

SPACE OPERA™

SELDON'S COMPENDIUM OF STARCRAFT 3

STARSHIPS OF WAR

**Blarad
Mekpurr
Ranan
Hiss's's'ist**



**Edw. E. Simbalist
Stvn. S. Crompton**



SELDON'S COMPENDIUM OF STARCRAFT 3

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



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

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

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

StarShip Class:

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

Displacement:

The volumetric tonnage of the vessel, often very different from the deadweight tonnage or DWT (the mass). One volumetric tonne = 30m³ (1059.4 ft.³), with a fairly standard deck area of 15m² (161.46 ft.²). Deck areas can be smaller in areas in which there are high overheads, as in cargo bays, boat bays, etc.

Complement:

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

Sick Bay:

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

Cargo Bays:

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

Damage Control:

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

Powerplant and Drives:

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

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

Weapons Systems:

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

Ammunition:

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

Damage Capacity:

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

BattleScreens:

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

FLAGS

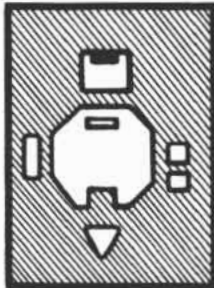
The ships presented in this volume are each accompanied by a flag by means of identification of nationality. Each Star-Nation is represented by its own flag, as illustrated below. Note that these flags are drawn in standard heraldic format so that proper colors are easily distinguished by anyone who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



BLARAD STARKINGDOM



HISS'S'IST



MEKPURR



UNITED RANAN WORLDS

Electronics Systems:

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

Tech Level:

Warships of a particular nation tend to be fairly standard in displacement and interior layout, especially in the case of smaller units. However, the technological level in which the 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, **Seldin'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 ordnance change dramatically as weapons systems technology increases. The penetrations (at 25 LS) and the ranges given in **Space Opera** apply to Tech/7 ordnance and to most civilian ordnance. 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	+25 650	+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

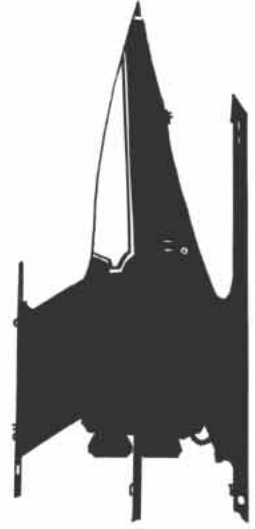
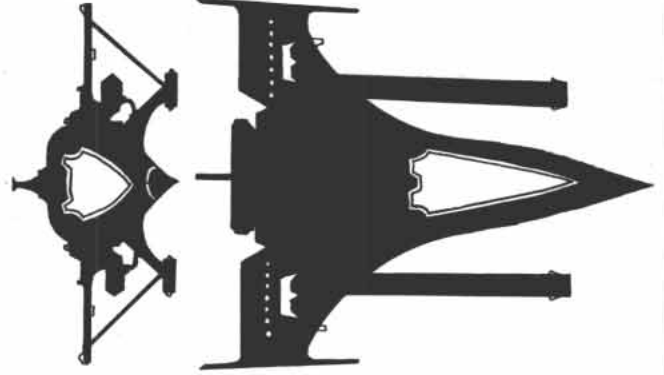
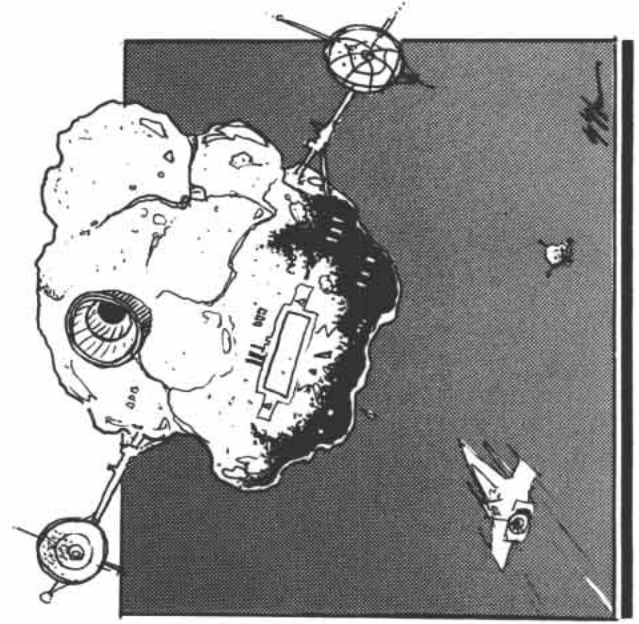
Terra, the Mercantile League, and the Azuriach Imperium have MegaBolt 'carronades', with half the main armament of any vessel mounting N*250+ NovaGuns able to go over to MegaBolt fire at 300 LS range, at double ammunition expenditure. When vessels have odd numbers of main turrets, as in x7, the greater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

KAARDAL STARFIGHTER



Crew1
 Mass50t
 Dimensions10x10x4m
 Cargo Space500 kg
 Life Support5 days
 Flight Deck1000 cu.m
 TISA Enginesx3 TTG
 Fuel Capacity2 u.*
 Fuel/1000LS0.25 u.
 OverBoost0.05 u.
 Acceleration+40 LS
 OverBoost+120 LS
 Fwd. NovaGuns6xN*25
 Rounds/N*25100
 Ordnance6xST*257
 Or 3xST*375
 Or 5t bombs
 *1.5 u. drop-tank available

	Mk.I	Mk.II	Mk.III	Mk.IV	Mk.V	Mk.VI	Mk.VII
Tech Level7	8	9	10	10	10-11	10-11
TISA Drive270 LS	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS
Atmospheric	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	15,000 kmh	16,000 kmh	17,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air15	16	17	18	19	20	21
Damage Capacity90	100	110	120	125	130	135
BattleScreens	+10 500	+10 600	+10 700	+10 800	+10 900	+10 1000	+10 1100
BattleArmor	+2	+2	+2	+3	+3	+3	+4
BattleComputerMk.II	Mk.III	Mk.IV	Mk.V	Mk.V	Mk.V	Mk.V
EW/ECM10	11	12	13	13	14	14
Sensors	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3000 LS	3000 LS
ComSystems	10,000 Ls	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Cost (MCR)	42.5	44.65	46.75	48.9	51	53.15	55.25



GAURAH'DAL STARBOMBER

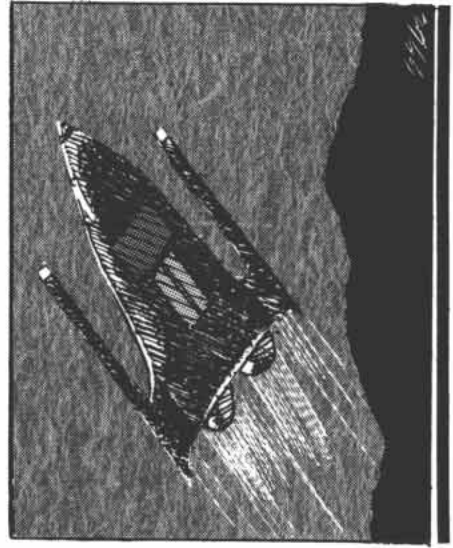
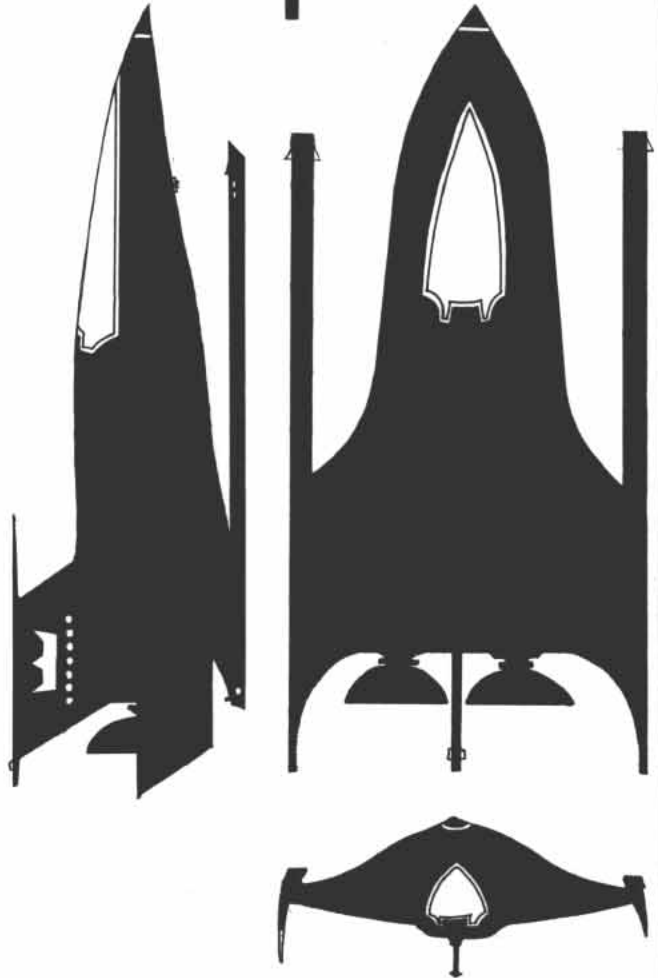


Crew 2
 Mass 100t
 Dimensions 20x10x4m
 Cargo Space 500 kg
 Life Support 5 days
 Flight Deck 2000 cu.m

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

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

	Mk.I	Mk.II	Mk.III	Mk.IV	Mk.V	Mk.VI	Mk.VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	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	200	200	200	200	200	225	225
BattleScreens	+10 800	+10 900	+10 1000	+10 1000	+10 1000	+10 1000	+10 1000
BattleArmor	+3	+3	+3	+4	+4	+4	+5
BattleComputer	Mk.II	Mk.III	Mk.IV	Mk.V	Mk.V	Mk.V	Mk.V
EW/ECM	10	11	12	13	13	14	14
Sensors	1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS
ComSystems	10,000 LS	10,000 LS	15,000 LS	15,000 LS	15,000 LS	15,000 LS	15,000 LS
Cost (MCR)	60	63	66	69	72	75	78



DESTROYER ESCORT



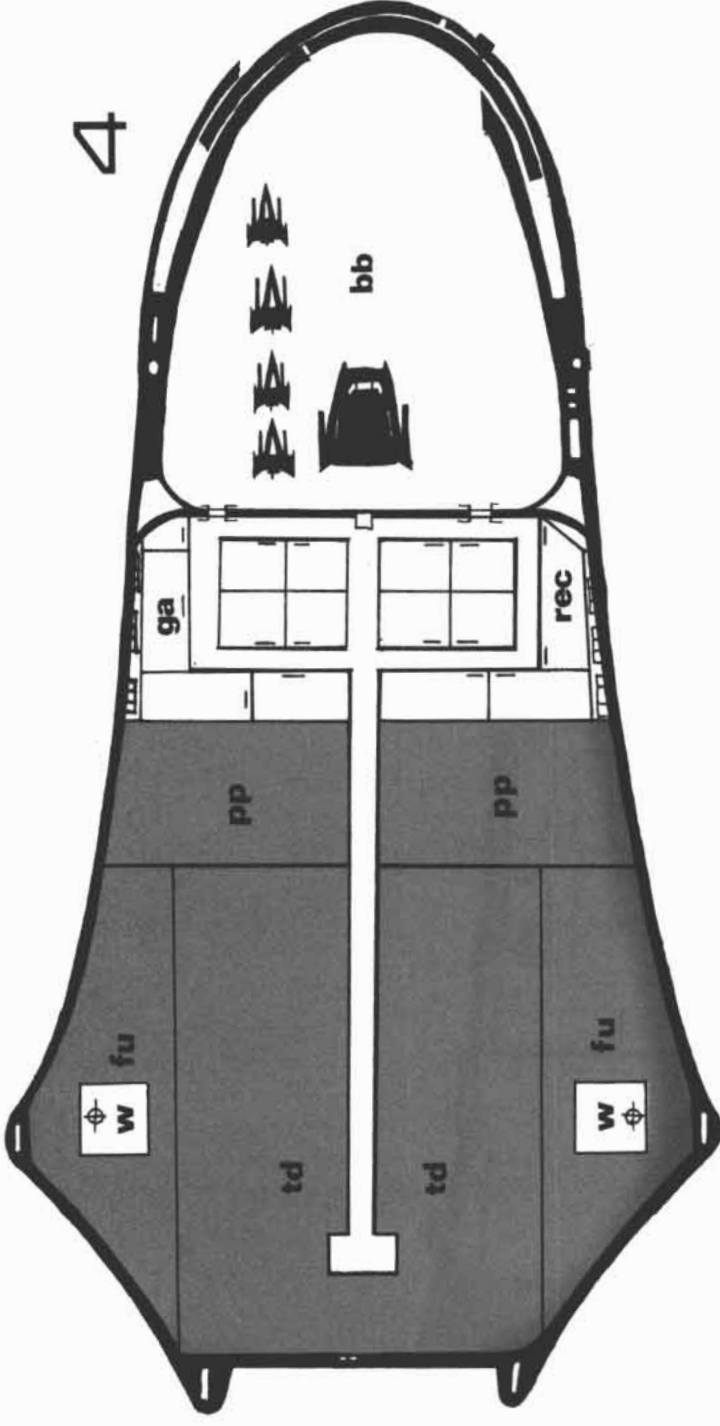
Displacement	27,500t	PowerPlant	AMC .20	Main Battery	4x3 N*175
Complement	225	Fuel Capacity	15,000 u.	Rounds/*175	800
Astronauts	30	Fuel Cons./100LY	275 u.	Sec. Battery	4x3 N*50
Technical	100	OverDrive	+18 u.	Rounds/N*50	800
Marines	125	Atmospheric7500 kmh	Torpedo Tubes	2x6 ST*257
Sick Bay	10	Atmos. Max	15,000 kmh	ST*257/Tube	20
ColdSleep	25	Boat Deck	x5 Launch	ST*157/Tube	20
Damage Control	Superior	Hull Bays	x4 Starfighters	External Rack	2x10 ST*775*
Cargo Bays	1785t			*Beginning in Tech/9	

	VENDUKAAR I	VENDUKAAR II	VENDUKAAR III	VENDUKAAR IV	VENDUKAAR V	VENDUKAAR VI	VENDUKAAR VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	200 LS	210 LS	220 LS	230 LS	235 LS	240 LS	245 LS
TISA Cruise	180 LS	180 LS	180 LS	180 LS	180 LS	180 LS	180 LS
Acceleration	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive	30 LY	32 LY	34 LY	36 LY	37 LY	38 LY	39 LY
FTL Cruise	18 LY	19 LY	20 LY	21 LY	22 LY	23 LY	24 LY
Damage Capacity	13,075	13,750	14,450	15,125	15,825	16,500	17,200
BattleScreen No.2	+16 4375	+17 4600	+18 4825	+19 5050	+20 5275	+21 5500	+22 5750
BattleScreen No.1	+12 8700	+12 9150	+12 9625	+12 10,075	+12 10,550	+12 11,000	+12 11,450
BattleArmor	+15	+15	+16	+16	+17	+17	+18
Bridge	Mk. VIII	Mk. IX	Mk. X	Mk. XI	Mk. XI	Mk. XII	Mk. XII
Aux. Bridge	Mk. VI	Mk. VII	Mk. VIII	Mk. IX	Mk. IX	Mk. X	Mk. X
EW/ECM	11	12	13	14	14	15	15
Sensors	2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4500 LS	45,000LS
ComSystems	1/2 LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	1400	1550	1700	1875	1950	2050	2150

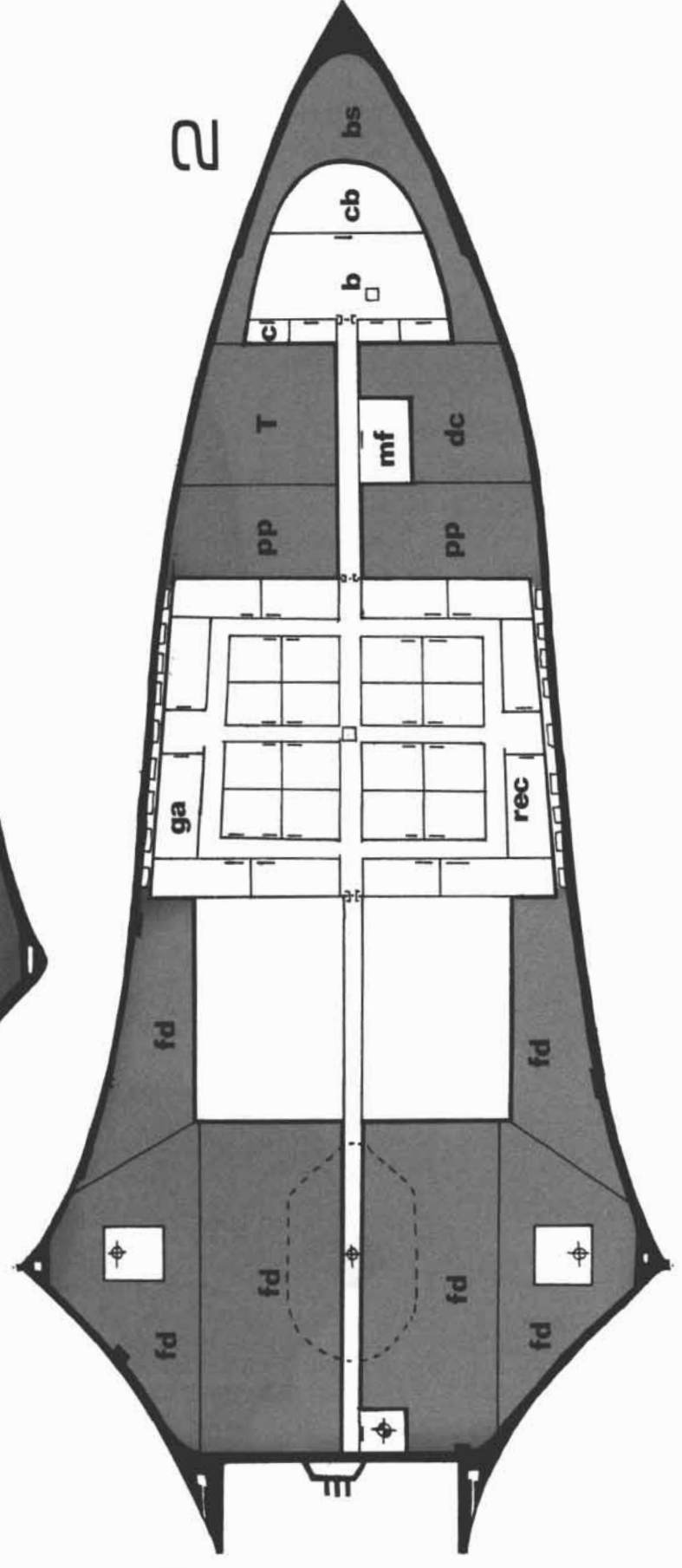
The Vendukaar ('High Thunder') destroyer escorts of the Royal Blarad StarNavy are the fastest warships in the fleet and are very similar to the Rauwoof Terriers in overall performance and capability. Vendukaars are lightly constructed to permit a high tactical speed. Armor and main batteries have been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

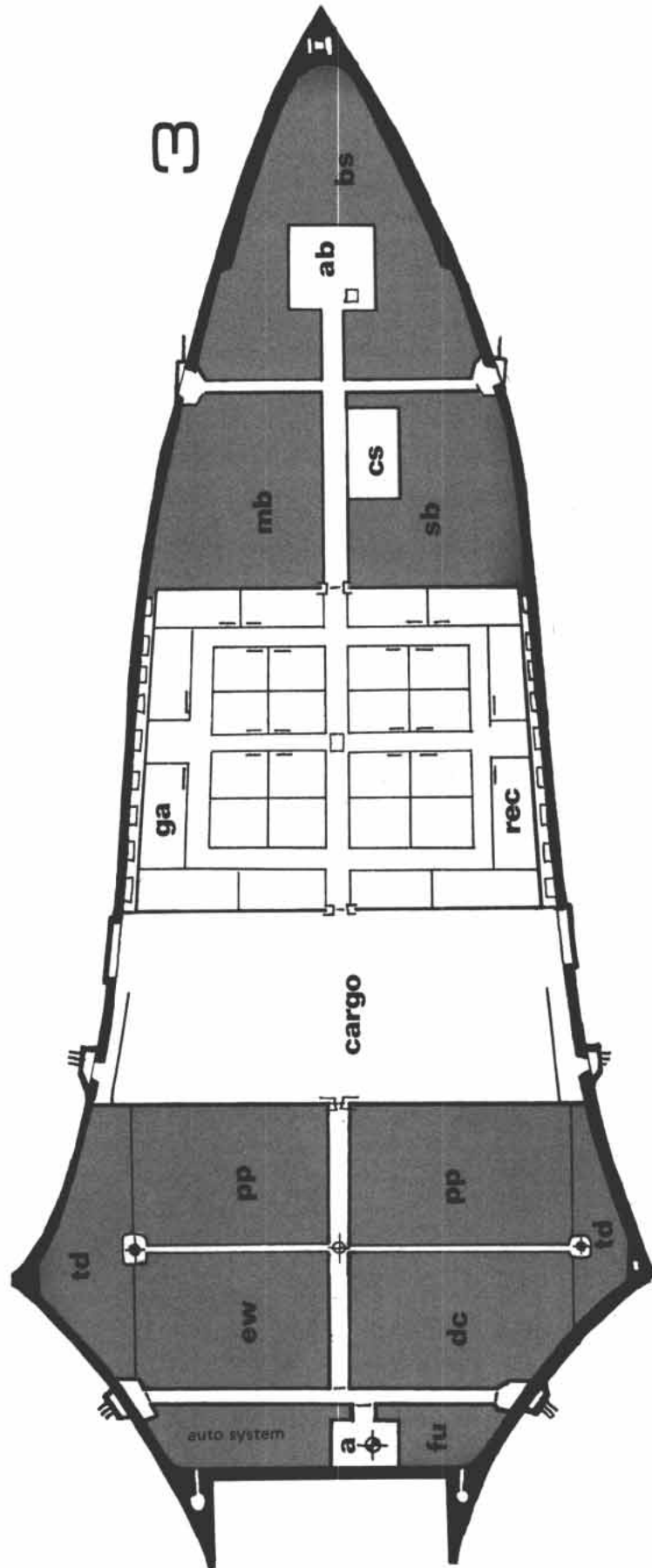


4



2





3

bs

ab

mb

sb

cs

ga

rec

cargo

pp

pp

td

ew

dc

td

auto system

a

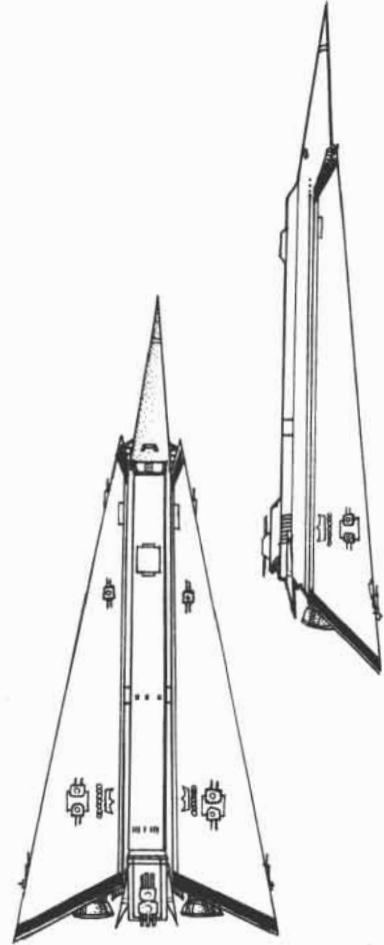
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FLEET DESTROYER



Displacement	75,000t	PowerPlant	AMC.20
Complement	535	Fuel Capacity	100,000 u.
Astronauts	60	Fuel Cons./100 LY .	750 u.
Technical200	OverDrive75 u.
Marines275	Atmospheric7500 kmh
Sick Bay25	Atmos. Max	15,000 kmh
ColdSleep50	Boat Deck	x6 Launch
Damage Control . . .	Superior		x4 Pinnacle
Cargo Bays	4000t		x1 Shuttle
		Flight Deck8000 cu.m
			x8 starfighters

	TORINVAR I	TORINVAR II	TORINVAR III	TORINVAR IV	TORINVAR V	TORINVAR VI	TORINVAR VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive175 LS	185 LS	195 LS	210 LS	215 LS	220 LS	225 LS
TISA Cruise170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS	+15/+45 LS
FTL Drive30 LY	32 LY	34 LY	36 LY	37 LY	38 LY	39 LY
FTL Cruise18 LY	19 LY	20 LY	21 LY	22 LY	23 LY	24 LY
Damage Capacity37,375	39,000	40,625	42,250	43,875	45,500	47,125
BattleScreen No.2 . . .	+16 9500	+17 9900	+18 10,275	+19 10,650	+20 11,100	+21 11,500	+22 11,875
BattleScreen No.1 . . .	+12 19,000	+12 19,800	+12 20,600	+12 21,350	+12 22,150	+12 22,950	+12 23,750
BattleArmor	+17	+17	+18	+18	+19	+19	+20
Bridge	Mk. VIII	Mk. IX	Mk. X	Mk. XI	Mk. XI	Mk. XII	Mk. XII
Aux.Bridge	Mk. VI	Mk. VII	Mk. VIII	Mk. IX	Mk. IX	Mk. X	Mk. X
EW/ECM11	12	13	14	14	15	15
Sensors2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4500 LS	4500 LS
ComSystems	1/2 LY	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
Cost (MCR)	4000	4400	4800	5300	5575	5850	6125



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

HEAVY CRUISER & STARFIGHTER CARRIER

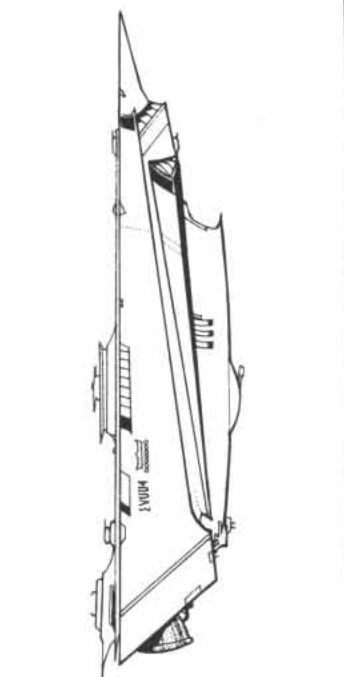


Displacement	250,000t	PowerPlant	AMC.20	Main Battery	5x3 N*400/275
Complement	2650/2650*	Fuel Capacity	475,000 u.	Rounds/N*400/275.1000	
Astronauts	250/450*	Fuel Cons/100 LY	2500 u.	Sec Battery	18x2 N*75
Technical	900/1700*	OverDrive	+250 u.	Rounds/N*75	1000
Marines	1500/500*	Atmospheric	1200 kph	Torpedo Tubes	2x6 ST*775
Sick Bay	100	Take Off/Land	G x 2350 u.	ST*775/Tube	40
ColdSleep	100	Boat Deck	x20 Launch	ST*157/Tube	40
Damage Control	Compreh.		x20 Pinnacle		
Cargo Bays	15,000t		x5 Shuttle		

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

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

SARDAK I	SARDAK II	SARDAK III	SARDAK IV	SARDAK V	SARDAK VI	SARDAK VII
TASHAR I	TASHAR II	TASHAR III	TASHAR IV	TASHAR V	TASHAR VI	TASHAR VII
Tech Level	8	9	10	10	10-11	10-11
TISA Drive	170 LS	180 LS	190 LS	195 LS	200 LS	205 LS
TISA Cruise	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration	+10/+20 LS	+10/+20 LS	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS
FTL Drive	26 LY	28 LY	30 LY	30 LY	31 LY	32 LY
FTL Cruise	14 LY	15 LY	16 LY	16 LY	17 LY	17 LY
Damage Capacity	150,000	156,250	162,500	168,750	175,000	181,250
BattleScreen No.2	+22 50,000	+23 52,100	+24 54,150	+25 56,250	+26 58,325	+27 60,400
BattleScreen No.1	+16 100,000	+16 104,150	+16 108,350	+12 112,500	+12 116,650	+12 120,850
BattleArmor	+31/+17*	+32/+18*	+33/+19*	+34/+20*	+35/+21*	+36/+22*
Bridge	Mk. X x 2	Mk. XI x 2	Mk. XII x 2	Mk. XII x 2	Mk. XIII x 2	Mk. XIII x 2
Aux. Bridge	Mk. IX	Mk. X	Mk. X	Mk. XI	Mk. XI	Mk. XI
EW/ECM	13	14	15	15	16	16
Sensors	3000 LS	3500 LS	4500 LS	4500 LS	5000 LS	5000 LS
ComSystems	1 LY	2 LY	3 LY	3 LY	3 LY	3 LY
CF Cost (MCR)	24,750	27,200	28,600	30,000	31,500	33,000
CV Cost (MCR)	18,600	20,400	21,450	22,500	23,625	24,750



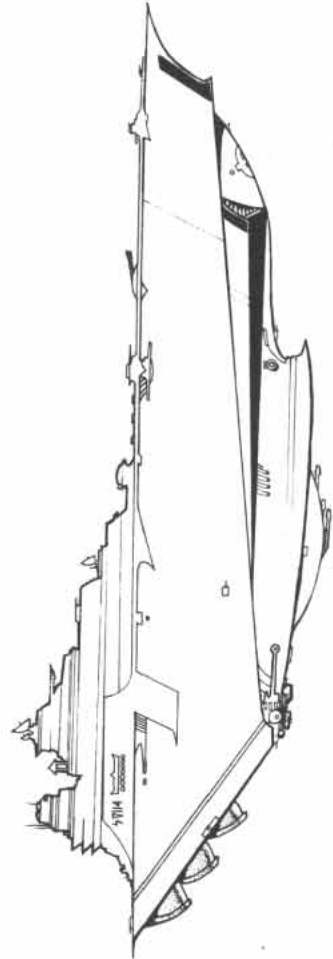
Blarad heavy cruisers approach fleet cruiser displacements. There are two variants. The lightly armored Tashars ('Swords of Valor') class are fleet starfighter carriers (CV) and carry four squadrons of starfighters and two squadrons of starbombers. All squadrons can be launched/recovered in five minutes.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

BATTLESTARSHIP



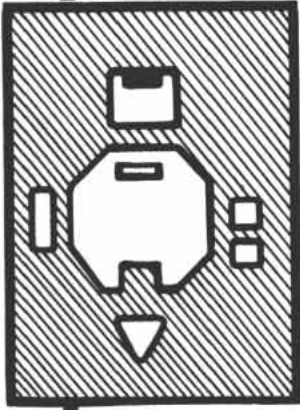
Displacement675,000t	PowerPlant	AMC.20
Complement	5375	Fuel Capacity	1,250,000 u.
Astronauts	375	Fuel Cons/100 LY6750 u.
Technical	2000	OverDrive	+350 u.
Marines	3000	Take Off/Land	G x 6750 u.
Sick Bay	250	Atmos. Max	1200 kmh
ColdSleep	500	Boat Deck	x40 Launch x40 Pinnacle
Cargo Bays	30,000t	Flight Deck	48,000 cu.m
Damage Control	Starfleet		x32 Starfighters x8 Starbombers

	HARAULTA I	HARAULTA II	HARAULTA III	HARAULTA IV	HARAULTA V	HARAULTA VI	HARAULTA VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	100 LS	110 LS	120 LS	130 LS	135 LS	140 LS	145 LS
TISA Cruise	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS
Acceleration	+5/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS	+5/+15 LS
FTL Drive	8 LY	9 LY	10 LY	11 LY	12 LY	13 LY	14 LY
FTL Cruise	3 LY	3 LY	4 LY	4 LY	4 LY	5 LY	5 LY
Damage Capacity	455,625	472,500	489,375	506,250	523,125	540,000	556,875
BattleScreen No.3	+28 151,875	+29 157,500	+30 163,125	+31 168,750	+32 174,375	+33 180,000	+34 185,625
BattleScreen No.2	+25 151,875	+26 157,500	+27 163,125	+28 168,750	+29 174,375	+30 180,000	+31 185,625
BattleScreen No.1	+20 151,875	+20 157,500	+20 163,125	+20 168,750	+20 174,375	+20 180,000	+20 185,625
BattleArmor	+46	+47	+48	+49	+50	+51	+52
Bridge	Mk. XI x 2	Mk. XII x 2	Mk. XII x 2	Mk. XIII x 2	Mk. XIII x 2	Mk. XIV x 2	Mk. XIV x 2
Aux. Bridge	Mk. XI	Mk. XII	Mk. XII	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XIV
EW/ECM	13	14	15	16	16	17	17
Sensors	3000 LS	3500 LS	4000 LS	4500 LS	5000 LS	5500 LS	5500 LS
ComSystems	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	80,000	88,000	96,000	106,500	111,800	117,300	123,200



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

LIGHTNING STARFIGHTER

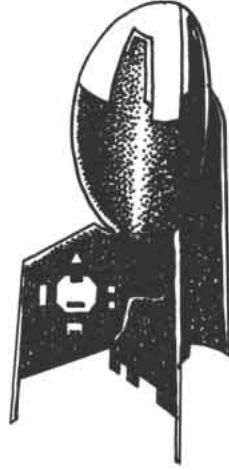
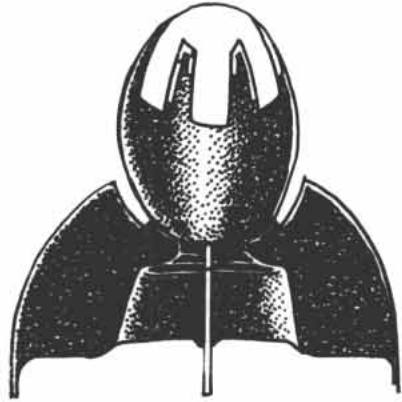


Crew 1
 Mass 40t
 Dimensions 10x10x4m
 Cargo Space 500 kg
 Life Support 5 days
 Flight Deck 1000 cu.m

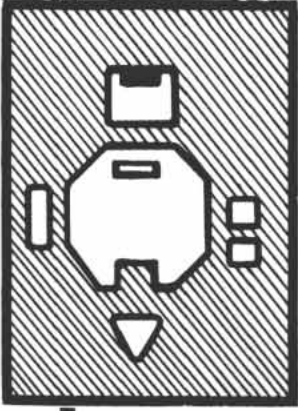
TISA Engines x4 TTG
 Fuel Capacity 3 u.*
 Fuel/1000 LS 0.2 u.
 OverBoost 0.05 u.
 Acceleration +50 LS
 OverBoost +150 LS
 * 2 u. drop-tank available.

Fwd NovaGuns 6xN*25
 Rounds/N*25 100
 Ordnance 6xST*257
 Or
 4xST*375
 Or
 4t 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	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS	360 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	15	16	17	18	19	21	22	24
Damage Capacity75	.75	.75	.75	.75	.90	.90	100
BattleScreens	+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor	+3	+3	+3	+3	+3	+4	+4	+4
BattleComputerMk. II	Mk. III	Mk. IV	Mk. V	Mk. V	Mk. VI	Mk. VI	Mk. VII
EW/ECM12	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	15,000 LS	20,000 LS	20,000 LS	20,000 LS	20,000 LS	25,000 LS
Cost (MCR)50	52.5	55	57.5	60	62.5	65	67.5



THUNDERBOLT STARBOMBER



Crew1+3 Meks
 Mass100t
 Dimensions20x10x4m
 Cargo Space500 kg
 Life Support10 days
 Flight Deck2000 cu.m

 TISA Enginesx4 TTG
 Fuel Capacity8 u.*
 Fuel/1000 LS0.4 u.
 OverBoost0.125 u.
 Acceleration+30 LS
 OverBoost+90 LS
 *4 u. drop-tank available

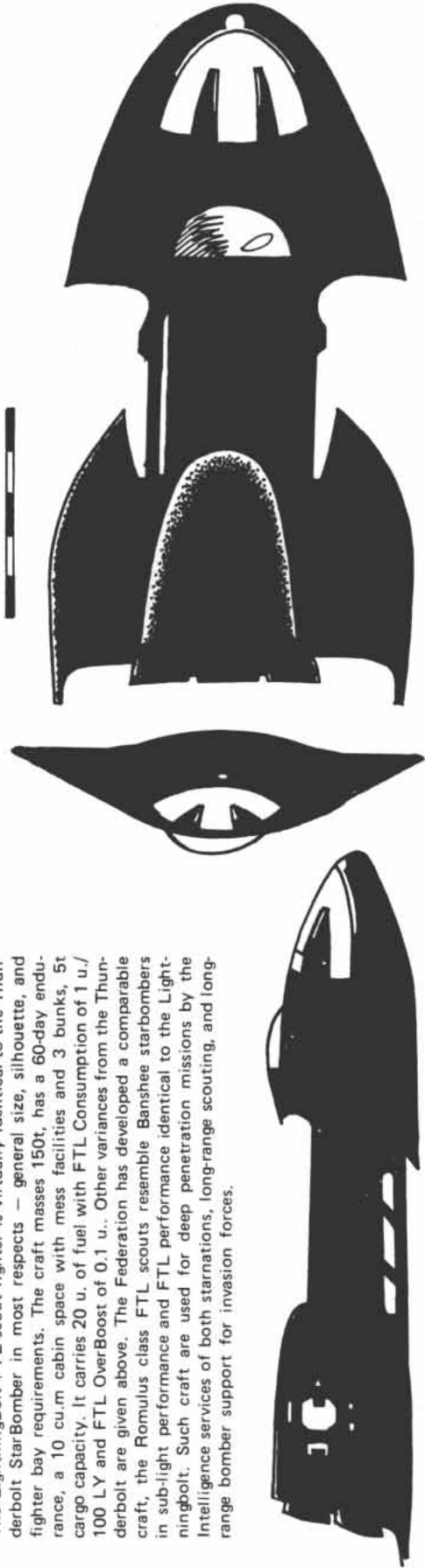
 Fwd NovaGuns4xN*25
 Rounds/N*25120
 Turret Guns1x2 N*50
 Rounds/N*50120
 Ordnance5xST*775
 Or 10xST*157
 Or 25t Bombs

Mk. I	Mk. II	Mk. III	Mk. IVa	Mk. IVb	Mk. Va	Mk. Vb	Mk. VI
Tech Level7	8	9	10	10	10-11	10-11	11
TISA Drive250 LS	260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric6500 kmh	7500 kmh	9000 kmh	10,000 kmh	11,000 kmh	12,000 kmh	13,000 kmh	14,000 kmh
Atmos. Max15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	17,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air10	11	12	13	14	15	16	17
Damage Capacity200	200	200	200	200	225	225	250
BattleScreens+12 800	+12 900	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000	+12 1000
BattleArmor+3	+3	+3	+4	+4	+4	+5	+5
BattleComputerMk. II	Mk. III	Mk. IV	Mk. V	Mk. V	Mk. VI	Mk. VI	Mk. VII
EW/ECM12	13	14	15	15	16	16	17
Sensors1500 LS	2000 LS	2500 LS	3000 LS	3000 LS	3500 LS	3500 LS	4000 LS
ComSystems10,000 LS	20,000 LS	15,000 LS	20,000 LS	20,000 LS	20,000 LS	20,000 LS	25,000 LS
Cost (MCR)80	84	88	92	96	100	104	108

MEKPURR LIGHTNINGBOLT FTL SCOUT

Mk. I	Mk. II	Mk. III
Tech Level7	8	9
FTL Drive50 LY	54 LY	58 LY
FTL Cruise36 LY	40 LY	43 LY
Cost (MCR)150	165	180

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



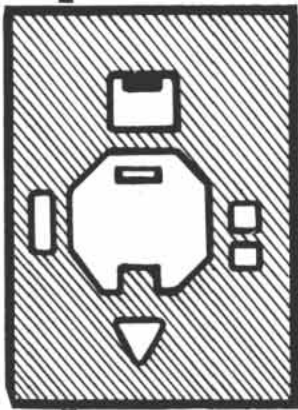
DESTROYER

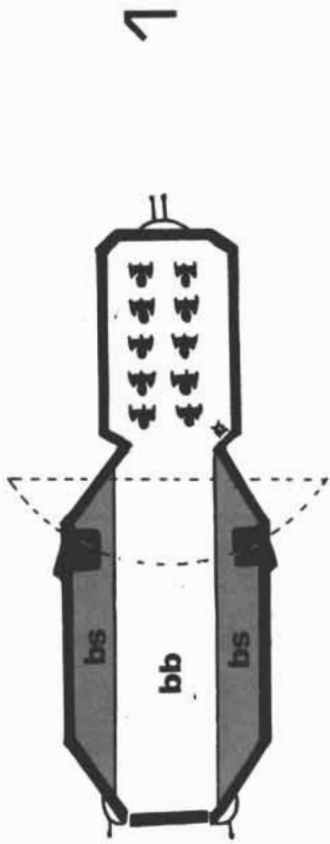
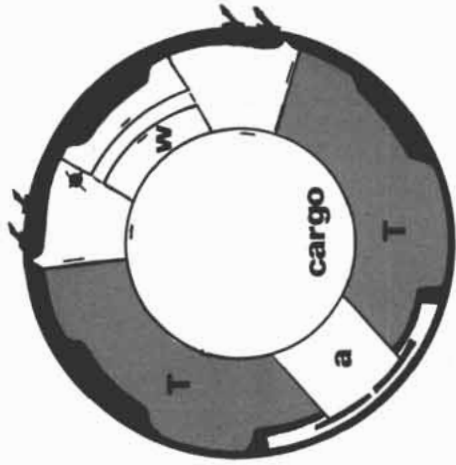
Displacement	47,500t	PowerPlant	AMC.30
Complement	35+400	Fuel Capacity	75,000 u.
Astronauts	35	Fuel Cons./100 LY	47.5 u.
Technical	200 Mek/Andr. OverDrive		+25 u.
Marines	200 Mek/Andr. Atmospheric		7500 kph
Cabin Space	35 High Passage Atmos. Max		15,000 kph
Recreation/Mess	200 cu.m Boat Deck		x4 Launch
Sick Bay	2		x2 Pinnacle
ColdSleep	5		x1 Shuttle
Damage Control	Compreh.	Flight Deck	10,000 cu.m
Cargo Bays	1960t		10 Starfighters

Main Battery	5x2 N*250
Rounds/N*250	1000
Sec. Battery	8x3 N*50
Rounds/N*50	1000
Torpedo Tubes	2x6 ST*375
ST*257/Tube	30
ST*157/Tube	30
External Tubes	2x10 ST*775

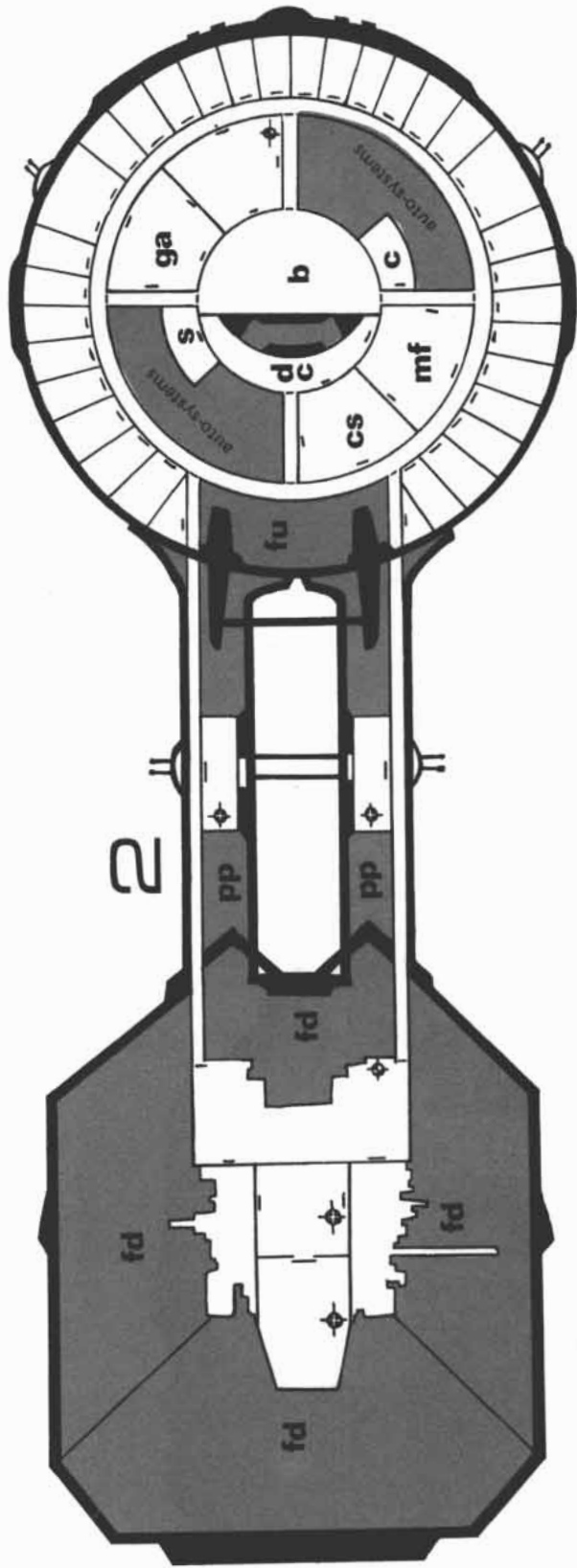
	COUGAR I	COUGAR II	COUGAR III	COUGAR IV	COUGAR V	COUGAR VI	COUGAR VII	COUGAR VIII
Tech Level	7	8	9	10	10	10-11	10-11	11
TISA Drive	180 LS	190 LS	200 LS	210 LS	220 LS	230 LS	240 LS	250 LS
TISA Cruise	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS	170 LS
Acceleration	+15/+30 LS	+15/+30 LS	+15/+45 LS	+15/+45 LS	+25/+45 LS	+15/+60 LS	+15/+60 LS	+15/+75 LS
FTL Drive	34 LY	36 LY	39 LY	42 LY	44 LY	45 LY	47 LY	50 LY
FTL Cruise	20 LY	22 LY	23 LY	25 LY	26 LY	27 LY	28 LY	30 LY
Damage Capacity	28,500	29,700	30,875	32,000	33,250	34,450	35,625	36,825
BattleScreen No.2	+16 9500	+17 9900	+18 10,275	+19 10,650	+20 11,100	+21 11,500	+22 11,875	+23 12,275
BattleScreen No.1	+12 19,000	+12 19,800	+12 20,600	+12 21,345	+12 22,150	+12 22,950	+12 23,750	+12 24,550
BattleArmor	+16	+16	+17	+17	+18	+18	+19	+19
Bridge	Mk. XI	Mk. XII	Mk. XIII	Mk. XIV	Mk. XV	Mk. XVI	Mk. XVII	Mk. XVIII
Aux. Bridge	Mk. IX	Mk. X	Mk. XI	Mk. XII	Mk. XIII	Mk. XIV	Mk. XV	Mk. XVI
EW/ECM	13	14	15	16	17	17	18	18
Sensors	2500 LS	3000 LS	4000 LS	5000 LS	5000 LS	6000 LS	6000 LS	6000 LS
ComSystems	1/2 LY	1 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (MCR)	3400	3750	4100	4325	4550	4775	5000	5250

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

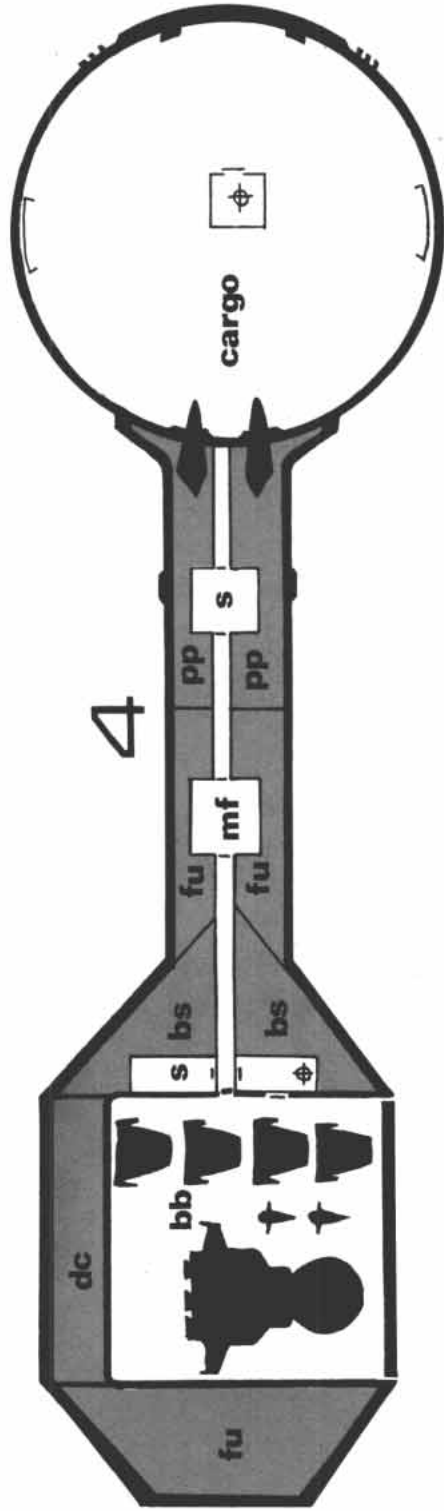
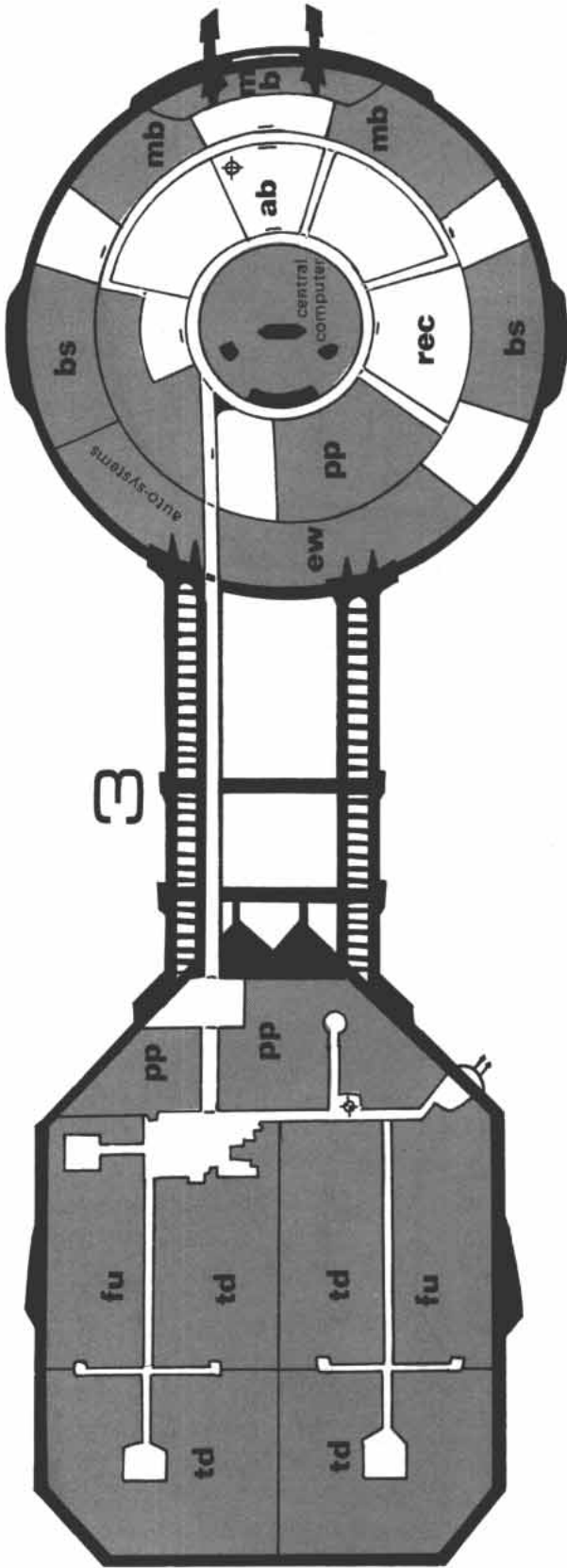




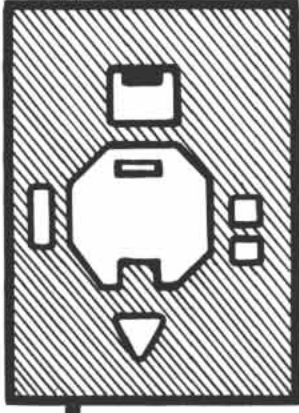
1



2



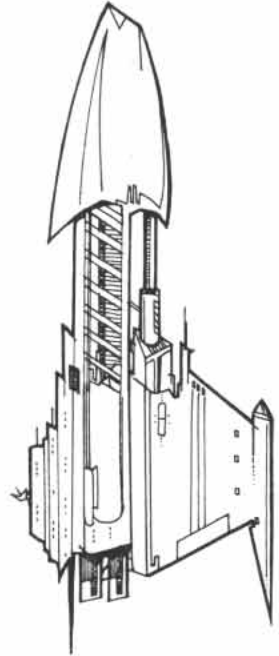
SCOUT CARRIER & LIGHT CRUISER



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

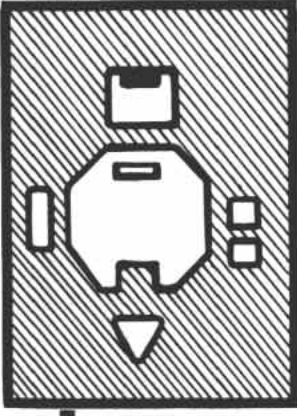
Main Battery	6x2 N*275/350
Rounds/N*275/350.1000*	
Sec. Battery	8x3 N*75
Rounds/N*75	1000
Torpedo Tubes	2x6 ST*775
ST*775/tube35
ST*157/Tube35

	LEOPARD I PANTHER I	LEOPARD II PANTHER II	LEOPARD III PANTHER III	LEOPARD IV PANTHER IV	LEOPARD V PANTHER V	LEOPARD VI PANTHER VI	LEOPARD VII PANTHER VII	LEOPARD VIII PANTHER VIII
Tech Level	7	8	9	10	10	10-11	10-11	11
TISA Drive	180 LS	190 LS	205 LS	215 LS	225 LS	230 LS	235 LS	240 LS
TISA Cruise	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+40 LS	+10/+40 LS	+10/+40 LS	+10/+40 LS	+10/+40 LS
FTL Drive	30 LY	32 LY	34 LY	36 LY	38 LY	40 LY	42 LY	44 LY
FTL Cruise	18 LY	19 LY	20 LY	22 LY	23 LY	24 LY	25 LY	26 LY
Damage Capacity . . .	65,625	68,750	71,875	75,000	78,125	81,250	84,375	87,500
BattleScreen No.2 . .	+18 9500	+19 9900	+20 10,275	+21 10,650	+21 11,100	+22 11,500	+23 11,875	+24 12,275
BattleScreen No.1 . .	+12 19,000	+12 19,800	+12 20,600	+12 21,350	+12 22,150	+12 22,950	+12 23,750	+12 24,550
BattleArmor	+18/+28*	+19/+29*	+20/+30*	+21/+31*	+22/+32*	+23/+33	+24/+34*	+25/+35*
Bridge	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XV	Mk. XV	Mk. XVI	Mk. XVI	Mk. XVII
Aux. Bridge	Mk. XII	Mk. XIII	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XV	Mk. XV	Mk. XVI
EW/ECM	14	15	16	16	17	18	18	19
Sensors	2500 LS	3500 LS	4500 LS	5500 LS	5500 LS	6500 LS	6500 LS	7500 LS
ComSystems	1/2 LY	1 LY	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
Cost (CVL)	9000	9900	10,800	12,000	12,600	13,200	13,850	14,750
Cost (CA)	6750	7425	6375	9000	9450	9900	10,400	11,000



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

FLEET CARRIER & BATTLECRUISER



Displacement	450,000t	PowerPlant	AMC.33
Complement	400/350*	Fuel Capacity	1,000,000 u.
Astronauts	400/350*	Fuel Cons/100 LY	4500 u.
Technical	3000 Mek	OverDrive	+225 u.
Marines	2500 Mek/Andr	Take Off/Land	G x 4500 u.
Cabin Space	500 H Passage	Atmos. Max	1200 kmh
Recreation/Mess	2500 cu.m	Boat Deck	x20 Launch
Sick Bay50	x20 Pinnacle	
ColdSleep100	x10 Shuttle	
Damage Control	StarFleet	x2 Landers	
Cargo Bays	15,000t	Flight Deck	LION (CV)
			240,000 cu.m
			x120 Lightning
			x60 Thunderbolt
			x10 Thunderbolt
			TIGER (BC)
			40,000 cu.m
			x20 Lightning
			x10 Thunderbolt

Main Battery	5x3 N*450/600*
Rounds/N*450/600.5000*	
Sec. Battery A	10x3 N*150
Rounds/N*150	1500
Sec. Battery B	10x3 N*75
Rounds/N*75	1500
Torpedo Tubes	4x6 ST*775
ST*775/Tube50
ST*157/Tube50

TIGER (BC)

40,000 cu.m

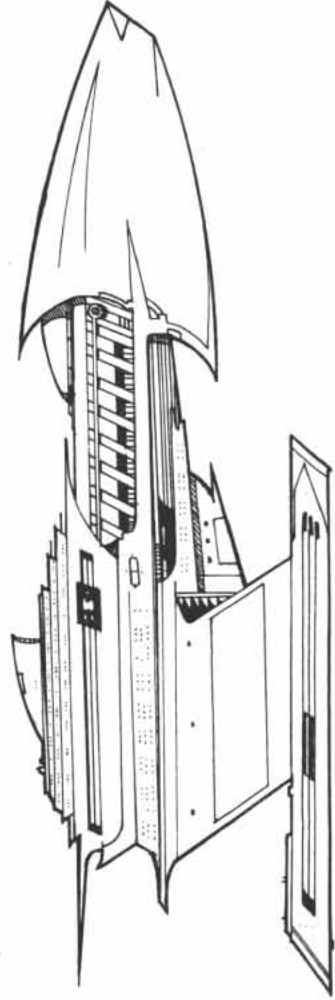
x120 Lightning

x60 Thunderbolt

	LION I TIGER I	LION II TIGER II	LION III TIGER III	LION IV TIGER IV	LION V TIGER V	LION VI TIGER VI	LION VII TIGER VII	LION VIII TIGER VIII
Tech Level7	8	9	10	10	10-11	10-11	11
TISA Drive	180 LS	190 LS	200 LS	205 LS	210 LS	215 LS	220 LS	225 LS
TISA Cruise	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration	+10/+20 LS	+24 LY	+15/+30 LS	+15/+40 LS	+15/+40 LS	+15/+45 LS	+15/+45 LS	+15/+60 LS
FTL Drive23 LY	10 LY	25 LY	26 LY	27 LY	28 LY	29 LY	30 LY
FTL Cruise10 LY	10 LY	11 LY	11 LY	12 LY	12 LY	13 LY	13 LY
Damage Capacity325,000	337,500	350,000	362,500	375,000	387,500	400,000	420,000
BattleScreen No.3	+27 108,335	+28 112,500	+29 116,665	+30 120,835	+31 125,000	+32 129,165	+33 133,335	+34 140,000
BattleScreen No.2	+24 108,335	+25 112,500	+26 116,665	+27 120,835	+28 125,000	+29 129,165	+30 133,335	+31 140,000
BattleScreen No.1	+19 108,335	+19 112,500	+19 116,665	+19 120,835	+19 125,000	+19 129,165	+19 133,335	+19 140,000
BattleArmor	+25/+38*	+26/+39*	+27/+40*	+28/+41*	+29/+42*	+30/+43*	*31/+44*	+32/+45*
Bridge	Mk. XIV x 2	Mk. XIV x 2	Mk. XIV x 2	Mk. XV x 2	Mk. XV x 2	Mk. XVI x 2	Mk. XVI x 2	Mk. XVII x 2
Aux.Bridge	Mk. XIV	Mk. XIV	Mk. XIV	Mk. XV	Mk. XV	Mk. XVI	Mk. XVI	Mk. XVII
EW/ECM15	16	17	18	18	19	19	20
Sensors	3000 LS	4000 LS	5000 LS	6000 LS	6000 LS	7500 LS	7500 LS	7500 LS
ComSystems	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY	5 LY	5 LY
Cost (CV)	55,000	60,000	65,000	73,200	77,000	81,000	85,000	89,000
Cost (CB)	70,000	77,000	83,000	93,150	98,000	103,000	108,150	113,250

* Stats applicable to CV/BC.

These great warships are known with awe and envy in the navies of other interstellar powers as the 'Magnificent Cats'. The Lions and Tigers are unique as the only starships with their displacement to attain such incredible tactical and warp speeds. Their main batteries were converted to megebolt carronades (x9 guns) beginning in Tech/8. The Lions are fleet starfighter carriers (CV) and have thinner armor and lighter main batteries than the Tigers (BC). The Tigers are the primary capital ships of the MekPurr, who dislike the slow speed and lack of dash of the lumbering battlestarships. Thus the 'Cats' are the ultimate in advanced starship design, splendidly responsive and completely the expression of the ancient MekPurr axiom of naval war: 'Always maneuver at flank speed. Hit first. Hit hard. And keep on hitting!'



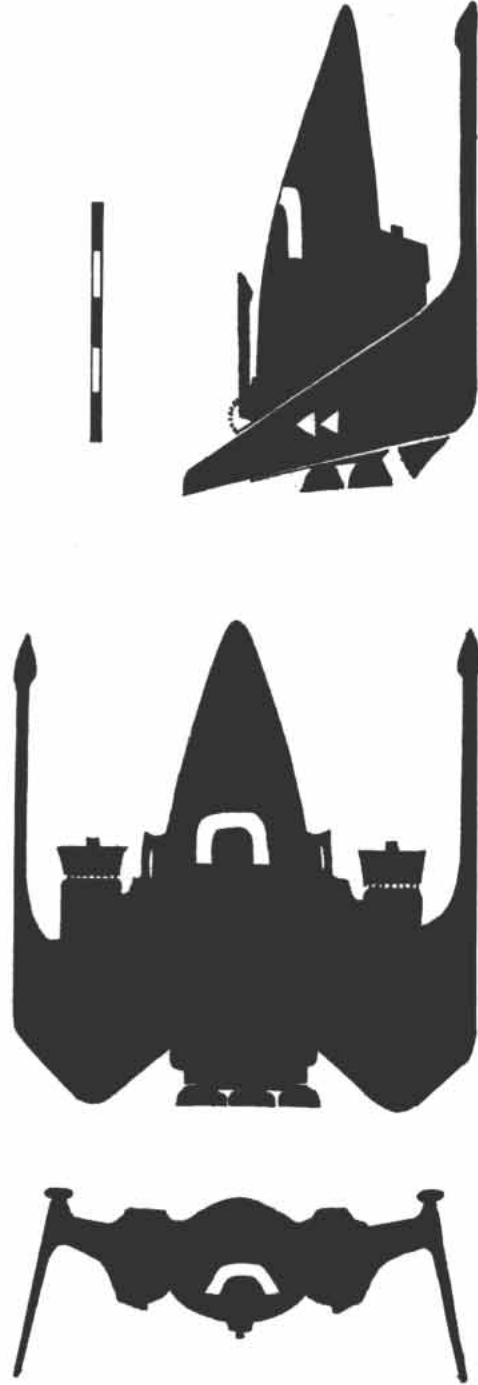
TENGGRI STARFIGHTER



Crew	1	TISA Engines	x3 TTG	Fwd NovaGuns	6xN*25
Mass	40t	Fuel Capacity	1 u.*	Rounds/N*25	100
Dimensions	10x10x4m	Fuel/1000 LS	0.2 u.	Ordnance	4xST*157
Cargo Space	500 kg	OverBoost	0.05 u.	Or	2xST*375
Life Support5 days	Acceleration	+40 LS	Or	4t Bombs
Flight Deck	1000 cu.m	OverBoost	+120 LS		

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

TENGRI I		TENGRI II		TENGRI IIIa		TENGRI IIIb		TENGRI IVa		TENGRI IVb		TENGRI Va		TENGRI Vb	
Tech Level	7	8	9	9	10	10	10	10-11	10-11	10	10	10-11	10-11	10-11	10-11
TISA Drive	250 LS	260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS	330 LS	340 LS	350 LS	360 LS	370 LS	380 LS	390 LS
Atmospheric	9500 kmh	10,500 kmh	11,500 kmh	12,500 kmh	13,500 kmh	14,500 kmh	15,500 kmh	16,500 kmh	17,000 kmh	17,500 kmh	18,000 kmh	18,500 kmh	19,000 kmh	19,500 kmh	20,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh
Air-to-Air12	.13	.14	.15	.16	.17	.18	.19	.20	.21	.22	.23	.24	.25	.26
Damage Capacity65	.65	.65	.65	.65	.65	.65	.65	.65	.65	.65	.65	.65	.65	.65
BattleScreens	+9 500	+9 600	+9 700	+9 700	+9 800	+9 900	+10 000	+10 1000	+10 2000	+10 3000	+10 4000	+10 5000	+10 6000	+10 7000	+10 8000
BattleArmor	+1	+1	+1	+1	+2	+2	+2	+3	+3	+3	+3	+3	+3	+3	+3
BattleComputer	Mk. I	Mk. II	Mk. II	Mk. III	Mk. III	Mk. III	Mk. III	Mk. IV	Mk. IV	Mk. IV	Mk. IV	Mk. IV	Mk. IV	Mk. IV	Mk. IV
EW/ECM8	9	10	10	11	11	11	12	12	12	12	12	12	12	12
Sensors	1500 LS	1500 LS	2000 LS	2000 LS	2500 LS	2500 LS	2500 LS	3000 LS	3000 LS	3000 LS	3000 LS	3000 LS	3000 LS	3000 LS	3000 LS
ComSystems	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Cost (MCR)25	26.25	27.5	28.75	29.75	30.75	31.25	31.75	32.25	32.75	33.25	33.75	34.25	34.75	35.25



DEKAL STARBOMBER

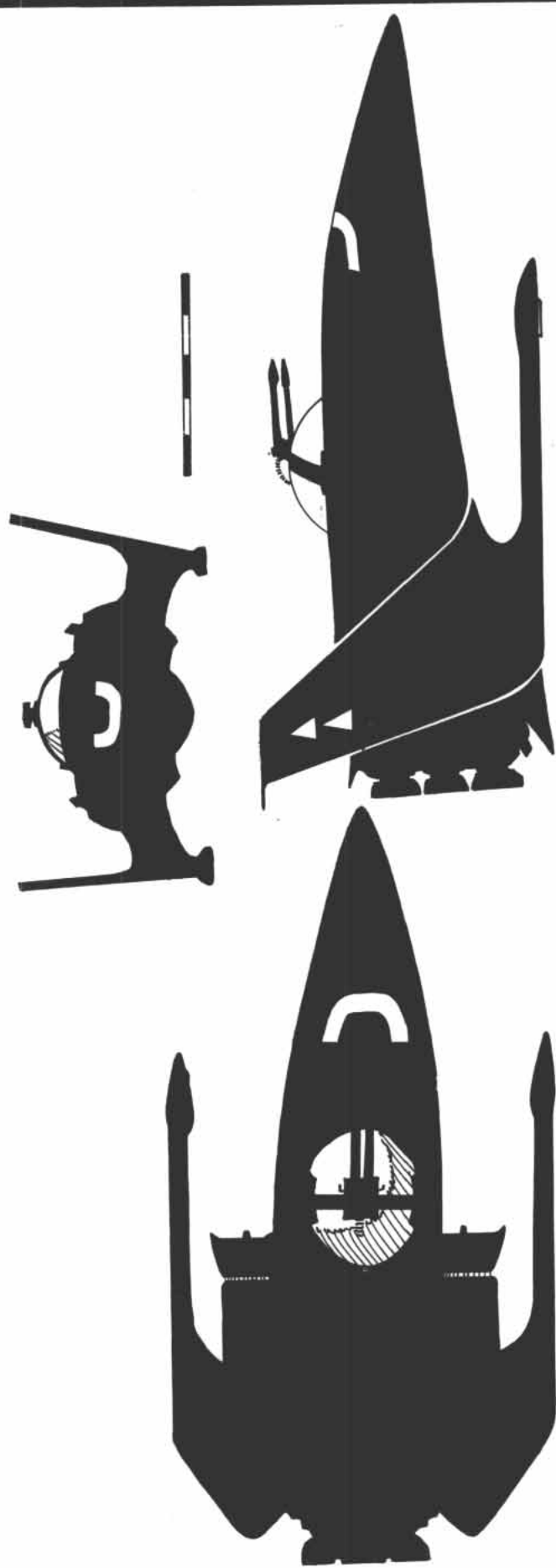


Crew2
 Mass75t
 Dimensions20x10x4m
 Cargo Space500 kg
 Life Support5 days
 Flight Deck2000 cu.m
 *A 1 u. disposable 'belly tank' is available.

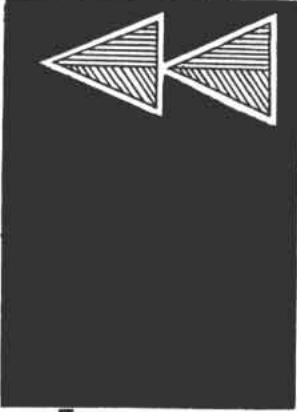
TISA Enginesx3 TTG
 Fuel Capacity3 u.*
 Fuel/1000 LS0.3 u.
 OverBoost0.05 u.
 Acceleration+25 LS
 OverBoost+75 LS

Fwd NovaGuns6xN*25
 Rounds/N*25100
 Or
 Ordinance8xST*157
 Or
 Or
 Or
 Or
 18t Bombs

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



CORVETTE



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

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

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

DESATUUR I

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

DESATUUR II

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

DESATUUR III

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

DESATUUR V

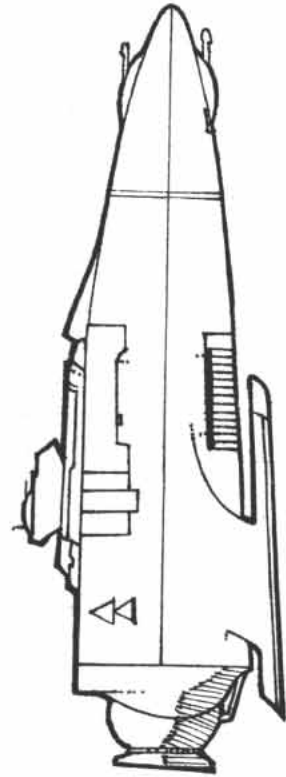
10
 235 LS
 190 LS
 +15/+30 LS
 37 LY
 22 LY
 8250
 +15 2750
 +10 5500
 +9
 Mk. IX
 Mk. VI
 11
 3000 LS
 1 LY
 620

DESATUUR VI

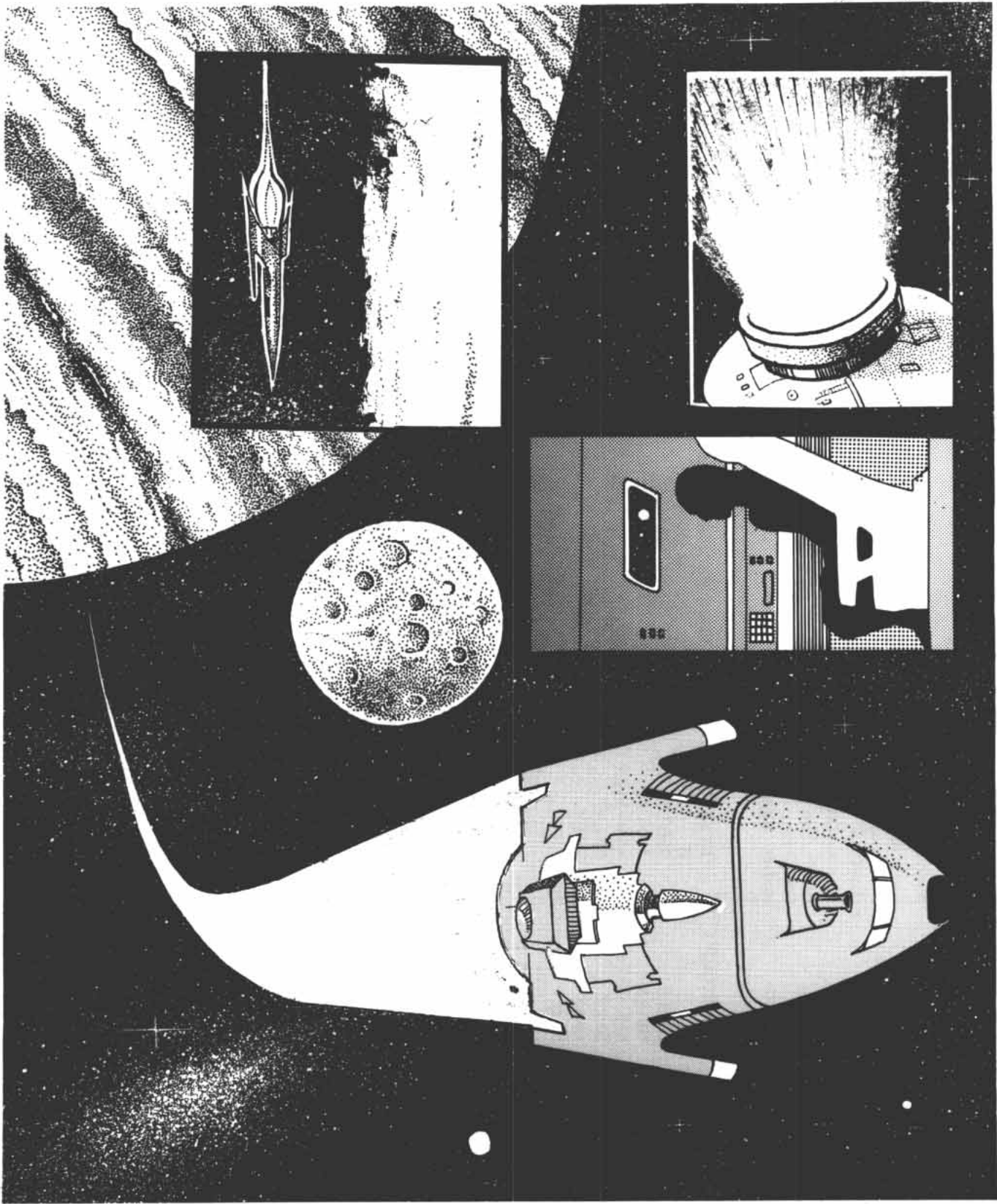
10-11
 240 LS
 190 LS
 +15/+30 LS
 39 LY
 23 LY
 8625
 +16 2875
 +10 5750
 +10
 Mk. IX
 Mk. VII
 12
 3500 LS
 1 LY
 650

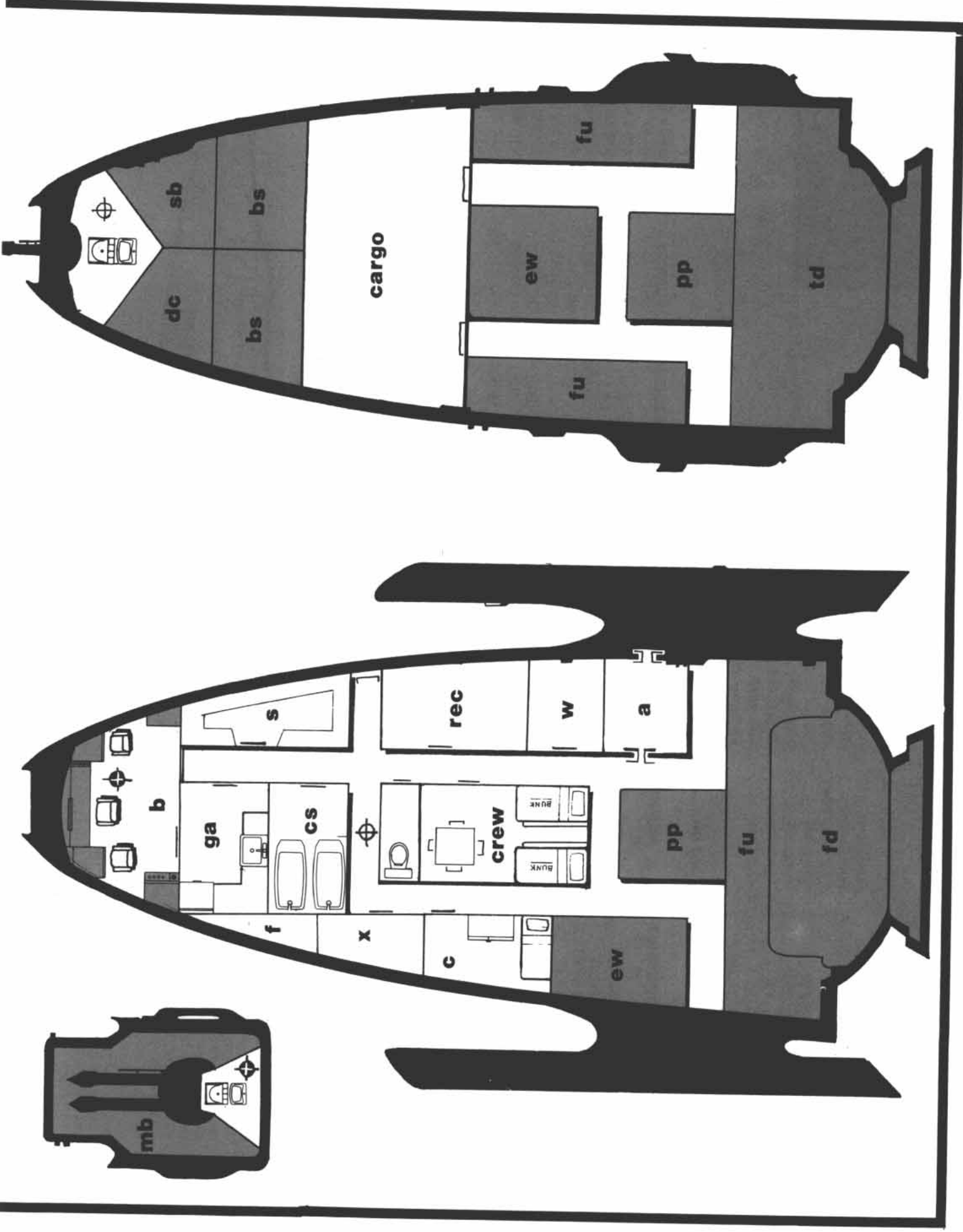
DESATUUR VII

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



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





DESTROYER



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

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

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

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

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

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

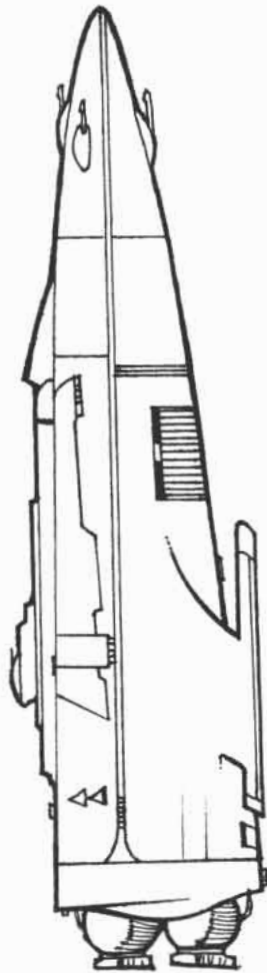
DEIAN NERGAL
 10
 220 LS
 170 LS
 +15/+30 LS
 35 LY
 21 LY
 23,625
 +16 7875
 +12 15,750
 +11
 Mk. IX
 Mk. VII
 11
 3500 LS
 1 LY
 2375

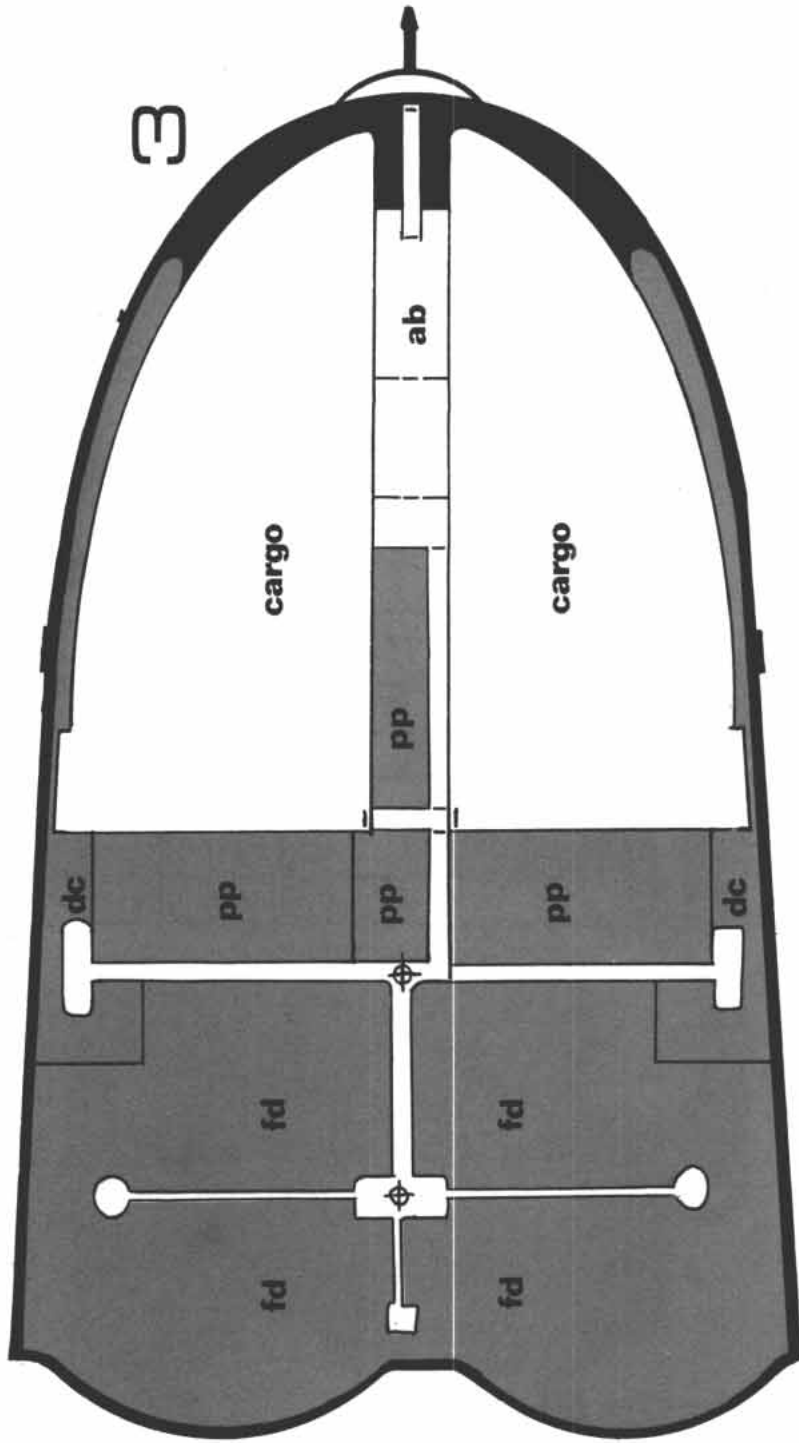
DEITUU ZOAN
 10
 225 LS
 170 LS
 +15/+30 LS
 37 LY
 22 LY
 24,750
 +17 8250
 +12 16,500
 +12
 Mk. IX
 Mk. VII
 11
 3500 LS
 1 LY
 2500

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

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

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





LIGHT CRUISER



Displacement	90,000t	PowerPlant	Fusion.20
Complement	950	Fuel Capacity	60,000 u.
Astronauts	75	Fuel Cons/100 LY.	900 u.
Technical	425	OverDrive	+90 u.
Marines	450	Atmospheric.	5000 kmh
Sick Bay	20	Atmos. Max	15,000 kmh
ColdSleep	25	Boat Deck	x10 Launch
Cargo Bays	6000t		x6 Pinnacle
Damage Control	Standard		x2 Shuttle
			x10 Starfighters
		Flight Deck	10,000 cu.m

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

TRALIN DARAN

Tech Level7
TISA Drive	180 LS
TISA Cruise	150 LS
Acceleration	+15/+30 LS
FTL Drive	25 LY
FTL Cruise	15 LY
Damage Capacity	40,500
BattleScreen No.2	+16 13,500
BattleScreen No.1	+12 27,000
BattleArmor	+15
Bridge	Mk. VII
Aux.Bridge	Mk. V
EW/ECM8
Sensors	2000 LS
ComSystems	1/2 LY
Cost (MCR)	3600

KALOR KUALOI

8	190 LS	200 LS	150 LS	+15/+30 LS	26 LY	16 LY	42,750	+17 14,250	+12 28,500	+16	Mk. VIII	Mk. VI	9	2500 LS	1/2 LY	4000
9	150 LS	150 LS	+15/+30 LS	28 LY	17 LY	45,000	+18 15,000	+12 30,000	+17	Mk. VIII	Mk. VI	10	3000 LS	1 LY	4400	

RHALIN KORSUN

10	210 LS	150 LS	+15/+30 LS	29 LY	17 LY	47,250	+18 15,750	+12 31,500	+18	Mk. IX	Mk. VII	11	3500 LS	1 LY	4800
10	150 LS	150 LS	+15/+30 LS	30 LY	18 LY	50,000	+19 16,650	+12 33,350	+18	Mk. X	Mk. VII	11	3500 LS	1 LY	5100

TRIHLEE TZAN SARLIN REI

20	220 LS	150 LS	+15/+30 LS	30 LY	18 LY	50,000	+19 17,400	+12 34,853	+19	Mk. X	Mk. VII	12	4000 LS	1 LY	5700
20	150 LS	150 LS	+15/+30 LS	31 LY	19 LY	52,250	+20 18,325	+12 36,675	+19	Mk. X	Mk. VII	12	4000 LS	1 LY	5700

AUAN DETAN

10-11	230 LS	150 LS	+15/+30 LS	31 LY	19 LY	52,250	+19 17,400	+12 34,853	+19	Mk. X	Mk. VII	12	4000 LS	1 LY	5700
10-11	240 LS	150 LS	+15/+30 LS	32 LY	20 LY	55,000	+20 18,325	+12 36,675	+19	Mk. X	Mk. VII	12	4000 LS	1 LY	5700

SORAN DERHARAI

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



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

HEAVY CRUISER



Displacement	175,000t	PowerPlant	Fusion.20
Complement	2500	Fuel Capacity	175,000 u.
Astronauts	175	Fuel Cons/100 L.Y. .	1750 u.
Technical825	OverDrive	+175 u.
Marines	1500	Atmospheric	1000 kmh
Sick Bay50	Take Off/Land	G x 1750 u.
ColdSleep	100	Boat Deck	x15 Launch x15 Pinnacle x2 Shuttle
Cargo Bays7500t	Flight Deck20,000 cu.m x20 Starfighters
Damage ControlStandard		

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

DZOR EINORIN 'Star of Hope'

Tech Level7
TISA Drive150 LS
TISA Cruise140 LS
Acceleration	+10/+20 LS
FTL Drive20 LY
FTL Cruise11 LY
Damage Capacity91,875
BattleScreen No.2 . .	+17 30,625
BattleScreen No.1 . .	+13 61,250
BattleArmor	+25
Bridge	Mk. VII x 2
Aux. Bridge	Mk. VI
EW/ECM9
Sensors2000 LS
ComSystems1/2 LY
Cost (MCR)7600

ASVARAN DEI 'Black Sky'

Tech Level	8
TISA Drive	160 LS
TISA Cruise	140 LS
Acceleration	+10/+20 LS
FTL Drive	21 LY
FTL Cruise	12 LY
Damage Capacity . . .	96,250
BattleScreen No.2 . .	+18 33,000
BattleScreen No.1 . .	+13 63,250
BattleArmor	+26
Bridge	Mk. VIII x 2
Aux. Bridge	Mk. VI
EW/ECM	10
Sensors	2500 LS
ComSystems	1/2 LY
Cost (MCR)	8450

D'AN LI FALKOR SARNTEI KEN 'Storm Fury'

Tech Level	9
TISA Drive	170 LS
TISA Cruise	140 LS
Acceleration	+10/+20 LS
FTL Drive	22 LY
FTL Cruise	12 LY
Damage Capacity . . .	100,625
BattleScreen No.2 . .	+19 33,525
BattleScreen No.1 . .	+12 67,100
BattleArmor	+27
Bridge	Mk. IX x 2
Aux. Bridge	Mk. VI
EW/ECM	11
Sensors	3000 LS
ComSystems	1/2 LY
Cost (MCR)	9300

REN PAUKEIR 'Strong Sword'

Tech Level	10
TISA Drive	185 LS
TISA Cruise	140 LS
Acceleration	+10/+20 LS
FTL Drive	24 LY
FTL Cruise	13 LY
Damage Capacity . . .	109,350
BattleScreen No.2 . .	+21 36,450
BattleScreen No.1 . .	+13 72,900
BattleArmor	+29
Bridge	Mk. X x 2
Aux. Bridge	Mk. VII
EW/ECM	12
Sensors	3500 LS
ComSystems	1 LY
Cost (MCR)	10,775

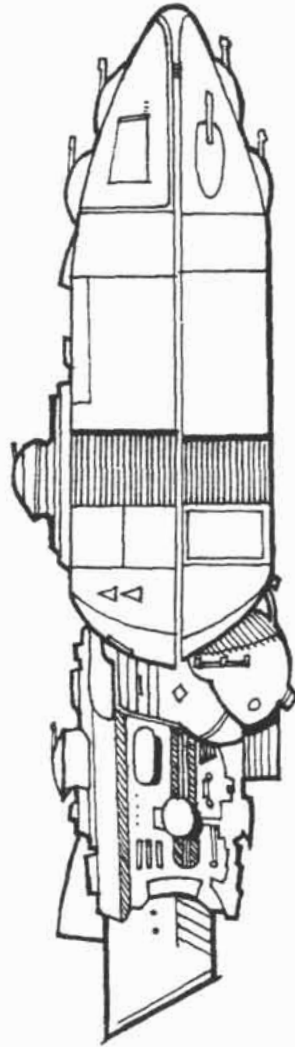
XUAN TSAN 'Red Warrior'

Tech Level	10-11
TISA Drive	190 LS
TISA Cruise	140 LS
Acceleration	+10/+30 LS
FTL Drive	25 LY
FTL Cruise	14 LY
Damage Capacity . . .	113,750
BattleScreen No.2 . .	+22 37,900
BattleScreen No.1 . .	+13 75,850
BattleArmor	+30
Bridge	Mk. XI x 2
Aux. Bridge	Mk. VII
EW/ECM	13
Sensors	4000 LS
ComSystems	1 LY
Cost (MCR)	11,400

HEIZIN XUAN 'Righteous Warrior'

Tech Level	10-11
TISA Drive	195 LS
TISA Cruise	140 LS
Acceleration	+10/+30 LS
FTL Drive	26 LY
FTL Cruise	14 LY
Damage Capacity . . .	118,125
BattleScreen No.2 . .	+23 39,375
BattleScreen No.1 . .	+13 78,750
BattleArmor	+31
Bridge	Mk. XI x 2
Aux. Bridge	Mk. VII
EW/ECM	13
Sensors	4000 LS
ComSystems	1 LY
Cost (MCR)	12,000

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



BATTLESTARSHIP



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

PowerPlant Fusion.20
 Fuel Capacity 750,000 u.
 Fuel Cons/100 LY . 5900 u.
 OverDrive +590 u.
 Atmospheric 1000 kmh
 Take Off/Land G x 5900 u.
 Boat Deck x30 Launch
 x30 Pinnacle
 x10 Shuttle
 Flight Deck 70,000 cu.m
 x30 Starfighters
 x20 Starbombers

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

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

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

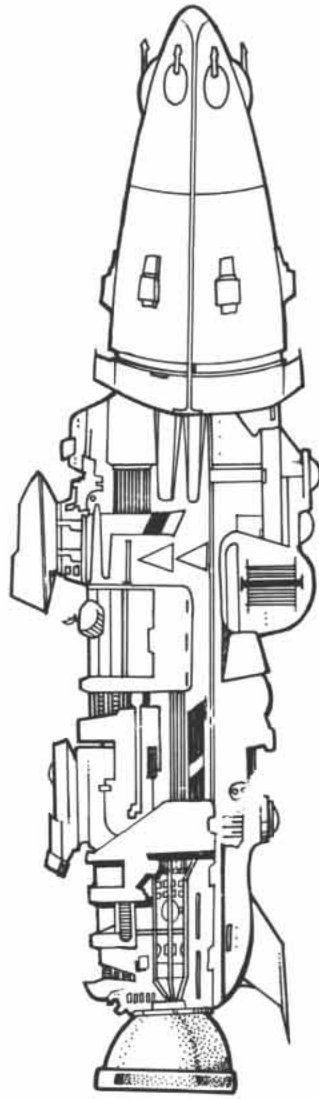
KUATRIKUI
 9
 130 LS
 100 LS
 +5/+10 LS
 10 LY
 4 LY
 354,000
 +25 118,000
 +22 118,000
 +16 118,000
 +37
 Mk. X x 2
 Mk. VIII
 12
 3000 LS
 1/2 LY
 60,000

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

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

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

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



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

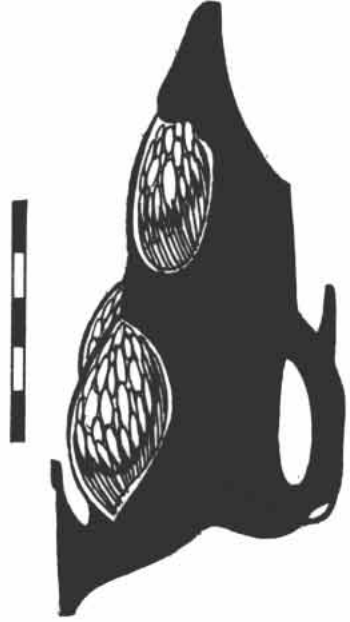
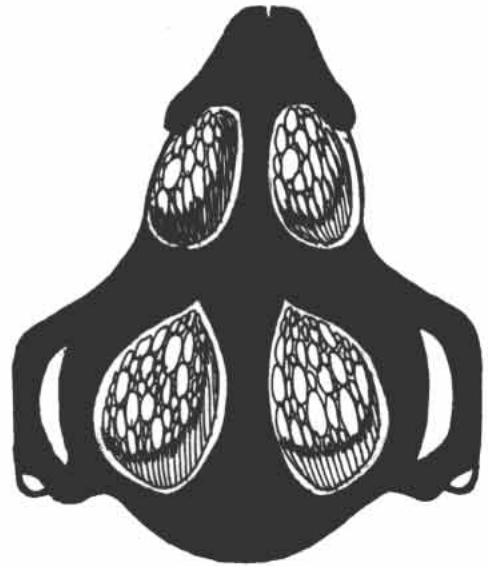
DEATHWIND STARFIGHTER



Crew1	TISA Enginesx3 TTG	Fwd. NovaGuns6xN*25
Mass40t	Fuel Capacity4 u.*	Rounds/N*25100
Dimensions10x10x4m	Fuel/1000 LS0.667 u.	Ordnance4xST*157**
Cargo Space500 kg	OverBoost0.15 u.	Or
Life Support5 days	Acceleration+40 LS	Or
Flight Deck1000 cu.m	OverBoost+120 LS	5t Bombs**

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

	Mk. I	Mk. II	Mk. III	Mk. IVa	Mk. IVb	Mk. Va	Mk. Vb
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive260 LS	270 LS	280 LS	290 LS	300 LS	310 LS	320 LS
Atmospheric	10,000 kmh	11,000 kmh	12,000 kmh	13,000 kmh	14,500 kmh	16,000 kmh	17,000 kmh
Atmos. Max	15,000 kmh	15,000 kmh	15,000 kmh	15,000 kmh	16,000 kmh	17,000 kmh	18,000 kmh
Air-to-Air13	14	15	16	18	20	21
Damage Capacity75	75	75	85	85	100	100
BattleScreens	+8 500	+8 600	+8 700	+9 800	+9 900	+10 1000	+10 1000
BattleArmor	+3	+3	+3	+4	+4	+5	+5
BattleComputer	Mk. I	Mk. II	Mk. III	Mk. IV	Mk. IV	Mk. V	Mk. V
EW/ECM9	10	11	12	12	13	13
Sensors1500 LS	1500 LS	1500 LS	2000 LS	2000 LS	2000 LS	2500 LS
ComSystems10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS	10,000 LS
Cost (MCR)32.5	34.125	35.75	37.375	39	40.625	42.25



DESTROYER

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

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

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

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

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

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

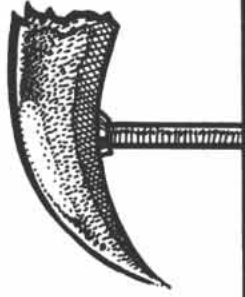
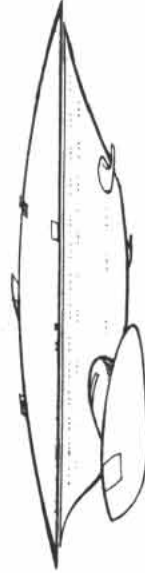
K'HAAST IV
 10
 220 LS
 170 LS
 +15/+30 LS
 35 LY
 21 LY
 18,375
 +18 6125
 +12 12,250
 +13
 Mk. IX
 Mk. VII
 12
 2500 LS
 1 LY
 2000

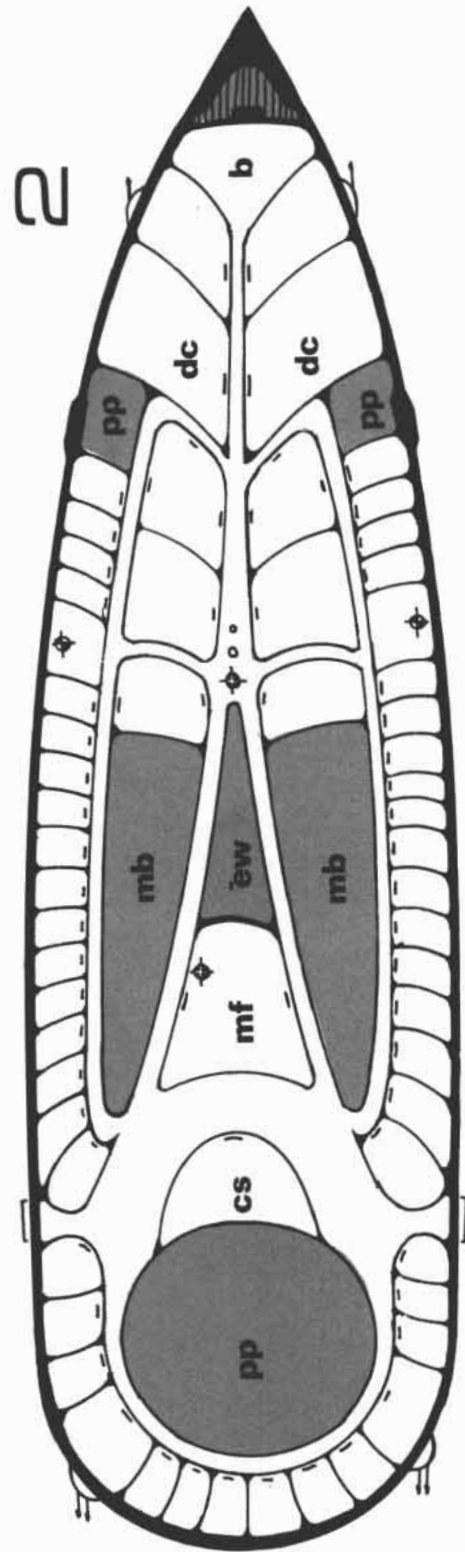
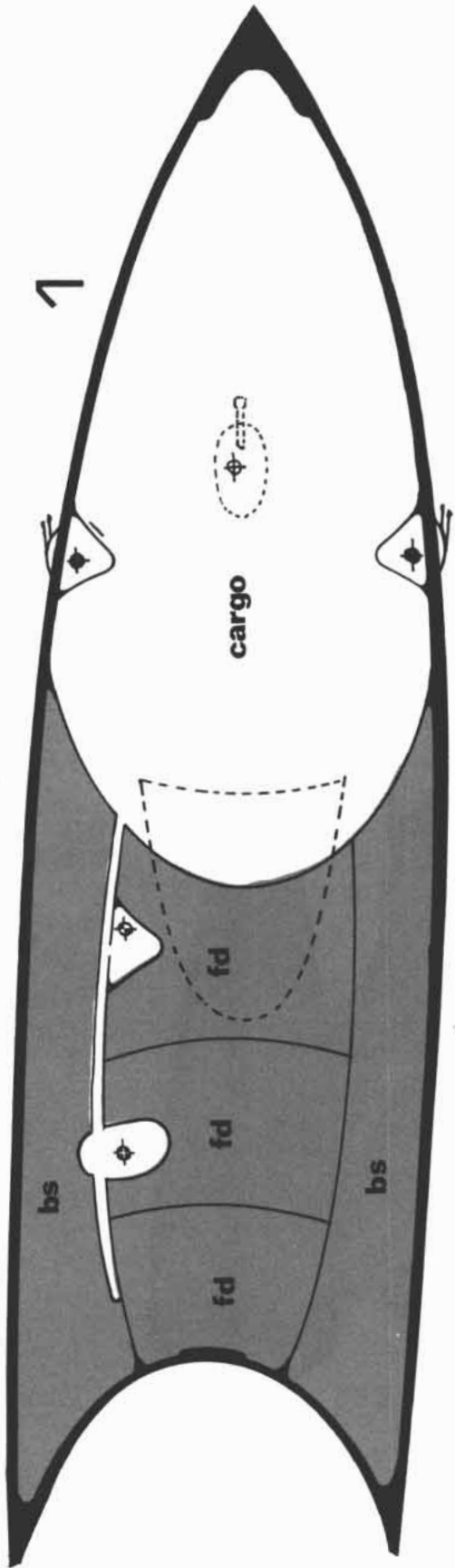
K'HAAST V
 10
 225 LS
 170 LS
 +15/+30 LS
 37 LY
 22 LY
 19,250
 +19 6400
 +12 12,850
 +14
 Mk. IX
 Mk. VII
 12
 2500 LS
 1 LY
 2100

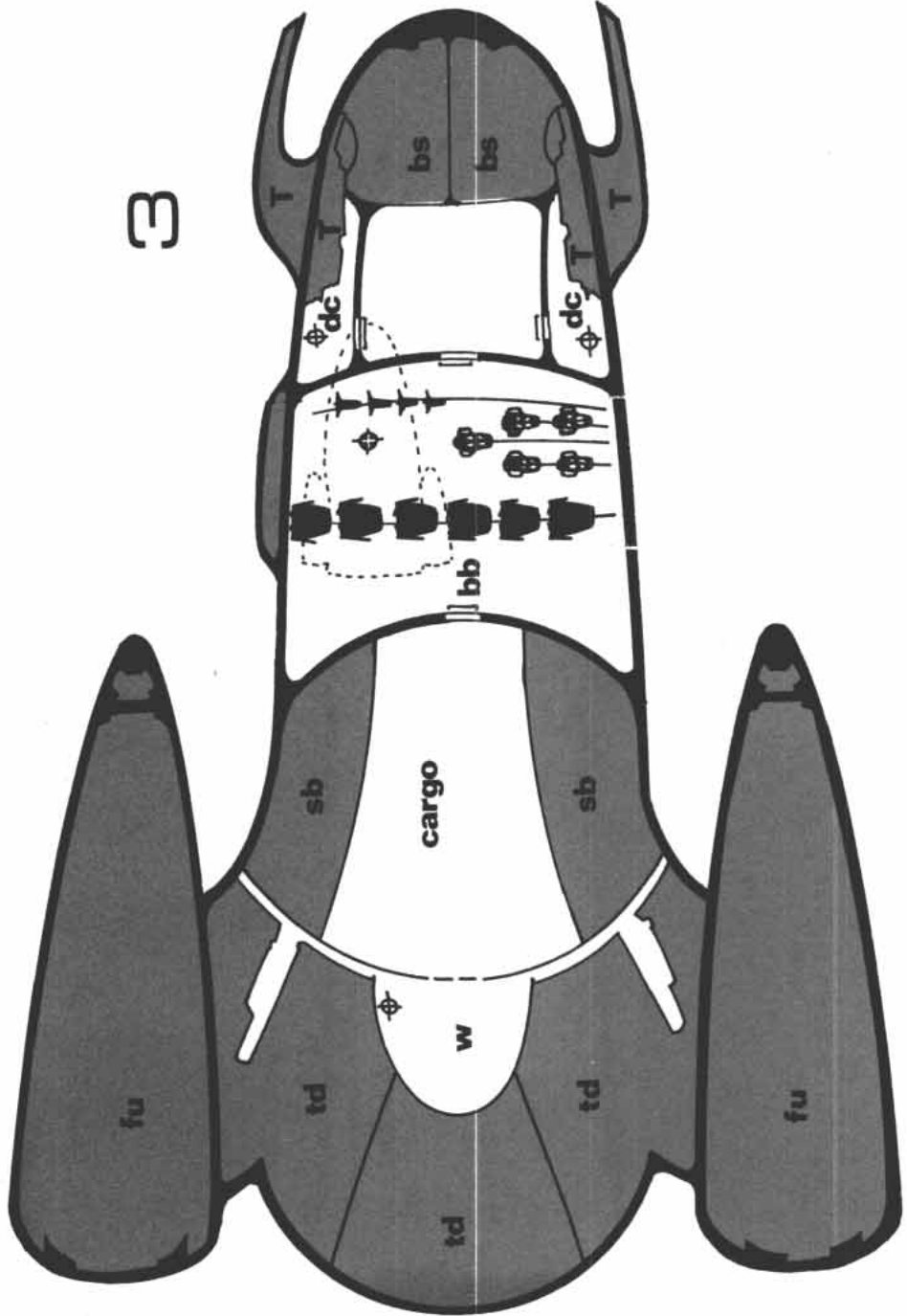
K'HAAST VI
 10-11
 230 LS
 170 LS
 +15/+30 LS
 39 LY
 23 LY
 20,125
 +19 6700
 +12 13,425
 +14
 Mk. IX
 Mk. VII
 13
 3000 LS
 1 LY
 2200

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

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

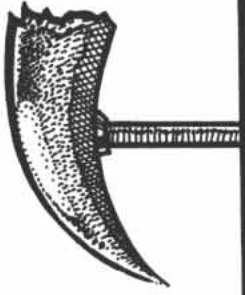






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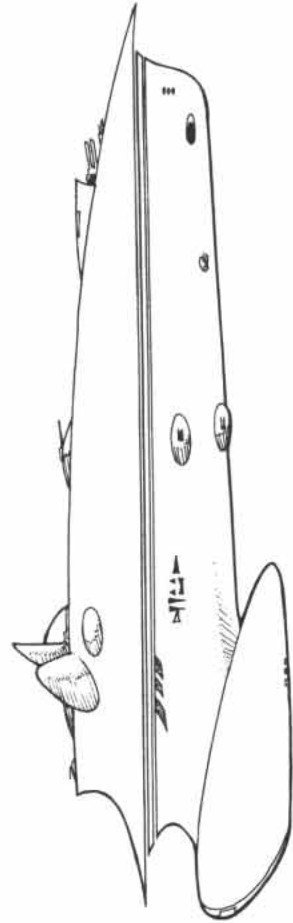
FLEET CRUISER



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

Main Battery A	2x2 N*500
Rounds/N*500	3000
Main Battery B	8x2 N*300
Rounds/N*300	3000
Sec.Battery	20x2 N*75
Rounds/N*75	1500
Torpedo Tubes	3x6 ST*775
ST*775/Tube	50
ST*157/Tube	50

	SSLISSI I	SSLISSI II	SSLISSI III	SSLISSI IV	SSLISSI V	SSLISSI VI	SSLISSI VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	135 LS	140 LS	145 LS	150 LS	170 LS	175 LS	180 LS
TISA Cruise	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS
Acceleration	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS
FTL Drive	16 LY	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY
FTL Cruise	8 LY	8 LY	9 LY	9 LY	10 LY	10 LY	11 LY
Damage Capacity	192,500	201,250	210,000	218,750	227,500	236,250	245,000
BattleScreen No.3	-	-	-	+27 72,900	+28 75,825	+29 78,750	+30 81,650
BattleScreen No.2	+21 96,250	+22 100,625	+23 105,000	+24 72,900	+25 75,825	+26 78,750	+27 81,850
BattleScreen No.1	+16 96,250	+16 100,625	+16 105,000	+16 72,950	+16 75, 850	+16 78,750	+16 81,700
BattleArmor	+33	+34	+35	+36	+37	+38	+39
Bridge	Mk. VII x 2	Mk. VIII x 2	Mk. IX x 2	Mk. X x 2	Mk. X x 2	Mk. XI x 2	Mk. XI x 2
Aux.Bridge	Mk. VI	Mk. VI	Mk. VI	Mk. VII	Mk. VII	Mk. VII	Mk. VIII
EW/ECM	11	12	13	14	14	15	15
Sensors	2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4000 LS	4000 LS
ComSystems	1/2 LY	1/2 LY	1/2 LY	1 LY	1 LY	1 LY	1 LY
Cost (MCR)	27,500	30,250	33,000	34,250	36,700	39,100	40,350



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

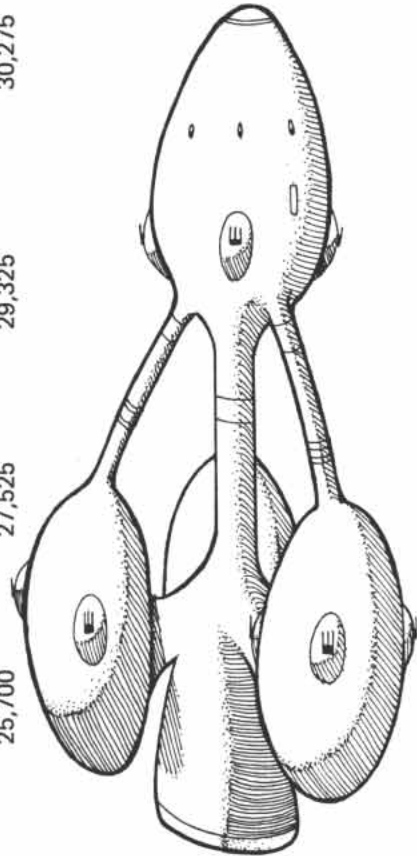
FLEET CARRIER



Displacement	350,000t	PowerPlant.	Fusion.20
Complement.	5800	Fuel Capacity	300,000 u.
Astronauts.	550	Fuel Cons/100 LY.	3500 u.
Technical.2250	OverDrive	+350 u.
Marines	3000	Atmospheric.	1000 kmh
Sick Bay50	Take Off/Land	G x 3500 u.
ColdSleep100	Boat Deck	x20 Launch x20 Pinnacle x8 Shuttle
Cargo Bays.	20,000t	Flight Deck	250,000 cu.m x250 Starfighters
Damage Control	Superior		

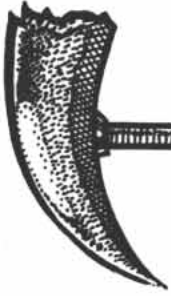
Main Battery A.	2x2 N*350
Rounds/N*350	1500
Main Battery B.	8x2 N*250
Rounds/N*250	1500
Sec.Battery	20x2 N*75
Rounds/N*75	1500
Torpedo Tubes	3x6 ST*775
ST*775/Tube	50
ST*157/Tube	50

	SS'ISS'KE I	SS'ISS'KE II	SS'ISS'KE III	SS'ISS'KE IV	SS'ISS'KE V	SS'ISS'KE VI	SS'ISS'KE VII
Tech Level.	7	8	9	10	10	10-11	10-11
TISA Drive.	135 LS	140 LS	145 LS	150 LS	170 LS	175 LS	180 LS
TISA Cruise	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS	130 LS
Acceleration.	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS
FTL Drive	16 LY	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY
FTL Cruise.8 LY	8 LY	9 LY	9 LY	10 LY	10 LY	11 LY
Damage Capacity.	157,500	166,250	175,000	183,750	192,500	201,250	210,000
BattleScreen No.3	—	—	—	+25 72,900	+26 64,150	+27 67,075	+28 70,000
BattleScreen No.2	+19 52,500	+20 55,400	+21 58,325	+22 72,900	+23 64,150	+24 67,075	+25 70,000
BattleScreen No.1	+14 105,000	+14 110,850	+14 116,675	+14 72,950	+14 64,200	+14 67,100	+14 70,000
BattleArmor.	+17	+18	+19	+20	+21	+22	+23
Bridge	Mk. VII x 2	Mk. VIII x 2	Mk. IX x 2	Mk. X x 2	Mk. X x 2	Mk. XI x 2	Mk. XI x 2
Aux.Bridge.	Mk. VI	Mk. VI	Mk. VI	Mk. VII	Mk. VII	Mk. VIII	Mk. VIII
EW/ECM11	12	13	14	14	15	15
Sensors	2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4000 LS	4000 LS
ComSystems.	1/2 LY	1/2 LY	1/2 LY	1 LY	1 LY	1 LY	1 LY
Cost (MCR)	20,625	22,700	24,750	25,700	27,525	29,325	30,275



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

BATTLESTARSHIP



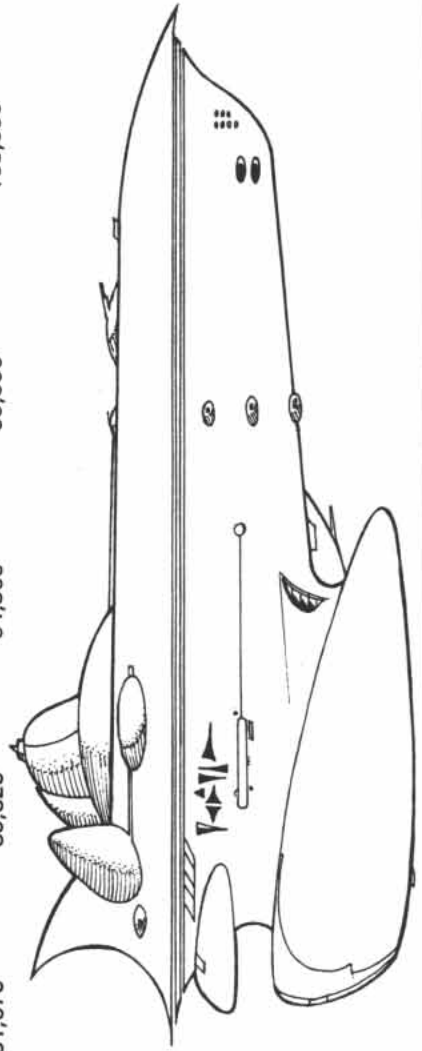
Displacement725,000t
Complement10,500
Astronauts500
Technical2500
Marines7500
Sick Bay200
ColdSleep500
Cargo Bays20,000t
Damage ControlSuperior

PowerPlantFusion.20
Fuel Capacity750,000 u.
Fuel Cons/100 LY . . .7250 u.
OverDrive+725 u.
Atmospheric1000 kmh
Take Off/LandG x 6000 u.
Boat Deckx30 Launch
x30 Pinnacle
x15 Shuttle

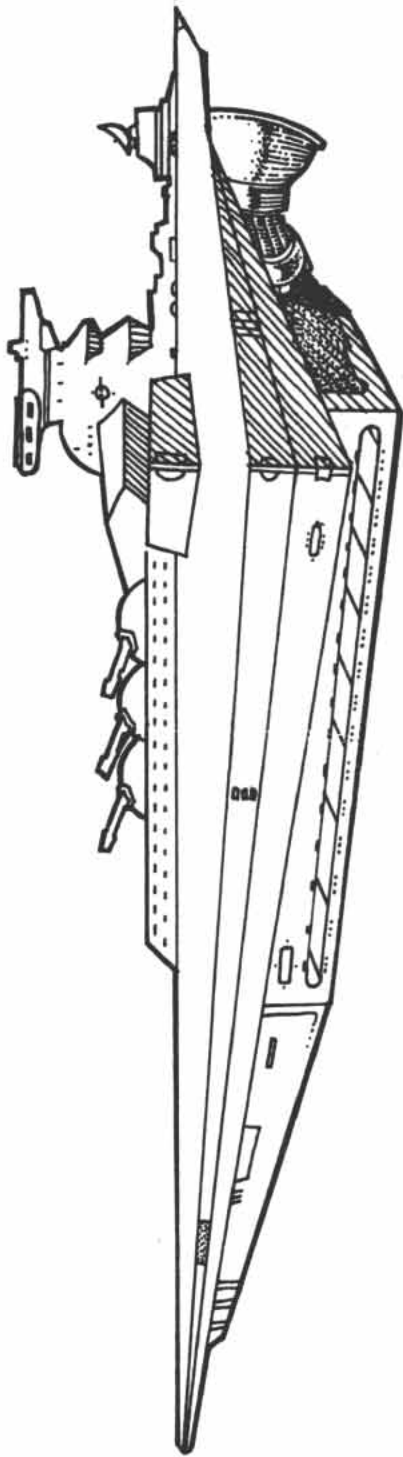
Main Battery A2x2 N*1000
Rounds/N*10005000
Main Battery B10x2 N*500
Rounds/N*5005000
Sec. Battery40x2 N*75
Rounds/N*751500
Torpedo Tubes4x6 ST*775
ST*775/Tube50
ST*157/Tube50

Flight Deck50,000 cu.m
x50 Starfighters

	HCH'AIT I	HCH'AIT II	HCH'AIT III	HCH'AIT IV	HCH'AIT V	HCH'AIT VI	HCH'AIT VII
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive90 LS	100 LS	110 LS	120 LS	125 LS	130 LS	135 LS
TISA Cruise	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS	100 LS
Acceleration	+5 LS	+5 LS	+5 LS	+5/+10 LS	+5/+10 LS	+5/+15 LS	+5/+15 LS
FTL Drive16 LY	17 LY	18 LY	19 LY	20 LY	21 LY	22 LY
FTL Cruise8 LY	8 LY	9 LY	9 LY	10 LY	10 LY	11 LY
Damage Capacity390,000	405,000	420,000	435,000	450,000	465,000	480,000
BattleScreen No.3 . .	+25 130,000	+26 135,000	+27 140,000	+28 145,000	+29 150,000	+30 155,000	+31 160,000
BattleScreen No.2 . .	+22 130,000	+23 135,000	+24 140,000	+25 145,000	+26 150,000	+27 155,000	+28 160,000
BattleScreen No.1 . .	+17 130,000	+17 135,000	+17 140,000	+17 145,000	+17 150,000	+17 155,000	+17 160,000
BattleArmor	+40	+41	+42	+43	+44	+45	+46
BridgeMk. VII x 2	Mk. VIII x 2	Mk. IX x 2	Mk. X x 2	Mk. X x 2	Mk. XI x 2	Mk. XI x 2
Aux.BridgeMk. VI	Mk. VI	Mk. VI	Mk., VII	Mk. VII	Mk. VIII	Mk. VIII
EW/ECM11	12	13	14	14	15	15
Sensors2000 LS	2500 LS	3000 LS	3500 LS	3500 LS	4000 LS	4000 LS
ComSystems1/2 LY	1/2 LY	1/2 LY	1 LY	1 LY	1 LY	1 LY
Cost (MCR)67,500	74,250	81,675	89,825	94,300	99,000	105,000



Like the fleet cruisers, Hissss'ist Hch'Ait ('Warlord') class battlestarships have an unusual main battery which combines two calibres of heavy NovaGuns. Unable to construct megabolt armaments of reasonable size and weight, and technologically incapable of building megabolt carronades, the Hissss'ist compromised by installing several very heavy N*1000 NovaGuns with a larger number of lighter caliber N*500. The warships are very powerful as a result, and only Hissss'ist deficiencies in fire control render them inferior to those in the most advanced interstellar navies. The Hch'Aits carry five squadrons of Starfighters and five regiments of Marines. As on smaller Hissss'ist warships, crew accommodations are spartan but perhaps just a shade more spacious and comfortable.



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

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

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

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

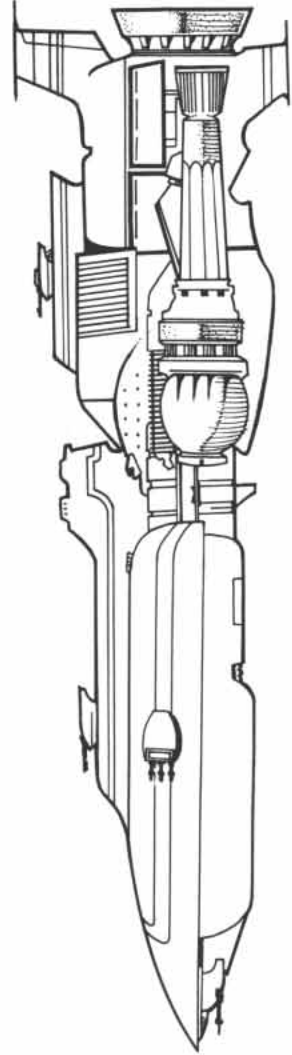
Such ships are also often based upon the hulls and engines of other large classes of ships, as is demonstrated by the plans shown within this book. By increasing cargo capacity and adding bays and launch facilities the basic hull of a cruiser or battleship is easily converted to use as a StarFighter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

STARFIGHTER CARRIER



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

	CORAL SEA	JUTLAND	OKINAWA	TRAFALGAR	GUADALCANAL	CONSTELLATION	CONSTITUTION	SOLAR REPUBLIC
Tech Level7	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	30 LS	30 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	-	-	-	+24 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	+20	+21	+22	+23	+24	+25	+26	+27
Bridge	Mk. X x 2	Mk. XI x 2	Mk. XII x 2	Mk. XIII x 2	Mk. XIV x 2	Mk. XIV x 2	Mk. XV x 2	Mk. XV x 2
Aux.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 great fleet battlecarriers of the Federation StarFleet are laid down on fleet cruiser hulls and have all the agility and toughness of their more heavily armed and armored sisters. The battlecarriers mount a strong heavy battery of N*300 energy rifles, including nine guns capable of megabolt carronade fire beginning in Tech/8. The battlecarriers' "main battery" consists of 12 squadrons of starfighters plus a hullborne squadron of 16 375t FTL scouts. Often, the bomber squadrons consist of Romulus class FTL patrol bombers (see MekPurr Thunderbolt Starbomber). Note: Fighter complement indicated is not fixed; any combination of craft may be embarked, right up to 264 Phantoms! Similarly, where the Starforces of other interstellar nations have several classes of starfighters, various combinations may be embarked up to the cubic displacement limit.

STRIKE CARRIER

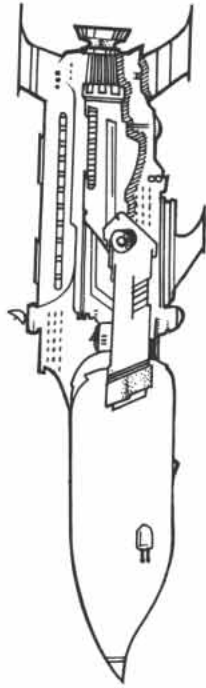


Displacement220,000t
 Complement2550
 Astronauts400
 Technical1450
 Marines700
 Sick Bay75
 ColdSleep100
 Cargo Bays18,500t
 Damage Control StarFleet

PowerPlantAMC.25
 Fuel Capacity500,000 u.
 Fuel Cons/100 LY .2250 u.
 OverDrive+115 u.
 Take Off/LandG x 2250 u.
 Atmos Max1200 kmh
 Boat Deckx20 Launch
 x20 Pinnacle
 x4 Shuttle
 Flight Deck144,000 cu.m
 x144 Starfighters

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

Tech Level7	NELSON	BEATTY	HALSEY	NASAGAWA	ORTEGA	FALKENBERG	CHY'DANALT	ST. VINCENT
TISA Drive160 LS	8	170 LS	9	10	10	10-11	10-11	11+
TISA Cruise140 LS	140 LS	140 LS	185 LS	200 LS	210 LS	215 LS	220 LS	225 LS
Acceleration+10/+20 LS	+10/+20 LS	+10/+30 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
FTL Drive27 LY	29 LY	31 LY	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS	+10/+30 LS
FTL Cruise15 LY	16 LY	17 LY	33 LY	33 LY	34 LY	35 LY	36 LY	38 LY
Damage Capacity . .120,000	125,000	130,000	18 LY	18 LY	19 LY	19 LY	20 LY	21 LY
BattleScreen No.2 . .+21 48,000	+22 50,000	+23 65,000	135,000	135,000	140,000	145,000	150,000	160,000
BattleScreen No.1 . .+16 72,00	+16 75,000	+16 65,000	+24 67,500	+24 67,500	+25 70,000	+26 72,500	+27 75,000	+28 80,000
BattleArmor+18	+19	+20	+16 67,500	+16 67,500	+16 70,000	+16 72,500	+16 75,000	+16 80,000
BridgeMk. X x 2	Mk. XI x 2	Mk. XII x 2	+21	+21	+22	+23	+24	+25
Aux BridgeMk. X	Mk. XI	Mk. XII	Mk. XIII x 2	Mk. XIII x 2	Mk. XIV x 2	Mk. XIV x 2	Mk. XV x 2	Mk. XV x 2
EW/ECM14	Mk. XI	16	Mk. XIII	Mk. XIII	Mk. XIV	Mk. XIV	Mk. XV	Mk. XV
Sensors2500 LS	3500 LS	5000 LS	17	17	18	19	19	20
ComSystems1/2 LY	2 LY	3 LY	5500 LS	5500 LS	6000 LS	6500 LS	7000 LS	7500 LS
Cost (MCR)22,150	24,350	26,775	3 LY	3 LY	3 LY	4 LY	4 LY	5 LY
			29,450	29,450	30,950	32,500	34,100	35,800



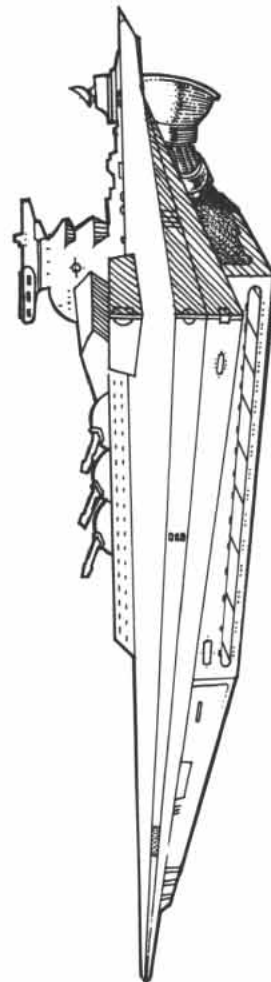
T/Fed strike carriers are deployed throughout the StarFleet. Modelled closely on the T/Fed heavy cruiser, the strike carriers' virtue lies in their very high FTL and tactical maneuvering speed, which permits them to range far and wide in support of fleet units. Of course, like all carriers, the strike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

STARFIGHTER CARRIER



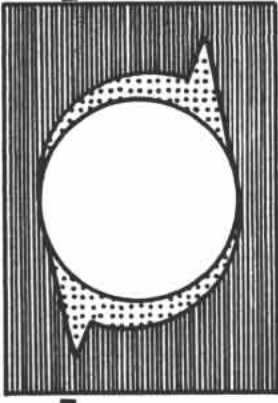
Displacement245,000t	PowerPlant	AMC.20	Main Battery6x2 N*250
Complement2700	Fuel Capacity425,000 u.	Rounds/N*1501250
Astronauts450	Fuel Cons/100 LY2450 u.	Sec.Battery A10x2 N*100
Technical1750	OverDrive	+165 u.	Rounds/N*1001250
Marines500	Take Off/Land	G x 2450 u.	Sec.Battery B14x2 N*50
Sick Bay100	Atmos Max1200 kmh	Rounds/N*501000
ColdSleep100	Boat Deck	x20 Launch	Torpedo Tubes4x6 ST*257
Cargo Bays22,500t		x20 Pinnacle	ST*257/Tube30
Damage Control	StarFleet		x6 Shuttle	ST*157/Tube50
		Flight Deck144,000 cu.m		
			x144 Starfighters		

	VIPER	PYTHON	VENOMOUS	MALEVOLENT	AGGRESSOR	HEROIC	HAVOC
Tech Level7	8	9	10	10	10-11	10-11
TISA Drive140 LS	150 LS	160 LS	175 LS	180 LS	190 LS	195 LS
TISA Cruise140 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 Drive21 LY	23 LY	25 LY	27 LY	29 LY	30 LY	32 LY
FTL Cruise12 LY	13 LY	14 LY	15 LY	16 LY	17 LY	18 LY
Damage Capacity135,000	140,625	146,250	151,875	157,500	163,125	168,750
BattleScreen No.3	-	-	-	-	-	+26 54,375	+27 56,250
BattleScreen No.2	+18 54,000	+19 56,250	+20 58,500	+21 60,750	+22 63,000	+23 54,375	+24 56,250
BattleScreen No.1	+16 81,000	+16 87,750	+16 60,750	+16 91,125	+16 94,500	+16 54,375	+16 56,250
BattleArmor	+20	+21	+22	+23	+24	+25	+26
Bridge	Mk. IX x 2	Mk. X x 2	Mk. X	Mk. XI	Mk. XI	Mk. XII	Mk. XIII x 2
Aux Bridge	Mk. VIII	Mk. IX	Mk. X	Mk. XI	Mk. XI	Mk. XII	Mk. XII
EW/ECM14	15	16	17	17	18	18
Sensors2000 LS	3000 LS	4000 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems1/2 LY	1 LY	2 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)22,950	25,250	27,750	30,525	32,100	33,675	35,375



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

STARFIGHTER CARRIER



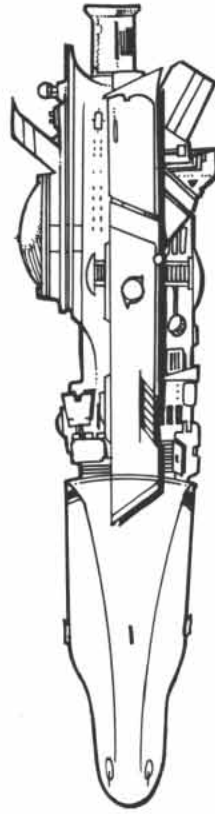
Displacement197,350t
 Complement2500
 Astronauts450
 Technical1250
 Marines800
 Sick Bay75
 ColdSleep100
 Cargo Bays12,750t
 Damage ControlStarFleet

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

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

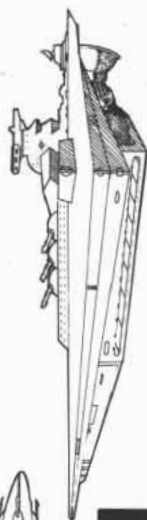
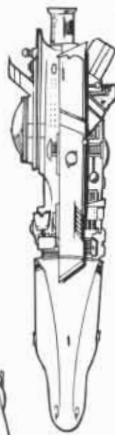
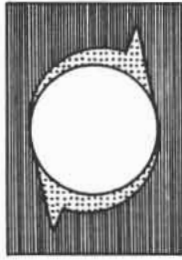
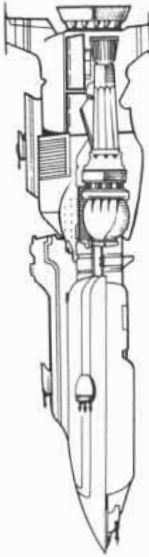
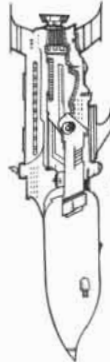
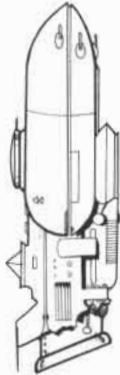
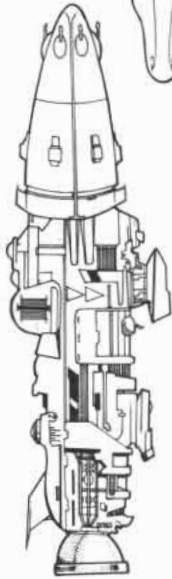
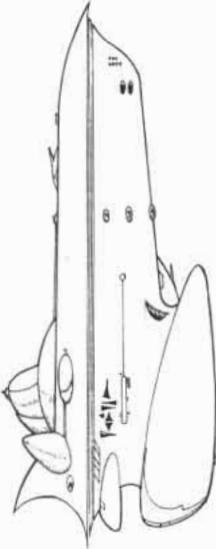
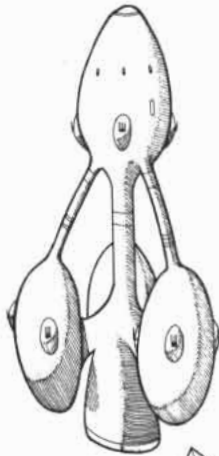
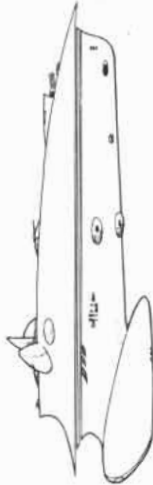
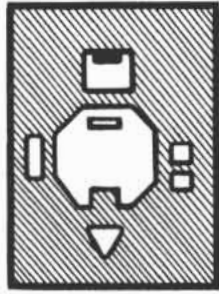
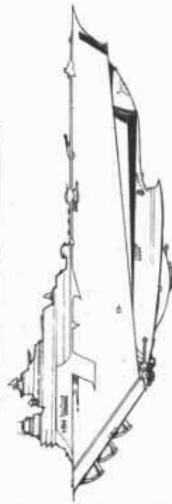
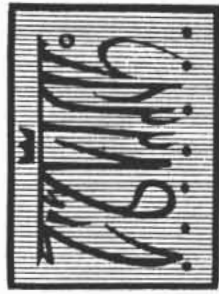
Flight Deck144,000 cu.m
 x144 Starfighters

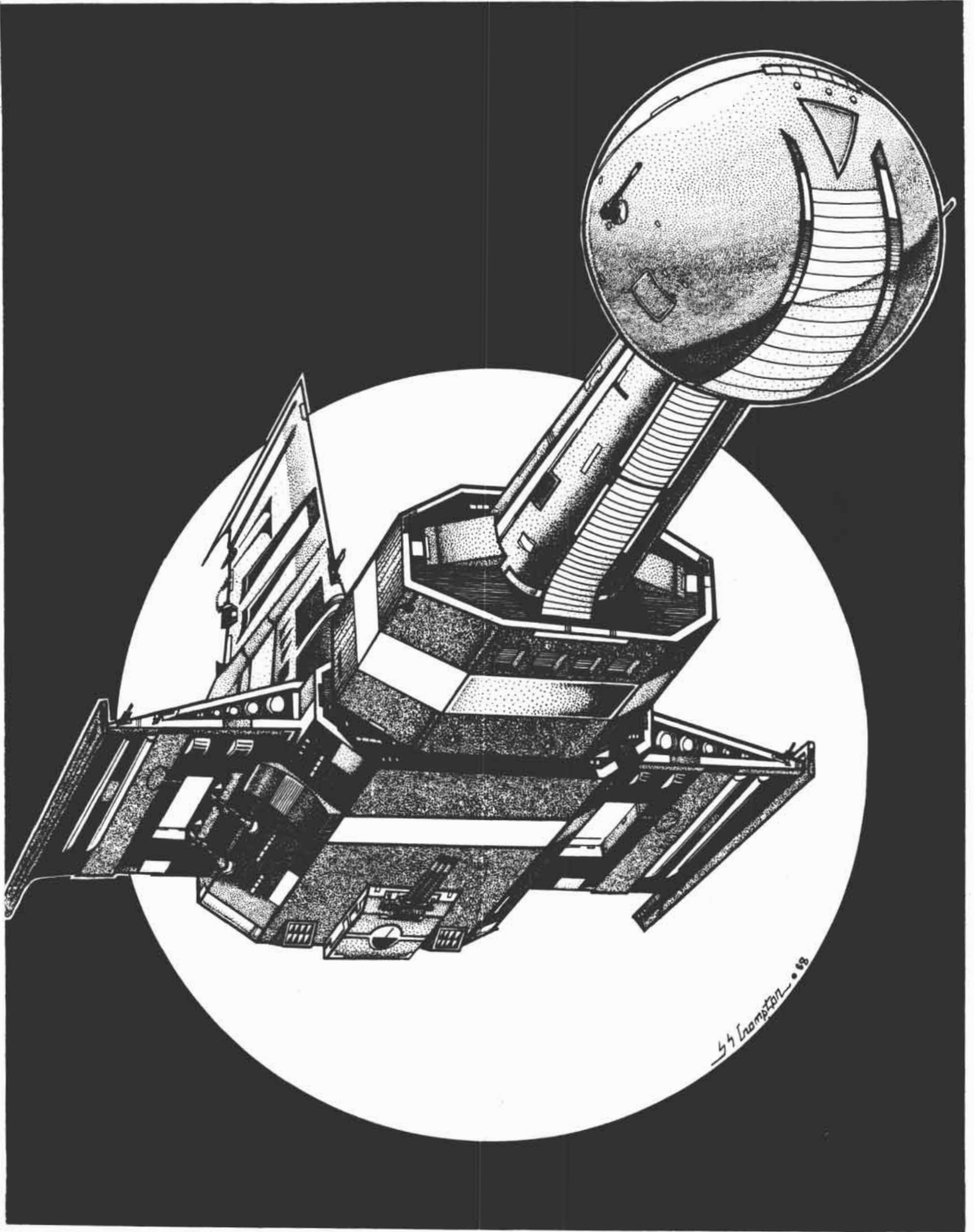
	AUDACIOUS	DEFENDER	IMPLACABLE	GLADIATOR	WARRIOR	PROCONSUL	PRAETORIAN
Tech Level	7	8	9	10	10	10-11	10-11
TISA Drive	150 LS	160 LS	170 LS	185 LS	190 LS	200 LS	205 LS
TISA Cruise	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS	140 LS
Acceleration	+10/+20 LS	+10/+20 LS	+10/+30 LS	+10/+30 LS	+10/+25 LS	+10/+25 LS	+10/+25 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.2	+19 37,800	+20 39,600	+21 41,400	+22 36,000	+23 45,000	+24 46,800	+25 48,600
BattleScreen No.1	+15 56,700	+15 59,400	+15 62,100	+15 64,000	+15 67,500	+15 70,200	+15 75,000
BattleArmor	+20	+21	+22	+23	+24	+25	+26
Bridge	Mk. IX x 2	Mk. X x 2	Mk. XI x 2	Mk. XII x 2	Mk. XII x 2	Mk. XIII x 2	Mk. XIII x 2
Aux Bridge	Mk. VII	Mk. VIII	Mk. IX	Mk. X	Mk. X	Mk. XI	Mk. XI
EW/ECM	13	14	15	16	16	17	17
Sensors	2500 LS	3500 LS	4500 LS	5000 LS	5500 LS	6000 LS	6500 LS
ComSystems	1 LY	2 LY	3 LY	3 LY	3 LY	4 LY	4 LY
Cost (MCR)	16,525	18,200	20,000	22,000	23,100	24,250	25,500

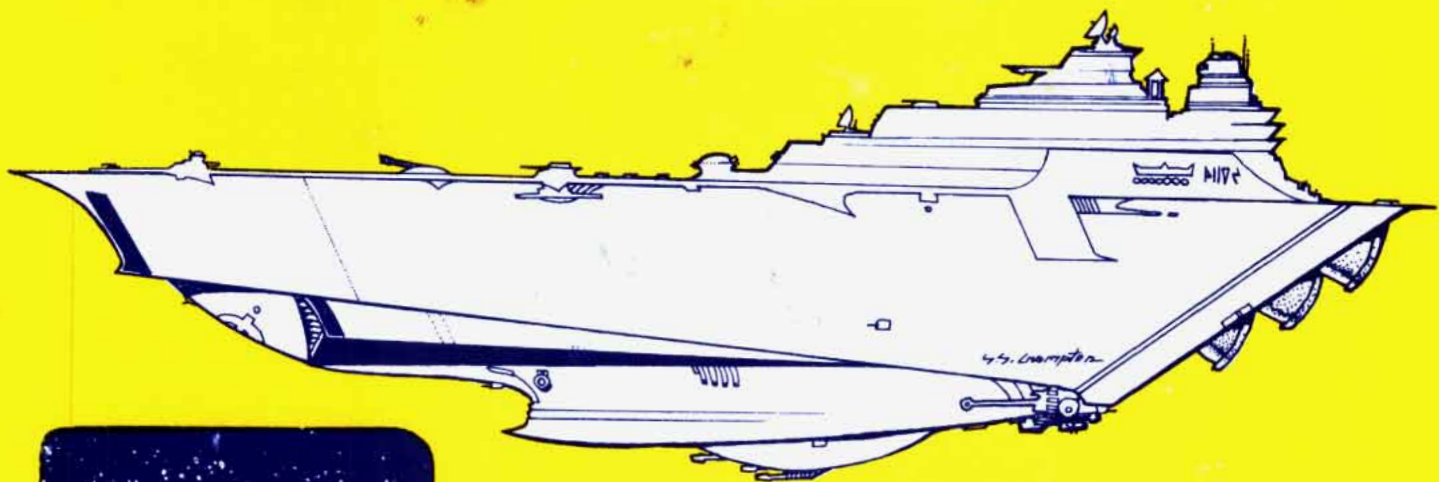


The League has such far-flung interests that, while it would dearly love to build large fleet battlecarriers, it simply wouldn't suit the League's needs. The League's starfighter carriers are constructed on a heavy cruiser hull, which provides for excellent battle maneuvering speed and also very fast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

SHIP SIZES







SELDON'S COMPENDIUM

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

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

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



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