**

The *Polo*-class is a pocket trade pioneer, combining both exploration and trade. An enhanced sensor array and lab provide excellent investigatory abilities, while the gig enables away missions. A collapsible fuel tank permits a 2 parsec jump on an empty hold, allowing the *Polo* to visit more distant worlds.

*Crew:* 5 bridge crew, 2 engineers, 4 gunners, medic, technician, 1 auxiliary crew

400 SL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Basic Bridge, Enhanced Sensor, Engineering, 16 Jump, 30 Maneuver, 120 Fuel, Collapsible Fuel Tank holding 81-dtons fuel, Fuel Processor (15.0 hrs), Workshop, 1 Utility, 8 Staterooms, Sickbay, Lab, 1 Bay for Gig, 81 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 3,200,000/43 | 4,800,000/44 | 320,000/37 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 54.0 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 486.0 tonnes, LMass 1,066.3 tonnes, Cost: 126.54 MCr (MCr140.89 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.0 G (2.2 G empty, 0.4 G overloaded), Jump 3, 3,116 km/h (atm), 8,815 km/h (skim)

# *Wirlas*-class Exploratory Trader (GTL10)

Trading between established markets is safe, but in the stable environment of the Third Imperium the *real* profits come from developing new markets outside Imperial space. Fitted with the latest in laboratory equipment, the *Wirlas* is designed to seek out new markets and bring the news safely back to headquarters.

*Crew:* 5 bridge crew, 10 engineers, 7 gunners, medic, 10 technicians, 6 auxiliary crew, 21 Marines (officer, 20 enlisted)
*Passengers:* 8 low passengers

2,000 USL, DR 100, PD 4, Triple Missile Turret (Light), 2 Triple Sandcaster Turrets, 4 Triple 250 MJ Laser Turrets, 3 Triple 90 MJ PD Laser Turrets, 13 GJ Particle Bay, Hardened Command Bridge, Engineering, 80 Jump, 392 Maneuver, 600 Fuel, 1.5 Fuel Scoops, 5 Fuel Processors (15.0 hrs), Workshop, 4 Utility, 20 Staterooms, 2 Low Berths (8 cryotubes), Marine Barracks (11 Staterooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), 2 Gyms, Sickbay, 10 Labs (8 Standard, 1 Isolation, 1 Simulation) with enhanced displays, Hanger for *Sulieman* Scout Ship with 1 Entrance, 3 Bays for Gigs, 387 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 37,452 km | 70,224 km | 1/60 |

*Maintenance:* HT: 12, 106.6 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 2,971.1 tonnes, LMass 5,830.3 tonnes, Cost: 493.52 MCr (MCr545.25 fitted out), HP: 90,000, Size Mod: +10
**Performance:** Accel: 2.4 G (4.8 G empty, 1.1 G overloaded), Jump 3, 14,456 km/h (skim)

# *Jheron*-class Scoutship (GTL11)

Although outdated by Imperial standards, the *Jheron*-class scoutship is still perfectly useful. Numerous examples are still in service with the IISS, while many others are in private hands.

*Crew:* pilot, gunner, 4 scientists

100-ton SL Hull, DR 100, PD 4, Turret with mixed weapons, Hardened Bridge, Engineering, 2 Maneuver, 6 Jump, 50 Fuel, 3 Staterooms, 1 Utility, Survey Module, 0.5 cargo

*Communicators:* Radio 3 million km, Laser 6 million km
*Sensors:* PESA 48000 km, AESA 160000 km, Radscanner 3200 km
*390-MJ Laser:* Imp, Acc 32, Dmg 8dx50(2), 1/2D Rng 41630 km, MxRng 112000 km, FP 5, SS 30, RoF 1/60

**Statistics:** EMass 178.8 tonnes, LMass 181.1 tonnes, Cost MCr 41.9, HP 16200
**Performance:** Accel 1.0 G (1.0 G empty, 1.0 G overloaded), Jump 5, Air Speed 1886 km/h

# *Annecka*-class Corporate Courier (GTL12)

In the cut-throat world of Imperial commerce, the timely receipt of information can make the difference between miraculous profit and crippling loss. Large corporations maintain their own networks of couriers rather than rely on the express boat service of the IISS Courier Office.

The *Annecka* is an ideal courier: sporting a jump-6 drive and an impressive array of communicators and data banks, as well as carrying a small gig for the crew's use.

*Crew:* 3 bridge crew, engineer

100 USL, DR 100, PD 4, Basic Bridge, Xboat Communicator, Engineering, 5 Jump, 10 Maneuver, 40 Fuel, 1 Utility, 3 Staterooms, 1 Bay for *Trechiang* Fast Gig, 6 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 28.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 235.2 tonnes, LMass 314.5 tonnes, Cost: 36.13 MCr (MCr39.99 fitted out), HP: 12,214, Size Mod: +7
**Performance:** Accel: 2.9 G (3.9 G empty, 2.1 G overloaded), Jump 4, 11,100 km/h (skim)

# *Chiral*-class Lab Ship (GTL12)

The *Chiral* class is popular with professors and independent researchers. Small and relatively inexpensive, it is none-the-less a versatile and well-equipped research vessel.

*Crew:* pilot, 5 technicians

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 3 Jump, 3 Maneuver, 20 Fuel, 1 Utility, 6 Staterooms, 4 Labs, 2 Bays for Air Rafts, 2 Bays for Grav Sleds, 13.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 | |

*Maintenance:* HT: 12, 23.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 114.1 tonnes, LMass 213.5 tonnes, Cost: 23.06 MCr (MCr23.30 fitted out), HP: 12,214, Size Mod: +7
**Performance:** Accel: 1.3 G (2.4 G empty, 0.6 G overloaded), Jump 2, 2,659 km/h (atm), 7,522 km/h (skim)

# *Kwakwaka'kwan* Astrophysical Research Centre (GTL12)

A joint venture of the Imperial Interstellar Scout Service and the Glisten Institute of Planetological Studies, the *Kwakwaka'kwan* Astrophysical Research Centre is a mobile laboratory. Fully equipped with state-of-the-art high-energy physics labs and extensive computer facilities, the *Kwakwaka'kwan* can accommodate over 50 scientists and their experiments. A giant passive sensor array, along with remote drones, provide ample raw data, while the well-equipped theatre is a perfect venue for sharing results.

The *Kwakwaka'kwan* has a jump-6 drive and can accelerate at over 7 gravities—which can be useful when trying to outrun a stellar 'event'. Two *Yarrow* scoopships and an onboard fuel refinery allow frontier refueling, while six *Tralsa* fast gigs can shuttle the scientists from place to place.

The *Kwakwaka'kwan* will generally be encountered in the Spinward Marches, although she has made forays into the Trojan Reaches.

*Crew:* 20 bridge crew, 16 engineers, 2 medics, 50 technicians, 8 auxiliary crew, 1 other crew

7,500 DSP (2,841-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Long-Range PESA Array, Survey Centre, 5 Probe Centres, 3 Engineering, 525 Jump, 1000 Maneuver, 4,500 Fuel, 30 Fuel Processors (18.8 hrs), 6 Utility, 97 Staterooms, 2 Small Entry Modules, 2 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, 2 Sickbays, 50 Labs (20 Physics, 20 Simulation, 10 Computer) with enhanced displays, Hanger for 2 *Yarrow* Scoopships with 1 Entrance, Hanger for 6 *Tralsa* Gigs with 1 Entrance, 152 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 | |
| *Md PESA Array* | 32,000,000/49 | — | — | |

*Maintenance:* HT: 12, 419.5 man-hours per day, 7.6 MCr/yr

**Statistics:** EMass 7,785.0 tonnes, LMass 12,761.8 tonnes, Cost: 7,637.90 MCr (MCr7,692.04 fitted out), HP: 217,235, Size Mod: +11
**Performance:** Accel: 7.1 G (11.7 G empty, 5.8 G overloaded), Jump 6

# *Morath*-class Fast Courier (GTL12)

Serving the high-traffic Core-Fringe route, the *Morath* resembles a self-propelled express boat. Close kin to the *S'donath*-class Fast Courier (p. 387), the *Morath* is almost externally identical except for the antenna required by its banks of high-capacity data communications modules. Having maneuvering thrusters, the *Morath* doesn't require a tender, and thus is popular with megacorporations.

*Crew:* pilot
*Passengers:* 1 independent passenger, 4 low passengers

100 USL, DR 100, PD 4, Basic Bridge, Xboat Communicator, Engineering, 7 Jump, 1 Maneuver, 60 Fuel, 1 Utility, 2 Staterooms, Low Berth (4 cryotubes), 7 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 | |

*Maintenance:* HT: 12, 30.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 214.8 tonnes, LMass 301.0 tonnes, Cost: 39.79 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 0.3 G (0.4 G empty, 0.2 G overloaded), Jump 6

# *Pekherni* Observatory (GTL12)

Custom-built as a mobile astrophysical observatory by the Glisten Institute of Planetological Studies, the *Pekherni* travels throughout the Domain of Deneb studying various stars.

*Crew:* 3 bridge crew, 1 engineer, 15 scientists, 2 auxiliary crew

600 DSP (196-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Computer Centre (complexity 10), Advanced Sensor, Engineering, 42 Jump, 20 Maneuver, 360 Fuel, 2 Utility, 11 Staterooms, 15 Labs (10 Standard, 2 Physics, 2 Simulation, 1 Computer), Hanger for Gig with 1 Entrance, 43.5 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge: | 8,000,000 km | — | 16,000,000 km | 16,000 km |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| Basic Bridge: | 480,000 km/38 | 2,400,000 km/42 | 160,000 km/35 |
| Advanced Sensor: | 7,200,000 km/45 | 7,200,000 km/45 | 1,120,000 km/40 |

**Statistics:** EMass 636.4 tonnes, LMass 1,230.8 tonnes, Cost: 769.10 MCr (MCr774.59 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 1.5 G (2.9 G empty, 0.9 G overloaded), Jump 6, 0 km/h

# *S'donath*-class Fast Courier (GTL12)

Serving the high-traffic Core-Fringe route, the *S'donath* resembles a self-propelled express boat. Unlike the express boat, it doesn't have banks of high-capacity data communications modules, but it has a reasonably large hold for transporting critical materials. Having maneuvering thrusters, the *S'donath* doesn't require a tender, and thus is popular with megacorporations.

*Crew:* pilot
*Passengers:* 1 independent passenger, 4 low passengers

100 USL, DR 100, PD 4, Basic Bridge, Engineering, 7 Jump, 1 Maneuver, 60 Fuel, 1 Utility, 2 Staterooms, Low Berth (4 cryotubes), 19 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 28.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 89.6 tonnes, LMass 230.2 tonnes, Cost: 35.96 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 0.4 G (1.0 G empty, 0.2 G overloaded), Jump 6

# *Tulasukui*-class Courier (GTL12)

One of the innumerable private courier vessels, *Tulasukui* couriers tend to be owned by smaller corporations with a need to quickly transport essential personnel.

*Crew:* pilot, engineer
*Passengers:* 1 independent passenger, 4 low passengers

100 USL, DR 100, PD 4, Basic Bridge, Engineering, 7 Jump, 12 Maneuver, 60 Fuel, 1 Utility, 3 Staterooms, Low Berth (4 cryotubes), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 31.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 131.3 tonnes, LMass 203.9 tonnes, Cost: 43.12 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 5.3 G (8.3 G empty, 3.9 G overloaded), Jump 6, 13,562 km/h (skim)

# *Voidtrekker*-class Rift Scout (GTL12)

High-jump scouts commissioned for deep exploration in the Great Rift, the *Voidtrekker* class is rarely encountered anywhere else. Most *Voidtrekkers* mount laser weapons (as resupply depots are few and far between in the Long Dark), but some captains prefer a mix of weapons.

*Crew:* 4 bridge crew, 1 engineer, 1 medic, 2 technicians, 2 auxiliary crew, 4 gunners (if weapons carried)

400 USL, DR 100, PD 4, 4 Empty Turrets, Hardened Basic Bridge, Enhanced Sensor, Engineering, 28 Jump, 8 Maneuver, 240 Fuel, Fuel Processor (30.0 hrs), Workshop, 1 Utility, 14 Staterooms, Sickbay, 2 Labs, Hanger for Gig with 1 Entrance, 7 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Enhanced Sensor* | 4,800,000/44 | 4,800,000/44 | 720,000/39 |

*Maintenance:* HT: 12, 63.3 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 367.2 tonnes, LMass 687.3 tonnes, Cost: 173.71 MCr (MCr179.20 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.1 G (2.0 G empty, 0.9 G overloaded), Jump 6, 1,654 km/h (skim)

# *Zeramine*-class Trade Pioneer (GTL12)

Buy low, sell high. Most merchants spend their careers doing just that: shuttling standard goods between known markets, playing the margins, shaving a few points here-and-there to turn a profit. Some are different: they take risks, seeking out new goods, new markets, new adventures. Flamboyant, unpredictable, innovative, frequently at odds with the "bean-counters" at corporate headquarters; perpetually seeing themselves as square pigeons in round holes. Half scout, half merchant, trade pioneers are the elite of the merchant service—no megacorporation can survive without them.

*Crew:* 5 bridge crew, 1 engineer, 3 gunners, 1 medic, 3 technicians, 2 auxiliary crew, 8 Marines (8 enlisted)
*Passengers:* 12 low passengers

400 SL, DR 600 (DR 300 on weapons), PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Communicator, Enhanced Sensor, Survey Centre, Probe Centre, Engineering, 20 Jump, 13 Maneuver, 160 Fuel, Fuel Processor (20.0 hrs), Workshop, 1 Utility, 8 Staterooms, 3 Low Berths (12 cryotubes), Marine Barracks (4 Staterooms), Sickbay, 2 Labs, 1 Bay for Launch, 40 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 3,200,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Enhanced Sensor* | 4,800,000/44 | 4,800,000/44 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 61.0 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 622.0 tonnes, LMass 1,014.7 tonnes, Cost: 161.42 MCr (MCr170.66 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.2 G (1.9 G empty, 0.7 G overloaded), Jump 4, 3,243 km/h (atm), 9,175 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## *Brass Goat* Filibuster (GTL10)

One of the oddest yachts ever launched, the *Brass Goat* is truly one-of-a-kind. Commissioned in 1042 by Sir Edwin Alpaq, the *Goat* was to be a shining beacon of daring and adventure, gallantly fairing throughout the Imperium righting wrongs, doing deeds, and saving Life As We Know It.

Sir Edwin's rather dodgy grasp on what the rest of the Imperium calls "reality," coupled with his large inheritance, resulted in a starship based on an old Solomani wet navy ship. Modern gravitic technology was installed side-by-side with primitive plumbing; sophisticated laser weapon systems fired with a loud bang and clouds of smoke—Sir Edwin was delighted, but never discovered the modern fresher hidden in the engine room.

After a life of adventure, misadventure, and merriment, Sir Edwin's luck finally ran out: he was killed while attacking a pirate base in Corridor Sector. His retainers, who had grown exceedingly found of the old man, utterly destroyed the base, leaving only an orphaned pirate alive to spread the story. Then after consigning Sir Edwin's body to the Dark, they elected a new Sir Edwin and, seeking "fresh feats and windmills new," boldly set forth once more on a never-ending quest for justice and kindness.

Captained by the sixth Sir Edwin, the *Brass Goat* has been sighted in most of the systems Behind the Claw. While a poorly designed starship herself, "Old Nanny" and her crew can call on favours from an incredible variety of people—including, it is rumoured, members of the Imperial Family.

This, at any rate, is the official story. Some muck-raking journalists have claimed that the *Brass Goat* is in fact an undercover Naval operation—but no one in their right mind believes that the Imperial Navy would build a starship with masts!

*Crew:* 5 bridge crew, 2 engineers, 3 gunners
*Passengers:* 8 low passengers

300 SL, DR 300 (DR 150 on weapons), PD 4, Heavy Compartmentalization, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 12 Jump, 50 Maneuver, 90 Fuel, 1 Utility, 10 Staterooms, 2 Low Berths (8 cryotubes), 35 Cargo, 2 Concealed Cargo (-10 to spot)

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 44.3 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 595.1 tonnes, LMass 878.0 tonnes, Cost: 85.14 MCr (MCr93.99 fitted out), HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.1 G (3.0 G empty, 1.2 G overloaded), Jump 3, 4,456 km/h (atm), 12,603 km/h (skim)

## *Étienne*-class Missionary Ship (GTL10)

Many thinly-settled worlds cannot afford to support a theological establishment. Some churches have solved this problem by commissioning missionary ships: mobile places of instruction and worship. The *Étienne* class is one of the smaller examples, devoted almost exclusively to these two functions—although it does have a small sickbay for treating the faithful.

*Crew:* pilot, engineer, 2 priests and lay medics

200-ton SL Hull, DR 100, PD 4, Bridge, Engineering, 6 Maneuver, 6 Jump, 40 Fuel, Fuel Processor (5.0 hours), 2 Staterooms, 1 Utility, 2 Halls seating 200 people, 2 Theatres seating 200 people, 2 Stages, Sickbay, 1.5 cargo

*Communicators:* Radio 8 million km, Laser 16 million km
*Sensors:* PESA 48000 km, AESA 160000 km, Radscanner 3200 km

**Statistics:** EMass 202.1 tonnes, LMass 208.9 tonnes, Cost MCr 34.5, HP 22500
**Performance:** Accel 1.0 G (1.1 G empty, 0.9 G overloaded), Jump 2, Air Speed 1753 km/h

# *Krikalum*-class Jump Tug (GTL10)

Sometimes odd-sized cargo needs transporting over interstellar distances. Jump tugs are ideal for this—their flexible mesh can cover any reasonably compact shape. The *Krikalum* is a typical example of these tugs.

*Crew:* 3 bridge crew, engineer

100 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 10 Maneuver, 60 Fuel, 2 Utility, 3 Staterooms, Jump Mesh (500dton capacity), 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 8, 35.4 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 173.9 tonnes, LMass 2,498.1 tonnes, Cost: 54.27 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 0.1 G (2.1 G empty, 0.0 G overloaded), Jump 1

# *Murbles*-class Luxury Yacht (GTL10)

Luxuriously appointed with handcarved wooden paneling, the *Murbles*-class yacht is popular with younger nobles and newly-rich corporate executives.

*Crew:* pilot, engineer, 2 gunners, 3 stewards, medic, 1 other crew
*Passengers:* 2 noble passengers, 6 high passengers

200 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 6 Jump, 11 Maneuver, 40 Fuel, 1 Utility, 2 Suites, 11 Staterooms, Exercise Room, Swimming Pool (200 s.f. total), Sickbay, 1 Bay for Air/Raft, 19.8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 29.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 230.6 tonnes, LMass 410.1 tonnes, Cost: 37.00 MCr (MCr37.06 fitted out), HP: 19,389, Size Mod: +8
**Performance:** Accel: 1.0 G (1.7 G empty, 0.5 G overloaded), Jump 2, 2,411 km/h (atm), 6,820 km/h (skim)

# *Rori*-class Asteroid Miner (GTL10)

Slow and steady, *Rori*-class starships are among the first to exploit new beltstrikes. Their high jump (up to 4 parsecs using the collapsible tank) gives them flexibility, while the onboard smelter lets them fill the spacious hold with refined ingots instead of ores.

*Crew:* pilot, engineer, 2 gunners (if weapons installed)

200-ton USL Hull, DR 100, PD 4, 2 Turrets, Bridge, Engineering, 5 Maneuver, 6 Jump, 40 Fuel, Collapsible Tank (60 tons), Fuel Processor (5.0 hours), 4 Staterooms, Low Berth (holds 4 cryotubes), 1 Utility, Smelter (1 dtons/hour), 124 cargo (+6 in turrets)

*Communicators:* Radio 8 million km, Laser 16 million km
*Sensors:* PESA 48000 km, AESA 160000 km, Radscanner 3200 km

**Statistics:** EMass 213.9 tonnes, LMass 776.2 tonnes, Cost MCr 33.6, HP 24900
**Performance:** Accel 0.2 G (0.8 G empty, 0.1 G overloaded), Jump 2, Air Speed 960 km/h

# *Titanic*-class Resettlement Vessel (GTL10)

An old design commissioned by the Ministry of Colonization, *Titanic*-class ships are rarely encountered anymore. Those that remain in service are in private hands, and can be found carrying colonists over long distances for terraforming projects. The Imperial Navy has dismissed persistent rumours that the *Colossus* is being used to carry slaves to the Vargr Extents. Ironically, the *Titanic* itself was lost with all hands when struck by an ice asteroid in 924.

*Crew:* pilot, 15 engineers, 3 stewards, 10 medics, 10 technicians, 20 auxiliary crew
*Passengers:* 20 high passengers, 100 middle passengers, 6,000 low passengers

5,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 200 Jump, 417 Maneuver, 1,500 Fuel, 4 Fuel Processors (46.9 hrs), 10 Utility, 100 Staterooms, 1,500 Low Berths (6,000 cryotubes), 10 Sickbays, Operating Theatre, 10 Labs, Hanger for 10 Gigs with 1 Entrance, 1,284.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 172.6 man-hours per day, 1.3 MCr/yr

**Statistics:** EMass 6,178.3 tonnes, LMass 14,070.4 tonnes, Cost: 1,292.52 MCr (MCr1,347.42 fitted out), HP: 165,781, Size Mod: +10
**Performance:** Accel: 1.1 G (2.4 G empty, 0.4 G overloaded), Jump 3, 4,027 km/h (skim)

# *Zandrak*-class Safari Ship (GTL10)

Slightly larger than the *Animal*-class safari ship, the *Zandrak*-class is common only in the older parts of the Imperium.

*Crew:* 3 bridge crew, engineer, 2 stewards
*Passengers:* 1 noble passenger, 20 high passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 30 Maneuver, 60 Fuel, 1 Utility, Suite, 24 Staterooms, Shooting Range, Exercise Room, 8 Cages (16 animals), Habitat Cage, 2 Bays for Air/Rafts, 10.9 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 34.2 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 370.7 tonnes, LMass 483.9 tonnes, Cost: 50.71 MCr (MCr50.82 fitted out), HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.2 G (2.9 G empty, 1.6 G overloaded), Jump 2, 3,688 km/h (atm), 10,431 km/h (skim)

# *Gothick*-class Yacht (GTL11)

One of the stranger offshoots of the Authenticist Movement, the *Gothick* was designed for Baron Albert Kurgashii. An amateur historian, the Baron tried to recreate the feel of an 18th century castle. While a capable administrator, the Baron's historical 'knowledge' is based more on an eccentric late 20th century subculture than reality. The *Gothick* reflects this: brooding clouds chase across its surface, interior lighting is dim and gloomy, and strange creaks and groans come from the dungeon.

*Crew:* 3 bridge crew, engineer, 4 stewards, medic, 1 other crew
*Passengers:* 4 noble passengers

300 SL, DR 100, PD 4, Liquid Crystal Skin, Basic Bridge, Engineering, 15 Jump, 5 Maneuver, 120 Fuel, 1 Utility, 4 Suites, 6 Staterooms, Holoventure Zone, Sickbay, 8.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 42.1 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 206.9 tonnes, LMass 354.2 tonnes, Cost: 76.85 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.3 G (2.2 G empty, 0.9 G overloaded), Jump 4, 2,380 km/h (atm), 6,733 km/h (skim)

# *Larilla*-class Yacht (GTL11)

A small, cozy vessel, the *Larilla* yacht is designed to carry a noble couple in comfort. A holoventure zone and exercise room provide for entertainment during the voyage, while the well-stocked sickbay and attending physician look after the passengers' health. In spite of these features, some nobles refuse to buy *Larilla* yachts, citing a lack of luggage space!

*Crew:* 3 bridge crew, engineer, 2 stewards, medic, 1 other crew
*Passengers:* 2 noble passengers

300 SL, DR 100, PD 4, 3 Empty Turrets, Basic Bridge, Engineering, 16 Jump, 10 Maneuver, 122 Fuel, 1 Utility, 2 Suites, 5 Staterooms, Exercise Room, Holoventure Zone, Sickbay, 15 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 43.7 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 230.9 tonnes, LMass 409.5 tonnes, Cost: 83.05 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.2 G (3.9 G empty, 1.3 G overloaded), Jump 4, 3,150 km/h (atm), 8,912 km/h (skim)

# *Levmar*-class Fuel Station (GTL11)

Refined fuel is at a premium in many systems. *Levmar*-class stations orbit many gas giants within the Imperium, skimming and refining their atmospheres into starship fuel. While cramped, they have many amenities and rarely lack for pilots.

*Crew:* 30 bridge crew, engineer, steward, 3 medics, 50 auxiliary crew, 3 other crew
*Passengers:* 50 middle passengers

10,000 DSP (456-dton subhull), DR 100 (DR 100 on subhull), PD 4, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, 3 Engineering, 7 Maneuver, 9,000 Fuel in Extra-Heavy Tanks, 50 Fuel Processors (22.5 hrs), 2 Workshops, 1 Utility, 69 Staterooms, 4 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, 2 Holoventure Zones, 3 Sickbays, Operating Theatre, 25 Cradles for *Alderan* Scoopships, 2 Cradles for *Guirion* Launches, 2 Cradles for *Mercer* Gigs, 525 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 93.2 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 25,173.2 tonnes, LMass 37,641.5 tonnes, Cost: 377.24 MCr (MCr739.05 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 0.02 G (0.03 G empty, 0.01 G overloaded)

# *Bralonné* Mobile University (GTL12)

Although students from small worlds can travel to larger centres for their educations, many are unable to afford the journey, or cannot leave their families for that length of time. The solution, obviously, is for the university to travel to them.

In 1045 Professor John Coenraads convinced a consortium of nobles that a mobile university would be a fitting legacy for the children of the Imperium's second millennium. Persuasion, a discrete bit of Imperial influence, and a seat on the Board convinced Ling Standard Products to build the facility at cost.

Despite initial skepticism, Bralonné University has maintained high academic and scientific standards. It follows a winding path through the Imperium, visiting every sector once per generation, and every sector has highly-placed graduates. Professor Coenraads was knighted in 1097 as a public recognition of his service to the Imperium.

Students generally stay on board for the duration of their course, although some visiting students are permitted when circumstances dictate. A trust fund provides for all living expenses and up to five jumps of middle passage for students—further costs are generally paid by the sector's nobility. Very few students take a complete degree at Bralonné; instead, they take the opportunity to study particular fields under some of the Imperium's top experts, using transfer credits to make up the rest of their degree.

*Crew:* 9 bridge crew, 4 engineers, 2 stewards, 5 medics, 10 technicians, 8 auxiliary crew, 4 other crew

*Passengers:* 40 professors, 2,000 students

8,000 DSP (10 subhulls with 5,285-dton total capacity), DR 100 (DR 100 on subhulls), PD 4, Basic Bridge and Auxiliary Basic Bridge, 2 Computer Centres (complexity 10), Enhanced Communicator, Advanced Sensor, 2 Survey Centres, Engineering, 320 Jump, 50 Maneuver, 2,400 Fuel, Workshop, 11 Utility, 1,061 Staterooms, 10 Exercise Rooms, 20 Halls seating 2000 people, 2 Theatres seating 200 people, 2 Stages, 2 Swimming Pools (74 $m^3$ total), 5 Sickbays, Operating Theatre, Microsurgery Theatre, 10 Labs (5 Standard, 2 Isolation, 1 Physics, 1 Simulation, 1 Computer) with enhanced displays, 4 Brigs (8 prisoners), 2 Safes (22.7 $m^3$ capacity), Hanger for 2 Launches with 1 Entrance, Hanger for 2 Ship's Boats, 304 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 3,200,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Advanced Sensor* | 16,000,000/47 | 16,000,000/47 | 1,120,000/40 |

*Maintenance:* HT: 12, 218.2 man-hours per day, 2.1 MCr/yr

**Statistics:** EMass 5,184.0 tonnes, LMass 9,241.8 tonnes, Cost: 2,065.76 MCr (MCr2,095.10 fitted out), HP: 226,785, Size Mod: +11

**Performance:** Accel: 0.5 G (0.9 G empty, 0.3 G overloaded), Jump 3

# *Cardos*-class Fast Yacht (GTL12)

Popular among ruling nobles and megacorporation executives, the *Cardos* class combines luxury with speed, delivering its passengers in style.

*Crew:* 3 bridge crew, engineer, 2 gunners, steward

**Passengers:** 6 high passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 24 Jump, 41 Maneuver, 200 Fuel, 1 Utility, 10 Staterooms, Exercise Room, 6 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 56.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 407.0 tonnes, LMass 615.6 tonnes, Cost: 140.35 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 6.0 G (9.1 G empty, 5.1 G overloaded), Jump 5, 5,965 km/h (atm), 16,873 km/h (skim)

# *Mallory*-class Racing Yacht (GTL12)

A popular ship among younger nobles, the *Mallory* won a name for itself when Sir Ennra Fitzwilliam beat the IISS team in the third Core-Marches Race, completing the trip in less than two years.

*Crew:* pilot

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 7 Jump, 3 Maneuver, 60 Fuel, 1 Utility, Stateroom, 1.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 29.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 93.2 tonnes, LMass 154.4 tonnes, Cost: 37.59 MCr, HP: 12,214, Size Mod: +7

**Performance:** Accel: 1.8 G (2.9 G empty, 1.5 G overloaded), Jump 6, 2,659 km/h (atm), 7,522 km/h (skim)

# *Moonii*-class Luxury Yacht (GTL12)

One of the most luxurious starships to be found in the Imperium, the *Moonii* carries four couples, or a large family, in comfort and style. Equipped with a gymnasium, a swimming pool, and a state-of-the-art holoventure zone, its owner can while away long voyages and entertain royally when he arrives at his destination.

*Crew:* 2 bridge crew, engineer, 2 gunners, 4 stewards, medic, 1 auxiliary crew, 2 other crew
*Passengers:* 4 noble passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 20 Jump, 15 Maneuver, 160 Fuel, 1 Utility, 4 Suites, 7 Staterooms, Exercise Room, Holoventure Zone, Swimming Pool (200 s.f. total), Sickbay, 1 Bay for Grav Car, 11.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 49.5 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 297.2 tonnes, LMass 542.6 tonnes, Cost: 106.54 MCr (MCr106.62 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 2.5 G (4.6 G empty, 1.8 G overloaded), Jump 4, 3,608 km/h (atm), 10,205 km/h (skim)

# *Wirimethar*-class Treatment Vessel (GTL12)

Biodisasters are rare, but when they happen a fast response in necessary if widespread disaster is to be avoided. The *Wirimethar* class is designed to transport a medical team on-location as fast as possible. Once in position they provide treatment until a course of action is decided upon; typically, this is either a treatment program, or plans to eradicate and sterilize the contaminated areas. Eradication is carried out by the Navy.

*Crew:* pilot, engineer, 15 medics, 6 technicians
*Passengers:* 20 low passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 20 Jump, 8 Maneuver, 160 Fuel, Fuel Processor (20.0 hrs), 1 Utility, 12 Staterooms, 5 Low Berths (20 cryotubes), 15 Sickbays, 2 Operating Theatres, Microsurgery Theatre, 6 Labs (4 Standard, 1 Isolation, 1 Simulation), 25 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 52.4 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 393.3 tonnes, LMass 651.8 tonnes, Cost: 119.36 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.1 G (1.8 G empty, 0.7 G overloaded), Jump 4, 2,735 km/h (atm), 7,738 km/h (skim)

# Imperial Navy

*No matter how powerful your fleet, trying to operate without information means you're fighting blind.*

*— Rear Admiral Anton Thrasher, Imperial Navy*

The starships in this section are designed to acquire or transmit information. Some are high-jump couriers, others are military black ops scouts, but all specialize in information rather than combat.

Battleships may be the queens of space, but even the mighty battle squadrons of the Imperial Navy would be helpless without their flotillas of smaller starships.

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

Destroyers and frigates are all very well for fighting pirates, but defending an empire against foreign aggression requires heavier guns: the spinal weapons carried by cruisers and battleships.

The difference between cruisers and battleships is much debated in naval circles. Some base the distinction on size, others on armour, still others on maneuverability. All agree, however, that both are capital ships.

When the average civilian thinks of the navy, they think of warships: destroyers, cruisers, battleships, and the like. Admirals know better.

An interstellar navy, like any technological force, is helpless without its logistical tail: hoards of transports, tankers, and special purpose craft far outnumbering the actual warships.

## *Cholath*-class Destroyer (GTL10)

Although its design is now outdated, the Imperial Navy still has many *Cholath*-class destroyers. Their long legs and varied armament make them ideal patrol vessels, and they are frequently seen "showing the flag" in backwater subsectors.

*Crew:* 10 bridge crew, 38 engineers, 12 gunners, medic, 30 frozen watch

4,000 SL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 90 MJ PD Laser Turrets, 3 13 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 120 Jump, 1950 Maneuver, 800 Fuel, 10 Fuel Processors (10.0 hrs), 7 Utility, 31 Staterooms, 8 Low Berths (32 cryotubes), Sickbay, 18 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 23,408 km | 70,224 km | 1/60 |

*Maintenance:* HT: 12, 153.4 man-hours per day, 1.0 MCr/yr

**Statistics:** EMass 14,238.4 tonnes, LMass 15,213.0 tonnes, Cost: 1,021.66 MCr (MCr1,065.94 fitted out), HP: 142,866, Size Mod: +10

**Performance:** Accel: 4.7 G (5.0 G empty, 4.6 G overloaded), Jump 2, 12,043 km/h (atm), 34,065 km/h (skim)

## *Firal*-class Tanker (GTL10)

There are times when a fleet needs greater strategic mobility than provided by its jump capability. Fleet tankers, such as the *Firal* class, provide that mobility by providing enough fuel for an extra jump. The *Firal* can make two 3 parsec jumps and still provide 1800 tons of fuel to other ships. It also carries 100 *Prenei* scoopships: enough to refuel in two passes.

*Crew:* 3 bridge crew, 42 engineers, 200 auxiliary crew

10,000 USL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 720 Jump, 773 Maneuver, 7,800 Fuel, 78 Fuel Processors (12.5 hrs), 20 Utility, 123 Staterooms, 100 Cradles for *Prenai* Scoopships, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 294.3 man-hours per day, 3.8 MCr/yr

**Statistics:** EMass 9,364.4 tonnes, LMass 29,300.2 tonnes, Cost: 3,758.77 MCr (MCr5,157.77 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.0 G (3.0 G empty), Jump 3

# *Lethe*-class Troop Transport (GTL10)

One of the older 'reefer' troop transports, the *Lethe* has been almost completely phased out of Imperial service in favour of the newer *Keith* class.

While it can carry ten regiments into action, the *Lethe* class' lack of on-board facilities render it useless for assaults: troops must be shuttled to the surface as they are thawed, spreading out deployment over days. While acceptable for reinforcing a garrison behind the front lines, Imperial doctrine now holds that all troopships must be capable of supporting an invasion.

*Crew:* 5 bridge crew, 32 engineers, 24 medics, 10 auxiliary crew
*Passengers:* 5,000 low passengers

10,000 USL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 416 Jump, 897 Maneuver, 3,120 Fuel, 2.5 Fuel Scoops, 4 Fuel Processors (97.5 hrs), 20 Utility, 36 Staterooms, 1,250 Low Berths (5,000 cryotubes), Tactical Command Centre, 50 Briefing Rooms (holds 500), 24 Sickbays, 5 Cradles for *Sharffe* Combat Shuttles, 4,677.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 229.2 man-hours per day, 2.3 MCr/yr

**Statistics:** EMass 8,823.4 tonnes, LMass 34,243.9 tonnes, Cost: 2,279.89 MCr (MCr2,311.24 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 1.0 G (3.7 G empty, 0.3 G overloaded), Jump 3

# *Polesta*-class Troopship (GTL10)

Although too obsolete to be used in a major war, the Imperial Navy still maintains the *Polesta*-class Troopship to quell internal disturbances. Capable of carrying a regiment of Imperial Marines and delivering them to a hot landing zone, the *Polesta* is still a valuable part of the Imperial Fleet.

*Crew:* 6 bridge crew, 23 engineers, 32 gunners, 5 medics, 30 auxiliary crew, 500 Marines (10 officers, 490 enlisted)

5,000 USL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 20 Triple Missile Turrets (Heavy), 10 Triple Sandcaster Turrets, 20 Triple 90 MJ PD Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 200 Jump, 900 Maneuver, 1,500 Fuel, 10 Utility, 49 Staterooms, Marine Barracks (5 Staterooms, 123 Bunkrooms), 5 Sickbays, Hanger for 10 *Barlax* Assault Landers with 2 Entrances, 21 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Defenses:* DR 500 (DR 250 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 161.9 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 8,418.6 tonnes, LMass 20,991.6 tonnes, Cost: 1,137.34 MCr (MCr1,558.54 fitted out), HP: 165,781, Size Mod: +10
**Performance:** Accel: 1.6 G (3.9 G empty, 1.5 G overloaded), Jump 3, 11,453 km/h (skim)

# *Brildan*-class Heavy Destroyer (GTL11)

Fairly fast and well-armoured for an escort vessel, the *Brildan* class is intended to take its place in the line of battle. Armed with heavy missiles and a mixture of beam weapons, it can threaten cruisers. Although obsolete by modern Imperial standards, it is more than adequate against Vargr raiders.

*Crew:* 8 bridge crew, 56 engineers, 13 gunners, 3 medics, 2 auxiliary crew, 41 frozen watch

5,000 USL, DR 15000 (DR 4000 on weapons), PD 4, Heavy Compartmentalization, 2 Large Missile Bays (Heavy), 5 Triple 390 MJ Laser Turrets, 5 Triple 97 MJ PD Laser Turrets, 10 Single 870 MJ Laser Turrets, 29 GJ Particle Bay, 30 Magazines, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 202 Jump, 2600 Maneuver, 1,512 Fuel, 2 Fuel Scoops, 9 Fuel Processors (21.0 hrs), 10 Utility, 41 Staterooms, 11 Low Berths (44 cryotubes), 3 Military Sickbays, Armoury (1.8 tonnes capacity), Hanger for Ship's Boat with 1 Entrance, 52 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 24,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |
| *Advanced Sensor* | 11,200,000/46 | 11,200,000/46 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 35,040 km | 105,120 km | 1/60 |

*Maintenance:* HT: 10, 280.2 man-hours per day, 3.4 MCr/yr

**Statistics:** EMass 59,898.8 tonnes, LMass 63,634.8 tonnes, Cost: 3,407.85 MCr (MCr4,017.03 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 3.7 G (3.9 G empty, 3.7 G overloaded), Jump 3, 48,007 km/h (skim)

# *Ewos*-class Q-Ship (GTL11)

Piracy is a long-standing problem near the Vargr Border. While Naval patrols can catch obvious pirates, they can do little against those who lie quiet until the warships have left. To counter this threat to commerce, the Navy runs 'sting' operations using Q-ships. Built to resemble common freighters and mounting concealed plasma guns behind heavy armour, Q-ships will play along with a pirate until the scoundrels are close, then cripple them with a blast from the concealed guns.

*Crew:* 2 bridge crew, 8 engineers, 2 gunners, medic, 30 Marines (2 officers, 28 enlisted)

600 USL, DR 5200 (DR 2600 on weapons), PD 4, 8 Fixed 422 MJ Plasma Guns, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Hardened Command Bridge, Engineering, 18 Jump, 380 Maneuver, 120 Fuel, 2 Utility, Stateroom, 3 Bunkrooms, Marine Barracks (Stateroom, 7 Bunkrooms), Sickbay, 5 Brigs (10 prisoners), 6 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 12, 95.7 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 5,546.2 tonnes, LMass 5,682.3 tonnes, Cost: 397.59 MCr, HP: 40,332, Size Mod: +9

**Performance:** Accel: 6.1 G (6.2 G empty, 6.0 G overloaded), Jump 2, 41,364 km/h (skim)

# *Gherain*-class Corvette (GTL11)

*Gherain*-class corvettes made a name for themselves during the Fourth Frontier War. Their high acceleration and long legs made them admirably suited for skirmishing and commerce raiding, while their platoon of marines were suitable for lighting surface raids. Now relegated to a secondary role in the Imperial Navy, *Gherain*-class corvettes are also used by some successful star merc companies.

*Crew:* 4 bridge crew, 7 engineers, 4 gunners, medic, 2 auxiliary crew, 33 Marines (officer, 32 enlisted)

800 USL, DR 2300 (DR 1150 on weapons), PD 4, 2 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 300 Maneuver, 320 Fuel, 2 Utility, 10 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Sickbay, 1 Bay for *Quero* Assault Lander, 2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |

*Maintenance:* HT: 12, 100.2 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 3,879.1 tonnes, LMass 4,644.3 tonnes, Cost: 435.78 MCr (MCr464.52 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 5.9 G (7.0 G empty, 5.8 G overloaded), Jump 4, 31,313 km/h (skim)

# *Ladawan*-class Corvette (GTL11)

Designed as a dual-purpose escort and patrol ship, the *Ladawan* class was adequate for each task, but excelled at neither. Well armed and armoured, and with good acceleration, its lack of a streamlined auxiliary proved to be a severe limitation.

*Crew:* 5 bridge crew, 9 engineers, 4 gunners, medic

800 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 375 Maneuver, 320 Fuel, 1 Fuel Scoop, 2 Fuel Processors (20.0 hrs), 2 Utility, 10 Staterooms, Sickbay, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 5000 (DR 2500 on weapons), PD 4, -14 to active scans, -7 to passive scans

*Maintenance:* HT: 12, 114.9 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 6,729.4 tonnes, LMass 7,109.3 tonnes, Cost: 573.48 MCr (MCr584.80 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.8 G (5.1 G empty, 4.7 G overloaded), Jump 4, 34,191 km/h (skim)

# *Purtin*-class Transport (GTL11)

Essentially a gunned freighter, the *Purtin* class is one of the Imperial Navy's main transport vessels.

*Crew:* 5 bridge crew, 16 engineers, 4 gunners

10,000 USL, DR 100, PD 4, 3 Triple Sandcaster Turrets, 3 Triple 97 MJ PD Laser Turrets, Basic Bridge, Engineering, 400 Jump, 374 Maneuver, 3,000 Fuel, 20 Utility, 14 Staterooms, 1 Bay for *Jackson* Military Launch, 6,130 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |

*Maintenance:* HT: 12, 213.2 man-hours per day, 2.0 MCr/yr

**Statistics:** EMass 4,562.6 tonnes, LMass 35,097.6 tonnes, Cost: 1,973.17 MCr (MCr1,976.51 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.0 G (7.4 G empty, 0.2 G overloaded), Jump 3

# *Sadmani*-class Corvette (GTL11)

Now relegated to the second tier of Imperial forces, the *Sadmani*-class corvette is still a formidable opponent, especially to raiders and corsairs. While not strongly armoured for a military vessel, her radical stealthing and 6-G acceleration usually grant her the first shot—and smaller opponents rarely get to return fire.

In addition to regular patrol duties, Sadmani corvettes were attached to fleets as personal transport for high-ranking naval officers. As this duty has is now assigned to more modern jump-6 vessels, the extra "admiral's stateroom" is usually claimed by the ship's XO (the captain retaining his cabin next to the bridge).

*Crew:* 5 bridge crew, 3 engineers, 3 gunners, medic
*Passengers:* 1 independent passenger

400 SL, DR 1000 (+250 vs. non-KE, DR 500 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), Triple 390 MJ Laser Turret, 2 Single 870 MJ Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 20 Jump, 93 Maneuver, 160 Fuel, Fuel Processor (20.0 hrs), 1 Utility, 8 Staterooms, Sickbay, 2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 1000 (+250 vs. non-KE, DR 500 on weapons), PD 4, -14 to active scans, -7 to passive scans

*Maintenance:* HT: 12, 71.1 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 1,224.2 tonnes, LMass 1,411.9 tonnes, Cost: 219.58 MCr (MCr225.24 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 6.0 G (6.9 G empty, 5.8 G overloaded), Jump 4, 8,676 km/h (atm), 24,540 km/h (skim)

# *Beraasi*-class Light Battle Rider (GTL12)

Small and agile, the *Beraasi* is one of the more common battle riders in the Imperial Navy. While its weapons lack the reach of larger riders', radical stealth and good acceleration make it ideal for fast raids and strike missions.

*Crew:* 10 bridge crew, 54 engineers, 35 gunners, medic

7,500 USL, DR 20000 (DR 8000 on weapons), PD 4, Total Compartmentalization, 4 Small Missile Bays (Heavy), 10 Triple 405 MJ Laser Turrets, 10 Single 1,313 MJ Laser Turrets, 64 Nuclear Dampers, 180 Meson Screens, 570 GJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, 3 Engineering, 5400 Maneuver, 15 Utility, 50 Staterooms, Sickbay, Hanger for *Traynor* Armed Gig with 1 Entrance, 20 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 66,645 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |
| *570 GJ Spinal Meson Gun* | Exp | 38 | 7d x 3000(!) | 250,880 km | 470,400 km | 1/60 |

*Defenses:* DR 20000 (DR 8000 on weapons), PD 4, -16 to active scans, -8 to passive scans, 64 km Nuclear Damper, Meson Screen DR 20000

*Maintenance:* HT: 10, 379.3 man-hours per day, 6.2 MCr/yr

**Statistics:** EMass 94,585.0 tonnes, LMass 96,863.0 tonnes, Cost: 6,244.28 MCr (MCr6,853.62 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 5.1 G (5.2 G empty, 5.0 G overloaded), 59,679 km/h (skim)

# *Bilanos*-class Patrol Frigate (GTL12)

Externally identical to the *Irushma*-class patrol frigate, the more recent *Bilanos*-class has radical stealthing, greater armour, and more thrusters. The trade-off is a starship costing 30% more with no frontier refueling capability. *Bilanos*-class patrol frigates are deployed much like the earlier *Irushma* class, although their relative expense means that they are concentrated in sectors where hostilities are a distinct possibility.

*Crew:* 3 bridge crew, engineer, 3 gunners

300 USL, DR 800 (DR 400 on weapons), PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 405 MJ Laser Turret, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 9 Maneuver, 248 Fuel, 1 Utility, 4 Staterooms, 1 Cradle for Launch, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 57.4 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 527.3 tonnes, LMass 817.7 tonnes, Cost: 142.98 MCr (MCr152.24 fitted out), HP: 25,407, Size Mod: +8

**Performance:** Accel: 1.0 G (1.5 G empty, 1.0 G overloaded), Jump 4

# *Brighton*-class Battleship (GTL12)

Dubbed "the armoured beachball from hell," the *Brighton* is proof against all but the largest spinal weapons. Massive secondary armament and ten squadrons of front-line *Rampart* fighters make this a fearsome warship indeed.

The Imperial Navy employs squadrons of *Brighton*-class battleships in a 'tripwire' role in the Spinward Marches.

*Crew:* 10 bridge crew, 140 engineers, 166 gunners, 10 medics, 150 auxiliary crew, 20 auxiliary support crew, 206 Marines (6 officers, 200 enlisted)

50,000 USL, DR 50000 (DR 8000 on weapons), PD 4, Total Compartmentalization, 18 Small Missile Bays (Heavy), 63 Single 1,313 MJ Laser Turrets, 18 14 GJ Particle Bays, 2 Nuclear Dampers, 271 Meson Screens (DR 10000), 2.9 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, 4 Engineering, 2500 Jump, 11500 Maneuver, 20,000 Fuel, 2 Workshops, 100 Utility, 249 Staterooms, Marine Barracks (3 Staterooms, 50 Bunkrooms), 2 Briefing Rooms (holds 20), Weapons Locker (3.6 tonnes capacity), 2 Gyms, Shooting Range, 10 Sickbays, Hanger for 100 *Rampart* Fighters with 5 Entrances & 1 Launch Tube, Hanger for 20 *Citadel* Heavy Fighters with 1 Entrance & 1 Launch Tube, Hanger for 5 Gigs with 1 Entrance, 472.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 26,720 km | 80,160 km | 1/60 |
| *2.9 TJ Spinal Meson Gun* | Exp | 40 | 6d x 6000(!) | 354,560 km | 1,063,680 km | 1/60 |

*Maintenance:* HT: 10, 841.4 man-hours per day, 30.7 MCr/yr

**Statistics:** EMass 614,071.8 tonnes, LMass 660,883.0 tonnes, Cost: 30,725.81 MCr (MCr35,512.66 fitted out), HP: 769,489, Size Mod: +12

**Performance:** Accel: 1.6 G (1.7 G empty, 1.6 G overloaded), Jump 4, 33,893 km/h (skim)

# *Cardeani*-class Frigate (GTL12)

The *Cardeani*-class frigate is frequently assigned patrol and anti-piracy duties: few pirates can outrun it, or have the weapons to penetrate its armour.

*Crew:* 6 bridge crew, 5 engineers, 8 gunners, medic

800 USL, DR 5500 (DR 2750 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 4 Triple 405 MJ Laser Turrets, 2 Single 1,313 MJ Laser Turrets, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 375 Maneuver, 320 Fuel, 1 Fuel Scoop, 2 Fuel Processors (20.0 hrs), 2 Utility, 10 Staterooms, Sickbay, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 66,645 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -16 to active scans, -8 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 113.1 man-hours per day, 0.6 MCr/yr

**Statistics:** EMass 5,424.8 tonnes, LMass 5,800.1 tonnes, Cost: 555.53 MCr (MCr566.85 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 5.9 G (6.3 G empty, 5.8 G overloaded), Jump 4, 35,013 km/h (skim)

# *Citadel*-class Heavy Fighter (GTL12)

The Imperial Navy's primary heavy fighter, the *Citadel* class combines massive armour with high acceleration and three full-powered lasers. While too large and heavy for most light starships, battleships and major fleets are frequently escorted by several squadrons of *Citadel* fighters.

*Crew:* pilot, engineer

50 SL, DR 3000, PD 4, 3 Fixed 405 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 11, 27.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 440.1 tonnes, LMass 440.1 tonnes, Cost: 32.97 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 7.4 G, 11,607 km/h (atm), 32,831 km/h (skim)

# *Cytos*-class Corvette (GTL12)

Small and fast, the *Cytos* is employed for lightning raids and orbital interdiction. While unable to stand in the line of battle, it is more than capable of defeating civilian ships many times its size.

*Crew:* 4 bridge crew, 3 engineers, 5 gunners

600 SL, DR 4200 (DR 2100 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 405 MJ Laser Turrets, Triple 102 MJ PD Laser Turret, Single 1,313 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 234 Maneuver, 180 Fuel, Fuel Processor (22.5 hrs), 1 Utility, 7 Staterooms

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |

*Maintenance:* HT: 12, 85.0 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 3,388.9 tonnes, LMass 3,585.6 tonnes, Cost: 313.25 MCr (MCr318.91 fitted out), HP: 40,332, Size Mod: +9
**Performance:** Accel: 5.9 G (6.3 G empty), Jump 3, 11,907 km/h (atm), 33,678 km/h (skim)

# *Defiance*-class Light Cruiser (GTL12)

A common light cruiser, the *Defiance*-class has been in service with the Imperial Navy for many years. Although it has a high jump rating and decent legs, its light armour and minimal command staff make the *Defiance* unsuitable for independent operations during wartime. The Imperial Navy frequently assigns *Defiance*-class cruisers to anti-piracy patrol: ten *Rampart* fighters, along with a *Kraki* Assault Cutter for assaults on a pirate base, make them ideal ships for piracy suppression.

*Crew:* 7 bridge crew, 27 engineers, 34 gunners, 2 medics, 13 auxiliary crew, 37 Marines (officer, 36 enlisted)

10,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 8 Small Missile Bays (4 Light, 4 Heavy), 5 Triple 102 MJ PD Laser Turrets, 570 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 600 Jump, 2072 Maneuver, 5,000 Fuel, 3.5 Fuel Scoops, 20 Fuel Processors (31.3 hrs), 20 Utility, 42 Staterooms, Marine Barracks (Stateroom, 9 Bunkrooms), Briefing Room (holds 10), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, 2 Sickbays, Hanger for 10 *Rampart* Fighters with 1 Entrance, Hanger for *Kraki* Assault Cutter with 1 Entrance, 65 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |
| *570 GJ Spinal Meson Gun* | Exp | 38 | 7d x 3000(!) | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 342.9 man-hours per day, 5.1 MCr/yr

**Statistics:** EMass 33,789.5 tonnes, LMass 43,821.5 tonnes, Cost: 5,103.22 MCr (MCr6,235.37 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 4.3 G (5.6 G empty, 4.2 G overloaded), Jump 5, 36,878 km/h (skim)

# *Drauna*-class Relief Vessel (GTL12)

Many naval ships are posted for long periods to hardship stations: isolated systems with little action and no recreational facilities. Rather than a picket flotilla, the Imperial Navy will send a relief vessel loaded with recreational activities and staffed with professional entertainers.

*Crew:* 3 bridge crew, engineer, 3 gunners, 10 stewards, 5 medics, 500 entertainers, 8 other crew

2,000 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 102 MJ PD Laser Turrets, Basic Bridge, Engineering, 60 Jump, 40 Maneuver, 400 Fuel, 4 Utility, 266 Staterooms, 11 Exercise Rooms, 5 Halls seating 500 people, 3 Theatres seating 300 people, 3 Stages, 2 Holoventure Zones, Swimming Pool (1000 s.f. total), 5 Sickbays, 113 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 82.1 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 1,242.3 tonnes, LMass 2,348.8 tonnes, Cost: 292.35 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 1.5 G (2.9 G empty, 0.8 G overloaded), Jump 2, 5,854 km/h (skim)

# *Flamboyant Monkey*-class Frontier Cruiser (GTL12)

A multi-mission warship, the *Flamboyant Monkey* class is designed for extended patrols and deep force projection. Heavily armoured and carrying an impressive fighter load, *Monkeys* have been involved in virtually every type of mission. Crews Behind the Claw take particular pleasure in 'talking grunt' to Vargr, implying that even a human forebearer is better than a modern Vargr.

*Crew:* 15 bridge crew, 75 engineers, 115 gunners, 6 medics, 297 auxiliary crew, 30 auxiliary support crew, 269 frozen watch, 125 Marines (5 officers, 120 enlisted)

50,000 USL, DR 5200 (DR 2600 on weapons), PD 4, 6 Triple Missile Turrets (Light), 10 Triple Sandcaster Turrets, 80 Triple 405 MJ Laser Turrets, 10 Triple 102 MJ PD Laser Turrets, 100 Single 1,313 MJ Laser Turrets, 24 14 GJ Particle Bays, 4 Nuclear Dampers, 66 Meson Screens (DR 2000), 870 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, Computer Centre (complexity 10), Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 3000 Jump, 4500 Maneuver, 25,000 Fuel, 200 Fuel Processors (15.6 hrs), Workshop, 100 Utility, 270 Staterooms, 68 Low Berths (272 cryotubes), Marine Barracks (3 Staterooms, 30 Bunkrooms), 2 Briefing Rooms (holds 20), 6 Battledress Racks (120 stored), Weapons Locker (3.6 tonnes capacity), 2 Gyms, Shooting Range, 6 Sickbays, Operating Theatre, Hanger for 150 *Rampart* Fighters with 2 Entrances & 1 Launch Tube, Hanger for 20 *Citadel* Heavy Fighters with 1 Entrance & 1 Launch Tube, Hanger for 30 *Fortress* Assault Fighters with 1 Entrance & 1 Launch Tube, Hanger for 5 *Tralsa* Gigs with 1 Entrance, 4 Bays for *Baboon* Scoopships, 169 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 3,200,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Advanced Sensor* | 16,000,000/47 | 24,000,000/48 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 26,720 km | 80,160 km | 1/60 |
| *870 GJ Spinal Meson Gun* | Exp | 38 | 6d x 4000(!) | 193,120 km | 579,360 km | 1/60 |

*Maintenance:* HT: 12, 676.5 man-hours per day, 19.9 MCr/yr

**Statistics:** EMass 131,100.4 tonnes, LMass 208,864.6 tonnes, Cost: 19,862.04 MCr (MCr25,012.11 fitted out), HP: 769,489, Size Mod: +12
**Performance:** Accel: 2.0 G (3.1 G empty, 1.9 G overloaded), Jump 5, 22,314 km/h (skim)

# *Fortress*-class Assault Fighter (GTL12)

For close-in fighting, nothing tops the Imperial Navy's *Fortress*-class assault fighter. Armoured to resist point-blank shots by turret weaponry, accelerating at an incredible 7G, and armed with dual fusion guns, the *Fortress* is capable of precision strikes against even the largest enemy warships.

*Crew:* pilot, engineer, gunner

80 USL, DR 5200 (DR 2600 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 78 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *690 MJ Fusion Gun* | Spcl | 29 | 6d x 410 | 5,866 km | 17,600 km | 1/60 |

*Maintenance:* HT: 10, 39.7 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,018.7 tonnes, LMass 1,018.7 tonnes, Cost: 68.29 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 6.9 G, 36,219 km/h (skim)

# *Ftenrik*-class Fleet Transport (GTL12)

A massive freighter with moderate armour and defensive weaponry, the Imperial Navy never deploys a *Ftenrik*-class fleet transport without a strong escort squadron.

*Crew:* 5 bridge crew, 10 engineers, 10 gunners

10,000 USL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 5 Triple Sandcaster Turrets, 5 Triple 102 MJ PD Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 400 Jump, 513 Maneuver, 3,000 Fuel, 20 Utility, 13 Staterooms, 6,000.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Defenses:* DR 500 (DR 250 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 220.8 man-hours per day, 2.1 MCr/yr

**Statistics:** EMass 6,330.9 tonnes, LMass 36,264.1 tonnes, Cost: 2,115.67 MCr, HP: 263,161, Size Mod: +11
**Performance:** Accel: 1.3 G (7.3 G empty, 0.3 G overloaded), Jump 3, 9,734 km/h (skim)

# *Fury*-class Fleet Escort (GTL12)

The *Fury* class of fleet escort has proved an abysmal failure. Too slow to keep up with cruisers, and too weak to survive the line of battle, it is a ship looking for a mission. When commissioned naval doctrine held that its long-range armament would keep the enemy at bay, but combat experience has proven the folly of this decision. The Imperial Navy has relegated all surviving *Fury*-class escorts to guard duties near backwater naval bases, and to training missions with new recruits. Crews often claim that "Hell hath no *Fury*, because even the Devil won't take one!"

*Crew:* 8 bridge crew, 7 engineers, 28 gunners, medic, 1 auxiliary crew

3,000 USL, DR 300 (DR 150 on weapons), PD 4, Total Compartmentalization, Small Missile Bay (Heavy), 5 Triple 405 MJ Laser Turrets, Nuclear Damper, Meson Screen (DR 200), 570 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 90 Jump, 585 Maneuver, 600 Fuel, 6 Utility, 23 Staterooms, Sickbay, 1 Bay for *Tralsa* Gig, 30 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *570 GJ Spinal Meson Gun* | Exp | 38 | 7d x 3000(!) | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 200.3 man-hours per day, 1.7 MCr/yr

**Statistics:** EMass 17,132.2 tonnes, LMass 18,391.0 tonnes, Cost: 1,741.04 MCr (MCr1,895.06 fitted out), HP: 117,933, Size Mod: +10
**Performance:** Accel: 2.9 G (3.1 G empty, 2.8 G overloaded), Jump 2, 26,656 km/h (skim)

# *Garyan*-class Corvette (GTL12)

Sleek and fast, the *Garyan* is none-the-less a fragile ship, unable to fight most other warships. High jump and acceleration give it the means to run when outclassed, while missiles and lasers are sufficient to overpower civilian starships.

*Crew:* 3 bridge crew, engineer, 6 gunners

400 SL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), 3 Triple 405 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 59 Maneuver, 200 Fuel, Fuel Processor (25.0 hrs), 1 Utility, 6 Staterooms

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 63.7 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 699.0 tonnes, LMass 913.9 tonnes, Cost: 175.91 MCr (MCr181.57 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 5.9 G (7.7 G empty), Jump 5, 6,910 km/h (atm), 19,546 km/h (skim)

# *Geist*-class Deep Scout (GTL12)

The existence of the *Geist*-class of deep-penetration scout is officially denied by the Imperial Navy. The following design is conjectural, based on mission requirements and known technological capabilities. Most respected naval experts agree that the Navy maintains long duration, deep penetration missions inside foreign territory, to serve as advance listening posts and warn of enemy mobilization.

*Crew:* pilot, engineer, gunner

100 USL, DR 100, PD 4, Triple Missile Turret (Light), Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Computer Centre (complexity 10), Long-Range PESA Array, Engineering, 7 Jump, 15 Maneuver, 60 Fuel, 0.5 Fuel Scoops, Fuel Processor (7.5 hrs), 1 Utility, 2 Staterooms, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Md PESA Array* | 3,200,000/43 | — | — |

*Maintenance:* HT: 12, 56.8 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 177.2 tonnes, LMass 267.3 tonnes, Cost: 140.11 MCr (MCr145.77 fitted out), HP: 12,214, Size Mod: +7

**Performance:** Accel: 5.1 G (7.7 G empty, 4.9 G overloaded), Jump 6, 14,387 km/h (skim)

# *Hardestii*-class Fleet Escort (GTL12)

Designed to operate as part of a fleet, the *Hardestii* is not suitable for independent operations. While tough and moderately fast, she also lacks the capability for frontier refueling—a false economy on the part of her designers.

*Crew:* 5 bridge crew, 3 engineers, 7 gunners, medic, 1 auxiliary crew, 8 frozen watch

800 USL, DR 8000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Heavy), 6 Single 1,313 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 48 Jump, 250 Maneuver, 400 Fuel, 2 Utility, 9 Staterooms, 2 Low Berths (8 cryotubes), Military Sickbay, 1 Bay for *Traynor* Armed Gig, 24.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |

*Defenses:* DR 8000 (DR 4000 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 105.1 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 6,643.1 tonnes, LMass 7,324.6 tonnes, Cost: 479.43 MCr (MCr506.77 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 3.1 G (3.4 G empty, 2.9 G overloaded), Jump 5, 25,826 km/h (skim)

# *Haritti*-class Battlecruiser (GTL12)

The *Haritti*-class battlecruiser is almost exclusively found in Corridor Sector, where small squadrons conduct unending sweeps against Vargr corsairs and raiders. Fast, heavily stealthed, and armoured against turret weapons, even a single ship can make short work of a corsair band, while a squadron has the firepower to demolish a raider base.

*Crew:* 10 bridge crew, 44 engineers, 45 gunners, 2 medics, 14 auxiliary crew, 57 frozen watch, 45 Marines (officer, 44 enlisted)

10,000 USL, DR 5200 (DR 2600 on weapons), PD 4, Total Compartmentalization, 6 Small Missile Bays (Heavy), 25 Triple 405 MJ Laser Turrets, 2 Nuclear Dampers, 47 Meson Screens (DR 5000), 570 GJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 400 Jump, 4000 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 10 Fuel Processors (37.5 hrs), 20 Utility, 58 Staterooms, 15 Low Berths (60 cryotubes), Marine Barracks (Stateroom, 11 Bunkrooms), Briefing Room (holds 10), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Sickbays, 6 Bays for *Citadel* Heavy Fighters, 1 Bay for Gig, 34.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

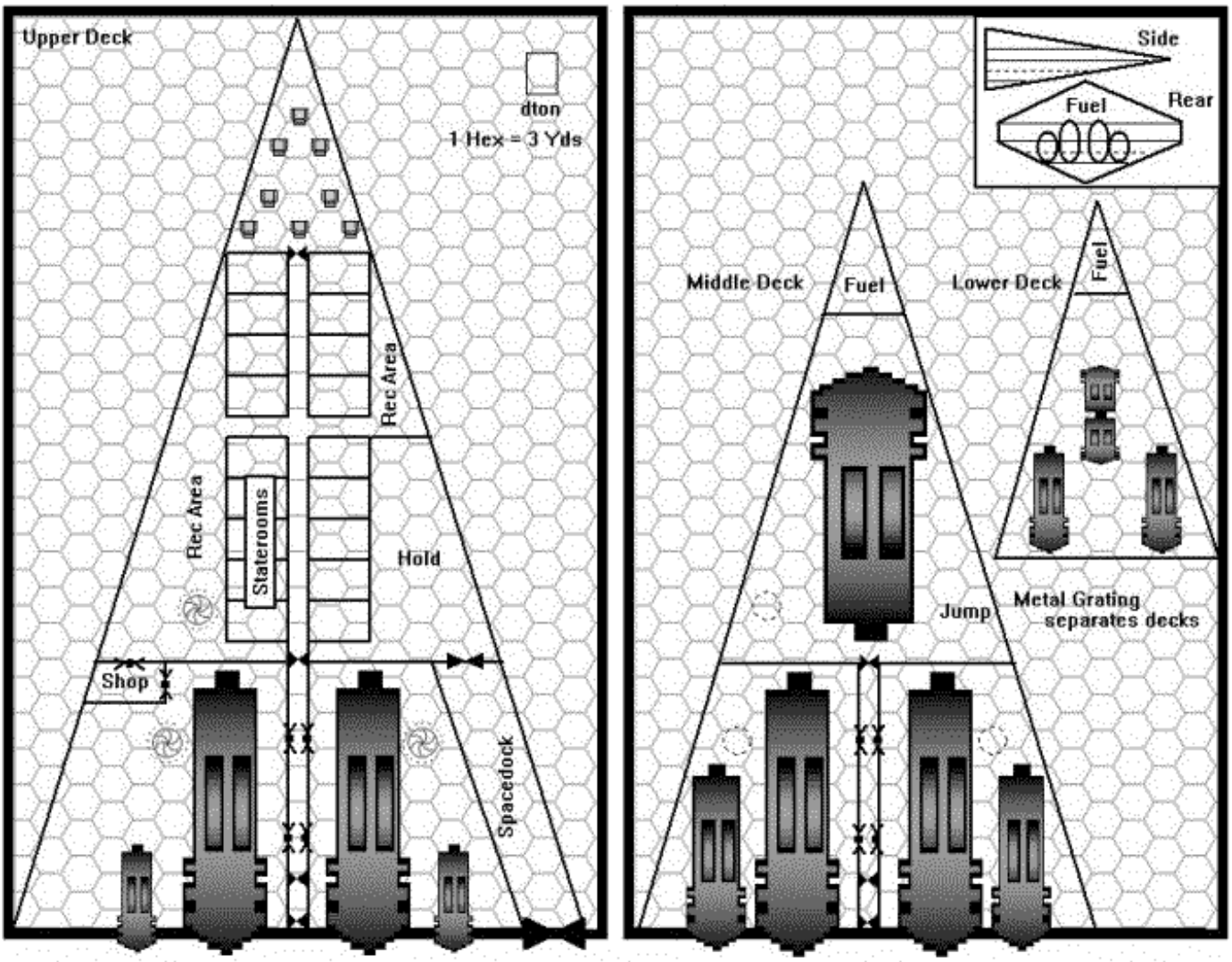
| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *570 GJ Spinal Meson Gun* | Exp | 38 | 7d x 3000(!) | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 371.1 man-hours per day, 6.0 MCr/yr

**Statistics:** EMass 49,880.1 tonnes, LMass 58,529.9 tonnes, Cost: 5,976.51 MCr (MCr7,079.82 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 6.2 G (7.3 G empty, 6.1 G overloaded), Jump 3, 51,346 km/h (skim)

# *Hawk*-class Destroyer Escort (GTL12)




**Deckplan 7: *Hawk*-class Destroyer Escort**

The *Hawk*-class Destroyer Escort was designed and built in response to the growing pirate activity along the Vargr Extents. Capable of extremely high acceleration, it is able to get to a trouble spot in minimal time and either dish out moderate quantities of damage or act as a missile shield for convoys. Against heavily armed and armored ships, it fairs better than expected as this high acceleration allows it to stay out of range of most of the heavier weapons, swooping in for an attack at unprotected (or non-weapon bearing) locations.

Typical missions are convoy escort and perimeter patrol. Its moderate jump rating and high acceleration also qualifies it as a true escort, running along side destroyer squadrons.

*Hawk*-class Destroyer Escorts are named after birds of prey.

*Crew:* 32 Total. 18 Command and Control, 1 Maneuver Drive, 1 Medical, 10 Turret Gunners, 2 Flight Crew

1,000-ton SL Hull, DR 1000 (Dr 500 on weapons), Heavy Compartmentalization, 10 Turrets (2 lasers and one missile rack each), Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Computer Centre, EW Suite, Enhanced Communicators, Enhanced Sensors, 2 Engineering, 192 Maneuver, 52 Jump, 412 Fuel, 6 Fuel Processors (8.6 hours), 2 Utility, 18 Staterooms, Sickbay, Workshop, 4 Escape Capsules, Spacedock for Launch, 15 Cargo

| *Communicator Range (miles)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| Enhanced Commo | | | | |

| *Sensor Range/Scan (miles)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| Enhanced Sensors | | | |

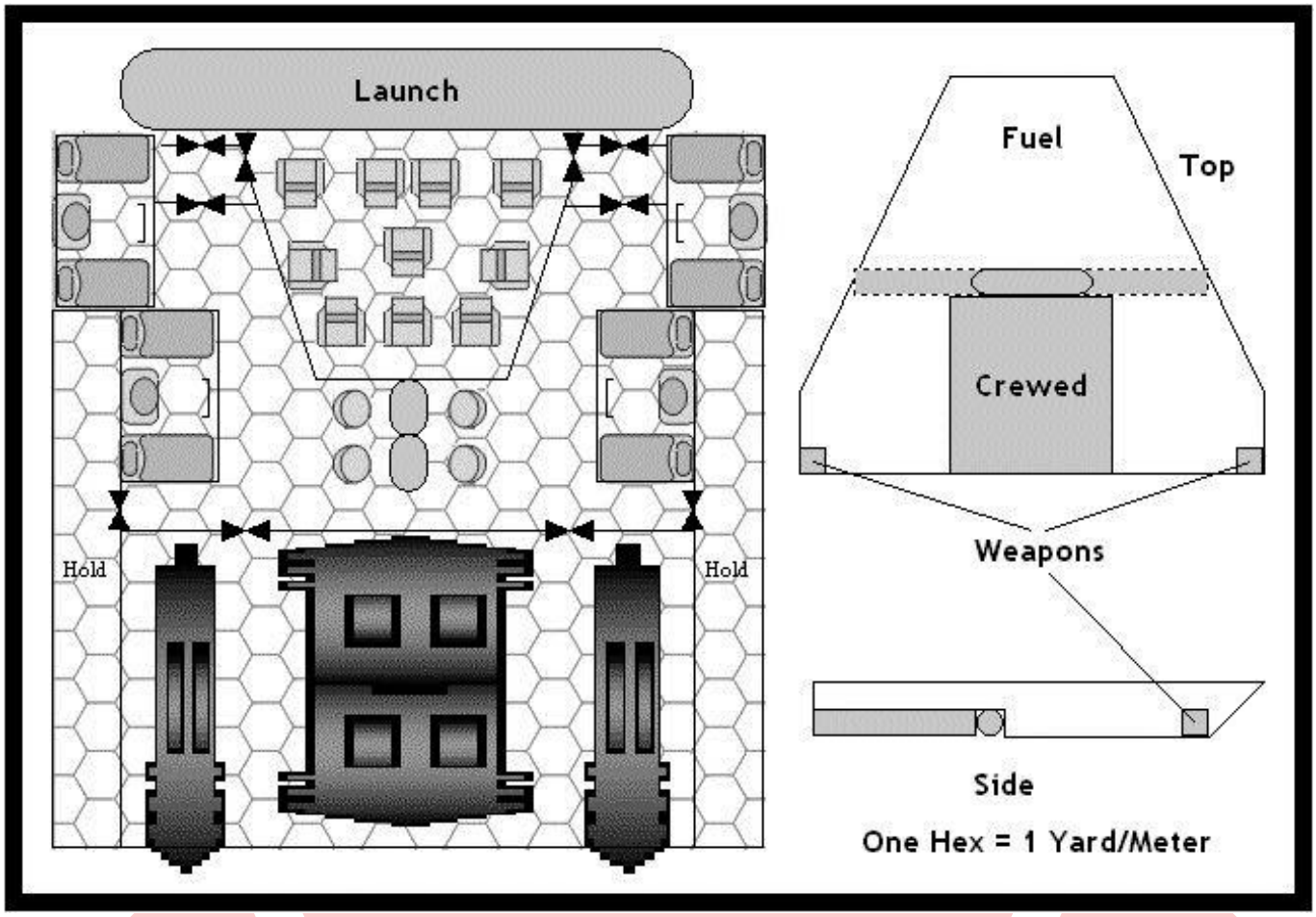
| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | | | | | 1/60 |

*Maintenance:* 116.6 Man-Hours/day

**Statistics:** EMass 2,666.19 stons, LMass 3,190.19 stons, Cost MCr589.59, HP 67,500, Size Mod 10, HT 12, CP 78.

**Performance:** Jump-4, Acc L/E 6.02 / 7.20 Gs, Airspeed 5,657 mph, Skimming Airspeed 16,000 mph, Aerostatic Lift 19,200 stons.

# *Irushma*-class Patrol Frigate (GTL12)




**Deckplan 8: *Irushma*-class Patrol Frigate**

Intended as a cost-effective patrol ship, the *Irushma*-class patrol frigate was introduced in 1094, and is now widely deployed on all Imperial frontiers. Thin-skinned and slow, the *Irushma* is intended to patrol its assigned route, jumping out at the first sign of trouble. While enough fuel for 8 parsecs of continuous jumping is carried, standard doctrine calls for maintaining a 124 dton reserve of fuel at all times—enough for a 4 parsec jump to safety.

*Crew:* 3 bridge crew, engineer, 3 gunners

300 USL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 405 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 7 Maneuver, 248 Fuel, 1 Fuel Scoop, Fuel Processor (31.0 hrs), 1 Utility, 4 Staterooms, 1 Cradle for Launch, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 51.1 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 284.7 tonnes, LMass 575.0 tonnes, Cost: 113.41 MCr (MCr122.67 fitted out), HP: 25,407, Size Mod: +8

**Performance:** Accel: 1.1 G (2.2 G empty, 1.1 G overloaded), Jump 4, 2,290 km/h (skim)

# *Kieran*-class Battle Rider (GTL12)

Unusual among Imperial Navy warships, the *Kieran* class mounts only beam weapons. Well armoured and armed with a massive 2.9 TJ meson gun, a *Kieran* is more than a match for any known enemy warship.

*Crew:* 10 bridge crew, 300 engineers, 112 gunners, 5 medics, 2 auxiliary crew

40,000 USL, DR 50000 (DR 8000 on weapons), PD 4, Total Compartmentalization, 20 Triple 405 MJ Laser Turrets, 26 Single 1,313 MJ Laser Turrets, 10 47 GJ Particle Bays, 64 Nuclear Dampers, 879 Meson Screens, 2.9 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Electronic Warfare Suite, Engineering, 30000 Maneuver, 5 Workshops, 80 Utility, 215 Staterooms, 5 Sickbays, Critical Psionic Shielding, Hanger for 2 *Traynor* Armed Gigs with 1 Entrance, 32 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 66,645 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |
| *47 GJ PAW Bay* | Imp | 35 | 5d x 4,050 | 77,568 km | 145,440 km | 1/60 |
| *2.9 TJ Spinal Meson Gun* | Exp | 40 | 6d x 6000(!) | 567,296 km | 1,063,680 km | 1/60 |

*Defenses:* DR 50000 (DR 8000 on weapons), PD 4, -8 to active scans, -4 to passive scans, 64 km Nuclear Damper, Meson Screen DR 30000

*Maintenance:* HT: 9, 879.9 man-hours per day, 33.6 MCr/yr

**Statistics:** EMass 619,995.9 tonnes, LMass 620,433.9 tonnes, Cost: 33,601.89 MCr (MCr33,620.57 fitted out), HP: 663,125, Size Mod: +12

**Performance:** Accel: 4.4 G (4.4 G empty, 4.4 G overloaded), 76,435 km/h (skim)

# *Korascant*-class Battle Tender (GTL12)

The *Korascant* is as large as a megafreighter, which is essentially what it is: battle tenders are specialized ships that shuttle battle riders between the stars.

While unarmed itself, the *Korascant* none-the-less carries an impressive punch: a squadron of *Malagant*-class Battle Riders and five squadrons of *Citadel*-class Heavy Fighters provide for impressive offensive capability. Medical facilities and a small repair facility (the shipyard) make the *Korascant* a suitable base between battles, while a completely staffed information centre is available for the squadron commander.

*Crew:* 30 bridge crew, 295 engineers, 10 medics, 20 technicians, 105 auxiliary crew

150,000 USL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Information Centre, Engineering, 12500 Jump, 17000 Maneuver, 100,000 Fuel, 14.5 Fuel Scoops, 4 Workshops, Shipyard, 300 Utility, 230 Staterooms, 6 Exercise Rooms, 2 Halls seating 200 people, 10 Sickbays, 2 Operating Theatres, Hanger for 50 *Citadel* Heavy Fighters with 1 Entrance, Hanger for 5 *Traynor* Armed Gigs with 1 Entrance, 5 Cradles for *Malagant* Battle Rider, 78 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

*Defenses:* DR 100, PD 4, -8 to active scans, -4 to passive scans

*Maintenance:* HT: 12, 1,251.7 man-hours per day, 68.0 MCr/yr

**Statistics:** EMass 197,207.3 tonnes, LMass 1,435,698.4 tonnes, Cost: 67,999.60 MCr (MCr143,253.09 fitted out), HP: 1,600,602, Size Mod: +13

**Performance:** Accel: 1.1 G (7.8 G empty, 1.1 G overloaded), Jump 4, 12,982 km/h (skim)

# *Kuru*-class Patrol Frigate (GTL12)

The *Kuru*-class patrol frigate is one of the latest additions to the Imperial Navy. Long range sensors and two *Rampart* fighters provide excellent patrol capability, while stealth and armour make for a hard-hitting, survivable ship in combat. While impressive, the *Kuru* has no extra boats, and thus is reliant on other ships for atmospheric landing of crew and supplies. While not a problem when used as designed, this limitation does restrict the missions the *Kuru* may be assigned.

*Crew:* 6 bridge crew, 2 engineers, 8 gunners, medic, 2 auxiliary crew, 9 frozen watch

400 USL, DR 500 (DR 250 on weapons), PD 4, 3 Triple Missile Turrets (Light), Triple 405 MJ Laser Turret, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 90 Maneuver, 200 Fuel, 1 Utility, 10 Staterooms, 3 Low Berths (12 cryotubes), Sickbay, 2 Bays for *Rampart* Fighters, 10.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 66.2 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 781.8 tonnes, LMass 1,275.0 tonnes, Cost: 190.40 MCr (MCr235.37 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 6.4 G (10.4 G empty, 5.6 G overloaded), Jump 5, 22,176 km/h (skim)

# *Lorden*-class Armed Courier (GTL12)

In war, timely information is critical. The Imperial Navy uses the *Lorden* and similar armed couriers to spread information among its commanders as fast as possible.

Although armed with both missiles and lasers, standing orders limit these to defensive use—the information stored in the ship's memory banks is more critical than destroying enemy vessels. Prospective skippers are told of Lt. Yeganagi, who was court-martialed after she single-handedly defeated a Sword Worlds destroyer during the Fifth Frontier War. Although a brilliant tactical victory, the Naval Review Board held that it was inconsequential compared to the risk of losing the intelligence reports she was carrying.

*Crew:* 2 bridge crew, engineer, 3 gunners

400 SL, DR 100, PD 4, 2 Triple Missile Turrets (Light), 2 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Xboat Communicator, Engineering, 28 Jump, 16 Maneuver, 240 Fuel, 3 Fuel Processors (10.0 hrs), 1 Utility, 2 Bunkrooms, 4.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 60.4 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 488.3 tonnes, LMass 793.4 tonnes, Cost: 158.23 MCr (MCr169.54 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.8 G (3.0 G empty, 1.7 G overloaded), Jump 6, 3,598 km/h (atm), 10,178 km/h (skim)

# *Malagant*-class Battle Rider (GTL12)

The Imperial Navy's major offensive power is not its battleships, but rather its squadrons of battle riders. The *Malagant* class is a light battle rider: it has decent acceleration and armour, but its main strength is its super-heavy meson gun—the heaviest model used by the Navy.

Other than the 2.9 TJ meson gun, the *Malagant* mounts ten heavy missile bays, fifteen 1.3 GJ lasers, and eight triple 405 MJ lasers. The rider is protected by armour, nuclear dampers, and a meson screen. Critical areas have psionic shielding, and a platoon of Imperial marines provides armed security.

*Crew:* 10 bridge crew, 110 engineers, 110 gunners, 5 medics, 34 Marines (2 officers, 32 enlisted)

20,000 USL, DR 20000 (DR 8000 on weapons), PD 4, Total Compartmentalization, 10 Large Missile Bays (Heavy), 8 Triple 405 MJ Laser Turrets, 15 Single 1,313 MJ Laser Turrets, 4 Nuclear Dampers, 411 Meson Screens, 2.9 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Command Bridge, Engineering, 11000 Maneuver, Workshop, 40 Utility, 118 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), Gym, Exercise Room, 5 Military Sickbays, Brig (2 prisoners), Critical Psionic Shielding, 50 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 66,645 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |
| *2.9 TJ Spinal Meson* Gun | Exp | 40 | 6d x 6000(!) | 567,296 km | 1,063,680 km | 1/60 |

*Defenses:* DR 20000 (DR 8000 on weapons), PD 4, -8 to active scans, -4 to passive scans, 32 km Nuclear Damper, Meson Screen DR 20000

*Maintenance:* HT: 10, 582.2 man-hours per day, 14.7 MCr/yr

**Statistics:** EMass 237,380.4 tonnes, LMass 247,810.9 tonnes, Cost: 14,711.66 MCr (MCr17,711.66 fitted out), HP: 417,743, Size Mod: +12

**Performance:** Accel: 4.0 G (4.2 G empty, 4.0 G overloaded), 54,541 km/h (skim)

# *Monfraki*-class Dropship (GTL12)

Carrying a platoon of Imperial Marine drop troops, with sufficient drop capsules for two assaults, *Monfraki*-class dropships are almost invariably deployed for commando operations.

*Crew:* 4 bridge crew, 2 engineers, 3 gunners, medic, 2 auxiliary crew, 33 Marines (officer, 32 enlisted)

400 USL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 20 Jump, 95 Maneuver, 160 Fuel, 1 Fuel Scoop, Fuel Processor (20.0 hrs), 1 Utility, 7 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), 3 Briefing Rooms (holds 30), Drop Capsule Launcher (240 per turn, 64 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Sickbay, 1 Bay for *Murka* Combat Shuttle, 4.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Defenses:* DR 2000 (DR 1000 on weapons), PD 4, -8 to active scans, -4 to passive scans

*Maintenance:* HT: 12, 64.8 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 1,539.0 tonnes, LMass 1,913.6 tonnes, Cost: 182.29 MCr (MCr200.77 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 4.5 G (5.6 G empty, 4.3 G overloaded), Jump 4, 21,876 km/h (skim)

# *Osiron*-class Destroyer (GTL12)

*Osiron*-class destroyers are commonly encountered leading small task forces. Armed with a mix of weaponry and carrying a small flight of *Citadel*-class heavy fighters, they are ideal ships to command a flotilla. The Imperial Navy also uses *Osiron*-class destroyers as escorts for valuable supply convoys.

*Crew:* 8 bridge crew, 18 engineers, 20 gunners, 10 auxiliary crew, 28 frozen watch, 33 Marines (officer, 32 enlisted)

4,000 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 405 MJ Laser Turrets, 3 13 GJ Meson Bays, Nuclear Damper, 15 Meson Screens (DR 3000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 3 Engineering, 200 Jump, 1586 Maneuver, 1,600 Fuel, 5 Utility, 29 Staterooms, 7 Low Berths (28 cryotubes), Marine Barracks (Stateroom, 8 Bunkrooms), 4 Bays for *Citadel* Heavy Fighters, 1 Bay for Gig, 38.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *13 GJ Meson Gun* | Exp | 30 | 6d x 1,500(!) | 23,408 km | 70,224 km | 1/60 |

*Maintenance:* HT: 12, 223.4 man-hours per day, 2.2 MCr/yr

**Statistics:** EMass 17,555.2 tonnes, LMass 21,179.3 tonnes, Cost: 2,165.27 MCr (MCr2,330.93 fitted out), HP: 142,866, Size Mod: +10

**Performance:** Accel: 6.8 G (8.2 G empty, 6.6 G overloaded), Jump 4, 44,856 km/h (skim)

# *Pheidippides*-class Imperial Courier (GTL12)

Swift and well-protected, a small fleet of *Pheidippides*-class couriers travels with the Emperor, ready to carry his Voice to the farthest reaches of the Imperium. Service on an Imperial courier is a great honour, and Navy officers and ratings alike compete to be chosen.

*Crew:* 3 bridge crew, engineer, 4 gunners

400 SL, DR 800 (DR 400 on weapons), PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 405 MJ Laser Turret, Triple 102 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Xboat Communicator, Engineering, 28 Jump, 12 Maneuver, 240 Fuel, 1 Utility, 2 Bunkrooms, 11.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 12, 60.0 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 754.4 tonnes, LMass 1,057.7 tonnes, Cost: 156.37 MCr (MCr162.03 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.0 G (1.4 G empty, 0.9 G overloaded), Jump 6, 3,116 km/h (atm), 8,815 km/h (skim)

# *Pugilist*-class Combat Scout (GTL12)

A failed experiment, the *Pugilist* class was an attempt to produce a small, cheap scoutship capable of standing in the line of battle. While small, the design is neither cheap nor battle-capable, and the few examples left in service are in private hands.

*Crew:* pilot, engineer, gunner

100 SL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, Triple 405 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 5 Jump, 16 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 2 Staterooms, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Enhanced Sensor* | 3,200,000/43 | 3,200,000/43 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 43.2 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 489.4 tonnes, LMass 527.9 tonnes, Cost: 81.15 MCr, HP: 12,214, Size Mod: +7

**Performance:** Accel: 2.7 G (3.0 G empty, 2.7 G overloaded), Jump 4, 5,860 km/h (atm), 16,577 km/h (skim)

# *S-XL* -class Long Range Scout (GTL12)

The S-XL (Sulieman Extended Range) program was instigated following the Fifth Frontier War when the Imperial Interstellar Scout Service (IISS) identified the need for a long range scout ship. The intent was for the vessel to act as a courier for personnel too, but the development of prototypes demonstrated that the hull had insufficient space to fulfill this role adequately. The number of S-XL class ships in use is unknown as they utilize the same hull form as the original Type-S for disinformation and cost purposes. The hull is manufactured to civilian standards to save costs. Although armed with a single turret (with the classic sand/laser/missile mix, the S-XL does not carry a dedicated gunner and is designed to be operated by a single individual.

Unconfirmed rumours suggest that a squadron of these vessels is based in the Jewell subsector (around Ruby and Emerald) of the Spinward Marches, used for Jump 3 stand off observation of the Zhodani Riverland Wall.

*Crew:* pilot

100-ton SL Hull, DR 100, PD 4, Turret with mixed weapons, Basic stealth, Basic emission cloaking, Hardened Bridge, Engineering, 3 Maneuver, 7 Jump, 60 Fuel, Stateroom, 1 Utility, 0.5 cargo

*Communicators:* Radio 3 million km, Laser 6 million km, Meson 0.01 million km
*Sensors:* PESA 48000 km, AESA 240000 km, Radscanner 3200 km
*405-MJ Laser:* Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 41630 km, MxRng 124900 km, FP 7, SS 30, RoF 1/60

**Statistics:** EMass 182.4 tonnes, LMass 184.7 tonnes, Cost MCr 40.2, HP 16200
**Performance:** Accel 1.5 G (1.5 G empty, 1.4 G overloaded), Jump 6, Air Speed 2309 km/h

# *Solon*-class Battlecruiser (GTL12)

Massively armed and armoured, the *Solon*-class battlecruiser can overwhelm opponents up to twice its size. In addition to its own armament, the battlecruiser carries a squadron of *Citadel*-class heavy fighters for close support. Four *Murka*-class combat shuttles carry its company of Imperial Marines, allowing for pinpoint raids as well as overwhelming bombardments.

*Crew:* 20 bridge crew, 30 engineers, 42 gunners, 2 medics, 28 auxiliary crew, 61 frozen watch, 125 Marines (5 officers, 120 enlisted)

10,000 USL, DR 10000 (DR 5000 on weapons), PD 4, 5 Single 1,313 MJ Laser Turrets, 8 13 GJ Meson Bays, 2 Nuclear Dampers, 44 Meson Screens (DR 5000), 570 GJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 400 Jump, 2600 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 15 Fuel Processors (25.0 hrs), 20 Utility, 61 Staterooms, 16 Low Berths (64 cryotubes), Marine Barracks (3 Staterooms, 30 Bunkrooms), 4 Briefing Rooms (holds 40), 6 Battledress Racks (120 stored), Weapons Locker (3.6 tonnes capacity), 4 Gyms, Shooting Range, 2 Military Sickbays, Operating Theatre, 3 Brigs (6 prisoners), Safe (11.3 $m^3$ capacity), Hanger for 10 *Citadel* Heavy Fighters with 1 Entrance, 4 Bays for *Murka* Combat Shuttles, 423 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |
| *Enhanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 3,200,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Advanced Sensor* | 16,000,000/47 | 16,000,000/47 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |
| *13 GJ Meson Gun* | Exp | 30 | 6d x 1,500(!) | 23,408 km | 70,224 km | 1/60 |
| *570 GJ Spinal Meson Gun* | Exp | 38 | 7d x 3000(!) | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 354.2 man-hours per day, 5.4 MCr/yr

**Statistics:** EMass 62,094.2 tonnes, LMass 71,836.9 tonnes, Cost: 5,445.37 MCr (MCr5,826.39 fitted out), HP: 263,161, Size Mod: +11
**Performance:** Accel: 3.3 G (3.8 G empty, 3.0 G overloaded), Jump 3, 39,339 km/h (skim)

# *Stromali*-class Escort Destroyer (GTL12)

Fast, well-armoured, and with a jump capacity better than most Imperial battleships, squadrons of *Stromali*-class destroyers are attached to every major Imperial fleet.

*Crew:* pilot, 10 engineers, 16 gunners, 4 auxiliary crew

2,000 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 405 MJ Laser Turrets, 13 GJ Meson Bay, Nuclear Damper, 4 Meson Screens (DR 1000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 100 Jump, 857 Maneuver, 800 Fuel, 3 Utility, 16 Staterooms, 2 Bays for *Citadel* Heavy Fighters

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *13 GJ Meson Gun* | Exp | 30 | 6d x 1,500(!) | 23,408 km | 70,224 km | 1/60 |

*Maintenance:* HT: 12, 161.9 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 10,178.5 tonnes, LMass 11,951.6 tonnes, Cost: 1,138.30 MCr (MCr1,232.53 fitted out), HP: 90,000, Size Mod: +10

**Performance:** Accel: 6.5 G (7.6 G empty), Jump 4, 40,474 km/h (skim)

# *Temaughi*-class Corvette (GTL12)

The Imperial Navy commissioned its first *Temaughi*-class corvette just before the Fifth Frontier War. Fast, well-armoured, and with an incredible strategic mobility, *Temaughi* corvettes are tasked with courier and patrol operations.

*Crew:* 3 bridge crew, engineer, 3 gunners

300 USL, DR 800 (DR 400 on weapons), PD 4, Heavy Compartmentalization, 2 Triple Missile Turrets (Light), Triple 405 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 21 Jump, 70 Maneuver, 180 Fuel, 1 Utility, 4 Staterooms, 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Defenses:* DR 800 (DR 400 on weapons), PD 4, -8 to active scans, -4 to passive scans

*Maintenance:* HT: 12, 60.7 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 724.6 tonnes, LMass 968.4 tonnes, Cost: 160.05 MCr (MCr171.36 fitted out), HP: 25,407, Size Mod: +8

**Performance:** Accel: 6.6 G (8.8 G empty, 6.2 G overloaded), Jump 6, 21,706 km/h (skim)

# *Thespia*-class Destroyer (GTL12)

One of the smaller destroyers in the Imperial Navy, the *Thespia* class is cramped but popular with crews. It is armed entirely with beam weapons, making it suitable for extended action far from supply depots.

*Crew:* 5 bridge crew, 10 engineers, 15 gunners, medic

3,000 SL, DR 4500 (DR 2250 on weapons), PD 4, Total Compartmentalization, 3 Triple 405 MJ Laser Turrets, 4 Triple 102 MJ PD Laser Turrets, 3 Single 1,313 MJ Laser Turrets, 2 13 GJ Meson Bays, Nuclear Damper, 3 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 840 Maneuver, 1,200 Fuel, 10 Fuel Processors (15.0 hrs), 5 Utility, 16 Staterooms, Sickbay, 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |
| *13 GJ Meson Gun* | Exp | 30 | 6d x 1,500(!) | 23,408 km | 70,224 km | 1/60 |

*Defenses:* DR 4500 (DR 2250 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 600

*Maintenance:* HT: 12, 179.6 man-hours per day, 1.4 MCr/yr

**Statistics:** EMass 11,864.8 tonnes, LMass 12,998.6 tonnes, Cost: 1,400.17 MCr, HP: 117,933, Size Mod: +10

**Performance:** Accel: 5.9 G (6.4 G empty, 5.8 G overloaded), Jump 4, 13,645 km/h (atm), 38,594 km/h (skim)

# *Traskon*-class Assault Carrier (GTL12)

Carrying a company of Marines, the *Traskon* is capable of delivering them under fire using its four *Murka* combat shuttles. While its short legs mean that it requires an escort, its high jump gives the *Traskon* strategy flexibility—a quality necessary for the current Imperial doctrine of flexible response.

*Crew:* 5 bridge crew, engineer, 14 gunners, 8 auxiliary crew, 123 Marines (3 officers, 120 enlisted)

1,200 USL, DR 2000 (DR 1000 on weapons), PD 4, Heavy Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple Sandcaster Turrets, 4 Triple 405 MJ Laser Turrets, 4 Triple 102 MJ PD Laser Turrets, Nuclear Damper, 6 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 60 Jump, 50 Maneuver, 480 Fuel, 3 Utility, 14 Staterooms, Marine Barracks (2 Staterooms, 30 Bunkrooms), 3 Briefing Rooms (holds 30), 6 Battledress Racks (120 stored), Weapons Locker (1.8 tonnes capacity), Hanger for 4 *Murka* Combat Shuttles with 1 Entrance, 150.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Defenses:* DR 2000 (DR 1000 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 2000

*Maintenance:* HT: 12, 91.7 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 2,796.6 tonnes, LMass 4,683.8 tonnes, Cost: 364.58 MCr (MCr427.21 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.0 G (1.6 G empty, 0.6 G overloaded), Jump 4

# *Uramikaa*-class Corvette (GTL12)

One of the Imperial Navy's most heavily armoured corvettes, *Uramikaa* class warships are usually assigned to anti-piracy patrols along the border with the Vargr Extents.

*Crew:* 3 bridge crew, 3 engineers, 4 gunners

800 SL, DR 5000 (DR 2500 on weapons), PD 4, Heavy Compartmentalization, 2 Triple Missile Turrets (Light), 3 Triple 405 MJ Laser Turrets, 3 Single 1,313 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 40 Jump, 238 Maneuver, 320 Fuel, Fuel Processor (40.0 hrs), 1 Utility, 6 Staterooms, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Enhanced Sensor* | 7,200,000/45 | 7,200,000/45 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 66,645 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 120,320 km | 225,600 km | 1/60 |

*Defenses:* DR 5000 (DR 2500 on weapons), PD 4, -8 to active scans, -4 to passive scans

*Maintenance:* HT: 12, 100.0 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 4,580.3 tonnes, LMass 4,939.8 tonnes, Cost: 434.45 MCr (MCr445.77 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.4 G (4.7 G empty, 4.4 G overloaded), Jump 4, 10,828 km/h (atm), 30,626 km/h (skim)

# *Viodak*-class Light Carrier (GTL12)

One of the Imperial Navy's recent acquisitions, the *Viodak*-class is intended for long-range patrolling as part of a small flotilla. While its hold carries enough spares for extended operations, the carrier is dependent on other vessels for refueling. This is not seen as a weakness, because current Navy doctrine calls for specialized refueling vessels.

*Crew:* 10 bridge crew, 4 engineers, 25 gunners, 2 medics, 104 auxiliary crew, 10 auxiliary support crew, 12 Marines (12 enlisted)

5,000 USL, DR 600 (DR 300 on weapons), PD 4, Heavy Compartmentalization, 2 Small Missile Bays (Light), 10 Triple Sandcaster Turrets, 20 Triple 102 MJ PD Laser Turrets, Nuclear Damper, 4 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 200 Jump, 190 Maneuver, 1,500 Fuel, 2 Fuel Scoops, 15 Fuel Processors (12.5 hrs), 2 Workshops, 10 Utility, 78 Staterooms, Marine Barracks (6 Staterooms), 2 Sickbays, Hanger for 100 *Rampart* Fighters with 1 Entrance & 1 Launch Tube, Hanger for 2 Gigs, 501 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Defenses:* DR 600 (DR 300 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 600

*Maintenance:* HT: 12, 158.4 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 4,163.1 tonnes, LMass 17,243.1 tonnes, Cost: 1,089.31 MCr (MCr2,688.89 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 1.0 G (4.1 G empty, 0.7 G overloaded), Jump 3

# *Vuki*-class Intruder Scout (GTL12)

Designed for deep-penetration surveillance mission, the *Vuki* can hold station for months if necessary, lurking protected by radical stealthing and emission cloaking while its command-level sensors sweep the sky for intelligence on enemy naval movements.

Unlike the *Geist*-class Deep Scout, the Imperial Navy admits the existence of the *Vuki*-class Intruder Scout, although officially the ships do no more than patrol neutral space along the Imperium's borders. Deep penetration missions are officially denied, and no neighbouring government has made public evidence that they are occurring: whether this is because there are in fact no such missions or because of political maneuvering is known only to Imperial officials with the highest security clearances.

*Crew:* 3 bridge crew, engineer, 2 gunners

200 USL, DR 600 (DR 300 on weapons), PD 4, 2 Triple Missile Turrets (Light), Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Long-Range PESA Array, Engineering, 14 Jump, 30 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, 4 Staterooms, Exercise Room, 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |
| *Md PESA Array* | 4,800,000/44 | — | — |

*Maintenance:* HT: 12, 63.2 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 412.2 tonnes, LMass 624.2 tonnes, Cost: 173.35 MCr (MCr184.66 fitted out), HP: 19,389, Size Mod: +8

**Performance:** Accel: 4.4 G (6.6 G empty, 3.5 G overloaded), Jump 6, 15,634 km/h (skim)

# *Warhoud*-class Assault Carrier (GTL12)

The *Warhoud*-class Assault Carrier is a prototype design, currently being tested by the Imperial Navy. Standard doctrine calls for two main missions: fighter support of a jump-4 fleet, or jump-2 raids against soft targets and shipping. Five squadrons of front-line *Rampart* fighters give the *Warhoud* plenty of firepower for both these missions.

*Crew:* 5 bridge crew, 3 engineers, 12 gunners, 2 medics, 51 auxiliary crew

1200-ton USL Hull, DR 2000, PD 4 (Installations DR 100, PD 4), 5 Turrets with 3 missile racks each, 7 Turrets with 3 lasers each, Meson Screen (DR2093), Nuclear Damper (24 km range), Hardened Command Bridge, Engineering, 308 Maneuver, 85 Jump, 480 Fuel, Fuel Processor (60.0 hours), 37 Staterooms, 3 Utility, Spacedock (holds Gig, 20 tons, door), 72 External Cradles (50 *Ramparts*, max capacity 4082 tonnes), Sickbay, 72 cargo

*Communicators:* Radio 8 million km, Laser 16 million km, Meson 0.2 million km

*Sensors:* PESA 160000 km, AESA 320000 km, Radscanner 6400 km

*21 405-MJ Lasers:* Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 41635 km, MxRng 124909 km, FP 7, SS 30, RoF 1/60

**Statistics:** EMass 4754.4 tonnes, LMass 9233.1 tonnes, Cost MCr 515.4, HP 89400

**Performance:** Accel 3.0 G (5.9 G empty, 2.7 G overloaded), Jump 4, Air Speed 0 km/h

# *Wylbur*-class Ultra-Heavy Fighter (GTL12)

Designed as a space-capable ground support fighter, the *Wylbur* class is only found with Imperial Marine units. Although the *Wylbur* is pricey—costing almost as much as a small escort starship—it is virtually invulnerable to anything short of a spinal weapon, making it an extremely popular fighter with its crews.

*Crew:* pilot, engineer, 5 gunners

80 SL, DR 10000 (DR 5000 on weapons), PD 4, Total Compartmentalization, Double 690 MJ Fusion Turret, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 61 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *690 MJ Fusion Gun* | Spcl | 29 | 6d x 410 | 5,866 km | 17,600 km | 1/60 |

*Maintenance:* HT: 8, 40.3 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,612.7 tonnes, LMass 1,612.7 tonnes, Cost: 70.34 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 3.4 G, 12,239 km/h (atm), 34,619 km/h (skim)

# *Yelsyn*-class Frigate (GTL12)

A typical Imperial multi-function frigate, the *Yelsyn*-class is common in Reavers' Deep and along the border with the Aslan Hierate, although several squadrons are assigned to the Marches.

*Crew:* 7 bridge crew, 3 engineers, 9 gunners, medic

800 SL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 405 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 216 Maneuver, 320 Fuel, 2 Fuel Processors (20.0 hrs), 2 Utility, 10 Staterooms, Sickbay, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 92.6 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 2,837.6 tonnes, LMass 3,279.9 tonnes, Cost: 372.34 MCr (MCr394.98 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 6.0 G (6.9 G empty, 5.8 G overloaded), Jump 4, 10,315 km/h (atm), 29,176 km/h (skim)

# Other Military Forces

The Imperial Navy needs jump-capable warships, but a planetary navy can concentrate on firepower. Without the vast space consumed by jump fuel, a system defense boat can defeat a starship up to twice its displacement.

Monitors and system defense boats are usually associated with planetary navies, although the Imperial Navy also uses them to protect major bases and depots.

## *Mayskyu*-class System Defense Boat (GTL9)

While limited by low technology, the Droyne are far from helpless. System defense boats such as the *Mayskyu* patrol many Droyne worlds, on guard against those who regard the Droyne as weak pastoralists.

The crew roster lists positions, not crewmembers. As with most Droyne ships, tasks are allocated somewhat differently to human norms.

*Crew:* 4 bridge crew, 6 engineers, 3 gunners, 1 medic

600 SL, DR 8000 (DR 1000 on weapons), PD 4, 2 Triple Missile Turrets (Heavy), 4 Single 303 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Communicator, Enhanced Sensor, Electronic Warfare Suite, Engineering, 360 Fusion Rocket, 50 Water (53.6 hrs), 4 Utility, 3 Nests, 1 Sickbay, 9.5 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge*: | 8,000,000 km | — | 16,000,000 km | — |
| *Enhanced Commo*: | 1,600,000 km | 16,000,000 km | 3,200,000 km | — |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge*: | 480,000 km/38 | 1,600,000 km/41 | 32,000 km/31 |
| *Enhanced Sensor*: | 1,600,000 km/41 | 3,200,000 km/43 | 72,000 km/33 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *303 MJ Rainbow Laser* | Imp | 33 | 5d x 55 | 8,000 km | 24,000 km | 1/60 |

**Statistics:** EMass 15,497.9 tonnes, LMass 15,602.2 tonnes, Cost: 568.52 MCr (MCr586.52 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 1.7 G (1.7 G empty, 1.7 G overloaded)

## *Verdamt*-class System Defense Boat (GTL9)

The *Verdamt* is a typical low-tech heavy system defense boat. Heavily armoured and lumbering, it engages its targets with a medium spinal particle accelerator as well as four batteries of heavy missiles.

*Crew:* 8 bridge crew, 59 engineers, 64 gunners, 5 medics, 68 frozen watch

10,000 USL, DR 8000 (DR 1000 on weapons), PD 4, Heavy Compartmentalization, 4 Large Missile Bays (Heavy), 10 Triple 40 MJ PD Laser Turrets, 920 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 3500 Fusion Rocket, 500 Water (535.7 hrs), 54 Utility, 12 Bunkrooms, 17 Low Berths, 5 Military Sickbays, 82 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge*: | 8,000,000 km | — | 16,000,000 km | 160,000 km |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge*: | 720,000 km/39 | 2,400,000 km/42 | 48,000 km/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *40 MJ Rainbow Laser* | Imp | 30 | 5d x 20 | 14,560 km | 43,680 km | 1/15 |
| *920 GJ Spinal PAW* | Imp | 38 | 5d x 4000 | 181,920 km | 545,760 km | 1/60 |

**Statistics:** EMass 133,176.5 tonnes, LMass 137,629.8 tonnes, Cost: 12,758.32 MCr (MCr13,958.32 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.8 G (1.9 G empty, 1.8 G overloaded)

## *Drangki*-class Destroyer (GTL10)

While obsolete by Imperial standards, the *Drangki* is one of the best ships in its world's navy.

*Crew:* pilot, 39 engineers, 9 gunners

4,000 SL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 4 Triple 250 MJ Laser Turrets, 3 Triple 90 MJ PD Laser Turrets, 3 Single 810 MJ Laser Turrets, 3 13 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 120 Jump, 2000 Maneuver, 800 Fuel, 4 Fuel Processors (25.0 hrs), 7 Utility, 25 Staterooms, 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 23,408 km | 70,224 km | 1/60 |

*Maintenance:* HT: 12, 159.8 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 19,880.6 tonnes, LMass 20,619.8 tonnes, Cost: 1,108.24 MCr, HP: 142,866, Size Mod: +10

**Performance:** Accel: 3.5 G (3.6 G empty, 3.5 G overloaded), Jump 2, 12,197 km/h (atm), 34,499 km/h (skim)

# *Gnat*-class Light Fighter (GTL10)

Small, maneuverable, and cheap, the *Gnat* is typically found defending small asteroid settlements.

*Crew:* pilot, engineer

10 USL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 11.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 47.1 tonnes, LMass 47.1 tonnes, Cost: 5.21 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 6.2 G, 15,318 km/h (skim)

# *Irumskla*-class Defense Platform (GTL10)

*Irumskla* platforms orbit many major worlds as a last line of defense against invasion. Virtually impregnable, several platforms acting in concert can saturate near orbital with missile fire, resupplying themselves from their magazines.

*Crew:* 3 bridge crew, 8 engineers, 14 gunners, medic, 13 frozen watch

600 USL, DR 50000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 6 Triple Missile Turrets (Heavy), 48 Magazines, Nuclear Damper, 8 Meson Screens (DR 5000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Enhanced Sensor, Electronic Warfare Suite, Engineering, 450 Maneuver, 2 Utility, 13 Staterooms, 4 Low Berths (16 cryotubes), Sickbay, 14 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Enhanced Sensor* | 3,200,000/43 | 7,200,000/45 | 320,000/37 |

*Maintenance:* HT: 6, 152.2 man-hours per day, 1.0 MCr/yr

**Statistics:** EMass 63,373.0 tonnes, LMass 63,620.2 tonnes, Cost: 1,005.24 MCr (MCr1,053.84 fitted out), HP: 40,332, Size Mod: +9
**Performance:** Accel: 0.3 G (0.3 G empty, 0.3 G overloaded)

# *Joritz*-class System Defense Boat (GTL10)

A compromise between armour and maneuverability, the *Joritz* has adequate amounts of both.

*Crew:* 4 bridge crew, 5 engineers, 3 gunners

400 SL, DR 1300 (DR 650 on weapons), PD 4, Triple Missile Turret (Light), 2 Triple 250 MJ Laser Turrets, Single 810 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 281 Maneuver, 1 Utility, 7 Staterooms

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 45.4 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 2,325.2 tonnes, LMass 2,358.6 tonnes, Cost: 89.57 MCr (MCr98.43 fitted out), HP: 30,779, Size Mod: +8
**Performance:** Accel: 4.3 G (4.4 G empty), 9,538 km/h (atm), 26,978 km/h (skim)

# *Jumo*-class Heavy Fighter (GTL10)

An early heavy fighter, the *Jumo* has been relegated to planetary navies and accredited mercenary organizations. Heavy armour makes for a survivable, if slow, fighter—a popular trait with fighter pilots!

*Crew:* pilot, engineer

50 SL, DR 1300, PD 4, 3 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 11, 19.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 447.7 tonnes, LMass 447.7 tonnes, Cost: 16.26 MCr, HP: 7,694, Size Mod: +6
**Performance:** Accel: 2.9 G, 7,341 km/h (atm), 20,764 km/h (skim)

# *Kroydon*-class Droyne Cruiser (GTL10)

Ships like the *Kroydon* would be classed as escorts by the Imperial Navy.

The *Kroydon* is more of an example than a class: Droyne starships are almost invariably handmade, thus ships with the same specifications can differ considerably in layout and appearance.

*Crew:* 3 bridge crew, 13 engineers, 5 gunners, 2 auxiliary crew

1,200 USL, DR 1300 (DR 650 on weapons), PD 4, 2 Triple Missile Turrets (Light), 6 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, 2 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 48 Jump, 625 Maneuver, 360 Fuel, 3 Utility, 4 Nests, 1 Bay for Gig, 77 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 95.0 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 5,372.9 tonnes, LMass 6,186.2 tonnes, Cost: 391.61 MCr (MCr414.81 fitted out), HP: 64,024, Size Mod: +9

**Performance:** Accel: 3.7 G (4.2 G empty, 3.0 G overloaded), Jump 3, 23,110 km/h (skim)

# *Megalith*-class Battle Station (GTL10)

The Imperial Navy needs starships to patrol the spacelanes and carry the fight to the enemy, but individual worlds need firepower more than they need jump-capable ships. Some worlds opt for large numbers of small ships, others for fewer but larger ships. The *Megalith* class is typical of these large defense monitors. Incredibly tough armour protects a massive arsenal, while twenty squadrons of *Iramda* fighters and ten squadrons of *Jumo* heavy fighters provide adequate patrol coverage.

*Crew:* 10 bridge crew, 1371 engineers, 282 gunners, 16 medics, 300 auxiliary crew, 840 frozen watch, 130 troops

100,000-ton USL Hull, DR 10000, PD 4, Total compartmentalization, 100 Turrets with 3 lasers each, 50 Missile Bays, 40 Particle Beam Bays, Spinal Particle Beam, Hardened Command Bridge, Engineering, 73600 Maneuver, 990 Staterooms, 9 Bunkrooms (144 personnel), 220 Low Berths (holds 880 cryotubes), 200 Utility, 15 Spacedocks (200 *Iramda* Fighters, 100 *Jumo* Heavy Fighters), 15 Sickbays, 1960 cargo

*Communicators:* Radio 3 million km, Laser 6 million km, Meson 0.1 million km

*Sensors:* PESA 80000 km, AESA 240000 km, Radscanner 6400 km

*300 360-MJ Lasers:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4

*40 Particle Beam Bays:* Imp, Acc 33, Dmg 6dx1500, Rng 23400 km, MxRng 70220 km, FP 63

*Spinal Particle Beam:* Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424

*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 574531.6 tonnes, LMass 639287.4 tonnes, Cost MCr 18016.7, HP 2212500

**Performance:** Accel 4.2 G (4.6 G empty, 4.0 G overloaded), Jump 0, Air Speed 960 km/h

# *Midge*-class Light Fighter (GTL10)

Small, maneuverable, and cheap, the *Midge* is typically found defending small asteroid settlements.

*Crew:* pilot, engineer

10 USL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 11.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 47.1 tonnes, LMass 47.1 tonnes, Cost: 5.21 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 6.2 G, 15,318 km/h (skim)

# *Miiriimak*-class Monitor (GTL10)

Built for survivable, close-in fighting, the *Miiriimak* is obsolete by Imperial standards. Short legs and no meson screens make it a sitting target for even the smallest modern Imperial cruiser.

*Crew:* 8 bridge crew, 22 engineers, 24 gunners, medic, 10 Marines (10 enlisted)

3,000 USL, DR 10000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 5 Triple 250 MJ Laser Turrets, 10 Single 810 MJ Laser Turrets, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1300 Maneuver, 6 Utility, 28 Staterooms, Marine Barracks (5 Staterooms), Military Sickbay, 22.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 9, 204.6 man-hours per day, 1.8 MCr/yr

**Statistics:** EMass 55,142.7 tonnes, LMass 55,244.7 tonnes, Cost: 1,817.31 MCr, HP: 117,933, Size Mod: +10

**Performance:** Accel: 0.9 G (0.9 G empty, 0.8 G overloaded)

# *Nova's Roar*-class System Defense Boat (GTL10)

Unlike many system defense boats, the *Nova's Roar* class is not streamlined. Rather than hiding in oceans and gas giants, they are deployed in obvious patrols as a deterrent, or hidden in asteroid swarms as a second-strike force.

*Crew:* pilot, 10 engineers, 9 gunners, medic, 10 auxiliary crew

800 USL, DR 1000 (DR 500 on weapons), PD 4, Heavy Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 250 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 600 Maneuver, 2 Utility, 16 Staterooms, Military Sickbay, 10 Bays for *Iramda* Fighters, 8.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 61.7 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 3,746.4 tonnes, LMass 4,452.7 tonnes, Cost: 165.39 MCr (MCr252.31 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.9 G (5.8 G empty, 4.7 G overloaded), 27,429 km/h (skim)

# *Premia*-class System Defense Boat (GTL10)

One of countless system defense boats found across the Imperium, the *Premia* class is designed for close orbit and aerospace defense.

*Crew:* 6 bridge crew, 7 engineers, 4 gunners, medic

600 SL, DR 2700 (DR 1350 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 250 MJ Laser Turrets, 2 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 425 Maneuver, 1 Utility, 10 Staterooms, Sickbay, 1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2700 (DR 1350 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 11, 58.4 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 5,100.3 tonnes, LMass 5,171.8 tonnes, Cost: 147.93 MCr (MCr165.64 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 3.0 G (3.0 G empty, 3.0 G overloaded), 10,149 km/h (atm), 28,705 km/h (skim)

# *Shintaka*-class System Defense Boat (GTL10)

One of countless system defense boats found across the Imperium, the *Shintaka* class is designed for deep space engagements.

*Crew:* 6 bridge crew, 7 engineers, 7 gunners, medic

500 USL, DR 5000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Heavy), 3 Single 810 MJ Laser Turrets, 10 Magazines, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 420 Maneuver, 1 Utility, 11 Staterooms, Exercise Room, Military Sickbay, 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 5000 (DR 2000 on weapons), PD 4, -12 to active scans, -6 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 10, 72.1 man-hours per day, 0.2 MCr/yr

**Statistics:** EMass 7,354.7 tonnes, LMass 7,438.6 tonnes, Cost: 225.89 MCr (MCr242.09 fitted out), HP: 35,716, Size Mod: +8

**Performance:** Accel: 2.0 G (2.1 G empty, 2.0 G overloaded), 21,792 km/h (skim)

# *Stunnenge*-class Stealth Monitor (GTL10)

The Third Frontier War caught the Imperial Navy flat-footed and unprepared, its ships poorly dispersed and its logistics a tangled mess. The Zhodani thrust towards Rhylanor came dangerously close to succeeding. Herein hangs a tale…

In the Battle of Porozlo (980) the Zhodani captured an excellent forward base for the Siege of Rhylanor (980-986). Possessing naval facilities and a gas giant, Porozlo is only one parsec away from Rhylanor, allowing Zhodani warships to jump in, raid, attack, mount blockade patrols, and still be able to jump back when outmatched.

While the Imperial Navy was officially tasked with defending Rhylanor, the local population was not willing to trust the Navy's competence, especially as the Navy's priority was its own bases. In a thousand desperate skirmishes Rhylanor system defense forces battled the Zhodani invaders: defending outlying asteroid settlements, convoying vital supplies, harassing and ambushing task forces—tying up so many enemy warships that the rest of the Zhodani offensive faltered and they made peace.

In 985 the Zhodani launched a major assault on the trailing Trojan cluster, intending to establish an in-system base from which to assault Rhylanor itself. Local defense forces had anticipated this move and deployed stealth monitors in both Trojan clusters, tasked with ambushing and delaying Zhodani forces long enough for fleet assets to arrive. By sheer fluke, when the Zhodani task force emerged from jump space it was surrounding the *Stunnenge* at point-blank range. In the crew's own words:

LT. ENKLIA: Close emergence, sir. Big. Two more… three… Astra, sir! They're right on top of us!

CAPTAIN PETROS: Sound Battle Stations. Scramble all fighters. Signal Fleet. What are we facing?

ENKLIA: Sir. Two Zhodani battle squadrons with many escorts. Possibly an assault squadron.

LT. MARCON: Jamming, sir. Trying countermeasures.

PETROS: Guns, target battleships alpha and gamma. Flight, target support vessels.

AFT BATTERY: Scratch Zho alpha. Shifting to delta.

CMDR. CHANDRY: Their last wave saturated our counterbattery. Missiles impacting in 30 seconds!

PETROS: Attention all hands, this is Captain Petros. This is it, time to earn our pay. Gunnery captains: choose your own targets and fire at will. No surrender, no retreat!

CHANDRY: Kali, we've lost the port batteries. No contact with the aft sections.

MARCON: Transmitter destroyed, sir. I don't think our signal reached Fleet.

CHANDRY: Aft batteries still firing. Lost contact with Engineering.

MAJOR WHITTAKER: Commandos! Mindrippers just ap…

PETROS: We're next, gentlemen. It's been an honour to serve with you. Think free!

After two boarding attempts were repulsed, the *Stunnenge* was vaporized by the concentrated fire of the Zhodani battle squadron. There were no survivors.

Rhylanor remained free.

*Editor's Note: This entry contradicts the official history of the Third Frontier War as published by the Imperial Navy. While many historians have wondered how the bridge records for a ship lost with all hands were recovered, no Rhylanor historian has yet dared question these events. Such is the power of local myth-making.*

Crew: 4 bridge crew, 66 engineers, 38 gunners, 3 medics, 35 auxiliary crew, 120 troops

10,000-ton PL Hull, DR 4200, PD 4, Total compartmentalization, 10 Turrets with 3 lasers each, 10 Turrets with 3 sandcasters each, 8 Particle Beam Bays, Spinal Particle Beam, Radical stealth, Radical emission cloaking, Hardened Command Bridge, Engineering, 4000 Maneuver, 73 Staterooms, 8 Bunkrooms (128 personnel), 20 Utility, 2 Spacedocks (35 *Jumo* Heavy Fighters), Hall seating 100 people, Theatre seating 100 people, Swimming Pool, 2 Sickbays, 59 cargo

*Communicators:* Radio 3 million km, Laser 6 million km, Meson 0.1 million km
*Sensors:* PESA 80000 km, AESA 240000 km, Radscanner 6400 km
*30 360-MJ Lasers:* Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4
*8 Particle Beam Bays:* Imp, Acc 33, Dmg 6dx1500, Rng 23400 km, MxRng 70220 km, FP 63
*Spinal Particle Beam:* Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424
*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 273585.9 tonnes, LMass 292764.5 tonnes, Cost MCr 2456.1, HP 357000
**Performance:** Accel 0.5 G (0.5 G empty, 0.5 G overloaded), Jump 0, Air Speed 0 km/h

# *Featherstone*-class System Defense Boat (GTL11)

One of countless system defense boats found across the Imperium, the *Featherstone* class is designed for close orbit and aerospace defense.

*Crew:* 6 bridge crew, 11 engineers, 10 gunners, medic

800 SL, DR 11000 (DR 4000 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (3 Lights, Heavy), 3 Triple 390 MJ Laser Turrets, Single 870 MJ Laser Turret, 2 Magazines, 2 Nuclear Dampers, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 555 Maneuver, 2 Utility, 14 Staterooms, Exercise Room, Military Sickbay, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 11000 (DR 4000 on weapons), PD 4, -7 to active scans, -3 to passive scans, 24 km Nuclear Damper

*Maintenance:* HT: 8, 111.8 man-hours per day, 0.5 MCr/yr

**Statistics:** EMass 12,708.3 tonnes, LMass 12,857.4 tonnes, Cost: 542.88 MCr (MCr568.85 fitted out), HP: 48,859, Size Mod: +9

*Performance:* Accel: 3.9 G (4.0 G empty, 3.9 G overloaded), 16,535 km/h (atm), 46,769 km/h (skim)

# *Banshee*-class Light Fighter (GTL12)

Fast, cheap, and hard-hitting, the *Banshee* is popular with mercenary units needing a state-of-the-art fighter for aerospace defense. Its light armour make the *Banshee* a vulnerable fighter, placing a premium on defensive flying by its pilot—for this reason *Banshees* are usually deployed in squadrons and are almost never committed against defended targets.

*Crew:* pilot

10 SL, DR 300, PD 4, 3 Fixed 405 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 13.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 51.3 tonnes, LMass 51.3 tonnes, Cost: 7.69 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 7.1 G, 6,616 km/h (atm), 18,713 km/h (skim)

# *Gefros*-class System Defense Boat (GTL12)

Fast and deadly, squadrons of *Gefros* system defense boats lurk in many systems in the Spinward Marches, ready to defend their worlds against any aggressor.

*Crew:* 6 bridge crew, 6 engineers, 8 gunners, medic

800 SL, DR 6000 (DR 3000 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 550 Maneuver, 2 Utility, 11 Staterooms, Sickbay, 29 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 12, 100.8 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 6,080.5 tonnes, LMass 6,345.9 tonnes, Cost: 440.62 MCr (MCr463.25 fitted out), HP: 48,859, Size Mod: +9

**Performance:** Accel: 7.9 G (8.2 G empty, 7.3 G overloaded), 16,460 km/h (atm), 46,558 km/h (skim)

# *Gheilfa*-class Aerospace Fighter (GTL12)

Lightning fast and heavily armoured, Ling Standard Products bills *Gheilfa* aerospace fighters as the ultimate air-superiority weapon. While military hobbyists debate whether the *Gheilfa* is a fast tank or a heavy fighter, LSP steers clear of the question, leaving deployment to the purchaser.

Instellarms has sold several wings of *Gheilfa* fighters to accredited mercenary units, while many worlds in the Spinward Marches have purchased wings to bolster their own defenses.

*Crew:* pilot, engineer, gunner

20 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 14 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *690 MJ Fusion Gun* | Spcl | 29 | 6d x 410 | 5,866 km | 17,600 km | 1/60 |

*Maintenance:* HT: 8, 21.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 325.6 tonnes, LMass 325.6 tonnes, Cost: 20.05 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 3.9 G, 8,659 km/h (atm), 24,491 km/h (skim)

# *Irbak*-class System Defense Boat (GTL12)

An upgraded version of the *Joritz* class, the *Irbak* has better armour and acceleration than its progenitor.

*Crew:* 4 bridge crew, 3 engineers, 3 gunners

400 SL, DR 8000 (DR 4000 on weapons), PD 4, Triple Missile Turret (Light), 2 Triple 405 MJ Laser Turrets, Single 1,313 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 281 Maneuver, 1 Utility, 6 Staterooms, 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |

*Maintenance:* HT: 10, 75.9 man-hours per day, 0.3 MCr/yr

**Statistics:** EMass 4,361.8 tonnes, LMass 4,413.4 tonnes, Cost: 250.02 MCr (MCr255.68 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 5.8 G (5.8 G empty, 5.7 G overloaded), 15,081 km/h (atm), 42,657 km/h (skim)

# *Rochelle*-class Monitor (GTL12)

One of many small monitors stationed throughout the Glisten Belt, the *Rochelle* is a typical planetoid warship. Cheap, massively armoured, and virtually immobile, planetoid monitors are the anvil against which mobile system defense boats smash an invading fleet.

*Crew:* 5 bridge crew, 3 engineers, 22 gunners, 2 medics, 10 troops

2000-ton PL Hull, DR 10000, PD 4, Total compartmentalization, 10 Turrets with 3 missile racks each, 10 Turrets with 3 lasers each, Spinal Meson Gun, Meson Screen (DR4105), Nuclear Damper (16 km range), Hardened Command Bridge, Engineering, 350 Maneuver, 16 Staterooms, Bunkroom (16 personnel), 4 Utility, Sickbay, 21 cargo

*Communicators:* Radio 3 million km, Laser 6 million km, Meson 0.1 million km

*Sensors:* PESA 160000 km, AESA 320000 km, Radscanner 6400 km

*30 405-MJ Lasers:* Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 41630 km, MxRng 124900 km, FP 7

*Spinal Meson Gun:* Exp, Acc 36, Dmg 6dx10000(!), Rng 78080 km, MxRng 234240 km, FP 4243

*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 210278.5 tonnes, LMass 210375.0 tonnes, Cost MCr 1155.9, HP 114000

**Performance:** Accel 0.2 G (0.2 G empty, 0.2 G overloaded), Jump 0, Air Speed 0 km/h

# *Ssaybom* Exploration Cruiser (GTL12)

One of the largest Droyne ships ever seen, the *Ssaybom* is an odd combination of explorer and warship first observed in the Five Sisters subsector in 1119. Imperial analysts are baffled by the apparent confounding of two distinct functions, yet the Droyne have turned aside all questions.

Why does a warship need such extensive research facilities? Why does a scoutship need a meson gun? Are the Droyne anticipating attack, and if so from where? Is the *Ssaybom's* construction connected with the disappearance and reappearance of all Droyne ships in 1118? Why is Muodray personally interested in the *Ssaybom?*

*Crew:* 8 bridge crew, 9 engineers, 20 gunners, 2 medics, 4 auxiliary crew, 5 scientists, 12 troops

5000-ton SL Hull, DR 4200, PD 4, 8 Turrets with 3 lasers each, 2 Turrets with 3 sandcasters each, 4 Particle Beam Bays, Spinal Meson Gun, Meson Screen (DR4044), Nuclear Damper (25 mile range), Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 800 Maneuver, 150 Jump, 1000 Fuel, 5 Fuel Processors (25.0 hours), 9 Droyne Staterooms, Bunkroom (16 personnel), 10 Utility, Spacedock (2 Launches), Sickbay, Lab Module, Probe Module, Survey Module, 111 cargo

*Communicators:* Radio 5 million miles, Laser 10 million miles, Meson 0.1 million miles
*Sensors:* PESA 100000 miles, AESA 200000 miles, Radscanner 4000 miles
*24 405-MJ Lasers:* Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 26022 miles, MxRng 78068 miles, FP 7
*4 Particle Beam Bays:* Imp, Acc 33, Dmg 6dx1500, Rng 14630 miles, MxRng 43890 miles, FP 63
*Spinal Meson Gun:* Exp, Acc 36, Dmg 6dx10000(!), Rng 48800 miles, MxRng 146400 miles, FP 4243
*Note: all weapons have SS 30, RoF 1/60*

**Statistics:** EMass 34985.6 tons, LMass 35612.7 tons, Cost MCr 2209.3, HP 216000
**Performance:** Accel 2.2 G (2.3 G empty, 2.1 G overloaded), Jump 2, Air Speed 6455 mph

# *Uruq*-class Medium Fighter (GTL12)

Fast, well-armed, and well-armoured, the *Uruq* is popular with pilots. Many worlds needing multi-function aerospace fighters buy *Uruqs*, so players may encounter them virtually anywhere in the Imperium.

*Crew:* pilot, engineer

20 SL, DR 2000, PD 4, Fixed Light Missile Rack, 2 Fixed 405 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 12 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |

*Maintenance:* HT: 11, 17.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 177.4 tonnes, LMass 177.4 tonnes, Cost: 13.72 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 6.1 G, 9,095 km/h (atm), 25,726 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Christoff*-class Shuttle (GTL9)

Low-tech starships are rarely streamlined. Instead, they rely on specialized interface craft like the *Christoff* to ferry their passengers and cargo to and from the surface.

The *Christoff* carries only 30 minutes of fuel. More is unnecessary: the craft boosts to orbit on its rockets, then glides back to the surface for a dead-stick landing.

*Crew:* 1 bridge crew, 1 engineer
*Passengers:* 22 high passengers

80 SL, DR 100, PD 4, Cockpit, 8 Fusion Rocket, 4 Water (0.5 hrs), 2 Passenger Couches (22 seats), 49 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit*: | 800,000 km | — | 1,600,000 km | — |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit*: | 72,000 km/33 | 720,000 km/39 | 16,000 km/29 |

**Statistics:** EMass 68.6 tonnes, LMass 290.8 tonnes, Cost: 12.27 MCr, HP: 10,526, HT: 12, Size Mod: +7
**Performance:** Accel: 2.0 G (8.5 G empty, 0.5 G overloaded), 4,184 km/h (atm), 11,835 km/h (skimming)

## *Barlax*-class Assault Lander (GTL10)

Meteoric assaults are flashy and have caught the public's attention, but most Marine landings use purpose-built assault craft like the *Barlax*. Heavily armoured and equipped with a formidable pair of plasma guns, the *Barlax* can safely deliver a reinforced platoon to a hot landing zone, then support them until the rest of the regiment arrives.

*Crew:* pilot, engineer, gunner
*Passengers:* 48 independent passengers

80 SL, DR 2500 (DR 1250 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 4 Passenger Couches (48 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 9, 24.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 1,014.2 tonnes, LMass 1,050.5 tonnes, Cost: 25.92 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.7 G (1.8 G empty, 1.5 G overloaded), 7,008 km/h (atm), 19,823 km/h (skim)

## *Cherpow*-class Runabout (GTL10)

Plain and utilitarian in design, the *Cherpow*-class runabout is a common auxiliary in the Imperium.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 20.6 tonnes, LMass 38.8 tonnes, Cost: 3.14 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.9 G (3.5 G empty, 0.7 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Chiitaa*-class Fast Launch (GTL10)

The *Chiitaa* is a faster version of the standard launch, trading cargo space for extra thruster units.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 4 Maneuver, Passenger Couch (12 seats), 2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 26.8 tonnes, LMass 35.9 tonnes, Cost: 3.46 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 4.0 G (5.4 G empty, 2.0 G overloaded), 4,184 km/h (atm), 11,835 km/h (skim)

# *Clorthal*-class Customs Cutter (GTL10)

Designed as a customs inspection launch, the *Clorthal* is not intended to stand up to extended combat. Customs cutters are usually found stationed in orbit, where they intercept incoming starships.

*Crew:* pilot, engineer
*Passengers:* 12 independent passengers

30 SL, DR 300, PD 4, Fixed 810 MJ Laser, Hardened Cockpit, 19 Maneuver, Passenger Couch (12 seats)

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 14.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 141.7 tonnes, LMass 141.7 tonnes, Cost: 9.49 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 4.9 G, 6,323 km/h (atm), 17,885 km/h (skim)

# *Dermik*-class Launch (GTL10)

One of the smallest auxiliaries in Imperial space, the *Dermik* is a common small craft.

*Crew:* pilot
*Passengers:* 36 independent passengers

10 SL, DR 100, PD 4, Cockpit, 1 Maneuver, 3 Passenger Couches (36 seats), 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 18.5 tonnes, LMass 32.1 tonnes, Cost: 3.00 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 1.1 G (2.0 G empty, 0.4 G overloaded), 2,092 km/h (atm), 5,917 km/h (skim)

# *Kyzan*-class Armed Shuttle (GTL10)

While most orbits are safe, short runs in asteroid belts have been attacked by Vargr corsairs. For the truly paranoid, armed shuttles like the *Kyzan* class are the best way to travel.

*Crew:* pilot, engineer
*Passengers:* 36 independent passengers

80 SL, DR 100, PD 4, Fixed 250 MJ Laser, Hardened Cockpit, 10 Maneuver, 3 Passenger Couches (36 seats), 49 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 12.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 82.6 tonnes, LMass 304.8 tonnes, Cost: 6.35 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.2 G (4.4 G empty, 0.3 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# *Prenei*-class Scoopship (GTL10)

Unstreamlined ships can't refuel at gas giants without risking catastrophe. Many carry small craft like the *Prenei* scoopship to refuel for them. The fuel tankage is all 'surplus' fuel, ready to be pumped into the main ship's tanks.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, Hardened Cockpit, 13 Maneuver, 50 Fuel

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 18.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 96.5 tonnes, LMass 141.8 tonnes, Cost: 13.99 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 3.3 G (4.9 G empty), 3,771 km/h (atm), 10,668 km/h (skim)

# *Sharffe*-class Combat Shuttle (GTL10)

Although termed a "combat shuttle" by the Imperial Navy, the *Sharffe* is little more than a civilian shuttle with hardened electronics and some basic stealthing.

*Crew:* pilot, engineer
*Passengers:* 48 independent passengers

80 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver, 4 Passenger Couches (48 seats), 51 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 12.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 72.6 tonnes, LMass 303.9 tonnes, Cost: 6.27 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 1.0 G (4.0 G empty, 0.2 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

# *Warbler*-class Runabout (GTL10)

One of the smallest craft in Imperial space, the *Warbler* is used to run last-minute passengers and cargo to orbital spaceports.

*Crew:* pilot
*Passengers:* 12 independent passengers

5 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 14.0 tonnes, LMass 18.6 tonnes, Cost: 2.87 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 2.0 G (2.6 G empty, 1.0 G overloaded), 2,636 km/h (atm), 7,455 km/h (skim)

# *Zentak*-class Runabout (GTL10)

One of the cheapest spacecraft around, the *Zentak* is usually encountered in orbital installations, or ferrying small loads dirtside.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 3 Maneuver, Passenger Couch (12 seats), 3 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 23.7 tonnes, LMass 37.3 tonnes, Cost: 3.30 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 2.9 G (4.6 G empty, 1.2 G overloaded), 3,623 km/h (atm), 10,249 km/h (skim)

# *Alderan*-class Scoopship (GTL11)

Designed to refuel from gas giants, *Alderan* scoopships ply their trade in many Imperial systems. Their pilots know their trade, and it's far safer for merchants to buy fuel than scoop it for free.

*Crew:* pilot

80 SL, DR 100, PD 4, Hardened Cockpit, 3 Maneuver, 60 Fuel, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 18.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 54.8 tonnes, LMass 109.3 tonnes, Cost: 14.79 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.5 G (5.0 G empty), 2,864 km/h (atm), 8,103 km/h (skim)

# *Barlax II*-class Assault Lander (GTL11)

Meteoric assaults are flashy and have caught the public's attention, but most Marine landings use purpose-built assault craft like the *Barlax II*, a refit of the venerable *Barlax* assault lander. Heavily armoured and equipped with a formidable pair of plasma guns, the *Barlax II* can safely deliver a reinforced platoon to a hot landing zone, then support them until the rest of the regiment arrives. Upgraded drives and electronics allow it to carry more armour and still boast over twice the acceleration of the original class.

*Crew:* pilot, engineer, gunner
*Passengers:* 48 independent passengers

80 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 4 Passenger Couches (48 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 4,267 km | 12,800 km | 1/60 |

*Maintenance:* HT: 9, 33.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 1,044.9 tonnes, LMass 1,081.1 tonnes, Cost: 50.01 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 4.2 G (4.3 G empty, 3.7 G overloaded), 11,081 km/h (atm), 31,343 km/h (skim)

# *Felar*-class Runabout (GTL11)

One of the smallest craft in Imperial space, the *Felar* is used to run last-minute passengers and cargo to orbital spaceports.

*Crew:* pilot
*Passengers:* 12 independent passengers

5 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 11.3 tonnes, LMass 15.9 tonnes, Cost: 2.83 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 5.7 G (8.0 G empty, 2.7 G overloaded), 4,168 km/h (atm), 11,788 km/h (skim)

# *Guirion*-class Launch (GTL11)

A mid-sized vessel, the *Guirion* is used as an interface craft by many unstreamlined passenger liners.

*Crew:* pilot
*Passengers:* 24 independent passengers

20 SL, DR 100, PD 4, Cockpit, 1 Maneuver, 2 Passenger Couches (24 seats), 12 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 17.4 tonnes, LMass 71.8 tonnes, Cost: 3.10 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 1.3 G (5.2 G empty, 0.3 G overloaded), 2,625 km/h (atm), 7,426 km/h (skim)

# *Jackson*-class Military Launch (GTL11)

With a bare minimum of hardened circuits and stealthed hull, the *Jackson* is a military version of the standard launch.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 1 Maneuver, Passenger Couch (12 seats), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Defenses:* DR 100, PD 4, -7 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 8.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 14.5 tonnes, LMass 37.2 tonnes, Cost: 3.34 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 2.4 G (6.3 G empty, 0.7 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# *Marstrom*-class Launch (GTL11)

A simple civilian move-all, the *Marstrom* is common on unstreamlined passenger liners.

*Crew:* pilot, steward
*Passengers:* 48 passengers

20 SL, DR 100, PD 4, Cockpit, 1 Maneuver, 4 Passenger Couches (48 seats), 10 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

*Statistics:* EMass 18.0 tonnes, LMass 63.4 tonnes, Cost: 3.11 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 1.4 G (5.0 G empty, 0.4 G overloaded), 2,625 km/h (atm), 7,426 km/h (skim)

# *Mercer*-class Gig (GTL11)

A small vessel, used by many unstreamlined passenger liners.

*Crew:* pilot
Passengers: 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 13.5 tonnes, LMass 36.2 tonnes, Cost: 2.93 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 2.5 G (6.7 G empty, 0.7 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# *Quero*-class Assault Lander (GTL11)

An older Imperial design, *Quero*-class landers are frequently seen in mercenary units.

*Crew:* pilot, engineer
*Passengers:* 36 independent passengers

40 SL, DR 2300, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 16 Maneuver, 3 Passenger Couches (36 seats), 12 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 10, 20.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 344.5 tonnes, LMass 398.9 tonnes, Cost: 17.43 MCr, HP: 6,631, Size Mod: +6
**Performance:** Accel: 3.6 G (4.2 G empty, 2.4 G overloaded), 8,336 km/h (atm), 23,577 km/h (skim)

# *Baboon*-class Scoopship (GTL12)

Little more than a large fuel tank with engines, the *Baboon*-class scoopship is designed to provide gas giant refueling capability to capital ships that are unable to do so themselves. It is also used to refuel ship in enemy territory, when risking a capital ship within a gas giant is considered tactically unsound.

*Crew:* 2 bridge crew, 1 engineer

400 SL, DR 200, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 20 Maneuver, 287 Fuel, 1 Utility, 2 Staterooms, 0.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 40.7 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 270.4 tonnes, LMass 533.0 tonnes, Cost: 71.98 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 3.4 G (6.7 G empty, 3.3 G overloaded), 4,325 km/h (atm), 12,235 km/h (skim)

# *Barlax III*-class Assault Lander (GTL12)

Meteoric assaults are flashy and have caught the public's attention, but most Marine landings use purpose-built assault craft like the *Barlax III*, the latest refit of the venerable *Barlax* assault lander. Heavily armoured and equipped with a formidable pair of fusion guns, the *Barlax III* can safely deliver a reinforced platoon to a hot landing zone, then support them until the rest of the regiment arrives. Upgraded drives and electronics allow it to carry more armour and still boast over three times the acceleration of the original class.

*Crew:* pilot, engineer, gunner
*Passengers:* 48 independent passengers

80 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 4 Passenger Couches (48 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *690 MJ Fusion Gun* | Spcl | 29 | 6d x 410 | 5,866 km | 17,600 km | 1/60 |

*Maintenance:* HT: 10, 33.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 783.8 tonnes, LMass 820.1 tonnes, Cost: 48.89 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 5.5 G (5.8 G empty, 4.7 G overloaded), 11,081 km/h (atm), 31,343 km/h (skim)

# *Berry*-class Extraction Cutter (GTL12)

Sometimes invasions go tragically wrong. For pulling troops out of tight situations, the *Berry*-class extraction cutter is ideal. Well armed and armoured, fast, highly stealthed—it can pull a beleaguered platoon out of almost any tight situation. Unofficially, the Imperial Marines have dubbed it the "bugout buggy".

The *Berry*-class Extraction Cutter's lack of cargo space is a consequence of the original design specification, which called for the extraction of troops under fire. While leaving behind heavy equipment is expensive, the Imperial Marines are more concerned about their troops: equipment is cheaper than trained soldiers. While this philosophy is often justified in terms of morale, the real reason is much simpler: Marines *never* leave a fellow Marine behind.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

50 SL, DR 4200 (DR 2100 on weapons), PD 4, Triple 102 MJ PD Laser Turret, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit, 33 Maneuver, 3 Passenger Couches (36 seats), Basic Evacuation Bay

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *102 MJ X-Ray Laser* | Imp | 31 | 5d x 50(2) | 20,960 km | 62,880 km | 1/8 |

*Maintenance:* HT: 10, 30.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 569.1 tonnes, LMass 569.1 tonnes, Cost: 40.13 MCr, HP: 7,694, Size Mod: +6

**Performance:** Accel: 5.3 G, 10,336 km/h (atm), 29,236 km/h (skim)

# *Bilastri*-class Runabout (GTL12)

One of the smallest craft in Imperial space, the *Bilastri* is used to run last-minute passengers and cargo to orbital spaceports.

*Crew:* pilot
*Passengers:* 12 independent passengers

5 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 1 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 10.7 tonnes, LMass 15.3 tonnes, Cost: 3.12 MCr, HP: 1,657, Size Mod: +4
**Performance:** Accel: 5.9 G (8.5 G empty, 2.7 G overloaded), 4,168 km/h (atm), 11,788 km/h (skim)

# *Dsarpa*-class Fast Shuttle (GTL12)

Usually used on inter-satellite runs within gas giant systems, the *Dsarpa* is far from uncommon, although it is not as ubiquitous as a standard shuttle.

*Crew:* pilot, engineer
*Passengers:* 60 independent passengers

80 SL, DR 100, PD 4, Cockpit, 18 Maneuver, 5 Passenger Couches (60 seats), 40 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 87.1 tonnes, LMass 268.5 tonnes, Cost: 15.05 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 6.1 G (18.7 G empty, 1.6 G overloaded), 7,017 km/h (atm), 19,848 km/h (skim)

# *Dumont*-class Assault Lander (GTL12)

A small landing cutter designed to deliver a heavily-equipped platoon under fire, the *Dumont* class is popular with mercenary units. Heavy armour, impressive fire support capability, and good acceleration make it ideal for commando and striker missions.

*Crew:* pilot, engineer, gunner
*Passengers:* 36 independent passengers

40 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 20 Maneuver, 3 Passenger Couches (36 seats), 7 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *690 MJ Fusion Gun* | Spcl | 29 | 6d x 410 | 5,866 km | 17,600 km | 1/60 |

*Maintenance:* HT: 9, 24.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 474.5 tonnes, LMass 506.2 tonnes, Cost: 26.06 MCr, HP: 6,631, Size Mod: +6
**Performance:** Accel: 3.6 G (3.8 G empty, 2.9 G overloaded), 8,576 km/h (atm), 24,257 km/h (skim)

# *Kraki*-class Assault Cutter (GTL12)

Designed to deliver troops and munitions in a hurry, the *Kraki* relies on speed and stealth rather than armour. Its 13 ton hold can be slung with acceleration hammocks to accommodate infantry, or used to transport an AFV.

*Crew:* pilot

30 SL, DR 100, PD 4, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit, 10 Maneuver, 13 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 52.3 tonnes, LMass 111.2 tonnes, Cost: 14.95 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 8.2 G (17.4 G empty, 2.6 G overloaded), 7,253 km/h (atm), 20,515 km/h (skim)

# *Murka*-class Combat Shuttle (GTL12)

A favourite of mercenary organizations, the *Murka* is a fast, stealthy, and protected way of delivering a platoon of troops into a hot landing zone.

*Crew:* pilot, engineer
*Passengers:* 36 independent passengers

30 SL, DR 1000, PD 4, 3 Fixed Light Missile Racks, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 13 Maneuver, 3 Passenger Couches (36 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 17.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 157.4 tonnes, LMass 175.6 tonnes, Cost: 12.83 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 6.7 G (7.5 G empty, 4.8 G overloaded), 8,270 km/h (atm), 23,391 km/h (skim)

# *Oskra*-class Shuttle (GTL12)

The *Oskra* can be found at many starports, performing yeoman service transporting high-priority passengers and cargo between surface and orbit.

*Crew:* pilot, engineer
*Passengers:* 48 independent passengers

80 SL, DR 100, PD 4, Cockpit, 18 Maneuver, 4 Passenger Couches (48 seats), 41 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 86.8 tonnes, LMass 272.7 tonnes, Cost: 15.04 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 6.0 G (18.8 G empty, 1.6 G overloaded), 7,017 km/h (atm), 19,848 km/h (skim)

# *Tralsa*-class Gig (GTL12)

A GTL12 version of the common GTL10 design, *Tralsa*-class gigs' high-efficiency thrusters give them both more cargo space and a higher acceleration than their more common cousins.

*Crew:* pilot
*Passengers:* 24 passengers

20 SL, DR 100, PD 4, Cockpit, 2 Maneuver, 2 Passenger Couches (24 seats), 11 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 9.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 18.5 tonnes, LMass 68.4 tonnes, Cost: 4.02 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 2.7 G (9.8 G empty, 0.7 G overloaded), 3,713 km/h (atm), 10,502 km/h (skim)

# *Traynor*-class Armed Gig (GTL12)

A common auxiliary craft in the Imperial Navy, *Traynor* armed gigs are tougher and more survivable than civilian models.

*Crew:* pilot
*Passengers:* 12 independent passengers

20 SL, DR 2250 (+250 vs. non-KE), PD 4, Fixed 405 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, Passenger Couch (12 seats), 8 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 66,645 km | 124,960 km | 1/60 |

*Defenses:* DR 2250 (+250 vs. non-KE), PD 4, -8 to active scans, -4 to passive scans

*Maintenance:* HT: 11, 14.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 146.4 tonnes, LMass 182.7 tonnes, Cost: 9.34 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 2.5 G (3.1 G empty, 1.4 G overloaded), 5,871 km/h (atm), 16,606 km/h (skim)

# *Trechiang*-class Fast Gig (GTL12)

For fast interface transport, vessels like the *Trechiang* are ideal: small, maneuverable, and above all fast, they are commonly employed by corporations for time-critical trips.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 2 Maneuver, Passenger Couch (12 seats), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 9.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 15.8 tonnes, LMass 34.0 tonnes, Cost: 3.86 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 5.3 G (11.5 G empty, 1.7 G overloaded), 4,678 km/h (atm), 13,232 km/h (skim)

# *Yarrow*-class Scoopship (GTL12)

Unstreamlined ships can't refuel at gas giants without risking catastrophe. Many carry small craft like the *Yarrow* scoopship to refuel for them. The fuel tankage is all 'surplus' fuel, ready to be pumped into the main ship's tanks.

*Crew:* pilot

80 SL, DR 100, PD 4, Hardened Cockpit, 3 Maneuver, 60 Fuel

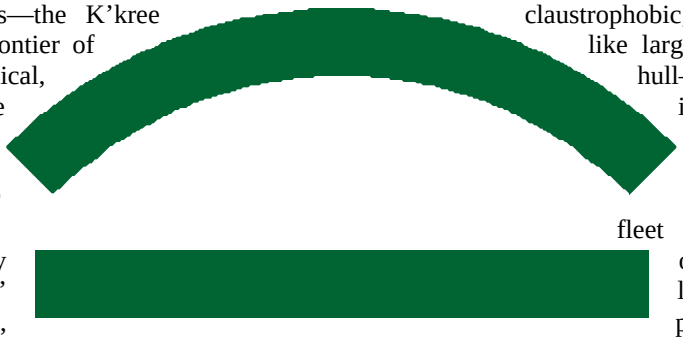
| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 320,000/37 | 1,120,000/40 | 32,000/31 |

*Maintenance:* HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 47.5 tonnes, LMass 101.9 tonnes, Cost: 15.01 MCr, HP: 10,526, Size Mod: +7
**Performance:** Accel: 2.7 G (5.7 G empty), 2,864 km/h (atm), 8,103 km/h (skim)

# Two Thousand Worlds



The Two Thousand Worlds—the K'kree Empire—lies on the trailing frontier of the Third Imperium. A hierarchical, paternalistic society, the K'kree view themselves as the natural rulers of Known Space; even the meanest K'kree is superior to any other sophont.

K'kree starships are very inefficient by other species' standards. The K'kree are large, so all crewed modules are six times larger (and heavier, and more expensive). As well, K'kree travel with their families, which means that any starship must carry not only the crew but also their dependents. Finally, because K'kree are claustrophobic, all K'kree vessels are shaped like large disks—effectively streamlined hull—which further limits their internal space.

The K'kree counteract these difficulties in two ways. The first is sheer numbers: a K'kree fleet is a truly awe-inspiring sight, overwhelming many opponents like a stampede overwhelms a plains carnivore. The second is legal: very few non-K'kree starships are permitted to travel within the Two Thousand Worlds, most visiting merchants being required to transship their cargo to K'kree vessels at designated border stations.

# Merchants & Traders

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

K'kree merchants are not competitive by any other species' standard: K'kree take up too much room, and a K'kree crew often has more 'useless' dependents than working crewmembers.

## *Burrang*-class Freighter (GTL10)

A small freighter by K'kree standards, the *Burrang* devotes more space to cargo than crew—somewhat of an oddity for K'kree ships.

*Crew:* 5 bridge crew, 18 engineers, 23 dependents

7,500 SL, DR 100, PD 4, Basic Bridge, Engineering, 225 Jump, 500 Maneuver, 1,500 Fuel, 12 Utility, Pasture for 46-92 K'kree, 2,643 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 157.4 man-hours per day, 1.1 MCr/yr
*Economics:* Freight Income: 70.30 MCr, Expenses: 26.37 MCr (Fuel: 18.38 MCr, Berthing: 5.25 MCr, Maintenance: 2.15 MCr, Payroll: 0.60 MCr), Capital Cost: 67.18 MCr, Shipping Costs (per dton): 0.51 kCr per parsec, 1.01 kCr per jump, Net Profit: (23.25) MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 4,330.9 tonnes, LMass 17,677.4 tonnes, Cost: 1,074.80 MCr, HP: 217,235, Size Mod: +11
**Performance:** Accel: 1.0 G (4.2 G empty, 0.3 G overloaded), Jump 2, 5,149 km/h (atm), 14,564 km/h (skim)

# *Gkeerak*-class Freighter (GTL10)

The *Gkeerak* class freighter is more economical than most K'kree merchants. It manages this by using fusion rockets to augment its thrusters for take-off, while power-gliding to a landing.

The crew pasture is located on the top side of the ship. The engines and fuel tanks are located in the real, while the vas cargo holds are located on the forward underside. Like most K'kree starships, the *Gkeerak* has many dedicated robots and servomechanisms to do work in cramped places.

*Crew:* 5 bridge crew, 78 engineers, 74 dependents

50,000 SL, DR 100, PD 4, Basic Bridge, Engineering, 1000 Jump, 1810 Maneuver, 455 Fusion Rocket, 5,000 Fuel, 5 Fuel Processors (125.0 hrs), 500 Water (0.6 hrs), Workshop, 80 Utility, Pasture for 157-314 K'kree, 27,363.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| Basic Bridge | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 332.4 man-hours per day, 4.8 MCr/yr

*Economics:* Freight Income: 409.43 MCr, Expenses: 107.90 MCr (Fuel: 61.25 MCr, Berthing: 35.00 MCr, Maintenance: 9.59 MCr, Payroll: 2.06 MCr), Capital Cost: 299.68 MCr, Shipping Costs (per dton): 0.43 kCr per parsec, 0.43 kCr per jump, Net Profit: 1.84 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 16,657.4 tonnes, LMass 145,285.9 tonnes, Cost: 4,794.87 MCr, HP: 769,489, Size Mod: +12

**Performance:** Thruster Accel: 0.5 G (3.9 G empty, 0.1 G overloaded), Fusion Rocket Accel: 0.5 G (4.0 G empty, 0.1 G overloaded), Jump 1, Atmospheric Speed: 5,205 km/h (thruster), 5,219 km/h (fusion rocket), Skimming Speed: 14,723 km/h (thruster), 14,764 km/h (fusion rocket)

# *Xeek'krir*-class Freighter (GTL10)

Like most K'kree ships, the *Xeek'krir*-class Freighter resembles a giant flying saucer. Home to a small herd of crew and their families, it is *almost* large enough to avoid claustrophobia, although the crew still spend as much time outdoors on a planet's surface as possible.

The crew and their dependents live in a giant 'pasture' on the top side of the ship. The smaller cargo hold is located below, along with engineering and fuel tankage. Like most K'kree starships, the *Xeek'krir* has many dedicated robots and servomechanisms to do work in cramped places.

The *Xeek'krir* is uneconomical by Imperial standards—indeed, it would be bankrupt anywhere but the Two Thousand Worlds. There, however, freight rates for the few goods that must travel between the stars are high enough that it can turn a profit.

*Crew:* 5 bridge crew, 149 engineers, 4 medics, 790 dependents

75,000 SL, Robotic, DR 100, PD 4, Basic Bridge, Engineering, 2250 Jump, 3500 Maneuver, 15,000 Fuel, 2 Workshops, 120 Utility, Pasture for 948-1896 K'kree, 4 Sickbays, 16,333 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 486.4 man-hours per day, 10.3 MCr/yr

*Economics:* Freight Income: 434.46 MCr, Expenses: 269.29 MCr (Fuel: 183.75 MCr, Berthing: 52.50 MCr, Maintenance: 20.54 MCr, Payroll: 12.50 MCr), Capital Cost: 641.82 MCr, Shipping Costs (per dton): 0.80 kCr per parsec, 1.59 kCr per jump, Net Profit: (476.66) MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 40,423.2 tonnes, LMass 128,098.4 tonnes, Cost: 10,269.20 MCr, HP: 1,008,316, Size Mod: +13

**Performance:** Accel: 1.0 G (3.1 G empty, 0.3 G overloaded), Jump 2, 6,323 km/h (atm), 17,885 km/h (skim)

# Scouts, Couriers, & Lab Ships

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Buuxkkriir*-class Scout (GTL10)

A medium-sized K'kree starship, the *Buuxkkriir* is a versatile scout. It has decent acceleration, a jump-3 drive with another jump-1 fuel in reserve, labs, probes, and an extensive sensor array. Like many K'kree ships, it is armed.

*Crew:* 10 bridge crew, 25 engineers, 19 gunners, medic, 3 technicians, 58 dependents

10,000 SL, DR 100, PD 4, 5 Triple Missile Turrets (Light), 10 Triple Sandcaster Turrets, 10 Triple 250 MJ Laser Turrets, 25 Triple 90 MJ PD Laser Turrets, Command Bridge, Long-Range PESA Array, Long-Range AESA Array, Probe Centre, Engineering, 400 Jump, 500 Maneuver, 4,000 Fuel, 5 Fuel Processors (100.0 hrs), 16 Utility, Pasture for 116-232 K'kree, Sickbay, 3 Labs (2 Standard, 1 Isolation), 56.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Md AESA Array* | — | 16,000,000/47 | — |
| *Md PESA Array* | 16,000,000/47 | — | — |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 228.8 man-hours per day, 2.3 MCr/yr

**Statistics:** EMass 8,545.0 tonnes, LMass 12,596.5 tonnes, Cost: 2,272.65 MCr (MCr2,316.93 fitted out), HP: 263,161, Size Mod: +11

**Performance:** Accel: 1.4 G (2.1 G empty, 1.3 G overloaded), Jump 3, 4,221 km/h (atm), 11,941 km/h (skim)

## *Xeer'rr*-class Courier (GTL10)

One of the smallest K'kree ships in existence, the *Xeer'rr* courier is manned by a small crew and their immediate family. Duty on a *Xeer'rr* is unpleasant even by K'kree standards, and crews typically rest for a while between flights.

*Crew:* 2 bridge crew, 2 engineers, 4 dependents

600 SL, DR 100, PD 4, Basic Bridge, Engineering, 24 Jump, 50 Maneuver, 180 Fuel, 1 Utility, Pasture for 8-16 K'kree, 17 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 57.0 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 601.9 tonnes, LMass 842.3 tonnes, Cost: 141.24 MCr, HP: 40,332, Size Mod: +9

**Performance:** Accel: 2.2 G (3.0 G empty, 1.6 G overloaded), Jump 3, 3,779 km/h (atm), 10,688 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

# Naval Forces

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

Destroyers and frigates are all very well for fighting pirates, but defending an empire against foreign aggression requires heavier guns: the spinal weapons carried by cruisers and battleships.

The difference between cruisers and battleships is much debated in naval circles. Some base the distinction on size, others on armour, still others on maneuverability. All agree, however, that both are capital ships.

## *Booxk*-class Cruiser (GTL10)

Slow and lumbering, like most K'kree warships, *Booxk*-class cruisers have reasonable strategic mobility, and enough firepower to stomp smaller opponents into the ground.

*Crew:* 10 bridge crew, 162 engineers, 153 gunners, 3 medics, 164 dependents

50,000 SL, DR 1200 (DR 600 on weapons), PD 4, 30 Large Missile Bays (Heavy), 20 Triple 250 MJ Laser Turrets, 26 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, 10 13 GJ Particle Bays, Nuclear Damper, 49 Meson Screens, 1.7 TJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 2112 Jump, 4600 Maneuver, 15,840 Fuel, 100 Fuel Processors (19.8 hrs), 2 Workshops, 80 Utility, Pasture for 492-984 K'kree, 3 Sickbays, 117 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 37,452 km | 70,224 km | 1/60 |
| *1.7 TJ Spinal PAW* | Imp | 39 | 6d x 5000 | 431,872 km | 809,760 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper, Meson Screen DR 1000

*Maintenance:* HT: 12, 578.3 man-hours per day, 14.5 MCr/yr

**Statistics:** EMass 126,790.0 tonnes, LMass 172,298.8 tonnes, Cost: 14,515.08 MCr (MCr22,615.09 fitted out), HP: 769,489, Size Mod: +12

**Performance:** Accel: 1.0 G (1.3 G empty, 1.0 G overloaded), Jump 3, 5,906 km/h (atm), 16,704 km/h (skim)

## *Buhkuu!*-class Fighter (GTL10)

Crewed by one of the 'crazies,' the *Buhkuu!* heavy fighter is uncommon even for a K'kree small craft.

*Crew:* pilot, engineer

80 SL, DR 100, PD 4, 3 Fixed 810 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 49 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 28.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 295.3 tonnes, LMass 295.3 tonnes, Cost: 34.16 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 6.0 G, 7,322 km/h (atm), 20,712 km/h (skim)

# *Gnaakhrr*-class Fighter (GTL10)

Small only by K'kree standards, the *Gnaakhrr* fighter is only flown by the craziest warriors—and even then only for short periods of time.

*Crew:* pilot, engineer, gunner

80 SL, DR 2500 (DR 1250 on weapons), PD 4, Fixed Heavy Missile Rack, Single 810 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 56 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 9, 30.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 1,088.7 tonnes, LMass 1,088.7 tonnes, Cost: 40.82 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 1.9 G, 7,417 km/h (atm), 20,978 km/h (skim)

# *Gzong!xk*-class Dreadnought (GTL10)

Large and lumbering, the *Gzong!xk* is more of a mobile battlestation than a battleship in the Imperial Naval tradition. Armoured against half-range hits by spinal weapons, a small force of dreadnoughts with their outriders can destroy most planetary navies with overwhelming firepower—an old K'kree tradition!

*Crew:* 15 bridge crew, 780 engineers, 229 gunners, 7 medics, 515 dependents

100,000 SL, DR 30000 (DR 2000 on weapons), PD 4, 90 Small Missile Bays (Heavy), 10 Triple Sandcaster Turrets, 68 Triple 90 MJ PD Laser Turrets, 4 Nuclear Dampers, 211 Meson Screens (DR 5000), 870 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, 3 Engineering, 2000 Jump, 42000 Maneuver, 10,000 Fuel, 13 Workshops, 140 Utility, Pasture for 773-1546 K'kree, 7 Sickbays, 65.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *870 GJ Spinal PAW* | Imp | 38 | 6d x 4000 | 193,120 km | 579,360 km | 1/60 |

*Maintenance:* HT: 9, 880.2 man-hours per day, 33.6 MCr/yr

**Statistics:** EMass 1,296,466.4 tonnes, LMass 1,351,750.3 tonnes, Cost: 33,624.55 MCr (MCr45,774.55 fitted out), HP: 1,221,488, Size Mod: +13

**Performance:** Accel: 1.1 G (1.2 G empty, 1.1 G overloaded), Jump 1, 19,181 km/h (atm), 54,252 km/h (skim)

# *K!kreer*-class Light Cruiser (GTL10)

Like most K'kree warships, the *K!kreer* Light Cruiser is more suited to bombarding helpless planets than fighting a pitched naval battle. While impressively well armed, it is slow and thin-skinned, vulnerable even to Imperial escort vessels.

*Crew:* 10 bridge crew, 181 engineers, 124 gunners, 5 medics, 320 dependents

50,000 SL, DR 3500 (DR 1750 on weapons), PD 4, 40 Large Missile Bays (Heavy), 41 Triple 90 MJ PD Laser Turrets, 1.4 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1596 Jump, 7000 Maneuver, 10,640 Fuel, 100 Fuel Processors (13.3 hrs), 3 Workshops, 80 Utility, Pasture for 640-1280 K'kree, 5 Sickbays, 561.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *1.4 TJ Spinal Meson Gun* | Exp | 39 | 6d x 3000(!) | 329,216 km | 617,280 km | 1/60 |

*Defenses:* DR 3500 (DR 1750 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 627.4 man-hours per day, 17.1 MCr/yr

**Statistics:** EMass 206,489.4 tonnes, LMass 259,501.3 tonnes, Cost: 17,082.74 MCr (MCr27,882.74 fitted out), HP: 769,489, Size Mod: +12

**Performance:** Accel: 1.0 G (1.2 G empty, 0.9 G overloaded), Jump 2, 7,102 km/h (atm), 20,088 km/h (skim)

# *Ri'krung*-class Heavy Fighter (GTL10)

Crewed by one of the 'crazies,' the *Ri'krung* heavy fighter is common for a K'kree small craft.

*Crew:* pilot, engineer

80 SL, DR 1200, PD 4, 3 Fixed 810 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 49 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Defenses:* DR 1200, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 29.9 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 645.4 tonnes, LMass 645.4 tonnes, Cost: 38.79 MCr, HP: 10,526, Size Mod: +7

**Performance:** Accel: 2.8 G, 7,322 km/h (atm), 20,712 km/h (skim)

# *Ruuxkr!*-class Escort (GTL10)

The *Ruuxkr!* is one of the most common escorts in the Two Thousand Worlds. Large enough to be considered a destroyer by non-K'kree standards, it is non-the-less a light warship not suitable for the line of battle.

*Crew:* 5 bridge crew, 23 engineers, 13 gunners, 30 dependents

5,000 SL, DR 1200 (DR 600 on weapons), PD 4, 2 Small Missile Bays (Light), 10 Triple 90 MJ PD Laser Turrets, 2 13 GJ Particle Bays, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 155 Jump, 1000 Maneuver, 1,032 Fuel, 8 Utility, Pasture for 71-142 K'kree, 16 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 37,452 km | 70,224 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 159.1 man-hours per day, 1.1 MCr/yr

**Statistics:** EMass 13,275.9 tonnes, LMass 15,400.1 tonnes, Cost: 1,098.25 MCr (MCr1,393.45 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 2.4 G (2.7 G empty, 2.3 G overloaded), Jump 2, 7,289 km/h (atm), 20,618 km/h (skim)

# *Uxkoong*-class Frigate (GTL10)

A smaller warship, the *Uxkoong* is used to patrol the borders of the Two Thousand Worlds.

*Crew:* 5 bridge crew, 29 engineers, 22 gunners
*Passengers:* 15 independent passengers

7,500 SL, DR 3000 (DR 1500 on weapons), PD 4, 4 Large Missile Bays (Heavy), 5 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, 2 29 GJ Particle Bays, 4 Nuclear Dampers, 38 Meson Screens (DR 5000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Enhanced Communicator, Enhanced Sensor, Electronic Warfare Suite, Engineering, 300 Jump, 1000 Maneuver, 2,250 Fuel, 15 Utility, Pasture for 71-142 K'kree, 22.5 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge*: | 8,000,000 km | — | 16,000,000 km | 160,000 km |
| *Enhanced Commo*: | 8,000,000 km | 80,000,000 km | 16,000,000 km | 1,600,000 km |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge*: | 720,000 km/39 | 2,400,000 km/42 | 48,000 km/32 |
| *Enhanced Sensor*: | 3,200,000 km/43 | 7,200,000 km/45 | 320,000 km/37 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |
| *29 GJ PAW Bay* | Imp | 34 | 5d x 2,700 | 35,040 km | 105,120 km | 1/60 |

**Statistics:** EMass 30,017.2 tonnes, LMass 36,241.5 tonnes, Cost: 2,264.03 MCr (MCr3,344.03 fitted out), HP: 217,235, HT: 12, Size Mod: +11

**Performance:** Accel: 1.0 G (1.2 G empty, 1.0 G overloaded), Jump 3, 6,998 km/h (atmospheric), 19,793 km/h (skimming)

# *Xing!kir*-class Light Cruiser (GTL10)

"Light" only by K'kree standards, the *Xing!kir* appears to be a formidable warship at first glance: an extra-heavy spinal mount, 40 batteries of heavy missiles, and 80 point-defense lasers. Set against this is its poor acceleration and jump rating, thin skin, and total lack of internal compartments. Like most K'kree warships, the *Xing!kir* is hard-hitting but extremely vulnerable.

*Crew:* 10 bridge crew, 194 engineers, 161 gunners, 2 medics, 73 dependents

50,000 SL, DR 5200 (DR 2000 on weapons), PD 4, 40 Small Missile Bays (10 Light, 30 Heavy), 40 Triple 90 MJ PD Laser Turrets, 40 Single 810 MJ Laser Turrets, 2.7 TJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1505 Jump, 8000 Maneuver, 10,032 Fuel, 3 Workshops, 100 Utility, Pasture for 440-880 K'kree, 2 Sickbays, 563.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |
| *2.7 TJ Spinal PAW* | Imp | 40 | 7d x 5000 | 340,000 km | 1,020,000 km | 1/60 |

**Statistics:** EMass 235,770.7 tonnes, LMass 268,308.9 tonnes, Cost: 14,611.64 MCr (MCr20,137.64 fitted out), HP: 769,489, HT: 12, Size Mod: +12

**Performance:** Accel: 1.1 G (1.2 G empty, 1.0 G overloaded), Jump 2, 10,319 km/h (atm), 29,186 km/h (skim)

# Vargr Extents

The Vargr Extents, located coreward of the Imperium, is a nebulous region predominately inhabited by Vargr. There is no central Vargr government; a unified government has never been established over the Extents. Fierce feelings of racial pride don't fully the struggles for dominance between Vargr. Land has little meaning to a Vargr: only group consensus and personal prestige matter.

Large states are unstable. Vargr attach little importance to a title, office, or position—a distant leader cannot exercise his charisma directly, and thus is considered less worthy of respect than someone on the spot.

Even the most stable Vargr states exercise little effective control over the common citizen. Laws are followed only in proportion to the government's ability to enforce them. A highly charismatic leader can attract followers for almost anything, whether legal or not. Neighbors of the Vargr are constantly subject to impromptu raids and scattered piracy by bands of Vargr (totally without government sanction, of course) who have been talked into a raid, battle, or war by a charismatic leader. The inability of Vargr governments to deal with these situations (or even to comprehend the concept of dealing with them) has led to many frequent misunderstandings with neighboring human cultures throughout the history of Vargr-human contact.

This turmoil means that the economics of purchasing and running a starship in the Extents is different than in the Imperium (or any other large stable state). Mortgages and loans are non-existent, so a ship must be purchased outright when it is delivered. Subsidized merchant routes do not exist, and piracy patrols are as likely to shake down merchants as protect them.

# Merchants & Traders

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

Vargr merchants are almost invariably armed against pirates; many also incorporate extensive anti-hijacking measures.

## *Khershwan*-class Trader (GTL10)

The *Khershwan* is a typical Vargr trader. Losing money on straight freight, she must rely on speculative trade to survive. Sometimes the trade resists being speculated, which is when the "independent passengers" get involved!

*Crew:* 3 bridge crew, 2 engineers, 2 gunners, medic, 2 auxiliary crew
*Passengers:* 12 independent passengers

300 USL, DR 100, PD 4, 2 Triple 250 MJ Laser Turrets, Single 810 MJ Laser Turret, Command Bridge, Engineering, 9 Jump, 47 Maneuver, 60 Fuel, 0.5 Fuel Scoops, Fuel Processor (7.5 hrs), 1 Utility, 18 Staterooms, Sickbay, 1 Bay for *Seragh* Cutter, 68 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 64,000 km | 120,000 km | 1/60 |

*Maintenance:* HT: 12, 39.1 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 1.78 MCr (passenger: 0.34 MCr, freight: 1.44 MCr), Expenses: 0.94 MCr (Fuel: 0.52 MCr, Berthing: 0.15 MCr, Maintenance: 0.13 MCr, Payroll: 0.13 MCr), Capital Cost: 4.14 MCr, Shipping Costs (per dton): 0.88 kCr per parsec, 1.75 kCr per jump, Net Profit: (3.30) MCr. Annual totals for a jump-2 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 444.2 tonnes, LMass 860.9 tonnes, Cost: 66.22 MCr (MCr71.83 fitted out), HP: 25,407, Size Mod: +8
**Performance:** Accel: 2.0 G (3.8 G empty, 0.8 G overloaded), Jump 2, 8,598 km/h (skim)

# *Madiis*-class Trader (GTL10)

A small Drakaran-designed trader sometimes found in the Vargr Extents near Zhodani space, the *Madiis* class is not economical without speculative trade. In the free-wheeling Extents this is sometimes a euphemism for smuggling and piracy.

*Crew:* pilot, engineer, 3 gunners
*Passengers:* 8 independent passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 9 Jump, 22 Maneuver, 60 Fuel, Fuel Processor (7.5 hrs), 1 Utility, 11 Staterooms, 12 Passageways, 96.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 35.6 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 2.27 MCr (passenger: 0.23 MCr, freight: 2.04 MCr), Expenses: 0.86 MCr (Fuel: 0.52 MCr, Berthing: 0.15 MCr, Maintenance: 0.11 MCr, Payroll: 0.07 MCr), Capital Cost: 3.44 MCr, Shipping Costs (per dton): 0.67 kCr per parsec, 1.34 kCr per jump, Net Profit: (2.03) MCr. Annual totals for a jump-2 free trader at 65% capacity making 25 jumps per year.

**Statistics:** EMass 321.1 tonnes, LMass 813.1 tonnes, Cost: 55.09 MCr, HP: 25,407, Size Mod: +8

**Performance:** Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 2, 2,955 km/h (atm), 8,360 km/h (skim)

# Scouts, Couriers, & Lab Ships

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

# Military Forces

Vargr military forces are far less standardized than those of the Imperium. The lack of stable large states means that, generally speaking, most naval ships are equivalent to Imperial escorts, with the very largest being mere cruisers. This also reflects Vargr psychology; few Vargr are comfortable obeying impersonal orders.

Another major difference is attributable to the fluid nature of Vargr loyalties. Virtually all Vargr ships can operate independently of bases: they carry enough auxiliary craft and supplies to last during the search for a new state—which may be necessary several times during a ship's operational life.

## *Gvergh*-class Assault Cruiser (GTL10)

Few Vargr organizations possess starships this large. Holding the loyalty and purpose of enough Vargr to build this size cruiser is virtually impossible—only the most charismatic leaders can manage, and then rarely for long.

*Crew:* 6 bridge crew, 36 engineers, 24 gunners, 2 medics, 2 auxiliary crew, 64 Marines (4 officers, 60 enlisted)

5,000 USL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, 3 Small Missile Bays (Heavy), 5 Triple 250 MJ Laser Turrets, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 1800 Maneuver, 1,000 Fuel, 10 Utility, 36 Staterooms, Marine Barracks (2 Staterooms, 15 Bunkrooms), 2 Briefing Rooms (holds 20), Weapons Locker (3.6 tonnes capacity), 2 Gyms, Shooting Range, 2 Sickbays, Hanger for 2 *Aekguthang* Assault Cutters with 1 Entrance, 54 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

*Maintenance:* HT: 12, 219.5 man-hours per day, 2.1 MCr/yr

**Statistics:** EMass 27,502.0 tonnes, LMass 30,329.6 tonnes, Cost: 2,091.66 MCr (MCr2,507.08 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 2.2 G (2.4 G empty, 2.1 G overloaded), Jump 2, 22,741 km/h (skim)

## *Skorzh*-class Aerospace Fighter (GTL10)

Sleek rakish lines make the *Skorzh* look fast even when it's standing still. While it only had moderate acceleration in space, its maximum speed in atmosphere make it a dangerous opponent. While most *Skorzh* wings are planetary defense units, some corsair bands use them as escorts for landing craft, to help ensure that loot stays looted.

*Crew:* pilot, engineer

40 SL (Radical), DR 1200, PD 4, 2 Fixed 422 MJ Plasma Guns, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 20 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 6,826 km | 12,800 km | 1/60 |

*Defenses:* DR 1200, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 11, 18.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 314.7 tonnes, LMass 314.7 tonnes, Cost: 14.35 MCr, HP: 6,631, Size Mod: +6

**Performance:** Accel: 2.3 G, 16,672 km/h (atm), 16,672 km/h (skim)

# *Vorsk*-class Light Fighter (GTL10)

Light and agile, swarms of *Vorsk*-class fighters defend many Vargr worlds.

*Crew:* pilot

5 SL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 9.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 24.8 tonnes, LMass 24.8 tonnes, Cost: 4.15 MCr, HP: 1,657, Size Mod: +4

**Performance:** Accel: 2.9 G, 3,727 km/h (atm), 10,544 km/h (skim)

# *Khorfooz*-class Raider (GTL11)

Vargr corsair bands are generally equipped at fairly low tech levels—maintaining a complex manufacturing base is difficult in an area as fragmented as the Vargr Extents. Recently some of the larger corsair bands have been using higher-tech starships, such as the *Khorfooz*. While no match for an Imperial Navy escort, the *Khorfooz* can easily defeat merchants and most small system defense boats.

*Crew:* 4 bridge crew, 5 engineers, 8 gunners, 31 Marines (officer, 30 enlisted)

800 SL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 4 Triple 390 MJ Laser Turrets, 2 Triple 97 MJ PD Laser Turrets, 2 Single 870 MJ Laser Turrets, Nuclear Damper, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 32 Jump, 200 Maneuver, 240 Fuel, 2 Fuel Processors (15.0 hrs), 2 Utility, 9 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), Brig (2 prisoners), 74.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 7,200,000/45 | 7,200,000/45 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 2500 (DR 1250 on weapons), PD 4, -14 to active scans, -7 to passive scans, 16 km Nuclear Damper

*Maintenance:* HT: 12, 99.2 man-hours per day, 0.4 MCr/yr

**Statistics:** EMass 3,684.2 tonnes, LMass 4,239.8 tonnes, Cost: 426.84 MCr, HP: 48,859, Size Mod: +9

**Performance:** Accel: 4.3 G (4.9 G empty, 3.2 G overloaded), Jump 3, 9,926 km/h (atm), 28,075 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Aekguthang*-class Assault Cutter (GTL10)

Small and cheap, the *Aekguthang* assault cutter carries a platoon of Vargr pirates into battle.

*Crew:* pilot
*Passengers:* 36 independent passengers

20 SL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, 3 Passenger Couches (36 seats), 6 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |

*Maintenance:* HT: 12, 11.0 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 45.4 tonnes, LMass 72.6 tonnes, Cost: 5.21 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 2.5 G (4.0 G empty, 1.0 G overloaded), 3,713 km/h (atm), 10,502 km/h (skim)

## *Seragh*-class Cutter (GTL10)

A high-performance cutter, the *Seragh* class appeals to the Vargr penchant for flashy weaponry: the 422 MJ plasma gun makes enough sound-and-fury to boost anyone's sense of charisma.

*Crew:* pilot, engineer
*Passengers:* 24 independent passengers

30 SL, DR 100, PD 4, Fixed 422 MJ Plasma Gun, Cockpit, 9 Maneuver, 2 Passenger Couches (24 seats), 10.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *422 MJ Plasma Gun* | Spcl | 28 | 6d x 272 | 6,826 km | 12,800 km | 1/60 |

*Maintenance:* HT: 12, 11.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 53.9 tonnes, LMass 101.6 tonnes, Cost: 5.61 MCr, HP: 5,473, Size Mod: +6
**Performance:** Accel: 3.2 G (6.1 G empty, 1.1 G overloaded), 4,352 km/h (atm), 12,309 km/h (skim)

# Zhodani Consulate

The Driantia Zhdantia—Zhodani Consulate—encompasses 6,500 systems spread over 143 subsectors to rimward and coreward of the Third Imperium (p. 137).

The Zhodani Consulate is a democracy: representatives are elected to ruling councils for a specific period of time. Lower councils select representatives for higher one, and so on up to the Supreme Council which meets on Zhdant. While only Nobles can vote, Intendants and Proles can make their opinions known.

The Consulate met the expanding Third Imperium in the 6th century. The 15-year First Frontier War followed almost immediately; a negotiated armistice left the Zhodani in control of Cronor subsector, while the victorious Grand Admiral Olav hault-Plankwell took his fleets to the Imperial Core and assassinated the Empress Jacqueline, thus igniting the Civil Wars.

The Second Frontier War was launched into the turmoil caused by the Civil Wars. Like the first, it ended in stalemate and armistice. The remaining three Frontier Wars followed the same pattern. While many Imperials take this as a sign of Zhodani incompetence, some analysts at Imperial Naval Intelligence are beginning to suspect that the Zhodani attacks were pre-emptive strikes aimed at holding the Imperium at bay, rather than abortive attempts at conquest.

Since –4000 the Zhodani Consulate has mounted seven Core Expeditions—to reach and investigate the galactic core. The latest expedition was launched in 750 and took over fifty years for the round trip, including ten years of exploration at its closest approach, over 5000 parsecs from Zhdant.

# Merchants & Traders

Merchants starships are intended to make a profit—some directly, others indirectly, but all are designed with a view to the bottom line. Of course, not every business succeeds, and some of these designs are failures.

## *Ankrak*-class Freighter (GTL10)

The *Ankrak* class is uncommon in the Zhodani Consulate, and almost never seen elsewhere. As with all Drakaran ships, its passageways are wide with many nooks and crannies, suitable for hunting.

*Crew:* 3 bridge crew, 2 engineers

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 41 Maneuver, 80 Fuel, 1 Utility, 3 Staterooms, 20 Passageways, 250.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 38.2 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 7.01 MCr, Expenses: 1.46 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.07 MCr), Capital Cost: 3.97 MCr, Shipping Costs (per dton): 0.31 kCr per parsec, 0.62 kCr per jump, Net Profit: 1.59 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 331.8 tonnes, LMass 1,540.4 tonnes, Cost: 63.47 MCr, HP: 30,779, Size Mod: +8

**Performance:** Accel: 1.0 G (4.5 G empty, 0.2 G overloaded), Jump 2

# *Braydikor*-class Trader (GTL10)

A moderate-sized independent trader, the *Braydikor* class is only encountered within the Zhodani Consulate and nearby parts of the Vargr Extents. As with most Drakaran vessels, passengers are expected to fend for themselves.

*Crew:* pilot, engineer, 3 gunners
*Passengers:* 12 independent passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 10 Jump, 21 Maneuver, 61 Fuel, Fuel Processor (7.6 hrs), 1 Utility, 15 Staterooms, 12 Passageways, 79.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 36.6 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 3.11 MCr (passenger: 0.52 MCr, freight: 2.58 MCr), Expenses: 0.87 MCr (Fuel: 0.53 MCr, Berthing: 0.15 MCr, Maintenance: 0.12 MCr, Payroll: 0.07 MCr), Capital Cost: 3.64 MCr, Shipping Costs (per dton): 0.71 kCr per parsec, 1.42 kCr per jump, Net Profit: (1.40) MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

**Statistics:** EMass 330.6 tonnes, LMass 746.5 tonnes, Cost: 58.24 MCr, HP: 25,407, Size Mod: +8
**Performance:** Accel: 1.0 G (2.3 G empty, 0.3 G overloaded), Jump 2, 2,887 km/h (atm), 8,168 km/h (skim)

# *Tslechdael*-class Freighter (GTL10)

A common sight in the interior of the Zhodani Consulate, the *Tslechdael* is rare towards the borders, where more aggressive empires might feel tempted into a bit of piracy.

*Crew:* 3 bridge crew, 4 engineers

2,000 USL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 60 Jump, 100 Maneuver, 400 Fuel, 4 Utility, 7 Staterooms, Exercise Room, 1,402 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 80.1 man-hours per day, 0.3 MCr/yr
*Economics:* Freight Income: 37.29 MCr, Expenses: 6.95 MCr (Fuel: 4.90 MCr, Berthing: 1.40 MCr, Maintenance: 0.56 MCr, Payroll: 0.10 MCr), Capital Cost: 17.39 MCr, Shipping Costs (per dton): 0.25 kCr per parsec, 0.50 kCr per jump, Net Profit: 12.95 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,030.3 tonnes, LMass 7,751.1 tonnes, Cost: 278.26 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.5 G (3.5 G empty, 0.1 G overloaded), Jump 2

# *Vloshr*-class Frontier Trader (GTL10)

Unlike most Zhodani ships, *Vloshr* Frontier Traders are armed. Intended to travel outside the safe confines of the Consulate, they also carry alien passengers in conditioned habitats.

*Crew:* 1 bridge crew, 1 engineer, 2 gunners, 1 steward
*Passengers:* 15 high passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge with Psionic Switches, Engineering, 10 Jump, 19 Maneuver, 61 Fuel, 1 Fuel Processor (7.6 hrs), 1 Utility, 18 Staterooms, 2 Habitats, 69.5 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| Basic Bridge: | 8,000,000 km | — | 16,000,000 km | — |
| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* | |
| Basic Bridge: | 480,000 km/38 | 1,600,000 km/41 | 32,000 km/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| 90 MJ X-Ray Laser | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |

**Statistics:** EMass 324.3 tonnes, LMass 694.8 tonnes, Cost: 57.31 MCr, HP: 25,407, HT: 12, Size Mod: +8
**Performance:** Accel: 1.0 G (2.1 G empty, 0.4 G overloaded), Jump 2, 2,746 km/h (atm), 7,769 km/h (skim)

# *Vstabr*-class Freighter (GTL10)

Common in the coreward reaches of the Consulate, the *Vstabr* class is less economical than newer designs, and no new vessels have been laid down in years. There being no reason to scrap a perfectly good starship, many older vessels remain in service, doing yeoman work in remote subsectors.

*Crew:* 3 bridge crew, 6 engineers

2,000 USL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 80 Jump, 142 Maneuver, 600 Fuel, 4 Utility, 5 Staterooms, 1,150.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 93.4 man-hours per day, 0.4 MCr/yr
*Economics:* Freight Income: 45.90 MCr, Expenses: 9.63 MCr (Fuel: 7.35 MCr, Berthing: 1.40 MCr, Maintenance: 0.76 MCr, Payroll: 0.12 MCr), Capital Cost: 23.68 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.83 kCr per jump, Net Profit: 12.59 MCr. Annual totals for a jump-3 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 1,282.0 tonnes, LMass 7,043.7 tonnes, Cost: 378.95 MCr, HP: 90,000, Size Mod: +10
**Performance:** Accel: 0.7 G (4.0 G empty, 0.2 G overloaded), Jump 3

# *Enzhyiench*-class Freighter (GTL11)

A common freighter in the Zhodani Consulate, the *Enzhyiench* class can be encountered almost anywhere that required bulk freight transported.

*Crew:* 3 bridge crew, 2 engineers

1,200 USL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 36 Jump, 50 Maneuver, 240 Fuel, 3 Utility, 3 Staterooms, 855.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 65.9 man-hours per day, 0.2 MCr/yr
*Economics:* Freight Income: 23.95 MCr, Expenses: 4.23 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.38 MCr, Payroll: 0.07 MCr), Capital Cost: 11.79 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.53 kCr per jump, Net Profit: 7.94 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

**Statistics:** EMass 569.1 tonnes, LMass 4,666.5 tonnes, Cost: 188.57 MCr, HP: 64,024, Size Mod: +9
**Performance:** Accel: 1.0 G (8.0 G empty, 0.2 G overloaded), Jump 2

# *Kriaplezh*-class Liner (GTL11)

A common liner in the Zhodani Consulate, where it serves express routes, the *Kriaplezh* is an extremely comfortable liner. As an unarmed vessel is rarely encountered outside the Consulate, where violence and piracy are virtually unknown.

*Crew:* 2 bridge crew, 2 engineers, 4 stewards, medic, 2 auxiliary crew
*Passengers:* 75 high passengers, 40 low passengers

800 USL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 42 Jump, 16 Maneuver, 336 Fuel, 2 Utility, 81 Staterooms, 10 Low Berths (40 cryotubes), Sickbay, 1 Cradle for Pinnace, 69.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | *8,000,000* | — | *16,000,000* | — |
| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 | |

*Maintenance:* HT: 12, 68.3 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 79.11 MCr (passenger: 71.33 MCr, freight: 7.78 MCr), Expenses: 5.23 MCr (Fuel: 4.12 MCr, Berthing: 0.56 MCr, Maintenance: 0.41 MCr, Payroll: 0.14 MCr), Capital Cost: 12.66 MCr, Shipping Costs (per dton): 0.34 kCr per parsec, 1.36 kCr per jump, Net Profit: 61.23 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

**Statistics:** EMass 614.9 tonnes, LMass 1,353.1 tonnes, Cost: 202.60 MCr (MCr214.06 fitted out), HP: 48,859, Size Mod: +9
**Performance:** Accel: 1.1 G (2.4 G empty, 0.6 G overloaded), Jump 4, 2,258 km/h (skim)

# *Trabatch*-class Express Liner (GTL11)

A bare-bones design from the Zhodani Consulate, the *Trabatch* express liner is only encountered on high-priority routes, where saving a few hours by landing directly on a world's surface is important.

*Crew:* 2 bridge crew, engineer, steward, medic
*Passengers:* 20 high passengers

600 SL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 30 Jump, 20 Maneuver, 240 Fuel, 1 Utility, 23 Staterooms, Sickbay, 92.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | *PESA* | | *AESA* | *Radscanner* |
| *Basic Bridge* | 480,000/38 | | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 59.0 man-hours per day, 0.2 MCr/yr
*Economics:* Income: 27.13 MCr (passenger: 17.29 MCr, freight: 9.84 MCr), Expenses: 3.72 MCr (Fuel: 2.94 MCr, Berthing: 0.42 MCr, Maintenance: 0.30 MCr, Payroll: 0.06 MCr), Capital Cost: 9.45 MCr, Shipping Costs (per dton): 0.55 kCr per parsec, 2.18 kCr per jump, Net Profit: 13.96 MCr. Annual totals for a jump-4 express liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 401.0 tonnes, LMass 1,038.1 tonnes, Cost: 151.24 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.7 G (4.5 G empty, 0.7 G overloaded), Jump 4, 3,779 km/h (atm), 10,688 km/h (skim)

# *Zhdiechranj*-class Liner (GTL11)

The *Zhdiechranj* is a high-capacity liner, used to link outlying sectors with the capital. Unlike most Zhodani ships it is armed—mainly because many routes pass by the Vargr Extents.

*Crew:* 1 bridge crew, 1 engineer, 2 gunners, 2 stewards
*Passengers:* 40 high passengers

700 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Basic Bridge with Psionic Switches, Engineering, 35 Jump, 17 Maneuver, 280 Fuel, 2 Utility, 44 Staterooms, 184.5 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge*: | 8,000,000 km | — | 16,000,000 km | — |
| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* | |
| *Basic Bridge*: | 480,000 km/38 | 1,600,000 km/41 | 32,000 km/31 | |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |

**Statistics:** EMass 510.3 tonnes, LMass 1,601.0 tonnes, Cost: 172.55 MCr, HP: 44,697, Size Mod: +9
**Performance:** Accel: 1.0 G (3.0 G empty, 0.3 G overloaded), Jump 4, 960 km/h

# Scouts, Couriers, & Lab Ships

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Dezdinsh*-class Courier (GTL11)

A high-jump courier vessel, the *Dezdinsh* class is usually owned by Zhodani nobles and worlds that need high-speed interstellar communication. Like most Zhodani ships, the *Dezdinsh* is unarmed.

*Crew:* pilot
*Passengers:* 2 independent passengers, 4 low passengers

100 SL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 6 Jump, 3 Maneuver, 50 Fuel, 1 Utility, 3 Staterooms, Low Berth (4 cryotubes), 4 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | 16,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 2,400,000/42 | 160,000/35 |

*Maintenance:* HT: 12, 27.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 92.3 tonnes, LMass 155.8 tonnes, Cost: 33.24 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 1.7 G (2.9 G empty, 1.2 G overloaded), Jump 5, 2,659 km/h (atm), 7,522 km/h (skim)

## *Drachplitl*-class Diplomatic Yacht (GTL11)

Designed for diplomatic missions, the *Drachplitl* is relatively common within the Zhodani Consulate. Comfortable without being ostentatious, it is an ideal location for serious negotiations.

The *Drachplitl* is notable for the arrangement of its living quarters. In keeping with its purpose, the passenger quarters are divided into two sections of two suites and four staterooms each, with a further two staterooms in a third section. This allows separate delegations to be accommodated without causing offense.

*Crew:* 4 bridge crew, engineer, gunner, 5 stewards
*Passengers:* 4 noble passengers, 10 high passengers

400 SL, DR 100, PD 4, Psi Shielded, Electrified Surface, 2 Triple 97 MJ PD Laser Turrets, Basic Bridge with Psionic Switches, Engineering, 20 Jump, 10 Maneuver, 160 Fuel, 1 Utility, 4 Suites, 16 Staterooms, Briefing Room (holds 10), Exercise Room, 24 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |

*Maintenance:* HT: 12, 48.8 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 313.3 tonnes, LMass 567.3 tonnes, Cost: 103.39 MCr, HP: 30,779, Size Mod: +8
**Performance:** Accel: 1.6 G (2.9 G empty, 0.9 G overloaded), Jump 4, 2,946 km/h (atm), 8,333 km/h (skim)

# Miscellaneous Starships

The universe is a vast and complicated place, and there are many starships that do not fit neatly into other categories. They are collected here.

From asteroid miners to pleasure yachts, from medical centres to missionary churches, there is more to naval architecture than are dreamed of in your philosophies…

## *Tch'atl*-class Yacht (GTL10)

The smallest known Zhodani yacht, the *Tch'atl* is not commonly encountered outside the Consulate. This is partly because it has only a small cargo hold for storing possessions, but mostly because, like most civilian ships in Zhodani space, it is unarmed.

*Crew:* pilot, engineer, steward
*Passengers:* 6 high passengers

100 SL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 4 Jump, 5 Maneuver, 30 Fuel, 1 Utility, 8 Staterooms, 4.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 23.6 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 121.7 tonnes, LMass 169.3 tonnes, Cost: 24.23 MCr, HP: 12,214, Size Mod: +7

**Performance:** Accel: 1.1 G (1.5 G empty, 0.7 G overloaded), Jump 3, 2,171 km/h (atm), 6,142 km/h (skim)

# Zhodani Consular Navy

The starships in this section are designed to acquire or transmit information. Some are high-jump couriers, others are military black ops scouts, but all specialize in information rather than combat.

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

Destroyers and frigates are all very well for fighting pirates, but defending an empire against foreign aggression requires heavier guns: the spinal weapons carried by cruisers and battleships.

The difference between cruisers and battleships is much debated in naval circles. Some base the distinction on size, others on armour, still others on maneuverability. All agree, however, that both are capital ships.

When the average civilian thinks of the navy, they think of warships: destroyers, cruisers, battleships, and the like. Admirals know better.

An interstellar navy, like any technological force, is helpless without its logistical tail: hoards of transports, tankers, and special purpose craft far outnumbering the actual warships.

## *Bliaprlinzh*-class Strike Destroyer (GTL11)

The *Bliaprlinzh*-class Strike Destroyer is the Zhodani Consulate's vessel of choice for launching fast, devastating raids. It can carry a reinforced platoon of Consular Guards—trained in meteoric assault—to their target, provide heavy fire support, and recover them with its gigs.

*Crew:* 5 bridge crew, 34 engineers, 7 gunners, 2 medics, 4 auxiliary crew, 26 frozen watch, 42 Consular Guard (2 officers, 40 enlisted)

4,000 USL, DR 3000 (DR 1500 on weapons), PD 4, 3 Large Missile Bays (Heavy), 10 Triple 97 MJ PD Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, 2 Engineering, 200 Jump, 1500 Maneuver, 1,600 Fuel, 2 Fuel Scoops, 20 Fuel Processors (10.0 hrs), 8 Utility, 27 Staterooms, 7 Low Berths (28 cryotubes), Marine Barracks (Stateroom, 10 Bunkrooms), 2 Briefing Rooms (holds 20), Drop Capsule Launcher (240 per turn, 64 stored), 3 Battledress Racks (60 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Sickbays, Hanger for 2 *Echpozh* Armed Gigs, 76.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 24,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 11,200,000/46 | 11,200,000/46 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |

*Maintenance:* HT: 12, 227.2 man-hours per day, 2.2 MCr/yr

**Statistics:** EMass 15,998.6 tonnes, LMass 21,057.0 tonnes, Cost: 2,240.09 MCr (MCr3,155.09 fitted out), HP: 142,866, Size Mod: +10

**Performance:** Accel: 6.5 G (8.5 G empty, 6.1 G overloaded), Jump 4, 43,430 km/h (skim)

## *Drianjdaqr*-class Destroyer (GTL11)

The Zhodani Consulate maintains its most advanced ships as a reserve, ready to respond to any aggression. *Drianjdaqr* destroyers form part of that reserve. Fast, agile, and hard-hitting, they provide both a screen for larger vessels, and the core of independent task forces for special operations.

*Crew:* 4 bridge crew, 41 engineers, 10 gunners, medic, 60 auxiliary crew

5,000 USL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 3 Triple 97 MJ PD Laser Turrets, 7 Single 870 MJ Laser Turrets, 4 14 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge with Psionic Switches, Engineering, 250 Jump, 1800 Maneuver, 2,000 Fuel, 10 Utility, 59 Staterooms, Sickbay, 20 Bays for *Joqlsha'* Fighters, 67 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 26,720 km | 80,160 km | 1/60 |

*Maintenance:* HT: 12, 240.2 man-hours per day, 2.5 MCr/yr

**Statistics:** EMass 18,288.0 tonnes, LMass 25,801.8 tonnes, Cost: 2,504.32 MCr (MCr2,868.52 fitted out), HP: 165,781, Size Mod: +10

**Performance:** Accel: 6.3 G (8.9 G empty, 6.0 G overloaded), Jump 4, 44,317 km/h (skim)

# *Iechtekl*-class Intelligence Frigate (GTL11)

Every empire maintains listening posts along its borders, and sometimes over its borders. The *Iechtekl* class is the Zhodani Consulate's covert surveillance platform—with radical stealth and emission cloaking and a double load of jump fuel, it can slip into an outer system, gather intelligence, and slip away with local defenses being none the wiser.

*Crew:* 5 bridge crew, engineer, 3 gunners, medic, 5 frozen watch

600 USL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, 4 Triple 97 MJ PD Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Computer Centre (complexity 9), Advanced Communicator, Enhanced Sensor, Engineering, 30 Jump, 20 Maneuver, 480 Fuel, 1 Fuel Scoop, 3 Fuel Processors (20.0 hrs), 2 Utility, 6 Staterooms, 2 Low Berths (8 cryotubes), Exercise Room, Sickbay, 14 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Advanced Commo* | 8,000,000 | 80,000,000 | 16,000,000 | 24,000,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 7,200,000/45 | 7,200,000/45 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |

*Maintenance:* HT: 12, 85.1 man-hours per day, 0.3 MCr/yr

***Statistics:*** EMass 699.0 tonnes, LMass 1,231.3 tonnes, Cost: 313.96 MCr (MCr319.62 fitted out), HP: 40,332, Size Mod: +9

**Performance:** Accel: 1.5 G (2.6 G empty, 1.2 G overloaded), Jump 4, 5,580 km/h (skim)

# *Joqlsha'*-class Fighter (GTL11)

The Zhodani Consulate maintains its most advanced ships as a reserve, ready to respond to any aggression. The *Joqlsha'* is one of the Consulate's most advanced fighters. Improved thrusters let a small fighter carry enough armour to thwart Imperial turret weaponry at long range, while still providing enough thrust for a respectable acceleration.

*Crew:* pilot, engineer, gunner

20 SL, DR 2200 (DR 1100 on weapons), PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit with Psionic Switches, 14 Maneuver

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 37,440 km | 112,320 km | 1/60 |

*Maintenance:* HT: 9, 20.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 269.8 tonnes, LMass 269.8 tonnes, Cost: 18.21 MCr, HP: 4,177, Size Mod: +6

**Performance:** Accel: 4.7 G, 8,659 km/h (atm), 24,491 km/h (skim)

# *Shtiabr*-class Intelligence Frigate (GTL11)

The Zhodani Consulate, like any interstellar state, needs up-to-date intelligence on what its neighbours are doing. *Shtiabr*-class intelligence frigates are one means of acquiring this information. Radically stealthed and with enough fuel for two consecutive 4 parsec jumps, they slip over the border to gather data, then slip back again. Although they never seek out trouble, they are armed and armoured enough to give pause to any patrol vessel that waylays them.

*Crew:* 9 bridge crew, 7 engineers, 6 gunners, medic, 2 auxiliary crew

3,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 3 Triple 97 MJ PD Laser Turrets, 7 Single 870 MJ Laser Turrets, 2 14 GJ Particle Bays, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Computer Centre (complexity 9), Advanced Sensor, Electronic Warfare Suite, Probe Centre, Engineering, 150 Jump, 200 Maneuver, 2,400 Fuel, 2.5 Fuel Scoops, 10 Fuel Processors (30.0 hrs), 6 Utility, 13 Staterooms, Sickbay, 2 Bays for *Shebzhinj* Launches, 31 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Advanced Sensor* | 11,200,000/46 | 11,200,000/46 | 1,120,000/40 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 56,000 km | 168,000 km | 1/60 |
| *14 GJ PAW Bay* | Imp | 33 | 5d x 2,250 | 26,720 km | 80,160 km | 1/60 |

*Maintenance:* HT: 12, 177.6 man-hours per day, 1.4 MCr/yr

**Statistics:** EMass 9,092.2 tonnes, LMass 11,482.4 tonnes, Cost: 1,368.51 MCr (MCr1,374.71 fitted out), HP: 117,933, Size Mod: +10

**Performance:** Accel: 1.6 G (2.0 G empty, 1.5 G overloaded), Jump 4, 11,408 km/h (skim)

# *Shtiabrisht*-class Destroyer (GTL11)

Well armoured, impressively armed, and lighting-fast, the *Shtiabrisht* was designed to deliver lightning strikes against moderately defended targets.

*Crew:* 8 bridge crew, 87 engineers, 19 gunners, 2 medics, 20 auxiliary crew

8,000 USL, DR 5500 (DR 2750 on weapons), PD 4, Heavy Compartmentalization, 6 Large Missile Bays (Heavy), 5 Triple 390 MJ Laser Turrets, 15 Triple 97 MJ PD Laser Turrets, 2 Nuclear Dampers, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Enhanced Sensor, Electronic Warfare Suite, Engineering, 340 Jump, 4000 Maneuver, 2,544 Fuel, Workshop, 16 Utility, 69 Staterooms, 2 Military Sickbays, Hanger for 10 *Tezhmacht* Fighters with 1 Entrance, 64 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |
| *Enhanced Sensor* | 7,200,000/45 | 16,000,000/47 | 720,000/39 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *390 MJ X-Ray Laser* | Imp | 32 | 8d x 50(2) | 59,904 km | 112,320 km | 1/60 |
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 29,952 km | 56,160 km | 1/8 |

*Defenses:* DR 5500 (DR 2750 on weapons), PD 4, -14 to active scans, -7 to passive scans, 24 km Nuclear Damper

*Maintenance:* HT: 12, 337.0 man-hours per day, 4.9 MCr/yr

**Statistics:** EMass 48,040.9 tonnes, LMass 60,112.8 tonnes, Cost: 4,928.46 MCr (MCr7,011.16 fitted out), HP: 226,785, Size Mod: +11

**Performance:** Accel: 6.0 G (7.6 G empty, 5.9 G overloaded), Jump 3, 45,723 km/h (skim)

# *Tezhmacht*-class Fighter (GTL11)

Well armoured , radically stealthed, equipped with a heavy laser, and having high acceleration, the Tezhmacht Fighter is used by Zhodani Strike Forces for deep penetration strikes against precision targets.

*Crew:* pilot, engineer

30 SL, DR 2250 (+250 vs. non-KE), PD 4, Fixed 870 MJ Laser, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit with Psionic Switches, 20 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *870 MJ X-Ray Laser* | Imp | 34 | 6d x 100(2) | 89,600 km | 168,000 km | 1/60 |

*Defenses:* DR 2250 (+250 vs. non-KE), PD 4, -14 to active scans, -7 to passive scans

*Maintenance:* HT: 10, 25.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 335.2 tonnes, LMass 335.2 tonnes, Cost: 28.27 MCr, HP: 21,895, Size Mod: +6

**Performance:** Accel: 5.4 G, 10,257 km/h (atm), 29,013 km/h (skim)

# *Tlach'dev*-class Destroyer (GTL12)

One of the newest Zhodani destroyers, the *Tlach'dev* class is entirely deployed on Imperial border.

*Crew:* 6 bridge crew, 10 engineers, 14 gunners, medic

3,000 SL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 2 Small Missile Bays (Heavy), 2 Triple 405 MJ Laser Turrets, 8 Single 1,313 MJ Laser Turrets, Nuclear Damper, 3 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge with Psionic Switches, Engineering, 150 Jump, 850 Maneuver, 1,200 Fuel, 10 Fuel Processors (15.0 hrs), 5 Utility, 16 Staterooms, Sickbay, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 1,600,000/41 | 3,200,000/43 | 480,000/38 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *405 MJ X-Ray Laser* | Imp | 33 | 5d x 100(2) | 41,653 km | 124,960 km | 1/60 |
| *1,313 MJ X-Ray Laser* | Imp | 34 | 6d x 150(2) | 75,200 km | 225,600 km | 1/60 |

*Defenses:* DR 5000 (DR 2500 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 650

*Maintenance:* HT: 12, 178.4 man-hours per day, 1.4 MCr/yr

**Statistics:** EMass 12,046.0 tonnes, LMass 14,154.8 tonnes, Cost: 1,381.56 MCr (MCr1,681.56 fitted out), HP: 117,933, Size Mod: +10

**Performance:** Accel: 5.4 G (6.4 G empty), Jump 4, 13,726 km/h (atm), 38,823 km/h (skim)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Echpozh*-class Armed Gig (GTL11)

Small, agile, and armed with counter-missile lasers, the *Echpozh* gig is a standard small craft in the Consular Navy.

*Crew:* pilot, gunner
*Passengers:* 24 independent passengers

20 USL, DR 100, PD 4, Triple 97 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit with Psionic Switches, 5 Maneuver, 2 Passenger Couches (24 seats), 11 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *97 MJ X-Ray Laser* | Imp | 31 | 5d x 40(2) | 18,720 km | 56,160 km | 1/8 |

*Maintenance:* HT: 12, 13.2 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 49.7 tonnes, LMass 99.6 tonnes, Cost: 7.54 MCr, HP: 4,177, Size Mod: +6
**Performance:** Accel: 4.6 G (9.1 G empty, 1.5 G overloaded), 12,930 km/h (skim)

## *Shebzhinj*-class Launch (GTL11)

One of the most common launches in the Zhodani Consulate, the *Shebzhinj* is found in both military and civilian service.

*Crew:* pilot
*Passengers:* 12 independent passengers

10 SL, DR 100, PD 4, Hardened Cockpit with Psionic Switches, 1 Maneuver, Passenger Couch (12 seats), 5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 240,000/36 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 13.7 tonnes, LMass 36.4 tonnes, Cost: 3.10 MCr, HP: 2,631, Size Mod: +5
**Performance:** Accel: 2.5 G (6.6 G empty, 0.7 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

# Ziru Sirka

The Vilani formed the Ziru Sirka—the Grand Empire of Stars—in 476 AD when the Consolidation Wars were finally won, after over a millennia of continual fighting.

At its peak the Grand Imperium encompassed over 15,000 worlds, with thousands of client states looking towards Vland for protection and patronage. Stability brought these worlds increased technology, living standards, and trade.

The peace imposed by the Ziru Sirka lasted nearly 1200 years, but at immeasurable cost to the Vilani and their subject races: the price of stability was stagnation. Maintaining centralized control over more than 15,000 worlds created a cultural rigidity. The three Bureaux became increasingly identical; old differences smoothed away by time. Hereditary positions gradually created a rigid caste structure: each citizen had a specific place and it was their duty to remain there. Society could not afford to let individuals do as they pleased.

The Grand Empire's long decline began around 1500 AD. Subject races grew restless, impatient with the Vilani culture imposed by the Ziru Sirka. Imperial power was stretched thin, and the Ziru Sirka could no longer afford to absorb new interstellar states. Technology leaked across the borders, allowing new interstellar states to develop outside Vilani control.

By 1800 AD, it was clear that the rigid Vilani culture was brittle. Border states took large swaths of territory, often with the open acceptance of their citizens. Officials began fabricating reports rather than reveal the truth to their superiors; appeals for support cost careers, so they simply reported success. Governors took to hiring and equipping "barbarians" from outside the Imperium for personal power plays. Civil wars, mutinies, and insurrections because increasingly common.

When the Terran Confederation burst upon the stars the Ziru Sirka was ready to fall—the Terrans were just the last straw.

# Merchants & Traders

Just like the Third Imperium that eventually succeeded it, the First Imperium was founded on trade. The three bureaux ran vast trade fleets that traveled throughout the Ziru Sirka, bringing back immeasurable wealth to Vland.

Unlike the Third Imperium, free traders had no place in the Ziru Sirka. All trade was tightly controlled by the bureaux, and only outside the empire could individuals make an independent living.

# *Adadese*-class Freighter (GTL10)

A small bare-bones freighter, *Adadese*-class ships criss-crossed the Vilani Imperium, carrying cargo too small for larger, more efficient freighters.

*Crew:* 3 bridge crew, 2 engineers

550 USL, DR 100, PD 4, Basic Bridge, Engineering, 11 Jump, 62 Maneuver, 55 Fuel, 2 Utility, 3 Staterooms, 404.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 37.4 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 6.05 MCr, Expenses: 1.25 MCr (Fuel: 0.67 MCr, Berthing: 0.38 MCr, Maintenance: 0.12 MCr, Payroll: 0.07 MCr), Capital Cost: 3.79 MCr, Shipping Costs (per dton): 0.36 kCr per parsec, 0.36 kCr per jump, Net Profit: 1.02 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 423.0 tonnes, LMass 2,307.3 tonnes, Cost: 60.57 MCr, HP: 38,059, Size Mod: +8

**Performance:** Accel: 1.0 G (5.3 G empty, 0.2 G overloaded), Jump 1

# *Ashurar*-class Freighter (GTL10)

A moderate-sized freighter, the *Ashurar* class was found all over the Ziru Sirka. Many lasted well into the Rule of Man—a testament to Vilani engineering.

*Crew:* 3 bridge crew, 3 engineers

1,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 30 Jump, 101 Maneuver, 200 Fuel, 2 Utility, 4 Staterooms, 647.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 58.8 man-hours per day, 0.2 MCr/yr
*Economics:* Freight Income: 17.22 MCr, Expenses: 3.53 MCr (Fuel: 2.45 MCr, Berthing: 0.70 MCr, Maintenance: 0.30 MCr, Payroll: 0.08 MCr), Capital Cost: 9.39 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.57 kCr per jump, Net Profit: 4.30 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 721.4 tonnes, LMass 3,839.2 tonnes, Cost: 150.29 MCr, HP: 56,696, Size Mod: +9
**Performance:** Accel: 1.0 G (5.1 G empty, 0.2 G overloaded), Jump 2

# *Bariidin*-class Armed Liner (GTL10)

During the later phases of the Interstellar Wars, Vilani shipping suffered increasing depredations from Terran commerce raiders. With improved drives having a three-parsec range, the Terran forces easily bypassed the Grand Fleet, and merchant losses were becoming insufferable.

One of the solutions adopted was the use of armed traders. Such an untraditional idea was implemented reluctantly, and in typical Vilani fashion the *Bariidin* class is full of design compromises—and as such is not terribly effective. Increased acceleration and two turrets increase cost, while not appreciably aiding in defense.

*Crew:* 3 bridge crew, 2 engineers, 2 gunners, 2 stewards, medic
*Passengers:* 40 high passengers, 20 low passengers

600 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 18 Jump, 67 Maneuver, 120 Fuel, 2 Utility, 46 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 200 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 47.5 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 16.23 MCr (passenger: 10.91 MCr, freight: 5.32 MCr), Expenses: 2.22 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.20 MCr, Payroll: 0.13 MCr), Capital Cost: 6.13 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.66 kCr per jump, Net Profit: 7.88 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 631.3 tonnes, LMass 1,647.2 tonnes, Cost: 98.11 MCr, HP: 40,332, Size Mod: +9
**Performance:** Accel: 1.5 G (3.9 G empty, 0.5 G overloaded), Jump 2, 6,824 km/h (skim)

# *Erashmii*-class Merchant (GTL10)

A small liner, the *Erashmii* and similar ships plied the star lanes of the Ziru Sirka, earning profits for the bureaux. Like virtually every Vilani starship, routes and timetables were planned years in advance, and strictly adhered to.

*Crew:* 3 bridge crew, 2 engineers, 2 stewards, medic
*Passengers:* 40 high passengers, 20 low passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 24 Jump, 62 Maneuver, 160 Fuel, 2 Utility, 45 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 365 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 52.6 man-hours per day, 0.1 MCr/yr
*Economics:* Income: 20.61 MCr (passenger: 10.91 MCr, freight: 9.71 MCr), Expenses: 2.87 MCr (Fuel: 1.96 MCr, Berthing: 0.56 MCr, Maintenance: 0.24 MCr, Payroll: 0.11 MCr), Capital Cost: 7.51 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.56 kCr per jump, Net Profit: 10.23 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 639.1 tonnes, LMass 2,439.5 tonnes, Cost: 120.22 MCr, HP: 48,859, Size Mod: +9
**Performance:** Accel: 0.9 G (3.5 G empty, 0.2 G overloaded), Jump 2

# *Esaggal*-class Merchant (GTL10)

Carrying a mix of passengers and freight, *Esaggal* merchants were found throughout the Ziru Sirka.

*Crew:* 3 bridge crew, 3 engineers

1,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 20 Jump, 110 Maneuver, 100 Fuel, 2 Utility, 4 Staterooms, 748.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 49.1 man-hours per day, 0.1 MCr/yr

*Economics:* Freight Income: 11.20 MCr, Expenses: 2.22 MCr (Fuel: 1.23 MCr, Berthing: 0.70 MCr, Maintenance: 0.21 MCr, Payroll: 0.08 MCr), Capital Cost: 6.55 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.33 kCr per jump, Net Profit: 2.44 MCr. Annual totals for a jump-1 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 685.7 tonnes, LMass 4,170.8 tonnes, Cost: 104.73 MCr, HP: 56,696, Size Mod: +9

**Performance:** Accel: 1.0 G (5.8 G empty, 0.2 G overloaded), Jump 1

# *Massiirka*-class Gunned Freighter (GTL10)

During the later phases of the Interstellar Wars, Vilani shipping suffered increasing depredations from Terran commerce raiders. With improved drives having a three-parsec range, the Terran forces easily bypassed the Grand Fleet, and merchant losses were becoming insufferable.

One of the solutions adopted was the use of armed traders. Such an untraditional idea was implemented reluctantly, and in typical Vilani fashion the *Massiirka* class is full of design compromises—and as such is not terribly effective.

*Crew:* 5 bridge crew, 4 engineers, 2 gunners

1,200 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 36 Jump, 125 Maneuver, 240 Fuel, 3 Utility, 6 Staterooms, 766.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |

*Maintenance:* HT: 12, 64.9 man-hours per day, 0.2 MCr/yr

*Economics:* Freight Income: 20.39 MCr, Expenses: 4.29 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.37 MCr, Payroll: 0.14 MCr), Capital Cost: 11.42 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.59 kCr per jump, Net Profit: 4.68 MCr. Annual totals for a jump-2 liner at 95% capacity making 35 jumps per year.

**Statistics:** EMass 907.7 tonnes, LMass 4,601.5 tonnes, Cost: 182.69 MCr, HP: 64,024, Size Mod: +9

**Performance:** Accel: 1.0 G (5.0 G empty, 0.2 G overloaded), Jump 2

# Scouts & Couriers

The starship in this section are designed to acquire or transmit information. Some are civilian research vessels, others are merchant scouts, but all specialize in information rather than fighting or cargo handling.

## *Bisri*-class Courier (GTL10)

Dating from the glory days of the Vilani Imperium, the *Bisri*-class courier can transport two dignitaries at top speed. It is an unarmed craft, because during that time there were no dangers in the skies—at least, no dangers to the Vilani.

*Crew:* pilot, engineer, steward
*Passengers:* 2 high passengers

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 3 Jump, 31 Maneuver, 20 Fuel, Fuel Processor (2.5 hrs), 1 Utility, 4 Staterooms, 4.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |
| *Sensor Range/Scan (km)* | | *PESA* | *AESA* | *Radscanner* |
| *Basic Bridge* | | 480,000/38 | 1,600,000/41 | 32,000/31 |

*Maintenance:* HT: 12, 23.7 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 187.8 tonnes, LMass 226.4 tonnes, Cost: 24.44 MCr, HP: 12,214, Size Mod: +7
**Performance:** Accel: 5.0 G (6.0 G empty, 3.7 G overloaded), Jump 2, 5,407 km/h (atm), 15,293 km/h (skim)

# Ziru Sirka Navy

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

Destroyers and frigates are all very well for fighting pirates, but defending an empire against foreign aggression requires heavier guns: the spinal weapons carried by cruisers and battleships.

The difference between cruisers and battleships is much debated in naval circles. Some base the distinction on size, others on armour, still others on maneuverability. All agree, however, that both are capital ships.

## *Eriimar*-class Fighter (GTL 10)

A typical Vilani space fighter, the *Eriimar* mounts both missile and beam weapons.

*Crew:* pilot

8 USL, DR 100, PD 4, Fixed Light Missile Rack, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 10.4 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 48.3 tonnes, LMass 48.3 tonnes, Cost: 4.68 MCr, HP: 2,267, Size Mod: +5

**Performance:** Accel: 3.8 G, 12,212 km/h (skim)

## *Kisrud*-class Escort (GTL 10)

A small warship used to escort Vilani merchants in troubled areas, the *Kisrud* is not designed to stand in the line of battle. While it is adequately armed and armoured, its lack of screens makes it vulnerable to craft equipped with nuclear missiles.

*Crew:* 3 bridge crew, 5 engineers, 3 gunners, medic

400 USL, DR 1200 (DR 600 on weapons), PD 4, Total Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 12 Jump, 265 Maneuver, 80 Fuel, 1 Utility, 7 Staterooms, Sickbay, 5.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Basic Bridge* | 8,000,000 | — | 16,000,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Basic Bridge* | 480,000/38 | 1,600,000/41 | 32,000/31 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 1200 (DR 600 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 53.9 man-hours per day, 0.1 MCr/yr

**Statistics:** EMass 2,209.8 tonnes, LMass 2,374.2 tonnes, Cost: 125.94 MCr (MCr143.65 fitted out), HP: 30,779, Size Mod: +8

**Performance:** Accel: 4.0 G (4.4 G empty, 3.9 G overloaded), Jump 2, 22,735 km/h (skim)

# *Korkii*-class Destroyer (GTL10)

The *Korkii* is a typical Ziru Sirka design: good armour, decent acceleration, and a mix of beam and missile weapons. With no small craft of its own, the *Korkii* was always deployed with a squadron of smaller escorts and auxiliaries.

*Crew:* 8 bridge crew, 88 engineers, 27 gunners, 3 medics

7,500 USL, DR 5500 (DR 2000 on weapons), PD 4, Heavy Compartmentalization, 15 Triple Missile Turrets (Light), 5 Triple 250 MJ Laser Turrets, 5 Triple 90 MJ PD Laser Turrets, 5 13 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 308 Jump, 4500 Maneuver, 2,310 Fuel, 2.5 Fuel Scoops, 15 Fuel Processors (19.3 hrs), Workshop, 15 Utility, 63 Staterooms, 3 Military Sickbays, 6.5 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge* | 8,000,000 | — | 16,000,000 | 160,000 |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge* | 720,000/39 | 2,400,000/42 | 48,000/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 26,368 km | 49,440 km | 1/8 |
| *13 GJ PAW Bay* | Imp | 30 | 6d x 1,500 | 37,452 km | 70,224 km | 1/60 |

*Defenses:* DR 5500 (DR 2000 on weapons), PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 253.6 man-hours per day, 2.8 MCr/yr

**Statistics:** EMass 59,475.1 tonnes, LMass 62,101.8 tonnes, Cost: 2,792.21 MCr (MCr2,925.05 fitted out), HP: 217,235, Size Mod: +11

**Performance:** Accel: 2.6 G (2.7 G empty, 2.6 G overloaded), Jump 3, 29,464 km/h (skim)

# *Laadn*-class Light Fighter (GTL10)

Like most Vilani vessels, the *Laadn* mounts a mixture of beam and missile weapons.

*Crew:* pilot, engineer

10 USL, DR 100, PD 4, Fixed Light Missile Rack, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 7 Maneuver, No Cargo Hold

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 43,605 km | 81,760 km | 1/60 |

*Defenses:* DR 100, PD 4, -6 to active scans, -3 to passive scans

*Maintenance:* HT: 12, 10.8 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 55.8 tonnes, LMass 55.8 tonnes, Cost: 5.06 MCr, HP: 2,631, Size Mod: +5

**Performance:** Accel: 4.5 G, 13,828 km/h (skim)

# *Shibaash*-class Light Cruiser (GTL10)

One of a multitude of Vilani warships, the *Shibaash* class was commissioned before the Interstellar Wars. Such was the technological conservatism of the First Imperium that it served through most of the wars.

While an excellent all-round warship, once the Terran Confederation (p. 112) developed meson weapons the *Shibaash* was phased out of front-line service. Rather than retrofit existing vessels to include meson screen, Vilani design philosophy called for the development of a whole new class of ship.

*Crew:* 8 bridge crew, 30 engineers, 32 gunners, 1 medic

5,000 USL, DR 4000 (DR 2000 on weapons), PD 4, 2 Large Missile Bays (Heavy), 4 Triple Sandcaster Turrets, 4 Triple 250 MJ Laser Turrets, 4 Triple 90 MJ PD Laser Turrets, 3 Single 810 MJ Laser Turrets, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 200 Jump, 1300 Maneuver, 1,500 Fuel, 10 Utility, 36 Staterooms, 1 Sickbay, 108 Cargo

| *Communicator Range* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Command Bridge*: | 8,000,000 km | — | 16,000,000 km | 160,000 km |

| *Sensor Range/Scan* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Command Bridge*: | 720,000 km/39 | 2,400,000 km/42 | 48,000 km/32 |

| *Weapon* | *Type* | *Acc* | *Damage* | *1/2D Rng* | *Max Rng* | *RoF* |
|---|---|---|---|---|---|---|
| *250 MJ X-Ray Laser* | Imp | 32 | 5d x 50(2) | 27,253 km | 81,760 km | 1/60 |
| *90 MJ X-Ray Laser* | Imp | 30 | 5d x 30(2) | 16,480 km | 49,440 km | 1/8 |
| *810 MJ X-Ray Laser* | Imp | 33 | 6d x 75(2) | 40,000 km | 120,000 km | 1/60 |
| *570 GJ Spinal PAW* | Imp | 38 | 7d x 3000 | 156,800 km | 470,400 km | 1/60 |

**Statistics:** EMass 40,954.8 tonnes, LMass 44,845.8 tonnes, Cost: 2,472.30 MCr (MCr3,012.30 fitted out), HP: 165,781, HT: 12, Size Mod: +10

**Performance:** Accel: 1.1 G (1.2 G empty, 1.0 G overloaded), Jump 3, 5,660 km/h (skimming)

# Small Craft

While starships are the focus of attention in most Traveller campaigns, without a bevy of small craft interstellar commerce and warfare would grind to a halt.

From simple gigs to armoured assault landers, from cargo shuttles to fuel skimmers, these are the small craft that fill the skies of a Traveller universe.

## *Driim*-class Gig (GTL10)

A small auxiliary, *Driim*-class gigs ferry a few passengers and a single cargo container to and from orbit.

*Crew:* pilot
*Passengers:* 12 independent passengers

9 SL, DR 100, PD 4, Cockpit, 1 Maneuver, Passenger Couch (12 seats), 4.2 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 8.3 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 16.9 tonnes, LMass 36.0 tonnes, Cost: 2.96 MCr, HP: 2,453, Size Mod: +5
**Performance:** Accel: 1.0 G (2.1 G empty, 0.3 G overloaded), 2,167 km/h (atm), 6,129 km/h (skim)

## *Gremmii*-class Launch (GTL10)

A moderately-sized small craft, the *Gremmii* can be found at many starports.

*Crew:* pilot
*Passengers:* 12 independent passengers

25 SL, DR 100, PD 4, Cockpit, 3 Maneuver, Passenger Couch (12 seats), 15 Cargo

| *Communicator Range (km)* | *Radio* | *Maser* | *Laser* | *Meson* |
|---|---|---|---|---|
| *Cockpit* | 800,000 | — | 1,600,000 | — |

| *Sensor Range/Scan (km)* | *PESA* | *AESA* | *Radscanner* |
|---|---|---|---|
| *Cockpit* | 160,000/35 | 720,000/39 | 16,000/29 |

*Maintenance:* HT: 12, 9.1 man-hours per day, 0.0 MCr/yr

**Statistics:** EMass 31.8 tonnes, LMass 99.8 tonnes, Cost: 3.57 MCr, HP: 4,847, Size Mod: +6
**Performance:** Accel: 1.1 G (3.4 G empty, 0.3 G overloaded), 2,670 km/h (atm), 7,552 km/h (skim)

# Appendix A: Encounter Tables

Step 1

Roll on the **Starship Type** table to determine the general encounter type.

Step 2

Roll twice on the specific **Encounter** table to determine ship type and mission.

Step 3

Choose a specific ship (or ships) for the encounter. The index has every ship in this book grouped by type to make this easier for you.

Common Sense

If a particular combination of ship and mission is silly, change it!

## *Starship Type*

| *Roll* | *Type* |
|---|---|
| 3- | Naval/Scout |
| 4 | No encounter |
| 5 | No encounter |
| 6 | No encounter |
| 7 | Non-starship |
| 8 | Predetermined |
| 9 | Merchant |
| 10 | Merchant |
| 11 | Merchant |
| 12 | Merchant |
| 13 | Merchant |
| 14 | Civilian |
| 15 | Civilian |
| 16 | Non-starship |
| 17 | Non-starship |
| 18+ | Naval/Scout |

DMS:
Starport A, +2
Starport B, +1
Starport D, -1
Starport E, -2
Starport X, -6
Base present, +3
High population, +2

### *Naval Encounters*

| 2D | *Ship* | *Missio* |
|---|---|---|
| 3 | Shuttle | Distres |
| 4 | Shuttle | Transpor |
| 5 | Support | Escort |
| 6 | Carrie | Escort |
| 7 | Escort | Patrol |
| 8 | Escort | Transfe |
| 9 | Courie | Maneuver |
| 10 | Patrol | Patrol |
| 11 | Patrol | Patrol |
| 12 | Light | Courie |
| 13 | Escort | Patrol |
| 14 | Cruise | Transfe |
| 15 | Cruise | Maneuver |
| 16 | Battle | Maneuver |
| 17 | Battleshi | Transpor |
| 18 | Flotill | Privateerin |

### *Merchant Encounters*

| 2D | *Ship* | *Missio* |
|---|---|---|
| 3 | Huge | Distres |
| 4 | Large | Smugglin |
| 5 | Sub | Smugglin |
| 6 | Sub | Trade |
| 7 | Non- | Trade |
| 8 | Liner | Trade |
| 9 | Freighte | Trade & |
| 10 | Free | Trade & |
| 11 | Freighte | Trade & |
| 12 | Free | Transpor |
| 13 | Liner | Transpor |
| 14 | Free | Transpor |
| 15 | Sub | Transpor |
| 16 | Large | Transpor |
| 17 | Large | Transpor |
| 18 | Huge | Pirac |

### *Scout Encounters*

| 2D | *Ship* | *Missio* |
|---|---|---|
| 3 | Xboat | Distres |
| 4 | Courie | Smugglin |
| 5 | Courie | Escort |
| 6 | Courie | Escort |
| 7 | Scout | Patrol/surve |
| 8 | Scout | Transfe |
| 9 | Support | Courie |
| 10 | Support | Courie |
| 11 | Scout | Transpor |
| 12 | Scout | Courie |
| 13 | Survey | Transfe |
| 14 | Survey | Transfe |
| 15 | Survey | Patrol/surve |
| 16 | Survey | Patrol/surve |
| 17 | Cruise | Patrol/surve |
| 18 | Cruise | Privateerin |

### *X-Route Encounters*

| 2D | *Ship* | *Missio* |
|---|---|---|
| 3 | Scout/Courie | Distres |
| 4 | Scout/Courie | Transpor |
| 5 | Scout/Courie | Transpor |
| 6 | Scout/Courie | Courie |
| 7 | Non- | Courie |
| 8 | Non- | Courie |
| 9 | Xboat | Courie |
| 10 | Xboat | Comm |
| 11 | Xboat | Comm |
| 12 | Xboat | Comm |
| 13 | Xboat | Comm |
| 14 | Xboat | Comm |
| 15 | Xboat | Comm |
| 16 | Xboat | Comm |
| 17 | Xboat & | Transpor |
| 18 | Xboat & | Pirac |

### *Civilian Encounters*

| 2D | *Ship* | *Missio* |
|---|---|---|
| 3 | Liner | Distres |
| 4 | Yacht | Smugglin |
| 5 | Non- | Courie |
| 6 | Yacht | Charte |
| 7 | Seeker | Charte |
| 8 | Detached | Transfe |
| 9 | Courie | Smugglin |
| 10 | Courie | Charte |
| 11 | Seeker | Transpor |
| 12 | Detached | Courie |
| 13 | Safari | Busines |
| 14 | Yacht | Busines |
| 15 | Merc | Busines |
| 16 | Lab | Pleasure |
| 17 | Merc | Transpor |
| 18 | Lab | Pirac |

### *Nonstarship Encounters*

| 2D | *Ship* | *Missio* |
|---|---|---|
| 3 | Bulk | Distres |
| 4 | Small | Smugglin |
| 5 | Small | Courie |
| 6 | Small | Courie |
| 7 | Non- | Charter/Esco |
| 8 | Non- | Charter/Esco |
| 9 | Fighter | Charter/Esco |
| 10 | Shuttle | Transport/Patr |
| 11 | Shuttle | Transport/Patr |
| 12 | Small | Transport/Patr |
| 13 | Repair/Tu | Transport/Patr |
| 14 | Repair/Tu | Transfe |
| 15 | Repair/Tu | Transport/Patr |
| 16 | SDB | Transport/Patr |
| 17 | SDB | Transport/Patr |
| 18 | SDB | Pirac |

# Appendix B: Starship Summary

Starships are ubiquitous in almost every interstellar society. Some designs are widespread, manufactured under license by countless shipyards, others are unique, specially manufactured to address a specific need.

These tables summarize the information found in this book. They will be particularly useful to game masters searching for a particular size of ship.

## Aslan Hierate

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 10 SL | | *Eiwiyfti* Launch (p. 7) | | |
| 10 USL | | *Fearaow* Light Fighter (p. 5) | | |
| 30 SL | | *Ahira* Lander (p. 7)<br>*Ftearou* Aerospace Fighter (p. 6) | | |
| 50 USL | | *Khachya* Medium Fighter (p. 6) | | |
| 80 SL | | *Hfyeakh* Heavy Fighter (p. 6) | | |
| 200 SL | | *Yaero* Hunting Yacht (p. 4) | | |
| 300 SL | | *Tiiyase* Clan Liner (p. 2) | | |
| 400 SL | | *Chiyami* Clan Freighter (p. 1)<br>*Tsinmao* Armed Scout (p. 3) | | |
| 400 USL | | *Hfiatlais* Freighter (p. 2) | | |
| 800 USL | | *Eitehr* Frigate (p. 5) | | |

## Hive Federation

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 24 SL | | | | *Ziicol* Lander (p. 11)<br>*Ziicu* Lander (p. 11) |
| 100 SL | | | | *Zharcal* Lander (p. 11) |
| 400 USL | | | | *Waatr* Freighter (p. 8) |
| 800 USL | | | | *Gemin* Close Escort (p. 10) |
| 2500 SL | | | | *Mendel* Embassy Ship (p. 9) |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 10 SL | | *Alquere* Light Fighter (p. 25)<br>*Aregian* Aerospace Fighter (p. 26)<br>*Astra* Launch (p. 34)<br>*Bituin* Launch (p. 34)<br>*Skyskipper* Launch (p. 36)<br>*Xenos* Fast Launch (p. 36) | | |
| 10 USL | | *Firefly* Light Fighter (p. 27) | | |
| 30 USL | | *Gorgon* Fighter (p. 27)<br>*Hyena* Medium Fighter (p. 28) | | |
| 40 SL | | *Mulai* Pinnace (p. 35)<br>*Quintalia* Pinnace (p. 35) | | |
| 50 SL | | *Scanlon* Assault Cutter (p. 35) | | |
| 50 USL | | *Hobbes* Heavy Fighter (p. 28)<br>*Vampire* Strike Fighter (p. 31) | | |
| 75 SL | | *Sumartil* Shuttle (p. 36) | | |
| 80 SL | | *Daoguan* Scoopship (p. 34)<br>*Pascolle* Shuttle (p. 35) | | |
| 200 SL | | *Borodin* Trader (p. 13) | | |
| 300 SL | | *Annek* Frontier Trader (p. 13)<br>*Jiruja* Luxury Yacht (p. 24)<br>*Werimazh* Merchant (p. 20) | | |
| 400 DSP | | *Saniyat* Merchant (p. 19)<br>*Shonava* Free Trader (p. 19) | | |
| 400 SL | | *Isabella* Merchant Pioneer (p. 22) | | |
| 500 DSP | | *Miserigamé* Freighter (p. 17) | | |
| 600 DSP | | *Horrimba* Survey Ship (p. 22)<br>*Wolfram* Freighter (p. 20) | | |
| 600 SL | | *Mullet* Merchant Liner (p. 17) | | |
| 600 USL | | *Djian* Armed Liner (p. 14) | | |
| 800 DSP | | *Frenatti* Freighter (p. 15) | | |
| 800 SL | | *Kagarin* Exploratory Trader (p. 23)<br>*Reimon* Lancer (p. 31) | | |
| 800 USL | | *Fornast* Subsidized Liner (p. 15)<br>*Kerriman* Lancer (p. 28)<br>*Knossos* Liner (p. 16)<br>*Yultaka* Escort (p. 33) | | |
| 850 DSP | | *Wekorgki* Freighter (p. 19) | | |
| 1200 DSP | | *Gentrill* General Freighter (p. 15)<br>*Meramine* General Freighter (p. 17) | | |
| 1500 DSP | | *Amiotti* Freighter (p. 13) | | |
| 2500 DSP | | *Orshesk* Freighter (p. 18) | | |
| 3000 DSP | | *Murphy* Freighter (p. 18) | | |
| 3000 USL | | *Zaggal* Destroyer (p. 33) | | |
| 5000 DSP | | *Akahyeka* Freighter (p. 12)<br>*Grothar* Freighter (p. 16)<br>*Quorum* Assembly Hall (p. 24) | | |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 7500 DSP | | *Fallowfield* Express Liner (p. 14) | | |
| 7500 USL | | *Arduin* Light Cruiser (p. 26)<br>*Orman* Fleet Destroyer (p. 30) | | |
| 10,000 USL | | *Beringiara* Exploratory Cruiser (p. 21)<br>*Warspite* Armoured Cruiser (p. 32) | | |
| 15,000 DSP | | *MacIlravey* Bulk Freighter (p. 16) | | |
| 15,000 USL | | *Powsan* Bulk Freighter (p. 18)<br>*Prince Hal* Cruiser (p. 30)<br>*Slean* Light Cruiser (p. 31) | | |
| 20,000 USL | | *Dauntless* Light Cruiser (p. 27) | | |
| 75,000 USL | | *Monarch* Light Battleship (p. 30) | | |
| 100,000 USL | | *Nexus* Battleship (p. 29) | | |
| 150,000 USL | | *Xerxes* Battleship (p. 32) | | |

## Solomani Confederation

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 5 SL | Murshtai-class Heavy Fighter (p. 84)<br>Virtax-class Light Fighter (p. 84) | *Synjon* Runabout (p. 91) | *Grumpére* Runabout (p. 93) | |
| 10 SL | | *Fromin* Launch (p. 89)<br>*Sarta* Armoured Launch (p. 91) | *Bernhard* Launch (p. 92)<br>*Kianti* Fast Launch (p. 93)<br>*Miao* Runabout (p. 94) | |
| 10 USL | | | *Hun* Light Fighter (p. 75) | |
| 20 SL | | *Bunter* Gig (p. 88)<br>*Imp* Patrol Fighter (p. 62)<br>*Trikon* Aerospace Fighter (p. 66) | *Anlo* Light Fighter (p. 69)<br>*Estevan* Cutter (p. 92)<br>*Mei* Fast Launch (p. 94)<br>*Vixen* Armed Gig (p. 95) | |
| 22 SL | | *Harpy* Aerospace Fighter (p. 86) | | |
| 30 SL | | | *Luzon* Aerospace Fighter (p. 76) | |
| 30 USL | | *Burtoine* Escort Fighter (p. 59)<br>*Langsdale* Attack Fighter (p. 63) | | |
| 40 SL | | *MacDonnell* Assault Lander (p. 90) | | |
| 40 USL | | *Steadfast* Medium Fighter (p. 66) | *Tartar* Heavy Fighter (p. 80) | |
| 50 SL | | *Batoche* Regimental Lander (p. 88) | *Chunrong* Launch (p. 92)<br>*Cordera* Lander (p. 92) | |
| 50 USL | | *Bayonet* Assault Fighter (p. 58) | *Vengeance* Heavy Fighter (p. 80) | |
| 80 SL | | *Dieppe* Assault Lander (p. 89)<br>*Falkon* Cargo Lighter (p. 89)<br>*Hapawín* Scoopship (p. 90)<br>*Ibex* Fast Shuttle (p. 90)<br>*Olmeka* Heavy Fighter (p. 65)<br>*Polakki* Shuttle (p. 91)<br>*Rorke* Cargo Lighter (p. 91) | *Gunga* Medevac Lander (p. 93)<br>*Mobus* Shuttle (p. 94)<br>*Steffern* Assault Lander (p. 94) | |
| 80 USL | | *Petros* Heavy Fighter (p. 85) | *Bermurdatu* Assault Fighter (p. 70) | |
| 90 SL | | *Gartin* Shuttle (p. 89)<br>*Penguin* Shuttle (p. 90) | | |
| 95 SL | | | *Juandao* Fast Shuttle (p. 93) | |
| 95 USL | | *Degyrre* Armed Shuttle (p. 88) | | |
| 100 SL | | | *Intatungula* Courier (p. 53)<br>*Kuaidiyoujian*-class Courier (p. 53)<br>*Plimsoon* Courier (p. 54) | |
| 200 SL | | *Kibalim* Liner (p. 43)<br>*Otter* Survey Scout (p. 52) | | |
| 200 USL | | *Dartmouth* Patrol Frigate (p. 60) | | |
| 250 SL | | | *Kebianj* Trader (p. 49) | |
| 300 SL | | *Aardvark* Trader (p. 38)<br>*Antillé* Trader (p. 39)<br>*Atmaiu* Liner (p. 39)<br>*Faunel* Yacht (p. 55)<br>*Ingham* Missionary Ship (p. 55)<br>*Newcombe* Trader (p. 44) | *Kerridy*-class Yacht (p. 56)<br>*Perimire* Lab Ship (p. 53) | |
| 300 USL | | *Tête Jaune* Survey Ship (p. 53) | | |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 400 SL | | *Gundong* System Defense Boat (p. 86)<br>*Maniakes* Close Escort (p. 64)<br>*Olythnos* Trader (p. 45)<br>*Triku* Subsidized Aquatic Liner (p. 47)<br>*Yarmouth* Frontier Trader (p. 47) | *Meredith* Trader (p. 50)<br>*Verukin* Research Station (p. 54)<br>*Wilberton* Subsidized Merchant (p. 51) | |
| 400 USL | | *Corannis* Dropship (p. 60)<br>*Hoplite* Close Escort (p. 61)<br>*Malthus* Lab Ship (p. 52)<br>*Muirhead* Economy Liner (p. 44) | | |
| 500 SL | | | *Feramé* Close Escort (p. 73) | |
| 550 DSP | | *Aahn Sook* Freighter (p. 37) | | |
| 600 SL | | *Kuomsi* System Defense Boat (p. 87)<br>*Tolley* Subsidized Merchant (p. 46) | *Roin* Close Escort (p. 79) | |
| 600 USL | | *Augustus Deo* Fast Liner (p. 40)<br>*Berghoff* Missile Boat (p. 58)<br>*Fermouche* Escort Frigate (p. 61)<br>*Ubervisch* Commerce Raider (p. 67) | *Avoram* System Defense Boat (p. 85)<br>*Chericún* Close Escort (p. 71) | |
| 700 SL | | *Lebiand* Economy Liner (p. 43) | | |
| 800 DSP | | *don Hannon*-class Survey Scout (p. 52) | | |
| 800 SL | | | *Exierge* Corvette (p. 72) | |
| 800 USL | | *Borman* Liner (p. 41)<br>*Iridescent Poodle* Combat Liner (p. 43)<br>*Porion* Passenger Liner (p. 46) | *Artikus*-class Frigate (p. 69)<br>*Jupiter* Frigate (p. 75)<br>*Qi Wuan* Frigate (p. 78) | |
| 1000 USL | | | *Gordian* Frigate (p. 74) | |
| 1200 SL | | | *Shandian*-class Express Liner (p. 50) | |
| 1200 USL | | *Borghini* Luxury Liner (p. 41)<br>*Cairngorm* Cluster Liner (p. 42)<br>*Congreve* Missile Boat (p. 59)<br>*Melbourne* Close Escort (p. 64)<br>*Nimingbujuming* General Merchant (p. 45) | *Grandison* Luxury Liner (p. 48)<br>*von Braun* Missile Boat (p. 81) | |
| 2000 DSP | | | *Cumberbère* Express Liner (p. 47) | |
| 2000 USL | | *Auldwich* Light Destroyer (p. 58)<br>*Barton* Freighter (p. 41)<br>*Monnin* Freighter (p. 44)<br>*Velroi* Escort Destroyer (p. 67) | *Lomba* Light Destroyer (p. 76)<br>*Yuexiu* Luxury Liner (p. 51) | |
| 2500 USL | | | *Jufen* Liner (p. 48) | |
| 3000 USL | | | *Curzon* Destroyer (p. 72)<br>*Warhound* Light Cruiser (p. 82) | |
| 4000 USL | | *Kosigar* Pocket Carrier (p. 62) | *Cadiz* Fast Destroyer (p. 71)<br>*Kayatenga* Destroyer (p. 75)<br>*Palsson* Light Battle Rider (p. 77)<br>*Yamakma* Freighter (p. 51) | |
| 5000 USL | | *Xianghou* Destroyer (p. 68) | *Basilos* Pocket Cruiser (p. 69)<br>*Formaine* Destroyer (p. 74)<br>*Kurrigan* Destroyer (p. 76) | |
| 6000 USL | | | *Bethune* Hospital Ship (p. 70) | |
| 7500 USL | | *Horsham* Transport (p. 61) | *Fenross* Destroyer (p. 73)<br>*Purvaine* System Defense Boat (p. 87) | |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 10,000 DSP | | *Qanat* Bulk Tanker (p. 46)<br>*Tubigan* Fuel Station (p. 56) | | |
| 10,000 USL | | *Armageddon* Bombardment Cruiser (p. 57)<br>*Intrepid* Cruiser (p. 62)<br>*Lochain* Armed Transport (p. 63)<br>*Pugnacious* Battle Cruiser (p. 66) | *Valeria* Light Cruiser (p. 80)<br>*Wolston* Fleet Transport (p. 81) | |
| 15,000 USL | | | *Victrix* Monitor (p. 81) | |
| 17,000 DSP | | *M'gee* Maintenance Tender (p. 63) | | |
| 20,000 USL | | *Birkenhead* Troopship (p. 59) | *Axar* Monitor (p. 86)<br>*Pteron* Battle Cruiser (p. 78)<br>*Razruzhenye* Assault Carrier (p. 79) | |
| 30,000 USL | | | *Alderbaran* Heavy Cruiser (p. 68) | |
| 50,000 DSP | | | *Warrien* Megafreighter (p. 50) | |
| 50,000 PL | | *Arigail* Monitor (p. 85) | | |
| 50,000 USL | | *Galak* Megafreighter (p. 42)<br>*Miotos* Battleship (p. 65) | | |
| 75,000 DSP | | *Huanying* Megafreighter (p. 42) | | |
| 75,000 USL | | | *Weige* Battle Rider (p. 82) | |
| 100,000 DSP | | | *Leviathan* Megafreighter (p. 49)<br>*Yi Ku Si Tian* Battle Rider (p. 83) | |
| 150,000 USL | | | *Murrain* Battleship (p. 77) | |
| 1,000,000 DSP | | | *Konglong* Megafreighter (p. 49) | |

## Sword Worlds Confederation

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 5 SL | *Ariklon* Runabout (p. 110)<br>*Freidland* Light Fighter (p. 103)<br>*Storch* Aerospace Fighter (p. 106) | | | |
| 5 USL | *Sturm* Light Fighter (p. 106) | | | |
| 8 USL | *Valkyrie* Assault Fighter (p. 107) | | | |
| 10 SL | *Drimburg* Launch (p. 110)<br>*Holmgar* Launch (p. 111) | | | |
| 20 USL | *Elding* Light Fighter (p. 103)<br>*Fellbane* Orbital Defense Fighter (p. 103)<br>*Ravning Eng* Torpedo Boat (p. 105) | *Angbar* Heavy Fighter (p. 107) | | |
| 30 USL | *Drakon* Fighter (p. 102) | | | |
| 40 USL | *Helm* Fighter (p. 105) | | | |
| 80 USL | *Fierbolg* Shuttle (p. 110) | | | |
| 95 SL | *Schwartzhild* Fuel Shuttle (p. 111) | | | |
| 100 SL | *Bardolf* Yacht (p. 100)<br>*Frydja* Yacht (p. 100) | | | |
| 300 SL | *Einkhuissen* Express Liner (p. 96) | | | |
| 400 SL | *Ekorn* Liner (p. 97) | | | |
| 600 SL | | *Trondheim* Lancer (p. 109) | | |
| 800 SL | | *Wain* Freighter (p. 99) | | |
| 800 USL | | *Holgrim* Fleet Destroyer (p. 108)<br>*Knorr* Freighter (p. 98) | | |
| 1200 SL | *Dremheim* System Defense Boat (p. 102) | | | |
| 1200 USL | *Arasfor* Destroyer (p. 101) | | | |
| 2000 DSP | *Traske* Freighter (p. 97) | | | |
| 2000 USL | *Frenrik* System Defense Boat (p. 104)<br>*Kjerre* Freighter (p. 97) | *Kjerre II* Freighter (p. 98)<br>*Sveinhelm* Assault Carrier (p. 108) | | |
| 3000 USL | | *Bølgebryter* System Defense Monitor (p. 107) | | |
| 4000 USL | | *Hvort* Pocket Dreadnought (p. 108) | | |
| 7500 USL | *Eimenstaal* Monitor (p. 102) | | | |
| 10,000 USL | *Slakter* Assault Cruiser (p. 106) | | | |
| 50,000 PL | *Jarlburg* Monitor (p. 105) | | | |
| 50,000 USL | *Grendel* Lesser Dreadnought (p. 104) | | | |
| 100,000 USL | *Beowulf* Greater Dreadnought (p. 101) | | | |

## Terran Confederation

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 10 SL | *Chiang* Launch (p. 132) | *Sprokket* Gig (p. 135)<br>*Waoroa* Launch (p. 135) | | |
| 10 USL | *Leyden* Fighter (p. 125)<br>*Raupi* Light Fighter (p. 127)<br>*Ye* Fighter (p. 127) | *Jordain* Escort Fighter (p. 128) | | |
| 15 SL | *Meritrix* Ships Boat (p. 134) | | | |
| 20 SL | *Dielle* Launch (p. 133)<br>*Huata* Fighter (p. 124) | *Danci* Medivac Launch (p. 135)<br>*Jheraffe* Launch (p. 135) | | |
| 20 USL | *Fury* Fighter (p. 123)<br>*Forsan* Torpedo Boat (p. 122) | *Crellar* Strike Fighter (p. 128) | | |
| 30 SL | *Comrade Hudson* Friendship Lander (p. 132)<br>*Hecate* Light Fighter (p. 124) | | | |
| 40 USL | | *Zhincao* Strike Fighter (p. 131) | | |
| 50 SL | *Shinzang* Shuttle (p. 134) | | | |
| 65 SL | | *Wategil* Shuttle (p. 136) | | |
| 75 SL | *Albion* Shuttle (p. 132) | | | |
| 80 SL | *Dalgriesh* Fuel Shuttle (p. 133)<br>*Gaobei* Fuel Shuttle (p. 133)<br>*Hudson* Lander (p. 133)<br>*Malicore* Fuel Shuttle (p. 134) | | | |
| 80 USL | *Hudson's Revenge* Dropship (p. 134)<br>*Mjolnir* Heavy Fighter (p. 126) | | | |
| 100 SL | *Krykos* Yacht (p. 120) | | | |
| 100 USL | *Marathon* Courier (p. 125) | | | |
| 200 DSP | *Sorpan* Research Station (p. 118) | | | |
| 200 SL | *Flinton* Scout (p. 117)<br>*Kirallian* Yacht (p. 120) | | | |
| 300 DSP | *Kaupali* Liner (p. 113) | | | |
| 400 DSP | *Maynard* Interstellar Scout (p. 118) | | | |
| 400 SL | *Dervish* System Defense Boat (p. 122)<br>*Maikuku* Missile Boat (p. 125) | | | |
| 500 USL | | *Torambu* Frigate (p. 130) | | |
| 600 USL | | *Makiki* Frigate (p. 129) | | |
| 700 SL | | *mMoshnda* Corvette (p. 129) | | |
| 800 DSP | *Aqamtan* Passenger Liner (p. 113) | *Haripashan* Armed Liner (p. 115) | | |
| 800 SL | *Frederik Magnus* Corvette (p. 123) | | | |
| 800 USL | *Puyan* Frigate (p. 126) | | | |
| 1200 DSP | *Anapalna* Transport (p. 113)<br>*Celestine Ranger* Long-Range Scout (p.117)<br>*Podzol* Freighter (p. 114)<br>*Radzhon* Liner (p. 114) | *Khartoom* Frigate (p. 128)<br>*Marrak* Express Liner (p. 116) | | |
| 1200 SL | | *Gifan* Hospital Ship (p. 119) | | |
| 1250 DSP | | *Laksihusal* Freighter (p. 115) | | |
| 2000 USL | *Arakangma* Picket Destroyer (p. 121) | *Weiming* Destroyer (p. 131) | | |
| 3000 DSP | *Bopamo* Light Carrier (p. 121) | | | |
| 5000 DSP | *Akkangs* Bulk Freighter (p. 112) | | | |
| 5000 USL | *Jiao* Missile Boat (p. 124) | | | |
| 7500 DSP | | *Tirrock* Freighter (p. 116) | | |
| 8000 DSP | *Volancia* Fuel Station (p. 120) | | | |
| 10,000 USL | *Guanxou* Light Cruiser (p. 123) | | | |
| 15,000 USL | | *Nguyen* Strike Cruiser (p. 130) | | |
| 25,000 USL | *Farrowlaine* Light Cruiser (p. 122) | | | |

| | | | | |
|---|---|---|---|---|
| 30,000 USL | *Zhounang* Cruiser (p. 127) | | | |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 5 SL | | *Warbler* Runabout (p. 207) | *Felar* Runabout (p. 208) | *Bilastri* Runabout (p. 211) |
| 10 SL | | *Cherpow* Runabout (p. 205)<br>*Chiitaa* Fast Launch (p. 206)<br>*Dermik* Launch (p. 206)<br>*Zentak* Runabout (p. 207) | *Jackson* Military Launch (p. 209)<br>*Mercer* Gig (p. 209) | *Banshee* Light Fighter (p. 202)<br>*Trechiang* Fast Gig (p. 213) |
| 10 USL | | *Gnat* Light Fighter (p. 197)<br>*Midge* Light Fighter (p. 198) | | |
| 20 SL | | | *Guirion* Launch (p. 208)<br>*Marstrom* Launch (p. 209) | *Gheilfa* Aerospace Fighter (p. 203)<br>*Tralsa* Gig (p. 212)<br>*Traynor* Armed Gig (p. 212)<br>*Uruq* Medium Fighter (p. 204) |
| 30 SL | | *Clorthal* Customs Cutter (p. 206) | | *Kraki* Assault Cutter (p. 211)<br>*Murka* Combat Shuttle (p. 212) |
| 40 SL | | | *Quero* Assault Lander (p. 209) | *Dumont* Assault Lander (p. 211) |
| 50 SL | | *Jumo* Heavy Fighter (p. 198) | | *Berry* Extraction Cutter (p. 210)<br>*Citadel* Heavy Fighter (p. 180)<br>*Wylbur* Ultra-Heavy Fighter (p. 195) |
| 80 SL | *Christoff* Shuttle (p. 205) | *Barlax* Assault Lander (p. 205)<br>*Kyzan* Armed Shuttle (p. 206)<br>*Prenei* Scoopship (p. 207)<br>*Sharffe* Combat Shuttle (p. 207) | *Alderan* Scoopship (p. 208)<br>*Barlax II* Assault Lander (p. 208) | *Barlax III* Assault Lander (p. 210)<br>*Dsarpa* Fast Shuttle (p. 211)<br>*Oskra* Shuttle (p. 212)<br>*Yarrow* Scoopship (p. 213) |
| 80 USL | | | | *Fortress* Assault Fighter (p. 182) |
| 100 SL | | *Nostrii* Science Scout (p. 162)<br>*Oskrip* Droyne Scout (p. 162) | *Jheron* Scoutship (p. 164) | *Annecka* Corporate Courier (p. 164)<br>*Chiral* Lab Ship (p. 165)<br>*Mallory* Racing Yacht (p. 172)<br>*Pugilist* Combat Scout (p. 190)<br>*S-XL* Long Range Scout (p. 191) |
| 100 USL | | *Krikalum* Jump Tug (p. 169) | | *Geist* Deep Scout (p. 183)<br>*Morath* Fast Courier (p. 165)<br>*S'donath* Fast Courier (p. 166)<br>*Tulasukui* Courier (p. 166) |
| 200 SL | | *Bargam* Tramp Trader (p. 140)<br>*Étienne* Missionary Ship (p. 168)<br>*Fedmist* Droyne Trader (p. 142)<br>*Murbles* Luxury Yacht (p. 169)<br>*Nahiin* Trader (p. 145) | *Klastao* Far Trader (p. 151) | *Furgal* Blockade Runner (p. 158) |
| 200 USL | | *Rori* Asteroid Miner (p. 169) | | *Vuki* Intruder Scout (p. 194) |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 300 SL | | *Brass Goat* Filibuster (p. 168)<br>*Oytrist* Merchant (p. 146)<br>*Zandrak* Safari Ship (p. 170) | *Baarnekki* Fast Trader (p. 149)<br>*Gothick* Yacht (p. 170)<br>*Larilla* Yacht (p. 171) | |
| 300 USL | | | | *Bilanos* Patrol Frigate (p. 179)<br>*Irushma* Patrol Frigate (p. 186)<br>*Temaughi* Corvette (p. 192) |
| 400 SL | | *Bharapar* Subsidized Merchant (p. 141)<br>*Grouther* Subsidized Liner (p. 143)<br>*Joritz* System Defense Boat (p. 197)<br>*Polo* Merchant Scout (p. 163)<br>*Quotal* Tramp Trader (p. 146) | *Aakroyss* Merchant (p. 148)<br>*Arisha* Subsidized Merchant (p. 149)<br>*Sadmani* Corvette (p. 178) | *Ariasa* Subsidized Packet (p. 156)<br>*Baboon* Scoopship (p. 210)<br>*Cardos* Fast Yacht (p. 172)<br>*Garyan* Corvette (p. 183)<br>*Irbak* System Defense Boat (p. 203)<br>*Lorden* Armed Courier (188)<br>*Moonii* Luxury Yacht (p. 173)<br>*Pheidippides* Imperial Courier (p. 190)<br>*Wirimethar* Treatment Vessel (p. 173)<br>*Zeramine* Trade Pioneer (167) |
| 400 USL | | *Murpak* Freighter (p. 145) | | *Astron* Express Trader (p. 156)<br>*Kuru* Patrol Frigate (p. 188)<br>*Monfraki* Dropship (p. 189)<br>*Voidtrekker* Rift Scout (p. 167) |
| 500 SL | | | *Poaknauri* Subsidized Liner (p. 152) | *Acipiter* Gunned Merchant (p. 154) |
| 500 USL | | | *Shintaka* System Defense Boat (p. 200) | *Apaline* Express Liner (p. 155) |
| 600 DSP | | | | *Pekherni* Observatory (p. 166) |
| 600 SL | *Mayskyu* System Defense Boat (p. 196) | *Karin* Cluster Liner (p. 144)<br>*Premia* System Defense Boat (p. 199)<br>*Tedoaraq* Liner (p. 147)<br>*Umburko* Subsidized Liner (p. 147) | | *Belasmon* Liner (p. 157)<br>*Cytos* Corvette (p. 180)<br>*Komar* Free Trader (p. 158)<br>*Mauripo* Subsidized Merchant (p. 159) |
| 600 USL | | *Gnortz* Freighter (p. 143)<br>*Irumskla* Defense Platform (p. 197) | *Ewos* Q-Ship (p. 176) | |
| 750 USL | | | *Egoyan* Express Liner (p. 150) | |
| 800 SL | | | *Featherstone* System Defense Boat (p. 202) | *Gefros* System Defense Boat (p. 318)<br>*Uramikaa* Corvette (p. 193)<br>*Yelsyn* Frigate (p. 195) |
| 800 USL | | *Bercovia* Express Liner (p. 140)<br>*Chamisollia* Liner (p. 142)<br>*Jelnai* Armed Freighter (p. 144)<br>*Nova's Roar* System Defense Boat (p. 199) | *Gherain* Corvette (p. 177)<br>*Klepsidar* Freighter (p. 151)<br>*Ladawan* Corvette (p. 177) | *Cardeani* Frigate (p. 179)<br>*Hardestii* Fleet Escort (p. 183)<br>*Luusitar* Subsidized Liner (158) |
| 850 SL | | *Akossa* Freighter (p. 138) | | |
| 900 USL | | | *Selonian* Passenger Liner (p. 153) | |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 1000 SL | | | | *Hawk* Destroyer Escort (185) |
| 1000 USL | | | *Kamincha* Express Liner (150) | |
| 1200 SL | | *Anhk* Merchant (p. 138)<br>*Aramine* Liner (p. 139) | | *Vanderpelt* Luxury Liner (p. 161) |
| 1200 USL | | *Bergen* Freighter (p. 141)<br>*Kroydon* Droyne Cruiser (p. 198) | | *Andropal* Express Liner (p. 155)<br>*Selanai* Armed Liner (p. 160)<br>*Traskon* Assault Carrier (p. 193)<br>*Warhoud* Assault Carrier (p. 195) |
| 2000 DSP | | | *Gelliam* Express Freighter (p. 150) | |
| 2000 PL | | | | *Rochelle* Monitor (p. 203) |
| 2000 USL | | *Morag* Ore Transport (p. 145)<br>*Teshia* Bulk Tanker (p. 147)<br>*Wirlas* Exploratory Trader (p. 164) | *Tsenjia* Freighter (p. 154) | *Drauna* Relief Vessel (p. 181)<br>*Luustani* Liner (p. 159)<br>*Permain* Freighter (p. 160)<br>*Stromali* Escort Destroyer (p. 192) |
| 2500 USL | | | *Pelagros* Luxury Liner (p. 152) | |
| 3000 SL | | | | *Thespia* Destroyer (p. 192) |
| 3000 USL | | *Miiriimak* Monitor (p. 199) | | *Empress Nicole* Cruise Liner (p. 157)<br>*Fury* Fleet Escort (p. 182) |
| 4000 SL | | *Cholath* Destroyer (p. 174)<br>*Drangki* Destroyer (p. 196) | | |
| 4000 USL | | | | *Osiron* Destroyer (p. 190) |
| 5000 SL | | | | *Ssaybom* Exploration Cruiser (p. 204) |
| 5000 USL | | *Aablan* Freighter (p. 137)<br>*Polesta* Troopship (p. 175)<br>*Rikiamid* Bulk Freighter (p. 146)<br>*Titanic* Resettlement Vessel (p. 170) | *Brildan* Heavy Destroyer (p. 176) | *Ampi* Express Freighter (p. 155)<br>*Viodak* Light Carrier (p. 194) |
| 7500 DSP | | | | *Kwakwaka'kwan* Astrophysical Research Centre (p. 165) |
| 7500 USL | | | | *Beraasi* Light Battle Rider (p. 178) |
| 8000 DSP | | | | *Bralonné* Mobile University (p. 172) |
| 8000 USL | | *Wiiznam* Freighter (p. 148) | | |
| 10,000 DSP | | | *Levmar* Fuel Station (p. 171)<br>*Malaarkii* Tanker (p. 151) | |
| 10,000 PL | | *Stunnenge* Stealth Monitor (p. 201) | | |
| 10,000 USL | *Verdamt* System Defense Boat (p. 196) | *Firal* Tanker (p. 174)<br>*Lethe* Troop Transport (p. 175) | *Purtin* Transport (p. 177)<br>*Therania* Luxury Liner (p. 153) | *Defiance* Light Cruiser (p. 181)<br>*Ftenrik* Fleet Transport (p. 182)<br>*Haritti* Battlecruiser (p. 184)<br>*Solon* Battlecruiser (p. 191)<br>*Toves* Bulk Freighter (p. 160) |

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 20,000 DSP | | | *Dragger* Bulk Freighter (p. 149) | |
| 20,000 USL | | | *Arika* Bulk Tanker (p. 148) | *Malagant* Battle Rider (p. 189) |
| 40,000 USL | | | | *Kieran* Battle Rider (p. 187) |
| 50,000 USL | | | | *Brighton* Battleship (p. 179)<br>*Flamboyant Monkey* Frontier Cruiser (p. 181) |
| 100,000 USL | | *Gurrak* Megafreighter (p. 144)<br>*Megalith* Battle Station (p. 198) | | |
| 150,000 USL | | | | *Korascant* Battle Tender (p. 187) |

## Two Thousand Worlds

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 80 SL | | *Buhkuu!* Fighter (p. 218)<br>*Gnaakhrr* Fighter (p. 219)<br>*Ri'krung* Heavy Fighter (p. 220) | | |
| 600 SL | | *Xeer'rr* Courier (p. 216) | | |
| 5000 SL | | *Ruuxkr!* Escort (p. 220) | | |
| 7500 SL | | *Burrang* Freighter (p. 214)<br>*Uxkoong* Frigate (p. 220) | | |
| 10,000 SL | | *Buuxkkriir* Scout (p. 216) | | |
| 50,000 SL | | *Booxk* Cruiser (p. 218)<br>*Gkeerak* Freighter (p. 215)<br>*K!kreer* Light Cruiser (p. 219)<br>*Xing!kir* Light Cruiser (p. 221) | | |
| 75,000 SL | | *Xeek'krir* Freighter (p. 215) | | |
| 100,000 SL | | *Gzong!xk* Dreadnought (p. 219) | | |

## Vargr Extents

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 5 SL | | *Vorsk* Light Fighter (p. 227) | | |
| 20 SL | | *Aekguthang* Assault Cutter (p. 228) | | |
| 30 SL | | *Seragh* Cutter (p. 228) | | |
| 40 SL | | *Skorzh* Aerospace Fighter (p. 226) | | |
| 300 SL | | *Madiis* Trader (p. 223) | | |
| 300 USL | | *Khershwan* Trader (p. 222) | | |
| 800 SL | | *Khorfooz* Raider (p. 227) | | |
| 5000 USL | | *Gvergh* Assault Cruiser (p. 226) | | |

## Zhodani Consulate

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 10 SL | | | *Shebzhinj* Launch (p. 238) | |
| 20 USL | | | *Echpozh* Armed Gig (p. 238) | |
| 30 SL | | | *Tezhmacht* Fighter (p. 237) | |
| 100 SL | | *Tch'atl* Yacht (p. 234) | *Dezdinsh* Courier (p. 233) | |
| 300 SL | | *Braydikor* Trader (p. 230)<br>*Vloshr* Frontier Trader (p. 230) | | |
| 400 SL | | | *Drachplitl* Diplomatic Yacht (p. 233) | |
| 400 USL | | *Ankrak* Freighter (p. 229) | | |
| 600 SL | | | *Trabatch* Express Liner (p. 232) | |
| 600 USL | | | *Iechtekl* Intelligence Frigate (p. 236) | |
| 700 USL | | | *Zhdiechranj* Liner (p. 232) | |
| 800 USL | | | *Kriaplezh* Liner (p. 231) | |
| 1200 USL | | | *Enzhyiench* Freighter (p. 231) | |
| 2000 USL | | *Tslechdael* Freighter (p. 230)<br>*Vstabr* Freighter (p. 231) | | |
| 3000 SL | | | | *Tlach'dev* Destroyer (p. 237) |
| 3000 USL | | | *Shtiabr* Intelligence Frigate (p. 236) | |
| 4000 USL | | | *Bliaprlinzh* Strike Destroyer (p. 235) | |
| 5000 USL | | | *Drianjdaqr* Destroyer (p. 235) | |
| 8000 USL | | | *Shtiabrisht* Destroyer (p. ) | |

## Ziru Sirka

| *Displacement (dtons)* | *Tech Level* | | | |
|---|---|---|---|---|
| | *9* | *10* | *11* | *12* |
| 8 USL | | *Eriimar* Fighter (p. 243) | | |
| 9 SL | | *Driim* Gig (p. 245) | | |
| 10 USL | | *Laadn* Light Fighter (p. 244) | | |
| 25 SL | | *Gremmii* Launch (p. 245) | | |
| 100 SL | | *Bisri* Courier (p. 242) | | |
| 400 USL | | *Kisrud* Escort (p. 243) | | |
| 550 USL | | *Adadese* Freighter (p. 239) | | |
| 600 USL | | *Bariidin* Armed Liner (p. 240) | | |
| 800 USL | | *Erashmii* Merchant (p. 240) | | |
| 1000 USL | | *Ashurar* Freighter (p. 240)<br>*Esaggal* Merchant (p. 241) | | |
| 1200 USL | | *Massiirka* Gunned Freighter (p. 241) | | |
| 5000 USL | | *Shibaash* Light Cruiser (p. 244) | | |
| 7500 USL | | *Korkii* Destroyer (p. 244) | | |

# Appendix C: Small Craft Summary

Small craft are ubiquitous in almost every interstellar society. Some designs are widespread, manufactured under license by countless shipyards, others are only seen in a single system, manufactured by local concerns to address a specific need.

These tables summarize the information found in this book. They will be particularly useful to naval architects who want to quickly look up a particular small craft for use as an auxiliary on a larger vessel. The small craft are sorted by tech level, displacement, and class.

## Aslan Hierate

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Ahira* Lander | 10 | 10 | 3 | 36 | 4 | 280.6 | 298.7 | 11.19 |
| *Eiwiyfti* Launch | 10 | 10 | 1 | 24 | 4 | 18.1 | 36.2 | 2.99 |

## Hive Federation

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Ziicu* Lander | 12 | 24 | 1 | 0 | 17.2 | 15.0 | 93.0 | 3.40 |
| *Zharcal* Lander | 12 | 100 | 1 | 0 | 67.5 | 55.1 | 361.2 | 7.29 |

## Rule of Man

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Astra* Launch | 10 | 10 | 1 | 12 | 4 | 21.6 | 39.7 | 3.56 |
| *Bituin* Launch | 10 | 10 | 1 | 0 | 5 | 20.2 | 42.8 | 3.14 |
| *Skyskipper* Launch | 10 | 10 | 1 | 12 | 4 | 20.6 | 38.8 | 3.14 |
| *Xenos* Fast Launch | 10 | 10 | 1 | 12 | 2 | 26.8 | 35.9 | 3.46 |
| *Mulai* Pinnace | 10 | 40 | 1 | 24 | 24 | 47.0 | 155.9 | 4.92 |
| *Quintalia* Pinnace | 10 | 40 | 1 | 24 | 24 | 44.9 | 153.7 | 4.11 |
| *Scanlon* Assault Cutter | 10 | 50 | 3 | 36 | 8 | 402.8 | 439.1 | 22.58 |
| *Sumartil* Shuttle | 10 | 75 | 2 | 12 | 50 | 66.2 | 292.9 | 5.00 |

## Solomani Confederation

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Synjon* Runabout | 10 | 5 | 1 | 12 | 1 | 14.0 | 18.6 | 2.87 |
| *Fromin* Launch | 10 | 10 | 1 | 12 | 4 | 20.6 | 38.8 | 3.14 |
| *Sarta* Armoured Launch | 10 | 10 | 1 | 36 | 0 | 43.8 | 43.8 | 3.84 |
| *Bunter* Gig | 10 | 20 | 1 | 24 | 10 | 29.8 | 75.2 | 3.50 |
| *MacDonnell* Assault Lander | 10 | 40 | 3 | 36 | 7 | 513.9 | 545.7 | 15.07 |
| *Batoche* Regimental Lander | 10 | 50 | 1 | 444 | 0 | 59.1 | 59.1 | 4.92 |
| *Dieppe* Assault Lander | 10 | 80 | 3 | 36 | 9 | 845.5 | 886.3 | 23.69 |
| *Falkon* Cargo Lighter | 10 | 80 | 2 | 0 | 54 | 70.4 | 315.3 | 5.20 |
| *Hapawín* Scoopship | 10 | 80 | 2 | 0 | 0 | 82.4 | 132.3 | 13.99 |
| *Ibex*-class Fast Shuttle | 10 | 80 | 2 | 60 | 40 | 100.6 | 282.0 | 6.68 |
| *Rorke* Cargo Lighter | 10 | 80 | 1 | 0 | 55 | 67.4 | 316.9 | 5.19 |
| *Penguin* Shuttle | 10 | 90 | 2 | 0 | 61 | 76.6 | 353.2 | 5.47 |
| *Grumpére* Runabout | 11 | 5 | 1 | 12 | 1 | 11.3 | 15.9 | 2.83 |
| *Bernhard* Launch | 11 | 10 | 1 | 12 | 5 | 14.5 | 37.2 | 3.34 |
| *Miao* Runabout | 11 | 10 | 1 | 12 | 5 | 13.5 | 36.2 | 2.93 |
| *Estevan* Cutter | 11 | 20 | 1 | 36 | 10 | 22.7 | 68.1 | 4.32 |
| *Mei* Fast Launch | 11 | 20 | 1 | 24 | 8 | 33.3 | 69.6 | 6.27 |
| *Vixen* Armed Gig | 11 | 20 | 2 | 24 | 8 | 53.2 | 89.5 | 9.31 |
| *Chunrong* Launch | 11 | 50 | 1 | 60 | 32 | 30.0 | 175.1 | 4.14 |
| *Cordera* Lander | 11 | 50 | 5 | 36 | 34 | 29.3 | 183.5 | 4.12 |
| *Gunga* Medevac Lander | 11 | 80 | 2 | 0 | 0 | 105.3 | 105.3 | 13.79 |
| *Mobus* Shuttle | 11 | 80 | 1 | 48 | 55 | 43.3 | 292.7 | 5.72 |
| *Steffern* Assault Lander | 11 | 80 | 3 | 36 | 10 | 2,189.8 | 2,235.1 | 64.55 |

## Sword Worlds Confederation

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Drimburg* Launch | 9 | 10 | 1 | 11 | 4 | 19.8 | 37.9 | 5.05 |
| *Holmgar* Launch | 9 | 10 | 1 | 0 | 5 | 19.1 | 41.7 | 5.04 |
| *Fierbolg* Shuttle | 9 | 80 | 1 | 55 | 65 | 68.5 | 363.3 | 9.41 |

## Terran Confederation

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Chiang*-class Launch | 9 | 10 | 1 | 11 | 4 | 19.9 | 38.0 | 5.20 |
| *Meritrix* Ships Boat | 9 | 15 | 1 | 0 | 8 | 23.5 | 59.8 | 5.32 |
| *Comrade Hudson* Friendship Lander | 9 | 30 | 1 | 12 | 5 | 1681.2 | 1703.9 | 24.0 |
| *Shinzang* Shuttle | 9 | 50 | 1 | 22 | 30 | 49.5 | 185.6 | 7.88 |
| *Albion* Shuttle | 9 | 75 | 1 | 22 | 50 | 63.2 | 290.0 | 8.84 |
| *Gaobei* Fuel Shuttle | 9 | 80 | 1 | 0 | 0 | 63.5 | 63.5 | 16.66 |
| *Hudson* Lander | 9 | 80 | 1 | 36 | 27.5 | 3360.6 | 3485.3 | 44.4 |
| *Hudson's Revenge* Dropship | 9 | 80 | 1 | 120 | 51.5 | 3191.7 | 3425.2 | 45.0 |
| *Sprokket* Gig | 10 | 10 | 1 | 12 | 4 | 20.6 | 38.8 | 3.14 |
| *Waoroa* Launch | 10 | 10 | 1 | 12 | 4 | 20.6 | 39.7 | 3.56 |
| *Jheraffe* Launch | 10 | 20 | 1 | 12 | 12 | 26.3 | 80.7 | 3.33 |
| *Wategil* Shuttle | 10 | 65 | 2 | 0 | 44 | 59.3 | 258.8 | 4.72 |

## Third Imperium

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Christoff* Shuttle | 9 | 80 | 2 | 22 | 49 | 68.6 | 290.8 | 12.27 |
| *Warbler* Runabout | 10 | 5 | 1 | 12 | 1 | 14.0 | 18.6 | 2.87 |
| *Chiitaa* Fast Launch | 10 | 10 | 1 | 12 | 2 | 26.8 | 35.9 | 3.46 |
| *Dermik* Launch | 10 | 10 | 1 | 36 | 3 | 18.5 | 32.1 | 3.00 |
| *Zentak* Runabout | 10 | 10 | 1 | 12 | 3 | 23.7 | 37.3 | 3.30 |
| *Clorthal* Customs Cutter | 10 | 30 | 2 | 12 | 141.7 | 141.7 | 9.49 | |
| *Barlax* Assault Lander | 10 | 80 | 3 | 48 | 8 | 1014.2 | 1050.5 | 25.92 |
| *Kyzan* Armed Shuttle | 10 | 80 | 2 | 36 | 49 | 82.6 | 304.8 | 6.35 |
| *Prenei* Scoopship | 10 | 80 | 2 | 0 | 0 | 96.5 | 141.8 | 13.99 |
| *Sharffe* Combat Shuttle | 10 | 80 | 2 | 48 | 51 | 72.6 | 303.9 | 6.27 |
| *Felar* Runabout | 11 | 5 | 1 | 12 | 1 | 11.3 | 15.9 | 2.83 |
| *Jackson* Military Launch | 11 | 10 | 1 | 12 | 5 | 14.5 | 37.2 | 3.34 |
| *Mercer* Gig | 11 | 10 | 1 | 12 | 5 | 13.5 | 36.2 | 2.93 |
| *Guirion* Launch | 11 | 20 | 1 | 24 | 12 | 17.4 | 71.8 | 3.10 |
| *Marstrom* Launch | 11 | 20 | 2 | 48 | 10 | 18.0 | 63.4 | 3.11 |
| *Quero* Assault Lander | 11 | 40 | 2 | 36 | 12 | 344.5 | 398.9 | 17.43 |
| *Alderan* Scoopship | 11 | 80 | 1 | 0 | 0 | 54.8 | 109.3 | 13.49 |
| *Barlax II* Assault Lander | 11 | 80 | 3 | 48 | 8 | 1044.9 | 1081.1 | 50.01 |
| *Bilastri* Runabout | 12 | 5 | 1 | 12 | 1 | 10.7 | 15.3 | 3.12 |
| *Tralsa* Gig | 12 | 20 | 1 | 24 | 11 | 18.5 | 68.4 | 4.02 |
| *Traynor* Armed Gig | 12 | 20 | 1 | 12 | 8 | 146.4 | 182.7 | 9.34 |
| *Kraki* Assault Cutter | 12 | 30 | 1 | 0 | 13 | 52.3 | 111.2 | 14.95 |
| *Murka* Combat Shuttle | 12 | 30 | 2 | 36 | 4 | 157.4 | 175.6 | 12.83 |
| *Dumont* Assault Lander | 12 | 40 | 3 | 36 | 7 | 474.5 | 506.2 | 26.06 |
| *Berry* Extraction Cutter | 12 | 50 | 3 | 36 | 0 | 569.1 | 569.1 | 40.13 |
| *Barlax III* Assault Lander | 12 | 80 | 3 | 48 | 8 | 783.8 | 820.1 | 48.89 |
| *Dsarpa* Fast Shuttle | 12 | 80 | 2 | 60 | 40 | 87.1 | 268.5 | 15.05 |
| *Oskra* Shuttle | 12 | 80 | 2 | 48 | 41 | 86.8 | 272.7 | 15.04 |
| *Yarrow* Scoopship | 12 | 80 | 1 | 0 | 0 | 47.5 | 101.9 | 15.01 |
| *Baboon* Scoopship | 12 | 400 | 3 | 0 | 0.5 | 270.4 | 533.0 | 71.98 |

## Vargr Extents

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Aekguthang* Assault Cutter | 10 | 20 | 1 | 36 | 6 | 45.4 | 72.6 | 5.21 |
| *Seragh* Cutter | 10 | 30 | 2 | 24 | 10.5 | 53.9 | 101.6 | 5.61 |

## Zhodani Consulate

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Shebzhinj* Launch | 11 | 10 | 1 | 12 | 5 | 13.7 | 36.4 | 3.10 |
| *Echpozh* Armed Gig | 11 | 20 | 2 | 24 | 11 | 49.7 | 99.6 | 7.54 |

## Ziru Sirka

| *Class* | *TL* | *Dsp* | *Crw* | *Pas* | *Crgo* | *Emass* | *LMass* | *Cost* |
|---|---|---|---|---|---|---|---|---|
| *Driim* Gig | 10 | 9 | 1 | 12 | 4.2 | 16.9 | 36.0 | 2.96 |
| *Gremmii* Launch | 10 | 25 | 1 | 12 | 15 | 31.8 | 99.8 | 3.57 |

# Appendix D: New Modules

The ***GURPS Traveller*** rules contain rules for designing starships at GURPS tech levels 10 and 12, while those who own ***GURPS Vehicles*** can design starships from scratch.

***GURPS Vehicles*** is a complicated book, and various players have expressed a wish that the standard modules were available at more tech levels. In an effort to help those players, we present the following modules.

## Hulls and Armour

The costs presented in ***GURPS Traveller*** hold for hulls at other tech levels. Lower tech hulls mass more than high tech hulls: multiply the GTL12 mass by the multiplier on the following table.

| *Tech Level* | *Mass Multiplier* | *DR* |
|---|---|---|
| 8 | x 4 | 8000 |
| 9 | x 3 | 13333 |
| 10 | x 2 | 20000 |
| 11 | x 1.5 | 33333 |
| 12 | x 1 | 50000 |
| 13 | x 1 | 80000 |

Armour gets more effective as tech level increases. Calculate armour as explained in the ***GURPS Traveller*** rules, but use the DR values from the above table.

## Engineering Modules

Fusion is introduced at GTL9, and is very bulky. A GTL9 engineering module has the following stats:

Volume: 3.5 spaces
Mass: 12.51 stons
Cost: 5.01 MCr

Fusion plants at GTL11 and above are identical, thus the values given for the GTL12 module apply for GTL11 and GTL13 as well.

Fusion power is unavailable at GTL8, and expensive and bulky at GTL9. Fission reactors are a reasonable alternative. Fission-based engineering modules have the following stats:

**GTL8**
Volume: 1.5 spaces
Mass: 4.6 stons
Cost: 0.414 MCr

**GTL9**
Volume: 1 space
Mass: 3.1 stons
Cost: 0.054 MCr

**GTL10+**
Volume: 1 space
Mass: 3.1 stons
Cost: 0.027 MCr

Note that a fission engineering module cannot be used with many normal modules, because GURPS Traveller modules include a 'slice' of the power plant. Instead, use the fission modules provided in this appendix. This limitation does not apply to modules without a significant power plant slice, such as hold modules.

At GTL9 the only difference between fission and fusion 'slices' is that fission slices are Cr60 per kilowatt cheaper. Thus, using a standard GTL9 fusion-powered module will result in a slight overestimation of the cost of the equivalent fission-powered module.

## Drive Modules

Jump drive is introduced at GTL9. It is incredibly bulky and requires a lot of crew. A GTL9 jump module has the following stats:

Volume: 2 spaces
Mass: 5 stons
Cost: 5 MCr
Crew: 0.1 per module

Fusion plants at GTL11 and above are identical, as are jump drive components, thus the values given for the GTL12 jump drive module apply for GTL11 and GTL13 jump drive modules as well.

Maximum jump numbers at each tech level are given in the ***GURPS Traveller*** rules. Remember that you can't exceed these limits!

A GTL9 reactionless thruster module has the following stats:

Trust produced: 5 tons
Volume: 1 space
Mass: 4 stons
Cost: 1.45 MCr
Crew: 0.1 per module

As with jump drives, there is no difference between GTL11 and GTL12 thrusters.

# Orion Drive Modules

Also called nuclear pulse drives, Orion thrusters work by detonating a nuclear bomb under a large hemispherical baseplate. The plate, with the rest of the ship mounted on *large* shock absorbers, is thrust forwards. Orion drives are large, uncomfortable, and anything but subtle—but they work.

Orion engines are rarely encountered in the Traveller universe, because of the early advent of reactionless thrusters. However, they can provide low-tech planets with a nasty surprise for intruders: the bombs themselves are dangerous at close range, while they can also be used to trigger nuclear-pumped x-ray lasers. The effective thrust of an Orion drive is dependent on two factors: the yield of the propellant bombs, and the pulse rate (the number of bombs exploded per second).

**thrust = 200 tons x yield x pulse rate**

An Orion drive consists of a baseplate module, plus a variable number of shock absorber and bomb delivery modules.

## Baseplate Module

Every Orion drive requires one of these.

Volume: 2 spaces
Mass: 50 stons
Cost: 0.1 MCr x $\sqrt{\text{BPS}}$

## Bomb Delivery Module

Every Orion drive requires at least one of these. Multiple modules can be used to give higher pulse rates, up to a maximum rate of 10 bombs per second.

Volume: 0.5 spaces
Mass: 12.5 stons
Cost: 0.25 MCr x $\sqrt{\text{BPS}}$

| | | |
|---|---|---|
| Maximum output: | GTL7 | 2.5 |
| | GTL8 | 5 |
| | GTL9+ | 10 |

## Shock Absorber Module

Every Orion drive requires at least one of these. Install one shock absorber module for every kiloton yield of the drive bombs.

| | GTL7 | GTL8 | GTL9+ |
|---|---|---|---|
| Volume (spaces): | 2 | 1 | 0.5 |
| Mass (stons): | 50 | 25 | 12.5 |
| Cost (MCr): | 0.1 | 0.05 | 0.025 |

*Note: multiply cost by $\sqrt{BPS}$*

## Bomb Rack Module

An Orion drive requires bombs. Divide the number of bombs carried by the pulse rate to determine maximum time under full acceleration. (Of course, a lower pulse rate, and hence lower acceleration, is always possible.)

Volume: 1 space
Mass: 12.5 stons (when loaded)
Cost: 25 MCr (to load)

Depending on yield and tech level, each bomb rack module can store the following number of bombs.

| Yield | GTL7 | GTL8 | GTL9 | GTL10+ |
|---|---|---|---|---|
| 1 | 595 | 1190 | 2380 | 100000 |
| 2 | 568 | 1136 | 2272 | 50000 |
| 5 | 500 | 1000 | 2000 | 20000 |
| 10 | 416 | 833 | 1666 | 10000 |
| 20 | 312 | 625 | 1250 | 5000 |
| 50 | 178 | 357 | 714 | 2000 |
| 100 | 104 | 208 | 416 | 1000 |
| 200 | 56 | 113 | 227 | 500 |
| 500 | 24 | 48 | 96 | 200 |
| 1000 | 12 | 24 | 49 | 100 |
| 2000 | 6 | 12 | 24 | 50 |
| 5000 | 2 | 4 | 9 | 20 |
| 10000 | 1 | 2 | 4 | 10 |

# Appendix E: Design Details

## *Aablan*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| DR 100 crystaliron armour | — | 501.2 | 6.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 465.0 | — | 6 |
| 400 thrusters (14,512.0 tonnes thrust) | 400.0 | 1,233.5 | 64.0 | — | 6.7 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 9 crew staterooms | 36.0 | 19.6 | 0.1 | — | — |
| 3,400.5-dton cargo hold | 3,400.5 | — | — | — | — |
| Cargo | (3,400.5) | (15,421.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 2,786.6 | 708.6 | 10,267 | 14 |
| Fitted out with full crew | 5,000.0 | 19,114.9 | 708.6 | 10,267 | 16 |

## *Aahn Sook*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 550-dton medium hull, std. mat. | (550.0) | 23.0 | 1.3 | 2,357 | — |
| DR 100 crystaliron armour | — | 23.0 | 0.3 | — | — |
| 1 x 77-dton medium subhull, std. mat. | (77.5) | 6.2 | 0.3 | (638) | — |
| DR 100 crystaliron armour | — | 31.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 17 jump drive modules | 17.0 | 61.7 | 52.7 | — | 0.7 |
| 45 thrusters (1,632.6 tonnes thrust) | 45.0 | 138.8 | 7.2 | — | 0.8 |
| 110 internal jump fuel tanks | 110.0 | 29.9 | 17.6 | — | — |
| 110 -dtons jump fuel | (110.0) | (99.8) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 361.5-dton cargo hold | 361.5 | — | — | — | — |
| Cargo | (361.5) | (1,639.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 550.0 | 342.2 | 84.5 | 2,357 | 3 |
| Fitted out with full crew | 550.0 | 2,081.4 | 84.5 | 2,357 | 5 |

## *Aakroyss*-class Merchant (GTL11)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, standard materials | (320.0) | 14.0 | 2.5 | 20,519 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.3 | 1,600 | — |
| DR 100 superdense armour | — | 55.8 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 36.6 | — | 0.2 |
| 12 thrusters (1,088.4 tonnes thrust) | 12.0 | 43.5 | 7.8 | — | 0.2 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 97 MJ PD laser turret | (3.0) | 13.3 | 1.3 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 nests for 18 high passengers | 36.0 | 16.3 | 0.1 | — | 0.9 |
| 1 crew nest | 12.0 | 5.4 | 0.0 | — | — |
| 160.5-dton cargo hold | 160.5 | — | — | — | — |
| Cargo | (160.5) | (727.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 320.0 | 255.3 | 68.1 | 22,119 | 0 |
| Fitted out | 320.0 | 1,055.7 | 68.1 | 22,119 | 0 |

## *Aardvark*-class Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.6 | — | 0.2 |
| 18 thrusters (653.0 tonnes thrust) | 18.0 | 55.5 | 2.9 | — | 0.3 |
| 30 internal jump fuel tanks | 30.0 | 8.2 | 4.8 | — | — |
| 30 -dtons jump fuel | (30.0) | (27.2) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 86.0-dton cargo hold | 86.0 | — | — | — | — |
| Cargo | (86.0) | (390.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 259.6 | 36.2 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 676.8 | 36.2 | 1,573 | 5 |

## *Acipiter*-class Gunned Merchant (GTL12)

*Note:* design spreadsheet not provided.

## *Adadese*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 550-dton medium hull, std. mat. | (550.0) | 23.0 | 1.3 | 2,357 | — |
| DR 100 crystaliron armour | — | 115.1 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 11 jump drive modules | 11.0 | 39.9 | 34.1 | — | 0.4 |
| 62 thrusters (2,249.4 tonnes thrust) | 62.0 | 191.2 | 9.9 | — | 1.0 |
| 55 internal jump fuel tanks | 55.0 | 15.0 | 8.8 | — | — |
| 55 -dtons jump fuel | (55.0) | (49.9) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 404.5-dton cargo hold | 404.5 | — | — | — | — |
| Cargo | (404.5) | (1,834.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 550.0 | 423.0 | 60.6 | 2,357 | 3 |
| Fitted out with full crew | 550.0 | 2,307.3 | 60.6 | 2,357 | 5 |

## *Aekguthang*-class Assault Cutter (GTL10)

*Design Parameters:* Built for Vargr crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 2.5 | 0.3 | 258 | — |
| DR 100 crystaliron armour | — | 12.6 | 0.2 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (181.4 tonnes thrust) | 5.0 | 15.4 | 0.8 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 6.0-dton cargo hold | 6.0 | — | — | — | — |
| Cargo | (6.0) | (27.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 45.4 | 5.2 | 258 | 1 |
| Fitted out with full crew | 16.0 | 72.6 | 5.2 | 258 | 1 |

## *Ahira*-class Lander (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (24.0) | 3.3 | 0.4 | 339 | — |
| 1 turret (DR 600) | 1.0 | 22.5 | 0.4 | 74 | — |
| DR 1200 crystaliron armour | — | 198.6 | 2.6 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 thrusters (544.2 tonnes thrust) | 15.0 | 46.3 | 2.4 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 150 MJPD plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 280.6 | 11.2 | 413 | 2 |
| Fitted out with full crew | 24.0 | 298.7 | 11.2 | 413 | 3 |

## *Akahyeka*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| DR 100 crystaliron armour | — | 100.2 | 1.3 | — | — |
| 1 x 598-dton medium subhull, std. materials | (598.0) | 24.3 | 1.3 | (2,492) | — |
| DR 100 crystaliron armour | — | 121.7 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 620.0 | — | 8 |
| 356 thrusters (12,915.7 tonnes thrust) | 356.0 | 1,097.8 | 57.0 | — | 5.9 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 9 crew staterooms | 36.0 | 19.6 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 2,900.0-dton cargo hold | 2,900.0 | — | — | — | — |
| Cargo | (2,900.0) | (13,151.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 2,630.4 | 931.8 | 10,267 | 15 |
| Fitted out with full crew | 5,000.0 | 17,142.4 | 931.8 | 10,267 | 17 |

## *Akkangs*-class Bulk Freighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 150.4 | 5.5 | 10,267 | — |
| DR 100 durasteel armour | — | 150.4 | 2.0 | — | — |
| 1 x 255-dton medium subhull, std. materials | (255.0) | 20.7 | 0.8 | (1,412) | — |
| DR 100 durasteel armour | — | 103.4 | 1.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 100 jump drive modules | 200.0 | 725.6 | 500.0 | — | 20 |
| 50 fusion rockets (3,628.0 tonnes) | 50.0 | 181.4 | 40.0 | — | 0.8 |
| 500 internal jump fuel tanks | 500.0 | 136.1 | 80.0 | — | — |
| 500 -dtons jump fuel | (500.0) | (453.5) | (0.2) | — | — |
| 189 water fuel tanks | 189.0 | 4.3 | 32.1 | — | — |
| Water (as reaction mass) | (189.0) | (2,571.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 11.2 | 1.5 | — | — |
| 13 crew staterooms | 52.0 | 28.3 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 4,000.0-dton cargo hold | 4,000.0 | — | — | — | — |
| Cargo | (4,000.0) | (18,140.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 1,392.5 | 676.7 | 10,267 | 22 |
| Fitted out with full crew | 5,000.0 | 19,986.0 | 676.7 | 10,267 | 25 |

# *Akossa*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 850-dton medium hull, std. mat. | (850.0) | 30.8 | 1.7 | 3,150 | — |
| DR 100 crystaliron armour | — | 153.8 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 26 jump drive modules | 26.0 | 94.3 | 80.6 | — | 1.0 |
| 72 thrusters (2,612.2 tonnes thrust) | 72.0 | 222.0 | 11.5 | — | 1.2 |
| 170 internal jump fuel tanks | 170.0 | 46.3 | 27.2 | — | — |
| 170 -dtons jump fuel | (170.0) | (154.2) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Cherpow* Runabout | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Cherpow* Runabout | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 550.0-dton cargo hold | 550.0 | — | — | — | — |
| Cargo | (550.0) | (2,494.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 850.0 | 588.6 | 128.0 | 3,150 | 4 |
| Fitted out with full crew | 850.0 | 3,257.7 | 131.2 | 3,150 | 6 |

# *Albion*-class Shuttle (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 75-dton medium hull, std. mat. | (60.0) | 9.1 | 0.8 | 624 | — |
| DR 100 durasteel armour | — | 45.7 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 3 water fuel tanks | 3.0 | 0.1 | 0.5 | — | — |
| Water (as reaction mass) | (3.0) | (40.8) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.4 | 0.0 | — | — |
| 50.0-dton cargo hold | 50.0 | — | — | — | — |
| Cargo | (50.0) | (226.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 60.0 | 63.2 | 8.8 | 624 | 1 |
| Fitted out with full crew | 60.0 | 290.0 | 8.8 | 624 | 1 |

# *Alderan*-class Scoopship (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 4.8 | 0.8 | 651 | — |
| DR 100 superdense armour | — | 19.1 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 thrusters (272.1 tonnes thrust) | 3.0 | 10.9 | 1.9 | — | 0.1 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 54.8 | 14.8 | 651 | 1 |
| Fitted out with full crew | 64.0 | 109.3 | 14.8 | 651 | 1 |

# *Alderbaran*-class Heavy Cruiser (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30,000-dton medium hull, std. mat. | (30,000.0) | 248.2 | 18.2 | 33,902 | — |
| 26 turrets (DR 4000) | 26.0 | 2,278.5 | 31.0 | 1,932 | — |
| 20 large external bays (DR 4000) | 400.0 | 28,479.8 | 384.4 | 24,154 | — |
| DR 10000 superdense armour | — | 99,298.1 | 1,313.8 | — | — |
| Heavy compartmentalization | — | 24.8 | 0.3 | — | — |
| Basic stealth | — | 146.4 | 48.4 | — | — |
| Basic emission cloaking | — | 146.4 | 48.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 0-0 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 1,580 jump drive modules | 1,580.0 | 5,732.2 | 4,819.0 | — | 31.6 |
| 6,500 thrusters (589,550 tonnes) | 6,500.0 | 23,582.0 | 4,225.0 | — | 130 |
| 12,640 internal jump fuel tanks | 12,640.0 | 3,439.3 | 2,022.4 | — | — |
| 12,640 -dtons jump fuel | (12,640.0) | (11,464.5) | (4.4) | — | — |
| 5.5 fuel scoops | 5.5 | 2.8 | 0.0 | — | — |
| 100 fuel processors | 100.0 | 99.8 | 85.0 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 26 triple 97 MJ PD laser turrets | (78.0) | 345.9 | 32.8 | — | 3-26 |
| 20 large heavy missile bays | (2,000.0) | 2,739.1 | 44.0 | — | 40 |
| 2.8 TJ spinal particle accelerator | 7,440.0 | 67,318.4 | 4,618.0 | — | 76 |
| 32 nuclear damper modules | 32.0 | 296.0 | 128.0 | — | 4 |
| 156 meson screen modules | 156.0 | 707.5 | 358.8 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30,000 ready heavy missiles | — | (20,407.5) | (6,000.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Fighters with 1 entrance | 600.0 | 0.9 | 0.0 | — | — |
| 10 *Luzon* Aerospace Fighters | (300.0) | (4,396.0) | (254.8) | — | 30 |
| Hanger for Cutters | 80.0 | — | — | — | — |
| 2 *Estevan* Cutters | (40.0) | (45.4) | (8.6) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 4 marine bunkrooms | 16.0 | 6.9 | 0.1 | — | — |
| 6 briefing rooms | 6.0 | 0.1 | 0.0 | — | — |
| 2 weapons lockers | 2.0 | 12.7 | 0.1 | — | — |
| 4 gyms | 10.0 | 1.8 | 0.0 | — | — |
| 2 shooting ranges | 20.0 | 18.1 | 0.3 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 60 utility modules | 60.0 | 625.8 | 15.0 | — | — |
| 29 crew bunkrooms | 116.0 | 50.0 | 0.5 | — | — |
| 10 sickbays | 25.0 | 46.3 | 2.1 | — | 10 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 2 brigs | 2.0 | 12.7 | 0.1 | — | — |
| 153.0-dton cargo hold | 153.0 | — | — | — | — |
| Cargo | (153.0) | (693.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30,000.0 | 235,829.8 | 18,293.9 | 59,988 | 165 |
| Fitted out with full crew | 30,000.0 | 272,837.1 | 24,557.3 | 59,988 | 342 |

# *Alquere*-class Light Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 thrusters (217.7 tonnes thrust) | 6.0 | 18.5 | 1.0 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 41.0 | 5.0 | 162 | 2 |
| Fitted out with full crew | 8.0 | 41.0 | 5.0 | 162 | 2 |

# *Amiotti*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,500-dton medium hull, std. mat. | (1,500.0) | 44.9 | 2.5 | 4,601 | — |
| DR 100 crystaliron armour | — | 44.9 | 0.6 | — | — |
| 1 x 163-dton medium subhull, std. materials | (163.5) | 10.3 | 0.6 | (1,049) | — |
| DR 100 crystaliron armour | — | 51.3 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 30 jump drive modules | 30.0 | 108.8 | 93.0 | — | 1.2 |
| 114 thrusters (4,135.9 tonnes thrust) | 114.0 | 351.6 | 18.2 | — | 1.9 |
| 150 internal jump fuel tanks | 150.0 | 40.8 | 24.0 | — | — |
| 150 -dtons jump fuel | (150.0) | (136.1) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1,175.0-dton cargo hold | 1,175.0 | — | — | — | — |
| Cargo | (1,175.0) | (5,328.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,500.0 | 683.6 | 144.2 | 4,601 | 5 |
| Fitted out with full crew | 1,500.0 | 6,168.9 | 147.4 | 4,601 | 7 |

# *Ampi*-class Express Freighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 50.1 | 5.5 | 10,267 | — |
| 2 turrets (DR 100) | 2.0 | 3.7 | 0.1 | 148 | — |
| DR 100 bonded superdense armour | — | 200.5 | 2.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 350 jump drive modules | 350.0 | 1,269.8 | 1,067.5 | — | 3.5 |
| 100 thrusters (9,070.0 tonnes thrust) | 100.0 | 362.8 | 65.0 | — | 1 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 8 crew staterooms | 32.0 | 14.5 | 0.1 | — | — |
| 1,500.0-dton cargo hold | 1,500.0 | — | — | — | — |
| Cargo | (1,500.0) | (6,802.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 2,868.6 | 1,629.4 | 10,416 | 6 |
| Fitted out with full crew | 5,000.0 | 12,392.1 | 1,629.4 | 10,416 | 10 |

# *Anapalna*-class Transport (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 58.1 | 2.1 | 3,965 | — |
| DR 100 durasteel armour | — | 58.1 | 0.8 | — | — |
| 1 x 350-dton medium subhull, std. mat. | (350.0) | 25.5 | 0.9 | (1,743) | — |
| DR 100 durasteel armour | — | 127.7 | 1.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 36 jump drive modules | 72.0 | 261.2 | 180.0 | — | 7.2 |
| 20 fusion rockets (1,451.2 tonnes thrust) | 20.0 | 72.6 | 16.0 | — | 0.3 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 250 water fuel tanks | 250.0 | 5.7 | 42.5 | — | — |
| Water (as reaction mass) | (250.0) | (3,401.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 11.2 | 1.5 | — | — |
| 60 Staterooms for 60 high passengers | 240.0 | 130.6 | 1.0 | — | 3 |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 338.0-dton cargo hold | 338.0 | — | — | — | — |
| Cargo | (338.0) | (1,532.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 799.3 | 298.0 | 3,965 | 9 |
| Fitted out with full crew | 1,200.0 | 2,549.8 | 298.0 | 3,965 | 14 |

# *Andropal*-class Express Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 19.4 | 2.1 | 3,965 | — |
| DR 100 bonded superdense armour | — | 77.4 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 84 jump drive modules | 84.0 | 304.8 | 256.2 | — | 0.8 |
| 22 thrusters (1,995.4 tonnes thrust) | 22.0 | 79.8 | 14.3 | — | 0.2 |
| 720 internal jump fuel tanks | 720.0 | 195.9 | 115.2 | — | — |
| 720 -dtons jump fuel | (720.0) | (653.0) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 5 suites for 5 noble passengers | 40.0 | 9.1 | 0.3 | — | 5 |
| 40 Staterooms for 40 high passengers | 160.0 | 72.6 | 0.5 | — | 2 |
| 8 low berths for 32 low passengers | 4.0 | 14.5 | 1.8 | — | — |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 132.0-dton cargo hold | 132.0 | — | — | — | — |
| Cargo | (132.0) | (598.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 828.5 | 395.7 | 3,965 | 2 |
| Fitted out with full crew | 1,200.0 | 2,080.2 | 395.7 | 3,965 | 13 |

# *Angbar*-class Heavy Fighter (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-ton hull | (20.0) | 2.7 | 0.2 | 278.7 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| Armour: DR3000, PD4 | 0.0 | 408.1 | 5.4 | 0.0 | 0.0 |
| Basic stealth | 0.0 | 0.7 | 0.2 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 0.7 | 0.2 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Maneuver drive (1.2G) | 16.0 | 49.3 | 2.6 | 0.0 | 0.3 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Missile Rack | 1.0 | 11.8 | 0.0 | 0.0 | 0.0 |
| 2 360-MJ Lasers | 2.0 | 21.8 | 2.1 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Missiles | 0.0 | 0.0 | 2.5 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 20.0 | 499.7 | 15.7 | 278.7 | 1.0 |
| Unloaded with skeleton crew | 20.0 | 499.7 | 13.2 | 278.7 | 1.0 |

# *Anhk*-class Merchant (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (960.0) | 38.7 | 5.1 | 3,965 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 111.6 | — | 1.4 |
| 85 thrusters (3,083.8 tonnes thrust) | 85.0 | 262.1 | 13.6 | — | 1.4 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 50 Staterooms for 50 high passengers | 200.0 | 108.8 | 0.6 | — | 2.5 |
| 7 low berths for 28 low passengers | 3.5 | 12.7 | 1.5 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 356.0-dton cargo hold | 356.0 | — | — | — | — |
| Cargo | (356.0) | (1,614.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 960.0 | 953.4 | 187.5 | 4,262 | 4 |
| Fitted out with full crew | 960.0 | 2,785.5 | 187.5 | 4,262 | 13 |

# *Ankrak*-class Freighter (GTL10)

*Design Parameters:* Built for Drakaran crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 41 thrusters (1,487.5 tonnes thrust) | 41.0 | 126.4 | 6.6 | — | 0.7 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 20 passageways | 20.0 | — | — | — | — |
| 250.5-dton cargo hold | 250.5 | — | — | — | — |
| Cargo | (250.5) | (1,136.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 331.8 | 63.5 | 1,906 | 3 |
| Fitted out with full crew | 400.0 | 1,540.4 | 63.5 | 1,906 | 5 |

## *Anlo*-class Light Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| DR 2200 superdense armour | — | 166.7 | 2.2 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 13 thrusters (1,179.1 tonnes thrust) | 13.0 | 47.2 | 8.4 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fixed 390 MJ lasers | 2.0 | 13.6 | 2.3 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 234.4 | 15.9 | 258 | 2 |
| Fitted out with full crew | 16.0 | 234.4 | 15.9 | 258 | 2 |

## *Annecka*-class Corporate Courier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 3.7 | 0.4 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| 1 xboat communications module | 12.0 | 125.3 | 3.8 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 5 jump drive modules | 5.0 | 18.1 | 15.3 | — | 0.0 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.1 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Trechiang* Fast Gig | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Trechiang* Fast Gig | (10.0) | (15.8) | (3.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 6.0-dton cargo hold | 6.0 | — | — | — | — |
| Cargo | (6.0) | (27.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 235.2 | 36.1 | 756 | 2 |
| Fitted out with full crew | 100.0 | 314.5 | 40.0 | 756 | 4 |

## *Annek*-class Frontier Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 15 thrusters (544.2 tonnes thrust) | 15.0 | 46.3 | 2.4 | — | 0.3 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 empty turrets | (9.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Air/Raft with 1 entrance | 0.4 | 0.9 | 0.0 | — | — |
| 1 Air/Raft | (0.2) | (0.8) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 48.6-dton cargo hold | 48.6 | — | — | — | — |
| Cargo | (48.6) | (220.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 285.3 | 49.4 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 560.9 | 49.5 | 1,796 | 6 |

## *Antillé*-class Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 23 thrusters (834.4 tonnes thrust) | 23.0 | 70.9 | 3.7 | — | 0.4 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 Staterooms for 12 high passengers | 48.0 | 26.1 | 0.1 | — | 0.6 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 70.0-dton cargo hold | 70.0 | — | — | — | — |
| Cargo | (70.0) | (317.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 342.7 | 56.0 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 714.5 | 56.0 | 1,796 | 8 |

## *Apaline*-class Express Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 500-dton medium hull, std. mat. | (500.0) | 10.8 | 1.2 | 2,212 | — |
| DR 100 bonded superdense armour | — | 43.2 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 25 jump drive modules | 25.0 | 90.7 | 76.3 | — | 0.3 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.1 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 72.6 | 0.5 | — | 2 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 5 crew staterooms | 20.0 | 9.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 77.0-dton cargo hold | 77.0 | — | — | — | — |
| Cargo | (77.0) | (349.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 500.0 | 347.2 | 121.9 | 2,212 | 2 |
| Fitted out with full crew | 500.0 | 877.8 | 121.9 | 2,212 | 9 |

## *Aqamtan*-class Passenger Liner (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 44.3 | 1.6 | 3,026 | — |
| DR 100 durasteel armour | — | 44.3 | 0.6 | — | — |
| 1 x 393-dton medium subhull, std. mat. | (393.5) | 27.6 | 1.0 | (1,885) | — |
| DR 100 durasteel armour | — | 138.1 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 16 jump drive modules | 32.0 | 116.1 | 80.0 | — | 3.2 |
| 24 fusion rockets (1,741.4 tonnes thrust) | 24.0 | 87.1 | 19.2 | — | 0.4 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| 54 water fuel tanks | 54.0 | 1.2 | 9.2 | — | — |
| Water (as reaction mass) | (54.0) | (734.7) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Chiang* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Chiang* Launch | (10.0) | (19.9) | (5.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 16.9 | 2.3 | — | — |
| 80 Staterooms for 80 high passengers | 320.0 | 174.1 | 1.3 | — | 4 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 235.0-dton cargo hold | 235.0 | — | — | — | — |
| Cargo | (235.0) | (1,065.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 653.4 | 144.2 | 3,026 | 5 |
| Fitted out with full crew | 800.0 | 1,811.6 | 149.4 | 3,026 | 14 |

## *Arakangma*-class Picket Destroyer (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are counted towards jump volume. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 81.6 | 3.0 | 5,574 | — |
| 10 turrets (DR 100) | 10.0 | 65.6 | 1.1 | 743 | — |
| 1 small external bay (DR 100) | 10.0 | 50.1 | 0.9 | 603 | — |
| DR 100 durasteel armour | — | 408.2 | 5.4 | — | — |
| Total compartmentalization | — | 16.3 | 0.2 | — | — |
| Radical stealth | — | 33.8 | 55.9 | — | — |
| Radical emission cloaking | — | 33.8 | 55.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 3.0 | 15.0 | 11.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 62 jump drive modules | 124.0 | 449.9 | 310.0 | — | 12.4 |
| 100 thrusters (471.6 tonnes) | 100.0 | 380.9 | 140.0 | — | 10 |
| 250 fusion rockets (18,140.0 tonnes) | 250.0 | 907.0 | 200.0 | — | 4.2 |
| 824 internal jump fuel tanks | 824.0 | 224.2 | 131.8 | — | — |
| 824 -dtons jump fuel | (824.0) | (747.4) | (0.3) | — | — |
| 500 water fuel tanks | 500.0 | 11.3 | 85.0 | — | — |
| Water (as reaction mass) | (500.0) | (6,802.5) | (0.2) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 101 MJ laser turrets | (15.0) | 117.3 | 21.3 | — | 1-5 |
| 5 triple 40 MJ PD laser turrets | (15.0) | 76.7 | 22.1 | — | 1-5 |
| 1 small light missile bay | (50.0) | 12.5 | 0.6 | — | 2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4,100 ready light missiles | — | (557.8) | (143.5) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 bays for *Raupi* Light Fighters | 105.0 | 0.5 | 0.0 | — | — |
| 10 *Raupi* Light Fighters | (100.0) | (286.0) | (84.0) | — | 10 |
| 1 bay for *Chiang* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Chiang* Launch | (10.0) | (19.9) | (5.2) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 utility modules | 11.0 | 61.9 | 8.4 | — | — |
| 4 crew bunkrooms | 20.0 | 17.8 | 0.2 | — | — |
| 6 crew low berths | 3.0 | 10.9 | 1.3 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 20.0-dton cargo hold | 20.0 | — | — | — | — |
| Cargo | (20.0) | (90.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 2,301.6 | 1,092.0 | 6,921 | 28 |
| Fitted out with full crew | 2,000.0 | 4,003.4 | 1,324.7 | 6,921 | 73 |

# *Aramine*-class Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (960.0) | 38.7 | 5.1 | 3,965 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 78 thrusters (2,829.8 tonnes thrust) | 78.0 | 240.5 | 12.5 | — | 1.3 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 10 low berths for 40 low passengers | 5.0 | 18.1 | 2.2 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 266.5-dton cargo hold | 266.5 | — | — | — | — |
| Cargo | (266.5) | (1,208.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 960.0 | 983.8 | 240.7 | 4,262 | 5 |
| Fitted out with full crew | 960.0 | 2,518.9 | 240.7 | 4,262 | 14 |

# *Arasfor*-class Destroyer (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1200-ton hull | (1200.0) | 68.0 | 2.5 | 4645.2 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.6 | 0.0 | 0.0 |
| Armour: DR1000, PD4 | 0.0 | 4054.3 | 53.6 | 0.0 | 0.0 |
| Heavy compartmentalization | 0.0 | 6.8 | 0.1 | 0.0 | 0.0 |
| 12 turrets (36 spaces) | 12.0 | 9.0 | 0.5 | 891.9 | 12.0 |
| Basic stealth | 0.0 | 13.5 | 4.5 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 13.5 | 4.5 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 3.5 | 11.3 | 5.0 | 0.0 | 0.0 |
| Jump drive (1 parsec) | 48.0 | 174.1 | 120.0 | 0.0 | 4.8 |
| Jump tanks | 240.0 | 283.0 | 38.4 | 0.0 | 0.0 |
| Fusion rocket (2.3G) | 250.0 | 2828.7 | 312.5 | 0.0 | 0.0 |
| Rocket fuel tank (1.3 hours) | 550.0 | 7794.5 | 88.0 | 0.0 | 0.0 |
| Fuel processor module (30.0 hours) | 1.0 | 1.0 | 0.9 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 Missile Racks | (12.0) | 141.5 | 0.2 | 0.0 | 0.0 |
| 12 102-MJ Lasers | (12.0) | 94.9 | 17.3 | 0.0 | 0.0 |
| 12 sandcasters | (12.0) | 54.4 | 3.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 6.0 | 26.9 | 22.3 | 0.0 | 4.0 |
| 3 utility modules | 3.0 | 31.3 | 0.9 | 0.0 | 0.0 |
| 3 Vehicle Bays | 63.0 | 136.1 | 4.5 | 0.0 | 0.0 |
| Hold | 11.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| stateroom | 4.0 | 2.7 | 0.0 | 0.0 | 0.0 |
| 2 bunkrooms sleeping 32 personnel | 8.0 | 8.7 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (240.0) | 0.0 | 0.1 | 0.0 | 0.0 |
| Cargo | (11.5) | (52.2) | 0.0 | 0.0 | 0.0 |
| Gig | (20.0) | (70.6) | (5.5) | 0.0 | 1.0 |
| 2 *Elding* Light Fighters | (40.0) | (516.2) | (35.6) | 0.0 | 2.0 |
| Missiles | 0.0 | 0.0 | 29.5 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 1.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 1200.0 | 16393.3 | 663.1 | 5537.0 | 33.0 |
| Unloaded with skeleton crew | 1200.0 | 15754.4 | 591.4 | 5537.0 | 8.0 |

# *Arduin*-class Light Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 131.4 | 7.2 | 13,454 | — |
| 20 turrets (DR 500) | 20.0 | 377.8 | 5.6 | 1,486 | — |
| 4 large external bays (DR 500) | 80.0 | 1,215.4 | 17.6 | 4,830 | — |
| DR 1000 crystaliron armour | — | 6,567.7 | 86.9 | — | — |
| Heavy compartmentalization | — | 13.1 | 0.1 | — | — |
| Basic stealth | — | 48.3 | 16.0 | — | — |
| Basic emission cloaking | — | 48.3 | 16.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 313 jump drive modules | 313.0 | 1,135.6 | 970.3 | — | 12.5 |
| 2,150 thrusters (78,002.0 tonnes) | 2,150.0 | 6,630.2 | 344.0 | — | 35.8 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 90 MJ PD laser turrets | (30.0) | 159.2 | 17.7 | — | 1-10 |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 2 large light missile bays | (200.0) | 47.7 | 1.3 | — | 4 |
| 2 large heavy missile bays | (200.0) | 273.9 | 4.4 | — | 4 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16,400 ready light missiles | — | (2,231.2) | (590.4) | — | — |
| 3,000 ready heavy missiles | — | (2,040.8) | (540.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for *Astras* with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 2 *Astra* Launches | (20.0) | (43.2) | (7.1) | — | 2 |
| Hanger for *Fireflies* with 1 entrance | 20.0 | 0.9 | 0.0 | — | — |
| 10 *Firefly* Light Fighters | (10.0) | (471.0) | (52.1) | — | 20 |
| Hanger for *Hyenas* | 240.0 | — | — | — | — |
| 4 *Hyena* Medium Fighters | (120.0) | (567.2) | (61.0) | — | 8 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 4.5 | — | — |
| 10 crew bunkrooms | 40.0 | 43.5 | 0.2 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.5 | — | 2 |
| 18.0-dton cargo hold | 18.0 | — | — | — | — |
| Cargo | (18.0) | (81.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 31,763.8 | 3,071.2 | 19,771 | 50 |
| Fitted out with full crew | 7,500.0 | 39,919.8 | 4,321.7 | 19,771 | 122 |

## *Aregian*-class Aerospace Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (7.7) | 1.6 | 0.3 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (181.4 tonnes thrust) | 5.0 | 15.4 | 0.8 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 422 MJ plasma gun | 1.5 | 0.9 | 1.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 0.2-dton cargo hold | 0.2 | — | — | — | — |
| Cargo | (0.2) | (0.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7.7 | 31.2 | 5.1 | 162 | 1 |
| Fitted out with full crew | 7.7 | 32.2 | 5.1 | 162 | 1 |

## *Ariasa*-class Subsidized Packet (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 3.7 | 0.2 | 148 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.2 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.1 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 Staterooms for 8 middle passengers | 16.0 | 7.3 | 0.0 | — | 0.2 |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 95.0-dton cargo hold | 95.0 | — | — | — | — |
| Cargo | (95.0) | (430.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 265.0 | 101.8 | 2,054 | 2 |
| Fitted out with full crew | 320.0 | 841.0 | 101.8 | 2,054 | 5 |

## *Arigail*-class Monitor (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (planetoid hull).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton heavy planetoid | (50,000.0) | 8,375.1 | 5.0 | 47,657 | — |
| 112 turrets (DR 2000) | 112.0 | 8,252.4 | 116.7 | 8,323 | — |
| 30 large external bays (DR 2000) | 600.0 | 35,645.1 | 483.0 | 36,231 | — |
| DR 50000 crystaliron armour | | —1,163,211.5 | 15,389.8 | — | — |
| Total compartmentalization | 15.0 | 1,675.0 | — | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 35,000 thrusters (1,269,800 tonnes) | 35,000.0 | 107,933.0 | 5,600.0 | — | 583.3 |
| 9 workshops | 22.5 | 122.4 | 0.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 triple 250 MJ laser turrets | (150.0) | 1,131.9 | 123.0 | — | 5-50 |
| 60 single 810 MJ heavy laser turrets | (180.0) | 1,507.4 | 162.0 | — | 6-60 |
| 2 double 422 MJ plasma gun turrets | (6.0) | 3.6 | 4.0 | — | 1-2 |
| 30 large heavy missile bays | (3,000.0) | 4,108.7 | 66.0 | — | 60 |
| 2.3 TJ spinal meson gun | 5,955.0 | 53,889.4 | 11,130.0 | — | 61 |
| 1,024 nuclear damper modules | 4,096.0 | 38,636.7 | 16,588.8 | — | 4 |
| 478 meson screen modules | 478.0 | 2,341.1 | 1,864.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45,000 ready heavy missiles | — | (30,611.3) | (8,100.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 *Petros* Heavy Fighters | (1,600.0) | (18,470.0) | (586.2) | — | 60 |
| Hanger with 1 entrance | 3,200.0 | 0.9 | 0.0 | — | — |
| 5 *Sarta* Armoured Launches | (5.0) | (219.0) | (19.2) | — | — |
| Hanger with 1 entrance | 10.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 5 marine bunkrooms | 20.0 | 21.8 | 0.1 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 utility modules | 100.0 | 1,043.1 | 30.0 | — | — |
| 65 crew bunkrooms | 260.0 | 283.0 | 1.2 | — | — |
| 5 sickbays | 12.5 | 23.1 | 1.3 | — | 5 |
| 123.0-dton cargo hold | 123.0 | — | — | — | — |
| Cargo | (123.0) | (557.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 1,428,240.3 | 51,578.6 | 92,211 | 585 |
| Fitted out with full crew | 50,000.0 | 1,478,098.3 | 60,284.0 | 92,211 | 800 |

# *Arika*-class Bulk Tanker (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 189.4 | 13.9 | 25,872 | — |
| DR 100 superdense armour | — | 757.8 | 10.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 600 jump drive modules | 600.0 | 2,176.8 | 1,830.0 | — | 12 |
| 2,000 thrusters (181,400.0 tonnes thrust) | 2,000.0 | 7,256.0 | 1,300.0 | — | 40 |
| 4,000 internal jump fuel tanks | 4,000.0 | 1,088.4 | 640.0 | — | — |
| 4,000 -dtons jump fuel | (4,000.0) | (3,628.0) | (1.4) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 utility modules | 40.0 | 417.2 | 10.0 | — | — |
| 30 crew staterooms | 120.0 | 54.4 | 0.4 | — | — |
| 3 exercise rooms | 7.5 | 1.4 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 228.0-dton cargo hold | 228.0 | — | — | — | — |
| Cargo | (228.0) | (1,034.0) | — | — | — |
| 13,000.0-dton cargo tank | 13,000.0 | 1,532.8 | 2,080.0 | — | — |
| Liquid cargo | (13,000.0) | (176,865.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 13,484.9 | 5,887.9 | 25,872 | 53 |
| Fitted out with full crew | 20,000.0 | 195,011.9 | 5,887.9 | 25,872 | 58 |

# *Ariklon*-class Runabout (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.5 | 0.1 | 102 | — |
| DR 100 durasteel armour | — | 7.5 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.7 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 14.5 | 4.9 | 102 | 1 |
| Fitted out with full crew | 4.0 | 14.5 | 4.9 | 102 | 1 |

# *Arisha*-class Subsidized Merchant (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, standard materials | (320.0) | 14.0 | 2.5 | 20,519 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.3 | 1,600 | — |
| DR 100 superdense armour | — | 55.8 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 8 jump drive modules | 8.0 | 29.0 | 24.4 | — | 0.2 |
| 11 thrusters (997.7 tonnes thrust) | 11.0 | 39.9 | 7.1 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 165.0-dton cargo hold | 165.0 | — | — | — | — |
| Cargo | (165.0) | (748.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 320.0 | 220.8 | 45.9 | 22,119 | 0 |
| Fitted out | 320.0 | 1,005.3 | 45.9 | 22,119 | 0 |

## *Armageddon*-class Bombardment Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| 5 turrets (DR 2000) | 5.0 | 366.5 | 5.0 | 371 | — |
| 8 large internal bays | 800.0 | 72.6 | 4.0 | — | — |
| DR 5000 crystaliron armour | — | 39,781.3 | 526.3 | — | — |
| Total compartmentalization | — | 31.8 | 0.4 | — | — |
| Radical stealth | — | 81.4 | 134.6 | — | — |
| Radical emission cloaking | — | 81.4 | 134.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,240.0 | — | 16 |
| 3,800 thrusters (137,864.0 tonnes thrust) | 3,800.0 | 11,718.4 | 608.0 | — | 63.3 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 8 large heavy missile bays | (800.0) | 1,095.7 | 17.6 | — | 16 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 200 magazines | 200.0 | 1,133.8 | 25.0 | — | — |
| 12,000 ready heavy missiles | — | (8,163.0) | (2,160.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 2 Gigs with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 Gigs | (40.0) | (141.2) | (11.0) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 12 crew bunkrooms | 48.0 | 52.2 | 0.2 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 98.0-dton cargo hold | 98.0 | — | — | — | — |
| Cargo | (98.0) | (444.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 70,916.4 | 4,263.3 | 16,670 | 81 |
| Fitted out with full crew | 10,000.0 | 82,386.0 | 6,434.3 | 16,670 | 130 |

## *Artikus*-class Frigate (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| 7 turrets (DR 2750) | 7.0 | 423.0 | 5.8 | 520 | — |
| DR 5500 superdense armour | — | 4,874.7 | 64.5 | — | — |
| Total compartmentalization | — | 4.4 | 0.0 | — | — |
| Basic stealth | — | 8.7 | 2.9 | — | — |
| Basic emission cloaking | — | 8.7 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 43 jump drive modules | 43.0 | 156.0 | 131.1 | — | 0.9 |
| 350 thrusters (31,745.0 tonnes thrust) | 350.0 | 1,269.8 | 227.5 | — | 7 |
| 340 internal jump fuel tanks | 340.0 | 92.5 | 54.4 | — | — |
| 340 -dtons jump fuel | (340.0) | (308.4) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 cradles for *Anlo* Light Fighter | 4.0 | 22.7 | 1.0 | — | — |
| 2 *Anlo* Light Fighters | (40.0) | (425.2) | (31.7) | — | 4 |
| 1 cradle for *Bernhard* Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Bernhard* Launch | (10.0) | (13.2) | (3.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 4 crew low berths | 2.0 | 7.3 | 0.9 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 1 armoury | 1.0 | 6.3 | 0.0 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 20.0-dton cargo hold | 20.0 | — | — | — | — |
| Cargo | (20.0) | (90.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 7,105.1 | 525.3 | 3,546 | 9 |
| Fitted out with full crew | 800.0 | 8,009.4 | 571.7 | 3,546 | 45 |

## *Ashurar*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,000-dton medium hull, std. mat. | (1,000.0) | 34.3 | 1.9 | 3,511 | — |
| DR 100 crystaliron armour | — | 171.4 | 2.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 30 jump drive modules | 30.0 | 108.8 | 93.0 | — | 1.2 |
| 101 thrusters (3,664.3 tonnes thrust) | 101.0 | 311.5 | 16.2 | — | 1.7 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 647.5-dton cargo hold | 647.5 | — | — | — | — |
| Cargo | (647.5) | (2,936.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,000.0 | 721.4 | 150.3 | 3,511 | 4 |
| Fitted out with full crew | 1,000.0 | 3,839.2 | 150.3 | 3,511 | 6 |

# *Astra*-class Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 21.6 | 3.6 | 162 | 1 |
| Fitted out with full crew | 8.0 | 39.7 | 3.6 | 162 | 1 |

# *Astron*-class Express Trader (GTL12)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 9.3 | 1.0 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 3.7 | 0.1 | 148 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.2 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.1 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 24 Staterooms for 24 passengers | 96.0 | 43.5 | 0.3 | — | 1.2 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 90.0-dton cargo hold | 90.0 | — | — | — | — |
| Cargo | (90.0) | (408.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 279.1 | 99.2 | 2,054 | 2 |
| Fitted out with full crew | 400.0 | 832.4 | 99.2 | 2,054 | 5 |

# *Atmaiu*-class Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 13 thrusters (471.6 tonnes thrust) | 13.0 | 40.1 | 2.1 | — | 0.2 |
| 90 internal jump fuel tanks | 90.0 | 24.5 | 14.4 | — | — |
| 90 -dtons jump fuel | (90.0) | (81.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 21.0-dton cargo hold | 21.0 | — | — | — | — |
| Cargo | (21.0) | (95.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 284.1 | 62.9 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 461.0 | 62.9 | 1,573 | 6 |

# *Augustus Deo*-class Fast Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 6 turrets (DR 100) | 6.0 | 26.3 | 0.5 | 445 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 25 jump drive modules | 25.0 | 90.7 | 77.5 | — | 1 |
| 30 thrusters (1,088.4 tonnes thrust) | 30.0 | 92.5 | 4.8 | — | 0.5 |
| 183 internal jump fuel tanks | 183.0 | 49.8 | 29.3 | — | — |
| 183 -dtons jump fuel | (183.0) | (166.0) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 55 Staterooms for 55 high passengers | 220.0 | 119.7 | 0.7 | — | 2.8 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 69.0-dton cargo hold | 69.0 | — | — | — | — |
| Cargo | (69.0) | (312.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 614.2 | 124.5 | 2,943 | 3 |
| Fitted out with full crew | 600.0 | 1,093.1 | 124.5 | 2,943 | 12 |

# *Auldwich*-class Light Destroyer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| 20 turrets (DR 650) | 20.0 | 486.6 | 7.1 | 1,486 | — |
| DR 1300 crystaliron armour | — | 3,537.3 | 46.8 | — | — |
| Total compartmentalization | — | 10.9 | 0.1 | — | — |
| Basic stealth | — | 17.2 | 5.7 | — | — |
| Basic emission cloaking | — | 17.2 | 5.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 186.0 | — | 2.4 |
| 1,100 thrusters (39,908.0 tonnes thrust) | 1,100.0 | 3,392.2 | 176.0 | — | 18.3 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 triple light missile turrets | (24.0) | 6.5 | 0.1 | — | 8 |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 6 single 810 MJ heavy laser turrets | (18.0) | 150.7 | 16.2 | — | 1-6 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,968 ready light missiles | — | (267.7) | (70.8) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 bays for *Langsdale* Attack Fighters | 315.0 | 0.5 | 0.0 | — | — |
| 10 *Langsdale* Attack Fighters | (300.0) | (1,663.0) | (98.5) | — | 20 |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 6 crew bunkrooms | 24.0 | 26.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 33.0-dton cargo hold | 33.0 | — | — | — | — |
| Cargo | (33.0) | (149.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 8,244.9 | 536.9 | 7,060 | 22 |
| Fitted out with full crew | 2,000.0 | 10,758.7 | 711.7 | 7,060 | 62 |

# *Avoram*-class System Defense Boat (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 18.3 | 1.3 | 2,497 | — |
| 6 turrets (DR 4000) | 6.0 | 525.8 | 7.2 | 445 | — |
| DR 15000 superdense armour | — | 10,974.5 | 145.2 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Radical stealth | — | 14.4 | 23.8 | — | — |
| Radical emission cloaking | — | 14.4 | 23.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 570 thrusters (51,699.0 tonnes thrust) | 570.0 | 2,068.0 | 370.5 | — | 11.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 single 870 MJ heavy laser turrets | (18.0) | 160.5 | 9.4 | — | 1-6 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1.5-dton cargo hold | 1.5 | — | — | — | — |
| Cargo | (1.5) | (6.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 13,862.0 | 625.3 | 2,943 | 13 |
| Fitted out with full crew | 600.0 | 13,868.8 | 625.3 | 2,943 | 23 |

# *Axar*-class Monitor (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 189.4 | 13.9 | 25,872 | — |
| 21 turrets (DR 4000) | 21.0 | 1,840.3 | 25.1 | 1,560 | — |
| 12 large external bays (DR 4000) | 240.0 | 17,087.9 | 230.6 | 14,492 | — |
| DR 50000 superdense armour | — | 378,893.0 | 5,012.9 | — | — |
| Total compartmentalization | — | 37.9 | 0.4 | — | — |
| Radical stealth | — | 204.7 | 338.5 | — | — |
| Radical emission cloaking | — | 204.7 | 338.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 0-0 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 11,500 thrusters (1,043,050 tonnes) | 11,500.0 | 41,722.0 | 7,475.0 | — | 230 |
| 3 workshops | 7.5 | 40.8 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 390 MJ laser turrets | (15.0) | 102.3 | 17.3 | — | 1-5 |
| 16 single 870 MJ heavy laser turrets | (48.0) | 428.1 | 25.1 | — | 2-16 |
| 12 29 GJ particle bays | (1,200.0) | 11,504.4 | 636.0 | — | 24 |
| 2.3 TJ spinal meson gun | 5,954.0 | 53,868.5 | 6,043.0 | — | 61 |
| 32 nuclear damper modules | 32.0 | 296.0 | 128.0 | — | 4 |
| 217 meson screen modules | 217.0 | 984.1 | 499.1 | — | 4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 *Anlo* Light Fighters | (240.0) | (2,812.8) | (190.3) | — | 24 |
| 8 *Bermurdatu* Assault Fighters | (640.0) | (11,480.0) | (705.6) | — | 32 |
| Hanger with 1 entrance | 1,760.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 utility modules | 40.0 | 417.2 | 10.0 | — | — |
| 33 crew bunkrooms | 132.0 | 56.9 | 0.6 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 6 sickbays | 15.0 | 27.8 | 1.3 | — | 6 |
| 45.0-dton cargo hold | 45.0 | — | — | — | — |
| Cargo | (45.0) | (204.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 508,066.5 | 20,899.4 | 41,925 | 233 |
| Fitted out with full crew | 20,000.0 | 522,563.3 | 21,795.3 | 41,925 | 398 |

# *Baarnekki*-class Fast Trader (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 11.5 | 2.0 | 16,938 | — |
| DR 100 superdense armour | — | 46.1 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 15 jump drive modules | 15.0 | 54.4 | 45.8 | — | 0.3 |
| 8 thrusters (725.6 tonnes thrust) | 8.0 | 29.0 | 5.2 | — | 0.2 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 80.5-dton cargo hold | 80.5 | — | — | — | — |
| Cargo | (80.5) | (365.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 240.0 | 199.5 | 76.4 | 16,938 | 0 |
| Fitted out | 240.0 | 673.4 | 76.4 | 16,938 | 0 |

# *Baboon*-class Scoopship (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| DR 200 bonded superdense armour | — | 74.4 | 1.0 | — | — |
| Basic stealth | — | 4.7 | 1.5 | — | — |
| Basic emission cloaking | — | 4.7 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.2 |
| 287 internal jump fuel tanks | 287.0 | 78.1 | 45.9 | — | — |
| 287 -dtons jump fuel | (287.0) | (260.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 270.4 | 72.0 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 533.0 | 72.0 | 1,906 | 3 |

# *Banshee*-class Light Fighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 0.8 | 0.2 | 162 | — |
| DR 300 bonded superdense armour | — | 9.5 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 thrusters (362.8 tonnes thrust) | 4.0 | 14.5 | 2.6 | — | 0.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 405 MJ lasers | 3.0 | 21.2 | 2.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 51.3 | 7.7 | 162 | 1 |
| Fitted out with full crew | 8.0 | 51.3 | 7.7 | 162 | 1 |

# *Bardolf*-class Yacht (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 11.1 | 1.0 | 756 | — |
| DR 100 durasteel armour | — | 55.4 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 2 jump drive modules | 4.0 | 14.5 | 10.0 | — | 0.4 |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 10 internal jump fuel tanks | 10.0 | 2.7 | 1.6 | — | — |
| 10 -dtons jump fuel | (10.0) | (9.1) | (0.0) | — | — |
| 15 water fuel tanks | 15.0 | 0.3 | 2.5 | — | — |
| Water (as reaction mass) | (15.0) | (204.1) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 1 suite for 1 noble passenger | 8.0 | 2.2 | 0.1 | — | 1 |
| 3 Staterooms for 3 high passengers | 12.0 | 6.5 | 0.0 | — | 0.2 |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 131.8 | 33.0 | 756 | 2 |
| Fitted out with full crew | 80.0 | 177.1 | 33.0 | 756 | 5 |

# *Bargam*-class Tramp Trader (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.4 | — | 0.2 |
| 17 thrusters (616.8 tonnes thrust) | 17.0 | 52.4 | 2.7 | — | 0.3 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 Staterooms for 4 middle passengers | 8.0 | 4.4 | 0.0 | — | 0.1 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 90.0-dton cargo hold | 90.0 | — | — | — | — |
| Cargo | (90.0) | (408.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 190.7 | 27.1 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 617.0 | 27.1 | 1,349 | 5 |

## *Bariidin*-class Armed Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 55.8 | — | 0.7 |
| 67 thrusters (2,430.8 tonnes thrust) | 67.0 | 206.6 | 10.7 | — | 1.1 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 200.0-dton cargo hold | 200.0 | — | — | — | — |
| Cargo | (200.0) | (907.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 631.3 | 98.1 | 2,646 | 3 |
| Fitted out with full crew | 600.0 | 1,647.2 | 98.1 | 2,646 | 10 |

## *Barlax*-class Assault Lander (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| 1 turret (DR 1250) | 1.0 | 46.1 | 0.7 | 74 | — |
| DR 2500 crystaliron armour | — | 795.6 | 10.5 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 2.0 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 1,014.2 | 25.9 | 726 | 2 |
| Fitted out with full crew | 64.0 | 1,050.5 | 25.9 | 726 | 3 |

## *Barlax II*-class Assault Lander (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 4.8 | 0.8 | 651 | — |
| 1 turret (DR 2100) | 1.0 | 46.3 | 0.7 | 74 | — |
| DR 4200 superdense armour | — | 802.0 | 10.6 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 1.3 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 1,044.9 | 50.0 | 726 | 2 |
| Fitted out with full crew | 64.0 | 1,081.1 | 50.0 | 726 | 3 |

## *Barlax III*-class Assault Lander (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 3.2 | 0.8 | 651 | — |
| 1 turret (DR 2100) | 1.0 | 30.8 | 0.5 | 74 | — |
| DR 4200 bonded superdense armour | — | 534.7 | 7.1 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 0.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 690 MJ fusion gun turret | (3.0) | 24.5 | 4.3 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 1.3 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 783.8 | 48.9 | 726 | 2 |
| Fitted out with full crew | 64.0 | 820.1 | 48.9 | 726 | 3 |

# *Barton*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 80 jump drive modules | 80.0 | 290.2 | 248.0 | — | 3.2 |
| 75 thrusters (2,721.0 tonnes thrust) | 75.0 | 231.3 | 12.0 | — | 1.3 |
| 600 internal jump fuel tanks | 600.0 | 163.3 | 96.0 | — | — |
| 600 -dtons jump fuel | (600.0) | (544.2) | (0.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1,221.5-dton cargo hold | 1,221.5 | — | — | — | — |
| Cargo | (1,221.5) | (5,539.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,073.2 | 368.2 | 5,574 | 6 |
| Fitted out with full crew | 2,000.0 | 7,156.9 | 368.2 | 5,574 | 7 |

# *Basilos*-class Pocket Cruiser (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 75.2 | 5.5 | 10,267 | — |
| 7 turrets (DR 1250) | 7.0 | 194.4 | 2.8 | 520 | — |
| 3 large external bays (DR 1250) | 60.0 | 1,353.7 | 19.0 | 3,623 | — |
| DR 2500 superdense armour | — | 7,518.2 | 99.5 | — | — |
| Radical stealth | — | 70.3 | 116.3 | — | — |
| Radical emission cloaking | — | 70.3 | 116.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 263 jump drive modules | 263.0 | 954.2 | 802.1 | — | 5.3 |
| 1,100 thrusters (99,770.0 tonnes thrust) | 1,100.0 | 3,990.8 | 715.0 | — | 22 |
| 2,101 internal jump fuel tanks | 2,101.0 | 571.7 | 336.2 | — | — |
| 2,101 -dtons jump fuel | (2,101.0) | (1,905.6) | (0.7) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 triple 97 MJ PD laser turrets | (21.0) | 93.1 | 8.8 | — | 1-7 |
| 3 large heavy missile bays | (300.0) | 410.9 | 6.6 | — | 6 |
| 530 GJ spinal particle accelerator | 1,388.0 | 12,539.3 | 859.0 | — | 15 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 19 meson screen modules | 19.0 | 86.2 | 43.7 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4,500 ready heavy missiles | — | (3,061.1) | (900.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 6 crew bunkrooms | 24.0 | 10.3 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 4.5-dton cargo hold | 4.5 | — | — | — | — |
| Cargo | (4.5) | (20.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 28,115.3 | 3,185.8 | 14,410 | 29 |
| Fitted out with full crew | 5,000.0 | 33,102.4 | 4,085.8 | 14,410 | 64 |

# *Batoche*-class Regimental Lander (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 4.7 | 0.6 | 476 | — |
| DR 100 crystaliron armour | — | 23.3 | 0.3 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 37 passenger couches | 37.0 | 18.1 | 0.3 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 59.1 | 4.9 | 476 | 1 |
| Fitted out with full crew | 40.0 | 59.1 | 4.9 | 476 | 1 |

# *Bayonet*-class Assault Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (50.0) | 4.7 | 0.3 | 476 | — |
| 1 turret (DR 1250) | 1.0 | 46.1 | 0.6 | 74 | — |
| DR 2500 crystaliron armour | — | 581.6 | 7.7 | — | — |
| Basic stealth | — | 1.3 | 0.4 | — | — |
| Basic emission cloaking | — | 1.3 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 48 thrusters (1,741.4 tonnes thrust) | 48.0 | 148.0 | 7.7 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50.0 | 789.5 | 21.8 | 550 | 2 |
| Fitted out with full crew | 50.0 | 789.5 | 21.8 | 550 | 3 |

# *Belasmon*-class Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 12.2 | 3.2 | 2,497 | — |
| 4 turrets (DR 100) | 4.0 | 7.3 | 0.5 | 297 | — |
| DR 100 bonded superdense armour | — | 48.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 54.9 | — | 0.2 |
| 13 thrusters (1,179.1 tonnes thrust) | 13.0 | 47.2 | 8.4 | — | 0.1 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 36 Staterooms for 36 passengers | 144.0 | 65.3 | 0.4 | — | 1.8 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 148.5-dton cargo hold | 148.5 | — | — | — | — |
| Cargo | (148.5) | (673.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 321.6 | 92.4 | 2,795 | 2 |
| Fitted out with full crew | 480.0 | 1,103.8 | 92.4 | 2,795 | 11 |

## *Beowulf*-class Greater Dreadnought (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100000-ton hull | (100000.0) | 1102.0 | 40.5 | 75251.5 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 14.9 | 0.0 | 0.0 |
| Armour: DR4200, PD4 | 0.0 | 425700.5 | 5632.2 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 220.4 | 2.4 | 0.0 | 0.0 |
| 80 weapon bays | 4000.0 | 471.6 | 26.0 | 48309.6 | 160.0 |
| 200 turrets (600 spaces) | 200.0 | 149.7 | 8.1 | 14864.5 | 200.0 |
| Basic stealth | 0.0 | 337.9 | 111.8 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 337.9 | 111.8 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 3.5 | 11.3 | 5.0 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 6000.0 | 21768.0 | 15000.0 | 0.0 | 600.0 |
| Jump tanks | 20000.0 | 23582.0 | 3200.0 | 0.0 | 0.0 |
| Fusion rocket (1.6G) | 16000.0 | 181037.2 | 20000.0 | 0.0 | 0.0 |
| Rocket fuel tank (1.9 hours) | 50000.0 | 708593.8 | 8000.0 | 0.0 | 0.0 |
| 10 fuel processor modules (250.0 hours) | 10.0 | 10.0 | 8.5 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 570 102-MJ Lasers | (570.0) | 4508.2 | 820.8 | 0.0 | 0.0 |
| 30 sandcasters | (30.0) | 136.1 | 7.5 | 0.0 | 0.0 |
| 30 Missile Bays | (1500.0) | 16837.5 | 25.5 | 0.0 | 0.0 |
| 50 Particle Beam Bays | (2500.0) | 21178.4 | 1140.5 | 0.0 | 0.0 |
| Spinal Particle Beam | 1513.0 | 13719.3 | 1035.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 6.0 | 26.9 | 22.3 | 0.0 | 10.0 |
| 200 utility modules | 200.0 | 2086.1 | 60.0 | 0.0 | 0.0 |
| 32 Vehicle Bays | 1344.0 | 2902.4 | 96.0 | 0.0 | 0.0 |
| Hold | 423.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| stateroom | 4.0 | 2.7 | 0.0 | 0.0 | 0.0 |
| 65 bunkrooms sleeping 1040 personnel | 260.0 | 283.0 | 1.2 | 0.0 | 0.0 |
| Low berths for 288 cryotubes | 36.0 | 130.6 | 15.8 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (20000.0) | 0.0 | 7.0 | 0.0 | 0.0 |
| Cargo | (423.5) | (1920.6) | 0.0 | 0.0 | 0.0 |
| 32 Helm Fighters | (1280.0) | (49024.0) | (1116.8) | 0.0 | 64.0 |
| Missiles | 0.0 | 0.0 | 3642.9 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 2.4 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 100000.0 | 1476078.0 | 52164.6 | 138425.5 | 1036.0 |
| Unloaded with skeleton crew | 100000.0 | 1425133.4 | 47395.5 | 138425.5 | 610.0 |

## *Beraasi*-class Light Battle Rider (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 65.7 | 7.2 | 13,454 | — |
| 20 turrets (DR 8000) | 20.0 | 2,329.4 | 31.5 | 1,486 | — |
| 4 small external bays (DR 8000) | 40.0 | 3,796.7 | 51.2 | 2,415 | — |
| DR 20000 bonded superdense armour | — | 52,541.9 | 695.2 | — | — |
| Total compartmentalization | — | 13.1 | 0.1 | — | — |
| Radical stealth | — | 84.7 | 140.1 | — | — |
| Radical emission cloaking | — | 84.7 | 140.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 5,400 thrusters (489,780 tonnes) | 5,400.0 | 19,591.2 | 3,510.0 | — | 54 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 405 MJ laser turrets | (30.0) | 212.2 | 20.4 | — | 1-10 |
| 10 single 1,313 MJ heavy laser turrets | (30.0) | 227.7 | 21.1 | — | 1-10 |
| 4 small missile bays | (200.0) | 274.6 | 4.4 | — | 8 |
| 570 GJ spinal meson gun | 1,512.0 | 13,675.7 | 936.0 | — | 17 |
| 64 nuclear damper modules | 64.0 | 592.1 | 256.0 | — | 4 |
| 180 meson screen modules | 180.0 | 816.3 | 414.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3,000 ready heavy missiles | — | (2,040.8) | (600.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 1 *Traynor* Armed Gig | (20.0) | (146.6) | (9.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 3.8 | — | — |
| 50 crew staterooms | 200.0 | 90.7 | 0.6 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 20.0-dton cargo hold | 20.0 | — | — | — | — |
| Cargo | (20.0) | (90.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 94,585.0 | 6,244.3 | 17,355 | 55 |
| Fitted out with full crew | 7,500.0 | 96,863.0 | 6,853.6 | 17,355 | 100 |

## *Bercovia*-class Express Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 74 thrusters (2,684.7 tonnes thrust) | 74.0 | 228.2 | 11.8 | — | 1.2 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 350.0-dton cargo hold | 350.0 | — | — | — | — |
| Cargo | (350.0) | (1,587.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 680.5 | 159.3 | 3,026 | 4 |
| Fitted out with full crew | 800.0 | 2,485.4 | 159.3 | 3,026 | 7 |

# *Bergen*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 25 jump drive modules | 25.0 | 90.7 | 77.5 | — | 1 |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| 122 internal jump fuel tanks | 122.0 | 33.2 | 19.5 | — | — |
| 122 -dtons jump fuel | (122.0) | (110.7) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for Gig | 1.0 | 5.7 | 0.3 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 983.5-dton cargo hold | 983.5 | — | — | — | — |
| Cargo | (983.5) | (4,460.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 565.3 | 115.2 | 3,965 | 3 |
| Fitted out with full crew | 1,200.0 | 5,206.7 | 120.7 | 3,965 | 5 |

# *Berghoff*-class Missile Boat (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 6 turrets (DR 125) | 6.0 | 31.7 | 0.6 | 445 | — |
| DR 250 crystaliron armour | — | 304.8 | 4.0 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 362 thrusters (13,133.4 tonnes thrust) | 362.0 | 1,116.3 | 57.9 | — | 6.0 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 triple light missile turrets | (18.0) | 4.9 | 0.1 | — | 6 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 magazines | 12.0 | 68.0 | 1.5 | — | — |
| 1,476 ready light missiles | — | (200.8) | (53.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 1,755.5 | 187.0 | 2,943 | 8 |
| Fitted out with full crew | 600.0 | 2,119.6 | 240.2 | 2,943 | 17 |

# *Beringiara*-class Exploratory Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| 20 turrets (DR 2000) | 20.0 | 1,466.2 | 20.0 | 1,486 | — |
| 2 small internal bays | 100.0 | 11.8 | 0.6 | — | — |
| DR 5000 crystaliron armour | — | 39,781.3 | 526.3 | — | — |
| Heavy compartmentalization | — | 15.9 | 0.2 | — | — |
| Basic stealth | — | 43.4 | 14.4 | — | — |
| Basic emission cloaking | — | 43.4 | 14.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge | 5.0 | 19.0 | 9.6 | — | 1-10 |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 advanced sensor | 8.0 | 73.7 | 69.3 | — | 0-1 |
| Light PESA array | 2.0 | 22.7 | 40.0 | — | — |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,240.0 | — | 16 |
| 200 secondary jump drive modules | 200.0 | 725.6 | 620.0 | — | 8 |
| 2,500 thrusters (90,700.0 tonnes thrust) | 2,500.0 | 7,709.5 | 400.0 | — | 41.7 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 15 fuel processors | 15.0 | 15.0 | 12.8 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple sandcaster turrets | (15.0) | 68.0 | 3.8 | — | 5 |
| 5 triple 250 MJ laser turrets | (15.0) | 113.2 | 12.3 | — | 1-5 |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 5 single 810 MJ heavy laser turrets | (15.0) | 125.6 | 13.5 | — | 1-5 |
| 1 small light missile bay | (50.0) | 12.0 | 0.3 | — | 2 |
| 1 small missile bay | (50.0) | 68.7 | 1.1 | — | 2 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4,100 ready light missiles | — | (557.8) | (147.6) | — | — |
| 750 ready heavy missiles | — | (510.2) | (135.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 *Alquere* Light Fighters | (100.0) | (410.0) | (50.1) | — | 20 |
| Hanger with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 6 *Hyena* Medium Fighters | (180.0) | (850.8) | (91.4) | — | 12 |
| Hanger with 1 entrance | 360.0 | 0.9 | 0.0 | — | — |
| 5 *Astra* Launches | (50.0) | (108.0) | (17.8) | — | — |
| Hanger with 1 entrance | 100.0 | 0.9 | 0.0 | — | — |
| 2 *Pascolle* Shuttles | (160.0) | (139.6) | (10.2) | — | — |
| Hanger with 1 entrance | 320.0 | 0.9 | 0.0 | — | — |
| 2 *Daoguan* Scoopships | (160.0) | (164.8) | (28.0) | — | 4 |
| Hanger with 1 entrance | 320.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 31 marine staterooms | 124.0 | 67.5 | 0.4 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 97 crew staterooms | 388.0 | 211.1 | 1.2 | — | — |
| 25 crew low berths | 12.5 | 45.3 | 5.5 | — | — |
| 4 exercise rooms | 10.0 | 1.8 | 0.0 | — | — |
| 2 halls | 20.0 | 0.4 | 0.0 | — | — |
| 5 sickbays | 5.0 | 3.4 | 0.8 | — | 5 |
| 20 standard labs | 90.0 | 186.8 | 21.0 | — | 20-40 |
| 5 isolabs | 112.5 | 454.9 | 50.3 | — | 5-25 |
| 1 computer lab | 3.5 | 2.5 | 450.0 | — | 1-2 |
| 130.0-dton cargo hold | 130.0 | — | — | — | — |
| Cargo | (130.0) | (589.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 67,737.3 | 5,073.2 | 17,784 | 77 |
| Fitted out with full crew | 10,000.0 | 73,789.1 | 5,553.3 | 17,784 | 293 |

## *Bermurdatu*-class Assault Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (80.0) | 4.8 | 0.4 | 651 | — |
| 1 turret (DR 2750) | 1.0 | 60.4 | 0.8 | 74 | — |
| DR 5500 superdense armour | — | 1,050.2 | 13.9 | — | — |
| Thermal superconductor armour | — | 0.9 | 2.0 | — | — |
| Radical stealth | — | 3.5 | 5.9 | — | — |
| Radical emission cloaking | — | 3.5 | 5.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command cockpit with hardened controls | 2.5 | 15.9 | 10.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 73 thrusters (6,621.1 tonnes thrust) | 73.0 | 264.8 | 47.4 | — | 1.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 870 MJ laser | 3.0 | 26.8 | 1.6 | — | — |
| 1 triple heavy missile turret | (3.0) | 4.1 | 0.1 | — | 1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45 ready heavy missiles | — | (30.6) | (9.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty space | 0.5 | — | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 1,435.0 | 88.2 | 726 | 3 |
| Fitted out with full crew | 80.0 | 1,465.6 | 97.2 | 726 | 4 |

## *Bernhard*-class Launch (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.2 | 0.2 | 162 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 14.5 | 3.3 | 162 | 1 |
| Fitted out with full crew | 8.0 | 37.2 | 3.3 | 162 | 1 |

## *Berry*-class Extraction Cutter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 2.3 | 0.6 | 476 | — |
| 1 turret (DR 2100) | 1.0 | 30.8 | 0.5 | 74 | — |
| DR 4200 bonded superdense armour | — | 390.8 | 5.2 | — | — |
| Radical stealth | — | 2.7 | 4.4 | — | — |
| Radical emission cloaking | — | 2.7 | 4.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 33 thrusters (2,993.1 tonnes thrust) | 33.0 | 119.7 | 21.4 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 1 evacuation bay | 2.0 | 0.5 | 0.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 569.1 | 40.1 | 550 | 2 |
| Fitted out with full crew | 40.0 | 569.1 | 40.1 | 550 | 3 |

## *Bethune*-class Hospital Ship (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 6,000-dton medium hull, std. mat. | (6,000.0) | 84.9 | 6.2 | 11,594 | — |
| DR 100 superdense armour | — | 339.6 | 4.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 300 jump drive modules | 300.0 | 1,088.4 | 915.0 | — | 6 |
| 108 thrusters (9,795.6 tonnes thrust) | 108.0 | 391.8 | 70.2 | — | 2.2 |
| 2,400 internal jump fuel tanks | 2,400.0 | 653.0 | 384.0 | — | — |
| 2,400 -dtons jump fuel | (2,400.0) | (2,176.8) | (0.8) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 840.0 | 0.9 | 0.0 | — | — |
| 5 *Gunga* Medevac Landers | (400.0) | (526.5) | (68.9) | — | 10 |
| 1 *Mei* Fast Launch | (20.0) | (33.3) | (6.3) | — | 1 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 4 marine bunkrooms | 16.0 | 6.9 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 utility modules | 12.0 | 125.2 | 3.0 | — | — |
| 25 low berths for 100 low passengers | 12.5 | 45.3 | 5.5 | — | — |
| 52 crew staterooms | 208.0 | 94.3 | 0.6 | — | — |
| 58 crew bunkrooms | 232.0 | 100.0 | 1.0 | — | — |
| 1,000 sickbays | 1,000.0 | 771.0 | 210.0 | — | 1,000 |
| 15 surgical theatres | 15.0 | 5.4 | 1.6 | — | — |
| 2 basic security modules | 1.0 | 4.5 | 1.0 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 2 standard labs | 9.0 | 18.7 | 2.1 | — | 2-4 |
| 4 isolabs | 90.0 | 363.9 | 40.2 | — | 4-20 |
| 748.0-dton cargo hold | 748.0 | — | — | — | — |
| Cargo | (748.0) | (3,392.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 6,000.0 | 4,111.9 | 1,648.5 | 11,594 | 10 |
| Fitted out with full crew | 6,000.0 | 10,240.7 | 1,723.7 | 11,594 | 1,031 |

## *Bharapar*-class Subsidized Merchant (GTL10)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 31 thrusters (1,124.7 tonnes thrust) | 31.0 | 95.6 | 5.0 | — | 0.5 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 Staterooms for 12 passengers | 48.0 | 26.1 | 0.1 | — | 0.6 |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 126.5-dton cargo hold | 126.5 | — | — | — | — |
| Cargo | (126.5) | (573.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 338.0 | 63.8 | 2,054 | 2 |
| Fitted out with full crew | 320.0 | 984.2 | 63.8 | 2,054 | 4 |

## *Bilanos*-class Patrol Frigate (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (300.0) | 7.7 | 0.8 | 1,573 | — |
| 3 turrets (DR 400) | 3.0 | 18.5 | 0.4 | 222 | — |
| DR 800 bonded superdense armour | — | 245.8 | 3.3 | — | — |
| Radical stealth | — | 8.8 | 14.5 | — | — |
| Radical emission cloaking | — | 8.8 | 14.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 48.8 | — | 0.2 |
| 9 thrusters (816.3 tonnes thrust) | 9.0 | 32.7 | 5.8 | — | 0.1 |
| 248 internal jump fuel tanks | 248.0 | 67.5 | 39.7 | — | — |
| 248 -dtons jump fuel | (248.0) | (224.9) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 405 MJ laser turret | (3.0) | 21.2 | 2.0 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 Launch | (10.0) | (29.7) | (3.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 300.0 | 527.3 | 143.0 | 1,796 | 2 |
| Fitted out with full crew | 300.0 | 817.7 | 152.2 | 1,796 | 7 |

## *Bilastri*-class Runabout (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 0.5 | 0.1 | 102 | — |
| DR 100 bonded superdense armour | — | 2.0 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.3 | 2.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 1.0-dton cargo hold | 1.0 | — | — | — | — |
| Cargo | (1.0) | (4.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 10.7 | 3.1 | 102 | 1 |
| Fitted out with full crew | 4.0 | 15.3 | 3.1 | 102 | 1 |

## *Birkenhead*-class Troopship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 252.6 | 13.9 | 25,872 | — |
| 30 turrets (DR 100) | 30.0 | 131.3 | 2.7 | 2,229 | — |
| DR 100 crystaliron armour | — | 1,263.0 | 16.7 | — | — |
| Basic stealth | — | 68.6 | 22.7 | — | — |
| Basic emission cloaking | — | 68.6 | 22.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 800 jump drive modules | 800.0 | 2,902.4 | 2,480.0 | — | 32 |
| 1,245 thrusters (45,168.6 tonnes thrust) | 1,245.0 | 3,839.3 | 199.2 | — | 20.8 |
| 6,000 internal jump fuel tanks | 6,000.0 | 1,632.6 | 960.0 | — | — |
| 6,000 -dtons jump fuel | (6,000.0) | (5,442.0) | (2.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 20 triple 90 MJ PD laser turrets | (60.0) | 318.4 | 35.4 | — | 2-20 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger (16 *Dieppes* , 4 entrances) | 2,560.0 | 3.6 | 0.0 | — | — |
| 16 *Dieppe* Assault Landers | (1,280.0) | (14,180.8) | (379.0) | — | 48 |
| Hanger (16 *Batoches* , 4 entrances) | 1,600.0 | 3.6 | 0.0 | — | — |
| 16 *Batoche* Regimental Landers | (800.0) | (945.6) | (78.7) | — | 16 |
| Hanger (10 *Rorkes* , 2 entrances) | 1,600.0 | 1.8 | 0.0 | — | — |
| 10 *Rorke* Cargo Lighters | (800.0) | (3,169.0) | (51.9) | — | 10 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,325 marine bunkrooms | 5,300.0 | 5,768.5 | 23.8 | — | — |
| 20 gyms | 50.0 | 9.1 | 0.0 | — | — |
| 2 shooting ranges | 20.0 | 18.1 | 0.3 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 utility modules | 40.0 | 417.2 | 12.0 | — | — |
| 13 crew bunkrooms | 52.0 | 56.6 | 0.2 | — | — |
| 10 sickbays | 10.0 | 6.8 | 1.6 | — | 10 |
| 687.0-dton cargo hold | 687.0 | — | — | — | — |
| Cargo | (687.0) | (3,115.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 16,923.5 | 3,811.8 | 28,101 | 54 |
| Fitted out with full crew | 20,000.0 | 43,776.4 | 4,321.4 | 28,101 | 157 |

## *Bisri*-class Courier (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 7.4 | 1.0 | 756 | — |
| DR 100 crystaliron armour | — | 36.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 3 jump drive modules | 3.0 | 10.9 | 9.3 | — | 0.1 |
| 31 thrusters (1,124.7 tonnes thrust) | 31.0 | 95.6 | 5.0 | — | 0.5 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 Staterooms for 2 high passengers | 8.0 | 4.4 | 0.0 | — | 0.1 |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 4.5-dton cargo hold | 4.5 | — | — | — | — |
| Cargo | (4.5) | (20.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 187.8 | 24.4 | 756 | 2 |
| Fitted out with full crew | 80.0 | 226.4 | 24.4 | 756 | 3 |

# *Bituin*-class Launch (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| *Structure* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| *CCCI* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| *Engineering* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| *Other Modules* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| *Totals* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 20.2 | 3.1 | 162 | 1 |
| Fitted out with full crew | 8.0 | 42.8 | 3.1 | 162 | 1 |

# *Bliaprlinzh*-class Strike Destroyer (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 64.8 | 4.8 | 8,848 | — |
| 10 turrets (DR 1500) | 10.0 | 332.1 | 4.7 | 743 | — |
| 3 large internal bays | 300.0 | 27.2 | 1.5 | — | — |
| DR 3000 superdense armour | — | 7,774.8 | 102.9 | — | — |
| Radical stealth | — | 46.8 | 77.4 | — | — |
| Radical emission cloaking | — | 46.8 | 77.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge w. hrd. cntrl and psi switches | 2.5 | 9.3 | 6.3 | — | 1-5 |
| 1 advanced communicator | 7.0 | 84.5 | 3.3 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 6.5 | 0.3 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 610.0 | — | 4 |
| 1,500 thrusters (136,050.0 tonnes thrust) | 1,500.0 | 5,442.0 | 975.0 | — | 30 |
| 1,600 internal jump fuel tanks | 1,600.0 | 435.4 | 256.0 | — | — |
| 1,600 -dtons jump fuel | (1,600.0) | (1,451.2) | (0.6) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 20 fuel processors | 20.0 | 20.0 | 17.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 97 MJ PD laser turrets | (30.0) | 133.1 | 12.6 | — | 1-10 |
| 3 large heavy missile bays | (300.0) | 410.9 | 6.6 | — | 6 |
| Ordnance | Spaces | Mass | Cost | Area | Crew |
| 4,500 ready heavy missiles | — | (3,061.1) | (900.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 2 *Echpozh* Armed Gigs | 80.0 | — | — | — | — |
| 2 *Echpozh* Armed Gigs | (40.0) | (199.2) | (15.0) | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 10 marine bunkrooms | 40.0 | 17.2 | 0.2 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 1 drop capsule launcher | 1.0 | 10.9 | 0.2 | — | 1 |
| 4 drop capsule racks | 4.0 | 61.2 | — | — | — |
| 3 battledress racks | 3.0 | 78.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.0 | — | — |
| 27 crew staterooms | 108.0 | 49.0 | 0.3 | — | — |
| 7 crew low berths | 3.5 | 12.7 | 1.5 | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 76.5-dton cargo hold | 76.5 | — | — | — | — |
| Cargo | (76.5) | (346.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 15,998.6 | 2,240.1 | 9,591 | 37 |
| Fitted out with full crew | 4,000.0 | 21,057.0 | 3,155.1 | 9,591 | 78 |

# *Booxk*-class Cruiser (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (40,000.0) | 465.3 | 61.6 | 47,657 | — |
| 56 turrets (DR 600) | 56.0 | 1,260.9 | 21.6 | 4,161 | — |
| 10 small external bays and 30 large external bays (DR 600) | 700.0 | 12,711.6 | 182.1 | 42,269 | — |
| DR 1200 crystaliron armour | — | 27,917.1 | 369.4 | — | — |
| Basic stealth | — | 229.7 | 76.0 | — | — |
| Basic emission cloaking | — | 229.7 | 76.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 30.0 | 130.1 | 75.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 2,112 jump drive modules | 2,112.0 | 7,662.3 | 6,547.2 | — | 84.5 |
| 4,600 thrusters (166,888.0 tonnes) | 4,600.0 | 14,185.5 | 736.0 | — | 76.7 |
| 15,840 internal jump fuel tanks | 15,840.0 | 4,310.1 | 2,534.4 | — | — |
| 15,840 -dtons jump fuel | (15,840.0) | (14,366.9) | (5.5) | — | — |
| 100 fuel processors | 100.0 | 99.8 | 85.0 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 triple 250 MJ laser turrets | (60.0) | 452.8 | 49.2 | — | 2-20 |
| 26 triple 90 MJ PD laser turrets | (78.0) | 413.9 | 46.0 | — | 3-26 |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 30 large heavy missile bays | (3,000.0) | 4,108.7 | 66.0 | — | 60 |
| 10 13 GJ particle bays | (500.0) | 4,235.7 | 228.1 | — | 20 |
| 1.7 TJ spinal particle accelerator | 4,480.0 | 40,544.7 | 3,064.0 | — | 46 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| 49 meson screen modules | 49.0 | 240.0 | 191.1 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45,000 ready heavy missiles | — | (30,611.3) | (8,100.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 80 utility modules | 80.0 | 834.4 | 24.0 | — | — |
| 492 crew pastures | 11,808.0 | 6,425.9 | 35.4 | — | — |
| 3 sickbays | 18.0 | 12.2 | 2.9 | — | 3 |
| 117.0-dton cargo hold | 117.0 | — | — | — | — |
| Cargo | (117.0) | (530.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40,000.0 | 126,790.0 | 14,515.1 | 94,088 | 163 |
| Fitted out with full crew | 40,000.0 | 172,298.8 | 22,615.1 | 94,088 | 492 |

# *Bopamo*-class Light Carrier (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Turrets are counted towards jump volume. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 107.0 | 3.9 | 7,304 | — |
| 4 turrets (DR 100) | 4.0 | 26.3 | 0.5 | 297 | — |
| DR 100 durasteel armour | — | 107.0 | 1.4 | — | — |
| 1 x 381-dton medium subhull, std. materials | (381.0) | 27.0 | 1.0 | (1,845) | — |
| DR 100 durasteel armour | — | 135.1 | 1.8 | — | — |
| 10 airlocks | 1.0 | 2.3 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 151 jump drive modules | 302.0 | 1,095.7 | 755.0 | — | 30.2 |
| 500 fusion rockets (36,280 tonnes) | 500.0 | 1,814.0 | 400.0 | — | 8.3 |
| 1,005 internal jump fuel tanks | 1,005.0 | 273.5 | 160.8 | — | — |
| 1,005 -dtons jump fuel | (1,005.0) | (911.5) | (0.4) | — | — |
| 1,000 water fuel tanks | 1,000.0 | 22.7 | 170.0 | — | — |
| Water (as reaction mass) | (1,000.0) | (13,605.0) | (0.3) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple 40 MJ PD laser turrets | (12.0) | 61.4 | 17.6 | — | 1-4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 cradles for *Huata* Fighters | 77.5 | 439.3 | 19.4 | — | — |
| 100 *Huata* Fighters | (2,000.0) | (8,770.7) | (1,760.0) | — | 100 |
| 2 cradles for *Chiang* Launches | 0.5 | 2.8 | 0.1 | — | — |
| 2 *Chiang* Launches | (20.0) | (36.1) | (10.4) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 16.9 | 2.3 | — | — |
| 13 crew bunkrooms | 65.0 | 57.8 | 0.7 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.5 | — | 2 |
| 28.0-dton cargo hold | 28.0 | — | — | — | — |
| Cargo | (28.0) | (127.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 2,785.3 | 1,559.3 | 7,601 | 40 |
| Fitted out with full crew | 3,000.0 | 12,630.6 | 3,329.7 | 7,601 | 155 |

# *Borghini*-class Luxury Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 72 thrusters (2,612.2 tonnes thrust) | 72.0 | 222.0 | 11.5 | — | 1.2 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Bunter* Gigs | 42.0 | 0.5 | 0.0 | — | — |
| 2 *Bunter* Gigs | (40.0) | (59.6) | (7.1) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 8.7 | 0.2 | — | 4 |
| 60 Staterooms for 60 high passengers | 240.0 | 130.6 | 0.7 | — | 3 |
| 11 crew staterooms | 44.0 | 23.9 | 0.1 | — | — |
| 3 exercise rooms | 7.5 | 1.4 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 300.0-dton cargo hold | 300.0 | — | — | — | — |
| Cargo | (300.0) | (1,360.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 938.1 | 229.3 | 3,965 | 5 |
| Fitted out with full crew | 1,200.0 | 2,684.7 | 236.3 | 3,965 | 21 |

# *Borman*-class Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 40 thrusters (1,451.2 tonnes thrust) | 40.0 | 123.4 | 6.4 | — | 0.7 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Bunter* Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 *Bunter* Gig | (20.0) | (29.8) | (3.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 50 Staterooms for 100 middle passengers | 200.0 | 108.8 | 0.6 | — | 2 |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 240.5-dton cargo hold | 240.5 | — | — | — | — |
| Cargo | (240.5) | (1,090.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 635.2 | 153.3 | 3,026 | 3 |
| Fitted out with full crew | 800.0 | 1,973.3 | 156.8 | 3,026 | 8 |

# *Borodin*-class Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.4 | — | 0.2 |
| 14 thrusters (507.9 tonnes thrust) | 14.0 | 43.2 | 2.2 | — | 0.2 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 10 Staterooms for 10 high passengers | 40.0 | 21.8 | 0.1 | — | 0.5 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 62.0-dton cargo hold | 62.0 | — | — | — | — |
| Cargo | (62.0) | (281.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 197.8 | 25.9 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 497.1 | 25.9 | 1,349 | 5 |

# *Bralonné* Mobile University (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 8,000-dton medium hull, std. mat. | (8,000.0) | 68.6 | 7.6 | 14,045 | — |
| DR 100 bonded superdense armour | — | 54.9 | 0.7 | — | — |
| 10 x 528-dton med. subhulls, std. mat. | (5,285.0) | 112.0 | 12.4 | (22,953) | — |
| DR 100 bonded superdense armour | — | 448.2 | 5.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 0-0 |
| 2 centres containing 16 cplx 10 computers | 2.0 | 21.8 | 60.0 | — | — |
| 1 enhanced communicator | 1.0 | 14.8 | 0.7 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 2 survey modules | 8.0 | 9.8 | 15.3 | — | 8-16 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 320 jump drive modules | 320.0 | 1,161.0 | 976.0 | — | 3.2 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 0.5 |
| 2,400 internal jump fuel tanks | 2,400.0 | 653.0 | 384.0 | — | — |
| 2,400 -dtons jump fuel | (2,400.0) | (2,176.8) | (0.8) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 2 Launches with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 Launches | (40.0) | (141.3) | (11.0) | — | 4 |
| Hanger for 2 Ship's Boats | 120.0 | — | — | — | — |
| 2 Ship's Boats | (60.0) | (176.1) | (18.4) | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 utility modules | 11.0 | 114.7 | 2.8 | — | — |
| 40 Staterooms for 40 professors | 160.0 | 72.6 | 0.5 | — | 2 |
| 1,000 staterooms for 2,000 students | 4,000.0 | 1,814.0 | 12.0 | — | — |
| 21 crew staterooms | 84.0 | 38.1 | 0.3 | — | — |
| 10 exercise rooms | 25.0 | 4.5 | 0.0 | — | — |
| 20 halls | 200.0 | 3.6 | 0.1 | — | — |
| 2 theatres | 40.0 | 3.8 | 0.0 | — | 2 |
| 2 stages | 32.0 | 0.9 | 0.0 | — | — |
| 2 swimming pools | 50.0 | 12.7 | 0.3 | — | 2 |
| Water | — | 185.0 | — | — | — |
| 5 sickbays | 5.0 | 3.9 | 1.0 | — | 5 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 4 brigs | 4.0 | 25.4 | 0.1 | — | — |
| 2 safes | 2.0 | 12.7 | 0.1 | — | — |
| 5 standard labs | 22.5 | 46.7 | 5.3 | — | 5-10 |
| 2 isolabs | 45.0 | 181.9 | 20.1 | — | 2-10 |
| 1 physics lab | 5.0 | 9.3 | 1.0 | — | 1-2 |
| 1 simulation lab | 7.5 | 10.2 | 1.6 | — | 1-1 |
| 1 computer lab | 3.5 | 2.5 | 450.0 | — | 1-2 |
| 304.0-dton cargo hold | 304.0 | — | — | — | — |
| Cargo | (304.0) | (1,378.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8,000.0 | 5,184.0 | 2,065.8 | 14,045 | 13 |
| Fitted out with full crew | 8,000.0 | 9,241.8 | 2,095.1 | 14,045 | 42 |

# *Brass Goat* Filibuster (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 150) | 3.0 | 18.6 | 0.5 | 222 | — |
| DR 300 crystaliron armour | — | 230.5 | 3.0 | — | — |
| Heavy compartmentalization | — | 1.5 | 0.0 | — | — |
| Basic stealth | — | 4.4 | 1.5 | — | — |
| Basic emission cloaking | — | 4.4 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| 90 internal jump fuel tanks | 90.0 | 24.5 | 14.4 | — | — |
| 90 -dtons jump fuel | (90.0) | (81.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 low berths for 8 low passengers | 1.0 | 3.6 | 0.4 | — | — |
| 10 crew staterooms | 40.0 | 21.8 | 0.1 | — | — |
| 35.0-dton cargo hold | 35.0 | — | — | — | — |
| Cargo | (35.0) | (158.7) | — | — | — |
| 2-dton smuggler's hold | 2.0 | — | 0.0 | — | — |
| Concealed cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 595.1 | 85.1 | 1,796 | 3 |
| Fitted out with full crew | 240.0 | 878.0 | 94.0 | 1,796 | 10 |

# *Braydikor*-class Trader (GTL10)

*Design Parameters:* Built for Drakaran crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 10 jump drive modules | 10.0 | 36.3 | 31.0 | — | 0.4 |
| 21 thrusters (761.9 tonnes thrust) | 21.0 | 64.8 | 3.4 | — | 0.4 |
| 61 internal jump fuel tanks | 61.0 | 16.6 | 9.8 | — | — |
| 61 -dtons jump fuel | (61.0) | (55.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 staterooms for 12 ind. passengers | 48.0 | 26.1 | 0.1 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 12 passageways | 12.0 | — | — | — | — |
| 79.5-dton cargo hold | 79.5 | — | — | — | — |
| Cargo | (79.5) | (360.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 330.6 | 58.2 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 746.5 | 58.2 | 1,796 | 5 |

# *Brighton*-class Battleship (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (50,000.0) | 232.6 | 25.6 | 47,657 | — |
| 63 turrets (DR 8000) | 63.0 | 7,337.6 | 99.4 | 4,682 | — |
| 36 small internal bays | 1,800.0 | 212.2 | 11.7 | — | — |
| DR 50000 bonded superdense armour | — | 465,284.6 | 6,155.9 | — | — |
| Total compartmentalization | — | 46.5 | 0.5 | — | — |
| Basic stealth | — | 127.7 | 42.3 | — | — |
| Basic emission cloaking | — | 127.7 | 42.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 fusion engineering modules | 4.0 | 13.1 | 0.6 | — | — |
| 2,500 jump drive modules | 2,500.0 | 9,070.0 | 7,625.0 | — | 25 |
| 11,500 thrusters (1,043,050.0 tonnes thrust) | 11,500.0 | 41,722.0 | 7,475.0 | — | 115 |
| 20,000 internal jump fuel tanks | 20,000.0 | 5,442.0 | 3,200.0 | — | — |
| 20,000 -dtons jump fuel | (20,000.0) | (18,140.0) | (7.0) | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 63 single 1,313 MJ heavy laser turrets | (189.0) | 1,434.2 | 132.9 | — | 7-63 |
| 18 small missile bays | (900.0) | 1,235.9 | 19.8 | — | 36 |
| 18 14 GJ particle bays | (900.0) | 8,489.5 | 419.4 | — | 36 |
| 2.9 TJ spinal meson gun | 7,730.0 | 69,931.5 | 4,788.0 | — | 79 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| 271 meson screen modules | 271.0 | 1,229.0 | 623.3 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 13,500 ready heavy missiles | — | (9,183.4) | (2,700.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Rampart* Hanger (5 ent. & 1 launch) | 2,018.0 | 78.0 | 1.8 | — | 10 |
| 100 *Rampart* Fighters | (1,000.0) | (8,190.0) | (1,400.0) | — | 100 |
| *Citadel* Hanger (1 ent. & 1 launch) | 2,090.0 | 364.6 | 5.0 | — | 10 |
| 20 *Citadel* Heavy Fighters | (1,000.0) | (8,802.0) | (659.4) | — | 40 |
| Hanger for 5 Gigs with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 5 Gigs | (100.0) | (353.0) | (27.4) | — | 10 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 marine staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 50 marine bunkrooms | 200.0 | 86.2 | 0.9 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 2 weapons lockers | 2.0 | 12.7 | 0.1 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 utility modules | 100.0 | 1,043.1 | 25.0 | — | — |
| 249 crew staterooms | 996.0 | 451.7 | 3.0 | — | — |
| 10 sickbays | 10.0 | 7.7 | 2.1 | — | 10 |
| 472.5-dton cargo hold | 472.5 | — | — | — | — |
| Cargo | (472.5) | (2,142.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 614,071.8 | 30,725.8 | 52,339 | 141 |
| Fitted out with full crew | 50,000.0 | 660,883.0 | 35,512.7 | 52,339 | 496 |

# *Brildan*-class Heavy Destroyer (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 75.2 | 5.5 | 10,267 | — |
| 20 turrets (DR 4000) | 20.0 | 1,752.7 | 23.9 | 1,486 | — |
| 3 large internal bays | 300.0 | 27.2 | 1.5 | — | — |
| DR 15000 superdense armour | — | 45,109.1 | 596.8 | — | — |
| Heavy compartmentalization | — | 7.5 | 0.1 | — | — |
| Basic stealth | — | 28.7 | 9.5 | — | — |
| Basic emission cloaking | — | 28.7 | 9.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| 1 advanced communicator | 7.0 | 84.5 | 3.3 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 202 jump drive modules | 202.0 | 732.9 | 616.1 | — | 4.0 |
| 2,600 thrusters (235,820.0 tonnes) | 2,600.0 | 9,432.8 | 1,690.0 | — | 52 |
| 1,512 internal jump fuel tanks | 1,512.0 | 411.4 | 241.9 | — | — |
| 1,512 -dtons jump fuel | (1,512.0) | (1,371.4) | (0.5) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 9 fuel processors | 9.0 | 9.0 | 7.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 390 MJ laser turrets | (15.0) | 102.3 | 17.3 | — | 1-5 |
| 5 triple 97 MJ PD laser turrets | (15.0) | 66.5 | 6.3 | — | 1-5 |
| 10 single 870 MJ heavy laser turrets | (30.0) | 267.6 | 15.7 | — | 1-10 |
| 2 large heavy missile bays | (200.0) | 273.9 | 4.4 | — | 4 |
| 1 29 GJ particle bay | (100.0) | 958.7 | 53.0 | — | 2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 magazines | 30.0 | 170.1 | 3.8 | — | — |
| 3,000 ready heavy missiles | — | (2,040.8) | (600.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Ship's Boat with 1 entrance | 60.0 | 0.9 | 0.0 | — | — |
| 1 Ship's Boat | (30.0) | (88.1) | (9.2) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 41 crew staterooms | 164.0 | 74.4 | 0.5 | — | — |
| 11 crew low berths | 5.5 | 20.0 | 2.4 | — | — |
| 3 sickbays | 7.5 | 13.9 | 0.6 | — | 3 |
| 1 armoury | 1.0 | 6.3 | 0.0 | — | — |
| 52.0-dton cargo hold | 52.0 | — | — | — | — |
| Cargo | (52.0) | (235.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 59,898.8 | 3,407.9 | 11,753 | 59 |
| Fitted out with full crew | 5,000.0 | 63,634.8 | 4,017.0 | 11,753 | 123 |

# *Buhkuu!*-class Fighter (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 6.0 | 27.5 | 15.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 49 thrusters (1,777.7 tonnes thrust) | 49.0 | 151.1 | 7.8 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 810 MJ lasers | 9.0 | 75.4 | 8.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 295.3 | 34.2 | 651 | 2 |
| Fitted out with full crew | 64.0 | 295.3 | 34.2 | 651 | 2 |

## *Bunter*-class Gig (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 2.5 | 0.3 | 258 | — |
| DR 100 crystaliron armour | — | 12.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 thrusters (108.8 tonnes thrust) | 3.0 | 9.3 | 0.5 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.0 | 0.0 | — | — |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 29.8 | 3.5 | 258 | 1 |
| Fitted out with full crew | 16.0 | 75.2 | 3.5 | 258 | 1 |

## *Burrang*-class Freighter (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (6,000.0) | 131.4 | 17.4 | 13,454 | — |
| DR 100 crystaliron armour | — | 656.8 | 8.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 15.0 | 46.8 | 24.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 225 jump drive modules | 225.0 | 816.3 | 697.5 | — | 9 |
| 500 thrusters (18,140.0 tonnes thrust) | 500.0 | 1,541.9 | 80.0 | — | 8.3 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 utility modules | 12.0 | 125.2 | 3.6 | — | — |
| 46 crew pastures | 1,104.0 | 600.8 | 3.3 | — | — |
| 2,643.0-dton cargo hold | 2,643.0 | — | — | — | — |
| Cargo | (2,643.0) | (11,986.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 6,000.0 | 4,330.9 | 1,074.8 | 13,454 | 19 |
| Fitted out with full crew | 6,000.0 | 17,677.4 | 1,074.8 | 13,454 | 46 |

## *Burtoine*-class Escort Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (30.0) | 3.3 | 0.2 | 339 | — |
| DR 1200 crystaliron armour | — | 198.6 | 2.6 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 26 thrusters (943.3 tonnes thrust) | 26.0 | 80.2 | 4.2 | — | 0.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 2 fixed 250 MJ lasers | 2.0 | 15.1 | 1.6 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30.0 | 315.2 | 11.8 | 339 | 2 |
| Fitted out with full crew | 30.0 | 315.2 | 11.8 | 339 | 2 |

## *Buuxkkriir*-class Scout (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (8,000.0) | 159.1 | 21.1 | 16,298 | — |
| 50 turrets (DR 100) | 50.0 | 218.8 | 7.3 | 3,716 | — |
| DR 100 crystaliron armour | — | 795.6 | 10.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge | 30.0 | 113.7 | 57.6 | — | 1-10 |
| Medium PESA array | 3.0 | 34.0 | 30.0 | — | — |
| Medium AESA array | 3.5 | 28.9 | 19.0 | — | — |
| 1 probe launch centre | 1.0 | 1.1 | 0.0 | — | 0-3 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,240.0 | — | 16 |
| 500 thrusters (18,140.0 tonnes thrust) | 500.0 | 1,541.9 | 80.0 | — | 8.3 |
| 4,000 internal jump fuel tanks | 4,000.0 | 1,088.4 | 640.0 | — | — |
| 4,000 -dtons jump fuel | (4,000.0) | (3,628.0) | (1.4) | — | — |
| 5 fuel processors | 5.0 | 5.0 | 4.3 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple light missile turrets | (15.0) | 4.1 | 0.1 | — | 5 |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 10 triple 250 MJ laser turrets | (30.0) | 226.4 | 24.6 | — | 1-10 |
| 25 triple 90 MJ PD laser turrets | (75.0) | 397.9 | 44.2 | — | 3-25 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,230 ready light missiles | — | (167.3) | (44.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 utility modules | 16.0 | 166.9 | 4.8 | — | — |
| 116 crew pastures | 2,784.0 | 1,515.1 | 8.4 | — | — |
| 1 sickbay | 6.0 | 4.1 | 1.0 | — | 1 |
| 2 standard labs | 24.0 | 108.8 | 12.0 | — | 2-4 |
| 1 isolab | 120.0 | 544.2 | 60.0 | — | 1-5 |
| 56.5-dton cargo hold | 56.5 | — | — | — | — |
| Cargo | (56.5) | (256.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8,000.0 | 8,545.0 | 2,272.7 | 20,014 | 26 |
| Fitted out with full crew | 8,000.0 | 12,596.5 | 2,316.9 | 20,014 | 116 |

## *Bølgebryter*-class System Defense Monitor (GTL10)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 71.3 | 3.9 | 7,304 | — |
| 5 turrets (DR 2000) | 5.0 | 366.5 | 5.0 | 371 | — |
| 1 small internal bay | 50.0 | 5.9 | 0.3 | — | — |
| DR 4200 crystaliron armour | — | 14,975.2 | 198.1 | — | — |
| Total compartmentalization | — | 14.3 | 0.2 | — | — |
| Radical stealth | — | 37.5 | 62.0 | — | — |
| Radical emission cloaking | — | 37.5 | 62.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 1,250 thrusters (45,350.0 tonnes thrust) | 1,250.0 | 3,854.8 | 200.0 | — | 20.8 |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 1 small missile bay | (50.0) | 68.7 | 1.1 | — | 2 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| 8 meson screen modules | 8.0 | 39.2 | 31.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 750 ready heavy missiles | — | (510.2) | (135.0) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 5 marine bunkrooms | 20.0 | 21.8 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.8 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 14 crew bunkrooms | 56.0 | 61.0 | 0.3 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.5 | — | 2 |
| 43.0-dton cargo hold | 43.0 | — | — | — | — |
| Cargo | (43.0) | (195.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 33,500.2 | 1,646.2 | 7,675 | 22 |
| Fitted out with full crew | 3,000.0 | 34,205.4 | 1,781.2 | 7,675 | 61 |

## *Cadiz*-class Fast Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 64.8 | 4.8 | 8,848 | — |
| 10 turrets (DR 2500) | 10.0 | 549.8 | 7.6 | 743 | — |
| 3 large internal bays | 300.0 | 27.2 | 1.5 | — | — |
| DR 5000 superdense armour | — | 12,958.0 | 171.4 | — | — |
| Basic stealth | — | 23.4 | 7.7 | — | — |
| Basic emission cloaking | — | 23.4 | 7.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| 1 enhanced communicator | 1.0 | 13.1 | 1.1 | — | 0-1 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 201 jump drive modules | 201.0 | 729.2 | 613.0 | — | 4.0 |
| 1,600 thrusters (145,120.0 tonnes thrust) | 1,600.0 | 5,804.8 | 1,040.0 | — | 32 |
| 1,608 internal jump fuel tanks | 1,608.0 | 437.5 | 257.3 | — | — |
| 1,608 -dtons jump fuel | (1,608.0) | (1,458.5) | (0.6) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple 390 MJ laser turrets | (9.0) | 61.4 | 10.3 | — | 1-3 |
| 3 triple 97 MJ PD laser turrets | (9.0) | 39.9 | 3.8 | — | 1-3 |
| 4 single 870 MJ heavy laser turrets | (12.0) | 107.0 | 6.3 | — | 1-4 |
| 3 large heavy missile bays | (300.0) | 410.9 | 6.6 | — | 6 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 magazines | 30.0 | 170.1 | 3.8 | — | — |
| 4,500 ready heavy missiles | — | (3,061.1) | (900.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 bays for *Vixen* Armed Gigs | 63.0 | 0.5 | 0.0 | — | — |
| 3 *Vixen* Armed Gigs | (60.0) | (268.5) | (27.9) | — | 6 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 marine bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 drop capsule launcher | 1.0 | 10.9 | 0.2 | — | 1 |
| 2 drop capsule racks | 2.0 | 30.6 | — | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.0 | — | — |
| 6 crew bunkrooms | 24.0 | 10.3 | 0.1 | — | — |
| 8 crew low berths | 4.0 | 14.5 | 1.8 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 87.0-dton cargo hold | 87.0 | — | — | — | — |
| Cargo | (87.0) | (394.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 21,760.0 | 2,212.0 | 9,591 | 39 |
| Fitted out with full crew | 4,000.0 | 26,942.6 | 3,139.9 | 9,591 | 91 |

## *Cairngorm*-class Cluster Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 25 jump drive modules | 25.0 | 90.7 | 77.5 | — | 1 |
| 76 thrusters (2,757.3 tonnes thrust) | 76.0 | 234.4 | 12.2 | — | 1.3 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple sandcaster turrets | (9.0) | 40.8 | 2.3 | — | 3 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 150 Staterooms for 150 high passengers | 600.0 | 326.5 | 1.8 | — | 7.5 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 11 crew staterooms | 44.0 | 23.9 | 0.1 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 320.0-dton cargo hold | 320.0 | — | — | — | — |
| Cargo | (320.0) | (1,451.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 1,067.9 | 126.5 | 4,262 | 4 |
| Fitted out with full crew | 1,200.0 | 2,627.9 | 126.5 | 4,262 | 21 |

## *Cardeani*-class Frigate (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 14.8 | 1.6 | 3,026 | — |
| 8 turrets (DR 2750) | 8.0 | 322.3 | 4.6 | 594 | — |
| DR 5500 bonded superdense armour | — | 3,249.8 | 43.0 | — | — |
| Total compartmentalization | — | 3.0 | 0.0 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.4 |
| 375 thrusters (34,012.5 tonnes thrust) | 375.0 | 1,360.5 | 243.7 | — | 3.8 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 4 triple 405 MJ laser turrets | (12.0) | 84.9 | 8.2 | — | 1-4 |
| 2 single 1,313 MJ heavy laser turrets | (6.0) | 45.5 | 4.2 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 5,424.8 | 555.5 | 3,620 | 6 |
| Fitted out with full crew | 800.0 | 5,800.1 | 566.9 | 3,620 | 20 |

## *Cardos*-class Fast Yacht (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 3.7 | 0.2 | 148 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 73.2 | — | 0.2 |
| 41 thrusters (3,718.7 tonnes thrust) | 41.0 | 148.7 | 26.6 | — | 0.4 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 Staterooms for 6 high passengers | 24.0 | 10.9 | 0.1 | — | 0.3 |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 6.0-dton cargo hold | 6.0 | — | — | — | — |
| Cargo | (6.0) | (27.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 407.0 | 140.4 | 2,054 | 2 |
| Fitted out with full crew | 320.0 | 615.6 | 140.4 | 2,054 | 7 |

## *Celestine Ranger*-class Long-Range Scout (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 58.1 | 2.1 | 3,965 | — |
| DR 100 durasteel armour | — | 58.1 | 0.8 | — | — |
| 1 x 281-dton medium subhull, std. mat. | (281.5) | 22.1 | 0.8 | (1,508) | — |
| DR 100 durasteel armour | — | 110.4 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 3.0 | 15.0 | 11.0 | — | 1-5 |
| 1 advanced sensor | 8.0 | 69.8 | 64.9 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 9.0 | 35.1 | 15.0 | — | — |
| 47 jump drive modules | 94.0 | 341.0 | 235.0 | — | 9.4 |
| 15 fusion rockets (1,088.4 tonnes thrust) | 15.0 | 54.4 | 12.0 | — | 0.3 |
| 624 internal jump fuel tanks | 624.0 | 169.8 | 99.8 | — | — |
| 624 -dtons jump fuel | (624.0) | (566.0) | (0.2) | — | — |
| 200 water fuel tanks | 200.0 | 4.5 | 34.0 | — | — |
| Water (as reaction mass) | (200.0) | (2,721.0) | (0.1) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 cradles for *Shinzang* Shuttles | 3.0 | 17.0 | 0.8 | — | — |
| 2 *Shinzang* Shuttles | (100.0) | (336.7) | (15.8) | — | 2 |
| 2 cradles for *Chiang* Launches | 1.0 | 5.7 | 0.3 | — | — |
| 2 *Chiang* Launches | (20.0) | (68.9) | (10.4) | — | 2 |
| 3 cradles for *Gaobei* Fuel Shuttles | 1.5 | 8.5 | 0.4 | — | — |
| 3 *Gaobei* Fuel Shuttles | (240.0) | (172.8) | (50.0) | — | 3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 11.2 | 1.5 | — | — |
| 21 crew staterooms | 84.0 | 45.7 | 0.3 | — | — |
| 8 crew low berths | 4.0 | 14.5 | 1.8 | — | — |
| 4 exercise rooms | 10.0 | 1.8 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 4 standard labs | 18.0 | 37.4 | 4.4 | — | 4-8 |
| 1 isolab | 22.5 | 91.0 | 10.1 | — | 1-5 |
| 1 physics lab | 5.0 | 9.5 | 1.2 | — | 1-2 |
| 1 simulation lab | 7.5 | 10.6 | 2.2 | — | 1-1 |
| 72.0-dton cargo hold | 72.0 | — | — | — | — |
| Cargo | (72.0) | (326.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 1,163.6 | 500.4 | 3,965 | 11 |
| Fitted out with full crew | 1,200.0 | 2,634.4 | 576.5 | 3,965 | 73 |

## *Chamisollia*-class Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 40 thrusters (1,451.2 tonnes thrust) | 40.0 | 123.4 | 6.4 | — | 0.7 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 100 Staterooms for high passengers | 400.0 | 217.7 | 1.2 | — | 5 |
| 9 low berths for 36 low passengers | 4.5 | 16.3 | 2.0 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 145.0-dton cargo hold | 145.0 | — | — | — | — |
| Cargo | (145.0) | (657.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 709.1 | 118.3 | 3,026 | 3 |
| Fitted out with full crew | 800.0 | 1,511.8 | 118.3 | 3,026 | 9 |

## *Chericún*-class Close Escort (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 18.3 | 1.3 | 2,497 | — |
| 6 turrets (DR 2750) | 6.0 | 362.5 | 5.0 | 445 | — |
| DR 5500 superdense armour | — | 4,024.0 | 53.2 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 73.2 | — | 0.5 |
| 344 thrusters (31,200.8 tonnes thrust) | 344.0 | 1,248.0 | 223.6 | — | 6.9 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Kianti* Fast Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Kianti* Fast Launch | (10.0) | (18.1) | (4.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 5,946.4 | 420.4 | 2,943 | 9 |
| Fitted out with full crew | 600.0 | 6,240.1 | 435.7 | 2,943 | 23 |

## *Cherpow*-class Runabout (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 20.6 | 3.1 | 162 | 1 |
| Fitted out with full crew | 8.0 | 38.8 | 3.1 | 162 | 1 |

## *Chiang*-class Launch (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. All quantities in metric units. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 2.4 | 0.2 | 162 | — |
| DR 100 durasteel armour | — | 11.9 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.7 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 19.9 | 5.2 | 162 | 1 |
| Fitted out with full crew | 8.0 | 38.0 | 5.2 | 162 | 1 |

## *Chiitaa*-class Fast Launch (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 thrusters (145.1 tonnes thrust) | 4.0 | 12.3 | 0.6 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 26.8 | 3.5 | 162 | 1 |
| Fitted out with full crew | 8.0 | 35.9 | 3.5 | 162 | 1 |

## *Chiral*-class Lab Ship (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 3.7 | 1.0 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 3 jump drive modules | 3.0 | 10.9 | 9.1 | — | 0.0 |
| 3 thrusters (272.1 tonnes thrust) | 3.0 | 10.9 | 1.9 | — | 0.0 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for Air Rafts | 0.8 | 0.5 | 0.0 | — | — |
| 2 Air Rafts | (0.8) | (10.0) | (0.1) | — | — |
| 2 bays for Grav Sleds | 3.2 | 0.5 | 0.0 | — | — |
| 2 Grav Sleds | (3.0) | (10.0) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 4 standard labs | 8.0 | 36.3 | 4.0 | — | 4-8 |
| 13.5-dton cargo hold | 13.5 | — | — | — | — |
| Cargo | (13.5) | (61.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 114.1 | 23.1 | 756 | 1 |
| Fitted out with full crew | 80.0 | 213.5 | 23.3 | 756 | 6 |

## *Chiyami*-class Clan Freighter (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 8 jump drive modules | 8.0 | 29.0 | 24.8 | — | 0.3 |
| 30 thrusters (1,088.4 tonnes thrust) | 30.0 | 92.5 | 4.8 | — | 0.5 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 staterooms for independent passengers | 8.0 | 4.4 | 0.0 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 217.5-dton cargo hold | 217.5 | — | — | — | — |
| Cargo | (217.5) | (986.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 276.8 | 44.4 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 1,299.5 | 44.4 | 1,906 | 4 |

## *Cholath*-class Destroyer (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (3,200.0) | 86.4 | 11.4 | 8,848 | — |
| 10 turrets (DR 650) | 10.0 | 243.3 | 4.1 | 743 | — |
| 3 small internal bays | 150.0 | 17.7 | 1.0 | — | — |
| DR 1300 crystaliron armour | — | 5,615.1 | 74.3 | — | — |
| Total compartmentalization | — | 17.3 | 0.2 | — | — |
| Basic stealth | — | 23.4 | 7.7 | — | — |
| Basic emission cloaking | — | 23.4 | 7.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 120 jump drive modules | 120.0 | 435.4 | 372.0 | — | 4.8 |
| 1,950 thrusters (70,746.0 tonnes) | 1,950.0 | 6,013.4 | 312.0 | — | 32.5 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 -dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple light missile turrets | (15.0) | 4.1 | 0.1 | — | 5 |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 3 13 GJ particle bays | (150.0) | 1,270.7 | 68.4 | — | 6 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,230 ready light missiles | — | (167.3) | (44.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 utility modules | 7.0 | 73.0 | 2.1 | — | — |
| 31 crew staterooms | 124.0 | 67.5 | 0.4 | — | — |
| 8 crew low berths | 4.0 | 14.5 | 1.8 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 18.0-dton cargo hold | 18.0 | — | — | — | — |
| Cargo | (18.0) | (81.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,200.0 | 14,238.4 | 1,021.7 | 9,591 | 39 |
| Fitted out with full crew | 3,200.0 | 15,213.0 | 1,065.9 | 9,591 | 91 |

## *Christoff*-class Shuttle (GTL9)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, standard materials | (64.0) | 9.5 | 0.8 | 7,017 | — |
| DR 100 durasteel armour | — | 47.7 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 fusion rockets (580.5 tonnes thrust) | 8.0 | 29.0 | 6.4 | — | 0.1 |
| 4 water fuel tanks | 4.0 | 0.1 | 0.7 | — | — |
| Water (as reaction mass) | (4.0) | 54.4 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.4 | 0.0 | — | — |
| 49.0-dton cargo hold | 49.0 | — | — | — | — |
| Cargo | (49.0) | (222.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 64.0 | 68.6 | 12.3 | 7,017 | 0 |
| Fitted out | 64.0 | 290.8 | 12.3 | 7,017 | 0 |

## *Chunrong*-class Launch (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 3.5 | 0.6 | 476 | — |
| DR 100 superdense armour | — | 14.0 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (181.4 tonnes thrust) | 2.0 | 7.3 | 1.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 1.6 | 0.0 | — | — |
| 32.0-dton cargo hold | 32.0 | — | — | — | — |
| Cargo | (32.0) | (145.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 30.0 | 4.1 | 476 | 1 |
| Fitted out with full crew | 40.0 | 175.1 | 4.1 | 476 | 1 |

## *Citadel*-class Heavy Fighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 2.3 | 0.6 | 476 | — |
| DR 3000 bonded superdense armour | — | 279.2 | 3.7 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 36 thrusters (3,265.2 tonnes thrust) | 36.0 | 130.6 | 23.4 | — | 0.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 405 MJ lasers | 3.0 | 21.2 | 2.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 440.1 | 33.0 | 476 | 2 |
| Fitted out with full crew | 40.0 | 440.1 | 33.0 | 476 | 2 |

## *Clorthal*-class Customs Cutter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (24.0) | 3.3 | 0.4 | 339 | — |
| DR 300 crystaliron armour | — | 49.6 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 19 thrusters (689.3 tonnes thrust) | 19.0 | 58.6 | 3.0 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 810 MJ laser | 3.0 | 25.1 | 2.7 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 141.7 | 9.5 | 339 | 2 |
| Fitted out with full crew | 24.0 | 141.7 | 9.5 | 339 | 2 |

## *Comrade Hudson*-class Friendship Lander (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-ton streamlined hull | (24.0) | 5.4 | 0.5 | 371.6 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| Armour: DR5300, PD4 | 0.0 | 1442.1 | 19.1 | 0.0 | 0.0 |
| Basic stealth | 0.0 | 0.9 | 0.3 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 0.9 | 0.3 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Orion drive baseplate | 2.0 | 45.3 | 0.3 | 0.0 | 0.0 |
| 1 bomb delivery module | 0.5 | 11.3 | 0.8 | 0.0 | 0.0 |
| 1 shock absorber module | 0.5 | 11.3 | 0.1 | 0.0 | 0.0 |
| Space for 33333 1 kton bombs | 14.0 | 158.7 | 0.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| Hold | 5.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Passenger couches for 12 people | 1.0 | 0.5 | 0.1 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 33333 1 kton bombs | (14.0) | 0.0 | 350.0 | 0.0 | 0.0 |
| Cargo | (5.0) | (22.7) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 24.0 | 1703.9 | 374.0 | 371.6 | 1.0 |
| Unloaded with skeleton crew | 24.0 | 1681.2 | 24.0 | 371.6 | 1.0 |

# *Congreve*-class Missile Boat (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| 1 large internal bay | 100.0 | 9.1 | 0.5 | — | — |
| DR 120 crystaliron armour | — | 232.3 | 3.1 | — | — |
| Basic stealth | — | 10.0 | 3.3 | — | — |
| Basic emission cloaking | — | 10.0 | 3.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 111.6 | — | 1.4 |
| 561 thrusters (20,353.1 tonnes thrust) | 561.0 | 1,730.0 | 89.8 | — | 9.4 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| 1 large heavy missile bay | (100.0) | 137.0 | 2.2 | — | 2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,500 ready heavy missiles | — | (1,020.4) | (270.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 2,528.8 | 310.2 | 4,113 | 12 |
| Fitted out with full crew | 1,200.0 | 3,984.6 | 580.2 | 4,113 | 18 |

# *Corannis*-class Dropship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| 4 turrets (DR 650) | 4.0 | 97.3 | 1.4 | 297 | — |
| DR 1300 crystaliron armour | — | 1,209.7 | 16.0 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 200 thrusters (7,256.0 tonnes thrust) | 200.0 | 616.8 | 32.0 | — | 3.3 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple heavy missile turret | (3.0) | 4.1 | 0.1 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| 1 single 810 MJ heavy laser turret | (3.0) | 25.1 | 2.7 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45 ready heavy missiles | — | (30.6) | (8.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Sarta* Armoured Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Sarta* Armoured Launch | (10.0) | (43.8) | (3.8) | — | 1 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 3 briefing rooms | 3.0 | 0.1 | 0.0 | — | — |
| 1 drop capsule launcher | 1.0 | 10.9 | 0.2 | — | 1 |
| 4 drop capsule racks | 4.0 | 61.2 | — | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 13.0-dton cargo hold | 13.0 | — | — | — | — |
| Cargo | (13.0) | (59.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 2,292.5 | 142.6 | 2,203 | 5 |
| Fitted out with full crew | 400.0 | 2,534.7 | 154.6 | 2,203 | 14 |

# *Cordera*-class Lander (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 3.5 | 0.6 | 476 | — |
| DR 100 superdense armour | — | 14.0 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (181.4 tonnes thrust) | 2.0 | 7.3 | 1.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 34.0-dton cargo hold | 34.0 | — | — | — | — |
| Cargo | (34.0) | (154.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 29.3 | 4.1 | 476 | 1 |
| Fitted out with full crew | 40.0 | 183.5 | 4.1 | 476 | 1 |

# *Crellar*-class Strike Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (20.0) | 2.5 | 0.1 | 258 | — |
| DR 1200 crystaliron armour | — | 151.6 | 2.0 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| 10 fusion rockets (1,451.2 tonnes thrust) | 10.0 | 36.3 | 8.0 | — | 0.2 |
| 4 water fuel tanks | 4.0 | 0.1 | 0.7 | — | — |
| Water (as reaction mass) | (4.0) | (54.4) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 810 MJ laser | 3.0 | 25.1 | 2.7 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20.0 | 198.6 | 16.9 | 258 | 2 |
| Fitted out with full crew | 20.0 | 198.6 | 16.9 | 258 | 2 |

# *Cumberbère*-class Express Liner (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 40.8 | 3.0 | 5,574 | — |
| DR 100 superdense armour | — | 32.7 | 0.4 | — | — |
| 1 x 673-dton medium subhull, std. materials | (673.0) | 19.7 | 1.5 | (2,696) | — |
| DR 100 superdense armour | — | 79.0 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 103 jump drive modules | 103.0 | 373.7 | 314.1 | — | 2.1 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 1 |
| 824 internal jump fuel tanks | 824.0 | 224.2 | 131.8 | — | — |
| 824 -dtons jump fuel | (824.0) | (747.4) | (0.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 cradles for *Cordera* Landers | 1.0 | 5.7 | 0.3 | — | — |
| 3 *Cordera* Landers | (60.0) | (79.7) | (12.4) | — | 3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 100 Staterooms for 100 high passengers | 400.0 | 181.4 | 1.2 | — | 5 |
| 25 low berths for 100 low passengers | 12.5 | 45.3 | 5.5 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 2 halls | 20.0 | 0.4 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 1 Garden | 8.0 | 2.0 | 0.1 | — | 1-1 |
| 500.0-dton cargo hold | 500.0 | — | — | — | — |
| Cargo | (500.0) | (2,267.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,249.5 | 496.4 | 5,574 | 4 |
| Fitted out with full crew | 2,000.0 | 4,344.1 | 508.7 | 5,574 | 20 |

# *Curzon*-class Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 53.5 | 3.9 | 7,304 | — |
| 10 turrets (DR 2400) | 10.0 | 528.0 | 7.3 | 743 | — |
| 2 small internal bays | 100.0 | 11.8 | 0.6 | — | — |
| DR 4800 superdense armour | — | 10,268.7 | 135.9 | — | — |
| Basic stealth | — | 19.6 | 6.5 | — | — |
| Basic emission cloaking | — | 19.6 | 6.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 457.5 | — | 3 |
| 1,150 thrusters (104,305.0 tonnes thrust) | 1,150.0 | 4,172.2 | 747.5 | — | 23 |
| 1,200 internal jump fuel tanks | 1,200.0 | 326.5 | 192.0 | — | — |
| 1,200 -dtons jump fuel | (1,200.0) | (1,088.4) | (0.4) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| 8 single 870 MJ heavy laser turrets | (24.0) | 214.1 | 12.6 | — | 1-8 |
| 1 small missile bay | (50.0) | 68.7 | 1.1 | — | 2 |
| 1 14 GJ particle bay | (50.0) | 471.6 | 23.3 | — | 2 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| 5 meson screen modules | 5.0 | 22.7 | 11.5 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 750 ready heavy missiles | — | (510.2) | (150.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 4 *Luzons* with 1 entrance | 240.0 | 0.9 | 0.0 | — | — |
| 4 *Luzon* Aerospace Fighters | (120.0) | (1,758.4) | (101.9) | — | 12 |
| Hanger for 1 *Estevan* Cutter | 40.0 | — | — | — | — |
| 1 *Estevan* Cutter | (20.0) | (68.1) | (4.3) | — | 1 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 drop capsule launcher | 1.0 | 10.9 | 0.2 | — | 1 |
| 2 drop capsule racks | 2.0 | 30.6 | — | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.5 | — | — |
| 6 crew bunkrooms | 24.0 | 10.3 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 37.5-dton cargo hold | 37.5 | — | — | — | — |
| Cargo | (37.5) | (170.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 16,983.4 | 1,639.5 | 8,047 | 27 |
| Fitted out with full crew | 3,000.0 | 20,578.5 | 1,895.7 | 8,047 | 60 |

## *Cytos*-class Corvette (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 12.2 | 3.2 | 2,497 | — |
| 6 turrets (DR 2100) | 6.0 | 185.1 | 3.0 | 445 | — |
| DR 4200 bonded superdense armour | — | 2,048.6 | 27.1 | — | — |
| Total compartmentalization | — | 2.4 | 0.0 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 73.2 | — | 0.2 |
| 234 thrusters (21,223.8 tonnes thrust) | 234.0 | 849.0 | 152.1 | — | 2.3 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| 1 single 1,313 MJ heavy laser turret | (3.0) | 22.8 | 2.1 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 3,388.9 | 313.3 | 2,943 | 4 |
| Fitted out with full crew | 480.0 | 3,585.6 | 318.9 | 2,943 | 12 |

## *Dalgriesh*-class Fuel Shuttle (GTL9)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 9.5 | 0.8 | 651 | — |
| DR 100 durasteel armour | — | 47.7 | 0.6 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 fusion rockets (435.4 tonnes thrust) | 6.0 | 21.8 | 4.8 | — | 0.1 |
| 7 water fuel tanks | 7.0 | 0.2 | 1.2 | — | — |
| Water (as reaction mass) | (7.0) | (95.2) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50.0-dton cargo hold | 50.0 | — | — | — | — |
| Cargo | (50.0) | (226.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 69.1 | 12.4 | 651 | 2 |
| Fitted out with full crew | 64.0 | 295.9 | 12.4 | 651 | 2 |

## *Danci*-class Medivac Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 2.5 | 0.3 | 258 | — |
| DR 100 crystaliron armour | — | 12.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 3 evacuation bays | 12.0 | 17.1 | 1.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 43.4 | 5.1 | 258 | 1 |
| Fitted out with full crew | 16.0 | 43.4 | 5.1 | 258 | 1 |

## *Daoguan*-class Scoopship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| 55 internal jump fuel tanks | 55.0 | 15.0 | 8.8 | — | — |
| 55 -dtons jump fuel | (55.0) | (49.9) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 82.4 | 14.0 | 651 | 2 |
| Fitted out with full crew | 64.0 | 132.3 | 14.0 | 651 | 2 |

## *Dartmouth*-class Patrol Frigate (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (200.0) | 11.7 | 0.6 | 1,200 | — |
| 2 turrets (DR 650) | 2.0 | 48.7 | 0.7 | 148 | — |
| DR 1300 crystaliron armour | — | 762.1 | 10.1 | — | — |
| Basic stealth | — | 3.3 | 1.1 | — | — |
| Basic emission cloaking | — | 3.3 | 1.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 8 jump drive modules | 8.0 | 29.0 | 24.8 | — | 0.3 |
| 71 thrusters (2,575.9 tonnes thrust) | 71.0 | 218.9 | 11.4 | — | 1.2 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Imp* Patrol Fighters | 42.0 | 0.5 | 0.0 | — | — |
| 2 *Imp* Patrol Fighters | (40.0) | (212.0) | (11.4) | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 200.0 | 1,163.0 | 76.0 | 1,349 | 3 |
| Fitted out with full crew | 200.0 | 1,465.1 | 96.2 | 1,349 | 13 |

# *Dauntless*-class Light Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 252.6 | 13.9 | 25,872 | — |
| 85 turrets (DR 2000) | 85.0 | 6,231.2 | 85.1 | 6,317 | — |
| 10 small internal bays | 500.0 | 59.0 | 3.3 | — | — |
| DR 8000 crystaliron armour | — | 101,038.1 | 1,336.8 | — | — |
| Heavy compartmentalization | — | 25.3 | 0.3 | — | — |
| Radical stealth | — | 157.1 | 259.9 | — | — |
| Radical emission cloaking | — | 157.1 | 259.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 0-0 |
| 1 enhanced communicator | 1.5 | 18.1 | 2.1 | — | 0-1 |
| 1 advanced sensor | 8.0 | 73.7 | 69.3 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 800 jump drive modules | 800.0 | 2,902.4 | 2,480.0 | — | 32 |
| 10,000 thrusters (362,800.0 tonnes) | 10,000.0 | 30,838.0 | 1,600.0 | — | 166.7 |
| 6,000 internal jump fuel tanks | 6,000.0 | 1,632.6 | 960.0 | — | — |
| 6,000 -dtons jump fuel | (6,000.0) | (5,442.0) | (2.1) | — | — |
| 3.5 fuel scoops | 3.5 | 1.8 | 0.0 | — | — |
| 20 fuel processors | 20.0 | 20.0 | 17.0 | — | — |
| 3 workshops | 7.5 | 40.8 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45 triple 250 MJ laser turrets | (135.0) | 1,018.7 | 110.7 | — | 5-45 |
| 20 triple 90 MJ PD laser turrets | (60.0) | 318.4 | 35.4 | — | 2-20 |
| 20 single 810 MJ heavy laser turrets | (60.0) | 502.5 | 54.0 | — | 2-20 |
| 5 small light missile bays | (250.0) | 59.9 | 1.6 | — | 10 |
| 5 small missile bays | (250.0) | 343.3 | 5.5 | — | 10 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 2 nuclear damper modules | 8.0 | 75.5 | 32.4 | — | 4 |
| 34 meson screen modules | 34.0 | 166.5 | 132.6 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20,500 ready light missiles | — | (2,789.0) | (738.0) | — | — |
| 3,750 ready heavy missiles | — | (2,550.9) | (675.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Astra* Launches | (20.0) | (43.2) | (7.1) | — | — |
| 2 *Mulai* Pinnaces | (80.0) | (94.0) | (9.8) | — | — |
| 8 *Firefly* Light Fighters | (80.0) | (376.8) | (41.7) | — | 16 |
| 4 *Vampire* Strike Fighters | (200.0) | (998.4) | (65.7) | — | 8 |
| Hanger with 1 entrance | 760.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 27 utility modules | 27.0 | 281.6 | 8.1 | — | — |
| 25 crew bunkrooms | 100.0 | 108.8 | 0.4 | — | — |
| 3 exercise rooms | 7.5 | 1.4 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 5 sickbays | 5.0 | 3.4 | 0.8 | — | 5 |
| 86.0-dton cargo hold | 86.0 | — | — | — | — |
| Cargo | (86.0) | (390.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 160,106.5 | 8,536.8 | 32,189 | 202 |
| Fitted out with full crew | 20,000.0 | 172,790.9 | 10,074.2 | 32,189 | 292 |

# *Defiance*-class Light Cruiser (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 79.6 | 8.8 | 16,298 | — |
| 5 turrets (DR 1250) | 5.0 | 92.6 | 1.4 | 371 | — |
| 8 small internal bays | 400.0 | 47.2 | 2.6 | — | — |
| DR 2500 bonded superdense armour | — | 7,956.3 | 105.3 | — | — |
| Basic stealth | — | 40.7 | 13.5 | — | — |
| Basic emission cloaking | — | 40.7 | 13.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 600 jump drive modules | 600.0 | 2,176.8 | 1,830.0 | — | 6 |
| 2,072 thrusters (187,930.4 tonnes thrust) | 2,072.0 | 7,517.2 | 1,346.8 | — | 20.7 |
| 5,000 internal jump fuel tanks | 5,000.0 | 1,360.5 | 800.0 | — | — |
| 5,000 -dtons jump fuel | (5,000.0) | (4,535.0) | (1.8) | — | — |
| 3.5 fuel scoops | 3.5 | 1.8 | 0.0 | — | — |
| 20 fuel processors | 20.0 | 20.0 | 17.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 102 MJ PD laser turrets | (15.0) | 70.2 | 4.7 | — | 1-5 |
| 4 small light missile bays | (200.0) | 47.9 | 1.3 | — | 8 |
| 4 small missile bays | (200.0) | 274.6 | 4.4 | — | 8 |
| 570 GJ spinal meson gun | 1,512.0 | 13,675.7 | 936.0 | — | 17 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16,400 ready light missiles | — | (2,231.2) | (377.2) | — | — |
| 3,000 ready heavy missiles | — | (2,040.8) | (600.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 10 *Rampart* Fighters | 20.0 | 0.9 | 0.0 | — | — |
| 10 *Rampart* Fighters | (100.0) | (819.0) | (140.0) | — | 10 |
| Hanger for 1 *Kraki* Assault Cutter | 60.0 | 0.9 | 0.0 | — | — |
| 1 *Kraki* Assault Cutter | (30.0) | (111.2) | (14.9) | — | 3 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 9 marine bunkrooms | 36.0 | 15.5 | 0.2 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 42 crew staterooms | 168.0 | 76.2 | 0.5 | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 65.0-dton cargo hold | 65.0 | — | — | — | — |
| Cargo | (65.0) | (294.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 33,789.5 | 5,103.2 | 16,670 | 28 |
| Fitted out with full crew | 10,000.0 | 43,821.5 | 6,235.4 | 16,670 | 83 |

## *Degyrre*-class Armed Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 95-dton medium hull, std. mat. | (95.0) | 7.1 | 0.4 | 731 | — |
| 1 turret (DR 600) | 1.0 | 22.5 | 0.3 | 74 | — |
| DR 1200 crystaliron armour | — | 428.3 | 5.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 28 thrusters (1,015.8 tonnes thrust) | 28.0 | 86.3 | 4.5 | — | 0.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 2.4 | 0.0 | — | 1 |
| 60.0-dton cargo hold | 60.0 | — | — | — | — |
| Cargo | (60.0) | (272.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 95.0 | 567.1 | 15.2 | 805 | 2 |
| Fitted out with full crew | 95.0 | 839.2 | 15.2 | 805 | 4 |

## *Dermik*-class Launch (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (36.3 tonnes thrust) | 1.0 | 3.1 | 0.2 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 3.0-dton cargo hold | 3.0 | — | — | — | — |
| Cargo | (3.0) | (13.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 18.5 | 3.0 | 162 | 1 |
| Fitted out with full crew | 8.0 | 32.1 | 3.0 | 162 | 1 |

## *Dervish*-class System Defense Boat (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 27.9 | 2.5 | 1,906 | — |
| 4 turrets (DR 1000) | 4.0 | 222.2 | 3.3 | 297 | — |
| DR 2000 durasteel armour | — | 2,791.7 | 36.9 | — | — |
| Total compartmentalization | — | 5.6 | 0.1 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 3.0 | 15.0 | 11.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 175 fusion rockets (12,698.0 tonnes) | 175.0 | 634.9 | 140.0 | — | 2.9 |
| 120 water fuel tanks | 120.0 | 2.7 | 20.4 | — | — |
| Water (as reaction mass) | (120.0) | (1,632.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 3 single 303 MJ heavy laser turrets | (9.0) | 69.9 | 12.8 | — | 1-3 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 11.2 | 1.5 | — | — |
| 1 crew bunkroom | 5.0 | 4.4 | 0.1 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 3,336.1 | 269.7 | 2,203 | 4 |
| Fitted out with full crew | 320.0 | 3,387.7 | 278.3 | 2,203 | 8 |

## *Dezdinsh*-class Courier (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 3.7 | 1.0 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.3 | — | 0.1 |
| 3 thrusters (272.1 tonnes thrust) | 3.0 | 10.9 | 1.9 | — | 0.0 |
| 50 internal jump fuel tanks | 50.0 | 13.6 | 8.0 | — | — |
| 50 -dtons jump fuel | (50.0) | (45.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 staterooms for 2 independent passengers | 8.0 | 3.6 | 0.0 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 1 crew stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 92.3 | 33.2 | 756 | 1 |
| Fitted out with full crew | 80.0 | 155.8 | 33.2 | 756 | 1 |

## *Dielle*-class Launch (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 3.8 | 0.3 | 258 | — |
| DR 100 durasteel armour | — | 18.9 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 2 water fuel tanks | 2.0 | 0.0 | 0.3 | — | — |
| Water (as reaction mass) | (2.0) | (27.2) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.4 | 0.0 | — | — |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 28.9 | 5.4 | 258 | 1 |
| Fitted out with full crew | 16.0 | 74.2 | 5.4 | 258 | 1 |

## *Dieppe*-class Assault Lander (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| 1 turret (DR 1000) | 1.0 | 37.0 | 0.6 | 74 | — |
| DR 2000 crystaliron armour | — | 636.5 | 8.4 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 9.0-dton cargo hold | 9.0 | — | — | — | — |
| Cargo | (9.0) | (40.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 845.5 | 23.7 | 726 | 2 |
| Fitted out with full crew | 64.0 | 886.3 | 23.7 | 726 | 3 |

## *Djian*-class Armed Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 39 thrusters (1,414.9 tonnes thrust) | 39.0 | 120.3 | 6.2 | — | 0.7 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 7 low berths for 28 low passengers | 3.5 | 12.7 | 1.5 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 140.0-dton cargo hold | 140.0 | — | — | — | — |
| Cargo | (140.0) | (634.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 626.1 | 125.9 | 2,795 | 3 |
| Fitted out with full crew | 600.0 | 1,478.3 | 137.8 | 2,795 | 14 |

## *don Hannon*-class Survey Scout (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 29.5 | 0.4 | — | — |
| 1 x 312-dton medium subhull | (312.0) | 15.8 | 0.9 | (1,615) | — |
| DR 100 crystaliron armour | — | 78.9 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 18 thrusters (653.0 tonnes thrust) | 18.0 | 55.5 | 2.9 | — | 0.3 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 *Fromin* Launch | (10.0) | (20.6) | (3.1) | — | — |
| 1 *Hapawín* Scoopship | (80.0) | (82.4) | (14.0) | — | — |
| Hanger with 1 entrance | 180.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 16 crew staterooms | 64.0 | 34.8 | 0.2 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 598.0 | 228.2 | 3,174 | 13 |
| Fitted out with full crew | 800.0 | 1,159.1 | 245.4 | 3,174 | 31 |

## *Drachplitl*-class Diplomatic Yacht (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to private standards. Turrets are not counted towards jump volume. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 14.0 | 2.5 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.3 | 148 | — |
| DR 100 superdense armour | — | 55.8 | 0.7 | — | — |
| Psionic shielding | — | 1.0 | 2.2 | — | — |
| Electrified surface | — | 2.0 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 6.6 | 3.3 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.4 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.2 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 7.3 | 0.2 | — | 4 |
| 10 Staterooms for 10 high passengers | 40.0 | 18.1 | 0.1 | — | 0.5 |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 24.0-dton cargo hold | 24.0 | — | — | — | — |
| Cargo | (24.0) | (108.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 313.3 | 103.4 | 2,054 | 2 |
| Fitted out with full crew | 320.0 | 567.3 | 103.4 | 2,054 | 11 |

## *Dragger*-class Bulk Freighter (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 189.4 | 13.9 | 25,872 | — |
| DR 100 superdense armour | — | 151.6 | 2.0 | — | — |
| 1 x 1,042-dton med subhull, std. mat | (1,042.5) | 26.4 | 1.9 | (3,610) | — |
| DR 100 superdense armour | — | 105.7 | 1.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 600 jump drive modules | 600.0 | 2,176.8 | 1,830.0 | — | 12 |
| 390 thrusters (35,373.0 tonnes thrust) | 390.0 | 1,414.9 | 253.5 | — | 7.8 |
| 4,000 internal jump fuel tanks | 4,000.0 | 1,088.4 | 640.0 | — | — |
| 4,000 -dtons jump fuel | (4,000.0) | (3,628.0) | (1.4) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 12 crew staterooms | 48.0 | 21.8 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 14,954.5-dton cargo hold | 14,954.5 | — | — | — | — |
| Cargo | (14,954.5) | (67,818.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 5,217.0 | 2,747.2 | 25,872 | 21 |
| Fitted out with full crew | 20,000.0 | 76,663.7 | 2,747.2 | 25,872 | 24 |

## *Drakon*-class Fighter (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (30.0) | 5.0 | 0.2 | 339 | — |
| 1 turret (DR 600) | 1.0 | 33.8 | 0.5 | 74 | — |
| DR 1200 durasteel armour | — | 297.9 | 3.9 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 fusion rockets (1,451.2 tonnes thrust) | 20.0 | 72.6 | 16.0 | — | 0.3 |
| 7 water fuel tanks | 7.0 | 0.2 | 1.2 | — | — |
| Water (as reaction mass) | (7.0) | (95.2) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 single 303 MJ heavy laser turret | (3.0) | 23.3 | 4.3 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30.0 | 392.5 | 30.6 | 413 | 2 |
| Fitted out with full crew | 30.0 | 392.5 | 30.6 | 413 | 3 |

# *Drangki*-class Destroyer (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (3,200.0) | 86.4 | 11.4 | 8,848 | — |
| 10 turrets (DR 1250) | 10.0 | 461.0 | 7.0 | 743 | — |
| 3 small internal bays | 150.0 | 17.7 | 1.0 | — | — |
| DR 2500 crystaliron armour | — | 10,798.3 | 142.9 | — | — |
| Heavy compartmentalization | — | 8.6 | 0.1 | — | — |
| Basic stealth | — | 23.4 | 7.7 | — | — |
| Basic emission cloaking | — | 23.4 | 7.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 120 jump drive modules | 120.0 | 435.4 | 372.0 | — | 4.8 |
| 2,000 thrusters (72,560.0 tonnes thrust) | 2,000.0 | 6,167.6 | 320.0 | — | 33.3 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 -dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| 4 fuel processors | 4.0 | 4.0 | 3.4 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 3 triple 90 MJ PD laser turrets | (9.0) | 47.8 | 5.3 | — | 1-3 |
| 3 single 810 MJ heavy laser turrets | (9.0) | 75.4 | 8.1 | — | 1-3 |
| 3 13 GJ particle bays | (150.0) | 1,270.7 | 68.4 | — | 6 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 utility modules | 7.0 | 73.0 | 2.1 | — | — |
| 25 crew staterooms | 100.0 | 54.4 | 0.3 | — | — |
| 3.0-dton cargo hold | 3.0 | — | — | — | — |
| Cargo | (3.0) | (13.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,200.0 | 19,880.6 | 1,108.2 | 9,591 | 40 |
| Fitted out with full crew | 3,200.0 | 20,619.8 | 1,108.2 | 9,591 | 49 |

# *Drauna*-class Relief Vessel (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 27.2 | 3.0 | 5,574 | — |
| 4 turrets (DR 100) | 4.0 | 7.3 | 0.2 | 297 | — |
| DR 100 bonded superdense armour | — | 108.8 | 1.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 183.0 | — | 0.6 |
| 40 thrusters (3,628.0 tonnes thrust) | 40.0 | 145.1 | 26.0 | — | 0.4 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 102 MJ PD laser turrets | (6.0) | 28.1 | 1.9 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.0 | — | — |
| 250 Staterooms for entertainers | 1,000.0 | 453.5 | 3.0 | — | 10 |
| 16 crew staterooms | 64.0 | 29.0 | 0.2 | — | — |
| 11 exercise rooms | 27.5 | 5.0 | 0.0 | — | — |
| 5 halls | 50.0 | 0.9 | 0.0 | — | — |
| 3 theatres | 60.0 | 5.7 | 0.0 | — | 3 |
| 3 stages | 48.0 | 1.4 | 0.0 | — | — |
| 2 civilian holoventure zones | 60.0 | 6.5 | 2.4 | — | 2 |
| 1 swimming pool | 61.0 | 14.5 | 0.3 | — | 2.5 |
| Water | — | 231.3 | — | — | — |
| 5 sickbays | 5.0 | 3.9 | 1.0 | — | 5 |
| 113.0-dton cargo hold | 113.0 | — | — | — | — |
| Cargo | (113.0) | (512.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,242.3 | 292.4 | 5,871 | 2 |
| Fitted out with full crew | 2,000.0 | 2,348.8 | 292.4 | 5,871 | 30 |

# *Dremheim*-class System Defense Boat (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (960.0) | 58.1 | 5.1 | 3,965 | — |
| 12 turrets (DR 1000) | 12.0 | 666.5 | 9.8 | 891 | — |
| DR 2500 durasteel armour | — | 7,258.7 | 96.0 | — | — |
| Total compartmentalization | — | 11.6 | 0.1 | — | — |
| Basic stealth | — | 11.9 | 3.9 | — | — |
| Basic emission cloaking | — | 11.9 | 3.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 443 fusion rockets (32,144.1 tonnes) | 443.0 | 1,607.2 | 354.4 | — | 7.4 |
| 450 water fuel tanks | 450.0 | 10.2 | 76.5 | — | — |
| Water (as reaction mass) | (450.0) | (6,122.3) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple light missile turrets | (9.0) | 2.4 | 0.1 | — | 3 |
| 3 triple heavy missile turrets | (9.0) | 12.2 | 0.4 | — | 3 |
| 4 triple 101 MJ laser turrets | (12.0) | 93.8 | 17.0 | — | 1-4 |
| 2 single 303 MJ heavy laser turrets | (6.0) | 46.6 | 8.5 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 738 ready light missiles | — | (100.4) | (25.8) | — | — |
| 135 ready heavy missiles | — | (91.8) | (27.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 33.7 | 4.6 | — | — |
| 10 crew staterooms | 40.0 | 21.8 | 0.2 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 960.0 | 8,599.6 | 604.9 | 4,857 | 9 |
| Fitted out with full crew | 960.0 | 8,791.8 | 657.8 | 4,857 | 19 |

# *Drianjdaqr*-class Destroyer (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 75.2 | 5.5 | 10,267 | — |
| 10 turrets (DR 1250) | 10.0 | 277.7 | 4.0 | 743 | — |
| 4 small internal bays | 200.0 | 23.6 | 1.3 | — | — |
| DR 2500 superdense armour | — | 7,518.2 | 99.5 | — | — |
| Heavy compartmentalization | — | 7.5 | 0.1 | — | — |
| Basic stealth | — | 26.9 | 8.9 | — | — |
| Basic emission cloaking | — | 26.9 | 8.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hrd. Command bridge with psi switches | 5.0 | 20.9 | 12.1 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 250 jump drive modules | 250.0 | 907.0 | 762.5 | — | 5 |
| 1,800 thrusters (163,260.0 tonnes thrust) | 1,800.0 | 6,530.4 | 1,170.0 | — | 36 |
| 2,000 internal jump fuel tanks | 2,000.0 | 544.2 | 320.0 | — | — |
| 2,000 -dtons jump fuel | (2,000.0) | (1,814.0) | (0.7) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple 97 MJ PD laser turrets | (9.0) | 39.9 | 3.8 | — | 1-3 |
| 7 single 870 MJ heavy laser turrets | (21.0) | 187.3 | 11.0 | — | 1-7 |
| 4 14 GJ particle bays | (200.0) | 1,886.6 | 93.2 | — | 8 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 bays for *Joqlsha'* Fighters | 420.0 | 0.5 | 0.0 | — | — |
| 20 *Joqlsha'* Fighters | (400.0) | (5,396.0) | (364.2) | — | 60 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 59 crew staterooms | 236.0 | 107.0 | 0.7 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 67.0-dton cargo hold | 67.0 | — | — | — | — |
| Cargo | (67.0) | (303.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 18,288.0 | 2,504.3 | 11,010 | 42 |
| Fitted out with full crew | 5,000.0 | 25,801.8 | 2,868.5 | 11,010 | 116 |

## *Driim*-class Gig (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 9-dton medium hull, std. mat. | (7.2) | 1.5 | 0.2 | 151 | — |
| DR 100 crystaliron armour | — | 7.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| *Engineering* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (36.3 tonnes thrust) | 1.0 | 3.1 | 0.2 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.2-dton cargo hold | 4.2 | — | — | — | — |
| Cargo | (4.2) | (19.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7.2 | 16.9 | 3.0 | 151 | 1 |
| Fitted out with full crew | 7.2 | 36.0 | 3.0 | 151 | 1 |

## *Drimburg*-class Launch (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 2.4 | 0.2 | 162 | — |
| DR 100 durasteel armour | — | 11.9 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.7 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 19.8 | 5.0 | 162 | 1 |
| Fitted out with full crew | 8.0 | 37.9 | 5.0 | 162 | 1 |

## *Dsarpa*-class Fast Shuttle (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 3.2 | 0.8 | 651 | — |
| DR 100 bonded superdense armour | — | 12.7 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.3 | 2.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 18 thrusters (1,632.6 tonnes thrust) | 18.0 | 65.3 | 11.7 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 1.6 | 0.0 | — | — |
| 40.0-dton cargo hold | 40.0 | — | — | — | — |
| Cargo | (40.0) | (181.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 87.1 | 15.0 | 651 | 2 |
| Fitted out with full crew | 64.0 | 268.5 | 15.0 | 651 | 2 |

## *Dumont*-class Assault Lander (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (32.0) | 2.0 | 0.5 | 410 | — |
| 1 turret (DR 2100) | 1.0 | 30.8 | 0.5 | 74 | — |
| DR 4200 bonded superdense armour | — | 336.8 | 4.5 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 690 MJ fusion gun turret | (3.0) | 24.5 | 4.3 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 7.0-dton cargo hold | 7.0 | — | — | — | — |
| Cargo | (7.0) | (31.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 32.0 | 474.5 | 26.1 | 485 | 2 |
| Fitted out with full crew | 32.0 | 506.2 | 26.1 | 485 | 3 |

## *Echpozh*-class Armed Gig (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (20.0) | 1.9 | 0.1 | 258 | — |
| 1 turret (DR 100) | 1.0 | 2.7 | 0.1 | 74 | — |
| DR 100 superdense armour | — | 7.6 | 0.1 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hrd controls and psi switches | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (453.5 tonnes thrust) | 5.0 | 18.1 | 3.3 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 97 MJ PD laser turret | (3.0) | 13.3 | 1.3 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 0.7 | 0.0 | — | — |
| 11.0-dton cargo hold | 11.0 | — | — | — | — |
| Cargo | (11.0) | (49.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20.0 | 49.7 | 7.5 | 333 | 1 |
| Fitted out with full crew | 20.0 | 99.6 | 7.5 | 333 | 2 |

## *Egoyan*-class Express Liner (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 750-dton medium hull, std. mat. | (750.0) | 21.2 | 1.6 | 2,898 | — |
| DR 100 superdense armour | — | 84.9 | 1.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 38 jump drive modules | 38.0 | 137.9 | 115.9 | — | 0.8 |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.4 |
| 300 internal jump fuel tanks | 300.0 | 81.6 | 48.0 | — | — |
| 300 -dtons jump fuel | (300.0) | (272.1) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Mercer* Gig | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Mercer* Gig | (10.0) | (13.5) | (2.9) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 72.6 | 0.5 | — | 2 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 196.0-dton cargo hold | 196.0 | — | — | — | — |
| Cargo | (196.0) | (888.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 750.0 | 520.8 | 185.5 | 2,898 | 3 |
| Fitted out with full crew | 750.0 | 1,695.3 | 188.4 | 2,898 | 7 |

## *Eimenstaal*-class Monitor (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 197.0 | 7.2 | 13,454 | — |
| 16 turrets (DR 1000) | 16.0 | 888.7 | 12.2 | 1,189 | — |
| 2 large external bays (DR 1000) | 40.0 | 1,786.8 | 24.4 | 2,415 | — |
| DR 10000 durasteel armour | — | 98,516.2 | 1,303.4 | — | — |
| Total compartmentalization | — | 39.4 | 0.4 | — | — |
| Basic stealth | — | 41.6 | 13.8 | — | — |
| Basic emission cloaking | — | 41.6 | 13.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 1,750 fusion rockets (126,980 tonnes) | 1,750.0 | 6,349.0 | 1,400.0 | — | 29.2 |
| 1,500 water fuel tanks | 1,500.0 | 34.0 | 255.0 | — | — |
| Water (as reaction mass) | (1,500.0) | (20,407.5) | (0.4) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 single 303 MJ heavy laser turrets | (48.0) | 373.0 | 68.0 | — | 2-16 |
| 2 large heavy missile bays | (200.0) | 277.5 | 8.8 | — | 4 |
| 670 GJ spinal particle accelerator | 3,911.0 | 24,091.7 | 6,151.0 | — | 41 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3,000 ready heavy missiles | — | (2,040.8) | (600.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 41 utility modules | 41.0 | 230.6 | 31.2 | — | — |
| 45 crew staterooms | 180.0 | 98.0 | 0.7 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.5 | — | 2 |
| 48.0-dton cargo hold | 48.0 | — | — | — | — |
| Cargo | (48.0) | (217.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 127,933.8 | 9,314.7 | 17,058 | 31 |
| Fitted out with full crew | 7,500.0 | 130,192.2 | 9,914.7 | 17,058 | 89 |

## *Einkhuissen*-class Express Liner (GTL9)

*Design Parameters:* Built for Sword Worlds crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, standard materials | (240.0) | 23.0 | 2.0 | 16,938 | — |
| DR 100 durasteel armour | — | 115.2 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 9 jump drive modules | 18.0 | 65.3 | 45.0 | — | 1.8 |
| 8 fusion rockets (580.5 tonnes thrust) | 8.0 | 29.0 | 6.4 | — | 0.1 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 15 water fuel tanks | 15.0 | 0.3 | 2.5 | — | — |
| Water (as reaction mass) | (15.0) | (204.1) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 11.2 | 1.5 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.3 | — | 1 |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 39.0-dton cargo hold | 39.0 | — | — | — | — |
| Cargo | (39.0) | (176.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 240.0 | 311.3 | 82.0 | 16,938 | 0 |
| Fitted out | 240.0 | 542.6 | 82.0 | 16,938 | 0 |

# *Eitehr*-class Frigate (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 8 turrets (DR 600) | 8.0 | 180.1 | 2.6 | 594 | — |
| DR 1200 crystaliron armour | — | 1,772.6 | 23.5 | — | — |
| Total compartmentalization | — | 5.9 | 0.1 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 434 thrusters (15,745.5 tonnes thrust) | 434.0 | 1,338.4 | 69.4 | — | 7.2 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for *Ahira* Lander with 1 entrance | 60.0 | 0.9 | 0.0 | — | — |
| 1 *Ahira* Lander | (30.0) | (280.6) | (11.2) | — | 3 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 8 marine bunkrooms | 32.0 | 34.8 | 0.1 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 10 crew staterooms | 40.0 | 21.8 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 3,830.1 | 287.8 | 3,620 | 10 |
| Fitted out with full crew | 800.0 | 4,334.6 | 307.9 | 3,620 | 18 |

# *Eiwiyfti*-class Launch (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (36.3 tonnes thrust) | 1.0 | 3.1 | 0.2 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.0 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 18.1 | 3.0 | 162 | 1 |
| Fitted out with full crew | 8.0 | 36.2 | 3.0 | 162 | 1 |

# *Ekorn*-class Liner (GTL9)

*Design Parameters:* Built for Sword Worlds crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, standard materials | (320.0) | 27.9 | 2.5 | 20,519 | — |
| DR 100 durasteel armour | — | 139.6 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 8 jump drive modules | 16.0 | 58.0 | 40.0 | — | 1.6 |
| 10 fusion rockets (725.6 tonnes thrust) | 10.0 | 36.3 | 8.0 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 24 water fuel tanks | 24.0 | 0.5 | 4.1 | — | — |
| Water (as reaction mass) | (24.0) | (326.5) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 16.9 | 2.3 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.6 | — | 2 |
| 10 low berths for 40 low passengers | 5.0 | 18.1 | 2.2 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.1 | — | — |
| 40.0-dton cargo hold | 40.0 | — | — | — | — |
| Cargo | (40.0) | (181.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 320.0 | 399.0 | 81.0 | 20,519 | 0 |
| Fitted out | 320.0 | 616.6 | 81.0 | 20,519 | 0 |

# *Elding*-class Light Fighter (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-ton hull | (20.0) | 4.1 | 0.2 | 278.7 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 20.4 | 0.3 | 0.0 | 0.0 |
| Basic stealth | 0.0 | 0.7 | 0.2 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 0.7 | 0.2 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fusion rocket (4.7G) | 8.0 | 90.5 | 10.0 | 0.0 | 0.0 |
| Rocket fuel tank (0.6 hours) | 8.0 | 113.4 | 1.3 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 102-MJ Lasers | 3.0 | 23.7 | 4.3 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 20.0 | 258.1 | 17.8 | 278.7 | 1.0 |
| Unloaded with skeleton crew | 20.0 | 258.1 | 17.8 | 278.7 | 1.0 |

## *Empress Nicole*-class Cruise Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 35.7 | 3.9 | 7,304 | — |
| DR 100 bonded superdense armour | — | 142.6 | 1.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 457.5 | — | 1.5 |
| 61 thrusters (5,532.7 tonnes thrust) | 61.0 | 221.3 | 39.6 | — | 0.6 |
| 1,200 internal jump fuel tanks | 1,200.0 | 326.5 | 192.0 | — | — |
| 1,200 -dtons jump fuel | (1,200.0) | (1,088.4) | (0.4) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 4 Gigs with 1 entrance | 160.0 | 0.9 | 0.0 | — | — |
| 4 Gigs | (80.0) | (282.5) | (22.0) | — | 8 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.5 | — | — |
| 10 suites for 10 noble passengers | 80.0 | 18.1 | 0.6 | — | 10 |
| 200 Staterooms for 200 high passengers | 800.0 | 362.8 | 2.4 | — | 10 |
| 10 low berths for 40 low passengers | 5.0 | 18.1 | 2.2 | — | — |
| 24 crew staterooms | 96.0 | 43.5 | 0.3 | — | — |
| 10 exercise rooms | 25.0 | 4.5 | 0.0 | — | — |
| 3 halls | 30.0 | 0.5 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 5 civilian holoventure zones | 150.0 | 16.3 | 6.0 | — | 5 |
| 1 swimming pool | 61.0 | 14.5 | 0.3 | — | 2.5 |
| Water | — | 231.3 | — | — | — |
| 3 sickbays | 3.0 | 2.3 | 0.6 | — | 3 |
| 133.5-dton cargo hold | 133.5 | — | — | — | — |
| Cargo | (133.5) | (605.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 1,826.9 | 712.2 | 7,304 | 4 |
| Fitted out with full crew | 3,000.0 | 4,034.5 | 734.2 | 7,304 | 48 |

## *Enzhyiench*-class Freighter (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 29.0 | 2.1 | 3,965 | — |
| DR 100 superdense armour | — | 116.1 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 6.6 | 3.3 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 109.8 | — | 0.7 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 1 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 855.5-dton cargo hold | 855.5 | — | — | — | — |
| Cargo | (855.5) | (3,879.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 569.1 | 188.6 | 3,965 | 3 |
| Fitted out with full crew | 1,200.0 | 4,666.5 | 188.6 | 3,965 | 5 |

## *Erashmii*-class Merchant (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 62 thrusters (2,249.4 tonnes thrust) | 62.0 | 191.2 | 9.9 | — | 1.0 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 365.0-dton cargo hold | 365.0 | — | — | — | — |
| Cargo | (365.0) | (1,655.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 639.1 | 120.2 | 3,026 | 3 |
| Fitted out with full crew | 800.0 | 2,439.5 | 120.2 | 3,026 | 8 |

## *Eriimar*-class Fighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 8-dton medium hull, std. mat. | (8.0) | 1.4 | 0.1 | 140 | — |
| DR 100 crystaliron armour | — | 6.9 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (181.4 tonnes thrust) | 5.0 | 15.4 | 0.8 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 48.3 | 4.7 | 140 | 1 |
| Fitted out with full crew | 8.0 | 48.3 | 4.7 | 140 | 1 |

## *Esaggal*-class Merchant (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,000-dton medium hull, std. mat. | (1,000.0) | 34.3 | 1.9 | 3,511 | — |
| DR 100 crystaliron armour | — | 171.4 | 2.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 62.0 | — | 0.8 |
| 110 thrusters (3,990.8 tonnes thrust) | 110.0 | 339.2 | 17.6 | — | 1.8 |
| 100 internal jump fuel tanks | 100.0 | 27.2 | 16.0 | — | — |
| 100 -dtons jump fuel | (100.0) | (90.7) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 748.5-dton cargo hold | 748.5 | — | — | — | — |
| Cargo | (748.5) | (3,394.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,000.0 | 685.7 | 104.7 | 3,511 | 4 |
| Fitted out with full crew | 1,000.0 | 4,170.8 | 104.7 | 3,511 | 6 |

## *Estevan*-class Cutter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| DR 100 superdense armour | — | 7.6 | 0.1 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (181.4 tonnes thrust) | 2.0 | 7.3 | 1.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 22.7 | 4.3 | 258 | 1 |
| Fitted out with full crew | 16.0 | 68.1 | 4.3 | 258 | 1 |

## *Étienne*-class Missionary Ship (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-ton streamlined hull | (160.0) | 13.6 | 1.8 | 1393.5 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.2 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 68.0 | 0.9 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 6.0 | 21.8 | 18.6 | 0.0 | 0.2 |
| Jump tanks | 40.0 | 47.2 | 6.4 | 0.0 | 0.0 |
| Maneuver drive (1.0G) | 6.0 | 18.5 | 1.0 | 0.0 | 0.1 |
| Fuel processor module (5.0 hours) | 1.0 | 1.0 | 0.9 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Bridge | 2.5 | 7.8 | 4.0 | 0.0 | 1.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| 2 Halls seating 200 people | 20.0 | 0.4 | 0.0 | 0.0 | 0.0 |
| 2 Theatres seating 200 people | 40.0 | 3.8 | 0.0 | 0.0 | 0.0 |
| 2 Stages | 32.0 | 0.9 | 0.0 | 0.0 | 0.0 |
| Sickbay | 1.0 | 0.7 | 0.2 | 0.0 | 2.0 |
| Hold | 1.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 staterooms | 8.0 | 4.4 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (40.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (1.5) | (6.8) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 160.0 | 208.9 | 34.6 | 1393.5 | 4.0 |
| Unloaded with skeleton crew | 160.0 | 202.1 | 34.5 | 1393.5 | 2.0 |

## *Ewos*-class Q-Ship (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 18.3 | 1.3 | 2,497 | — |
| 2 turrets (DR 2600) | 2.0 | 114.3 | 1.6 | 148 | — |
| DR 5200 superdense armour | — | 3,804.5 | 50.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 54.9 | — | 0.4 |
| 380 thrusters (34,466.0 tonnes thrust) | 380.0 | 1,378.6 | 247.0 | — | 7.6 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 fixed 422 MJ plasma guns | 12.0 | 7.3 | 8.0 | — | — |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 97 MJ PD laser turret | (3.0) | 13.3 | 1.3 | — | 1-1 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 7 marine bunkrooms | 28.0 | 12.1 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 1 crew stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 5 brigs | 5.0 | 31.7 | 0.2 | — | — |
| 6.0-dton cargo hold | 6.0 | — | — | — | — |
| Cargo | (6.0) | (27.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 5,546.2 | 397.6 | 2,646 | 9 |
| Fitted out with full crew | 600.0 | 5,682.3 | 397.6 | 2,646 | 13 |

## *Exierge*-class Corvette (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 22.2 | 3.9 | 3,026 | — |
| 8 turrets (DR 2000) | 8.0 | 352.8 | 5.4 | 594 | — |
| DR 4000 superdense armour | — | 3,545.2 | 46.9 | — | — |
| Total compartmentalization | — | 4.4 | 0.0 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 97.6 | — | 0.6 |
| 331 thrusters (30,021.7 tonnes thrust) | 331.0 | 1,200.9 | 215.1 | — | 6.6 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 4 triple 390 MJ laser turrets | (12.0) | 81.8 | 13.8 | — | 1-4 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 7.0-dton cargo hold | 7.0 | — | — | — | — |
| Cargo | (7.0) | (31.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 5,541.4 | 501.5 | 3,620 | 9 |
| Fitted out with full crew | 640.0 | 5,848.7 | 512.8 | 3,620 | 23 |

## *Falkon*-class Cargo Lighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9 thrusters (326.5 tonnes thrust) | 9.0 | 27.8 | 1.4 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 54.0-dton cargo hold | 54.0 | — | — | — | — |
| Cargo | (54.0) | (244.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 70.4 | 5.2 | 651 | 2 |
| Fitted out with full crew | 64.0 | 315.3 | 5.2 | 651 | 2 |

## *Fallowfield*-class Express Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 131.4 | 7.2 | 13,454 | — |
| DR 100 crystaliron armour | — | 131.4 | 1.7 | — | — |
| 1 x 1,252-dton medium subhull, std. materials | (1,252.0) | 39.8 | 2.2 | (4,078) | |
| DR 100 crystaliron armour | — | 199.1 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 300 jump drive modules | 300.0 | 1,088.4 | 930.0 | — | 12 |
| 200 thrusters (7,256.0 tonnes thrust) | 200.0 | 616.8 | 32.0 | — | 3.3 |
| 2,250 internal jump fuel tanks | 2,250.0 | 612.2 | 360.0 | — | — |
| 2,250 -dtons jump fuel | (2,250.0) | (2,040.8) | (0.8) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Skyskipper* Launches | (20.0) | (41.2) | (6.3) | — | — |
| 1 *Pascolle* Shuttle | (80.0) | (69.8) | (5.1) | — | — |
| Hanger with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 120 Staterooms for 120 high passengers | 480.0 | 261.2 | 1.4 | — | 6 |
| 25 low berths for 100 low passengers | 12.5 | 45.3 | 5.5 | — | — |
| 14 crew staterooms | 56.0 | 30.5 | 0.2 | — | — |
| 3,995.0-dton cargo hold | 3,995.0 | — | — | — | — |
| Cargo | (3,995.0) | (18,117.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 3,199.7 | 1,348.1 | 13,454 | 17 |
| Fitted out with full crew | 7,500.0 | 23,468.8 | 1,359.5 | 13,454 | 27 |

# *Farrowlaine*-class Light Cruiser (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 25,000-dton medium hull, std. mat. | (25,000.0) | 439.7 | 16.2 | 30,022 | — |
| 117 turrets (DR 1000) | 117.0 | 6,498.5 | 89.0 | 8,695 | — |
| 8 small internal bays | 400.0 | 47.2 | 2.6 | — | — |
| DR 5500 durasteel armour | — | 120,908.3 | 1,599.7 | — | — |
| Total compartmentalization | — | 87.9 | 1.0 | — | — |
| Basic stealth | — | 94.5 | 31.3 | — | — |
| Basic emission cloaking | — | 94.5 | 31.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 750 jump drive modules | 1,500.0 | 5,442.0 | 3,750.0 | — | 150 |
| 4,750 fusion rockets (344,660 tonnes) | 4,750.0 | 17,233.0 | 3,800.0 | — | 79.2 |
| 5,000 internal jump fuel tanks | 5,000.0 | 1,360.5 | 800.0 | — | — |
| 5,000 -dtons jump fuel | (5,000.0) | (4,535.0) | (1.8) | — | — |
| 3.5 fuel scoops | 3.5 | 1.8 | 0.0 | — | — |
| 6,000 water fuel tanks | 6,000.0 | 136.1 | 1,020.0 | — | — |
| Water (as reaction mass) | (6,000.0) | (81,630.0) | (1.8) | — | — |
| 3 workshops | 7.5 | 40.8 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 triple 101 MJ laser turrets | (150.0) | 1,172.8 | 213.0 | — | 5-50 |
| 50 triple 40 MJ PD laser turrets | (150.0) | 767.3 | 220.5 | — | 5-50 |
| 17 single 303 MJ heavy laser turrets | (51.0) | 396.3 | 72.3 | — | 2-17 |
| 8 small missile bays | (400.0) | 553.6 | 17.6 | — | 16 |
| 920 GJ spinal particle accelerator | 5,365.0 | 33,060.1 | 8,438.0 | — | 55 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6,000 ready heavy missiles | — | (4,081.5) | (1,200.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 *Hecate* Light Fighters | (300.0) | (473.0) | (147.2) | — | 10 |
| 4 *Chiang* Launches | (40.0) | (79.6) | (20.8) | — | — |
| 2 *Gaobei* Fuel Shuttles | (160.0) | (127.0) | (33.3) | — | — |
| 2 *Dalgriesh* Fuel Shuttles | (160.0) | (138.2) | (24.7) | — | 4 |
| Hanger with 2 entrances | 1320.0 | 1.8 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 2 marine bunkrooms | 10.0 | 8.9 | 0.1 | — | — |
| 1 battledress rack | 1.0 | 26.1 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 135 utility modules | 135.0 | 759.2 | 102.6 | — | — |
| 29 crew bunkrooms | 145.0 | 128.9 | 1.5 | — | — |
| 4 sickbays | 10.0 | 18.5 | 1.0 | — | 4 |
| 212.0-dton cargo hold | 212.0 | — | — | — | — |
| Cargo | (212.0) | (961.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 25,000.0 | 175,568.5 | 20,254.2 | 38,717 | 241 |
| Fitted out with full crew | 25,000.0 | 185,964.3 | 21,680.2 | 38,717 | 342 |

# *Faunel*-class Yacht (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-ton streamlined hull | (240.0) | 18.1 | 2.4 | 1858.1 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.2 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 94.3 | 1.2 | 0.0 | 0.0 |
| 1 turret (3 spaces) | 1.0 | 0.7 | 0.1 | 74.3 | 1.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 9.0 | 32.7 | 27.9 | 0.0 | 0.4 |
| Jump tanks | 60.0 | 70.7 | 9.6 | 0.0 | 0.0 |
| Maneuver drive (1.3G) | 19.0 | 58.6 | 3.0 | 0.0 | 0.3 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Missile Rack | (1.0) | 11.8 | 0.0 | 0.0 | 0.0 |
| 360-MJ Laser | (1.0) | 10.9 | 1.0 | 0.0 | 0.0 |
| 1 sandcaster | (1.0) | 4.5 | 0.3 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Bridge | 2.5 | 7.8 | 4.0 | 0.0 | 3.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| Theatre | 4.0 | 2.0 | 0.0 | 0.0 | 0.0 |
| Stage | 16.0 | 0.5 | 0.0 | 0.0 | 0.0 |
| Swimming Pool | 31.0 | 7.7 | 0.2 | 0.0 | 0.0 |
| Hold | 35.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 staterooms | 60.0 | 32.7 | 0.2 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (60.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (35.5) | (161.0) | 0.0 | 0.0 | 0.0 |
| Missiles | 0.0 | 0.0 | 2.5 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| Water | 0.0 | (115.6) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 240.0 | 528.2 | 53.5 | 1932.4 | 6.0 |
| Unloaded with skeleton crew | 240.0 | 367.2 | 50.9 | 1932.4 | 4.0 |

# *Fearaow*-class Light Fighter (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.6 | 0.1 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 thrusters (254.0 tonnes thrust) | 7.0 | 21.6 | 1.1 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 55.8 | 5.1 | 162 | 2 |
| Fitted out with full crew | 10.0 | 55.8 | 5.1 | 162 | 2 |

## *Featherstone*-class System Defense Boat (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 22.2 | 3.9 | 3,026 | — |
| 8 turrets (DR 4000) | 8.0 | 701.1 | 10.0 | 594 | — |
| DR 11000 superdense armour | — | 9,749.4 | 129.0 | — | — |
| Total compartmentalization | — | 4.4 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 555 thrusters (50,338.5 tonnes thrust) | 555.0 | 2,013.5 | 360.8 | — | 11.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple light missile turrets | (9.0) | 2.4 | 0.1 | — | 3 |
| 1 triple heavy missile turret | (3.0) | 4.1 | 0.1 | — | 1 |
| 3 triple 390 MJ laser turrets | (9.0) | 61.4 | 10.3 | — | 1-3 |
| 1 single 870 MJ heavy laser turret | (3.0) | 26.8 | 1.6 | — | 1-1 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 magazines | 2.0 | 11.3 | 0.3 | — | — |
| 738 ready light missiles | — | (100.4) | (17.0) | — | — |
| 45 ready heavy missiles | — | (30.6) | (9.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 14 crew staterooms | 56.0 | 25.4 | 0.2 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 12,708.3 | 542.9 | 3,620 | 12 |
| Fitted out with full crew | 640.0 | 12,857.4 | 568.8 | 3,620 | 28 |

## *Fedmist*-class Droyne Trader (GTL10)

*Design Parameters:* Built for Droyne crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.4 | — | 0.2 |
| 16 thrusters (580.5 tonnes thrust) | 16.0 | 49.3 | 2.6 | — | 0.3 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 Nests for 12 high passengers | 24.0 | 13.1 | 0.1 | — | 0.6 |
| 1 crew nest | 12.0 | 6.5 | 0.0 | — | — |
| 77.5-dton cargo hold | 77.5 | — | — | — | — |
| Cargo | (77.5) | (351.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 228.4 | 29.7 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 598.0 | 29.7 | 1,349 | 5 |

## *Felar*-class Runabout (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 0.8 | 0.1 | 102 | — |
| DR 100 superdense armour | — | 3.0 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 1.0-dton cargo hold | 1.0 | — | — | — | — |
| Cargo | (1.0) | (4.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 11.3 | 2.8 | 102 | 1 |
| Fitted out with full crew | 4.0 | 15.9 | 2.8 | 102 | 1 |

## *Fellbane*-class Orbital Defense Fighter (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-ton hull | (20.0) | 4.1 | 0.2 | 278.7 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| Armour: DR4200, PD4 | 0.0 | 1085.7 | 14.4 | 0.0 | 0.0 |
| 1 turret (3 spaces) | 1.0 | 0.7 | 0.0 | 74.3 | 1.0 |
| Basic stealth | 0.0 | 0.9 | 0.3 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 0.9 | 0.3 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fusion rocket (1.0G) | 9.0 | 101.8 | 11.3 | 0.0 | 0.0 |
| Rocket fuel tank (0.6 hours) | 9.0 | 127.5 | 1.4 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 102-MJ Lasers | (3.0) | 23.7 | 4.3 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 20.0 | 1349.9 | 33.3 | 353.0 | 2.0 |
| Unloaded with skeleton crew | 20.0 | 1349.9 | 33.3 | 353.0 | 1.0 |

# *Fenross*-class Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 98.5 | 7.2 | 13,454 | — |
| 15 turrets (DR 2750) | 15.0 | 906.3 | 12.5 | 1,114 | — |
| 6 large external bays (DR 2750) | 120.0 | 5,891.0 | 80.2 | 7,246 | — |
| DR 5500 superdense armour | — | 21,673.6 | 286.8 | — | — |
| Heavy compartmentalization | — | 9.9 | 0.1 | — | — |
| Basic stealth | — | 53.2 | 17.6 | — | — |
| Basic emission cloaking | — | 53.2 | 17.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 399 jump drive modules | 399.0 | 1,447.6 | 1,216.9 | — | 8.0 |
| 3,500 thrusters (317,450.0 tonnes thrust) | 3,500.0 | 12,698.0 | 2,275.0 | — | 70 |
| 3,192 internal jump fuel tanks | 3,192.0 | 868.5 | 510.7 | — | — |
| 3,192 -dtons jump fuel | (3,192.0) | (2,895.1) | (1.1) | — | — |
| 3 fuel scoops | 3.0 | 1.6 | 0.0 | — | — |
| 30 fuel processors | 30.0 | 29.9 | 25.5 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 390 MJ laser turrets | (15.0) | 102.3 | 17.3 | — | 1-5 |
| 5 triple 97 MJ PD laser turrets | (15.0) | 66.5 | 6.3 | — | 1-5 |
| 5 single 870 MJ heavy laser turrets | (15.0) | 133.8 | 7.9 | — | 1-5 |
| 6 large heavy missile bays | (600.0) | 821.7 | 13.2 | — | 12 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9,000 ready heavy missiles | — | (6,122.3) | (1,800.0) | — | — |
| Auxiliaries | Spaces | Mass | Cost | Area | Crew |
| Hanger for Gigs with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (179.0) | (18.6) | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 marine bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 3 briefing rooms | 3.0 | 0.1 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 3.8 | — | — |
| 10 crew bunkrooms | 40.0 | 17.2 | 0.2 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 56.0-dton cargo hold | 56.0 | — | — | — | — |
| Cargo | (56.0) | (254.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 45,189.7 | 4,543.0 | 21,815 | 79 |
| Fitted out with full crew | 7,500.0 | 54,640.0 | 6,361.6 | 21,815 | 109 |

# *Feramé*-class Close Escort (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 500-dton medium hull, std. mat. | (400.0) | 16.2 | 2.9 | 2,212 | — |
| 5 turrets (DR 1250) | 5.0 | 138.9 | 2.3 | 371 | — |
| DR 2500 superdense armour | — | 1,619.7 | 21.4 | — | — |
| Total compartmentalization | — | 3.2 | 0.0 | — | — |
| Basic stealth | — | 6.3 | 2.1 | — | — |
| Basic emission cloaking | — | 6.3 | 2.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 25 jump drive modules | 25.0 | 90.7 | 76.3 | — | 0.5 |
| 150 thrusters (13,605.0 tonnes thrust) | 150.0 | 544.2 | 97.5 | — | 3 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 2,624.2 | 264.1 | 2,583 | 5 |
| Fitted out with full crew | 400.0 | 2,848.2 | 269.8 | 2,583 | 17 |

## *Fermouche*-class Escort Frigate (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 6 turrets (DR 650) | 6.0 | 146.0 | 2.1 | 445 | — |
| DR 1300 crystaliron armour | — | 1,585.2 | 21.0 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 55.8 | — | 0.7 |
| 280 thrusters (10,158.4 tonnes thrust) | 280.0 | 863.5 | 44.8 | — | 4.7 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 bays for *Burtoine* Escort Fighters | 126.0 | 0.5 | 0.0 | — | — |
| 4 *Burtoine* Escort Fighters | (120.0) | (1,260.8) | (47.3) | — | 8 |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 crew stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 7.5-dton cargo hold | 7.5 | — | — | — | — |
| Cargo | (7.5) | (34.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 2,908.2 | 177.1 | 2,943 | 7 |
| Fitted out with full crew | 600.0 | 4,382.4 | 229.9 | 2,943 | 25 |

## *Fierbolg*-class Shuttle (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (80.0) | 9.5 | 0.4 | 651 | — |
| DR 100 durasteel armour | — | 47.7 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 fusion rockets (362.8 tonnes thrust) | 5.0 | 18.1 | 4.0 | — | 0.1 |
| 4 water fuel tanks | 4.0 | 0.1 | 0.7 | — | — |
| Water (as reaction mass) | (4.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 3.5 | 0.0 | — | — |
| 65.0-dton cargo hold | 65.0 | — | — | — | — |
| Cargo | (65.0) | (294.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 68.5 | 9.4 | 651 | 1 |
| Fitted out with full crew | 80.0 | 363.3 | 9.4 | 651 | 1 |

## *Firal*-class Tanker (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| DR 100 crystaliron armour | — | 795.6 | 10.5 | — | — |
| Basic stealth | — | 39.8 | 13.2 | — | — |
| Basic emission cloaking | — | 39.8 | 13.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 720 jump drive modules | 720.0 | 2,612.2 | 2,232.0 | — | 28.8 |
| 773 thrusters (28,044.4 tonnes thrust) | 773.0 | 2,383.8 | 123.7 | — | 12.9 |
| 7,800 internal jump fuel tanks | 7,800.0 | 2,122.4 | 1,248.0 | — | — |
| 7,800 -dtons jump fuel | (7,800.0) | (7,074.6) | (2.7) | — | — |
| 78 fuel processors | 78.0 | 77.8 | 66.3 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 cradles for *Prenai* Scoopship | 113.5 | 643.4 | 28.4 | — | — |
| 100 *Prenai* Scoopships | (8,000.0) | (12,861.3) | (1,399.0) | — | 200 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 123 crew staterooms | 492.0 | 267.7 | 1.5 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 9,364.4 | 3,758.8 | 16,298 | 43 |
| Fitted out with full crew | 10,000.0 | 29,300.2 | 5,157.8 | 16,298 | 245 |

## *Firefly*-class Light Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.6 | 0.1 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 47.1 | 5.2 | 162 | 2 |
| Fitted out with full crew | 10.0 | 47.1 | 5.2 | 162 | 2 |

## *Flamboyant Monkey*-class Frontier Cruiser (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (50,000.0) | 232.6 | 25.6 | 47,657 | — |
| 206 turrets (DR 2600) | 206.0 | 7,849.7 | 111.3 | 15,309 | — |
| 24 small internal bays | 1,200.0 | 141.5 | 7.8 | — | — |
| DR 5200 bonded superdense armour | — | 48,389.6 | 640.2 | — | — |
| Basic stealth | — | 153.7 | 50.8 | — | — |
| Basic emission cloaking | — | 153.7 | 50.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 centre containing 8 cmplx 10 computers | 1.0 | 10.9 | 30.0 | — | — |
| 1 enhanced communicator | 1.0 | 14.8 | 0.7 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 3,000 jump drive modules | 3,000.0 | 10,884.0 | 9,150.0 | — | 30 |
| 4,500 thrusters (408,150.0 tonnes thrust) | 4,500.0 | 16,326.0 | 2,925.0 | — | 45 |
| 25,000 internal jump fuel tanks | 25,000.0 | 6,802.5 | 4,000.0 | — | — |
| 25,000 -dtons jump fuel | (25,000.0) | (22,675.0) | (8.8) | — | — |
| 200 fuel processors | 200.0 | 199.5 | 170.0 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 triple light missile turrets | (18.0) | 4.9 | 0.1 | — | 6 |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 80 triple 405 MJ laser turrets | (240.0) | 1,697.9 | 163.2 | — | 8-80 |
| 10 triple 102 MJ PD laser turrets | (30.0) | 140.4 | 9.3 | — | 1-10 |
| 100 single 1,313 MJ heavy laser turrets | (300.0) | 2,276.6 | 211.0 | — | 10-100 |
| 24 14 GJ particle bays | (1,200.0) | 11,319.4 | 559.2 | — | 48 |
| 870 GJ spinal meson gun | 2,291.0 | 20,718.6 | 1,419.0 | — | 24 |
| 4 nuclear damper modules | 4.0 | 37.0 | 16.0 | — | 4 |
| 66 meson screen modules | 66.0 | 299.3 | 151.8 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,476 ready light missiles | — | (200.8) | (33.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Rampart* Hanger with 2 ent & 1 launch | 3,018.0 | 75.3 | 1.8 | — | 10 |
| 150 *Rampart* Fighters | (1,500.0) | (12,285.0) | (2,100.0) | — | 150 |
| *Citadel* Hanger with 1 ent. & 1 launch | 2,090.0 | 364.6 | 5.0 | — | 10 |
| 20 *Citadel* Heavy Fighters | (1,000.0) | (8,802.0) | (659.4) | — | 40 |
| *Fortress* Hanger with 1 ent & 1 launch | 4,970.0 | 818.1 | 10.0 | — | 10 |
| 30 *Fortress* Assault Fighters | (2,400.0) | (30,561.0) | (2,048.7) | — | 90 |
| *Tralsa* Hanger with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 5 *Tralsa* Gigs | (100.0) | (342.0) | (20.1) | — | 5 |
| 4 bays for *Baboon* Scoopships | 1,680.0 | 0.5 | 0.0 | — | — |
| 4 *Baboon* Scoopships | (1,600.0) | (2,132.0) | (287.9) | — | 12 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 marine staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 30 marine bunkrooms | 120.0 | 51.7 | 0.5 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 6 battledress racks | 6.0 | 156.5 | — | — | — |
| 2 weapons lockers | 2.0 | 12.7 | 0.1 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 utility modules | 100.0 | 1,043.1 | 25.0 | — | — |
| 270 crew staterooms | 1,080.0 | 489.8 | 3.2 | — | — |
| 68 crew low berths | 34.0 | 123.4 | 15.0 | — | — |
| 6 sickbays | 6.0 | 4.6 | 1.3 | — | 6 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 169.0-dton cargo hold | 169.0 | — | — | — | — |
| Cargo | (169.0) | (766.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 131,100.4 | 19,862.0 | 62,966 | 88 |
| Fitted out with full crew | 50,000.0 | 208,864.6 | 25,012.1 | 62,966 | 807 |

## *Flinton*-class Scout (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. All quantities in metric units. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 17.6 | 1.6 | 1,200 | — |
| DR 100 durasteel armour | — | 87.9 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| 1 probe launch centre | 1.0 | 1.1 | 0.0 | — | 0-3 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 6 jump drive modules | 12.0 | 43.5 | 30.0 | — | 1.2 |
| 10 thrusters (47.2 tonnes thrust) | 10.0 | 38.1 | 14.0 | — | 1 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Vehicle with 1 entrance | 4.0 | 0.9 | 0.0 | — | — |
| 1 Vehicle | (2.0) | (5.0) | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 9 crew staterooms | 36.0 | 19.6 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 1 standard lab | 2.0 | 9.1 | 1.0 | — | 1-2 |
| 1 isolab | 20.0 | 90.7 | 10.0 | — | 1-5 |
| 20.5-dton cargo hold | 20.5 | — | — | — | — |
| Cargo | (20.5) | (93.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 398.4 | 110.9 | 1,200 | 4 |
| Fitted out with full crew | 160.0 | 532.7 | 110.9 | 1,200 | 16 |

# *Formaine*-class Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 75.2 | 5.5 | 10,267 | — |
| 30 turrets (DR 2750) | 30.0 | 1,812.7 | 25.0 | 2,229 | — |
| 2 small external bays (DR 2750) | 20.0 | 984.5 | 13.5 | 1,207 | — |
| DR 5500 superdense armour | — | 16,540.0 | 218.8 | — | — |
| Total compartmentalization | — | 15.0 | 0.2 | — | — |
| Basic stealth | — | 33.5 | 11.1 | — | — |
| Basic emission cloaking | — | 33.5 | 11.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 254 jump drive modules | 254.0 | 921.5 | 774.7 | — | 5.1 |
| 2,000 thrusters (181,400.0 tonnes) | 2,000.0 | 7,256.0 | 1,300.0 | — | 40 |
| 2,032 internal jump fuel tanks | 2,032.0 | 552.9 | 325.1 | — | — |
| 2,032 -dtons jump fuel | (2,032.0) | (1,843.0) | (0.7) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 13 fuel processors | 13.0 | 13.0 | 11.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple heavy missile turrets | (30.0) | 40.8 | 0.7 | — | 10 |
| 10 triple 390 MJ laser turrets | (30.0) | 204.6 | 34.5 | — | 1-10 |
| 10 single 870 MJ heavy laser turrets | (30.0) | 267.6 | 15.7 | — | 1-10 |
| 2 14 GJ particle bays | (100.0) | 943.3 | 46.6 | — | 4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 450 ready heavy missiles | — | (306.1) | (90.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Gigs with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (106.4) | (18.6) | — | 4 |
| Hanger for 4 *Tartar* Heavy Fighters | 320.0 | — | — | — | — |
| 4 *Tartar* Heavy Fighters | (160.0) | (1,867.6) | (127.9) | — | 8 |
| Hanger for 6 *Hun* Light Fighters | 120.0 | — | — | — | — |
| 6 *Hun* Light Fighters | (60.0) | (378.6) | (68.4) | — | 18 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 2 marine bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 9 crew bunkrooms | 36.0 | 15.5 | 0.2 | — | — |
| 13 crew low berths | 6.5 | 23.6 | 2.9 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 45.0-dton cargo hold | 45.0 | — | — | — | — |
| Cargo | (45.0) | (204.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 29,955.1 | 2,816.2 | 13,704 | 46 |
| Fitted out with full crew | 5,000.0 | 34,660.9 | 3,121.2 | 13,704 | 157 |

# *Fornast*-class Subsidized Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 62 thrusters (2,249.4 tonnes thrust) | 62.0 | 191.2 | 9.9 | — | 1.0 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 250.0-dton cargo hold | 250.0 | — | — | — | — |
| Cargo | (250.0) | (1,133.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 775.2 | 163.5 | 3,323 | 4 |
| Fitted out with full crew | 800.0 | 2,147.2 | 166.6 | 3,323 | 15 |

# *Forsan*-class Torpedo Boat (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (20.0) | 3.8 | 0.1 | 258 | — |
| DR 100 durasteel armour | — | 18.9 | 0.3 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 14 water fuel tanks | 14.0 | 0.3 | 2.4 | — | — |
| Water (as reaction mass) | (14.0) | (190.5) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed heavy missile rack | 1.0 | 11.8 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20.0 | 43.1 | 10.3 | 258 | 1 |
| Fitted out with full crew | 20.0 | 43.1 | 10.3 | 258 | 1 |

## *Fortress*-class Assault Fighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (80.0) | 3.2 | 0.4 | 651 | — |
| 1 turret (DR 2600) | 1.0 | 38.1 | 0.5 | 74 | — |
| DR 5200 bonded superdense armour | — | 662.0 | 8.8 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 78 thrusters (7,074.6 tonnes thrust) | 78.0 | 283.0 | 50.7 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 690 MJ fusion gun turret | (3.0) | 24.5 | 4.3 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 1,018.7 | 68.3 | 726 | 2 |
| Fitted out with full crew | 80.0 | 1,018.7 | 68.3 | 726 | 3 |

## *Frederik Magnus*-class Corvette (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 44.3 | 3.9 | 3,026 | — |
| 8 turrets (DR 100) | 8.0 | 52.5 | 1.4 | 594 | — |
| DR 100 durasteel armour | — | 221.6 | 2.9 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 3.0 | 15.0 | 11.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 24 jump drive modules | 48.0 | 174.1 | 120.0 | — | 4.8 |
| 75 fusion rockets (5,442.0 tonnes thrust) | 75.0 | 272.1 | 60.0 | — | 1.3 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 300 water fuel tanks | 300.0 | 6.8 | 51.0 | — | — |
| Water (as reaction mass) | (300.0) | (4,081.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 3 triple heavy missile turrets | (9.0) | 12.2 | 0.4 | — | 3 |
| 1 triple 40 MJ PD laser turret | (3.0) | 15.3 | 4.4 | — | 1-1 |
| 3 single 303 MJ heavy laser turrets | (9.0) | 69.9 | 12.8 | — | 1-3 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.6) | — | — |
| 135 ready heavy missiles | — | (91.8) | (27.0) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 5.0 | 4.4 | 0.1 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 22.5 | 3.0 | — | — |
| 2 crew bunkrooms | 10.0 | 8.9 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 14.0-dton cargo hold | 14.0 | — | — | — | — |
| Cargo | (14.0) | (63.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 822.4 | 340.4 | 3,620 | 7 |
| Fitted out with full crew | 640.0 | 1,156.3 | 376.0 | 3,620 | 17 |

## *Freidland*-class Light Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.5 | 0.1 | 102 | — |
| DR 100 durasteel armour | — | 7.5 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 101 MJ laser | 1.0 | 7.8 | 1.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 22.2 | 6.6 | 102 | 1 |
| Fitted out with full crew | 4.0 | 22.2 | 6.6 | 102 | 1 |

## *Frenatti*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 29.5 | 0.4 | — | — |
| 1 x 106-dton medium subhull, std. mat. | (106.5) | 7.7 | 0.4 | (788) | — |
| DR 100 crystaliron armour | — | 38.5 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 75 thrusters (2,721.0 tonnes thrust) | 75.0 | 231.3 | 12.0 | — | 1.3 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 612.5-dton cargo hold | 612.5 | — | — | — | — |
| Cargo | (612.5) | (2,777.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 444.8 | 82.0 | 3,026 | 3 |
| Fitted out with full crew | 800.0 | 3,295.0 | 82.0 | 3,026 | 5 |

## *Frenrik*-class System Defense Boat (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 81.6 | 3.0 | 5,574 | — |
| 20 turrets (DR 1000) | 20.0 | 1,110.8 | 15.2 | 1,486 | — |
| DR 5500 durasteel armour | — | 22,448.3 | 297.0 | — | — |
| Total compartmentalization | — | 16.3 | 0.2 | — | — |
| Basic stealth | — | 17.2 | 5.7 | — | — |
| Basic emission cloaking | — | 17.2 | 5.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 1,075 fusion rockets (78,002 tonnes) | 1,075.0 | 3,900.1 | 860.0 | — | 17.9 |
| 800 water fuel tanks | 800.0 | 18.1 | 136.0 | — | — |
| Water (as reaction mass) | (800.0) | (10,884.0) | (0.2) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 triple heavy missile turrets | (45.0) | 61.2 | 2.0 | — | 15 |
| 5 single 303 MJ heavy laser turrets | (15.0) | 116.5 | 21.3 | — | 1-5 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 675 ready heavy missiles | — | (459.2) | (135.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 utility modules | 11.0 | 61.9 | 8.4 | — | — |
| 20 crew staterooms | 80.0 | 43.5 | 0.3 | — | — |
| 5 escape capsules | 2.5 | 11.3 | 1.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 24,827.5 | 1,380.4 | 7,060 | 19 |
| Fitted out with full crew | 2,000.0 | 25,286.6 | 1,515.4 | 7,060 | 40 |

## *Fromin*-class Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 20.6 | 3.1 | 162 | 1 |
| Fitted out with full crew | 8.0 | 38.8 | 3.1 | 162 | 1 |

## *Frydja*-class Yacht (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 11.1 | 1.0 | 756 | — |
| DR 100 durasteel armour | — | 55.4 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 3 jump drive modules | 6.0 | 21.8 | 15.0 | — | 0.6 |
| 3 fusion rockets (217.7 tonnes thrust) | 3.0 | 10.9 | 2.4 | — | 0.1 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| 11 water fuel tanks | 11.0 | 0.2 | 1.9 | — | — |
| Water (as reaction mass) | (11.0) | (149.7) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 2 suites for 2 noble passengers | 16.0 | 4.4 | 0.2 | — | 2 |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 136.6 | 38.1 | 756 | 2 |
| Fitted out with full crew | 80.0 | 177.4 | 38.1 | 756 | 5 |

## *Ftearou*-class Aerospace Fighter (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (21.3) | 3.3 | 2.2 | 339 | — |
| DR 1200 crystaliron armour | — | 198.6 | 2.6 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 thrusters (544.2 tonnes thrust) | 15.0 | 46.3 | 2.4 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 810 MJ laser | 3.0 | 25.1 | 2.7 | — | — |
| 1 fixed 422 MJ plasma gun | 1.5 | 0.9 | 1.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty space | 0.8 | — | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 21.3 | 280.4 | 14.1 | 339 | 2 |
| Fitted out with full crew | 21.3 | 280.4 | 14.1 | 339 | 2 |

# *Ftenrik*-class Fleet Transport (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 79.6 | 8.8 | 16,298 | — |
| 10 turrets (DR 250) | 10.0 | 40.0 | 0.9 | 743 | — |
| DR 500 bonded superdense armour | — | 1,591.3 | 21.1 | — | — |
| Total compartmentalization | — | 15.9 | 0.2 | — | — |
| Basic stealth | — | 41.6 | 13.8 | — | — |
| Basic emission cloaking | — | 41.6 | 13.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,220.0 | — | 4 |
| 513 thrusters (46,529.1 tonnes thrust) | 513.0 | 1,861.2 | 333.4 | — | 5.1 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple sandcaster turrets | (15.0) | 68.0 | 3.8 | — | 5 |
| 5 triple 102 MJ PD laser turrets | (15.0) | 70.2 | 4.7 | — | 1-5 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 13 crew staterooms | 52.0 | 23.6 | 0.2 | — | — |
| 6,000.5-dton cargo hold | 6,000.5 | — | — | — | — |
| Cargo | (6,000.5) | (27,212.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 6,330.9 | 2,115.7 | 17,041 | 11 |
| Fitted out with full crew | 10,000.0 | 36,264.1 | 2,115.7 | 17,041 | 25 |

# *Furgal*-class Blockade Runner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 5.9 | 1.6 | 12,926 | — |
| 2 turrets (DR 100) | 2.0 | 3.7 | 0.2 | 1,600 | — |
| DR 100 bonded superdense armour | — | 23.4 | 0.3 | — | — |
| Radical stealth | — | 6.6 | 10.9 | — | — |
| Radical emission cloaking | — | 6.6 | 10.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.2 | — | 0.0 |
| 17 thrusters (1,541.9 tonnes thrust) | 17.0 | 61.7 | 11.0 | — | 0.2 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 Staterooms for 4 middle passengers | 8.0 | 3.6 | 0.0 | — | 0.1 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 80.0-dton cargo hold | 80.0 | — | — | — | — |
| Cargo | (80.0) | (362.8) | — | — | — |
| 10-dton smuggler's hold | 10.0 | — | 0.1 | — | — |
| Concealed cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 160.0 | 163.6 | 55.5 | 14,526 | 0 |
| Fitted out | 160.0 | 589.9 | 55.5 | 14,526 | 0 |

# *Fury*-class Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (20.0) | 3.8 | 0.1 | 258 | — |
| 1 turret (DR 100) | 1.0 | 6.6 | 0.1 | 74 | — |
| DR 100 durasteel armour | — | 18.9 | 0.3 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 fusion rockets (362.8 tonnes thrust) | 5.0 | 18.1 | 4.0 | — | 0.1 |
| 13 water fuel tanks | 13.0 | 0.3 | 2.2 | — | — |
| Water (as reaction mass) | (13.0) | (176.9) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 101 MJ laser turret | (3.0) | 23.5 | 4.3 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20.0 | 62.4 | 15.4 | 333 | 1 |
| Fitted out with full crew | 20.0 | 62.4 | 15.4 | 333 | 2 |

# *Fury*-class Fleet Escort (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 35.7 | 3.9 | 7,304 | — |
| 5 turrets (DR 150) | 5.0 | 12.8 | 0.3 | 371 | — |
| 1 small internal bay | 50.0 | 5.9 | 0.3 | — | — |
| DR 300 bonded superdense armour | — | 427.9 | 5.7 | — | — |
| Total compartmentalization | — | 7.1 | 0.1 | — | — |
| Basic stealth | — | 18.7 | 6.2 | — | — |
| Basic emission cloaking | — | 18.7 | 6.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 90 jump drive modules | 90.0 | 326.5 | 274.5 | — | 0.9 |
| 585 thrusters (53,059.5 tonnes thrust) | 585.0 | 2,122.4 | 380.3 | — | 5.8 |
| 600 internal jump fuel tanks | 600.0 | 163.3 | 96.0 | — | — |
| 600 -dtons jump fuel | (600.0) | (544.2) | (0.2) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 405 MJ laser turrets | (15.0) | 106.1 | 10.2 | — | 1-5 |
| 1 small missile bay | (50.0) | 68.7 | 1.1 | — | 2 |
| 570 GJ spinal meson gun | 1,512.0 | 13,675.7 | 936.0 | — | 17 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 1 meson screen module | 1.0 | 4.5 | 2.3 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 750 ready heavy missiles | — | (510.2) | (150.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Tralsa* Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 *Tralsa* Gig | (20.0) | (68.4) | (4.0) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.5 | — | — |
| 23 crew staterooms | 92.0 | 41.7 | 0.3 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 30.0-dton cargo hold | 30.0 | — | — | — | — |
| Cargo | (30.0) | (136.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 17,132.2 | 1,741.0 | 7,675 | 8 |
| Fitted out with full crew | 3,000.0 | 18,391.0 | 1,895.1 | 7,675 | 45 |

## *Galak*-class Megafreighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (50,000.0) | 465.3 | 25.6 | 47,657 | — |
| DR 100 crystaliron armour | — | 2,326.4 | 30.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 1,501 jump drive modules | 1,501.0 | 5,445.6 | 4,653.1 | — | 60.0 |
| 2,370 thrusters (85,983.6 tonnes) | 2,370.0 | 7,308.6 | 379.2 | — | 39.5 |
| 10,002 internal jump fuel tanks | 10,002.0 | 2,721.5 | 1,600.3 | — | — |
| 10,002 -dtons jump fuel | (10,002.0) | (9,071.8) | (3.5) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 Launch | (10.0) | (32.7) | (3.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 utility modules | 100.0 | 1,043.1 | 30.0 | — | — |
| 53 crew staterooms | 212.0 | 115.4 | 0.6 | — | — |
| 35,808.5-dton cargo hold | 35,808.5 | — | — | — | — |
| Cargo | (35,808.5) | (162,391.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 19,453.8 | 6,724.2 | 47,657 | 101 |
| Fitted out with full crew | 50,000.0 | 190,949.8 | 6,727.8 | 47,657 | 105 |

## *Gaobei*-class Fuel Shuttle (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 9.5 | 0.8 | 651 | — |
| DR 100 durasteel armour | — | 47.7 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 62 water fuel tanks | 62.0 | 1.4 | 10.5 | — | — |
| Water (as reaction mass) | (62.0) | (843.5) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 63.5 | 16.7 | 651 | 1 |
| Fitted out with full crew | 64.0 | 63.5 | 16.7 | 651 | 1 |

## *Gartin*-class Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 90-dton medium hull, std. mat. | (72.0) | 6.9 | 0.9 | 705 | — |
| DR 100 crystaliron armour | — | 34.4 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9 thrusters (326.5 tonnes thrust) | 9.0 | 27.8 | 1.4 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 passenger couches | 7.0 | 3.4 | 0.0 | — | 1 |
| 55.0-dton cargo hold | 55.0 | — | — | — | — |
| Cargo | (55.0) | (249.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 72.0 | 76.9 | 5.4 | 705 | 2 |
| Fitted out with full crew | 72.0 | 326.4 | 5.4 | 705 | 3 |

## *Garyan*-class Corvette (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 4 turrets (DR 250) | 4.0 | 16.0 | 0.6 | 297 | — |
| DR 500 bonded superdense armour | — | 186.1 | 2.5 | — | — |
| Total compartmentalization | — | 1.9 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 73.2 | — | 0.2 |
| 59 thrusters (5,351.3 tonnes thrust) | 59.0 | 214.1 | 38.3 | — | 0.6 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 3 triple 405 MJ laser turrets | (9.0) | 63.7 | 6.1 | — | 1-3 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 699.0 | 175.9 | 2,203 | 2 |
| Fitted out with full crew | 320.0 | 913.9 | 181.6 | 2,203 | 10 |

## *Gefros*-class System Defense Boat (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 14.8 | 3.9 | 3,026 | — |
| 8 turrets (DR 3000) | 8.0 | 351.3 | 5.4 | 594 | — |
| DR 6000 bonded superdense armour | — | 3,545.2 | 46.9 | — | — |
| Total compartmentalization | — | 3.0 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 550 thrusters (49,885.0 tonnes thrust) | 550.0 | 1,995.4 | 357.5 | — | 5.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple light missile turrets | (12.0) | 3.3 | 0.1 | — | 4 |
| 4 triple 405 MJ laser turrets | (12.0) | 84.9 | 8.2 | — | 1-4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 984 ready light missiles | — | (133.9) | (22.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 11 crew staterooms | 44.0 | 20.0 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 29.0-dton cargo hold | 29.0 | — | — | — | — |
| Cargo | (29.0) | (131.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 6,080.5 | 440.6 | 3,620 | 7 |
| Fitted out with full crew | 640.0 | 6,345.9 | 463.3 | 3,620 | 21 |

## *Geist*-class Deep Scout (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 3.7 | 0.4 | 756 | — |
| 1 turret (DR 100) | 1.0 | 1.8 | 0.1 | 74 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| Basic stealth | — | 2.0 | 0.7 | — | — |
| Basic emission cloaking | — | 2.0 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 centre containing 8 cplx 10 computers | 1.0 | 10.9 | 30.0 | — | — |
| Medium PESA array | 1.5 | 17.1 | 60.0 | — | — |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 7 jump drive modules | 7.0 | 25.4 | 21.4 | — | 0.1 |
| 15 thrusters (1,360.5 tonnes thrust) | 15.0 | 54.4 | 9.8 | — | 0.1 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 177.2 | 140.1 | 830 | 2 |
| Fitted out with full crew | 100.0 | 267.3 | 145.8 | 830 | 3 |

## *Gelliam*-class Express Freighter (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 40.8 | 3.0 | 60,000 | — |
| DR 100 superdense armour | — | 32.7 | 0.4 | — | — |
| 1 x 223-dton medium subhull, std. materials | (223.5) | 9.5 | 0.7 | (13,920) | — |
| DR 100 superdense armour | — | 37.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 100 jump drive modules | 100.0 | 362.8 | 305.0 | — | 2 |
| 100 thrusters (9,070.0 tonnes thrust) | 100.0 | 362.8 | 65.0 | — | 2 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 -dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 5 crew staterooms | 20.0 | 9.1 | 0.1 | — | — |
| 975.5-dton cargo hold | 975.5 | — | — | — | — |
| Cargo | (975.5) | (4,423.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 2,000.0 | 1,093.5 | 506.3 | 60,000 | 0 |
| Fitted out | 2,000.0 | 6,243.0 | 506.3 | 60,000 | 0 |

## *Gemin*-class Close Escort (GTL12)

*Design Parameters:* Built for Hiver crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium robotic hull, std. mat. | (800.0) | 14.8 | 3.3 | 3,026 | — |
| 8 turrets (DR 2750) | 8.0 | 322.3 | 4.9 | 594 | — |
| DR 5500 bonded superdense armour | — | 3,249.8 | 43.0 | — | — |
| Total compartmentalization | — | 3.0 | 0.0 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.4 |
| 315 thrusters (28,570.5 tonnes thrust) | 315.0 | 1,142.8 | 204.8 | — | 3.1 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 102 MJ PD laser turrets | (6.0) | 28.1 | 1.9 | — | 1-2 |
| 4 single 1,313 MJ heavy laser turrets | (12.0) | 91.1 | 8.4 | — | 1-4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 *Ziicol* Lander | (24.0) | (17.2) | (4.0) | — | — |
| Hanger with 1 entrance | 48.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 12.5-dton cargo hold | 12.5 | — | — | — | — |
| Cargo | (12.5) | (56.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 5,236.3 | 526.1 | 3,620 | 7 |
| Fitted out with full crew | 800.0 | 5,667.3 | 541.4 | 3,620 | 19 |

## *Gentrill*-class General Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 38.7 | 0.5 | — | — |
| 1 x 304-dton medium subhull, std. materials | (304.5) | 15.5 | 0.9 | (1,589) | — |
| DR 100 crystaliron armour | — | 77.6 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 63 thrusters (2,285.6 tonnes thrust) | 63.0 | 194.3 | 10.1 | — | 1.1 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 524.0-dton cargo hold | 524.0 | — | — | — | — |
| Cargo | (524.0) | (2,376.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 769.6 | 227.4 | 3,965 | 4 |
| Fitted out with full crew | 1,200.0 | 3,493.0 | 230.6 | 3,965 | 11 |

## *Gheilfa*-class Aerospace Fighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.3 | 0.3 | 258 | — |
| 1 turret (DR 2100) | 1.0 | 30.8 | 0.5 | 74 | — |
| DR 4200 bonded superdense armour | — | 212.2 | 2.8 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 14 thrusters (1,269.8 tonnes thrust) | 14.0 | 50.8 | 9.1 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 690 MJ fusion gun turret | (3.0) | 24.5 | 4.3 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 325.6 | 20.1 | 333 | 2 |
| Fitted out with full crew | 16.0 | 325.6 | 20.1 | 333 | 3 |

## *Gherain*-class Corvette (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| 8 turrets (DR 1150) | 8.0 | 204.8 | 3.0 | 594 | — |
| DR 2300 superdense armour | — | 2,038.5 | 27.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.8 |
| 300 thrusters (27,210.0 tonnes thrust) | 300.0 | 1,088.4 | 195.0 | — | 6 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 4 triple 390 MJ laser turrets | (12.0) | 81.8 | 13.8 | — | 1-4 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Quero* Assault Lander | 42.0 | 0.5 | 0.0 | — | — |
| 1 *Quero* Assault Lander | (40.0) | (398.9) | (17.4) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 8 marine bunkrooms | 32.0 | 13.8 | 0.1 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 3,879.1 | 435.8 | 3,620 | 8 |
| Fitted out with full crew | 800.0 | 4,644.3 | 464.5 | 3,620 | 18 |

## *Gifan*-class Hospital Ship (GTL 10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (960.0) | 38.7 | 5.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 54 thrusters (1,959.1 tonnes thrust) | 54.0 | 166.5 | 8.6 | — | 0.9 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Danci* Medivac Launchs | 42.0 | 0.5 | 0.0 | — | — |
| 2 *Danci* Medivac Launchs | (40.0) | (86.8) | (10.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 39 crew staterooms | 156.0 | 84.9 | 0.5 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 50 sickbays | 50.0 | 34.0 | 8.0 | — | 50 |
| 5 surgical theatres | 5.0 | 1.8 | 0.6 | — | — |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 10 standard labs | 45.0 | 93.4 | 10.5 | — | 10-20 |
| 5 isolabs | 112.5 | 454.9 | 50.3 | — | 5-25 |
| 2 simulation labs | 15.0 | 20.3 | 3.2 | — | 2-2 |
| 1 computer lab | 3.5 | 2.5 | 450.0 | — | 1-2 |
| 45.0-dton cargo hold | 45.0 | — | — | — | — |
| Cargo | (45.0) | (204.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 960.0 | 1,410.6 | 755.2 | 3,965 | 4 |
| Fitted out with full crew | 960.0 | 2,028.0 | 765.5 | 3,965 | 76 |

## *Gkeerak*-class Freighter (GTL 10)

*Design Parameters:* Built for K'kree crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (40,000.0) | 465.3 | 61.6 | 47,657 | — |
| DR 100 crystaliron armour | — | 2,326.4 | 30.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 15.0 | 46.8 | 24.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 1,000 jump drive modules | 1,000.0 | 3,628.0 | 3,100.0 | — | 40 |
| 1,810 thrusters (65,666.8 tonnes) | 1,810.0 | 5,581.7 | 289.6 | — | 30.2 |
| 455 fusion rockets (66,029.6 tonnes) | 455.0 | 1,650.7 | 364.0 | — | 7.6 |
| 5,000 internal jump fuel tanks | 5,000.0 | 1,360.5 | 800.0 | — | — |
| 5,000 -dtons jump fuel | (5,000.0) | (4,535.0) | (1.8) | — | — |
| 5 fuel processors | 5.0 | 5.0 | 4.3 | — | — |
| 500 water fuel tanks | 500.0 | 11.3 | 85.0 | — | — |
| Water (as reaction mass) | (500.0) | (6,802.5) | (0.2) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 80 utility modules | 80.0 | 834.4 | 24.0 | — | — |
| 157 crew pastures | 3,768.0 | 2,050.5 | 11.3 | — | — |
| 27,363.5-dton cargo hold | 27,363.5 | — | — | — | — |
| Cargo | (27,363.5) | (124,093.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40,000.0 | 16,657.4 | 4,794.9 | 47,657 | 79 |
| Fitted out with full crew | 40,000.0 | 145,285.9 | 4,794.9 | 47,657 | 157 |

## *Gnaakhrr*-class Fighter (GTL 10)

*Design Parameters:* Built for K'kree crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| 1 turret (DR 1250) | 1.0 | 46.1 | 0.7 | 74 | — |
| DR 2500 crystaliron armour | — | 795.6 | 10.5 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 6.0 | 27.5 | 15.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 56 thrusters (2,031.7 tonnes thrust) | 56.0 | 172.7 | 9.0 | — | 0.9 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed heavy missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 single 810 MJ heavy laser turret | (3.0) | 25.1 | 2.7 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 1,088.7 | 40.8 | 726 | 2 |
| Fitted out with full crew | 64.0 | 1,088.7 | 40.8 | 726 | 3 |

## *Gnat*-class Light Fighter (GTL 10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.6 | 0.1 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 47.1 | 5.2 | 162 | 2 |
| Fitted out with full crew | 10.0 | 47.1 | 5.2 | 162 | 2 |

## *Gnortz*-class Freighter (GTL 10)

*Design Parameters:* Built for Imperial human crew. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 1 turret (DR 100) | 1.0 | 4.4 | 0.1 | 74 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 55.8 | — | 0.7 |
| 72 thrusters (2,612.2 tonnes thrust) | 72.0 | 222.0 | 11.5 | — | 1.2 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 empty turret | (3.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 376.5-dton cargo hold | 376.5 | — | — | — | — |
| Cargo | (376.5) | (1,707.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 496.9 | 94.2 | 2,572 | 3 |
| Fitted out with full crew | 600.0 | 2,313.2 | 94.2 | 2,572 | 4 |

# *Gordian*-class Frigate (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,000-dton medium hull, std. mat. | (1,000.0) | 25.7 | 1.9 | 3,511 | — |
| 10 turrets (DR 1500) | 10.0 | 332.1 | 4.7 | 743 | — |
| DR 3000 superdense armour | — | 3,085.4 | 40.8 | — | — |
| Total compartmentalization | — | 5.1 | 0.1 | — | — |
| Thermal superconductor armour | — | 5.2 | 11.4 | — | — |
| Basic stealth | — | 10.4 | 3.4 | — | — |
| Basic emission cloaking | — | 10.4 | 3.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 50 jump drive modules | 50.0 | 181.4 | 152.5 | — | 1 |
| 403 thrusters (36,552.1 tonnes thrust) | 403.0 | 1,462.1 | 261.9 | — | 8.1 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple heavy missile turrets | (6.0) | 8.2 | 0.1 | — | 2 |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| 90 ready heavy missiles | — | (61.2) | (18.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Gigs with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (106.4) | (18.6) | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 1.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 battledress rack | 1.0 | 26.1 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 18.5-dton cargo hold | 18.5 | — | — | — | — |
| Cargo | (18.5) | (83.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,000.0 | 5,460.1 | 575.7 | 4,254 | 10 |
| Fitted out with full crew | 1,000.0 | 6,141.3 | 623.6 | 4,254 | 31 |

# *Gorgon*-class Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (30.0) | 3.3 | 0.2 | 339 | — |
| 1 turret (DR 325) | 1.0 | 12.5 | 0.2 | 74 | — |
| DR 650 crystaliron armour | — | 107.6 | 1.4 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 27 thrusters (979.6 tonnes thrust) | 27.0 | 83.3 | 4.3 | — | 0.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30.0 | 247.7 | 11.9 | 413 | 2 |
| Fitted out with full crew | 30.0 | 247.7 | 11.9 | 413 | 3 |

# *Gothick*-class Yacht (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 11.5 | 2.0 | 1,573 | — |
| DR 100 superdense armour | — | 46.1 | 0.6 | — | — |
| Liquid crystal skin | — | 1.5 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 15 jump drive modules | 15.0 | 54.4 | 45.8 | — | 0.3 |
| 5 thrusters (453.5 tonnes thrust) | 5.0 | 18.1 | 3.3 | — | 0.1 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 7.3 | 0.2 | — | 4 |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 1 civilian holoventure zone | 30.0 | 3.3 | 1.2 | — | 1 |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 8.5-dton cargo hold | 8.5 | — | — | — | — |
| Cargo | (8.5) | (38.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 206.9 | 76.9 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 354.2 | 76.9 | 1,573 | 10 |

## *Grandison*-class Luxury Liner (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 29.0 | 2.1 | 3,965 | — |
| DR 100 superdense armour | — | 116.1 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 183.0 | — | 1.2 |
| 19 thrusters (1,723.3 tonnes thrust) | 19.0 | 68.9 | 12.3 | — | 0.4 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Miao* Runabout | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Miao* Runabout | (10.0) | (13.5) | (2.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 10 suites for 10 VIP passengers | 80.0 | 18.1 | 0.6 | — | 10 |
| 60 Staterooms for 60 high passengers | 240.0 | 108.8 | 0.7 | — | 3 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 13 crew staterooms | 52.0 | 23.6 | 0.2 | — | — |
| 6 exercise rooms | 15.0 | 2.7 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 2 civilian holoventure zones | 60.0 | 6.5 | 2.4 | — | 2 |
| 1 swimming pool | 25.0 | 6.3 | 0.1 | — | 1 |
| Water | — | 92.5 | — | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 100.0-dton cargo hold | 100.0 | — | — | — | — |
| Cargo | (100.0) | (453.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 792.0 | 286.0 | 3,965 | 3 |
| Fitted out with full crew | 1,200.0 | 1,786.8 | 288.9 | 3,965 | 26 |

## *Gremmii*-class Launch (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 25-dton medium hull, std. mat. | (20.0) | 2.9 | 0.4 | 300 | — |
| DR 100 crystaliron armour | — | 14.7 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 thrusters (108.8 tonnes thrust) | 3.0 | 9.3 | 0.5 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 15.0-dton cargo hold | 15.0 | — | — | — | — |
| Cargo | (15.0) | (68.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20.0 | 31.8 | 3.6 | 300 | 1 |
| Fitted out with full crew | 20.0 | 99.8 | 3.6 | 300 | 1 |

## *Grendel*-class Lesser Dreadnought (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50000-ton hull | (50000.0) | 693.9 | 25.5 | 47380.6 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 8.6 | 0.0 | 0.0 |
| Armour: DR4200, PD4 | 0.0 | 247134.8 | 3269.7 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 138.8 | 1.5 | 0.0 | 0.0 |
| 30 weapon bays | 1500.0 | 176.9 | 9.8 | 18116.1 | 60.0 |
| 200 turrets (600 spaces) | 200.0 | 149.7 | 8.1 | 14864.5 | 200.0 |
| Basic stealth | 0.0 | 196.1 | 64.9 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 196.1 | 64.9 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 3.5 | 11.3 | 5.0 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 3000.0 | 10884.0 | 7500.0 | 0.0 | 300.0 |
| Jump tanks | 10000.0 | 11791.0 | 1600.0 | 0.0 | 0.0 |
| Fusion rocket (1.6G) | 8000.0 | 90518.6 | 10000.0 | 0.0 | 0.0 |
| Rocket fuel tank (1.9 hours) | 25000.0 | 354296.9 | 4000.0 | 0.0 | 0.0 |
| 10 fuel processor modules (125.0 hours) | 10.0 | 10.0 | 8.5 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 570 102-MJ Lasers | (570.0) | 4508.2 | 820.8 | 0.0 | 0.0 |
| 30 sandcasters | (30.0) | 136.1 | 7.5 | 0.0 | 0.0 |
| 30 Missile Bays | (1500.0) | 16837.5 | 25.5 | 0.0 | 0.0 |
| Spinal Particle Beam | 1513.0 | 13719.3 | 1035.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 6.0 | 26.9 | 22.3 | 0.0 | 10.0 |
| 100 utility modules | 100.0 | 1043.1 | 30.0 | 0.0 | 0.0 |
| 8 Vehicle Bays | 336.0 | 725.6 | 24.0 | 0.0 | 0.0 |
| Hold | 143.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| stateroom | 4.0 | 2.7 | 0.0 | 0.0 | 0.0 |
| 37 bunkrooms sleeping 592 personnel | 148.0 | 161.1 | 0.7 | 0.0 | 0.0 |
| Low berths for 288 cryotubes | 36.0 | 130.6 | 15.8 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (10000.0) | 0.0 | 3.5 | 0.0 | 0.0 |
| Cargo | (143.5) | (650.8) | 0.0 | 0.0 | 0.0 |
| 8 *Helm* Fighters | (320.0) | (12256.0) | (279.2) | 0.0 | 16.0 |
| Missiles | 0.0 | 0.0 | 3642.9 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 2.4 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 50000.0 | 766395.8 | 28481.8 | 80361.1 | 588.0 |
| Unloaded with skeleton crew | 50000.0 | 753489.1 | 24553.8 | 80361.1 | 310.0 |

## *Grothar*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| DR 100 crystaliron armour | — | 100.2 | 1.3 | — | — |
| 1 x 524-dton medium subhull, std. mat. | (524.5) | 22.3 | 1.2 | (2,283) | — |
| DR 100 crystaliron armour | — | 111.5 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 465.0 | — | 6 |
| 339 thrusters (12,298.9 tonnes thrust) | 339.0 | 1,045.4 | 54.2 | — | 5.7 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 3,473.5-dton cargo hold | 3,473.5 | — | — | — | — |
| Cargo | (3,473.5) | (15,752.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 2,245.7 | 693.8 | 10,267 | 13 |
| Fitted out with full crew | 5,000.0 | 18,905.0 | 693.8 | 10,267 | 15 |

## *Grouther*-class Subsidized Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 8 jump drive modules | 8.0 | 29.0 | 24.8 | — | 0.3 |
| 27 thrusters (979.6 tonnes thrust) | 27.0 | 83.3 | 4.3 | — | 0.5 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 145.0-dton cargo hold | 145.0 | — | — | — | — |
| Cargo | (145.0) | (657.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 316.5 | 45.4 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 1,010.4 | 45.4 | 1,906 | 4 |

## *Grumpére*-class Runabout (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 0.8 | 0.1 | 102 | — |
| DR 100 superdense armour | — | 3.0 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 1.0-dton cargo hold | 1.0 | — | — | — | — |
| Cargo | (1.0) | (4.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 11.3 | 2.8 | 102 | 1 |
| Fitted out with full crew | 4.0 | 15.9 | 2.8 | 102 | 1 |

## *Guanxou*-class Light Cruiser (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Turrets are counted towards jump volume. Weapon armour is limited. Contains playtest modules (low tech). Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 238.7 | 8.8 | 16,298 | — |
| 11 turrets (DR 500) | 11.0 | 311.7 | 4.4 | 817 | — |
| 5 large external bays (DR 500) | 100.0 | 2,256.2 | 31.8 | 6,038 | — |
| DR 1000 durasteel armour | — | 11,934.4 | 157.9 | — | — |
| Total compartmentalization | — | 47.7 | 0.5 | — | — |
| Basic stealth | — | 56.5 | 18.7 | — | — |
| Basic emission cloaking | — | 56.5 | 18.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 313 jump drive modules | 626.0 | 2,271.1 | 1,565.0 | — | 62.6 |
| 2,000 fusion rockets (145,120 tonnes) | 2,000.0 | 7,256.0 | 1,600.0 | — | 33.3 |
| 2,084 internal jump fuel tanks | 2,084.0 | 567.1 | 333.4 | — | — |
| 2,084 -dtons jump fuel | (2,084.0) | (1,890.2) | (0.7) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 1,000 water fuel tanks | 1,000.0 | 22.7 | 170.0 | — | — |
| Water (as reaction mass) | (1,000.0) | (13,605.0) | (0.3) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple 101 MJ laser turrets | (9.0) | 70.4 | 12.8 | — | 1-3 |
| 8 triple 40 MJ PD laser turrets | (24.0) | 122.8 | 35.3 | — | 1-8 |
| 5 large heavy missile bays | (500.0) | 693.9 | 22.0 | — | 10 |
| 670 GJ spinal particle accelerator | 3,911.0 | 24,091.7 | 6,151.0 | — | 41 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7,500 ready heavy missiles | — | (5,101.9) | (1,500.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Huata* Fighters | 42.0 | 0.5 | 0.0 | — | — |
| 2 *Huata* Fighters | (40.0) | (193.4) | (35.3) | — | 2 |
| 2 bays for *Chiang* Launches | 21.0 | 0.5 | 0.0 | — | — |
| 2 *Chiang* Launches | (20.0) | (39.8) | (10.4) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 10.0 | 8.9 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 battledress rack | 1.0 | 26.1 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 54 utility modules | 54.0 | 303.7 | 41.0 | — | — |
| 14 crew bunkrooms | 70.0 | 62.2 | 0.7 | — | — |
| 21 crew low berths | 10.5 | 38.1 | 4.6 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.5 | — | 2 |
| 26.0-dton cargo hold | 26.0 | — | — | — | — |
| Cargo | (26.0) | (117.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 44,711.0 | 10,201.8 | 23,154 | 97 |
| Fitted out with full crew | 10,000.0 | 52,054.1 | 11,747.5 | 23,154 | 244 |

## *Guirion*-class Launch (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| DR 100 superdense armour | — | 7.6 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 0.7 | 0.0 | — | — |
| 12.0-dton cargo hold | 12.0 | — | — | — | — |
| Cargo | (12.0) | (54.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 17.4 | 3.1 | 258 | 1 |
| Fitted out with full crew | 16.0 | 71.8 | 3.1 | 258 | 1 |

## *Gundong*-class System Defense Boat (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 14.0 | 2.5 | 1,906 | — |
| 4 turrets (DR 2750) | 4.0 | 241.7 | 3.6 | 297 | — |
| DR 5500 superdense armour | — | 3,070.9 | 40.6 | — | — |
| Total compartmentalization | — | 2.8 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 300 thrusters (27,210.0 tonnes thrust) | 300.0 | 1,088.4 | 195.0 | — | 6 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| 1 single 870 MJ heavy laser turret | (3.0) | 26.8 | 1.6 | — | 1-1 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| Other Modules | Spaces | Mass | Cost | Area | Crew |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 4,524.6 | 266.7 | 2,203 | 7 |
| Fitted out with full crew | 320.0 | 4,591.5 | 278.1 | 2,203 | 20 |

## *Gunga*-class Medevac Lander (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 4.8 | 0.8 | 651 | — |
| DR 100 superdense armour | — | 19.1 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 thrusters (634.9 tonnes thrust) | 7.0 | 25.4 | 4.5 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 evacuation bays | 56.0 | 52.2 | 6.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 105.3 | 13.8 | 651 | 2 |
| Fitted out with full crew | 64.0 | 105.3 | 13.8 | 651 | 2 |

## *Gurrak*-class Megafreighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100,000-dton medium hull, std. mat. | (100,000.0) | 738.6 | 40.7 | 75,650 | — |
| DR 100 crystaliron armour | — | 3,693.0 | 48.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 3,002 jump drive modules | 3,002.0 | 10,891.3 | 9,306.2 | — | 120.1 |
| 5,000 thrusters (181,400.0 tonnes thrust) | 5,000.0 | 15,419.0 | 800.0 | — | 83.3 |
| 20,012 internal jump fuel tanks | 20,012.0 | 5,445.3 | 3,201.9 | — | — |
| 20,012 -dtons jump fuel | (20,012.0) | (18,150.9) | (7.0) | — | — |
| 3 workshops | 7.5 | 40.8 | 0.2 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 cradles for Ship's Boat | 2.0 | 11.3 | 0.5 | — | — |
| 2 Ship's Boats | (60.0) | (176.1) | (18.4) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 200 utility modules | 200.0 | 2,086.1 | 60.0 | — | — |
| 106 crew staterooms | 424.0 | 230.7 | 1.3 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 71,348.0-dton cargo hold | 71,348.0 | — | — | — | — |
| Cargo | (71,348.0) | (323,563.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100,000.0 | 38,568.2 | 13,464.1 | 75,650 | 205 |
| Fitted out with full crew | 100,000.0 | 380,458.4 | 13,482.5 | 75,650 | 210 |

## *Gvergh*-class Assault Cruiser (GTL10)

*Design Parameters:* Built for Vargr crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| 5 turrets (DR 650) | 5.0 | 121.7 | 1.8 | 371 | — |
| 3 small internal bays | 150.0 | 17.7 | 1.0 | — | — |
| DR 1300 crystaliron armour | — | 6,515.8 | 86.2 | — | — |
| Total compartmentalization | — | 20.0 | 0.2 | — | — |
| Basic stealth | — | 26.0 | 8.6 | — | — |
| Basic emission cloaking | — | 26.0 | 8.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 465.0 | — | 6 |
| 1,800 thrusters (65,304.0 tonnes thrust) | 1,800.0 | 5,550.8 | 288.0 | — | 30.0 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 250 MJ laser turrets | (15.0) | 113.2 | 12.3 | — | 1-5 |
| 3 small missile bays | (150.0) | 206.0 | 3.3 | — | 6 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2,250 ready heavy missiles | — | (1,530.6) | (405.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Aekguthang* Hanger with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Aekguthang* Assault Cutters | (40.0) | (145.2) | (10.4) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 15 marine bunkrooms | 60.0 | 65.3 | 0.3 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 2 weapons lockers | 2.0 | 12.7 | 0.1 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 36 crew staterooms | 144.0 | 78.4 | 0.4 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 54.0-dton cargo hold | 54.0 | — | — | — | — |
| Cargo | (54.0) | (244.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 27,502.0 | 2,091.7 | 10,638 | 37 |
| Fitted out with full crew | 5,000.0 | 30,329.6 | 2,507.1 | 10,638 | 70 |

## *Gzong!xk*-class Dreadnought (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100,000-dton medium hull, std. mat. | (80,000.0) | 738.6 | 97.7 | 75,650 | — |
| 78 turrets (DR 2000) | 78.0 | 5,718.0 | 82.6 | 5,796 | — |
| 90 small internal bays | 4,500.0 | 530.6 | 29.3 | — | — |
| DR 30000 crystaliron armour | — | 1,107,889.9 | 14,657.9 | — | — |
| Radical stealth | — | 397.6 | 657.5 | — | — |
| Radical emission cloaking | — | 397.6 | 657.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 30.0 | 130.1 | 75.6 | — | 1-10 |
| Basic bridge with hardened controls | 15.0 | 63.1 | 42.0 | — | 0-0 |
| 1 information centre | 24.0 | 16.3 | 16.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 2,000 jump drive modules | 2,000.0 | 7,256.0 | 6,200.0 | — | 80 |
| 42,000 thrusters (1,523,760 tonnes) | 42,000.0 | 129,519.6 | 6,720.0 | — | 700.0 |
| 10,000 internal jump fuel tanks | 10,000.0 | 2,721.0 | 1,600.0 | — | — |
| 10,000 -dtons jump fuel | (10,000.0) | (9,070.0) | (3.5) | — | — |
| 13 workshops | 32.5 | 176.9 | 0.8 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 68 triple 90 MJ PD laser turrets | (204.0) | 1,082.4 | 120.4 | — | 7-68 |
| 90 small missile bays | (4,500.0) | 6,179.4 | 99.0 | — | 180 |
| 870 GJ spinal particle accelerator | 2,291.0 | 20,733.1 | 1,567.0 | — | 24 |
| 4 nuclear damper modules | 16.0 | 150.9 | 64.8 | — | 4 |
| 211 meson screen modules | 211.0 | 1,033.4 | 822.9 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 67,500 ready heavy missiles | — | (45,916.9) | (12,150.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 140 utility modules | 140.0 | 1,460.3 | 42.0 | — | — |
| 773 crew pastures | 18,552.0 | 10,096.0 | 55.7 | — | — |
| 7 sickbays | 42.0 | 28.6 | 6.7 | — | 7 |
| 65.5-dton cargo hold | 65.5 | — | — | — | — |
| Cargo | (65.5) | (297.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80,000.0 | 1,296,466.4 | 33,624.5 | 81,447 | 791 |
| Fitted out with full crew | 80,000.0 | 1,351,750.3 | 45,774.5 | 81,447 | 1,546 |

## *Hapawín*-class Scoopship (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| 55 internal jump fuel tanks | 55.0 | 15.0 | 8.8 | — | — |
| 55 -dtons jump fuel | (55.0) | (49.9) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 82.4 | 14.0 | 651 | 2 |
| Fitted out with full crew | 64.0 | 132.3 | 14.0 | 651 | 2 |

## *Hardestii*-class Fleet Escort (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 14.8 | 1.6 | 3,026 | — |
| 8 turrets (DR 4000) | 8.0 | 467.4 | 6.5 | 594 | — |
| DR 8000 bonded superdense armour | — | 4,727.0 | 62.5 | — | — |
| Total compartmentalization | — | 3.0 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 146.4 | — | 0.5 |
| 250 thrusters (22,675.0 tonnes thrust) | 250.0 | 907.0 | 162.5 | — | 2.5 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple heavy missile turrets | (6.0) | 8.2 | 0.1 | — | 2 |
| 6 single 1,313 MJ heavy laser turrets | (18.0) | 136.6 | 12.7 | — | 1-6 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 90 ready heavy missiles | — | (61.2) | (18.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Traynor* Armed Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 *Traynor* Armed Gig | (20.0) | (146.4) | (9.3) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 9 crew staterooms | 36.0 | 16.3 | 0.1 | — | — |
| 2 crew low berths | 1.0 | 3.6 | 0.4 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 24.5-dton cargo hold | 24.5 | — | — | — | — |
| Cargo | (24.5) | (111.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 6,643.1 | 479.4 | 3,620 | 4 |
| Fitted out with full crew | 800.0 | 7,324.6 | 506.8 | 3,620 | 25 |

## *Haripashan*-class Armed Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 29.5 | 0.4 | — | — |
| 1 x 194-dton medium subhull, std. materials | (194.5) | 11.5 | 0.6 | (1,178) | — |
| DR 100 crystaliron armour | — | 57.5 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 25 jump drive modules | 25.0 | 90.7 | 77.5 | — | 1 |
| 59 thrusters (2,140.5 tonnes thrust) | 59.0 | 181.9 | 9.4 | — | 1.0 |
| 164 internal jump fuel tanks | 164.0 | 44.6 | 26.2 | — | — |
| 164 -dtons jump fuel | (164.0) | (148.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for *Jheraffe* Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Jheraffe* Launch | (20.0) | (23.9) | (3.3) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 4 low berths for 16 low passengers | 2.0 | 7.3 | 0.9 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 436.0-dton cargo hold | 436.0 | — | — | — | — |
| Cargo | (436.0) | (1,977.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 620.2 | 129.8 | 3,323 | 3 |
| Fitted out with full crew | 800.0 | 2,770.1 | 133.1 | 3,323 | 11 |

# *Haritti*-class Battlecruiser (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 79.6 | 8.8 | 16,298 | — |
| 25 turrets (DR 2600) | 25.0 | 952.6 | 13.5 | 1,858 | — |
| 6 small internal bays | 300.0 | 35.4 | 2.0 | — | — |
| DR 5200 bonded superdense armour | — | 16,549.0 | 219.0 | — | — |
| Total compartmentalization | — | 15.9 | 0.2 | — | — |
| Radical stealth | — | 88.6 | 146.6 | — | — |
| Radical emission cloaking | — | 88.6 | 146.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,220.0 | — | 4 |
| 4,000 thrusters (362,800.0 tonnes thrust) | 4,000.0 | 14,512.0 | 2,600.0 | — | 40 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 25 triple 405 MJ laser turrets | (75.0) | 530.6 | 51.0 | — | 3-25 |
| 6 small missile bays | (300.0) | 412.0 | 6.6 | — | 12 |
| 570 GJ spinal meson gun | 1,512.0 | 13,675.7 | 936.0 | — | 17 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| 47 meson screen modules | 47.0 | 213.1 | 108.1 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4,500 ready heavy missiles | — | (3,061.1) | (900.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 bays for *Citadel* Heavy Fighters | 315.0 | 0.5 | 0.0 | — | — |
| 6 *Citadel* Heavy Fighters | (300.0) | (2,640.6) | (197.8) | — | 12 |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 11 marine bunkrooms | 44.0 | 19.0 | 0.2 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 battledress rack | 1.0 | 26.1 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 58 crew staterooms | 232.0 | 105.2 | 0.7 | — | — |
| 15 crew low berths | 7.5 | 27.2 | 3.3 | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 34.5-dton cargo hold | 34.5 | — | — | — | — |
| Cargo | (34.5) | (156.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 49,880.1 | 5,976.5 | 18,156 | 45 |
| Fitted out with full crew | 10,000.0 | 58,529.9 | 7,079.8 | 18,156 | 172 |

# *Harpy*-class Aerospace Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 22-dton medium hull, std. mat. | (15.6) | 2.0 | 1.8 | 275 | — |
| 1 turret (DR 2500) | 1.0 | 55.0 | 1.2 | 74 | — |
| DR 5000 superdense armour | — | 403.7 | 5.3 | — | — |
| Basic stealth | — | 0.9 | 0.3 | — | — |
| Basic emission cloaking | — | 0.9 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 thrusters (1,088.4 tonnes thrust) | 12.0 | 43.5 | 7.8 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty space | 0.6 | — | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15.6 | 542.0 | 22.3 | 350 | 2 |
| Fitted out with full crew | 15.6 | 542.0 | 22.3 | 350 | 3 |

# *Hawk*-class Destroyer Escort (GTL12)

*Note:* design spreadsheet not provided.

# *Hecate*-class Light Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (21.3) | 5.0 | 2.2 | 339 | — |
| DR 100 durasteel armour | — | 24.8 | 0.3 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 fusion rockets (362.8 tonnes thrust) | 5.0 | 18.1 | 4.0 | — | 0.1 |
| 14 water fuel tanks | 14.0 | 0.3 | 2.4 | — | — |
| Water (as reaction mass) | (14.0) | (190.5) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 101 MJ laser | 1.0 | 7.8 | 1.4 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 0.3-dton cargo hold | 0.3 | — | — | — | — |
| Cargo | (0.3) | (1.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 21.3 | 47.3 | 14.7 | 339 | 1 |
| Fitted out with full crew | 21.3 | 48.7 | 14.7 | 339 | 1 |

## *Helm*-class Fighter (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-ton hull | (40.0) | 6.8 | 0.3 | 464.5 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| Armour: DR2500, PD4 | 0.0 | 986.4 | 13.1 | 0.0 | 0.0 |
| 1 turret (3 spaces) | 1.0 | 0.7 | 0.0 | 74.3 | 1.0 |
| Basic stealth | 0.0 | 1.3 | 0.4 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 1.3 | 0.4 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fusion rocket (1.1G) | 11.0 | 124.5 | 13.8 | 0.0 | 0.0 |
| Rocket fuel tank (1.5 hours) | 27.0 | 382.6 | 4.3 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 102-MJ Lasers | (3.0) | 23.7 | 4.3 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 40.0 | 1532.0 | 34.9 | 538.8 | 2.0 |
| Unloaded with skeleton crew | 40.0 | 1532.0 | 34.9 | 538.8 | 1.0 |

## *Hfiatlais*-class Freighter (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 43 thrusters (1,560.0 tonnes thrust) | 43.0 | 132.6 | 6.9 | — | 0.7 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 240.5-dton cargo hold | 240.5 | — | — | — | — |
| Cargo | (240.5) | (1,090.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 430.1 | 70.6 | 2,203 | 3 |
| Fitted out with full crew | 400.0 | 1,593.4 | 70.6 | 2,203 | 7 |

## *Hfyeakh*-class Heavy Fighter (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 1200 crystaliron armour | — | 381.9 | 5.1 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 55 thrusters (1,995.4 tonnes thrust) | 55.0 | 169.6 | 8.8 | — | 0.9 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fixed light missile racks | 2.0 | 23.6 | 0.0 | — | — |
| 2 fixed 810 MJ lasers | 6.0 | 50.2 | 5.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 639.5 | 23.8 | 651 | 2 |
| Fitted out with full crew | 64.0 | 639.5 | 23.8 | 651 | 2 |

## *Hobbes*-class Heavy Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (50.0) | 4.7 | 0.3 | 476 | — |
| DR 2500 crystaliron armour | — | 581.6 | 7.7 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 42 thrusters (1,523.8 tonnes thrust) | 42.0 | 129.5 | 6.7 | — | 0.7 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 2 fixed 810 MJ lasers | 6.0 | 50.2 | 5.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50.0 | 784.7 | 23.5 | 476 | 2 |
| Fitted out with full crew | 50.0 | 784.7 | 23.5 | 476 | 2 |

## *Holgrim*-class Fleet Destroyer (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-ton hull | (800.0) | 36.3 | 2.0 | 3716.1 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.5 | 0.0 | 0.0 |
| Armour: DR1300, PD4 | 0.0 | 2735.5 | 36.2 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 7.3 | 0.1 | 0.0 | 0.0 |
| 8 turrets (24 spaces) | 8.0 | 6.0 | 0.3 | 594.6 | 8.0 |
| Basic stealth | 0.0 | 10.5 | 3.5 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 10.5 | 3.5 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 24.0 | 87.1 | 74.4 | 0.0 | 1.0 |
| Jump tanks | 160.0 | 188.7 | 25.6 | 0.0 | 0.0 |
| Maneuver drive (3.8G) | 534.0 | 1646.7 | 85.4 | 0.0 | 8.9 |
| Fuel processor module (20.0 hours) | 1.0 | 1.0 | 0.9 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 Missile Racks | (6.0) | 70.7 | 0.1 | 0.0 | 0.0 |
| 18 360-MJ Lasers | (18.0) | 195.9 | 18.5 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 21.1 | 15.6 | 0.0 | 8.0 |
| 2 utility modules | 2.0 | 20.9 | 0.6 | 0.0 | 0.0 |
| Hold | 3.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 staterooms | 60.0 | 32.7 | 0.2 | 0.0 | 0.0 |
| Low berths for 16 cryotubes | 2.0 | 7.3 | 0.9 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (160.0) | 0.0 | 0.1 | 0.0 | 0.0 |
| Cargo | (3.0) | (13.6) | 0.0 | 0.0 | 0.0 |
| Missiles | 0.0 | 0.0 | 14.8 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 800.0 | 5095.4 | 283.6 | 4310.7 | 25.0 |
| Unloaded with skeleton crew | 800.0 | 5081.8 | 268.8 | 4310.7 | 17.0 |

## *Holmgar*-class Launch (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 2.4 | 0.2 | 162 | — |
| DR 100 durasteel armour | — | 11.9 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 19.1 | 5.0 | 162 | 1 |
| Fitted out with full crew | 8.0 | 41.7 | 5.0 | 162 | 1 |

## *Hoplite*-class Close Escort (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| 4 turrets (DR 1250) | 4.0 | 184.4 | 2.6 | 297 | — |
| DR 2500 crystaliron armour | — | 2,326.4 | 30.8 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 240 thrusters (8,707.2 tonnes thrust) | 240.0 | 740.1 | 38.4 | — | 4 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 3.5-dton cargo hold | 3.5 | — | — | — | — |
| Cargo | (3.5) | (15.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 3,511.0 | 169.1 | 2,203 | 6 |
| Fitted out with full crew | 400.0 | 3,635.7 | 169.1 | 2,203 | 13 |

## *Horrimba*-class Survey Ship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 24.4 | 0.3 | — | — |
| 1 x 187-dton medium subhull, std. materials | (187.0) | 11.2 | 0.6 | (1,148) | — |
| DR 100 crystaliron armour | — | 56.1 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| 1 probe launch centre | 1.0 | 1.1 | 0.0 | — | 0-3 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 54 thrusters (1,959.1 tonnes thrust) | 54.0 | 166.5 | 8.6 | — | 0.9 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Launch with 1 entrance | 20.0 | 0.9 | 0.0 | — | — |
| 1 *Xenos* Fast Launch | (10.0) | (26.8) | (3.5) | — | 1 |
| Hanger for 1 *Skyskipper* Launch | 20.0 | — | — | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 10 crew staterooms | 40.0 | 21.8 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 2 standard labs | 9.0 | 18.7 | 2.1 | — | 2-4 |
| 1 simulation lab | 7.5 | 10.2 | 1.6 | — | 1-1 |
| 50.0-dton cargo hold | 50.0 | — | — | — | — |
| Cargo | (50.0) | (226.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 622.4 | 189.2 | 2,646 | 3 |
| Fitted out with full crew | 600.0 | 1,223.0 | 195.8 | 2,646 | 18 |

# *Horsham*-class Transport (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 131.4 | 7.2 | 13,454 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 656.8 | 8.7 | — | — |
| Basic stealth | — | 33.2 | 11.0 | — | — |
| Basic emission cloaking | — | 33.2 | 11.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 225 jump drive modules | 225.0 | 816.3 | 697.5 | — | 9 |
| 739 thrusters (26,810.9 tonnes thrust) | 739.0 | 2,278.9 | 118.2 | — | 12.3 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 4.5 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5,000.0-dton cargo hold | 5,000.0 | — | — | — | — |
| Cargo | (5,000.0) | (22,675.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 4,581.0 | 1,108.4 | 13,602 | 23 |
| Fitted out with full crew | 7,500.0 | 28,616.5 | 1,108.4 | 13,602 | 30 |

# *Huanying*-class Megafreighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 75,000-dton medium hull, std. mat. | (75,000.0) | 609.7 | 33.6 | 62,448 | — |
| DR 100 crystaliron armour | — | 609.7 | 8.1 | — | — |
| 1 x 7,984-dton medium subhull, std. materials | (7,984.0) | 136.9 | 7.5 | (14,026) | — |
| DR 100 crystaliron armour | — | 684.7 | 9.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 2,250 jump drive modules | 2,250.0 | 8,163.0 | 6,975.0 | — | 90 |
| 5,294 thrusters (192,066.3 tonnes) | 5,294.0 | 16,325.6 | 847.0 | — | 88.2 |
| 15,000 internal jump fuel tanks | 15,000.0 | 4,081.5 | 2,400.0 | — | — |
| 15,000 -dtons jump fuel | (15,000.0) | (13,605.0) | (5.3) | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 utility modules | 16.0 | 166.9 | 4.8 | — | — |
| 95 crew staterooms | 380.0 | 206.8 | 1.1 | — | — |
| 7 exercise rooms | 17.5 | 3.2 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 4 sickbays | 4.0 | 2.7 | 0.6 | — | 4 |
| 52,000.0-dton cargo hold | 52,000.0 | — | — | — | — |
| Cargo | (52,000.0) | (235,820.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 75,000.0 | 31,031.5 | 10,291.4 | 62,448 | 180 |
| Fitted out with full crew | 75,000.0 | 280,456.5 | 10,291.4 | 62,448 | 189 |

# *Huata*-class Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, standard materials | (16.0) | 3.8 | 0.3 | 2,784 | — |
| DR 200 durasteel armour | — | 37.9 | 0.5 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 5 water fuel tanks | 5.0 | 0.1 | 0.9 | — | — |
| Water (as reaction mass) | (5.0) | 68.0 | 0.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fixed 303 MJ lasers | 6.0 | 46.6 | 8.5 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 16.0 | 96.7 | 17.7 | 2,784 | 0 |
| Fitted out | 16.0 | 96.7 | 17.7 | 2,784 | 0 |

# *Hudson*-class Lander (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-ton streamlined hull | (64.0) | 10.9 | 1.0 | 743.2 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| Armour: DR5200, PD4 | 0.0 | 2829.8 | 37.4 | 0.0 | 0.0 |
| Basic stealth | 0.0 | 1.8 | 0.6 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 1.8 | 0.6 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Orion drive baseplate | 2.0 | 45.3 | 0.2 | 0.0 | 0.0 |
| bomb delivery module | 0.5 | 11.3 | 0.6 | 0.0 | 0.0 |
| 20 shock absorber modules | 10.0 | 226.8 | 1.1 | 0.0 | 0.0 |
| Space for 25000 20 kton bombs | 20.0 | 226.8 | 0.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| Hold | 27.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Passenger couches for 36 people | 3.0 | 1.5 | 0.2 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 25000 20 kton bombs | (20.0) | 0.0 | 500.0 | 0.0 | 0.0 |
| Cargo | (27.5) | (124.7) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 64.0 | 3485.3 | 544.4 | 743.2 | 2.0 |
| Unloaded with skeleton crew | 64.0 | 3360.6 | 44.4 | 743.2 | 1.0 |

## *Hudson's Revenge*-class Dropship (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-ton hull | (80.0) | 10.9 | 0.4 | 743.2 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| Armour: DR5300, PD4 | 0.0 | 2884.3 | 38.2 | 0.0 | 0.0 |
| Basic stealth | 0.0 | 1.8 | 0.6 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 1.8 | 0.6 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Orion drive baseplate | 2.0 | 45.3 | 0.3 | 0.0 | 0.0 |
| bomb delivery module | 0.5 | 11.3 | 0.8 | 0.0 | 0.0 |
| 10 shock absorber modules | 5.0 | 113.4 | 0.8 | 0.0 | 0.0 |
| Space for 16667 10 kton bombs | 10.0 | 113.4 | 0.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Cockpit | 1.0 | 4.6 | 2.5 | 0.0 | 1.0 |
| Hold | 51.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Passenger couches for 120 people | 10.0 | 4.9 | 0.7 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16667 10 kton bombs | (10.0) | 0.0 | 250.0 | 0.0 | 0.0 |
| Cargo | (51.5) | (233.6) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 80.0 | 3425.2 | 295.0 | 743.2 | 1.0 |
| Unloaded with skeleton crew | 80.0 | 3191.7 | 45.0 | 743.2 | 1.0 |

## *Hun*-class Light Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.2 | 0.1 | 162 | — |
| 1 turret (DR 100) | 1.0 | 2.7 | 0.1 | 74 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (725.6 tonnes thrust) | 8.0 | 29.0 | 5.2 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 63.1 | 11.4 | 237 | 2 |
| Fitted out with full crew | 10.0 | 63.1 | 11.4 | 237 | 3 |

## *Hvort*-class Pocket Dreadnought (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4000-ton hull | (4000.0) | 81.6 | 4.5 | 8361.3 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 1.2 | 0.0 | 0.0 |
| Armour: DR1300, PD4 | 0.0 | 7015.6 | 92.8 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 16.3 | 0.2 | 0.0 | 0.0 |
| 2 weapon bays | 100.0 | 11.8 | 0.6 | 1207.7 | 4.0 |
| 20 turrets (60 spaces) | 20.0 | 15.0 | 0.8 | 1486.4 | 20.0 |
| Basic stealth | 0.0 | 27.0 | 8.9 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 27.0 | 8.9 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (1 parsec) | 80.0 | 290.2 | 248.0 | 0.0 | 3.2 |
| Jump tanks | 400.0 | 471.6 | 64.0 | 0.0 | 0.0 |
| Maneuver drive (1.9G) | 1550.0 | 4779.9 | 248.0 | 0.0 | 25.8 |
| 2 fuel processor modules (25.0 hours) | 2.0 | 2.0 | 1.7 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 60 360-MJ Lasers | (60.0) | 653.0 | 61.8 | 0.0 | 0.0 |
| 2 Missile Bays | (100.0) | 1122.5 | 1.7 | 0.0 | 0.0 |
| Spinal Particle Beam | 1513.0 | 13719.3 | 1035.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 21.1 | 15.6 | 0.0 | 10.0 |
| 8 utility modules | 8.0 | 83.4 | 2.4 | 0.0 | 0.0 |
| 2 Sickbays | 2.0 | 1.4 | 0.3 | 0.0 | 3.0 |
| Hold | 118.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 49 staterooms | 196.0 | 106.7 | 0.6 | 0.0 | 0.0 |
| Low berths for 36 cryotubes | 4.5 | 16.3 | 2.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (400.0) | 0.0 | 0.1 | 0.0 | 0.0 |
| Cargo | (118.5) | (537.4) | 0.0 | 0.0 | 0.0 |
| Missiles | 0.0 | 0.0 | 242.9 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 4000.0 | 29003.0 | 2043.1 | 11055.5 | 88.0 |
| Unloaded with skeleton crew | 4000.0 | 28465.6 | 1800.1 | 11055.5 | 39.0 |

## *Hyena*-class Medium Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (30.0) | 3.3 | 0.2 | 339 | — |
| DR 100 crystaliron armour | — | 16.5 | 0.2 | — | — |
| Radical stealth | — | 1.7 | 2.7 | — | — |
| Radical emission cloaking | — | 1.7 | 2.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 25 thrusters (907.0 tonnes thrust) | 25.0 | 77.1 | 4.0 | — | 0.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 fixed 810 MJ laser | 3.0 | 25.1 | 2.7 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30.0 | 141.8 | 15.2 | 339 | 2 |
| Fitted out with full crew | 30.0 | 141.8 | 15.2 | 339 | 2 |

## *Ibex*-class Fast Shuttle (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 18 thrusters (653.0 tonnes thrust) | 18.0 | 55.5 | 2.9 | — | 0.3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 2.4 | 0.0 | — | — |
| 40.0-dton cargo hold | 40.0 | — | — | — | — |
| Cargo | (40.0) | (181.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 100.6 | 6.7 | 651 | 2 |
| Fitted out with full crew | 64.0 | 282.0 | 6.7 | 651 | 2 |

## *Iechtekl*-class Intelligence Frigate (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 18.3 | 1.3 | 2,497 | — |
| 6 turrets (DR 100) | 6.0 | 16.4 | 0.4 | 445 | — |
| DR 100 superdense armour | — | 73.2 | 1.0 | — | — |
| Radical stealth | — | 14.4 | 23.8 | — | — |
| Radical emission cloaking | — | 14.4 | 23.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hrd.ctls and psi switches | 2.5 | 9.3 | 6.3 | — | 1-5 |
| 1 centre containing 8 complexity 9 computers | 1.0 | 10.9 | 30.0 | — | — |
| 1 advanced communicator | 7.0 | 84.5 | 3.3 | — | 0-1 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 30 jump drive modules | 30.0 | 108.8 | 91.5 | — | 0.6 |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.4 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 4 triple 97 MJ PD laser turrets | (12.0) | 53.2 | 5.0 | — | 1-4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 2 crew low berths | 1.0 | 3.6 | 0.4 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 14.0-dton cargo hold | 14.0 | — | — | — | — |
| Cargo | (14.0) | (63.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 699.0 | 314.0 | 2,943 | 2 |
| Fitted out with full crew | 600.0 | 1,231.3 | 319.6 | 2,943 | 15 |

## *Imp*-class Patrol Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 2.5 | 0.3 | 258 | — |
| DR 200 crystaliron armour | — | 25.3 | 0.3 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 thrusters (435.4 tonnes thrust) | 12.0 | 37.0 | 1.9 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed light missile racks | 3.0 | 35.4 | 0.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 106.0 | 5.7 | 258 | 2 |
| Fitted out with full crew | 16.0 | 106.0 | 5.7 | 258 | 2 |

## *Ingham*-class Missionary Ship (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 12 thrusters (435.4 tonnes thrust) | 12.0 | 37.0 | 1.9 | — | 0.2 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Air/Raft | 0.4 | 0.5 | 0.0 | — | — |
| 1 Air/Raft | (0.4) | (5.0) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 11 staterooms for 11 staff | 44.0 | 23.9 | 0.1 | — | — |
| 2 low berths for 8 low passengers | 1.0 | 3.6 | 0.4 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 2 theatres | 40.0 | 3.8 | 0.0 | — | 2 |
| 2 stages | 32.0 | 0.9 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 20.1-dton cargo hold | 20.1 | — | — | — | — |
| Cargo | (20.1) | (91.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 242.2 | 47.9 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 392.6 | 48.0 | 1,573 | 7 |

# *Intatungula*-class Courier (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (71.0) | 5.5 | 4.9 | 756 | — |
| DR 100 superdense armour | — | 22.2 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 5 jump drive modules | 5.0 | 18.1 | 15.3 | — | 0.1 |
| 11 thrusters (997.7 tonnes thrust) | 11.0 | 39.9 | 7.1 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 1.5-dton cargo hold | 1.5 | — | — | — | — |
| Cargo | (1.5) | (6.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 71.0 | 121.6 | 38.5 | 756 | 2 |
| Fitted out with full crew | 71.0 | 164.7 | 38.5 | 756 | 2 |

# *Intrepid*-class Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| 25 turrets (DR 1000) | 25.0 | 925.7 | 13.0 | 1,858 | — |
| 6 small internal bays | 300.0 | 35.4 | 2.0 | — | — |
| DR 2000 crystaliron armour | — | 15,912.5 | 210.5 | — | — |
| Total compartmentalization | — | 31.8 | 0.4 | — | — |
| Basic stealth | — | 44.3 | 14.7 | — | — |
| Basic emission cloaking | — | 44.3 | 14.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,240.0 | — | 16 |
| 4,200 thrusters (152,376.0 tonnes thrust) | 4,200.0 | 12,952.0 | 672.0 | — | 70 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 12 fuel processors | 12.0 | 12.0 | 10.2 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple sandcaster turrets | (15.0) | 68.0 | 3.8 | — | 5 |
| 20 triple 90 MJ PD laser turrets | (60.0) | 318.4 | 35.4 | — | 2-20 |
| 6 small missile bays | (300.0) | 412.0 | 6.6 | — | 12 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4,500 ready heavy missiles | — | (3,061.1) | (810.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 bays for *Steadfast* Medium Fighters | 336.0 | 0.5 | 0.0 | — | — |
| 8 *Steadfast* Medium Fighters | (320.0) | (1,348.0) | (89.8) | — | 16 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 marine bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 13 crew bunkrooms | 52.0 | 56.6 | 0.2 | — | — |
| 19 crew low berths | 9.5 | 34.5 | 4.2 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 92.0-dton cargo hold | 92.0 | — | — | — | — |
| Cargo | (92.0) | (417.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 47,236.8 | 3,769.8 | 18,156 | 87 |
| Fitted out with full crew | 10,000.0 | 54,784.1 | 4,669.5 | 18,156 | 225 |

## *Irbak*-class System Defense Boat (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 4 turrets (DR 4000) | 4.0 | 233.7 | 3.5 | 297 | — |
| DR 8000 bonded superdense armour | — | 2,977.8 | 39.4 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 281 thrusters (25,486.7 tonnes thrust) | 281.0 | 1,019.5 | 182.6 | — | 2.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| 1 single 1,313 MJ heavy laser turret | (3.0) | 22.8 | 2.1 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 4,361.8 | 250.0 | 2,203 | 4 |
| Fitted out with full crew | 320.0 | 4,413.4 | 255.7 | 2,203 | 10 |

## *Iridescent Poodle*-class Combat Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 8 turrets (DR 100) | 8.0 | 35.0 | 0.7 | 594 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 335 thrusters (12,153.8 tonnes thrust) | 335.0 | 1,033.1 | 53.6 | — | 5.6 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 empty turrets | (24.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 24 Staterooms for 24 passengers | 96.0 | 52.2 | 0.3 | — | 1.2 |
| 10 crew staterooms | 40.0 | 21.8 | 0.1 | — | — |
| 22.5-dton cargo hold | 22.5 | — | — | — | — |
| Cargo | (22.5) | (102.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 1,536.2 | 203.8 | 3,620 | 8 |
| Fitted out with full crew | 800.0 | 1,926.6 | 209.3 | 3,620 | 11 |

## *Irumskla*-class Defense Platform (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 6 turrets (DR 2000) | 6.0 | 439.8 | 6.0 | 445 | — |
| DR 50000 crystaliron armour | — | 60,969.5 | 806.7 | — | — |
| Total compartmentalization | — | 4.9 | 0.1 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 450 thrusters (16,326.0 tonnes thrust) | 450.0 | 1,387.7 | 72.0 | — | 7.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 triple heavy missile turrets | (18.0) | 24.5 | 0.4 | — | 6 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| 8 meson screen modules | 8.0 | 39.2 | 31.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 48 magazines | 48.0 | 272.1 | 6.0 | — | — |
| 270 ready heavy missiles | — | (183.7) | (48.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 13 crew staterooms | 52.0 | 28.3 | 0.2 | — | — |
| 4 crew low berths | 2.0 | 7.3 | 0.9 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 14.0-dton cargo hold | 14.0 | — | — | — | — |
| Cargo | (14.0) | (63.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 63,373.0 | 1,005.2 | 2,943 | 11 |
| Fitted out with full crew | 600.0 | 63,620.2 | 1,053.8 | 2,943 | 39 |

## *Irushma*-class Patrol Frigate (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (300.0) | 7.7 | 0.8 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 5.5 | 0.2 | 222 | — |
| DR 100 bonded superdense armour | — | 30.7 | 0.4 | — | — |
| Basic stealth | — | 4.4 | 1.5 | — | — |
| Basic emission cloaking | — | 4.4 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 48.8 | — | 0.2 |
| 7 thrusters (634.9 tonnes thrust) | 7.0 | 25.4 | 4.5 | — | 0.1 |
| 248 internal jump fuel tanks | 248.0 | 67.5 | 39.7 | — | — |
| 248 -dtons jump fuel | (248.0) | (224.9) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 405 MJ laser turret | (3.0) | 21.2 | 2.0 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 Launch | (10.0) | (29.7) | (3.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 300.0 | 284.7 | 113.4 | 1,796 | 2 |
| Fitted out with full crew | 300.0 | 575.0 | 122.7 | 1,796 | 7 |

## *Isabella*-class Merchant Pioneer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 20 thrusters (725.6 tonnes thrust) | 20.0 | 61.7 | 3.2 | — | 0.3 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 2 standard labs | 4.0 | 18.1 | 2.0 | — | 2-4 |
| 24.0-dton cargo hold | 24.0 | — | — | — | — |
| Cargo | (24.0) | (108.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 411.1 | 107.7 | 2,054 | 2 |
| Fitted out with full crew | 320.0 | 722.0 | 110.8 | 2,054 | 14 |

## *Jackson*-class Military Launch (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.2 | 0.2 | 162 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 14.5 | 3.3 | 162 | 1 |
| Fitted out with full crew | 8.0 | 37.2 | 3.3 | 162 | 1 |

# *Jarlburg*-class Monitor (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech, planetoid hull).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton heavy planetoid | (50,000.0) | 8,375.1 | 5.0 | 47,657 | — |
| 347 turrets (DR 1000) | 347.0 | 19,468.0 | 278.3 | 25,789 | — |
| 10 large external bays (DR 1000) | 200.0 | 8,934.0 | 122.0 | 12,077 | — |
| DR 20000 durasteel armour | — | 697,927.0 | 9,233.9 | — | — |
| Total compartmentalization | 15.0 | 1,675.0 | — | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 20,000 fusion rockets (1,451,200 tn) | 20,000.0 | 72,560.0 | 16,000.0 | — | 333.3 |
| 20,000 water fuel tanks | 20,000.0 | 453.5 | 3,400.0 | — | — |
| Water (as reaction mass) | (20,000.0) | (272,100.0) | (6.0) | — | — |
| 5 workshops | 12.5 | 68.0 | 0.3 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 47 triple light missile turrets | (141.0) | 38.4 | 1.8 | — | 47 |
| 200 triple 101 MJ laser turrets | (600.0) | 4,691.0 | 852.0 | — | 20-200 |
| 50 triple 40 MJ PD laser turrets | (150.0) | 767.3 | 220.5 | — | 5-50 |
| 50 single 303 MJ heavy laser turrets | (150.0) | 1,165.5 | 212.5 | — | 5-50 |
| 10 large heavy missile bays | (1,000.0) | 1,387.7 | 44.0 | — | 20 |
| 920 GJ spinal particle accelerator | 5,365.0 | 33,060.1 | 8,438.0 | — | 55 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 19 magazines | 19.0 | 107.7 | 2.4 | — | — |
| 11,562 ready light missiles | — | (1,573.0) | (404.7) | — | — |
| 15,000 ready heavy missiles | — | (10,203.8) | (3,000.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 *Helm* Fighters | (1,200.0) | (45,960.0) | (1,047.0) | — | 60 |
| Hanger with 1 entrance | 2,400.0 | 0.9 | 0.0 | — | — |
| 2 *Drimburg* Launches | (20.0) | (39.6) | (10.1) | — | — |
| Hanger with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 8 marine bunkrooms | 40.0 | 35.6 | 0.4 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 269 utility modules | 269.0 | 1,512.7 | 204.4 | — | — |
| 280 crew staterooms | 1,120.0 | 609.5 | 4.5 | — | — |
| 4 exercise rooms | 10.0 | 1.8 | 0.0 | — | — |
| 4 halls | 40.0 | 0.7 | 0.0 | — | — |
| 3 sickbays | 7.5 | 13.9 | 0.8 | — | 3 |
| 110.0-dton cargo hold | 110.0 | — | — | — | — |
| Cargo | (110.0) | (498.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 794,880.4 | 39,064.5 | 85,523 | 335 |
| Fitted out with full crew | 50,000.0 | 853,155.6 | 43,526.2 | 85,523 | 559 |

# *Jelnai*-class Armed Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 8 turrets (DR 100) | 8.0 | 35.0 | 0.7 | 594 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 100 thrusters (3,628.0 tonnes thrust) | 100.0 | 308.4 | 16.0 | — | 1.7 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple sandcaster turrets | (12.0) | 54.4 | 3.0 | — | 4 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 478.5-dton cargo hold | 478.5 | — | — | — | — |
| Cargo | (478.5) | (2,170.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 830.9 | 139.7 | 3,620 | 4 |
| Fitted out with full crew | 800.0 | 3,146.0 | 139.7 | 3,620 | 11 |

# *Jheraffe*-class Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 2.5 | 0.3 | 258 | — |
| DR 100 crystaliron armour | — | 12.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 12.0-dton cargo hold | 12.0 | — | — | — | — |
| Cargo | (12.0) | (54.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 26.3 | 3.3 | 258 | 1 |
| Fitted out with full crew | 16.0 | 80.7 | 3.3 | 258 | 1 |

# *Jheron*-class Scoutship (GTL11)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-ton streamlined hull | (80.0) | 6.8 | 1.2 | 929.0 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 29.4 | 0.4 | 0.0 | 0.0 |
| 1 turret (3 spaces) | 1.0 | 0.4 | 0.1 | 74.3 | 1.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.4 | 0.2 | 0.0 | 0.0 |
| Jump drive (5 parsecs) | 6.0 | 21.8 | 18.3 | 0.0 | 0.1 |
| Jump tanks | 50.0 | 59.0 | 8.0 | 0.0 | 0.0 |
| Reactionless thruster (1.0G) | 2.0 | 7.3 | 0.6 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Missile Rack | (1.0) | 11.8 | 0.0 | 0.0 | 0.0 |
| 390-MJ Laser | (1.0) | 6.8 | 1.1 | 0.0 | 0.0 |
| 1 sandcaster | (1.0) | 4.5 | 0.3 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Bridge | 2.5 | 7.0 | 3.7 | 0.0 | 1.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| Survey Module | 4.0 | 4.9 | 7.6 | 0.0 | 0.0 |
| Hold | 0.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 staterooms | 12.0 | 5.4 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (50.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (0.5) | (2.3) | 0.0 | 0.0 | 0.0 |
| Missiles | 0.0 | 0.0 | 2.5 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 80.0 | 181.1 | 44.4 | 1003.4 | 6.0 |
| Unloaded with skeleton crew | 80.0 | 178.8 | 41.9 | 1003.4 | 1.0 |

# *Jiao*-class Missile Boat (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 150.4 | 5.5 | 10,267 | — |
| 10 turrets (DR 500) | 10.0 | 283.3 | 4.0 | 743 | — |
| DR 1000 durasteel armour | — | 7,518.2 | 99.5 | — | — |
| Total compartmentalization | — | 30.1 | 0.3 | — | — |
| Basic stealth | — | 26.9 | 8.9 | — | — |
| Basic emission cloaking | — | 26.9 | 8.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 150 jump drive modules | 300.0 | 1,088.4 | 750.0 | — | 30 |
| 700 fusion rockets (50,792 tonnes) | 700.0 | 2,539.6 | 560.0 | — | 11.7 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| 1.5 fuel scoops | 1.5 | 0.8 | 0.0 | — | — |
| 2,000 water fuel tanks | 2,000.0 | 45.3 | 340.0 | — | — |
| Water (as reaction mass) | (2,000.0) | (27,210.0) | (0.6) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 150 fixed light missile racks | 150.0 | 1,768.7 | 2.6 | — | — |
| 150 fixed heavy missile racks | 150.0 | 1,768.7 | 2.6 | — | — |
| 5 triple sandcaster turrets | (15.0) | 68.0 | 3.8 | — | 5 |
| 5 triple 40 MJ PD laser turrets | (15.0) | 76.7 | 22.1 | — | 1-5 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 27 utility modules | 27.0 | 151.8 | 20.5 | — | — |
| 6 crew bunkrooms | 30.0 | 26.7 | 0.3 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 19.0-dton cargo hold | 19.0 | — | — | — | — |
| Cargo | (19.0) | (86.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 17,251.8 | 2,088.5 | 11,010 | 43 |
| Fitted out with full crew | 5,000.0 | 18,245.0 | 2,088.5 | 11,010 | 59 |

# *Jiruja*-class Luxury Yacht (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 25 thrusters (907.0 tonnes thrust) | 25.0 | 77.1 | 4.0 | — | 0.4 |
| 90 internal jump fuel tanks | 90.0 | 24.5 | 14.4 | — | — |
| 90 -dtons jump fuel | (90.0) | (81.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 8.7 | 0.2 | — | 4 |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 civilian holoventure zone | 30.0 | 3.3 | 1.2 | — | 1 |
| 1 swimming pool | 7.0 | 2.3 | 0.0 | — | 0.3 |
| Water | — | 23.1 | — | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 331.6 | 68.0 | 1,722 | 2 |
| Fitted out with full crew | 240.0 | 454.5 | 68.0 | 1,722 | 14 |

# *Joqlsha'*-class Fighter (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| 1 turret (DR 1100) | 1.0 | 24.5 | 0.4 | 74 | — |
| DR 2200 superdense armour | — | 166.7 | 2.2 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hrd controls and psi switches | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 14 thrusters (1,269.8 tonnes thrust) | 14.0 | 50.8 | 9.1 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 269.8 | 18.2 | 333 | 2 |
| Fitted out with full crew | 16.0 | 269.8 | 18.2 | 333 | 3 |

## *Jordain*-class Escort Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.6 | 0.1 | 162 | — |
| 1 turret (DR 100) | 1.0 | 4.4 | 0.1 | 74 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 thrusters (254.0 tonnes thrust) | 7.0 | 21.6 | 1.1 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 49.6 | 5.3 | 237 | 2 |
| Fitted out with full crew | 10.0 | 83.1 | 14.1 | 237 | 3 |

## *Joritz*-class System Defense Boat (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 650) | 4.0 | 97.3 | 1.6 | 297 | — |
| DR 1300 crystaliron armour | — | 1,209.7 | 16.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 281 thrusters (10,194.7 tonnes thrust) | 281.0 | 866.5 | 45.0 | — | 4.7 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 1 single 810 MJ heavy laser turret | (3.0) | 25.1 | 2.7 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 2,325.2 | 89.6 | 2,203 | 6 |
| Fitted out with full crew | 320.0 | 2,358.6 | 98.4 | 2,203 | 12 |

## *Juandao*-class Fast Shuttle (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 95-dton medium hull, std. mat. | (76.0) | 5.4 | 0.9 | 731 | — |
| DR 100 superdense armour | — | 21.4 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 1.6 | 0.0 | — | — |
| 60.0-dton cargo hold | 60.0 | — | — | — | — |
| Cargo | (60.0) | (272.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 76.0 | 68.3 | 9.8 | 731 | 2 |
| Fitted out with full crew | 76.0 | 340.4 | 9.8 | 731 | 2 |

## *Jufen*-class Liner (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,500-dton medium hull, std. mat. | (2,500.0) | 47.4 | 3.5 | 6,468 | — |
| DR 100 superdense armour | — | 189.4 | 2.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 125 jump drive modules | 125.0 | 453.5 | 381.3 | — | 2.5 |
| 39 thrusters (3,537.3 tonnes thrust) | 39.0 | 141.5 | 25.3 | — | 0.8 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Chunrong* Launch | 52.5 | 0.5 | 0.0 | — | — |
| 1 *Chunrong* Launch | (50.0) | (30.0) | (4.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 52.2 | 1.3 | — | — |
| 200 Staterooms for high passengers | 800.0 | 362.8 | 2.4 | — | 10 |
| 14 crew staterooms | 56.0 | 25.4 | 0.2 | — | — |
| 9 exercise rooms | 22.5 | 4.1 | 0.0 | — | — |
| 2 halls | 20.0 | 0.4 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 2 stages | 32.0 | 0.9 | 0.0 | — | — |
| 3 civilian holoventure zones | 90.0 | 9.8 | 3.6 | — | 3 |
| 1 swimming pool | 25.0 | 6.3 | 0.1 | — | 1 |
| Water | — | 92.5 | — | — | — |
| 4 sickbays | 4.0 | 3.1 | 0.8 | — | 4 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 204.0-dton cargo hold | 204.0 | — | — | — | — |
| Cargo | (204.0) | (925.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,500.0 | 1,589.7 | 584.9 | 6,468 | 5 |
| Fitted out with full crew | 2,500.0 | 3,544.3 | 589.0 | 6,468 | 28 |

## *Jumo*-class Heavy Fighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 4.7 | 0.6 | 476 | — |
| DR 1300 crystaliron armour | — | 302.4 | 4.0 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 36 thrusters (1,306.1 tonnes thrust) | 36.0 | 111.0 | 5.8 | — | 0.6 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 250 MJ lasers | 3.0 | 22.6 | 2.5 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 447.7 | 16.3 | 476 | 2 |
| Fitted out with full crew | 40.0 | 447.7 | 16.3 | 476 | 2 |

# *Jupiter*-class Frigate (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| 8 turrets (DR 2500) | 8.0 | 439.8 | 6.1 | 594 | — |
| DR 5000 superdense armour | — | 4,431.6 | 58.6 | — | — |
| Total compartmentalization | — | 4.4 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.8 |
| 400 thrusters (36,280.0 tonnes thrust) | 400.0 | 1,451.2 | 260.0 | — | 8 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 4 fuel processors | 4.0 | 4.0 | 3.4 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple light missile turrets | (12.0) | 3.3 | 0.1 | — | 4 |
| 4 triple 390 MJ laser turrets | (12.0) | 81.8 | 13.8 | — | 1-4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 984 ready light missiles | — | (133.9) | (22.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 3 crew low berths | 1.5 | 5.4 | 0.7 | — | — |
| 5.5-dton cargo hold | 5.5 | — | — | — | — |
| Cargo | (5.5) | (24.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 6,744.3 | 536.1 | 3,620 | 10 |
| Fitted out with full crew | 800.0 | 7,193.3 | 558.7 | 3,620 | 33 |

# *K!kreer*-class Light Cruiser (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to military standards. All quantities in metric units. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (40,000.0) | 465.3 | 61.6 | 47,657 | — |
| 41 turrets (DR 1750) | 41.0 | 2,633.8 | 38.5 | 3,047 | — |
| 40 large external bays (DR 1750) | 800.0 | 41,631.3 | 566.0 | 48,308 | — |
| DR 3500 crystaliron armour | — | 81,424.8 | 1,077.3 | — | — |
| Basic stealth | — | 241.7 | 79.9 | — | — |
| Basic emission cloaking | — | 241.7 | 79.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 30.0 | 130.1 | 75.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 1,596 jump drive modules | 1,596.0 | 5,790.3 | 4,947.6 | — | 63.8 |
| 7,000 thrusters (253,960.0 tonnes) | 7,000.0 | 21,586.6 | 1,120.0 | — | 116.7 |
| 10,640 internal jump fuel tanks | 10,640.0 | 2,895.1 | 1,702.4 | — | — |
| 10,640 -dtons jump fuel | (10,640.0) | (9,650.5) | (3.7) | — | — |
| 100 fuel processors | 100.0 | 99.8 | 85.0 | — | — |
| 3 workshops | 7.5 | 40.8 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 41 triple 90 MJ PD laser turrets | (123.0) | 652.6 | 72.6 | — | 5-41 |
| 40 large heavy missile bays | (4,000.0) | 5,478.3 | 88.0 | — | 80 |
| 1.4 TJ spinal meson gun | 3,753.0 | 33,959.9 | 7,013.0 | — | 39 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 60,000 ready heavy missiles | — | (40,815.0) | (10,800.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 80 utility modules | 80.0 | 834.4 | 24.0 | — | — |
| 640 crew pastures | 15,360.0 | 8,358.9 | 46.1 | — | — |
| 5 sickbays | 30.0 | 20.4 | 4.8 | — | 5 |
| 561.5-dton cargo hold | 561.5 | — | — | — | — |
| Cargo | (561.5) | (2,546.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40,000.0 | 206,489.4 | 17,082.7 | 99,012 | 182 |
| Fitted out with full crew | 40,000.0 | 259,501.3 | 27,882.7 | 99,012 | 640 |

## *Kagarin*-class Exploratory Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 29.5 | 3.9 | 3,026 | — |
| 8 turrets (DR 100) | 8.0 | 35.0 | 1.2 | 594 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Xenos* Fast Launches | 21.0 | 0.5 | 0.0 | — | — |
| 2 *Xenos* Fast Launches | (20.0) | (53.6) | (6.9) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 13 crew staterooms | 52.0 | 28.3 | 0.2 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 1 armoury | 1.0 | 6.3 | 0.0 | — | — |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 2 standard labs | 9.0 | 18.7 | 2.1 | — | 2-4 |
| 1 isolab | 22.5 | 91.0 | 10.1 | — | 1-5 |
| 1 simulation lab | 7.5 | 10.2 | 1.6 | — | 1-1 |
| 90.0-dton cargo hold | 90.0 | — | — | — | — |
| Cargo | (90.0) | (408.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 943.8 | 213.9 | 3,620 | 3 |
| Fitted out with full crew | 640.0 | 1,729.2 | 229.7 | 3,620 | 26 |

## *Kamincha*-class Express Liner (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,000-dton medium hull, std. mat. | (1,000.0) | 25.7 | 1.9 | 3,511 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.1 | 148 | — |
| DR 100 superdense armour | — | 102.8 | 1.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 50 jump drive modules | 50.0 | 181.4 | 152.5 | — | 1 |
| 16 thrusters (1,451.2 tonnes thrust) | 16.0 | 58.0 | 10.4 | — | 0.3 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 97 MJ PD laser turret | (3.0) | 13.3 | 1.3 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 *Mercer* Gig | (10.0) | (13.5) | (2.9) | — | — |
| 1 *Guirion* Launch | (20.0) | (17.4) | (3.1) | — | — |
| Hanger with 1 entrance | 60.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 7.3 | 0.2 | — | 4 |
| 60 Staterooms for 60 high passengers | 240.0 | 108.8 | 0.7 | — | 3 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 2 civilian holoventure zones | 60.0 | 6.5 | 2.4 | — | 2 |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 86.0-dton cargo hold | 86.0 | — | — | — | — |
| Cargo | (86.0) | (390.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,000.0 | 692.4 | 241.0 | 3,660 | 3 |
| Fitted out with full crew | 1,000.0 | 1,476.1 | 247.0 | 3,660 | 19 |

## *Karin*-class Cluster Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 44 thrusters (1,596.3 tonnes thrust) | 44.0 | 135.7 | 7.0 | — | 0.7 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 7 low berths for 28 low passengers | 3.5 | 12.7 | 1.5 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 259.0-dton cargo hold | 259.0 | — | — | — | — |
| Cargo | (259.0) | (1,174.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 429.4 | 65.3 | 2,497 | 3 |
| Fitted out with full crew | 480.0 | 1,658.3 | 65.3 | 2,497 | 7 |

# *Kaupali*-class Liner (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (300.0) | 23.0 | 0.8 | 1,573 | — |
| DR 100 durasteel armour | — | 23.0 | 0.3 | — | — |
| 1 x 207-dton medium subhull, std. materials | (207.0) | 18.0 | 0.7 | (1,228) | — |
| DR 100 durasteel armour | — | 90.0 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 6 jump drive modules | 12.0 | 43.5 | 30.0 | — | 1.2 |
| 7 fusion rockets (507.9 tonnes thrust) | 7.0 | 25.4 | 5.6 | — | 0.1 |
| 30 internal jump fuel tanks | 30.0 | 8.2 | 4.8 | — | — |
| 30 -dtons jump fuel | (30.0) | (27.2) | (0.0) | — | — |
| 19 water fuel tanks | 19.0 | 0.4 | 3.2 | — | — |
| Water (as reaction mass) | (19.0) | (258.5) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 11.2 | 1.5 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.6 | — | 2 |
| 16 low berths for 64 low passengers | 8.0 | 29.0 | 3.5 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 35.0-dton cargo hold | 35.0 | — | — | — | — |
| Cargo | (35.0) | (158.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 300.0 | 374.1 | 65.6 | 1,573 | 3 |
| Fitted out with full crew | 300.0 | 560.1 | 65.6 | 1,573 | 8 |

# *Kayatenga*-class Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 64.8 | 4.8 | 8,848 | — |
| 20 turrets (DR 2750) | 20.0 | 1,208.5 | 16.7 | 1,486 | — |
| 2 small external bays (DR 2750) | 20.0 | 984.5 | 13.5 | 1,207 | — |
| DR 5500 superdense armour | — | 14,253.8 | 188.6 | — | — |
| Total compartmentalization | — | 13.0 | 0.1 | — | — |
| Thermal superconductor armour | — | 14.1 | 31.1 | — | — |
| Radical stealth | — | 56.3 | 93.2 | — | — |
| Radical emission cloaking | — | 56.3 | 93.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 204 jump drive modules | 204.0 | 740.1 | 622.2 | — | 4.1 |
| 1,608 thrusters (145,845.6 tonnes thrust) | 1,608.0 | 5,833.8 | 1,045.2 | — | 32.2 |
| 1,632 internal jump fuel tanks | 1,632.0 | 444.1 | 261.1 | — | — |
| 1,632 -dtons jump fuel | (1,632.0) | (1,480.2) | (0.6) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 390 MJ laser turrets | (30.0) | 204.6 | 34.5 | — | 1-10 |
| 10 single 870 MJ heavy laser turrets | (30.0) | 267.6 | 15.7 | — | 1-10 |
| 2 small missile bays | (100.0) | 137.3 | 2.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,500 ready heavy missiles | — | (1,020.4) | (300.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Fighters with 1 entrance | 400.0 | 0.9 | 0.0 | — | — |
| 10 *Anlo* Light *Fighters* | (200.0) | (2,344.0) | (158.6) | — | 20 |
| Hanger for 1 Vixen Armed Gig | 40.0 | — | — | — | — |
| 1 *Vixen* Armed Gig | (20.0) | (53.2) | (9.3) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.0 | — | — |
| 7 crew bunkrooms | 28.0 | 12.1 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 31.5-dton cargo hold | 31.5 | — | — | — | — |
| Cargo | (31.5) | (142.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 24,404.0 | 2,436.5 | 11,542 | 38 |
| Fitted out with full crew | 4,000.0 | 29,444.6 | 2,904.4 | 11,542 | 74 |

# *Kebianj*-class Trader (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 250-dton medium hull, std. mat. | (200.0) | 10.2 | 1.8 | 1,393 | — |
| DR 100 superdense armour | — | 40.8 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 5 jump drive modules | 5.0 | 18.1 | 15.3 | — | 0.1 |
| 5 thrusters (453.5 tonnes thrust) | 5.0 | 18.1 | 3.3 | — | 0.1 |
| 25 internal jump fuel tanks | 25.0 | 6.8 | 4.0 | — | — |
| 25 -dtons jump fuel | (25.0) | (22.7) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 63.0-dton cargo hold | 63.0 | — | — | — | — |
| Cargo | (63.0) | (285.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 200.0 | 160.5 | 29.2 | 1,393 | 2 |
| Fitted out with full crew | 200.0 | 468.9 | 29.2 | 1,393 | 6 |

# *Kerridy*-class Yacht (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 11.5 | 2.0 | 1,573 | — |
| DR 100 superdense armour | — | 46.1 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 15 jump drive modules | 15.0 | 54.4 | 45.8 | — | 0.3 |
| 8 thrusters (725.6 tonnes thrust) | 8.0 | 29.0 | 5.2 | — | 0.2 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 7.3 | 0.2 | — | 4 |
| 5 crew staterooms | 20.0 | 9.1 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 civilian holoventure zone | 30.0 | 3.3 | 1.2 | — | 1 |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 214.1 | 77.9 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 359.2 | 77.9 | 1,573 | 9 |

# *Kerriman*-class Lancer (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 8 turrets (DR 500) | 8.0 | 151.1 | 2.2 | 594 | — |
| DR 1000 crystaliron armour | — | 1,477.2 | 19.5 | — | — |
| Total compartmentalization | — | 5.9 | 0.1 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 555 thrusters (20,135.4 tonnes thrust) | 555.0 | 1,711.5 | 88.8 | — | 9.3 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed light missile racks | 3.0 | 35.4 | 0.1 | — | — |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 4 single 810 MJ heavy laser turrets | (12.0) | 100.5 | 10.8 | — | 1-4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Astra* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Astra* Launch | (10.0) | (21.6) | (3.6) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 4.4 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 3,826.5 | 253.6 | 3,620 | 12 |
| Fitted out with full crew | 800.0 | 4,038.6 | 257.1 | 3,620 | 20 |

# *Khachya*-class Medium Fighter (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (50.0) | 4.7 | 0.3 | 476 | — |
| 1 turret (DR 1250) | 1.0 | 46.1 | 0.6 | 74 | — |
| DR 2500 crystaliron armour | — | 581.6 | 7.7 | — | — |
| Basic stealth | — | 1.3 | 0.4 | — | — |
| Basic emission cloaking | — | 1.3 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 47 thrusters (1,705.2 tonnes thrust) | 47.0 | 144.9 | 7.5 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 single 810 MJ heavy laser turret | (3.0) | 25.1 | 2.7 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50.0 | 821.5 | 22.4 | 550 | 2 |
| Fitted out with full crew | 50.0 | 821.5 | 22.4 | 550 | 3 |

# *Khartoom*-class Frigate (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| 12 turrets (DR 600) | 12.0 | 270.2 | 3.9 | 891 | — |
| DR 1200 crystaliron armour | — | 2,322.8 | 30.7 | — | — |
| Total compartmentalization | — | 7.7 | 0.1 | — | — |
| Basic stealth | — | 11.9 | 3.9 | — | — |
| Basic emission cloaking | — | 11.9 | 3.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 111.6 | — | 1.4 |
| 851 thrusters (30,874.3 tonnes thrust) | 851.0 | 2,624.3 | 136.2 | — | 14.2 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple light missile turrets | (9.0) | 2.4 | 0.1 | — | 3 |
| 1 triple heavy missile turret | (3.0) | 4.1 | 0.1 | — | 1 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 4 single 810 MJ heavy laser turrets | (12.0) | 100.5 | 10.8 | — | 1-4 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 738 ready light missiles | — | (100.4) | (26.6) | — | — |
| 45 ready heavy missiles | — | (30.6) | (8.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Waoroa* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Waoroa* Launch | (10.0) | (21.6) | (3.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 4 crew bunkrooms | 16.0 | 17.4 | 0.1 | — | — |
| 5 crew low berths | 2.5 | 9.1 | 1.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 5,813.4 | 385.1 | 4,857 | 17 |
| Fitted out with full crew | 1,200.0 | 6,229.1 | 423.4 | 4,857 | 55 |

# *Khershwan*-class Trader (GTL10)

*Design Parameters:* Built for Vargr crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (300.0) | 15.4 | 0.8 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.3 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge | 5.0 | 19.0 | 9.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 47 thrusters (1,705.2 tonnes thrust) | 47.0 | 144.9 | 7.5 | — | 0.8 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 1 single 810 MJ heavy laser turret | (3.0) | 25.1 | 2.7 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Seragh* Cutter | 31.5 | 0.5 | 0.0 | — | — |
| 1 *Seragh* Cutter | (30.0) | (53.9) | (5.6) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 staterooms for independent psgrs. | 48.0 | 26.1 | 0.1 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 68.0-dton cargo hold | 68.0 | — | — | — | — |
| Cargo | (68.0) | (308.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 300.0 | 444.2 | 66.2 | 1,796 | 3 |
| Fitted out with full crew | 300.0 | 860.9 | 71.8 | 1,796 | 10 |

# *Khorfooz*-class Raider (GTL11)

*Design Parameters:* Built for Vargr crew. Designed to military standards. All quantities in metric units. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 22.2 | 3.9 | 3,026 | — |
| 8 turrets (DR 1250) | 8.0 | 222.2 | 3.7 | 594 | — |
| DR 2500 superdense armour | — | 2,215.8 | 29.3 | — | — |
| Heavy compartmentalization | — | 2.2 | 0.0 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 97.6 | — | 0.6 |
| 200 thrusters (18,140.0 tonnes thrust) | 200.0 | 725.6 | 130.0 | — | 4 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple 390 MJ laser turrets | (12.0) | 81.8 | 13.8 | — | 1-4 |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 8 marine bunkrooms | 32.0 | 13.8 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 9 crew staterooms | 36.0 | 16.3 | 0.1 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 74.5-dton cargo hold | 74.5 | — | — | — | — |
| Cargo | (74.5) | (337.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 3,684.2 | 426.8 | 3,620 | 6 |
| Fitted out with full crew | 640.0 | 4,239.8 | 426.8 | 3,620 | 17 |

# *Kianti*-class Fast Launch (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.2 | 0.2 | 162 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (181.4 tonnes thrust) | 2.0 | 7.3 | 1.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 18.1 | 4.0 | 162 | 1 |
| Fitted out with full crew | 8.0 | 36.2 | 4.0 | 162 | 1 |

## *Kibalim*-class Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.6 | — | 0.2 |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 205.0 | 34.2 | 1,200 | 2 |
| Fitted out with full crew | 160.0 | 277.6 | 34.2 | 1,200 | 5 |

## *Kieran*-class Battle Rider (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| *Structure* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40,000-dton medium hull, std. mat. | (40,000.0) | 200.5 | 22.1 | 41,069 | — |
| 46 turrets (DR 8000) | 46.0 | 5,357.6 | 72.5 | 3,418 | — |
| 10 large external bays (DR 8000) | 200.0 | 18,956.3 | 254.6 | 12,077 | — |
| DR 50000 bonded superdense armour | — | 400,970.1 | 5,305.0 | — | — |
| Total compartmentalization | — | 40.1 | 0.4 | — | — |
| Basic stealth | — | 138.1 | 45.7 | — | — |
| Basic emission cloaking | — | 138.1 | 45.7 | — | — |
| *CCCI* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 0-0 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| *Engineering* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 30,000 thrusters (2,721,000 tonnes) | 30,000.0 | 108,840.0 | 19,500.0 | — | 300 |
| 5 workshops | 12.5 | 68.0 | 0.3 | — | — |
| *Weaponry* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 triple 405 MJ laser turrets | (60.0) | 424.5 | 40.8 | — | 2-20 |
| 26 single 1,313 MJ heavy laser turrets | (78.0) | 591.9 | 54.9 | — | 3-26 |
| 10 47 GJ particle bays | (1,000.0) | 8,462.3 | 1,142.0 | — | 20 |
| 2.9 TJ spinal meson gun | 7,730.0 | 69,931.5 | 4,788.0 | — | 79 |
| 64 nuclear damper modules | 64.0 | 592.1 | 256.0 | — | 4 |
| 879 meson screen modules | 879.0 | 3,986.3 | 2,021.7 | — | 4 |
| *Auxiliaries* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Traynor* Armed Gigs | (40.0) | (292.8) | (18.7) | — | 2 |
| *Other Modules* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 80 utility modules | 80.0 | 834.4 | 20.0 | — | — |
| 215 crew staterooms | 860.0 | 390.0 | 2.6 | — | — |
| 5 sickbays | 5.0 | 3.9 | 1.0 | — | 5 |
| Psionic shield on critical areas | — | 16.6 | 36.5 | — | — |
| 32.0-dton cargo hold | 32.0 | — | — | — | — |
| Cargo | (32.0) | (145.1) | — | — | — |
| *Totals* | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40,000.0 | 619,995.9 | 33,601.9 | 56,565 | 303 |
| Fitted out with full crew | 40,000.0 | 620,433.9 | 33,620.6 | 56,565 | 429 |

## *Kirallian*-class Yacht (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 17.6 | 1.6 | 1,200 | — |
| DR 100 durasteel armour | — | 87.9 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 6 jump drive modules | 12.0 | 43.5 | 30.0 | — | 1.2 |
| 5 fusion rockets (362.8 tonnes thrust) | 5.0 | 18.1 | 4.0 | — | 0.1 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 30 water fuel tanks | 30.0 | 0.7 | 5.1 | — | — |
| Water (as reaction mass) | (30.0) | (408.1) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Assorted vehicles | (2.0) | (10.0) | — | — | — |
| Hanger with 1 entrance | 4.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 2 suites for 2 noble passengers | 16.0 | 4.4 | 0.2 | — | 2 |
| 4 Staterooms for 4 high passengers | 16.0 | 8.7 | 0.1 | — | 0.2 |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 218.7 | 62.3 | 1,200 | 3 |
| Fitted out with full crew | 160.0 | 310.3 | 62.3 | 1,200 | 8 |

## *Kisrud*-class Escort (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| 4 turrets (DR 600) | 4.0 | 90.1 | 1.3 | 297 | — |
| DR 1200 crystaliron armour | — | 1,116.7 | 14.8 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 265 thrusters (9,614.2 tonnes thrust) | 265.0 | 817.2 | 42.4 | — | 4.4 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5.5-dton cargo hold | 5.5 | — | — | — | — |
| Cargo | (5.5) | (24.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 2,209.8 | 125.9 | 2,203 | 6 |
| Fitted out with full crew | 400.0 | 2,374.2 | 143.6 | 2,203 | 12 |

## *Kjerre*-class Freighter (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, standard materials | (2,000.0) | 81.6 | 3.0 | 60,000 | — |
| DR 100 durasteel armour | — | 408.2 | 5.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 40 jump drive modules | 80.0 | 290.2 | 200.0 | — | 8 |
| 100 thrusters (471.6 tonnes thrust) | 100.0 | 380.9 | 140.0 | — | 10 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 56.2 | 7.6 | — | — |
| 11 crew staterooms | 44.0 | 23.9 | 0.2 | — | — |
| 1,560.0-dton cargo hold | 1,560.0 | — | — | — | — |
| Cargo | (1,560.0) | (7,074.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 2,000.0 | 1,319.5 | 401.2 | 60,000 | 0 |
| Fitted out | 2,000.0 | 8,575.5 | 401.2 | 60,000 | 0 |

## *Kjerre II*-class Freighter (GTL10)

*Design Parameters:* Built for Sword Worlder human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 124.0 | — | 1.6 |
| 100 thrusters (3,628.0 tonnes thrust) | 100.0 | 308.4 | 16.0 | — | 1.7 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 7 Staterooms for 14 middle passengers | 28.0 | 15.2 | 0.1 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1,596.5-dton cargo hold | 1,596.5 | — | — | — | — |
| Cargo | (1,596.5) | (7,240.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,005.9 | 191.1 | 5,871 | 5 |
| Fitted out with full crew | 2,000.0 | 8,427.4 | 191.1 | 5,871 | 10 |

## *Klastao*-class Far Trader (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 8.8 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.3 | 148 | — |
| DR 100 superdense armour | — | 35.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.3 | — | 0.1 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Air/Raft | 0.4 | 0.5 | 0.0 | — | — |
| 1 Air/Raft | (0.4) | (5.0) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 Staterooms for 6 high passengers | 24.0 | 10.9 | 0.1 | — | 0.3 |
| 1 Stateroom for 2 middle passengers | 4.0 | 1.8 | 0.0 | — | 0.0 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 54.6-dton cargo hold | 54.6 | — | — | — | — |
| Cargo | (54.6) | (247.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 163.7 | 38.7 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 452.5 | 38.8 | 1,349 | 5 |

## *Klepsidar*-class Freighter (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.1 | 148 | — |
| DR 100 superdense armour | — | 88.6 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 97.6 | — | 0.6 |
| 30 thrusters (2,721.0 tonnes thrust) | 30.0 | 108.8 | 19.5 | — | 0.6 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 478.5-dton cargo hold | 478.5 | — | — | — | — |
| Cargo | (478.5) | (2,170.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 442.7 | 162.3 | 3,174 | 3 |
| Fitted out with full crew | 800.0 | 2,830.4 | 162.3 | 3,174 | 4 |

# *Knorr*-class Freighter (GTL10)

*Design Parameters:* Built for Sword Worlder human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 104 thrusters (3,773.1 tonnes thrust) | 104.0 | 320.7 | 16.6 | — | 1.7 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 Staterooms for 6 middle passengers | 12.0 | 6.5 | 0.0 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 570.5-dton cargo hold | 570.5 | — | — | — | — |
| Cargo | (570.5) | (2,587.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 623.1 | 87.6 | 3,026 | 4 |
| Fitted out with full crew | 800.0 | 3,282.9 | 87.6 | 3,026 | 5 |

# *Knossos*-class Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 45 thrusters (1,632.6 tonnes thrust) | 45.0 | 138.8 | 7.2 | — | 0.8 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 60 Staterooms for 60 high passengers | 240.0 | 130.6 | 0.7 | — | 3 |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 161.5-dton cargo hold | 161.5 | — | — | — | — |
| Cargo | (161.5) | (732.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 719.6 | 157.7 | 3,174 | 3 |
| Fitted out with full crew | 800.0 | 1,690.3 | 160.9 | 3,174 | 13 |

# *Komar*-class Free Trader (GTL12)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 12.2 | 3.2 | 2,497 | — |
| 6 turrets (DR 100) | 6.0 | 11.0 | 0.7 | 445 | — |
| DR 100 bonded superdense armour | — | 48.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 54.9 | — | 0.2 |
| 11 thrusters (997.7 tonnes thrust) | 11.0 | 39.9 | 7.1 | — | 0.1 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 empty turrets | (18.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 36 Staterooms for 36 passengers | 144.0 | 65.3 | 0.4 | — | 1.8 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 15 crew staterooms | 60.0 | 27.2 | 0.2 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 100.0-dton cargo hold | 100.0 | — | — | — | — |
| Cargo | (100.0) | (453.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 334.9 | 91.5 | 2,943 | 2 |
| Fitted out with full crew | 480.0 | 897.2 | 91.5 | 2,943 | 15 |

# *Konglong* Megafreighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,000,000-dton medium hull | (1,000,000.0) | 2,571.2 | 189.0 | 351,140 | — |
| DR 100 superdense armour | — | 2,056.9 | 27.2 | — | — |
| 2 x 39,130-dton medium subhulls | (78,260.0) | 592.7 | 43.6 | (80,943) | — |
| DR 100 superdense armour | — | 2,370.8 | 31.4 | — | — |
| 30 airlocks | 3.0 | 6.8 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 50,000 jump drive modules | 50,000.0 | 181,400.0 | 152,500.0 | — | 1,000 |
| 25,000 thrusters (2,267,500.0 tonnes thrust) | 25,000.0 | 90,700.0 | 16,250.0 | — | 500 |
| 400,000 internal jump fuel tanks | 400,000.0 | 108,840.0 | 64,000.0 | — | — |
| 400,000 -dtons jump fuel | (400,000.0) | (362,800.0) | (140.0) | — | — |
| 25 workshops | 62.5 | 340.1 | 1.5 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 marine staterooms | 24.0 | 10.9 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 157 utility modules | 157.0 | 1,637.6 | 39.3 | — | — |
| 759 crew staterooms | 3,036.0 | 1,376.8 | 9.1 | — | — |
| 15 exercise rooms | 37.5 | 6.8 | 0.0 | — | — |
| 6 halls | 60.0 | 1.1 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 10 sickbays | 10.0 | 7.7 | 2.1 | — | 10 |
| 3 basic security modules | 1.5 | 6.8 | 1.5 | — | — |
| 4 brigs | 4.0 | 25.4 | 0.1 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 521,580.0-dton cargo hold | 521,580.0 | — | — | — | — |
| Cargo | (521,580.0) | (2,365,365.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,000,000.0 | 391,969.8 | 233,098.2 | 351,140 | 1,501 |
| Fitted out with full crew | 1,000,000.0 | 3,120,135.0 | 233,098.2 | 351,140 | 1,516 |

# *Korascant*-class Battle Tender (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 150,000-dton medium hull, std. mat. | (150,000.0) | 483.9 | 53.4 | 99,130 | — |
| DR 100 bonded superdense armour | — | 1,935.7 | 25.6 | — | — |
| Basic stealth | — | 242.0 | 80.0 | — | — |
| Basic emission cloaking | — | 242.0 | 80.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 12,500 jump drive modules | 12,500.0 | 45,350.0 | 38,125.0 | — | 125 |
| 17,000 thrusters (1,541,900 tonnes) | 17,000.0 | 61,676.0 | 11,050.0 | — | 170 |
| 100,000 internal jump fuel tanks | 100,000.0 | 27,210.0 | 16,000.0 | — | — |
| 100,000 -dtons jump fuel | (100,000.0) | (90,700.0) | (35.0) | — | — |
| 14.5 fuel scoops | 14.5 | 7.5 | 0.1 | — | — |
| 4 workshops | 10.0 | 54.4 | 0.2 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger (50 *Citadel* Fighters , ent.) | 5,000.0 | 0.9 | 0.0 | — | — |
| 50 *Citadel* Heavy Fighters | (2,500.0) | (22,005.0) | (1,648.5) | — | 100 |
| Hanger (5 *Traynor* Armed Gigs, ent.) | 200.0 | 0.9 | 0.0 | — | — |
| 5 *Traynor* Armed Gigs | (100.0) | (732.0) | (46.7) | — | 5 |
| 5 cradles for *Malagant* Battle Rider | 9,920.5 | 56,236.8 | 2,480.1 | — | — |
| 5 *Malagant* Battle Riders | (100,000.0) | (1,124,700.4) | (73,558.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 300 utility modules | 300.0 | 3,129.1 | 75.0 | — | — |
| 230 crew staterooms | 920.0 | 417.2 | 2.8 | — | — |
| 6 exercise rooms | 15.0 | 2.7 | 0.0 | — | — |
| 2 halls | 20.0 | 0.4 | 0.0 | — | — |
| 10 sickbays | 10.0 | 7.7 | 2.1 | — | 10 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 1 shipyard | 4,000.0 | 183.2 | 10.2 | — | 20 |
| 78.0-dton cargo hold | 78.0 | — | — | — | — |
| Cargo | (78.0) | (353.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 150,000.0 | 197,207.3 | 67,999.6 | 99,130 | 306 |
| Fitted out with full crew | 150,000.0 | 1,435,698.4 | 143,253.1 | 99,130 | 460 |

# *Korkii*-class Destroyer (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 131.4 | 7.2 | 13,454 | — |
| 25 turrets (DR 2000) | 25.0 | 1,832.7 | 25.0 | 1,858 | — |
| 5 small external bays (DR 2000) | 50.0 | 2,977.2 | 40.6 | 3,019 | — |
| DR 5500 crystaliron armour | — | 36,122.6 | 477.9 | — | — |
| Heavy compartmentalization | — | 13.1 | 0.1 | — | — |
| Basic stealth | — | 44.7 | 14.8 | — | — |
| Basic emission cloaking | — | 44.7 | 14.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 308 jump drive modules | 308.0 | 1,117.4 | 954.8 | — | 12.3 |
| 4,500 thrusters (163,260.0 tonnes) | 4,500.0 | 13,877.1 | 720.0 | — | 75.0 |
| 2,310 internal jump fuel tanks | 2,310.0 | 628.6 | 369.6 | — | — |
| 2,310 -dtons jump fuel | (2,310.0) | (2,095.2) | (0.8) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 15 fuel processors | 15.0 | 15.0 | 12.8 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 triple light missile turrets | (45.0) | 12.2 | 0.3 | — | 15 |
| 5 triple 250 MJ laser turrets | (15.0) | 113.2 | 12.3 | — | 1-5 |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 5 13 GJ particle bays | (250.0) | 2,117.8 | 114.0 | — | 10 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3,690 ready light missiles | — | (502.0) | (132.8) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 4.5 | — | — |
| 63 crew staterooms | 252.0 | 137.1 | 0.8 | — | — |
| 3 sickbays | 7.5 | 13.9 | 0.8 | — | 3 |
| 6.5-dton cargo hold | 6.5 | — | — | — | — |
| Cargo | (6.5) | (29.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 59,475.1 | 2,792.2 | 18,331 | 89 |
| Fitted out with full crew | 7,500.0 | 62,101.8 | 2,925.1 | 18,331 | 126 |

## *Kosigar*-class Pocket Carrier (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 86.4 | 4.8 | 8,848 | — |
| 40 turrets (DR 900) | 40.0 | 1,336.0 | 18.9 | 2,972 | — |
| DR 1800 crystaliron armour | — | 7,774.8 | 102.9 | — | — |
| Heavy compartmentalization | — | 8.6 | 0.1 | — | — |
| Basic stealth | — | 28.9 | 9.5 | — | — |
| Basic emission cloaking | — | 28.9 | 9.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 160 jump drive modules | 160.0 | 580.5 | 496.0 | — | 6.4 |
| 850 thrusters (30,838.0 tonnes thrust) | 850.0 | 2,621.2 | 136.0 | — | 14.2 |
| 1,200 internal jump fuel tanks | 1,200.0 | 326.5 | 192.0 | — | — |
| 1,200 -dtons jump fuel | (1,200.0) | (1,088.4) | (0.4) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple light missile turrets | (30.0) | 8.2 | 0.2 | — | 10 |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 20 triple 250 MJ laser turrets | (60.0) | 452.8 | 49.2 | — | 2-20 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2,460 ready light missiles | — | (334.7) | (88.6) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Olmeka* Hanger with 1 entrance | 1,600.0 | 0.9 | 0.0 | — | — |
| 10 *Olmeka* Heavy Fighters | (800.0) | (18,289.0) | (398.8) | — | 20 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.8 | — | — |
| 33 crew staterooms | 132.0 | 71.8 | 0.4 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 13,550.0 | 1,041.9 | 11,820 | 22 |
| Fitted out with full crew | 4,000.0 | 33,284.8 | 1,529.2 | 11,820 | 65 |

## *Kraki*-class Assault Cutter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (24.0) | 1.7 | 0.4 | 339 | — |
| DR 100 bonded superdense armour | — | 6.6 | 0.1 | — | — |
| Radical stealth | — | 1.7 | 2.7 | — | — |
| Radical emission cloaking | — | 1.7 | 2.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 13.0-dton cargo hold | 13.0 | — | — | — | — |
| Cargo | (13.0) | (59.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 52.3 | 14.9 | 339 | 1 |
| Fitted out with full crew | 24.0 | 111.2 | 14.9 | 339 | 1 |

## *Kriaplezh*-class Liner (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| DR 100 superdense armour | — | 88.6 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 6.6 | 3.3 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 42 jump drive modules | 42.0 | 152.4 | 128.1 | — | 0.8 |
| 16 thrusters (1,451.2 tonnes thrust) | 16.0 | 58.0 | 10.4 | — | 0.3 |
| 336 internal jump fuel tanks | 336.0 | 91.4 | 53.8 | — | — |
| 336 -dtons jump fuel | (336.0) | (304.8) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for Pinnace | 1.0 | 5.7 | 0.3 | — | — |
| 1 Pinnace | (40.0) | (118.3) | (11.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 75 Staterooms for 75 high passengers | 300.0 | 136.1 | 0.9 | — | 3.8 |
| 10 low berths for 40 low passengers | 5.0 | 18.1 | 2.2 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 69.5-dton cargo hold | 69.5 | — | — | — | — |
| Cargo | (69.5) | (315.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 614.9 | 202.6 | 3,026 | 3 |
| Fitted out with full crew | 800.0 | 1,353.1 | 214.1 | 3,026 | 11 |

## *Krikalum*-class Jump Tug (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 7.4 | 0.4 | 756 | — |
| DR 100 crystaliron armour | — | 36.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 10 thrusters (362.8 tonnes thrust) | 10.0 | 30.8 | 1.6 | — | 0.2 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| 500-dton capacity jump mesh | — | 0.0 | 0.0 | (35) | — |
| External cargo | 500.0 | (2,267.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 173.9 | 54.3 | 756 | 2 |
| Fitted out with full crew | 100.0 | 2,498.1 | 54.3 | 756 | 4 |

## *Kroydon*-class Droyne Cruiser (GTL10)

*Design Parameters:* Built for Droyne crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| 12 turrets (DR 650) | 12.0 | 292.0 | 4.2 | 891 | — |
| DR 1300 crystaliron armour | — | 2,516.4 | 33.3 | — | — |
| Basic stealth | — | 11.9 | 3.9 | — | — |
| Basic emission cloaking | — | 11.9 | 3.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 625 thrusters (22,675.0 tonnes thrust) | 625.0 | 1,927.4 | 100.0 | — | 10.4 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 6 triple 250 MJ laser turrets | (18.0) | 135.8 | 14.8 | — | 1-6 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 4 crew nests | 48.0 | 26.1 | 0.1 | — | — |
| 77.0-dton cargo hold | 77.0 | — | — | — | — |
| Cargo | (77.0) | (349.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 5,372.9 | 391.6 | 4,857 | 14 |
| Fitted out with full crew | 1,200.0 | 6,186.2 | 414.8 | 4,857 | 23 |

## *Krykos*-class Yacht (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 11.1 | 1.0 | 756 | — |
| DR 100 durasteel armour | — | 55.4 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 3 jump drive modules | 6.0 | 21.8 | 15.0 | — | 0.6 |
| 3 fusion rockets (217.7 tonnes thrust) | 3.0 | 10.9 | 2.4 | — | 0.1 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| 11 water fuel tanks | 11.0 | 0.2 | 1.9 | — | — |
| Water (as reaction mass) | (11.0) | (149.7) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 4 Staterooms for 4 high passengers | 16.0 | 8.7 | 0.1 | — | 0.2 |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 140.9 | 38.1 | 756 | 2 |
| Fitted out with full crew | 80.0 | 181.7 | 38.1 | 756 | 4 |

## *Kuaidiyoujian*-class Courier (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 5.5 | 1.0 | 756 | — |
| DR 100 superdense armour | — | 22.2 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 5 jump drive modules | 5.0 | 18.1 | 15.3 | — | 0.1 |
| 13 thrusters (1,179.1 tonnes thrust) | 13.0 | 47.2 | 8.4 | — | 0.3 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 1.8 | 0.0 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 4.5-dton cargo hold | 4.5 | — | — | — | — |
| Cargo | (4.5) | (20.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 130.6 | 35.9 | 756 | 2 |
| Fitted out with full crew | 80.0 | 187.3 | 35.9 | 756 | 2 |

## *Kuomsi*-class System Defense Boat (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 18.3 | 3.2 | 2,497 | — |
| 6 turrets (DR 4000) | 6.0 | 525.8 | 7.5 | 445 | — |
| DR 8000 superdense armour | — | 5,853.1 | 77.4 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Radical stealth | — | 14.4 | 23.8 | — | — |
| Radical emission cloaking | — | 14.4 | 23.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 452 thrusters (40,996.4 tonnes thrust) | 452.0 | 1,639.9 | 293.8 | — | 9.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 8,206.0 | 452.3 | 2,943 | 10 |
| Fitted out with full crew | 480.0 | 8,282.0 | 463.6 | 2,943 | 20 |

# *Kurrigan*-class Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 75.2 | 5.5 | 10,267 | — |
| 20 turrets (DR 1650) | 20.0 | 729.6 | 10.3 | 1,486 | — |
| 3 large internal bays | 300.0 | 27.2 | 1.5 | — | — |
| DR 3300 superdense armour | — | 9,924.0 | 131.3 | — | — |
| Total compartmentalization | — | 15.0 | 0.2 | — | — |
| Radical stealth | — | 57.4 | 94.9 | — | — |
| Radical emission cloaking | — | 57.4 | 94.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 250 jump drive modules | 250.0 | 907.0 | 762.5 | — | 5 |
| 2,050 thrusters (185,935.0 tonnes) | 2,050.0 | 7,437.4 | 1,332.5 | — | 41 |
| 2,000 internal jump fuel tanks | 2,000.0 | 544.2 | 320.0 | — | — |
| 2,000 -dtons jump fuel | (2,000.0) | (1,814.0) | (0.7) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 triple light missile turrets | (24.0) | 6.5 | 0.1 | — | 8 |
| 8 triple 390 MJ laser turrets | (24.0) | 163.7 | 27.6 | — | 1-8 |
| 4 single 870 MJ heavy laser turrets | (12.0) | 107.0 | 6.3 | — | 1-4 |
| 1 large heavy missile bay | (100.0) | 137.0 | 2.2 | — | 2 |
| 2 29 GJ particle bays | (200.0) | 1,917.4 | 106.0 | — | 4 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,968 ready light missiles | — | (267.7) | (45.3) | — | — |
| 1,500 ready heavy missiles | — | (1,020.4) | (300.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 280.0 | 0.9 | 0.0 | — | — |
| 1 *Mei* Fast Launch | (20.0) | (33.3) | (6.3) | — | — |
| 4 *Hun* Light Fighters | (40.0) | (252.4) | (45.6) | — | 12 |
| 2 *Tartar* Heavy Fighters | (80.0) | (933.8) | (64.0) | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 9 crew bunkrooms | 36.0 | 15.5 | 0.2 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 2 brigs | 2.0 | 12.7 | 0.1 | — | — |
| 13.0-dton cargo hold | 13.0 | — | — | — | — |
| Cargo | (13.0) | (59.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 22,349.1 | 2,941.3 | 11,753 | 59 |
| Fitted out with full crew | 5,000.0 | 26,729.7 | 3,402.4 | 11,753 | 96 |

# *Kuru*-class Patrol Frigate (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 9.3 | 1.0 | 1,906 | — |
| 4 turrets (DR 250) | 4.0 | 16.0 | 0.4 | 297 | — |
| DR 500 bonded superdense armour | — | 186.1 | 2.5 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 73.2 | — | 0.2 |
| 90 thrusters (8,163.0 tonnes thrust) | 90.0 | 326.5 | 58.5 | — | 0.9 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple light missile turrets | (9.0) | 2.4 | 0.1 | — | 3 |
| 1 triple 405 MJ laser turret | (3.0) | 21.2 | 2.0 | — | 1-1 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 738 ready light missiles | — | (100.4) | (17.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Rampart* Fighters | 21.0 | 0.5 | 0.0 | — | — |
| 2 *Rampart* Fighters | (20.0) | (163.8) | (28.0) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 3 crew low berths | 1.5 | 5.4 | 0.7 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 10.5-dton cargo hold | 10.5 | — | — | — | — |
| Cargo | (10.5) | (47.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 781.8 | 190.4 | 2,203 | 3 |
| Fitted out with full crew | 400.0 | 1,275.0 | 235.4 | 2,203 | 28 |

## *Kwakwaka'kwan* Astrophysical Research Centre (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 65.7 | 7.2 | 13,454 | — |
| DR 100 bonded superdense armour | — | 52.5 | 0.7 | — | — |
| 1 x 2,841-dton medium subhull, std. materials | (2,841.0) | 34.4 | 3.8 | (7,043) | — |
| DR 100 bonded superdense armour | — | 137.5 | 1.8 | — | — |
| 2 small entry modules | 1.0 | 3.6 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| Medium PESA array | 1.5 | 17.1 | 60.0 | — | — |
| 1 survey module | 4.0 | 4.9 | 7.6 | — | 4-8 |
| 5 probe launch centres | 5.0 | 5.4 | 0.2 | — | 0-15 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 525 jump drive modules | 525.0 | 1,904.7 | 1,601.3 | — | 5.3 |
| 1,000 thrusters (90,700.0 tonnes thrust) | 1,000.0 | 3,628.0 | 650.0 | — | 10 |
| 4,500 internal jump fuel tanks | 4,500.0 | 1,224.4 | 720.0 | — | — |
| 4,500 -dtons jump fuel | (4,500.0) | (4,081.5) | (1.6) | — | — |
| 30 fuel processors | 30.0 | 29.9 | 25.5 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Yarrow* Scoopships | (160.0) | (95.0) | (30.0) | — | 2 |
| Hanger with 1 entrance | 320.0 | 0.9 | 0.0 | — | — |
| 6 *Tralsa* Gigs | (120.0) | (111.0) | (24.1) | — | 6 |
| Hanger with 1 entrance | 240.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.5 | — | — |
| 97 crew staterooms | 388.0 | 176.0 | 1.2 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 20 physics labs | 100.0 | 186.8 | 21.0 | — | 20-40 |
| 20 simulation labs | 150.0 | 203.2 | 31.6 | — | 20-20 |
| 10 computer labs | 35.0 | 25.4 | 4,500.5 | — | 10-20 |
| 152.0-dton cargo hold | 152.0 | — | — | — | — |
| Cargo | (152.0) | (689.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 7,785.0 | 7,637.9 | 13,454 | 21 |
| Fitted out with full crew | 7,500.0 | 12,761.8 | 7,692.0 | 13,454 | 97 |

## *Kyzan*-class Armed Shuttle (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 thrusters (362.8 tonnes thrust) | 10.0 | 30.8 | 1.6 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 49.0-dton cargo hold | 49.0 | — | — | — | — |
| Cargo | (49.0) | (222.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 82.6 | 6.4 | 651 | 2 |
| Fitted out with full crew | 64.0 | 304.8 | 6.4 | 651 | 2 |

## *Laadn*-class Light Fighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.6 | 0.1 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 thrusters (254.0 tonnes thrust) | 7.0 | 21.6 | 1.1 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 55.8 | 5.1 | 162 | 2 |
| Fitted out with full crew | 10.0 | 55.8 | 5.1 | 162 | 2 |

## *Ladawan*-class Corvette (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| 8 turrets (DR 2500) | 8.0 | 439.8 | 6.1 | 594 | — |
| DR 5000 superdense armour | — | 4,431.6 | 58.6 | — | — |
| Total compartmentalization | — | 4.4 | 0.0 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.8 |
| 375 thrusters (34,012.5 tonnes thrust) | 375.0 | 1,360.5 | 243.7 | — | 7.5 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 4 triple 390 MJ laser turrets | (12.0) | 81.8 | 13.8 | — | 1-4 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 6,729.4 | 573.5 | 3,620 | 10 |
| Fitted out with full crew | 800.0 | 7,109.3 | 584.8 | 3,620 | 19 |

## *Laksihusal*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,250-dton medium hull, std. mat. | (1,250.0) | 39.8 | 2.2 | 4,074 | — |
| DR 100 crystaliron armour | — | 39.8 | 0.5 | — | — |
| 1 x 185-dton medium subhull, std. materials | (185.5) | 11.2 | 0.6 | (1,142) | — |
| DR 100 crystaliron armour | — | 55.8 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 124.0 | — | 1.6 |
| 126 thrusters (4,571.3 tonnes thrust) | 126.0 | 388.6 | 20.2 | — | 2.1 |
| 263 internal jump fuel tanks | 263.0 | 71.6 | 42.1 | — | — |
| 263 -dtons jump fuel | (263.0) | (238.5) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for *Wategil* Shuttle | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Wategil* Shuttle | (65.0) | (53.8) | (4.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 800.0-dton cargo hold | 800.0 | — | — | — | — |
| Cargo | (800.0) | (3,628.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,250.0 | 785.1 | 195.1 | 4,074 | 5 |
| Fitted out with full crew | 1,250.0 | 4,705.4 | 199.8 | 4,074 | 7 |

## *Langsdale*-class Attack Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (30.0) | 3.3 | 0.2 | 339 | — |
| DR 300 crystaliron armour | — | 49.6 | 0.7 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 26 thrusters (943.3 tonnes thrust) | 26.0 | 80.2 | 4.2 | — | 0.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 2 fixed 250 MJ lasers | 2.0 | 15.1 | 1.6 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30.0 | 166.3 | 9.9 | 339 | 2 |
| Fitted out with full crew | 30.0 | 166.3 | 9.9 | 339 | 2 |

## *Larilla*-class Yacht (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 11.5 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 8.2 | 0.4 | 222 | — |
| DR 100 superdense armour | — | 46.1 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 48.8 | — | 0.3 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.2 |
| 122 internal jump fuel tanks | 122.0 | 33.2 | 19.5 | — | — |
| 122 -dtons jump fuel | (122.0) | (110.7) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 empty turrets | (9.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 suites for 2 noble passengers | 16.0 | 3.6 | 0.1 | — | 2 |
| 5 crew staterooms | 20.0 | 9.1 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 civilian holoventure zone | 30.0 | 3.3 | 1.2 | — | 1 |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 15.0-dton cargo hold | 15.0 | — | — | — | — |
| Cargo | (15.0) | (68.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 230.9 | 83.0 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 409.5 | 83.0 | 1,796 | 8 |

## *Lebiand*-class Economy Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 700-dton medium hull, std. mat. | (560.0) | 27.0 | 3.6 | 2,768 | — |
| 7 turrets (DR 100) | 7.0 | 30.6 | 1.0 | 520 | — |
| DR 100 crystaliron armour | — | 135.1 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 28 jump drive modules | 28.0 | 101.6 | 86.8 | — | 1.1 |
| 37 thrusters (1,342.4 tonnes thrust) | 37.0 | 114.1 | 5.9 | — | 0.6 |
| 210 internal jump fuel tanks | 210.0 | 57.1 | 33.6 | — | — |
| 210 -dtons jump fuel | (210.0) | (190.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 empty turrets | (21.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 30 Staterooms for 60 middle passengers | 120.0 | 65.3 | 0.4 | — | 1.2 |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 136.5-dton cargo hold | 136.5 | — | — | — | — |
| Cargo | (136.5) | (619.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 560.0 | 571.9 | 138.0 | 3,288 | 3 |
| Fitted out with full crew | 560.0 | 1,381.4 | 138.0 | 3,288 | 6 |

# *Lethe*-class Troop Transport (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| DR 100 crystaliron armour | — | 795.6 | 10.5 | — | — |
| Basic stealth | — | 39.8 | 13.2 | — | — |
| Basic emission cloaking | — | 39.8 | 13.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 416 jump drive modules | 416.0 | 1,509.2 | 1,289.6 | — | 16.6 |
| 897 thrusters (32,543.2 tonnes thrust) | 897.0 | 2,766.2 | 143.5 | — | 15.0 |
| 3,120 internal jump fuel tanks | 3,120.0 | 849.0 | 499.2 | — | — |
| 3,120 -dtons jump fuel | (3,120.0) | (2,829.8) | (1.1) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 4 fuel processors | 4.0 | 4.0 | 3.4 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 cradles for *Sharffe* Combat Shuttle | 12.5 | 70.9 | 3.1 | — | — |
| 5 *Sharffe* Combat Shuttles | (400.0) | (1,378.2) | (31.4) | — | 10 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 tactical command centre | 4.0 | 2.7 | 2.8 | — | — |
| 50 briefing rooms | 50.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 1,250 low berths for 5,000 troops | 625.0 | 2,267.5 | 275.0 | — | — |
| 36 crew staterooms | 144.0 | 78.4 | 0.4 | — | — |
| 24 sickbays | 24.0 | 16.3 | 3.8 | — | 24 |
| 4,677.5-dton cargo hold | 4,677.5 | — | — | — | — |
| Cargo | (4,677.5) | (21,212.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 8,823.4 | 2,279.9 | 16,298 | 33 |
| Fitted out with full crew | 10,000.0 | 34,243.9 | 2,311.2 | 16,298 | 71 |

# *Leviathan*-class Megafreighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100,000-dton medium hull, std. mat. | (100,000.0) | 553.9 | 40.7 | 75,650 | — |
| DR 100 superdense armour | — | 443.2 | 5.9 | — | — |
| 1 x 6,294-dton med. subhull, std.mat. | (6,294.0) | 87.6 | 6.4 | (11,970) | — |
| DR 100 superdense armour | — | 350.6 | 4.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 4,000 jump drive modules | 4,000.0 | 14,512.0 | 12,200.0 | — | 80 |
| 2,000 thrusters (181,400.0 tonnes) | 2,000.0 | 7,256.0 | 1,300.0 | — | 40 |
| 30,000 internal jump fuel tanks | 30,000.0 | 8,163.0 | 4,800.0 | — | — |
| 30,000 -dtons jump fuel | (30,000.0) | (27,210.0) | (10.5) | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 13 utility modules | 13.0 | 135.6 | 3.3 | — | — |
| 63 crew staterooms | 252.0 | 114.3 | 0.8 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 2 halls | 20.0 | 0.4 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 63,693.0-dton cargo hold | 63,693.0 | — | — | — | — |
| Cargo | (63,693.0) | (288,847.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100,000.0 | 31,656.7 | 18,365.4 | 75,650 | 121 |
| Fitted out with full crew | 100,000.0 | 347,714.5 | 18,365.4 | 75,650 | 126 |

# *Levmar*-class Fuel Station (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 119.3 | 8.8 | 16,298 | — |
| DR 100 superdense armour | — | 95.5 | 1.3 | — | — |
| 1 x 456-dton medium subhull, std. mat. | (456.5) | 15.2 | 1.1 | (2,081) | — |
| DR 100 superdense armour | — | 61.0 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 7 thrusters (634.9 tonnes thrust) | 7.0 | 25.4 | 4.5 | — | 0.1 |
| 9,000 extra-heavy fuel tanks | 9,000.0 | 24,489.0 | 288.0 | — | — |
| 9,000 -dtons jump fuel | (9,000.0) | (8,163.0) | (3.2) | — | — |
| 50 fuel processors | 50.0 | 49.9 | 42.5 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 25 cradles for *Alderan* Scoopships | 16.5 | 93.5 | 4.1 | — | — |
| 25 *Alderan* Scoopships | (2,000.0) | (1,868.4) | (349.8) | — | 50 |
| 2 cradles for *Guirion* Launches | 0.5 | 2.8 | 0.1 | — | — |
| 2 *Guirion* Launches | (40.0) | (31.6) | (6.2) | — | — |
| 2 cradles for *Mercer* Gigs | 0.5 | 2.8 | 0.1 | — | — |
| 2 *Mercer* Gigs | (20.0) | (24.5) | (5.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 25 Staterooms for 50 middle passengers | 100.0 | 45.3 | 0.3 | — | 1 |
| 44 crew staterooms | 176.0 | 79.8 | 0.5 | — | — |
| 4 exercise rooms | 10.0 | 1.8 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 2 civilian holoventure zones | 60.0 | 6.5 | 2.4 | — | 2 |
| 3 sickbays | 3.0 | 2.3 | 0.6 | — | 3 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 525.0-dton cargo hold | 525.0 | — | — | — | — |
| Cargo | (525.0) | (2,380.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 25,173.2 | 377.2 | 16,298 | 12 |
| Fitted out with full crew | 10,000.0 | 37,641.5 | 739.1 | 16,298 | 88 |

# *Leyden*-class Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 2.4 | 0.1 | 162 | — |
| DR 100 durasteel armour | — | 11.9 | 0.2 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 4 water fuel tanks | 4.0 | 0.1 | 0.7 | — | — |
| Water (as reaction mass) | (4.0) | (54.4) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 101 MJ laser | 1.0 | 7.8 | 1.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 30.1 | 9.7 | 162 | 1 |
| Fitted out with full crew | 10.0 | 30.1 | 9.7 | 162 | 1 |

# *Lochain*-class Armed Transport (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| 8 turrets (DR 100) | 8.0 | 35.0 | 0.7 | 594 | — |
| DR 100 crystaliron armour | — | 795.6 | 10.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,240.0 | — | 16 |
| 946 thrusters (34,320.9 tonnes thrust) | 946.0 | 2,917.3 | 151.4 | — | 15.8 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple sandcaster turrets | (12.0) | 54.4 | 3.0 | — | 4 |
| 4 triple 90 MJ PD laser turrets | (12.0) | 63.7 | 7.1 | — | 1-4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 5,600.0-dton cargo hold | 5,600.0 | — | — | — | — |
| Cargo | (5,600.0) | (25,396.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 6,534.7 | 1,912.1 | 16,893 | 33 |
| Fitted out with full crew | 10,000.0 | 34,651.7 | 1,912.1 | 16,893 | 43 |

# *Lomba*-class Light Destroyer (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 40.8 | 3.0 | 5,574 | — |
| 10 turrets (DR 1500) | 10.0 | 332.1 | 4.7 | 743 | — |
| 1 large external bay (DR 1500) | 20.0 | 539.7 | 7.5 | 1,207 | — |
| DR 3000 superdense armour | — | 4,897.8 | 64.8 | — | — |
| Total compartmentalization | — | 8.2 | 0.1 | — | — |
| Basic stealth | — | 18.4 | 6.1 | — | — |
| Basic emission cloaking | — | 18.4 | 6.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 84 jump drive modules | 84.0 | 304.8 | 256.2 | — | 1.7 |
| 700 thrusters (63,490.0 tonnes thrust) | 700.0 | 2,539.6 | 455.0 | — | 14 |
| 624 internal jump fuel tanks | 624.0 | 169.8 | 99.8 | — | — |
| 624 -dtons jump fuel | (624.0) | (566.0) | (0.2) | — | — |
| 1.5 fuel scoops | 1.5 | 0.8 | 0.0 | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 97 MJ PD laser turrets | (6.0) | 26.6 | 2.5 | — | 1-2 |
| 6 single 870 MJ heavy laser turrets | (18.0) | 160.5 | 9.4 | — | 1-6 |
| 1 29 GJ particle bay | (100.0) | 958.7 | 53.0 | — | 2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Fighters with 1 entrance | 400.0 | 0.9 | 0.0 | — | — |
| 10 *Anlo* Light Fighters | (200.0) | (2,344.0) | (158.6) | — | 20 |
| Hanger for Gigs | 80.0 | — | — | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (106.4) | (18.6) | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.0 | — | — |
| 6 crew bunkrooms | 24.0 | 10.3 | 0.1 | — | — |
| 8 crew low berths | 4.0 | 14.5 | 1.8 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 32.0-dton cargo hold | 32.0 | — | — | — | — |
| Cargo | (32.0) | (145.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 10,144.8 | 990.0 | 7,524 | 17 |
| Fitted out with full crew | 2,000.0 | 13,373.2 | 1,178.6 | 7,524 | 90 |

# *Lorden*-class Armed Courier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 7.3 | 0.5 | 297 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 xboat communications module | 12.0 | 125.3 | 3.8 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 28 jump drive modules | 28.0 | 101.6 | 85.4 | — | 0.3 |
| 16 thrusters (1,451.2 tonnes thrust) | 16.0 | 58.0 | 10.4 | — | 0.2 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 4.5-dton cargo hold | 4.5 | — | — | — | — |
| Cargo | (4.5) | (20.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 488.3 | 158.2 | 2,203 | 2 |
| Fitted out with full crew | 320.0 | 793.4 | 169.5 | 2,203 | 6 |

# *Luusitar*-class Subsidized Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 14.8 | 1.6 | 3,026 | — |
| 4 turrets (DR 100) | 4.0 | 7.3 | 0.2 | 297 | — |
| DR 100 bonded superdense armour | — | 59.1 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 41 jump drive modules | 41.0 | 148.7 | 125.0 | — | 0.4 |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.2 |
| 328 internal jump fuel tanks | 328.0 | 89.2 | 52.5 | — | — |
| 328 -dtons jump fuel | (328.0) | (297.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for Gig | 1.0 | 5.7 | 0.3 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 50 Staterooms for 50 high passengers | 200.0 | 90.7 | 0.6 | — | 2.5 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 181.0-dton cargo hold | 181.0 | — | — | — | — |
| Cargo | (181.0) | (820.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 535.9 | 199.1 | 3,323 | 2 |
| Fitted out with full crew | 800.0 | 1,724.9 | 204.6 | 3,323 | 7 |

# *Luustani*-class Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 27.2 | 3.0 | 5,574 | — |
| 6 turrets (DR 100) | 6.0 | 11.0 | 0.4 | 445 | — |
| DR 100 bonded superdense armour | — | 108.8 | 1.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 100 jump drive modules | 100.0 | 362.8 | 305.0 | — | 1 |
| 32 thrusters (2,902.4 tonnes thrust) | 32.0 | 116.1 | 20.8 | — | 0.3 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 -dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| 2 triple 102 MJ PD laser turrets | (6.0) | 28.1 | 1.9 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.0 | — | — |
| 200 Staterooms for 200 high passengers | 800.0 | 362.8 | 2.4 | — | 10 |
| 10 low berths for 40 low passengers | 5.0 | 18.1 | 2.2 | — | — |
| 11 crew staterooms | 44.0 | 20.0 | 0.1 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 1 swimming pool | 31.0 | 7.7 | 0.2 | — | 1.3 |
| Water | — | 115.6 | — | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 114.0-dton cargo hold | 114.0 | — | — | — | — |
| Cargo | (114.0) | (517.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,407.9 | 475.6 | 6,019 | 3 |
| Fitted out with full crew | 2,000.0 | 2,766.1 | 475.6 | 6,019 | 21 |

# *Luzon*-class Aerospace Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (24.0) | 2.5 | 0.4 | 339 | — |
| 1 turret (DR 1500) | 1.0 | 33.2 | 0.5 | 74 | — |
| DR 3000 superdense armour | — | 297.9 | 3.9 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 22 thrusters (1,995.4 tonnes thrust) | 22.0 | 79.8 | 14.3 | — | 0.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 439.6 | 25.5 | 413 | 2 |
| Fitted out with full crew | 24.0 | 439.6 | 25.5 | 413 | 3 |

## *M'gee*-class Maintenance Tender (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 17,000-dton medium hull, std. mat. | (17,000.0) | 226.7 | 12.5 | 23,215 | — |
| DR 100 crystaliron armour | — | 226.7 | 3.0 | — | — |
| 1 x 13,243-dton med.subhull, std.mat | (13,243.5) | 191.9 | 10.6 | (19,655) | — |
| DR 100 crystaliron armour | — | 959.5 | 12.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 510 jump drive modules | 510.0 | 1,850.3 | 1,581.0 | — | 20.4 |
| 300 thrusters (10,884.0 tonnes thrust) | 300.0 | 925.1 | 48.0 | — | 5.0 |
| 3,400 internal jump fuel tanks | 3,400.0 | 925.1 | 544.0 | — | — |
| 3,400 -dtons jump fuel | (3,400.0) | (3,083.8) | (1.2) | — | — |
| 100 workshops | 250.0 | 1,360.5 | 6.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 27 utility modules | 27.0 | 281.6 | 8.1 | — | — |
| 45 crew staterooms | 180.0 | 98.0 | 0.5 | — | — |
| 3 shipyards | 12,000.0 | 549.6 | 30.6 | — | 60 |
| 329.5-dton cargo hold | 329.5 | — | — | — | — |
| Cargo | (329.5) | (1,494.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 17,000.0 | 7,606.4 | 2,261.3 | 23,215 | 27 |
| Fitted out with full crew | 17,000.0 | 12,184.5 | 2,261.3 | 23,215 | 89 |

## *MacDonnell*-class Assault Lander (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (32.0) | 4.0 | 0.5 | 410 | — |
| 1 turret (DR 1000) | 1.0 | 37.0 | 0.6 | 74 | — |
| DR 2000 crystaliron armour | — | 401.0 | 5.3 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 thrusters (725.6 tonnes thrust) | 20.0 | 61.7 | 3.2 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 7.0-dton cargo hold | 7.0 | — | — | — | — |
| Cargo | (7.0) | (31.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 32.0 | 513.9 | 15.1 | 485 | 2 |
| Fitted out with full crew | 32.0 | 545.7 | 15.1 | 485 | 3 |

## *MacIlravey*-class Bulk Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Crew: 5 bridge crew, 35 engineers, medic

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15,000-dton medium hull, std. mat. | (15,000.0) | 208.5 | 11.5 | 21,357 | — |
| DR 100 crystaliron armour | — | 208.5 | 2.8 | — | — |
| 1 x 1,561-dton medium subhull, std. materials | (1,561.0) | 46.1 | 2.5 | (4,725) | |
| DR 100 crystaliron armour | — | 230.7 | 3.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 450 jump drive modules | 450.0 | 1,632.6 | 1,395.0 | — | 18 |
| 1,000 thrusters (36,280.0 tonnes) | 1,000.0 | 3,083.8 | 160.0 | — | 16.7 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| Hanger with 1 entrance | 20.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 21 crew staterooms | 84.0 | 45.7 | 0.3 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 10,435.0-dton cargo hold | 10,435.0 | — | — | — | — |
| Cargo | (10,435.0) | (47,322.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15,000.0 | 6,327.4 | 2,060.8 | 21,357 | 36 |
| Fitted out with full crew | 15,000.0 | 56,391.8 | 2,063.9 | 21,357 | 41 |

## *Madiis*-class Trader (GTL10)

*Design Parameters:* Built for Drakaran crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 22 thrusters (798.2 tonnes thrust) | 22.0 | 67.8 | 3.5 | — | 0.4 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 8 staterooms for 8 ind. passengers | 32.0 | 17.4 | 0.1 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 12 passageways | 12.0 | — | — | — | — |
| 96.5-dton cargo hold | 96.5 | — | — | — | — |
| Cargo | (96.5) | (437.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 321.1 | 55.1 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 813.1 | 55.1 | 1,796 | 5 |

# *Maikuku*-class Missile Boat (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, standard materials | (320.0) | 27.9 | 2.5 | 20,519 | — |
| 4 turrets (DR 100) | 4.0 | 26.3 | 0.7 | 3,200 | — |
| DR 100 durasteel armour | — | 139.6 | 1.8 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 3.0 | 15.0 | 11.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | — | — | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 12 jump drive modules | 24.0 | 87.1 | 60.0 | — | 2.4 |
| 40 fusion rockets (2,902.4 tonnes thrust) | 40.0 | 145.1 | 32.0 | — | 0.7 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 100 water fuel tanks | 100.0 | 2.3 | 17.0 | — | — |
| Water (as reaction mass) | (100.0) | 1,360.5 | 0.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 fixed light missile racks | 10.0 | 117.9 | 0.2 | — | — |
| 10 fixed heavy missile racks | 10.0 | 117.9 | 0.2 | — | — |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 40 MJ PD laser turrets | (6.0) | 30.7 | 8.8 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 16.9 | 2.3 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 320.0 | 786.8 | 193.3 | 23,719 | 0 |
| Fitted out | 320.0 | 868.5 | 193.3 | 23,719 | 0 |

# *Makiki*-class Frigate (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 6 turrets (DR 600) | 6.0 | 135.1 | 2.0 | 445 | — |
| DR 1200 crystaliron armour | — | 1,463.3 | 19.4 | — | — |
| Total compartmentalization | — | 4.9 | 0.1 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 350 thrusters (12,698.0 tonnes thrust) | 350.0 | 1,079.3 | 56.0 | — | 5.8 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Waoroa* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Waoroa* Launch | (10.0) | (21.6) | (3.6) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 2.5-dton cargo hold | 2.5 | — | — | — | — |
| Cargo | (2.5) | (11.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 3,054.5 | 228.5 | 2,943 | 8 |
| Fitted out with full crew | 600.0 | 3,317.6 | 249.8 | 2,943 | 19 |

# *Malaarkii*-class Tanker (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 119.3 | 8.8 | 16,298 | — |
| DR 100 superdense armour | — | 95.5 | 1.3 | — | — |
| 1 x 987-dton medium subhull, std. materials | (987.5) | 25.5 | 1.9 | (3,482) | — |
| DR 100 superdense armour | — | 102.0 | 1.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 300 jump drive modules | 300.0 | 1,088.4 | 915.0 | — | 6 |
| 640 thrusters (58,048.0 tonnes thrust) | 640.0 | 2,321.9 | 416.0 | — | 12.8 |
| 2,000 internal jump fuel tanks | 2,000.0 | 544.2 | 320.0 | — | — |
| 2,000 -dtons jump fuel | (2,000.0) | (1,814.0) | (0.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Mercer* Gig | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Mercer* Gig | (10.0) | (13.5) | (2.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 11 crew staterooms | 44.0 | 20.0 | 0.1 | — | — |
| 7,000.0-dton cargo tank | 7,000.0 | 825.4 | 1,120.0 | — | — |
| Liquid cargo | (7,000.0) | (95,235.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 5,173.3 | 2,788.3 | 16,298 | 20 |
| Fitted out with full crew | 10,000.0 | 102,235.9 | 2,791.2 | 16,298 | 22 |

# *Malagant*-class Battle Rider (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 126.3 | 13.9 | 25,872 | — |
| 23 turrets (DR 8000) | 23.0 | 2,678.8 | 36.3 | 1,709 | — |
| 10 large external bays (DR 8000) | 200.0 | 18,956.3 | 254.6 | 12,077 | — |
| DR 20000 bonded superdense armour | — | 101,038.1 | 1,336.8 | — | — |
| Total compartmentalization | — | 25.3 | 0.3 | — | — |
| Basic stealth | — | 96.8 | 32.0 | — | — |
| Basic emission cloaking | — | 96.8 | 32.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 11,000 thrusters (997,700.0 tonnes) | 11,000.0 | 39,908.0 | 7,150.0 | — | 110 |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 triple 405 MJ laser turrets | (24.0) | 169.8 | 16.3 | — | 1-8 |
| 15 single 1,313 MJ heavy laser turrets | (45.0) | 341.5 | 31.6 | — | 2-15 |
| 10 large heavy missile bays | (1,000.0) | 1,369.6 | 22.0 | — | 20 |
| 2.9 TJ spinal meson gun | 7,730.0 | 69,931.5 | 4,788.0 | — | 79 |
| 4 nuclear damper modules | 4.0 | 37.0 | 16.0 | — | 4 |
| 411 meson screen modules | 411.0 | 1,863.9 | 945.3 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15,000 ready heavy missiles | — | (10,203.8) | (3,000.0) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 8 marine bunkrooms | 32.0 | 13.8 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 utility modules | 40.0 | 417.2 | 10.0 | — | — |
| 118 crew staterooms | 472.0 | 214.1 | 1.4 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 5 sickbays | 12.5 | 23.1 | 1.0 | — | 5 |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| Psionic shield on critical areas | — | 8.5 | 18.7 | — | — |
| 50.0-dton cargo hold | 50.0 | — | — | — | — |
| Cargo | (50.0) | (226.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 237,380.4 | 14,711.7 | 39,658 | 111 |
| Fitted out with full crew | 20,000.0 | 247,810.9 | 17,711.7 | 39,658 | 235 |

# *Malicore*-class Fuel Shuttle (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 9.5 | 0.8 | 651 | — |
| DR 100 durasteel armour | — | 47.7 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 fusion rockets (435.4 tonnes thrust) | 6.0 | 21.8 | 4.8 | — | 0.1 |
| 50 internal jump fuel tanks | 50.0 | 13.6 | 8.0 | — | — |
| 50 -dtons jump fuel | (50.0) | (45.3) | (0.0) | — | — |
| 7 water fuel tanks | 7.0 | 0.2 | 1.2 | — | — |
| Water (as reaction mass) | (7.0) | (95.2) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 79.4 | 19.2 | 651 | 2 |
| Fitted out with full crew | 64.0 | 124.7 | 19.2 | 651 | 2 |

# *Mallory*-class Racing Yacht (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 3.7 | 1.0 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 7 jump drive modules | 7.0 | 25.4 | 21.4 | — | 0.1 |
| 3 thrusters (272.1 tonnes thrust) | 3.0 | 10.9 | 1.9 | — | 0.0 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 crew stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 1.5-dton cargo hold | 1.5 | — | — | — | — |
| Cargo | (1.5) | (6.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 93.2 | 37.6 | 756 | 1 |
| Fitted out with full crew | 80.0 | 154.4 | 37.6 | 756 | 1 |

# *Malthus*-class Lab Ship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 27 thrusters (979.6 tonnes thrust) | 27.0 | 83.3 | 4.3 | — | 0.5 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 2 Gigs with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 Gigs | (40.0) | (141.3) | (11.0) | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 16 crew staterooms | 64.0 | 34.8 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 18 standard labs | 81.0 | 168.2 | 18.9 | — | 18-36 |
| 1 isolab | 22.5 | 91.0 | 10.1 | — | 1-5 |
| 1 physics lab | 5.0 | 9.3 | 1.0 | — | 1-2 |
| 1 simulation lab | 7.5 | 10.2 | 1.6 | — | 1-1 |
| 1 computer lab | 3.5 | 2.5 | 450.0 | — | 1-2 |
| 9.5-dton cargo hold | 9.5 | — | — | — | — |
| Cargo | (9.5) | (43.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 613.3 | 543.3 | 1,906 | 2 |
| Fitted out with full crew | 400.0 | 870.2 | 554.2 | 1,906 | 30 |

# *Maniakes*-class Close Escort (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 250) | 4.0 | 39.3 | 0.9 | 297 | — |
| DR 500 crystaliron armour | — | 465.3 | 6.2 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 160 thrusters (5,804.8 tonnes thrust) | 160.0 | 493.4 | 25.6 | — | 2.7 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 1,257.8 | 131.4 | 2,203 | 5 |
| Fitted out with full crew | 320.0 | 1,384.7 | 131.4 | 2,203 | 12 |

# *Marathon*-class Courier (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 11.1 | 0.4 | 756 | — |
| 1 turret (DR 100) | 1.0 | 6.6 | 0.1 | 74 | — |
| DR 100 durasteel armour | — | 55.4 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| 1 enhanced communicator | 1.0 | 17.1 | 0.3 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 3 jump drive modules | 6.0 | 21.8 | 15.0 | — | 0.6 |
| 3 thrusters (14.1 tonnes thrust) | 3.0 | 11.4 | 4.2 | — | 0.3 |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| 10 water fuel tanks | 10.0 | 0.2 | 1.7 | — | — |
| Water (as reaction mass) | (10.0) | (136.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 40 MJ PD laser turret | (3.0) | 15.3 | 4.4 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 1 crew bunkroom | 5.0 | 4.4 | 0.1 | — | — |
| 3.0-dton cargo hold | 3.0 | — | — | — | — |
| Cargo | (3.0) | (13.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 192.1 | 53.4 | 830 | 2 |
| Fitted out with full crew | 100.0 | 260.1 | 53.4 | 830 | 3 |

# *Marrak*-class Express Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 38.7 | 0.5 | — | — |
| 1 x 322-dton medium subhull, std. materials | (322.0) | 16.1 | 0.9 | (1,649) | — |
| DR 100 crystaliron armour | — | 80.5 | 1.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 80 thrusters (2,902.4 tonnes thrust) | 80.0 | 246.7 | 12.8 | — | 1.3 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Jheraffe* Launches | 42.0 | 0.5 | 0.0 | — | — |
| 2 *Jheraffe* Launches | (40.0) | (52.6) | (6.7) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 11 low berths for 44 low passengers | 5.5 | 20.0 | 2.4 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 475.0-dton cargo hold | 475.0 | — | — | — | — |
| Cargo | (475.0) | (2,154.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 835.9 | 231.6 | 3,965 | 5 |
| Fitted out with full crew | 1,200.0 | 3,369.2 | 238.2 | 3,965 | 10 |

# *Marstrom*-class Launch (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| DR 100 superdense armour | — | 7.6 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 1.3 | 0.0 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 18.0 | 3.1 | 258 | 1 |
| Fitted out with full crew | 16.0 | 63.4 | 3.1 | 258 | 2 |

## *Massiirka*-class Gunned Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 111.6 | — | 1.4 |
| 125 thrusters (4,535.0 tonnes thrust) | 125.0 | 385.5 | 20.0 | — | 2.1 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 766.5-dton cargo hold | 766.5 | — | — | — | — |
| Cargo | (766.5) | (3,476.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 907.7 | 182.7 | 4,113 | 5 |
| Fitted out with full crew | 1,200.0 | 4,601.5 | 182.7 | 4,113 | 11 |

## *Mauripo*-class Subsidized Merchant (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 12.2 | 3.2 | 2,497 | — |
| 6 turrets (DR 100) | 6.0 | 11.0 | 0.7 | 445 | — |
| DR 100 bonded superdense armour | — | 48.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 54.9 | — | 0.2 |
| 15 thrusters (1,360.5 tonnes thrust) | 15.0 | 54.4 | 9.8 | — | 0.1 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 empty turrets | (18.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 3 Staterooms for 6 middle passengers | 12.0 | 5.4 | 0.0 | — | 0.1 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 206.0-dton cargo hold | 206.0 | — | — | — | — |
| Cargo | (206.0) | (934.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 299.8 | 93.1 | 2,943 | 2 |
| Fitted out with full crew | 480.0 | 1,342.9 | 93.1 | 2,943 | 6 |

## *Maynard*-class Interstellar Scout (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. All quantities in metric units. Turrets are not counted towards jump volume. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 27.9 | 1.0 | 1,906 | — |
| 1 turret (DR 100) | 1.0 | 6.6 | 0.1 | 74 | — |
| DR 100 durasteel armour | — | 27.9 | 0.4 | — | — |
| 1 x 78-dton medium subhull, std. materials | (78.0) | 9.4 | 0.3 | (641) | — |
| DR 100 durasteel armour | — | 46.9 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 6.0 | 23.4 | 10.0 | — | — |
| 12 jump drive modules | 24.0 | 87.1 | 60.0 | — | 2.4 |
| 5 fusion rockets (362.8 tonnes thrust) | 5.0 | 18.1 | 4.0 | — | 0.1 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 70 water fuel tanks | 70.0 | 1.6 | 11.9 | — | — |
| Water (as reaction mass) | (70.0) | (952.3) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 40 MJ PD laser turret | (3.0) | 15.3 | 4.4 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 9 crew staterooms | 36.0 | 19.6 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 391.1 | 175.7 | 1,980 | 14 |
| Fitted out with full crew | 400.0 | 631.5 | 175.7 | 1,980 | 16 |

## *Mayskyu*-class System Defense Boat (GTL9)

*Design Parameters:* Built for Droyne crew. Designed to military standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std.mat. | (480.0) | 36.6 | 3.2 | 26,888 | — |
| 6 turrets (DR 1000) | 6.0 | 333.3 | 4.9 | 4,800 | — |
| DR 8000 durasteel armour | — | 14,632.7 | 193.6 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| 1 enhanced communicator | 1.0 | 17.1 | 0.3 | — | 0-1 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | — | — | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 360 fusion rockets (26,121.6 tonnes thrust) | 360.0 | 1,306.1 | 288.0 | — | 6 |
| 50 water fuel tanks | 50.0 | 1.1 | 8.5 | — | — |
| Water (as reaction mass) | (50.0) | 680.3 | 0.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple heavy missile turrets | (6.0) | 8.2 | 0.3 | — | 2 |
| 4 single 303 MJ heavy laser turrets | (12.0) | 93.2 | 17.0 | — | 1-4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 90 ready heavy missiles | — | (61.2) | (18.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 22.5 | 3.0 | — | — |
| 3 crew nests | 36.0 | 19.6 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 9.5-dton cargo hold | 9.5 | — | — | — | — |
| Cargo | (9.5) | (43.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 480.0 | 15,497.9 | 568.5 | 31,688 | 0 |
| Fitted out | 480.0 | 15,602.2 | 586.5 | 31,688 | 0 |

# *Megalith*-class Battle Station (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100000-ton hull | (100000.0) | 734.7 | 40.5 | 75251.5 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 14.8 | 0.0 | 0.0 |
| Armour: DR10000, PD4 | 0.0 | 279359.0 | 3696.0 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 146.9 | 1.6 | 0.0 | 0.0 |
| 90 weapon bays | 4500.0 | 530.6 | 29.3 | 54348.3 | 182.0 |
| 100 turrets (300 spaces) | 100.0 | 74.8 | 4.1 | 7432.2 | 100.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Maneuver drive (4.2G) | 73600.0 | 226967.7 | 11776.0 | 0.0 | 1226.7 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 300 360-MJ Lasers | (300.0) | 3265.2 | 309.0 | 0.0 | 0.0 |
| 50 Missile Bays | (2500.0) | 28062.6 | 42.5 | 0.0 | 0.0 |
| 40 Particle Beam Bays | (2000.0) | 16942.8 | 912.4 | 0.0 | 0.0 |
| Spinal Particle Beam | 1513.0 | 13719.3 | 1035.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 21.1 | 15.6 | 0.0 | 10.0 |
| 200 utility modules | 200.0 | 2086.1 | 60.0 | 0.0 | 0.0 |
| 15 Spacedocks | 14000.0 | 13.6 | 0.1 | 0.0 | 0.0 |
| 15 Sickbays | 15.0 | 10.2 | 2.4 | 0.0 | 16.0 |
| Hold | 1960.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 990 staterooms | 3960.0 | 2155.0 | 11.9 | 0.0 | 0.0 |
| 9 bunkrooms sleeping 144 personnel | 36.0 | 39.2 | 0.2 | 0.0 | 0.0 |
| Low berths for 880 cryotubes | 110.0 | 399.1 | 48.4 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cargo | (1960.0) | (8888.6) | 0.0 | 0.0 | 0.0 |
| 200 *Iramda* Fighters | (2000.0) | (10677.2) | (1030.0) | 0.0 | 200.0 |
| 100 *Jumo* Heavy Fighters | (5000.0) | (45190.0) | (1710.0) | 0.0 | 100.0 |
| Missiles | 0.0 | 0.0 | 6071.5 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 100000.0 | 639287.4 | 26828.2 | 137032.0 | 2109.0 |
| Unloaded with skeleton crew | 100000.0 | 574531.6 | 18016.7 | 137032.0 | 1381.0 |

# *Mei*-class Fast Launch (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| DR 100 superdense armour | — | 7.6 | 0.1 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (453.5 tonnes thrust) | 5.0 | 18.1 | 3.3 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 0.7 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 33.3 | 6.3 | 258 | 1 |
| Fitted out with full crew | 16.0 | 69.6 | 6.3 | 258 | 1 |

# *Melbourne*-class Close Escort (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| 12 turrets (DR 2000) | 12.0 | 879.7 | 12.0 | 891 | — |
| DR 4000 crystaliron armour | — | 7,742.6 | 102.4 | — | — |
| Total compartmentalization | — | 7.7 | 0.1 | — | — |
| Basic stealth | — | 11.9 | 3.9 | — | — |
| Basic emission cloaking | — | 11.9 | 3.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 111.6 | — | 1.4 |
| 450 thrusters (16,326.0 tonnes thrust) | 450.0 | 1,387.7 | 72.0 | — | 7.5 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 triple light missile turrets | (18.0) | 4.9 | 0.1 | — | 6 |
| 6 triple 250 MJ laser turrets | (18.0) | 135.8 | 14.8 | — | 1-6 |
| 4 nuclear damper modules | 16.0 | 150.9 | 64.8 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,476 ready light missiles | — | (200.8) | (53.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Jumo* Hanger with 1 entrance | 400.0 | 0.9 | 0.0 | — | — |
| 4 *Jumo* Heavy Fighters | (200.0) | (1,790.8) | (65.0) | — | 8 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 4 crew bunkrooms | 16.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 16.0-dton cargo hold | 16.0 | — | — | — | — |
| Cargo | (16.0) | (72.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 10,646.9 | 442.8 | 4,857 | 10 |
| Fitted out with full crew | 1,200.0 | 12,928.7 | 561.0 | 4,857 | 39 |

# *Mendel*-class Embassy Ship (GTL12)

*Design Parameters:* Built for Hiver crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,500-dton medium robotic hull, std. mat. | (2,000.0) | 31.6 | 16.7 | 6,468 | — |
| DR 100 bonded superdense armour | — | 126.3 | 1.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 175 jump drive modules | 175.0 | 634.9 | 533.8 | — | 1.8 |
| 34 thrusters (3,083.8 tonnes thrust) | 34.0 | 123.4 | 22.1 | — | 0.3 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.0 | — | — |
| 45 staterooms for ind. passengers | 180.0 | 81.6 | 0.5 | — | — |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| 5 standard labs | 10.0 | 45.3 | 5.0 | — | 5-10 |
| 65.5-dton cargo hold | 65.5 | — | — | — | — |
| Cargo | (65.5) | (297.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,515.6 | 824.1 | 6,468 | 3 |
| Fitted out with full crew | 2,000.0 | 3,173.1 | 824.1 | 6,468 | 12 |

## *Meramine*-class General Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 38.7 | 0.5 | — | — |
| 1 x 302-dton medium subhull, std. materials | (302.5) | 15.4 | 0.9 | (1,582) | — |
| DR 100 crystaliron armour | — | 77.2 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 148.8 | — | 1.9 |
| 63 thrusters (2,285.6 tonnes thrust) | 63.0 | 194.3 | 10.1 | — | 1.1 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Skyskipper* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 526.0-dton cargo hold | 526.0 | — | — | — | — |
| Cargo | (526.0) | (2,385.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 770.5 | 227.7 | 3,965 | 4 |
| Fitted out with full crew | 1,200.0 | 3,503.0 | 230.8 | 3,965 | 11 |

## *Mercer*-class Gig (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.2 | 0.2 | 162 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 13.5 | 2.9 | 162 | 1 |
| Fitted out with full crew | 8.0 | 36.2 | 2.9 | 162 | 1 |

## *Meredith*-class Trader (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 14.0 | 2.5 | 1,906 | — |
| DR 100 superdense armour | — | 55.8 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 36.6 | — | 0.2 |
| 9 thrusters (816.3 tonnes thrust) | 9.0 | 32.7 | 5.8 | — | 0.2 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 120.0-dton cargo hold | 120.0 | — | — | — | — |
| Cargo | (120.0) | (544.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 238.9 | 63.4 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 855.6 | 63.4 | 1,906 | 5 |

## *Meritrix*-class Ships Boat (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15-dton medium hull, std. mat. | (12.0) | 3.1 | 0.3 | 213 | — |
| DR 100 durasteel armour | — | 15.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 2 water fuel tanks | 2.0 | 0.0 | 0.3 | — | — |
| Water (as reaction mass) | (2.0) | (27.2) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 12.0 | 23.5 | 5.3 | 213 | 1 |
| Fitted out with full crew | 12.0 | 59.8 | 5.3 | 213 | 1 |

## *Miao*-class Runabout (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.2 | 0.2 | 162 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 13.5 | 2.9 | 162 | 1 |
| Fitted out with full crew | 8.0 | 36.2 | 2.9 | 162 | 1 |

# *Midge*-class Light Fighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 1.6 | 0.1 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 47.1 | 5.2 | 162 | 2 |
| Fitted out with full crew | 10.0 | 47.1 | 5.2 | 162 | 2 |

# *Miiriimak*-class Monitor (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 71.3 | 3.9 | 7,304 | — |
| 15 turrets (DR 2000) | 15.0 | 1,099.6 | 15.0 | 1,114 | — |
| DR 10000 crystaliron armour | — | 35,655.2 | 471.7 | — | — |
| Total compartmentalization | — | 14.3 | 0.2 | — | — |
| Basic stealth | — | 20.5 | 6.8 | — | — |
| Basic emission cloaking | — | 20.5 | 6.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 1,300 thrusters (47,164 tonnes thrust) | 1,300.0 | 4,008.9 | 208.0 | — | 21.7 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 250 MJ laser turrets | (15.0) | 113.2 | 12.3 | — | 1-5 |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 marine staterooms | 20.0 | 10.9 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.8 | — | — |
| 28 crew staterooms | 112.0 | 61.0 | 0.3 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 22.5-dton cargo hold | 22.5 | — | — | — | — |
| Cargo | (22.5) | (102.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 55,142.7 | 1,817.3 | 8,418 | 23 |
| Fitted out with full crew | 3,000.0 | 55,244.7 | 1,817.3 | 8,418 | 55 |

# *Miotos*-class Battleship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (50,000.0) | 465.3 | 25.6 | 47,657 | — |
| 35 turrets (DR 2000) | 35.0 | 2,565.8 | 35.0 | 2,601 | — |
| 45 small internal bays | 2,250.0 | 265.3 | 14.6 | — | — |
| DR 20000 crystaliron armour | — | 465,284.6 | 6,155.9 | — | — |
| Total compartmentalization | — | 93.1 | 1.0 | — | — |
| Basic stealth | — | 122.7 | 40.6 | — | — |
| Basic emission cloaking | — | 122.7 | 40.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 0-0 |
| 1 enhanced communicator | 1.5 | 18.1 | 2.1 | — | 0-1 |
| 1 advanced sensor | 8.0 | 73.7 | 69.3 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 2,000 jump drive modules | 2,000.0 | 7,256.0 | 6,200.0 | — | 80 |
| 20,000 thrusters (725,600 tonnes) | 20,000.0 | 61,676.0 | 3,200.0 | — | 333.3 |
| 15,000 internal jump fuel tanks | 15,000.0 | 4,081.5 | 2,400.0 | — | — |
| 15,000 -dtons jump fuel | (15,000.0) | (13,605.0) | (5.3) | — | — |
| 6 workshops | 15.0 | 81.6 | 0.4 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 15 triple 90 MJ PD laser turrets | (45.0) | 238.8 | 26.5 | — | 2-15 |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 25 small missile bays | (1,250.0) | 1,716.5 | 27.5 | — | 50 |
| 20 13 GJ particle bays | (1,000.0) | 8,471.4 | 456.2 | — | 40 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 4 nuclear damper modules | 16.0 | 150.9 | 64.8 | — | 4 |
| 79 meson screen modules | 79.0 | 386.9 | 308.1 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 18,750 ready heavy missiles | — | (12,754.7) | (3,375.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Steadfast* Hanger with 1 entrance | 1,600.0 | 0.9 | 0.0 | — | — |
| 20 *Steadfast* Medium Fighters | (800.0) | (3,370.0) | (224.4) | — | 40 |
| *Olmeka* Hanger with 1 entrance | 6,400.0 | 0.9 | 0.0 | — | — |
| 40 *Olmeka* Heavy Fighters | (3,200.0) | (73,156.0) | (1,595.2) | — | 80 |
| *Dieppe* Hanger with 1 entrance | 320.0 | 0.9 | 0.0 | — | — |
| 2 *Dieppe* Assault Landers | (160.0) | (1,772.6) | (47.4) | — | 6 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 marine bunkrooms | 48.0 | 52.2 | 0.2 | — | — |
| 4 briefing rooms | 4.0 | 0.1 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 2 weapons lockers | 2.0 | 12.7 | 0.1 | — | — |
| 4 gyms | 10.0 | 1.8 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 utility modules | 100.0 | 1,043.1 | 30.0 | — | — |
| 56 crew bunkrooms | 224.0 | 243.8 | 1.0 | — | — |
| 86 crew low berths | 43.0 | 156.0 | 18.9 | — | — |
| 10 sickbays | 10.0 | 6.8 | 1.6 | — | 10 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 5 brigs | 5.0 | 31.7 | 0.2 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 291.0-dton cargo hold | 291.0 | — | — | — | — |
| Cargo | (291.0) | (1,319.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 568,838.6 | 20,222.1 | 50,258 | 417 |
| Fitted out with full crew | 50,000.0 | 674,816.6 | 25,464.0 | 50,258 | 1,032 |

## *Miserigamé*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 500-dton medium hull, std. mat. | (500.0) | 21.6 | 1.2 | 2,212 | — |
| DR 100 crystaliron armour | — | 21.6 | 0.3 | — | — |
| 1 x 68-dton medium subhull, std. materials | (68.5) | 5.7 | 0.3 | (587) | — |
| DR 100 crystaliron armour | — | 28.7 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 15 jump drive modules | 15.0 | 54.4 | 46.5 | — | 0.6 |
| 38 thrusters (1,378.6 tonnes thrust) | 38.0 | 117.2 | 6.1 | — | 0.6 |
| 100 internal jump fuel tanks | 100.0 | 27.2 | 16.0 | — | — |
| 100 -dtons jump fuel | (100.0) | (90.7) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Bituin* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Bituin* Launch | (10.0) | (20.2) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 320.0-dton cargo hold | 320.0 | — | — | — | — |
| Cargo | (320.0) | (1,451.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 500.0 | 305.3 | 75.4 | 2,212 | 3 |
| Fitted out with full crew | 500.0 | 1,867.4 | 78.6 | 2,212 | 5 |

## *Mjolnir*-class Heavy Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (80.0) | 9.5 | 0.4 | 651 | — |
| DR 2500 durasteel armour | — | 1,193.4 | 15.8 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 43 fusion rockets (3,120.1 tonnes) | 43.0 | 156.0 | 34.4 | — | 0.7 |
| 25 water fuel tanks | 25.0 | 0.6 | 4.3 | — | — |
| Water (as reaction mass) | (25.0) | (340.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fixed light missile racks | 2.0 | 23.6 | 0.0 | — | — |
| 3 fixed 303 MJ lasers | 9.0 | 69.9 | 12.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 1,335.6 | 72.5 | 651 | 2 |
| Fitted out with full crew | 80.0 | 1,335.6 | 72.5 | 651 | 2 |

## *mMoshnda*-class Corvette (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 700-dton medium hull, std. mat. | (560.0) | 27.0 | 3.6 | 2,768 | — |
| 7 turrets (DR 625) | 7.0 | 164.0 | 2.8 | 520 | — |
| DR 1250 crystaliron armour | — | 1,689.2 | 22.3 | — | — |
| Total compartmentalization | — | 5.4 | 0.1 | — | — |
| Basic stealth | — | 8.0 | 2.7 | — | — |
| Basic emission cloaking | — | 8.0 | 2.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 28 jump drive modules | 28.0 | 101.6 | 86.8 | — | 1.1 |
| 275 thrusters (9,977.0 tonnes thrust) | 275.0 | 848.0 | 44.0 | — | 4.6 |
| 210 internal jump fuel tanks | 210.0 | 57.1 | 33.6 | — | — |
| 210 -dtons jump fuel | (210.0) | (190.5) | (0.1) | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 fixed heavy missile racks | 5.0 | 59.0 | 0.1 | — | — |
| 3 triple 250 MJ laser turrets | (9.0) | 67.9 | 7.4 | — | 1-3 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 4.4 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 2 crew bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 560.0 | 3,197.4 | 231.3 | 3,288 | 7 |
| Fitted out with full crew | 560.0 | 3,410.5 | 231.3 | 3,288 | 11 |

## *Mobus*-class Shuttle (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 4.8 | 0.8 | 651 | — |
| DR 100 superdense armour | — | 19.1 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 3.6 | 2.0 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 thrusters (362.8 tonnes thrust) | 4.0 | 14.5 | 2.6 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 1.3 | 0.0 | — | — |
| 55.0-dton cargo hold | 55.0 | — | — | — | — |
| Cargo | (55.0) | (249.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 43.3 | 5.7 | 651 | 1 |
| Fitted out with full crew | 64.0 | 292.7 | 5.7 | 651 | 1 |

# *Monarch*-class Light Battleship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 75,000-dton medium hull, std. mat. | (75,000.0) | 609.7 | 33.6 | 62,448 | — |
| 62 turrets (DR 2000) | 62.0 | 4,545.1 | 62.1 | 4,607 | — |
| 60 large external bays (DR 2000) | 1,200.0 | 71,290.2 | 966.0 | 72,462 | — |
| DR 15000 crystaliron armour | — | 457,271.5 | 6,049.9 | — | — |
| Total compartmentalization | — | 121.9 | 1.3 | — | — |
| Radical stealth | — | 681.1 | 1,126.4 | — | — |
| Radical emission cloaking | — | 681.1 | 1,126.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 advanced communicator | 13.0 | 152.4 | 6.3 | — | 0-1 |
| 1 advanced sensor | 8.0 | 73.7 | 69.3 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 2,394 jump drive modules | 2,394.0 | 8,685.4 | 7,421.4 | — | 95.8 |
| 40,000 thrusters (1,451,200 tonnes) | 40,000.0 | 123,352.0 | 6,400.0 | — | 666.7 |
| 15,960 internal jump fuel tanks | 15,960.0 | 4,342.7 | 2,553.6 | — | — |
| 15,960 -dtons jump fuel | (15,960.0) | (14,475.7) | (5.6) | — | — |
| 6 fuel scoops | 6.0 | 3.1 | 0.1 | — | — |
| 100 fuel processors | 100.0 | 99.8 | 85.0 | — | — |
| 12 workshops | 30.0 | 163.3 | 0.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 32 triple 90 MJ PD laser turrets | (96.0) | 509.4 | 56.6 | — | 4-32 |
| 30 single 810 MJ heavy laser turrets | (90.0) | 753.7 | 81.0 | — | 3-30 |
| 60 large heavy missile bays | (6,000.0) | 8,217.4 | 132.0 | — | 120 |
| 3.4 TJ spinal meson gun | 8,890.0 | 80,463.6 | 16,618.0 | — | 90 |
| 32 nuclear damper modules | 128.0 | 1,207.4 | 518.4 | — | 4 |
| 1,084 meson screen modules | 1,084.0 | 5,309.2 | 4,227.6 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 90,000 ready heavy missiles | — | (61,222.5) | (16,200.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for *Hyenas* with 1 entrance | 2,400.0 | 0.9 | 0.0 | — | — |
| 40 *Hyena* Medium Fighters | (1,200.0) | (5,672.0) | (609.6) | — | 80 |
| Hanger for *Fireflies* with 1 entrance | 1,200.0 | 0.9 | 0.0 | — | — |
| 60 *Firefly* Light Fighters | (600.0) | (2,826.0) | (312.6) | — | 120 |
| Hanger for *Skyskippers* with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 10 *Skyskipper* Launches | (100.0) | (206.0) | (31.4) | — | 10 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 27 marine bunkrooms | 108.0 | 117.5 | 0.5 | — | — |
| 1 tactical command centre | 4.0 | 2.7 | 2.8 | — | — |
| 10 briefing rooms | 10.0 | 0.2 | 0.0 | — | — |
| 20 battledress racks | 20.0 | 521.5 | — | — | — |
| 4 weapons lockers | 4.0 | 25.4 | 0.1 | — | — |
| 10 gyms | 25.0 | 4.5 | 0.0 | — | — |
| 4 shooting ranges | 40.0 | 36.3 | 0.6 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 150 utility modules | 150.0 | 1,564.6 | 45.0 | — | — |
| 101 crew bunkrooms | 404.0 | 439.7 | 1.8 | — | — |
| 155 crew low berths | 77.5 | 281.2 | 34.1 | — | — |
| 10 sickbays | 25.0 | 46.3 | 2.6 | — | 10 |
| 3 surgical theatres | 3.0 | 1.1 | 0.3 | — | — |
| 3 basic security modules | 1.5 | 7.1 | 2.7 | — | — |
| 10 brigs | 10.0 | 63.5 | 0.3 | — | — |
| 2 safes | 2.0 | 12.7 | 0.1 | — | — |
| 423.0-dton cargo hold | 423.0 | — | — | — | — |
| Cargo | (423.0) | (1,918.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 75,000.0 | 771,750.0 | 47,667.9 | 139,518 | 776 |
| Fitted out with full crew | 75,000.0 | 858,070.6 | 64,821.5 | 139,518 | 1,857 |

# *Monfraki*-class Dropship (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 9.3 | 1.0 | 1,906 | — |
| 4 turrets (DR 1000) | 4.0 | 59.5 | 0.9 | 297 | — |
| DR 2000 bonded superdense armour | — | 744.5 | 9.8 | — | — |
| Total compartmentalization | — | 1.9 | 0.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.2 |
| 95 thrusters (8,616.5 tonnes thrust) | 95.0 | 344.7 | 61.7 | — | 0.9 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Murka* Combat Shuttle | 31.5 | 0.5 | 0.0 | — | — |
| 1 *Murka* Combat Shuttle | (30.0) | (175.6) | (12.8) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 8 marine bunkrooms | 32.0 | 13.8 | 0.1 | — | — |
| 3 briefing rooms | 3.0 | 0.1 | 0.0 | — | — |
| 1 drop capsule launcher | 1.0 | 10.9 | 0.2 | — | 1 |
| 4 drop capsule racks | 4.0 | 61.2 | — | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 4.5-dton cargo hold | 4.5 | — | — | — | — |
| Cargo | (4.5) | (20.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 1,539.0 | 182.3 | 2,203 | 3 |
| Fitted out with full crew | 400.0 | 1,913.6 | 200.8 | 2,203 | 12 |

## *Monnin*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.2 | 148 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 61 jump drive modules | 61.0 | 221.3 | 189.1 | — | 2.4 |
| 202 thrusters (7,328.6 tonnes thrust) | 202.0 | 622.9 | 32.3 | — | 3.4 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 Launch | (10.0) | (32.7) | (3.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1,293.0-dton cargo hold | 1,293.0 | — | — | — | — |
| Cargo | (1,293.0) | (5,863.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,384.5 | 300.3 | 5,722 | 7 |
| Fitted out with full crew | 2,000.0 | 7,643.8 | 303.9 | 5,722 | 11 |

## *Moonii*-class Luxury Yacht (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 2 turrets (DR 100) | 2.0 | 3.7 | 0.2 | 148 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.2 |
| 15 thrusters (1,360.5 tonnes thrust) | 15.0 | 54.4 | 9.8 | — | 0.1 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Grav Car | 0.5 | 0.5 | 0.0 | — | — |
| 1 Grav Car | (0.5) | (2.0) | (0.1) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 7.3 | 0.2 | — | 4 |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 civilian holoventure zone | 30.0 | 3.3 | 1.2 | — | 1 |
| 1 swimming pool | 13.0 | 3.6 | 0.1 | — | 0.5 |
| Water | — | 46.3 | — | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 11.5-dton cargo hold | 11.5 | — | — | — | — |
| Cargo | (11.5) | (52.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 297.2 | 106.5 | 2,054 | 2 |
| Fitted out with full crew | 320.0 | 542.6 | 106.6 | 2,054 | 13 |

## *Morag*-class Ore Transport (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 200 thrusters (7,256.0 tonnes thrust) | 200.0 | 616.8 | 32.0 | — | 3.3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1,779.5-dton cargo hold | 1,779.5 | — | — | — | — |
| Cargo | (1,779.5) | (8,070.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 973.8 | 43.3 | 5,574 | 5 |
| Fitted out with full crew | 2,000.0 | 9,043.9 | 43.3 | 5,574 | 7 |

## *Morath*-class Fast Courier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 3.7 | 0.4 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| 1 xboat communications module | 12.0 | 125.3 | 3.8 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 7 jump drive modules | 7.0 | 25.4 | 21.4 | — | 0.1 |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 1.8 | 0.0 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 1 crew stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 7.0-dton cargo hold | 7.0 | — | — | — | — |
| Cargo | (7.0) | (31.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 214.8 | 39.8 | 756 | 1 |
| Fitted out with full crew | 100.0 | 301.0 | 39.8 | 756 | 1 |

## *Muirhead*-class Economy Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 25 thrusters (907.0 tonnes thrust) | 25.0 | 77.1 | 4.0 | — | 0.4 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Gig with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 33 Staterooms for 65 middle passengers | 132.0 | 71.8 | 0.4 | — | 1.3 |
| 10 low berths for 40 low passengers | 5.0 | 18.1 | 2.2 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 77.5-dton cargo hold | 77.5 | — | — | — | — |
| Cargo | (77.5) | (351.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 454.2 | 68.9 | 2,203 | 2 |
| Fitted out with full crew | 400.0 | 948.9 | 74.4 | 2,203 | 9 |

## *Mulai*-class Pinnace (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (32.0) | 4.0 | 0.5 | 410 | — |
| DR 100 crystaliron armour | — | 20.0 | 0.3 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (181.4 tonnes thrust) | 5.0 | 15.4 | 0.8 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.0 | 0.0 | — | — |
| 24.0-dton cargo hold | 24.0 | — | — | — | — |
| Cargo | (24.0) | (108.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 32.0 | 47.0 | 4.9 | 410 | 1 |
| Fitted out with full crew | 32.0 | 155.9 | 4.9 | 410 | 1 |

## *Mullet*-class Merchant Liner (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 26 thrusters (943.3 tonnes thrust) | 26.0 | 80.2 | 4.2 | — | 0.4 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 69.5-dton cargo hold | 69.5 | — | — | — | — |
| Cargo | (69.5) | (315.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 480.2 | 117.3 | 2,497 | 3 |
| Fitted out with full crew | 480.0 | 958.6 | 117.3 | 2,497 | 7 |

## *Murbles*-class Luxury Yacht (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.6 | — | 0.2 |
| 11 thrusters (399.1 tonnes thrust) | 11.0 | 33.9 | 1.8 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Air/Raft | 0.2 | 0.5 | 0.0 | — | — |
| 1 Air/Raft | (0.2) | (7.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 suites for 2 noble passengers | 16.0 | 4.4 | 0.1 | — | 2 |
| 6 Staterooms for 6 high passengers | 24.0 | 13.1 | 0.1 | — | 0.3 |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 swimming pool | 13.0 | 3.6 | 0.1 | — | 0.5 |
| Water | — | 46.3 | — | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 19.8-dton cargo hold | 19.8 | — | — | — | — |
| Cargo | (19.8) | (89.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 230.6 | 37.0 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 410.1 | 37.1 | 1,349 | 9 |

# *Murka*-class Combat Shuttle (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (24.0) | 1.7 | 0.4 | 339 | — |
| DR 1000 bonded superdense armour | — | 66.2 | 0.9 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 13 thrusters (1,179.1 tonnes thrust) | 13.0 | 47.2 | 8.4 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed light missile racks | 3.0 | 35.4 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 157.4 | 12.8 | 339 | 2 |
| Fitted out with full crew | 24.0 | 175.6 | 12.8 | 339 | 2 |

# *Murpak*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 20 thrusters (725.6 tonnes thrust) | 20.0 | 61.7 | 3.2 | — | 0.3 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 275.5-dton cargo hold | 275.5 | — | — | — | — |
| Cargo | (275.5) | (1,249.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 264.9 | 60.1 | 1,906 | 2 |
| Fitted out with full crew | 400.0 | 1,586.8 | 60.1 | 1,906 | 3 |

# *Murphy*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 71.3 | 3.9 | 7,304 | — |
| DR 100 crystaliron armour | — | 71.3 | 0.9 | — | — |
| 1 x 213-dton medium subhull, std. materials | (213.5) | 12.2 | 0.7 | (1,254) | — |
| DR 100 crystaliron armour | — | 61.2 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 90 jump drive modules | 90.0 | 326.5 | 279.0 | — | 3.6 |
| 100 thrusters (3,628.0 tonnes thrust) | 100.0 | 308.4 | 16.0 | — | 1.7 |
| 600 internal jump fuel tanks | 600.0 | 163.3 | 96.0 | — | — |
| 600 -dtons jump fuel | (600.0) | (544.2) | (0.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 2,185.5-dton cargo hold | 2,185.5 | — | — | — | — |
| Cargo | (2,185.5) | (9,911.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 1,047.0 | 402.0 | 7,304 | 7 |
| Fitted out with full crew | 3,000.0 | 11,502.4 | 402.0 | 7,304 | 9 |

# *Murrain*-class Battleship (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 150,000-dton medium hull, std. mat. | (150,000.0) | 725.9 | 53.4 | 99,130 | — |
| 419 turrets (DR 4000) | 419.0 | 36,718.3 | 499.9 | 31,140 | — |
| 50 small and 50 large internal bays | 7,500.0 | 748.3 | 41.3 | — | — |
| DR 100000 superdense armour | — | 2,903,493.0 | 38,414.5 | — | — |
| Basic stealth | — | 318.0 | 105.2 | — | — |
| Basic emission cloaking | — | 318.0 | 105.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 0-0 |
| 2 information centres | 8.0 | 5.4 | 5.6 | — | 20-40 |
| 1 centre containing 8 complexity 9 computers | 1.0 | 10.9 | 30.0 | — | — |
| 1 advanced communicator | 7.0 | 84.5 | 3.3 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 2 electronic warfare suites | 6.0 | 73.3 | 21.0 | — | 4 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 6,000 jump drive modules | 6,000.0 | 21,768.0 | 18,300.0 | — | 120 |
| 74,000 thrusters (6,711,800 tonnes) | 74,000.0 | 268,472.0 | 48,100.0 | — | 1,480 |
| 45,000 internal jump fuel tanks | 45,000.0 | 12,244.5 | 7,200.0 | — | — |
| 45,000 -dtons jump fuel | (45,000.0) | (40,815.0) | (15.8) | — | — |
| 26 workshops | 65.0 | 353.7 | 1.6 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 219 triple 390 MJ laser turrets | (657.0) | 4,481.2 | 755.5 | — | 22-219 |
| 200 single 870 MJ heavy laser turrets | (600.0) | 5,351.3 | 314.0 | — | 20-200 |
| 25 small light missile bays | (1,250.0) | 299.3 | 8.0 | — | 50 |
| 25 large heavy missile bays | (2,500.0) | 3,423.9 | 55.0 | — | 50 |
| 25 14 GJ particle bays | (1,250.0) | 11,791.0 | 582.5 | — | 50 |
| 25 29 GJ particle bays | (2,500.0) | 23,967.5 | 1,325.0 | — | 50 |
| 3.1 TJ spinal meson gun | 8,169.0 | 73,904.2 | 8,290.0 | — | 83 |
| 1,024 nuclear damper modules | 1,024.0 | 9,473.4 | 4,096.0 | — | 4 |
| 3,371 meson screen modules | 3,371.0 | 15,287.5 | 7,753.3 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 102,500 ready light missiles | — | (13,945.1) | (2,357.5) | — | — |
| 37,500 ready heavy missiles | — | (25,509.4) | (7,500.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger 1 entrance | 1,600.0 | 0.9 | 0.0 | — | — |
| 10 *Bermurdatu* Assault Fighters | (800.0) | (14,656.0) | (882.0) | — | 40 |
| Hanger with 1 entrance | 400.0 | 0.9 | 0.0 | — | — |
| 10 *Anlo* Light Fighters | (200.0) | (2,344.0) | (158.6) | — | 20 |
| Hanger with 1 entrances | 200.0 | 0.9 | 0.0 | — | — |
| 10 *Hun* Light Fighters | (100.0) | (631.0) | (114.0) | — | 30 |
| Hanger with 1 entrance | 280.0 | 0.9 | 0.0 | — | — |
| 5 *Estevan* Cutters | (100.0) | (113.9) | (21.6) | — | — |
| 2 *Mei* Fast Launches | (40.0) | (66.6) | (12.5) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 33 marine bunkrooms | 132.0 | 56.9 | 0.6 | — | — |
| 1 tactical command centre | 4.0 | 2.7 | 2.8 | — | — |
| 10 briefing rooms | 10.0 | 0.2 | 0.0 | — | — |
| 10 gyms | 25.0 | 4.5 | 0.0 | — | — |
| 10 shooting ranges | 100.0 | 90.7 | 1.5 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 300 utility modules | 300.0 | 3,129.1 | 75.0 | — | — |
| 171 crew bunkrooms | 684.0 | 294.7 | 3.1 | — | — |
| 262 crew low berths | 131.0 | 475.3 | 57.6 | — | — |
| 20 sickbays | 20.0 | 15.4 | 4.2 | — | 20 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 4 basic security modules | 2.0 | 9.1 | 2.0 | — | — |
| 10 brigs | 10.0 | 63.5 | 0.3 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| Total psionic shield | — | 63.6 | 140.2 | — | — |
| 508.0-dton cargo hold | 508.0 | — | — | — | — |
| Cargo | (508.0) | (2,303.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 150,000.0 | 3,397,594.5 | 136,301.0 | 130,270 | 1,625 |
| Fitted out with full crew | 150,000.0 | 3,497,979.3 | 147,347.2 | 130,270 | 3,142 |

## *Murshtai*-class Heavy Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 9.5 | 0.8 | 651 | — |
| 1 turret (DR 1000) | 1.0 | 55.5 | 0.8 | 74 | — |
| DR 2500 durasteel armour | — | 1,193.4 | 15.8 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 34 fusion rockets (2,467.0 tonnes thrust) | 34.0 | 123.4 | 27.2 | — | 0.6 |
| 25 water fuel tanks | 25.0 | 0.6 | 4.3 | — | — |
| Water (as reaction mass) | (25.0) | (340.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 303 MJ laser | 3.0 | 23.3 | 4.3 | — | — |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.6) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 1,315.6 | 58.2 | 726 | 2 |
| Fitted out with full crew | 64.0 | 1,349.0 | 66.8 | 726 | 3 |

## *Nahiin*-class Trader (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.4 | — | 0.2 |
| 15 thrusters (544.2 tonnes thrust) | 15.0 | 46.3 | 2.4 | — | 0.3 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 Staterooms for 12 high passengers | 48.0 | 26.1 | 0.1 | — | 0.6 |
| 1 Stateroom for 2 middle passengers | 4.0 | 2.2 | 0.0 | — | 0.0 |
| 4 low berths for 16 low passengers | 2.0 | 7.3 | 0.9 | — | — |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 52.5-dton cargo hold | 52.5 | — | — | — | — |
| Cargo | (52.5) | (238.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 207.1 | 26.3 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 463.3 | 26.3 | 1,349 | 3 |

## *Newcombe*-class Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 16 thrusters (580.5 tonnes thrust) | 16.0 | 49.3 | 2.6 | — | 0.3 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 5 low berths for 18 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 56.0-dton cargo hold | 56.0 | — | — | — | — |
| Cargo | (56.0) | (254.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 271.5 | 49.1 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 579.9 | 49.1 | 1,573 | 5 |

# *Nexus*-class Battleship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100,000-dton medium hull, std. mat. | (100,000.0) | 738.6 | 40.7 | 75,650 | — |
| 529 turrets (DR 2000) | 529.0 | 38,780.1 | 529.5 | 39,315 | — |
| 40 large external bays (DR 2000) | 800.0 | 47,526.8 | 644.0 | 48,308 | — |
| DR 20000 crystaliron armour | — | 738,593.3 | 9,771.9 | — | — |
| Total compartmentalization | — | 147.7 | 1.6 | — | — |
| Radical stealth | — | 797.0 | 1,318.1 | — | — |
| Radical emission cloaking | — | 797.0 | 1,318.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 advanced communicator | 13.0 | 152.4 | 6.3 | — | 0-1 |
| 1 advanced sensor | 8.0 | 73.7 | 69.3 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 4,128 jump drive modules | 4,128.0 | 14,976.4 | 12,796.8 | — | 165.1 |
| 53,000 thrusters (1,922,840.0 tonnes thrust) | 53,000.0 | 163,441.4 | 8,480.0 | — | 883.3 |
| 30,960 internal jump fuel tanks | 30,960.0 | 8,424.2 | 4,953.6 | — | — |
| 30,960 -dtons jump fuel | (30,960.0) | (28,080.7) | (10.8) | — | — |
| 17 workshops | 42.5 | 231.3 | 1.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 400 triple 250 MJ laser turrets | (1,200.0) | 9,055.5 | 984.0 | — | 40-400 |
| 129 single 810 MJ heavy laser turrets | (387.0) | 3,241.0 | 348.3 | — | 13-129 |
| 20 large light missile bays | (2,000.0) | 477.1 | 12.6 | — | 40 |
| 20 large heavy missile bays | (2,000.0) | 2,739.1 | 44.0 | — | 40 |
| 2.7 TJ spinal particle accelerator | 7,109.0 | 64,315.4 | 4,860.0 | — | 73 |
| 4 nuclear damper modules | 16.0 | 150.9 | 64.8 | — | 4 |
| 1,268 meson screen modules | 1,268.0 | 6,210.4 | 4,945.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 164,000 ready light missiles | — | (22,312.2) | (5,904.0) | — | — |
| 30,000 ready heavy missiles | — | (20,407.5) | (5,400.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 *Firefly* Light Fighters | (100.0) | (471.0) | (52.1) | — | 20 |
| 6 *Hyena* Medium Fighters | (180.0) | (850.8) | (91.4) | — | 12 |
| Hanger with 1 entrance | 560.0 | 0.9 | 0.0 | — | — |
| 4 *Astra* Launches | (40.0) | (86.4) | (14.2) | — | — |
| 4 *Mulai* Pinnaces | (160.0) | (188.0) | (19.7) | — | — |
| 2 *Scanlon* Assault Cutters | (100.0) | (805.6) | (45.2) | — | — |
| Hanger with 1 entrance | 600.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 marine bunkrooms | 44.0 | 47.9 | 0.2 | — | — |
| 10 briefing rooms | 10.0 | 0.2 | 0.0 | — | — |
| 8 battledress racks | 8.0 | 208.6 | — | — | — |
| 8 weapons lockers | 8.0 | 50.8 | 0.2 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 200 utility modules | 200.0 | 2,086.1 | 60.0 | — | — |
| 110 crew bunkrooms | 440.0 | 478.9 | 2.0 | — | — |
| 167 crew low berths | 83.5 | 302.9 | 36.7 | — | — |
| 10 sickbays | 10.0 | 6.8 | 1.6 | — | 10 |
| 128.0-dton cargo hold | 128.0 | — | — | — | — |
| Cargo | (128.0) | (580.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100,000.0 | 1,104,159.9 | 51,332.8 | 163,274 | 1,062 |
| Fitted out with full crew | 100,000.0 | 1,177,942.6 | 62,859.4 | 163,274 | 2,002 |

# *Nguyen*-class Strike Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15,000-dton medium hull, std. mat. | (15,000.0) | 208.5 | 11.5 | 21,357 | — |
| 28 turrets (DR 2000) | 28.0 | 2,052.6 | 28.0 | 2,080 | — |
| 10 large external bays (DR 2000) | 200.0 | 11,881.7 | 161.0 | 12,077 | — |
| DR 6000 crystaliron armour | — | 62,553.9 | 827.6 | — | — |
| Total compartmentalization | — | 41.7 | 0.5 | — | — |
| Radical stealth | — | 173.4 | 286.7 | — | — |
| Radical emission cloaking | — | 173.4 | 286.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 632 jump drive modules | 632.0 | 2,292.9 | 1,959.2 | — | 25.3 |
| 6,300 thrusters (228,564.0 tonnes thrust) | 6,300.0 | 19,427.9 | 1,008.0 | — | 105.0 |
| 4,740 internal jump fuel tanks | 4,740.0 | 1,289.8 | 758.4 | — | — |
| 4,740 -dtons jump fuel | (4,740.0) | (4,299.2) | (1.7) | — | — |
| 3.5 fuel scoops | 3.5 | 1.8 | 0.0 | — | — |
| 23 fuel processors | 23.0 | 22.9 | 19.5 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 250 MJ laser turrets | (30.0) | 226.4 | 24.6 | — | 1-10 |
| 8 triple 90 MJ PD laser turrets | (24.0) | 127.3 | 14.2 | — | 1-8 |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 10 large heavy missile bays | (1,000.0) | 1,369.6 | 22.0 | — | 20 |
| 870 GJ spinal particle accelerator | 2,291.0 | 20,733.1 | 1,567.0 | — | 24 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15,000 ready heavy missiles | — | (10,203.8) | (2,700.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Fighters with 1 entrance | 480.0 | 0.9 | 0.0 | — | — |
| 6 *Zhincao* Strike Fighters | (240.0) | (1,696.2) | (83.8) | — | 18 |
| Hanger for 2 *Waoroa* Launches | 40.0 | — | — | — | — |
| 2 *Waoroa* Launches | (20.0) | (43.2) | (7.1) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 marine bunkrooms | 20.0 | 21.8 | 0.1 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 utility modules | 30.0 | 312.9 | 9.0 | — | — |
| 19 crew bunkrooms | 76.0 | 82.7 | 0.3 | — | — |
| 4 sickbays | 10.0 | 18.5 | 1.0 | — | 4 |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 2 brigs | 2.0 | 12.7 | 0.1 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 95.0-dton cargo hold | 95.0 | — | — | — | — |
| Cargo | (95.0) | (430.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15,000.0 | 123,475.7 | 7,055.7 | 35,515 | 134 |
| Fitted out with full crew | 15,000.0 | 140,148.8 | 9,846.7 | 35,515 | 216 |

## *Nimingbujuming*-class General Merchant (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 38.7 | 2.1 | 3,965 | — |
| DR 100 crystaliron armour | — | 193.6 | 2.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 111.6 | — | 1.4 |
| 75 thrusters (2,721.0 tonnes thrust) | 75.0 | 231.3 | 12.0 | — | 1.3 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Bunter* Gigs | (40.0) | (59.6) | (7.0) | — | — |
| Hanger with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 87.1 | 0.5 | — | 2 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 575.0-dton cargo hold | 575.0 | — | — | — | — |
| Cargo | (575.0) | (2,607.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 813.0 | 173.7 | 3,965 | 4 |
| Fitted out with full crew | 1,200.0 | 3,697.9 | 180.7 | 3,965 | 11 |

## *Nostrii*-class Science Scout (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 7.4 | 1.0 | 756 | — |
| 1 turret (DR 100) | 1.0 | 4.4 | 0.1 | 74 | — |
| DR 100 crystaliron armour | — | 36.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.4 | — | 0.2 |
| 7 thrusters (254.0 tonnes thrust) | 7.0 | 21.6 | 1.1 | — | 0.1 |
| 30 internal jump fuel tanks | 30.0 | 8.2 | 4.8 | — | — |
| 30 -dtons jump fuel | (30.0) | (27.2) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 empty turret | (3.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Air/Raft with 1 entrance | 0.8 | 0.9 | 0.0 | — | — |
| 1 Air/Raft | (0.4) | (7.0) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 2.2 | 0.0 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 2 standard labs | 4.0 | 18.1 | 2.0 | — | 2-4 |
| 7.2-dton cargo hold | 7.2 | — | — | — | — |
| Cargo | (7.2) | (32.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 147.6 | 27.7 | 830 | 2 |
| Fitted out with full crew | 80.0 | 214.4 | 27.7 | 830 | 4 |

## *Nova's Roar*-class System Defense Boat (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 8 turrets (DR 500) | 8.0 | 151.1 | 2.2 | 594 | — |
| DR 1000 crystaliron armour | — | 1,477.2 | 19.5 | — | — |
| Heavy compartmentalization | — | 3.0 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 600 thrusters (21,768.0 tonnes thrust) | 600.0 | 1,850.3 | 96.0 | — | 10.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple light missile turrets | (12.0) | 3.3 | 0.1 | — | 4 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 984 ready light missiles | — | (133.9) | (35.4) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 bays for *Iramda* Fighters | 105.0 | 0.5 | 0.0 | — | — |
| 10 *Iramda* Fighters | (100.0) | (533.9) | (51.5) | — | 10 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 16 crew staterooms | 64.0 | 34.8 | 0.2 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 8.5-dton cargo hold | 8.5 | — | — | — | — |
| Cargo | (8.5) | (38.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 3,746.4 | 165.4 | 3,620 | 11 |
| Fitted out with full crew | 800.0 | 4,452.7 | 252.3 | 3,620 | 31 |

## *Olmeka*-class Heavy Fighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 5000 crystaliron armour | — | 1,591.3 | 21.1 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 57 thrusters (2,068.0 tonnes thrust) | 57.0 | 175.8 | 9.1 | — | 1.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 250 MJ lasers | 3.0 | 22.6 | 2.5 | — | — |
| 1 fixed 810 MJ laser | 3.0 | 25.1 | 2.7 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 1,828.9 | 39.9 | 651 | 2 |
| Fitted out with full crew | 64.0 | 1,828.9 | 39.9 | 651 | 2 |

# *Olythnos*-class Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 8 jump drive modules | 8.0 | 29.0 | 24.8 | — | 0.3 |
| 33 thrusters (1,197.2 tonnes thrust) | 33.0 | 101.8 | 5.3 | — | 0.6 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 16 Staterooms for 16 high passengers | 64.0 | 34.8 | 0.2 | — | 0.8 |
| 2 Staterooms for 4 middle passengers | 8.0 | 4.4 | 0.0 | — | 0.1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 144.0-dton cargo hold | 144.0 | — | — | — | — |
| Cargo | (144.0) | (653.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 347.5 | 46.7 | 2,203 | 2 |
| Fitted out with full crew | 320.0 | 1,036.8 | 46.7 | 2,203 | 5 |

# *Orman*-class Fleet Destroyer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 131.4 | 7.2 | 13,454 | — |
| 5 turrets (DR 1250) | 5.0 | 230.5 | 3.2 | 371 | — |
| 7 large external bays (DR 1250) | 140.0 | 5,222.1 | 71.8 | 8,453 | — |
| DR 2500 crystaliron armour | — | 16,419.4 | 217.2 | — | — |
| Heavy compartmentalization | — | 13.1 | 0.1 | — | — |
| Basic stealth | — | 54.4 | 18.0 | — | — |
| Basic emission cloaking | — | 54.4 | 18.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 323 jump drive modules | 323.0 | 1,171.8 | 1,001.3 | — | 12.9 |
| 4,200 thrusters (152,376.0 tonnes) | 4,200.0 | 12,952.0 | 672.0 | — | 70 |
| 2,418 internal jump fuel tanks | 2,418.0 | 657.9 | 386.9 | — | — |
| 2,418 -dtons jump fuel | (2,418.0) | (2,193.1) | (0.8) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 20 fuel processors | 20.0 | 20.0 | 17.0 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 7 29 GJ particle bays | (700.0) | 6,710.9 | 371.0 | — | 14 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Fighters with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 10 *Firefly* Light Fighters | (100.0) | (471.0) | (52.1) | — | 20 |
| Hanger for 1 *Skyskipper* Launch | 20.0 | — | — | — | — |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 4.5 | — | — |
| 12 crew bunkrooms | 48.0 | 52.2 | 0.2 | — | — |
| 93.0-dton cargo hold | 93.0 | — | — | — | — |
| Cargo | (93.0) | (421.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 44,044.5 | 2,839.5 | 22,279 | 86 |
| Fitted out with full crew | 7,500.0 | 47,151.0 | 2,894.7 | 22,279 | 133 |

# *Orshesk*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,500-dton medium hull, std. mat. | (2,500.0) | 63.1 | 3.5 | 6,468 | — |
| DR 100 crystaliron armour | — | 63.1 | 0.8 | — | — |
| 1 x 268-dton medium subhull, std. mat. | (268.5) | 14.3 | 0.8 | (1,461) | — |
| DR 100 crystaliron armour | — | 71.3 | 0.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 75 jump drive modules | 75.0 | 272.1 | 232.5 | — | 3 |
| 170 thrusters (6,167.6 tonnes thrust) | 170.0 | 524.2 | 27.2 | — | 2.8 |
| 500 internal jump fuel tanks | 500.0 | 136.1 | 80.0 | — | — |
| 500 -dtons jump fuel | (500.0) | (453.5) | (0.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1,730.5-dton cargo hold | 1,730.5 | — | — | — | — |
| Cargo | (1,730.5) | (7,847.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,500.0 | 1,177.0 | 350.4 | 6,468 | 7 |
| Fitted out with full crew | 2,500.0 | 9,478.4 | 350.4 | 6,468 | 9 |

# *Osiron*-class Destroyer (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 43.2 | 4.8 | 8,848 | — |
| 10 turrets (DR 2500) | 10.0 | 366.5 | 5.2 | 743 | — |
| 3 small internal bays | 150.0 | 17.7 | 1.0 | — | — |
| DR 5000 bonded superdense armour | — | 8,638.6 | 114.3 | — | — |
| Total compartmentalization | — | 8.6 | 0.1 | — | — |
| Basic stealth | — | 23.4 | 7.7 | — | — |
| Basic emission cloaking | — | 23.4 | 7.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 610.0 | — | 2 |
| 1,586 thrusters (143,850.2 tonnes thrust) | 1,586.0 | 5,754.0 | 1,030.9 | — | 15.9 |
| 1,600 internal jump fuel tanks | 1,600.0 | 435.4 | 256.0 | — | — |
| 1,600 -dtons jump fuel | (1,600.0) | (1,451.2) | (0.6) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple light missile turrets | (15.0) | 4.1 | 0.1 | — | 5 |
| 5 triple 405 MJ laser turrets | (15.0) | 106.1 | 10.2 | — | 1-5 |
| 3 13 GJ meson bays | (150.0) | 1,167.3 | 63.2 | — | 6 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 15 meson screen modules | 15.0 | 68.0 | 34.5 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,230 ready light missiles | — | (167.3) | (28.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 bays for *Citadel* Heavy Fighters | 210.0 | 0.5 | 0.0 | — | — |
| 4 *Citadel* Heavy Fighters | (200.0) | (1,760.4) | (131.9) | — | 8 |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 8 marine bunkrooms | 32.0 | 13.8 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 52.2 | 1.3 | — | — |
| 29 crew staterooms | 116.0 | 52.6 | 0.3 | — | — |
| 7 crew low berths | 3.5 | 12.7 | 1.5 | — | — |
| 38.5-dton cargo hold | 38.5 | — | — | — | — |
| Cargo | (38.5) | (174.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 17,555.2 | 2,165.3 | 9,591 | 19 |
| Fitted out with full crew | 4,000.0 | 21,179.3 | 2,330.9 | 9,591 | 84 |

# *Oskra*-class Shuttle (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 3.2 | 0.8 | 651 | — |
| DR 100 bonded superdense armour | — | 12.7 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.3 | 2.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 18 thrusters (1,632.6 tonnes thrust) | 18.0 | 65.3 | 11.7 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 1.3 | 0.0 | — | — |
| 41.0-dton cargo hold | 41.0 | — | — | — | — |
| Cargo | (41.0) | (185.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 86.8 | 15.0 | 651 | 2 |
| Fitted out with full crew | 64.0 | 272.7 | 15.0 | 651 | 2 |

# *Oskrip*-class Droyne Scout (GTL10)

*Design Parameters:* Built for Droyne crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 7.4 | 1.0 | 756 | — |
| 1 turret (DR 100) | 1.0 | 4.4 | 0.1 | 74 | — |
| DR 100 crystaliron armour | — | 36.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 3 jump drive modules | 3.0 | 10.9 | 9.3 | — | 0.1 |
| 19 thrusters (689.3 tonnes thrust) | 19.0 | 58.6 | 3.0 | — | 0.3 |
| 20 internal jump fuel tanks | 20.0 | 5.4 | 3.2 | — | — |
| 20 -dtons jump fuel | (20.0) | (18.1) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Air/Raft | 0.4 | 0.5 | 0.0 | — | — |
| 1 Air/Raft | (0.4) | (5.0) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 crew nest | 12.0 | 6.5 | 0.0 | — | — |
| 1 standard lab | 2.0 | 9.1 | 1.0 | — | 1-2 |
| 14.1-dton cargo hold | 14.1 | — | — | — | — |
| Cargo | (14.1) | (63.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 220.9 | 58.2 | 830 | 2 |
| Fitted out with full crew | 80.0 | 307.9 | 58.2 | 830 | 4 |

# *Otter*-class Survey Scout (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. All quantities in metric units. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| 1 probe launch centre | 1.0 | 1.1 | 0.0 | — | 0-3 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 7 jump drive modules | 7.0 | 25.4 | 21.7 | — | 0.3 |
| 20 thrusters (725.6 tonnes thrust) | 20.0 | 61.7 | 3.2 | — | 0.3 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 empty turrets | (6.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 Launch | (10.0) | (32.7) | (3.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 7 crew staterooms | 28.0 | 13.3 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 1 standard lab | 4.5 | 9.3 | 1.0 | — | 1-2 |
| 32.0-dton cargo hold | 32.0 | — | — | — | — |
| Cargo | (32.0) | (145.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 281.8 | 78.4 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 495.9 | 82.0 | 1,349 | 10 |

# *Oytrist*-class Merchant (GTL10)

*Design Parameters:* Built for Droyne crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 10 jump drive modules | 10.0 | 36.3 | 31.0 | — | 0.4 |
| 23 thrusters (834.4 tonnes thrust) | 23.0 | 70.9 | 3.7 | — | 0.4 |
| 61 internal jump fuel tanks | 61.0 | 16.6 | 9.8 | — | — |
| 61 -dtons jump fuel | (61.0) | (55.3) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple 250 MJ laser turrets | (9.0) | 67.9 | 7.4 | — | 1-3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 Nests for 12 high passengers | 24.0 | 13.1 | 0.1 | — | 0.6 |
| 1 crew nest | 12.0 | 6.5 | 0.0 | — | — |
| 102.5-dton cargo hold | 102.5 | — | — | — | — |
| Cargo | (102.5) | (464.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 338.5 | 60.0 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 858.6 | 60.0 | 1,796 | 6 |

# *Palsson*-class Light Battle Rider (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 64.8 | 4.8 | 8,848 | — |
| 27 turrets (DR 4000) | 27.0 | 2,366.1 | 32.2 | 2,006 | — |
| DR 10000 superdense armour | — | 25,915.9 | 342.9 | — | — |
| Total compartmentalization | — | 13.0 | 0.1 | — | — |
| Basic stealth | — | 26.5 | 8.8 | — | — |
| Basic emission cloaking | — | 26.5 | 8.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 2,450 thrusters (222,215.0 tonnes) | 2,450.0 | 8,888.6 | 1,592.5 | — | 49 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 triple light missile turrets | (21.0) | 5.7 | 0.1 | — | 7 |
| 10 triple 390 MJ laser turrets | (30.0) | 204.6 | 34.5 | — | 1-10 |
| 10 single 870 MJ heavy laser turrets | (30.0) | 267.6 | 15.7 | — | 1-10 |
| 530 GJ spinal particle accelerator | 1,388.0 | 12,539.3 | 859.0 | — | 15 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 57 meson screen modules | 57.0 | 258.5 | 131.1 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,722 ready light missiles | — | (234.3) | (39.6) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Bernhard* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Bernhard* Launch | (10.0) | (14.5) | (3.3) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 1.7 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.0 | — | — |
| 9 crew bunkrooms | 36.0 | 15.5 | 0.2 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 2.5-dton cargo hold | 2.5 | — | — | — | — |
| Cargo | (2.5) | (11.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 50,745.1 | 3,056.0 | 10,854 | 50 |
| Fitted out with full crew | 4,000.0 | 51,005.2 | 3,098.9 | 10,854 | 93 |

# *Pascolle*-class Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 passenger couches | 5.0 | 2.4 | 0.0 | — | — |
| 50.0-dton cargo hold | 50.0 | — | — | — | — |
| Cargo | (50.0) | (226.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 69.8 | 5.1 | 651 | 2 |
| Fitted out with full crew | 64.0 | 296.5 | 5.1 | 651 | 2 |

# *Pekherni* Observatory (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Metric measurements, turrets are counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std.mat. | (600.0) | 12.2 | 1.3 | 26,888 | — |
| DR 100 bonded superdense armour | — | 9.8 | 0.1 | — | — |
| 1 x 196-dton medium subhull, std.mat. | (196.5) | 5.8 | 0.6 | (12,775) | — |
| DR 100 bonded superdense armour | — | 23.2 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| 1 centre with 8 complexity 10 computers | 1.0 | 10.9 | 30.0 | — | — |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 42 jump drive modules | 42.0 | 152.4 | 128.1 | — | 0.4 |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.2 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Gig with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 11 crew staterooms | 44.0 | 20.0 | 0.1 | — | — |
| 10 standard labs | 20.0 | 90.7 | 10.0 | — | 10-20 |
| 2 physics labs | 5.0 | 18.1 | 2.0 | — | 2-4 |
| 2 simulation labs | 10.0 | 19.8 | 3.1 | — | 2-2 |
| 1 computer lab | 1.0 | 2.3 | 450.0 | — | 1-2 |
| 43.5-dton cargo hold | 43.5 | — | — | — | — |
| Cargo | (43.5) | (197.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 600.0 | 636.4 | 769.1 | 26,888 | 0 |
| Fitted out | 600.0 | 1,230.8 | 774.6 | 26,888 | 0 |

# *Pelagros*-class Luxury Liner (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,500-dton medium hull, std. mat. | (2,500.0) | 47.4 | 3.5 | 6,468 | — |
| DR 100 superdense armour | — | 189.4 | 2.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 125 jump drive modules | 125.0 | 453.5 | 381.3 | — | 2.5 |
| 38 thrusters (3,446.6 tonnes thrust) | 38.0 | 137.9 | 24.7 | — | 0.8 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 52.2 | 1.3 | — | — |
| 10 suites for 10 noble passengers | 80.0 | 18.1 | 0.6 | — | 10 |
| 200 Staterooms for 200 high passengers | 800.0 | 362.8 | 2.4 | — | 10 |
| 25 low berths for 100 low passengers | 12.5 | 45.3 | 5.5 | — | — |
| 19 crew staterooms | 76.0 | 34.5 | 0.2 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 3 halls | 30.0 | 0.5 | 0.0 | — | — |
| 2 theatres | 40.0 | 3.8 | 0.0 | — | 2 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 2 civilian holoventure zones | 60.0 | 6.5 | 2.4 | — | 2 |
| 1 swimming pool | 25.0 | 6.3 | 0.1 | — | 1 |
| Water | — | 92.5 | — | — | — |
| 3 sickbays | 3.0 | 2.3 | 0.6 | — | 3 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 2 safes | 2.0 | 12.7 | 0.1 | — | — |
| 170.0-dton cargo hold | 170.0 | — | — | — | — |
| Cargo | (170.0) | (771.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,500.0 | 1,666.6 | 589.1 | 6,468 | 5 |
| Fitted out with full crew | 2,500.0 | 3,437.1 | 589.1 | 6,468 | 36 |

## *Penguin*-class Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 90-dton medium hull, std. mat. | (72.0) | 6.9 | 0.9 | 705 | — |
| DR 100 crystaliron armour | — | 34.4 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 10 thrusters (362.8 tonnes thrust) | 10.0 | 30.8 | 1.6 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 61.0-dton cargo hold | 61.0 | — | — | — | — |
| Cargo | (61.0) | (276.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 72.0 | 76.6 | 5.5 | 705 | 2 |
| Fitted out with full crew | 72.0 | 353.2 | 5.5 | 705 | 2 |

## *Perimire*-class Lab Ship (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 11.5 | 2.0 | 1,573 | — |
| DR 100 superdense armour | — | 46.1 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 15 jump drive modules | 15.0 | 54.4 | 45.8 | — | 0.3 |
| 12 thrusters (1,088.4 tonnes thrust) | 12.0 | 43.5 | 7.8 | — | 0.2 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 5 standard labs | 22.5 | 46.7 | 5.3 | — | 5-10 |
| 1 isolab | 22.5 | 91.0 | 10.1 | — | 1-5 |
| 15.0-dton cargo hold | 15.0 | — | — | — | — |
| Cargo | (15.0) | (68.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 372.5 | 95.5 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 549.3 | 95.5 | 1,573 | 11 |

## *Permain*-class Freighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 27.2 | 3.0 | 5,574 | — |
| DR 100 bonded superdense armour | — | 108.8 | 1.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.4 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 0.5 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.0 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 1,690.5-dton cargo hold | 1,690.5 | — | — | — | — |
| Cargo | (1,690.5) | (7,666.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 574.0 | 195.2 | 5,574 | 2 |
| Fitted out with full crew | 2,000.0 | 8,421.9 | 195.2 | 5,574 | 4 |

## *Petros*-class Heavy Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (80.0) | 6.4 | 0.4 | 651 | — |
| DR 2000 crystaliron armour | — | 636.5 | 8.4 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 73 thrusters (2,648.4 tonnes thrust) | 73.0 | 225.1 | 11.7 | — | 1.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 250 MJ lasers | 3.0 | 22.6 | 2.5 | — | — |
| 1 fixed 810 MJ laser | 3.0 | 25.1 | 2.7 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 923.5 | 29.3 | 651 | 3 |
| Fitted out with full crew | 80.0 | 923.5 | 29.3 | 651 | 3 |

## *Pheidippides*-class Imperial Courier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 4 turrets (DR 400) | 4.0 | 24.7 | 0.7 | 297 | — |
| DR 800 bonded superdense armour | — | 297.8 | 3.9 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 xboat communications module | 12.0 | 125.3 | 3.8 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 28 jump drive modules | 28.0 | 101.6 | 85.4 | — | 0.3 |
| 12 thrusters (1,088.4 tonnes thrust) | 12.0 | 43.5 | 7.8 | — | 0.1 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 405 MJ laser turret | (3.0) | 21.2 | 2.0 | — | 1-1 |
| 1 triple 102 MJ PD laser turret | (3.0) | 14.0 | 0.9 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 11.5-dton cargo hold | 11.5 | — | — | — | — |
| Cargo | (11.5) | (52.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 754.4 | 156.4 | 2,203 | 2 |
| Fitted out with full crew | 320.0 | 1,057.7 | 162.0 | 2,203 | 8 |

## *Plimsoon*-class Courier (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 5.5 | 1.0 | 756 | — |
| 1 turret (DR 100) | 1.0 | 2.7 | 0.1 | 74 | — |
| DR 100 superdense armour | — | 22.2 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 5 jump drive modules | 5.0 | 18.1 | 15.3 | — | 0.1 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 empty turret | (3.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 1.8 | 0.0 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 6.5-dton cargo hold | 6.5 | — | — | — | — |
| Cargo | (6.5) | (29.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 122.5 | 34.0 | 830 | 2 |
| Fitted out with full crew | 80.0 | 188.3 | 34.0 | 830 | 2 |

## *Poaknauri*-class Subsidized Liner (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 500-dton medium hull, std. mat. | (400.0) | 16.2 | 2.9 | 2,212 | — |
| DR 100 superdense armour | — | 64.8 | 0.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 10 jump drive modules | 10.0 | 36.3 | 30.5 | — | 0.2 |
| 14 thrusters (1,269.8 tonnes thrust) | 14.0 | 50.8 | 9.1 | — | 0.3 |
| 50 internal jump fuel tanks | 50.0 | 13.6 | 8.0 | — | — |
| 50 -dtons jump fuel | (50.0) | (45.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 222.0-dton cargo hold | 222.0 | — | — | — | — |
| Cargo | (222.0) | (1,006.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 255.4 | 56.5 | 2,212 | 2 |
| Fitted out with full crew | 400.0 | 1,307.5 | 56.5 | 2,212 | 6 |

## *Podzol*-class Freighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 58.1 | 2.1 | 3,965 | — |
| DR 100 durasteel armour | — | 58.1 | 0.8 | — | — |
| 1 x 70-dton medium subhull, std. materials | (70.0) | 8.7 | 0.3 | (596) | — |
| DR 100 durasteel armour | — | 43.7 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 24 jump drive modules | 48.0 | 174.1 | 120.0 | — | 4.8 |
| 10 fusion rockets (725.6 tonnes thrust) | 10.0 | 36.3 | 8.0 | — | 0.2 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 50 water fuel tanks | 50.0 | 1.1 | 8.5 | — | — |
| Water (as reaction mass) | (50.0) | (680.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.1 | — | — |
| 949.0-dton cargo hold | 949.0 | — | — | — | — |
| Cargo | (949.0) | (4,303.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 422.0 | 173.3 | 3,965 | 6 |
| Fitted out with full crew | 1,200.0 | 4,834.6 | 173.3 | 3,965 | 7 |

## *Polakki*-class Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 thrusters (399.1 tonnes thrust) | 11.0 | 33.9 | 1.8 | — | 0.2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 passenger couches | 12.0 | 5.9 | 0.1 | — | 1 |
| 40.0-dton cargo hold | 40.0 | — | — | — | — |
| Cargo | (40.0) | (181.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 82.4 | 5.6 | 651 | 2 |
| Fitted out with full crew | 64.0 | 263.8 | 5.6 | 651 | 3 |

# *Polesta*-class Troopship (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| 50 turrets (DR 250) | 50.0 | 490.9 | 8.1 | 3,716 | — |
| DR 500 crystaliron armour | — | 2,506.1 | 33.2 | — | — |
| Total compartmentalization | — | 20.0 | 0.2 | — | — |
| Basic stealth | — | 34.1 | 11.3 | — | — |
| Basic emission cloaking | — | 34.1 | 11.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 620.0 | — | 8 |
| 900 thrusters (32,652.0 tonnes thrust) | 900.0 | 2,775.4 | 144.0 | — | 15.0 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 triple heavy missile turrets | (60.0) | 81.6 | 1.3 | — | 20 |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 20 triple 90 MJ PD laser turrets | (60.0) | 318.4 | 35.4 | — | 2-20 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 900 ready heavy missiles | — | (612.2) | (162.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 10 *Barlax* with 2 entrances | 1,600.0 | 1.8 | 0.0 | — | — |
| 10 *Barlax* Assault Landers | (800.0) | (10,505.0) | (259.2) | — | 30 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 marine staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 123 marine bunkrooms | 492.0 | 535.5 | 2.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 49 crew staterooms | 196.0 | 106.7 | 0.6 | — | — |
| 5 sickbays | 5.0 | 3.4 | 0.8 | — | 5 |
| 21.0-dton cargo hold | 21.0 | — | — | — | — |
| Cargo | (21.0) | (95.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 8,418.6 | 1,137.3 | 13,983 | 24 |
| Fitted out with full crew | 5,000.0 | 20,991.6 | 1,558.5 | 13,983 | 96 |

# *Polo*-class Merchant Scout (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 30 thrusters (1,088.4 tonnes thrust) | 30.0 | 92.5 | 4.8 | — | 0.5 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 1 collapsible fuel bladder | 1.0 | 9.1 | 0.4 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 8 crew staterooms | 32.0 | 17.4 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 1 standard lab | 2.0 | 9.1 | 1.0 | — | 1-2 |
| 81.0-dton cargo hold | 81.0 | — | — | — | — |
| Cargo | (81.0) | (367.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 486.0 | 126.5 | 2,203 | 3 |
| Fitted out with full crew | 320.0 | 1,066.3 | 140.9 | 2,203 | 14 |

# *Porion*-class Passenger Liner (GTL10)

*Design Parameters: Built for Solomani human crew. Designed to commercial standards. All quantities in metric units.*

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 Launch | (10.0) | (32.7) | (3.6) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 75 Staterooms for 75 high passengers | 300.0 | 163.3 | 0.9 | — | 3.8 |
| 25 low berths for 100 low passengers | 12.5 | 45.3 | 5.5 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 3 exercise rooms | 7.5 | 1.4 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 113.0-dton cargo hold | 113.0 | — | — | — | — |
| Cargo | (113.0) | (512.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 771.5 | 160.8 | 3,026 | 4 |
| Fitted out with full crew | 800.0 | 1,534.3 | 164.4 | 3,026 | 12 |

# *Powsan*-class Bulk Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15,000-dton medium hull, std. mat. | (15,000.0) | 208.5 | 11.5 | 21,357 | — |
| DR 100 crystaliron armour | — | 1,042.6 | 13.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 450 jump drive modules | 450.0 | 1,632.6 | 1,395.0 | — | 18 |
| 1,000 thrusters (36,280.0 tonnes thrust) | 1,000.0 | 3,083.8 | 160.0 | — | 16.7 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 *Skyskipper* Launch | (10.0) | (20.6) | (3.1) | — | — |
| Hanger with 1 entrance | 20.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 21 crew staterooms | 84.0 | 45.7 | 0.3 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 10,435.0-dton cargo hold | 10,435.0 | — | — | — | — |
| Cargo | (10,435.0) | (47,322.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15,000.0 | 6,884.7 | 2,066.2 | 21,357 | 36 |
| Fitted out with full crew | 15,000.0 | 56,949.0 | 2,069.4 | 21,357 | 41 |

# *Premia*-class System Defense Boat (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| 6 turrets (DR 1350) | 6.0 | 298.4 | 4.5 | 445 | — |
| DR 2700 crystaliron armour | — | 3,292.4 | 43.6 | — | — |
| Total compartmentalization | — | 4.9 | 0.1 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 425 thrusters (15,419.0 tonnes thrust) | 425.0 | 1,310.6 | 68.0 | — | 7.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 10 crew staterooms | 40.0 | 21.8 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 1.0-dton cargo hold | 1.0 | — | — | — | — |
| Cargo | (1.0) | (4.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 5,100.3 | 147.9 | 2,943 | 8 |
| Fitted out with full crew | 480.0 | 5,171.8 | 165.6 | 2,943 | 18 |

# *Prenei*-class Scoopship (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 13 thrusters (471.6 tonnes thrust) | 13.0 | 40.1 | 2.1 | — | 0.2 |
| 50 internal jump fuel tanks | 50.0 | 13.6 | 8.0 | — | — |
| 50 -dtons jump fuel | (50.0) | (45.3) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 96.5 | 14.0 | 651 | 2 |
| Fitted out with full crew | 64.0 | 141.8 | 14.0 | 651 | 2 |

# *Prince Hal*-class Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15,000-dton medium hull, std. mat. | (15,000.0) | 208.5 | 11.5 | 21,357 | — |
| 43 turrets (DR 2000) | 43.0 | 3,152.3 | 43.0 | 3,195 | — |
| 6 small internal bays | 300.0 | 35.4 | 2.0 | — | — |
| DR 8000 crystaliron armour | — | 83,405.1 | 1,103.5 | — | — |
| Heavy compartmentalization | — | 20.9 | 0.2 | — | — |
| Basic stealth | — | 59.9 | 19.8 | — | — |
| Basic emission cloaking | — | 59.9 | 19.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 600 jump drive modules | 600.0 | 2,176.8 | 1,860.0 | — | 24 |
| 6,500 thrusters (235,820.0 tonnes thrust) | 6,500.0 | 20,044.7 | 1,040.0 | — | 108.3 |
| 4,500 internal jump fuel tanks | 4,500.0 | 1,224.4 | 720.0 | — | — |
| 4,500 -dtons jump fuel | (4,500.0) | (4,081.5) | (1.6) | — | — |
| 3 fuel scoops | 3.0 | 1.6 | 0.0 | — | — |
| 25 fuel processors | 25.0 | 24.9 | 21.3 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple light missile turrets | (9.0) | 2.4 | 0.1 | — | 3 |
| 40 single 810 MJ heavy laser turrets | (120.0) | 1,005.0 | 108.0 | — | 4-40 |
| 2 small light missile bays | (100.0) | 23.9 | 0.6 | — | 4 |
| 2 small missile bays | (100.0) | 137.3 | 2.2 | — | 4 |
| 2 13 GJ particle bays | (100.0) | 847.1 | 45.6 | — | 4 |
| 820 GJ spinal meson gun | 2,172.0 | 19,643.8 | 4,057.0 | — | 23 |
| 4 nuclear damper modules | 16.0 | 150.9 | 64.8 | — | 4 |
| 64 meson screen modules | 64.0 | 313.5 | 249.6 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 738 ready light missiles | — | (100.4) | (26.6) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Astra* Launchs | (20.0) | (43.2) | (7.1) | — | — |
| 1 *Scanlon* Assault Cutter | (50.0) | (402.8) | (22.6) | — | — |
| Hanger with 1 entrance | 140.0 | 0.9 | 0.0 | — | — |
| 6 *Hyena* Medium Fighters | (180.0) | (850.8) | (91.4) | — | 12 |
| Hanger with 1 entrance | 360.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 marine bunkrooms | 20.0 | 21.8 | 0.1 | — | — |
| 4 battledress racks | 4.0 | 104.3 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 utility modules | 30.0 | 312.9 | 9.0 | — | — |
| 17 crew bunkrooms | 68.0 | 74.0 | 0.3 | — | — |
| 3 sickbays | 3.0 | 2.0 | 0.5 | — | 3 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 118.0-dton cargo hold | 118.0 | — | — | — | — |
| Cargo | (118.0) | (535.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15,000.0 | 133,134.5 | 9,395.7 | 24,552 | 144 |
| Fitted out with full crew | 15,000.0 | 141,284.3 | 10,108.6 | 24,552 | 209 |

# *Pteron*-class Battle Cruiser (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 189.4 | 13.9 | 25,872 | — |
| 22 turrets (DR 2750) | 22.0 | 1,329.3 | 18.3 | 1,635 | — |
| 15 small internal bays | 750.0 | 88.4 | 4.9 | — | — |
| DR 5500 superdense armour | — | 41,678.2 | 551.4 | — | — |
| Total compartmentalization | — | 37.9 | 0.4 | — | — |
| Basic stealth | — | 67.1 | 22.2 | — | — |
| Basic emission cloaking | — | 67.1 | 22.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 1,000 jump drive modules | 1,000.0 | 3,628.0 | 3,050.0 | — | 20 |
| 5,000 thrusters (453,500.0 tonnes) | 5,000.0 | 18,140.0 | 3,250.0 | — | 100 |
| 8,000 internal jump fuel tanks | 8,000.0 | 2,176.8 | 1,280.0 | — | — |
| 8,000 -dtons jump fuel | (8,000.0) | (7,256.0) | (2.8) | — | — |
| 4 fuel scoops | 4.0 | 2.1 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 triple 390 MJ laser turrets | (36.0) | 245.5 | 41.4 | — | 2-12 |
| 10 single 870 MJ heavy laser turrets | (30.0) | 267.6 | 15.7 | — | 1-10 |
| 5 small light missile bays | (250.0) | 59.9 | 1.6 | — | 10 |
| 5 small missile bays | (250.0) | 343.3 | 5.5 | — | 10 |
| 5 22 GJ fusion bays | (250.0) | 2,054.4 | 394.5 | — | 10 |
| 1.1 TJ spinal meson gun | 2,804.0 | 25,358.8 | 2,845.0 | — | 30 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 114 meson screen modules | 114.0 | 517.0 | 262.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20,500 ready light missiles | — | (2,789.0) | (471.5) | — | — |
| 3,750 ready heavy missiles | — | (2,550.9) | (750.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 16 *Anlos* with 1 entrance | 640.0 | 0.9 | 0.0 | — | — |
| 16 *Anlo* Light Fighters | (320.0) | (3,750.4) | (253.8) | — | 32 |
| Hanger for *Bermurdatus* with 1 ent. | 1,280.0 | 0.9 | 0.0 | — | — |
| 8 *Bermurdatu* Assault Fighters | (640.0) | (11,724.8) | (705.6) | — | 32 |
| Hanger for 2 *Vixen* Armed Gigs | 80.0 | — | — | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (106.4) | (18.6) | — | — |
| Hanger for *Estevans* with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Estevan* Cutters | (40.0) | (45.4) | (8.6) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 2 marine bunkrooms | 8.0 | 3.4 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 utility modules | 40.0 | 417.2 | 10.0 | — | — |
| 23 crew bunkrooms | 92.0 | 39.6 | 0.4 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 4 sickbays | 10.0 | 18.5 | 0.8 | — | 4 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 2 brigs | 2.0 | 12.7 | 0.1 | — | — |
| Psionic shield on critical areas | — | 5.7 | 12.5 | — | — |
| 33.0-dton cargo hold | 33.0 | — | — | — | — |
| Cargo | (33.0) | (149.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 96,916.3 | 11,826.5 | 27,507 | 123 |
| Fitted out with full crew | 20,000.0 | 125,288.9 | 14,034.6 | 27,507 | 267 |

## *Pugilist*-class Combat Scout (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 3.7 | 1.0 | 756 | — |
| 1 turret (DR 1000) | 1.0 | 14.9 | 0.3 | 74 | — |
| DR 2000 bonded superdense armour | — | 295.4 | 3.9 | — | — |
| Total compartmentalization | — | 0.7 | 0.0 | — | — |
| Basic stealth | — | 2.0 | 0.7 | — | — |
| Basic emission cloaking | — | 2.0 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 5 jump drive modules | 5.0 | 18.1 | 15.3 | — | 0.0 |
| 16 thrusters (1,451.2 tonnes thrust) | 16.0 | 58.0 | 10.4 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 405 MJ laser turret | (3.0) | 21.2 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 489.4 | 81.1 | 830 | 2 |
| Fitted out with full crew | 80.0 | 527.9 | 81.1 | 830 | 3 |

## *Pugnacious*-class Battle Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| 7 small internal bays | 350.0 | 41.3 | 2.3 | — | — |
| DR 3000 crystaliron armour | — | 23,868.8 | 315.8 | — | — |
| Total compartmentalization | — | 31.8 | 0.4 | — | — |
| Basic stealth | — | 39.8 | 13.2 | — | — |
| Basic emission cloaking | — | 39.8 | 13.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,240.0 | — | 16 |
| 3,800 thrusters (137,864.0 tonnes thrust) | 3,800.0 | 11,718.4 | 608.0 | — | 63.3 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 15 fuel processors | 15.0 | 15.0 | 12.8 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 small missile bays | (250.0) | 343.3 | 5.5 | — | 10 |
| 2 13 GJ particle bays | (100.0) | 847.1 | 45.6 | — | 4 |
| 870 GJ spinal particle accelerator | 2,291.0 | 20,733.1 | 1,567.0 | — | 24 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3,750 ready heavy missiles | — | (2,550.9) | (675.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 12 crew bunkrooms | 48.0 | 52.2 | 0.2 | — | — |
| 17 crew low berths | 8.5 | 30.8 | 3.7 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 53.5-dton cargo hold | 53.5 | — | — | — | — |
| Cargo | (53.5) | (242.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 60,441.9 | 4,336.0 | 16,298 | 81 |
| Fitted out with full crew | 10,000.0 | 65,956.4 | 5,011.0 | 16,298 | 195 |

## *Purtin*-class Transport (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 119.3 | 8.8 | 16,298 | — |
| 6 turrets (DR 100) | 6.0 | 16.4 | 0.4 | 445 | — |
| DR 100 superdense armour | — | 477.4 | 6.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,220.0 | — | 8 |
| 374 thrusters (33,921.8 tonnes thrust) | 374.0 | 1,356.9 | 243.1 | — | 7.5 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple sandcaster turrets | (9.0) | 40.8 | 2.3 | — | 3 |
| 3 triple 97 MJ PD laser turrets | (9.0) | 39.9 | 3.8 | — | 1-3 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Jackson* Military Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Jackson* Military Launch | (10.0) | (14.5) | (3.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 14 crew staterooms | 56.0 | 25.4 | 0.2 | — | — |
| 6,130.0-dton cargo hold | 6,130.0 | — | — | — | — |
| Cargo | (6,130.0) | (27,799.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 4,562.6 | 1,973.2 | 16,744 | 17 |
| Fitted out with full crew | 10,000.0 | 35,097.6 | 1,976.5 | 16,744 | 25 |

## *Purvaine*-class System Defense Boat (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 98.5 | 7.2 | 13,454 | — |
| 15 turrets (DR 4000) | 15.0 | 1,314.5 | 17.9 | 1,114 | — |
| 6 large external bays (DR 4000) | 120.0 | 8,543.9 | 115.3 | 7,246 | — |
| DR 22000 superdense armour | — | 86,694.2 | 1,147.0 | — | — |
| Total compartmentalization | — | 19.7 | 0.2 | — | — |
| Radical stealth | — | 106.5 | 176.1 | — | — |
| Radical emission cloaking | — | 106.5 | 176.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 7,100 thrusters (643,970.0 tonnes) | 7,100.0 | 25,758.8 | 4,615.0 | — | 142 |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple heavy missile turrets | (15.0) | 20.4 | 0.3 | — | 5 |
| 10 single 870 MJ heavy laser turrets | (30.0) | 267.6 | 15.7 | — | 1-10 |
| 6 29 GJ particle bays | (600.0) | 5,752.2 | 318.0 | — | 12 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 57 meson screen modules | 57.0 | 258.5 | 131.1 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 75 magazines | 75.0 | 425.2 | 9.4 | — | — |
| 225 ready heavy missiles | — | (153.1) | (45.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 3.8 | — | — |
| 16 crew bunkrooms | 64.0 | 27.6 | 0.3 | — | — |
| 3 exercise rooms | 7.5 | 1.4 | 0.0 | — | — |
| 3 sickbays | 7.5 | 13.9 | 0.6 | — | 3 |
| 27.0-dton cargo hold | 27.0 | — | — | — | — |
| Cargo | (27.0) | (122.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 129,626.3 | 6,750.4 | 21,815 | 143 |
| Fitted out with full crew | 7,500.0 | 129,901.8 | 6,795.4 | 21,815 | 181 |

# *Puyan*-class Frigate (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 44.3 | 1.6 | 3,026 | — |
| 8 turrets (DR 100) | 8.0 | 52.5 | 0.9 | 594 | — |
| DR 100 durasteel armour | — | 221.6 | 2.9 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 3.0 | 15.0 | 11.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 24 jump drive modules | 48.0 | 174.1 | 120.0 | — | 4.8 |
| 75 fusion rockets (5,442.0 tonnes) | 75.0 | 272.1 | 60.0 | — | 1.3 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 300 water fuel tanks | 300.0 | 6.8 | 51.0 | — | — |
| Water (as reaction mass) | (300.0) | (4,081.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple light missile turrets | (12.0) | 3.3 | 0.2 | — | 4 |
| 1 triple heavy missile turret | (3.0) | 4.1 | 0.1 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 101 MJ laser turret | (3.0) | 23.5 | 4.3 | — | 1-1 |
| 1 triple 40 MJ PD laser turret | (3.0) | 15.3 | 4.4 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 984 ready light missiles | — | (133.9) | (34.4) | — | — |
| 45 ready heavy missiles | — | (30.6) | (9.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 28.1 | 3.8 | — | — |
| 3 crew bunkrooms | 15.0 | 13.3 | 0.2 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 15.5-dton cargo hold | 15.5 | — | — | — | — |
| Cargo | (15.5) | (70.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 826.7 | 356.1 | 3,620 | 7 |
| Fitted out with full crew | 800.0 | 1,351.7 | 399.5 | 3,620 | 20 |

# *Qanat*-class Bulk Tanker (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| DR 100 crystaliron armour | — | 159.1 | 2.1 | — | — |
| 1 x 1,376-dton medium subhull, std. materials | (1,376.5) | 42.4 | 2.3 | (4,345) | — |
| DR 100 crystaliron armour | — | 212.1 | 2.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 300 jump drive modules | 300.0 | 1,088.4 | 930.0 | — | 12 |
| 1,000 thrusters (36,280.0 tonnes thrust) | 1,000.0 | 3,083.8 | 160.0 | — | 16.7 |
| 2,000 internal jump fuel tanks | 2,000.0 | 544.2 | 320.0 | — | — |
| 2,000 -dtons jump fuel | (2,000.0) | (1,814.0) | (0.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Fromin* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Fromin* Launch | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 18 crew staterooms | 72.0 | 39.2 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 110.0-dton cargo hold | 110.0 | — | — | — | — |
| Cargo | (110.0) | (498.9) | — | — | — |
| 6,500.0-dton cargo tank | 6,500.0 | 766.4 | 1,040.0 | — | — |
| Liquid cargo | (6,500.0) | (88,432.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 6,138.6 | 2,471.6 | 16,298 | 30 |
| Fitted out with full crew | 10,000.0 | 96,904.6 | 2,474.8 | 16,298 | 35 |

# *Qi Wuan*-class Frigate (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 22.2 | 1.6 | 3,026 | — |
| 8 turrets (DR 4000) | 8.0 | 701.1 | 9.5 | 594 | — |
| DR 8000 superdense armour | — | 7,090.5 | 93.8 | — | — |
| Total compartmentalization | — | 4.4 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 97.6 | — | 0.6 |
| 450 thrusters (40,815.0 tonnes thrust) | 450.0 | 1,632.6 | 292.5 | — | 9 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 4 triple 390 MJ laser turrets | (12.0) | 81.8 | 13.8 | — | 1-4 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 *Vixen* Armed Gig | (20.0) | (53.2) | (9.3) | — | — |
| Hanger with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 1.7 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 9,849.6 | 573.3 | 3,620 | 11 |
| Fitted out with full crew | 800.0 | 10,205.6 | 593.9 | 3,620 | 25 |

# *Quero*-class Assault Lander (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (32.0) | 3.0 | 0.5 | 410 | — |
| DR 2300 superdense armour | — | 276.7 | 3.7 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 thrusters (1,451.2 tonnes thrust) | 16.0 | 58.0 | 10.4 | — | 0.3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 12.0-dton cargo hold | 12.0 | — | — | — | — |
| Cargo | (12.0) | (54.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 32.0 | 344.5 | 17.4 | 410 | 2 |
| Fitted out with full crew | 32.0 | 398.9 | 17.4 | 410 | 2 |

## *Quintalia*-class Pinnace (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (32.0) | 4.0 | 0.5 | 410 | — |
| DR 100 crystaliron armour | — | 20.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (181.4 tonnes thrust) | 5.0 | 15.4 | 0.8 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.0 | 0.0 | — | — |
| 24.0-dton cargo hold | 24.0 | — | — | — | — |
| Cargo | (24.0) | (108.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 32.0 | 44.9 | 4.1 | 410 | 1 |
| Fitted out with full crew | 32.0 | 153.7 | 4.1 | 410 | 1 |

## *Quorum* Assembly Hall (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Turrets are not counted towards jump volume. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| 50 turrets (DR 100) | 50.0 | 218.8 | 4.4 | 3,716 | — |
| DR 100 crystaliron armour | — | 100.2 | 1.3 | — | — |
| 1 x 3,313-dton medium subhull, std. materials | (3,313.5) | 76.2 | 4.2 | (7,804) | — |
| DR 100 crystaliron armour | — | 381.0 | 5.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 620.0 | — | 8 |
| 100 thrusters (3,628.0 tonnes thrust) | 100.0 | 308.4 | 16.0 | — | 1.7 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 25 triple sandcaster turrets | (75.0) | 340.1 | 18.8 | — | 25 |
| 25 triple 90 MJ PD laser turrets | (75.0) | 397.9 | 44.2 | — | 3-25 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Launches with 1 entrance | 500.0 | 0.9 | 0.0 | — | — |
| 25 *Skyskipper* Launches | (250.0) | (515.0) | (78.5) | — | 25 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 28 marine staterooms | 112.0 | 61.0 | 0.3 | — | — |
| 1 tactical command centre | 4.0 | 2.7 | 2.8 | — | — |
| 5 briefing rooms | 5.0 | 0.1 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 utility modules | 7.0 | 73.0 | 2.1 | — | — |
| 60 suites for 60 noble passengers | 480.0 | 130.6 | 3.6 | — | 60 |
| 360 Staterooms for 360 high passengers | 1,440.0 | 783.6 | 4.3 | — | 18 |
| 75 crew staterooms | 300.0 | 163.3 | 0.9 | — | — |
| 24 exercise rooms | 60.0 | 10.9 | 0.0 | — | — |
| 4 halls | 40.0 | 0.7 | 0.0 | — | — |
| 2 theatres | 40.0 | 3.8 | 0.0 | — | 2 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 5 sickbays | 5.0 | 3.4 | 0.8 | — | 5 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 129.5-dton cargo hold | 129.5 | — | — | — | — |
| Cargo | (129.5) | (587.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 4,310.6 | 979.1 | 13,983 | 11 |
| Fitted out with full crew | 5,000.0 | 6,773.3 | 1,057.6 | 13,983 | 149 |

## *Quotal*-class Tramp Trader (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 13 jump drive modules | 13.0 | 47.2 | 40.3 | — | 0.5 |
| 30 thrusters (1,088.4 tonnes thrust) | 30.0 | 92.5 | 4.8 | — | 0.5 |
| 81 internal jump fuel tanks | 81.0 | 22.0 | 13.0 | — | — |
| 81 -dtons jump fuel | (81.0) | (73.5) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 Staterooms for 12 high passengers | 48.0 | 26.1 | 0.1 | — | 0.6 |
| 6 Staterooms for 12 middle passengers | 24.0 | 13.1 | 0.1 | — | 0.2 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 93.0-dton cargo hold | 93.0 | — | — | — | — |
| Cargo | (93.0) | (421.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 437.7 | 74.1 | 2,203 | 2 |
| Fitted out with full crew | 320.0 | 932.9 | 74.1 | 2,203 | 8 |

## *Radzhon*-class Liner (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 58.1 | 2.1 | 3,965 | — |
| DR 100 durasteel armour | — | 58.1 | 0.8 | — | — |
| 1 x 179-dton med. subhull, std. mat. | (179.0) | 16.3 | 0.6 | (1,115) | — |
| DR 100 durasteel armour | — | 81.7 | 1.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 24 jump drive modules | 48.0 | 174.1 | 120.0 | — | 4.8 |
| 15 fusion rockets (1,088.4 tonnes thrust) | 15.0 | 54.4 | 12.0 | — | 0.3 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 75 water fuel tanks | 75.0 | 1.7 | 12.8 | — | — |
| Water (as reaction mass) | (75.0) | (1,020.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 25 Staterooms for 50 middle pass. | 100.0 | 54.4 | 0.4 | — | 1 |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 810.0-dton cargo hold | 810.0 | — | — | — | — |
| Cargo | (810.0) | (3,673.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 531.2 | 182.9 | 3,965 | 6 |
| Fitted out with full crew | 1,200.0 | 4,313.4 | 182.9 | 3,965 | 10 |

# *Raupi*-class Light Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 2.4 | 0.1 | 162 | — |
| DR 100 durasteel armour | — | 11.9 | 0.2 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion rockets (145.1 tonnes thrust) | 2.0 | 7.3 | 1.6 | — | 0.0 |
| 6 water fuel tanks | 6.0 | 0.1 | 1.0 | — | — |
| Water (as reaction mass) | (6.0) | (81.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 101 MJ laser | 1.0 | 7.8 | 1.4 | — | — |
| Other Modules | Spaces | Mass | Cost | Area | Crew |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 28.6 | 8.4 | 162 | 1 |
| Fitted out with full crew | 10.0 | 28.6 | 8.4 | 162 | 1 |

# *Ravning Eng*-class Torpedo Boat (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (20.0) | 3.8 | 0.1 | 258 | — |
| DR 100 durasteel armour | — | 18.9 | 0.3 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 fusion rockets (290.2 tonnes thrust) | 4.0 | 14.5 | 3.2 | — | 0.1 |
| 14 water fuel tanks | 14.0 | 0.3 | 2.4 | — | — |
| Water (as reaction mass) | (14.0) | (190.5) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed heavy missile rack | 1.0 | 11.8 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20.0 | 43.1 | 10.3 | 258 | 1 |
| Fitted out with full crew | 20.0 | 43.1 | 10.3 | 258 | 1 |

# *Razruzhenye*-class Assault Carrier (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20,000-dton medium hull, std. mat. | (20,000.0) | 189.4 | 13.9 | 25,872 | — |
| 100 turrets (DR 4000) | 100.0 | 8,763.3 | 119.3 | 7,432 | — |
| 10 large internal bays | 1,000.0 | 90.7 | 5.0 | — | — |
| DR 20000 superdense armour | — | 151,557.2 | 2,005.2 | — | — |
| Total compartmentalization | — | 37.9 | 0.4 | — | — |
| Basic stealth | — | 81.3 | 26.9 | — | — |
| Basic emission cloaking | — | 81.3 | 26.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 1,000 jump drive modules | 1,000.0 | 3,628.0 | 3,050.0 | — | 20 |
| 6,000 thrusters (544,200.0 tonnes thrust) | 6,000.0 | 21,768.0 | 3,900.0 | — | 120 |
| 8,000 internal jump fuel tanks | 8,000.0 | 2,176.8 | 1,280.0 | — | — |
| 8,000 -dtons jump fuel | (8,000.0) | (7,256.0) | (2.8) | — | — |
| 4 fuel scoops | 4.0 | 2.1 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 50 triple 390 MJ laser turrets | (150.0) | 1,023.1 | 172.5 | — | 5-50 |
| 50 triple 97 MJ PD laser turrets | (150.0) | 665.3 | 63.0 | — | 5-50 |
| 10 large heavy missile bays | (1,000.0) | 1,369.6 | 22.0 | — | 20 |
| 32 nuclear damper modules | 32.0 | 296.0 | 128.0 | — | 4 |
| 173 meson screen modules | 173.0 | 784.6 | 397.9 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15,000 ready heavy missiles | — | (10,203.8) | (3,000.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Mei* Fast Launches | (40.0) | (66.6) | (12.5) | — | — |
| 5 *Vixen* Armed Gigs | (100.0) | (266.0) | (46.6) | — | — |
| Hanger with 1 entrance | 280.0 | 0.9 | 0.0 | — | — |
| 10 *Steffern* Assault Landers | (800.0) | (21,898.0) | (645.5) | — | — |
| Hanger with 1 entrance | 1,600.0 | 0.9 | 0.0 | — | — |
| 100 *Stalingrad* Grav Tanks | (350.0) | (20,350.0) | (2,270.0) | — | — |
| Hanger with 1 entrance | 700.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 71 marine bunkrooms | 284.0 | 122.4 | 1.3 | — | — |
| 1 tactical command centre | 4.0 | 2.7 | 2.8 | — | — |
| 30 briefing rooms | 30.0 | 0.5 | 0.0 | — | — |
| 2 drop capsule launchers | 2.0 | 21.8 | 0.3 | — | 2 |
| 65 drop capsule racks | 65.0 | 994.0 | — | — | — |
| 52 battledress racks | 52.0 | 1,356.0 | — | — | — |
| 10 weapons lockers | 10.0 | 63.5 | 0.3 | — | — |
| 30 gyms | 75.0 | 13.6 | 0.1 | — | — |
| 10 shooting ranges | 100.0 | 90.7 | 1.5 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 utility modules | 40.0 | 417.2 | 10.0 | — | — |
| 19 crew bunkrooms | 76.0 | 32.7 | 0.3 | — | — |
| 10 sickbays | 10.0 | 7.7 | 2.1 | — | 10 |
| 336.0-dton cargo hold | 336.0 | — | — | — | — |
| Cargo | (336.0) | (1,523.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 20,000.0 | 195,710.6 | 11,253.6 | 33,304 | 151 |
| Fitted out with full crew | 20,000.0 | 257,274.8 | 17,228.2 | 33,304 | 218 |

## *Reimon*-class Lancer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 29.5 | 3.9 | 3,026 | — |
| 8 turrets (DR 400) | 8.0 | 122.1 | 2.3 | 594 | — |
| DR 800 crystaliron armour | — | 1,181.7 | 15.6 | — | — |
| Total compartmentalization | — | 5.9 | 0.1 | — | — |
| Radical stealth | — | 17.7 | 29.2 | — | — |
| Radical emission cloaking | — | 17.7 | 29.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 32 jump drive modules | 32.0 | 116.1 | 99.2 | — | 1.3 |
| 331 thrusters (12,008.7 tonnes thrust) | 331.0 | 1,020.7 | 53.0 | — | 5.5 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 2,817.8 | 317.0 | 3,620 | 8 |
| Fitted out with full crew | 640.0 | 3,116.1 | 334.7 | 3,620 | 22 |

## *Rikiamid*-class Bulk Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.4 | 297 | — |
| DR 100 crystaliron armour | — | 501.2 | 6.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 465.0 | — | 6 |
| 500 thrusters (18,140.0 tonnes thrust) | 500.0 | 1,541.9 | 80.0 | — | 8.3 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 25 crew staterooms | 100.0 | 54.4 | 0.3 | — | — |
| 3,232.5-dton cargo hold | 3,232.5 | — | — | — | — |
| Cargo | (3,232.5) | (14,659.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 3,147.3 | 725.1 | 10,564 | 16 |
| Fitted out with full crew | 5,000.0 | 18,713.7 | 725.1 | 10,564 | 25 |

## *Ri'krung*-class Heavy Fighter (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 1200 crystaliron armour | — | 381.9 | 5.1 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 6.0 | 27.5 | 15.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 49 thrusters (1,777.7 tonnes thrust) | 49.0 | 151.1 | 7.8 | — | 0.8 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 810 MJ lasers | 9.0 | 75.4 | 8.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 645.4 | 38.8 | 651 | 2 |
| Fitted out with full crew | 64.0 | 645.4 | 38.8 | 651 | 2 |

## *Rochelle*-class Monitor (GTL12)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2000-ton planetoid hull | (2000.0) | 979.6 | 0.0 | 5574.2 | 0.0 |
| Tunneling | 0.0 | 0.0 | 0.2 | 0.0 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.8 | 0.0 | 0.0 |
| Armour: DR10000, PD4 | 0.0 | 193372.4 | 38.4 | 0.0 | 0.0 |
| Total compartmentalization | 1.7 | 195.9 | 0.0 | 0.0 | 0.0 |
| 20 turrets (60 spaces) | 20.0 | 7.7 | 0.8 | 1486.4 | 20.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.4 | 0.2 | 0.0 | 0.0 |
| Maneuver drive (0.2G) | 350.0 | 1269.8 | 101.5 | 0.0 | 3.5 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 Missile Racks | (30.0) | 353.7 | 0.5 | 0.0 | 0.0 |
| 30 405-MJ Lasers | (30.0) | 212.2 | 20.4 | 0.0 | 0.0 |
| Spinal Meson Gun | 1512.0 | 13712.9 | 939.0 | 0.0 | 0.0 |
| Meson Screen (DR4105) | 15.0 | 68.0 | 33.9 | 0.0 | 0.0 |
| Nuclear Damper (16 km range) | 1.0 | 9.1 | 4.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 20.5 | 14.5 | 0.0 | 5.0 |
| 4 utility modules | 4.0 | 41.7 | 1.0 | 0.0 | 0.0 |
| Sickbay | 1.0 | 0.8 | 0.2 | 0.0 | 2.0 |
| Hold | 21.3 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 staterooms | 64.0 | 29.0 | 0.2 | 0.0 | 0.0 |
| bunkroom sleeping 16 personnel | 4.0 | 1.7 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cargo | (21.3) | (96.5) | 0.0 | 0.0 | 0.0 |
| Missiles | 0.0 | 0.0 | 50.9 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 2000.0 | 210375.0 | 1206.8 | 7060.6 | 42.0 |
| Unloaded with skeleton crew | 2000.0 | 210278.5 | 1155.9 | 7060.6 | 8.0 |

# *Roin*-class Close Escort (GTL 11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 18.3 | 3.2 | 2,497 | — |
| 6 turrets (DR 1500) | 6.0 | 199.3 | 3.2 | 445 | — |
| DR 3000 superdense armour | — | 2,194.9 | 29.0 | — | — |
| Total compartmentalization | — | 3.7 | 0.0 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 73.2 | — | 0.5 |
| 219 thrusters (19,863.3 tonnes thrust) | 219.0 | 794.5 | 142.3 | — | 4.4 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Anlo* Light Fighter | 21.0 | 0.5 | 0.0 | — | — |
| 1 *Anlo* Light Fighter | (20.0) | (234.4) | (15.9) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 3,515.0 | 313.3 | 2,943 | 6 |
| Fitted out with full crew | 480.0 | 4,002.3 | 340.4 | 2,943 | 21 |

# *Rori*-class Asteroid Miner (GTL 10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-ton hull | (200.0) | 13.6 | 0.8 | 1393.5 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.2 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 75.3 | 1.0 | 0.0 | 0.0 |
| 2 turrets | 2.0 | 1.5 | 0.1 | 148.6 | 2.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 6.0 | 21.8 | 18.6 | 0.0 | 0.2 |
| Jump tanks | 40.0 | 47.2 | 6.4 | 0.0 | 0.0 |
| Collapsible Tank (60 tons) | 0.5 | 4.5 | 0.2 | 0.0 | 0.0 |
| Maneuver drive (0.2G) | 5.0 | 15.4 | 0.8 | 0.0 | 0.1 |
| Fuel processor module (5.0 hours) | 1.0 | 1.0 | 0.9 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Bridge | 2.5 | 7.8 | 4.0 | 0.0 | 1.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| Smelter | 1.0 | 5.7 | 0.0 | 0.0 | 0.0 |
| Hold | 124.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 staterooms | 16.0 | 8.7 | 0.0 | 0.0 | 0.0 |
| Low berths for 4 cryotubes | 0.5 | 1.8 | 0.2 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (40.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (124.0) | (562.3) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 200.0 | 776.2 | 33.6 | 1542.2 | 4.0 |
| Unloaded with skeleton crew | 200.0 | 213.9 | 33.6 | 1542.2 | 2.0 |

# *Rorke*-class Cargo Lighter (GTL 10)

Design Parameters: Built for Solomani human crew.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 55.0-dton cargo hold | 55.0 | — | — | — | — |
| Cargo | (55.0) | (249.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 67.4 | 5.2 | 651 | 2 |
| Fitted out with full crew | 64.0 | 316.9 | 5.2 | 651 | 1 |

# *Ruuxkr!*-class Escort (GTL 10)

*Design Parameters:* Built for K'kree crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (4,000.0) | 100.2 | 13.3 | 10,267 | — |
| 10 turrets (DR 600) | 10.0 | 225.2 | 3.9 | 743 | — |
| 4 small external bays (DR 600) | 40.0 | 731.0 | 10.7 | 2,415 | — |
| DR 1200 crystaliron armour | — | 6,014.6 | 79.6 | — | — |
| Basic stealth | — | 32.8 | 10.8 | — | — |
| Basic emission cloaking | — | 32.8 | 10.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 30.0 | 130.1 | 75.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 155 jump drive modules | 155.0 | 562.3 | 480.5 | — | 6.2 |
| 1,000 thrusters (36,280.0 tonnes thrust) | 1,000.0 | 3,083.8 | 160.0 | — | 16.7 |
| 1,032 internal jump fuel tanks | 1,032.0 | 280.8 | 165.1 | — | — |
| 1,032 -dtons jump fuel | (1,032.0) | (936.0) | (0.4) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 90 MJ PD laser turrets | (30.0) | 159.2 | 17.7 | — | 1-10 |
| 2 small light missile bays | (100.0) | 23.9 | 0.6 | — | 4 |
| 2 13 GJ particle bays | (100.0) | 847.1 | 45.6 | — | 4 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8,200 ready light missiles | — | (1,115.6) | (295.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.4 | — | — |
| 71 crew pastures | 1,704.0 | 927.3 | 5.1 | — | — |
| 16.0-dton cargo hold | 16.0 | — | — | — | — |
| Cargo | (16.0) | (72.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 13,275.9 | 1,098.3 | 13,425 | 24 |
| Fitted out with full crew | 4,000.0 | 15,400.1 | 1,393.5 | 13,425 | 71 |

## *S-XL* -class Long Range Scout (GTL12)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-ton streamlined hull | (80.0) | 4.5 | 1.2 | 929.0 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 19.6 | 0.3 | 0.0 | 0.0 |
| 1 turret (3 spaces) | 1.0 | 0.4 | 0.1 | 74.3 | 1.0 |
| Basic stealth | 0.0 | 2.4 | 0.8 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 2.4 | 0.8 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.4 | 0.2 | 0.0 | 0.0 |
| Jump drive (6 parsecs) | 7.0 | 25.4 | 21.4 | 0.0 | 0.1 |
| Jump tanks | 60.0 | 70.7 | 9.6 | 0.0 | 0.0 |
| Reactionless thruster (1.5G) | 3.0 | 10.9 | 0.9 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Missile Rack | (1.0) | 11.8 | 0.0 | 0.0 | 0.0 |
| 405-MJ Laser | (1.0) | 7.1 | 0.7 | 0.0 | 0.0 |
| 1 sandcaster | (1.0) | 4.5 | 0.3 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Bridge | 2.5 | 7.0 | 3.7 | 0.0 | 1.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| Hold | 0.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| stateroom | 4.0 | 1.8 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (60.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (0.5) | (2.3) | 0.0 | 0.0 | 0.0 |
| Missiles | 0.0 | 0.0 | 1.7 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 0.1 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 80.0 | 184.7 | 42.0 | 1003.4 | 1.0 |
| Unloaded with skeleton crew | 80.0 | 182.4 | 40.2 | 1003.4 | 1.0 |

## *S'donath*-class Fast Courier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 3.7 | 0.4 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 7 jump drive modules | 7.0 | 25.4 | 21.4 | — | 0.1 |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 1.8 | 0.0 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 1 crew stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 19.0-dton cargo hold | 19.0 | — | — | — | — |
| Cargo | (19.0) | (86.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 89.6 | 36.0 | 756 | 1 |
| Fitted out with full crew | 100.0 | 230.2 | 36.0 | 756 | 1 |

## *Sadmani*-class Corvette (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 14.0 | 2.5 | 1,906 | — |
| 4 turrets (DR 500) | 4.0 | 45.8 | 1.0 | 297 | — |
| DR 1000 superdense armour | — | 558.3 | 7.4 | — | — |
| Total compartmentalization | — | 2.8 | 0.0 | — | — |
| Thermal superconductor armour | — | 2.7 | 5.9 | — | — |
| Radical stealth | — | 10.8 | 17.8 | — | — |
| Radical emission cloaking | — | 10.8 | 17.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.4 |
| 93 thrusters (8,435.1 tonnes thrust) | 93.0 | 337.4 | 60.4 | — | 1.9 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| 2 single 870 MJ heavy laser turrets | (6.0) | 53.5 | 3.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 1.8 | 0.0 | — | — |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 1,224.2 | 219.6 | 2,203 | 4 |
| Fitted out with full crew | 320.0 | 1,411.9 | 225.2 | 2,203 | 12 |

## *Saniyat*-class Merchant (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| DR 100 crystaliron armour | — | 18.6 | 0.2 | — | — |
| 1 x 141-dton medium subhull, std. mat. | (141.5) | 9.3 | 0.5 | (953) | — |
| DR 100 crystaliron armour | — | 46.5 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 13 jump drive modules | 13.0 | 47.2 | 40.3 | — | 0.5 |
| 26 thrusters (943.3 tonnes thrust) | 26.0 | 80.2 | 4.2 | — | 0.4 |
| 82 internal jump fuel tanks | 82.0 | 22.3 | 13.1 | — | — |
| 82 -dtons jump fuel | (82.0) | (74.4) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for *Skyskipper* Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (18.7) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 4 low berths for 16 low passengers | 2.0 | 7.3 | 0.9 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 175.0-dton cargo hold | 175.0 | — | — | — | — |
| Cargo | (175.0) | (793.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 327.6 | 66.1 | 1,906 | 2 |
| Fitted out with full crew | 400.0 | 1,214.3 | 69.2 | 1,906 | 6 |

## *Sarta*-class Armoured Launch (GTL10)

*Design Parameters:* Built for Solomani human crew.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 300 crystaliron armour | — | 23.9 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 thrusters (145.1 tonnes thrust) | 4.0 | 12.3 | 0.6 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 43.8 | 3.8 | 162 | 1 |
| Fitted out with full crew | 8.0 | 43.8 | 3.8 | 162 | 1 |

## *Scanlon*-class Assault Cutter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 4.7 | 0.6 | 476 | — |
| 1 turret (DR 600) | 1.0 | 22.5 | 0.4 | 74 | — |
| DR 1200 crystaliron armour | — | 279.2 | 3.7 | — | — |
| Radical stealth | — | 2.7 | 4.4 | — | — |
| Radical emission cloaking | — | 2.7 | 4.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| Engineering | Spaces | Mass | Cost | Area | Crew |
| 27 thrusters (979.6 tonnes thrust) | 27.0 | 83.3 | 4.3 | — | 0.5 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.5 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 402.8 | 22.6 | 550 | 2 |
| Fitted out with full crew | 40.0 | 439.1 | 22.6 | 550 | 3 |

## *Schwartzhild*-class Fuel Shuttle (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 95-dton medium hull, std. mat. | (76.0) | 10.7 | 0.9 | 731 | — |
| DR 100 durasteel armour | — | 53.5 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 74 water fuel tanks | 74.0 | 1.7 | 12.6 | — | — |
| Water (as reaction mass) | (74.0) | (1,006.8) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 76.0 | 70.6 | 18.7 | 731 | 1 |
| Fitted out with full crew | 76.0 | 70.6 | 18.7 | 731 | 1 |

## *Selanai*-class Armed Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 19.4 | 2.1 | 3,965 | — |
| 6 turrets (DR 100) | 6.0 | 11.0 | 0.4 | 445 | — |
| DR 100 bonded superdense armour | — | 77.4 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge | 5.0 | 17.4 | 8.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 37 jump drive modules | 37.0 | 134.2 | 112.8 | — | 0.4 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 0.5 |
| 242 internal jump fuel tanks | 242.0 | 65.8 | 38.7 | — | — |
| 242 -dtons jump fuel | (242.0) | (219.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple sandcaster turrets | (12.0) | 54.4 | 3.0 | — | 4 |
| 2 triple 102 MJ PD laser turrets | (6.0) | 28.1 | 1.9 | — | 1-2 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Tralsa* Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 *Tralsa* Gig | (20.0) | (69.2) | (3.5) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 24 Staterooms for 24 high passengers | 96.0 | 43.5 | 0.3 | — | 1.2 |
| 7 crew staterooms | 28.0 | 12.7 | 0.1 | — | — |
| 711.0-dton cargo hold | 711.0 | — | — | — | — |
| Cargo | (711.0) | (3,224.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 680.4 | 202.5 | 4,411 | 2 |
| Fitted out with full crew | 1,200.0 | 4,193.5 | 206.0 | 4,411 | 12 |

## *Selonian*-class Passenger Liner (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 900-dton medium hull, std. mat. | (900.0) | 24.0 | 1.8 | 3,273 | — |
| DR 100 superdense armour | — | 95.9 | 1.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 27 jump drive modules | 27.0 | 98.0 | 82.3 | — | 0.5 |
| 30 thrusters (2,721.0 tonnes thrust) | 30.0 | 108.8 | 19.5 | — | 0.6 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for Launch with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 1 *Marstrom* Launch | (20.0) | (18.0) | (3.1) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 50 Staterooms for 50 high passengers | 200.0 | 90.7 | 0.6 | — | 2.5 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 5 crew staterooms | 20.0 | 9.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 394.0-dton cargo hold | 394.0 | — | — | — | — |
| Cargo | (394.0) | (1,786.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 900.0 | 516.9 | 139.5 | 3,273 | 3 |
| Fitted out with full crew | 900.0 | 2,484.9 | 142.6 | 3,273 | 8 |

## *Seragh*-class Cutter (GTL10)

*Design Parameters:* Built for Vargr crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton medium hull, std. mat. | (24.0) | 3.3 | 0.4 | 339 | — |
| DR 100 crystaliron armour | — | 16.5 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9 thrusters (326.5 tonnes thrust) | 9.0 | 27.8 | 1.4 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 422 MJ plasma gun | 1.5 | 0.9 | 1.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.0 | 0.0 | — | — |
| 10.5-dton cargo hold | 10.5 | — | — | — | — |
| Cargo | (10.5) | (47.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 53.9 | 5.6 | 339 | 2 |
| Fitted out with full crew | 24.0 | 101.6 | 5.6 | 339 | 2 |

## *Shandian*-class Express Liner (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (960.0) | 29.0 | 5.1 | 3,965 | — |
| DR 100 superdense armour | — | 116.1 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 183.0 | — | 1.2 |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.4 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 40 Staterooms for 40 high passengers | 160.0 | 72.6 | 0.5 | — | 2 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 200.0-dton cargo hold | 200.0 | — | — | — | — |
| Cargo | (200.0) | (907.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 960.0 | 701.4 | 285.9 | 3,965 | 3 |
| Fitted out with full crew | 960.0 | 2,043.8 | 285.9 | 3,965 | 10 |

## *Sharffe*-class Combat Shuttle (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 6.4 | 0.8 | 651 | — |
| DR 100 crystaliron armour | — | 31.8 | 0.4 | — | — |
| Basic stealth | — | 1.6 | 0.5 | — | — |
| Basic emission cloaking | — | 1.6 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 passenger couches | 4.0 | 2.0 | 0.0 | — | — |
| 51.0-dton cargo hold | 51.0 | — | — | — | — |
| Cargo | (51.0) | (231.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 72.6 | 6.3 | 651 | 2 |
| Fitted out with full crew | 64.0 | 303.9 | 6.3 | 651 | 2 |

## *Shebzhinj*-class Launch (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.2 | 0.2 | 162 | — |
| DR 100 superdense armour | — | 4.8 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hrd. controls and psi switches | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 13.7 | 3.1 | 162 | 1 |
| Fitted out with full crew | 8.0 | 36.4 | 3.1 | 162 | 1 |

## *Shibaash*-class Light Cruiser (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, standard materials | (5,000.0) | 100.2 | 5.5 | 110,520 | — |
| 15 turrets (DR 2000) | 15.0 | 1,099.6 | 15.0 | 12,000 | — |
| 2 large internal bays | 200.0 | 18.1 | 1.0 | — | — |
| DR 4000 crystaliron armour | — | 20,048.5 | 265.3 | — | — |
| Basic stealth | — | 27.8 | 9.2 | — | — |
| Basic emission cloaking | — | 27.8 | 9.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 620.0 | — | 8 |
| 1,300 thrusters (47,164.0 tonnes thrust) | 1,300.0 | 4,008.9 | 208.0 | — | 21.7 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple sandcaster turrets | (12.0) | 54.4 | 3.0 | — | 4 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 4 triple 90 MJ PD laser turrets | (12.0) | 63.7 | 7.1 | — | 1-4 |
| 3 single 810 MJ heavy laser turrets | (9.0) | 75.4 | 8.1 | — | 1-3 |
| 2 large heavy missile bays | (200.0) | 273.9 | 4.4 | — | 4 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3,000 ready heavy missiles | — | (2,040.8) | (540.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 36 crew staterooms | 144.0 | 78.4 | 0.4 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 108.0-dton cargo hold | 108.0 | — | — | — | — |
| Cargo | (108.0) | (489.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 5,000.0 | 40,954.8 | 2,472.3 | 122,520 | 0 |
| Fitted out | 5,000.0 | 44,845.8 | 3,012.3 | 122,520 | 0 |

## *Shintaka*-class System Defense Boat (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 500-dton medium hull, std. mat. | (500.0) | 21.6 | 1.2 | 2,212 | — |
| 5 turrets (DR 2000) | 5.0 | 366.5 | 5.0 | 371 | — |
| DR 5000 crystaliron armour | — | 5,399.1 | 71.4 | — | — |
| Total compartmentalization | — | 4.3 | 0.0 | — | — |
| Radical stealth | — | 12.6 | 20.9 | — | — |
| Radical emission cloaking | — | 12.6 | 20.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 420 thrusters (15,237.6 tonnes thrust) | 420.0 | 1,295.2 | 67.2 | — | 7.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple heavy missile turrets | (6.0) | 8.2 | 0.1 | — | 2 |
| 3 single 810 MJ heavy laser turrets | (9.0) | 75.4 | 8.1 | — | 1-3 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 magazines | 10.0 | 56.7 | 1.3 | — | — |
| 90 ready heavy missiles | — | (61.2) | (16.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 11 crew staterooms | 44.0 | 23.9 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 500.0 | 7,354.7 | 225.9 | 2,583 | 8 |
| Fitted out with full crew | 500.0 | 7,438.6 | 242.1 | 2,583 | 21 |

## *Shinzang*-class Shuttle (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. All quantities in metric units. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (40.0) | 7.0 | 0.6 | 476 | — |
| DR 100 durasteel armour | — | 34.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.0 | 3.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion rockets (217.7 tonnes thrust) | 3.0 | 10.9 | 2.4 | — | 0.1 |
| 4 water fuel tanks | 4.0 | 0.1 | 0.7 | — | — |
| Water (as reaction mass) | (4.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 1.4 | 0.0 | — | — |
| 30.0-dton cargo hold | 30.0 | — | — | — | — |
| Cargo | (30.0) | (136.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 49.5 | 7.9 | 476 | 1 |
| Fitted out with full crew | 40.0 | 185.6 | 7.9 | 476 | 1 |

## *Shonava*-class Free Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 18.6 | 1.0 | 1,906 | — |
| DR 100 crystaliron armour | — | 18.6 | 0.2 | — | — |
| 1 x 141-dton medium subhull, std. mat. | (141.5) | 9.3 | 0.5 | (953) | — |
| DR 100 crystaliron armour | — | 46.5 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 13 jump drive modules | 13.0 | 47.2 | 40.3 | — | 0.5 |
| 26 thrusters (943.3 tonnes thrust) | 26.0 | 80.2 | 4.2 | — | 0.4 |
| 82 internal jump fuel tanks | 82.0 | 22.3 | 13.1 | — | — |
| 82 -dtons jump fuel | (82.0) | (74.4) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for *Skyskipper* Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Skyskipper* Launch | (10.0) | (18.7) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 4 low berths for 16 low passengers | 2.0 | 7.3 | 0.9 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 175.0-dton cargo hold | 175.0 | — | — | — | — |
| Cargo | (175.0) | (793.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 327.6 | 66.1 | 1,906 | 2 |
| Fitted out with full crew | 400.0 | 1,214.3 | 69.2 | 1,906 | 6 |

## *Shtiabr*-class Intelligence Frigate (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 53.5 | 3.9 | 7,304 | — |
| 10 turrets (DR 1250) | 10.0 | 277.7 | 4.0 | 743 | — |
| 2 small internal bays | 100.0 | 11.8 | 0.6 | — | — |
| DR 2500 superdense armour | — | 5,348.3 | 70.8 | — | — |
| Radical stealth | — | 39.3 | 65.0 | — | — |
| Radical emission cloaking | — | 39.3 | 65.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hrd cntls & psi switches | 2.5 | 9.3 | 6.3 | — | 1-5 |
| 1 centre containing 8 cplx 9 computers | 1.0 | 10.9 | 30.0 | — | — |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| 1 probe launch centre | 1.0 | 1.1 | 0.0 | — | 0-3 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 457.5 | — | 3 |
| 200 thrusters (18,140.0 tonnes thrust) | 200.0 | 725.6 | 130.0 | — | 4 |
| 2,400 internal jump fuel tanks | 2,400.0 | 653.0 | 384.0 | — | — |
| 2,400 -dtons jump fuel | (2,400.0) | (2,176.8) | (0.8) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple 97 MJ PD laser turrets | (9.0) | 39.9 | 3.8 | — | 1-3 |
| 7 single 870 MJ heavy laser turrets | (21.0) | 187.3 | 11.0 | — | 1-7 |
| 2 14 GJ particle bays | (100.0) | 943.3 | 46.6 | — | 4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Shebzhinj* Launches | 21.0 | 0.5 | 0.0 | — | — |
| 2 *Shebzhinj* Launches | (20.0) | (72.8) | (6.2) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.5 | — | — |
| 13 crew staterooms | 52.0 | 23.6 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 31.0-dton cargo hold | 31.0 | — | — | — | — |
| Cargo | (31.0) | (140.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 9,092.2 | 1,368.5 | 8,047 | 10 |
| Fitted out with full crew | 3,000.0 | 11,482.4 | 1,374.7 | 8,047 | 25 |

## *Shtiabrisht*-class Destroyer (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. All quantities in metric units. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 8,000-dton medium hull, std. mat. | (8,000.0) | 102.8 | 7.6 | 14,045 | — |
| 20 turrets (DR 2750) | 20.0 | 1,208.5 | 16.7 | 1,486 | — |
| 6 large external bays (DR 2750) | 120.0 | 5,891.0 | 80.2 | 7,246 | — |
| DR 5500 superdense armour | — | 22,626.4 | 299.4 | — | — |
| Heavy compartmentalization | — | 10.3 | 0.1 | — | — |
| Radical stealth | — | 111.2 | 183.9 | — | — |
| Radical emission cloaking | — | 111.2 | 183.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge (hrd cntls, psionic switches) | 2.5 | 9.3 | 6.3 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 340 jump drive modules | 340.0 | 1,233.5 | 1,037.0 | — | 6.8 |
| 4,000 thrusters (362,800.0 tonnes thrust) | 4,000.0 | 14,512.0 | 2,600.0 | — | 80 |
| 2,544 internal jump fuel tanks | 2,544.0 | 692.2 | 407.0 | — | — |
| 2,544 -dtons jump fuel | (2,544.0) | (2,307.4) | (0.9) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 390 MJ laser turrets | (15.0) | 102.3 | 17.3 | — | 1-5 |
| 15 triple 97 MJ PD laser turrets | (45.0) | 199.6 | 18.9 | — | 2-15 |
| 6 large heavy missile bays | (600.0) | 821.7 | 13.2 | — | 12 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9,000 ready heavy missiles | — | (6,122.3) | (1,800.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger (10 *Tezhmachts*, 1 entrance) | 600.0 | 0.9 | 0.0 | — | — |
| 10 *Tezhmacht* Fighters | (300.0) | (3,352.0) | (282.7) | — | 20 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 utility modules | 16.0 | 166.9 | 4.0 | — | — |
| 69 crew staterooms | 276.0 | 125.2 | 0.8 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 64.0-dton cargo hold | 64.0 | — | — | — | — |
| Cargo | (64.0) | (290.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8,000.0 | 48,040.9 | 4,928.5 | 22,778 | 90 |
| Fitted out with full crew | 8,000.0 | 60,112.8 | 7,011.2 | 22,778 | 136 |

## *Skorzh*-class Aerospace Fighter (GTL10)

*Design Parameters:* Built for Vargr crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (28.4) | 4.0 | 2.7 | 410 | — |
| DR 1200 crystaliron armour | — | 240.6 | 3.2 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 thrusters (725.6 tonnes thrust) | 20.0 | 61.7 | 3.2 | — | 0.3 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fixed 422 MJ plasma guns | 3.0 | 1.8 | 2.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty space | 4.4 | — | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 28.4 | 314.7 | 14.3 | 410 | 2 |
| Fitted out with full crew | 28.4 | 314.7 | 14.3 | 410 | 2 |

# *Skyskipper*-class Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 20.6 | 3.1 | 162 | 1 |
| Fitted out with full crew | 8.0 | 38.8 | 3.1 | 162 | 1 |

# *Slakter*-class Assault Cruiser (GTL9)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10000-ton hull | (10000.0) | 231.3 | 8.5 | 15793.5 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 2.4 | 0.0 | 0.0 |
| Armour: DR2000, PD4 | 0.0 | 32584.0 | 431.1 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 46.3 | 0.5 | 0.0 | 0.0 |
| 7 weapon bays | 350.0 | 41.3 | 2.3 | 4227.1 | 14.0 |
| 30 turrets (90 spaces) | 30.0 | 22.4 | 1.2 | 2229.7 | 30.0 |
| Basic stealth | 0.0 | 54.3 | 18.0 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 54.3 | 18.0 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 3.5 | 11.3 | 5.0 | 0.0 | 0.0 |
| Jump drive (1 parsec) | 400.0 | 1451.2 | 1000.0 | 0.0 | 40.0 |
| Jump tanks | 1000.0 | 1179.1 | 160.0 | 0.0 | 0.0 |
| Fusion rocket (1.0G) | 1200.0 | 13577.8 | 1500.0 | 0.0 | 0.0 |
| Rocket fuel tank (1.4 hours) | 2800.0 | 39681.3 | 448.0 | 0.0 | 0.0 |
| 5 fuel processor modules (25.0 hours) | 5.0 | 5.0 | 4.3 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45 102-MJ Lasers | (45.0) | 355.9 | 64.8 | 0.0 | 0.0 |
| 45 sandcasters | (45.0) | 204.1 | 11.3 | 0.0 | 0.0 |
| 7 Missile Bays | (350.0) | 3928.8 | 5.9 | 0.0 | 0.0 |
| Spinal Particle Beam | 1513.0 | 13719.3 | 1035.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 6.0 | 26.9 | 22.3 | 0.0 | 4.0 |
| 20 utility modules | 20.0 | 208.6 | 6.0 | 0.0 | 0.0 |
| 80 Vehicle Bays | 2520.0 | 5442.0 | 180.0 | 0.0 | 0.0 |
| Hold | 92.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| stateroom | 4.0 | 2.7 | 0.0 | 0.0 | 0.0 |
| 14 bunkrooms sleeping 224 personnel | 56.0 | 61.0 | 0.3 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (1000.0) | 0.0 | 0.3 | 0.0 | 0.0 |
| Cargo | (92.5) | (419.5) | 0.0 | 0.0 | 0.0 |
| 40 *Elding* Light Fighters | (800.0) | (10324.0) | (712.0) | 0.0 | 40.0 |
| 40 *Helm* Fighters | (1600.0) | (61280.0) | (1396.0) | 0.0 | 80.0 |
| Missiles | 0.0 | 0.0 | 850.0 | 0.0 | 0.0 |
| Sand canisters | 0.0 | 0.0 | 3.6 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 10000.0 | 184912.3 | 7439.6 | 22250.3 | 210.0 |
| Unloaded with skeleton crew | 10000.0 | 112888.8 | 4477.6 | 22250.3 | 44.0 |

# *Slean*-class Light Cruiser (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15,000-dton medium hull, std. mat. | (15,000.0) | 208.5 | 11.5 | 21,357 | — |
| 85 turrets (DR 2000) | 85.0 | 6,231.2 | 85.1 | 6,317 | — |
| 5 small internal bays | 250.0 | 29.5 | 1.6 | — | — |
| DR 6000 crystaliron armour | — | 62,553.9 | 827.6 | — | — |
| Total compartmentalization | — | 41.7 | 0.5 | — | — |
| Basic stealth | — | 67.5 | 22.3 | — | — |
| Basic emission cloaking | — | 67.5 | 22.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 0-0 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 600 jump drive modules | 600.0 | 2,176.8 | 1,860.0 | — | 24 |
| 7,000 thrusters (253,960.0 tonnes thrust) | 7,000.0 | 21,586.6 | 1,120.0 | — | 116.7 |
| 4,500 internal jump fuel tanks | 4,500.0 | 1,224.4 | 720.0 | — | — |
| 4,500 -dtons jump fuel | (4,500.0) | (4,081.5) | (1.6) | — | — |
| 3 fuel scoops | 3.0 | 1.6 | 0.0 | — | — |
| 11 fuel processors | 11.0 | 11.0 | 9.4 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 triple light missile turrets | (90.0) | 24.5 | 0.5 | — | 30 |
| 20 triple 90 MJ PD laser turrets | (60.0) | 318.4 | 35.4 | — | 2-20 |
| 35 single 810 MJ heavy laser turrets | (105.0) | 879.3 | 94.5 | — | 4-35 |
| 5 small missile bays | (250.0) | 343.3 | 5.5 | — | 10 |
| 570 GJ spinal particle accelerator | 1,512.0 | 13,685.7 | 1,034.0 | — | 17 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| 72 meson screen modules | 72.0 | 352.6 | 280.8 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7,380 ready light missiles | — | (1,004.0) | (265.7) | — | — |
| 3,750 ready heavy missiles | — | (2,550.9) | (675.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger (8 *Firefly* Light Fighters, 1 ent.) | 160.0 | 0.9 | 0.0 | — | — |
| 8 *Firefly* Light Fighters | (80.0) | (376.8) | (41.7) | — | 16 |
| Hanger for 4 *Hobbes* Heavy Fighters | 400.0 | — | — | — | — |
| 4 *Hobbes* Heavy Fighters | (200.0) | (3,138.8) | (94.0) | — | 8 |
| Hanger for 5 *Astra* Launches | 100.0 | — | — | — | — |
| 5 *Astra* Launches | (50.0) | (108.0) | (17.8) | — | 5 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 utility modules | 30.0 | 312.9 | 9.0 | — | — |
| 22 crew bunkrooms | 88.0 | 95.8 | 0.4 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 5 sickbays | 12.5 | 23.1 | 1.3 | — | 5 |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 120.0-dton cargo hold | 120.0 | — | — | — | — |
| Cargo | (120.0) | (544.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15,000.0 | 110,457.8 | 6,192.6 | 27,674 | 144 |
| Fitted out with full crew | 15,000.0 | 122,262.1 | 7,286.8 | 27,674 | 256 |

# *Solon*-class Battlecruiser (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 79.6 | 8.8 | 16,298 | — |
| 5 turrets (DR 5000) | 5.0 | 364.7 | 5.0 | 371 | — |
| 8 small internal bays | 400.0 | 47.2 | 2.6 | — | — |
| DR 10000 bonded superdense armour | — | 31,825.0 | 421.1 | — | — |
| Radical stealth | — | 81.4 | 134.6 | — | — |
| Radical emission cloaking | — | 81.4 | 134.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 enhanced communicator | 1.0 | 14.8 | 0.7 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,220.0 | — | 4 |
| 2,600 thrusters (235,820.0 tonnes thrust) | 2,600.0 | 9,432.8 | 1,690.0 | — | 26 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| 2.5 fuel scoops | 2.5 | 1.3 | 0.0 | — | — |
| 15 fuel processors | 15.0 | 15.0 | 12.8 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 single 1,313 MJ heavy laser turrets | (15.0) | 113.8 | 10.5 | — | 1-5 |
| 8 13 GJ meson bays | (400.0) | 3,112.8 | 168.5 | — | 16 |
| 570 GJ spinal meson gun | 1,512.0 | 13,675.7 | 936.0 | — | 17 |
| 2 nuclear damper modules | 2.0 | 18.5 | 8.0 | — | 4 |
| 44 meson screen modules | 44.0 | 199.5 | 101.2 | — | 4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 10 *Citadels* with 1 entrance | 1,000.0 | 0.9 | 0.0 | — | — |
| 10 *Citadel* Heavy Fighters | (500.0) | (4,401.0) | (329.7) | — | 20 |
| 4 bays for *Murka* Combat Shuttles | 126.0 | 0.5 | 0.0 | — | — |
| 4 *Murka* Combat Shuttles | (120.0) | (702.4) | (51.3) | — | 8 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 marine staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 30 marine bunkrooms | 120.0 | 51.7 | 0.5 | — | — |
| 4 briefing rooms | 4.0 | 0.1 | 0.0 | — | — |
| 6 battledress racks | 6.0 | 156.5 | — | — | — |
| 2 weapons lockers | 2.0 | 12.7 | 0.1 | — | — |
| 4 gyms | 10.0 | 1.8 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 61 crew staterooms | 244.0 | 110.7 | 0.7 | — | — |
| 16 crew low berths | 8.0 | 29.0 | 3.5 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.4 | — | 2 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 3 brigs | 3.0 | 19.0 | 0.1 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 423.0-dton cargo hold | 423.0 | — | — | — | — |
| Cargo | (423.0) | (1,918.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 62,094.2 | 5,445.4 | 16,670 | 43 |
| Fitted out with full crew | 10,000.0 | 71,836.9 | 5,826.4 | 16,670 | 183 |

# *Sorpan*-class Research Station (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (200.0) | 17.6 | 0.6 | 1,200 | — |
| DR 100 durasteel armour | — | 17.6 | 0.2 | — | — |
| 1 x 109-dton medium subhull, std. mat. | (109.5) | 11.8 | 0.4 | (803) | — |
| DR 100 durasteel armour | — | 58.8 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 35.2 | 32.7 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 7 jump drive modules | 14.0 | 50.8 | 35.0 | — | 1.4 |
| 5 fusion rockets (362.8 tonnes thrust) | 5.0 | 18.1 | 4.0 | — | 0.1 |
| 44 internal jump fuel tanks | 44.0 | 12.0 | 7.0 | — | — |
| 44 -dtons jump fuel | (44.0) | (39.9) | (0.0) | — | — |
| 25 water fuel tanks | 25.0 | 0.6 | 4.3 | — | — |
| Water (as reaction mass) | (25.0) | (340.1) | (0.0) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 cradles for *Chiang* Launches | 0.5 | 2.8 | 0.1 | — | — |
| 2 *Chiang* Launches | (20.0) | (36.1) | (10.4) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 11 crew staterooms | 44.0 | 23.9 | 0.2 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 4 standard labs | 18.0 | 37.4 | 4.4 | — | 4-8 |
| 2 physics labs | 10.0 | 19.0 | 2.3 | — | 2-4 |
| 1 simulation lab | 7.5 | 10.6 | 2.2 | — | 1-1 |
| 15.0-dton cargo hold | 15.0 | — | — | — | — |
| Cargo | (15.0) | (68.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 200.0 | 346.1 | 108.2 | 1,200 | 3 |
| Fitted out with full crew | 200.0 | 490.1 | 118.6 | 1,200 | 21 |

# *Sprokket*-class Gig (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 20.6 | 3.1 | 162 | 1 |
| Fitted out with full crew | 8.0 | 38.8 | 3.1 | 162 | 1 |

## *Ssaybom* Exploration Cruiser (GTL12)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5000-ton streamlined hull | (4000.0) | 55.0 | 13.2 | 110000.0 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 1.4 | 0.0 | 0.0 |
| Armour: DR4200, PD4 | 0.0 | 12096.0 | 145.2 | 0.0 | 0.0 |
| 4 weapon bays | 200.0 | 13.0 | 3.1 | 26000.0 | 8.0 |
| 10 turrets (30 spaces) | 10.0 | 4.3 | 1.0 | 8000.0 | 10.0 |
| Basic stealth | 0.0 | 36.0 | 10.8 | 0.0 | 0.0 |
| Basic emission cloaking | 0.0 | 36.0 | 10.8 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.2 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 150.0 | 600.0 | 457.5 | 0.0 | 1.5 |
| Jump tanks | 1000.0 | 1300.0 | 160.0 | 0.0 | 0.0 |
| Maneuver drive (2.2G) | 800.0 | 3200.0 | 232.0 | 0.0 | 8.0 |
| 5 fuel processor modules (25.0 hours) | 5.0 | 5.5 | 4.3 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 24 405-MJ Lasers | (24.0) | 187.2 | 16.3 | 0.0 | 0.0 |
| 6 sandcasters | (6.0) | 30.0 | 1.5 | 0.0 | 0.0 |
| 4 Particle Beam Bays | (200.0) | 1868.0 | 91.2 | 0.0 | 0.0 |
| Spinal Meson Gun | 1512.0 | 15119.0 | 939.0 | 0.0 | 0.0 |
| Meson Screen (DR4044) | 28.0 | 140.0 | 63.2 | 0.0 | 0.0 |
| Nuclear Damper (25 mile range) | 8.0 | 80.0 | 32.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 22.6 | 14.5 | 0.0 | 8.0 |
| 10 utility modules | 10.0 | 115.0 | 2.5 | 0.0 | 0.0 |
| Spacedock | 40.0 | 1.0 | 0.0 | 0.0 | 0.0 |
| Sickbay | 1.0 | 0.9 | 0.2 | 0.0 | 2.0 |
| Lab Module | 2.0 | 10.0 | 1.0 | 0.0 | 5.0 |
| Probe Module | 1.0 | 1.2 | 0.0 | 0.0 | 0.0 |
| Survey Module | 4.0 | 5.4 | 7.6 | 0.0 | 0.0 |
| Hold | 111.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9 Droyne staterooms | 108.0 | 54.0 | 0.3 | 0.0 | 0.0 |
| bunkroom sleeping 16 personnel | 4.0 | 1.9 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (1000.0) | 0.0 | 0.3 | 0.0 | 0.0 |
| Cargo | (111.0) | (555.0) | 0.0 | 0.0 | 0.0 |
| 2 Launches | (20.0) | (72.0) | (7.2) | 0.0 | 4.0 |
| Sand canisters | 0.0 | 0.0 | 0.5 | 0.0 | 0.0 |
| Probes | 0.0 | (3.0) | 2.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 4000.0 | 35612.7 | 2219.3 | 144000.0 | 60.0 |
| Unloaded with skeleton crew | 4000.0 | 34985.6 | 2209.3 | 144000.0 | 17.0 |

## *Steadfast*-class Medium Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (40.0) | 4.0 | 0.2 | 410 | — |
| DR 100 crystaliron armour | — | 20.0 | 0.3 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 36 thrusters (1,306.1 tonnes thrust) | 36.0 | 111.0 | 5.8 | — | 0.6 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 2 fixed 250 MJ lasers | 2.0 | 15.1 | 1.6 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 168.5 | 11.2 | 410 | 2 |
| Fitted out with full crew | 40.0 | 168.5 | 11.2 | 410 | 2 |

## *Steffern*-class Assault Lander (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 4.8 | 0.8 | 651 | — |
| 1 turret (DR 4000) | 1.0 | 87.6 | 1.3 | 74 | — |
| DR 10000 superdense armour | — | 1,909.5 | 25.3 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 49 thrusters (4,444.3 tonnes thrust) | 49.0 | 177.8 | 31.8 | — | 1.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 150 MJPD plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 passenger couches | 3.0 | 1.0 | 0.0 | — | — |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 2,189.8 | 64.5 | 726 | 2 |
| Fitted out with full crew | 64.0 | 2,235.1 | 64.5 | 726 | 3 |

## *Storch*-class Aerospace Fighter (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.5 | 0.1 | 102 | — |
| DR 100 durasteel armour | — | 7.5 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 101 MJ laser | 1.0 | 7.8 | 1.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 22.2 | 6.6 | 102 | 1 |
| Fitted out with full crew | 4.0 | 22.2 | 6.6 | 102 | 1 |

## *Stromali*-class Escort Destroyer (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 27.2 | 3.0 | 5,574 | — |
| 10 turrets (DR 2500) | 10.0 | 366.5 | 5.2 | 743 | — |
| 1 small internal bay | 50.0 | 5.9 | 0.3 | — | — |
| DR 5000 bonded superdense armour | — | 5,442.0 | 72.0 | — | — |
| Total compartmentalization | — | 5.4 | 0.1 | — | — |
| Basic stealth | — | 15.4 | 5.1 | — | — |
| Basic emission cloaking | — | 15.4 | 5.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 100 jump drive modules | 100.0 | 362.8 | 305.0 | — | 1 |
| 857 thrusters (77,729.9 tonnes thrust) | 857.0 | 3,109.2 | 557.0 | — | 8.6 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 -dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple light missile turrets | (15.0) | 4.1 | 0.1 | — | 5 |
| 5 triple 405 MJ laser turrets | (15.0) | 106.1 | 10.2 | — | 1-5 |
| 1 13 GJ meson bay | (50.0) | 389.1 | 21.1 | — | 2 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 4 meson screen modules | 4.0 | 18.1 | 9.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,230 ready light missiles | — | (167.3) | (28.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Citadel* Heavy Fighters | 105.0 | 0.5 | 0.0 | — | — |
| 2 *Citadel* Heavy Fighters | (100.0) | (880.2) | (65.9) | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 16 crew staterooms | 64.0 | 29.0 | 0.2 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 10,178.5 | 1,138.3 | 6,317 | 11 |
| Fitted out with full crew | 2,000.0 | 11,951.6 | 1,232.5 | 6,317 | 31 |

## *Stunnenge*-class Stealth Monitor (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10000-ton planetoid hull | (10000.0) | 2775.4 | 0.0 | 15793.5 | 0.0 |
| Tunneling | 0.0 | 0.0 | 1.0 | 0.0 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 2.4 | 0.0 | 0.0 |
| Armour: DR4200, PD4 | 0.0 | 239611.3 | 171.4 | 0.0 | 0.0 |
| Total compartmentalization | 4.9 | 555.1 | 0.0 | 0.0 | 0.0 |
| 8 weapon bays | 400.0 | 47.2 | 2.6 | 4831.0 | 16.0 |
| 20 turrets (60 spaces) | 20.0 | 15.0 | 0.8 | 1486.4 | 20.0 |
| Radical stealth | 0.0 | 107.9 | 178.5 | 0.0 | 0.0 |
| Radical emission cloaking | 0.0 | 107.9 | 178.5 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Maneuver drive (0.5G) | 4000.0 | 12335.2 | 640.0 | 0.0 | 66.7 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 360-MJ Lasers | (30.0) | 326.5 | 30.9 | 0.0 | 0.0 |
| 30 sandcasters | (30.0) | 136.1 | 7.5 | 0.0 | 0.0 |
| 8 Particle Beam Bays | (400.0) | 3388.6 | 182.5 | 0.0 | 0.0 |
| Spinal Particle Beam | 1513.0 | 13719.3 | 1035.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 21.1 | 15.6 | 0.0 | 4.0 |
| 20 utility modules | 20.0 | 208.6 | 6.0 | 0.0 | 0.0 |
| 2 Spacedocks | 3500.0 | 1.8 | 0.0 | 0.0 | 0.0 |
| Hall seating 100 people | 10.0 | 0.2 | 0.0 | 0.0 | 0.0 |
| Theatre seating 100 people | 20.0 | 1.9 | 0.0 | 0.0 | 0.0 |
| Swimming Pool | 121.0 | 28.1 | 0.6 | 0.0 | 0.0 |
| 2 Sickbays | 2.0 | 1.4 | 0.3 | 0.0 | 3.0 |
| Hold | 59.1 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 73 staterooms | 292.0 | 158.9 | 0.9 | 0.0 | 0.0 |
| 8 bunkrooms sleeping 128 personnel | 32.0 | 34.8 | 0.1 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cargo | (59.1) | (268.0) | 0.0 | 0.0 | 0.0 |
| 35 *Jumo* Heavy Fighters | (1750.0) | (18910.5) | (640.5) | 0.0 | 35.0 |
| Sand canisters | 0.0 | 0.0 | 2.4 | 0.0 | 0.0 |
| Water | 0.0 | (462.6) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 10000.0 | 292764.5 | 3099.0 | 22110.9 | 266.0 |
| Unloaded with skeleton crew | 10000.0 | 273585.9 | 2456.1 | 22110.9 | 70.0 |

## *Sturm*-class Light Fighter (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (5.0) | 1.5 | 0.1 | 102 | — |
| DR 100 durasteel armour | — | 7.5 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion rockets (145.1 tonnes thrust) | 2.0 | 7.3 | 1.6 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 101 MJ laser | 1.0 | 7.8 | 1.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5.0 | 22.9 | 7.4 | 102 | 1 |
| Fitted out with full crew | 5.0 | 22.9 | 7.4 | 102 | 1 |

## *Sumartil*-class Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 75-dton medium hull, std. mat. | (60.0) | 6.1 | 0.8 | 624 | — |
| DR 100 crystaliron armour | — | 30.5 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 thrusters (290.2 tonnes thrust) | 8.0 | 24.7 | 1.3 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 50.0-dton cargo hold | 50.0 | — | — | — | — |
| Cargo | (50.0) | (226.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 60.0 | 66.2 | 5.0 | 624 | 2 |
| Fitted out with full crew | 60.0 | 292.9 | 5.0 | 624 | 2 |

## *Sveinhelm*-class Assault Carrier (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2000-ton hull | (2000.0) | 54.4 | 3.0 | 5574.2 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.8 | 0.0 | 0.0 |
| Armour: DR500, PD4 | 0.0 | 1723.3 | 22.8 | 0.0 | 0.0 |
| Total compartmentalization | 0.0 | 10.9 | 0.1 | 0.0 | 0.0 |
| 20 turrets (60 spaces) | 20.0 | 15.0 | 0.8 | 1486.4 | 20.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 60.0 | 217.7 | 186.0 | 0.0 | 2.4 |
| Jump tanks | 400.0 | 471.6 | 64.0 | 0.0 | 0.0 |
| Maneuver drive (1.2G) | 500.0 | 1541.9 | 80.0 | 0.0 | 8.3 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 Missile Racks | (30.0) | 353.7 | 0.5 | 0.0 | 0.0 |
| 30 360-MJ Lasers | (30.0) | 326.5 | 30.9 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 21.1 | 15.6 | 0.0 | 4.0 |
| 4 utility modules | 4.0 | 41.7 | 1.2 | 0.0 | 0.0 |
| 2 Spacedocks | 800.0 | 1.8 | 0.0 | 0.0 | 0.0 |
| Sickbay | 1.0 | 0.7 | 0.2 | 0.0 | 2.0 |
| Workshop | 2.5 | 13.6 | 0.1 | 0.0 | 0.0 |
| Hold | 85.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 29 staterooms | 116.0 | 63.1 | 0.3 | 0.0 | 0.0 |
| bunkroom sleeping 16 personnel | 4.0 | 4.4 | 0.0 | 0.0 | 0.0 |
| Low berths for 8 cryotubes | 1.0 | 3.6 | 0.4 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (400.0) | 0.0 | 0.1 | 0.0 | 0.0 |
| Cargo | (85.5) | (387.7) | 0.0 | 0.0 | 0.0 |
| 20 Angbar Heavy Fighters | (400.0) | (9994.0) | (264.0) | 0.0 | 20.0 |
| Missiles | 0.0 | 0.0 | 73.8 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 2000.0 | 15250.6 | 745.4 | 7060.6 | 69.0 |
| Unloaded with skeleton crew | 2000.0 | 4868.8 | 407.4 | 7060.6 | 15.0 |

## *Synjon*-class Runabout (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.0 | 0.1 | 102 | — |
| DR 100 crystaliron armour | — | 5.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (36.3 tonnes thrust) | 1.0 | 3.1 | 0.2 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 1.0-dton cargo hold | 1.0 | — | — | — | — |
| Cargo | (1.0) | (4.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 14.0 | 2.9 | 102 | 1 |
| Fitted out with full crew | 4.0 | 18.6 | 2.9 | 102 | 1 |

## *Tartar*-class Heavy Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (40.0) | 3.0 | 0.2 | 410 | — |
| DR 2500 superdense armour | — | 300.7 | 4.0 | — | — |
| Basic stealth | — | 1.0 | 0.3 | — | — |
| Basic emission cloaking | — | 1.0 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 36 thrusters (3,265.2 tonnes thrust) | 36.0 | 130.6 | 23.4 | — | 0.7 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 870 MJ laser | 3.0 | 26.8 | 1.6 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 466.9 | 32.0 | 410 | 2 |
| Fitted out with full crew | 40.0 | 466.9 | 32.0 | 410 | 2 |

## *Tch'atl*-class Yacht (GTL10)

*Design Parameters:* Built for Zhodani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 7.4 | 1.0 | 756 | — |
| DR 100 crystaliron armour | — | 36.9 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 7.8 | 4.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4 jump drive modules | 4.0 | 14.5 | 12.4 | — | 0.2 |
| 5 thrusters (181.4 tonnes thrust) | 5.0 | 15.4 | 0.8 | — | 0.1 |
| 30 internal jump fuel tanks | 30.0 | 8.2 | 4.8 | — | — |
| 30 -dtons jump fuel | (30.0) | (27.2) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 Staterooms for 6 high passengers | 24.0 | 13.1 | 0.1 | — | 0.3 |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 4.5-dton cargo hold | 4.5 | — | — | — | — |
| Cargo | (4.5) | (20.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 121.7 | 24.2 | 756 | 2 |
| Fitted out with full crew | 80.0 | 169.3 | 24.2 | 756 | 3 |

## *Tedoaraq*-class Liner (GTL10)

*Design Parameters:* Built for Imperial human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 55.8 | — | 0.7 |
| 36 thrusters (1,306.1 tonnes thrust) | 36.0 | 111.0 | 5.8 | — | 0.6 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 36 Staterooms for 36 passengers | 144.0 | 78.4 | 0.4 | — | 1.8 |
| 6 low berths for 24 low passengers | 3.0 | 10.9 | 1.3 | — | — |
| 6 crew staterooms | 24.0 | 13.1 | 0.1 | — | — |
| 126.5-dton cargo hold | 126.5 | — | — | — | — |
| Cargo | (126.5) | (573.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 497.0 | 92.6 | 2,795 | 3 |
| Fitted out with full crew | 480.0 | 1,179.5 | 92.6 | 2,795 | 11 |

## *Temaughi*-class Corvette (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (300.0) | 7.7 | 0.8 | 1,573 | — |
| 3 turrets (DR 400) | 3.0 | 18.5 | 0.4 | 222 | — |
| DR 800 bonded superdense armour | — | 245.8 | 3.3 | — | — |
| Heavy compartmentalization | — | 0.8 | 0.0 | — | — |
| Basic stealth | — | 4.4 | 1.5 | — | — |
| Basic emission cloaking | — | 4.4 | 1.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 21 jump drive modules | 21.0 | 76.2 | 64.0 | — | 0.2 |
| 70 thrusters (6,349.0 tonnes thrust) | 70.0 | 254.0 | 45.5 | — | 0.7 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 1 triple 405 MJ laser turret | (3.0) | 21.2 | 2.0 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 3.0-dton cargo hold | 3.0 | — | — | — | — |
| Cargo | (3.0) | (13.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 300.0 | 724.6 | 160.0 | 1,796 | 2 |
| Fitted out with full crew | 300.0 | 968.4 | 171.4 | 1,796 | 7 |

## *Teshia*-class Bulk Tanker (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 186.0 | — | 2.4 |
| 450 thrusters (16,326.0 tonnes thrust) | 450.0 | 1,387.7 | 72.0 | — | 7.5 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 15 crew staterooms | 60.0 | 32.7 | 0.2 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| 1,000.0-dton cargo tank | 1,000.0 | 117.9 | 160.0 | — | — |
| Liquid cargo | (1,000.0) | (13,605.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 2,245.1 | 494.3 | 5,574 | 11 |
| Fitted out with full crew | 2,000.0 | 16,258.2 | 494.3 | 5,574 | 15 |

## *Tête Jaune*-class Survey Ship (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-ton hull | (300.0) | 18.1 | 1.0 | 1858.1 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.2 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 90.7 | 1.2 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (3 parsecs) | 12.0 | 43.5 | 37.2 | 0.0 | 0.5 |
| Jump tanks | 90.0 | 106.1 | 14.4 | 0.0 | 0.0 |
| Maneuver drive (1.0G) | 32.0 | 98.7 | 5.1 | 0.0 | 0.5 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 21.1 | 15.6 | 0.0 | 3.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| 2 Vehicle Bays | 84.0 | 181.4 | 6.0 | 0.0 | 0.0 |
| Sickbay | 1.0 | 0.7 | 0.2 | 0.0 | 2.0 |
| 2 Lab Modules | 4.0 | 18.1 | 2.0 | 0.0 | 2.0 |
| Logistics Module | 5.0 | 27.2 | 0.1 | 0.0 | 0.0 |
| Probe Module | 6.0 | 1.1 | 0.0 | 0.0 | 0.0 |
| Survey Module | 4.0 | 4.9 | 7.6 | 0.0 | 0.0 |
| Hold | 35.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 staterooms | 20.0 | 10.9 | 0.1 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (90.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (35.0) | (158.7) | 0.0 | 0.0 | 0.0 |
| Modular Cutter | (50.0) | (164.3) | (16.1) | 0.0 | 1.0 |
| ATV Cradle | (30.0) | (153.0) | (7.8) | 0.0 | 0.0 |
| Probes | 0.0 | (3.6) | 2.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 300.0 | 1112.8 | 117.3 | 1858.1 | 9.0 |
| Unloaded with skeleton crew | 300.0 | 636.8 | 91.4 | 1858.1 | 4.0 |

# *Tezhmacht*-class Fighter (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30-dton extra-heavy hull, std. mat. | (24.0) | 5.0 | 2.2 | 339 | — |
| DR 2250 superdense armour | — | 223.4 | 3.0 | — | — |
| Thermal superconductor armour | — | 0.4 | 0.9 | — | — |
| Radical stealth | — | 1.7 | 2.7 | — | — |
| Radical emission cloaking | — | 1.7 | 2.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit (hrd cntl, psionic switches) | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.4 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 870 MJ laser | 3.0 | 26.8 | 1.6 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 24.0 | 335.2 | 28.3 | 339 | 2 |
| Fitted out with full crew | 24.0 | 335.2 | 28.3 | 339 | 2 |

# *Therania*-class Luxury Liner (GTL11)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. All quantities in metric units. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 119.3 | 8.8 | 16,298 | — |
| DR 100 superdense armour | — | 477.4 | 6.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 500 jump drive modules | 500.0 | 1,814.0 | 1,525.0 | — | 10 |
| 250 thrusters (22,675.0 tonnes thrust) | 250.0 | 907.0 | 162.5 | — | 5 |
| 4,000 internal jump fuel tanks | 4,000.0 | 1,088.4 | 640.0 | — | — |
| 4,000 -dtons jump fuel | (4,000.0) | (3,628.0) | (1.4) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 14 marine staterooms | 56.0 | 25.4 | 0.2 | — | — |
| 3 briefing rooms | 3.0 | 0.1 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 100 suites for 100 noble passengers | 800.0 | 181.4 | 6.0 | — | 100 |
| 300 Staterooms for 300 high passengers | 1,200.0 | 544.2 | 3.6 | — | 15 |
| 250 low berths for 1,000 low passengers | 125.0 | 453.5 | 55.0 | — | — |
| 83 crew staterooms | 332.0 | 150.6 | 1.0 | — | — |
| 20 exercise rooms | 50.0 | 9.1 | 0.0 | — | — |
| 6 halls | 60.0 | 1.1 | 0.0 | — | — |
| 2 theatres | 40.0 | 3.8 | 0.0 | — | 2 |
| 3 stages | 48.0 | 1.4 | 0.0 | — | — |
| 10 civilian holoventure zones | 300.0 | 32.7 | 12.0 | — | 10 |
| 1 swimming pool | 301.0 | 68.9 | 1.6 | — | 12.5 |
| Water | — | 1,156.4 | — | — | — |
| 5 sickbays | 5.0 | 3.9 | 1.0 | — | 5 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 10 brigs | 10.0 | 63.5 | 0.3 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 1,887.0-dton cargo hold | 1,887.0 | — | — | — | — |
| Cargo | (1,887.0) | (8,557.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 6,180.6 | 2,432.5 | 16,298 | 16 |
| Fitted out with full crew | 10,000.0 | 19,522.6 | 2,432.5 | 16,298 | 165 |

# *Thespia*-class Destroyer (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (2,400.0) | 35.7 | 9.4 | 7,304 | — |
| 10 turrets (DR 2250) | 10.0 | 330.3 | 5.3 | 743 | — |
| 2 small internal bays | 100.0 | 11.8 | 0.6 | — | — |
| DR 4500 bonded superdense armour | — | 6,417.9 | 84.9 | — | — |
| Total compartmentalization | — | 7.1 | 0.1 | — | — |
| Basic stealth | — | 19.6 | 6.5 | — | — |
| Basic emission cloaking | — | 19.6 | 6.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 457.5 | — | 1.5 |
| 840 thrusters (76,188.0 tonnes thrust) | 840.0 | 3,047.5 | 546.0 | — | 8.4 |
| 1,200 internal jump fuel tanks | 1,200.0 | 326.5 | 192.0 | — | — |
| 1,200 -dtons jump fuel | (1,200.0) | (1,088.4) | (0.4) | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 triple 405 MJ laser turrets | (9.0) | 63.7 | 6.1 | — | 1-3 |
| 4 triple 102 MJ PD laser turrets | (12.0) | 56.2 | 3.7 | — | 1-4 |
| 3 single 1,313 MJ heavy laser turrets | (9.0) | 68.3 | 6.3 | — | 1-3 |
| 2 13 GJ meson bays | (100.0) | 778.2 | 42.1 | — | 4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 3 meson screen modules | 3.0 | 13.6 | 6.9 | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 52.2 | 1.3 | — | — |
| 16 crew staterooms | 64.0 | 29.0 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,400.0 | 11,864.8 | 1,400.2 | 8,047 | 11 |
| Fitted out with full crew | 2,400.0 | 12,998.6 | 1,400.2 | 8,047 | 31 |

# *Tiiyase*-class Clan Liner (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 222 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.6 | — | 0.2 |
| 25 thrusters (907.0 tonnes thrust) | 25.0 | 77.1 | 4.0 | — | 0.4 |
| 30 internal jump fuel tanks | 30.0 | 8.2 | 4.8 | — | — |
| 30 -dtons jump fuel | (30.0) | (27.2) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 8 Staterooms for 15 middle passengers | 32.0 | 17.4 | 0.1 | — | 0.3 |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 122.5-dton cargo hold | 122.5 | — | — | — | — |
| Cargo | (122.5) | (555.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 307.4 | 41.4 | 1,796 | 2 |
| Fitted out with full crew | 240.0 | 923.6 | 50.3 | 1,796 | 6 |

## *Tirrock*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, std. mat. | (7,500.0) | 131.4 | 7.2 | 13,454 | — |
| DR 100 crystaliron armour | — | 131.4 | 1.7 | — | — |
| 1 x 1,034-dton med. subhull, std. mat. | (1,034.5) | 35.1 | 1.9 | (3,591) | — |
| DR 100 crystaliron armour | — | 175.3 | 2.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 225 jump drive modules | 225.0 | 816.3 | 697.5 | — | 9 |
| 750 thrusters (27,210.0 tonnes thrust) | 750.0 | 2,312.9 | 120.0 | — | 12.5 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Sprokket* Gig | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Sprokket* Gig | (10.0) | (20.6) | (3.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.9 | — | — |
| 14 crew staterooms | 56.0 | 30.5 | 0.2 | — | — |
| 4,952.0-dton cargo hold | 4,952.0 | — | — | — | — |
| Cargo | (4,952.0) | (22,457.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 7,500.0 | 4,084.1 | 1,076.1 | 13,454 | 23 |
| Fitted out with full crew | 7,500.0 | 27,922.5 | 1,079.3 | 13,454 | 27 |

## *Titanic*-class Resettlement Vessel (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| DR 100 crystaliron armour | — | 501.2 | 6.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 620.0 | — | 8 |
| 417 thrusters (15,128.8 tonnes thrust) | 417.0 | 1,285.9 | 66.7 | — | 7.0 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| 4 fuel processors | 4.0 | 4.0 | 3.4 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 10 Gigs with 1 entrance | 400.0 | 0.9 | 0.0 | — | — |
| 10 Gigs | (200.0) | (706.4) | (54.9) | — | 20 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 50 Staterooms for 100 middle passengers | 200.0 | 108.8 | 0.6 | — | 2 |
| 1,500 low berths for 6,000 low passengers | 750.0 | 2,721.0 | 330.0 | — | — |
| 30 crew staterooms | 120.0 | 65.3 | 0.4 | — | — |
| 10 sickbays | 10.0 | 6.8 | 1.6 | — | 10 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 10 standard labs | 20.0 | 90.7 | 10.0 | — | 10-20 |
| 1,284.5-dton cargo hold | 1,284.5 | — | — | — | — |
| Cargo | (1,284.5) | (5,825.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 6,178.3 | 1,292.5 | 10,267 | 16 |
| Fitted out with full crew | 5,000.0 | 14,070.4 | 1,347.4 | 10,267 | 59 |

## *Tlach'dev*-class Destroyer (GTL12)

*Design Parameters:* Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (2,400.0) | 35.7 | 9.4 | 7,304 | — |
| 10 turrets (DR 2500) | 10.0 | 366.5 | 5.8 | 743 | — |
| 2 small internal bays | 100.0 | 11.8 | 0.6 | — | — |
| DR 5000 bonded superdense armour | — | 7,131.0 | 94.3 | — | — |
| Total compartmentalization | — | 7.1 | 0.1 | — | — |
| Basic stealth | — | 19.6 | 6.5 | — | — |
| Basic emission cloaking | — | 19.6 | 6.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge w. hrd.ctls & psi switches | 5.0 | 20.1 | 11.9 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 150 jump drive modules | 150.0 | 544.2 | 457.5 | — | 1.5 |
| 850 thrusters (77,095.0 tonnes thrust) | 850.0 | 3,083.8 | 552.5 | — | 8.5 |
| 1,200 internal jump fuel tanks | 1,200.0 | 326.5 | 192.0 | — | — |
| 1,200 -dtons jump fuel | (1,200.0) | (1,088.4) | (0.4) | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| 8 single 1,313 MJ heavy laser turrets | (24.0) | 182.1 | 16.9 | — | 1-8 |
| 2 small missile bays | (100.0) | 137.3 | 2.2 | — | 4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 3 meson screen modules | 3.0 | 13.6 | 6.9 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,500 ready heavy missiles | — | (1,020.4) | (300.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 52.2 | 1.3 | — | — |
| 16 crew staterooms | 64.0 | 29.0 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,400.0 | 12,046.0 | 1,381.6 | 8,047 | 11 |
| Fitted out with full crew | 2,400.0 | 14,154.8 | 1,681.6 | 8,047 | 31 |

## *Tolley*-class Subsidized Merchant (GTL10)

*Design Parameters:* Built for Solomani human crew. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| 6 turrets (DR 100) | 6.0 | 26.3 | 0.9 | 445 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 18 jump drive modules | 18.0 | 65.3 | 55.8 | — | 0.7 |
| 100 thrusters (3,628.0 tonnes thrust) | 100.0 | 308.4 | 16.0 | — | 1.7 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 90 MJ PD laser turret | (3.0) | 15.9 | 1.8 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 15 Staterooms for 15 passengers | 60.0 | 32.7 | 0.2 | — | 0.8 |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 142.0-dton cargo hold | 142.0 | — | — | — | — |
| Cargo | (142.0) | (644.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 683.6 | 104.8 | 2,943 | 4 |
| Fitted out with full crew | 480.0 | 1,436.4 | 104.8 | 2,943 | 12 |

## *Torambu*-class Frigate (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 500-dton medium hull, std. mat. | (500.0) | 21.6 | 1.2 | 2,212 | — |
| 5 turrets (DR 500) | 5.0 | 94.4 | 1.4 | 371 | — |
| DR 1000 crystaliron armour | — | 1,079.8 | 14.3 | — | — |
| Total compartmentalization | — | 4.3 | 0.0 | — | — |
| Basic stealth | — | 6.3 | 2.1 | — | — |
| Basic emission cloaking | — | 6.3 | 2.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 21 jump drive modules | 21.0 | 76.2 | 65.1 | — | 0.8 |
| 289 thrusters (10,484.9 tonnes thrust) | 289.0 | 891.2 | 46.2 | — | 4.8 |
| 153 internal jump fuel tanks | 153.0 | 41.6 | 24.5 | — | — |
| 153 -dtons jump fuel | (153.0) | (138.8) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple heavy missile turrets | (6.0) | 8.2 | 0.1 | — | 2 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| 90 ready heavy missiles | — | (61.2) | (16.2) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for *Waoroa* Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Waoroa* Launch | (10.0) | (19.6) | (3.6) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 500.0 | 2,310.5 | 173.2 | 2,583 | 7 |
| Fitted out with full crew | 500.0 | 2,642.4 | 210.7 | 2,583 | 18 |

## *Toves*-class Bulk Freighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 79.6 | 8.8 | 16,298 | — |
| DR 100 bonded superdense armour | — | 318.3 | 4.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 610.0 | — | 2 |
| 300 thrusters (27,210.0 tonnes thrust) | 300.0 | 1,088.4 | 195.0 | — | 3 |
| 1,000 internal jump fuel tanks | 1,000.0 | 272.1 | 160.0 | — | — |
| 1,000 -dtons jump fuel | (1,000.0) | (907.0) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 8 crew staterooms | 32.0 | 14.5 | 0.1 | — | — |
| 8,444.5-dton cargo hold | 8,444.5 | — | — | — | — |
| Cargo | (8,444.5) | (38,295.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 2,716.9 | 986.3 | 16,298 | 6 |
| Fitted out with full crew | 10,000.0 | 41,919.7 | 986.3 | 16,298 | 8 |

## *Trabatch*-class Express Liner (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 18.3 | 3.2 | 2,497 | — |
| DR 100 superdense armour | — | 73.2 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 6.6 | 3.3 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 30 jump drive modules | 30.0 | 108.8 | 91.5 | — | 0.6 |
| 20 thrusters (1,814.0 tonnes thrust) | 20.0 | 72.6 | 13.0 | — | 0.4 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 92.5-dton cargo hold | 92.5 | — | — | — | — |
| Cargo | (92.5) | (419.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 401.0 | 151.2 | 2,497 | 2 |
| Fitted out with full crew | 480.0 | 1,038.1 | 151.2 | 2,497 | 4 |

## *Tralsa*-class Gig (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.3 | 0.3 | 258 | — |
| DR 100 bonded superdense armour | — | 5.1 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.3 | 2.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (181.4 tonnes thrust) | 2.0 | 7.3 | 1.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 0.7 | 0.0 | — | — |
| 11.0-dton cargo hold | 11.0 | — | — | — | — |
| Cargo | (11.0) | (49.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 18.5 | 4.0 | 258 | 1 |
| Fitted out with full crew | 16.0 | 68.4 | 4.0 | 258 | 1 |

## *Traske*-class Freighter (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std.mat. | (2,000.0) | 81.6 | 3.0 | 60,000 | — |
| DR 100 durasteel armour | — | 81.6 | 1.1 | — | — |
| 1 x 114-dton medium subhull, std.mat. | (114.0) | 12.1 | 0.4 | (8,886) | — |
| DR 100 durasteel armour | — | 60.5 | 0.8 | — | — |
| CCCI | Spaces | Mass | Cost | Area | Crew |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 40 jump drive modules | 80.0 | 290.2 | 200.0 | — | 8 |
| 50 fusion rockets (3,628.0 tonnes thrust) | 50.0 | 181.4 | 40.0 | — | 0.8 |
| 200 internal jump fuel tanks | 200.0 | 54.4 | 32.0 | — | — |
| 200 -dtons jump fuel | (200.0) | (181.4) | (0.1) | — | — |
| 75 water fuel tanks | 75.0 | 1.7 | 12.8 | — | — |
| Water (as reaction mass) | (75.0) | (1,020.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 5.6 | 0.8 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 1,560.0-dton cargo hold | 1,560.0 | — | — | — | — |
| Cargo | (1,560.0) | (7,074.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 2,000.0 | 663.2 | 303.9 | 60,000 | 0 |
| Fitted out | 2,000.0 | 7,919.2 | 303.9 | 60,000 | 0 |

# *Traskon*-class Assault Carrier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 19.4 | 2.1 | 3,965 | — |
| 12 turrets (DR 1000) | 12.0 | 178.6 | 2.8 | 891 | — |
| DR 2000 bonded superdense armour | — | 1,548.5 | 20.5 | — | — |
| Heavy compartmentalization | — | 1.9 | 0.0 | — | — |
| Basic stealth | — | 11.9 | 3.9 | — | — |
| Basic emission cloaking | — | 11.9 | 3.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 183.0 | — | 0.6 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 0.5 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 4 triple 405 MJ laser turrets | (12.0) | 84.9 | 8.2 | — | 1-4 |
| 4 triple 102 MJ PD laser turrets | (12.0) | 56.2 | 3.7 | — | 1-4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 6 meson screen modules | 6.0 | 27.2 | 13.8 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 4 *Murkas* with 1 entrance | 240.0 | 0.9 | 0.0 | — | — |
| 4 *Murka* Combat Shuttles | (120.0) | (702.4) | (51.3) | — | 8 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 30 marine bunkrooms | 120.0 | 51.7 | 0.5 | — | — |
| 3 briefing rooms | 3.0 | 0.1 | 0.0 | — | — |
| 6 battledress racks | 6.0 | 156.5 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 14 crew staterooms | 56.0 | 25.4 | 0.2 | — | — |
| 150.5-dton cargo hold | 150.5 | — | — | — | — |
| Cargo | (150.5) | (682.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 2,796.6 | 364.6 | 4,857 | 2 |
| Fitted out with full crew | 1,200.0 | 4,683.8 | 427.2 | 4,857 | 28 |

# *Traynor*-class Armed Gig (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.3 | 0.3 | 258 | — |
| DR 2250 bonded superdense armour | — | 113.7 | 1.5 | — | — |
| Thermal superconductor armour | — | 0.3 | 0.7 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 thrusters (453.5 tonnes thrust) | 5.0 | 18.1 | 3.3 | — | 0.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 405 MJ laser | 1.0 | 7.1 | 0.7 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 146.4 | 9.3 | 258 | 1 |
| Fitted out with full crew | 16.0 | 182.7 | 9.3 | 258 | 1 |

# *Trechiang*-class Fast Gig (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 0.8 | 0.2 | 162 | — |
| DR 100 bonded superdense armour | — | 3.2 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.3 | 2.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (181.4 tonnes thrust) | 2.0 | 7.3 | 1.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.3 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 15.8 | 3.9 | 162 | 1 |
| Fitted out with full crew | 8.0 | 34.0 | 3.9 | 162 | 1 |

# *Trikon*-class Aerospace Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 2.5 | 0.3 | 258 | — |
| 1 turret (DR 1500) | 1.0 | 55.2 | 0.8 | 74 | — |
| DR 3000 crystaliron armour | — | 378.9 | 5.0 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 14 thrusters (507.9 tonnes thrust) | 14.0 | 43.2 | 2.2 | — | 0.2 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 422 MJ plasma gun turret | (3.0) | 1.8 | 2.0 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 487.8 | 13.6 | 333 | 2 |
| Fitted out with full crew | 16.0 | 487.8 | 13.6 | 333 | 3 |

# *Triku*-class Subsidized Aquatic Liner (GTL10)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-ton streamlined hull | (320.0) | 22.7 | 3.0 | 2322.6 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.3 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 127.9 | 1.7 | 0.0 | 0.0 |
| 4 turrets | 4.0 | 3.0 | 0.4 | 297.3 | 4.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.7 | 0.3 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 12.0 | 43.5 | 37.2 | 0.0 | 0.5 |
| Jump tanks | 80.0 | 94.3 | 12.8 | 0.0 | 0.0 |
| Maneuver drive (1.1G) | 42.0 | 129.5 | 6.7 | 0.0 | 0.7 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Bridge | 2.5 | 7.8 | 4.0 | 0.0 | 4.0 |
| 1 utility module | 1.0 | 10.4 | 0.3 | 0.0 | 0.0 |
| 30 Aquatic Staterooms | 30.0 | 450.0 | 15.0 | 0.0 | 3.0 |
| Hold | 115.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 staterooms | 32.0 | 17.4 | 0.1 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (80.0) | 0.0 | 0.0 | 0.0 | 0.0 |
| Cargo | (115.5) | (523.8) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 320.0 | 1434.1 | 81.9 | 2619.9 | 12.0 |
| Unloaded with skeleton crew | 320.0 | 910.3 | 81.9 | 2619.9 | 5.0 |

## *Trondheim*-class Lancer (GTL10)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| 6 turrets (DR 100) | 6.0 | 26.3 | 0.9 | 445 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| Basic stealth | — | 7.2 | 2.4 | — | — |
| Basic emission cloaking | — | 7.2 | 2.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 200 thrusters (7,256.0 tonnes thrust) | 200.0 | 616.8 | 32.0 | — | 3.3 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| 2 single 810 MJ heavy laser turrets | (6.0) | 50.2 | 5.4 | — | 1-2 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 10 crew staterooms | 40.0 | 21.8 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 16.0-dton cargo hold | 16.0 | — | — | — | — |
| Cargo | (16.0) | (72.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 1,137.5 | 186.9 | 2,943 | 6 |
| Fitted out with full crew | 480.0 | 1,440.2 | 204.6 | 2,943 | 20 |

## *Tsenjia*-class Freighter (GTL11)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2000-ton hull | (2000.0) | 40.8 | 3.0 | 5574.2 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.6 | 0.0 | 0.0 |
| Armour: DR100, PD4 | 0.0 | 163.3 | 2.2 | 0.0 | 0.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.4 | 0.2 | 0.0 | 0.0 |
| Jump drive (2 parsecs) | 60.0 | 217.7 | 183.0 | 0.0 | 0.6 |
| Jump tanks | 400.0 | 471.6 | 64.0 | 0.0 | 0.0 |
| Reactionless thruster (1.0G) | 82.0 | 297.5 | 23.8 | 0.0 | 0.8 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Bridge | 2.5 | 6.6 | 3.1 | 0.0 | 3.0 |
| 4 utility modules | 4.0 | 41.7 | 1.0 | 0.0 | 0.0 |
| Hold | 1442.5 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 staterooms | 8.0 | 3.6 | 0.0 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (400.0) | 0.0 | 0.1 | 0.0 | 0.0 |
| Cargo | (1442.5) | (6541.7) | 0.0 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 2000.0 | 7788.0 | 281.0 | 5574.2 | 4.0 |
| Unloaded with skeleton crew | 2000.0 | 1246.2 | 280.9 | 5574.2 | 4.0 |

## *Tsinmao*-class Armed Scout (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to military standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| Radical stealth | — | 10.8 | 17.8 | — | — |
| Radical emission cloaking | — | 10.8 | 17.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 31 thrusters (1,124.7 tonnes thrust) | 31.0 | 95.6 | 5.0 | — | 0.5 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 478.0 | 153.5 | 2,203 | 3 |
| Fitted out with full crew | 320.0 | 729.1 | 162.3 | 2,203 | 9 |

## *Tslechdael*-class Freighter (GTL10)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards. All quantities in metric units.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 7.8 | 4.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 186.0 | — | 2.4 |
| 100 thrusters (3,628.0 tonnes thrust) | 100.0 | 308.4 | 16.0 | — | 1.7 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 7 crew staterooms | 28.0 | 15.2 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1,402.0-dton cargo hold | 1,402.0 | — | — | — | — |
| Cargo | (1,402.0) | (6,358.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,030.3 | 278.3 | 5,574 | 5 |
| Fitted out with full crew | 2,000.0 | 7,751.1 | 278.3 | 5,574 | 7 |

# *Tubigan*-class Fuel Station (GTL 10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| DR 100 crystaliron armour | — | 159.1 | 2.1 | — | — |
| 1 x 640-dton medium subhull, std. mat. | (640.5) | 25.5 | 1.4 | (2,609) | — |
| DR 100 crystaliron armour | — | 127.4 | 1.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 10 thrusters (362.8 tonnes thrust) | 10.0 | 30.8 | 1.6 | — | 0.2 |
| 9,000 extra-heavy fuel tanks | 9,000.0 | 24,489.0 | 288.0 | — | — |
| 9,000 -dtons jump fuel | (9,000.0) | (8,163.0) | (3.2) | — | — |
| 50 fuel processors | 50.0 | 49.9 | 42.5 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 25 cradles for *Hapawín* Scoopships | 16.5 | 93.5 | 4.1 | — | — |
| 25 *Hapawín* Scoopships | (2,000.0) | (1,868.4) | (349.8) | — | 50 |
| 2 cradles for *Bunter* Gigs | 0.5 | 2.8 | 0.1 | — | — |
| 2 *Bunter* Gigs | (40.0) | (54.1) | (7.0) | — | — |
| 2 cradles for *Fromin* Launches | 0.5 | 2.8 | 0.1 | — | — |
| 2 *Fromin* Launches | (20.0) | (37.4) | (6.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 25 Staterooms for middle passengers | 100.0 | 54.4 | 0.3 | — | 1 |
| 88 crew staterooms | 352.0 | 191.6 | 1.1 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 2 civilian holoventure zones | 60.0 | 6.5 | 2.4 | — | 2 |
| 3 sickbays | 3.0 | 2.0 | 0.5 | — | 3 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 1 basic security module | 0.5 | 2.4 | 0.9 | — | — |
| 1 brig | 1.0 | 6.3 | 0.0 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 340.0-dton cargo hold | 340.0 | — | — | — | — |
| Cargo | (340.0) | (1,541.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 25,508.2 | 379.9 | 16,298 | 12 |
| Fitted out with full crew | 10,000.0 | 37,173.0 | 742.9 | 16,298 | 88 |

# *Tulasukui*-class Courier (GTL 12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (100.0) | 3.7 | 0.4 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 7 jump drive modules | 7.0 | 25.4 | 21.4 | — | 0.1 |
| 12 thrusters (1,088.4 tonnes thrust) | 12.0 | 43.5 | 7.8 | — | 0.1 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 stateroom for 1 independent passenger | 4.0 | 1.8 | 0.0 | — | — |
| 1 low berth for 4 low passengers | 0.5 | 1.8 | 0.2 | — | — |
| 2 crew staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100.0 | 131.3 | 43.1 | 756 | 2 |
| Fitted out with full crew | 100.0 | 203.9 | 43.1 | 756 | 2 |

# *Ubervisch*-class Commerce Raider (GTL 10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| 6 turrets (DR 250) | 6.0 | 58.9 | 1.0 | 445 | — |
| DR 500 crystaliron armour | — | 609.7 | 8.1 | — | — |
| Total compartmentalization | — | 4.9 | 0.1 | — | — |
| Radical stealth | — | 14.4 | 23.8 | — | — |
| Radical emission cloaking | — | 14.4 | 23.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 345 thrusters (12,516.6 tonnes thrust) | 345.0 | 1,063.9 | 55.2 | — | 5.8 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple light missile turrets | (15.0) | 4.1 | 0.1 | — | 5 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,230 ready light missiles | — | (167.3) | (44.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Gig | 21.0 | 0.5 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 2,014.5 | 233.3 | 2,943 | 8 |
| Fitted out with full crew | 600.0 | 2,424.8 | 283.1 | 2,943 | 19 |

# *Umburko*-class Subsidized Liner (GTL 10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 24 thrusters (870.7 tonnes thrust) | 24.0 | 74.0 | 3.8 | — | 0.4 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 80 Staterooms for 80 high passengers | 320.0 | 174.1 | 1.0 | — | 4 |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 43.5-dton cargo hold | 43.5 | — | — | — | — |
| Cargo | (43.5) | (197.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 484.9 | 61.1 | 2,497 | 2 |
| Fitted out with full crew | 480.0 | 736.6 | 61.1 | 2,497 | 7 |

## *Uramikaa*-class Corvette (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 14.8 | 3.9 | 3,026 | — |
| 8 turrets (DR 2500) | 8.0 | 293.2 | 4.6 | 594 | — |
| DR 5000 bonded superdense armour | — | 2,954.4 | 39.1 | — | — |
| Heavy compartmentalization | — | 1.5 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.4 |
| 238 thrusters (21,586.6 tonnes thrust) | 238.0 | 863.5 | 154.7 | — | 2.4 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 3 triple 405 MJ laser turrets | (9.0) | 63.7 | 6.1 | — | 1-3 |
| 3 single 1,313 MJ heavy laser turrets | (9.0) | 68.3 | 6.3 | — | 1-3 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 4,580.3 | 434.5 | 3,620 | 4 |
| Fitted out with full crew | 640.0 | 4,939.8 | 445.8 | 3,620 | 10 |

## *Uruq*-class Medium Fighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.3 | 0.3 | 258 | — |
| DR 2000 bonded superdense armour | — | 101.0 | 1.3 | — | — |
| Basic stealth | — | 0.6 | 0.2 | — | — |
| Basic emission cloaking | — | 0.6 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 12 thrusters (1,088.4 tonnes thrust) | 12.0 | 43.5 | 7.8 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 2 fixed 405 MJ lasers | 2.0 | 14.1 | 1.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 177.4 | 13.7 | 258 | 2 |
| Fitted out with full crew | 16.0 | 177.4 | 13.7 | 258 | 2 |

## *Uxkoong*-class Frigate (GTL10)

*Design Parameters:* Built for K'kree crew. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 7,500-dton medium hull, standard materials | (6,000.0) | 131.4 | 17.4 | 144,823 | — |
| 15 turrets (DR 1500) | 15.0 | 827.5 | 12.3 | 12,000 | — |
| 6 large internal bays | 600.0 | 54.4 | 3.0 | — | — |
| DR 3000 crystaliron armour | — | 19,703.2 | 260.7 | — | — |
| Basic stealth | — | 35.6 | 11.8 | — | — |
| Basic emission cloaking | — | 35.6 | 11.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 30.0 | 130.1 | 75.6 | — | 1-10 |
| 1 enhanced communicator | 1.5 | 18.1 | 2.1 | — | 0-1 |
| 1 enhanced sensor | 4.0 | 36.8 | 32.9 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 300 jump drive modules | 300.0 | 1,088.4 | 930.0 | — | 12 |
| 1,000 thrusters (36,280.0 tonnes thrust) | 1,000.0 | 3,083.8 | 160.0 | — | 16.7 |
| 2,250 internal jump fuel tanks | 2,250.0 | 612.2 | 360.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 4 large heavy missile bays | (400.0) | 547.8 | 8.8 | — | 8 |
| 2 29 GJ particle bays | (200.0) | 1,917.4 | 106.0 | — | 4 |
| 4 nuclear damper modules | 16.0 | 150.9 | 64.8 | — | 4 |
| 38 meson screen modules | 38.0 | 186.1 | 148.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6,000 ready heavy missiles | — | (4,081.5) | (1,080.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 utility modules | 15.0 | 156.5 | 4.5 | — | — |
| Pasture for 0 passengers | 360.0 | 195.9 | 1.1 | — | — |
| 56 crew pastures | 1,344.0 | 731.4 | 4.0 | — | — |
| 22.5-dton cargo hold | 22.5 | — | — | — | — |
| Cargo | (22.5) | (102.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 6,000.0 | 30,017.2 | 2,264.0 | 156,823 | 0 |
| Fitted out | 6,000.0 | 36,241.5 | 3,344.0 | 156,823 | 0 |

# *Valeria*-class Light Cruiser (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 119.3 | 8.8 | 16,298 | — |
| 12 turrets (DR 4000) | 12.0 | 1,051.6 | 14.3 | 891 | — |
| 6 large internal bays | 600.0 | 54.4 | 3.0 | — | — |
| DR 8500 superdense armour | — | 40,576.9 | 536.8 | — | — |
| Heavy compartmentalization | — | 11.9 | 0.1 | — | — |
| Basic stealth | — | 42.0 | 13.9 | — | — |
| Basic emission cloaking | — | 42.0 | 13.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 0-0 |
| 1 advanced communicator | 7.0 | 84.5 | 3.3 | — | 0-1 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 6.5 | 0.3 | — | — |
| 500 jump drive modules | 500.0 | 1,814.0 | 1,525.0 | — | 10 |
| 1,896 thrusters (171,967.2 tonnes thrust) | 1,896.0 | 6,878.7 | 1,232.4 | — | 37.9 |
| 4,000 internal jump fuel tanks | 4,000.0 | 1,088.4 | 640.0 | — | — |
| 4,000 -dtons jump fuel | (4,000.0) | (3,628.0) | (1.4) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 triple 97 MJ PD laser turrets | (18.0) | 79.8 | 7.6 | — | 1-6 |
| 6 single 870 MJ heavy laser turrets | (18.0) | 160.5 | 9.4 | — | 1-6 |
| 4 large heavy missile bays | (400.0) | 547.8 | 8.8 | — | 8 |
| 2 29 GJ particle bays | (200.0) | 1,917.4 | 106.0 | — | 4 |
| 1.1 TJ spinal meson gun | 2,804.0 | 25,358.8 | 2,845.0 | — | 30 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6,000 ready heavy missiles | — | (4,081.5) | (1,200.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Vixen* Hanger with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (179.0) | (18.6) | — | 4 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 10 crew bunkrooms | 40.0 | 17.2 | 0.2 | — | — |
| 14 crew low berths | 7.0 | 25.4 | 3.1 | — | — |
| 3 sickbays | 7.5 | 13.9 | 0.6 | — | 3 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 2 brigs | 2.0 | 12.7 | 0.1 | — | — |
| 3.0-dton cargo hold | 3.0 | — | — | — | — |
| Cargo | (3.0) | (13.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 80,249.8 | 7,075.4 | 17,190 | 51 |
| Fitted out with full crew | 10,000.0 | 88,151.9 | 8,294.0 | 17,190 | 166 |

# *Valkyrie*-class Assault Fighter (GTL9)

*Design Parameters:* Built for Sword Worlder human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 8-dton medium hull, std. mat. | (8.0) | 2.1 | 0.1 | 140 | — |
| DR 100 durasteel armour | — | 10.3 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion rockets (217.7 tonnes thrust) | 3.0 | 10.9 | 2.4 | — | 0.1 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 303 MJ laser | 3.0 | 23.3 | 4.3 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 42.7 | 11.1 | 140 | 1 |
| Fitted out with full crew | 8.0 | 42.7 | 11.1 | 140 | 1 |

# *Vampire*-class Strike Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (50.0) | 4.7 | 0.3 | 476 | — |
| DR 200 crystaliron armour | — | 46.5 | 0.6 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 42 thrusters (1,523.8 tonnes thrust) | 42.0 | 129.5 | 6.7 | — | 0.7 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 2 fixed 810 MJ lasers | 6.0 | 50.2 | 5.4 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50.0 | 249.6 | 16.4 | 476 | 2 |
| Fitted out with full crew | 50.0 | 249.6 | 16.4 | 476 | 2 |

# *Vanderpelt*-class Luxury Liner (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (960.0) | 19.4 | 5.1 | 3,965 | — |
| 12 turrets (DR 100) | 12.0 | 21.9 | 1.4 | 891 | — |
| DR 100 bonded superdense armour | — | 77.4 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 48 jump drive modules | 48.0 | 174.1 | 146.4 | — | 0.5 |
| 23 thrusters (2,086.1 tonnes thrust) | 23.0 | 83.4 | 14.9 | — | 0.2 |
| 360 internal jump fuel tanks | 360.0 | 98.0 | 57.6 | — | — |
| 360 -dtons jump fuel | (360.0) | (326.5) | (0.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple sandcaster turrets | (12.0) | 54.4 | 3.0 | — | 4 |
| 4 triple 405 MJ laser turrets | (12.0) | 84.9 | 8.2 | — | 1-4 |
| 4 triple 102 MJ PD laser turrets | (12.0) | 56.2 | 3.7 | — | 1-4 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Gig with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 4 suites for 4 noble passengers | 32.0 | 7.3 | 0.2 | — | 4 |
| 60 Staterooms for 60 high passengers | 240.0 | 108.8 | 0.7 | — | 3 |
| 11 crew staterooms | 44.0 | 20.0 | 0.1 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 1 swimming pool | 31.0 | 7.7 | 0.2 | — | 1.3 |
| Water | — | 115.6 | — | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 97.5-dton cargo hold | 97.5 | — | — | — | — |
| Cargo | (97.5) | (442.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 960.0 | 846.5 | 246.6 | 4,857 | 2 |
| Fitted out with full crew | 960.0 | 1,801.5 | 252.1 | 4,857 | 21 |

# *Velroi*-class Escort Destroyer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| 20 turrets (DR 1000) | 20.0 | 740.6 | 10.4 | 1,486 | — |
| DR 2000 crystaliron armour | — | 5,442.0 | 72.0 | — | — |
| Heavy compartmentalization | — | 5.4 | 0.1 | — | — |
| Basic stealth | — | 17.2 | 5.7 | — | — |
| Basic emission cloaking | — | 17.2 | 5.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 60 jump drive modules | 60.0 | 217.7 | 186.0 | — | 2.4 |
| 950 thrusters (34,466.0 tonnes thrust) | 950.0 | 2,929.6 | 152.0 | — | 15.8 |
| 400 internal jump fuel tanks | 400.0 | 108.8 | 64.0 | — | — |
| 400 -dtons jump fuel | (400.0) | (362.8) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 5 fuel processors | 5.0 | 5.0 | 4.3 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple light missile turrets | (15.0) | 4.1 | 0.1 | — | 5 |
| 5 triple 250 MJ laser turrets | (15.0) | 113.2 | 12.3 | — | 1-5 |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 5 single 810 MJ heavy laser turrets | (15.0) | 125.6 | 13.5 | — | 1-5 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,230 ready light missiles | — | (167.3) | (44.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Burtoine* Hanger with 1 entrance | 480.0 | 0.9 | 0.0 | — | — |
| 8 *Burtoine* Escort Fighters | (240.0) | (2,521.6) | (94.6) | — | 16 |
| Hanger for 1 Gig | 40.0 | — | — | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 6 crew bunkrooms | 24.0 | 26.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 9,993.5 | 568.5 | 7,060 | 20 |
| Fitted out with full crew | 2,000.0 | 13,138.5 | 712.8 | 7,060 | 55 |

# *Vengeance*-class Heavy Fighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50-dton medium hull, std. mat. | (50.0) | 3.5 | 0.3 | 476 | — |
| 1 turret (DR 2750) | 1.0 | 60.4 | 0.8 | 74 | — |
| DR 5500 superdense armour | — | 767.7 | 10.2 | — | — |
| Thermal superconductor armour | — | 0.7 | 1.5 | — | — |
| Basic stealth | — | 1.3 | 0.4 | — | — |
| Basic emission cloaking | — | 1.3 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command cockpit with hardened controls | 2.5 | 15.9 | 10.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45 thrusters (4,081.5 tonnes thrust) | 45.0 | 163.3 | 29.2 | — | 0.9 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed light missile rack | 1.0 | 11.8 | 0.0 | — | — |
| 1 single 870 MJ heavy laser turret | (3.0) | 26.8 | 1.6 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 0.5-dton cargo hold | 0.5 | — | — | — | — |
| Cargo | (0.5) | (2.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50.0 | 1,052.7 | 54.8 | 550 | 2 |
| Fitted out with full crew | 50.0 | 1,055.0 | 54.8 | 550 | 3 |

# *Verdamt*-class System Defense Boat (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 238.7 | 8.8 | 175,441 | — |
| 10 turrets (DR 1000) | 10.0 | 555.4 | 7.6 | 8,000 | — |
| 4 large internal bays | 400.0 | 36.3 | 2.0 | — | — |
| DR 8000 durasteel armour | — | 95,475.1 | 1,263.2 | — | — |
| Heavy compartmentalization | — | 23.9 | 0.3 | — | — |
| Basic stealth | — | 41.6 | 13.8 | — | — |
| Basic emission cloaking | — | 41.6 | 13.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 3,500 fusion rockets (253,960 tonnes) | 3,500.0 | 12,698.0 | 2,800.0 | — | 58.3 |
| 500 water fuel tanks | 500.0 | 11.3 | 85.0 | — | — |
| Water (as reaction mass) | (500.0) | 6,802.5 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 40 MJ PD laser turrets | (30.0) | 153.5 | 44.1 | — | 1-10 |
| 4 large heavy missile bays | (400.0) | 555.1 | 17.6 | — | 8 |
| 920 GJ spinal particle accelerator | 5,365.0 | 33,060.1 | 8,438.0 | — | 55 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6,000 ready heavy missiles | — | (4,081.5) | (1,200.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 54 utility modules | 54.0 | 303.7 | 41.0 | — | — |
| 12 crew bunkrooms | 60.0 | 53.3 | 0.6 | — | — |
| 17 crew low berths | 8.5 | 30.8 | 3.7 | — | — |
| 5 sickbays | 12.5 | 23.1 | 1.3 | — | 5 |
| 82.0-dton cargo hold | 82.0 | — | — | — | — |
| Cargo | (82.0) | (371.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 10,000.0 | 133,176.5 | 12,758.3 | 183,441 | 0 |
| Fitted out | 10,000.0 | 137,629.8 | 13,958.3 | 183,441 | 0 |

# *Verukin*-class Research Station (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 14.0 | 2.5 | 1,906 | — |
| DR 100 superdense armour | — | 55.8 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 36.6 | — | 0.2 |
| 10 thrusters (907.0 tonnes thrust) | 10.0 | 36.3 | 6.5 | — | 0.2 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 20.0 | 0.9 | 0.0 | — | — |
| 1 *Miao* Runabout | (10.0) | (13.5) | (2.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 16 crew staterooms | 64.0 | 29.0 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 10 standard labs | 45.0 | 93.4 | 10.5 | — | 10-20 |
| 2 isolabs | 45.0 | 181.9 | 20.1 | — | 2-10 |
| 1 simulation lab | 7.5 | 10.2 | 1.6 | — | 1-1 |
| 1 computer lab | 3.5 | 2.5 | 450.0 | — | 1-2 |
| 25.0-dton cargo hold | 25.0 | — | — | — | — |
| Cargo | (25.0) | (113.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 524.1 | 545.4 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 723.5 | 548.3 | 1,906 | 30 |

# *Victrix*-class Monitor (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 15,000-dton medium hull, std. mat. | (15,000.0) | 156.4 | 11.5 | 21,357 | — |
| 9 turrets (DR 4000) | 9.0 | 788.7 | 10.7 | 668 | — |
| 6 large external bays (DR 4000) | 120.0 | 8,543.9 | 115.3 | 7,246 | — |
| DR 55000 superdense armour | — | 344,046.2 | 4,551.9 | — | — |
| Total compartmentalization | — | 31.3 | 0.3 | — | — |
| Radical stealth | — | 142.9 | 236.3 | — | — |
| Radical emission cloaking | — | 142.9 | 236.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 4,850 thrusters (439,895.0 tonnes) | 4,850.0 | 17,595.8 | 3,152.5 | — | 97 |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9 single 870 MJ heavy laser turrets | (27.0) | 240.8 | 14.1 | — | 1-9 |
| 6 large heavy missile bays | (600.0) | 821.7 | 13.2 | — | 12 |
| 3.1 TJ spinal meson gun | 8,169.0 | 73,904.2 | 8,290.0 | — | 83 |
| 32 nuclear damper modules | 32.0 | 296.0 | 128.0 | — | 4 |
| 152 meson screen modules | 152.0 | 689.3 | 349.6 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 9,000 ready heavy missiles | — | (6,122.3) | (1,800.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for *Huns* with 1 entrance | 320.0 | 0.9 | 0.0 | — | — |
| 16 *Hun* Light Fighters | (160.0) | (1,009.6) | (182.4) | — | 48 |
| Hanger for *Tartars* with 1 entrance | 960.0 | 0.9 | 0.0 | — | — |
| 12 *Tartar* Heavy Fighters | (480.0) | (5,602.8) | (383.8) | — | 24 |
| Hanger for *Estevans* with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Estevan* Cutters | (40.0) | (45.4) | (8.6) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30 utility modules | 30.0 | 312.9 | 7.5 | — | — |
| 23 crew bunkrooms | 92.0 | 39.6 | 0.4 | — | — |
| 5 sickbays | 12.5 | 23.1 | 1.0 | — | 5 |
| 162.5-dton cargo hold | 162.5 | — | — | — | — |
| Cargo | (162.5) | (736.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 15,000.0 | 447,825.7 | 17,137.2 | 29,272 | 98 |
| Fitted out with full crew | 15,000.0 | 461,342.7 | 19,512.0 | 29,272 | 281 |

# *Viodak*-class Light Carrier (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 50.1 | 5.5 | 10,267 | — |
| 30 turrets (DR 300) | 30.0 | 141.8 | 3.0 | 2,229 | — |
| 2 small internal bays | 100.0 | 11.8 | 0.6 | — | — |
| DR 600 bonded superdense armour | — | 1,202.9 | 15.9 | — | — |
| Heavy compartmentalization | — | 5.0 | 0.1 | — | — |
| Basic stealth | — | 30.5 | 10.1 | — | — |
| Basic emission cloaking | — | 30.5 | 10.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 200 jump drive modules | 200.0 | 725.6 | 610.0 | — | 2 |
| 190 thrusters (17,233.0 tonnes thrust) | 190.0 | 689.3 | 123.5 | — | 1.9 |
| 1,500 internal jump fuel tanks | 1,500.0 | 408.2 | 240.0 | — | — |
| 1,500 -dtons jump fuel | (1,500.0) | (1,360.5) | (0.5) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 15 fuel processors | 15.0 | 15.0 | 12.8 | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple sandcaster turrets | (30.0) | 136.1 | 7.5 | — | 10 |
| 20 triple 102 MJ PD laser turrets | (60.0) | 280.8 | 18.6 | — | 2-20 |
| 2 small light missile bays | (100.0) | 23.9 | 0.6 | — | 4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| 4 meson screen modules | 4.0 | 18.1 | 9.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8,200 ready light missiles | — | (1,115.6) | (188.6) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| *Rampart* Hanger with ent. & launcher | 2,018.0 | 74.4 | 1.8 | — | 10 |
| 100 *Rampart* Fighters | (1,000.0) | (8,190.0) | (1,400.0) | — | 100 |
| Hanger for 2 Gigs | 80.0 | — | — | — | — |
| 2 Gigs | (40.0) | (141.8) | (11.0) | — | 4 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 marine staterooms | 24.0 | 10.9 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 2.5 | — | — |
| 78 crew staterooms | 312.0 | 141.5 | 0.9 | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 501.0-dton cargo hold | 501.0 | — | — | — | — |
| Cargo | (501.0) | (2,272.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 4,163.1 | 1,089.3 | 12,496 | 5 |
| Fitted out with full crew | 5,000.0 | 17,243.1 | 2,688.9 | 12,496 | 155 |

# *Virtax*-class Light Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.5 | 0.1 | 102 | — |
| DR 100 durasteel armour | — | 7.5 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion rocket (72.6 tonnes thrust) | 1.0 | 3.6 | 0.8 | — | 0.0 |
| 1 water fuel tank | 1.0 | 0.0 | 0.2 | — | — |
| Water (as reaction mass) | (1.0) | (13.6) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed heavy missile rack | 1.0 | 11.8 | 0.0 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 26.2 | 5.2 | 102 | 1 |
| Fitted out with full crew | 4.0 | 26.2 | 5.2 | 102 | 1 |

## *Vixen*-class Armed Gig (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 20-dton medium hull, std. mat. | (16.0) | 1.9 | 0.3 | 258 | — |
| 1 turret (DR 100) | 1.0 | 2.7 | 0.1 | 74 | — |
| DR 100 superdense armour | — | 7.6 | 0.1 | — | — |
| Basic stealth | — | 0.8 | 0.3 | — | — |
| Basic emission cloaking | — | 0.8 | 0.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 3.8 | 2.2 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 thrusters (362.8 tonnes thrust) | 4.0 | 14.5 | 2.6 | — | 0.1 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 390 MJ laser turret | (3.0) | 20.5 | 3.4 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 0.7 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 16.0 | 53.2 | 9.3 | 333 | 1 |
| Fitted out with full crew | 16.0 | 89.5 | 9.3 | 333 | 2 |

## *Vloshr*-class Frontier Trader (GTL10)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards. Metric measurements, turrets are counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, standard materials | (240.0) | 15.4 | 2.0 | 16,938 | — |
| 3 turrets (DR 100) | 3.0 | 13.1 | 0.4 | 2,400 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 7.8 | 4.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 10 jump drive modules | 10.0 | 36.3 | 31.0 | — | 0.4 |
| 19 thrusters (689.3 tonnes thrust) | 19.0 | 58.6 | 3.0 | — | 0.3 |
| 61 internal jump fuel tanks | 61.0 | 16.6 | 9.8 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 90 MJ PD laser turrets | (6.0) | 31.8 | 3.5 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 15 Staterooms for 15 high passengers | 60.0 | 32.7 | 0.2 | — | 0.8 |
| 2 self-contained habitats | 8.0 | 5.4 | 0.0 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 69.5-dton cargo hold | 69.5 | — | — | — | — |
| Cargo | (69.5) | (315.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 240.0 | 324.3 | 57.3 | 19,338 | 0 |
| Fitted out | 240.0 | 694.8 | 57.3 | 19,338 | 0 |

## *Voidtrekker*-class Rift Scout (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 9.3 | 1.0 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 7.3 | 0.2 | 297 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 28 jump drive modules | 28.0 | 101.6 | 85.4 | — | 0.3 |
| 8 thrusters (725.6 tonnes thrust) | 8.0 | 29.0 | 5.2 | — | 0.1 |
| 240 internal jump fuel tanks | 240.0 | 65.3 | 38.4 | — | — |
| 240 -dtons jump fuel | (240.0) | (217.7) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 empty turrets | (12.0) | — | — | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for 1 Gig with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| 1 Gig | (20.0) | (70.6) | (5.5) | — | 2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 staterooms for 4 independent passengers | 16.0 | 7.3 | 0.0 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 2 standard labs | 4.0 | 18.1 | 2.0 | — | 2-4 |
| 7.0-dton cargo hold | 7.0 | — | — | — | — |
| Cargo | (7.0) | (31.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 367.2 | 173.7 | 2,203 | 2 |
| Fitted out with full crew | 400.0 | 687.3 | 179.2 | 2,203 | 10 |

## *Volancia*-class Fuel Station (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to private standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 8,000-dton medium hull, std. mat. | (8,000.0) | 205.7 | 7.6 | 14,045 | — |
| DR 100 durasteel armour | — | 205.7 | 2.7 | — | — |
| 1 x 1,887-dton medium subhull, std. materials | (1,887.0) | 78.5 | 2.9 | (5,362) | — |
| DR 100 durasteel armour | — | 392.6 | 5.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 3.0 | 12.2 | 8.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 50 thrusters (235.8 tonnes thrust) | 50.0 | 190.5 | 70.0 | — | 5 |
| 6,000 internal jump fuel tanks | 6,000.0 | 1,632.6 | 960.0 | — | — |
| 6,000 -dtons jump fuel | (6,000.0) | (5,442.0) | (2.1) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple sandcaster turrets | (12.0) | 54.4 | 3.0 | — | 4 |
| 5 triple 40 MJ PD laser turrets | (15.0) | 76.7 | 22.1 | — | 1-5 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 *Malicore* Fuel Shuttles | (800.0) | (794.0) | (191.6) | — | 20 |
| Hanger with 2 entrances | 1,600.0 | 1.8 | 0.0 | — | — |
| 1 *Shinzang* Shuttle | (50.0) | (49.5) | (7.9) | — | 1 |
| Hanger with 1 entrance | 100.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 utility modules | 11.0 | 61.9 | 8.4 | — | — |
| 20 crew staterooms | 80.0 | 43.5 | 0.3 | — | — |
| 4 exercise rooms | 10.0 | 1.8 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 2 sickbays | 2.0 | 1.4 | 0.3 | — | 2 |
| 1 surgical theatre | 1.0 | 0.4 | 0.1 | — | — |
| 85.0-dton cargo hold | 85.0 | — | — | — | — |
| Cargo | (85.0) | (385.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8,000.0 | 3,035.3 | 1,096.6 | 14,714 | 6 |
| Fitted out with full crew | 8,000.0 | 9,706.3 | 1,296.1 | 14,714 | 39 |

## *von Braun*-class Missile Boat (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1,200-dton medium hull, std. mat. | (1,200.0) | 29.0 | 2.1 | 3,965 | — |
| 2 turrets (DR 1250) | 2.0 | 55.5 | 0.8 | 148 | — |
| 1 small internal bay | 50.0 | 5.9 | 0.3 | — | — |
| DR 2500 superdense armour | — | 2,903.5 | 38.4 | — | — |
| Basic stealth | — | 10.0 | 3.3 | — | — |
| Basic emission cloaking | — | 10.0 | 3.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 36 jump drive modules | 36.0 | 130.6 | 109.8 | — | 0.7 |
| 585 thrusters (53,059.5 tonnes thrust) | 585.0 | 2,122.4 | 380.3 | — | 11.7 |
| 480 internal jump fuel tanks | 480.0 | 130.6 | 76.8 | — | — |
| 480 -dtons jump fuel | (480.0) | (435.4) | (0.2) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 3 fuel processors | 3.0 | 3.0 | 2.5 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple 390 MJ laser turrets | (6.0) | 40.9 | 6.9 | — | 1-2 |
| 1 small missile bay | (50.0) | 68.7 | 1.1 | — | 2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 750 ready heavy missiles | — | (510.2) | (150.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Hun* Light Fighter | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Hun* Light Fighter | (10.0) | (63.1) | (11.4) | — | 3 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 utility modules | 3.0 | 31.3 | 0.8 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 10.5-dton cargo hold | 10.5 | — | — | — | — |
| Cargo | (10.5) | (47.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 1,200.0 | 5,572.5 | 638.9 | 4,113 | 14 |
| Fitted out with full crew | 1,200.0 | 6,628.8 | 800.3 | 4,113 | 21 |

## *Vorsk*-class Light Fighter (GTL10)

*Design Parameters:* Built for Vargr crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.0 | 0.1 | 102 | — |
| DR 100 crystaliron armour | — | 5.0 | 0.1 | — | — |
| Basic stealth | — | 0.3 | 0.1 | — | — |
| Basic emission cloaking | — | 0.3 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fixed 250 MJ laser | 1.0 | 7.5 | 0.8 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 24.8 | 4.2 | 102 | 1 |
| Fitted out with full crew | 4.0 | 24.8 | 4.2 | 102 | 1 |

## *Vstabr*-class Freighter (GTL10)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 7.8 | 4.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 80 jump drive modules | 80.0 | 290.2 | 248.0 | — | 3.2 |
| 142 thrusters (5,151.8 tonnes thrust) | 142.0 | 437.9 | 22.7 | — | 2.4 |
| 600 internal jump fuel tanks | 600.0 | 163.3 | 96.0 | — | — |
| 600 -dtons jump fuel | (600.0) | (544.2) | (0.2) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 1,150.5-dton cargo hold | 1,150.5 | — | — | — | — |
| Cargo | (1,150.5) | (5,217.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,282.0 | 379.0 | 5,574 | 7 |
| Fitted out with full crew | 2,000.0 | 7,043.7 | 379.0 | 5,574 | 9 |

## *Vuki*-class Intruder Scout (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (200.0) | 5.9 | 0.6 | 1,200 | — |
| 2 turrets (DR 300) | 2.0 | 9.5 | 0.2 | 148 | — |
| DR 600 bonded superdense armour | — | 140.7 | 1.9 | — | — |
| Radical stealth | — | 6.6 | 10.9 | — | — |
| Radical emission cloaking | — | 6.6 | 10.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| Medium PESA array | 1.5 | 17.1 | 60.0 | — | — |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 14 jump drive modules | 14.0 | 50.8 | 42.7 | — | 0.1 |
| 30 thrusters (2,721.0 tonnes thrust) | 30.0 | 108.8 | 19.5 | — | 0.3 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| 0.5 fuel scoops | 0.5 | 0.3 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (11.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 8.0-dton cargo hold | 8.0 | — | — | — | — |
| Cargo | (8.0) | (36.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 200.0 | 412.2 | 173.3 | 1,349 | 2 |
| Fitted out with full crew | 200.0 | 624.2 | 184.7 | 1,349 | 6 |

## *Waatr*-class Freighter (GTL12)

*Design Parameters:* Built for Hiver crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (400.0) | 9.3 | 1.0 | 1,906 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 48.8 | — | 0.2 |
| 15 thrusters (1,360.5 tonnes thrust) | 15.0 | 54.4 | 9.8 | — | 0.1 |
| 120 internal jump fuel tanks | 120.0 | 32.7 | 19.2 | — | — |
| 120 -dtons jump fuel | (120.0) | (108.8) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 232.5-dton cargo hold | 232.5 | — | — | — | — |
| Cargo | (232.5) | (1,054.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 400.0 | 217.4 | 82.8 | 1,906 | 2 |
| Fitted out with full crew | 400.0 | 1,380.6 | 82.8 | 1,906 | 4 |

## *Wain*-class Freighter (GTL10)

*Design Parameters:* Built for Sword Worlder human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 29.5 | 3.9 | 3,026 | — |
| DR 100 crystaliron armour | — | 147.7 | 2.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 16 jump drive modules | 16.0 | 58.0 | 49.6 | — | 0.6 |
| 82 thrusters (2,975.0 tonnes thrust) | 82.0 | 252.9 | 13.1 | — | 1.4 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 Staterooms for 6 middle passengers | 12.0 | 6.5 | 0.0 | — | — |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 431.0-dton cargo hold | 431.0 | — | — | — | — |
| Cargo | (431.0) | (1,954.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 560.7 | 87.0 | 3,026 | 3 |
| Fitted out with full crew | 640.0 | 2,587.9 | 87.0 | 3,026 | 4 |

## *Waoroa*-class Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 thrusters (72.6 tonnes thrust) | 2.0 | 6.2 | 0.3 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 21.6 | 3.6 | 162 | 1 |
| Fitted out with full crew | 8.0 | 39.7 | 3.6 | 162 | 1 |

# *Warbler*-class Runabout (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5-dton medium hull, std. mat. | (4.0) | 1.0 | 0.1 | 102 | — |
| DR 100 crystaliron armour | — | 5.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (36.3 tonnes thrust) | 1.0 | 3.1 | 0.2 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 1.0-dton cargo hold | 1.0 | — | — | — | — |
| Cargo | (1.0) | (4.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4.0 | 14.0 | 2.9 | 102 | 1 |
| Fitted out with full crew | 4.0 | 18.6 | 2.9 | 102 | 1 |

# *Warhoud*-class Assault Carrier (GTL12)

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 1200-ton hull | (1200.0) | 22.7 | 2.5 | 4645.2 | 0.0 |
| Airtight sealing | 0.0 | 0.0 | 0.6 | 0.0 | 0.0 |
| Armour: DR2000, PD4 | 0.0 | 1831.4 | 24.2 | 0.0 | 0.0 |
| 12 turrets | 12.0 | 4.6 | 0.5 | 891.9 | 12.0 |
| **Drive Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Engineering module | 1.0 | 3.4 | 0.2 | 0.0 | 0.0 |
| Jump drive (4 parsecs) | 85.0 | 308.4 | 259.3 | 0.0 | 0.9 |
| Jump tanks | 480.0 | 566.0 | 76.8 | 0.0 | 0.0 |
| Maneuver drive (3.0G) | 308.0 | 1117.4 | 89.3 | 0.0 | 3.1 |
| Fuel processor module (60.0 hours) | 1.0 | 1.0 | 0.9 | 0.0 | 0.0 |
| **Weapon Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 Missile Racks | (5.0) | 176.9 | 0.3 | 0.0 | 0.0 |
| 21 405-MJ Lasers | (7.0) | 148.6 | 14.3 | 0.0 | 0.0 |
| Meson Screen (DR2093) | 6.0 | 27.2 | 13.5 | 0.0 | 0.0 |
| Nuclear Damper (24 km range) | 2.0 | 18.1 | 8.0 | 0.0 | 0.0 |
| **Workspace Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hardened Command Bridge | 5.0 | 20.5 | 14.5 | 0.0 | 5.0 |
| 3 utility modules | 3.0 | 31.3 | 0.8 | 0.0 | 0.0 |
| Spacedock with 1 entrances | 40.0 | 0.9 | 0.0 | 0.0 | 0.0 |
| 72 External Cradles holding 4500 tons | 36.0 | 408.1 | 9.0 | 0.0 | 0.0 |
| Sickbay | 1.0 | 0.8 | 0.2 | 0.0 | 2.0 |
| Hold | 72.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| **Accommodation Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 37 staterooms | 148.0 | 67.1 | 0.4 | 0.0 | 0.0 |
| **Miscellaneous Items** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fuel | (480.0) | 0.0 | 0.2 | 0.0 | 0.0 |
| Cargo | (72.0) | (326.5) | 0.0 | 0.0 | 0.0 |
| Carried ships | (20.0) | (70.7) | (5.5) | 0.0 | 1.0 |
| Cradled vehicles | (500.0) | (4081.5) | (70.0) | 0.0 | 50.0 |
| Missiles | 0.0 | 0.0 | 25.5 | 0.0 | 0.0 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Fully loaded & fitted out | 1200.0 | 9233.1 | 616.5 | 5537.0 | 73.0 |
| Unloaded with skeleton crew | 1200.0 | 4754.4 | 515.4 | 5537.0 | 8.0 |

# *Warhound*-class Light Cruiser (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 53.5 | 3.9 | 7,304 | — |
| 17 turrets (DR 1250) | 17.0 | 472.1 | 6.8 | 1,263 | — |
| DR 2500 superdense armour | — | 5,348.3 | 70.8 | — | — |
| Basic stealth | — | 20.9 | 6.9 | — | — |
| Basic emission cloaking | — | 20.9 | 6.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 120 jump drive modules | 120.0 | 435.4 | 366.0 | — | 2.4 |
| 509 thrusters (46,166.3 tonnes thrust) | 509.0 | 1,846.7 | 330.8 | — | 10.2 |
| 900 internal jump fuel tanks | 900.0 | 244.9 | 144.0 | — | — |
| 900 -dtons jump fuel | (900.0) | (816.3) | (0.3) | — | — |
| 1.5 fuel scoops | 1.5 | 0.8 | 0.0 | — | — |
| 4 fuel processors | 4.0 | 4.0 | 3.4 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple sandcaster turrets | (15.0) | 68.0 | 3.8 | — | 5 |
| 6 triple 97 MJ PD laser turrets | (18.0) | 79.8 | 7.6 | — | 1-6 |
| 6 single 870 MJ heavy laser turrets | (18.0) | 160.5 | 9.4 | — | 1-6 |
| 530 GJ spinal particle accelerator | 1,388.0 | 12,539.3 | 859.0 | — | 15 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 utility modules | 5.0 | 52.2 | 1.3 | — | — |
| 4 crew bunkrooms | 16.0 | 6.9 | 0.1 | — | — |
| 5 crew low berths | 2.5 | 9.1 | 1.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 30.0-dton cargo hold | 30.0 | — | — | — | — |
| Cargo | (30.0) | (136.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 21,388.0 | 1,834.1 | 8,567 | 14 |
| Fitted out with full crew | 3,000.0 | 22,340.4 | 1,834.1 | 8,567 | 61 |

# *Warrien*-class Megafreighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, std. mat. | (50,000.0) | 349.0 | 25.6 | 47,657 | — |
| DR 100 superdense armour | — | 279.2 | 3.7 | — | — |
| 1 x 3,971-dton med. subhull, std.mat. | (3,971.0) | 64.5 | 4.7 | (8,805) | — |
| DR 100 superdense armour | — | 257.9 | 3.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 2,000 jump drive modules | 2,000.0 | 7,256.0 | 6,100.0 | — | 40 |
| 1,800 thrusters (163,260 tonnes) | 1,800.0 | 6,530.4 | 1,170.0 | — | 36 |
| 15,000 internal jump fuel tanks | 15,000.0 | 4,081.5 | 2,400.0 | — | — |
| 15,000 -dtons jump fuel | (15,000.0) | (13,605.0) | (5.3) | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Miao* Runabouts | 21.0 | 0.5 | 0.0 | — | — |
| 2 *Miao* Runabouts | (20.0) | (27.0) | (5.9) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.0 | — | — |
| 41 crew staterooms | 164.0 | 74.4 | 0.5 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 31,000.0-dton cargo hold | 31,000.0 | — | — | — | — |
| Cargo | (31,000.0) | (140,585.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 50,000.0 | 19,000.9 | 9,713.6 | 47,657 | 77 |
| Fitted out with full crew | 50,000.0 | 173,218.0 | 9,719.5 | 47,657 | 82 |

## *Warspite*-class Armoured Cruiser (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 159.1 | 8.8 | 16,298 | — |
| 38 turrets (DR 2000) | 38.0 | 2,785.7 | 38.0 | 2,824 | — |
| 4 small internal bays | 200.0 | 23.6 | 1.3 | — | — |
| DR 8000 crystaliron armour | — | 63,650.0 | 842.1 | — | — |
| Heavy compartmentalization | — | 15.9 | 0.2 | — | — |
| Basic stealth | — | 46.7 | 15.4 | — | — |
| Basic emission cloaking | — | 46.7 | 15.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 0-0 |
| 1 advanced sensor | 8.0 | 73.7 | 69.3 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 39.6 | 13.0 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 fusion engineering modules | 2.0 | 7.3 | 0.6 | — | — |
| 300 jump drive modules | 300.0 | 1,088.4 | 930.0 | — | 12 |
| 5,000 thrusters (181,400.0 tonnes) | 5,000.0 | 15,419.0 | 800.0 | — | 83.3 |
| 2,000 internal jump fuel tanks | 2,000.0 | 544.2 | 320.0 | — | — |
| 2,000 -dtons jump fuel | (2,000.0) | (1,814.0) | (0.7) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 triple 250 MJ laser turrets | (30.0) | 226.4 | 24.6 | — | 1-10 |
| 28 single 810 MJ heavy laser turrets | (84.0) | 703.5 | 75.6 | — | 3-28 |
| 2 small light missile bays | (100.0) | 23.9 | 0.6 | — | 4 |
| 2 small missile bays | (100.0) | 137.3 | 2.2 | — | 4 |
| 870 GJ spinal particle accelerator | 2,291.0 | 20,733.1 | 1,567.0 | — | 24 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8,200 ready light missiles | — | (1,115.6) | (295.2) | — | — |
| 1,500 ready heavy missiles | — | (1,020.4) | (270.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 *Astra* Launchs | (20.0) | (43.2) | (7.1) | — | — |
| Hanger with 1 entrance | 40.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 6.0 | — | — |
| 13 crew bunkrooms | 52.0 | 56.6 | 0.2 | — | — |
| 4 sickbays | 4.0 | 2.7 | 0.6 | — | 4 |
| 20.0-dton cargo hold | 20.0 | — | — | — | — |
| Cargo | (20.0) | (90.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 106,049.8 | 4,759.3 | 19,122 | 99 |
| Fitted out with full crew | 10,000.0 | 110,133.7 | 5,331.6 | 19,122 | 146 |

## *Wategil*-class Shuttle (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 65-dton medium hull, std. mat. | (52.0) | 5.5 | 0.7 | 567 | — |
| DR 100 crystaliron armour | — | 27.7 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 7 thrusters (254.0 tonnes thrust) | 7.0 | 21.6 | 1.1 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 44.0-dton cargo hold | 44.0 | — | — | — | — |
| Cargo | (44.0) | (199.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 52.0 | 59.3 | 4.7 | 567 | 2 |
| Fitted out with full crew | 52.0 | 258.8 | 4.7 | 567 | 2 |

## *Weige*-class Battle Rider (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 75,000-dton medium hull, std. mat. | (75,000.0) | 457.3 | 33.6 | 62,448 | — |
| 69 turrets (DR 4000) | 69.0 | 6,046.7 | 82.3 | 5,128 | — |
| 60 large external bays (DR 4000) | 1,200.0 | 85,439.4 | 1,153.2 | 72,462 | — |
| DR 52000 superdense armour | — | 951,124.6 | 12,583.8 | — | — |
| Total compartmentalization | — | 91.5 | 1.0 | — | — |
| Radical stealth | — | 683.6 | 1,130.6 | — | — |
| Radical emission cloaking | — | 683.6 | 1,130.6 | — | — |
| 5 large entry modules | 5.0 | 13.6 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 9.8 | 0.5 | — | — |
| 62,000 thrusters (5,623,400 tonnes) | 62,000.0 | 224,936.0 | 40,300.0 | — | 1,240 |
| 20 workshops | 50.0 | 272.1 | 1.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 39 triple 390 MJ laser turrets | (117.0) | 798.0 | 134.6 | — | 4-39 |
| 30 single 870 MJ heavy laser turrets | (90.0) | 802.7 | 47.1 | — | 3-30 |
| 30 large heavy missile bays | (3,000.0) | 4,108.7 | 66.0 | — | 60 |
| 30 29 GJ particle bays | (3,000.0) | 28,761.0 | 1,590.0 | — | 60 |
| 3.1 TJ spinal meson gun | 8,169.0 | 73,904.2 | 8,290.0 | — | 83 |
| 64 nuclear damper modules | 64.0 | 592.1 | 256.0 | — | 4 |
| 1,450 meson screen modules | 1,450.0 | 6,575.8 | 3,335.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 45,000 ready heavy missiles | — | (30,611.3) | (9,000.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 880.0 | 0.9 | 0.0 | — | — |
| 2 *Vixen* Armed Gigs | (40.0) | (106.4) | (18.6) | — | — |
| 2 *Mei* Fast Launches | (40.0) | (66.6) | (12.5) | — | — |
| 6 *Tartar* Heavy Fighters | (240.0) | (2,801.4) | (191.9) | — | 12 |
| 6 *Anlo* Light Fighters | (120.0) | (1,406.4) | (95.2) | — | 12 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 marine staterooms | 8.0 | 3.6 | 0.0 | — | — |
| 6 marine bunkrooms | 24.0 | 10.3 | 0.1 | — | — |
| 2 briefing rooms | 2.0 | 0.0 | 0.0 | — | — |
| 5 battledress racks | 5.0 | 130.4 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 150 utility modules | 150.0 | 1,564.6 | 37.5 | — | — |
| 130 crew bunkrooms | 520.0 | 224.0 | 2.3 | — | — |
| 5 exercise rooms | 12.5 | 2.3 | 0.0 | — | — |
| 10 halls | 100.0 | 1.8 | 0.0 | — | — |
| 10 sickbays | 25.0 | 46.3 | 2.1 | — | 10 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 3 basic security modules | 1.5 | 6.8 | 1.5 | — | — |
| 5 brigs | 5.0 | 31.7 | 0.2 | — | — |
| 1 safe | 1.0 | 6.3 | 0.0 | — | — |
| 213.0-dton cargo hold | 213.0 | — | — | — | — |
| Cargo | (213.0) | (966.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 75,000.0 | 1,387,497.0 | 70,285.9 | 140,038 | 1,253 |
| Fitted out with full crew | 75,000.0 | 1,423,455.0 | 79,604.1 | 140,038 | 1,584 |

## *Weiming*-class Destroyer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| 10 turrets (DR 875) | 10.0 | 324.9 | 4.6 | 743 | — |
| 1 large internal bay | 100.0 | 9.1 | 0.5 | — | — |
| DR 1750 crystaliron armour | — | 4,761.8 | 63.0 | — | — |
| Total compartmentalization | — | 10.9 | 0.1 | — | — |
| Basic stealth | — | 15.4 | 5.1 | — | — |
| Basic emission cloaking | — | 15.4 | 5.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 80 jump drive modules | 80.0 | 290.2 | 248.0 | — | 3.2 |
| 975 thrusters (35,373.0 tonnes thrust) | 975.0 | 3,006.7 | 156.0 | — | 16.3 |
| 600 internal jump fuel tanks | 600.0 | 163.3 | 96.0 | — | — |
| 600 -dtons jump fuel | (600.0) | (544.2) | (0.2) | — | — |
| 1.5 fuel scoops | 1.5 | 0.8 | 0.0 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 single 810 MJ heavy laser turrets | (30.0) | 251.2 | 27.0 | — | 1-10 |
| 1 large heavy missile bay | (100.0) | 137.0 | 2.2 | — | 2 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1,500 ready heavy missiles | — | (1,020.4) | (270.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 bays for *Zhincao* Strike Fighters | 168.0 | 0.5 | 0.0 | — | — |
| 4 *Zhincao* Strike Fighters | (160.0) | (1,130.8) | (55.9) | — | 12 |
| 1 bay for *Waoroa* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Waoroa* Launch | (10.0) | (21.6) | (3.6) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 4.4 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 4 crew bunkrooms | 16.0 | 17.4 | 0.1 | — | — |
| 6 crew low berths | 3.0 | 10.9 | 1.3 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 12.0-dton cargo hold | 12.0 | — | — | — | — |
| Cargo | (12.0) | (54.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 9,190.8 | 642.7 | 6,317 | 21 |
| Fitted out with full crew | 2,000.0 | 11,962.2 | 972.1 | 6,317 | 69 |

## *Wekorgki*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 850-dton medium hull, std. mat. | (850.0) | 30.8 | 1.7 | 3,150 | — |
| DR 100 crystaliron armour | — | 30.8 | 0.4 | — | — |
| 1 x 11g-dton medium subhull, std. mat. | (115.5) | 8.1 | 0.4 | (832) | — |
| DR 100 crystaliron armour | — | 40.7 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 26 jump drive modules | 26.0 | 94.3 | 80.6 | — | 1.0 |
| 70 thrusters (2,539.6 tonnes thrust) | 70.0 | 215.9 | 11.2 | — | 1.2 |
| 170 internal jump fuel tanks | 170.0 | 46.3 | 27.2 | — | — |
| 170-dtons jump fuel | (170.0) | (154.2) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 563.5-dton cargo hold | 563.5 | — | — | — | — |
| Cargo | (563.5) | (2,555.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 850.0 | 497.3 | 126.8 | 3,150 | 4 |
| Fitted out with full crew | 850.0 | 3,207.0 | 126.8 | 3,150 | 6 |

## *Werimazh*-class Merchant (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 14 thrusters (507.9 tonnes thrust) | 14.0 | 43.2 | 2.2 | — | 0.2 |
| 90 internal jump fuel tanks | 90.0 | 24.5 | 14.4 | — | — |
| 90 -dtons jump fuel | (90.0) | (81.6) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 2 crew staterooms | 8.0 | 4.4 | 0.0 | — | — |
| 31.5-dton cargo hold | 31.5 | — | — | — | — |
| Cargo | (31.5) | (142.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 273.1 | 61.8 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 497.6 | 61.8 | 1,573 | 3 |

## *Wiiznam*-class Freighter (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 8,000-dton medium hull, std. mat. | (8,000.0) | 137.1 | 7.6 | 14,045 | — |
| DR 100 crystaliron armour | — | 685.6 | 9.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 240 jump drive modules | 240.0 | 870.7 | 744.0 | — | 9.6 |
| 774 thrusters (28,080.7 tonnes thrust) | 774.0 | 2,386.9 | 123.8 | — | 12.9 |
| 1,600 internal jump fuel tanks | 1,600.0 | 435.4 | 256.0 | — | — |
| 1,600 -dtons jump fuel | (1,600.0) | (1,451.2) | (0.6) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Dermik* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Dermik* Launch | (10.0) | (18.5) | (3.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 16 utility modules | 16.0 | 166.9 | 4.8 | — | — |
| 14 crew staterooms | 56.0 | 30.5 | 0.2 | — | — |
| 5,300.0-dton cargo hold | 5,300.0 | — | — | — | — |
| Cargo | (5,300.0) | (24,035.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8,000.0 | 4,725.0 | 1,149.8 | 14,045 | 24 |
| Fitted out with full crew | 8,000.0 | 30,230.2 | 1,152.8 | 14,045 | 28 |

## *Wilberton*-class Subsidized Merchant (GTL11)

*Design Parameters: Built for Solomani human crew. Designed to commercial standards. All quantities in metric units.*

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 14.0 | 2.5 | 1,906 | — |
| DR 100 superdense armour | — | 55.8 | 0.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 8 jump drive modules | 8.0 | 29.0 | 24.4 | — | 0.2 |
| 11 thrusters (997.7 tonnes thrust) | 11.0 | 39.9 | 7.1 | — | 0.2 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 20 Staterooms for 20 high passengers | 80.0 | 36.3 | 0.2 | — | 1 |
| 7 low berths for 28 low passengers | 3.5 | 12.7 | 1.5 | — | — |
| 3 crew staterooms | 12.0 | 5.4 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 160.0-dton cargo hold | 160.0 | — | — | — | — |
| Cargo | (160.0) | (725.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 225.1 | 46.8 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 987.0 | 46.8 | 1,906 | 4 |

## *Wirimethar*-class Treatment Vessel (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| DR 100 bonded superdense armour | — | 37.2 | 0.5 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.2 |
| 8 thrusters (725.6 tonnes thrust) | 8.0 | 29.0 | 5.2 | — | 0.1 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 12 crew staterooms | 48.0 | 21.8 | 0.1 | — | — |
| 15 sickbays | 15.0 | 11.6 | 3.2 | — | 15 |
| 3 surgical theatres | 3.0 | 1.1 | 0.3 | — | — |
| 4 standard labs | 8.0 | 36.3 | 4.0 | — | 4-8 |
| 1 isolab | 20.0 | 90.7 | 10.0 | — | 1-5 |
| 1 simulation lab | 5.0 | 9.9 | 1.5 | — | 1-1 |
| 25.0-dton cargo hold | 25.0 | — | — | — | — |
| Cargo | (25.0) | (113.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 393.3 | 119.4 | 1,906 | 2 |
| Fitted out with full crew | 320.0 | 651.8 | 119.4 | 1,906 | 23 |

## *Wirlas*-class Exploratory Trader (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 54.4 | 3.0 | 5,574 | — |
| 10 turrets (DR 100) | 10.0 | 43.8 | 0.9 | 743 | — |
| 1 small internal bay | 50.0 | 5.9 | 0.3 | — | — |
| DR 100 crystaliron armour | — | 272.1 | 3.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 80 jump drive modules | 80.0 | 290.2 | 248.0 | — | 3.2 |
| 392 thrusters (14,221.8 tonnes thrust) | 392.0 | 1,208.8 | 62.7 | — | 6.5 |
| 600 internal jump fuel tanks | 600.0 | 163.3 | 96.0 | — | — |
| 600 -dtons jump fuel | (600.0) | (544.2) | (0.2) | — | — |
| 1.5 fuel scoops | 1.5 | 0.8 | 0.0 | — | — |
| 5 fuel processors | 5.0 | 5.0 | 4.3 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 4 triple 250 MJ laser turrets | (12.0) | 90.6 | 9.8 | — | 1-4 |
| 3 triple 90 MJ PD laser turrets | (9.0) | 47.8 | 5.3 | — | 1-3 |
| 1 13 GJ particle bay | (50.0) | 423.6 | 22.8 | — | 2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (8.9) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for *Sulieman* with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 1 *Sulieman* Scout Ship | (100.0) | (314.6) | (26.4) | — | 3 |
| 3 bays for Gigs | 63.0 | 0.5 | 0.0 | — | — |
| 3 Gigs | (60.0) | (211.9) | (16.5) | — | 3 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 11 marine staterooms | 44.0 | 23.9 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.2 | — | — |
| 2 low berths for 8 low passengers | 1.0 | 3.6 | 0.4 | — | — |
| 20 crew staterooms | 80.0 | 43.5 | 0.2 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 8 standard labs | 36.0 | 74.7 | 8.4 | — | 8-16 |
| 1 isolab | 22.5 | 91.0 | 10.1 | — | 1-5 |
| 1 simulation lab | 7.5 | 10.2 | 1.6 | — | 1-1 |
| 387.0-dton cargo hold | 387.0 | — | — | — | — |
| Cargo | (387.0) | (1,755.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 2,971.1 | 493.5 | 6,317 | 11 |
| Fitted out with full crew | 2,000.0 | 5,830.3 | 545.3 | 6,317 | 39 |

## *Wolfram*-class Freighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (600.0) | 24.4 | 1.3 | 2,497 | — |
| DR 100 crystaliron armour | — | 24.4 | 0.3 | — | — |
| 1 x 66-dton medium subhull, std. materials | (66.5) | 5.6 | 0.3 | (576) | — |
| DR 100 crystaliron armour | — | 28.1 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 27 thrusters (979.6 tonnes thrust) | 27.0 | 83.3 | 4.3 | — | 0.5 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 crew staterooms | 12.0 | 6.5 | 0.0 | — | — |
| 352.5-dton cargo hold | 352.5 | — | — | — | — |
| Cargo | (352.5) | (1,598.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 600.0 | 330.2 | 114.5 | 2,497 | 3 |
| Fitted out with full crew | 600.0 | 2,092.1 | 114.5 | 2,497 | 4 |

## *Wolston*-class Fleet Transport (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10,000-dton medium hull, std. mat. | (10,000.0) | 119.3 | 8.8 | 16,298 | — |
| DR 100 superdense armour | — | 477.4 | 6.3 | — | — |
| Basic stealth | — | 39.8 | 13.2 | — | — |
| Basic emission cloaking | — | 39.8 | 13.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 400 jump drive modules | 400.0 | 1,451.2 | 1,220.0 | — | 8 |
| 374 thrusters (33,921.8 tonnes thrust) | 374.0 | 1,356.9 | 243.1 | — | 7.5 |
| 3,000 internal jump fuel tanks | 3,000.0 | 816.3 | 480.0 | — | — |
| 3,000 -dtons jump fuel | (3,000.0) | (2,721.0) | (1.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Bernhard* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Bernhard* Launch | (10.0) | (14.5) | (3.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 utility modules | 20.0 | 208.6 | 5.0 | — | — |
| 3 crew bunkrooms | 12.0 | 5.2 | 0.1 | — | — |
| 6,180.0-dton cargo hold | 6,180.0 | — | — | — | — |
| Cargo | (6,180.0) | (28,026.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10,000.0 | 4,527.5 | 1,995.9 | 16,298 | 17 |
| Fitted out with full crew | 10,000.0 | 35,289.3 | 1,999.3 | 16,298 | 21 |

## *Wylbur*-class Ultra-Heavy Fighter (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 3.2 | 0.8 | 651 | — |
| 1 turret (DR 5000) | 1.0 | 72.9 | 1.1 | 74 | — |
| DR 10000 bonded superdense armour | — | 1,273.0 | 16.8 | — | — |
| Total compartmentalization | — | 0.6 | 0.0 | — | — |
| Basic stealth | — | 1.8 | 0.6 | — | — |
| Basic emission cloaking | — | 1.8 | 0.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 61 thrusters (5,532.7 tonnes thrust) | 61.0 | 221.3 | 39.6 | — | 0.6 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 double 690 MJ fusion gun turret | (3.0) | 24.5 | 4.3 | — | 1-1 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 1,612.7 | 70.3 | 726 | 2 |
| Fitted out with full crew | 64.0 | 1,612.7 | 70.3 | 726 | 7 |

## *Xeek'krir*-class Freighter (GTL10)

*Design Parameters: Built for K'kree crew. Designed to commercial standards. All quantities in metric units.*

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 75,000-dton medium robotic hull, std. mat. | (60,000.0) | 609.7 | 161.3 | 62,448 | — |
| DR 100 crystaliron armour | — | 3,048.5 | 40.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 15.0 | 46.8 | 24.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 2,250 jump drive modules | 2,250.0 | 8,163.0 | 6,975.0 | — | 90 |
| 3,500 thrusters (126,980.0 tonnes thrust) | 3,500.0 | 10,793.3 | 560.0 | — | 58.3 |
| 15,000 internal jump fuel tanks | 15,000.0 | 4,081.5 | 2,400.0 | — | — |
| 15,000 -dtons jump fuel | (15,000.0) | (13,605.0) | (5.3) | — | — |
| 2 workshops | 5.0 | 27.2 | 0.1 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 120 utility modules | 120.0 | 1,251.7 | 36.0 | — | — |
| 948 crew pastures | 22,752.0 | 12,381.6 | 68.3 | — | — |
| 4 sickbays | 24.0 | 16.3 | 3.8 | — | 4 |
| 16,333.0-dton cargo hold | 16,333.0 | — | — | — | — |
| Cargo | (16,333.0) | (74,070.2) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 60,000.0 | 40,423.2 | 10,269.2 | 62,448 | 150 |
| Fitted out with full crew | 60,000.0 | 128,098.4 | 10,269.2 | 62,448 | 948 |

## *Xeer'rr*-class Courier (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 600-dton medium hull, std. mat. | (480.0) | 24.4 | 3.2 | 2,497 | — |
| DR 100 crystaliron armour | — | 121.9 | 1.6 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 15.0 | 46.8 | 24.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 24 jump drive modules | 24.0 | 87.1 | 74.4 | — | 1.0 |
| 50 thrusters (1,814.0 tonnes thrust) | 50.0 | 154.2 | 8.0 | — | 0.8 |
| 180 internal jump fuel tanks | 180.0 | 49.0 | 28.8 | — | — |
| 180 -dtons jump fuel | (180.0) | (163.3) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 8 crew pastures | 192.0 | 104.5 | 0.6 | — | — |
| 17.0-dton cargo hold | 17.0 | — | — | — | — |
| Cargo | (17.0) | (77.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 480.0 | 601.9 | 141.2 | 2,497 | 3 |
| Fitted out with full crew | 480.0 | 842.3 | 141.2 | 2,497 | 8 |

## *Xenos*-class Fast Launch (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 thrusters (145.1 tonnes thrust) | 4.0 | 12.3 | 0.6 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 2.0-dton cargo hold | 2.0 | — | — | — | — |
| Cargo | (2.0) | (9.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 26.8 | 3.5 | 162 | 1 |
| Fitted out with full crew | 8.0 | 35.9 | 3.5 | 162 | 1 |

# *Xerxes*-class Battleship (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 150,000-dton medium hull | (150,000.0) | 967.8 | 53.4 | 99,130 | — |
| 29 turrets (DR 2000) | 29.0 | 2,125.9 | 29.0 | 2,155 | — |
| Ext. bays (70 sm, 70 lg , DR 2000) | 2,100.0 | 124,853.1 | 1,695.8 | 126,808 | — |
| DR 50000 crystaliron armour | — | 2,419,577.3 | 32,012.0 | — | — |
| Total compartmentalization | — | 193.6 | 2.1 | — | — |
| Basic stealth | — | 556.7 | 184.1 | — | — |
| Basic emission cloaking | — | 556.7 | 184.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 0-0 |
| 1 information centre | 4.0 | 2.7 | 2.8 | — | 10-20 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 4,752 jump drive modules | 4,752.0 | 17,240.3 | 14,731.2 | — | 190.1 |
| 90,000 thrusters (3,265,200 tonnes) | 90,000.0 | 277,542.0 | 14,400.0 | — | 1,500.0 |
| 31,680 internal jump fuel tanks | 31,680.0 | 8,620.1 | 5,068.8 | — | — |
| 31,680 -dtons jump fuel | (31,680.0) | (28,733.8) | (11.1) | — | — |
| 8 fuel scoops | 8.0 | 4.1 | 0.1 | — | — |
| 250 fuel processors | 250.0 | 249.4 | 212.5 | — | — |
| 28 workshops | 70.0 | 380.9 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 29 single 810 MJ heavy laser turrets | (87.0) | 728.6 | 78.3 | — | 3-29 |
| 10 small light missile bays | (500.0) | 119.7 | 3.2 | — | 20 |
| 60 small missile bays | (3,000.0) | 4,119.6 | 66.0 | — | 120 |
| 70 29 GJ particle bays | (7,000.0) | 67,108.9 | 3,710.0 | — | 140 |
| 2.7 TJ spinal particle accelerator | 7,109.0 | 64,315.4 | 4,860.0 | — | 73 |
| 1,024 nuclear damper modules | 4,096.0 | 38,636.7 | 16,588.8 | — | 4 |
| 1,181 meson screen modules | 1,181.0 | 5,784.3 | 4,605.9 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 41,000 ready light missiles | — | (5,578.0) | (1,476.0) | — | — |
| 45,000 ready heavy missiles | — | (30,611.3) | (8,100.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 20 *Firefly* Light Fighters | (200.0) | (942.0) | (104.2) | — | 40 |
| Hanger with 1 entrance | 400.0 | 0.9 | 0.0 | — | — |
| 10 *Gorgon* Fighters | (300.0) | (2,477.0) | (119.2) | — | 30 |
| Hanger with 1 entrance | 600.0 | 0.9 | 0.0 | — | — |
| 10 *Astra* Launches | (100.0) | (216.0) | (35.6) | — | — |
| Hanger with 1 entrance | 200.0 | 0.9 | 0.0 | — | — |
| 10 *Scanlon* Assault Cutters | (500.0) | (4,028.0) | (225.8) | — | — |
| Hanger with 1 entrance | 1,000.0 | 0.9 | 0.0 | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 27 marine bunkrooms | 108.0 | 117.5 | 0.5 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 300 utility modules | 300.0 | 3,129.1 | 90.0 | — | — |
| 178 crew bunkrooms | 712.0 | 774.9 | 3.2 | — | — |
| 10 exercise rooms | 25.0 | 4.5 | 0.0 | — | — |
| 10 halls | 100.0 | 1.8 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 20 sickbays | 20.0 | 13.6 | 3.2 | — | 20 |
| 5,209.0-dton cargo hold | 5,209.0 | — | — | — | — |
| Cargo | (5,209.0) | (23,622.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 150,000.0 | 3,037,778.8 | 98,612.4 | 228,094 | 1,701 |
| Fitted out with full crew | 150,000.0 | 3,133,987.8 | 108,673.1 | 228,094 | 2,175 |

# *Xianghou*-class Destroyer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 5,000-dton medium hull, std. mat. | (5,000.0) | 100.2 | 5.5 | 10,267 | — |
| 10 turrets (DR 2000) | 10.0 | 733.1 | 10.0 | 743 | — |
| 4 large external bays (DR 2000) | 80.0 | 4,752.7 | 64.4 | 4,830 | — |
| DR 5500 crystaliron armour | — | 27,566.7 | 364.7 | — | — |
| Heavy compartmentalization | — | 10.0 | 0.1 | — | — |
| Basic stealth | — | 38.7 | 12.8 | — | — |
| Basic emission cloaking | — | 38.7 | 12.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion engineering modules | 3.0 | 10.9 | 1.0 | — | — |
| 213 jump drive modules | 213.0 | 772.8 | 660.3 | — | 8.5 |
| 2,500 thrusters (90,700.0 tonnes) | 2,500.0 | 7,709.5 | 400.0 | — | 41.7 |
| 1,596 internal jump fuel tanks | 1,596.0 | 434.3 | 255.4 | — | — |
| 1,596 -dtons jump fuel | (1,596.0) | (1,447.6) | (0.6) | — | — |
| 2 fuel scoops | 2.0 | 1.0 | 0.0 | — | — |
| 10 fuel processors | 10.0 | 10.0 | 8.5 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 5 triple 250 MJ laser turrets | (15.0) | 113.2 | 12.3 | — | 1-5 |
| 5 triple 90 MJ PD laser turrets | (15.0) | 79.6 | 8.8 | — | 1-5 |
| 4 large heavy missile bays | (400.0) | 547.8 | 8.8 | — | 8 |
| 2 nuclear damper modules | 8.0 | 75.5 | 32.4 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6,000 ready heavy missiles | — | (4,081.5) | (1,080.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger for *Steadfasts* with 1 entrance | 320.0 | 0.9 | 0.0 | — | — |
| 4 *Steadfast* Medium Fighters | (160.0) | (674.0) | (44.9) | — | 8 |
| Hanger for 1 *Sarta* Armoured Launch | 20.0 | — | — | — | — |
| 1 *Sarta* Armoured Launch | (10.0) | (43.8) | (3.8) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 2 marine bunkrooms | 8.0 | 8.7 | 0.0 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 2 battledress racks | 2.0 | 52.2 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 10 utility modules | 10.0 | 104.3 | 3.0 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 5 crew bunkrooms | 20.0 | 21.8 | 0.1 | — | — |
| 11 crew low berths | 5.5 | 20.0 | 2.4 | — | — |
| 2 sickbays | 5.0 | 9.3 | 0.5 | — | 2 |
| 145.5-dton cargo hold | 145.5 | — | — | — | — |
| Cargo | (145.5) | (659.8) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 5,000.0 | 43,273.7 | 1,876.8 | 15,841 | 52 |
| Fitted out with full crew | 5,000.0 | 50,180.4 | 3,005.5 | 15,841 | 124 |

## *Xing!kir*-class Light Cruiser (GTL10)

*Design Parameters:* Built for K'kree crew. Designed to military standards. Metric measurements, turrets are counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 50,000-dton medium hull, standard materials | (40,000.0) | 465.3 | 61.6 | 512,992 | — |
| 80 turrets (DR 2000) | 80.0 | 5,864.7 | 84.7 | 64,000 | — |
| 40 small internal bays | 2,000.0 | 235.8 | 13.0 | — | — |
| DR 5200 crystaliron armour | — | 120,974.0 | 1,600.5 | — | — |
| Basic stealth | — | 130.8 | 43.3 | — | — |
| Basic emission cloaking | — | 130.8 | 43.3 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 30.0 | 130.1 | 75.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 1,505 jump drive modules | 1,505.0 | 5,460.1 | 4,665.5 | — | 60.2 |
| 8,000 thrusters (290,240.0 tonnes thrust) | 8,000.0 | 24,670.4 | 1,280.0 | — | 133.3 |
| 10,032 internal jump fuel tanks | 10,032.0 | 2,729.7 | 1,605.1 | — | — |
| 3 workshops | 7.5 | 40.8 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 40 triple 90 MJ PD laser turrets | (120.0) | 636.7 | 70.8 | — | 4-40 |
| 40 single 810 MJ heavy laser turrets | (120.0) | 1,005.0 | 108.0 | — | 4-40 |
| 10 small light missile bays | (500.0) | 119.7 | 3.2 | — | 20 |
| 30 small missile bays | (1,500.0) | 2,059.8 | 33.0 | — | 60 |
| 2.7 TJ spinal particle accelerator | 7,109.0 | 64,315.4 | 4,860.0 | — | 73 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 41,000 ready light missiles | — | (5,578.0) | (1,476.0) | — | — |
| 22,500 ready heavy missiles | — | (15,305.6) | (4,050.0) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 100 utility modules | 100.0 | 1,043.1 | 30.0 | — | — |
| 440 crew pastures | 10,560.0 | 5,746.8 | 31.7 | — | — |
| 2 sickbays | 12.0 | 8.2 | 1.9 | — | 2 |
| 563.5-dton cargo hold | 563.5 | — | — | — | — |
| Cargo | (563.5) | (2,555.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 40,000.0 | 235,770.7 | 14,611.6 | 576,993 | 0 |
| Fitted out | 40,000.0 | 268,308.9 | 20,137.6 | 576,993 | 0 |

## *Yaero*-class Hunting Yacht (GTL10)

*Design Parameters:* Built for Aslan crew. Designed to private standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 200-dton medium hull, std. mat. | (160.0) | 11.7 | 1.6 | 1,200 | — |
| 2 turrets (DR 100) | 2.0 | 8.8 | 0.3 | 148 | — |
| DR 100 crystaliron armour | — | 58.6 | 0.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 6 jump drive modules | 6.0 | 21.8 | 18.6 | — | 0.2 |
| 31 thrusters (1,124.7 tonnes thrust) | 31.0 | 95.6 | 5.0 | — | 0.5 |
| 40 internal jump fuel tanks | 40.0 | 10.9 | 6.4 | — | — |
| 40 -dtons jump fuel | (40.0) | (36.3) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Fearnien* Air/Rafts | 4.2 | 0.5 | 0.0 | — | — |
| 2 *Fearnien* Air/Rafts | (4.0) | (2.0) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 5 Staterooms for 10 middle passengers | 20.0 | 10.9 | 0.1 | — | 0.2 |
| 5 crew staterooms | 20.0 | 10.9 | 0.1 | — | — |
| 4 exercise rooms | 10.0 | 1.8 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 10.3-dton cargo hold | 10.3 | — | — | — | — |
| Cargo | (10.3) | (46.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 160.0 | 291.3 | 41.6 | 1,349 | 2 |
| Fitted out with full crew | 160.0 | 376.3 | 41.7 | 1,349 | 8 |

## *Yamakma*-class Freighter (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 4,000-dton medium hull, std. mat. | (4,000.0) | 64.8 | 4.8 | 8,848 | — |
| DR 100 superdense armour | — | 259.2 | 3.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 120 jump drive modules | 120.0 | 435.4 | 366.0 | — | 2.4 |
| 142 thrusters (12,879.4 tonnes thrust) | 142.0 | 515.2 | 92.3 | — | 2.8 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 -dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 utility modules | 8.0 | 83.4 | 2.0 | — | — |
| 6 crew staterooms | 24.0 | 10.9 | 0.1 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 2,900.0-dton cargo hold | 2,900.0 | — | — | — | — |
| Cargo | (2,900.0) | (13,151.5) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 4,000.0 | 1,596.8 | 599.9 | 8,848 | 7 |
| Fitted out with full crew | 4,000.0 | 15,473.9 | 599.9 | 8,848 | 10 |

## *Yarmouth*-class Frontier Trader (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 18.6 | 2.5 | 1,906 | — |
| 4 turrets (DR 100) | 4.0 | 17.5 | 0.6 | 297 | — |
| DR 100 crystaliron armour | — | 93.1 | 1.2 | — | — |
| Heavy compartmentalization | — | 1.9 | 0.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 12 jump drive modules | 12.0 | 43.5 | 37.2 | — | 0.5 |
| 30 thrusters (1,088.4 tonnes thrust) | 30.0 | 92.5 | 4.8 | — | 0.5 |
| 80 internal jump fuel tanks | 80.0 | 21.8 | 12.8 | — | — |
| 80 -dtons jump fuel | (80.0) | (72.6) | (0.0) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple sandcaster turrets | (6.0) | 27.2 | 1.5 | — | 2 |
| 2 triple 250 MJ laser turrets | (6.0) | 45.3 | 4.9 | — | 1-2 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 12 Staterooms for 12 high passengers | 48.0 | 26.1 | 0.1 | — | 0.6 |
| 5 low berths for 20 low passengers | 2.5 | 9.1 | 1.1 | — | — |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 122.0-dton cargo hold | 122.0 | — | — | — | — |
| Cargo | (122.0) | (553.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 428.1 | 72.3 | 2,203 | 2 |
| Fitted out with full crew | 320.0 | 1,053.9 | 72.3 | 2,203 | 7 |

## *Yarrow*-class Scoopship (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 80-dton medium hull, std. mat. | (64.0) | 3.2 | 0.8 | 651 | — |
| DR 100 bonded superdense armour | — | 12.7 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 thrusters (272.1 tonnes thrust) | 3.0 | 10.9 | 1.9 | — | 0.0 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 64.0 | 47.5 | 15.0 | 651 | 1 |
| Fitted out with full crew | 64.0 | 101.9 | 15.0 | 651 | 1 |

## *Ye*-class Fighter (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Contains playtest modules (low tech).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (10.0) | 2.4 | 0.1 | 162 | — |
| DR 100 durasteel armour | — | 11.9 | 0.2 | — | — |
| Basic stealth | — | 0.4 | 0.1 | — | — |
| Basic emission cloaking | — | 0.4 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.1 | 3.9 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fusion rockets (217.7 tonnes thrust) | 3.0 | 10.9 | 2.4 | — | 0.1 |
| 3 water fuel tanks | 3.0 | 0.1 | 0.5 | — | — |
| Water (as reaction mass) | (3.0) | (40.8) | (0.0) | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 fixed 101 MJ lasers | 3.0 | 23.5 | 4.3 | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 10.0 | 44.9 | 11.5 | 162 | 1 |
| Fitted out with full crew | 10.0 | 44.9 | 11.5 | 162 | 1 |

## *Yelsyn*-class Frigate (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (640.0) | 14.8 | 3.9 | 3,026 | — |
| 8 turrets (DR 1250) | 8.0 | 148.1 | 2.7 | 594 | — |
| DR 2500 bonded superdense armour | — | 1,477.2 | 19.5 | — | — |
| Heavy compartmentalization | — | 1.5 | 0.0 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.1 | 11.8 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 40 jump drive modules | 40.0 | 145.1 | 122.0 | — | 0.4 |
| 216 thrusters (19,591.2 tonnes thrust) | 216.0 | 783.6 | 140.4 | — | 2.2 |
| 320 internal jump fuel tanks | 320.0 | 87.1 | 51.2 | — | — |
| 320 -dtons jump fuel | (320.0) | (290.2) | (0.1) | — | — |
| 2 fuel processors | 2.0 | 2.0 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 triple light missile turrets | (12.0) | 3.3 | 0.1 | — | 4 |
| 4 triple 405 MJ laser turrets | (12.0) | 84.9 | 8.2 | — | 1-4 |
| 1 nuclear damper module | 1.0 | 9.3 | 4.0 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 984 ready light missiles | — | (133.9) | (22.6) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 10 crew staterooms | 40.0 | 18.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 4.0-dton cargo hold | 4.0 | — | — | — | — |
| Cargo | (4.0) | (18.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 640.0 | 2,837.6 | 372.3 | 3,620 | 4 |
| Fitted out with full crew | 640.0 | 3,279.9 | 395.0 | 3,620 | 20 |

## *Yi Ku Si Tian*-class Battle Rider (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited. Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100,000-dton medium hull, std. mat. | (100,000.0) | 553.9 | 40.7 | 75,650 | — |
| 69 turrets (DR 4000) | 69.0 | 6,046.7 | 82.3 | 5,128 | — |
| 85 large external bays (DR 4000) | 1,700.0 | 121,039.1 | 1,633.7 | 102,654 | — |
| DR 75000 superdense armour | — | 1,661,834.8 | 21,986.8 | — | — |
| Total compartmentalization | — | 110.8 | 1.2 | — | — |
| Radical stealth | — | 895.4 | 1,480.9 | — | — |
| Radical emission cloaking | — | 895.4 | 1,480.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 1-10 |
| Command bridge with hardened controls | 5.0 | 20.9 | 12.0 | — | 0-0 |
| 1 advanced sensor | 8.0 | 69.2 | 69.0 | — | 0-1 |
| Heavy PESA array | 4.0 | 45.3 | 80.0 | — | — |
| 1 electronic warfare suite | 3.0 | 36.6 | 10.5 | — | 2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 86,000 thrusters (7,800,200 tonnes) | 86,000.0 | 312,008.0 | 55,900.0 | — | 1,720 |
| 28 workshops | 70.0 | 380.9 | 1.7 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 39 triple 390 MJ laser turrets | (117.0) | 798.0 | 134.6 | — | 4-39 |
| 30 single 870 MJ heavy laser turrets | (90.0) | 802.7 | 47.1 | — | 3-30 |
| 50 large heavy missile bays | (5,000.0) | 6,847.9 | 110.0 | — | 100 |
| 35 29 GJ particle bays | (3,500.0) | 33,554.5 | 1,855.0 | — | 70 |
| 3.1 TJ spinal meson gun | 8,169.0 | 73,904.2 | 8,290.0 | — | 83 |
| 64 nuclear damper modules | 64.0 | 592.1 | 256.0 | — | 4 |
| 2,848 meson screen modules | 2,848.0 | 12,915.7 | 6,550.4 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 75,000 ready heavy missiles | — | (51,018.8) | (15,000.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 80.0 | 0.9 | 0.0 | — | — |
| 2 *Estevan* Cutters | (40.0) | (45.4) | (8.6) | — | — |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 4 marine bunkrooms | 16.0 | 6.9 | 0.1 | — | — |
| 1 briefing room | 1.0 | 0.0 | 0.0 | — | — |
| 1 battledress rack | 1.0 | 26.1 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 200 utility modules | 200.0 | 2,086.1 | 50.0 | — | — |
| 165 crew bunkrooms | 660.0 | 284.3 | 3.0 | — | — |
| 2 exercise rooms | 5.0 | 0.9 | 0.0 | — | — |
| 1 hall | 10.0 | 0.2 | 0.0 | — | — |
| 10 sickbays | 25.0 | 46.3 | 2.1 | — | 10 |
| 2 surgical theatres | 2.0 | 0.7 | 0.2 | — | — |
| 4 basic security modules | 2.0 | 9.1 | 2.0 | — | — |
| 2 brigs | 2.0 | 12.7 | 0.1 | — | — |
| 40.0-dton cargo hold | 40.0 | — | — | — | — |
| Cargo | (40.0) | (181.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 100,000.0 | 2,235,859.5 | 100,092.4 | 183,433 | 1,723 |
| Fitted out with full crew | 100,000.0 | 2,287,105.0 | 115,101.0 | 183,433 | 2,011 |

## *Yuexiu*-class Luxury Liner (GTL11)

*Design Parameters:* Built for Solomani human crew. Designed to commercial standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 2,000-dton medium hull, std. mat. | (2,000.0) | 40.8 | 3.0 | 5,574 | — |
| DR 100 superdense armour | — | 163.3 | 2.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.2 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 100 jump drive modules | 100.0 | 362.8 | 305.0 | — | 2 |
| 50 thrusters (4,535.0 tonnes thrust) | 50.0 | 181.4 | 32.5 | — | 1 |
| 800 internal jump fuel tanks | 800.0 | 217.7 | 128.0 | — | — |
| 800 dtons jump fuel | (800.0) | (725.6) | (0.3) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Hanger with 1 entrance | 220.0 | 0.9 | 0.0 | — | — |
| 2 *Chunrong* Launches | (100.0) | (60.0) | (8.3) | — | — |
| 1 *Miao* Runabout | (10.0) | (13.5) | (2.9) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 utility modules | 4.0 | 41.7 | 1.0 | — | — |
| 10 suites for 10 noble passengers | 80.0 | 18.1 | 0.6 | — | 10 |
| 80 Staterooms for 80 high passengers | 320.0 | 145.1 | 1.0 | — | 4 |
| 16 crew staterooms | 64.0 | 29.0 | 0.2 | — | — |
| 6 exercise rooms | 15.0 | 2.7 | 0.0 | — | — |
| 2 halls | 20.0 | 0.4 | 0.0 | — | — |
| 1 theatre | 20.0 | 1.9 | 0.0 | — | 1 |
| 1 stage | 16.0 | 0.5 | 0.0 | — | — |
| 3 civilian holoventure zones | 90.0 | 9.8 | 3.6 | — | 3 |
| 1 swimming pool | 25.0 | 6.3 | 0.1 | — | 1 |
| Water | — | 92.5 | — | — | — |
| 2 sickbays | 2.0 | 1.5 | 0.4 | — | 2 |
| 1 basic security module | 0.5 | 2.3 | 0.5 | — | — |
| 170.0-dton cargo hold | 170.0 | — | — | — | — |
| Cargo | (170.0) | (771.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 2,000.0 | 1,236.2 | 481.5 | 5,574 | 4 |
| Fitted out with full crew | 2,000.0 | 2,898.7 | 492.7 | 5,574 | 30 |

# *Yultaka*-class Escort (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 800-dton medium hull, std. mat. | (800.0) | 29.5 | 1.6 | 3,026 | — |
| 8 turrets (DR 1150) | 8.0 | 339.8 | 4.7 | 594 | — |
| DR 2300 crystaliron armour | — | 3,397.5 | 45.0 | — | — |
| Total compartmentalization | — | 5.9 | 0.1 | — | — |
| Basic stealth | — | 8.8 | 2.9 | — | — |
| Basic emission cloaking | — | 8.8 | 2.9 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 10.5 | 7.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 33 jump drive modules | 33.0 | 119.7 | 102.3 | — | 1.3 |
| 490 thrusters (17,777.2 tonnes thrust) | 490.0 | 1,511.1 | 78.4 | — | 8.2 |
| 243 internal jump fuel tanks | 243.0 | 66.1 | 38.9 | — | — |
| 243 -dtons jump fuel | (243.0) | (220.4) | (0.1) | — | — |
| 1 fuel scoop | 1.0 | 0.5 | 0.0 | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 triple light missile turrets | (6.0) | 1.6 | 0.0 | — | 2 |
| 3 triple 250 MJ laser turrets | (9.0) | 67.9 | 7.4 | — | 1-3 |
| 3 single 810 MJ heavy laser turrets | (9.0) | 75.4 | 8.1 | — | 1-3 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 492 ready light missiles | — | (66.9) | (17.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 cradle for *Astra* Launch | 0.5 | 2.8 | 0.1 | — | — |
| 1 *Astra* Launch | (10.0) | (19.6) | (3.6) | — | 1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.6 | — | — |
| 3 crew bunkrooms | 12.0 | 13.1 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.7 | 0.2 | — | 1 |
| 5.0-dton cargo hold | 5.0 | — | — | — | — |
| Cargo | (5.0) | (22.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 800.0 | 5,685.3 | 301.4 | 3,620 | 11 |
| Fitted out with full crew | 800.0 | 6,014.9 | 322.7 | 3,620 | 21 |

# *Zaggal*-class Destroyer (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 3,000-dton medium hull, std. mat. | (3,000.0) | 71.3 | 3.9 | 7,304 | — |
| 20 turrets (DR 600) | 20.0 | 450.3 | 6.6 | 1,486 | — |
| 1 small internal bay | 50.0 | 5.9 | 0.3 | — | — |
| DR 1200 crystaliron armour | — | 4,278.6 | 56.6 | — | — |
| Total compartmentalization | — | 14.3 | 0.2 | — | — |
| Basic stealth | — | 21.5 | 7.1 | — | — |
| Basic emission cloaking | — | 21.5 | 7.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 5.0 | 21.7 | 12.6 | — | 1-10 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 120 jump drive modules | 120.0 | 435.4 | 372.0 | — | 4.8 |
| 1,790 thrusters (64,941.2 tonnes) | 1,790.0 | 5,520.0 | 286.4 | — | 29.8 |
| 900 internal jump fuel tanks | 900.0 | 244.9 | 144.0 | — | — |
| 900 -dtons jump fuel | (900.0) | (816.3) | (0.3) | — | — |
| 1.5 fuel scoops | 1.5 | 0.8 | 0.0 | — | — |
| 6 fuel processors | 6.0 | 6.0 | 5.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 8 triple 250 MJ laser turrets | (24.0) | 181.1 | 19.7 | — | 1-8 |
| 6 triple 90 MJ PD laser turrets | (18.0) | 95.5 | 10.6 | — | 1-6 |
| 6 single 810 MJ heavy laser turrets | (18.0) | 150.7 | 16.2 | — | 1-6 |
| 1 small light missile bay | (50.0) | 12.0 | 0.3 | — | 2 |
| 1 nuclear damper module | 4.0 | 37.7 | 16.2 | — | 4 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4,100 ready light missiles | — | (557.8) | (147.6) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for *Astra* Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 *Astra* Launch | (10.0) | (21.6) | (3.6) | — | — |
| 4 bays for *Firefly* Light Fighters | 42.0 | 0.5 | 0.0 | — | — |
| 4 *Firefly* Light Fighters | (40.0) | (188.4) | (20.8) | — | 8 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine bunkroom | 4.0 | 4.4 | 0.0 | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 1 gym | 2.5 | 0.5 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 6 utility modules | 6.0 | 62.6 | 1.8 | — | — |
| 6 crew bunkrooms | 24.0 | 26.1 | 0.1 | — | — |
| 1 sickbay | 2.5 | 4.6 | 0.3 | — | 1 |
| 10.0-dton cargo hold | 10.0 | — | — | — | — |
| Cargo | (10.0) | (45.3) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 3,000.0 | 11,678.1 | 967.5 | 8,790 | 36 |
| Fitted out with full crew | 3,000.0 | 13,307.6 | 1,139.5 | 8,790 | 61 |

## *Zandrak*-class Safari Ship (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 300-dton medium hull, std. mat. | (240.0) | 15.4 | 2.0 | 1,573 | — |
| DR 100 crystaliron armour | — | 76.8 | 1.0 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 7.8 | 4.0 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.6 | 0.3 | — | — |
| 9 jump drive modules | 9.0 | 32.7 | 27.9 | — | 0.4 |
| 30 thrusters (1,088.4 tonnes thrust) | 30.0 | 92.5 | 4.8 | — | 0.5 |
| 60 internal jump fuel tanks | 60.0 | 16.3 | 9.6 | — | — |
| 60 -dtons jump fuel | (60.0) | (54.4) | (0.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for Air/Rafts | 1.0 | 0.5 | 0.0 | — | — |
| 2 Air/Rafts | (1.0) | (9.1) | (0.1) | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 suite for 1 noble passenger | 8.0 | 2.2 | 0.1 | — | 1 |
| 20 Staterooms for 20 high passengers | 80.0 | 43.5 | 0.2 | — | 1 |
| 4 crew staterooms | 16.0 | 8.7 | 0.0 | — | — |
| 1 exercise room | 2.5 | 0.5 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| 8 cages | 8.0 | 50.8 | 0.2 | — | — |
| 1 self-contained habitat | 4.0 | 2.7 | 0.0 | — | — |
| 10.9-dton cargo hold | 10.9 | — | — | — | — |
| Cargo | (10.9) | (49.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 240.0 | 370.7 | 50.7 | 1,573 | 2 |
| Fitted out with full crew | 240.0 | 483.9 | 50.8 | 1,573 | 6 |

## *Zentak*-class Runabout (GTL10)

*Design Parameters:* Built for Imperial human crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 10-dton medium hull, std. mat. | (8.0) | 1.6 | 0.2 | 162 | — |
| DR 100 crystaliron armour | — | 8.0 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 3 thrusters (108.8 tonnes thrust) | 3.0 | 9.3 | 0.5 | — | 0.1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 passenger couch | 1.0 | 0.5 | 0.0 | — | — |
| 3.0-dton cargo hold | 3.0 | — | — | — | — |
| Cargo | (3.0) | (13.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 8.0 | 23.7 | 3.3 | 162 | 1 |
| Fitted out with full crew | 8.0 | 37.3 | 3.3 | 162 | 1 |

## *Zeramine*-class Trade Pioneer (GTL12)

*Design Parameters:* Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 400-dton medium hull, std. mat. | (320.0) | 9.3 | 2.5 | 1,906 | — |
| 4 turrets (DR 300) | 4.0 | 18.9 | 0.6 | 297 | — |
| DR 600 bonded superdense armour | — | 223.3 | 3.0 | — | — |
| Basic stealth | — | 5.4 | 1.8 | — | — |
| Basic emission cloaking | — | 5.4 | 1.8 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with hardened controls | 2.5 | 9.3 | 6.1 | — | 1-5 |
| 1 enhanced communicator | 1.0 | 14.8 | 0.7 | — | 0-1 |
| 1 enhanced sensor | 4.0 | 34.6 | 33.2 | — | 0-1 |
| 1 survey module | 4.0 | 4.9 | 7.6 | — | 4-8 |
| 1 probe launch centre | 1.0 | 1.1 | 0.0 | — | 0-3 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 20 jump drive modules | 20.0 | 72.6 | 61.0 | — | 0.2 |
| 13 thrusters (1,179.1 tonnes thrust) | 13.0 | 47.2 | 8.4 | — | 0.1 |
| 160 internal jump fuel tanks | 160.0 | 43.5 | 25.6 | — | — |
| 160 -dtons jump fuel | (160.0) | (145.1) | (0.1) | — | — |
| 1 fuel processor | 1.0 | 1.0 | 0.9 | — | — |
| 1 workshop | 2.5 | 13.6 | 0.1 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple light missile turret | (3.0) | 0.8 | 0.0 | — | 1 |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 2 triple 405 MJ laser turrets | (6.0) | 42.4 | 4.1 | — | 1-2 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 246 ready light missiles | — | (33.5) | (5.7) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 bay for Launch | 10.5 | 0.5 | 0.0 | — | — |
| 1 Launch | (10.0) | (32.7) | (3.6) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 4 marine staterooms | 16.0 | 7.3 | 0.0 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 3 low berths for 12 low passengers | 1.5 | 5.4 | 0.7 | — | — |
| 8 crew staterooms | 32.0 | 14.5 | 0.1 | — | — |
| 1 sickbay | 1.0 | 0.8 | 0.2 | — | 1 |
| 2 standard labs | 4.0 | 18.1 | 2.0 | — | 2-4 |
| 40.0-dton cargo hold | 40.0 | — | — | — | — |
| Cargo | (40.0) | (181.4) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 320.0 | 622.0 | 161.4 | 2,203 | 6 |
| Fitted out with full crew | 320.0 | 1,014.7 | 170.7 | 2,203 | 15 |

## *Zharcal*-class Lander (GTL12)

*Design Parameters:* Built for Hiver crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 100-dton medium hull, std. mat. | (80.0) | 3.7 | 1.0 | 756 | — |
| DR 100 bonded superdense armour | — | 14.8 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge | 2.5 | 6.6 | 3.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 4 thrusters (362.8 tonnes thrust) | 4.0 | 14.5 | 2.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 utility module | 1.0 | 10.4 | 0.3 | — | — |
| 1 crew stateroom | 4.0 | 1.8 | 0.0 | — | — |
| 67.5-dton cargo hold | 67.5 | — | — | — | — |
| Cargo | (67.5) | (306.1) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 80.0 | 55.1 | 7.3 | 756 | 1 |
| Fitted out with full crew | 80.0 | 361.2 | 7.3 | 756 | 1 |

# *Zhdiechranj*-class Liner (GTL11)

*Design Parameters:* Built for Zhodani human crew. Designed to commercial standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 700-dton medium hull, standard materials | (700.0) | 20.3 | 1.5 | 29,798 | — |
| 2 turrets (DR 100) | 2.0 | 5.5 | 0.1 | 1,600 | — |
| DR 100 superdense armour | — | 81.1 | 1.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Basic bridge with psionic switches | 2.5 | 7.8 | 4.1 | — | 1-5 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 1.0 | 3.3 | 0.2 | — | — |
| 35 jump drive modules | 35.0 | 127.0 | 106.8 | — | 0.7 |
| 17 thrusters (1,541.9 tonnes thrust) | 17.0 | 61.7 | 11.0 | — | 0.3 |
| 280 internal jump fuel tanks | 280.0 | 76.2 | 44.8 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple sandcaster turret | (3.0) | 13.6 | 0.8 | — | 1 |
| 1 triple 97 MJ PD laser turret | (3.0) | 13.3 | 1.3 | — | 1-1 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 utility modules | 2.0 | 20.9 | 0.5 | — | — |
| 40 staterooms for 40 high passengers | 160.0 | 72.6 | 0.5 | — | 2 |
| 4 crew staterooms | 16.0 | 7.3 | 0.0 | — | — |
| 184.5-dton cargo hold | 184.5 | — | — | — | — |
| Cargo | (184.5) | (836.7) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty | 700.0 | 510.3 | 172.6 | 31,398 | 0 |
| Fitted out | 700.0 | 1,601.0 | 172.6 | 31,398 | 0 |

# *Zhincao*-class Strike Fighter (GTL10)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 40-dton medium hull, std. mat. | (40.0) | 4.0 | 0.2 | 410 | — |
| 1 turret (DR 300) | 1.0 | 11.6 | 0.2 | 74 | — |
| DR 600 crystaliron armour | — | 120.3 | 1.6 | — | — |
| Basic stealth | — | 1.2 | 0.4 | — | — |
| Basic emission cloaking | — | 1.2 | 0.4 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.6 | 2.7 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 38 thrusters (1,378.6 tonnes thrust) | 38.0 | 117.2 | 6.1 | — | 0.6 |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 triple 250 MJ laser turret | (3.0) | 22.6 | 2.5 | — | 1-1 |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 40.0 | 282.7 | 14.0 | 485 | 2 |
| Fitted out with full crew | 40.0 | 282.7 | 14.0 | 485 | 3 |

# *Zhounang*-class Cruiser (GTL9)

*Design Parameters:* Built for Solomani human crew. Designed to military standards. All quantities in metric units. Turrets are not counted towards jump volume. Weapon armour is limited. Contains playtest modules (low tech). Contains nonstandard modules (briefing room).

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 30,000-dton medium hull, std. mat. | (30,000.0) | 496.5 | 18.2 | 33,902 | — |
| 47 turrets (DR 1000) | 47.0 | 2,610.5 | 35.8 | 3,493 | — |
| 20 large external bays (DR 1000) | 400.0 | 17,867.9 | 244.0 | 24,154 | — |
| DR 2000 durasteel armour | — | 49,649.0 | 656.9 | — | — |
| Basic stealth | — | 150.2 | 49.7 | — | — |
| Basic emission cloaking | — | 150.2 | 49.7 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 1-10 |
| Command bridge with hardened controls | 6.0 | 26.9 | 19.3 | — | 0-0 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 fusion engineering module | 3.0 | 11.7 | 5.0 | — | — |
| 948 jump drive modules | 1,896.0 | 6,878.7 | 4,740.0 | — | 189.6 |
| 5,500 fusion rockets (399,080 tonnes) | 5,500.0 | 19,954.0 | 4,400.0 | — | 91.7 |
| 6,320 internal jump fuel tanks | 6,320.0 | 1,719.7 | 1,011.2 | — | — |
| 6,320 -dtons jump fuel | (6,320.0) | (5,732.2) | (2.2) | — | — |
| 10,000 water fuel tanks | 10,000.0 | 226.8 | 1,700.0 | — | — |
| Water (as reaction mass) | (10,000.0) | (136,050.0) | (3.0) | — | — |
| 4 workshops | 10.0 | 54.4 | 0.2 | — | — |
| **Weaponry** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 15 triple 101 MJ laser turrets | (45.0) | 351.8 | 63.9 | — | 2-15 |
| 17 triple 40 MJ PD laser turrets | (51.0) | 260.9 | 75.0 | — | 2-17 |
| 15 single 303 MJ heavy laser turrets | (45.0) | 349.6 | 63.8 | — | 2-15 |
| 20 large heavy missile bays | (2,000.0) | 2,775.4 | 88.0 | — | 40 |
| 920 GJ spinal particle accelerator | 5,365.0 | 33,060.1 | 8,438.0 | — | 55 |
| **Ordnance** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 30,000 ready heavy missiles | — | (20,407.5) | (6,000.0) | — | — |
| **Auxiliaries** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 bays for *Chiang* Launches | 21.0 | 0.5 | 0.0 | — | — |
| 2 *Chiang* Launches | (20.0) | (39.8) | (10.4) | — | 2 |
| **Barracks** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 marine stateroom | 4.0 | 2.2 | 0.0 | — | — |
| 4 marine bunkrooms | 20.0 | 17.8 | 0.2 | — | — |
| 5 briefing rooms | 5.0 | 0.1 | 0.0 | — | — |
| 1 battledress rack | 1.0 | 26.1 | — | — | — |
| 1 weapons locker | 1.0 | 6.3 | 0.0 | — | — |
| 2 gyms | 5.0 | 0.9 | 0.0 | — | — |
| 1 shooting range | 10.0 | 9.1 | 0.2 | — | — |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 162 utility modules | 162.0 | 911.0 | 123.1 | — | — |
| 20 crew staterooms | 80.0 | 43.5 | 0.3 | — | — |
| 23 crew bunkrooms | 115.0 | 102.2 | 1.1 | — | — |
| 5 sickbays | 12.5 | 23.1 | 1.3 | — | 5 |
| 10.5-dton cargo hold | 10.5 | — | — | — | — |
| Cargo | (10.5) | (47.6) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 30,000.0 | 121,801.0 | 21,804.2 | 61,549 | 283 |
| Fitted out with full crew | 30,000.0 | 148,028.1 | 27,814.6 | 61,549 | 400 |

## *Ziicol*-class Lander (GTL12)

*Design Parameters:* Built for Hiver crew. Designed to military standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 24-dton medium hull, std. mat. | (19.2) | 1.4 | 0.4 | 292 | — |
| DR 100 bonded superdense armour | — | 5.7 | 0.1 | — | — |
| Basic stealth | — | 0.7 | 0.2 | — | — |
| Basic emission cloaking | — | 0.7 | 0.2 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit with hardened controls | 1.0 | 4.4 | 2.5 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 2 passenger couches | 2.0 | 0.7 | 0.0 | — | — |
| 15.2-dton cargo hold | 15.2 | — | — | — | — |
| Cargo | (15.2) | (68.9) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 19.2 | 17.2 | 4.0 | 292 | 1 |
| Fitted out with full crew | 19.2 | 86.2 | 4.0 | 292 | 1 |

## *Ziicu*-class Lander (GTL12)

*Design Parameters:* Built for Hiver crew. Designed to private standards.

| **Structure** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
|---|---|---|---|---|---|
| 24-dton medium hull, std. mat. | (19.2) | 1.4 | 0.4 | 292 | — |
| DR 100 bonded superdense armour | — | 5.7 | 0.1 | — | — |
| **CCCI** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Cockpit | 1.0 | 4.3 | 2.3 | — | 1-2 |
| **Engineering** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 1 thruster (90.7 tonnes thrust) | 1.0 | 3.6 | 0.6 | — | 0.0 |
| **Other Modules** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| 17.2-dton cargo hold | 17.2 | — | — | — | — |
| Cargo | (17.2) | (78.0) | — | — | — |
| **Totals** | *Spaces* | *Mass* | *Cost* | *Area* | *Crew* |
| Empty with skeleton crew | 19.2 | 15.0 | 3.4 | 292 | 1 |
| Fitted out with full crew | 19.2 | 93.0 | 3.4 | 292 | 1 |

# Index


## Artists

**Bont, Tom**
*Aardvark* Trader, 38
*Aramine* Liner, 139
*Hawk* Destroyer Escort, 185
*Irushma* Patrol Frigate, 186

## Authors

**Alverson, Jay**
*Acipiter* Gunned Merchant, 154
**Bont, Tom**
*Hawk* Destroyer Escort, 185
**Mooney, Dom**
*S-XL* Long Range Scout, 191

## Background

**Corporations**
Akerut, 139
Bilstein Yards, 147, 157
GSbAG, 159
Instellarms, 203
Ling Standard Products, 172, 203
Meladin Lines, 157
Merkan Transport, 148
Nordcan Lines, 96
Tukera Lines, 139, 150, 156, 157
**Events**
Battle of Dingir, 77
Battle of Porozlo, 201
Cameroon Incident, 57
Civil Wars, 229
Core Expeditions, 229
Core-Marches Race, 172
Eighth Interstellar War, 112
Fifth Frontier War, 102, 103, 104, 105, 106, 107, 110, 188, 191, 192
First Frontier War, 229
First Interstellar War, 112, 113
Fourth Frontier War, 177
Interstellar Wars, 58, 59, 112, 118, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 240, 241, 244
Long Night, 14, 17, 18, 19
Mora Vintners' Trophy, 154, 155
Nth Interstellar War, 59, 115
Second Battle of Barnard's Star, 123
Second Battle of Procyon, 128
Second Frontier War, 229
Second Interstellar War, 128
Siege of Rhylanor, 201
Solomani Rim War, 71
Solomani Rim War, 60, 61, 65, 67, 73, 75, 76, 77, 81
Third Frontier War, 201
Treaty of Ensular, 112
**Famous People**
von Radke, Hautman, 110
Wolfe, Admiral Ivan, 77
**Famous Ships**
*Australis Deo*, 40
*Brass Goat*, 168
*Chuanyaho*, 115
*Colossus*, 170
*Fraser*, 118
*Harappa*, 26
*Lucky Credit*, 154
*Mulroone*, 110
*Ragnarok*, 57
*Stunnenge*, 201
*Swari*, 155
*Titanic* Resettlement Vessel, 170
**Organizations**
Glisten Institute of Planetological Studies, 165
Glisten Institute of Technology, 166
Imperial Interstellar Scout Service, 164, 165
Imperial Naval Intelligence, 44, 72, 73, 103, 107, 108
Imperial Naval Intelligence, 43, 60, 229
SolSec, 40, 57
Sword Worlds Confederation General Staff, 101
Sword Worlds Confederation Patrol Service, 101
United Nations, 113
**People**
Alpaq, Sir Edwin, 168
Coenraads, Professor Sir John, 172
Fitzwilliam, Sir Ennra, 172
hault-Plankwell, Grand Admiral Olav, 229
Jacqueline, Empress, 229
Khan, Captain Franklin, 118
Kurgashii, Baron Albert, 170
Muodray, 204
Packer, Captain Augusta, 57
Perekukjak, Ensign Sunya, 115
Petros, Captain, 201
Rao, Deepak, 40
Ruti, Captain Ketakri, 115
Spofulam, Hengabar, 40
Takhar, Captain, 26
Yeganagi, Lt., 188
**Worlds**
Alpha Centauri, 122
Barnard's Star, 112, 122
Beater, 96
Cameroon, 57
Dingir, 77
Emerald, 191
Glisten, 203
Gram, 96
Narsil, 107
Porozlo, 201
Procyon, 122, 128
Rhylanor, 201
Riverland, 191
Ruby, 191
Sacnoth, 107
Terra, 154, 155
Terra, 122
Tyrfing, 110

## Civilian Encounters

**Aslan Hierate**
*Chiyami* Clan Freighter, 1
*Eiwiyfti* Launch, 7
*Hfiatlais* Freighter, 2
*Tiiyase* Clan Liner, 2
*Yaero* Hunting Yacht, 4
**Droyne Worlds**
*Aakross* Merchant, 148
*Fedmist* Droyne Trader, 142
*Oskrip* Droyne Scout, 162
*Oytrist* Merchant, 146
**Hive Federation**
*Mendel* Embassy Ship, 9
*Waatr* Freighter, 8
*Zharcal* Lander, 11
*Ziicu* Lander, 11
**Rule of Man**
*Akahyeka* Freighter, 12
*Amiotti* Freighter, 13
*Annek* Frontier Trader, 13
*Ashurar* Freighter, 240
*Bituin* Launch, 34
*Borodin* Trader, 13
*Danci* Medivac Launch, 135
*Daoguan* Scoopship, 34
*Djian* Armed Liner, 14
*Fallowfield* Express Liner, 14
*Flinton* Scout, 117
*Fornast* Subsidized Liner, 15
*Frenatti* Freighter, 15
*Gentrill* General Freighter, 15
*Gifan* Hospital Ship, 119

*Grothar* Freighter, 16
*Horrimba* Survey Ship, 22
*Isabella* Merchant Pioneer, 22
*Jiruja* Luxury Yacht, 24
*Kagarin* Exploratory Trader, 23
*Knossos* Liner, 16
*MacIlravey* Bulk Freighter, 16
*Meramine* General Freighter, 17
*Miserigamé* Freighter, 17
*Mullet* Merchant Liner, 17
*Murphy* Freighter, 18
*Orshesk* Freighter, 18
*Pascolle* Shuttle, 35
*Powsan* Bulk Freighter, 18
*Quintalia* Pinnace, 35
*Quorum* Assembly Hall, 24
*Saniyat* Merchant, 19
*Shonava* Free Trader, 19
*Skyskipper* Launch, 36
*Sprokket* Gig, 135
*Sumartil* Shuttle, 36
*Wekorgki* Freighter, 19
*Werimazh* Merchant, 20
*Wolfram* Freighter, 20
*Xenos* Fast Launch, 36
**Solomani Confederation**
*Aahn Sook* Freighter, 37
*Aardvark* Trader, 38
*Antillé* Trader, 39
*Atmaiu* Liner, 39
*Augustus Deo* Fast Liner, 40
*Bargam* Tramp Trader, 140
*Barton* Freighter, 41
*Borghini* Luxury Liner, 41
*Borman* Liner, 41
*Bunter* Gig, 88
*Cairngorm* Cluster Liner, 42
*Chunrong* Launch, 92
*Cordera* Lander, 92
*Cumberbère* Express Liner, 47
*Degyrre* Armed Shuttle, 88
*don Hannon* Survey Scout, 52
*Estevan* Cutter, 92
*Falkon* Cargo Lighter, 89
*Faunel* Yacht, 55
*Fromin* Launch, 89
*Furgal* Blockade Runner, 158
*Galak* Megafreighter, 42
*Gartin* Shuttle, 89
*Gnortz* Freighter, 143
*Grandison* Luxury Liner, 48
*Grumpére* Runabout, 93
*Hapawín* Scoopship, 90
*Huanying* Megafreighter, 42
*Ibex* Fast Shuttle, 90
*Ingham* Missionary Ship, 55
*Intatungula* Courier, 53
*Iridescent Poodle* Combat Liner, 43
*Juandao* Fast Shuttle, 93
*Jufen* Liner, 48
*Kebianj* Trader, 49
*Kerridy* Yacht, 56
*Kibalim* Liner, 43
*Konglong* Megafreighter, 49
*Kuaidiyoujian* Courier, 53
*Lebiand* Economy Liner, 43
*Leviathan* Megafreighter, 49
*Malthus* Lab Ship, 52
*Meredith* Trader, 50
*Miao* Runabout, 94
*Mobus* Shuttle, 94
*Monnin* Freighter, 44
*Muirhead* Economy Liner, 44
*Newcombe* Trader, 44
*Nimingbujuming* General Merchant, 45
*Olythnos* Trader, 45
*Otter* Survey Scout, 52
*Penguin* Shuttle, 90
*Perimire* Lab Ship, 53
*Plimsoon* Courier, 54
*Polakki* Shuttle, 91
*Porion* Passenger Liner, 46
*Qanat* Bulk Tanker, 46
*Rori* Asteroid Miner, 169
*Shandian* Express Liner, 50
*Synjon* Runabout, 91
*Tête Jaune* Survey Ship, 53
*Tolley* Subsidized Merchant, 46
*Triku* Subsidized Aquatic Liner, 47
*Tubigan* Fuel Station, 56
*Verukin* Research Station, 54
*Warrien* Megafreighter, 50
*Wilberton* Subsidized Merchant, 51
*Yamakma* Freighter, 51
*Yarmouth* Frontier Trader, 47
*Yuexiu* Luxury Liner, 51
**Sword Worlds**
*Ariklon* Runabout, 110
*Drimburg* Launch, 110
*Einkhuissen* Express Liner, 96
*Ekorn* Liner, 97
*Fierbolg* Shuttle, 110
*Frydja* Yacht, 100
*Holmgar* Launch, 111
*Kjerre* Freighter, 97
*Kjerre II* Freighter, 98
*Knorr* Freighter, 98
*Schwartzhild* Fuel Shuttle, 111
*Traske* Freighter, 97
*Wain* Freighter, 99
**Terran Confederation**
*Akkangs* Bulk Freighter, 112
*Albion* Shuttle, 132
*Anapalna* Transport, 113
*Aqamtan* Passenger Liner, 113
*Celestine Ranger* Long-Range Scout, 117
*Dalgriesh* Fuel Shuttle, 133
*Danci* Medivac Launch, 135
*Dielle* Launch, 133
*Flinton* Scout, 117
*Gaobei* Fuel Shuttle, 133
*Gifan* Hospital Ship, 119
*Haripashan* Armed Liner, 115
*Jheraffe* Launch, 135
*Kaupali* Liner, 113
*Kirallian* Yacht, 120
*Krykos* Yacht, 120
*Laksihusal* Freighter, 115
*Malicore* Fuel Shuttle, 134
*Marrak* Express Liner, 116
*Maynard* Interstellar Scout, 118
*Meritrix* Ships Boat, 134
*Podzol* Freighter, 114
*Radzhon* Liner, 114
*Shinzang* Shuttle, 134
*Sorpan* Research Station, 118
*Sprokket* Gig, 135
*Tirrock* Freighter, 116
*Volancia* Fuel Station, 120
*Wategil* Shuttle, 136
**Third Imperium**
*Aablan* Freighter, 137
*Aakross* Merchant, 148
*Acipiter* Gunned Merchant, 154
*Akossa* Freighter, 138
*Alderan* Scoopship, 208
*Ampi* Express Freighter, 155
*Andropal* Express Liner, 155
*Anhk* Merchant, 138
*Annecka* Corporate Courier, 164
*Apaline* Express Liner, 155
*Aramine* Liner, 139
*Ariasa* Subsidized Packet, 156
*Arika* Bulk Tanker, 148
*Arisha* Subsidized Merchant, 149
*Astron* Express Trader, 156
*Baarnekki* Fast Trader, 149
*Bargam* Tramp Trader, 140
*Belasmon* Liner, 157
*Bercovia* Express Liner, 140
*Bergen* Freighter, 141
*Bharapar* Subsidized Merchant, 141
*Bilastri* Runabout, 211
*Bralonné* Mobile University, 172
*Brass Goat* Filibuster, 168
*Cardos* Fast Yacht, 172
*Chamisollia* Liner, 142
*Cherpow* Runabout, 205
*Chiitaa* Fast Launch, 206
*Chiral* Lab Ship, 165
*Christoff* Shuttle, 205
*Dermik* Launch, 206
*Dragger* Bulk Freighter, 149
*Dsarpa* Fast Shuttle, 211

*Egoyan* Express Liner, 150
*Empress Nicole* Cruise Liner, 157
*Étienne* Missionary Ship, 168
*Fedmist* Droyne Trader, 142
*Felar* Runabout, 208
*Furgal* Blockade Runner, 158
*Gelliam* Express Freighter, 150
*Gnortz* Freighter, 143
*Gothick* Yacht, 170
*Grouther* Subsidized Merchant, 143
*Guirion* Launch, 208
*Gurrak* Megafreighter, 144
*Ibex* Fast Shuttle, 90
*Jelnai* Armed Freighter, 144
*Jheron* Scoutship, 164
*Kamincha* Express Liner, 150
*Karin* Cluster Liner, 144
*Klastao* Far Trader, 151
*Klepsidar* Freighter, 151
*Komar* Free Trader, 158
*Krikalum* Jump Tug, 169
*Kwakwaka'kwan* Astrophysical Research Centre, 165
*Kyzan* Armed Shuttle, 206
*Larilla* Yacht, 171
*Levmar* Fuel Station, 171
*Luusitar* Subsidized Liner, 158
*Luustani* Liner, 159
*Malaarkii* Tanker, 151
*Mallory* Racing Yacht, 172
*Marstrom* Launch, 209
*Mauripo* Subsidized Merchant, 159
*Mercer* Gig, 209
*Moonii* Luxury Yacht, 173
*Morag* Ore Transport, 145
*Morath* Fast Courier, 165
*Murbles* Luxury Yacht, 169
*Murpak* Freighter, 145
*Nahiin* Trader, 145
*Nostrii* Science Scout, 162
*Oskra* Shuttle, 212
*Oskrip* Droyne Scout, 162
*Oytrist* Merchant, 146
*Pekherni* Observatory, 166
*Pelagros* Luxury Liner, 152
*Permain* Freighter, 160
*Poaknauri* Subsidized Liner, 152
*Prenei* Scoopship, 207
*Quotal* Tramp Trader, 146
*Rikiamid* Bulk Freighter, 146
*Rori* Asteroid Miner, 169
*S'donath* Fast Courier, 166
*Selanai* Armed Liner, 160
*Selonian* Passenger Liner, 153
*Tedoaraq* Liner, 147
*Teshia* Bulk Tanker, 147
*Therania* Luxury Liner, 153
*Titanic* Resettlement Vessel, 170
*Toves* Bulk Freighter, 160
*Tralsa* Gig, 212
*Trechiang* Fast Gig, 213
*Tsenjia* Freighter, 154
*Tulasukui* Courier, 166
*Umburko* Subsidized Liner, 147
*Vanderpelt* Luxury Liner, 161
*Voidtrekker* Rift Scout, 167
*Warbler* Runabout, 207
*Wiiznam* Freighter, 148
*Wirimethar* Treatment Vessel, 173
*Wirlas* Exploratory Trader, 164
*Yarmouth* Frontier Trader, 47
*Yarrow* Scoopship, 213
*Zandrak* Safari Ship, 170
*Zentak* Runabout, 207
*Zeramine* Trade Pioneer, 167

**Two Thousand Worlds**
*Burrang* Freighter, 214
*Buuxkkriir* Scout, 216
*Gkeerak* Freighter, 215
*Xeek'krir* Freighter, 215
*Xeer'rr* Courier, 216

**Vargr Extents**
*Furgal* Blockade Runner, 158
*Khershwan* Trader, 222
*Madiis* Trader, 223
*Seragh* Cutter, 228
*Wirlas* Exploratory Trader, 164

**Zhodani Consulate**
*Ankrak* Freighter, 229
*Braydikor* Trader, 230
*Dezdinsh* Courier, 233
*Drachplitl* Diplomatic Yacht, 233
*Enzhyiench* Freighter, 231
*Kriaplezh* Liner, 231
*Shebzhinj* Launch, 238
*Tch'atl* Yacht, 234
*Trabatch* Express Liner, 232
*Tslechdael* Freighter, 230
*Vloshr* Frontier Trader, 230
*Vstabr* Freighter, 231
*Zhdiechranj* Liner, 232

**Ziru Sirka**
*Adadese* Freighter, 239
*Ashurar* Freighter, 240
*Bariidin* Armed Liner, 240
*Bisri* Courier, 242
*Driim* Gig, 245
*Erashmii* Merchant, 240
*Esaggal* Merchant, 241
*Gremmii* Launch, 245
*Massiirka* Gunned Freighter, 241

# Naval Forces

**Aslan Hierate**
*Ahira* Lander, 7
*Eitehr* Frigate, 5
*Fearaow* Light Fighter, 5
*Ftearou* Aerospace Fighter, 6
*Hfyeakh* Heavy Fighter, 6
*Khachya* Medium Fighter, 6
*Tsinmao* Armed Scout, 3

**Droyne Worlds**
*Kroydon* Droyne Cruiser, 198
*Mayskyu* System Defense Boat, 196
*Ssaybom* Exploration Cruiser, 204

**Hive Federation**
*Gemin* Close Escort, 10
*Ziicol* Lander, 11

**Mercenary Units**
*Banshee* Light Fighter, 202
*Berry* Extraction Cutter, 210
*Cytos* Corvette, 180
*Dumont* Assault Lander, 211
*Gheilfa* Aerospace Fighter, 203
*Gherain* Corvette, 177
*Gnat* Light Fighter, 197
*Jumo* Heavy Fighter, 197
*Kraki* Assault Cutter, 211
*Midge* Light Fighter, 198
*Murka* Combat Shuttle, 212
*Olmeka* Heavy Fighter, 65
*Pugilist* Combat Scout, 190
*Quero* Assault Lander, 209
*Steadfast* Medium Fighter, 66
*Uruq* Medium Fighter, 204

**Planetary Navy**
*Arigail* Monitor, 85
*Avoram* System Defense Boat, 85
*Axar* Monitor, 86
*Banshee* Light Fighter, 202
*Clorthal* Customs Cutter, 206
*Drakgki* Destroyer, 196
*Featherstone* System Defense Boat, 202
*Gefros* System Defense Boat, 202
*Gheilfa* Aerospace Fighter, 203
*Gnat* Light Fighter, 197
*Gundong* System Defense Boat, 86
*Harpy* Aerospace Fighter, 86
*Irbak* System Defense Boat, 203
*Irumskla* Defense Platform, 197
*Joritz* System Defense Boat, 197
*Jumo* Heavy Fighter, 197
*Kuomsi* System Defense Boat, 87
*Kyzan* Armed Shuttle, 206
*Megalith* Battle Station, 198
*Midge* Light Fighter, 198
*Miiriimak* Monitor, 199
*Murshtai* Heavy Fighter, 84
*Nova's Roar* System Defense Boat, 199
*Olmeka* Heavy Fighter, 65
*Petros* Heavy Fighter, 85
*Premia* System Defense Boat, 199
*Purvaine* System Defense Boat, 87
*Rochelle* Monitor, 203
*Shintaka* System Defense Boat, 200
*Steadfast* Medium Fighter, 66

*Stunnenge* Stealth Monitor, 201
*Trikon* Aerospace Fighter, 66
*Uruq* Medium Fighter, 204
*Verdamt* System Defense Boat, 196
*Victrix* Monitor, 81
*Virtax* Light Fighter, 84
**Rule of Man**
*Alquere* Light Fighter, 25
*Arduin* Light Cruiser, 26
*Aregian* Aerospace Fighter, 26
*Astra* Launch, 34
*Beringiara* Exploratory Cruiser, 21
*Dauntless* Light Cruiser, 27
*Firefly* Light Fighter, 27
*Gorgon* Fighter, 27
*Hobbes* Heavy Fighter, 28
*Hyena* Medium Fighter, 28
*Kerriman* Lancer, 28
*Monarch* Battleship, 29
*Mulai* Pinnace, 35
*Nexus* Battleship, 29
*Orman* Destroyer, 30
*Prince Hal* Cruiser, 30
*Reimon* Lancer, 31
*Scanlon* Assault Cutter, 35
*Slean* Light Cruiser, 31
*Vampire* Strike Fighter, 31
*Warspite* Armoured Cruiser, 32
*Xerxes* Battleship, 32
*Yultaka* Escort, 33
*Zaggal* Destroyer, 33
**Solomani Confederation**
*Alderbaran* Heavy Cruiser, 68
*Anlo* Light Fighter, 69
*Arigail* Monitor, 85
*Armageddon* Bombardment Cruiser, 57
*Artikus* Frigate, 69
*Auldwich* Light Destroyer, 58
*Basilos* Pocket Cruiser, 69
*Batoche* Regimental Lander, 88
*Bayonet* Assault Fighter, 58
*Berghoff* Missile Boat, 58
*Bermurdatu* Assault Fighter, 70
*Bernhard* Launch, 92
*Bethune* Hospital Ship, 70
*Birkenhead* Troopship, 59
*Burtoine* Escort Fighter, 59
*Cadiz* Fast Destroyer, 71
*Chericún* Close Escort, 71
*Congreve* Missile Boat, 59
*Corannis* Dropship, 60
*Curzon* Destroyer, 72
*Dartmouth* Patrol Frigate, 60
*Dieppe* Assault Lander, 89
*Estevan* Cutter, 92
*Exierge* Corvette, 72
*Fenross* Destroyer, 73
*Feramé* Close Escort, 73
*Fermouche* Escort Frigate, 61
*Formaine* Destroyer, 74
*Gordian* Frigate, 74
*Gunga* Medevac Lander, 93
*Hoplite* Close Escort, 61
*Horsham* Transport, 61
*Hun* Light Fighter, 75
*Imp* Patrol Fighter, 62
*Intrepid* Cruiser, 62
*Jupiter* Frigate, 75
*Kayatenga* Destroyer, 75
*Kianti* Fast Launch, 93
*Kosigar* Pocket Carrier, 62
*Kurrigan* Destroyer, 76
*Langsdale* Attack Fighter, 63
*Lochain* Armed Transport, 63
*Lomba* Light Destroyer, 76
*Luzon* Aerospace Fighter, 76
*M'gee* Maintenance Tender, 63
*MacDonnell* Assault Lander, 90
*Maniakes* Close Escort, 64
*Mei* Fast Launch, 94
*Melbourne* Close Escort, 64
*Miotos* Battleship, 65
*Murrain* Battleship, 77
*Olmeka* Heavy Fighter, 65
*Palsson* Light Battle Rider, 77
*Pteron* Battle Cruiser, 78
*Pugnacious* Battle Cruiser, 66
*Qi Wuan* Frigate, 78
*Razruzhenye* Assault Carrier, 79
*Roin* Close Escort, 79
*Rorke* Cargo Lighter, 91
*Sarta* Armoured Launch, 91
*Steadfast* Medium Fighter, 66
*Steffern* Assault Lander, 94
*Tartar* Heavy Fighter, 80
*Trikon* Aerospace Fighter, 66
*Ubervisch* Commerce Raider, 67
*Valeria* Light Cruiser, 80
*Velroi* Escort Destroyer, 67
*Vengeance* Heavy Fighter, 80
*Victrix* Monitor, 81
*Vixen* Armed Gig, 95
*von Braun* Missile Boat, 81
*Warhound* Light Cruiser, 82
*Weige* Battle Rider, 82
*Wolston* Fleet Transport, 81
*Xianghou* Destroyer, 68
*Yi Ku Si Tian* Battle Rider, 83
**Sword Worlds**
*Angbar* Heavy Fighter, 107
*Arasfor* Destroyer, 101
*Beowulf* Greater Dreadnought, 101
*Bølgebryter* System Defense Monitor, 107
*Drakon* Fighter, 102
*Dremheim* System Defense Boat, 102
*Eimenstaal* Monitor, 102
*Elding* Light Fighter, 103
*Fellbane* Orbital Defense Fighter, 103
*Freidland* Light Fighter, 103
*Frenrik* System Defense Boat, 104
*Grendel* Lesser Dreadnought, 104
*Helm* Fighter, 105
*Holgrim* Fleet Destroyer, 108
*Hvort* Pocket Dreadnought, 108
*Jarlburg* Monitor, 105
*Ravning Eng* Torpedo Boat, 105
*Slakter* Assault Cruiser, 106
*Storch* Aerospace Fighter, 106
*Sturm* Light Fighter, 106
*Sveinhelm* Assault Carrier, 108
*Trondheim* Lancer, 109
*Valkyrie* Assault Fighter, 107
**Terran Confederation**
*Arakangma* Picket Destroyer, 121
*Bopamo* Light Carrier, 121
*Chiang* Launch, 132
*Crellar* Strike Fighter, 128
*Dalgriesh* Fuel Shuttle, 133
*Dervish* System Defense Boat, 122
*Farrowlaine* Light Cruiser, 122
*Forsan* Torpedo Boat, 122
*Frederik Magnus* Corvette, 123
*Fury* Fighter, 123
*Gaobei* Fuel Shuttle, 133
*Guanxou* Light Cruiser, 123
*Hecate* Light Fighter, 124
*Huata* Fighter, 124
*Hudson* Lander, 133
*Hudson's Revenge* Dropship, 134
*Jiao* Missile Boat, 124
*Jordain* Escort Fighter, 128
*Khartoom* Frigate, 128
*Leyden* Fighter, 125
*Maikuku* Missile Boat, 125
*Makiki* Frigate, 129
*Marathon* Courier, 125
*Maynard* Interstellar Scout, 118
*Mjolnir* Heavy Fighter, 126
*mMoshnda* Corvette, 129
*Murshtai* Heavy Fighter, 126
*Nguyen* Strike Cruiser, 130
*Puyan* Frigate, 126
*Raupi* Light Fighter, 127
*Torambu* Frigate, 130
*Waoroa* Launch, 135
*Weiming* Destroyer, 131
*Ye* Fighter, 127
*Zhincao* Strike Fighter, 131
*Zhounang* Cruiser, 127
**Third Imperium**
*Baboon* Scoopship, 210
*Barlax* Assault Lander, 205
*Barlax II* Assault Lander, 208

*Barlax III* Assault Lander, 210
*Beraasi* Light Battle Rider, 178
*Berry* Extraction Cutter, 210
*Bilanos* Patrol Frigate, 179
*Brighton* Battleship, 179
*Brildan* Heavy Destroyer, 176
*Cardeani* Frigate, 179
*Cholath* Destroyer, 174
*Citadel* Heavy Fighter, 180
*Cytos* Corvette, 180
*Defiance* Light Cruiser, 180
*Drauna* Relief Vessel, 181
*Ewos* Q-Ship, 176
*Flamboyant Monkey* Frontier Cruiser, 181
*Fortress* Assault Fighter, 182
*Ftenrik* Fleet Transport, 182
*Fury* Fleet Escort, 182
*Garyan* Corvette, 183
*Geist* Deep Scout, 183
*Gherain* Corvette, 177
*Hardestii* Fleet Escort, 183
*Haritti* Battlecruiser, 184
*Hawk* Destroyer Escort, 185
*Irushma* Patrol Frigate, 186
*Jackson* Military Launch, 209
*Kieran* Battle Rider, 187
*Korascant* Battle Tender, 187
*Kuru* Patrol Frigate, 188
*Ladawan* Corvette, 177
*Lethe* Troop Transport, 175
*Lorden* Armed Courier, 188
*Malagant* Battle Rider, 189
*Monfraki* Dropship, 189
*Murka* Combat Shuttle, 212
*Osiron* Destroyer, 190
*Pheidippides* Imperial Courier, 190
*Polesta* Troopship, 175
*Purtin* Transport, 177
*Quero* Assault Lander, 209
*Sadmani* Corvette, 178
*Sharffe* Combat Shuttle, 207
*Solon* Battlecruiser, 191
*Stromali* Escort Destroyer, 192
*S-XL* Long Range Scout, 191
*Temaughi* Corvette, 192
*Thespia* Destroyer, 192
*Traskon* Assault Carrier, 193
*Traynor* Armed Gig, 212
*Uramikaa* Corvette, 193
*Viodak* Light Carrier, 194
*Vuki* Intruder Scout, 194
*Warhoud* Assault Carrier, 195
*Wylbur* Ultra-Heavy Fighter, 195
*Yelsyn* Frigate, 195

**Two Thousand Worlds**
*Booxk* Cruiser, 218
*Buhkuu!* Fighter, 218
*Gnaakhrr* Fighter, 219
*Gzong!xk* Dreadnought, 219
*K!kreer* Light Cruiser, 219
*Ri'krung* Heavy Fighter, 220
*Ruuxkr!* Escort, 220
*Uxkoong* Frigate, 220
*Xing!kir* Light Cruiser, 221

**Vargr Extents**
*Aekguthang* Assault Cutter, 228
*Gvergh* Assault Cruiser, 226
*Khorfooz* Raider, 227
*Skorzh* Aerospace Fighter, 226
*Vorsk* Light Fighter, 227

**Zhodani Consulate**
*Bliaprlinzh* Strike Destroyer, 235
*Drianjdaqr* Destroyer, 235
*Echpozh* Armed Gig, 238
*Iechtekl* Intelligence Frigate, 236
*Joqlsha'* Fighter, 236
*Shebzhinj* Launch, 238
*Shtiabr* Intelligence Frigate, 236
*Shtiabrisht* Destroyer, 237
*Tezhmacht* Fighter, 237
*Tlach'dev* Destroyer, 237

**Ziru Sirka**
*Eriimar* Fighter, 243
*Kisrud* Escort, 243
*Korkii* Destroyer, 244
*Laadn* Light Fighter, 244
*Shibaash* Light Cruiser, 244

# Ships

**All Ships (Alphabetical)**
*Aablan* Freighter, 137
*Aahn Sook* Freighter, 37
*Aakross* Merchant, 148
*Aardvark* Trader, 38
*Acipiter* Gunned Merchant, 154
*Adadese* Freighter, 239
*Aekguthang* Assault Cutter, 228
*Ahira* Lander, 7
*Akahyeka* Freighter, 12
*Akkangs* Bulk Freighter, 112
*Akossa* Freighter, 138
*Albion* Shuttle, 132
*Alderan* Scoopship, 208
*Alderbaran* Heavy Cruiser, 68
*Alquere* Light Fighter, 25
*Amiotti* Freighter, 13
*Ampi* Express Freighter, 155
*Anapalna* Transport, 113
*Andropal* Express Liner, 155
*Angbar* Heavy Fighter, 107
*Anhk* Merchant, 138
*Ankrak* Freighter, 229
*Anlo* Light Fighter, 69
*Annecka* Corporate Courier, 164
*Annek* Frontier Trader, 13
*Antillé* Trader, 39
*Apaline* Express Liner, 155
*Aqamtan* Passenger Liner, 113
*Arakangma* Picket Destroyer, 121
*Aramine* Liner, 139
*Arasfor* Destroyer, 101
*Arduin* Light Cruiser, 26
*Aregian* Aerospace Fighter, 26
*Ariasa* Subsidized Packet, 156
*Arigail* Monitor, 85
*Arika* Bulk Tanker, 148
*Ariklon* Runabout, 110
*Arisha* Subsidized Merchant, 149
*Armageddon* Bombardment Cruiser, 57
*Artikus* Frigate, 69
*Ashurar* Freighter, 240
*Astra* Launch, 34
*Astron* Express Trader, 156
*Atmaiu* Liner, 39
*Augustus Deo* Fast Liner, 40
*Auldwich* Light Destroyer, 58
*Avoram* System Defense Boat, 85
*Axar* Monitor, 86
*Baarnekki* Fast Trader, 149
*Baboon* Scoopship, 210
*Banshee* Light Fighter, 202
*Bargam* Tramp Trader, 140
*Bariidin* Armed Liner, 240
*Barlax* Assault Lander, 205
*Barlax II* Assault Lander, 208
*Barlax III* Assault Lander, 210
*Barton* Freighter, 41
*Basilos* Pocket Cruiser, 69
*Batoche* Regimental Lander, 88
*Bayonet* Assault Fighter, 58
*Belasmon* Liner, 157
*Beowulf* Greater Dreadnought, 101
*Beraasi* Light Battle Rider, 178
*Bercovia* Express Liner, 140
*Bergen* Freighter, 141
*Berghoff* Missile Boat, 58
*Beringiara* Exploratory Cruiser, 21
*Bermurdatu* Assault Fighter, 70
*Bernhard* Launch, 92
*Berry* Extraction Cutter, 210
*Bethune* Hospital Ship, 70
*Bharapar* Subsidized Merchant, 141
*Bilanos* Patrol Frigate, 179
*Bilastri* Runabout, 211
*Birkenhead* Troopship, 59
*Bisri* Courier, 242
*Bituin* Launch, 34
*Bliaprlinzh* Strike Destroyer, 235
*Bølgebryter* System Defense Monitor, 107
*Booxk* Cruiser, 218
*Bopamo* Light Carrier, 121
*Borghini* Luxury Liner, 41
*Borman* Liner, 41
*Borodin* Trader, 13

*Bralonné* Mobile University, 172
*Brass Goat* Filibuster, 168
*Braydikor* Trader, 230
*Brighton* Battleship, 179
*Brildan* Heavy Destroyer, 176
*Buhkuu!* Fighter, 218
*Bunter* Gig, 88
*Burrang* Freighter, 214
*Burtoine* Escort Fighter, 59
*Buuxkkriir* Scout, 216
*Cadiz* Fast Destroyer, 71
*Cairngorm* Cluster Liner, 42
*Cardeani* Frigate, 179
*Cardos* Fast Yacht, 172
*Celestine Ranger* Long-Range Scout, 117
*Chamisollia* Liner, 142
*Chericún* Close Escort, 71
*Cherpow* Runabout, 205
*Chiang* Launch, 132
*Chiitaa* Fast Launch, 206
*Chiral* Lab Ship, 165
*Chiyami* Clan Freighter, 1
*Cholath* Destroyer, 174
*Christoff* Shuttle, 205
*Chunrong* Launch, 92
*Citadel* Heavy Fighter, 180
*Clorthal* Customs Cutter, 206
*Comrade Hudson* Friendship Lander, 132
*Congreve* Missile Boat, 59
*Corannis* Dropship, 60
*Cordera* Lander, 92
*Crellar* Strike Fighter, 128
*Cumberbère* Express Liner, 47
*Curzon* Destroyer, 72
*Cytos* Corvette, 180
*Dalgriesh* Fuel Shuttle, 133
*Danci* Medivac Launch, 135
*Daoguan* Scoopship, 34
*Dartmouth* Patrol Frigate, 60
*Dauntless* Light Cruiser, 27
*Defiance* Light Cruiser, 180
*Degyrre* Armed Shuttle, 88
*Dermik* Launch, 206
*Dervish* System Defense Boat, 122
*Dezdinsh* Courier, 233
*Dielle* Launch, 133
*Dieppe* Assault Lander, 89
*Djian* Armed Liner, 14
*don Hannon* Survey Scout, 52
*Drachplitl* Diplomatic Yacht, 233
*Dragger* Bulk Freighter, 149
*Drakgki* Destroyer, 196
*Drakon* Fighter, 102
*Drauna* Relief Vessel, 181
*Dremheim* System Defense Boat, 102
*Drianjdaqr* Destroyer, 235
*Driim* Gig, 245
*Drimburg* Launch, 110
*Dsarpa* Fast Shuttle, 211
*Dumont* Assault Lander, 211
*Echpozh* Armed Gig, 238
*Egoyan* Express Liner, 150
*Eimenstaal* Monitor, 102
*Einkhuissen* Express Liner, 96
*Eitehr* Frigate, 5
*Eiwiyfti* Launch, 7
*Ekorn* Liner, 97
*Elding* Light Fighter, 103
*Empress Nicole* Cruise Liner, 157
*Enzhyiench* Freighter, 231
*Erashmii* Merchant, 240
*Eriimar* Fighter, 243
*Esaggal* Merchant, 241
*Estevan* Cutter, 92
*Étienne* Missionary Ship, 168
*Ewos* Q-Ship, 176
*Exierge* Corvette, 72
*Falkon* Cargo Lighter, 89
*Fallowfield* Express Liner, 14
*Farrowlaine* Light Cruiser, 122
*Faunel* Yacht, 55
*Fearaow* Light Fighter, 5
*Featherstone* System Defense Boat, 202
*Fedmist* Droyne Trader, 142
*Felar* Runabout, 208
*Fellbane* Orbital Defense Fighter, 103
*Fenross* Destroyer, 73
*Feramé* Close Escort, 73
*Fermouche* Escort Frigate, 61
*Fierbolg* Shuttle, 110
*Firal* Tanker, 174
*Firefly* Light Fighter, 27
*Flamboyant Monkey* Frontier Cruiser, 181
*Flinton* Scout, 117
*Formaine* Destroyer, 74
*Fornast* Subsidized Liner, 15
*Forsan* Torpedo Boat, 122
*Fortress* Assault Fighter, 182
*Frederik Magnus* Corvette, 123
*Freidland* Light Fighter, 103
*Frenatti* Freighter, 15
*Frenrik* System Defense Boat, 104
*Fromin* Launch, 89
*Frydja* Yacht, 100
*Ftearou* Aerospace Fighter, 6
*Ftenrik* Fleet Transport, 182
*Furgal* Blockade Runner, 158
*Fury* Fighter, 123
*Fury* Fleet Escort, 182
*Galak* Megafreighter, 42
*Gaobei* Fuel Shuttle, 133
*Gartin* Shuttle, 89
*Garyan* Corvette, 183
*Gefros* System Defense Boat, 202
*Geist* Deep Scout, 183
*Gelliam* Express Freighter, 150
*Gemin* Close Escort, 10
*Gentrill* General Freighter, 15
*Gheilfa* Aerospace Fighter, 203
*Gherain* Corvette, 177
*Gifan* Hospital Ship, 119
*Gkeerak* Freighter, 215
*Gnaakhrr* Fighter, 219
*Gnat* Light Fighter, 197
*Gnortz* Freighter, 143
*Gordian* Frigate, 74
*Gorgon* Fighter, 27
*Gothick* Yacht, 170
*Grandison* Luxury Liner, 48
*Gremmii* Launch, 245
*Grendel* Lesser Dreadnought, 104
*Grothar* Freighter, 16
*Grouther* Subsidized Merchant, 143
*Grumpére* Runabout, 93
*Guanxou* Light Cruiser, 123
*Guirion* Launch, 208
*Gundong* System Defense Boat, 86
*Gunga* Medevac Lander, 93
*Gurrak* Megafreighter, 144
*Gvergh* Assault Cruiser, 226
*Gzong!xk* Dreadnought, 219
*Hapawín* Scoopship, 90
*Hardestii* Fleet Escort, 183
*Haripashan* Armed Liner, 115
*Haritti* Battlecruiser, 184
*Harpy* Aerospace Fighter, 86
*Hawk* Destroyer Escort, 185
*Hecate* Light Fighter, 124
*Helm* Fighter, 105
*Hfiatlais* Freighter, 2
*Hfyeakh* Heavy Fighter, 6
*Hobbes* Heavy Fighter, 28
*Holgrim* Fleet Destroyer, 108
*Holmgar* Launch, 111
*Hoplite* Close Escort, 61
*Horrimba* Survey Ship, 22
*Horsham* Transport, 61
*Huanying* Megafreighter, 42
*Huata* Fighter, 124
*Hudson* Lander, 133
*Hudson's Revenge* Dropship, 134
*Hun* Light Fighter, 75
*Hvort* Pocket Dreadnought, 108
*Hyena* Medium Fighter, 28
*Ibex* Fast Shuttle, 90
*Iechtekl* Intelligence Frigate, 236
*Imp* Patrol Fighter, 62
*Ingham* Missionary Ship, 55
*Intatungula* Courier, 53
*Intrepid* Cruiser, 62
*Irbak* System Defense Boat, 203

*Iridescent Poodle* Combat Liner, 43
*Irumskla* Defense Platform, 197
*Irushma* Patrol Frigate, 186
*Isabella* Merchant Pioneer, 22
*Jackson* Military Launch, 209
*Jarlburg* Monitor, 105
*Jelnai* Armed Freighter, 144
*Jheraffe* Launch, 135
*Jheron* Scoutship, 164
*Jiao* Missile Boat, 124
*Jiruja* Luxury Yacht, 24
*Joqlsha'* Fighter, 236
*Jordain* Escort Fighter, 128
*Joritz* System Defense Boat, 197
*Juandao* Fast Shuttle, 93
*Jufen* Liner, 48
*Jumo* Heavy Fighter, 197
*Jupiter* Frigate, 75
*K!kreer* Light Cruiser, 219
*Kagarin* Exploratory Trader, 23
*Kamincha* Express Liner, 150
*Karin* Cluster Liner, 144
*Kaupali* Liner, 113
*Kayatenga* Destroyer, 75
*Kebianj* Trader, 49
*Kerridy* Yacht, 56
*Kerriman* Lancer, 28
*Khachya* Medium Fighter, 6
*Khartoom* Frigate, 128
*Khershwan* Trader, 222
*Khorfooz* Raider, 227
*Kianti* Fast Launch, 93
*Kibalim* Liner, 43
*Kieran* Battle Rider, 187
*Kirallian* Yacht, 120
*Kisrud* Escort, 243
*Kjerre* Freighter, 97
*Kjerre II* Freighter, 98
*Klastao* Far Trader, 151
*Klepsidar* Freighter, 151
*Knorr* Freighter, 98
*Knossos* Liner, 16
*Komar* Free Trader, 158
*Konglong* Megafreighter, 49
*Korascant* Battle Tender, 187
*Korkii* Destroyer, 244
*Kosigar* Pocket Carrier, 62
*Kraki* Assault Cutter, 211
*Kriaplezh* Liner, 231
*Krikalum* Jump Tug, 169
*Kroydon* Droyne Cruiser, 198
*Krykos* Yacht, 120
*Kuaidiyoujian* Courier, 53
*Kuomsi* System Defense Boat, 87
*Kurrigan* Destroyer, 76
*Kuru* Patrol Frigate, 188
*Kwakwaka'kwan* Astrophysical Research Centre, 165
*Kyzan* Armed Shuttle, 206
*Laadn* Light Fighter, 244
*Ladawan* Corvette, 177
*Laksihusal* Freighter, 115
*Langsdale* Attack Fighter, 63
*Larilla* Yacht, 171
*Lebiand* Economy Liner, 43
*Lethe* Troop Transport, 175
*Leviathan* Megafreighter, 49
*Levmar* Fuel Station, 171
*Leyden* Fighter, 125
*Lochain* Armed Transport, 63
*Lomba* Light Destroyer, 76
*Lorden* Armed Courier, 188
*Luusitar* Subsidized Liner, 158
*Luustani* Liner, 159
*Luzon* Aerospace Fighter, 76
*M'gee* Maintenance Tender, 63
*MacDonnell* Assault Lander, 90
*MacIlravey* Bulk Freighter, 16
*Madiis* Trader, 223
*Maikuku* Missile Boat, 125
*Makiki* Frigate, 129
*Malaarkii* Tanker, 151
*Malagant* Battle Rider, 189
*Malicore* Fuel Shuttle, 134
*Mallory* Racing Yacht, 172
*Malthus* Lab Ship, 52
*Maniakes* Close Escort, 64
*Marathon* Courier, 125
*Marrak* Express Liner, 116
*Marstrom* Launch, 209
*Massiirka* Gunned Freighter, 241
*Mauripo* Subsidized Merchant, 159
*Maynard* Interstellar Scout, 118
*Mayskyu* System Defense Boat, 196
*Megalith* Battle Station, 198
*Mei* Fast Launch, 94
*Melbourne* Close Escort, 64
*Mendel* Embassy Ship, 9
*Meramine* General Freighter, 17
*Mercer* Gig, 209
*Meredith* Trader, 50
*Meritrix* Ships Boat, 134
*Miao* Runabout, 94
*Midge* Light Fighter, 198
*Miiriimak* Monitor, 199
*Miotos* Battleship, 65
*Miserigamé* Freighter, 17
*Mjolnir* Heavy Fighter, 126
*mMoshnda* Corvette, 129
*Mobus* Shuttle, 94
*Monarch* Battleship, 29
*Monfraki* Dropship, 189
*Monnin* Freighter, 44
*Moonii* Luxury Yacht, 173
*Morag* Ore Transport, 145
*Morath* Fast Courier, 165
*Muirhead* Economy Liner, 44
*Mulai* Pinnace, 35
*Mullet* Merchant Liner, 17
*Murbles* Luxury Yacht, 169
*Murka* Combat Shuttle, 212
*Murpak* Freighter, 145
*Murphy* Freighter, 18
*Murrain* Battleship, 77
*Murshtai* Heavy Fighter, 84, 126
*Nahiin* Trader, 145
*Newcombe* Trader, 44
*Nexus* Battleship, 29
*Nguyen* Strike Cruiser, 130
*Nimingbujuming* General Merchant, 45
*Nostrii* Science Scout, 162
*Nova's Roar* System Defense Boat, 199
*Olmeka* Heavy Fighter, 65
*Olythnos* Trader, 45
*Orman* Destroyer, 30
*Orshesk* Freighter, 18
*Osiron* Destroyer, 190
*Oskra* Shuttle, 212
*Oskrip* Droyne Scout, 162
*Otter* Survey Scout, 52
*Oytrist* Merchant, 146
*Palsson* Light Battle Rider, 77
*Pascolle* Shuttle, 35
*Pekherni* Observatory, 166
*Pelagros* Luxury Liner, 152
*Penguin* Shuttle, 90
*Perimire* Lab Ship, 53
*Permain* Freighter, 160
*Petros* Heavy Fighter, 85
*Pheidippides* Imperial Courier, 190
*Plimsoon* Courier, 54
*Poaknauri* Subsidized Liner, 152
*Podzol* Freighter, 114
*Polakki* Shuttle, 91
*Polesta* Troopship, 175
*Polo* Merchant Scout, 163
*Porion* Passenger Liner, 46
*Powsan* Bulk Freighter, 18
*Premia* System Defense Boat, 199
*Prenei* Scoopship, 207
*Prince Hal* Cruiser, 30
*Pteron* Battle Cruiser, 78
*Pugilist* Combat Scout, 190
*Pugnacious* Battle Cruiser, 66
*Purtin* Transport, 177
*Purvaine* System Defense Boat, 87
*Puyan* Frigate, 126
*Qanat* Bulk Tanker, 46
*Qi Wuan* Frigate, 78
*Quero* Assault Lander, 209
*Quintalia* Pinnace, 35
*Quorum* Assembly Hall, 24
*Quotal* Tramp Trader, 146
*Radzhon* Liner, 114
*Raupi* Light Fighter, 127

*Ravning Eng* Torpedo Boat, 105
*Razruzhenye* Assault Carrier, 79
*Reimon* Lancer, 31
*Ri'krung* Heavy Fighter, 220
*Rikiamid* Bulk Freighter, 146
*Rochelle* Monitor, 203
*Roin* Close Escort, 79
*Rori* Asteroid Miner, 169
*Rorke* Cargo Lighter, 91
*Ruuxkr!* Escort, 220
*S'donath* Fast Courier, 166
*Sadmani* Corvette, 178
*Saniyat* Merchant, 19
*Sarta* Armoured Launch, 91
*Scanlon* Assault Cutter, 35
*Schwartzhild* Fuel Shuttle, 111
*Selanai* Armed Liner, 160
*Selonian* Passenger Liner, 153
*Seragh* Cutter, 228
*Shandian* Express Liner, 50
*Sharffe* Combat Shuttle, 207
*Shebzhinj* Launch, 238
*Shibaash* Light Cruiser, 244
*Shintaka* System Defense Boat, 200
*Shinzang* Shuttle, 134
*Shonava* Free Trader, 19
*Shtiabr* Intelligence Frigate, 236
*Shtiabrisht* Destroyer, 237
*Skorzh* Aerospace Fighter, 226
*Skyskipper* Launch, 36
*Slakter* Assault Cruiser, 106
*Slean* Light Cruiser, 31
*Solon* Battlecruiser, 191
*Sorpan* Research Station, 118
*Sprokket* Gig, 135
*Ssaybom* Exploration Cruiser, 204
*Steadfast* Medium Fighter, 66
*Steffern* Assault Lander, 94
*Storch* Aerospace Fighter, 106
*Stromali* Escort Destroyer, 192
*Stunnenge* Stealth Monitor, 201
*Sturm* Light Fighter, 106
*Sumartil* Shuttle, 36
*Sveinhelm* Assault Carrier, 108
*S-XL* Long Range Scout, 191
*Synjon* Runabout, 91
*Tartar* Heavy Fighter, 80
*Tch'atl* Yacht, 234
*Tedoaraq* Liner, 147
*Temaughi* Corvette, 192
*Teshia* Bulk Tanker, 147
*Tête Jaune* Survey Ship, 53
*Tezhmacht* Fighter, 237
*Therania* Luxury Liner, 153
*Thespia* Destroyer, 192
*Tiiyase* Clan Liner, 2
*Tirrock* Freighter, 116
*Titanic* Resettlement Vessel, 170
*Tlach'dev* Destroyer, 237
*Tolley* Subsidized Merchant, 46
*Torambu* Frigate, 130
*Toves* Bulk Freighter, 160
*Trabatch* Express Liner, 232
*Tralsa* Gig, 212
*Traske* Freighter, 97
*Traskon* Assault Carrier, 193
*Traynor* Armed Gig, 212
*Trechiang* Fast Gig, 213
*Trikon* Aerospace Fighter, 66
*Triku* Subsidized Aquatic Liner, 47
*Trondheim* Lancer, 109
*Tsenjia* Freighter, 154
*Tsinmao* Armed Scout, 3
*Tslechdael* Freighter, 230
*Tubigan* Fuel Station, 56
*Tulasukui* Courier, 166
*Ubervisch* Commerce Raider, 67
*Umburko* Subsidized Liner, 147
*Uramikaa* Corvette, 193
*Uruq* Medium Fighter, 204
*Uxkoong* Frigate, 220
*Valeria* Light Cruiser, 80
*Valkyrie* Assault Fighter, 107
*Vampire* Strike Fighter, 31
*Vanderpelt* Luxury Liner, 161
*Velroi* Escort Destroyer, 67
*Vengeance* Heavy Fighter, 80
*Verdamt* System Defense Boat, 196
*Verukin* Research Station, 54
*Victrix* Monitor, 81
*Viodak* Light Carrier, 194
*Virtax* Light Fighter, 84
*Vixen* Armed Gig, 95
*Vloshr* Frontier Trader, 230
*Voidtrekker* Rift Scout, 167
*Volancia* Fuel Station, 120
*von Braun* Missile Boat, 81
*Vorsk* Light Fighter, 227
*Vstabr* Freighter, 231
*Vuki* Intruder Scout, 194
*Waatr* Freighter, 8
*Wain* Freighter, 99
*Waoroa* Launch, 135
*Warbler* Runabout, 207
*Warhoud* Assault Carrier, 195
*Warhound* Light Cruiser, 82
*Warrien* Megafreighter, 50
*Warspite* Armoured Cruiser, 32
*Wategil* Shuttle, 136
*Weige* Battle Rider, 82
*Weiming* Destroyer, 131
*Wekorgki* Freighter, 19
*Werimazh* Merchant, 20
*Wiiznam* Freighter, 148
*Wilberton* Subsidized Merchant, 51
*Wirimethar* Treatment Vessel, 173
*Wirlas* Exploratory Trader, 164
*Wolfram* Freighter, 20
*Wolston* Fleet Transport, 81
*Wylbur* Ultra-Heavy Fighter, 195
*Xeek'krir* Freighter, 215
*Xeer'rr* Courier, 216
*Xenos* Fast Launch, 36
*Xerxes* Battleship, 32
*Xianghou* Destroyer, 68
*Xing!kir* Light Cruiser, 221
*Yaero* Hunting Yacht, 4
*Yamakma* Freighter, 51
*Yarmouth* Frontier Trader, 47
*Yarrow* Scoopship, 213
*Ye* Fighter, 127
*Yelsyn* Frigate, 195
*Yi Ku Si Tian* Battle Rider, 83
*Yuexiu* Luxury Liner, 51
*Yultaka* Escort, 33
*Zaggal* Destroyer, 33
*Zandrak* Safari Ship, 170
*Zentak* Runabout, 207
*Zeramine* Trade Pioneer, 167
*Zharcal* Lander, 11
*Zhdiechranj* Liner, 232
*Zhincao* Strike Fighter, 131
*Zhounang* Cruiser, 127
*Ziicol* Lander, 11
*Ziicu* Lander, 11

**Auxiliaries**

*Aekguthang* Assault Cutter
  *Gvergh* Assault Cruiser, 226
*Ahira* Lander
  *Eitehr* Frigate, 5
*Alderan* Scoopship
  *Levmar* Fuel Station, 171
*Alquere* Light Fighter
  *Beringiara* Exploratory Cruiser, 21
*Angbar* Heavy Fighter
  *Sveinhelm* Assault Carrier, 108
*Anlo* Light Fighter
  *Axar* Monitor, 86
  *Kayatenga* Destroyer, 75
  *Lomba* Light Destroyer, 76
  *Murrain* Battleship, 77
  *Pteron* Battle Cruiser, 78
  *Roin* Close Escort, 79
  *Weige* Battle Rider, 82
Assault Cutter
  *Defiance* Light Cruiser, 180
*Astra* Launch
  *Arduin* Light Cruiser, 26
  *Beringiara* Exploratory Cruiser, 21
  *Dauntless* Light Cruiser, 27
  *Kerriman* Lancer, 28
  *Nexus* Battleship, 29
  *Prince Hal* Cruiser, 30
  *Slean* Light Cruiser, 31
  *Warspite* Armoured Cruiser, 32

*Xerxes* Battleship, 32
*Yultaka* Escort, 33
*Zaggal* Destroyer, 33
*Baboon* Scoopship
*Flamboyant Monkey* Frontier Cruiser, 181
*Barlax* Assault Lander
*Polesta* Troopship, 175
*Batoche* Regimental Lander
*Birkenhead* Troopship, 59
*Bermurdatu* Assault Fighter
*Axar* Monitor, 86
*Murrain* Battleship, 77
*Pteron* Battle Cruiser, 78
*Bernhard* Launch
*Palsson* Light Battle Rider, 77
*Wolston* Fleet Transport, 81
*Bituin* Launch
*Miserigamé* Freighter, 17
*Bunter* Gig
*Borghini* Luxury Liner, 41
*Borman* Liner, 41
*Nimingbujuming* General Merchant, 45
*Tubigan* Fuel Station, 56
*Burtoine* Escort Fighter
*Fermouche* Escort Frigate, 61
*Velroi* Escort Destroyer, 67
*Cherpow* Runabout
*Akossa* Freighter, 138
*Chiang* Launch
*Aqamtan* Passenger Liner, 113
*Arakangma* Picket Destroyer, 121
*Bopamo* Light Carrier, 121
*Celestine Ranger* Long-Range Scout, 117
*Farrowlaine* Light Cruiser, 122
*Guanxou* Light Cruiser, 123
*Sorpan* Research Station, 118
*Zhounang* Cruiser, 127
*Chunrong* Launch
*Jufen* Liner, 48
*Yuexiu* Luxury Liner, 51
*Citadel* Heavy Fighter
*Flamboyant Monkey* Frontier Cruiser, 181
*Korascant* Battle Tender, 187
*Osiron* Destroyer, 190
*Solon* Battlecruiser, 191
*Stromali* Escort Destroyer, 192
*Cordera* Lander
*Cumberbère* Express Liner, 47
*Dalgriesh* Fuel Shuttle
*Farrowlaine* Light Cruiser, 122
*Daoguan* Scoopship
*Beringiara* Exploratory Cruiser, 21
*Dermik* Launch
*Wiiznam* Freighter, 148
*Dieppe* Assault Lander
*Birkenhead* Troopship, 59
*Miotos* Battleship, 65
*Drimburg* Launch
*Jarlburg* Monitor, 105
*Echpozh* Armed Gig
*Bliaprlinzh* Strike Destroyer, 235
*Elding* Light Fighter
*Arasfor* Destroyer, 101
*Slakter* Assault Cruiser, 106
*Estevan* Cutter
*Alderbaran* Heavy Cruiser, 68
*Curzon* Destroyer, 72
*Murrain* Battleship, 77
*Pteron* Battle Cruiser, 78
*Victrix* Monitor, 81
*Yi Ku Si Tian* Battle Rider, 83
*Firefly* Light Fighter
*Arduin* Light Cruiser, 26
*Dauntless* Light Cruiser, 27
*Monarch* Battleship, 29
*Nexus* Battleship, 29
*Orman* Destroyer, 30
*Slean* Light Cruiser, 31
*Xerxes* Battleship, 32
*Zaggal* Destroyer, 33
*Fortress* Assault Fighter
*Flamboyant Monkey* Frontier Cruiser, 181
*Fromin* Launch
*don Hannon* Survey Scout, 52
*Qanat* Bulk Tanker, 46
*Tubigan* Fuel Station, 56
*Gaobei* Fuel Shuttle
*Celestine Ranger* Long-Range Scout, 117
*Farrowlaine* Light Cruiser, 122
Gig
*Armageddon* Bombardment Cruiser, 57
*Defiance* Light Cruiser, 180
*Fermouche* Escort Frigate, 61
*Iridescent Poodle* Combat Liner, 43
*Kroydon* Droyne Cruiser, 198
*Luusitar* Subsidized Liner, 158
*M'gee* Maintenance Tender, 63
*Malthus* Lab Ship, 52
*Osiron* Destroyer, 190
*Pekherni* Observatory, 166
*Polo* Merchant Scout, 163
*Titanic* Resettlement Vessel, 170
*Ubervisch* Commerce Raider, 67
*Vanderpelt* Luxury Liner, 161
*Velroi* Escort Destroyer, 67
*Viodak* Light Carrier, 194
*Voidtrekker* Rift Scout, 167
*Warhoud* Assault Carrier, 195
*Wirlas* Exploratory Trader, 164
*Gorgon* Fighter
*Xerxes* Battleship, 32
*Guirion* Launch
*Kamincha* Express Liner, 150
*Levmar* Fuel Station, 171
*Gunga* Medevac Lander
*Artikus* Frigate, 69
*Bethune* Hospital Ship, 70
*Hapawín* Scoopship
*don Hannon* Survey Scout, 52
*Tubigan* Fuel Station, 56
*Hecate* Light Fighter
*Farrowlaine* Light Cruiser, 122
*Helm* Fighter
*Beowulf* Greater Dreadnought, 101
*Grendel* Lesser Dreadnought, 104
*Jarlburg* Monitor, 105
*Slakter* Assault Cruiser, 106
*Hobbes* Heavy Fighter
*Slean* Light Cruiser, 31
*Huata* Fighter
*Bopamo* Light Carrier, 121
*Guanxou* Light Cruiser, 123
*Hun* Light Fighter
*Formaine* Destroyer, 74
*Kurrigan* Destroyer, 76
*Murrain* Battleship, 77
*Victrix* Monitor, 81
*von Braun* Missile Boat, 81
*Hyena* Medium Fighter
*Arduin* Light Cruiser, 26
*Beringiara* Exploratory Cruiser, 21
*Monarch* Battleship, 29
*Nexus* Battleship, 29
*Prince Hal* Cruiser, 30
*Imp* Patrol Fighter
*Dartmouth* Patrol Frigate, 60
*Iramda* Fighter
*Megalith* Battle Station, 198
*Nova's Roar* System Defense Boat, 199
*Jackson* Military Launch
*Purtin* Transport, 177
*Jheraffe* Launch
*Haripashan* Armed Liner, 115
*Marrak* Express Liner, 116
*Joqlsha'* Fighter
*Drianjdaqr* Destroyer, 235
*Jumo* Heavy Fighter
*Megalith* Battle Station, 198
*Melbourne* Close Escort, 64
*Stunnenge* Stealth Monitor, 201
*Kianti* Fast Launch
*Chericún* Close Escort, 71
*Langsdale* Attack Fighter
*Auldwich* Light Destroyer, 58
Launch
*Bilanos* Patrol Frigate, 179

*Bralonné* Mobile University, 172
*Dragger* Bulk Freighter, 149
*Galak* Megafreighter, 42
*Hawk* Destroyer Escort, 185
*Irushma* Patrol Frigate, 186
*Monnin* Freighter, 44
*Otter* Survey Scout, 52
*Ssaybom* Exploration Cruiser, 204
*Zeramine* Trade Pioneer, 167
*Luzon* Aerospace Fighter
*Alderbaran* Heavy Cruiser, 68
*Curzon* Destroyer, 72
*Malagant* Battle Rider
*Korascant* Battle Tender, 187
*Malicore* Fuel Shuttle
*Volancia* Fuel Station, 120
*Marstrom* Launch
*Selonian* Passenger Liner, 153
*Mei* Fast Launch
*Artikus* Frigate, 69
*Bethune* Hospital Ship, 70
*Kurrigan* Destroyer, 76
*Murrain* Battleship, 77
*Razruzhenye* Assault Carrier, 79
*Weige* Battle Rider, 82
*Mercer* Gig
*Egoyan* Express Liner, 150
*Kamincha* Express Liner, 150
*Levmar* Fuel Station, 171
*Malaarkii* Tanker, 151
*Miao* Runabout
*Grandison* Luxury Liner, 48
*Warrien* Megafreighter, 50
*Yuexiu* Luxury Liner, 51
Modular Cutter
*Tête Jaune* Survey Ship, 53
*Mulai* Pinnace
*Dauntless* Light Cruiser, 27
*Nexus* Battleship, 29
*Murka* Combat Shuttle
*Monfraki* Dropship, 189
*Solon* Battlecruiser, 191
*Traskon* Assault Carrier, 193
*Olmeka* Heavy Fighter
*Kosigar* Pocket Carrier, 62
*Miotos* Battleship, 65
*Pascolle* Shuttle
*Beringiara* Exploratory Cruiser, 21
*Fallowfield* Express Liner, 14
*Petros* Heavy Fighter
*Arigail* Monitor, 85
Pinnace
*Kriaplezh* Liner, 231
*Prenai* Scoopship
*Firal* Tanker, 174
*Quero* Assault Lander
*Gherain* Corvette, 177
*Rampart* Fighter
*Brighton* Battleship, 179
*Defiance* Light Cruiser, 180
*Flamboyant Monkey* Frontier Cruiser, 181
*Kuru* Patrol Frigate, 188
*Viodak* Light Carrier, 194
*Warhoud* Assault Carrier, 195
*Raupi* Light Fighter
*Arakangma* Picket Destroyer, 121
*Rorke* Cargo Lighter
*Birkenhead* Troopship, 59
*Sarta* Armoured Launch
*Arigail* Monitor, 85
*Corannis* Dropship, 60
*Xianghou* Destroyer, 68
*Scanlon* Assault Cutter
*Nexus* Battleship, 29
*Prince Hal* Cruiser, 30
*Xerxes* Battleship, 32
*Seragh* Cutter
*Khershwan* Trader, 222
*Sharffe* Combat Shuttle
*Lethe* Troop Transport, 175
*Shebzhinj* Launch
*Shtiabr* Intelligence Frigate, 236
*Shinzang* Shuttle
*Celestine Ranger* Long-Range Scout, 117
*Gifan* Hospital Ship, 119
*Volancia* Fuel Station, 120
Ship's Boat
*Bralonné* Mobile University, 172
*Brildan* Heavy Destroyer, 176
*Gurrak* Megafreighter, 144
*Skyskipper* Launch
*Amiotti* Freighter, 13
*Djian* Armed Liner, 14
*Fallowfield* Express Liner, 14
*Fornast* Subsidized Liner, 15
*Gentrill* General Freighter, 15
*Horrimba* Survey Ship, 22
*Isabella* Merchant Pioneer, 22
*Knossos* Liner, 16
*MacIlravey* Bulk Freighter, 16
*Meramine* General Freighter, 17
*Monarch* Battleship, 29
*Orman* Destroyer, 30
*Powsan* Bulk Freighter, 18
*Quorum* Assembly Hall, 24
*Saniyat* Merchant, 19
*Shonava* Free Trader, 19
*Sprokket* Gig
*Tirrock* Freighter, 116
*Steadfast* Medium Fighter
*Intrepid* Cruiser, 62
*Miotos* Battleship, 65
*Xianghou* Destroyer, 68
*Steffern* Assault Landers
*Razruzhenye* Assault Carrier, 79
*Tartar* Heavy Fighter
*Formaine* Destroyer, 74
*Kurrigan* Destroyer, 76
*Victrix* Monitor, 81
*Weige* Battle Rider, 82
*Tezhmacht* Fighter
*Shtiabrisht* Destroyer, 237
*Tralsa* Gig
*Flamboyant Monkey* Frontier Cruiser, 181
*Kwakwaka'kwan* Astrophysical Research Centre, 165
*Selanai* Armed Liner, 160
*Traynor* Armed Gig
*Beraasi* Light Battle Rider, 178
*Hardestii* Fleet Escort, 183
*Kieran* Battle Rider, 187
*Korascant* Battle Tender, 187
*Trechiang* Fast Gig
*Annecka* Corporate Courier, 164
*Vampire* Strike Fighter
*Dauntless* Light Cruiser, 27
*Vixen* Armed Gig
*Cadiz* Fast Destroyer, 71
*Fenross* Destroyer, 73
*Formaine* Destroyer, 74
*Gordian* Frigate, 74
*Kayatenga* Destroyer, 75
*Lomba* Light Destroyer, 76
*Pteron* Battle Cruiser, 78
*Qi Wuan* Frigate, 78
*Razruzhenye* Assault Carrier, 79
*Valeria* Light Cruiser, 80
*Weige* Battle Rider, 82
*Waoroa* Launch
*Khartoom* Frigate, 128
*Makiki* Frigate, 129
*Nguyen* Strike Cruiser, 130
*Torambu* Frigate, 130
*Weiming* Destroyer, 131
*Wategil* Shuttle
*Laksihusal* Freighter, 115
*Xenos* Fast Launch
*Horrimba* Survey Ship, 22
*Kagarin* Exploratory Trader, 23
*Yarrow* Scoopship
*Kwakwaka'kwan* Astrophysical Research Centre, 165
*Zhincao* Strike Fighter
*Nguyen* Strike Cruiser, 130
*Weiming* Destroyer, 131
*Ziicol* Lander
*Gemin* Close Escort, 10

**Battle Riders**

*Beraasi* Light Battle Rider, 178
*Kieran* Battle Rider, 187
*Malagant* Battle Rider, 189
*Weige* Battle Rider, 82
*Yi Ku Si Tian* Battle Rider, 83

**Battle Tenders**
*Korascant* Battle Tender, 187
**Battleships**
*Beowulf* Greater Dreadnought, 101
*Brighton* Battleship, 179
*Grendel* Lesser Dreadnought, 104
*Gzong!xk* Dreadnought, 219
*Hvort* Pocket Dreadnought, 108
*Miotos* Battleship, 65
*Monarch* Battleship, 29
*Murrain* Battleship, 77
*Nexus* Battleship, 29
*Xerxes* Battleship, 32
**Carriers**
*Bopamo* Light Carrier, 121
*Kosigar* Pocket Carrier, 62
*Razruzhenye* Assault Carrier, 79
*Sveinhelm* Assault Carrier, 108
*Traskon* Assault Carrier, 193
*Viodak* Light Carrier, 194
*Warhoud* Assault Carrier, 195
**Corsairs**
*Khershwan* Trader, 222
**Corvettes**
*Temaughi* Corvette, 192
**Couriers**
*Annecka* Corporate Courier, 164
*Bisri* Courier, 242
*Dezdinsh* Courier, 233
*Intatungula* Courier, 53
*Kuaidiyoujian* Courier, 53
*Lorden* Armed Courier, 188
*Marathon* Courier, 125
*Morath* Fast Courier, 165
*Pheidippides* Imperial Courier, 190
*Plimsoon* Courier, 54
*S'donath* Fast Courier, 165, 166
*Tulasukui* Courier, 166
*Xeer'rr* Courier, 216
**Cruisers**
*Alderbaran* Heavy Cruiser, 68
*Arduin* Light Cruiser, 26
*Armageddon* Bombardment Cruiser, 57
*Basilos* Pocket Cruiser, 69
*Beringiara* Exploratory Cruiser, 21
*Booxk* Cruiser, 218
*Dauntless* Light Cruiser, 27
*Defiance* Light Cruiser, 180
*Farrowlaine* Light Cruiser, 122
*Flamboyant Monkey* Frontier Cruiser, 181
*Guanxou* Light Cruiser, 123
*Gvergh* Assault Cruiser, 226
*Haritti* Battlecruiser, 184
*Intrepid* Cruiser, 62
*K!kreer* Light Cruiser, 219
*Nguyen* Strike Cruiser, 130
*Palsson* Light Battle Rider, 77
*Prince Hal* Cruiser, 30
*Pteron* Battle Cruiser, 78
*Pugnacious* Battle Cruiser, 66
*Shibaash* Light Cruiser, 244
*Slakter* Assault Cruiser, 106
*Slean* Light Cruiser, 31
*Solon* Battlecruiser, 191
*Ssaybom* Exploration Cruiser, 204
*Valeria* Light Cruiser, 80
*Warhound* Light Cruiser, 82
*Warspite* Armoured Cruiser, 32
*Xing!kir* Light Cruiser, 221
*Zhounang* Cruiser, 127
**Destroyers**
*Arakangma* Picket Destroyer, 121
*Arasfor* Destroyer, 101
*Auldwich* Light Destroyer, 58
*Bliaprlinzh* Strike Destroyer, 235
*Brildan* Heavy Destroyer, 176
*Cadiz* Fast Destroyer, 71
*Cholath* Destroyer, 174
*Curzon* Destroyer, 72
*Drakgki* Destroyer, 196
*Drianjdaqr* Destroyer, 235
*Fenross* Destroyer, 73
*Formaine* Destroyer, 74
*Hawk* Destroyer Escort, 185
*Holgrim* Fleet Destroyer, 108
*Kayatenga* Destroyer, 75
*Korkii* Destroyer, 244
*Kurrigan* Destroyer, 76
*Lomba* Light Destroyer, 76
*Orman* Destroyer, 30
*Osiron* Destroyer, 190
*Sadmani* Corvette, 178
*Shtiabrisht* Destroyer, 237
*Stromali* Escort Destroyer, 192
*Thespia* Destroyer, 192
*Tlach'dev* Destroyer, 237
*Velroi* Escort Destroyer, 67
*Weiming* Destroyer, 131
*Xianghou* Destroyer, 68
*Zaggal* Destroyer, 33
**Escorts**
*Artikus* Frigate Ship, 69
*Berghoff* Missile Boat, 58
*Brildan* Heavy Destroyer, 176
*Cardeani* Frigate, 179
*Chericún* Close Escort, 71
*Cholath* Destroyer, 174
*Congreve* Missile Boat, 59
*Cytos* Corvette, 180
*Eitehr* Frigate, 5
*Exierge* Corvette, 72
*Feramé* Close Escort, 73
*Fermouche* Escort Frigate, 61
*Formaine* Destroyer, 74
*Frederik Magnus* Corvette, 123
*Fury* Fleet Escort, 182
*Garyan* Corvette, 183
*Gemin* Close Escort, 10
*Gherain* Corvette, 177
*Gordian* Frigate, 74
*Hardestii* Fleet Escort, 183
*Hoplite* Close Escort, 61, 64
*Jiao* Missile Boat, 124
*Jupiter* Frigate, 75
*Kayatenga* Destroyer, 75
*Kerriman* Lancer, 28
*Khartoom* Frigate, 128
*Khorfooz* Raider, 227
*Kisrud* Escort, 243
*Kroydon* Droyne Cruiser, 198
*Kurrigan* Destroyer, 76
*Ladawan* Corvette, 177
*Lomba* Light Destroyer, 76
*Maikuku* Missile Boat, 125
*Makiki* Frigate, 129
*Maniakes* Close Escort, 61, 64
*Melbourne* Close Escort, 64
*mMoshnda* Corvette, 129
*Puyan* Frigate, 126
*Qi Wuan* Frigate, 78
*Reimon* Lancer, 31
*Roin* Close Escort, 79
*Ruuxkr!* Escort, 220
*Shtiabr* Intelligence Frigate, 236
*Stromali* Escort Destroyer, 192
*Temaughi* Corvette, 192
*Torambu* Frigate, 130
*Trondheim* Lancer, 109
*Uramikaa* Corvette, 193
*Uxkoong* Frigate, 220
*Velroi* Escort Destroyer, 61, 67
*von Braun* Missile Boat, 81
*Weiming* Destroyer, 131
*Yultaka* Escort, 33
*Zaggal* Destroyer, 33
**Fighters**
*Alquere* Light Fighter, 25
*Angbar* Heavy Fighter, 107
*Anlo* Light Fighter, 69
*Aregian* Aerospace Fighter, 26
*Banshee* Light Fighter, 202
*Bayonet* Assault Fighter, 58
*Bermurdatu* Assault Fighter, 70
*Buhkuu!* Fighter, 218
*Burtoine* Escort Fighter, 59
*Citadel* Heavy Fighter, 180
*Crellar* Strike Fighter, 128
*Drakon* Fighter, 102
*Elding* Light Fighter, 103
*Eriimar* Fighter, 243
*Fearaow* Light Fighter, 5
*Fellbane* Orbital Defense Fighter, 103
*Firefly* Light Fighter, 27
*Forsan* Torpedo Boat, 122

*Fortress* Assault Fighter, 182
*Freidland* Light Fighter, 103
*Ftearou* Aerospace Fighter, 6
*Fury* Fighter, 123
*Gheilfa* Aerospace Fighter, 203
*Gnaakhrr* Fighter, 219
*Gnat* Light Fighter, 197
*Gorgon* Fighter, 27
*Harpy* Aerospace Fighter, 86
*Hecate* Light Fighter, 124
*Helm* Fighter, 105
*Hfyeakh* Heavy Fighter, 6
*Hobbes* Heavy Fighter, 28
*Huata* Fighter, 124
*Hun* Light Fighter, 75
*Hyena* Medium Fighter, 28
*Imp* Patrol Fighter, 62
*Joqlsha'* Fighter, 236
*Jordain* Escort Fighter, 128
*Jumo* Heavy Fighter, 197
*Khachya* Medium Fighter, 6
*Laadn* Light Fighter, 244
*Langsdale* Attack Fighter, 63
*Leyden* Fighter, 125
*Luzon* Aerospace Fighter, 76
*Midge* Light Fighter, 198
*Mjolnir* Heavy Fighter, 126
*Murshtai* Heavy Fighter, 84, 126
*Olmeka* Heavy Fighter, 65
*Petros* Heavy Fighter, 85
*Raupi* Light Fighter, 127
*Ravning Eng* Torpedo Boat, 105
*Ri'krung* Heavy Fighter, 220
*Skorzh* Aerospace Fighter, 226
*Steadfast* Medium Fighter, 66
*Storch* Aerospace Fighter, 106
*Sturm* Light Fighter, 106
*Tartar* Heavy Fighter, 80
*Tezhmacht* Fighter, 237
*Trikon* Aerospace Fighter, 66
*Uruq* Medium Fighter, 204
*Valkyrie* Assault Fighter, 107
*Vampire* Strike Fighter, 31
*Vengeance* Heavy Fighter, 80
*Virtax* Light Fighter, 84
*Vorsk* Light Fighter, 227
*Wylbur* Ultra-Heavy Fighter, 195
*Ye* Fighter, 127
*Zhincao* Strike Fighter, 131

**Freighters**

*Aablan* Freighter, 137
*Adadese* Freighter, 239
*Akahyeka* Freighter, 12
*Akkangs* Bulk Freighter, 112
*Akossa* Freighter, 138
*Amiotti* Freighter, 13
*Ampi* Express Freighter, 155
*Arika* Bulk Tanker, 148
*Ashurar* Freighter, 240
*Barton* Freighter, 41
*Bergen* Freighter, 141
*Burrang* Freighter, 214
*Chiyami* Clan Freighter, 1
*Dragger* Bulk Freighter, 149
*Enzhyiench* Freighter, 231
*Frenatti* Freighter, 15
*Galak* Megafreighter, 42
*Gelliam* Express Freighter, 150
*Gentrill* General Freighter, 15
*Gkeerak* Freighter, 215
*Gnortz* Freighter, 143
*Grothar* Freighter, 16
*Gurrak* Megafreighter, 144
*Hfiatlais* Freighter, 2
*Huanying* Megafreighter, 42
*Jelnai* Armed Freighter, 144
*Kjerre* Freighter, 97
*Kjerre II* Freighter, 98
*Klepsidar* Freighter, 151
*Knorr* Freighter, 98
*Konglong* Megafreighter, 49
*Laksihusal* Freighter, 115
*Leviathan* Megafreighter, 49
*MacIlravey* Bulk Freighter, 16
*Malaarkii* Tanker, 151
*Massiirka* Gunned Freighter, 241
*Meramine* General Freighter, 17
*Miserigamé* Freighter, 17
*Monnin* Freighter, 44
*Morag* Ore Transport, 145
*Murpak* Freighter, 145
*Murphy* Freighter, 18
*Orshesk* Freighter, 18
*Permain* Freighter, 160
*Podzol* Freighter, 114
*Powsan* Bulk Freighter, 18
*Qanat* Bulk Tanker, 46
*Rikiamid* Bulk Freighter, 146
*Teshia* Bulk Tanker, 147
*Tirrock* Freighter, 116
*Toves* Bulk Freighter, 160
*Traske* Freighter, 97
*Tsenjia* Freighter, 154
*Tslechdael* Freighter, 230
*Vstabr* Freighter, 231
*Waatr* Freighter, 8
*Wain* Freighter, 99
*Warrien* Megafreighter, 50
*Wekorgki* Freighter, 19
*Wiiznam* Freighter, 148
*Wolfram* Freighter, 20
*Xeek'krir* Freighter, 215
*Yamakma* Freighter, 51

**Frigates**

*Bilanos* Patrol Frigate, 179
*Dartmouth* Patrol Frigate, 60, 62
*Fermouche* Escort Frigate, 61
*Iechtekl* Intelligence Frigate, 236
*Irushma* Patrol Frigate, 186
*Jupiter* Frigate, 75
*Khartoom* Frigate, 128
*Kuru* Patrol Frigate, 188
*Makiki* Frigate, 129
*mMoshnda* Corvette, 129
*Shtiabr* Intelligence Frigate, 236
*Uxkoong* Frigate, 220
*Yelsyn* Frigate, 195

**Lab Ships**

*Sorpan* Research Station, 118

**Liners**

*Anapalna* Transport, 113
*Andropal* Express Liner, 155
*Antillé* Trader, 39
*Apaline* Express Liner, 155
*Aqamtan* Passenger Liner, 113
*Aramine* Liner, 139
*Atmaiu* Liner, 39
*Augustus Deo* Fast Liner, 40
*Bariidin* Armed Liner, 240
*Belasmon* Liner, 157
*Bercovia* Express Liner, 140
*Borghini* Luxury Liner, 41
*Borman* Liner, 41
*Cairngorm* Cluster Liner, 42
*Chamisollia* Liner, 142
*Cumberbère* Express Liner, 47
*Djian* Armed Liner, 14
*Egoyan* Express Liner, 150
*Einkhuissen* Express Liner, 96
*Ekorn* Liner, 97
*Empress Nicole* Cruise Liner, 157
*Fallowfield* Express Liner, 14
*Fornast* Subsidized Liner, 15
*Gentrill* General Freighter, 15
*Grandison* Luxury Liner, 48
*Haripashan* Armed Liner, 115
*Iridescent Poodle* Combat Liner, 43
*Jufen* Liner, 48
*Kamincha* Express Liner, 150
*Karin* Cluster Liner, 144
*Kaupali* Liner, 113
*Kibalim* Liner, 43
*Knossos* Liner, 16
*Kriaplezh* Liner, 231
*Lebiand* Economy Liner, 43
*Luusitar* Subsidized Liner, 158
*Luustani* Liner, 159
*Marrak* Express Liner, 116
*Meramine* General Freighter, 17
*Muirhead* Economy Liner, 44
*Mullet* Merchant Liner, 17
*Nimingbujuming* General Merchant, 45
*Pelagros* Luxury Liner, 152
*Poaknauri* Subsidized Liner, 152
*Porion* Passenger Liner, 46
*Radzhon* Liner, 114

*Selanai* Armed Liner, 160
*Selonian* Passenger Liner, 153
*Shandian* Express Liner, 50
*Tedoaraq* Liner, 147
*Therania* Luxury Liner, 153
*Tiiyase* Clan Liner, 2
*Trabatch* Express Liner, 232
*Triku* Subsidized Aquatic Liner, 47
*Umburko* Subsidized Liner, 147
*Vanderpelt* Luxury Liner, 161
*Yuexiu* Luxury Liner, 51
*Zhdiechranj* Liner, 232

**Merchants**

*Aablan* Freighter, 137
*Aahn Sook* Freighter, 37
*Aakross* Merchant, 148
*Aardvark* Trader, 38
*Acipiter* Gunned Merchant, 154
*Adadese* Freighter, 239
*Akahyeka* Freighter, 12
*Akkangs* Bulk Freighter, 112
*Akossa* Freighter, 138
*Amiotti* Freighter, 13
*Ampi* Express Freighter, 155
*Anapalna* Transport, 113
*Andropal* Express Liner, 155
*Anhk* Merchant, 138
*Ankrak* Freighter, 229
*Annek* Frontier Trader, 13
*Antillé* Trader, 39
*Apaline* Express Liner, 155
*Aqamtan* Passenger Liner, 113
*Aramine* Liner, 139
*Ariasa* Subsidized Packet, 156
*Arika* Bulk Tanker, 148
*Arisha* Subsidized Merchant, 149
*Ashurar* Freighter, 240
*Astron* Express Trader, 156
*Atmaiu* Liner, 39
*Augustus Deo* Fast Liner, 40
*Baarnekki* Fast Trader, 149
*Bargam* Tramp Trader, 140
*Bariidin* Armed Liner, 240
*Barton* Freighter, 41
*Belasmon* Liner, 157
*Bercovia* Express Liner, 140
*Bergen* Freighter, 141
*Bharapar* Subsidized Merchant, 141
*Borghini* Luxury Liner, 41
*Borman* Liner, 41
*Borodin* Trader, 13
*Braydikor* Trader, 230
*Burrang* Freighter, 214
*Cairngorm* Cluster Liner, 42
*Chamisollia* Liner, 142
*Chiyami* Clan Freighter, 1
*Cumberbère* Express Liner, 47
*Djian* Armed Liner, 14
*Dragger* Bulk Freighter, 149
*Egoyan* Express Liner, 150
*Einkhuissen* Express Liner, 96
*Ekorn* Liner, 97
*Empress Nicole* Cruise Liner, 157
*Enzhyiench* Freighter, 231
*Erashmii* Merchant, 240
*Esaggal* Merchant, 241
*Fallowfield* Express Liner, 14
*Fedmist* Droyne Trader, 142
*Fornast* Subsidized Liner, 15
*Frenatti* Freighter, 15
*Furgal* Blockade Runner, 158
*Galak* Megafreighter, 42
*Gelliam* Express Freighter, 150
*Gentrill* General Freighter, 15
*Gkeerak* Freighter, 215
*Gnortz* Freighter, 143
*Grandison* Luxury Liner, 48
*Grothar* Freighter, 16
*Grouther* Subsidized Merchant, 143
*Gurrak* Megafreighter, 144
*Haripashan* Armed Liner, 115
*Hfiatlais* Freighter, 2
*Huanying* Megafreighter, 42
*Iridescent Poodle* Combat Liner, 43
*Isabella* Merchant Pioneer, 22
*Jelnai* Armed Freighter, 144
*Jufen* Liner, 48
*Kagarin* Exploratory Trader, 23
*Kamincha* Express Liner, 150
*Karin* Cluster Liner, 144
*Kaupali* Liner, 113
*Kebianj* Trader, 49
*Khershwan* Trader, 222
*Kibalim* Liner, 43
*Kjerre* Freighter, 97
*Kjerre II* Freighter, 98
*Klastao* Far Trader, 151
*Klepsidar* Freighter, 151
*Knorr* Freighter, 98
*Knossos* Liner, 16
*Komar* Free Trader, 158
*Konglong* Megafreighter, 49
*Kriaplezh* Liner, 231
*Laksihusal* Freighter, 115
*Lebiand* Economy Liner, 43
*Leviathan* Megafreighter, 49
*Luusitar* Subsidized Liner, 158
*Luustani* Liner, 159
*MacIlravey* Bulk Freighter, 16
*Madiis* Trader, 223
*Malaarkii* Tanker, 151
*Marrak* Express Liner, 116
*Massiirka* Gunned Freighter, 241
*Mauripo* Subsidized Merchant, 159
*Meramine* General Freighter, 17
*Meredith* Trader, 50
*Miserigamé* Freighter, 17
*Monnin* Freighter, 44
*Morag* Ore Transport, 145
*Muirhead* Economy Liner, 44
*Mullet* Merchant Liner, 17
*Murpak* Freighter, 145
*Murphy* Freighter, 18
*Nahiin* Trader, 145
*Newcombe* Trader, 44
*Nimingbujuming* General Merchant, 45
*Olythnos* Trader, 45
*Orshesk* Freighter, 18
*Oytrist* Merchant, 146
*Pelagros* Luxury Liner, 152
*Permain* Freighter, 160
*Poaknauri* Subsidized Liner, 152
*Podzol* Freighter, 114
*Polo* Merchant Scout, 163
*Porion* Passenger Liner, 46
*Powsan* Bulk Freighter, 18
*Qanat* Bulk Tanker, 46
*Quotal* Tramp Trader, 146
*Radzhon* Liner, 114
*Rikiamid* Bulk Freighter, 146
*Saniyat* Merchant, 19
*Selanai* Armed Liner, 160
*Selonian* Passenger Liner, 153
*Shandian* Express Liner, 50
*Shonava* Free Trader, 19
*Tedoaraq* Liner, 147
*Teshia* Bulk Tanker, 147
*Therania* Luxury Liner, 153
*Tiiyase* Clan Liner, 2
*Tirrock* Freighter, 116
*Tolley* Subsidized Merchant, 46
*Toves* Bulk Freighter, 160
*Trabatch* Express Liner, 232
*Traske* Freighter, 97
*Triku* Subsidized Aquatic Liner, 47
*Tsenjia* Freighter, 154
*Tslechdael* Freighter, 230
*Umburko* Subsidized Liner, 147
*Vanderpelt* Luxury Liner, 161
*Vloshr* Frontier Trader, 230
*Vstabr* Freighter, 231
*Waatr* Freighter, 8
*Wain* Freighter, 99
*Warrien* Megafreighter, 50
*Wekorgki* Freighter, 19
*Werimazh* Merchant, 20
*Wiiznam* Freighter, 148
*Wilberton* Subsidized Merchant, 51
*Wirlas* Exploratory Trader, 164
*Wolfram* Freighter, 20
*Xeek'krir* Freighter, 215
*Yamakma* Freighter, 51
*Yarmouth* Frontier Trader, 47
*Yuexiu* Luxury Liner, 51
*Zeramine* Trade Pioneer, 167

*Zhdiechranj* Liner, 232
**Miscellaneous Ships**
*Baboon* Scoopship, 210
*Bethune* Hospital Ship, 70
*Bralonné* Mobile University, 172
*Brass Goat* Filibuster, 168
*Chiral* Lab Ship, 165
*Corannis* Dropship, 60
*Drachplitl* Diplomatic Yacht, 233
*Drauna* Relief Vessel, 181
*Étienne* Missionary Ship, 168
*Ewos* Q-Ship, 176
*Firal* Tanker, 174
*Furgal* Blockade Runner, 158
*Gifan* Hospital Ship, 119
*Ingham* Missionary Ship, 55
*Isabella* Merchant Pioneer, 22
*Kagarin* Exploratory Trader, 23
*Krikalum* Jump Tug, 169
*Kwakwaka'kwan* Astrophysical Research Centre, 165
*Levmar* Fuel Station, 171
*M'gee* Maintenance Tender, 63
*Malthus* Lab Ship, 52
*Mendel* Embassy Ship, 9
*Nostrii* Science Scout, 162
*Pekherni* Observatory, 166
*Polo* Merchant Scout, 163
*Quorum* Assembly Hall, 24
*Rori* Asteroid Miner, 169
*Titanic* Resettlement Vessel, 170
*Tubigan* Fuel Station, 56
*Volancia* Fuel Station, 120
*Wirimethar* Treatment Vessel, 173
*Wirlas* Exploratory Trader, 164
*Zandrak* Safari Ship, 170
*Zeramine* Trade Pioneer, 167
**Monitors**
*Arigail* Monitor, 85
*Axar* Monitor, 86
*Eimenstaal* Monitor, 102
*Jarlburg* Monitor, 105
*Victrix* Monitor, 81
**Planetoid Ships**
*Rochelle* Monitor, 203
*Stunnenge* Stealth Monitor, 201
**Scouts**
*Beringiara* Exploratory Cruiser, 21
*Buuxkkriir* Scout, 216
*Celestine Ranger* Long-Range Scout, 117
*don Hannon* Survey Scout, 52
*Flinton* Scout, 117
*Geist* Deep Scout, 183
*Horrimba* Survey Ship, 22
*Isabella* Merchant Pioneer, 22
*Jheron* Scoutship, 164
*Kagarin* Exploratory Trader, 23
*Maynard* Interstellar Scout, 118
*Nostrii* Science Scout, 162
*Oskrip* Droyne Scout, 162
*Otter* Survey Scout, 52
*Perimire* Lab Ship, 53
*Polo* Merchant Scout, 163
*Pugilist* Combat Scout, 190
*Ssaybom* Exploration Cruiser, 204
*S-XL* Long Range Scout, 191
*Tête Jaune* Survey Ship, 53
*Tsinmao* Armed Scout, 3
*Verukin* Research Station, 54
*Voidtrekker* Rift Scout, 167
*Vuki* Intruder Scout, 194
*Zeramine* Trade Pioneer, 167
**Small Craft**
*Aekguthang* Assault Cutter, 228
*Ahira* Lander, 7
*Albion* Shuttle, 132
*Alderan* Scoopship, 208
*Alquere* Light Fighter, 25
*Angbar* Heavy Fighter, 107
*Anlo* Light Fighter, 69
*Aregian* Aerospace Fighter, 26
*Ariklon* Runabout, 110
*Astra* Launch, 34
*Banshee* Light Fighter, 202
*Barlax* Assault Lander, 205
*Barlax II* Assault Lander, 208
*Barlax III* Assault Lander, 210
*Batoche* Regimental Lander, 88
*Bayonet* Assault Fighter, 58
*Bermurdatu* Assault Fighter, 70
*Bernhard* Launch, 92
*Berry* Extraction Cutter, 210
*Bilastri* Runabout, 211
*Bituin* Launch, 34
*Buhkuu!* Fighter, 218
*Bunter* Gig, 88
*Burtoine* Escort Fighter, 59
*Cherpow* Runabout, 205
*Chiang* Launch, 132
*Chiitaa* Fast Launch, 206
*Christoff* Shuttle, 205
*Chunrong* Launch, 92
*Citadel* Heavy Fighter, 180
*Clorthal* Customs Cutter, 206
*Comrade Hudson* Friendship Lander, 132
*Cordera* Lander, 92
*Dalgriesh* Fuel Shuttle, 133
*Danci* Medivac Launch, 135
*Daoguan* Scoopship, 34
*Degyrre* Armed Shuttle, 88
*Dermik* Launch, 206
*Dielle* Launch, 133
*Dieppe* Assault Lander, 89
*Driim* Gig, 245
*Drimburg* Launch, 110
*Dsarpa* Fast Shuttle, 211
*Dumont* Assault Lander, 211
*Echpozh* Armed Gig, 238
*Eiwiyfti* Launch, 7
*Elding* Light Fighter, 103
*Eriimar* Fighter, 243
*Estevan* Cutter, 92
*Falkon* Cargo Lighter, 89
*Fearaow* Light Fighter, 5
*Felar* Runabout, 208
*Fellbane* Orbital Defense Fighter, 103
*Fierbolg* Shuttle, 110
*Firefly* Light Fighter, 27
*Forsan* Torpedo Boat, 122
*Fortress* Assault Fighter, 182
*Freidland* Light Fighter, 103
*Fromin* Launch, 89
*Ftearou* Aerospace Fighter, 6
*Fury* Fighter, 123
*Gaobei* Fuel Shuttle, 133
*Gartin* Shuttle, 89
*Gheilfa* Aerospace Fighter, 203
*Gnaakhrr* Fighter, 219
*Gnat* Light Fighter, 197
*Gorgon* Fighter, 27
*Gremmii* Launch, 245
*Grumpére* Runabout, 93
*Guirion* Launch, 208
*Gunga* Medevac Lander, 93
*Hapawín* Scoopship, 90
*Harpy* Aerospace Fighter, 86
*Hecate* Light Fighter, 124
*Helm* Fighter, 105
*Hfyeakh* Heavy Fighter, 6
*Hobbes* Heavy Fighter, 28
*Holmgar* Launch, 111
*Hudson* Lander, 133
*Hudson's Revenge* Dropship, 134
*Hun* Light Fighter, 75
*Hyena* Medium Fighter, 28
*Ibex* Fast Shuttle, 90
*Imp* Patrol Fighter, 62
*Jackson* Military Launch, 209
*Jheraffe* Launch, 135
*Joqlsha'* Fighter, 236
*Juandao* Fast Shuttle, 93
*Jumo* Heavy Fighter, 197
*Khachya* Medium Fighter, 6
*Kianti* Fast Launch, 93
*Kraki* Assault Cutter, 211
*Kyzan* Armed Shuttle, 206
*Laadn* Light Fighter, 244
*Langsdale* Attack Fighter, 63
*Leyden* Fighter, 125
*Luzon* Aerospace Fighter, 76
*MacDonnell* Assault Lander, 90
*Malicore* Fuel Shuttle, 134
*Marstrom* Launch, 209
*Mei* Fast Launch, 94

*Mercer* Gig, 209
*Meritrix* Ships Boat, 134
*Miao* Runabout, 94
*Midge* Light Fighter, 198
*Mjolnir* Heavy Fighter, 126
*Mobus* Shuttle, 94
*Mulai* Pinnace, 35
*Murka* Combat Shuttle, 212
*Murshtai* Heavy Fighter, 84, 126
*Olmeka* Heavy Fighter, 65
*Oskra* Shuttle, 212
*Pascolle* Shuttle, 35
*Penguin* Shuttle, 90
*Petros* Heavy Fighter, 85
*Polakki* Shuttle, 91
*Prenei* Scoopship, 207
*Quero* Assault Lander, 209
*Quintalia* Pinnace, 35
*Ravning Eng* Torpedo Boat, 105
*Ri'krung* Heavy Fighter, 220
*Rorke* Cargo Lighter, 91
*Sarta* Armoured Launch, 91
*Scanlon* Assault Cutter, 35
*Schwartzhild* Fuel Shuttle, 111
*Seragh* Cutter, 228
*Sharffe* Combat Shuttle, 207
*Shebzhinj* Launch, 238
*Shinzang* Shuttle, 134
*Skorzh* Aerospace Fighter, 226
*Skyskipper* Launch, 36
*Sprokket* Gig, 135
*Steadfast* Medium Fighter, 66
*Steffern* Assault Lander, 94
*Storch* Aerospace Fighter, 106
*Sturm* Light Fighter, 106
*Sumartil* Shuttle, 36
*Synjon* Runabout, 91
*Tartar* Heavy Fighter, 80
*Tezhmacht* Fighter, 237
*Tralsa* Gig, 212
*Traynor* Armed Gig, 212
*Trechiang* Fast Gig, 213
*Trikon* Aerospace Fighter, 66
*Uruq* Medium Fighter, 204
*Valkyrie* Assault Fighter, 107
*Vampire* Strike Fighter, 31
*Vengeance* Heavy Fighter, 80
*Virtax* Light Fighter, 84
*Vixen* Armed Gig, 95
*Vorsk* Light Fighter, 227
*Waoroa* Launch, 135
*Warbler* Runabout, 207
*Wategil* Shuttle, 136
*Wylbur* Ultra-Heavy Fighter, 195
*Xenos* Fast Launch, 36
*Yarrow* Scoopship, 213
*Zentak* Runabout, 207
*Zharcal* Lander, 11
*Ziicol* Lander, 11
*Ziicu* Lander, 11

**Subsidized Merchants**

*Ariasa* Subsidized Packet, 156
*Arisha* Subsidized Merchant, 149
*Bharapar* Subsidized Merchant, 141
*Grouther* Subsidized Merchant, 143
*Luusitar* Subsidized Liner, 158
*Mauripo* Subsidized Merchant, 159
*Tolley* Subsidized Merchant, 46
*Triku* Subsidized Aquatic Liner, 47
*Umburko* Subsidized Liner, 147
*Wilberton* Subsidized Merchant, 51

**System Defense Boats**

*Avoram* System Defense Boat, 85
*Bølgebryter* System Defense Monitor, 107
*Dervish* System Defense Boat, 122
*Dremheim* System Defense Boat, 102
*Featherstone* System Defense Boat, 202
*Frenrik* System Defense Boat, 104
*Gefros* System Defense Boat, 202
*Gundong* System Defense Boat, 86
*Irbak* System Defense Boat, 203
*Irumskla* Defense Platform, 197
*Joritz* System Defense Boat, 197
*Kuomsi* System Defense Boat, 87
*Mayskyu* System Defense Boat, 196
*Miiriimak* Monitor, 199
*Nova's Roar* System Defense Boat, 199
*Premia* System Defense Boat, 199
*Purvaine* System Defense Boat, 87
*Rochelle* Monitor, 203
*Shintaka* System Defense Boat, 200
*Stunnenge* Stealth Monitor, 201
*Verdamt* System Defense Boat, 196

**Traders**

*Aahn Sook* Freighter, 37
*Aardvark* Trader, 38
*Ankrak* Freighter, 229
*Annek* Frontier Trader, 13
*Astron* Express Trader, 156
*Baarnekki* Fast Trader, 149
*Bargam* Tramp Trader, 140
*Borodin* Trader, 13
*Braydikor* Trader, 230
*Fedmist* Droyne Trader, 142
*Kagarin* Exploratory Trader, 23
*Kebianj* Trader, 49
*Khershwan* Trader, 222
*Klastao* Far Trader, 151
*Komar* Free Trader, 158
*Madiis* Trader, 223
*Meredith* Trader, 50
*Nahiin* Trader, 145
*Newcombe* Trader, 44
*Olythnos* Trader, 45
*Quotal* Tramp Trader, 146
*Shonava* Free Trader, 19
*Vloshr* Frontier Trader, 230
*Wirlas* Exploratory Trader, 164
*Yarmouth* Frontier Trader, 47

**Transports**

*Ftenrik* Fleet Transport, 182
*Horsham* Transport, 61
*Lethe* Troop Transport, 175
*Lochain* Armed Transport, 63
*Polesta* Troopship, 175
*Purtin* Transport, 177
*Wolston* Fleet Transport, 81

**Warships**

*Alderbaran* Heavy Cruiser, 68
*Arakangma* Picket Destroyer, 121
*Arasfor* Destroyer, 101
*Arduin* Light Cruiser, 26
*Arigail* Monitor, 85
*Armageddon* Bombardment Cruiser, 57
*Artikus* Frigate Ship, 69
*Auldwich* Light Destroyer, 58
*Axar* Monitor, 86
*Barlax* Assault Lander, 205
*Barlax II* Assault Lander, 208
*Barlax III* Assault Lander, 210
*Basilos* Pocket Cruiser, 69
*Batoche* Regimental Lander, 88
*Beowulf* Greater Dreadnought, 101
*Beraasi* Light Battle Rider, 178
*Berghoff* Missile Boat, 58
*Beringiara* Exploratory Cruiser, 21
*Berry* Extraction Cutter, 210
*Bilanos* Patrol Frigate, 179
*Birkenhead* Troopship, 59
*Bliaprlinzh* Strike Destroyer, 235
*Bølgebryter* System Defense Monitor, 107
*Booxk* Cruiser, 218
*Bopamo* Light Carrier, 121
*Brighton* Battleship, 179
*Brildan* Heavy Destroyer, 176
*Cadiz* Fast Destroyer, 71
*Cardeani* Frigate, 179
*Chericún* Close Escort, 71
*Cholath* Destroyer, 174
*Citadel* Heavy Fighter, 180
*Congreve* Missile Boat, 59
*Corannis* Dropship, 60
*Curzon* Destroyer, 72
*Cytos* Corvette, 180
*Dartmouth* Patrol Frigate, 60, 62
*Dauntless* Light Cruiser, 27
*Defiance* Light Cruiser, 180
*Dieppe* Assault Lander, 89
*Drakgki* Destroyer, 196

*Dremheim* System Defense Boat, 102
*Drianjdaqr* Destroyer, 235
*Dumont* Assault Lander, 211
*Eimenstaal* Monitor, 102
*Eitehr* Frigate, 5
*Ewos* Q-Ship, 176
*Exierge* Corvette, 72
*Farrowlaine* Light Cruiser, 122
*Featherstone* System Defense Boat, 202
*Fenross* Destroyer, 73
*Feramé* Close Escort, 73
*Fermouche* Escort Frigate, 61
*Flamboyant Monkey* Frontier Cruiser, 181
*Formaine* Destroyer, 74
*Frederik Magnus* Corvette, 123
*Frenrik* System Defense Boat, 104
*Fury* Fleet Escort, 182
*Garyan* Corvette, 183
*Gefros* System Defense Boat, 202
*Geist* Deep Scout, 183
*Gemin* Close Escort, 10
*Gherain* Corvette, 177
*Gordian* Frigate, 74
*Grendel* Lesser Dreadnought, 104
*Guanxou* Light Cruiser, 123
*Gvergh* Assault Cruiser, 226
*Gzong!xk* Dreadnought, 219
*Hardestii* Fleet Escort, 183
*Haritti* Battlecruiser, 184
*Hawk* Destroyer Escort, 185
*Holgrim* Fleet Destroyer, 108
*Hoplite* Close Escort, 61, 64
*Hvort* Pocket Dreadnought, 108
*Iechtekl* Intelligence Frigate, 236
*Intrepid* Cruiser, 62
*Irbak* System Defense Boat, 203
*Irumskla* Defense Platform, 197
*Irushma* Patrol Frigate, 186
*Jarlburg* Monitor, 105
*Jiao* Missile Boat, 124
*Joritz* System Defense Boat, 197
*Jupiter* Frigate, 75
*K!kreer* Light Cruiser, 219
*Kayatenga* Destroyer, 75
*Kerriman* Lancer, 28
*Khartoom* Frigate, 128
*Khorfooz* Raider, 227
*Kieran* Battle Rider, 187
*Kisrud* Escort, 243
*Korascant* Battle Tender, 187
*Korkii* Destroyer, 244
*Kosigar* Pocket Carrier, 62
*Kraki* Assault Cutter, 211
*Kroydon* Droyne Cruiser, 198
*Kurrigan* Destroyer, 76
*Kuru* Patrol Frigate, 188
*Ladawan* Corvette, 177
*Lethe* Troop Transport, 175
*Lomba* Light Destroyer, 76
*MacDonnell* Assault Lander, 90
*Maikuku* Missile Boat, 125
*Makiki* Frigate, 129
*Malagant* Battle Rider, 189
*Maniakes* Close Escort, 61, 64
*Marathon* Courier, 125
*Megalith* Battle Station, 198
*Melbourne* Close Escort, 64
*Miiriimak* Monitor, 199
*Miotos* Battleship, 65
*mMoshnda* Corvette, 129
*Monarch* Battleship, 29
*Monfraki* Dropship, 189
*Murka* Combat Shuttle, 212
*Murrain* Battleship, 77
*Nexus* Battleship, 29
*Nguyen* Strike Cruiser, 130
*Nova's Roar* System Defense Boat, 199
*Orman* Destroyer, 30
*Osiron* Destroyer, 190
*Palsson* Light Battle Rider, 77
*Pheidippides* Imperial Courier, 190
*Polesta* Troopship, 175
*Premia* System Defense Boat, 199
*Prince Hal* Cruiser, 30
*Pteron* Battle Cruiser, 78
*Pugilist* Combat Scout, 190
*Pugnacious* Battle Cruiser, 66
*Puyan* Frigate, 126
*Qi Wuan* Frigate, 78
*Razruzhenye* Assault Carrier, 79
*Reimon* Lancer, 31
*Rochelle* Monitor, 203
*Roin* Close Escort, 79
*Ruuxkr!* Escort, 220
*Sadmani* Corvette, 178
*Shibaash* Light Cruiser, 244
*Shintaka* System Defense Boat, 200
*Shtiabr* Intelligence Frigate, 236
*Shtiabrisht* Destroyer, 237
*Slakter* Assault Cruiser, 106
*Slean* Light Cruiser, 31
*Solon* Battlecruiser, 191
*Ssaybom* Exploration Cruiser, 204
*Stromali* Escort Destroyer, 192
*Stunnenge* Stealth Monitor, 201
*Sveinhelm* Assault Carrier, 108
*Temaughi* Corvette, 192
*Thespia* Destroyer, 192
*Tlach'dev* Destroyer, 237
*Torambu* Frigate, 130
*Traskon* Assault Carrier, 193
*Trondheim* Lancer, 109
*Ubervisch* Commerce Raider, 67
*Uramikaa* Corvette, 193
*Uxkoong* Frigate, 220
*Valeria* Light Cruiser, 80
*Velroi* Escort Destroyer, 61, 67
*Victrix* Monitor, 81
*Viodak* Light Carrier, 194
*von Braun* Missile Boat, 81
*Vuki* Intruder Scout, 194
*Warhoud* Assault Carrier, 195
*Warhound* Light Cruiser, 82
*Warspite* Armoured Cruiser, 32
*Weige* Battle Rider, 82
*Weiming* Destroyer, 131
*Wylbur* Ultra-Heavy Fighter, 195
*Xerxes* Battleship, 32
*Xianghou* Destroyer, 68
*Xing!kir* Light Cruiser, 221
*Yelsyn* Frigate, 195
*Yi Ku Si Tian* Battle Rider, 83
*Yultaka* Escort, 33
*Zaggal* Destroyer, 33
*Zhounang* Cruiser, 127

**Yachts**

*Brass Goat* Filibuster, 168
*Cardos* Fast Yacht, 172
*Drachplitl* Diplomatic Yacht, 233
*Faunel* Yacht, 55
*Frydja* Yacht, 100
*Gothick* Yacht, 170
*Jiruja* Luxury Yacht, 24
*Kerridy* Yacht, 56
*Kirallian* Yacht, 120
*Krykos* Yacht, 120
*Larilla* Yacht, 171
*Mallory* Racing Yacht, 172
*Moonii* Luxury Yacht, 173
*Murbles* Luxury Yacht, 169
*Tch'atl* Yacht, 234
*Yaero* Hunting Yacht, 4

# Tech Levels

**GTL 9**

*Akkangs* Bulk Freighter, 112
*Albion* Shuttle, 132
*Anapalna* Transport, 113
*Aqamtan* Passenger Liner, 113
*Arakangma* Picket Destroyer, 121
*Arasfor* Destroyer, 101
*Ariklon* Runabout, 110
*Beowulf* Greater Dreadnought, 101
*Bopamo* Light Carrier, 121
*Celestine Ranger* Long-Range Scout, 117
*Chiang* Launch, 132
*Christoff* Shuttle, 205
*Comrade Hudson* Friendship Lander, 132
*Dalgriesh* Fuel Shuttle, 133
*Dervish* System Defense Boat, 122
*Dielle* Launch, 133
*Drakon* Fighter, 102

*Dremheim* System Defense Boat, 102
*Drimburg* Launch, 110
*Eimenstaal* Monitor, 102
*Einkhuissen* Express Liner, 96
*Ekorn* Liner, 97
*Elding* Light Fighter, 103
*Farrowlaine* Light Cruiser, 122
*Fellbane* Orbital Defense Fighter, 103
*Fierbolg* Shuttle, 110
*Flinton* Scout, 117
*Forsan* Torpedo Boat, 122
*Frederik Magnus* Corvette, 123
*Frenrik* System Defense Boat, 104
*Frydja* Yacht, 100
*Fury* Fighter, 123
*Gaobei* Fuel Shuttle, 133
*Grendel* Lesser Dreadnought, 104
*Guanxou* Light Cruiser, 123
*Hecate* Light Fighter, 124
*Helm* Fighter, 105
*Holmgar* Launch, 111
*Huata* Fighter, 124
*Hudson* Lander, 133
*Hudson's Revenge* Dropship, 134
*Jarlburg* Monitor, 105
*Jiao* Missile Boat, 124
*Kaupali* Liner, 113
*Kirallian* Yacht, 120
*Kjerre* Freighter, 97
*Krykos* Yacht, 120
*Leyden* Fighter, 125
*Maikuku* Missile Boat, 125
*Malicore* Fuel Shuttle, 134
*Marathon* Courier, 125
*Maynard* Interstellar Scout, 118
*Mayskyu* System Defense Boat, 196
*Meritrix* Ships Boat, 134
*Mjolnir* Heavy Fighter, 126
*Murshtai* Heavy Fighter, 84, 126
*Podzol* Freighter, 114
*Puyan* Frigate, 126
*Radzhon* Liner, 114
*Raupi* Light Fighter, 127
*Ravning Eng* Torpedo Boat, 105
*Schwartzhild* Fuel Shuttle, 111
*Shinzang* Shuttle, 134
*Slakter* Assault Cruiser, 106
*Sorpan* Research Station, 118
*Storch* Aerospace Fighter, 106
*Sturm* Light Fighter, 106
*Traske* Freighter, 97
*Valkyrie* Assault Fighter, 107
*Verdamt* System Defense Boat, 196
*Virtax* Light Fighter, 84
*Volancia* Fuel Station, 120
*Ye* Fighter, 127
*Zhounang* Cruiser, 127

**GTL10**
*Aablan* Freighter, 137
*Aahn Sook* Freighter, 37
*Aardvark* Trader, 38
*Adadese* Freighter, 239
*Aekguthang* Assault Cutter, 228
*Ahira* Lander, 7
*Akahyeka* Freighter, 12
*Akossa* Freighter, 138
*Alquere* Light Fighter, 25
*Amiotti* Freighter, 13
*Angbar* Heavy Fighter, 107
*Anhk* Merchant, 138
*Ankrak* Freighter, 229
*Annek* Frontier Trader, 13
*Antillé* Trader, 39
*Aramine* Liner, 139
*Arduin* Light Cruiser, 26
*Aregian* Aerospace Fighter, 26
*Arigail* Monitor, 85
*Armageddon* Bombardment Cruiser, 57
*Ashurar* Freighter, 240
*Astra* Launch, 34
*Atmaiu* Liner, 39
*Augustus Deo* Fast Liner, 40
*Auldwich* Light Destroyer, 58
*Bargam* Tramp Trader, 140
*Bariidin* Armed Liner, 240
*Barlax* Assault Lander, 205
*Barton* Freighter, 41
*Batoche* Regimental Lander, 88
*Bayonet* Assault Fighter, 58
*Bercovia* Express Liner, 140
*Bergen* Freighter, 141
*Berghoff* Missile Boat, 58
*Beringiara* Exploratory Cruiser, 21
*Bharapar* Subsidized Merchant, 141
*Birkenhead* Troopship, 59
*Bisri* Courier, 242
*Bituin* Launch, 34
*Bølgebryter* System Defense Monitor, 107
*Booxk* Cruiser, 218
*Borghini* Luxury Liner, 41
*Borman* Liner, 41
*Borodin* Trader, 13
*Brass Goat* Filibuster, 168
*Braydikor* Trader, 230
*Buhkuu!* Fighter, 218
*Bunter* Gig, 88
*Burrang* Freighter, 214
*Burtoine* Escort Fighter, 59
*Buuxkkriir* Scout, 216
*Cairngorm* Cluster Liner, 42
*Chamisollia* Liner, 142
*Cherpow* Runabout, 205
*Chiitaa* Fast Launch, 206
*Chiyami* Clan Freighter, 1
*Cholath* Destroyer, 174
*Clorthal* Customs Cutter, 206
*Congreve* Missile Boat, 59
*Corannis* Dropship, 60
*Crellar* Strike Fighter, 128
*Danci* Medivac Launch, 135
*Daoguan* Scoopship, 34
*Dartmouth* Patrol Frigate, 60
*Dauntless* Light Cruiser, 27
*Degyrre* Armed Shuttle, 88
*Dermik* Launch, 206
*Dieppe* Assault Lander, 89
*Djian* Armed Liner, 14
*don Hannon* Survey Scout, 52
*Drakgki* Destroyer, 196
*Driim* Gig, 245
*Eitehr* Frigate, 5
*Eiwiyfti* Launch, 7
*Erashmii* Merchant, 240
*Eriimar* Fighter, 243
*Esaggal* Merchant, 241
*Étienne* Missionary Ship, 168
*Falkon* Cargo Lighter, 89
*Fallowfield* Express Liner, 14
*Faunel* Yacht, 55
*Fearaow* Light Fighter, 5
*Fedmist* Droyne Trader, 142
*Firal* Tanker, 174
*Firefly* Light Fighter, 27
*Fornast* Subsidized Liner, 15
*Frenatti* Freighter, 15
*Fromin* Launch, 89
*Ftearou* Aerospace Fighter, 6
*Galak* Megafreighter, 42
*Gartin* Shuttle, 89
*Gemin* Close Escort, 10
*Gentrill* General Freighter, 15
*Gifan* Hospital Ship, 119
*Gkeerak* Freighter, 215
*Gnaakhrr* Fighter, 219
*Gnat* Light Fighter, 197
*Gnortz* Freighter, 143
*Gorgon* Fighter, 27
*Gremmii* Launch, 245
*Grothar* Freighter, 16
*Grouther* Subsidized Merchant, 143
*Gurrak* Megafreighter, 144
*Gvergh* Assault Cruiser, 226
*Gzong!xk* Dreadnought, 219
*Hapawín* Scoopship, 90
*Haripashan* Armed Liner, 115
*Hfiatlais* Freighter, 2
*Hfyeakh* Heavy Fighter, 6
*Hobbes* Heavy Fighter, 28
*Holgrim* Fleet Destroyer, 108
*Horrimba* Survey Ship, 22
*Horsham* Transport, 61
*Huanying* Megafreighter, 42

*Hvort* Pocket Dreadnought, 108
*Hyena* Medium Fighter, 28
*Ibex* Fast Shuttle, 90
*Imp* Patrol Fighter, 62
*Ingham* Missionary Ship, 55
*Intrepid* Cruiser, 62
*Iridescent Poodle* Combat Liner, 43
*Irumskla* Defense Platform, 197
*Isabella* Merchant Pioneer, 22
*Jelnai* Armed Freighter, 144
*Jheraffe* Launch, 135
*Jiruja* Luxury Yacht, 24
*Jordain* Escort Fighter, 128
*Joritz* System Defense Boat, 197
*Jumo* Heavy Fighter, 197
*K!kreer* Light Cruiser, 219
*Kagarin* Exploratory Trader, 23
*Karin* Cluster Liner, 144
*Kerriman* Lancer, 28
*Khachya* Medium Fighter, 6
*Khartoom* Frigate, 128
*Khershwan* Trader, 222
*Kibalim* Liner, 43
*Kisrud* Escort, 243
*Kjerre II* Freighter, 98
*Knorr* Freighter, 98
*Knossos* Liner, 16
*Korkii* Destroyer, 244
*Kosigar* Pocket Carrier, 62
*Krikalum* Jump Tug, 169
*Kroydon* Droyne Cruiser, 198
*Kyzan* Armed Shuttle, 206
*Laadn* Light Fighter, 244
*Laksihusal* Freighter, 115
*Langsdale* Attack Fighter, 63
*Lebiand* Economy Liner, 43
*Lethe* Troop Transport, 175
*Lochain* Armed Transport, 63
*M'gee* Maintenance Tender, 63
*MacDonnell* Assault Lander, 90
*MacIlravey* Bulk *MacIlravey*-class Bulk Freighter, 16
*Madiis* Trader, 223
*Makiki* Frigate, 129
*Malthus* Lab Ship, 52
*Maniakes* Close Escort, 61, 64
*Marrak* Express Liner, 116
*Massiirka* Gunned Freighter, 241
*Megalith* Battle Station, 198
*Melbourne* Close Escort, 64
*Meramine* General Freighter, 17
*Midge* Light Fighter, 198
*Miiriimak* Monitor, 199
*Miotos* Battleship, 65
*Miserigamé* Freighter, 17
*mMoshnda* Corvette, 129
*Monarch* Battleship, 29
*Monnin* Freighter, 44
*Morag* Ore Transport, 145
*Muirhead* Economy Liner, 44
*Mulai* Pinnace, 35
*Mullet* Merchant Liner, 17
*Murbles* Luxury Yacht, 169
*Murpak* Freighter, 145
*Murphy* Freighter, 18
*Nahiin* Trader, 145
*Newcombe* Trader, 44
*Nexus* Battleship, 29
*Nguyen* Strike Cruiser, 130
*Nimingbujuming* General Merchant, 45
*Nostrii* Science Scout, 162
*Nova's Roar* System Defense Boat, 199
*Olmeka* Heavy Fighter, 65
*Olythnos* Trader, 45
*Orman* Destroyer, 30
*Orshesk* Freighter, 18
*Oskrip* Droyne Scout, 162
*Otter* Survey Scout, 52
*Oytrist* Merchant, 146
*Pascolle* Shuttle, 35
*Penguin* Shuttle, 90
*Petros* Heavy Fighter, 85
*Polakki* Shuttle, 91
*Polesta* Troopship, 175
*Polo* Merchant Scout, 163
*Porion* Passenger Liner, 46
*Powsan* Bulk Freighter, 18
*Premia* System Defense Boat, 199
*Prenei* Scoopship, 207
*Prince Hal* Cruiser, 30
*Pugnacious* Battle Cruiser, 66
*Qanat* Bulk Tanker, 46
*Quintalia* Pinnace, 35
*Quorum* Assembly Hall, 24
*Quotal* Tramp Trader, 146
*Reimon* Lancer, 31
*Ri'krung* Heavy Fighter, 220
*Rikiamid* Bulk Freighter, 146
*Rori* Asteroid Miner, 169
*Rorke* Cargo Lighter, 91
*Ruuxkr!* Escort, 220
*Saniyat* Merchant, 19
*Sarta* Armoured Launch, 91
*Scanlon* Assault Cutter, 35
*Seragh* Cutter, 228
*Sharffe* Combat Shuttle, 207
*Shibaash* Light Cruiser, 244
*Shintaka* System Defense Boat, 200
*Shonava* Free Trader, 19
*Skorzh* Aerospace Fighter, 226
*Skyskipper* Launch, 36
*Slean* Light Cruiser, 31
*Sprokket* Gig, 135
*Steadfast* Medium Fighter, 66
*Stunnenge* Stealth Monitor, 201
*Sumartil* Shuttle, 36
*Sveinhelm* Assault Carrier, 108
*Synjon* Runabout, 91
*Tch'atl* Yacht, 234
*Tedoaraq* Liner, 147
*Teshia* Bulk Tanker, 147
*Tête Jaune* Survey Ship, 53
*Tiiyase* Clan Liner, 2
*Tirrock* Freighter, 116
*Titanic* Resettlement Vessel, 170
*Tolley* Subsidized Merchant, 46
*Torambu* Frigate, 130
*Trikon* Aerospace Fighter, 66
*Triku* Subsidized Aquatic Liner, 47
*Trondheim* Lancer, 109
*Tsinmao* Armed Scout, 3
*Tslechdael* Freighter, 230
*Tubigan* Fuel Station, 56
*Ubervisch* Commerce Raider, 67
*Umburko* Subsidized Liner, 147
*Uxkoong* Frigate, 220
*Vampire* Strike Fighter, 31
*Velroi* Escort Destroyer, 61
*Velroi* Escort Destroyer, 67
*Vloshr* Frontier Trader, 230
*Vorsk* Light Fighter, 227
*Vstabr* Freighter, 231
*Wain* Freighter, 99
*Waoroa* Launch, 135
*Warbler* Runabout, 207
*Warspite* Armoured Cruiser, 32
*Wategil* Shuttle, 136
*Weiming* Destroyer, 131
*Wekorgki* Freighter, 19
*Werimazh* Merchant, 20
*Wiiznam* Freighter, 148
*Wirlas* Exploratory Trader, 164
*Wolfram* Freighter, 20
*Xeek'krir* Freighter, 215
*Xeer'rr* Courier, 216
*Xenos* Fast Launch, 36
*Xerxes* Battleship, 32
*Xianghou* Destroyer, 68
*Xing!kir* Light Cruiser, 221
*Yaero* Hunting Yacht, 4
*Yarmouth* Frontier Trader, 47
*Yultaka* Escort, 33
*Zaggal* Destroyer, 33
*Zandrak* Safari Ship, 170
*Zentak* Runabout, 207
*Zhincao* Strike Fighter, 131

**GTL11**

*Aakross* Merchant, 148
*Alderan* Scoopship, 208
*Alderbaran* Heavy Cruiser, 68
*Anlo* Light Fighter, 69
*Arika* Bulk Tanker, 148
*Arisha* Subsidized Merchant, 149
*Artikus* Frigate, 69
*Avoram* System Defense Boat, 85

*Axar* Monitor, 86
*Baarnekki* Fast Trader, 149
*Barlax II* Assault Lander, 208
*Basilos* Pocket Cruiser, 69
*Bermurdatu* Assault Fighter, 70
*Bernhard* Launch, 92
*Bethune* Hospital Ship, 70
*Bliaprlinzh* Strike Destroyer, 235
*Brildan* Heavy Destroyer, 176
*Cadiz* Fast Destroyer, 71
*Chericún* Close Escort, 71
*Chunrong* Launch, 92
*Cordera* Lander, 92
*Cumberbère* Express Liner, 47
*Curzon* Destroyer, 72
*Dezdinsh* Courier, 233
*Drachplitl* Diplomatic Yacht, 233
*Dragger* Bulk Freighter, 149
*Drianjdaqr* Destroyer, 235
*Echpozh* Armed Gig, 238
*Egoyan* Express Liner, 150
*Enzhyiench* Freighter, 231
*Estevan* Cutter, 92
*Ewos* Q-Ship, 176
*Exierge* Corvette, 72
*Featherstone* System Defense Boat, 202
*Felar* Runabout, 208
*Fenross* Destroyer, 73
*Feramé* Close Escort, 73
*Formaine* Destroyer, 74
*Freidland* Light Fighter, 103
*Gelliam* Express Freighter, 150
*Gherain* Corvette, 177
*Gordian* Frigate, 74
*Gothick* Yacht, 170
*Grandison* Luxury Liner, 48
*Grumpére* Runabout, 93
*Guirion* Launch, 208
*Gundong* System Defense Boat, 86
*Gunga* Medevac Lander, 93
*Harpy* Aerospace Fighter, 86
*Hun* Light Fighter, 75
*Iechtekl* Intelligence Frigate, 236
*Intatungula* Courier, 53
*Jackson* Military Launch, 209
*Jheron* Scoutship, 164
*Joqlsha'* Fighter, 236
*Juandao* Fast Shuttle, 93
*Jufen* Liner, 48
*Jupiter* Frigate, 75
*Kamincha* Express Liner, 150
*Kayatenga* Destroyer, 75
*Kebianj* Trader, 49
*Kerridy* Yacht, 56
*Khorfooz* Raider, 227
*Kianti* Fast Launch, 93
*Klastao* Far Trader, 151
*Klepsidar* Freighter, 151
*Konglong* Megafreighter, 49
*Kriaplezh* Liner, 231
*Kuaidiyoujian* Courier, 53
*Kuomsi* System Defense Boat, 87
*Kurrigan* Destroyer, 76
*Ladawan* Corvette, 177
*Larilla* Yacht, 171
*Leviathan* Megafreighter, 49
*Levmar* Fuel Station, 171
*Lomba* Light Destroyer, 76
*Luzon* Aerospace Fighter, 76
*Malaarkii* Tanker, 151
*Marstrom* Launch, 209
*Mei* Fast Launch, 94
*Mercer* Gig, 209
*Meredith* Trader, 50
*Miao* Runabout, 94
*Mobus* Shuttle, 94
*Murrain* Battleship, 77
*Palsson* Light Battle Rider, 77
*Pelagros* Luxury Liner, 152
*Perimire* Lab Ship, 53
*Plimsoon* Courier, 54
*Poaknauri* Subsidized Liner, 152
*Pteron* Battle Cruiser, 78
*Purtin* Transport, 177
*Purvaine* System Defense Boat, 87
*Qi Wuan* Frigate, 78
*Quero* Assault Lander, 209
*Razruzhenye* Assault Carrier, 79
*Roin* Close Escort, 79
*Sadmani* Corvette, 178
*Selonian* Passenger Liner, 153
*Shandian* Express Liner, 50
*Shebzhinj* Launch, 238
*Shtiabr* Intelligence Frigate, 236
*Shtiabrisht* Destroyer, 237
*Steffern* Assault Lander, 94
*Tartar* Heavy Fighter, 80
*Tezhmacht* Fighter, 237
*Therania* Luxury Liner, 153
*Tlach'dev* Destroyer, 237
*Trabatch* Express Liner, 232
*Tsenjia* Freighter, 154
*Valeria* Light Cruiser, 80
*Vengeance* Heavy Fighter, 80
*Verukin* Research Station, 54
*Victrix* Monitor, 81
*Vixen* Armed Gig, 95
*von Braun* Missile Boat, 81
*Warhound* Light Cruiser, 82
*Warrien* Megafreighter, 50
*Weige* Battle Rider, 82
*Wilberton* Subsidized Merchant, 51
*Wolston* Fleet Transport, 81
*Yamakma* Freighter, 51
*Yi Ku Si Tian* Battle Rider, 83
*Yuexiu* Luxury Liner, 51
*Zhdiechranj* Liner, 232

**GTL12**

*Acipiter* Gunned Merchant, 154
*Ampi* Express Freighter, 155
*Andropal* Express Liner, 155
*Annecka* Corporate Courier, 164
*Apaline* Express Liner, 155
*Ariasa* Subsidized Packet, 156
*Astron* Express Trader, 156
*Baboon* Scoopship, 210
*Banshee* Light Fighter, 202
*Barlax III* Assault Lander, 210
*Belasmon* Liner, 157
*Beraasi* Light Battle Rider, 178
*Berry* Extraction Cutter, 210
*Bilanos* Patrol Frigate, 179
*Bilastri* Runabout, 211
*Bralonné* Mobile University, 172
*Brighton* Battleship, 179
*Cardeani* Frigate, 179
*Cardos* Fast Yacht, 172
*Chiral* Lab Ship, 165
*Citadel* Heavy Fighter, 180
*Cytos* Corvette, 180
*Defiance* Light Cruiser, 180
*Drauna* Relief Vessel, 181
*Dsarpa* Fast Shuttle, 211
*Dumont* Assault Lander, 211
*Empress Nicole* Cruise Liner, 157
*Flamboyant Monkey* Frontier Cruiser, 181
*Fortress* Assault Fighter, 182
*Ftenrik* Fleet Transport, 182
*Furgal* Blockade Runner, 158
*Fury* Fleet Escort, 182
*Garyan* Corvette, 183
*Gefros* System Defense Boat, 202
*Geist* Deep Scout, 183
*Gheilfa* Aerospace Fighter, 203
*Hardestii* Fleet Escort, 183
*Haritti* Battlecruiser, 184
*Hawk* Destroyer Escort, 185
*Irbak* System Defense Boat, 203
*Irushma* Patrol Frigate, 186
*Kieran* Battle Rider, 187
*Komar* Free Trader, 158
*Korascant* Battle Tender, 187
*Kraki* Assault Cutter, 211
*Kuru* Patrol Frigate, 188
*Kwakwaka'kwan* Astrophysical Research Centre, 165
*Lorden* Armed Courier, 188
*Luusitar* Subsidized Liner, 158
*Luustani* Liner, 159
*Malagant* Battle Rider, 189
*Mallory* Racing Yacht, 172
*Mauripo* Subsidized Merchant, 159
*Mendel* Embassy Ship, 9
*Monfraki* Dropship, 189
*Moonii* Luxury Yacht, 173

*Morath* Fast Courier, 165
*Murka* Combat Shuttle, 212
*Osiron* Destroyer, 190
*Oskra* Shuttle, 212
*Pekherni* Observatory, 166
*Permain* Freighter, 160
*Pheidippides* Imperial Courier, 190
*Pugilist* Combat Scout, 190
*Rochelle* Monitor, 203
*S'donath* Fast Courier, 166
*Selanai* Armed Liner, 160
*Solon* Battlecruiser, 191
*Ssaybom* Exploration Cruiser, 204
*Stromali* Escort Destroyer, 192
*S-XL* Long Range Scout, 191
*Temaughi* Corvette, 192
*Thespia* Destroyer, 192
*Toves* Bulk Freighter, 160
*Tralsa* Gig, 212
*Traskon* Assault Carrier, 193
*Traynor* Armed Gig, 212
*Trechiang* Fast Gig, 213
*Tulasukui* Courier, 166
*Uramikaa* Corvette, 193
*Uruq* Medium Fighter, 204
*Vanderpelt* Luxury Liner, 161
*Viodak* Light Carrier, 194
*Voidtrekker* Rift Scout, 167
*Vuki* Intruder Scout, 194
*Waatr* Freighter, 8
*Warhoud* Assault Carrier, 195
*Wirimethar* Treatment Vessel, 173
*Wylbur* Ultra-Heavy Fighter, 195
*Yarrow* Scoopship, 213
*Yelsyn* Frigate, 195
*Zeramine* Trade Pioneer, 167
*Zharcal* Lander, 11
*Ziicol* Lander, 11
*Ziicu* Lander, 11