

SPACE OPERA:™

SELDON'S COMPENDIUM OF STARCRAFT 2

STARSHIPS OF WAR

Azuriach

G.P.R.

Mercantile League

Terran (U.F.P.)



Edw. E. Simbalist

Rbt. N. Charrette



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

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

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

StarShip Class:

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

Displacement:

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

Complement:

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

Sick Bay:

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

Cargo Bays:

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

Damage Control:

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

Powerplant and Drives:

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

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

Weapons Systems:

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

Ammunition:

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

Damage Capacity:

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

BattleScreens:

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

FLAGS

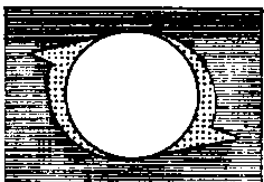
The ships presented in this volume are each accompanied by a flag by means of identification of nationality. Each Star-Nation is represented by its own flag, as illustrated below. Note that these flags are drawn in standard heraldic format so that proper colors are easily distinguished by anyone who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



AZURIACH IMPERIUM



GALACTIC PEOPLES'
REPUBLIC



MERCANTILE LEAGUE



UNITED FEDERATION
OF PLANETS
(formerly Terran Union)

Electronics Systems:

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

Tech Level:

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

Boat Bay:

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

Cost:

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

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

STARSHIP TYPES & COMBAT MISSIONS

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

BattleStars:

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

BattleStarShips:

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

Abbreviation: BB.

BattleCruisers:

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

Abbreviation: BC.

Fleet Cruiser:

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

Abbreviation: CF.

Heavy Attack Cruisers:

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

Abbreviation: CA.

Light Cruisers:

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

Fleet Destroyers:

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

SCALE

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

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

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

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

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

Abbreviation: DD.

Destroyer Escorts & Fleet Corvettes:

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

Abbreviations: DDE & CVT.

FTL Scouts:

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

Abbreviation: SCT.

StarFighters:

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

Abbreviation: FTR.

ARMAMENTS

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

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

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

KEY



ceiling hatch



holographic tank



floor hatch



gunnery couch



ceiling & floor hatch



acceleration couch



wall hatch



coldsleep tank



sliding door



airtight sliding door

special access



wall hatch



floor hatch



transparent wall

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

StarTorpedoes:

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

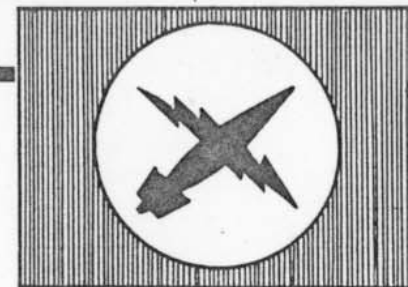
| | |
|-----------------------|-------|
| Terra | +2 EW |
| League | +1 EW |
| Azuriach | +2 EW |
| G.P.R. | +0 EW |
| IRSOL | +2 EW |
| Rauwoof | +1 EW |
| Blarad | +1 EW |
| C.S.A. | +1 EW |
| MekPurr | +2 EW |
| Mertun | +2 EW |
| Klackon | +0 EW |
| Bug | -2 EW |
| Hissss'ist | -1 EW |
| Ranan Horde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

Basic StarTorpedo values (at Tech/7) are:

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

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

STARLORD STARFIGHTER

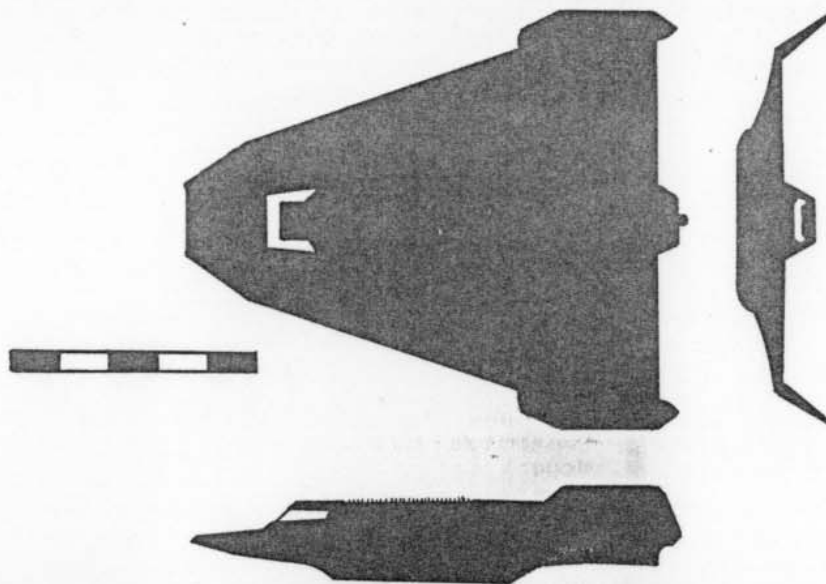


Crew1
 Mass30t
 Dimensions10x10x4m
 Cargo Space500kg
 Life Support.5 days
 Flight Deck1000m³

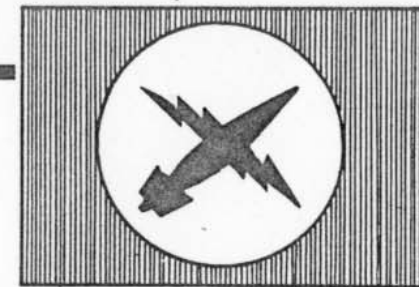
TISA Enginesx3 TTG
 Fuel Capacity2 u.
 Fuel/1000 LS.0.2 u.
 OverBoost0.05 u.
 Acceleration.+50 LS
 OverBoost+150 LS

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

| | | | | | | |
|--------------------------------|------------|------------|------------|------------|------------|------------|
| Tech Level7 | 8 | 9 | 10 | 10 | 10-11 | 10-11 |
| TISA Drive280 LS | 290 LS | 300 LS | 310 LS | 320 LS | 330 LS | 340 LS |
| Atmospheric.11,000 kmh | 12,000 kmh | 13,000 kmh | 14,000 kmh | 15,000 kmh | 16,000 kmh | 17,000 kmh |
| Atmos. Max15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh | 16,000 kmh | 17,000 kmh | 18,000 kmh |
| Air-to-Air.16 | 17 | 18 | 19 | 20 | 21 | 22 |
| Damage Capacity. . .75 | 75 | 75 | 75 | 75 | 100 | 100 |
| BattleScreens+12 500 | +12 600 | +12 700 | +12 800 | +12 900 | +12 1000 | +12 1000 |
| BattleArmor+1 | +1 | +1 | +1 | +2 | +2 | +3 |
| BattleComputer . . .Mk.I | Mk.II | Mk.III | Mk.IV | Mk.IV | Mk.V | Mk.V |
| EW/ECM12 | 13 | 14 | 15 | 15 | 16 | 16 |
| Sensors1500 LS | 1500 LS | 2000 LS | 2500 LS | 2500 LS | 3000 LS | 3000 LS |
| ComSystems.10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 15,000 LS | 15,000 LS |
| Cost (MCR)47.5 | 48.75 | 52.25 | 54.625 | 57 | 59.375 | 61.75 |



DEVASTATOR STARBOMBER



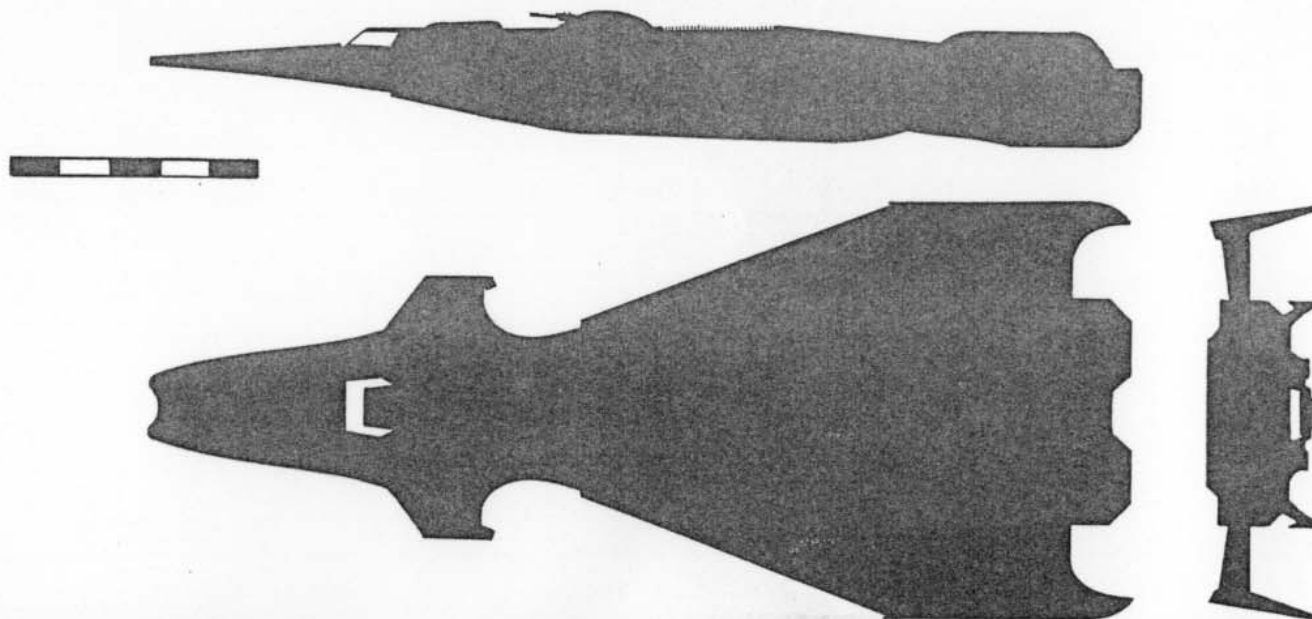
Crew1
 Mass75t
 Dimensions20x10x4m
 Cargo Space2000kg
 Life Support5 days
 Flight Deck2000m³

TISA Enginesx3 TTG
 Fuel Capacity4 u.
 Fuel/1000 LS0.4 u.
 OverBoost0.1 u.
 Acceleration+30 LS
 OverBoost+90 LS

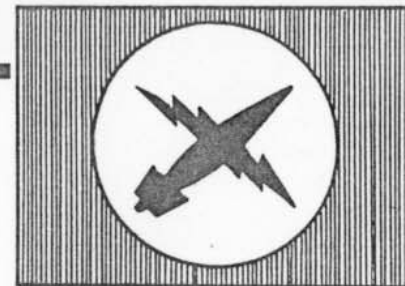
Fwd. Nova Gunsx2 N*25
 Rds./N*25100
 Turret Guns1x2 N*50
 Rds./N*50100
 Ordnancex2 ST*775
 or
 x6 ST*257
 or
 x25t Bombs**

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

| | | | | | | |
|--------------------------------|------------|------------|------------|------------|------------|------------|
| Tech Level7 | 8 | 9 | 10 | 10 | 10-11 | 10-11 |
| TISA Drive240 LS | 250 LS | 260 LS | 270 LS | 280 LS | 290 LS | 300 LS |
| Atmospheric5000 kmh | 6000 kmh | 7000 kmh | 8000 kmh | 9000 kmh | 10,000 kmh | 11,000 kmh |
| Atmos. Max15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh |
| Air-to-Air10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Damage Capacity . . .150 | 150 | 150 | 150 | 175 | 175 | 200 |
| BattleScreens+12 700 | +12 800 | +12 900 | +12 1000 | +12 1000 | +12 1000 | +12 1000 |
| BattleArmor+3 | +3 | +3 | +4 | +4 | +5 | +5 |
| BattleComputer . . .Mk.I | Mk.II | Mk.III | Mk.IV | Mk.IV | Mk.V | Mk.V |
| EW/ECM12 | 13 | 14 | 15 | 15 | 16 | 16 |
| Sensors1500 LS | 2000 LS | 2500 LS | 3000 LS | 3000 LS | 3500 LS | 3500 LS |
| ComSystems10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 15,000 LS | 15,000 LS |
| Cost (MCR)70 | 73.5 | 77 | 80.5 | 84 | 87.5 | 91 |



DESTROYER



Displacement42,500t
 Complement400
 Astronauts50
 Technical160
 Marines200
 Sick Bay15
 ColdSleep25
 Cargo Bays2825t
 Damage Control . . . Superior

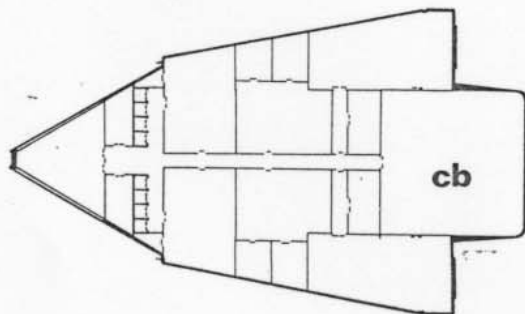
PowerplantAMC.20
 Fuel Capacity50,000 u.
 Fuel Cons425 u.
 OverDrive+28 u.
 Atmospheric7500 kmh
 Atmos. Max15,000 kmh
 Boat Deckx6 Launch
 x4 Pinnacle
 x1 Shuttle

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

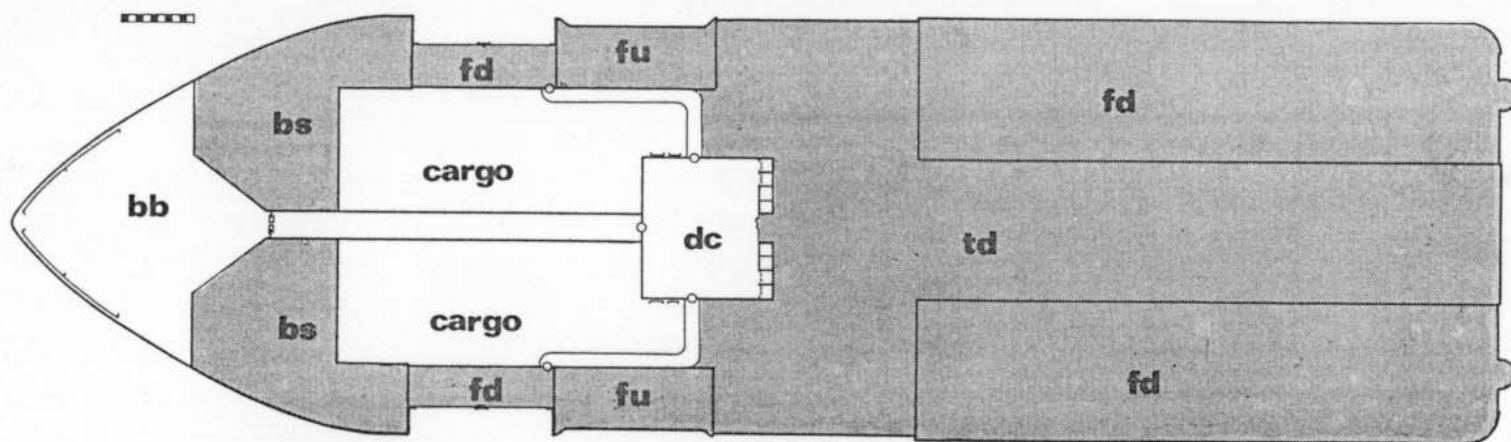
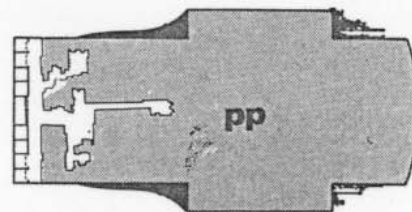
| | AVENGER | BASILISK | CHALLENGER | DEMON | EDICT | FEROCIOUS | GAUNTLET |
|-----------------------------|------------|------------|------------|------------|------------|------------|------------|
| Tech Level | 7 | 8 | 9 | 10 | 10 | 10-11 | 10-11 |
| TISA Drive | 180 LS | 190 LS | 205 LS | 220 LS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

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

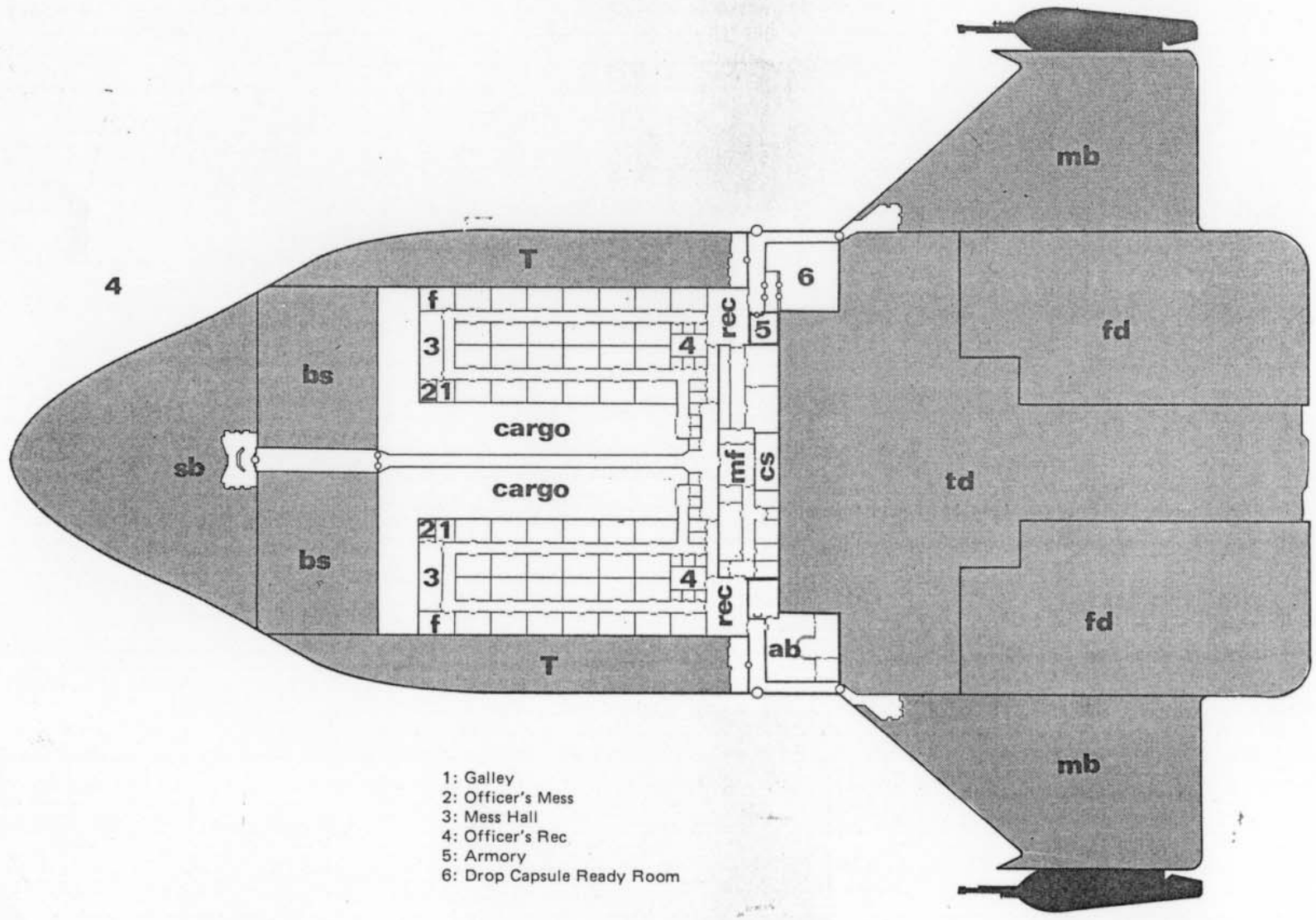
1 Bridge



2

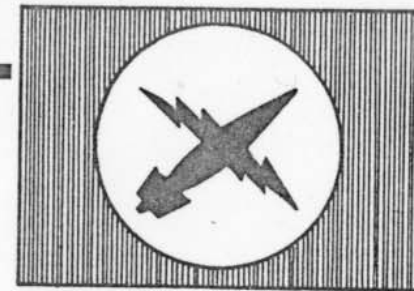


3&5



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

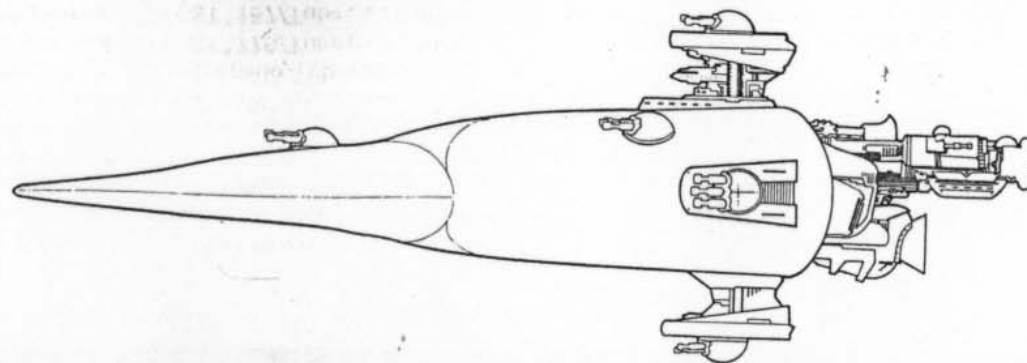
IMPERIAL BATTLESTAR



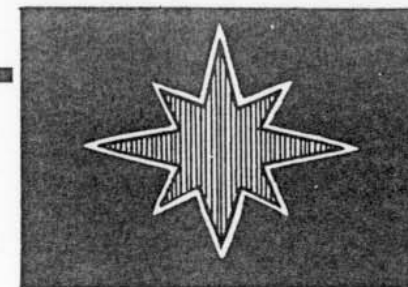
| | | |
|----------------------------------|---|------------------------------------|
| Displacement1,000,000t | PowerPlant.AMC.20 | Main Battery7x3 N*1000 |
| Complement.10,000 | Fuel Capacity1,500,000 u. | Rds./N*10005000 |
| Astronauts1000 | Fuel Cons10,000 u. | Sec. Battery A16x2 N*200 |
| Technical.4000 | OverDrive+750 u. | Rds./N*2002000 |
| Marines5000 | Boat Deckx50 Launch | Sec. Battery B.16x2 N*75 |
| Sick Bay350 | x50 Pinnacle | Rds./N*752000 |
| ColdSleep1000 | x20 Shuttle | Sec. Battery C.16x2 N*25 |
| Cargo Bays.35,000t | x10 Lander | Rds./N*251000 |
| Damage ControlStarFleet | Flight Deck64,000m ³ | Torpedo Tubes4x6 ST*775 |
| | | ST*775/Tube.50 |
| | | ST*157/Tube.50 |

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

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



FOXFIRE STARFIGHTER

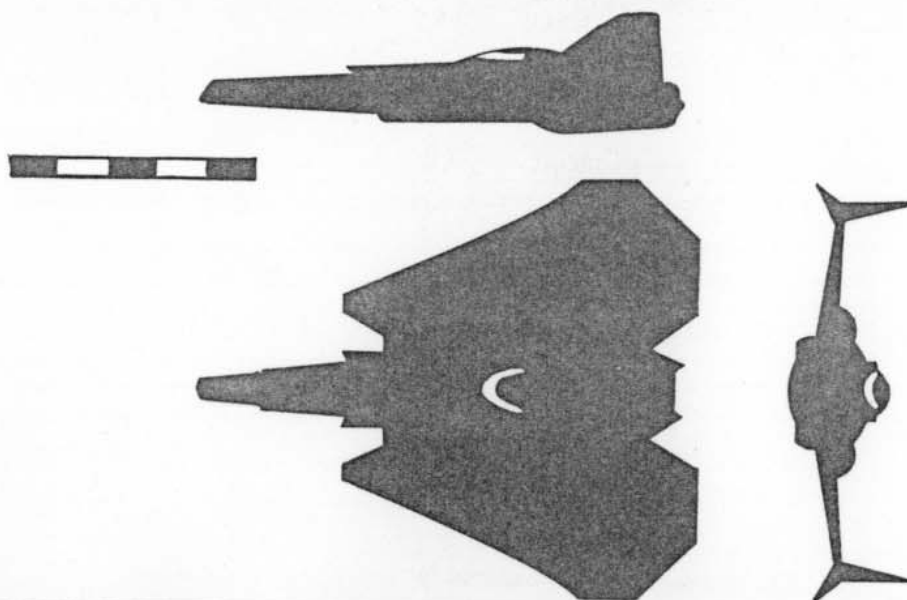


Crew1
 Mass40t
 Dimensions10x10x4m
 Cargo Space500kg
 Life Support4 days
 Flight Deck1000m³

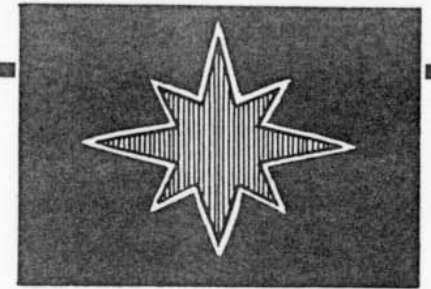
TISA Enginesx2 TTG
 Fuel Capacity1 u.
 Fuel/1000 LS0.2 u.
 OverBoost+0.05 u.
 Acceleration+40 LS
 OverBoost+120 LS

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

| | | | | | | |
|--------------------------------|------------|------------|------------|------------|------------|------------|
| Tech Level7 | 8 | 9- | 10 | 10 | 10-11 | 10-11 |
| TISA Drive260 LS | 270 LS | 280 LS | 290 LS | 300 LS | 310 LS | 320 LS |
| Atmospheric9500 kmh | 10,500 kmh | 11,500 kmh | 12,500 kmh | 13,500 kmh | 14,500 kmh | 15,500 kmh |
| Atmos. Max15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh | 16,000 kmh | 17,000 kmh | 18,000 kmh |
| Air-to-Air13 | 14 | 15 | 16 | 17 | 19 | 20 |
| Damage Capacity . . .75 | 75 | 75 | 75 | 75 | 75 | 75 |
| BattleScreens+9 500 | +9 600 | +9 700 | +9 800 | +9 800 | +10 900 | +10 1000 |
| BattleArmor+1 | +1 | +1 | +1 | +1 | +1 | +2 |
| BattleComputer . . .Mk.I | Mk.I | Mk.II | Mk.II | Mk.III | Mk.III | Mk.III |
| EW/ECM9 | 10 | 11 | 12 | 12 | 13 | 13 |
| Sensors1500 LS | 1500 LS | 2000 LS | 2000 LS | 2000 LS | 2500 LS | 2500 LS |
| ComSystems5000 LS | 5000 LS | 5000 LS | 5000 LS | 5000 LS | 5000 LS | 5000 LS |
| Cost (MCR)30 | 31.5 | 33 | 34.5 | 36 | 37.5 | 39 |



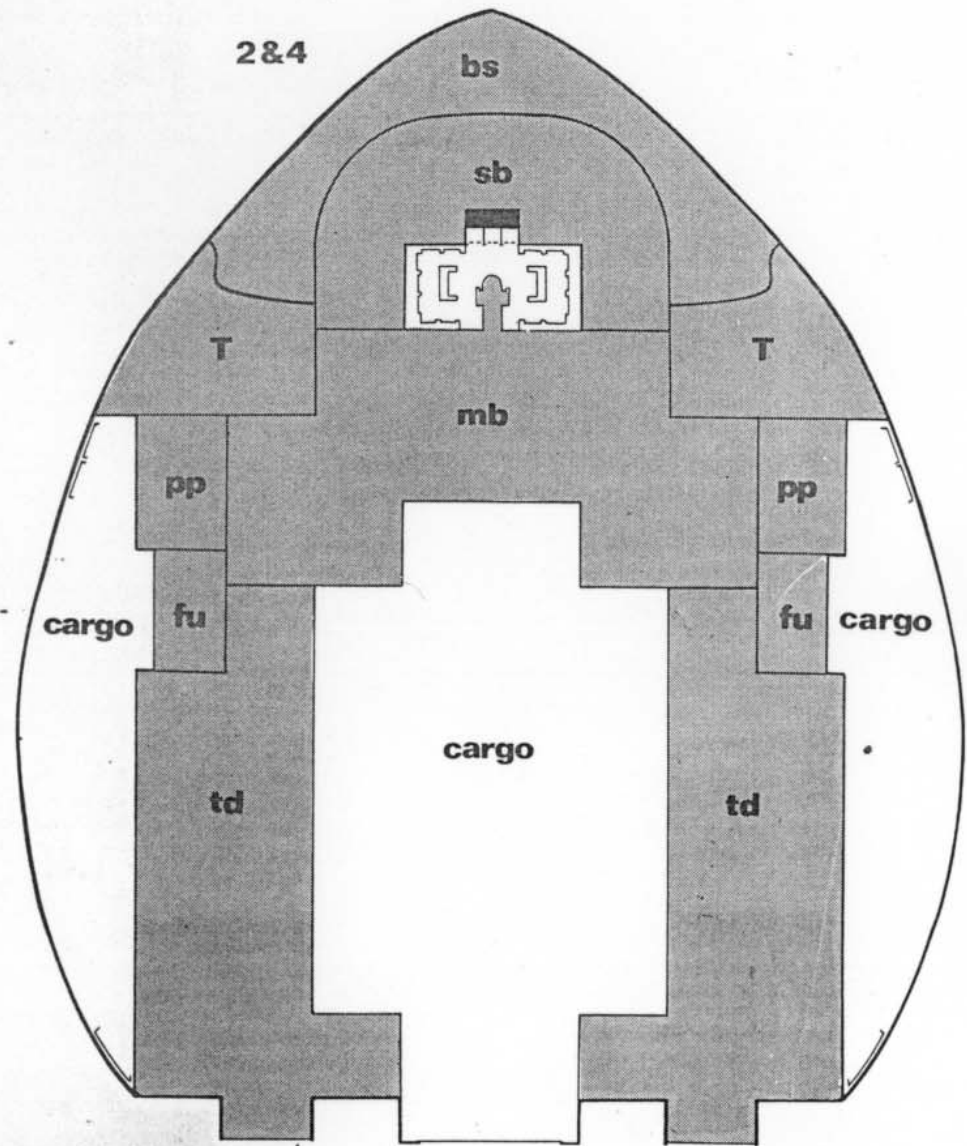
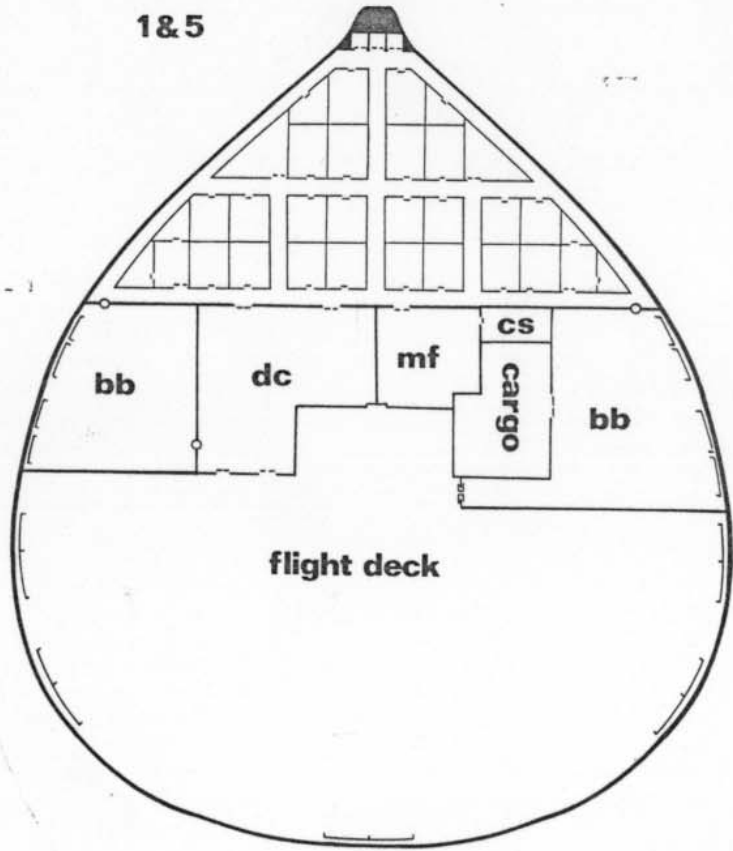
DESTROYER

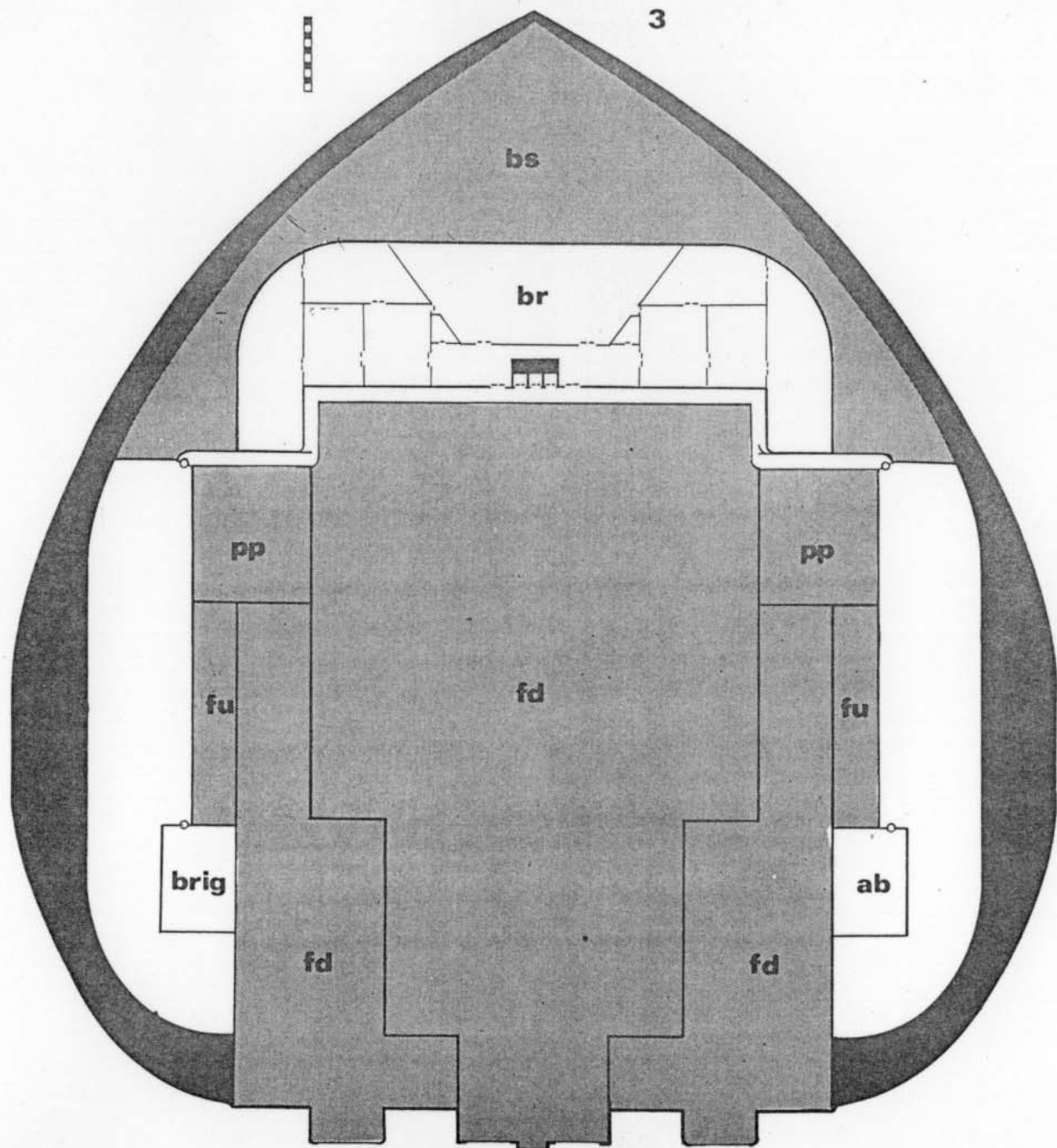


| | | | | | |
|--------------------------|----------|-------------------------|-------------|-------------------------|----------------------|
| Displacement | 42,500t | Powerplant | AMC.20 | Main Battery | 5x2 N*200 |
| Complement | 450 | Fuel Capacity | 50,000 u. | Rds./N*200 | 1000 |
| Astronauts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

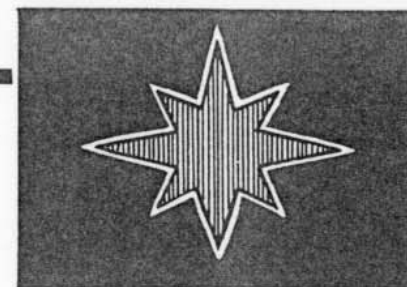
| | BORETZ ZA SVOBODU | ZARIA SVOBODY | SOVIETSKY BORETZ | SVOBODNAYA ROSSIA | SVODODNAYA RESPUBLIKA | SOVIETSKY RESPUBLIKA | SOVIETSKY SOYUZ |
|-----------------------------|----------------------|------------------|---------------------|----------------------|--------------------------|-------------------------|--------------------|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

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





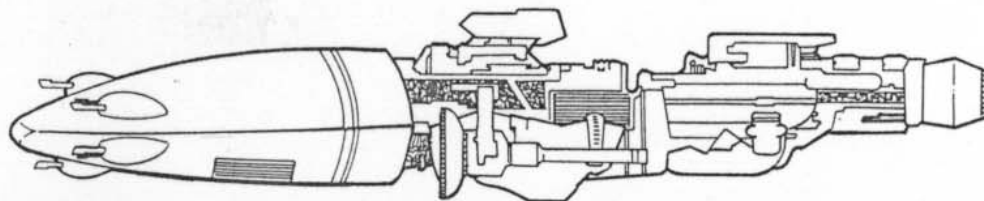
FLEET CRUISER



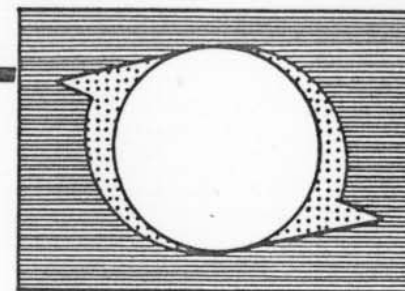
| | | |
|--------------------------------|---------------------------------|---|
| Displacement275,000t | Powerplant.AMC.20 | Main Battery6x2 N*375 |
| Complement.3100 | Fuel Capacity325,000 u. | Rds./N*3752250 |
| Astronauts.275 | Fuel Cons2750 u. | MegaBolt1x3 MB*500 |
| Technical.1175 | OverDrive210 u. | Rds./MB*5001250 |
| Marines1650 | Take-Off/Land . . .G x 2750 u. | Sec. Battery A . . .10x2 N*125 |
| Sick Bay100 | Atmospheric. . . .1200 kmh | Rds./N*1251500 |
| ColdSleep200 | Boat Deckx20 Launch | Sec. Battery B. . . .10x2 N*50 |
| Cargo Bays.15,250t | x20 Pinnacle | Rds./N*501000 |
| Damage Control . . .Compreh. | x6 Shuttle | Torpedo Tubes . . .3x6 ST*775 |
| | x2 Lander | ST*775/Tube35 |
| | | ST*157/Tube35 |
| | | Flight Deck12,000m ³ |

| | PARIZHSKAYA KOMMUNA | CHERVONAYA UKRANIA | STRANYA SOVIETOV | URAL | SIBIR | VOLGA | SLAVA |
|-------------------------------------|------------------------|-----------------------|---------------------|------------|------------|------------|------------|
| Tech Level7 | 8 | 9 | 10 | 10 | 10 | 10-11 | 10-11 |
| TISA Drive140 LS | 150 LS | 160 LS | 170 LS | 170 LS | 175 LS | 180 LS | 185 LS |
| TISA Cruise140 LS | 140 LS | 140 LS | 140 LS | 140 LS | 140 LS | 140 LS | 140 LS |
| Acceleration.+10/+20 LS | +10/+20 LS | +10/+20 LS | +10/+30 LS | +10/+30 LS | +10/+30 LS | +10/+30 LS | +10/+30 LS |
| FTL Drive15 LY | 16 LY | 17 LY | 18 LY | 19 LY | 20 LY | 21 LY | 21 LY |
| FTL Cruise.9 LY | 10 LY | 10 LY | 11 LY | 11 LY | 12 LY | 12 LY | 12 LY |
| Damage Capacity. . . .165,000 | 171,875 | 178,750 | 185,625 | 192,500 | 199,375 | 206,250 | 206,250 |
| BattleScreen No.3- | - | - | +26 61,875 | +27 64,165 | +28 66,460 | +29 68,750 | +29 68,750 |
| BattleScreen No.2+20 66,000 | +21 68,750 | +22 71,500 | +23 61,875 | +23 64,165 | +24 66,460 | +24 68,750 | +24 68,750 |
| BattleScreen No.1+16 99,000 | +16 103,125 | +16 107,250 | +16 61,875 | +16 64,165 | +16 66,460 | +16 68,750 | +16 68,750 |
| BattleArmor.+33 | +34 | +35 | +36 | +37 | +38 | +39 | +39 |
| BridgeMk.VIII x2 | Mk.IX x2 | Mk.X x2 | Mk.XI x2 | Mk.XII x2 | Mk.XII x2 | Mk.XIII x2 | Mk.XIII x2 |
| Aux. BridgeMk.VII | Mk.VIII | Mk.IX | Mk.X | Mk.X | Mk.XI | Mk.XI | Mk.XI |
| EW/ECM11 | 12 | 13 | 14 | 14 | 15 | 15 | 15 |
| Sensors2000 LS | 2500 LS | 3000 LS | 4000 LS | 4500 LS | 5000 LS | 5500 LS | 5500 LS |
| ComSystems.½ LY | ½ LY | 1 LY | 2 LY | 2 LY | 3 LY | 3 LY | 3 LY |
| Cost (MCR)29,125 | 23,225 | 25,550 | 28,100 | 29,500 | 31,000 | 32,550 | 32,550 |

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



INTRUDER STARFIGHTER

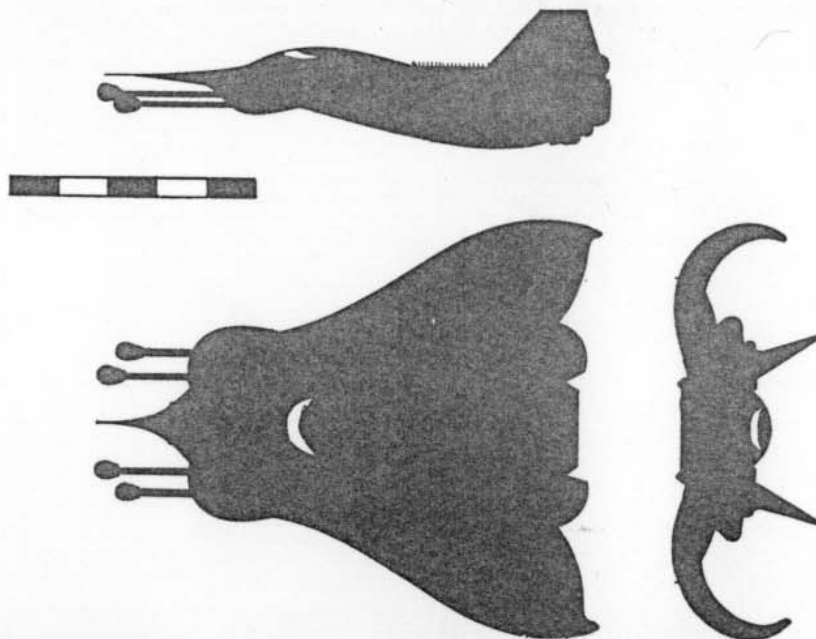


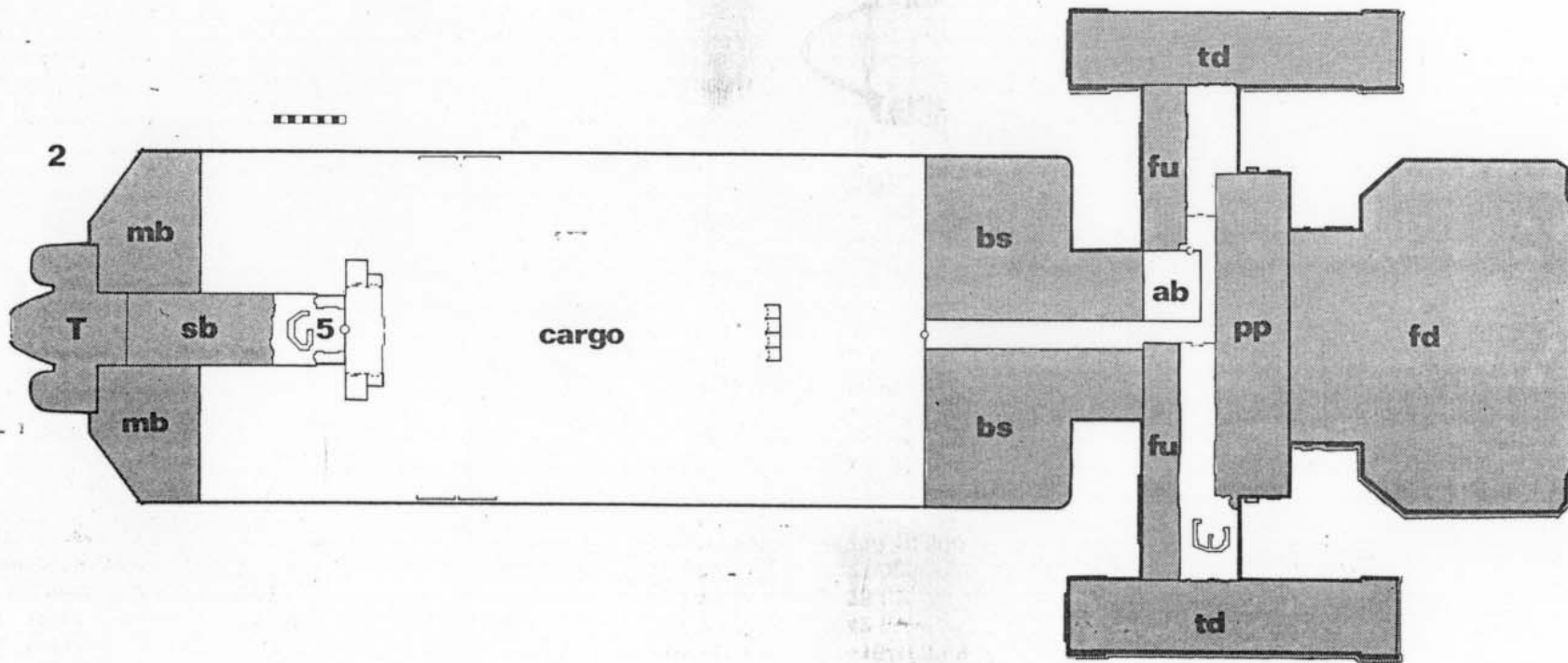
Crew1
 Mass30t
 Dimensions10x10x4m
 Cargo Space500kg
 Life Support5 days
 Flight Deck1000m³

TISA Enginesx2 TTG
 Fuel Capacity2 u.
 Fuel/1000 LS0.27 u.
 OverBoost0.07 u.
 Acceleration+40 LS
 OverBoost+120 LS

Fwd. NovaGunsx4 N*25
 Rds./N*25100
 Ordnancex2 ST*375
 orx4 ST*157
 orx4t Bombs

| | MK I | MK II | MK III | MK IVa | MK IVb | MK Va | MK V b |
|-------------------------|------------|------------|------------|------------|------------|------------|------------|
| Tech Level | 7 | 8 | 9 | 10 | 10 | 10-11 | 10-11 |
| TISA Drive | 270 LS | 280 LS | 290 LS | 300 LS | 310 LS | 320 LS | 330 LS |
| Atmospheric | 11,000 kmh | 12,000 kmh | 13,000 kmh | 14,000 kmh | 15,000 kmh | 16,000 kmh | 17,000 kmh |
| Atmos. Max | 15,000 kmh | 15,000 kmh | 15,000 kmh | 15,000 kmh | 16,000 kmh | 17,000 kmh | 18,000 kmh |
| Air-to-Air | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| Damage Capacity . . . | 75 | 75 | 75 | 75 | 75 | 75 | 75 |
| BattleScreens | +10 500 | +10 600 | +10 700 | +10 800 | +10 900 | +10 1000 | +10 1000 |
| BattleArmor | +1 | +1 | +1 | +1 | +1 | +2 | +2 |
| BattleComputer . . . | Mk.I | Mk.II | Mk.III | Mk.IV | Mk.IV | Mk.IV | Mk.V |
| EW/ECM | 11 | 12 | 13 | 14 | 14 | 15 | 15 |
| Sensors | 1500 LS | 1500 LS | 2000 LS | 2000 LS | 2500 LS | 2500 LS | 2500 LS |
| ComSystems | 10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS | 10,000 LS |
| Cost (MCR) | 45 | 47.25 | 49.5 | 51.75 | 54 | 56.25 | 58.5 |

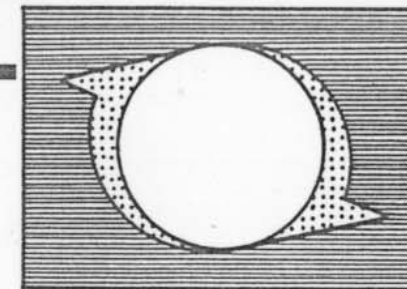




Note that the TISA and FTL drive areas are double decks (twice the height of the other areas on the plan)

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

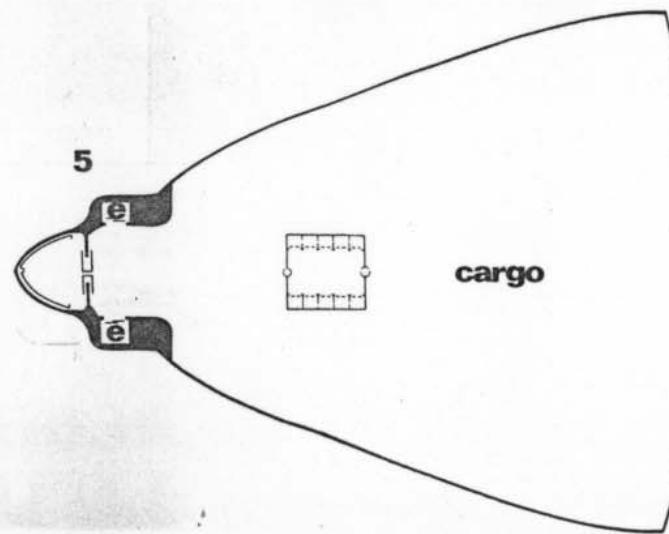
DESTROYER

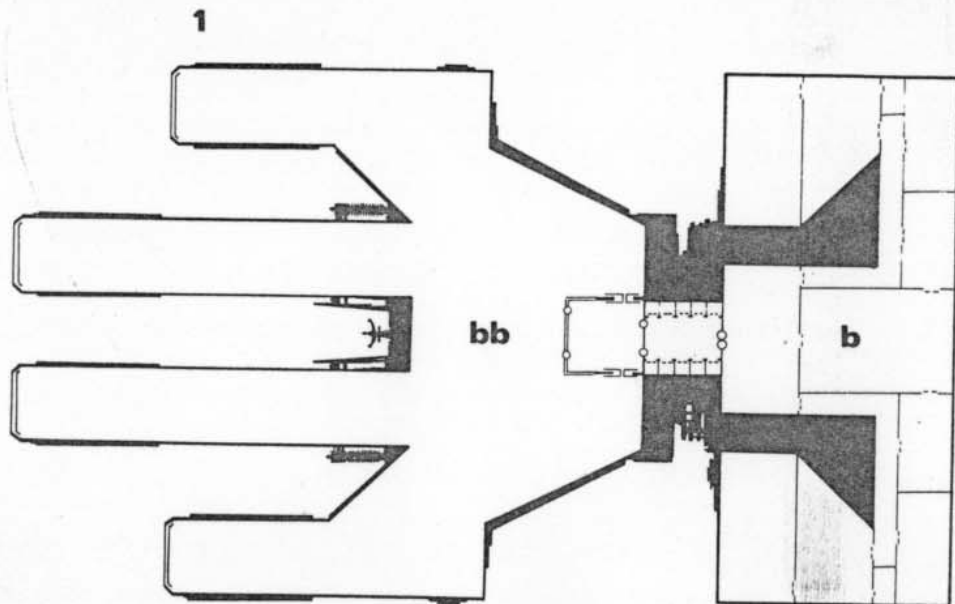
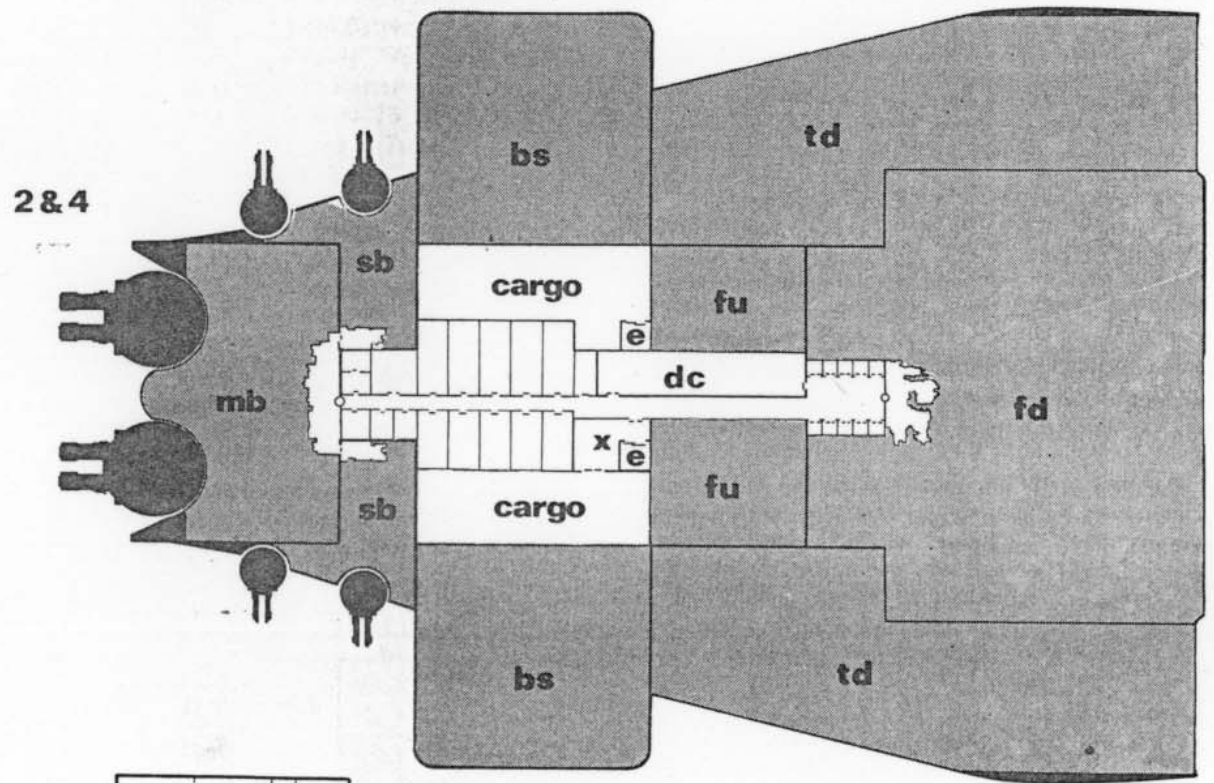


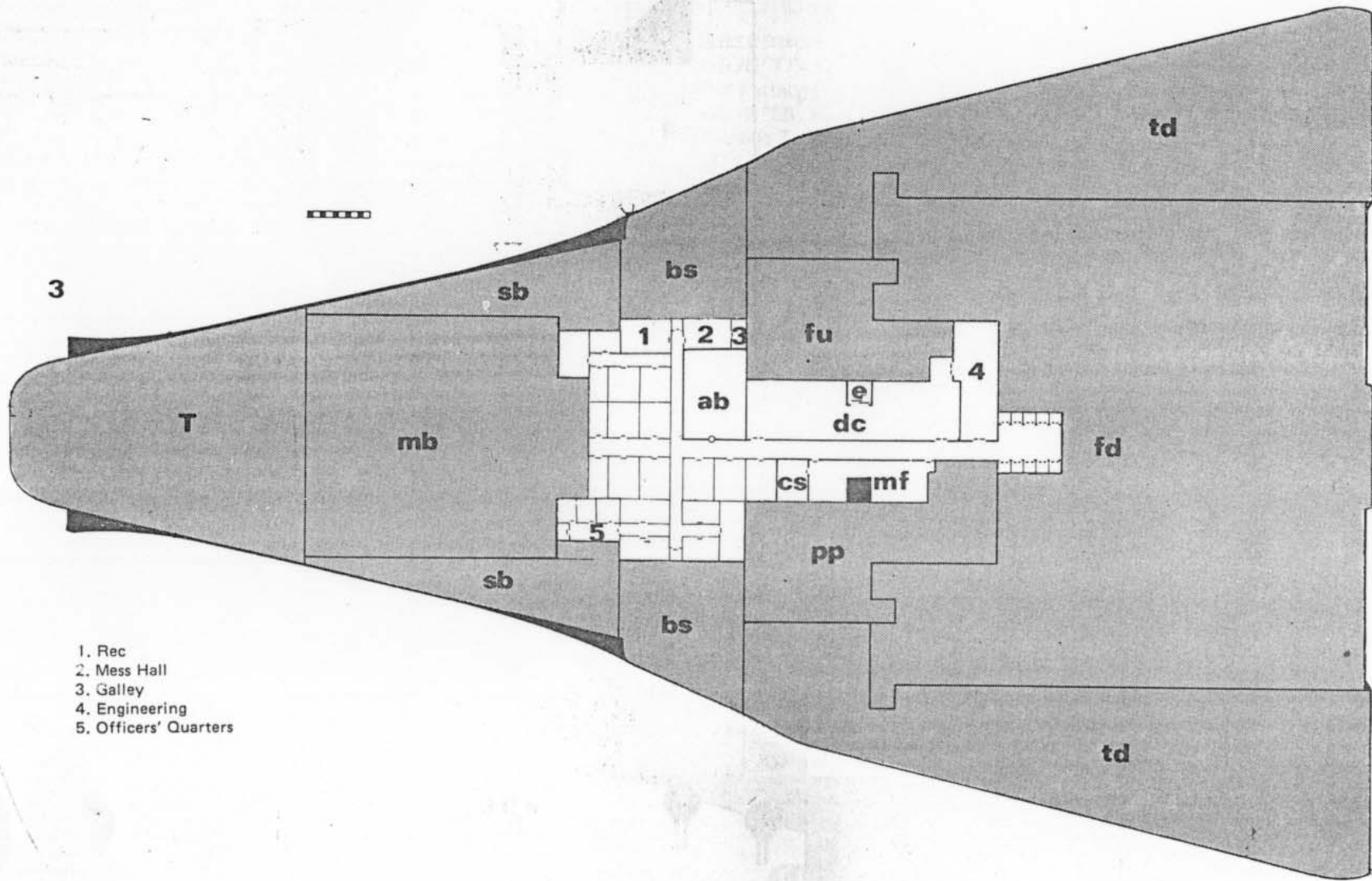
| | | | | | |
|--------------------------|----------|-------------------------|-------------|-------------------------|---------------------|
| Displacement | 45,000t | Powerplant. | AMC.20 | Main Battery | .6x2 N*175 |
| Complement. | .395 | Fuel Capacity | 70,000 u. | Rds./N*175 | 1000 |
| Astronauts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

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

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

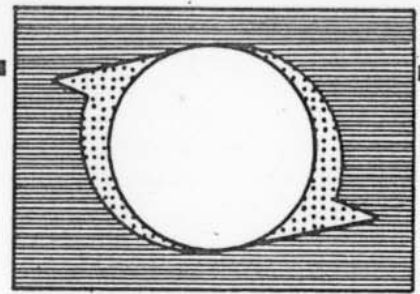






- 1. Rec
- 2. Mess Hall
- 3. Galley
- 4. Engineering
- 5. Officers' Quarters

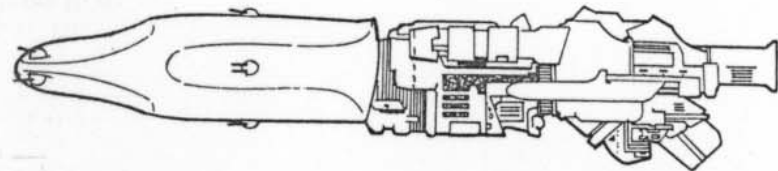
HEAVY CRUISER



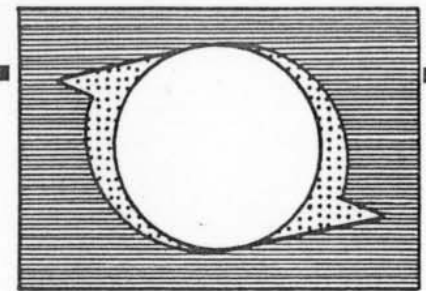
| | | |
|-----------------------------------|------------------------------------|---|
| Displacement180,000t | Powerplant.AMC.20 | Main Battery8x2 N*300 |
| Complement.1825 | Fuel Capacity350,000 u. | Rds./N*3001500 |
| Astronauts225 | Fuel Cons1800 u. | Sec. Battery A10x2 N*100 |
| Technical800 | OverDrive+100 u. | Rds./N*1001000 |
| Marines800 | Take-Off/LandG x 1800 u. | Sec. Battery B10x2 N*50 |
| Sick Bay65 | Atmospheric.1200 kmh | Rds./N*501000 |
| ColdSleep100 | Boat Deckx20 Launch | Torpedo Tubes2x6 ST*775 |
| Cargo Bays.7250t |x20 Pinnacle | ST*775/Tube35 |
| Damage Capacity.StarFleet |x4 Shuttle | ST*157/Tube35 |
| | | Flight Deck18,000m ³ |

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

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



FLEET CRUISER



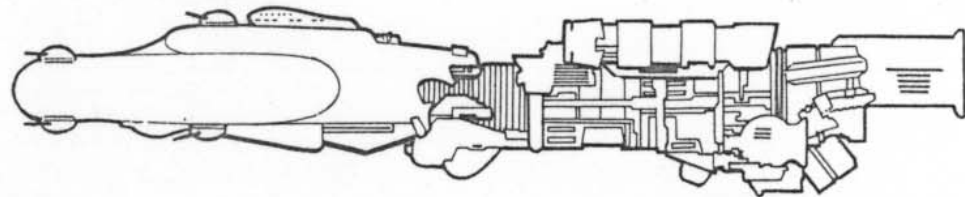
Displacement300,000t
 Complement.2800
 Astronauts300
 Technical.1300
 Marines1200
 Sick Bay100
 ColdSleep200
 Cargo Bays.17,500t
 Damage ControlStarFleet

Powerplant.AMC.20
 Fuel Capacity.600,000 u.
 Fuel Cons3000 u.
 OverDrive+170 u.
 Take-Off/Land . . .G x 3000 u.
 Atmospheric.1200 kmh
 Boat Deckx20 Launch
 x20 Pinnacle
 x6 Shuttle
 x2 Lander

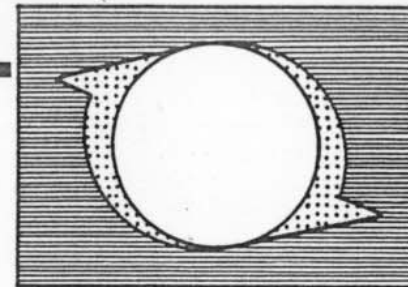
Main Battery8x2 N*400
 Rds./N*4002850
 Sec. Battery A12x2 N*125
 Rds./N*1251500
 Sec. Battery B. . . .12x2 N*50
 Rds./N*501500
 Torpedo Tubes3x6 ST*775
 ST*775/Tube50
 ST*157/Tube50
 Flight Deck27,000m³

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

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



BATTLESTARSHIP



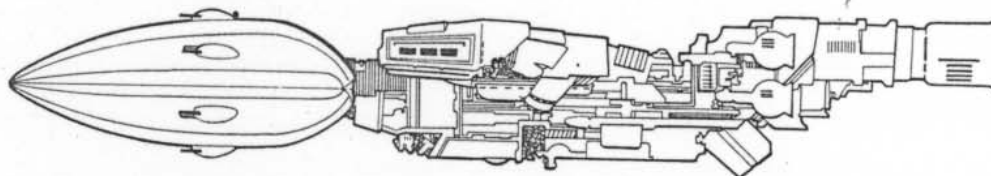
Displacement600,000t
 Complement.3500
 Astronauts500
 Technical.2300
 Marines1700
 Sick Bay125
 ColdSleep200
 Cargo Bays.30,000t
 Damage ControlStarFleet

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

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

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

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



PHANTOM STARFIGHTER

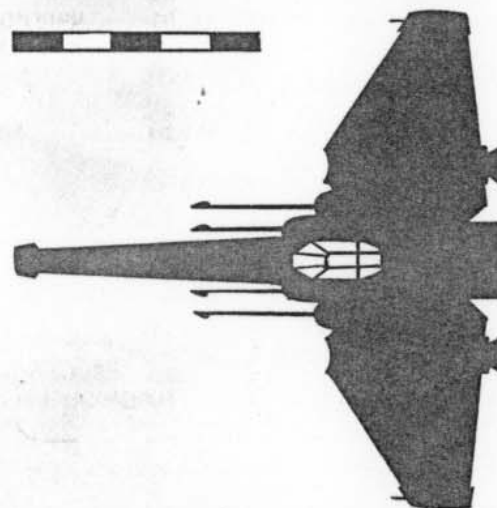


Crew1
 Mass30t
 Dimensions10x10x4m
 Cargo Space500kg
 Life Support7 days
 Flight Deck1000m³

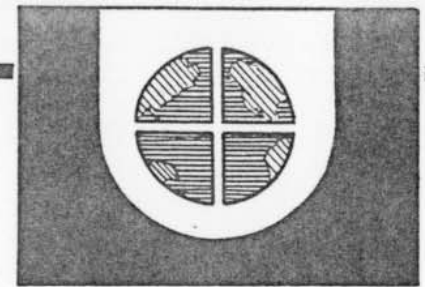
TISA Enginesx4 TTG
 Fuel Capacity2 u.
 Fuel/1000 LS0.2 u.
 OverBoost0.05 u.
 Acceleration+50 LS
 OverBoost+150 LS

Fwd. NovaGunsx6 N*25
 Rds./N*25120
 Ordnancex2 ST*775
 or
 x4 ST*157
 or
 x4t Bombs

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



SPECTRE STARFIGHTER-BOMBER

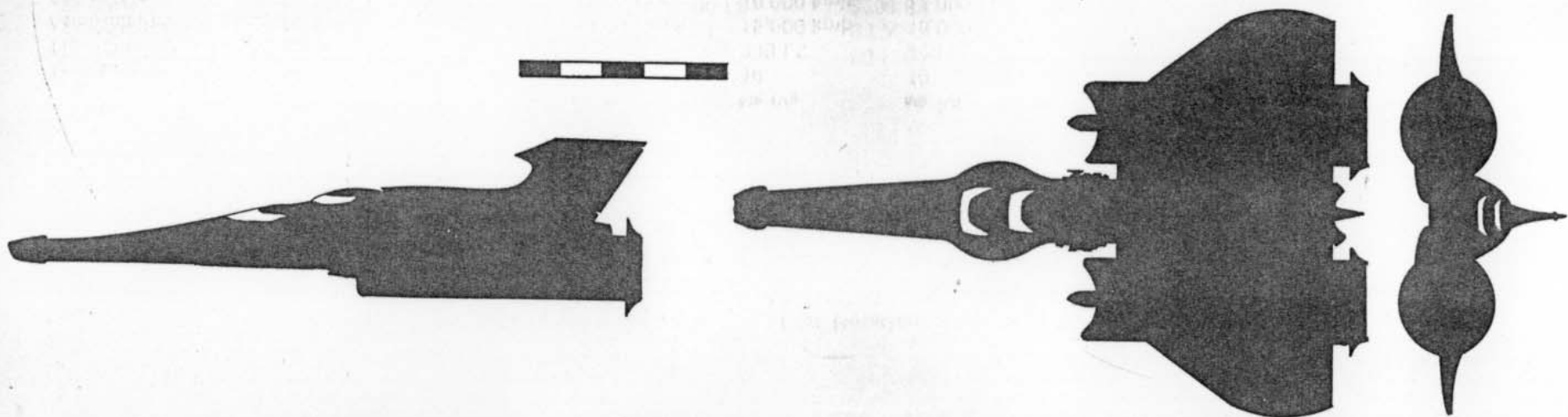


Crew 2
 Mass 50t
 Dimensions 15x10x5m
 Cargo Space 1000kg
 Life Support 7 days
 Flight Deck 1500m³

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

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

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



BANSHEE STARBOMBER



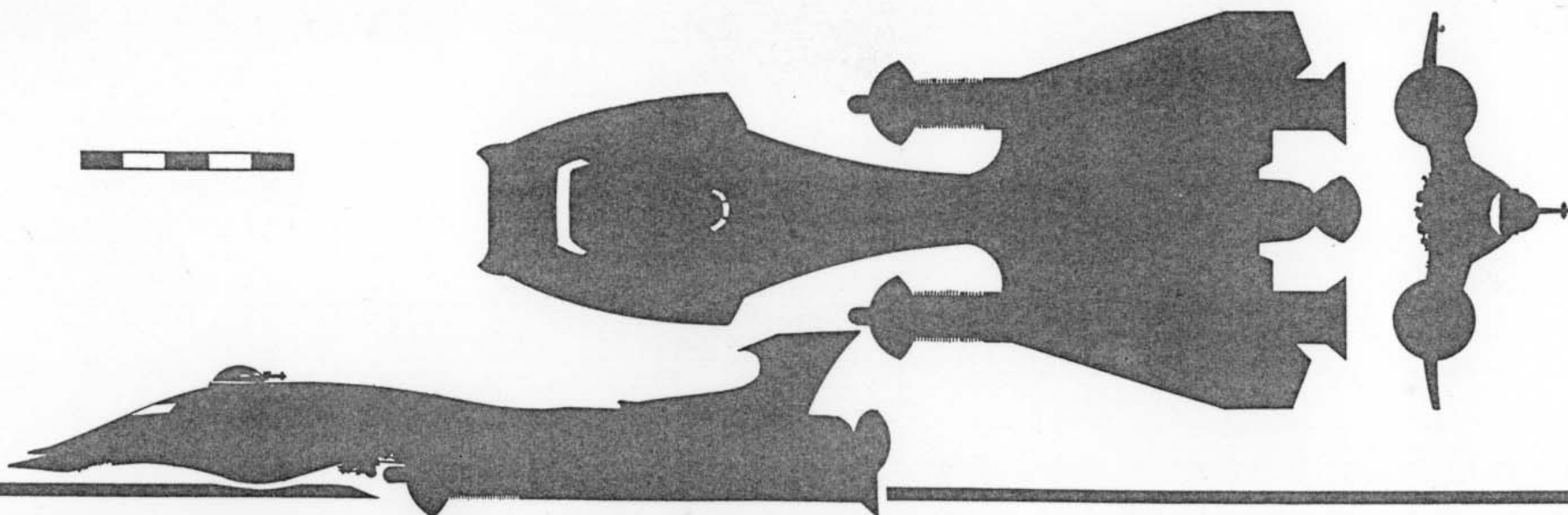
Crew3
 Mass75t
 Dimensions20x10x4m
 Cargo Space2000kg
 Life Support7 days
 Flight Deck2000m³

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

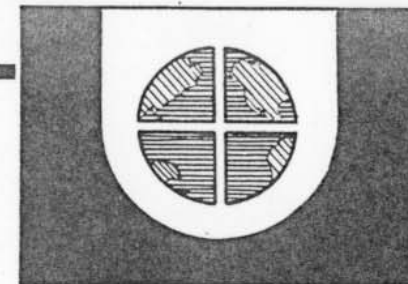
Fwd. NovaGunsx4 N*25
 Rds./N*25120
 Turret Guns1x2 N*50
 Rds./N*50120
 Ordnancex4 ST*775
 or
 x8 ST*257
 or
 Bombs**

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

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



FTL SCOUT

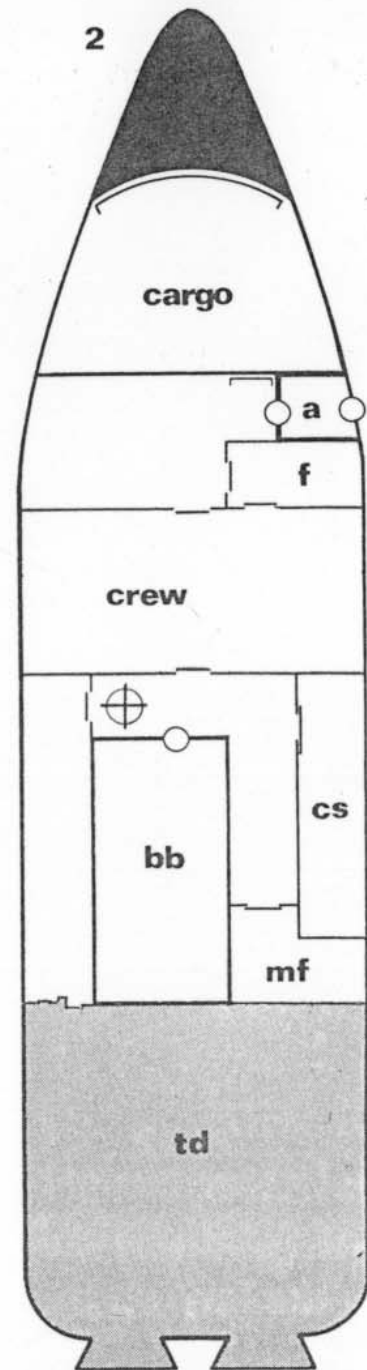
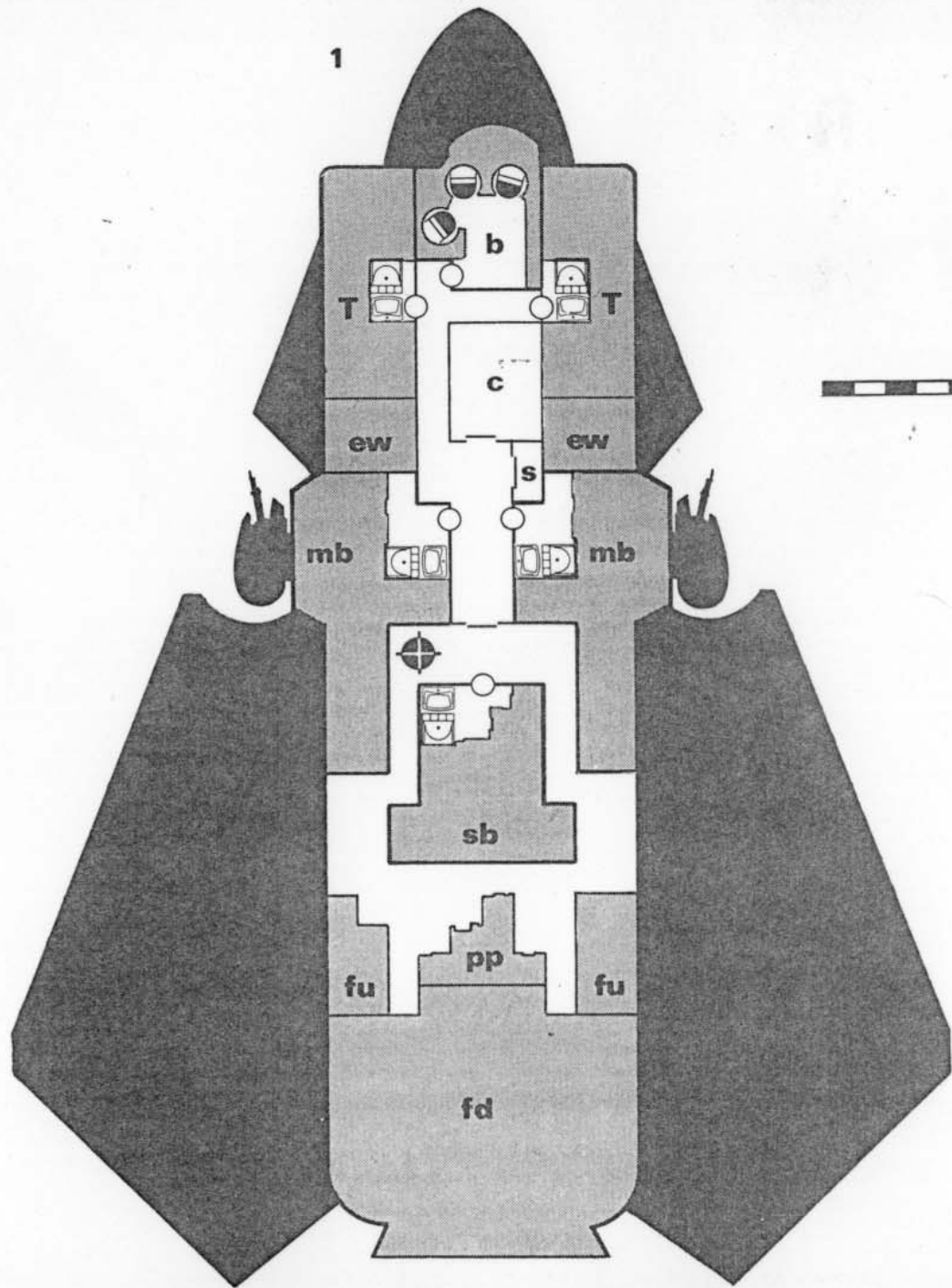


| | | | | | |
|----------------------------|------|-------------------------|-----------|--------------------------|------------|
| Displacement | 375t | Powerplant. | AMC.20 | Main Battery | 2x2 N*100 |
| Complement. | 10 | Fuel Capacity | 1000 u. | Rds./N*100 | 250 |
| Astronauts | 3 | Fuel Cons |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

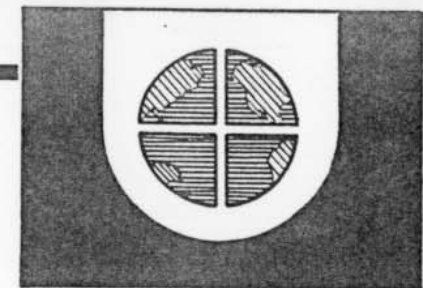
| | HERMES | METEOR | NIKE | STARFIRE | FLAME | FIREBALL | SPITFIRE | MARAUDER |
|-----------------------------|------------|------------|------------|------------|------------|------------|------------|------------|
| Tech Level. | 7 | 8 | 9 | 10 | 10 | 10-11 | 10-11 | 11 |
| TISA Drive. | 260 LS | 270 LS | 280 LS | 290 LS | 300 LS | 310 LS | 320 LS | 330 LS |
| TISA Cruise | 270 LS | 270 LS | 270 LS | 270 LS | 270 LS | 270 LS | 270 LS | 270 LS |
| Acceleration. | +15/+50 LS | +25/+75 LS | +25/+75 LS | +25/+75 LS | +25/+75 LS | +25/+75 LS | +25/+75 LS | +25/+75 LS |
| FTL Drive | 47 LY | 51 LY | 55 LY | 59 LY | 61 LY | 63 LY | 65 LY | 70 LY |
| FTL Cruise. | 35 LY | 38 LY | 41 LY | 44 LY | 46 LY | 47 LY | 49 LY | 53 LY |
| Atmospheric. | 7500 kmh | 7500 kmh | 7500 kmh | 8500 kmh | 9500 kmh | 10,500 kmh | 11,500 kmh | 12,500 kmh |
| Atmos. Max | 15,000 kmh | 15,000 kmh | 15,000 kmh | 15,500 kmh | 16,000 kmh | 16,500 kmh | 17,000 kmh | 18,000 kmh |
| Air-to-Air. | 10 | 11 | 12 | 14 | 15 | 16 | 17 | 18 |
| Damage Capacity. | 400 | 450 | 500 | 550 | 600 | 650 | 700 | 750 |
| BattleScreen. | — | — | — | +15 750 | +15 750 | +16 750 | +16 750 | +17 750 |
| BattleScreen No. 1. | +12 1000 | +12 1250 | +12 1750 | +12 1000 | +12 1000 | +12 1000 | +12 1000 | +12 1000 |
| BattleArmor. | +3 | +3 | +3 | +4 | +4 | +4 | +4 | +5 |
| Bridge. | Mk.VI | Mk.VII | Mk.VIII | Mk.IX | Mk.X | Mk.X | Mk.XI | Mk.XI |
| EW/ECM | 13 | 14 | 15 | 16 | 16 | 17 | 17 | 18 |
| Sensors | 2500 LS | 3500 LS | 5000 LS | 5500 LS | 5500 LS | 6000 LS | 6000 LS | 6000 LS |
| ComSystems. | ½ LY | 1 LY | 3 LY | 3 LY | 3 LY | 3 LY | 3 LY | 3 LY |
| Cost (MCR) | 147 | 159 | 175 | 192 | 202 | 212 | 223 | 234 |

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





FLEET CORVETTE



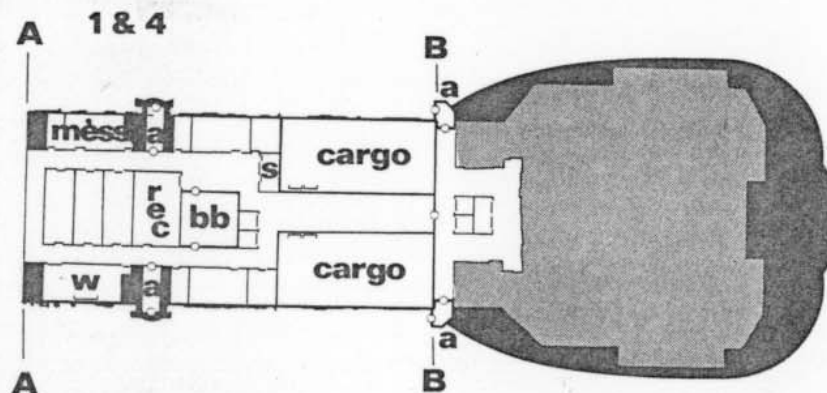
Displacement . . . 12,500t
 Complement. . . . 140
 Astronauts.20
 Technical.60
 Marines60
 Sick Bay10
 ColdSleep20
 Cargo Bays. . . . 3600t
 Damage Control .Superior

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

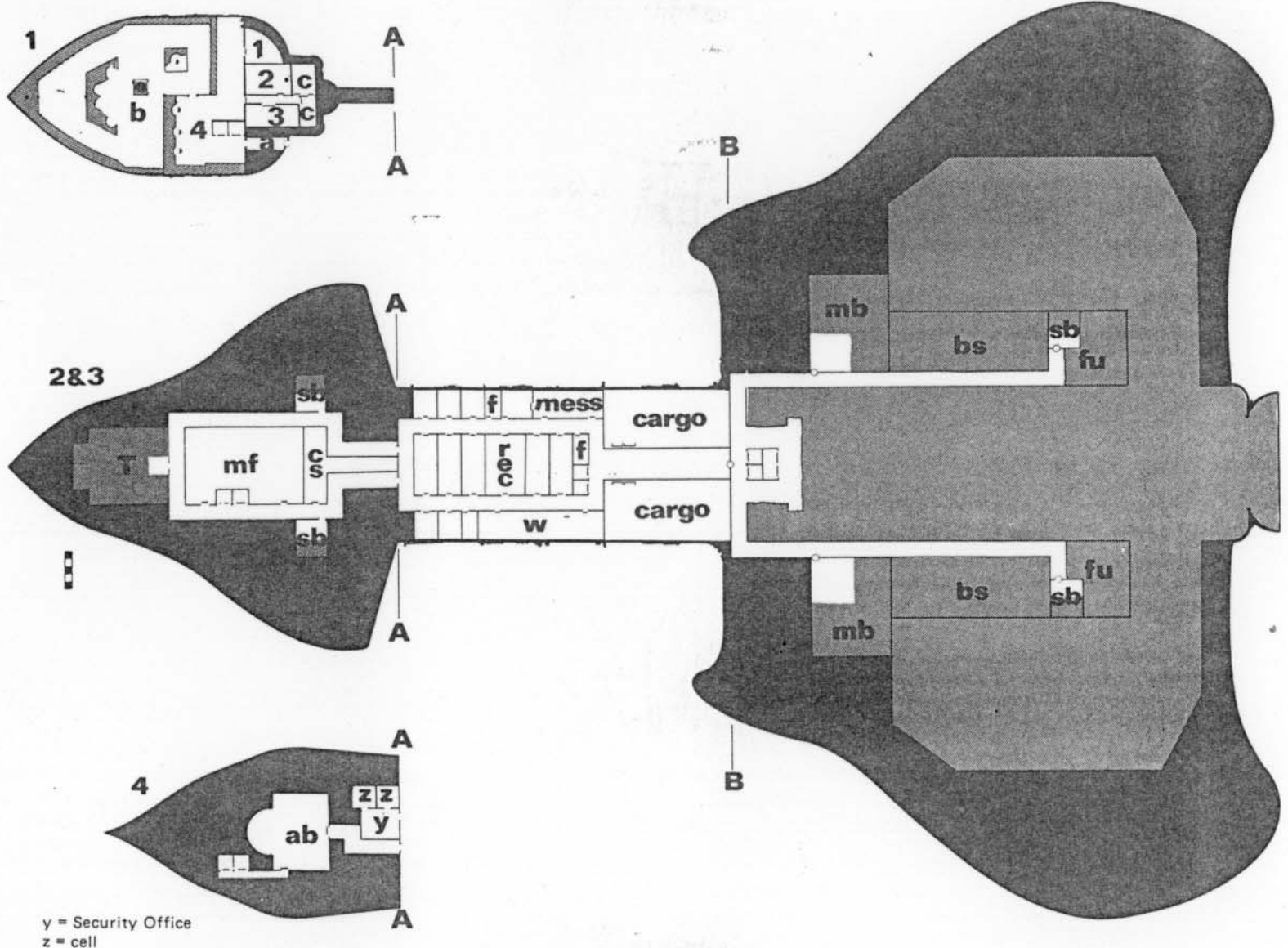
Main Battery . .4x2 N*150
 Rds./N*150 . . .350
 Sec. Battery . . .6x2 N*25
 Rds./N*25 . . .350
 Torpedo Tubes .1x6 ST*375
 ST*375/Tube . .8
 ST*157/Tube . .16

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

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

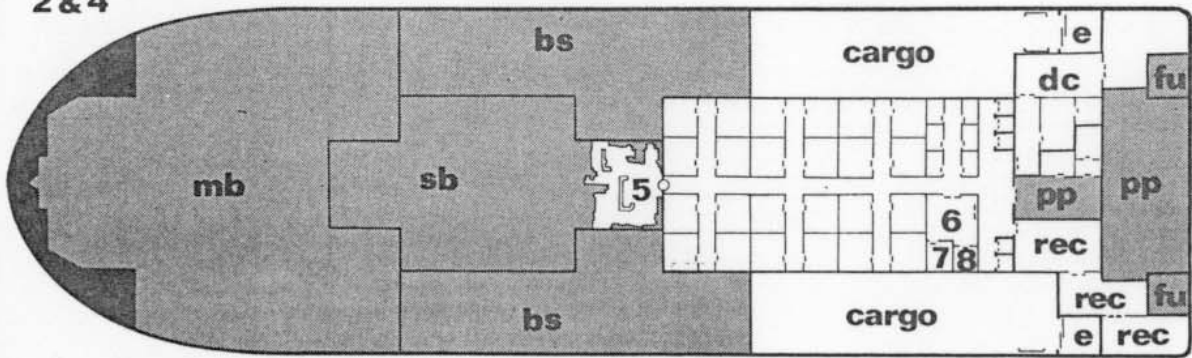


- 1 = Central Computer
- 2 = Conference Area
- 3 = Chart Room
- 4 = Astrogration

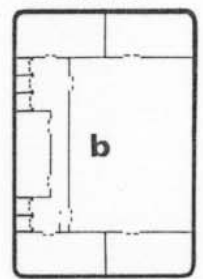


y = Security Office
z = cell

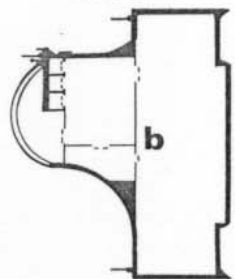
2 & 4



CL 2 & 3

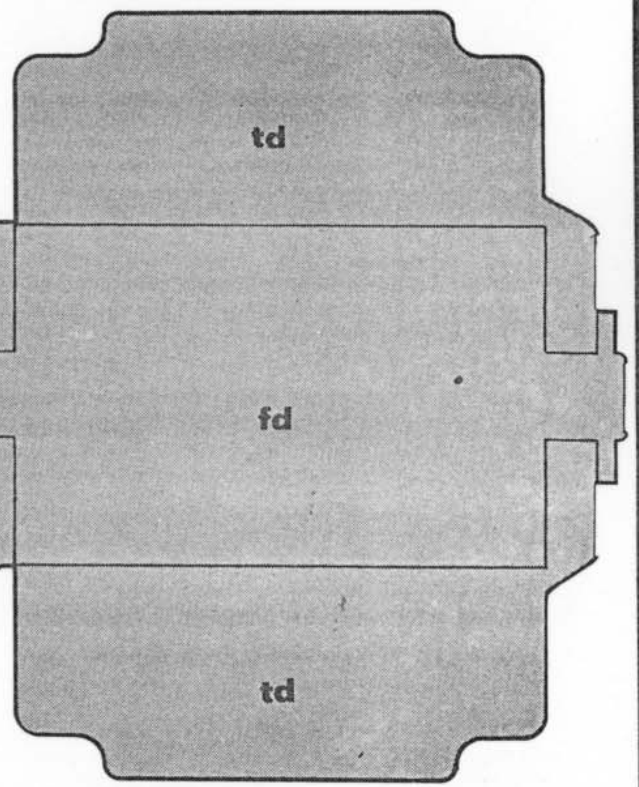
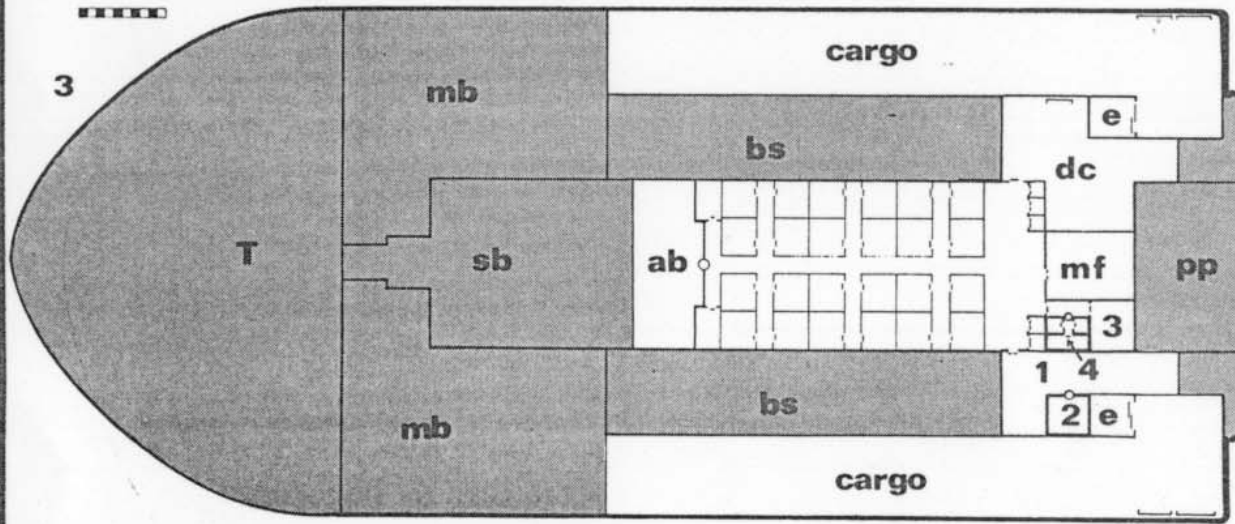


CL 1

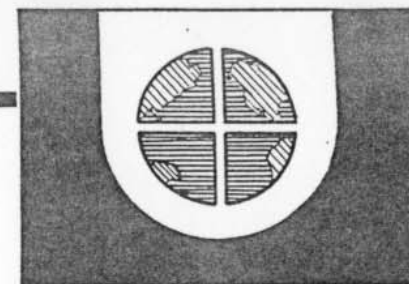


- 1. Marine Training/Ready Room
- 2. Armory
- 3. Security
- 4. Brig
- 5. Gunnery
- 6. Mess Hall
- 7. Galley
- 8. Officer's Mess

3



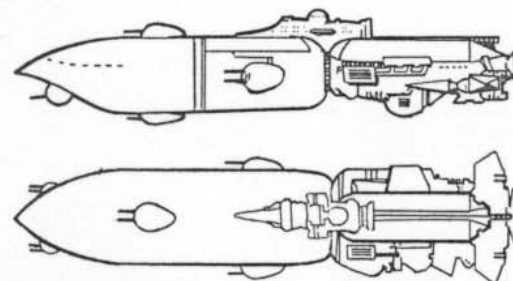
LIGHT CRUISER



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

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

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



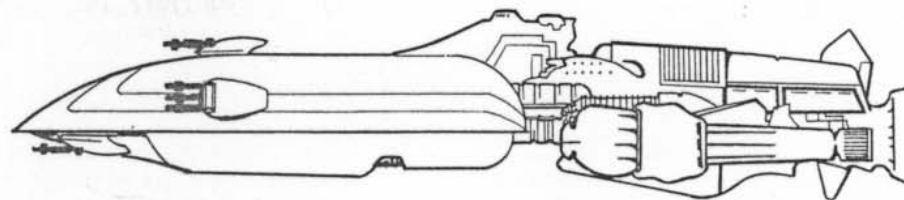
FLEET CRUISER



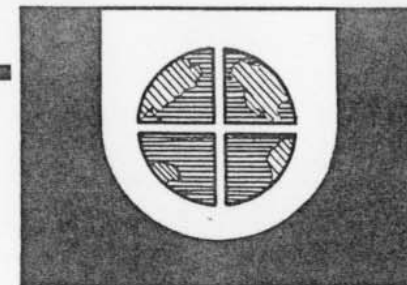
| | | |
|---------------------------------|-----------------------------------|---|
| Displacement300,000t | Powerplant.AMC.25 | Main Battery6x3 N*400 |
| Complement.3000 | Fuel Capacity600,000 u. | Rds./N*4002850 |
| Astronauts300 | Fuel Cons3000 u. | Sec. Battery A12x2 N*125 |
| Technical.1300 | OverDrive+150 u. | Rds./N*1251500 |
| Marines1400 | Take-Off/Land . . .G x 3000 u. | Sec. Battery B. . . .12x2 N*75 |
| Sick Bay100 | Atmospheric.1200 kmh | Rds./N*751500 |
| ColdSleep200 | Boat Deckx20 Launch | Torpedo Tubes3x6 ST*775 |
| Cargo Bays.15,500t | x20 Pinnacle | ST*775/Tube50 |
| Damage ControlStarFleet | x6 Shuttle | ST*157/Tube50 |
| | x2 Lander | Flight Deck32,000m ³ |

| | MARS | CENTAURUS | DENEbola | SIRIUS | VALAPION | BAAST | MIRA | ARCTURUS |
|-----------------------------------|------------|------------|------------|------------|------------|------------|------------|------------|
| Tech Level7 | 8 | 9 | 10 | 10 | 10 | 10-11 | 10-11 | 11 |
| TISA Drive155 LS | 165 LS | 175 LS | 190 LS | 190 LS | 200 LS | 205 LS | 210 LS | 215 LS |
| TISA Cruise130 LS | 130 LS | 130 LS | 130 LS | 130 LS | 130 LS | 130 LS | 130 LS | 130 LS |
| Acceleration.+5/+15 LS | +5/+15 LS | +5/+20 LS | +5/+25 LS | +5/+25 LS | +5/+25 LS | +5/+25 LS | +5/+25 LS | +10/+30 LS |
| FTL Drive20 LY | 21 LY | 22 LY | 23 LY | 24 LY | 25 LY | 26 LY | 26 LY | 28 LY |
| FTL Cruise.10 LY | 10 LY | 11 LY | 11 LY | 12 LY | 12 LY | 13 LY | 13 LY | 14 LY |
| Damage Capacity. . . .180,000 | 187,500 | 195,000 | 202,500 | 210,000 | 217,500 | 225,000 | 240,000 | 240,000 |
| BattleScreen No.3- | - | - | +28 67,500 | +29 70,000 | +30 72,500 | +31 75,000 | +32 80,000 | +32 80,000 |
| BattleScreen No.2 . . .+22 90,000 | +23 93,750 | +24 97,500 | +25 67,500 | +25 70,000 | +26 72,500 | +26 75,000 | +27 80,000 | +27 80,000 |
| BattleScreen No.1 . . .+17 90,000 | +17 93,750 | +17 97,500 | +17 67,500 | +17 70,000 | +17 72,500 | +17 75,000 | +17 80,000 | +17 80,000 |
| BattleArmor.+31 | +32 | +33 | +34 | +35 | +36 | +37 | +38 | +38 |
| BridgeMk.X x2 | Mk.XI x2 | Mk.XII x2 | Mk.XIII x2 | Mk.XIV x2 | Mk.XIV x2 | Mk.XV x2 | Mk.XV x2 | Mk.XVI x2 |
| Aux. BridgeMk.X | Mk.XI | Mk.XII | Mk.XIII | Mk.XIV | Mk.XIV | Mk.XV | Mk.XV | Mk.XV |
| EW/ECM14 | 15 | 16 | 17 | 18 | 19 | 19 | 20 | 20 |
| Sensors2500 LS | 3500 LS | 5000 LS | 5500 LS | 6000 LS | 6500 LS | 7000 LS | 7500 LS | 7500 LS |
| ComSystems.1 LY | 2 LY | 3 LY | 3 LY | 3 LY | 4 LY | 4 LY | 5 LY | 5 LY |
| Cost (MCR)30,200 | 33,200 | 36,500 | 40,150 | 42,150 | 44,250 | 46,450 | 48,750 | 48,750 |

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



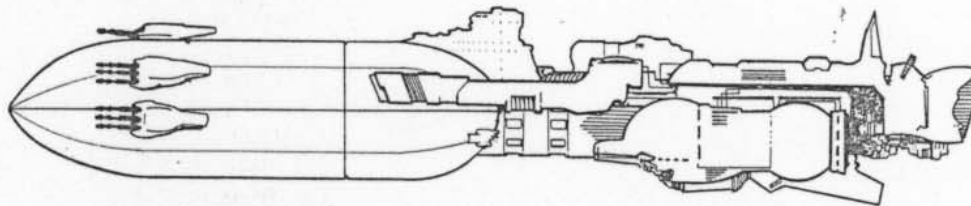
CONCORDAT BATTLECRUISER



| | | |
|-----------------------------------|-------------------------------------|---|
| Displacement500,000t | Powerplant.AMC.25 | Main Battery6x3 N*500 |
| Complement.4700 | Fuel Capacity1,000,000 u. | Rds./N*5005000 |
| Astronauts500 | Fuel Cons5000 u. | Sec. Battery A16x2 N*150 |
| Technical2100 | OverDrive+250 u. | Rds./N*1501500 |
| Marines2100 | Take-Off/LandG x 5000 u. | Sec. Battery B.16x2 N*75 |
| Sick Bay175 | Atmospheric.1200 kmh | Rds./N*751500 |
| ColdSleep500 | Boat Deckx30 Launch | Torpedo Tubes4x6 ST*775 |
| Cargo Bays.18,500t |x30 Pinnacle | ST*775/Tube50 |
| Damage ControlStarFleet |x12 Shuttle | ST*157/Tube50 |
| |x2 Lander | Flight Deck32,000m ³ |

| | ALDEBARAN | PROCYON | REGULUS | FORMALHAUT | VEGA | BRITANNIA | ALTAIR |
|--|-------------|-------------|-------------|-------------|-------------|-------------|--------|
| Tech Level9 | 10 | 10 | 10-11 | 10-11 | 11 | 11 | |
| TISA Drive175 LS | 185 LS | 195 LS | 200 LS | 205 LS | 210 LS | 215 LS | |
| TISA Cruise110 LS | 110 LS | 110 LS | 110 LS | 110 LS | 110 LS | 110 LS | |
| Acceleration.+5/+15 LS | +5/+15 LS | +5/+15 LS | +5/+15 LS | +5/+20 LS | +5/+25 LS | +10/+30 LS | |
| FTL Drive22 LY | 23 LY | 24 LY | 25 LY | 26 LY | 27 LY | 28 LY | |
| FTL Cruise.11 LY | 11 LY | 12 LY | 12 LY | 13 LY | 13 LY | 14 LY | |
| Damage Capacity.325,000 | 337,500 | 350,000 | 362,500 | 375,000 | 387,500 | 400,000 | |
| BattleScreen No.3+29 108,335 | +30 112,500 | +31 116,665 | +32 120,835 | +33 125,000 | +34 129,165 | +35 133,335 | |
| BattleScreen No.2+26 108,335 | +27 112,500 | +28 116,665 | +29 120,835 | +29 125,000 | +30 129,165 | +30 133,335 | |
| BattleScreen No.1+19 108,335 | +19 112,500 | +19 116,665 | +19 120,835 | +19 125,000 | +19 129,165 | +19 133,335 | |
| BattleArmor.+38 | +39 | +40 | +41 | +42 | +43 | +44 | |
| BridgeMk.XII x2 | Mk.XIII x2 | Mk.XIV x2 | Mk.XIV x2 | Mk.XV x2 | Mk.XVI x2 | Mk.XVI x2 | |
| Aux. BridgeMk.XII | Mk.XIII | Mk.XIV | Mk.XIV | Mk.XV | Mk.XVI | Mk.XVI | |
| EW/ECM16 | 17 | 18 | 19 | 19 | 20 | 20 | |
| Sensors5000 LS | 5500 LS | 6000 LS | 6500 LS | 7000 LS | 7500 LS | 7500 LS | |
| ComSystems.3 LY | 3 LY | 3 LY | 4 LY | 4 LY | 5 LY | 5 LY • | |
| Cost (MCR)69,000 | 72,450 | 76,075 | 79,875 | 83,850 | 88,000 | 92,400 | |

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



BATTLESTARSHIP



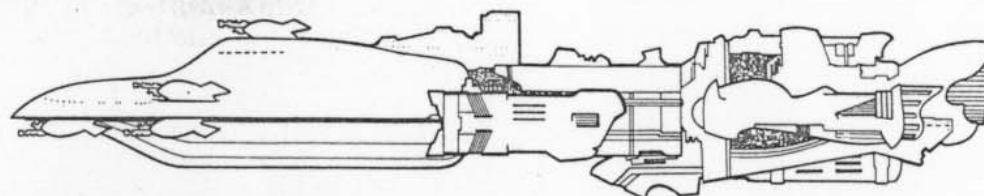
Displacement575,000t
 Complement4700
 Astronauts500
 Technical2100
 Marines2100
 Sick Bay175
 ColdSleep500
 Cargo Bays18,500t
 Damage ControlStarFleet

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

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

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

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



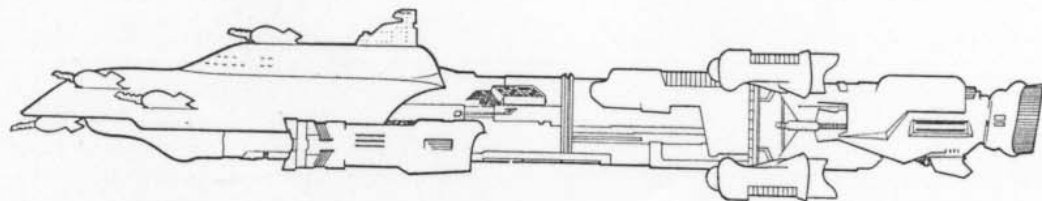
CONCORDAT BATTLESTAR

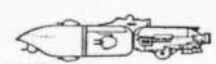
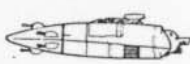
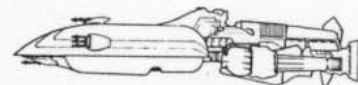
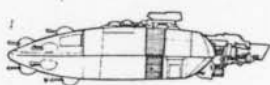
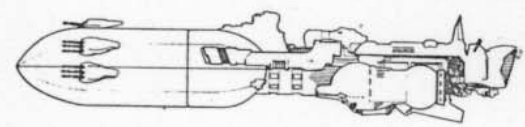
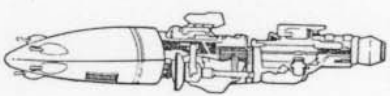
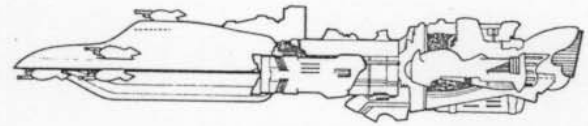
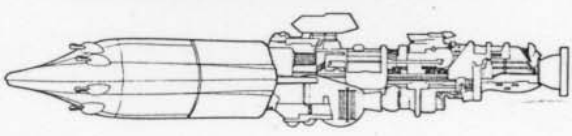
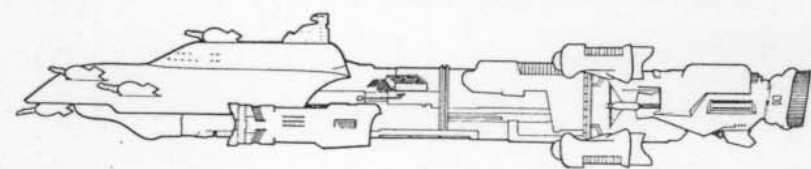
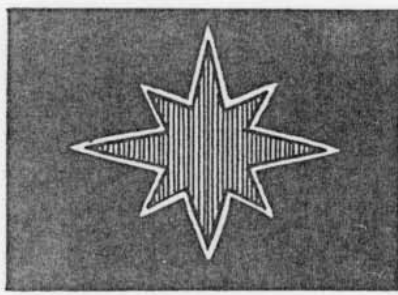
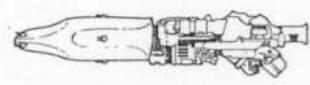
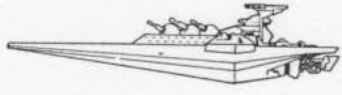
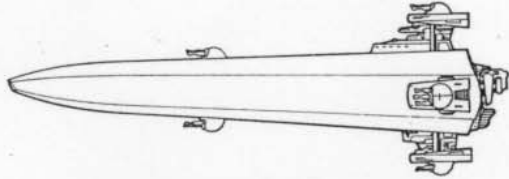
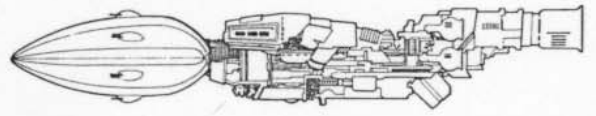
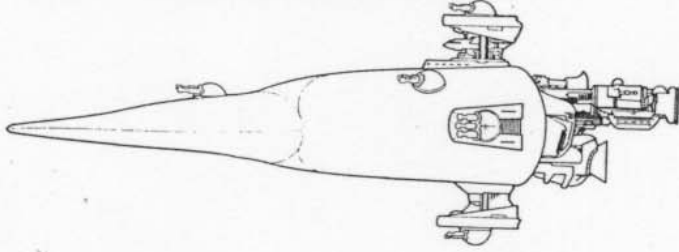
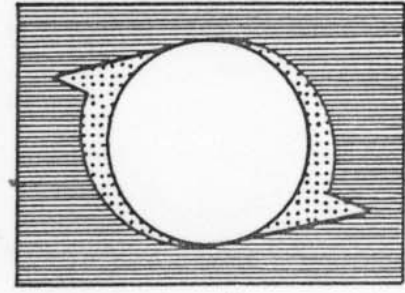
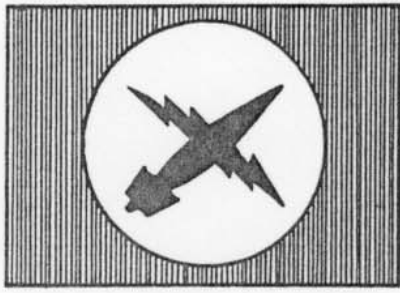


| | | |
|-----------------------------------|--|------------------------------------|
| Displacement1,250,000t | Powerplant.AMC.25 | Main Battery9x3 N*1000 |
| Complement.10,550 | Fuel Capacity2,500,000 u. | Rds./N*10005000 |
| Astronauts1250 | Fuel Cons12,500 u. | Sec. Battery A20x2 N*200 |
| Technical5000 | OverDrive+625 u. | Rds./N*2002000 |
| Marines4300 | Boat Deckx50 Launch | Sec. Battery B.20x2 N*75 |
| Sick Bay375 |x50 Pinnacle | Rds./N*752000 |
| ColdSleep1000 |x20 Shuttle | Sec. Battery C.20x2 N*25 |
| Cargo Bays.40,000t |x10 Lander | Rds./N*251000 |
| Damage ControlStarFleet | Flight Deck128,000m ³ | Torpedo Tubes6x6 ST*775 |
| | | ST*775/Tube50 |
| | | ST*157/Tube50 |

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

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





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