

**SPACE OPERA:™**

# **SELDON'S COMPENDIUM OF STARCRAFT 2**

**STARSHIPS OF WAR**

**Azuriach**

**G.P.R.**

**Mercantile League**

**Terran (U.F.P.)**



**Edw.E.Simbalist**

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Scanned By:



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

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

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

### StarShip Class:

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

### Displacement:

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

### Complement:

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

### Sick Bay:

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

### Cargo Bays:

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

### Damage Control:

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

### Powerplant and Drives:

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

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

### Weapons Systems:

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

### Ammunition:

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

### Damage Capacity:

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

### BattleScreens:

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

# FLAGS

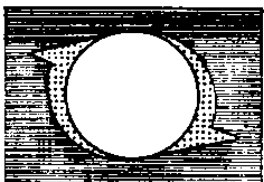
The ships presented in this volume are each accompanied by a flag by means of identification of nationality. Each Star-Nation is represented by its own flag, as illustrated below. Note that these flags are drawn in standard heraldic format so that proper colors are easily distinguished by anyone who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



AZURIACH IMPERIUM



GALACTIC PEOPLES'  
REPUBLIC



MERCANTILE LEAGUE



UNITED FEDERATION  
OF PLANETS  
(formerly Terran Union)

## Electronics Systems:

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

## Tech Level:

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

## Boat Bay:

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

## Cost:

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

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

## STARSHIP TYPES & COMBAT MISSIONS

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

### BattleStars:

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

### BattleStarShips:

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

Abbreviation: BB.

### BattleCruisers:

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

Abbreviation: BC.

### Fleet Cruiser:

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

Abbreviation: CF.

### Heavy Attack Cruisers:

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

Abbreviation: CA.

### Light Cruisers:

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

### Fleet Destroyers:

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

# SCALE

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

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

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

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

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

Abbreviation: DD.

### Destroyer Escorts & Fleet Corvettes:

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

Abbreviations: DDE & CVT.

### FTL Scouts:

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

Abbreviation: SCT.

### StarFighters:

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

Abbreviation: FTR.

### ARMAMENTS

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

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

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

# KEY



ceiling hatch



holographic tank



floor hatch



gunnery couch



ceiling & floor hatch



acceleration couch



wall hatch



coldsleep tank



sliding door



airtight sliding door

special access



wall hatch



floor hatch



transparent wall

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

## StarTorpedoes:

Torpedoes have the penetration equivalent of NovaGuns at the production Tech level. The EW/Dogfight rating of the torpedoes may vary from the basic values given in *Space Opera*. A +1 EW factor is added per Tech level, plus the following bonuses or penalties for specific interstellar nations:

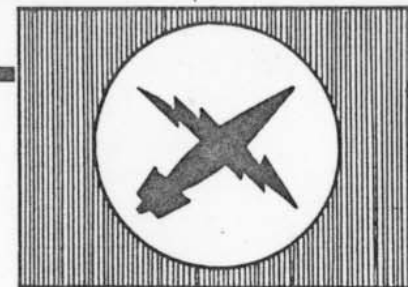
Terra . . . . .	+2 EW
League . . . . .	+1 EW
Azuriach . . . . .	+2 EW
G.P.R. . . . .	+0 EW
IRSOL . . . . .	+2 EW
Rauwoof . . . . .	+1 EW
Blarad . . . . .	+1 EW
C.S.A. . . . .	+1 EW
MekPurr . . . . .	+2 EW
Mertun . . . . .	+2 EW
Klackon . . . . .	+0 EW
Bug . . . . .	-2 EW
Hissss'ist . . . . .	-1 EW
Ranan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

Basic StarTorpedo values (at Tech/7) are:

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

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

# STARLORD STARFIGHTER

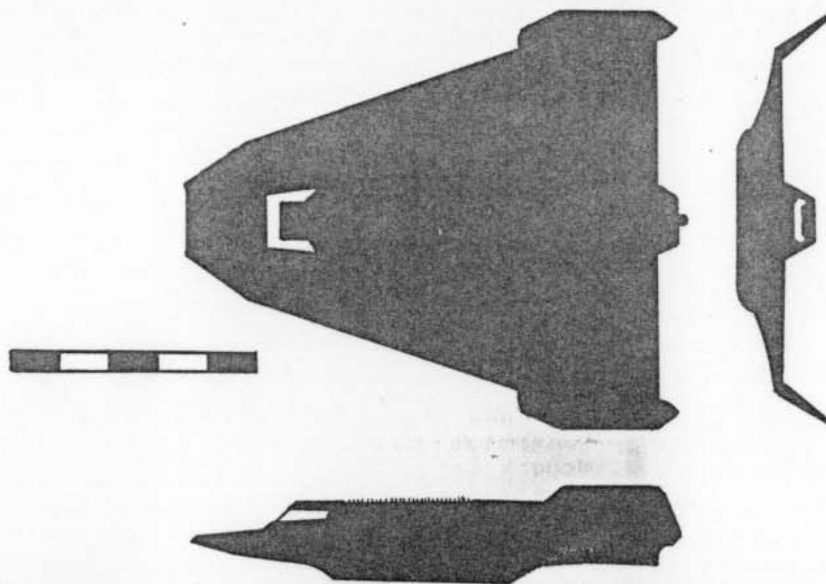


Crew . . . . .1  
 Mass . . . . .30t  
 Dimensions . . . . .10x10x4m  
 Cargo Space . . . . .500kg  
 Life Support. . . . .5 days  
 Flight Deck . . . . .1000m<sup>3</sup>

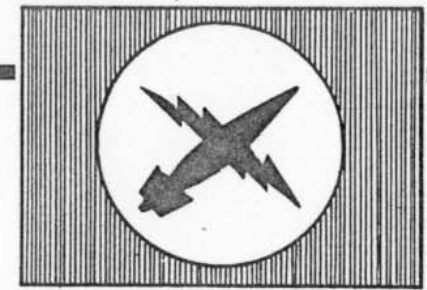
TISA Engines . . . . .x3 TTG  
 Fuel Capacity . . . . .2 u.  
 Fuel/1000 LS. . . . .0.2 u.  
 OverBoost . . . . .0.05 u.  
 Acceleration. . . . .+50 LS  
 OverBoost . . . . .+150 LS

Fwd. NovaGuns . . . .x6 N\*25  
 Rds./N\*25 . . . . .100  
 Ordnance . . . . .x2 ST\*375  
 or . . . . .x4 ST\*157  
 or . . . . .x4t Bombs

Tech Level . . . . .7	8	9	10	10	10-11	10-11
TISA Drive . . . . .280 LS	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS
Atmospheric. . . . .11,000 kmh	12,000 kmh	13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh
Atmos. Max . . . . .15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air. . . . .16	17	18	19	20	21	22
Damage Capacity. . .75	75	75	75	75	100	100
BattleScreens . . . .+12 500	+12 600	+12 700	+12 800	+12 900	+12 1000	+12 1000
BattleArmor . . . . .+1	+1	+1	+1	+2	+2	+3
BattleComputer . . .Mk.I	Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V
EW/ECM . . . . .12	13	14	15	15	16	16
Sensors . . . . .1500 LS	1500 LS	2000 LS	2500 LS	2500 LS	3000 LS	3000 LS
ComSystems. . . . .10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS
Cost (MCR) . . . . .47.5	48.75	52.25	54.625	57	59.375	61.75



# DEVASTATOR STARBOMBER



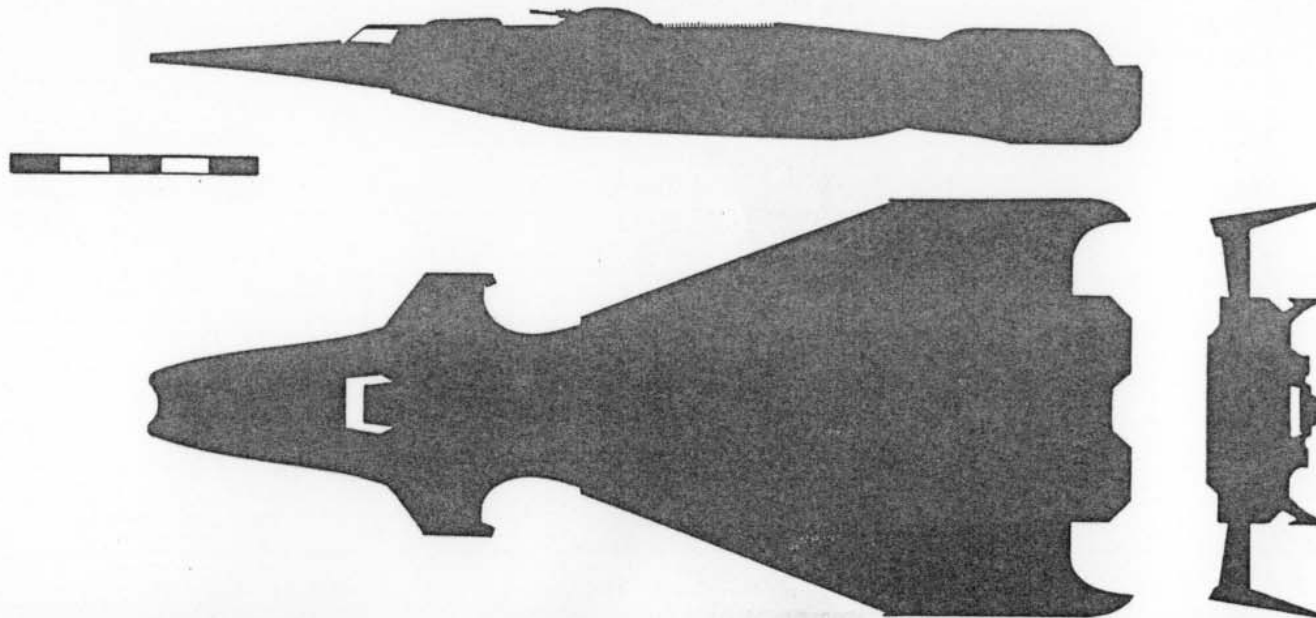
Crew . . . . .1  
 Mass . . . . .75t  
 Dimensions . . . . .20x10x4m  
 Cargo Space . . . . .2000kg  
 Life Support . . . . .5 days  
 Flight Deck . . . . .2000m<sup>3</sup>

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

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

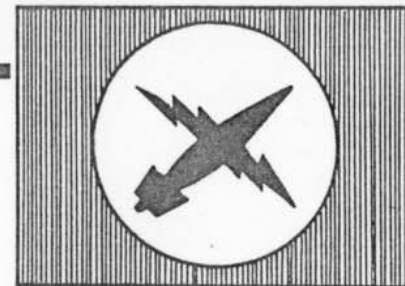
\*\*15t Bombs in Tech/7-8; 25t in Tech/9+.

Tech Level . . . . .7	8	9	10	10	10-11	10-11
TISA Drive . . . . .240 LS	250 LS	260 LS	270 LS	280 LS	290 LS	300 LS
Atmospheric . . . . .5000 kmh	6000 kmh	7000 kmh	8000 kmh	9000 kmh	10,000 kmh	11,000 kmh
Atmos. Max . . . . .15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air . . . . .10	11	12	13	14	15	16
Damage Capacity . . .150	150	150	150	175	175	200
BattleScreens . . . .+12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor . . . . .+3	+3	+3	+4	+4	+5	+5
BattleComputer . . .Mk.I	Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V
EW/ECM . . . . .12	13	14	15	15	16	16
Sensors . . . . .1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS
ComSystems . . . . .10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS
Cost (MCR) . . . . .70	73.5	77	80.5	84	87.5	91





# DESTROYER



Displacement . . . . .42,500t  
 Complement . . . . .400  
 Astronauts . . . . .50  
 Technical . . . . .160  
 Marines . . . . .200  
 Sick Bay . . . . .15  
 ColdSleep . . . . .25  
 Cargo Bays . . . . .2825t  
 Damage Control . . . Superior

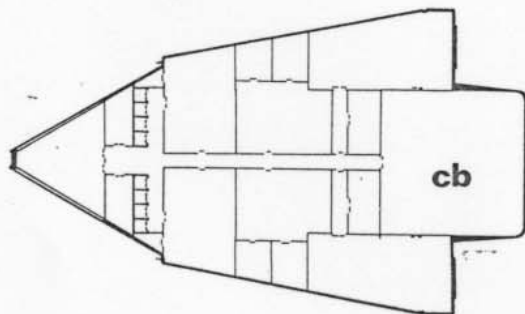
Powerplant . . . . .AMC.20  
 Fuel Capacity . . . . .50,000 u.  
 Fuel Cons . . . . .425 u.  
 OverDrive . . . . .+28 u.  
 Atmospheric . . . . .7500 kmh  
 Atmos. Max . . . . .15,000 kmh  
 Boat Deck . . . . .x6 Launch  
   x4 Pinnacle  
   x1 Shuttle

Main Battery . . . . .6x2 N\*175  
 Rds./N\*175 . . . . .1000  
 Sec. Battery . . . . .10x2 N\*50  
 Rds./N\*50 . . . . .1000  
 Torpedo Tubes . . . .2x6 ST\*375  
 ST\*375/Tube . . . . .30  
 ST\*157/Tube . . . . .30  
 Ftr. Bays . . . . .x4 StarLord

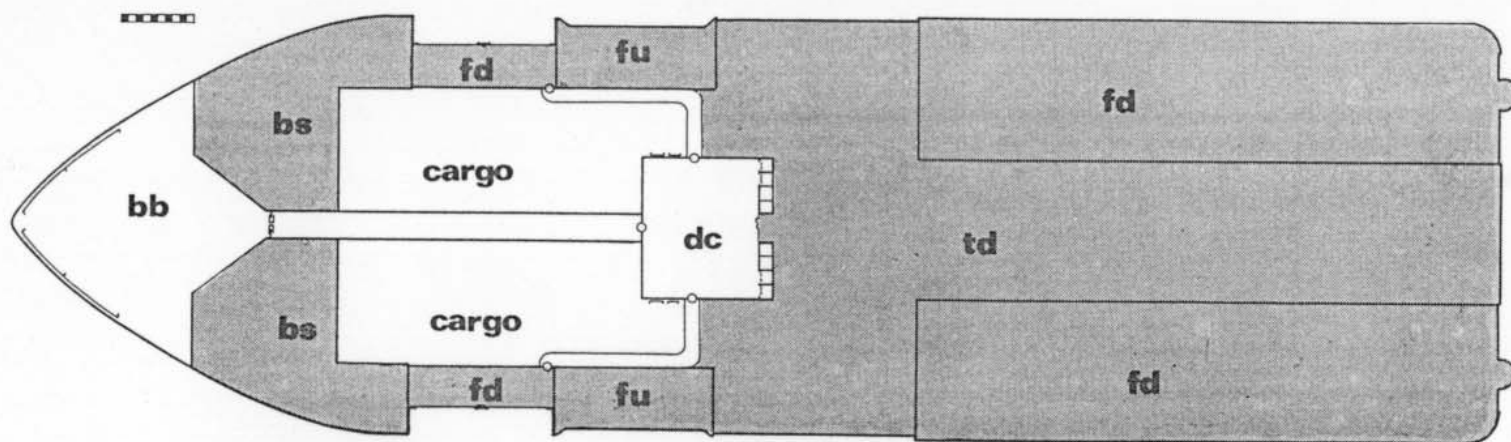
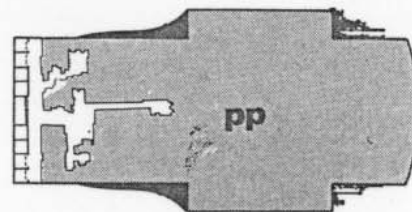
	AVENGER	BASILISK	CHALLENGER	DEMON	EDICT	FEROCIOUS	GAUNTLET
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive . . . . .	180 LS	190 LS	205 LS	220 LS	225 LS	235 LS	240 LS
TISA Cruise . . . . .	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration . . . . .	+15/+30 LS	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive . . . . .	34 LY	36 LY	39 LY	42 LY	43 LY	45 LY	47 LY
FTL Cruise . . . . .	20 LY	22 LY	23 LY	25 LY	25 LY	27 LY	28 LY
Damage Capacity . . . . .	22,325	23,375	24,450	25,500	26,575	27,625	28,700
BattleScreen No.2 . . . . .	+16 8930	+17 9350	+18 9780	+19 10,200	+20 10,630	+21 11,050	+22 11,480
BattleScreen No.1 . . . . .	+12 13,395	+12 14,025	+12 14,670	+12 15,300	+12 15,945	+12 16,575	+12 17,220
BattleArmor . . . . .	+22	+22	+23	+23	+24	+24	+25
Bridge . . . . .	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII
Aux. Bridge . . . . .	Mk.VI	Mk.VII	Mk.VIII	Mk.VIII	Mk.IX	Mk.IX	Mk.X
EW/ECM . . . . .	13	14	15	16	16	17	17
Sensors . . . . .	2000 LS	3000 LS	4000 LS	4500 LS	5000 LS	5500 LS	6000 LS
ComSystems . . . . .	½ LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	2525	2775	3050	3355	3525	3700	3875

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

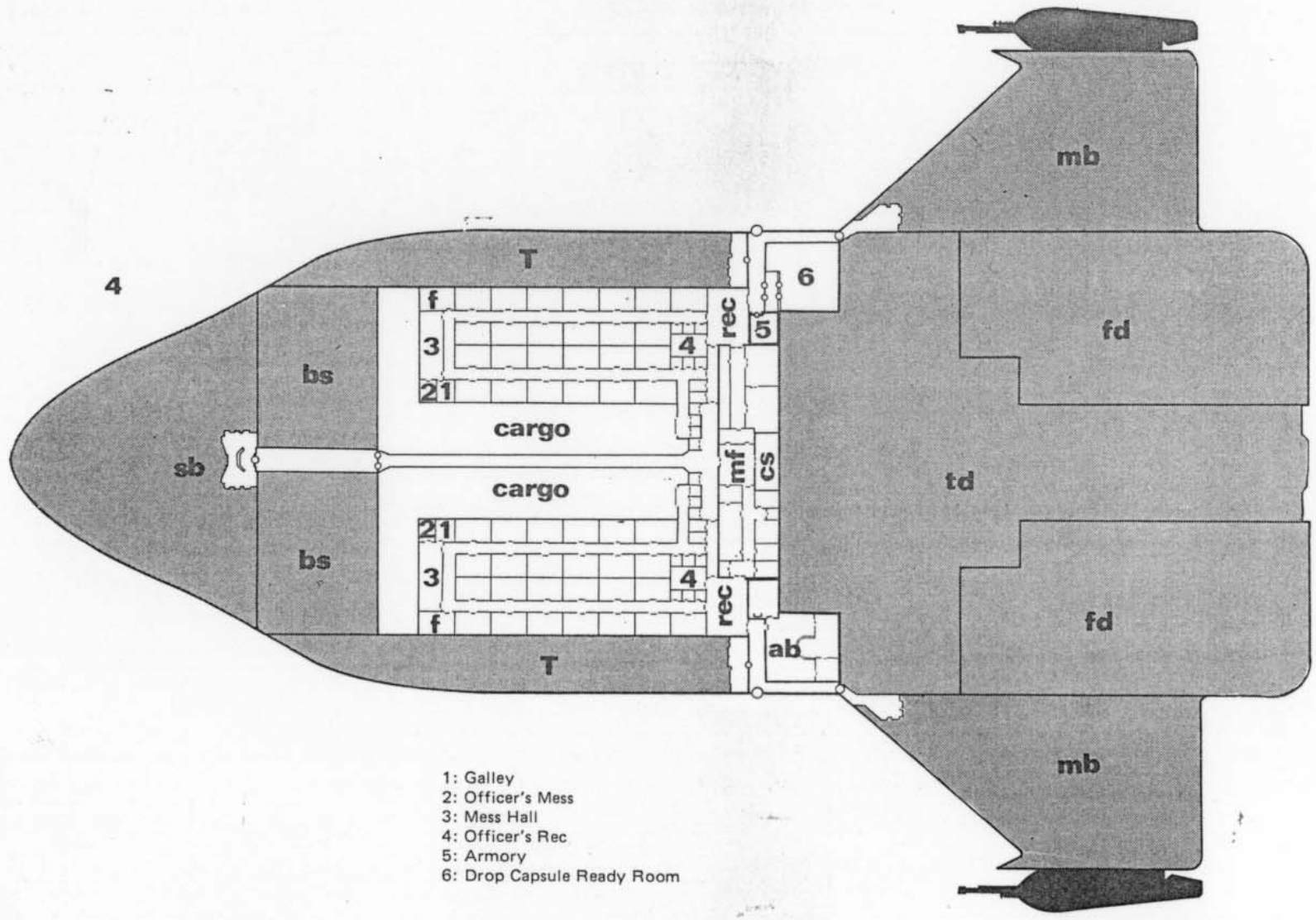
1 Bridge



2



3&5



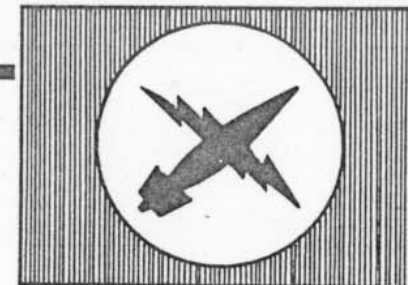
- 1: Galley
- 2: Officer's Mess
- 3: Mess Hall
- 4: Officer's Rec
- 5: Armory
- 6: Drop Capsule Ready Room







# BATTLESTARSHIP



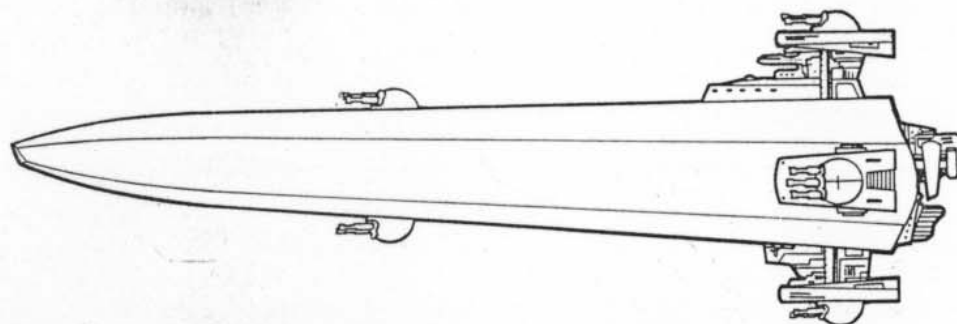
Displacement . . . . .500,000t  
 Complement. . . . .4900  
 Astronauts. . . . .500  
 Technical. . . . .2100  
 Marines . . . . .2500  
 Sick Bay . . . . .175  
 ColdSleep . . . . .500  
 Cargo Bays. . . . .24,000t  
 Damage Control . . . .StarFleet

Powerplant. . . . .AMC.20  
 Fuel Capacity . . . .750,000 u.  
 Fuel Cons . . . . .5000 u.  
 OverDrive . . . . .325 u.  
 Take-Off/Land . . .G x 5000 u.  
 Atmospheric. . . . .1200 kmh  
 Boat Deck . . . . .x30 Launch  
                                   x30 Pinnacle  
                                   x12 Shuttle  
                                   x4 Lander

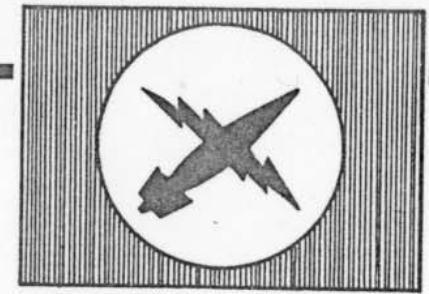
Main Battery . . . . .6x3 N\*500  
 Rds./N\*500 . . . . .5000  
 Sec. Battery A . . . .16x2 N\*125  
 Rds./N\*125 . . . . .1500  
 Sec. Battery B. . . . .16x2 N\*75  
 Rds./N\*75 . . . . .1500  
 Torpedo Tubes . . . .4x6 ST\*775  
 ST\*775/Tube . . . . .50  
 ST\*157/Tube . . . . .50  
 Flight Deck . . . . .32,000m<sup>3</sup>

	FURIOUS	GLORIOUS	TERRIBLE	IMPLACABLE	RETRIBUTION	VICTORY	DOMINION
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive. . . . .	110 LS	120 LS	130 LS	140 LS	145 LS	150 LS	155 LS
TISA Cruise . . . . .	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS
Acceleration. . . . .	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive . . . . .	12 LY	13 LY	14 LY	14 LY	15 LY	15 LY	16 LY
FTL Cruise. . . . .	5 LY	5 LY	5 LY	6 LY	6 LY	6 LY	6 LY
Damage Capacity. . . .	325,000	337,500	350,000	362,500	375,000	387,500	400,000
BattleScreen No.3 . . .	+28 108,335	+29 112,500	+30 116,665	+31 120,835	+32 125,000	+33 129,165	+34 133,335
BattleScreen No.2 . . .	+25 108,335	+26 112,500	+27 116,665	+28 120,835	+28 125,000	+29 129,165	+29 133,335
BattleScreen No.1 . . .	+19 108,335	+19 112,500	+19 116,665	+19 120,835	+19 125,000	+19 129,165	+19 133,335
BattleArmor. . . . .	+40	+41	+42	+43	+44	+45	+46
Bridge. . . . .	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2
Aux. Bridge . . . . .	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII
EW/ECM . . . . .	14	15	16	17	17	18	18
Sensors . . . . .	2000 LS	3000 LS	4000 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems. . . . .	1/2 LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR) . . . . .	59,200	65,125	71,650	78,825	82,750	86,875	91,200

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



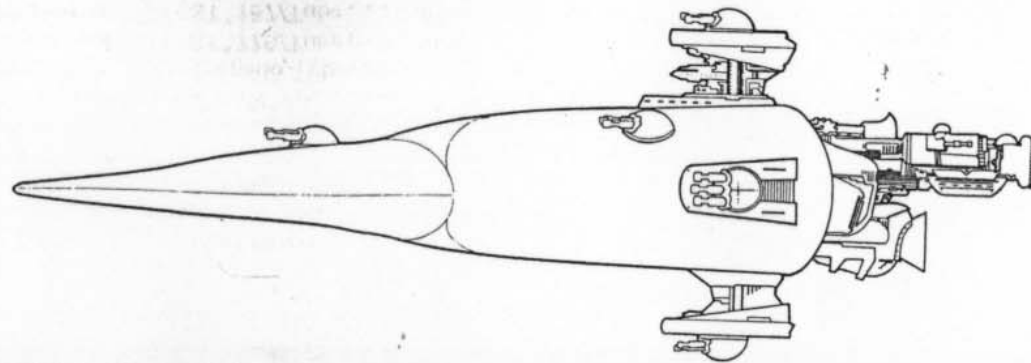
# IMPERIAL BATTLESTAR



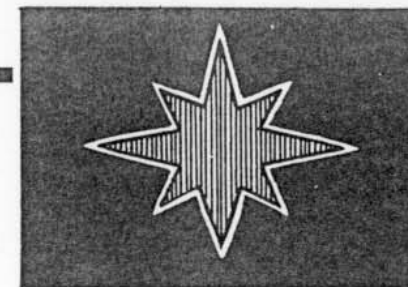
Displacement . . . . .1,000,000t	PowerPlant. . . . .AMC.20	Main Battery . . . . .7x3 N*1000
Complement. . . . .10,000	Fuel Capacity . . . . .1,500,000 u.	Rds./N*1000 . . . . .5000
Astronauts . . . . .1000	Fuel Cons . . . . .10,000 u.	Sec. Battery A . . . . .16x2 N*200
Technical. . . . .4000	OverDrive . . . . .+750 u.	Rds./N*200 . . . . .2000
Marines . . . . .5000	Boat Deck . . . . .x50 Launch	Sec. Battery B. . . . .16x2 N*75
Sick Bay . . . . .350	x50 Pinnacle	Rds./N*75 . . . . .2000
ColdSleep . . . . .1000	x20 Shuttle	Sec. Battery C. . . . .16x2 N*25
Cargo Bays. . . . .35,000t	x10 Lander	Rds./N*25 . . . . .1000
Damage Control . . . .StarFleet	Flight Deck . . . . .64,000m <sup>3</sup>	Torpedo Tubes . . . .4x6 ST*775
		ST*775/Tube. . . . .50
		ST*157/Tube. . . . .50

	IRRESISTABLE/	TRIUMPH	OVERLORD	IMPERIUM	CONQUEROR	WARLORD
Tech Level . . . . .	.8	9	10	10	10-11	10-11
TISA Drive. . . . .	.80 LS	90 LS	100 LS	105 LS	110 LS	120 LS
TISA Cruise . . . . .	.80 LS	80 LS	80 LS	80 LS	80 LS	80 LS
Acceleration. . . . .	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS
FTL Drive . . . . .	.11 LY	12 LY	13 LY	14 LY	15 LY	16 LY
FTL Cruise. . . . .	.4 LY	5 LY	5 LY	6 LY	6 LY	6 LY
Damage Capacity. . . . .	.690,000	720,000	750,000	780,000	810,000	840,000
BattleScreen No.3 . . . . .	+30 230,000	+31 240,000	+32 250,000	+33 250,000	+34 260,000	+35 270,000
BattleScreen No.2 . . . . .	+27 230,000	+28 240,000	+29 250,000	+29 250,000	+30 260,000	+30 270,000
BattleScreen No.1 . . . . .	+20 230,000	+20 240,000	+20 250,000	+20 250,000	+20 260,000	+20 270,000
BattleArmor. . . . .	+48	+49	+50	+51	+52	+53
Bridge. . . . .	Mk.XI x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2
Aux. Bridge . . . . .	Mk.X	Mk.XI	Mk.XII	Mk.XII	Mk.XIII	Mk.XIII
EW/ECM . . . . .	15	16	17	18	18	19
Sensors . . . . .	.3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems. . . . .	.2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR) . . . . .	160,125	176,150	193,750	203,500	213,675	224,350

The pride of the Imperial BattleFleet and, for a time, unparalleled by the heaviest warships in any navy, the Imperial BattleStars even today represent one of the mightiest warship types ever launched. Only a Concordat BattleStar can truly begin to match the firepower and defensive strength of an Imperial BattleStar, and lesser battlestarships have often been blasted into incandescent gases when they have challenged these lords of space. The spearhead of any Imperial aggression, they are designed to hammer down planetary defenses and to shatter enemy battlefleets. They stand as an eternal reminder of the fanatical determination of the Azuriach nation to crush all opposition and to annihilate entire species in its drive to 'govern the stars and the spaces between'.



# FOXFIRE STARFIGHTER

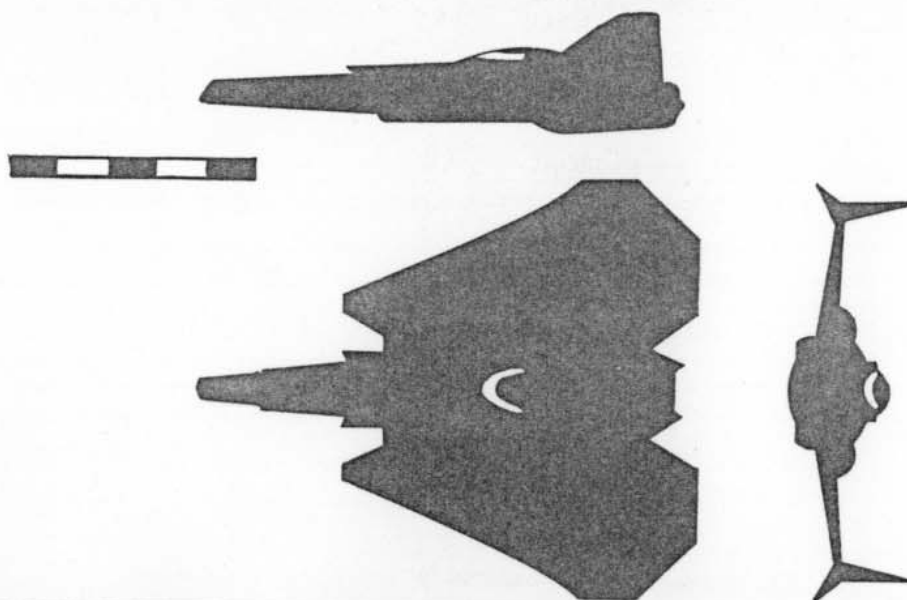


Crew . . . . .1  
 Mass . . . . .40t  
 Dimensions . . . . .10x10x4m  
 Cargo Space . . . . .500kg  
 Life Support . . . . .4 days  
 Flight Deck . . . . .1000m<sup>3</sup>

TISA Engines . . . . .x2 TTG  
 Fuel Capacity . . . . .1 u.  
 Fuel/1000 LS . . . . .0.2 u.  
 OverBoost . . . . .+0.05 u.  
 Acceleration . . . . .+40 LS  
 OverBoost . . . . .+120 LS

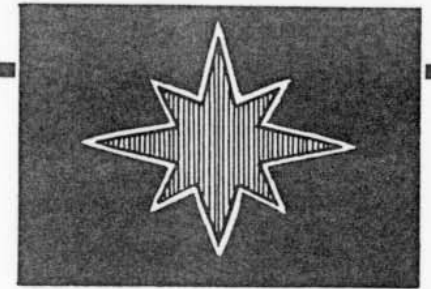
Fwd. NovaGuns . . . .x4 N\*25  
 Rds./N\*25 . . . . .100  
 Ordnance . . . . .x2 ST\*257  
 or . . . . .x4 ST\*157  
 or . . . . .x4t Bombs

Tech Level . . . . .7	8	9-	10	10	10-11	10-11
TISA Drive . . . . .260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric . . . . .9500 kmh	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	14,500 kmh	15,500 kmh
Atmos. Max . . . . .15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air . . . . .13	14	15	16	17	19	20
Damage Capacity . . .75	75	75	75	75	75	75
BattleScreens . . . .+9 500	+9 600	+9 700	+9 800	+9 800	+10 900	+10 1000
BattleArmor . . . . .+1	+1	+1	+1	+1	+1	+2
BattleComputer . . .Mk.I	Mk.I	Mk.II	Mk.II	Mk.III	Mk.III	Mk.III
EW/ECM . . . . .9	10	11	12	12	13	13
Sensors . . . . .1500 LS	1500 LS	2000 LS	2000 LS	2000 LS	2500 LS	2500 LS
ComSystems . . . . .5000 LS	5000 LS	5000 LS	5000 LS	5000 LS	5000 LS	5000 LS
Cost (MCR) . . . . .30	31.5	33	34.5	36	37.5	39





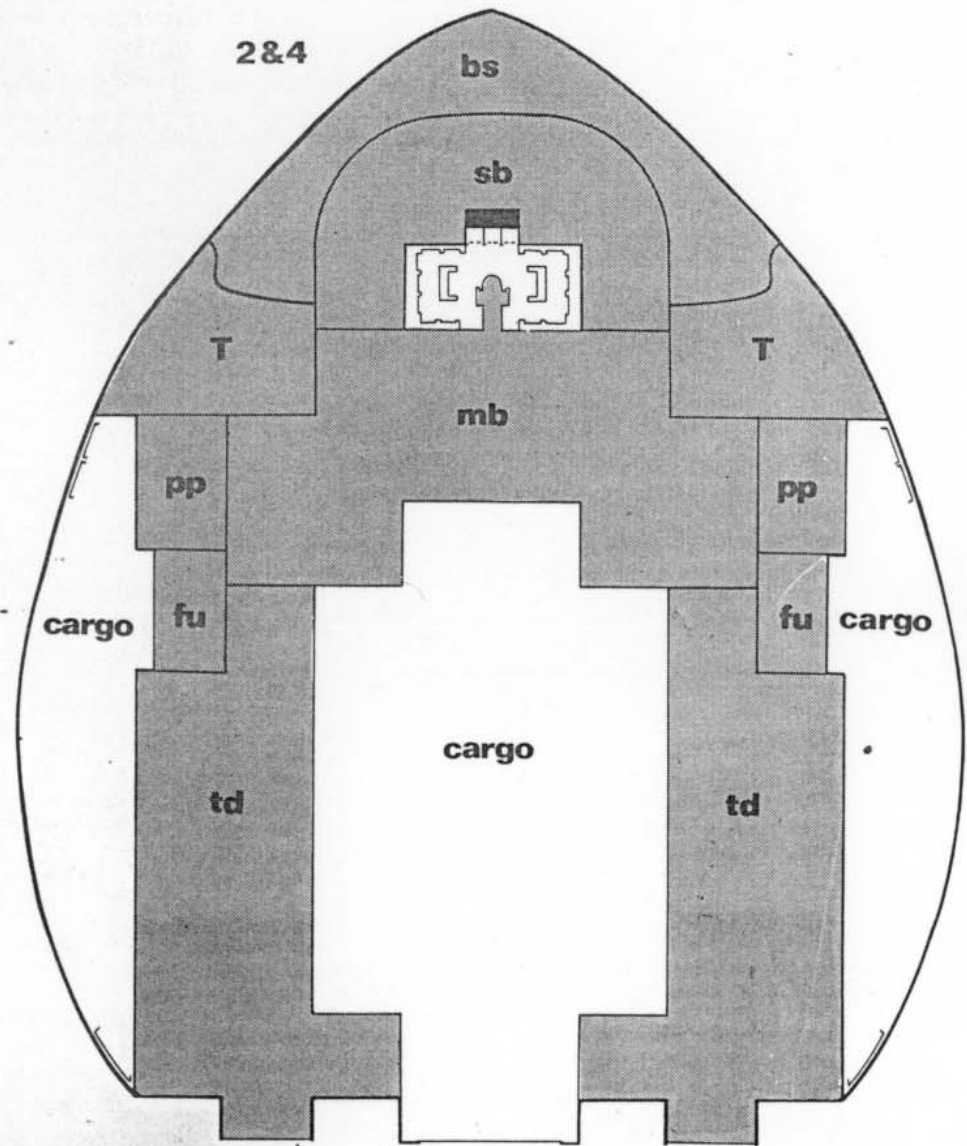
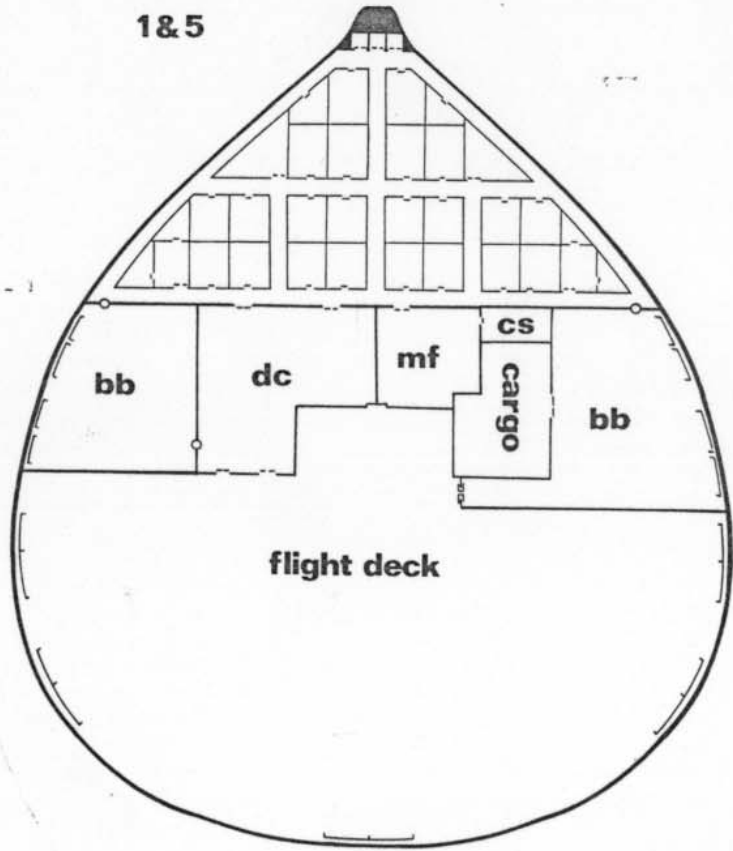
# DESTROYER

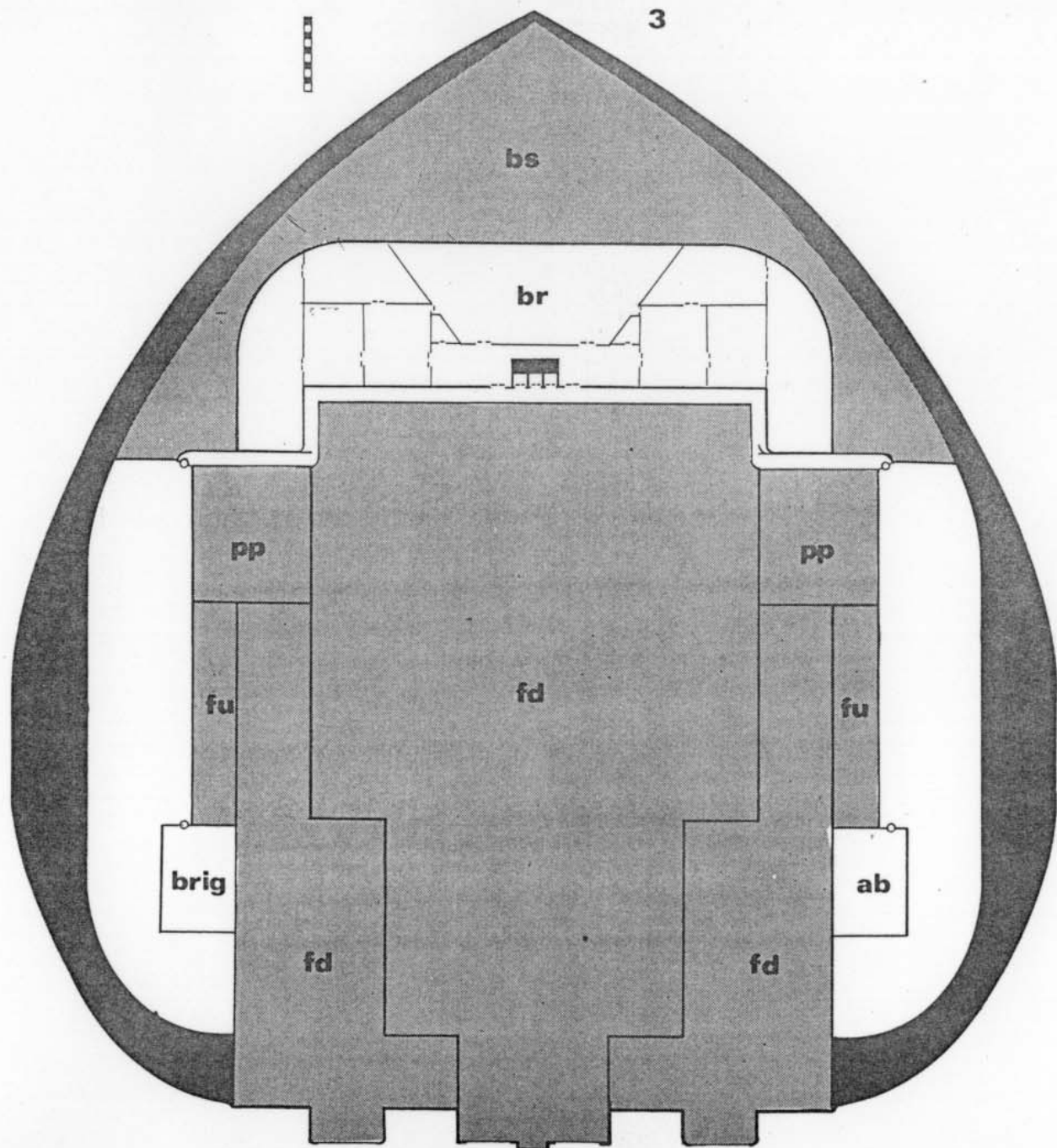


Displacement . . . . .	42,500t	Powerplant. . . . .	AMC.20	Main Battery . . . . .	5x2 N*200
Complement. . . . .	450	Fuel Capacity . . . . .	50,000 u.	Rds./N*200 . . . . .	1000
Astronauts . . . . .	50	Fuel Cons . . . . .	425 u.	Sec. Battery . . . . .	10x2 N*50
Technical. . . . .	180	OverDrive . . . . .	+35 u.	Rds./N*50 . . . . .	1000
Marines . . . . .	220	Atmospheric. . . . .	.7500 kmh	Torpedo Tubes . . . . .	2x6 ST*375
Sick Bay . . . . .	15	Atmos. Max . . . . .	15,000 kmh	ST*375/Tube . . . . .	25
ColdSleep . . . . .	25	Boat Deck . . . . .	x6 Launch	ST*157/Tube . . . . .	25
Cargo Bays. . . . .	3000t		x4 Pinnacle	Flight Deck . . . . .	12,000m <sup>3</sup>
Damage Control . . . . .	Standard		x1 Shuttle		

	BORETZ ZA SVOBODU	ZARIA SVOBODY	SOVIETSKY BORETZ	SVOBODNAYA ROSSIA	SVODODNAYA REPUBLIKA	SOVIETSKY REPUBLIKA	SOVIETSKY SOYUZ
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive . . . . .	175 LS	185 LS	200 LS	215 LS	220 LS	235 LS	245 LS
TISA Cruise . . . . .	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration. . . . .	+15/+30 LS	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive . . . . .	32 LY	34 LY	36 LY	38 LY	39 LY	40 LY	41 LY
FTL Cruise. . . . .	19 LY	20 LY	21 LY	23 LY	23 LY	24 LY	24 LY
Damage Capacity. . . . .	21,250	22,325	23,375	24,450	25,500	26,075	27,625
BattleScreen No.2 . . . . .	+16 8500	+17 8930	+18 9350	+18 9780	+19 10,200	+19 10,430	+20 11,050
BattleScreen No.1 . . . . .	+12 12,750	+12 13,395	+12 14,025	+12 14,670	+12 15,300	+12 15,645	+12 16,575
BattleArmor. . . . .	+14	+14	+15	+15	+16	+16	+17
Bridge . . . . .	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
Aux. Bridge . . . . .	Mk.V	Mk.VI	Mk.VII	Mk.VIII	Mk.VIII	Mk.IX	Mk.IX
EW/ECM . . . . .	10	11	12	13	13	14	14
Sensors . . . . .	2000 LS	2500 LS	3000 LS	3500 LS	4000 LS	4500 LS	5000 LS
ComSystems. . . . .	½ LY	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY
Cost (MCR) . . . . .	1985	2180	2400	2640	2775	2915	3060

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



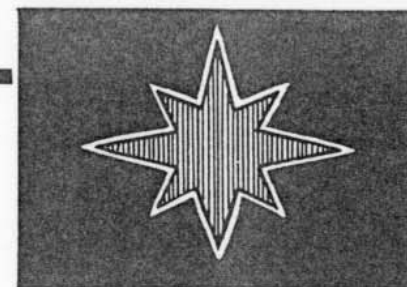








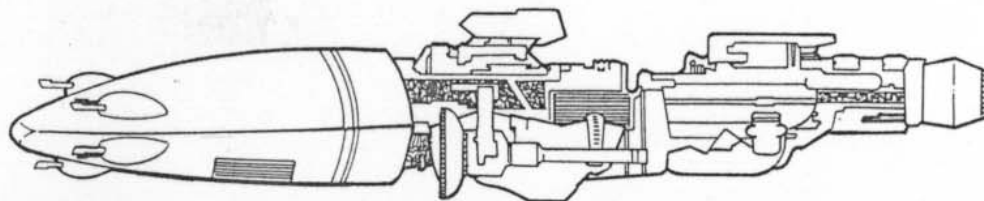
# FLEET CRUISER



Displacement . . . . .275,000t	Powerplant. . . . .AMC.20	Main Battery . . . . .6x2 N*375
Complement. . . . .3100	Fuel Capacity . . . .325,000 u.	Rds./N*375 . . . . .2250
Astronauts. . . . .275	Fuel Cons . . . . .2750 u.	MegaBolt . . . . .1x3 MB*500
Technical. . . . .1175	OverDrive . . . . .210 u.	Rds./MB*500 . . . .1250
Marines . . . . .1650	Take-Off/Land . . .G x 2750 u.	Sec. Battery A . . .10x2 N*125
Sick Bay . . . . .100	Atmospheric. . . .1200 kmh	Rds./N*125 . . . . .1500
ColdSleep . . . . .200	Boat Deck . . . . .x20 Launch	Sec. Battery B. . . .10x2 N*50
Cargo Bays. . . . .15,250t	x20 Pinnacle	Rds./N*50 . . . . .1000
Damage Control . . .Compreh.	x6 Shuttle	Torpedo Tubes . . .3x6 ST*775
	x2 Lander	ST*775/Tube . . . .35
		ST*157/Tube . . . .35
		Flight Deck . . . . .12,000m <sup>3</sup>

	PARIZHSKAYA KOMMUNA	CHERVONAYA UKRANIA	STRANYA SOVIETOV	URAL	SIBIR	VOLGA	SLAVA
Tech Level . . . . .7	8	9	10	10	10	10-11	10-11
TISA Drive . . . . .140 LS	150 LS	160 LS	170 LS	170 LS	175 LS	180 LS	185 LS
TISA Cruise . . . . .140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration. . . . .+10/+20 LS	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS
FTL Drive . . . . .15 LY	16 LY	17 LY	18 LY	19 LY	20 LY	21 LY	21 LY
FTL Cruise. . . . .9 LY	10 LY	10 LY	11 LY	11 LY	12 LY	12 LY	12 LY
Damage Capacity. . . .165,000	171,875	178,750	185,625	192,500	199,375	206,250	206,250
BattleScreen No.3 . . . .-	-	-	+26 61,875	+27 64,165	+28 66,460	+29 68,750	+29 68,750
BattleScreen No.2 . . . .+20 66,000	+21 68,750	+22 71,500	+23 61,875	+23 64,165	+24 66,460	+24 68,750	+24 68,750
BattleScreen No.1 . . . .+16 99,000	+16 103,125	+16 107,250	+16 61,875	+16 64,165	+16 66,460	+16 68,750	+16 68,750
BattleArmor. . . . .+33	+34	+35	+36	+37	+38	+39	+39
Bridge . . . . .Mk.VIII x2	Mk.IX x2	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2
Aux. Bridge . . . . .Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XI
EW/ECM . . . . .11	12	13	14	14	15	15	15
Sensors . . . . .2000 LS	2500 LS	3000 LS	4000 LS	4500 LS	5000 LS	5500 LS	5500 LS
ComSystems. . . . .½ LY	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY	3 LY
Cost (MCR) . . . . .29,125	23,225	25,550	28,100	29,500	31,000	32,550	32,550

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



# BATTLESTARSHIP



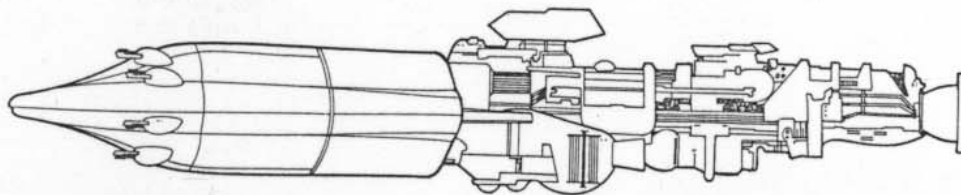
Displacement . . . . .650,000t  
 Complement . . . . .6000  
 Astronauts . . . . .500  
 Technical . . . . .2500  
 Marines . . . . .3000  
 Sick Bay . . . . .200  
 ColdSleep . . . . .500  
 Cargo Bays . . . . .28,500t  
 Damage Control . . . . .StarFleet

Powerplant . . . . .AMC.20  
 Fuel Capacity . . . . .775,000 u.  
 Fuel Cons . . . . .6500 u.  
 OverDrive . . . . .+500 u.  
 Take-Off/Land . . . . .G x 6500 u.  
 Atmospheric . . . . .1200 kmh  
 Boat Deck . . . . .x30 Launch  
   x30 Pinnacle  
   x10 Shuttle  
   x4 Lander

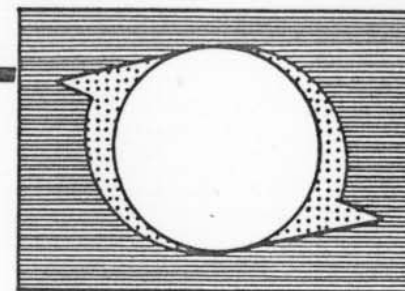
Main Battery . . . . .8x2 N\*750  
 Rds./\*750 . . . . .4500  
 MegaBolt . . . . .1x3 MB\*1000  
 Rds./MB\*1000 . . . . .1700  
 Sec. Battery A . . . . .16x2 N\*125  
 Rds./N\*125 . . . . .1500  
 Sec. Battery B . . . . .16x2 N\*50  
 Rds./N\*50 . . . . .1000  
 Torpedo Tubes . . . . .4x6 ST\*775  
 ST\*775/Tube . . . . .35  
 ST\*157/Tube . . . . .35  
 Flight Deck . . . . .18,000m<sup>3</sup>

	POTEMKIN	MARX	LENIN	OKTYABRSKAYA REVOLUTSIA	STALINGRAD	KREMLIN	MOSKVA
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive . . . . .	100 LS	110 LS	120 LS	130 LS	135 LS	140 LS	145 LS
TISA Cruise . . . . .	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS
Acceleration . . . . .	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive . . . . .	10 LY	11 LY	12 LY	13 LY	14 LY	15 LY	16 LY
FTL Cruise . . . . .	4 LY	4 LY	5 LY	5 LY	5 LY	6 LY	6 LY
Damage Capacity . . . . .	422,500	438,750	455,000	471,250	487,500	503,750	520,000
BattleScreen No.3 . . . . .	—	—	+29 151,665	+30 157,085	+31 162,500	+32 167,915	+33 173,335
BattleScreen No.2 . . . . .	+24 169,000	+25 175,500	+26 151,665	+27 157,085	+27 162,500	+28 167,915	+28 173,335
BattleScreen No.1 . . . . .	+20 253,000	+20 263,250	+20 151,665	+20 157,085	+20 162,500	+20 167,915	+20 173,335
BattleArmor . . . . .	+40	+41	+42	+43	+44	+45	+46
Bridge . . . . .	Mk.IX x2	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2
Aux. Bridge . . . . .	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XII
EW/ECM . . . . .	11	12	13	14	15	16	16
Sensors . . . . .	2000 LS	3000 LS	4000 LS	5000 LS	5000 LS	6000 LS	6000 LS
ComSystems . . . . .	½ LY	½ LY	1 LY	2 LY	2 LY	3 LY	3 LY
Cost (MCR) . . . . .	74,525	81,975	90,175	99,200	104,175	109,400	114,875

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



# INTRUDER STARFIGHTER



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

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

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

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

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

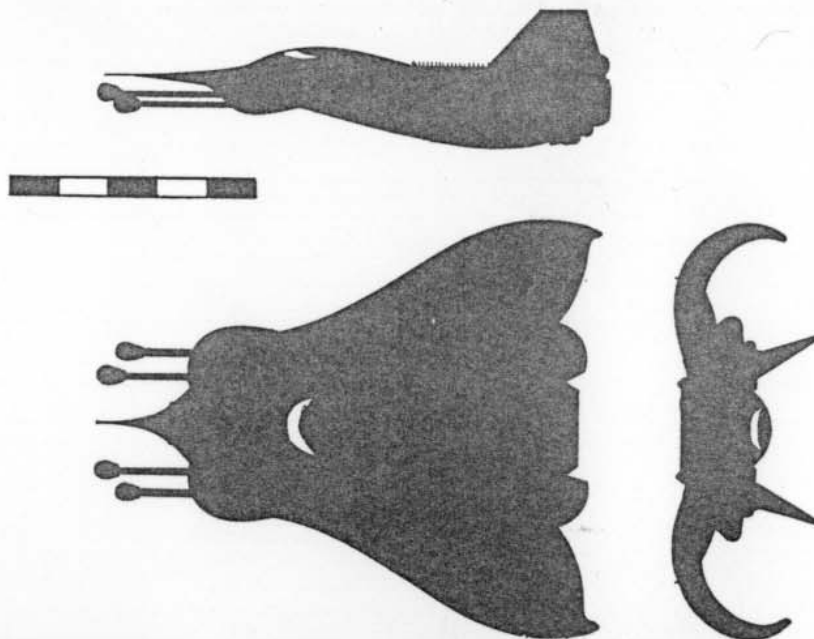
MK III  
 9  
 290 LS  
 13,000 kmh  
 15,000 kmh  
 18  
 75  
 +10 700  
 +1  
 Mk.III  
 13  
 2000 LS  
 10,000 LS  
 49.5

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

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

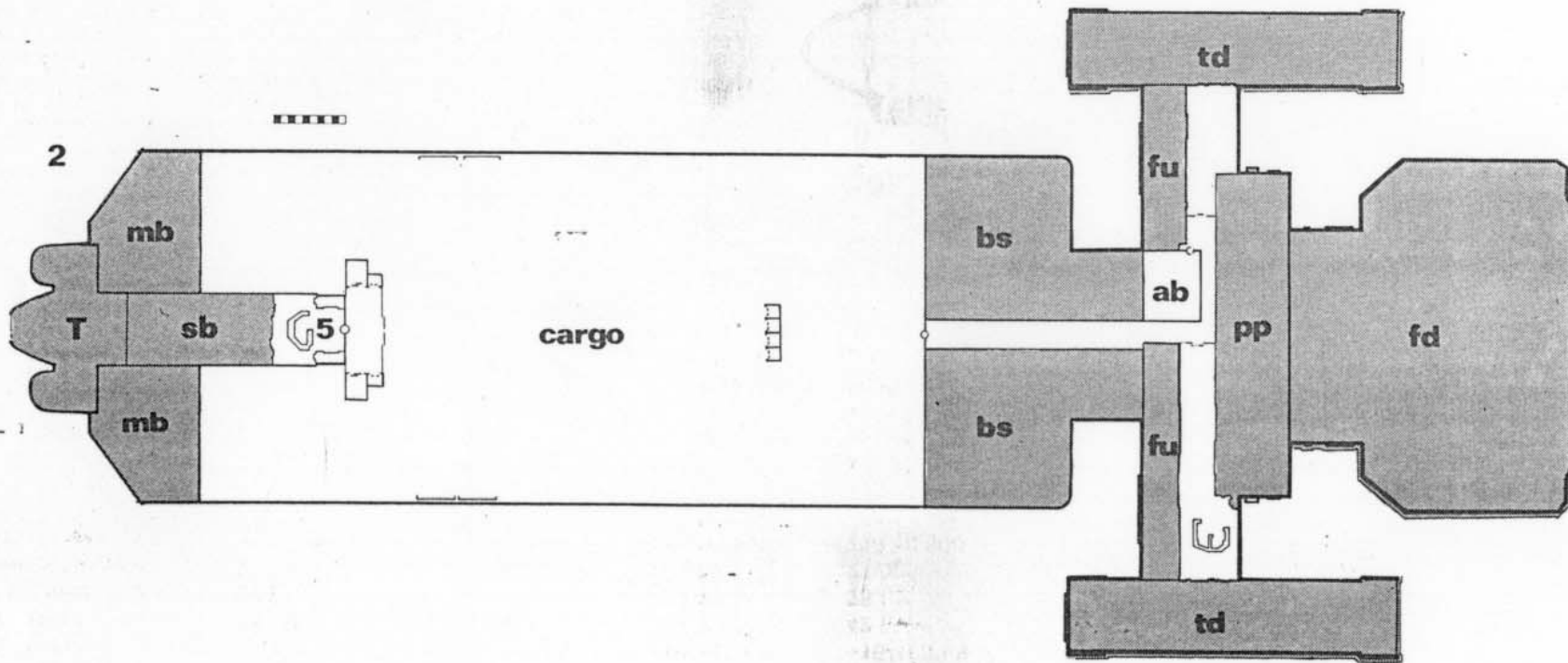
MK Va  
 10-11  
 320 LS  
 16,000 kmh  
 17,000 kmh  
 21  
 75  
 +10 1000  
 +2  
 Mk.IV  
 15  
 2500 LS  
 10,000 LS  
 56.25

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





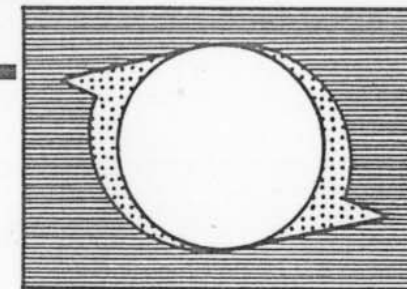




Note that the TISA and FTL drive areas are double decks (twice the height of the other areas on the plan)

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

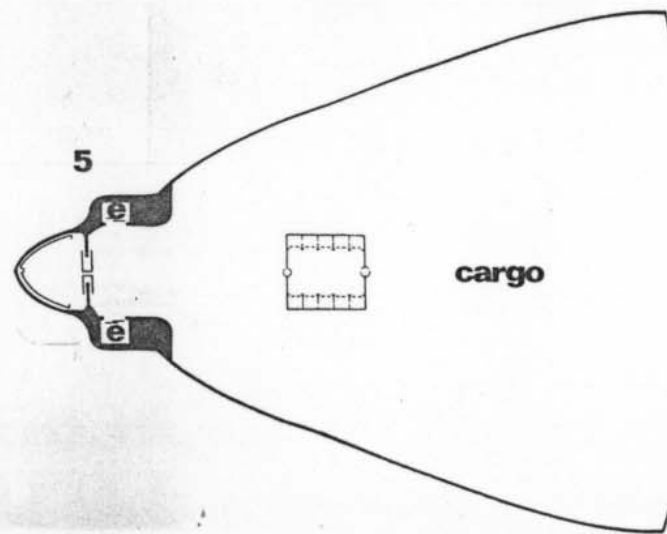
# DESTROYER

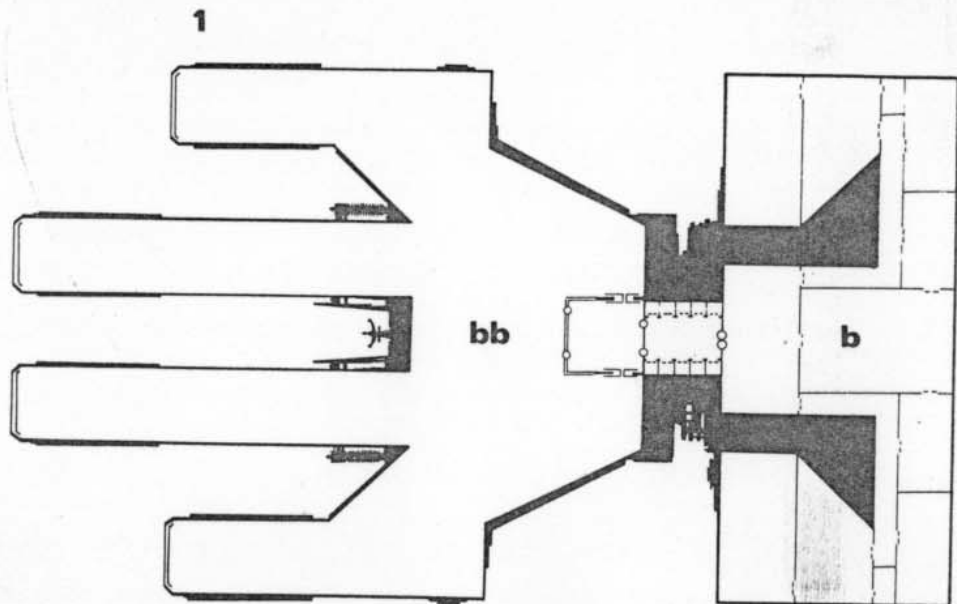
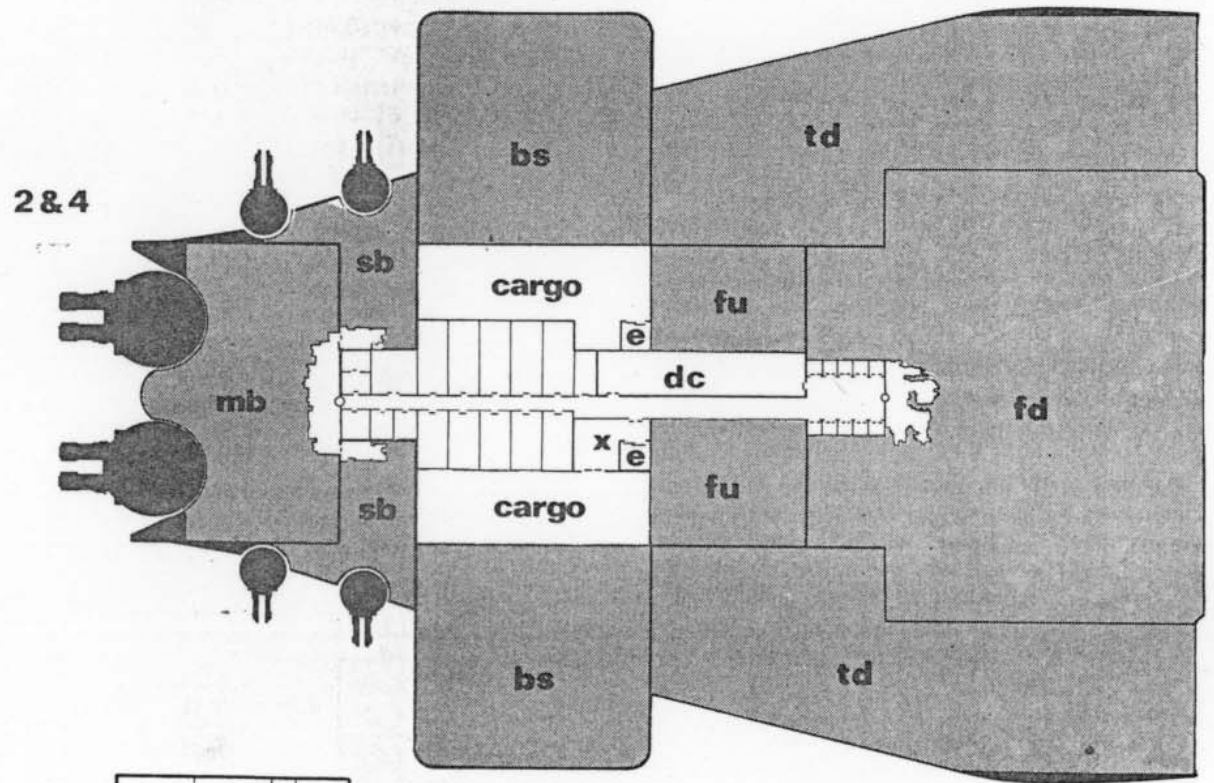


Displacement . . . . .	.45,000t	Powerplant. . . . .	.AMC.20	Main Battery . . . . .	.6x2 N*175
Complement. . . . .	.395	Fuel Capacity . . . . .	.70,000 u.	Rds./N*175 . . . . .	.1000
Astronauts . . . . .	.55	Fuel Cons . . . . .	.450 u.	Sec. Battery . . . . .	.10x2 N*50
Technical. . . . .	.180	OverDrive . . . . .	.+25 u.	Rds./N*50 . . . . .	.1000
Marines . . . . .	.160	Atmospheric. . . . .	.7500 kmh	Torpedo Tubes . . . . .	.2x6 ST*375
Sick Bay . . . . .	.15	Atmos. Max . . . . .	.15,000 kmh	ST*375/Tube . . . . .	.30
ColdSleep . . . . .	.25	Boat Deck . . . . .	.x6 Launch	ST*157/Tube . . . . .	.30
Cargo Bays. . . . .	.4000t		.x6 Pinnacle	Flight Deck . . . . .	.6000m <sup>3</sup>
Damage Control . . . . .	.Superior		.x1 Shuttle		

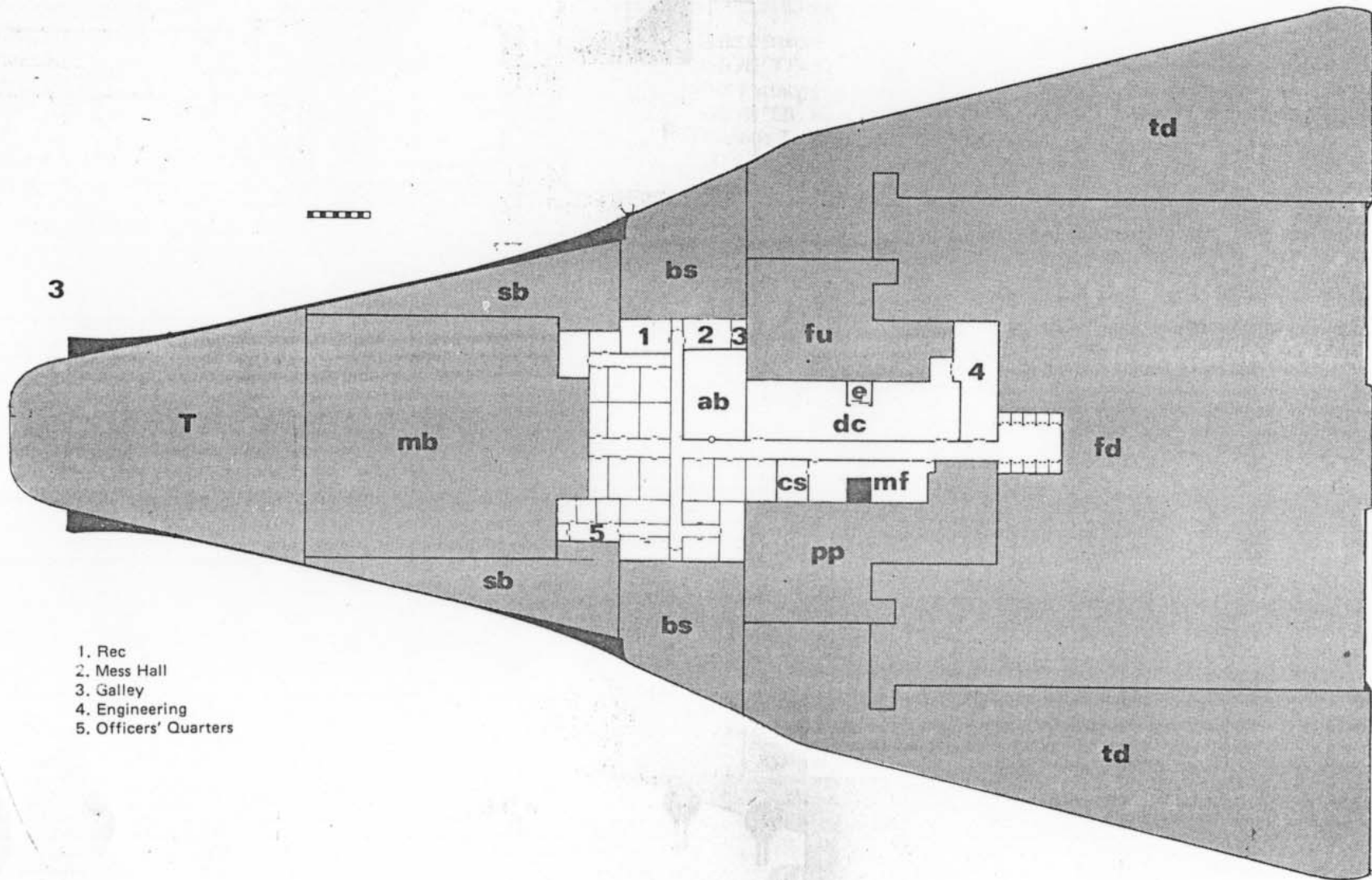
	DARING	DYNAMO	DISPATCH	DISCOVERY	DEFENCE	DYNAMIC	DECURION
Tech Level . . . . .	.7	8	9	10	10	10-11	10-11
TISA Drive. . . . .	.185 LS	195 LS	210 LS	220 LS	230 LS	240 LS	250 LS
TISA Cruise . . . . .	.170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration. . . . .	.+15/+30 LS	.+15/+45 LS	.+15/+45 LS	.+15/+60 LS	.+20/+60 LS	.+20/+60 LS	.+20/+60 LS
FTL Drive . . . . .	.34 LY	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY
FTL Cruise. . . . .	.20 LY	22 LY	23 LY	25 LY	26 LY	27 LY	28 LY
Damage Capacity. . . . .	.23,625	24,750	25,875	27,000	28,125	29,250	30,375
BattleScreen No.2 . . . . .	.+16 9450	.+17 9900	.+18 10,350	.+18 10,800	.+19 11,250	.+19 11,700	.+20 12,150
BattleScreen No.1 . . . . .	.+12 14,175	.+12 14,850	.+12 15,525	.+12 16,200	.+12 16,875	.+12 17,550	.+12 18,225
BattleArmor. . . . .	.+17	.+17	.+18	.+18	.+19	.+19	.+20
Bridge. . . . .	.Mk.VIII	Mk.IX	Mk.X	Mk.XI	Mk.XII	Mk.XII	Mk.XIII
Aux. Bridge . . . . .	.Mk.VI	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI
EW/ECM . . . . .	.12	13	14	15	15	16	16
Sensors . . . . .	.2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems. . . . .	.½ LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR) . . . . .	.2475	2725	3000	3300	3450	3600	3775

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





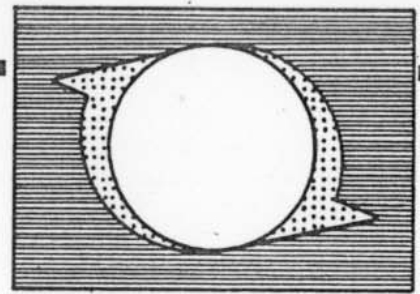




- 1. Rec
- 2. Mess Hall
- 3. Galley
- 4. Engineering
- 5. Officers' Quarters



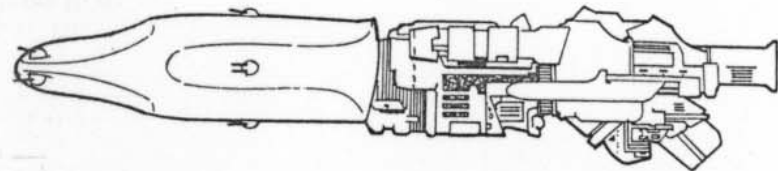
# HEAVY CRUISER



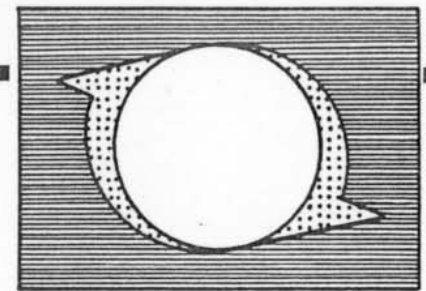
Displacement . . . . .180,000t	Powerplant. . . . .AMC.20	Main Battery . . . . .8x2 N*300
Complement. . . . .1825	Fuel Capacity . . . . .350,000 u.	Rds./N*300 . . . . .1500
Astronauts . . . . .225	Fuel Cons . . . . .1800 u.	Sec. Battery A . . . . .10x2 N*100
Technical . . . . .800	OverDrive . . . . .+100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

	ENDEAVOUR	ENCOUNTER	LIBERTY.	CONSTITUION	INDEPENDENCE	CENTURION	ENTERPRISE
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive. . . . .	150 LS	160 LS	170 LS	185 LS	190 LS	200 LS	205 LS
TISA Cruise . . . . .	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration. . . . .	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS
FTL Drive . . . . .	27 LY	29 LY	31 LY	33 LY	34 LY	35 LY	36 LY
FTL Cruise. . . . .	15 LY	16 LY	17 LY	18 LY	19 LY	19 LY	20 LY
Damage Capacity. . . . .	94,500	99,000	103,500	108,000	112,500	117,000	121,500
BattleScreen No.1 . . . . .	+19 37,800	+20 39,600	+21 41,400	+22 36,000	+23 45,000	+24 46,800	+25 48,600
BattleScreen No.2 . . . . .	+15 56,700	+15 59,400	+15 62,100	+15 54,000	+15 67,500	+15 70,200	+15 72,900
BattleArmor. . . . .	+30	+31	+32	+33	+34	+35	+36
Bridge . . . . .	Mk.IX x2	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2
Aux. Bridge . . . . .	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI
EW/ECM . . . . .	13	14	15	16	16	17	17
Sensors . . . . .	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems. . . . .	½ LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR) . . . . .	13,225	14,550	16,000	17,600	18,475	19,400	20,375

Because of its far-flung interests, the League maintains a relatively large number of heavy cruising vessels to patrol the starlanes and escort important convoys. For these reasons, the heavy cruisers of the League again suffer somewhat from 'economy measures', the vessels being more lightly built than they might be in order to keep costs down while providing for sufficient numbers to meet the League's many commitments. Still, while not the equal of comparable vessels in the Terran and Azuriach navies, they are quite able to hold their own against most warships in their class.



# FLEET CRUISER



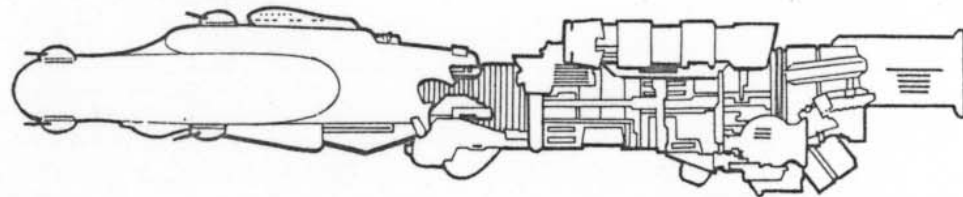
Displacement . . . . .300,000t  
 Complement. . . . .2800  
 Astronauts . . . . .300  
 Technical. . . . .1300  
 Marines . . . . .1200  
 Sick Bay . . . . .100  
 ColdSleep . . . . .200  
 Cargo Bays. . . . .17,500t  
 Damage Control . . . .StarFleet

Powerplant. . . . .AMC.20  
 Fuel Capacity. . . . .600,000 u.  
 Fuel Cons . . . . .3000 u.  
 OverDrive . . . . .+170 u.  
 Take-Off/Land . . .G x 3000 u.  
 Atmospheric. . . . .1200 kmh  
 Boat Deck . . . . .x20 Launch  
   x20 Pinnacle  
   x6 Shuttle  
   x2 Lander

Main Battery . . . . .8x2 N\*400  
 Rds./N\*400 . . . . .2850  
 Sec. Battery A . . . .12x2 N\*125  
 Rds./N\*125 . . . . .1500  
 Sec. Battery B. . . .12x2 N\*50  
 Rds./N\*50 . . . . .1500  
 Torpedo Tubes . . . .3x6 ST\*775  
 ST\*775/Tube . . . . .50  
 ST\*157/Tube . . . . .50  
 Flight Deck . . . . .27,000m<sup>3</sup>

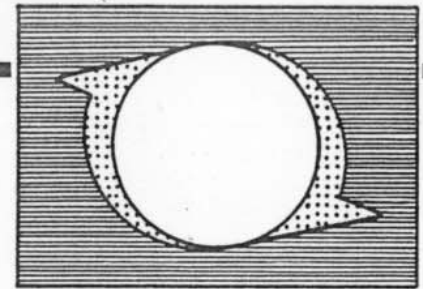
	INFLEXIBLE	COURAGEOUS	DEFIANT	AQUILA	TRIBUNE	CONSUL	PATRICIAN
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive. . . . .	150 LS	160 LS	170 LS	185 LS	190 LS	200 LS	205 LS
TISA Cruise . . . . .	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS
Acceleration. . . . .	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive . . . . .	20 LY	21 LY	22 LY	23 LY	24 LY	25 LY	26 LY
FTL Cruise. . . . .	10 LY	10 LY	11 LY	11 LY	12 LY	12 LY	13 LY
Damage Capacity. . . . .	172,500	180,000	187,500	195,000	202,500	210,000	217,500
BattleScreen No.3 . . . . .	—	—	—	+27 65,000	+28 67,500	+29 70,000	+30 72,500
BattleScreen No.2 . . . . .	+21 69,000	+22 72,000	+23 75,000	+24 65,000	+25 67,500	+26 70,000	+27 72,500
BattleScreen No.1 . . . . .	+17 103,500	+17 108,000	+17 112,500	+17 65,000	+17 67,500	+17 70,000	+17 72,500
BattleArmor. . . . .	+31	+32	+33	+34	+35	+36	+37
Bridge . . . . .	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2	Mk.XIV x2
Aux. Bridge . . . . .	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XI	Mk.XII	Mk.XIj
EW/ECM . . . . .	13	14	15	16	16	17	17
Sensors . . . . .	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems. . . . .	½ LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR) . . . . .	27,375	30,100	33,100	34,750	36,500	38,325	40,250

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





# BATTLESTARSHIP



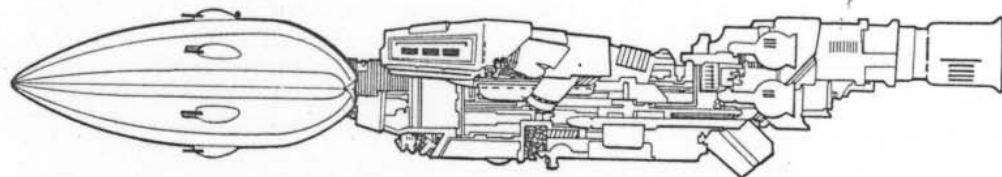
Displacement . . . . .600,000t  
 Complement. . . . .3500  
 Astronauts . . . . .500  
 Technical. . . . .2300  
 Marines . . . . .1700  
 Sick Bay . . . . .125  
 ColdSleep . . . . .200  
 Cargo Bays. . . . .30,000t  
 Damage Control . . . .StarFleet

Powerplant. . . . .AMC.20  
 Fuel Capacity . . . .1,200,000 u.  
 Fuel Cons . . . . .6000 u.  
 OverDrive . . . . .+350 u.  
 Take-Off/Land . . . .G x 6000 u.  
 Atmospheric. . . . .1200 kmh  
 Boat Deck . . . . .x30 Launch  
                                   x30 Pinnacle  
                                   x10 Shuttle  
                                   x4 Lander

Main Battery . . . . .6x3 N\*750  
 Rds./N\*750 . . . . .4500  
 Sec. Battery A . . . .16x2 N\*150  
 Rds./N\*150 . . . . .1500  
 Sec. Battery B. . . .16x2 N\*75  
 Rds./N\*75 . . . . .1500  
 Torpedo Tubes . . . .4x6 ST\*775  
 ST\*775/Tube . . . . .50  
 ST\*157/Tube . . . . .50  
 Flight Deck . . . . .27,000m<sup>3</sup>

	FABIUS	HADRIAN	TRAJAN	AUGUSTA	ANTARES	RHODES	VICTRIX
Tech Level . . . . .	7	8	9	10	10	10-11	10-11
TISA Drive. . . . .	100 LS	110 LS	120 LS	130 LS	135 LS	140 LS	145 LS
TISA Cruise . . . . .	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS
Acceleration. . . . .	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive . . . . .	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY	23 LY
FTL Cruise. . . . .	7 LY	7 LY	8 LY	8 LY	8 LY	9 LY	9 LY
Damage Capacity. . . .	390,000	405,000	420,000	435,000	450,000	465,000	480,000
BattleScreen No.3 . . . .	+28 130,000	+29 135,000	+30 140,000	+31 145,000	+32 150,000	+33 155,000	+34 160,000
BattleScreen No.2 . . . .	+25 130,000	+26 135,000	+27 140,000	+28 145,000	+28 150,000	+29 155,000	+29 160,000
BattleScreen No.1 . . . .	+20 130,000	+20 135,000	+20 140,000	+20 145,000	+20 150,000	+20 155,000	+20 160,000
BattleArmor. . . . .	+40	+41	+42	+43	+44	+45	+46
Bridge. . . . .	Mk.X x2	Mk.XI x2	Mk.XII x2	Mk.XIII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2
Aux. Bridge . . . . .	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk.XIII
EW/ECM . . . . .	14	15	16	17	17	18	19
Sensors . . . . .	2500 LS	3500 LS	4500 LS	5500 LS	6000 LS	6500 LS	6500 LS
ComSystems. . . . .	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR) . . . . .	68,200	75,000	82,500	90,750	95,300	100,000	105,000

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



# PHANTOM STARFIGHTER

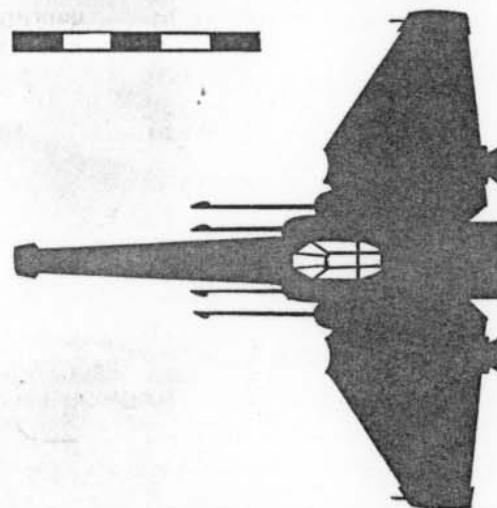
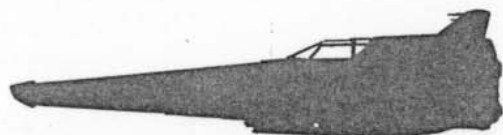


Crew . . . . .1  
 Mass . . . . .30t  
 Dimensions . . . . .10x10x4m  
 Cargo Space . . . . .500kg  
 Life Support . . . . .7 days  
 Flight Deck . . . . .1000m<sup>3</sup>

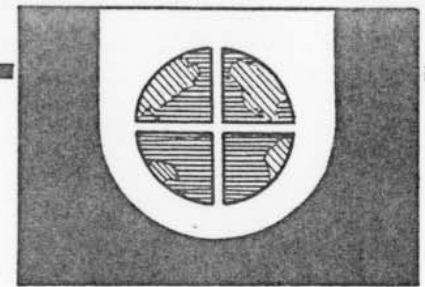
TISA Engines . . . . .x4 TTG  
 Fuel Capacity . . . . .2 u.  
 Fuel/1000 LS . . . . .0.2 u.  
 OverBoost . . . . .0.05 u.  
 Acceleration . . . . .+50 LS  
 OverBoost . . . . .+150 LS

Fwd. NovaGuns . . . . .x6 N\*25  
 Rds./N\*25 . . . . .120  
 Ordnance . . . . .x2 ST\*775  
 or  
 x4 ST\*157  
 or  
 x4t Bombs

	Mk I	Mk II	Mk III	Mk IVa	Mk IVb	Mk Va	Mk Vb	Mk VI
Tech Level . . . . .	7	8	9	10	10	10-11	10-11	11
TISA Drive . . . . .	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS	360 LS	370 LS
Atmospheric . . . . .	12,000 kmh	13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh
Atmos. Max . . . . .	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh	20,000 kmh
Air-to-Air . . . . .	18	19	20	21	22	23	24	25
Damage Capacity . . . . .	75	75	75	75	75	100	100	100
BattleScreens . . . . .	+12 500	+12 600	+12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000
BattleArmor . . . . .	+1	+1	+1	+2	+2	+2	+2	+3
BattleComputer . . . . .	Mk.I	Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V	Mk.VI
EW/ECM . . . . .	12	13	14	15	15	16	16	17
Sensors . . . . .	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems . . . . .	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS	20,000 LS
Cost (MCR) . . . . .	.50	52.5	55	57.5	60	62.5	65	67.5



## SPECTRE STARFIGHTER-BOMBER

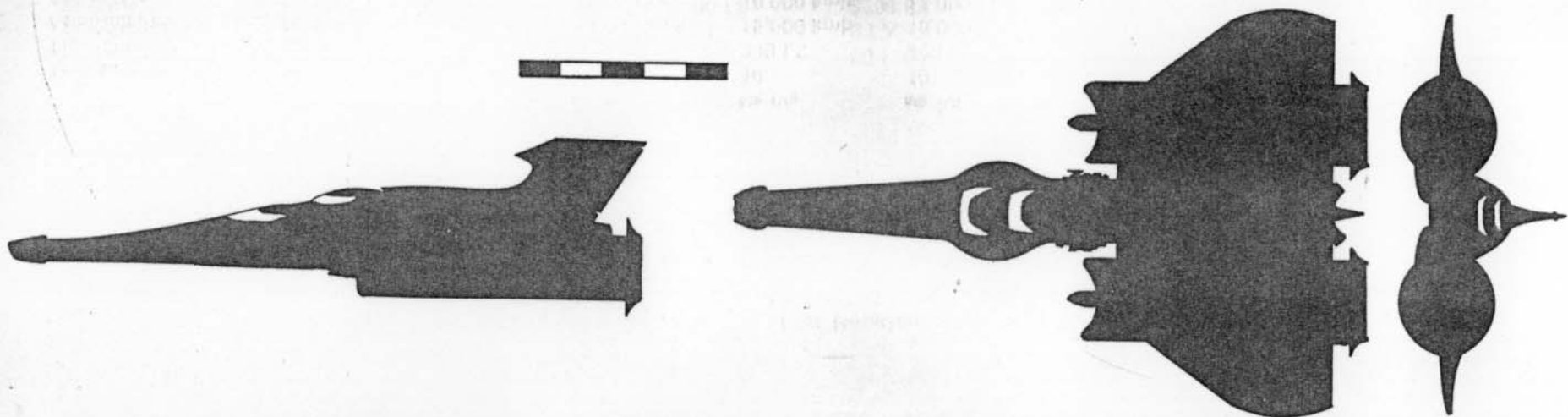


Crew . . . . . 2  
 Mass . . . . . 50t  
 Dimensions . . . . . 15x10x5m  
 Cargo Space . . . . . 1000kg  
 Life Support . . . . . 7 days  
 Flight Deck . . . . . 1500m<sup>3</sup>

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

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

	Mk I	Mk II	Mk III	Mk IVa	Mk IVb	Mk Va	Mk Vb	Mk VI
Tech Level . . . . .	7	8	9	10	10	10-11	10-11	11
TISA Drive . . . . .	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS
Atmospheric . . . . .	11,000 kmh	12,000 kmh	13,000 kmh	14,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Atmos. Max . . . . .	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh	19,000 kmh
Air-to-Air . . . . .	16	17	18	19	20	21	22	23
Damage Capacity . . . . .	100	100	100	100	100	125	125	125
BattleScreens . . . . .	+12 500	+12 600	+12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000
BattleArmor . . . . .	+2	+2	+2	+2	+3	+3	+3	+4
BattleComputer . . . . .	Mk.I	Mk.II	Mk.III	Mk.IV	Mk.IV	Mk.V	Mk.V	Mk.VI
EW/ECM . . . . .	12	13	14	15	15	16	16	17
Sensors . . . . .	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems . . . . .	10,000 LS	10,000 LS	10,000 LS	15,000 LS	15,000 LS	15,000 LS	15,000 LS	20,000 LS
Cost (MCR) . . . . .	50	52.5	55	57.5	60	62.5	65	67.5



# BANSHEE STARBOMBER



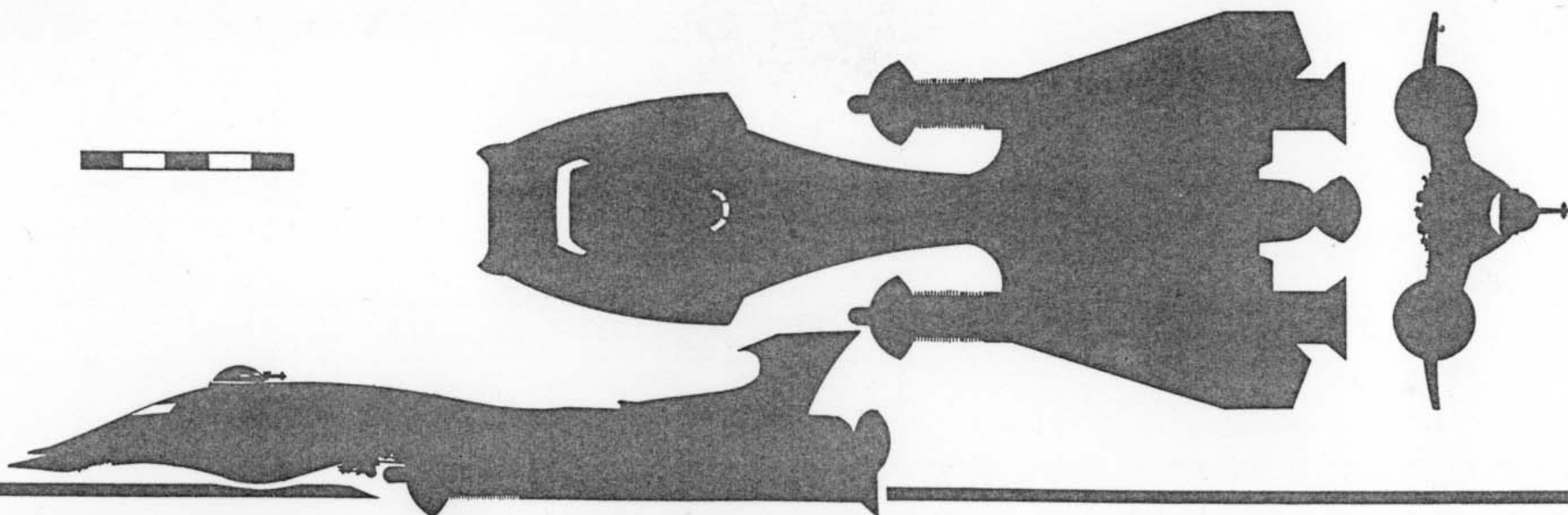
Crew . . . . .3  
 Mass . . . . .75t  
 Dimensions . . . . .20x10x4m  
 Cargo Space . . . . .2000kg  
 Life Support . . . . .7 days  
 Flight Deck . . . . .2000m<sup>3</sup>

TISA Engines . . . . .x4 TTG  
 Fuel Capacity . . . . .6 u.  
 Fuel/1000 LS . . . . .0.4 u.  
 OverBoost . . . . .0.1 u.  
 Acceleration . . . . .+30 LS  
 OverBoost . . . . .+90 LS

Fwd. NovaGuns . . . . .x4 N\*25  
 Rds./N\*25 . . . . .120  
 Turret Guns . . . . .1x2 N\*50  
 Rds./N\*50 . . . . .120  
 Ordnance . . . . .x4 ST\*775  
 or  
 x8 ST\*257  
 or  
 Bombs\*\*

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

	Mk I	Mk II	Mk III	Mk IVa	Mk IVb	Mk Va	Mk Vb	Mk Vi
Tech Level . . . . .	7	8	9	10	10	10-11	10-11	11
TISA Drive . . . . .	250 LS	260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric . . . . .	6000 kmh	7000 kmh	8000 kmh	9000 kmh	10,000 kmh	11,000 kmh	12,000 kmh	13,000 kmh
Atmos. Max . . . . .	13,000 kmh	14,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air . . . . .	11	12	13	14	15	16	17	18
Damage Capacity . . .	150	150	150	150	175	175	200	200
BattleScreens . . . .	+12 700	+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor . . . . .	+3	+3	+3	+3	+4	+4	+4	+5
BattleComputer . . .	Mk.II	Mk.III	Mk.IV	Mk.V	Mk.V	Mk.VI	Mk.VI	Mk.VII
EW/ECM . . . . .	12	13	14	15	16	16	17	18
Sensors . . . . .	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems . . . . .	15,000 LS	15,000 LS	15,000 LS	20,000 LS	20,000 LS	20,000 LS	20,000 LS	25,000 LS
Cost (MCR) . . . . .	75	78.75	82.5	86.25	90	93.75	97.5	100





# FTL SCOUT

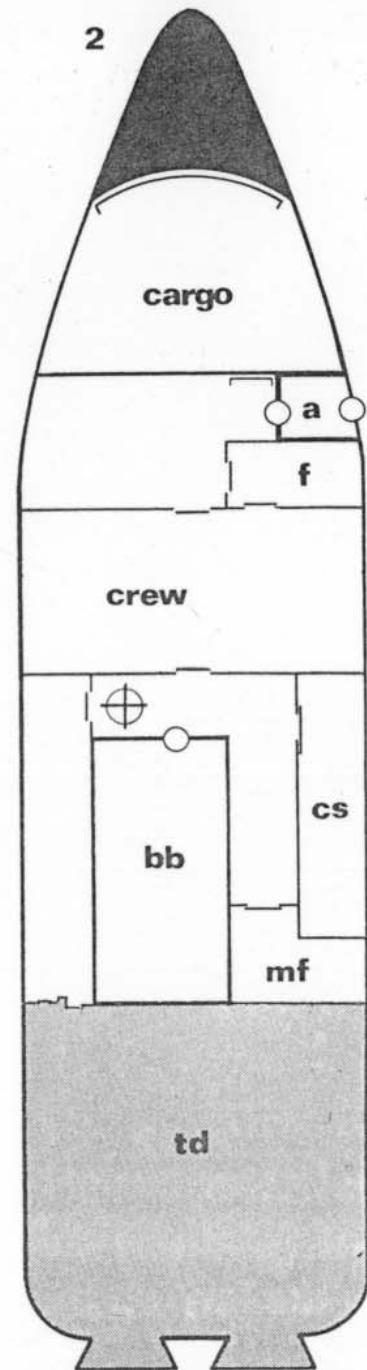
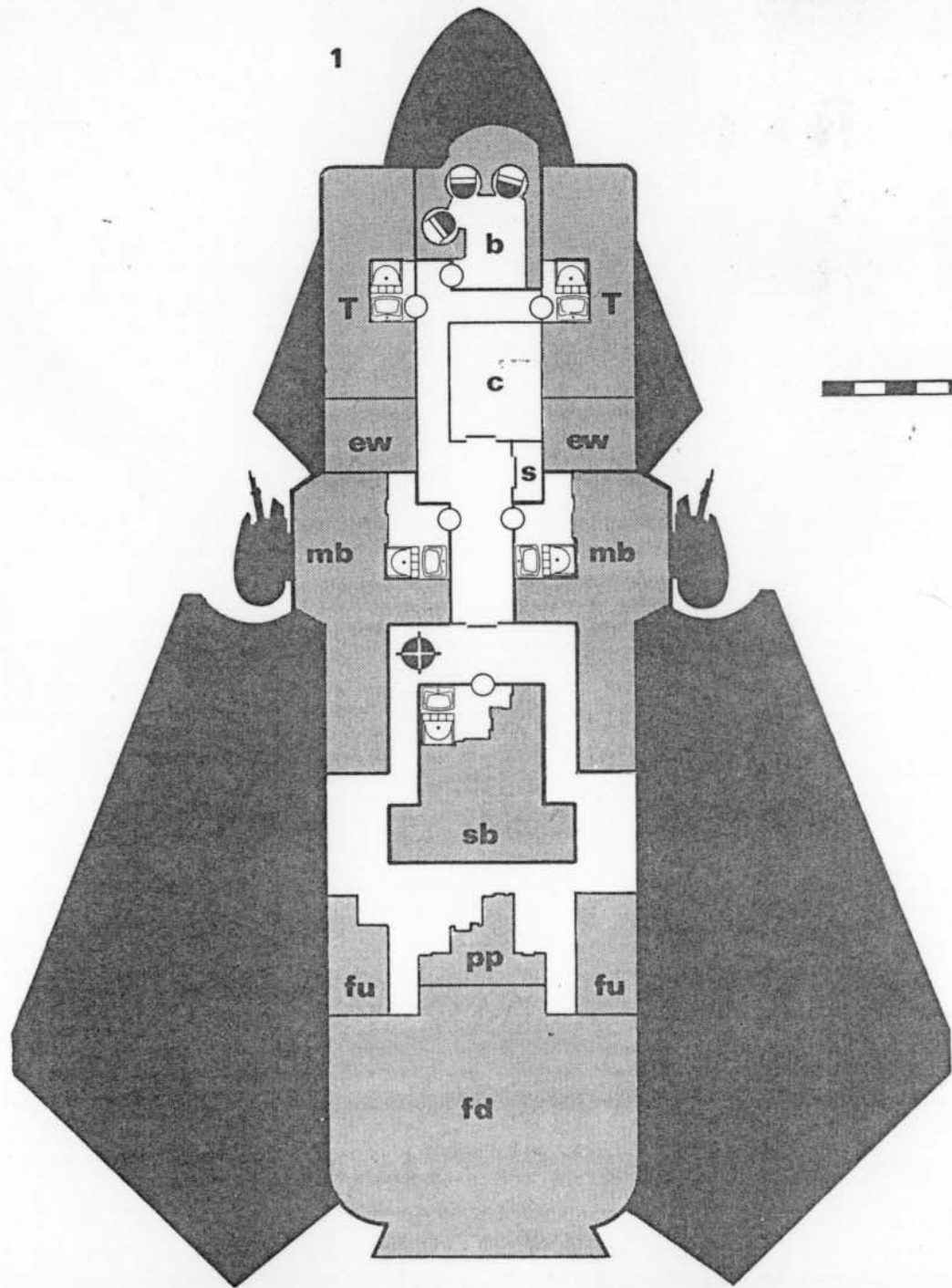


Displacement . . . . .375t	Powerplant. . . . .AMC.20	Main Battery . . . . .2x2 N*100
Complement. . . . .10	Fuel Capacity . . . . .1000 u.	Rds./N*100 . . . . .250
Astronauts . . . . .3	Fuel Cons . . . . .3.75 u.	Fwd. NovaGuns . . . . .x6 N*25
Technical. . . . .7	OverDrive . . . . .0.2 u.	Rds./N*25 . . . . .250
Gen. Accomodation. . . . .4	Atmospheric. . . . .Ftr. Mode	Torpedo Tubes . . . . .1x6 ST*257
Dispensary . . . . .1	Boat Bay . . . . .x1 Launch	ST*275/Tube . . . . .6
ColdSleep . . . . .10	Cargo Bays. . . . .27.5t	ST*157/Tube . . . . .10
		External Racks . . . . .x10 ST*775
		or. . . . .x50t Bombs

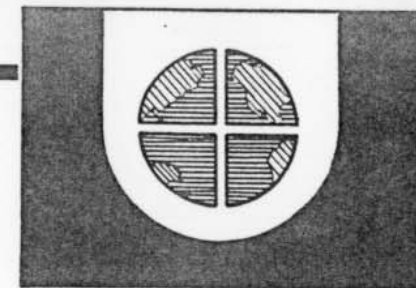
	HERMES	METEOR	NIKE	STARFIRE	FLAME	FIREBALL	SPITFIRE	MARAUDER
Tech Level. . . . .7	8	9	10	10	10	10-11	10-11	11
TISA Drive. . . . .260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS	330 LS
TISA Cruise . . . . .270 LS	270 LS	270 LS	270 LS	270 LS	270 LS	270 LS	270 LS	270 LS
Acceleration. . . . .+15/+50 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS
FTL Drive . . . . .47 LY	51 LY	55 LY	59 LY	61 LY	63 LY	65 LY	70 LY	70 LY
FTL Cruise. . . . .35 LY	38 LY	41 LY	44 LY	46 LY	47 LY	49 LY	53 LY	53 LY
Atmospheric. . . . .7500 kmh	7500 kmh	7500 kmh	8500 kmh	9500 kmh	10,500 kmh	11,500 kmh	12,500 kmh	12,500 kmh
Atmos. Max . . . . .15,000 kmh	15,000 kmh	15,000 kmh	15,500 kmh	16,000 kmh	16,500 kmh	17,000 kmh	18,000 kmh	18,000 kmh
Air-to-Air. . . . .10	11	12	14	15	16	17	18	18
Damage Capacity. . . . .400	450	500	550	600	650	700	750	750
BattleScreen. . . . .-	-	-	+15 750	+15 750	+16 750	+16 750	+17 750	+17 750
BattleScreen No. 1. . . . .+12 1000	+12 1250	+12 1750	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor. . . . .+3	+3	+3	+4	+4	+4	+4	+5	+5
Bridge. . . . .Mk.VI	Mk.VII	Mk.VIII	Mk.IX	Mk.X	Mk.X	Mk.XI	Mk.XI	Mk.XI
EW/ECM . . . . .13	14	15	16	16	17	17	18	18
Sensors . . . . .2500 LS	3500 LS	5000 LS	5500 LS	5500 LS	6000 LS	6000 LS	6000 LS	6000 LS
ComSystems. . . . .1/2 LY	1 LY	3 LY	3 LY	3 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR) . . . . .147	159	175	192	202	212	223	234	234

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





# FLEET CORVETTE



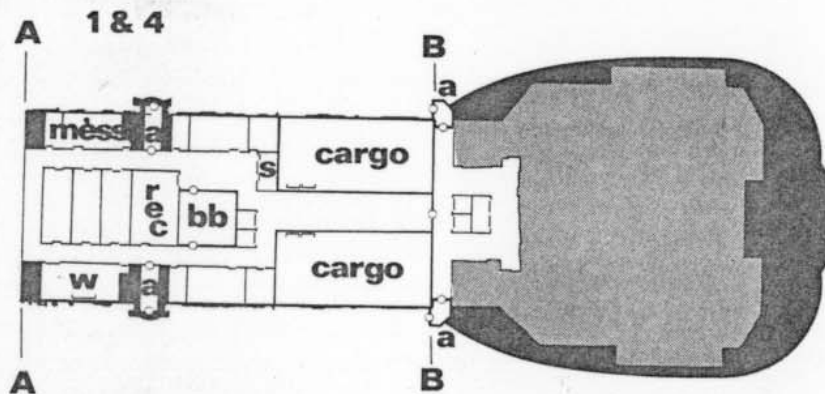
Displacement . . . 12,500t  
 Complement . . . 140  
 Astronauts . . . 20  
 Technical . . . . .60  
 Marines . . . . .60  
 Sick Bay . . . . .10  
 ColdSleep . . . . .20  
 Cargo Bays . . . .3600t  
 Damage Control .Superior

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

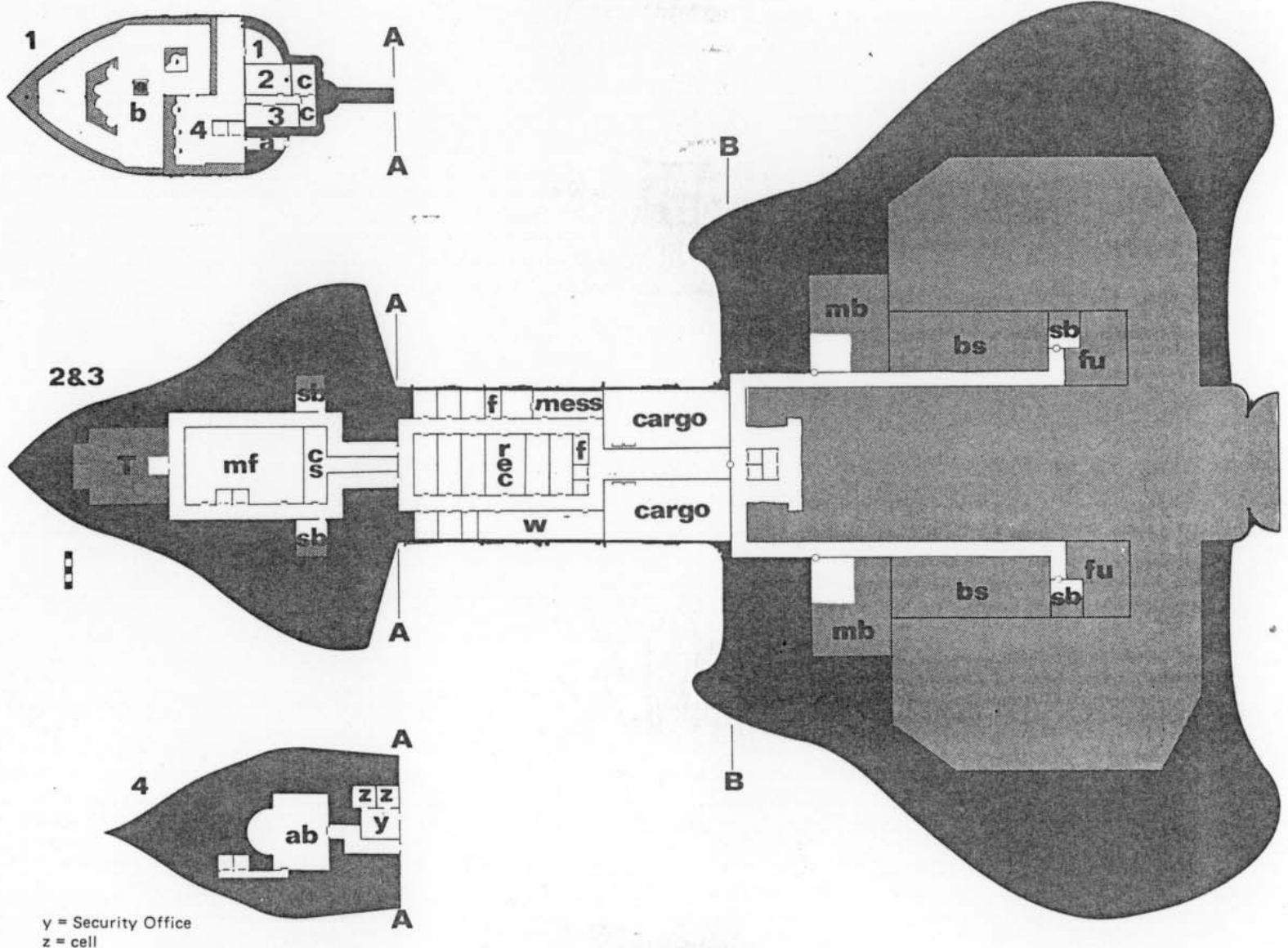
Main Battery . .4x2 N\*150  
 Rds./N\*150 . . .350  
 Sec. Battery . . .6x2 N\*25  
 Rds./N\*25 . . .350  
 Torpedo Tubes .1x6 ST\*375  
 ST\*375/Tube . .8  
 ST\*157/Tube . .16

	VESTA	PALLAS	CERES	TRITON	EUROPA	RHEA	JUNO	HYPERION
Tech Level . . . . .	7	8	9	10	10	10-11	10-11	11
TISA Drive . . . . .	200 LS	215 LS	230 LS	245 LS	250 LS	255 LS	260 LS	265 LS
TISA Cruise . . . . .	200 LS	200 LS	200 LS	200 LS	200 LS	200 LS	200 LS	200 LS
Acceleration . . . . .	+25/+50 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS	+25/+75 LS
FTL Drive . . . . .	39 LY	42 LY	45 LY	48 LY	50 LY	52 LY	54 LY	56 LY
FTL Cruise . . . . .	25 LY	27 LY	29 LY	31 LY	33 LY	34 LY	35 LY	36 LY
Damage Capacity . . .	6875	7190	7500	7825	8125	8450	8750	9375
BattleScreen No.2 . . .	-	-	-	+16 3130	+17 3250	+18 3380	+19 3500	+20 3750
BattleScreen No.1 . . .	+12 6875	+12 7190	+12 7500	+12 4695	+12 4875	+12 5070	+12 5250	+12 5625
BattleArmor . . . . .	+10	+10	+11	+11	+12	+12	+13	+13
Bridge . . . . .	Mk.VIII	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk.XIII
Aux. Bridge . . . . .	Mk.VI	Mk.VII	Mk.VIII	Mk.IX	Mk.IX	Mk.X	Mk.X	Mk.X
EW/ECM . . . . .	13	14	15	16	17	17	18	18
Sensors . . . . .	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6000 LS	6500 LS
ComSystems . . . . .	1/2 LY	1 LY	3 LY	3 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR) . . . . .	725	795	875	960	1000	1050	1100	1150

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



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

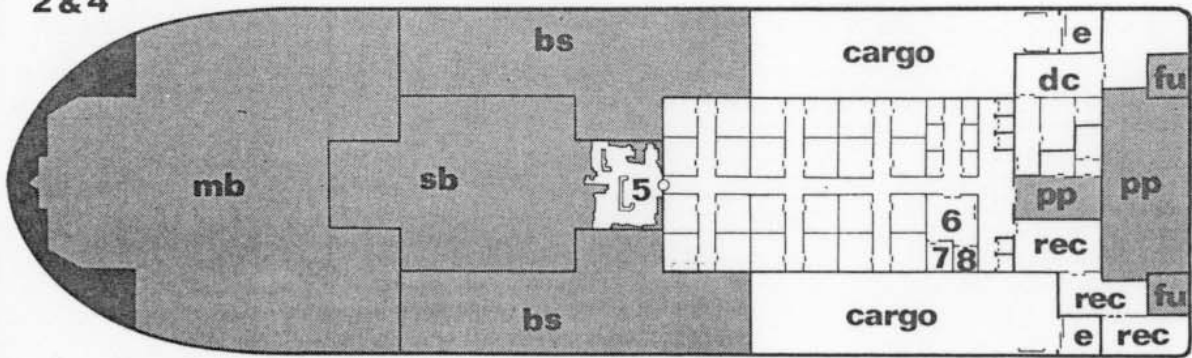


y = Security Office  
z = cell

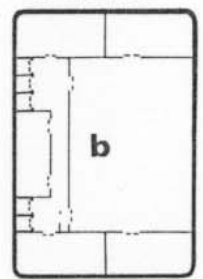




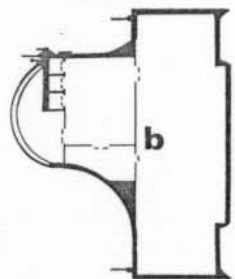
2 & 4



CL 2 & 3

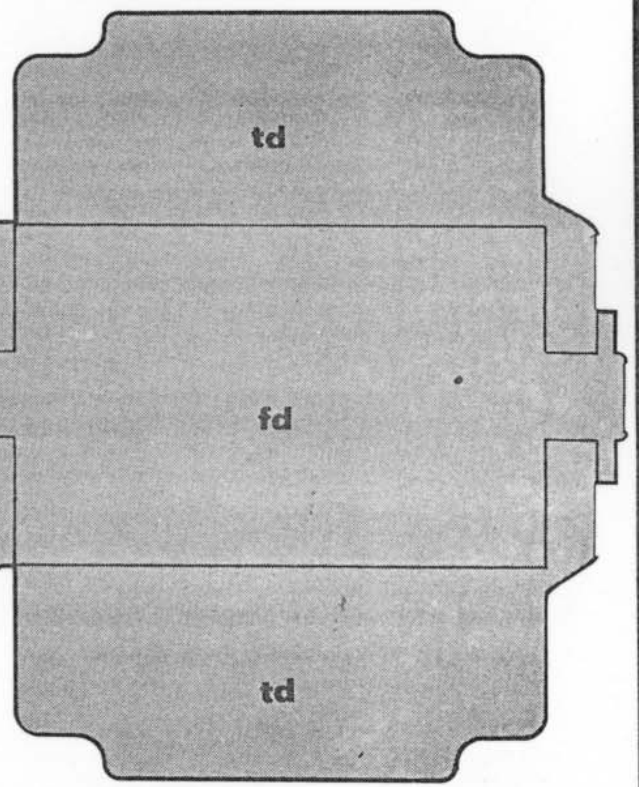
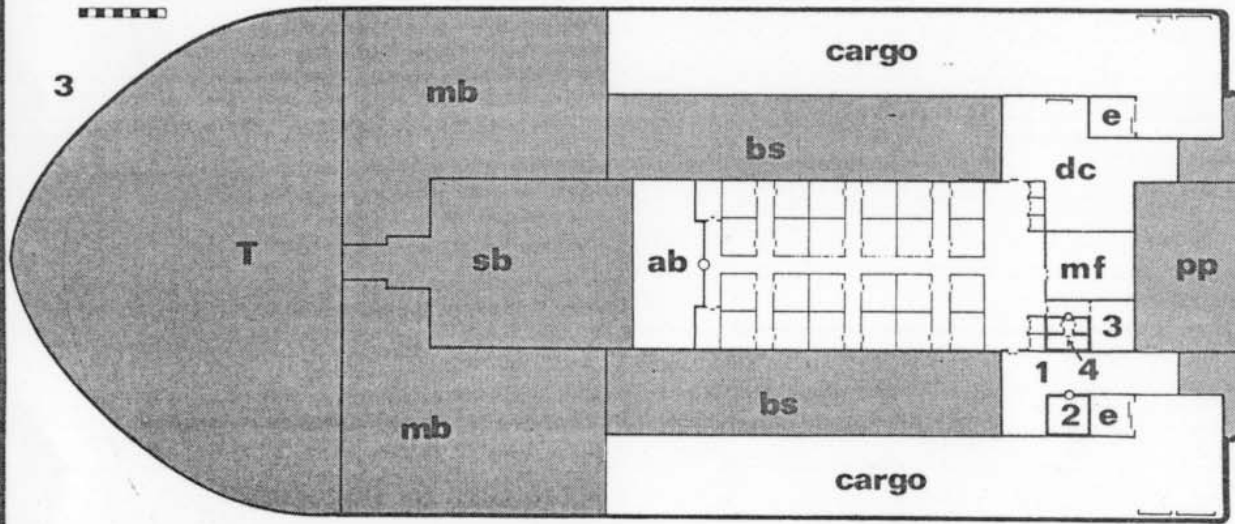


CL 1



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

3



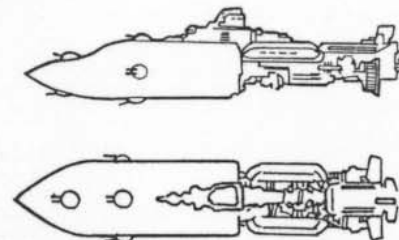
# DESTROYER LEADER



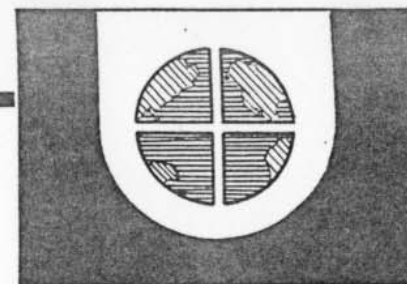
Displacement . . . . .	60,000t	Powerplant. . . . .	AMC.25	Main Battery . . . . .	6x2 N*250
Complement. . . . .	525	Fuel Capacity . . . . .	90,000 u.	Rds./N*250 . . . . .	1000
Astronauts . . . . .	60	Fuel Cons . . . . .	900 u.	Sec. Battery . . . . .	12x2 N*50
Technical. . . . .	225	OverDrive . . . . .	+45 u.	Rds./N*50 . . . . .	1000
Marines . . . . .	240	Atmospheric. . . . .	7500 kmh	Torpedo Tubes . . . . .	2x6 ST*375
Sick Bay . . . . .	18	Atmos. Max . . . . .	15,000 kmh	ST*375/Tube . . . . .	.30
ColdSleep . . . . .	25	Boat Deck . . . . .	x8 Launch	ST*157/Tube . . . . .	.30
Cargo Bays. . . . .	4575t		x6 Pinnacle	Flight Deck . . . . .	.8000m <sup>3</sup>
Damage Control . . . . .	Compreh.		x1 Shuttle		

	ACHILLES	HEKTOR	AENEAS	ULYSSES	HERCULES	THESEUS	PERSEUS	ARES
Tech Level . . . . .	.7	8	9	10	10	10-11	10-11	11
TISA Drive. . . . .	180 LS	190 LS	205 LS	220 LS	225 LS	240 LS	245 LS	250 LS
TISA Cruise . . . . .	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration. . . . .	+15/+30 LS	+15/+45 LS	+15/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS	+20/+60 LS	+20/+70 LS
FTL Drive . . . . .	34 LY	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY	50 LY
FTL Cruise. . . . .	20 LY	22 LY	23 LY	25 LY	26 LY	27 LY	28 LY	30 LY
Damage Capacity. . . . .	33,000	34,500	36,000	37,500	39,000	41,500	43,000	45,000
BattleScreen No.2 . . . . .	+18 13,200	+19 13,800	+20 14,400	+21 15,000	+22 15,600	+23 16,600	+24 17,200	+25 18,000
BattleScreen No.1 . . . . .	+14 19,800	+14 20,700	+14 21,600	+14 22,500	+14 23,400	+14 24,900	+14 25,800	+14 27,000
BattleArmor. . . . .	+20	+20	+21	+21	+22	+22	+23	+23
Bridge . . . . .	Mk.X	Mk.XI	Mk.XII	Mk.XIII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV
Aux. Bridge . . . . .	Mk.VIII	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk.XII
EW/ECM . . . . .	13	14	15	16	17	17	18	19
Sensors . . . . .	2500 LS	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500*LS
ComSystems. . . . .	½ LY	1 LY	3 LY	3 LY	3 LY	3 LY	4 LY	5 LY
Cost (MCR) . . . . .	3900	4300	4750	4975	5225	5475	5750	6025

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



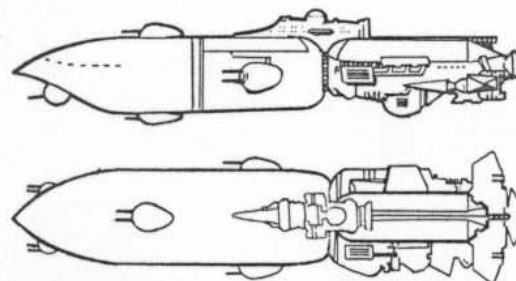
# LIGHT CRUISER



Displacement . . . . .	100,000t	Powerplant. . . . .	AMC.25	Main Battery . . . . .	6x2 N*300
Complement. . . . .	1050	Fuel Capacity. . . . .	150,000 u.	Rds./N*300 . . . . .	1000
Astronauts. . . . .	125	Fuel Cons . . . . .	1000 u.	Sec. Battery . . . . .	12x2 N*75
Technical. . . . .	445	OverDrive . . . . .	+50 u.	Rds./N*75 . . . . .	1000
Marines . . . . .	480	Atmospheric. . . . .	.6000 kmh	Torpedo Tubes . . . . .	2x6 ST*775
Sick Bay . . . . .	35	Atmos. Max . . . . .	.15,000 kmh	ST*775/Tube . . . . .	.30
ColdSleep . . . . .	.50	Boat Deck . . . . .	.x16 Launch	ST*157/Tube . . . . .	.30
Cargo Bays. . . . .	.6000t		x10 Pinnacle	Flight Deck . . . . .	.32,000m <sup>3</sup>
Damage Control . . . . .	Compreh.		x2 Shuttle		

	TYCHO	SELENE	HEGATE	ASTARTE	ISHTAR	DIANA	ATHENE	EXCALIBUR
Tech Level . . . . .	7	8	9	10	10	10-11	10-11	11
TISA Drive. . . . .	180 LS	190 LS	205 LS	220 LS	225 LS	240 LS	245 LS	250 LS
TISA Cruise . . . . .	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration. . . . .	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+40 LS	+10/+40 LS	+10/+50 LS
FTL Drive . . . . .	.30 LY	32 LY	34 LY	37 LY	39 LY	40 LY	42 LY	44 LY
FTL Cruise. . . . .	.18 LY	19 LY	20 LY	22 LY	23 LY	24 LY	25 LY	26 LY
Damage Capacity. . . . .	.55,000	57,500	60,000	62,500	65,000	67,500	70,000	75,000
BattleScreen No.2 . . . . .	+19 22,000	+20 23,000	+21 24,000	+22 25,000	+23 26,000	+24 27,000	+25 28,000	+26 30,000
BattleScreen No.1 . . . . .	+15 33,000	+15 34,500	+15 36,000	+15 37,500	+15 39,000	+15 40,500	+15 42,000	+15 45,000
BattleArmor. . . . .	+21	+22	+23	+24	+25	+25	+26	+26
Bridge . . . . .	Mk.X	Mk.XI	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI
Aux. Bridge . . . . .	Mk.IX	Mk.X	Mk.XI	Mk.XI	Mk.XII	Mk.XII	Mk.XIII	Mk.XIII
EW/ECM . . . . .	.13	14	15	16	17	17	18	19
Sensors . . . . .	.2500 LS	3500 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems. . . . .	.½ LY	1 LY	3 LY	3 LY	3 LY	3 LY	4 LY	5 LY
Cost (MCR) . . . . .	.7000	7725	8500	9350	9800	10,275	10,775	11,300

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





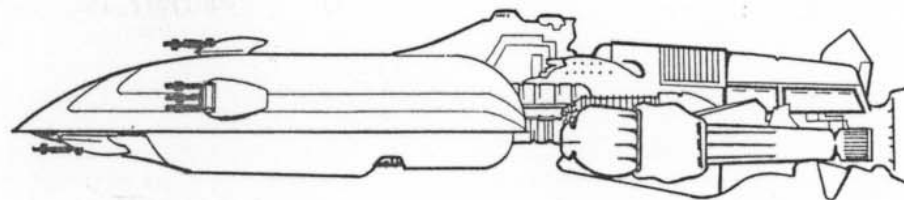
# FLEET CRUISER



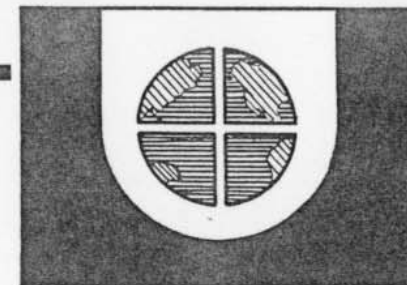
Displacement . . . . .300,000t	Powerplant. . . . .AMC.25	Main Battery . . . . .6x3 N*400
Complement. . . . .3000	Fuel Capacity . . . . .600,000 u.	Rds./N*400 . . . . .2850
Astronauts . . . . .300	Fuel Cons . . . . .3000 u.	Sec. Battery A . . . .12x2 N*125
Technical. . . . .1300	OverDrive . . . . .+150 u.	Rds./N*125 . . . . .1500
Marines . . . . .1400	Take-Off/Land . . .G x 3000 u.	Sec. Battery B. . . .12x2 N*75
Sick Bay . . . . .100	Atmospheric. . . . .1200 kmh	Rds./N*75 . . . . .1500
ColdSleep . . . . .200	Boat Deck . . . . .x20 Launch	Torpedo Tubes . . . .3x6 ST*775
Cargo Bays. . . . .15,500t	x20 Pinnacle	ST*775/Tube . . . . .50
Damage Control . . . .StarFleet	x6 Shuttle	ST*157/Tube . . . . .50
	x2 Lander	Flight Deck . . . . .32,000m <sup>3</sup>

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

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



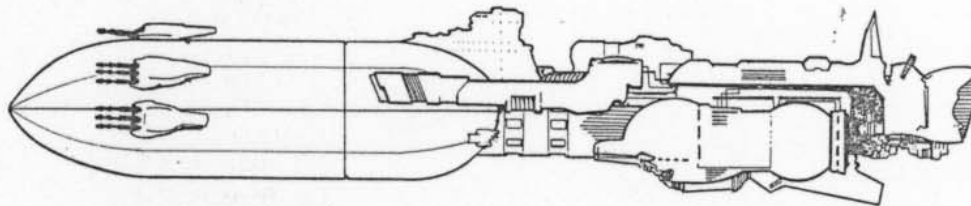
# CONCORDAT BATTLECRUISER



Displacement . . . . .500,000t	Powerplant. . . . .AMC.25	Main Battery . . . . .6x3 N*500
Complement. . . . .4700	Fuel Capacity . . . . .1,000,000 u.	Rds./N*500 . . . . .5000
Astronauts . . . . .500	Fuel Cons . . . . .5000 u.	Sec. Battery A . . . . .16x2 N*150
Technical . . . . .2100	OverDrive . . . . .+250 u.	Rds./N*150 . . . . .1500
Marines . . . . .2100	Take-Off/Land . . . . .G x 5000 u.	Sec. Battery B . . . . .16x2 N*75
Sick Bay . . . . .175	Atmospheric. . . . .1200 kmh	Rds./N*75 . . . . .1500
ColdSleep . . . . .500	Boat Deck . . . . .x30 Launch	Torpedo Tubes . . . . .4x6 ST*775
Cargo Bays . . . . .18,500t	. . . . .x30 Pinnacle	ST*775/Tube . . . . .50
Damage Control . . . . .StarFleet	. . . . .x12 Shuttle	ST*157/Tube . . . . .50
	. . . . .x2 Lander	Flight Deck . . . . .32,000m <sup>3</sup>

	ALDEBARAN	PROCYON	REGULUS	FORMALHAUT	VEGA	BRITANNIA	ALTAIR
Tech Level . . . . .	9	10	10	10-11	10-11	11	11
TISA Drive . . . . .	175 LS	185 LS	195 LS	200 LS	205 LS	210 LS	215 LS
TISA Cruise . . . . .	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS
Acceleration . . . . .	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+20 LS	+5/+25 LS	+10/+30 LS
FTL Drive . . . . .	22 LY	23 LY	24 LY	25 LY	26 LY	27 LY	28 LY
FTL Cruise . . . . .	11 LY	11 LY	12 LY	12 LY	13 LY	13 LY	14 LY
Damage Capacity . . . . .	325,000	337,500	350,000	362,500	375,000	387,500	400,000
BattleScreen No.3 . . . . .	+29 108,335	+30 112,500	+31 116,665	+32 120,835	+33 125,000	+34 129,165	+35 133,335
BattleScreen No.2 . . . . .	+26 108,335	+27 112,500	+28 116,665	+29 120,835	+29 125,000	+30 129,165	+30 133,335
BattleScreen No.1 . . . . .	+19 108,335	+19 112,500	+19 116,665	+19 120,835	+19 125,000	+19 129,165	+19 133,335
BattleArmor . . . . .	+38	+39	+40	+41	+42	+43	+44
Bridge . . . . .	Mk.XII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2	Mk.XV x2	Mk.XVI x2	Mk.XVI x2
Aux. Bridge . . . . .	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI	Mk.XVI
EW/ECM . . . . .	16	17	18	19	19	20	20
Sensors . . . . .	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS	7500 LS
ComSystems . . . . .	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY	5 LY •
Cost (MCR) . . . . .	.69,000	72,450	76,075	79,875	83,850	88,000	92,400

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



# BATTLESTARSHIP



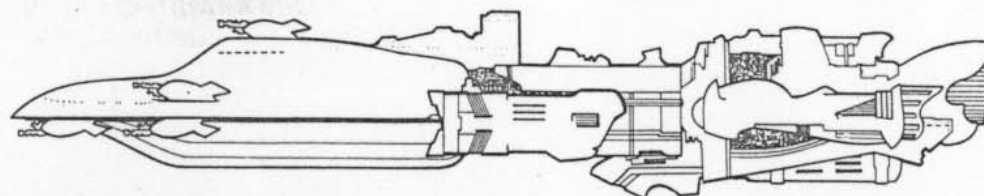
Displacement . . . . .575,000t  
 Complement . . . . .4700  
 Astronauts . . . . .500  
 Technical . . . . .2100  
 Marines . . . . .2100  
 Sick Bay . . . . .175  
 ColdSleep . . . . .500  
 Cargo Bays . . . . .18,500t  
 Damage Control . . . .StarFleet

Powerplant . . . . .AMC.25  
 Fuel Capacity . . . . .1,150,000 u.  
 Fuel Cons . . . . .5750 u.  
 OverDrive . . . . .+290 u.  
 Take-Off/Land . . . .G x 5750 u.  
 Atmospheric . . . . .1200 kmh  
 Boat Deck . . . . .x30 Launch  
   x30 Pinnacle  
   x12 Shuttle  
   x2 Lander

Main Battery . . . . .6x3 N\*600  
 Rds./N\*600 . . . . .5000  
 Sec. Battery A . . . .16x2 N\*150  
 Rds./N\*150 . . . . .1500  
 Sec. Battery B . . . .16x2 N\*75  
 Rds./N\*75 . . . . .1500  
 Torpedo Tubes . . . .4x6 ST\*775  
 ST\*775/Tube . . . . .50  
 ST\*157/Tube . . . . .50  
 Flight Deck . . . . .64,000m<sup>3</sup>

	SOL	REPUBLIC	SABIK	ALGOL	DORADUS	ANDROMEDA	ORION	PLEIADES
Tech Level . . . . .	7	8	9	10	10	10-11	10-11	11
TISA Drive . . . . .	120 LS	130 LS	140 LS	150 LS	160 LS	165 LS	170 LS	175 LS
TISA Cruise . . . . .	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS	110 LS
Acceleration . . . . .	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive . . . . .	13 LY	14 LY	15 LY	16 LY	17 LY	18 LY	19 LY	20 LY
FTL Cruise . . . . .	5 LY	6 LY	6 LY	6 LY	7 LY	7 LY	8 LY	8 LY
Damage Capacity . . .	375,000	390,000	405,000	420,000	435,000	450,000	465,000	480,000
BattleScreen No.3 . .	+28 125,000	+29 130,000	+30 135,000	+31 140,000	+32 145,000	+33 150,000	+34 155,000	+35 160,000
BattleScreen No.2 . .	+25 125,000	+26 130,000	+27 135,000	+28 140,000	+29 145,000	+30 150,000	+31 155,000	+32 160,000
BattleScreen No.1 . .	+20 125,000	+20 130,000	+20 135,000	+20 140,000	+20 145,000	+20 150,000	+20 155,000	+20 160,000
BattleArmor . . . . .	+43	+44	+45	+46	+47	+48	+49	+50
Bridge . . . . .	Mk.XI x2	Mk.XII x2	Mk.XII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2	Mk.XV x2	Mk.XVI x2
Aux. Bridge . . . . .	Mk.XI	Mk.XII	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI
EW/ECM . . . . .	14	15	16	17	18	19	19	20 *
Sensors . . . . .	3000 LS	4000 LS	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
ComSystems . . . . .	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (MCR) . . . . .	69,700	76,650	84,325	92,750	97,375	102,250	107,675	112,725

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



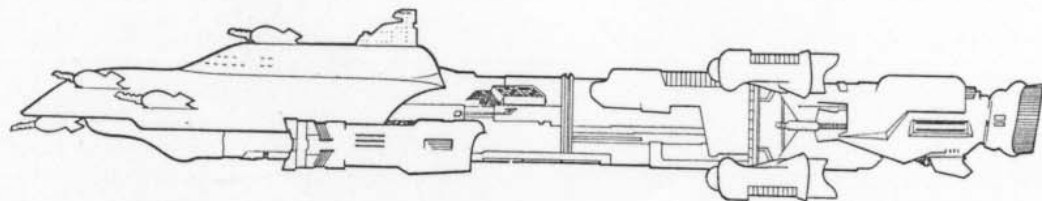
# CONCORDAT BATTLESTAR



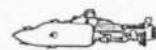
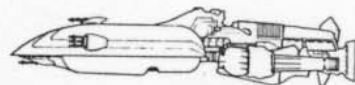
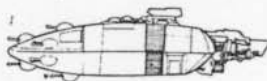
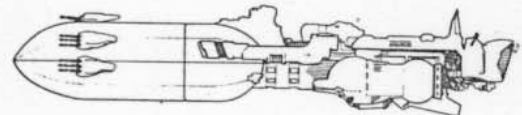
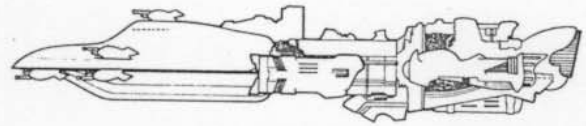
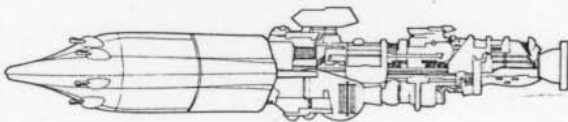
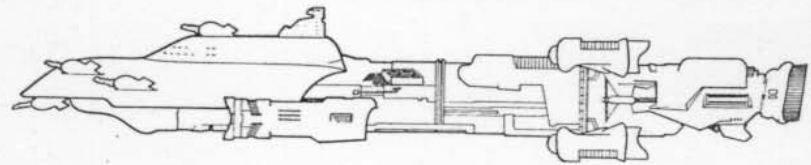
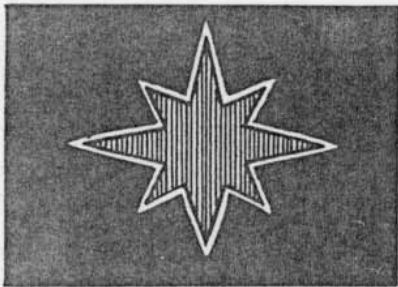
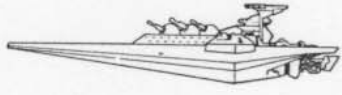
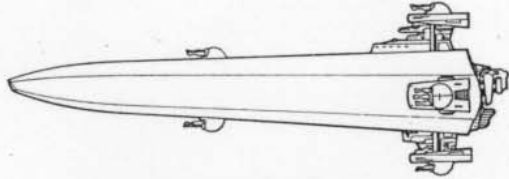
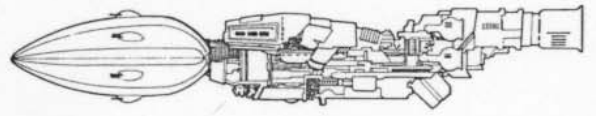
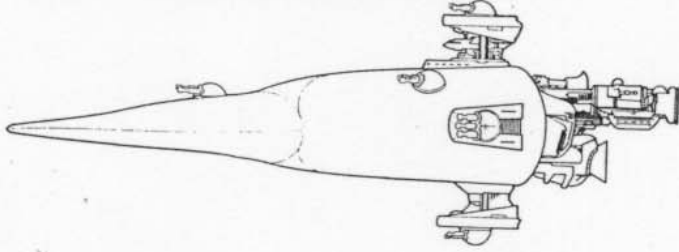
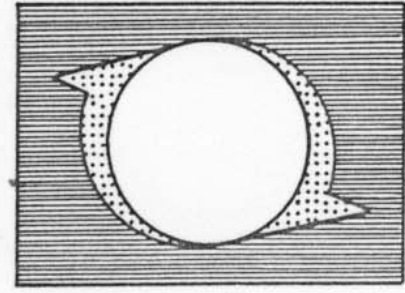
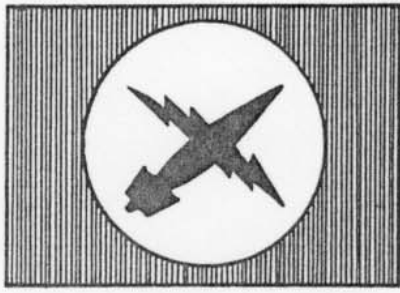
Displacement . . . . .1,250,000t	Powerplant. . . . .AMC.25	Main Battery . . . . .9x3 N*1000
Complement. . . . .10,550	Fuel Capacity . . . . .2,500,000 u.	Rds./N*1000 . . . . .5000
Astronauts . . . . .1250	Fuel Cons . . . . .12,500 u.	Sec. Battery A . . . . .20x2 N*200
Technical . . . . .5000	OverDrive . . . . .+625 u.	Rds./N*200 . . . . .2000
Marines . . . . .4300	Boat Deck . . . . .x50 Launch	Sec. Battery B. . . . .20x2 N*75
Sick Bay . . . . .375	. . . . .x50 Pinnacle	Rds./N*75 . . . . .2000
ColdSleep . . . . .1000	. . . . .x20 Shuttle	Sec. Battery C. . . . .20x2 N*25
Cargo Bays. . . . .40,000t	. . . . .x10 Lander	Rds./N*25 . . . . .1000
Damage Control . . . .StarFleet	Flight Deck . . . . .128,000m <sup>3</sup>	Torpedo Tubes . . . .6x6 ST*775
		ST*775/Tube . . . . .50
		ST*157/Tube . . . . .50

	CONCORDAT	ALLIANCE	UNION	ENTENTE	COVENANT	FEDERATION	TELLUS
Tech Level . . . . .	9	10	10	10-11	10-11	11	11
TISA Drive . . . . .	110 LS	120 LS	130 LS	140 LS	145 LS	150 LS	155 LS
TISA Cruise . . . . .	80 LS	80 LS	80 LS	80 LS	80 LS	80 LS	80 LS
Acceleration . . . . .	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS	+5 LS
FTL Drive . . . . .	15 LY	16 LY	17 LY	18 LY	19 LY	20 LY	21 LY
FTL Cruise . . . . .	6 LY	6 LY	7 LY	7 LY	8 LY	8 LY	8 LY
Damage Capacity . . . .	900,000	937,500	975,000	1,012,500	1,050,000	1,087,500	1,125,000
BattleScreen No.3 . . . .	+30 300,000	+31 312,500	+32 325,000	+33 337,500	+34 350,000	+35 362,500	+36 375,000
BattleScreen No.2 . . . .	+27 300,000	+28 312,500	+29 325,000	+30 337,500	+30 350,000	+31 362,500	+31 375,000
BattleScreen No.1 . . . .	+20 300,000	+20 312,500	+20 325,000	+20 337,500	+20 350,000	+20 362,500	+20 375,000
BattleArmor . . . . .	+52	+53	+54	+55	+56	+57	+58
Bridge . . . . .	Mk.XII x2	Mk.XIII x2	Mk.XIV x2	Mk.XIV x2	Mk.XV x2	Mk.XVI x2	Mk.XVI x2
Aux. Bridge . . . . .	Mk.XII	Mk.XIII	Mk.XIV	Mk.XIV	Mk.XV	Mk.XVI	Mk.XVI
EW/ECM . . . . .	16	17	18	19	19	20	20
Sensors . . . . .	5000 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS	7500 LS
ComSystems . . . . .	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY	5 LY
Cost (MCR) . . . . .	230,000	241,500	253,500	266,250	279,500	293,400	308,000

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







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