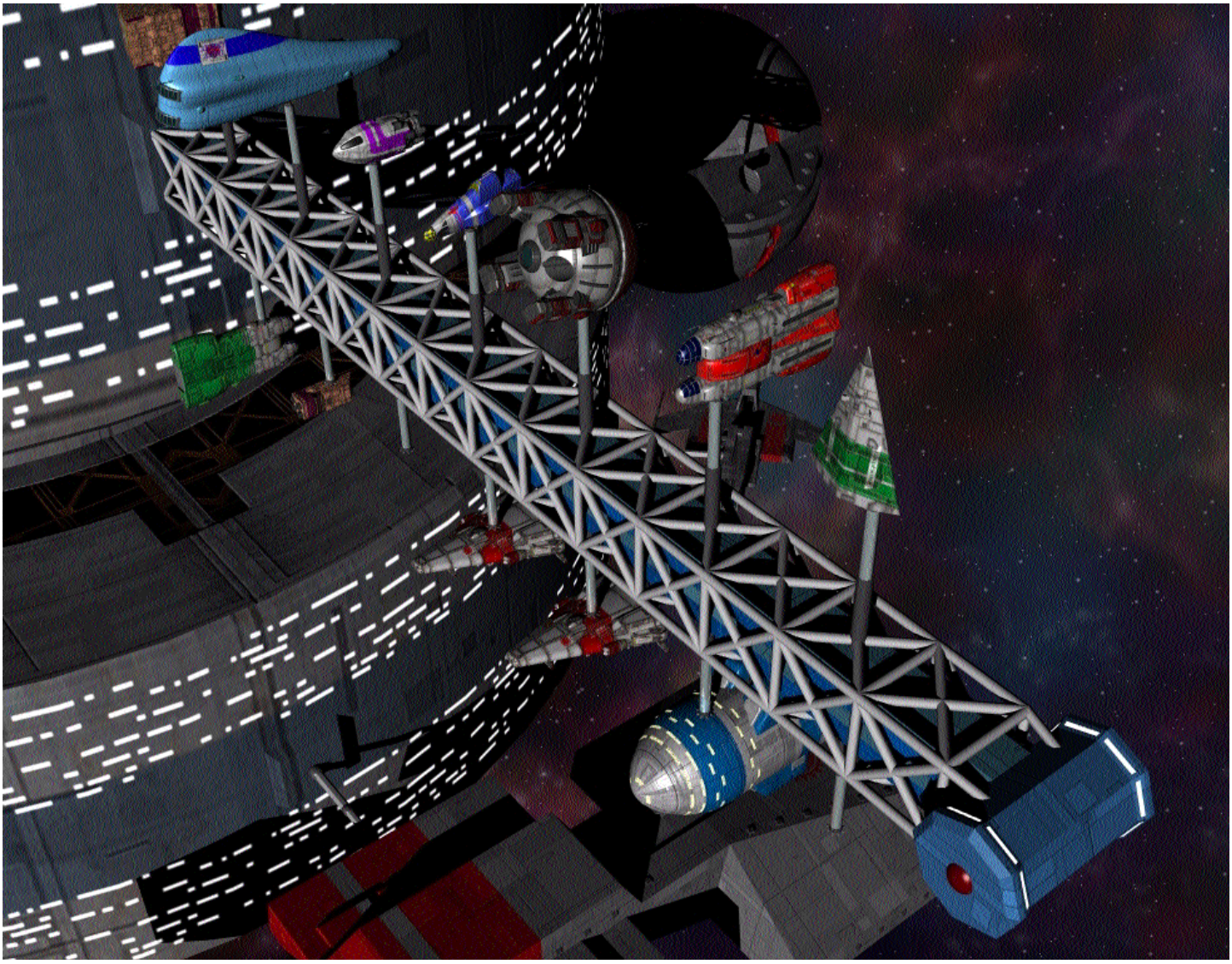
License Agreement for 101 Starships

101 Starships

for *GURPS Traveller*



by Robert Prior

Release 5

Credits

All the starships in this supplement were designed by Robert Prior using **GT Shipyard**, available from BITS, unless indicated otherwise in the index.

Special thanks to Dom Mooney for all the editorial advice and encouragement, and to Tom Bont and Tom Karpf for an extraordinary playtesting job!

The amazing cover was drawn by Jesse DeGraff, who is single-handedly defining what **GURPS Traveller** technology looks like.

Table of Contents

Design Notes

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

The starships in this supplement fall into two distinct categories.

First are the common starships, ubiquitous enough that players will soon grow accustomed to them. These are intended to provide alternatives to the starships given in the **GURPS Traveller** rulebook. Some are merchants, others are warships, but all can be found plying the spacelanes of the Third Imperium.

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

The starships are sorted into chapters by type, then within each chapter by tech level and name. The index has yet more levels of classification: type, builder, function, and famous ships, to name just a few.

Measurements

Unless otherwise specified, all of these designs are rated in metric units. Conversions to American units can be done with the formulæ on page 13 of the **GURPS Traveller** rulebook.

Tech Level

Although the **GURPS Traveller** universe runs the gamut from GTL0 to GTL12, the only modules officially published are for GTL10 and GTL12. The ships here use a variety of modules at other tech levels. Although we've tried to predict what Steve Jackson Games will publish in the future, there is no guarantee that a GTL11 ship from this supplement will match a GTL11 ship using the official rules, when they are finally published.

Changes in Release 5

The biggest change in this release is the format. By moving to 10-point type and two columns, we were able to squeeze what was a large book into less than half the pages. We also organized the ship descriptions so that similar ships are listed together.

The prices given in ***Star Mercs*** for plasma and fusion weaponry appear to be incorrect[1]. Even though there is no official errata on this yet, I have changed the prices of all vessels with high energy weaponry to reflect the most probable values.

Observant readers will notice that there are many more than 101 starships. The general consensus of the Traveller Mailing List was that **101 Starships** should be expanded as a single document, rather than a series of books. *101 Starships* has more than doubled in size since first printed, with no end in sight. The following ships are new in this release:

Aakross-class Merchants (GTL11)
Aardvark-class Trader (GTL11)
Ankrak-class Freighter (GTL10)
Arisha-class Subsidized Merchant (GTL11)
Bliaprlinzh-class Strike Destroyer (GTL11)
Bralonné Mobile University (GTL12)
Cadiz-class Fast Destroyer (GTL11)
Christoff-class Shuttle (GTL9)
Drachplitl-class Diplomatic Yacht (GTL11)
Dragger-class Bulk Freighter (GTL11)
Echpozh-class Armed Gig (GTL11)
Ekorn-class Liner (GTL9)
Huata-class Fighter (GTL9)
Iechtekl-class Intelligence Frigate (GTL11)
Lorden-class Courier (GTL12)
Maikuku-class Missile Boat (GTL9)
Meredith-class Trader (GTL11)
Oytrist-class Merchant (GTL10)
Pekherni Observatory (GTL12)
Pelagros-class Luxury Liner (GTL11)
Shibaash-class Light Cruiser (GTL10)
Traske-class Freighter (GTL9)
Uxkoong-class Frigate (GTL10)
Valeria-class Light Cruiser (GTL11)
Vixen-class Armed Gig (GTL11)
Vloshr-class Frontier Trader (GTL10)
Warhound-class Light Cruiser (GTL11)
Xing!kir-class Light Cruiser (GTL10)

Thanks to some volunteers we're beginning to add illustrations and deck plans. The following ships have new artwork:

Aardvark-class Trader
Aramine-class Liner
Irushma-class Patrol Cruiser

[1]The 10x price multiplier seems to have been applied not only to personal and starship high energy weapons, but also to vehicular weapons. The general consensus on the Pyramid discussion board seems to be that the 10x multiplier should only apply to personal weapons.

Introduction to *GURPS Traveller*

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

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

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

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

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

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

Pyramid Online Magazine

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

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

Journal of the Travellers Aid Society Online Magazine

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

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

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

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

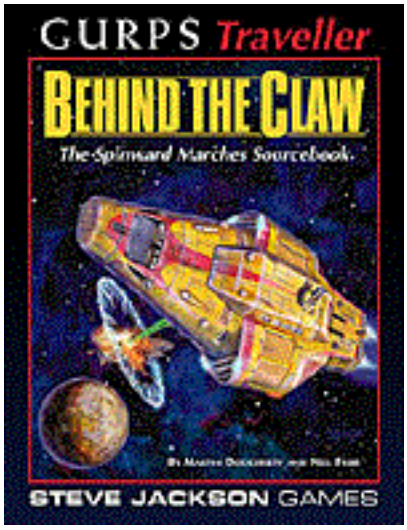
Check out the sample issue at **`jtas.sjgames.com`**.

GURPS Traveller Sourcebooks

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

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

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



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

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

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

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

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

Rim of Fire

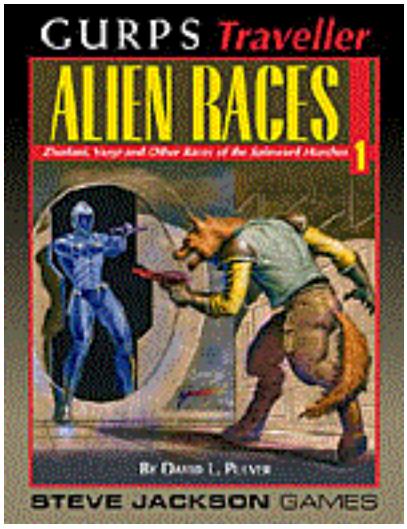
Written by Jon F. Zeigler
Edited by Gene Seabolt

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

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

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

144 pages. Suggested retail price $20.95
Stock number 6615 ISBN TBA



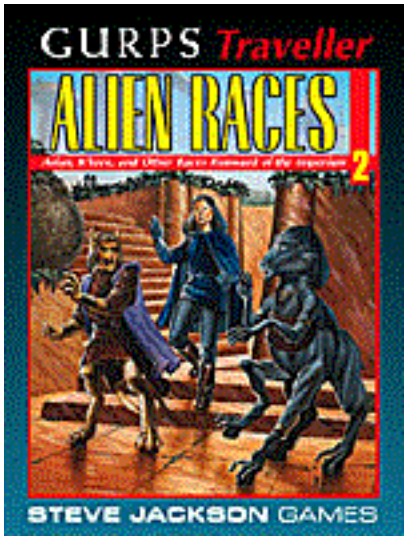
Written by David L. Pulver
Edited by Loren Wiseman

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

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

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

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



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

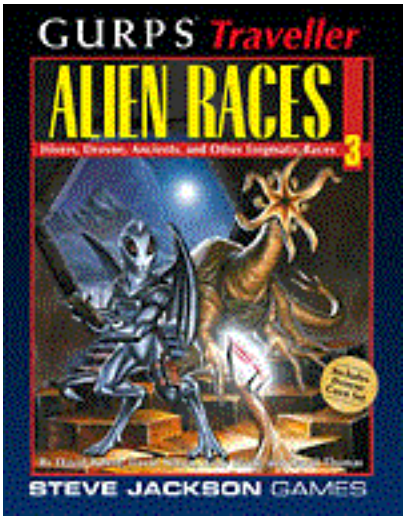
The second book in the Alien Races series addresses the biology, home worlds, culture, and society of the Aslan, K'kree, and two minor species. It details their historical involvement with the Imperium, and presents racial templates, rules for playing alien characters, and examples of unique technologies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

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

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

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

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



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

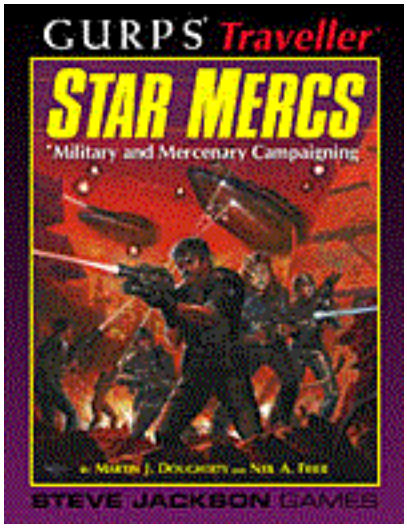
The third book in the Alien Races series describes two of the *most* alien races in the Traveller universe - the Droyne and the Hivers. The Droyne, which Imperial archaeologists are beginning to suspect are identical to the ancient race that scattered Humaniti and created the Vargr, are among the most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

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

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

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

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



Edited by Loren Wiseman

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

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

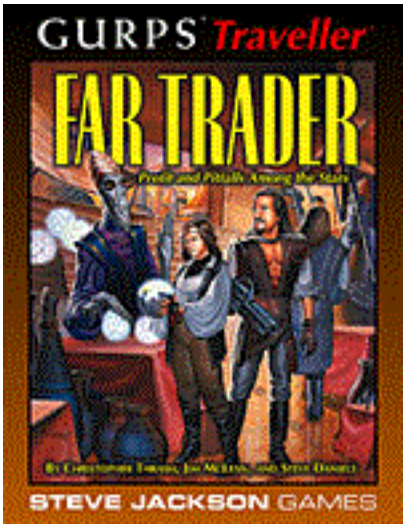
Suggested retail price $19.95
Stock number 6604 ISBN 1-55634-364-7

Ground Forces

Written by Doug Berry
Edited by Gene Seabolt

It is often said the Imperium rules the space between the stars, but the citizens of the Imperium live on worlds. To defend those worlds, the Imperium depends upon the ground forces of the Imperium—the Imperial Marines and the Unified Armies. The ground forces are the arm most often seen by the average citizen. They may watch orbiting battleships as bright points of light in the night, they may read news and mail brought by the Scout Service's Communications Branch, but it is the Marine in battledress and the imposing bulk of an Army grav tank that define the Imperium to the average citizen. ***GURPS Traveller Ground Forces*** covers the "ground pounders" of the Third Imperium, and their comrades in arms, the sailors of the "Wet" Navy and the pilots of the Close Orbit and Aerospace Command.

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



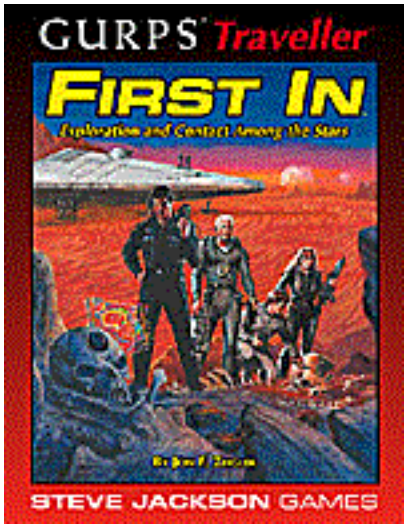
Written by Christopher Thrash, Steve Daniels, and Jim MacLean. Edited by Loren Wiseman

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

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

Far Trader complements the ***GURPS Traveller*** volumes on Starports and Starbases, and on ***GURPS Traveller: Starships***, (coming later in 1999). It is also fully compatible with ***GURPS Space***, and a useful supplement for any science fiction campaign.

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

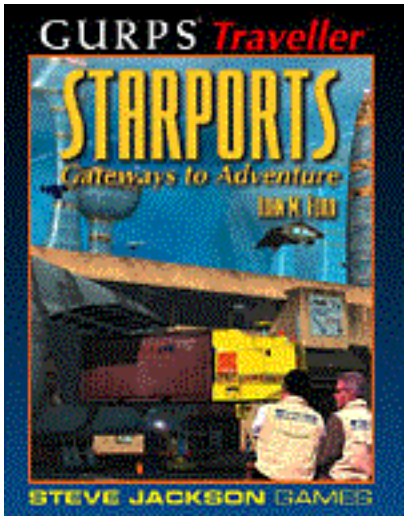


Written by Jon F. Zeigler

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

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

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



Written by John M. Ford and James Malizewski

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

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

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

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Introduction to BITS

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

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

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

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

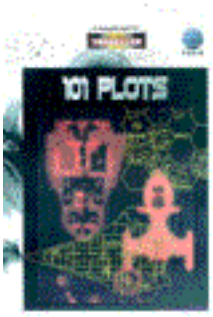
BITS Traveller Sourcebooks

A deal's a deal, right?

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

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

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



Just looking for something to do?

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

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

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

They hand over the ticket...

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

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

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

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

We'll meet at, er, well, a bar? Which bar? Er...

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

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

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

Aaarrgh! It's a hideous alien monster!

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

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

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

Governments from A to Z...

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

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

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

What is the meaning of life?

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

- This Traveller supplement from BITS provides 101 religions, beliefs and cults with which to populate Traveller worlds, grouped by the Imperial Interstellar Scout Services' religion coding system.
- Each religion has a basic description including the information that would be commonly available to Travellers.
- Referee's notes detail the more secretive aspects of each religion.
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Merchants & Traders

The Third Imperium is built on interstellar trade. Scouts may explore, the Navy may fight, but without the merchants and traders who make up the vast majority of starfarers the Imperium would collapse.

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

Einkhuissen-class Express Liner (GTL9)

An aging design, the *Einkhuissen* class is rapidly finding its "Express Liner" common use name replaced with just "Liner." In its heyday, it was the flagship of Nordcan Lines, with routes covering the Sword Worlds. Now it spends most of its time shuttling between Gram and Beater.

Crew: 2 bridge crew, 2 engineers, 1 steward
Passengers: 20 high passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 8 Fusion Rocket, 60 Fuel, 15 Water (2.0 hrs), 2 Utility, 23 Staterooms, 39 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	240,000/36	1,600,000/41	32,000/31

Maintenance: HT: 12, 43.5 man-hours per day, 0.08 MCr/yr
Economics: Income: 6.31 MCr (passenger: 5.28 MCr, freight: 1.03 MCr), Expenses: 0.93 MCr (Fuel: 0.69 MCr, Maintenance: 0.16 MCr, Payroll: 0.07 MCr), Net Profit: 5.38 MCr. Annual totals for a jump-2 liner at full capacity making 33 jumps per year.

Statistics: EMass 311.3 tonnes, LMass 542.6 tonnes, Cost: 82.00 MCr, HP: 25,407, Size Mod: +8
Performance: Accel: 1.1 G (1.9 G empty, 0.5 G overloaded), Jump 2, 2,693 km/h (atm), 7,618 km/h (skim)

Ekorn-class Liner (GTL9)

The *Ekorn* is a rarity: a fusion-drive ship designed to land on a planetary surface. Found only within the Sword Worlds, the take-off of one of these liners is an awe-inspiring sight indeed!

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

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 8 Jump, 10 Fusion Rocket, 40 Fuel, 24 Water (2.6 hrs), 3 Utility, 44 Staterooms, 10 Low Berths (40 cryotubes), 40 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	240,000/36	1,600,000/41	32,000/31

Maintenance: HT: 12, 43.2 man-hours per day, 0.08 MCr/yr
Economics: Income: 6.14 MCr (passenger: 5.54 MCr, freight: 0.59 MCr), Expenses: 0.72 MCr (Fuel: 0.46 MCr, Maintenance: 0.16 MCr, Payroll: 0.10 MCr), Net Profit: 5.42 MCr. Annual totals for a jump-1 liner at full capacity making 33 jumps per year.

Statistics: EMass 399.0 tonnes, LMass 616.6 tonnes, Cost: 80.97 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.2 G (1.8 G empty, 0.5 G overloaded), Jump 1, 2,735 km/h (atm), 7,738 km/h (skim)

Kjerre-class Freighter (GTL9)

Reactionless thrusters are expensive and inefficient at lower tech levels, but they are a lot safer than fusion rockets. The *Kjerre*-class freighter, and ships like her, are a common sight in the Sword Worlds Confederation. Heavy and lumbering, she shuttles slowly along her route.

Crew: 3 bridge crew, 18 engineers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 40 Jump, 100 Maneuver, 200 Fuel, 10 Utility, 11 Staterooms, 1,560 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	240,000/36	1,600,000/41	32,000/31

Maintenance: HT: 12, 96.1 man-hours per day, 0.40 MCr/yr
Economics: Freight Income: 23.17 MCr, Expenses: 3.39 MCr (Fuel: 2.31 MCr, Maintenance: 0.80 MCr, Payroll: 0.28 MCr), Net Profit: 19.78 MCr. Annual totals for a jump-1 liner at full capacity making 33 jumps per year.

Statistics: EMass 1,319.5 tonnes, LMass 8,575.5 tonnes, Cost: 401.18 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 0.05 G (0.36 G empty, 0.01 G overloaded), Jump 1

Traske-class Freighter (GTL9)

Fusion rockets are inefficient, but thruster plates at lower tech levels are even worse. The *Traske* is designed to move large amounts of cargo, slowly but relatively efficiently. Its dispersed hull means that all cargo is exposed to vacuum, but the mass saved makes this a worthwhile trade-off.

Crew: 3 bridge crew, 9 engineers

2,000 DSP (114-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 40 Jump, 50 Fusion Rocket, 200 Fuel, 75 Water (1.6 hrs), 1 Utility, 7 Staterooms, 1,560 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	240,000/36	1,600,000/41	32,000/31

Maintenance: HT: 12, 83.7 man-hours per day, 0.30 MCr/yr
Economics: Freight Income: 23.17 MCr, Expenses: 3.07 MCr (Fuel: 2.31 MCr, Maintenance: 0.61 MCr, Payroll: 0.16 MCr), Net Profit: 20.09 MCr. Annual totals for a jump-1 liner at full capacity making 33 jumps per year.

Statistics: EMass 663.2 tonnes, LMass 7,919.2 tonnes, Cost: 303.95 MCr, HP: 90,000, Size Mod: +10

Performance: Accel: 0.5 G (5.5 G empty, 0.1 G overloaded), Jump 1

Aablan-class Freighter (GTL10)

An old Vilani design, many *Aablan*-class freighters are still in service, a testimony to Vilani engineering. Architecturally, the class is uninspired—like most Vilani designs—little more than a pressurized box with engines. Simplicity has, in this case, resulted in a durable and effective way to move large volumes of interstellar freight.

Crew: 3 bridge crew, 13 engineers

5,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 150 Jump, 400 Maneuver, 1,000 Fuel, 10 Utility, 9 Staterooms, 3,400.5 Cargo

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

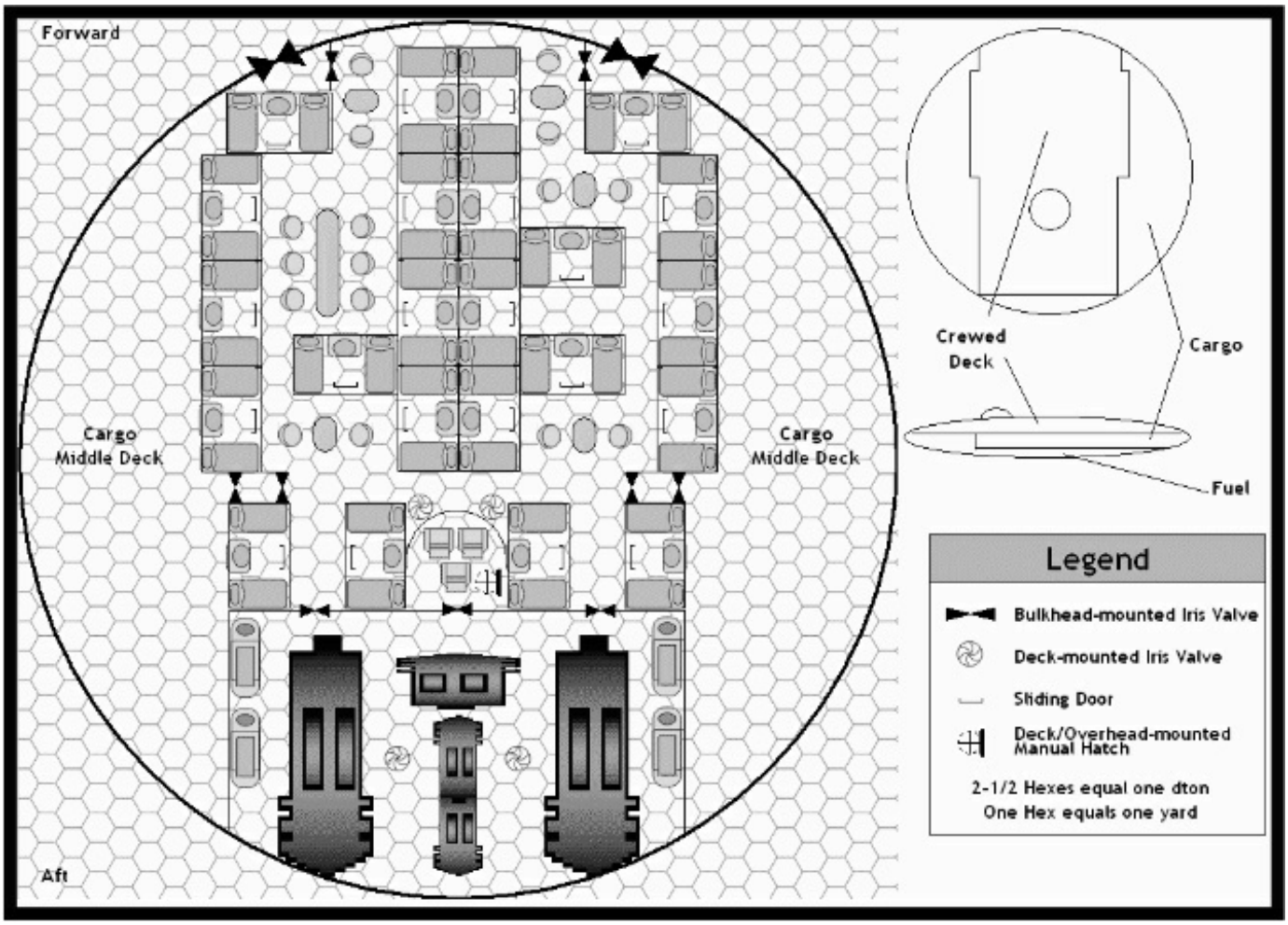
Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	1,600,000/41	32,000/31

Maintenance: HT: 12, 127.8 man-hours per day, 0.7 MCr/yr
Economics: Freight Income: 95.21 MCr, Expenses: 17.37 MCr (Fuel: 12.25 MCr, Berthing: 3.50 MCr, Maintenance: 1.42 MCr, Payroll: 0.20 MCr), Capital Cost: 44.29 MCr, Shipping Costs (per dton): 0.26 kCr per parsec, 0.52 kCr per jump, Net Profit: 33.56 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 2,786.6 tonnes, LMass 19,114.9 tonnes, Cost: 708.59 MCr, HP: 165,781, Size Mod: +10

Performance: Accel: 0.8 G (5.2 G empty, 0.2 G overloaded), Jump 2

Aardvark-class Trader (GTL10)



A small, multi-purpose ship, the *Aardvark* class is only encountered in backwater systems in the Solomani Rim, and rarely even there. It is too small to compete with the larger lines, while not small enough to survive running 'specialty' cargos (ie. smuggling).

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

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 6 Jump, 18 Maneuver, 30 Fuel, Fuel Processor (3.8 hrs), 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 86 Cargo

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

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

Maintenance: HT: 12, 28.9 man-hours per day, 0.0 MCr/yr
Economics: Income: 3.34 MCr (passenger: 1.84 MCr, freight: 1.50 MCr), Expenses: 0.56 MCr (Fuel: 0.26 MCr, Berthing: 0.15 MCr, Maintenance: 0.07 MCr, Payroll: 0.07 MCr), Capital Cost: 2.26 MCr, Shipping Costs (per dton): 0.67 kCr per parsec, 0.67 kCr per jump, Net Profit: 0.52 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

Statistics: EMass 259.6 tonnes, LMass 676.8 tonnes, Cost: 36.17 MCr, HP: 25,407, Size Mod: +8
Performance: Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 1, 2,856 km/h (atm), 8,080 km/h (skim)

Anhk-class Merchant (GTL10)

The *Anhk* class merchant is a general-purpose design, intended to carry both passengers and freight along backwater routes in the Third Imperium. Although it can't compete with more specialized vessels, it is well suited for its intended niche: the streamlined hull allows *Anhk*-class ships to land directly at dirtside starports, while the fuel processor enables them to service even poorly-equipped starports.

Crew: 3 bridge crew, 3 engineers, 3 gunners, 3 stewards, medic
Passengers: 50 high passengers, 28 low passengers

1,200 SL, DR 100, PD 4, Triple Sandcaster Turret, 2 Triple 250 MJ Laser Turrets, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 36 Jump, 85 Maneuver, 240 Fuel, Fuel Processor (30.0 hrs), 2 Utility, 57 Staterooms, 7 Low Berths (28 cryotubes), Sickbay, 356 Cargo

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

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

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

Maintenance: HT: 12, 65.7 man-hours per day, 0.2 MCr/yr
Economics: Income: 24.36 MCr (passenger: 14.39 MCr, freight: 9.97 MCr), Expenses: 4.32 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.37 MCr, Payroll: 0.17 MCr), Capital Cost: 11.72 MCr, Shipping Costs (per dton): 0.41 kCr per parsec, 0.82 kCr per jump, Net Profit: 8.32 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 953.4 tonnes, LMass 2,785.5 tonnes, Cost: 187.46 MCr, HP: 64,024, Size Mod: +9
Performance: Accel: 1.1 G (3.2 G empty, 0.3 G overloaded), Jump 2, 3,771 km/h (atm), 10,668 km/h (skim)

Ankrak-class Freighter (GTL10)

The *Ankrak* class is uncommon in the Zhodani Consulate, and almost never seen elsewhere. As with all Drakaran ships, its passageways are wide with many nooks and crannies, suitable for hunting.

Crew: 3 bridge crew, 2 engineers

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 41 Maneuver, 80 Fuel, 1 Utility, 3 Staterooms, 20 Passageways, 250.5 Cargo

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

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

Maintenance: HT: 12, 38.2 man-hours per day, 0.1 MCr/yr
Economics: Freight Income: 7.01 MCr, Expenses: 1.46 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.07 MCr), Capital Cost: 3.97 MCr, Shipping Costs (per dton): 0.31 kCr per parsec, 0.62 kCr per jump, Net Profit: 1.59 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 331.8 tonnes, LMass 1,540.4 tonnes, Cost: 63.47 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.0 G (4.5 G empty, 0.2 G overloaded), Jump 2

Antillé-class Trader (GTL10)

Antillé class traders can be found throughout the Solomani Confederation, and into the rimward part of the Third Imperium as well. Small, relatively cheap, well-protected, and with a decent freight and passenger capacity, they are popular with independent captain-owners.

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

300 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 9 Jump, 23 Maneuver, 60 Fuel, Fuel Processor (7.5 hrs), 1 Utility, 17 Staterooms, 3 Low Berths (12 cryotubes), 70 Cargo

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

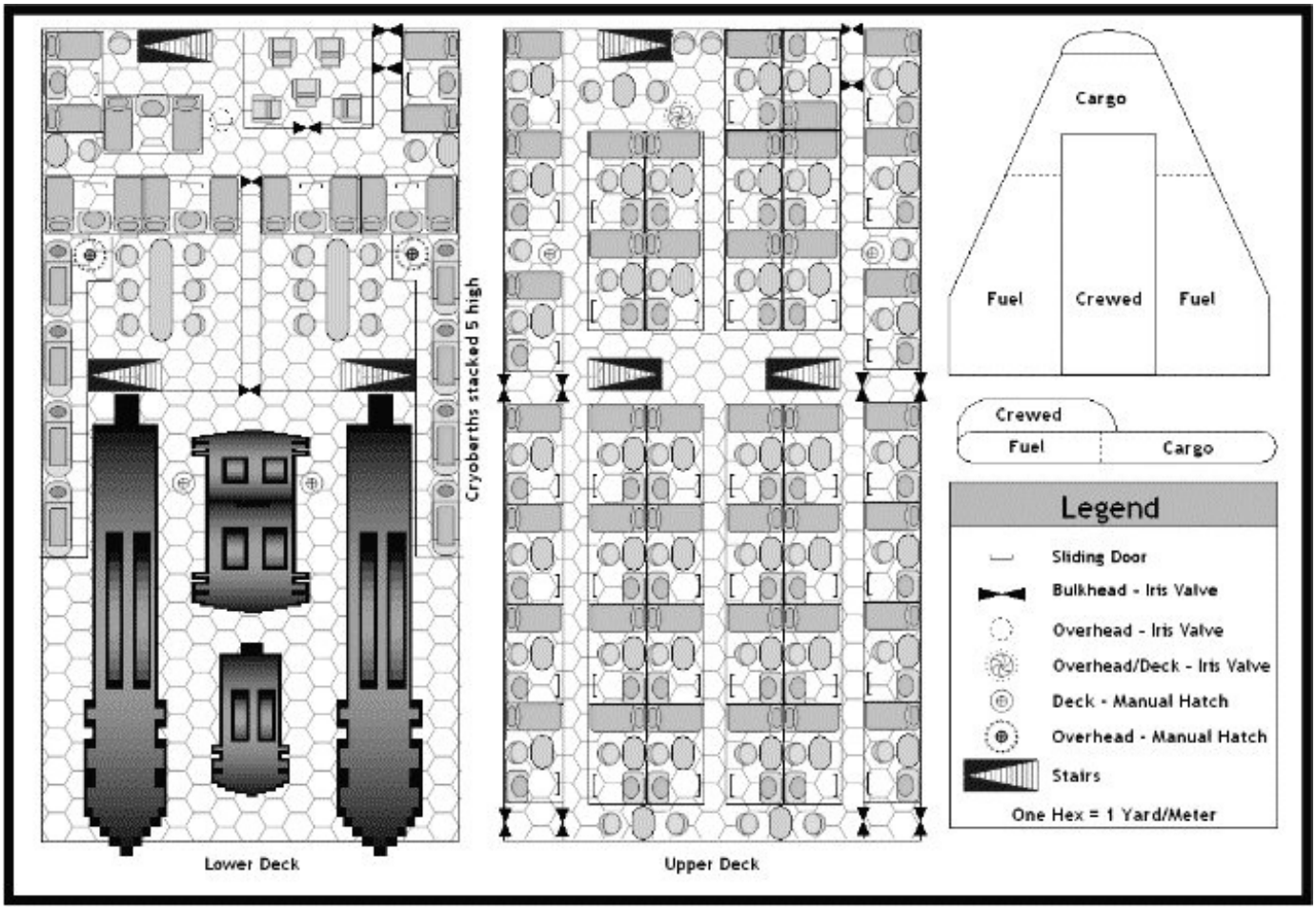
Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	1,600,000/41	32,000/31

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

Maintenance: HT: 12, 35.9 man-hours per day, 0.1 MCr/yr
Economics: Income: 4.48 MCr (passenger: 2.20 MCr, freight: 2.28 MCr), Expenses: 0.89 MCr (Fuel: 0.52 MCr, Berthing: 0.15 MCr, Maintenance: 0.11 MCr, Payroll: 0.11 MCr), Capital Cost: 3.50 MCr, Shipping Costs (per dton): 0.74 kCr per parsec, 1.47 kCr per jump, Net Profit: 0.08 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 342.7 tonnes, LMass 714.5 tonnes, Cost: 55.98 MCr, HP: 25,407, Size Mod: +8
Performance: Accel: 1.2 G (2.4 G empty, 0.4 G overloaded), Jump 2, 3,022 km/h (atm), 8,548 km/h (skim)

Aramine-class Liner (GTL10)



When new, the *Aramine*-class liners were the pride of Tukera Lines, running the fast—and highly profitable—routes to the Imperial Core. Now nearing obsolescence, their drives outranged by recent improvements in jump technology, they can still be found on the Imperial Fringe.

Over half of Tukera's fleet of *Aramine*-class liners was transferred to Akerut in 1110, as part of Tukera's move to revitalize its ailing subsidiary. Akerut runs these liners in the Domain of Deneb, with the greatest concentration in the Spinward Marches.

Crew: 3 bridge crew, 4 engineers, 4 gunners, 2 stewards, medic
Passengers: 40 high passengers, 40 low passengers

1,200 SL, DR 100, PD 4, 2 Triple Sandcaster Turrets, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 48 Jump, 78 Maneuver, 360 Fuel, 2 Utility, 48 Staterooms, 10 Low Berths (40 cryotubes), Sickbay, 266.5 Cargo

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

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

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

Maintenance: HT: 12, 74.5 man-hours per day, 0.2 MCr/yr
Economics: Income: 28.83 MCr (passenger: 17.64 MCr, freight: 11.19 MCr), Expenses: 5.91 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.48 MCr, Payroll: 0.18 MCr), Capital Cost: 15.05 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 1.39 kCr per jump, Net Profit: 7.88 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

Statistics: EMass 983.8 tonnes, LMass 2,518.9 tonnes, Cost: 240.73 MCr, HP: 64,024, Size Mod: +9
Performance: Accel: 1.1 G (2.9 G empty, 0.4 G overloaded), Jump 3, 3,613 km/h (atm), 10,219 km/h (skim)

Augustus Deo-class Fast Liner (GTL10)

A top-of-the-line Solomani design, *Augustus Deo*-class liners serve long-haul express routes within the Solomani Confederation. Unlike most Solomani designs, they are spacious, with a theatre and multi-function hall to accommodate high passengers.

In 998 Deepak Rao, the notorious terrorist, was captured when he attempted to hijack the *Australis Deo*. Although observers expected a lengthy trial, Rao unexpected pleaded guilty, calling himself a "very bad man who should be locked in his room until he can behave himself." While Confederation counter-terrorist experts were astonished, the passengers and crew of the *Australis Deo* were unsurprised. "Even my young niece told him that," said Hengabar Spofulam. "It is no surprise that he realized it himself." Further details of the incident, including how untrained civilians overpowered the ex-commando, have been classified a state secret by SolSec.

Crew: 3 bridge crew, 2 engineers, 2 gunners, 3 stewards, medic, 1 other crew
Passengers: 55 high passengers, 20 low passengers

600 USL, DR 100, PD 4, 4 Empty Turrets, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 25 Jump, 30 Maneuver, 183 Fuel, 2 Utility, 62 Staterooms, 5 Low Berths (20 cryotubes), Hall seating 100 people, Theatre seating 100 people, Sickbay, 69 Cargo

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

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

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

Maintenance: HT: 12, 53.6 man-hours per day, 0.1 MCr/yr
Economics: Income: 26.42 MCr (passenger: 23.52 MCr, freight: 2.90 MCr), Expenses: 3.07 MCr (Fuel: 2.24 MCr, Berthing: 0.42 MCr, Maintenance: 0.25 MCr, Payroll: 0.16 MCr), Capital Cost: 7.78 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 1.06 kCr per jump, Net Profit: 15.57 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

Statistics: EMass 614.2 tonnes, LMass 1,093.1 tonnes, Cost: 124.53 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.0 G (1.8 G empty, 0.5 G overloaded), Jump 3

Bargam-class Tramp Trader (GTL10)

One of the many small traders playing the spacelanes one step ahead of her creditors, the *Bargam* is too small to compete anywhere but the boondocks. When even a full load of freight isn't enough to make a mortgage payment captain/owners are forced into speculative trading—or smuggling—to make ends meet.

Bargam-class ships are rarely encountered on runs that have any form of regular service. Their skippers make ends meet servicing worlds that would otherwise be cut off from interstellar society.

Crew: 3 bridge crew, engineer, steward
Passengers: 4 middle passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 4 Jump, 17 Maneuver, 20 Fuel, Fuel Processor (2.5 hrs), 1 Utility, 5 Staterooms, 3 Low Berths (12 cryotubes), 90 Cargo

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

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

Maintenance: HT: 12, 25.0 man-hours per day, 0.0 MCr/yr
Economics: Income: 1.80 MCr (passenger: 0.23 MCr, freight: 1.58 MCr), Expenses: 0.40 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.05 MCr, Payroll: 0.07 MCr), Capital Cost: 1.70 MCr, Shipping Costs (per dton): 0.84 kCr per parsec, 0.84 kCr per jump, Net Profit: (0.30) MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

Statistics: EMass 190.7 tonnes, LMass 617.0 tonnes, Cost: 27.13 MCr, HP: 19,389, Size Mod: +8
Performance: Accel: 1.0 G (3.2 G empty, 0.3 G overloaded), Jump 1, 2,997 km/h (atm), 8,479 km/h (skim)

Bergen-class Freighter (GTL10)

Cheap yet rugged, the *Bergen*-class forms the basis for many mid-sized interstellar transport companies. While it is very slow and unwieldy its cavernous hold can transport even the bulkiest cargo with room to spare. *Bergens* are not armed, and thus must be escorted in dangerous areas: for this reason they are rare in frontier sectors.

Crew: 3 bridge crew, 2 engineers

1,200 USL, DR 100, PD 4, Basic Bridge, Engineering, 25 Jump, 50 Maneuver, 122 Fuel, 3 Utility, 3 Staterooms, 1 Cradle for Gig, 983.5 Cargo

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

Maintenance: HT: 12, 51.5 man-hours per day, 0.1 MCr/yr
Economics: Freight Income: 15.49 MCr, Expenses: 2.64 MCr (Fuel: 1.49 MCr, Berthing: 0.84 MCr, Maintenance: 0.23 MCr, Payroll: 0.07 MCr), Capital Cost: 7.20 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.29 kCr per jump, Net Profit: 5.65 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 565.3 tonnes, LMass 5,206.7 tonnes, Cost: 115.22 MCr (MCr120.71 fitted out), HP: 64,024, Size Mod: +9
Performance: Accel: 0.3 G (3.2 G empty, 0.1 G overloaded), Jump 1

Bharapar-class Subsidized Merchant (GTL10)

Filling in where the more common Type-R merchants can't, the *Bharapar* class commonly serves worlds that are not part of a main. In safe regions the gunners' stateroom is frequently rented to a middle passenger (with the crew splitting the money).

Crew: 2 bridge crew, engineer, steward, gunner (if armed)
Passengers: 12 high passengers

400 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 12 Jump, 31 Maneuver, 80 Fuel, 1 Utility, 16 Staterooms, 126.5 Cargo

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

Maintenance: HT: 12, 38.3 man-hours per day, 0.1 MCr/yr
Economics: Income: 6.90 MCr (passenger: 3.36 MCr, freight: 3.54 MCr), Expenses: 1.45 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.06 MCr), Capital Cost: 3.98 MCr, Shipping Costs (per dton): 0.44 kCr per parsec, 0.89 kCr per jump, Net Profit: 1.47 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 338.0 tonnes, LMass 984.2 tonnes, Cost: 63.76 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.1 G (3.3 G empty, 0.3 G overloaded), Jump 2, 3,280 km/h (atm), 9,279 km/h (skim)

Braydikor-class Trader (GTL10)

A moderate-sized independent trader, the *Braydikor* class is only encountered within the Zhodani Consulate and nearby parts of the Vargr Extents. As with most Drakaran vessels, passengers are expected to fend for themselves.

Crew: pilot, engineer, 3 gunners
Passengers: 12 independent passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 10 Jump, 21 Maneuver, 61 Fuel, Fuel Processor (7.6 hrs), 1 Utility, 15 Staterooms, 12 Passageways, 79.5 Cargo

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

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

Maintenance: HT: 12, 36.6 man-hours per day, 0.1 MCr/yr
Economics: Income: 3.11 MCr (passenger: 0.52 MCr, freight: 2.58 MCr), Expenses: 0.87 MCr (Fuel: 0.53 MCr, Berthing: 0.15 MCr, Maintenance: 0.12 MCr, Payroll: 0.07 MCr), Capital Cost: 3.64 MCr, Shipping Costs (per dton): 0.71 kCr per parsec, 1.42 kCr per jump, Net Profit: (1.40) MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 330.6 tonnes, LMass 746.5 tonnes, Cost: 58.24 MCr, HP: 25,407, Size Mod: +8
Performance: Accel: 1.0 G (2.3 G empty, 0.3 G overloaded), Jump 2, 2,887 km/h (atm), 8,168 km/h (skim)

Cairngorm-class Cluster Liner (GTL10)

Designed to shuttle passengers between close clusters of worlds, the *Cairngorm* class is only encountered in the Solomani Confederation. They are usually assigned to runs shuttling between two or three systems, which allows their crews to have a stable home on one of the worlds. Because of this, *Cairngorms* are usually manned by older, more settled crewmembers—one reason for their excellent safety record.

Crew: 4 bridge crew, 3 engineers, 4 gunners, 8 stewards, 2 medics
Passengers: 150 high passengers, 20 low passengers

1,200 USL, DR 100, PD 4, 3 Triple Sandcaster Turrets, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 25 Jump, 76 Maneuver, 120 Fuel, 3 Utility, 161 Staterooms, 5 Low Berths (20 cryotubes), 2 Sickbays, 320 Cargo

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

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

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

Maintenance: HT: 12, 54.0 man-hours per day, 0.1 MCr/yr
Economics: Income: 26.18 MCr (passenger: 21.14 MCr, freight: 5.04 MCr), Expenses: 2.84 MCr (Fuel: 1.47 MCr, Berthing: 0.84 MCr, Maintenance: 0.25 MCr, Payroll: 0.28 MCr), Capital Cost: 7.91 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 0.33 kCr per jump, Net Profit: 15.43 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 1,067.9 tonnes, LMass 2,627.9 tonnes, Cost: 126.50 MCr, HP: 64,024, Size Mod: +9
Performance: Accel: 1.0 G (2.6 G empty, 0.3 G overloaded), Jump 1, 2,185 km/h (skim)

Fedmist-class Droyne Trader (GTL10)

Crewed by a single Droyne *kroyloss*, the *Fedmist* can be found plying the mains of the Five Sisters Subsector, looking for enough cargo to pay for fuel and repairs.

The *Fedmist* is more of an example than a class: Droyne starships are almost invariably handmade, thus ships with the same specifications can differ considerably in layout and appearance.

Crew: pilot, engineer, 2 gunners, steward
Passengers: 12 high passengers

200 SL, DR 100, PD 4, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 4 Jump, 16 Maneuver, 20 Fuel, 1 Utility, 3 Nests, 77.5 Cargo

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

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

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

Maintenance: HT: 12, 26.2 man-hours per day, 0.0 MCr/yr
Economics: Income: 2.41 MCr (passenger: 1.05 MCr, freight: 1.36 MCr), Expenses: 0.41 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.06 MCr, Payroll: 0.07 MCr), Capital Cost: 1.86 MCr, Shipping Costs (per dton): 0.89 kCr per parsec, 0.89 kCr per jump, Net Profit: 0.14 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

Statistics: EMass 228.4 tonnes, LMass 598.0 tonnes, Cost: 29.74 MCr, HP: 19,389, Size Mod: +8
Performance: Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 1, 2,908 km/h (atm), 8,226 km/h (skim)

Galak-class Megafreighter (GTL10)

Possibly the largest freighter in Solomani space, the *Galak* class is exceedingly rare.

Crew: 5 bridge crew, 100 engineers

50,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 1501 Jump, 2370 Maneuver, 10,002 Fuel, Workshop, 100 Utility, 53 Staterooms, 1 Cradle for Launch, 35,808.5 Cargo

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

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

Maintenance: HT: 12, 393.6 man-hours per day, 6.7 MCr/yr
Economics: Freight Income: 1,002.64 MCr, Expenses: 172.35 MCr (Fuel: 122.52 MCr, Berthing: 35.00 MCr, Maintenance: 13.45 MCr, Payroll: 1.38 MCr), Capital Cost: 420.26 MCr, Shipping Costs (per dton): 0.24 kCr per parsec, 0.47 kCr per jump, Net Profit: 410.02 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 19,453.8 tonnes, LMass 190,949.8 tonnes, Cost: 6,724.19 MCr (MCr6,727.78 fitted out), HP: 769,489, Size Mod: +12
Performance: Accel: 0.5 G (4.4 G empty, 0.1 G overloaded), Jump 2

Gnortz-class Freighter (GTL10)

Cheap and unglamorous, the *Gnortz*-class is notorious among merchant spacehands for its almost sadistic living arrangements. With only two staterooms shared accommodations are essential, which combined with barely adequate atmospheric conditioning makes for uncomfortable voyages.

Crew: 2 bridge crew, 2 engineers

600 USL, DR 100, PD 4, Empty Turret, Basic Bridge, Engineering, 18 Jump, 72 Maneuver, 120 Fuel, 1 Utility, 2 Staterooms, 376.5 Cargo

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

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

Maintenance: HT: 12, 46.6 man-hours per day, 0.1 MCr/yr
Economics: Freight Income: 10.54 MCr, Expenses: 2.14 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.19 MCr, Payroll: 0.06 MCr), Capital Cost: 5.89 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.61 kCr per jump, Net Profit: 2.52 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 496.9 tonnes, LMass 2,313.2 tonnes, Cost: 94.21 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.1 G (5.3 G empty, 0.3 G overloaded), Jump 2, 4,276 km/h (skim)

Gurrak-class Megafreighter (GTL10)

One of the largest starships registered in Imperial Space, the *Gurrak* class is extremely rare. Only the highest trade volumes can justify this much capacity, and only the largest corporations can afford the capital investment.

Crew: 5 bridge crew, 204 engineers, medic

100,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 3002 Jump, 5000 Maneuver, 20,012 Fuel, 3 Workshops, 200 Utility, 106 Staterooms, Sickbay, 2 Cradles for Ship's Boat, 71,348 Cargo

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

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

Maintenance: HT: 12, 557.0 man-hours per day, 13.5 MCr/yr
Economics: Freight Income: 1,997.74 MCr, Expenses: 344.85 MCr (Fuel: 245.15 MCr, Berthing: 70.00 MCr, Maintenance: 26.93 MCr, Payroll: 2.77 MCr), Capital Cost: 841.51 MCr, Shipping Costs (per dton): 0.24 kCr per parsec, 0.48 kCr per jump, Net Profit: 811.39 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 38,568.2 tonnes, LMass 380,458.4 tonnes, Cost: 13,464.13 MCr (MCr13,482.49 fitted out), HP: 1,221,488, Size Mod: +13
Performance: Accel: 0.5 G (4.7 G empty, 0.1 G overloaded), Jump 2

Hfiatlais-class Freighter (GTL10)

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

Crew: 2 bridge crew, 2 engineers, 3 gunners

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

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

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

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

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

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

Iridescent Poodle-class Combat Liner (GTL10)

One of the oddest designs encountered in the Solomani Sphere, the *Iridescent Poodle* is a fully combat-capable starship with passenger capability. Imperial Naval Intelligence is split on whether the *Poodle* design is an economic miscalculation or a disguised naval auxiliary.

Crew: 2 bridge crew, 7 engineers, 2 stewards, 8 gunners (if armed)
Passengers: 24 high passengers

800 USL, DR 100, PD 4, 8 Empty Turrets, Hardened Basic Bridge, Engineering, 32 Jump, 335 Maneuver, 240 Fuel, 2 Utility, 34 Staterooms, 1 Bay for Gig, 22.5 Cargo

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

Maintenance: HT: 12, 68.5 man-hours per day, 0.2 MCr/yr
Economics: Income: 11.02 MCr (passenger: 10.08 MCr, freight: 0.94 MCr), Expenses: 4.05 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.41 MCr, Payroll: 0.14 MCr), Capital Cost: 12.74 MCr, Shipping Costs (per dton): 1.35 kCr per parsec, 4.05 kCr per jump, Net Profit: (5.77) MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

Statistics: EMass 1,536.2 tonnes, LMass 1,926.6 tonnes, Cost: 203.83 MCr (MCr209.32 fitted out), HP: 48,859, Size Mod: +9
Performance: Accel: 6.3 G (7.9 G empty, 5.2 G overloaded), Jump 3, 21,080 km/h (skim)

Jelnai-class Armed Freighter (GTL10)

Frontier regions have always had a higher incidence of piracy than the Imperial Core; in particular, the area behind the claw suffers from Vargr corsairs. The *Jelnai*-class freighter is popular with owners and crews alike, because it is sufficiently well-defended to deter all but the most desperate band of corsairs.

Crew: 2 bridge crew, 3 engineers, 6 gunners

800 USL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, Hardened Basic Bridge, Engineering, 24 Jump, 100 Maneuver, 160 Fuel, 2 Utility, 6 Staterooms, 478.5 Cargo

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

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

Maintenance: HT: 12, 56.7 man-hours per day, 0.1 MCr/yr
Economics: Freight Income: 13.40 MCr, Expenses: 2.94 MCr (Fuel: 1.96 MCr, Berthing: 0.56 MCr, Maintenance: 0.28 MCr, Payroll: 0.14 MCr), Capital Cost: 8.73 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 0.70 kCr per jump, Net Profit: 1.72 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 830.9 tonnes, LMass 3,146.0 tonnes, Cost: 139.75 MCr, HP: 48,859, Size Mod: +9
Performance: Accel: 1.2 G (4.4 G empty, 0.3 G overloaded), Jump 2, 4,576 km/h (skim)

Kjerre II-class Freighter (GTL10)

As inefficient as GTL10 thrusters are by Imperial standards, they are an incredible improvement over the average Sword Worlds technology. When the *Kjerre*-class was refitted her acceleration increased four times, and the reduced engineering crew enabled her to carry a few passengers.

Crew: 3 bridge crew, 4 engineers, 3 gunners
Passengers: 14 middle passengers

2,000 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 40 Jump, 100 Maneuver, 200 Fuel, 4 Utility, 13 Staterooms, 1,596.5 Cargo

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

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

Maintenance: HT: 12, 66.3 man-hours per day, 0.2 MCr/yr
Economics: Income: 26.12 MCr (passenger: 0.98 MCr, freight: 25.14 MCr), Expenses: 4.36 MCr (Fuel: 2.45 MCr, Berthing: 1.40 MCr, Maintenance: 0.38 MCr, Payroll: 0.13 MCr), Capital Cost: 11.94 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.29 kCr per jump, Net Profit: 9.82 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 1,005.9 tonnes, LMass 8,427.4 tonnes, Cost: 191.05 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 0.4 G (3.6 G empty, 0.1 G overloaded), Jump 1

Knorr-class Freighter (GTL10)

The *Knorr* is a common class of freighter in the Sword Worlds, plodding the main that passes almost every member of the Confederation, although it is almost never encountered in Imperial space. This in not just because of political animosity: Sword Worlds licensing regulation do not require a steward for middle passengers, while Imperial regulations do. As well, pirates are unknown in the highly militarized worlds of the Sword Worlds Confederation, rendering weaponry unnecessary—a menace Sword Worlders know exists in their larger neighbour.

Crew: 2 bridge crew, 3 engineers
Passengers: 6 middle passengers

800 USL, DR 100, PD 4, Basic Bridge, Engineering, 16 Jump, 104 Maneuver, 80 Fuel, 2 Utility, 6 Staterooms, 570.5 Cargo

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

Maintenance: HT: 12, 44.9 man-hours per day, 0.1 MCr/yr
Economics: Income: 9.41 MCr (passenger: 0.42 MCr, freight: 8.99 MCr), Expenses: 1.79 MCr (Fuel: 0.98 MCr, Berthing: 0.56 MCr, Maintenance: 0.18 MCr, Payroll: 0.07 MCr), Capital Cost: 5.48 MCr, Shipping Costs (per dton): 0.36 kCr per parsec, 0.36 kCr per jump, Net Profit: 2.14 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 623.1 tonnes, LMass 3,282.9 tonnes, Cost: 87.62 MCr, HP: 48,859, Size Mod: +9
Performance: Accel: 1.1 G (6.1 G empty, 0.3 G overloaded), Jump 1, 5,048 km/h (skim)

Monnin-class Freighter (GTL10)

One of the cheapest freighters in the Solomani Sphere, the *Monnin* class can be seen on almost every main. In interior regions the turret weapons are often removed; this saves MCr 3.1 and provides another 6 dtons of cargo (in the empty turrets).

Crew: 3 bridge crew, 6 engineers, 2 gunners

2,000 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 61 Jump, 202 Maneuver, 400 Fuel, 4 Utility, 6 Staterooms, 1 Bay for Launch, 1,293 Cargo

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

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

Maintenance: HT: 12, 83.2 man-hours per day, 0.3 MCr/yr
Economics: Freight Income: 36.20 MCr, Expenses: 7.04 MCr (Fuel: 4.90 MCr, Berthing: 1.40 MCr, Maintenance: 0.60 MCr, Payroll: 0.14 MCr), Capital Cost: 18.77 MCr, Shipping Costs (per dton): 0.29 kCr per parsec, 0.57 kCr per jump, Net Profit: 10.39 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 1,384.5 tonnes, LMass 7,643.8 tonnes, Cost: 300.31 MCr (MCr303.90 fitted out), HP: 90,000, Size Mod: +10
Performance: Accel: 1.0 G (5.3 G empty, 0.2 G overloaded), Jump 2

Morag-class Ore Transport (GTL10)

The *Morag* is an unusual design. Lacking a jump drive, it is found only in industrialized systems that have many settled worlds, where it is employed shuttling raw materials between planets.

Crew: 3 bridge crew, 4 engineers

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 200 Maneuver, 1 Utility, 4 Staterooms, 1,779.5 Cargo

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

Maintenance: HT: 12, 31.6 man-hours per day, 0.0 MCr/yr
Economics: No income, Expenses: 1.58 MCr (Fuel: 0.00 MCr, Berthing: 1.40 MCr, Maintenance: 0.09 MCr, Payroll: 0.10 MCr), Capital Cost: 2.70 MCr, Shipping Costs (per dton): 0.07 kCr per trip, Net Profit: (4.29) MCr. Annual totals for a jump-0 liner at full capacity making 35 jumps per year.

Statistics: EMass 973.8 tonnes, LMass 9,043.9 tonnes, Cost: 43.27 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 0.8 G (7.5 G empty, 0.2 G overloaded)

Muirhead-class Economy Liner (GTL10)

A bare-bones liner, the *Muirhead* is a classic example of functional Solomani design philosophy. Comfort has been subordinated to the primary task of ferrying passengers from one system to another: the staterooms are double accommodation, the decor is starkly functional, and the food is, well, nutritious. Imperial Naval Intelligence has noted that the *Muirhead*, while barely suitable as a subsidized passenger liner, makes an excellent troopship.

Crew: 3 bridge crew, engineer, 3 gunners, 2 stewards
Passengers: 65 middle passengers, 40 low passengers

400 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge, Engineering, 12 Jump, 25 Maneuver, 80 Fuel, 1 Utility, 38 Staterooms, 10 Low Berths (40 cryotubes), Hanger for Gig with 1 Entrance, 77.5 Cargo

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

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

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

Maintenance: HT: 12, 39.9 man-hours per day, 0.1 MCr/yr
Economics: Income: 11.83 MCr (passenger: 9.66 MCr, freight: 2.17 MCr), Expenses: 1.52 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.14 MCr, Payroll: 0.12 MCr), Capital Cost: 4.31 MCr, Shipping Costs (per dton): 0.39 kCr per parsec, 0.78 kCr per jump, Net Profit: 6.00 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 454.2 tonnes, LMass 948.9 tonnes, Cost: 68.93 MCr (MCr74.42 fitted out), HP: 30,779, Size Mod: +8
Performance: Accel: 1.0 G (2.0 G empty, 0.4 G overloaded), Jump 2

Murpak-class Freighter (GTL10)

Slow and steady, the *Murpak* is a common sight as it carries routine cargos between the thinly-settled worlds of the Core. With no provision for weapons mounts, this class of freighter is not usually found in frontier regions, although some desperate owners have been spotted in the Marches.

Crew: 2 bridge crew, engineer

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 20 Maneuver, 80 Fuel, 1 Utility, 2 Staterooms, 275.5 Cargo

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

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

Maintenance: HT: 12, 37.2 man-hours per day, 0.1 MCr/yr
Economics: Freight Income: 7.71 MCr, Expenses: 1.43 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.12 MCr, Payroll: 0.05 MCr), Capital Cost: 3.76 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.54 kCr per jump, Net Profit: 2.53 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 264.9 tonnes, LMass 1,586.8 tonnes, Cost: 60.10 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 0.5 G (2.7 G empty, 0.1 G overloaded), Jump 2

Nahiin-class Trader (GTL10)

Another common starship, *Nahiin*-class traders can be encountered anywhere in the Imperium, and along any main that connects to the Imperium.

Crew: pilot, engineer, steward
Passengers: 12 high passengers, 2 middle passengers (unless gunners carried), 16 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 4 Jump, 15 Maneuver, 20 Fuel, 1 Utility, 15 Staterooms, 4 Low Berths (16 cryotubes), 52.5 Cargo

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

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

Maintenance: HT: 12, 24.6 man-hours per day, 0.0 MCr/yr
Economics: Income: 2.13 MCr (passenger: 1.21 MCr, freight: 0.92 MCr), Expenses: 0.38 MCr (Fuel: 0.18 MCr, Berthing: 0.10 MCr, Maintenance: 0.05 MCr, Payroll: 0.05 MCr), Capital Cost: 1.64 MCr, Shipping Costs (per dton): 0.76 kCr per parsec, 0.76 kCr per jump, Net Profit: 0.11 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

Statistics: EMass 207.1 tonnes, LMass 463.3 tonnes, Cost: 26.30 MCr, HP: 19,389, Size Mod: +8
Performance: Accel: 1.2 G (2.6 G empty, 0.4 G overloaded), Jump 1, 2,816 km/h (atm), 7,965 km/h (skim)

Olythnos-class Trader (GTL10)

The *Olynthos* is most common in the Solomani Sphere, where it can be found running routes along the mains. While not particularly fast, nor very well defended, it is cheap, and that counts for more when trading in civilized sectors.

Crew: 3 bridge crew, engineer, steward
Passengers: 16 high passengers, 4 middle passengers (if no gunners), 20 low passengers

400 SL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 8 Jump, 33 Maneuver, 40 Fuel, 1 Utility, 21 Staterooms, 5 Low Berths (20 cryotubes), 144 Cargo

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

Maintenance: HT: 12, 32.8 man-hours per day, 0.0 MCr/yr
Economics: Income: 4.18 MCr (passenger: 1.66 MCr, freight: 2.52 MCr), Expenses: 0.72 MCr (Fuel: 0.35 MCr, Berthing: 0.20 MCr, Maintenance: 0.09 MCr, Payroll: 0.07 MCr), Capital Cost: 2.92 MCr, Shipping Costs (per dton): 0.67 kCr per parsec, 0.67 kCr per jump, Net Profit: 0.54 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

Statistics: EMass 347.5 tonnes, LMass 1,036.8 tonnes, Cost: 46.73 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.2 G (3.4 G empty, 0.3 G overloaded), Jump 1, 3,268 km/h (atm), 9,245 km/h (skim)

Oytrist-class Merchant (GTL10)

Droyne starships are virtually handmade, with no two alike, but similar designs are common. Ships like the *Oytrist* are occasionally encountered behind the claw, where the risk of Vargr corsairs is enough to warrant arming a merchant.

Crew: 3 bridge crew, engineer, gunner, steward
Passengers: 12 high passengers

300 SL, DR 100, PD 4, 3 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 10 Jump, 23 Maneuver, 61 Fuel, 1 Utility, 3 Nests, 102.5 Cargo

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

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

Maintenance: HT: 12, 37.2 man-hours per day, 0.1 MCr/yr
Economics: Income: 5.43 MCr (passenger: 2.10 MCr, freight: 3.33 MCr), Expenses: 0.89 MCr (Fuel: 0.53 MCr, Berthing: 0.15 MCr, Maintenance: 0.12 MCr, Payroll: 0.08 MCr), Capital Cost: 3.75 MCr, Shipping Costs (per dton): 0.73 kCr per parsec, 1.47 kCr per jump, Net Profit: 0.79 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 338.5 tonnes, LMass 858.6 tonnes, Cost: 60.04 MCr, HP: 25,407, Size Mod: +8
Performance: Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 2, 3,022 km/h (atm), 8,548 km/h (skim)

Quotal-class Tramp Trader (GTL10)

Neither fish nor fowl, *Quotal*-class traders carry a mix of passengers and cargo. While this makes them a flexible design, they are also unsuited for high-capacity runs between major worlds. Instead, their niche is the backwater mains of the Imperium, where they are a familiar sight.

Crew: 2 bridge crew, engineer, 4 gunners, steward
Passengers: 12 high passengers, 12 middle passengers, 20 low passengers

400 SL, DR 100, PD 4, 2 Triple Sandcaster Turrets, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 13 Jump, 30 Maneuver, 81 Fuel, 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 93 Cargo

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

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

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

Maintenance: HT: 12, 41.3 man-hours per day, 0.1 MCr/yr
Economics: Income: 6.34 MCr (passenger: 3.32 MCr, freight: 3.02 MCr), Expenses: 1.16 MCr (Fuel: 0.71 MCr, Berthing: 0.20 MCr, Maintenance: 0.15 MCr, Payroll: 0.11 MCr), Capital Cost: 4.63 MCr, Shipping Costs (per dton): 0.69 kCr per parsec, 1.38 kCr per jump, Net Profit: 0.55 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 437.7 tonnes, LMass 932.9 tonnes, Cost: 74.07 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.2 G (2.5 G empty, 0.4 G overloaded), Jump 2, 3,116 km/h (atm), 8,815 km/h (skim)

Rikiamid-class Bulk Freighter (GTL10)

Ungainly and lacking small craft, *Rikiamid* freighters are never encountered away from major trade routes. Almost all ships in this class are owned by megacorporations or governments and dedicated to fixed routes.

Crew: 5 bridge crew, 16 engineers, 4 gunners

5,000 USL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 150 Jump, 500 Maneuver, 1,000 Fuel, 10 Utility, 25 Staterooms, 3,232.5 Cargo

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

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

Maintenance: HT: 12, 129.3 man-hours per day, 0.7 MCr/yr
Economics: Freight Income: 90.51 MCr, Expenses: 17.52 MCr (Fuel: 12.25 MCr, Berthing: 3.50 MCr, Maintenance: 1.45 MCr, Payroll: 0.32 MCr), Capital Cost: 45.32 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.56 kCr per jump, Net Profit: 27.66 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 3,147.3 tonnes, LMass 18,713.7 tonnes, Cost: 725.13 MCr, HP: 165,781, Size Mod: +10
Performance: Accel: 1.0 G (5.8 G empty, 0.2 G overloaded), Jump 2

Tedoaraq-class Liner (GTL10)

One of the most popular liners produced by Bilstein Yards, *Tedoaraq*-class ships can be encountered anywhere in the Imperium, although they are most common in the Domain of Deneb. A streamlined hull permits on-planet loading (popular on the Imperial Fringe), while four hardpoints allow adequate protective weaponry to be installed if necessary.

Crew: 4 bridge crew, engineer, 4 gunners (if weapions installed), 2 stewards
Passengers: 36 high passengers, 24 low passengers

600 SL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 36 Maneuver, 120 Fuel, 1 Utility, 42 Staterooms, 6 Low Berths (24 cryotubes), 126.5 Cargo

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

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

Maintenance: HT: 12, 46.2 man-hours per day, 0.1 MCr/yr
Economics: Income: 13.96 MCr (passenger: 10.42 MCr, freight: 3.54 MCr), Expenses: 2.22 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.19 MCr, Payroll: 0.14 MCr), Capital Cost: 5.79 MCr, Shipping Costs (per dton): 0.42 kCr per parsec, 0.84 kCr per jump, Net Profit: 5.95 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 497.0 tonnes, LMass 1,179.5 tonnes, Cost: 92.63 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.1 G (2.6 G empty, 0.4 G overloaded), Jump 2, 3,031 km/h (atm), 8,573 km/h (skim)

Tolley-class Subsidized Merchant (GTL10)

Like most merchants subsidized by the Solomani government, the *Tolley* is intended to serve as an auxiliary in wartime; this explains her unusually high acceleration and large number of turrets.

Crew: 2 bridge crew, 3 engineers, 6 gunners, steward
Passengers: 15 high passengers, 12 low passengers

600 SL, DR 100, PD 4, 4 Empty Turrets, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 18 Jump, 100 Maneuver, 120 Fuel, 1 Utility, 22 Staterooms, 3 Low Berths (12 cryotubes), 142 Cargo

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

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

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

Maintenance: HT: 12, 49.1 man-hours per day, 0.1 MCr/yr
Economics: Income: 8.34 MCr (passenger: 4.37 MCr, freight: 3.98 MCr), Expenses: 2.26 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.21 MCr, Payroll: 0.16 MCr), Capital Cost: 6.55 MCr, Shipping Costs (per dton): 0.62 kCr per parsec, 1.24 kCr per jump, Net Profit: (0.46) MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 683.6 tonnes, LMass 1,436.4 tonnes, Cost: 104.78 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 2.5 G (5.3 G empty, 0.9 G overloaded), Jump 2, 4,923 km/h (atm), 13,924 km/h (skim)

Triku-class Subsidized Aquatic Liner (GTL10)

The Solomani Sphere contains several worlds populated mainly by dolphins. Several of these worlds have banded together to subsidize the *Triku*-class liner, designed specifically for aquatic passengers. Dolphins and other aquatic sapients will travel in such a starship if possible—it's much more comfortable than enduring 1G in a support sling.

Crew: 4 bridge crew, engineer, 4 gunners (if weapons installed), 3 stewards

400-ton SL Hull, DR 100, PD 4, 4 Turrets, Bridge, Engineering, 42 Maneuver, 12 Jump, 80 Fuel, 8 Staterooms, 1 Utility, 30 Aquatic Staterooms, 115.5 cargo (+12 in turrets)

Communicators: Radio 8 million km, Laser 16 million km
Sensors: PESA 48000 km, AESA 160000 km, Radscanner 3200 km

Statistics: EMass 910.3 tonnes, LMass 1434.1 tonnes, Cost MCr 81.9, HP 42300
Performance: Accel 1.1 G (1.7 G empty, 0.4 Goverloaded), Jump 2, Air Speed 3382 km/h

Umburko-class Subsidized Liner (GTL10)

Worlds along a main cannot always rely on passing free traders for communication with the galactic community. Many cluster of worlds band together to subsidize regular liners to guarantee transportation at least as far as the xboat network. The *Umburko* liner is typically found serving small clusters of worlds in safe areas. On the frontier it requires an armed escort (or lots of luck).

Crew: 2 bridge crew, engineer, 4 stewards
Passengers: 80 high passengers

600 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 24 Maneuver, 60 Fuel, 1 Utility, 84 Staterooms, 43.5 Cargo

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

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

Maintenance: HT: 12, 37.5 man-hours per day, 0.1 MCr/yr
Economics: Income: 11.89 MCr (passenger: 11.20 MCr, freight: 0.69 MCr), Expenses: 1.37 MCr (Fuel: 0.74 MCr, Berthing: 0.42 MCr, Maintenance: 0.12 MCr, Payroll: 0.10 MCr), Capital Cost: 3.82 MCr, Shipping Costs (per dton): 0.41 kCr per parsec, 0.41 kCr per jump, Net Profit: 6.69 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 484.9 tonnes, LMass 736.6 tonnes, Cost: 61.11 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.2 G (1.8 G empty, 0.6 G overloaded), Jump 1, 2,618 km/h (atm), 7,405 km/h (skim)

Vloshr-class Frontier Trader (GTL10)

Unlike most Zhodani ships, *Vloshr* Frontier Traders are armed. Intended to travel outside the safe confines of the Consulate, they also carry alien passengers in conditioned habitats.

Crew: 1 bridge crew, 1 engineer, 2 gunners, 1 steward
Passengers: 15 high passengers

300 SL, DR 100, PD 4, Triple Sandcaster Turret, 2 Triple 90 MJ PD Laser Turrets, Basic Bridge with Psionic Switches, Engineering, 10 Jump, 19 Maneuver, 61 Fuel, 1 Fuel Processor (7.6 hrs), 1 Utility, 18 Staterooms, 2 Habitats, 69.5 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge:	8,000,000 km	—	16,000,000 km	—

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

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

Statistics: EMass 324.3 tonnes, LMass 694.8 tonnes, Cost: 57.31 MCr, HP: 25,407, HT: 12, Size Mod: +8
Performance: Accel: 1.0 G (2.1 G empty, 0.4 G overloaded), Jump 2, 2,746 km/h (atm), 7,769 km/h (skim)

Wain-class Freighter (GTL10)

Common in the confined space of the Sword Worlds, *Wain*-class freighters plod long the main, shuttling freight and a few passengers from world to world. The nature of Sword Worlds politics eliminates the need for weapons (no pirate can survive long in the militarized Sword Worlds). Unlike most freighter, the *Wain* class is streamlined, permitting it to be loaded directly from the ground rather than relying on orbital transshipment.

Crew: 2 bridge crew, 2 engineers
Passengers: 6 middle passengers, 12 low passengers

800 SL, DR 100, PD 4, Basic Bridge, Engineering, 16 Jump, 82 Maneuver, 80 Fuel, 2 Utility, 6 Staterooms, 3 Low Berths (12 cryotubes), 431 Cargo

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

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

Maintenance: HT: 12, 44.8 man-hours per day, 0.1 MCr/yr
Economics: Income: 7.29 MCr (passenger: 0.50 MCr, freight: 6.79 MCr), Expenses: 1.77 MCr (Fuel: 0.98 MCr, Berthing: 0.56 MCr, Maintenance: 0.17 MCr, Payroll: 0.06 MCr), Capital Cost: 5.44 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 0.46 kCr per jump, Net Profit: 0.08 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 560.7 tonnes, LMass 2,587.9 tonnes, Cost: 87.04 MCr, HP: 48,859, Size Mod: +9
Performance: Accel: 1.1 G (5.3 G empty, 0.3 G overloaded), Jump 1, 4,397 km/h (atm), 12,436 km/h (skim)

Yarmouth-class Frontier Trader (GTL10)

Originating on the trailing edge of the Solomani Sphere, examples of the *Yarmouth*-class can now be found throughout human-occupied space. Rugged and survivable, it is a favourite with free trader crews.

Crew: 2 bridge crew, engineer, 3 gunners, steward
Passengers: 12 high passengers, 20 low passengers

400 SL, DR 100, PD 4, Heavy Compartmentalization, 2 Triple Sandcaster Turrets, 2 Triple 250 MJ Laser Turrets, Basic Bridge, Engineering, 12 Jump, 30 Maneuver, 80 Fuel, Fuel Processor (10.0 hrs), 1 Utility, 16 Staterooms, 5 Low Berths (20 cryotubes), 122 Cargo

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

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

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

Maintenance: HT: 12, 40.8 man-hours per day, 0.1 MCr/yr
Economics: Income: 6.24 MCr (passenger: 2.27 MCr, freight: 3.96 MCr), Expenses: 1.14 MCr (Fuel: 0.70 MCr, Berthing: 0.20 MCr, Maintenance: 0.14 MCr, Payroll: 0.10 MCr), Capital Cost: 4.52 MCr, Shipping Costs (per dton): 0.66 kCr per parsec, 1.31 kCr per jump, Net Profit: 0.58 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 428.1 tonnes, LMass 1,053.9 tonnes, Cost: 72.28 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.0 G (2.5 G empty, 0.3 G overloaded), Jump 2, 3,116 km/h (atm), 8,815 km/h (skim)

Aakroyss-class Merchant (GTL11)

Fairly large for a Droyne ship, the *Aakross* and similar ships maintain trade between scattered Droyne worlds. While non-Droyne are sometimes carried as passengers, they must adapt to the communal and cramped living quarters.

Crew: 1 bridge crew, 1 engineer, 2 gunners, 1 steward
Passengers: 18 high passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Basic Bridge, Engineering, 12 Jump, 12 Maneuver, 80 Fuel, 1 Fuel Processor (10.0 hrs), 1 Utility, 4 Nests, 160.5 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge:	8,000,000 km	—	16,000,000 km	—

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8

Statistics: EMass 255.3 tonnes, LMass 1,055.7 tonnes, Cost: 68.07 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.0 G (4.3 G empty, 0.3 G overloaded), Jump 2, 3,227 km/h

Arisha-class Subsidized Merchant (GTL11)

A common sight in settled regions of the Imperium, most *Arisha*-class merchants have long since been paid off. They quietly travel their assigned routes, knitting together backwater worlds throughout the realm.

Crew: 1 bridge crew, 1 engineer, 1 steward
Passengers: 20 high passengers, 12 low passengers

400 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 8 Jump, 11 Maneuver, 40 Fuel, 1 Utility, 22 Staterooms, 3 Low Berths, 165 Cargo

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

Statistics: EMass 220.8 tonnes, LMass 1,005.3 tonnes, Cost: 45.94 MCr, HP: 30,779, HT: 12, Size Mod: +8
Performance: Accel: 1.0 G (4.5 G empty, 0.2 G overloaded), Jump 1, 3,089 km/h (atm), 8,739 km/h (skim)

Baarnekki-class Fast Trader (GTL11)

Although the megacorporations have a virtual monopoly on express shipping along the Imperial express routes, there's a niche market for smaller cargos, especially if the captain is willing to leave the route. The *Baarnekki* is found filling this niche.

Crew: 3 bridge crew, 1 engineer

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 15 Jump, 8 Maneuver, 120 Fuel, 1 Utility, 3 Staterooms, 80.5 Cargo

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

Maintenance: HT: 12, 42.0 man-hours per day, Annual Maintenance: 0.08 MCr
Economics: Freight Income: 9.66 MCr, Expenses: 1.26 MCr (Fuel: 1.05 MCr, Maintenance: 0.15 MCr, Payroll: 0.06 MCr), Net Profit: 8.40 MCr. Annual totals for a jump-4 free trader at full capacity making 25 jumps per year.

Statistics: EMass 199.5 tonnes, LMass 673.4 tonnes, Cost: 76.44 MCr, HP: 25,407, Size Mod: +8
Performance: Accel: 1.1 G (3.6 G empty, 0.3 G overloaded), Jump 4, 3,011 km/h (atm), 8,517 km/h (skim)

Dragger-class Bulk Freighter (GTL11)

While tramp traders may delude themselves that they are carrying the lifeblood of the Imperium, bulk carriers like the *Dragger* class are really doing so. While not fast, it can carry nearly 15,000 tons of cargo along a jump-2 main, and do so far cheaper than even the scruffiest free trader.

Crew: 3 bridge crew, 20 engineers, medic

20,000 DSP (1,042-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 600 Jump, 390 Maneuver, 4,000 Fuel, 3 Utility, 12 Staterooms, Sickbay, 14,954.5 Cargo

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

Maintenance: HT: 12, 251.6 man-hours per day, 2.7 MCr/yr
Economics: Freight Income: 418.73 MCr, Expenses: 68.81 MCr (Fuel: 49.00 MCr, Berthing: 14.00 MCr, Maintenance: 5.49 MCr, Payroll: 0.31 MCr), Capital Cost: 171.70 MCr, Shipping Costs (per dton): 0.23 kCr per parsec, 0.46 kCr per jump, Net Profit: 178.22 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 5,217.0 tonnes, LMass 76,663.7 tonnes, Cost: 2,747.24 MCr, HP: 417,743, Size Mod: +12
Performance: Accel: 0.5 G (6.8 G empty, 0.1 G overloaded), Jump 2

Enzhyiench-class Freighter (GTL11)

A common freighter in the Zhodani Consulate, the *Enzhyiench* class can be encountered almost anywhere that required bulk freight transported.

Crew: 3 bridge crew, 2 engineers

1,200 USL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 36 Jump, 50 Maneuver, 240 Fuel, 3 Utility, 3 Staterooms, 855.5 Cargo

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

Maintenance: HT: 12, 65.9 man-hours per day, 0.2 MCr/yr
Economics: Freight Income: 23.95 MCr, Expenses: 4.23 MCr (Fuel: 2.94 MCr, Berthing: 0.84 MCr, Maintenance: 0.38 MCr, Payroll: 0.07 MCr), Capital Cost: 11.79 MCr, Shipping Costs (per dton): 0.27 kCr per parsec, 0.53 kCr per jump, Net Profit: 7.94 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 569.1 tonnes, LMass 4,666.5 tonnes, Cost: 188.57 MCr, HP: 64,024, Size Mod: +9
Performance: Accel: 1.0 G (8.0 G empty, 0.2 G overloaded), Jump 2

Gelliam-class Express Freighter (GTL11)

One of Tukera Lines' most profitable designs, *Gelliam*-class freighters have been sighted in virtually every part of the Imperium.

Crew: 1 bridge crew, 4 engineers

2,000 DSP (223-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 100 Jump, 100 Maneuver, 800 Fuel, 1 Utility, 5 Staterooms, 975.5 Cargo

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

Maintenance: HT: 12, 108.0 man-hours per day, Annual Maintenance: 0.51 MCr
Economics: Freight Income: 103.01 MCr, Expenses: 10.32 MCr (Fuel: 9.24 MCr, Maintenance: 1.01 MCr, Payroll: 0.07 MCr), Net Profit: 92.69 MCr. Annual totals for a jump-4 express liner at full capacity making 33 jumps per year.

Statistics: EMass 1,093.5 tonnes, LMass 6,243.0 tonnes, Cost: 506.30 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 1.5 G (8.3 G empty, 0.4 G overloaded), Jump 4

Klastao-class Far Trader (GTL11)

A slightly more modern version of the *Empress Marava* Far Trader, a more efficient fusion power plant gives the *Klastao* a greater cargo capacity.

Crew: 3 bridge crew, engineer, steward
Passengers: 6 high passengers, 2 middle passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 6 Jump, 10 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 10 Staterooms, 3 Low Berths (12 cryotubes), 1 Bay for Air/Raft, 54.6 Cargo

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

Maintenance: HT: 12, 29.9 man-hours per day, 0.0 MCr/yr
Economics: Income: 3.10 MCr (passenger: 1.33 MCr, freight: 1.77 MCr), Expenses: 0.60 MCr (Fuel: 0.35 MCr, Berthing: 0.10 MCr, Maintenance: 0.08 MCr, Payroll: 0.07 MCr), Capital Cost: 2.42 MCr, Shipping Costs (per dton): 0.72 kCr per parsec, 1.44 kCr per jump, Net Profit: 0.08 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 163.7 tonnes, LMass 452.5 tonnes, Cost: 38.71 MCr (MCr38.77 fitted out), HP: 19,389, Size Mod: +8
Performance: Accel: 2.0 G (5.5 G empty, 0.6 G overloaded), Jump 2, 3,635 km/h (atm), 10,282 km/h (skim)

Klepsidar-class Freighter (GTL11)

A small, moderate-capacity freighter, the *Klepsidar* is usually encountered away from established routes, where competition from larger freighters is less.

Crew: 2 bridge crew, 2 engineers, 2 gunners (if armed)

800 USL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 32 Jump, 30 Maneuver, 240 Fuel, 2 Utility, 3 Staterooms, 478.5 Cargo

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

Maintenance: HT: 12, 61.2 man-hours per day, 0.2 MCr/yr
Economics: Freight Income: 20.10 MCr, Expenses: 3.88 MCr (Fuel: 2.94 MCr, Berthing: 0.56 MCr, Maintenance: 0.32 MCr, Payroll: 0.06 MCr), Capital Cost: 10.15 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.84 kCr per jump, Net Profit: 6.07 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

Statistics: EMass 442.7 tonnes, LMass 2,830.4 tonnes, Cost: 162.34 MCr, HP: 48,859, Size Mod: +9
Performance: Accel: 1.0 G (6.1 G empty, 0.2 G overloaded), Jump 3

Kriaplezh-class Liner (GTL11)

A common liner in the Zhodani Consulate, where it serves express routes, the *Kriaplezh* is an extremely comfortable liner. As an unarmed vessel is rarely encountered outside the Consulate, where violence and piracy are virtually unknown.

Crew: 2 bridge crew, 2 engineers, 4 stewards, medic, 2 auxiliary crew
Passengers: 75 high passengers, 40 low passengers

800 USL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 42 Jump, 16 Maneuver, 336 Fuel, 2 Utility, 81 Staterooms, 10 Low Berths (40 cryotubes), Sickbay, 1 Cradle for Pinnace, 69.5 Cargo

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

Maintenance: HT: 12, 68.3 man-hours per day, 0.2 MCr/yr
Economics: Income: 79.11 MCr (passenger: 71.33 MCr, freight: 7.78 MCr), Expenses: 5.23 MCr (Fuel: 4.12 MCr, Berthing: 0.56 MCr, Maintenance: 0.41 MCr, Payroll: 0.14 MCr), Capital Cost: 12.66 MCr, Shipping Costs (per dton): 0.34 kCr per parsec, 1.36 kCr per jump, Net Profit: 61.23 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

Statistics: EMass 614.9 tonnes, LMass 1,353.1 tonnes, Cost: 202.60 MCr (MCr214.06 fitted out), HP: 48,859, Size Mod: +9
Performance: Accel: 1.1 G (2.4 G empty, 0.6 G overloaded), Jump 4, 2,258 km/h (skim)

Meredith-class Trader (GTL11)

Designed for the densely populated Solomani Rim, the *Meredith* class would be uneconomical in a frontier region like the Spinward Marches. Trade levels in the Confederation are high enough that a canny skipper can make a living on the leavings of large shipping lines.

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

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 9 Maneuver, 80 Fuel, 1 Utility, 23 Staterooms, 5 Low Berths (20 cryotubes), 120 Cargo

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

Maintenance: HT: 12, 38.2 man-hours per day, 0.1 MCr/yr
Economics: Income: 9.24 MCr (passenger: 5.88 MCr, freight: 3.36 MCr), Expenses: 1.46 MCr (Fuel: 0.98 MCr, Berthing: 0.28 MCr, Maintenance: 0.13 MCr, Payroll: 0.07 MCr), Capital Cost: 3.96 MCr, Shipping Costs (per dton): 0.38 kCr per parsec, 0.77 kCr per jump, Net Profit: 3.82 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 238.9 tonnes, LMass 855.6 tonnes, Cost: 63.44 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.0 G (3.4 G empty, 0.3 G overloaded), Jump 2, 2,901 km/h (atm), 8,207 km/h (skim)

Pelagros-class Luxury Liner (GTL11)

Long distance travel in the Imperium takes time, even with jump-4 ships. In an effort to attrack more passengers, some lines build luxurious ships. The *Pelagros* class is a typical example, with accomodations for 200 high passengers and ten suites for nobles and megacorporate executives, exercise rooms, a swimming pool, ample dining and meeting rooms, and enough theatreas and holoventure zones to entertain even the most jaded passenger.

Crew: 4 bridge crew, 4 engineers, 20 stewards, 3 medics, 5 other crew
Passengers: 10 noble passengers, 200 high passengers, 100 low passengers

2,500 USL, DR 100, PD 4, Basic Bridge, Engineering, 125 Jump, 38 Maneuver, 1,000 Fuel, 5 Utility, 10 Suites, 219 Staterooms, 25 Low Berths (100 cryotubes), 5 Exercise Rooms, 3 Halls seating 300 people, 2 Theatres seating 200 people, Stage, 2 Holoventure Zones, Swimming Pool (36 m^3 total), 3 Sickbays, Basic Security, Brig (2 prisoners), 2 Safes (22.7 m^3 capacity), 170 Cargo

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

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

Maintenance: HT: 12, 116.5 man-hours per day, 0.6 MCr/yr
Economics: Income: 226.94 MCr (passenger: 207.90 MCr, freight: 19.04 MCr), Expenses: 15.65 MCr (Fuel: 12.25 MCr, Berthing: 1.75 MCr, Maintenance: 1.18 MCr, Payroll: 0.47 MCr), Capital Cost: 36.82 MCr, Shipping Costs (per dton): 0.35 kCr per parsec, 1.41 kCr per jump, Net Profit: 174.48 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

Statistics: EMass 1,666.6 tonnes, LMass 3,437.1 tonnes, Cost: 589.07 MCr, HP: 104,435, Size Mod: +10
Performance: Accel: 1.0 G (2.1 G empty, 0.5 G overloaded), Jump 4, 480 km/h (skim)

Tsenjia-class Freighter (GTL11)

Reliable, efficient, and dull, *Tsenjia*-class freighters are a common sight in the Imperium—so common that they are effectively invisible to most travellers.

Crew: 3 bridge crew, engineer

2000-ton USL Hull, DR 100, PD 4, Bridge, Engineering, 82 Maneuver, 60 Jump, 400 Fuel, 2 Staterooms, 4 Utility, 1442.5 cargo

Communicators: Radio 3 million km, Laser 6 million km
Sensors: PESA 48000 km, AESA 160000 km, Radscanner 3200 km

Statistics: EMass 1246.2 tonnes, LMass 7788.0 tonnes, Cost MCr 280.9, HP 90000
Performance: Accel 1.0 G (6.0 G empty, 0.2 Goverloaded), Jump 2, Air Speed 960 km/h

Zhdiechranj-class Liner (GTL11)

The *Zhdiechranj* is a high-capacity liner, used to link outlying sectors with the capital. Unlike most Zhodani ships it is armed—mainly because many routes pass by the Vargr Extents.

Crew: 1 bridge crew, 1 engineer, 2 gunners, 2 stewards
Passengers: 40 high passengers

700 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Basic Bridge with Psionic Switches, Engineering, 35 Jump, 17 Maneuver, 280 Fuel, 2 Utility, 44 Staterooms, 184.5 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge:	8,000,000 km	—	16,000,000 km	—

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8

Statistics: EMass 510.3 tonnes, LMass 1,601.0 tonnes, Cost: 172.55 MCr, HP: 44,697, Size Mod: +9
Performance: Accel: 1.0 G (3.0 G empty, 0.3 G overloaded), Jump 4, 960 km/h

Ampi-class Express Freighter (GTL12)

A common sight on most Core-Fringe runs, the *Ampi* and her sister ships carry high-priority freight almost as fast as an Imperial Navy courier ship, commanding shipping charges to match. While not a passenger ship, five low berth modules are fitted; the cryotubes are usually used by service engineers sent along to install new Core technology.

In 1083 the *Swari*, an *Ampi*-class ship, won the coveted Mora Vintners' Trophy—given to the first commercial ship bringing the decade's new Terran wine to the Marches. Since then *Ampis* have established a reputation for fast delivery, no matter what the obstacles.

Crew: 3 bridge crew, 5 engineers, 2 gunners
Passengers: 20 low passengers

5,000 USL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 350 Jump, 100 Maneuver, 3,000 Fuel, 10 Utility, 8 Staterooms, 5 Low Berths (20 cryotubes), 1,500 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 193.8 man-hours per day, 1.6 MCr/yr
Economics: Income: 254.31 MCr (passenger: 2.31 MCr, freight: 252.00 MCr), Expenses: 43.64 MCr (Fuel: 36.75 MCr, Berthing: 3.50 MCr, Maintenance: 3.26 MCr, Payroll: 0.13 MCr), Capital Cost: 101.84 MCr, Shipping Costs (per dton): 0.46 kCr per parsec, 2.77 kCr per jump, Net Profit: 108.83 MCr. Annual totals for a jump-6 express liner at full capacity making 35 jumps per year.

Statistics: EMass 2,868.6 tonnes, LMass 12,392.1 tonnes, Cost: 1,629.44 MCr, HP: 165,781, Size Mod: +10
Performance: Accel: 0.7 G (3.2 G empty, 0.2 G overloaded), Jump 6

Ariasa-class Subsidized Packet (GTL12)

The express boat service may bind the Imperium together, but most worlds are not on an xboat route. Rather than rely on slow or haphazard merchant runs, some governments subsidize high-jump packets to ensure their timely access to news, and to encourage Imperial trade. Subsidized packets are invariably given a mail contract, and can often charge a premium for express delivery.

Crew: pilot, engineer, 2 gunners, steward
Passengers: 8 middle passengers, 4 low passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 20 Jump, 10 Maneuver, 160 Fuel, 1 Utility, 7 Staterooms, Low Berth (4 cryotubes), 95 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 48.4 man-hours per day, 0.1 MCr/yr
Economics: Income: 17.11 MCr (passenger: 6.47 MCr, freight: 10.64 MCr), Expenses: 2.52 MCr (Fuel: 1.96 MCr, Berthing: 0.28 MCr, Maintenance: 0.20 MCr, Payroll: 0.07 MCr), Capital Cost: 6.36 MCr, Shipping Costs (per dton): 0.57 kCr per parsec, 2.27 kCr per jump, Net Profit: 8.23 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

Statistics: EMass 265.0 tonnes, LMass 841.0 tonnes, Cost: 101.78 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.1 G (3.4 G empty, 0.4 G overloaded), Jump 4, 2,946 km/h (atm), 8,333 km/h (skim)

Astron-class Express Trader (GTL12)

Following the express boat network, *Astron* traders cater to passengers in a hurry and cargo that can't wait. Low cargo space makes meeting payments is tough without speculative trading; startown jokers claim that *Astron* skippers are in as much of a hurry as their ships.

Tukera Lines operates a fleet of *Astron*-class Express Traders. Tukera skippers don't have to worry about making payments, but they take particular pride in arriving ahead of schedule. Tukera recruits former express-boat pilots, and on many runs there's a friendly rivalry between Tukera's express traders and the Scout Services express boats.

Crew: 2 bridge crew, engineer, 2 stewards, 2 gunners (if weapons installed)
Passengers: 24 high passengers, 12 low passengers

400 USL, DR 100, PD 4, 2 Empty Turrets, Basic Bridge, Engineering, 20 Jump, 10 Maneuver, 160 Fuel, 1 Utility, 28 Staterooms, 3 Low Berths (12 cryotubes), 90 Cargo

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

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

Maintenance: HT: 12, 47.8 man-hours per day, 0.1 MCr/yr
Economics: Income: 19.41 MCr (passenger: 8.61 MCr, freight: 10.80 MCr), Expenses: 1.87 MCr (Fuel: 1.40 MCr, Berthing: 0.20 MCr, Maintenance: 0.20 MCr, Payroll: 0.07 MCr), Capital Cost: 6.20 MCr, Shipping Costs (per dton): 0.43 kCr per parsec, 1.72 kCr per jump, Net Profit: 11.33 MCr. Annual totals for a jump-4 free trader at full capacity making 25 jumps per year.

Statistics: EMass 279.1 tonnes, LMass 832.4 tonnes, Cost: 99.24 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.1 G (3.2 G empty, 0.4 G overloaded), Jump 4, 2,390 km/h (skim)

Belasmon-class Liner (GTL12)

An updated version of the popular *Tedoaraq*-class liner, the *Belasmon*-class is proving to be a best-seller for Bilstein Yards. The latest high-efficiency thrusters leave more space for the hold; other than that the two classes are identical. A streamlined hull permits on-planet loading (popular on the Imperial Fringe), while four hardpoints allow adequate protective weaponry to be installed if necessary.

Crew: 4 bridge crew, engineer, 3 gunners, 2 stewards, medic
Passengers: 36 high passengers, 24 low passengers

600 SL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 13 Maneuver, 120 Fuel, 1 Utility, 42 Staterooms, 6 Low Berths (24 cryotubes), Sickbay, 148.5 Cargo

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

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

Maintenance: HT: 12, 46.1 man-hours per day, 0.1 MCr/yr
Economics: Income: 14.57 MCr (passenger: 10.42 MCr, freight: 4.16 MCr), Expenses: 2.22 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.18 MCr, Payroll: 0.14 MCr), Capital Cost: 5.78 MCr, Shipping Costs (per dton): 0.39 kCr per parsec, 0.77 kCr per jump, Net Profit: 6.58 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 321.6 tonnes, LMass 1,103.8 tonnes, Cost: 92.44 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.1 G (3.7 G empty, 0.3 G overloaded), Jump 2, 2,880 km/h (atm), 8,146 km/h (skim)

Empress Nicole-class Cruise Liner (GTL12)

Pride of Meladin Lines, upstart competitor to Tukera Lines, the *Empress Nicole* and her sister-ships travel the Core-Fringe run. Rather than competing based on connections, Meladin bills its ships as more luxurious than Tukera's. While the *Empress Nicole*-class is luxuriously appointed, recent passengers have noted that personal service is highly variable, leading some analysts to speculate that Meladin's increasingly youthful stewards are due to financial difficulties.

Crew: 5 bridge crew, 3 engineers, 20 stewards, 3 medics, 8 auxiliary crew, 9 other crew
Passengers: 10 noble passengers, 200 high passengers, 40 low passengers

3,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 150 Jump, 61 Maneuver, 1,200 Fuel, 6 Utility, 10 Suites, 224 Staterooms, 10 Low Berths (40 cryotubes), 10 Exercise Rooms, 3 Halls seating 300 people, Theatre seating 100 people, Stage, 5 Holoventure Zones, Swimming Pool (92 m^3 total), 3 Sickbays, Hanger for 4 Gigs with 1 Entrance, 133.5 Cargo

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

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

Maintenance: HT: 12, 128.1 man-hours per day, 0.7 MCr/yr
Economics: Income: 218.23 MCr (passenger: 203.28 MCr, freight: 14.95 MCr), Expenses: 18.85 MCr (Fuel: 14.70 MCr, Berthing: 2.10 MCr, Maintenance: 1.42 MCr, Payroll: 0.62 MCr), Capital Cost: 44.51 MCr, Shipping Costs (per dton): 0.44 kCr per parsec, 1.78 kCr per jump, Net Profit: 154.87 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

Statistics: EMass 1,826.9 tonnes, LMass 4,034.5 tonnes, Cost: 712.21 MCr (MCr734.17 fitted out), HP: 117,933, Size Mod: +10
Performance: Accel: 1.4 G (3.0 G empty, 0.9 G overloaded), Jump 4, 5,680 km/h (skim)

Furgal-class Blockade Runner (GTL12)

Built to look like the ubiquitous *Bargam*-class trader, the *Furgal* incorporates high-efficiency GTL12 thrusters for better acceleration, advanced stealthing for concealed approaches, and 10 dtons of concealed and shielded compartments scattered throughout the ship.

Crew: 3 bridge crew, 1 engineer, 1 steward
Passengers: 4 middle passengers, 12 low passengers

200 SL, DR 100, PD 4, 2 Empty Turrets, Radical Stealth, Radical Emission Cloaking, Basic Bridge, Engineering, 4 Jump, 17 Maneuver, 20 Fuel, 1 Fuel Processor (2.5 hrs), 1 Utility, 5 Staterooms, 3 Low Berths (12 cryotubes), 80 Cargo, 10 Concealed Cargo (-8 to spot)

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

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

Maintenance: HT: 12, 35.8 man-hours per day, 0.06 MCr/yr
Economics: Income: 1.63 MCr (passenger: 0.23 MCr, freight: 1.40 MCr), Expenses: 0.36 MCr (Fuel: 0.18 MCr, Maintenance: 0.11 MCr, Payroll: 0.07 MCr), Net Profit: 1.27 MCr. Annual totals for a jump-1 free trader at full capacity making 25 jumps per year.

Statistics: EMass 163.6 tonnes, LMass 589.9 tonnes, Cost: 55.52 MCr, HP: 19,389, Size Mod: +8
Performance: Accel: 2.6 G (9.4 G empty, 0.7 G overloaded), Jump 1, 4,740 km/h (atm), 13,407 km/h (skim)

Komar-class Free Trader (GTL12)

While uncommon in the Imperium, some merchants are run by families. The *Komar*-class of free trader is such a ship. Although larger (and more expensive) than the average free trader, it has extra recreation space to allow the crew (usually an extended family) to raise children.

Crew: 5 bridge crew, engineer, 6 gunners, 2 stewards, medic
Passengers: 36 high passengers, 24 low passengers

600 SL, DR 100, PD 4, 6 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 11 Maneuver, 120 Fuel, 1 Utility, 51 Staterooms, 6 Low Berths (24 cryotubes), Exercise Room, Hall seating 100 people, Sickbay, 100 Cargo

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

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

Maintenance: HT: 12, 45.9 man-hours per day, 0.1 MCr/yr
Economics: Income: 9.76 MCr (passenger: 6.51 MCr, freight: 3.25 MCr), Expenses: 1.72 MCr (Fuel: 1.05 MCr, Berthing: 0.30 MCr, Maintenance: 0.18 MCr, Payroll: 0.19 MCr), Capital Cost: 5.72 MCr, Shipping Costs (per dton): 0.60 kCr per parsec, 1.21 kCr per jump, Net Profit: 2.31 MCr. Annual totals for a jump-2 free trader at full capacity making 25 jumps per year.

Statistics: EMass 334.9 tonnes, LMass 897.2 tonnes, Cost: 91.48 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.1 G (3.0 G empty, 0.4 G overloaded), Jump 2, 2,581 km/h (atm), 7,301 km/h (skim)

Luusitar-class Subsidized Liner (GTL12)

Paralleling the xboat network, *Luusitar*-class liners provide fast, comfortable transport for the citizens of the Third Imperium. They are rarely armed—the Navy protects the xboat routes—but are equipped with four turrets, which may be mounted with weaponry as necessary.

Crew: pilot, engineer, 3 stewards, medic, 1 auxiliary crew
Passengers: 50 high passengers, 20 low passengers

800 USL, DR 100, PD 4, 4 Empty Turrets, Basic Bridge, Engineering, 41 Jump, 20 Maneuver, 328 Fuel, 2 Utility, 54 Staterooms, 5 Low Berths (20 cryotubes), Sickbay, 1 Cradle for Gig, 181 Cargo

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

Maintenance: HT: 12, 67.7 man-hours per day, 0.2 MCr/yr
Economics: Income: 67.31 MCr (passenger: 47.04 MCr, freight: 20.27 MCr), Expenses: 5.07 MCr (Fuel: 4.02 MCr, Berthing: 0.56 MCr, Maintenance: 0.40 MCr, Payroll: 0.10 MCr), Capital Cost: 12.45 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 1.31 kCr per jump, Net Profit: 49.79 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

Statistics: EMass 535.9 tonnes, LMass 1,724.9 tonnes, Cost: 199.15 MCr (MCr204.64 fitted out), HP: 48,859, Size Mod: +9
Performance: Accel: 1.1 G (3.4 G empty, 0.4 G overloaded), Jump 4, 2,053 km/h (skim)

Luustani-class Liner (GTL12)

Plying the established routes of the Imperial Core, *Luustani*-class liners operate almost exclusively on high-capacity runs between major worlds. Their 200 passengers are well cared for by eleven stewards, with a spacious hall and theatre for dining and entertainment, and a swimming pool for gentle exercise.

Although the *Luustani* class is armed, its six turrets are not really enough to ensure safety. They do, however, provide a sense of security to the liner's often wealthy clientele.

Crew: pilot, 2 engineers, 4 gunners, 10 stewards, 2 medics, 2 other crew
Passengers: 200 high passengers, 40 low passengers

2,000 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 405 MJ Laser Turrets, 2 Triple 102 MJ PD Laser Turrets, Basic Bridge, Engineering, 100 Jump, 32 Maneuver, 800 Fuel, 4 Utility, 211 Staterooms, 10 Low Berths (40 cryotubes), 5 Exercise Rooms, Hall seating 100 people, Theatre seating 100 people, Stage, Swimming Pool (100 s.f. total), 2 Sickbays, 114 Cargo

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 104.7 man-hours per day, 0.5 MCr/yr
Economics: Income: 197.85 MCr (passenger: 185.08 MCr, freight: 12.77 MCr), Expenses: 12.43 MCr (Fuel: 9.80 MCr, Berthing: 1.40 MCr, Maintenance: 0.95 MCr, Payroll: 0.28 MCr), Capital Cost: 29.73 MCr, Shipping Costs (per dton): 0.33 kCr per parsec, 1.31 kCr per jump, Net Profit: 155.69 MCr. Annual totals for a jump-4 express liner at full capacity making 35 jumps per year.

Statistics: EMass 1,407.9 tonnes, LMass 2,766.1 tonnes, Cost: 475.65 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 1.0 G (2.1 G empty, 0.6 G overloaded), Jump 4, 1,887 km/h (skim)

Mauripo-class Subsidized Merchant (GTL12)

A common trader throughout the Imperium, the *Mauripo* is one of GSbAG's most successful designs. Carrying a good mix of passengers and freight, and with the capability of adding up to 24 weapons for protection, this class is popular with governments and owners alike.

Crew: 2 bridge crew, engineer, 2 stewards, medic
Passengers: 20 high passengers, 6 middle passengers (if no gunners carried), 12 low passengers

600 SL, DR 100, PD 4, 6 Empty Turrets, Basic Bridge, Engineering, 18 Jump, 15 Maneuver, 120 Fuel, 1 Utility, 27 Staterooms, 3 Low Berths (12 cryotubes), Sickbay, 206 Cargo

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

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

Maintenance: HT: 12, 46.3 man-hours per day, 0.1 MCr/yr
Economics: Income: 12.38 MCr (passenger: 6.61 MCr, freight: 5.77 MCr), Expenses: 2.16 MCr (Fuel: 1.47 MCr, Berthing: 0.42 MCr, Maintenance: 0.19 MCr, Payroll: 0.08 MCr), Capital Cost: 5.82 MCr, Shipping Costs (per dton): 0.38 kCr per parsec, 0.76 kCr per jump, Net Profit: 4.40 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 299.8 tonnes, LMass 1,342.9 tonnes, Cost: 93.13 MCr, HP: 40,332, Size Mod: +9
Performance: Accel: 1.0 G (4.5 G empty, 0.3 G overloaded), Jump 2, 3,014 km/h (atm), 8,526 km/h (skim)

Permain-class Freighter (GTL12)

Found only in safe, high-density clusters of developed worlds, *Permain* class freighters are rarely seen outside the Imperial Core. These freighters usually run fixed routes, often shuttling between two neighbouring worlds. Serving on a *Permain*-class freighter is predictable, boring work, often chosen by married spacers. With sub-G acceleration and no weapons, the crew's only options when attacked are either surrendering or dumping their cargo and fleeing—neither a palatable choice.

Crew: 3 bridge crew, engineer

2,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 40 Jump, 50 Maneuver, 200 Fuel, 4 Utility, 3 Staterooms, 1,690.5 Cargo

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

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

Maintenance: HT: 12, 67.1 man-hours per day, 0.2 MCr/yr
Economics: Freight Income: 26.63 MCr, Expenses: 4.30 MCr (Fuel: 2.45 MCr, Berthing: 1.40 MCr, Maintenance: 0.39 MCr, Payroll: 0.06 MCr), Capital Cost: 12.20 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.28 kCr per jump, Net Profit: 10.12 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 574.0 tonnes, LMass 8,421.9 tonnes, Cost: 195.24 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 0.5 G (7.9 G empty, 0.1 G overloaded), Jump 1

Selanai-class Armed Liner (GTL12)

While the Imperial Navy keeps the peace in the Core, the Frontiers can be dangerous places. *Selanai*-class liners are better-equipped than most merchants, with decent armament and military-grade sensors.

Crew: 3 bridge crew, engineer, 5 gunners, 2 stewards, 1 auxiliary crew
Passengers: 24 high passengers

1,200 USL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 2 Triple 102 MJ PD Laser Turrets, Command Bridge, Engineering, 37 Jump, 50 Maneuver, 242 Fuel, 3 Utility, 31 Staterooms, 1 Bay for *Tralsa* Gig, 711 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 68.3 man-hours per day, 0.2 MCr/yr
Economics: Income: 26.63 MCr (passenger: 6.72 MCr, freight: 19.91 MCr), Expenses: 4.37 MCr (Fuel: 2.96 MCr, Berthing: 0.84 MCr, Maintenance: 0.41 MCr, Payroll: 0.16 MCr), Capital Cost: 12.66 MCr, Shipping Costs (per dton): 0.30 kCr per parsec, 0.60 kCr per jump, Net Profit: 9.60 MCr. Annual totals for a jump-2 liner at full capacity making 35 jumps per year.

Statistics: EMass 680.4 tonnes, LMass 4,193.5 tonnes, Cost: 202.53 MCr (MCr206.03 fitted out), HP: 64,024, Size Mod: +9
Performance: Accel: 1.1 G (6.7 G empty, 0.3 G overloaded), Jump 2, 3,490 km/h (skim)

Toves-class Bulk Freighter (GTL12)

Toves-class freighters are very rare. They are usually owned by high-population worlds, who use them to bring in food and raw materials—few other organizations need a freighter with this capacity. *Toves* are too slow to be worth arming; instead, they are invariably escorted by a small naval squadron on anti-piracy duty.

Crew: 3 bridge crew, 5 engineers

10,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 200 Jump, 300 Maneuver, 1,000 Fuel, 20 Utility, 8 Staterooms, 8,444.5 Cargo

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

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

Maintenance: HT: 12, 150.7 man-hours per day, 1.0 MCr/yr
Economics: Freight Income: 133.00 MCr, Expenses: 21.33 MCr (Fuel: 12.25 MCr, Berthing: 7.00 MCr, Maintenance: 1.97 MCr, Payroll: 0.11 MCr), Capital Cost: 61.65 MCr, Shipping Costs (per dton): 0.28 kCr per parsec, 0.28 kCr per jump, Net Profit: 50.02 MCr. Annual totals for a jump-1 liner at full capacity making 35 jumps per year.

Statistics: EMass 2,716.9 tonnes, LMass 41,919.7 tonnes, Cost: 986.34 MCr, HP: 263,161, Size Mod: +11
Performance: Accel: 0.6 G (10.0 G empty, 0.1 G overloaded), Jump 1

Vanderpelt-class Luxury Liner (GTL12)

Evoking a bygone era, the *Vanderpelt* liners are richly appointed with all manner of luxurious fittings. The highlight of the ship is its spacious dinner theatre, where passengers can eat in congenial surroundings, entertained by live theatre.

Crew: 3 bridge crew, engineer, 6 gunners, 7 stewards, medic, 2 auxiliary crew, 1 other crew

Passengers: 4 noble passengers, 60 high passengers

1,200 SL, DR 100, PD 4, 4 Triple Sandcaster Turrets, 4 Triple 405 MJ Laser Turrets, 4 Triple 102 MJ PD Laser Turrets, Basic Bridge, Engineering, 48 Jump, 23 Maneuver, 360 Fuel, 2 Utility, 4 Suites, 71 Staterooms, Hall seating 100 people, Stage, Swimming Pool (500 s.f. total), Sickbay, Hanger for Gig with 1 Entrance, 97.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 75.4 man-hours per day, 0.2 MCr/yr

Economics: Income: 32.65 MCr (passenger: 28.56 MCr, freight: 4.09 MCr), Expenses: 6.02 MCr (Fuel: 4.41 MCr, Berthing: 0.84 MCr, Maintenance: 0.49 MCr, Payroll: 0.28 MCr), Capital Cost: 15.41 MCr, Shipping Costs (per dton): 0.55 kCr per parsec, 1.66 kCr per jump, Net Profit: 11.22 MCr. Annual totals for a jump-3 liner at full capacity making 35 jumps per year.

Statistics: EMass 846.5 tonnes, LMass 1,801.5 tonnes, Cost: 246.62 MCr (MCr252.11 fitted out), HP: 64,024, Size Mod: +9

Performance: Accel: 1.2 G (2.5 G empty, 0.6 G overloaded), Jump 3, 2,906 km/h (atm), 8,220 km/h (skim)

Scouts, Couriers, & Lab Ships

Humans are curious. They are forever poking their noses into strange corners to scent what's there. And behind these curious monkeys are others, spying on them and running to tell the pack leader the news. Very strange people, I tell you.

Can you believe entire starships built for nothing but satisfying curiosity or carrying tales? It's true!

— Gverrghaz, Vargr Diplomat

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

Malthus-class Lab Ship (GTL10)

While not usually encountered, the *Malthus* is the most common Solomani scientific starship. Extensive laboratory space and spacious accommodations (by Solomani standards) make the *Malthus* popular with scientists.

Crew: 2 bridge crew, engineer, medic, 22 technicians, 4 auxiliary crew

400 USL, DR 100, PD 4, Basic Bridge, Engineering, 12 Jump, 27 Maneuver, 80 Fuel, Workshop, 1 Utility, 16 Staterooms, Sickbay, 22 Labs (18 Standard, 1 Isolation, 1 Physics, 1 Simulation, 1 Computer) with enhanced displays, Hanger for 2 Gigs with 1 Entrance, 9.5 Cargo

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

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

Maintenance: HT: 12, 111.9 man-hours per day, 0.5 MCr/yr

Statistics: EMass 613.3 tonnes, LMass 870.2 tonnes, Cost: 543.26 MCr (MCr554.24 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 1.1 G (1.6 G empty, 0.9 G overloaded), Jump 2, 3,004 km/h (skim)

Nostrii-class Science Scout (GTL10)

Cosy yet well-equipped, the *Nostrii* is employed by the Imperial Scout Service and many universities as a base for small research projects. In unsafe regions the passenger's stateroom is given to a gunner.

Crew: pilot, engineer, 2 scientists
Passengers: 1 passenger or gunner, 4 low passengers

100 SL, DR 100, PD 4, Empty Turret, Basic Bridge, Engineering, 4 Jump, 7 Maneuver, 30 Fuel, Fuel Processor (3.8 hrs), 1 Utility, 5 Staterooms, Low Berth (4 cryotubes), 2 Labs, Hanger for Air/Raft with 1 Entrance, 7.2 Cargo

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

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

Maintenance: HT: 12, 25.3 man-hours per day, 0.0 MCr/yr

Statistics: EMass 147.6 tonnes, LMass 214.4 tonnes, Cost: 27.69 MCr (MCr27.74 fitted out), HP: 12,214, Size Mod: +7

Performance: Accel: 1.2 G (1.7 G empty, 0.7 G overloaded), Jump 3, 2,451 km/h (atm), 6,934 km/h (skim)

Oskrip-class Droyne Scout (GTL10)

Capable of being operated by a single Droyne—usually a sport—the *Oskrip* is none-the-less fitted to support an entire *kroyloss* if necessary.

The *Oskrip* is more of an example than a class: Droyne starships are almost invariably handmade, thus ships with the same specifications can differ considerably in layout and appearance.

Crew: pilot, engineer, gunner, technician

100 SL, DR 100, PD 4, Triple 250 MJ Laser Turret, Basic Bridge, Enhanced Sensor, Engineering, 3 Jump, 19 Maneuver, 20 Fuel, 1 Utility, Nest, Lab, 1 Bay for Air/Raft, 14.1 Cargo

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

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

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

Maintenance: HT: 12, 36.6 man-hours per day, 0.1 MCr/yr

Statistics: EMass 220.9 tonnes, LMass 307.9 tonnes, Cost: 58.19 MCr (MCr58.25 fitted out), HP: 12,214, Size Mod: +7

Performance: Accel: 2.2 G (3.1 G empty, 1.2 G overloaded), Jump 2, 4,039 km/h (atm), 11,424 km/h (skim)

Polo-class Merchant Scout (GTL10)

The *Polo*-class is a pocket trade pioneer, combining both exploration and trading functions. The command bridge and lab provide excellent sensing and investigatory abilities, while the attached gig enables away missions. The collapsible fuel tank permits an extra 2 parsec jump (when 80 tons of hold are left unused), allowing the *Polo* to investigate more distant worlds.

Crew: 5 bridge crew, 2 engineers, 4 gunners, medic, technician, 1 auxiliary crew

400 SL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Triple 90 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Basic Bridge, Enhanced Sensor, Engineering, 16 Jump, 30 Maneuver, 120 Fuel, Collapsible Fuel Tank holding 81 -dtons fuel, Fuel Processor (15.0 hrs), Workshop, 1 Utility, 8 Staterooms, Sickbay, Lab, 1 Bay for Gig, 81 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	1,600,000/41	32,000/31
Enhanced Sensor	3,200,000/43	4,800,000/44	320,000/37

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

Maintenance: HT: 12, 54.0 man-hours per day, 0.1 MCr/yr

Statistics: EMass 486.0 tonnes, LMass 1,066.3 tonnes, Cost: 126.54 MCr (MCr140.89 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 1.0 G (2.2 G empty, 0.4 G overloaded), Jump 3, 3,116 km/h (atm), 8,815 km/h (skim)

Tête Jaune-class Survey Ship (GTL10)

A common survey vessel in the Solomani Confederation, examples of the *Tête Jaune* class are also found in private hands in the Third Imperium. Surface transport and investigation are provided by a modular cutter equipped with a lab module and ATV cradle.

Crew: 3 bridge crew, engineer, 2 medics, 1 auxiliary crew, 2 scientists

300-ton USL Hull, DR 100, PD 4, Hardened Command Bridge, Engineering, 32 Maneuver, 12 Jump, 90 Fuel, 5 Staterooms, 1 Utility, 2 Vehicle Bays (Modular Cutter, ATV Cradle), Sickbay, 2 Lab Modules, Logistics Module, Probe Module, Survey Module, 35 cargo

Communicators: Radio 8 million km, Laser 16 million km, Meson 0.2 million km

Sensors: PESA 80000 km, AESA 240000 km, Radscanner 6400 km

Statistics: EMass 636.8 tonnes, LMass 1112.8 tonnes, Cost MCr 91.4, HP 30000

Performance: Accel 1.0 G (1.8 G empty, 0.7 Goverloaded), Jump 3, Air Speed 960 km/h

Xeer'rr-class Courier (GTL10)

One of the smallest K'kree ships in existence, the *Xeer'rr* courier is manned by a small crew and their immediate family. Duty on a *Xeer'rr* is unpleasant even by K'kree standards, and crews typically rest for a while between flights.

Crew: 2 bridge crew, 2 engineers, 4 dependents

600 SL, DR 100, PD 4, Basic Bridge, Engineering, 24 Jump, 50 Maneuver, 180 Fuel, 1 Utility, Pasture for 8-16 K'kree, 17 Cargo

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

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

Maintenance: HT: 12, 57.0 man-hours per day, 0.1 MCr/yr

Statistics: EMass 601.9 tonnes, LMass 842.3 tonnes, Cost: 141.24 MCr, HP: 40,332, Size Mod: +9

Performance: Accel: 2.2 G (3.0 G empty, 1.6 G overloaded), Jump 3, 3,779 km/h (atm), 10,688 km/h (skim)

Wirlas-class Exploratory Trader (GTL10)

Trading between established markets is safe, but in the stable environment of the Third Imperium the *real* profits come from developing new markets outside Imperial space. Fitted with the latest in laboratory equipment, the *Wirlas* is designed to seek out new markets and bring the news safely back to headquarters.

Crew: 5 bridge crew, 10 engineers, 7 gunners, medic, 10 technicians, 6 auxiliary crew, 21 Marines (officer, 20 enlisted)
Passengers: 8 low passengers

2,000 USL, DR 100, PD 4, Triple Missile Turret (Light), 2 Triple Sandcaster Turrets, 4 Triple 250 MJ Laser Turrets, 3 Triple 90 MJ PD Laser Turrets, 13 GJ Particle Bay, Hardened Command Bridge, Engineering, 80 Jump, 392 Maneuver, 600 Fuel, 1.5 Fuel Scoops, 5 Fuel Processors (15.0 hrs), Workshop, 4 Utility, 20 Staterooms, 2 Low Berths (8 cryotubes), Marine Barracks (11 Staterooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), 2 Gyms, Sickbay, 10 Labs (8 Standard, 1 Isolation, 1 Simulation) with enhanced displays, Hanger for *Sulieman* Scout Ship with 1 Entrance, 3 Bays for Gigs, 387 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
250 MJ X-Ray Laser	Imp	32	5d x 50(2)	43,605 km	81,760 km	1/60
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
13 GJ PAW Bay	Imp	30	6d x 1,500	37,452 km	70,224 km	1/60

Maintenance: HT: 12, 106.6 man-hours per day, 0.5 MCr/yr

Statistics: EMass 2,971.1 tonnes, LMass 5,830.3 tonnes, Cost: 493.52 MCr (MCr545.25 fitted out), HP: 90,000, Size Mod: +10
Performance: Accel: 2.4 G (4.8 G empty, 1.1 G overloaded), Jump 3, 14,456 km/h (skim)

Dezdinsh-class Courier (GTL11)

A high-jump courier vessel, the *Dezdinsh* class is usually owned by Zhodani nobles and worlds that need high-speed interstellar communication. Like most Zhodani ships, the *Dezdinsh* is unarmed.

Crew: pilot
Passengers: 2 independent passengers, 4 low passengers

100 SL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 6 Jump, 3 Maneuver, 50 Fuel, 1 Utility, 3 Staterooms, Low Berth (4 cryotubes), 4 Cargo

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

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

Maintenance: HT: 12, 27.7 man-hours per day, 0.0 MCr/yr

Statistics: EMass 92.3 tonnes, LMass 155.8 tonnes, Cost: 33.24 MCr, HP: 12,214, Size Mod: +7
Performance: Accel: 1.7 G (2.9 G empty, 1.2 G overloaded), Jump 5, 2,659 km/h (atm), 7,522 km/h (skim)

Jheron-class Scoutship (GTL11)

Although outdated by Imperial standards, the *Jheron*-class scoutship is still perfectly useful. Numerous examples are still in service with the IISS, while many others are in private hands.

Crew: pilot, gunner, 4 scientists

100-ton SL Hull, DR 100, PD 4, Turret with mixed weapons, Hardened Bridge, Engineering, 2 Maneuver, 6 Jump, 50 Fuel, 3 Staterooms, 1 Utility, Survey Module, 0.5 cargo

Communicators: Radio 3 million km, Laser 6 million km
Sensors: PESA 48000 km, AESA 160000 km, Radscanner 3200 km
390-MJ Laser: Imp, Acc 32, Dmg 8dx50(2), 1/2D Rng 41630 km, MxRng 112000 km, FP 5, SS 30, RoF 1/60

Statistics: EMass 178.8 tonnes, LMass 181.1 tonnes, Cost MCr 41.9, HP 16200
Performance: Accel 1.0 G (1.0 G empty, 1.0 Goverloaded), Jump 5, Air Speed 1886 km/h

Chiral-class Lab Ship (GTL12)

The *Chiral* class is popular with professors and independent researchers. Small and relatively inexpensive, it is none-the-less a versatile and well-equipped research vessel.

Crew: pilot, 5 technicians

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 3 Jump, 3 Maneuver, 20 Fuel, 1 Utility, 6 Staterooms, 4 Labs, 2 Bays for Air Rafts, 2 Bays for Grav Sleds, 13.5 Cargo

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

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

Maintenance: HT: 12, 23.1 man-hours per day, 0.0 MCr/yr

Statistics: EMass 114.1 tonnes, LMass 213.5 tonnes, Cost: 23.06 MCr (MCr23.30 fitted out), HP: 12,214, Size Mod: +7
Performance: Accel: 1.3 G (2.4 G empty, 0.6 G overloaded), Jump 2, 2,659 km/h (atm), 7,522 km/h (skim)

Morath-class Fast Courier (GTL12)

Serving the high-traffic Core-Fringe route, the *Morath* resembles a self-propelled express boat. Close kin to the *S'donath*-class Fast Courier, the Morath is almost externally identical except for the antenna required by its banks of high-capacity data communications modules. Having maneuvering thrusters, the *Morath* doesn't require a tender, and thus is popular with megacorporations.

Crew: pilot
Passengers: 1 independent passenger, 4 low passengers

100 USL, DR 100, PD 4, Basic Bridge, Xboat Communicator, Engineering, 7 Jump, 1 Maneuver, 60 Fuel, 1 Utility, 2 Staterooms, Low Berth (4 cryotubes), 7 Cargo

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

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

Maintenance: HT: 12, 30.3 man-hours per day, 0.0 MCr/yr

Statistics: EMass 214.8 tonnes, LMass 301.0 tonnes, Cost: 39.79 MCr, HP: 12,214, Size Mod: +7
Performance: Accel: 0.3 G (0.4 G empty, 0.2 G overloaded), Jump 6

Pekherni Observatory (GTL12)

Custom-built as a mobile astrophysical observatory by the Glisten Institute of Technology, the *Pekherni* travels throughout the Domain of Deneb studying various stars.

Crew: 3 bridge crew, 1 engineer, 15 scientists, 2 auxiliary crew

600 DSP (196-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Computer Centre (complexity 10), Advanced Sensor, Engineering, 42 Jump, 20 Maneuver, 360 Fuel, 2 Utility, 11 Staterooms, 15 Labs (10 Standard, 2 Physics, 2 Simulation, 1 Computer), Hanger for Gig with 1 Entrance, 43.5 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge:	8,000,000 km	—	16,000,000 km	16,000 km

Sensor Range/Scan	*PESA*	*AESA*	*Radscanner*
Basic Bridge:	480,000 km/38	2,400,000 km/42	160,000 km/35
Advanced Sensor:	7,200,000 km/45	7,200,000 km/45	1,120,000 km/40

Statistics: EMass 636.4 tonnes, LMass 1,230.8 tonnes, Cost: 769.10 MCr (MCr774.59 fitted out), HP: 40,332, Size Mod: +9
Performance: Accel: 1.5 G (2.9 G empty, 0.9 G overloaded), Jump 6, 0 km/h

S'donath-class Fast Courier (GTL12)

Serving the high-traffic Core-Fringe route, the *S'donath* resembles a self-propelled express boat. Unlike the express boat, it doesn't have banks of high-capacity data communications modules, but it has a reasonably large hold for transporting critical materials. Having maneuvering thrusters, the *S'donath* doesn't require a tender, and thus is popular with megacorporations.

Crew: pilot
Passengers: 1 independent passenger, 4 low passengers

100 USL, DR 100, PD 4, Basic Bridge, Engineering, 7 Jump, 1 Maneuver, 60 Fuel, 1 Utility, 2 Staterooms, Low Berth (4 cryotubes), 19 Cargo

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

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

Maintenance: HT: 12, 28.8 man-hours per day, 0.0 MCr/yr

Statistics: EMass 89.6 tonnes, LMass 230.2 tonnes, Cost: 35.96 MCr, HP: 12,214, Size Mod: +7
Performance: Accel: 0.4 G (1.0 G empty, 0.2 G overloaded), Jump 6

Voidtrekker-class Rift Scout (GTL12)

High-jump scouts commissioned for deep exploration in the Great Rift, the *Voidtrekker* class is rarely encountered anywhere else. Most *Voidtrekkers* mount laser weapons (as resupply depots are few and far between in the Long Dark), but some captains prefer a mix of weapons.

Crew: 4 bridge crew, 1 engineer, 1 medic, 2 technicians, 2 auxiliary crew, 4 gunners (if weapons carried)

400 USL, DR 100, PD 4, 4 Empty Turrets, Hardened Basic Bridge, Enhanced Sensor, Engineering, 28 Jump, 8 Maneuver, 240 Fuel, Fuel Processor (30.0 hrs), Workshop, 1 Utility, 14 Staterooms, Sickbay, 2 Labs, Hanger for Gig with 1 Entrance, 7 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Enhanced Sensor	4,800,000/44	4,800,000/44	720,000/39

Maintenance: HT: 12, 63.3 man-hours per day, 0.2 MCr/yr

Statistics: EMass 367.2 tonnes, LMass 687.3 tonnes, Cost: 173.71 MCr (MCr179.20 fitted out), HP: 30,779, Size Mod: +8
Performance: Accel: 1.1 G (2.0 G empty, 0.9 G overloaded), Jump 6, 1,654 km/h (skim)

Zeramine-class Trade Pioneer (GTL12)

Buy low, sell high. Most merchants spend their careers doing just that: shuttling standard goods between known markets, playing the margins, shaving a few points here-and-there to turn a profit. Some are different: they take risks, seeking out new goods, new markets, new adventures. Flamboyant, unpredictable, innovative, frequently at odds with the "bean-counters" at corporate headquarters; perpetually seeing themselves as square pigeons in round holes. Half scout, half merchant, trade pioneers are the elite of the merchant service—no megacorporation can survive without them.

Crew: 5 bridge crew, 1 engineer, 3 gunners, 1 medic, 3 technicians, 2 auxiliary crew, 8 Marines (8 enlisted)
Passengers: 12 low passengers

400 SL, DR 600 (DR 300 on weapons), PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Communicator, Enhanced Sensor, Survey Centre, Probe Centre, Engineering, 20 Jump, 13 Maneuver, 160 Fuel, Fuel Processor (20.0 hrs), Workshop, 1 Utility, 8 Staterooms, 3 Low Berths (12 cryotubes), Marine Barracks (4 Staterooms), Sickbay, 2 Labs, 1 Bay for Launch, 40 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge	8,000,000	—	16,000,000	16,000
Enhanced Commo	8,000,000	80,000,000	16,000,000	3,200,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Enhanced Sensor	4,800,000/44	4,800,000/44	720,000/39

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 61.0 man-hours per day, 0.2 MCr/yr

Statistics: EMass 622.0 tonnes, LMass 1,014.7 tonnes, Cost: 161.42 MCr (MCr170.66 fitted out), HP: 30,779, Size Mod: +8
Performance: Accel: 1.2 G (1.9 G empty, 0.7 G overloaded), Jump 4, 3,243 km/h (atm), 9,175 km/h (skim)

Miscellaneous Starships

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

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

Brass Goat Filibuster (GTL10)

One of the oddest yachts ever launched, the *Brass Goat* is truly one-of-a-kind. Commissioned in 1042 by Sir Edwin Alpaq, the *Goat* was to be a shining beacon of daring and adventure, gallantly fairing throughout the Imperium righting wrongs, doing deeds, and saving Life As We Know It.

Sir Edwin's rather dodgy grasp on what the rest of the Imperium calls "reality", coupled with his large inheritance, resulted in a starship based on an old Solomani wet navy ship. Modern gravitic technology was installed side-by-side with primitive plumbing; sophisticated laser weapon systems fired with a loud bang and clouds of smoke—Sir Edwin was delighted, and never discovered the modern fresher hidden in the engine room.

After a life of adventure, misadventure, and merriment, Sir Edwin's luck finally ran out: he was killed while attacking a pirate base in Corridor Sector. His retainers, who had grown exceedingly found of the old man, utterly destroyed the base, leaving only an orphaned pirate alive to spread the story. Then after consigning Sir Edwin's body to the Dark, they elected a new Sir Edwin and, seeking "fresh feats and windmills new," boldly set forth once more on a never-ending quest for justice and kindness.

Captained by the sixth Sir Edwin, the *Brass Goat* has been sighted in most of the systems Behind the Claw. While a poorly designed starship herself, "Old Nanny" and her crew can call on favours from an incredible variety of people—including, it is rumoured, members of the Imperial Family.

This, at any rate, is the official story. Some muck-raking journalists have claimed that the *Brass Goat* is in fact an undercover Naval operation—but no one in their right mind believes that the Imperial Navy would build a starship with masts!

Crew: 5 bridge crew, 2 engineers, 3 gunners
Passengers: 8 low passengers

300 SL, DR 300 (DR 150 on weapons), PD 4, Heavy Compartmentalization, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 12 Jump, 50 Maneuver, 90 Fuel, 1 Utility, 10 Staterooms, 2 Low Berths (8 cryotubes), 35 Cargo, 2 Concealed Cargo (-10 to spot)

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

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

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

Maintenance: HT: 12, 44.3 man-hours per day, 0.1 MCr/yr

Statistics: EMass 595.1 tonnes, LMass 878.0 tonnes, Cost: 85.14 MCr (MCr93.99 fitted out), HP: 25,407, Size Mod: +8
Performance: Accel: 2.1 G (3.0 G empty, 1.2 G overloaded), Jump 3, 4,456 km/h (atm), 12,603 km/h (skim)

Étienne-class Missionary Ship (GTL10)

Many thinly-settled worlds cannot afford to support a theological establishment. Some churches have solved this problem by commissioning missionary ships: mobile places of instruction and worship. The *Étienne* class is one of the smaller examples, devoted almost exclusively to these two functions—although it does have a small sickbay for treating the faithful.

Crew: pilot, engineer, 2 priests and lay medics

200-ton SL Hull, DR 100, PD 4, Bridge, Engineering, 6 Maneuver, 6 Jump, 40 Fuel, Fuel Processor (5.0 hours), 2 Staterooms, 1 Utility, 2 Halls seating 200 people, 2 Theatres seating 200 people, 2 Stages, Sickbay, 1.5 cargo

Communicators: Radio 8 million km, Laser 16 million km
Sensors: PESA 48000 km, AESA 160000 km, Radscanner 3200 km

Statistics: EMass 202.1 tonnes, LMass 208.9 tonnes, Cost MCr 34.5, HP 22500
Performance: Accel 1.0 G (1.1 G empty, 0.9 Goverloaded), Jump 2, Air Speed 1753 km/h

Faunel-class Yacht (GTL10)

A small yacht, commonly used by minor Party officials and large corporations, the *Faunel* class can be encountered anywhere in the Solomani Confederation. Although its single turret provides only minimal protection, the luxurious theatre and swimming pool make this yacht a popular choice for entertaining influential guests.

Crew: 3 bridge crew, engineer, gunner, steward
Passengers: 12 high passengers

300-ton SL Hull, DR 100, PD 4, Turret with mixed weapons, Bridge, Engineering, 19 Maneuver, 9 Jump, 60 Fuel, 15 Staterooms, 1 Utility, Theatre seating 25 people, Stage, Swimming Pool, 35.5 cargo

Communicators: Radio 8 million km, Laser 16 million km
Sensors: PESA 48000 km, AESA 160000 km, Radscanner 3200 km
360-MJ Laser: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32726 km, MxRng 98618 km, FP 4, SS 30, RoF 1/60

Statistics: EMass 367.2 tonnes, LMass 528.2 tonnes, Cost MCr 50.9, HP 31200
Performance: Accel 1.3 G (1.9 G empty, 0.6 Goverloaded), Jump 2, Air Speed 2649 km/h

Ingham-class Missionary Ship (GTL10)

Many thinly-settled worlds cannot afford to support a theological establishment. Some churches in the Solomani Confederation have solved this problem by commissioning missionary ships: mobile places of instruction and worship. The *Ingham* class is a successful example of this unusual type of starship; large enough to accommodate a large congregation of worshippers, yet small enough to be affordable.

Crew: 3 bridge crew, engineer, medic, 2 other crew
Passengers: 11 priests and ecclesiastical staff, 8 low passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 12 Maneuver, 60 Fuel, 1 Utility, 15 Staterooms, 2 Low Berths (8 cryotubes), 2 Theatres seating 200 people, 2 Stages, Sickbay, 1 Bay for Air/Raft, 20.1 Cargo

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

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

Maintenance: HT: 12, 33.2 man-hours per day, 0.0 MCr/yr

Statistics: EMass 242.2 tonnes, LMass 392.6 tonnes, Cost: 47.91 MCr (MCr47.96 fitted out), HP: 25,407, Size Mod: +8
Performance: Accel: 1.1 G (1.8 G empty, 0.6 G overloaded), Jump 2, 2,332 km/h (atm), 6,597 km/h (skim)

Murbles-class Luxury Yacht (GTL10)

Luxuriously appointed with handcarved wooden panelling, the *Murbles*-class yacht is popular with younger nobles and newly-rich corporate executives.

Crew: pilot, engineer, 2 gunners, 3 stewards, medic, 1 other crew
Passengers: 2 noble passengers, 6 high passengers

200 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Basic Bridge, Engineering, 6 Jump, 11 Maneuver, 40 Fuel, 1 Utility, 2 Suites, 11 Staterooms, Exercise Room, Swimming Pool (200 s.f. total), Sickbay, 1 Bay for Air/Raft, 19.8 Cargo

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

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

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

Maintenance: HT: 12, 29.2 man-hours per day, 0.0 MCr/yr

Statistics: EMass 230.6 tonnes, LMass 410.1 tonnes, Cost: 37.00 MCr (MCr37.06 fitted out), HP: 19,389, Size Mod: +8
Performance: Accel: 1.0 G (1.7 G empty, 0.5 G overloaded), Jump 2, 2,411 km/h (atm), 6,820 km/h (skim)

Rori-class Asteroid Miner (GTL10)

Slow and steady, *Rori*-class starships are among the first to exploit new beltstrikes. Their high jump (up to 4 parsecs using the collapsible tank) gives them flexibility, while the onboard smelter lets them fill the spacious hold with refined ingots instead of ores.

Crew: pilot, engineer, 2 gunners (if weapons installed)

200-ton USL Hull, DR 100, PD 4, 2 Turrets, Bridge, Engineering, 5 Maneuver, 6 Jump, 40 Fuel, Collapsible Tank (60 tons), Fuel Processor (5.0 hours), 4 Staterooms, Low Berth (holds 4 cryotubes), 1 Utility, Smelter (1 dtons/hour), 124 cargo (+6 in turrets)

Communicators: Radio 8 million km, Laser 16 million km
Sensors: PESA 48000 km, AESA 160000 km, Radscanner 3200 km

Statistics: EMass 213.9 tonnes, LMass 776.2 tonnes, Cost MCr 33.6, HP 24900
Performance: Accel 0.2 G (0.8 G empty, 0.1 Goverloaded), Jump 2, Air Speed 960 km/h

Tch'atl-class Yacht (GTL10)

The smallest known Zhodani yacht, the *Tch'atl* is not commonly encountered outside the Consulate. This is partly because it has no cargo hold for storing possessions, but mostly because, like most civilian ships in Zhodani space, it is unarmed.

Crew: pilot, engineer, steward
Passengers: 6 high passengers

100 SL, DR 100, PD 4, Basic Bridge with Psionic Switches, Engineering, 4 Jump, 5 Maneuver, 30 Fuel, 1 Utility, 8 Staterooms, 4.5 Cargo

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

Maintenance: HT: 12, 23.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 121.7 tonnes, LMass 169.3 tonnes, Cost: 24.23 MCr, HP: 12,214, Size Mod: +7
Performance: Accel: 1.1 G (1.5 G empty, 0.7 G overloaded), Jump 3, 2,171 km/h (atm), 6,142 km/h (skim)

Titanic-class Resettlement Vessel (GTL10)

An old design commissioned by the Ministry of Colonization, *Titanic*-class ships are rarely encountered anymore. Those that remain in service are in private hands, and can be found carrying colonists over long distances for terraforming projects. The Imperial Navy has dismissed persistent rumours that the *Colossus* is being used to carry slaves to the Vargr Extents. Ironically, the *Titanic* itself was lost with all hands when struck by an ice asteroid in 924.

Crew: pilot, 15 engineers, 3 stewards, 10 medics, 10 technicians, 20 auxiliary crew
Passengers: 20 high passengers, 100 middle passengers, 6,000 low passengers

5,000 USL, DR 100, PD 4, Basic Bridge, Engineering, 200 Jump, 417 Maneuver, 1,500 Fuel, 4 Fuel Processors (46.9 hrs), 10 Utility, 100 Staterooms, 1,500 Low Berths (6,000 cryotubes), 10 Sickbays, Operating Theatre, 10 Labs, Hanger for 10 Gigs with 1 Entrance, 1,284.5 Cargo

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

Maintenance: HT: 12, 172.6 man-hours per day, 1.3 MCr/yr

Statistics: EMass 6,178.3 tonnes, LMass 14,070.4 tonnes, Cost: 1,292.52 MCr (MCr1,347.42 fitted out), HP: 165,781, Size Mod: +10
Performance: Accel: 1.1 G (2.4 G empty, 0.4 G overloaded), Jump 3, 4,027 km/h (skim)

Zandrak-class Safari Ship (GTL10)

Slightly larger than the *Animal*-class safari ship, the *Zandrak*-class is common only in the older parts of the Imperium.

Crew: 3 bridge crew, engineer, 2 stewards
Passengers: 1 noble passenger, 20 high passengers

300 SL, DR 100, PD 4, Basic Bridge, Engineering, 9 Jump, 30 Maneuver, 60 Fuel, 1 Utility, Suite, 24 Staterooms, Shooting Range, Exercise Room, 8 Cages (16 animals), Habitat Cage, 2 Bays for Air/Rafts, 10.9 Cargo

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

Maintenance: HT: 12, 34.2 man-hours per day, 0.1 MCr/yr

Statistics: EMass 370.7 tonnes, LMass 483.9 tonnes, Cost: 50.71 MCr (MCr50.82 fitted out), HP: 25,407, Size Mod: +8
Performance: Accel: 2.2 G (2.9 G empty, 1.6 G overloaded), Jump 2, 3,688 km/h (atm), 10,431 km/h (skim)

Drachplitl-class Diplomatic Yacht (GTL11)

Designed for diplomatic missions, the *Drachplitl* is relatively common withing the Zhodani Consulate. Comfortable without being ostentatious, it is an ideal location for serious negotiations.

The *Drachplitl* is notable for the arrangement of its living quarters. In keeping with its purpose, the passenger quarters are divided into two sections of two suites and four staterooms each, with a further two staterooms in a third section. This allows separate delegations to be accommodated without causing offense.

Crew: 4 bridge crew, engineer, gunner, 5 stewards
Passengers: 4 noble passengers, 10 high passengers

400 SL, DR 100, PD 4, Psi Shielded, Electrified Surface, 2 Triple 97 MJ PD Laser Turrets, Basic Bridge with Psionic Switches, Engineering, 20 Jump, 10 Maneuver, 160 Fuel, 1 Utility, 4 Suites, 16 Staterooms, Briefing Room (holds 10), Exercise Room, 24 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8

Maintenance: HT: 12, 48.8 man-hours per day, 0.1 MCr/yr

Statistics: EMass 313.3 tonnes, LMass 567.3 tonnes, Cost: 103.39 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.6 G (2.9 G empty, 0.9 G overloaded), Jump 4, 2,946 km/h (atm), 8,333 km/h (skim)

Bralonné Mobile University (GTL12)

Although students from small worlds can travel to larger centres for their educations, many are unable to afford the journey, or cannot leave their families for that length of time. The solution, obviously, is for the university to travel to them.

In 1045 Professor John Coenraads convinced a consortium of nobles that a mobile university would be a fitting legacy for the children of the Imperium's second millennium. Persuasion, a discrete bit of Imperial influence, and a seat on the Board convinced Ling Standard Products to build the facility at cost.

Despite initial skepticism, Bralonné University has maintained high academic and scientific standards. It follows a winding path through the Imperium, visiting every sector once per generation, and every sector has highly-placed graduates. Professor Coenraads was knighted in 1097 as a public recognition of his service to the Imperium.

Students generally stay on board for the duration of their course, although some visiting students are permitted when circumstances dictate. A trust fund provides for all living expenses and up to five jumps of middle passage for students—further costs are generally paid by the sector's nobility. Very few students take a complete degree at Bralonné; instead, they take the opportunity to study particular fields under some of the Imperium's top experts, using transfer credits to make up the rest of their degree.

Crew: 9 bridge crew, 4 engineers, 2 stewards, 5 medics, 10 technicians, 8 auxiliary crew, 4 other crew
Passengers: 40 professors, 2,000 students

8,000 DSP (10 subhulls with 5,285-dton total capacity), DR 100 (DR 100 on subhulls), PD 4, Basic Bridge and Auxiliary Basic Bridge, 2 Computer Centres (complexity 10), Enhanced Communicator, Advanced Sensor, 2 Survey Centres, Engineering, 320 Jump, 50 Maneuver, 2,400 Fuel, Workshop, 11 Utility, 1,061 Staterooms, 10 Exercise Rooms, 20 Halls seating 2000 people, 2 Theatres seating 200 people, 2 Stages, 2 Swimming Pools (74 m^3 total), 5 Sickbays, Operating Theatre, Microsurgery Theatre, 10 Labs (5 Standard, 2 Isolation, 1 Physics, 1 Simulation, 1 Computer) with enhanced displays, 4 Brigs (8 prisoners), 2 Safes (22.7 m^3 capacity), Hanger for 2 Launchs with 1 Entrance, Hanger for 2 Ship's Boats, 304 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge	8,000,000	—	16,000,000	16,000
Enhanced Commo	8,000,000	80,000,000	16,000,000	3,200,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Advanced Sensor	16,000,000/47	16,000,000/47	1,120,000/40

Maintenance: HT: 12, 218.2 man-hours per day, 2.1 MCr/yr

Statistics: EMass 5,184.0 tonnes, LMass 9,241.8 tonnes, Cost: 2,065.76 MCr (MCr2,095.10 fitted out), HP: 226,785, Size Mod: +11
Performance: Accel: 0.5 G (0.9 G empty, 0.3 G overloaded), Jump 3

Cardos-class Fast Yacht (GTL12)

Popular among ruling nobles and megacorporation executives, the *Cardos* class combines luxury with speed, delivering its passengers in style.

Crew: 3 bridge crew, engineer, 2 gunners, steward
Passengers: 6 high passengers

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 24 Jump, 41 Maneuver, 200 Fuel, 1 Utility, 10 Staterooms, Exercise Room, 6 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 56.9 man-hours per day, 0.1 MCr/yr

Statistics: EMass 407.0 tonnes, LMass 615.6 tonnes, Cost: 140.35 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 6.0 G (9.1 G empty, 5.1 G overloaded), Jump 5, 5,965 km/h (atm), 16,873 km/h (skim)

Mallory-class Racing Yacht (GTL12)

A popular ship among younger nobles, the *Mallory* won a name for itself when Sir Ennra Fitzwilliam beat the IISS team in the third Core-Marches Race, completing the trip in less than two years.

Crew: pilot

100 SL, DR 100, PD 4, Basic Bridge, Engineering, 7 Jump, 3 Maneuver, 60 Fuel, 1 Utility, Stateroom, 1.5 Cargo

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

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

Maintenance: HT: 12, 29.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 93.2 tonnes, LMass 154.4 tonnes, Cost: 37.59 MCr, HP: 12,214, Size Mod: +7
Performance: Accel: 1.8 G (2.9 G empty, 1.5 G overloaded), Jump 6, 2,659 km/h (atm), 7,522 km/h (skim)

Moonii-class Luxury Yacht (GTL12)

One of the most luxurious starships to be found in the Imperium, the *Moonii* carries four couple, or a large family, in comfort and style. Equipped with a gymnasium, a swimming pool, and a state-of-the-art holoventure zone, its owner can while away long voyages and entertain royally when he arrives at his destination.

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

400 SL, DR 100, PD 4, Triple Sandcaster Turret, Triple 102 MJ PD Laser Turret, Basic Bridge, Engineering, 20 Jump, 15 Maneuver, 160 Fuel, 1 Utility, 4 Suites, 7 Staterooms, Exercise Room, Holoventure Zone, Swimming Pool (200 s.f. total), Sickbay, 1 Bay for Grav Car, 11.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 49.5 man-hours per day, 0.1 MCr/yr

Statistics: EMass 297.2 tonnes, LMass 542.6 tonnes, Cost: 106.54 MCr (MCr106.62 fitted out), HP: 30,779, Size Mod: +8
Performance: Accel: 2.5 G (4.6 G empty, 1.8 G overloaded), Jump 4, 3,608 km/h (atm), 10,205 km/h (skim)

Wirimethar-class Treatment Vessel (GTL12)

Biodisasters are rare, but when they happen a fast response in necessary if widespread disaster is to be avoided. The *Wirimethar* class is designed to transport a medical team on-location as fast as possible. Once in position they provide treatment until a course of action is decided upon; typically, this is either a treatment program, or plans to eradicate and sterilize the contaminated areas. Eradication is carried out by the Navy.

Crew: pilot, engineer, 15 medics, 6 technicians
Passengers: 20 low passengers

400 SL, DR 100, PD 4, Basic Bridge, Engineering, 20 Jump, 8 Maneuver, 160 Fuel, Fuel Processor (20.0 hrs), 1 Utility, 12 Staterooms, 5 Low Berths (20 cryotubes), 15 Sickbays, 2 Operating Theatres, Microsurgery Theatre, 6 Labs (4 Standard, 1 Isolation, 1 Simulation), 25 Cargo

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

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

Maintenance: HT: 12, 52.4 man-hours per day, 0.1 MCr/yr

Statistics: EMass 393.3 tonnes, LMass 651.8 tonnes, Cost: 119.36 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 1.1 G (1.8 G empty, 0.7 G overloaded), Jump 4, 2,735 km/h (atm), 7,738 km/h (skim)

Military Scouts & Couriers

No matter how powerful your fleet, trying to operate without information means you're fighting blind.
— Rear Admiral Anton Thrasher, Imperial Navy

The starships in this section are designed to acquire or transmit information. Some are high-jump couriers, others are military black ops scouts, but all specialize in information rather than combat.

Iechtekl-class Intelligence Frigate (GTL11)

Every empire maintains listening posts along its borders, and sometimes over its borders. The *Iechtekl* class is the Zhodani Consulate's covert surveillance platform—with radical stealth and emission cloaking and a double load of jump fuel, it can slip into an outer system, gather intelligence, and slip away with local defenses being none the wiser.

Crew: 5 bridge crew, engineer, 3 gunners, medic, 5 frozen watch

600 USL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, 4 Triple 97 MJ PD Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Computer Centre (complexity 9), Advanced Communicator, Enhanced Sensor, Engineering, 30 Jump, 20 Maneuver, 480 Fuel, 1 Fuel Scoop, 3 Fuel Processors (20.0 hrs), 2 Utility, 6 Staterooms, 2 Low Berths (8 cryotubes), Exercise Room, Sickbay, 14 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge	8,000,000	—	16,000,000	—
Advanced Commo	8,000,000	80,000,000	16,000,000	24,000,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	1,600,000/41	32,000/31
Enhanced Sensor	7,200,000/45	7,200,000/45	720,000/39

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8

Maintenance: HT: 12, 85.1 man-hours per day, 0.3 MCr/yr

Statistics: EMass 699.0 tonnes, LMass 1,231.3 tonnes, Cost: 313.96 MCr (MCr319.62 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 1.5 G (2.6 G empty, 1.2 G overloaded), Jump 4, 5,580 km/h (skim)

Shtiabr-class Intelligence Frigate (GTL11)

The Zhodani Consulate, like any interstellar state, needs up-to-date intelligence on what its neighbours are doing. *Shtiabr*-class intelligence frigates are one means of acquiring this information. Radically stealthed and with enough fuel for two consecutive 4 parsec jumps, they slip over the border to gather data, then slip back again. Although they never seek out trouble, they are armed and armoured enough to give pause to any patrol vessel that waylays them.

Crew: 9 bridge crew, 7 engineers, 6 gunners, medic, 2 auxiliary crew

3,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 3 Triple 97 MJ PD Laser Turrets, 7 Single 870 MJ Laser Turrets, 2 14 GJ Particle Bays, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Computer Centre (complexity 9), Advanced Sensor, Electronic Warfare Suite, Probe Centre, Engineering, 150 Jump, 200 Maneuver, 2,400 Fuel, 2.5 Fuel Scoops, 10 Fuel Processors (30.0 hrs), 6 Utility, 13 Staterooms, Sickbay, 2 Bays for *Shebzhinj* Launchs, 31 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	1,600,000/41	32,000/31
Advanced Sensor	11,200,000/46	11,200,000/46	1,120,000/40

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60
14 GJ PAW Bay	Imp	33	5d x 2,250	42,752 km	80,160 km	1/60

Maintenance: HT: 12, 177.6 man-hours per day, 1.4 MCr/yr

Statistics: EMass 9,092.2 tonnes, LMass 11,482.4 tonnes, Cost: 1,368.51 MCr (MCr1,374.71 fitted out), HP: 117,933, Size Mod: +10

Performance: Accel: 1.6 G (2.0 G empty, 1.5 G overloaded), Jump 4, 11,408 km/h (skim)

Geist-class Deep Scout (GTL12)

The existence of the *Geist*-class of deep-penetration scout is officially denied by the Imperial Navy. The following design is conjectural, based on mission requirements and known technological capabilities. Most respected naval experts agree that the Navy maintains long duration, deep penetration missions inside foreign territory, to serve as advance listening posts and warn of enemy mobilization.

Crew: pilot, engineer, gunner

100 USL, DR 100, PD 4, Triple Missile Turret (Light), Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Computer Centre (complexity 10), Long-Range PESA Array, Engineering, 7 Jump, 15 Maneuver, 60 Fuel, 0.5 Fuel Scoops, Fuel Processor (7.5 hrs), 1 Utility, 2 Staterooms, 0.5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Md PESA Array	3,200,000/43	—	—

Maintenance: HT: 12, 56.8 man-hours per day, 0.1 MCr/yr

Statistics: EMass 177.2 tonnes, LMass 267.3 tonnes, Cost: 140.11 MCr (MCr145.77 fitted out), HP: 12,214, Size Mod: +7

Performance: Accel: 5.1 G (7.7 G empty, 4.9 G overloaded), Jump 6, 14,387 km/h (skim)

Lorden-class Armed Courier (GTL12)

In war, timely information is critical. The Imperial Navy uses the *Lorden* and similar armed couriers to spread information among its commanders as fast as possible.

Although armed with both missiles and lasers, standing orders limit these to defensive use—the information stored in the ship's memory banks is more critical than destroying enemy vessels. Prospective skippers are told of Lt. Yeganagi, who was court-martialed after she single-handedly defeated a Sword Worlds destroyer during the Fifth Frontier War. Although a brilliant tactical victory, the Naval Review Board held that it was inconsequential compared to the risk of losing the intelligence reports she was carrying.

Crew: 2 bridge crew, engineer, 3 gunners

400 SL, DR 100, PD 4, 2 Triple Missile Turrets (Light), 2 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Xboat Communicator, Engineering, 28 Jump, 16 Maneuver, 240 Fuel, 3 Fuel Processors (10.0 hrs), 1 Utility, 2 Bunkrooms, 4.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 60.4 man-hours per day, 0.2 MCr/yr

Statistics: EMass 488.3 tonnes, LMass 793.4 tonnes, Cost: 158.23 MCr (MCr169.54 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 1.8 G (3.0 G empty, 1.7 G overloaded), Jump 6, 3,598 km/h (atm), 10,178 km/h (skim)

Pheidippides-class Imperial Courier (GTL12)

Swift and well-protected, a small fleet of *Pheidippides*-class couriers travels with the Emperor, ready to carry his Voice to the farthest reaches of the Imperium. Service on an Imperial courier is a great honour, and Navy officers and ratings alike compete to be chosen.

Crew: 3 bridge crew, engineer, 4 gunners

400 SL, DR 800 (DR 400 on weapons), PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 405 MJ Laser Turret, Triple 102 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Xboat Communicator, Engineering, 28 Jump, 12 Maneuver, 240 Fuel, 1 Utility, 2 Bunkrooms, 11.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 60.0 man-hours per day, 0.2 MCr/yr

Statistics: EMass 754.4 tonnes, LMass 1,057.7 tonnes, Cost: 156.37 MCr (MCr162.03 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 1.0 G (1.4 G empty, 0.9 G overloaded), Jump 6, 3,116 km/h (atm), 8,815 km/h (skim)

Pugilist-class Combat Scout (GTL12)

A failed experiment, the *Pugilist* class was an attempt to produce a small, cheap scoutship capable of standing in the line of battle. While small, the design is neither cheap nor battle-capable, and the few examples left in service are in private hands.

Crew: pilot, engineer, gunner

100 SL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, Triple 405 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Engineering, 5 Jump, 16 Maneuver, 40 Fuel, Fuel Processor (5.0 hrs), 1 Utility, 2 Staterooms, 0.5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Enhanced Sensor	3,200,000/43	3,200,000/43	720,000/39

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 43.2 man-hours per day, 0.1 MCr/yr

Statistics: EMass 489.4 tonnes, LMass 527.9 tonnes, Cost: 81.15 MCr, HP: 12,214, Size Mod: +7
Performance: Accel: 2.7 G (3.0 G empty, 2.7 G overloaded), Jump 4, 5,860 km/h (atm), 16,577 km/h (skim)

S-XL -class Long Range Scout (GTL12)

The S-XL (Sulieman Extended Range) programme was instigated following the Fifth Frontier War when the Imperial Interstellar Scout Service (IISS) identified the need for a long range scout ship. The intent was for the vessel to act as a courier for personnel too, but the development of prototypes demonstrated that the hull had insufficient space to fulfill this role adequately. The number of S-XL class ships in use is unknown as they utilise the same hull form as the original Type-S for disinformation and cost purposes. The hull is manufactured to civilian standards to save costs. Although armed with a single turret (with the classic sand/laser/missile mix, the S-XL does not carry a dedicated gunner and is designed to be operated by a single individual.

Unconfirmed rumours suggest that a squadron of these vessels is based in the Jewell subsector (around Ruby and Emerald) of the Spinward Marches, used for Jump 3 stand off observation of the Zhodani Riverland Wall.

Crew: pilot

100-ton SL Hull, DR 100, PD 4, Turret with mixed weapons, Basic stealth, Basic emission cloaking, Hardened Bridge, Engineering, 3 Maneuver, 7 Jump, 60 Fuel, Stateroom, 1 Utility, 0.5 cargo

Communicators: Radio 3 million km, Laser 6 million km, Meson 0.01 million km
Sensors: PESA 48000 km, AESA 240000 km, Radscanner 3200 km
405-MJ Laser: Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 41630 km, MxRng 124900 km, FP 7, SS 30, RoF 1/60

Statistics: EMass 182.4 tonnes, LMass 184.7 tonnes, Cost MCr 40.2, HP 16200
Performance: Accel 1.5 G (1.5 G empty, 1.4 Goverloaded), Jump 6, Air Speed 2309 km/h

Ssaybom Exploration Cruiser (GTL12)

One of the largest Droyne ships ever seen, the *Ssaybom* is an odd combination of explorer and warship first observed in the Five Sisters subsector in 1119. Imperial analysts are baffled by the apparent confounding of two distinct functions, yet the Droyne have turned aside all questions.

Why does a warship need such extensive research facilities? Why does a scoutship need a meson gun? Are the Droyne anticipating attack, and if so from where? Is the *Ssaybom's* construction connected with the disappearanceandreappearance of all Droyne ships in 1118? Why is Muodray personally interested in the *Ssaybom?*

Crew: 8 bridge crew, 9 engineers, 20 gunners, 2 medics, 4 auxiliary crew, 5 scientists, 12 troops

5000-ton SL Hull, DR 4200, PD 4, 8 Turrets with 3 lasers each, 2 Turrets with 3 sandcasters each, 4 Particle Beam Bays, Spinal Meson Gun, Meson Screen (DR4044), Nuclear Damper (25 mile range), Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 800 Maneuver, 150 Jump, 1000 Fuel, 5 Fuel Processors (25.0 hours), 9 Droyne Staterooms, Bunkroom (16 personnel), 10 Utility, Spacedock (2 Launches), Sickbay, Lab Module, Probe Module, Survey Module, 111 cargo

Communicators: Radio 5 million miles, Laser 10 million miles, Meson 0.1 million miles
Sensors: PESA 100000 miles, AESA 200000 miles, Radscanner 4000 miles
24 405-MJ Lasers: Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 26022 miles, MxRng 78068 miles, FP 7
4 Particle Beam Bays: Imp, Acc 33, Dmg 6dx1500, Rng 14630 miles, MxRng 43890 miles, FP 63
Spinal Meson Gun: Exp, Acc 36, Dmg 6dx10000(!), Rng 48800 miles, MxRng 146400 miles, FP 4243
Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 34985.6 tons, LMass 35612.7 tons, Cost MCr 2209.3, HP 216000
Performance: Accel 2.2 G (2.3 G empty, 2.1 Goverloaded), Jump 2, Air Speed 6455 mph

Vuki-class Intruder Scout (GTL12)

Designed for deep-penetration surveillance mission, the *Vuki* can hold station for months if necessary, lurking protected by radical stealthing and emission cloaking while its command-level sensors sweep the sky for intelligence on enemy naval movements.

Unlike the *Geist*-class Deep Scout, the Imperial Navy admits the existence of the *Vuki*-class Intruder Scout, although officially the ships do no more than patrol neutral space along the Imperium's borders. Deep penetration missions are officially denied, and no neighbouring government has made public evidence that they are occurring: whether this is because there are in fact no such missions or because of political maneuvering is known only to Imperial officials with the highest security clearances.

Crew: 3 bridge crew, engineer, 2 gunners

200 USL, DR 600 (DR 300 on weapons), PD 4, 2 Triple Missile Turrets (Light), Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Long-Range PESA Array, Engineering, 14 Jump, 30 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, 4 Staterooms, Exercise Room, 8 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Md PESA Array	4,800,000/44	—	—

Maintenance: HT: 12, 63.2 man-hours per day, 0.2 MCr/yr

Statistics: EMass 412.2 tonnes, LMass 624.2 tonnes, Cost: 173.35 MCr (MCr184.66 fitted out), HP: 19,389, Size Mod: +8

Performance: Accel: 4.4 G (6.6 G empty, 3.5 G overloaded), Jump 6, 15,634 km/h (skim)

Escorts

Battleships may be the queens of space, but even the mighty battle squadrons of the Imperial Navy would be helpless without their flotillas of smaller starships.

Escorts range from small corvettes to fleet destroyers with a place in the line of battle. They are, essentially, any armed naval starship without a spinal weapon.

Arasfor-class Destroyer (GTL9)

While vulnerable to Imperial warships, the *Arasfor* is well-suited for its purpose: short sharp raids against Sword Worlds targets. Protected against turret weapons at long range, armed with a good mix of weapons itself, carrying two *Elding*-class light fighters, and fuel for two jumps, destroyers like this play a large part in the Sword Worlds continual internecine warfare.

Crew: 4 bridge crew, 4 engineers, 12 gunners, 3 auxiliary crew, 10 troops

1200-ton USL Hull, DR 1000, PD 4, Heavy compartmentalization, 4 Turrets with 3 missile racks each, 4 Turrets with 3 lasers each, 4 Turrets with 3 sandcasters each, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 250 Fusion Rocket, 24 Jump, 240 Fuel, 550 Rocket Fuel (1.3 hours), Fuel Processor (30.0 hours), Stateroom, 2 Bunkrooms (32 personnel), 3 Utility, 3 Vehicle Bays (Gig, 2 *Elding* Light Fighters), 11.5 cargo

Communicators: Radio 1 million km, Laser 1 million km
Sensors: PESA 8000 km, AESA 16000 km, Radscanner 3680 km
12 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

Statistics: EMass 15754.4 tonnes, LMass 16393.3 tonnes, Cost MCr 591.4, HP 89400
Performance: Accel 2.3 G (2.4 G empty, 2.3 Goverloaded), Jump 1, Air Speed 960 km/h

Maikuku-class Missile Boat (GTL9)

Early in the Interstellar Wars the navies of the Terran Federation were armed almost exclusively with beam weapons. To counter the Vilani forces, who armed their ships with a micture of weapons, the Terrans designed small purpose-built missile boats. The *Maikuku* is an early class of missile boat.

The missilea are launched from hull-mounted racks. Although capable of a great rate-of-fire, they can only be fired in one direction. During firing the ship is vulnerable, and must be aimed directly at teh target.

Crew: 5 bridge crew, 3 engineers, 3 gunners

400 SL, DR 100, PD 4, 10 Fixed Light Missile Racks, 10 Fixed Heavy Missile Racks, 2 Triple Sandcaster Turrets, 2 Triple 40 MJ PD Laser Turrets, 10 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Sensor, Electronic Warfare Suite, Engineering, 12 Jump, 40 Fusion Rocket, 80 Fuel, 100 Water (2.7 hrs), 3 Utility, 6 Staterooms, 2 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge:	8,000,000 km	—	16,000,000 km	—

Sensor Range/Scan	*PESA*	*AESA*	*Radscanner*
Basic Bridge:	240,000 km/36	1,600,000 km/41	32,000 km/31
Enhanced Sensor:	1,600,000 km/41	3,200,000 km/43	72,000 km/33

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
40 MJ Rainbow Laser	Imp	30	5d x 20	23,296 km	43,680 km	1/15

Statistics: EMass 786.8 tonnes, LMass 868.5 tonnes, Cost: 193.29 MCr, HP: 30,779, HT: 12, Size Mod: +8
Performance: Accel: 3.3 G (3.7 G empty, 3.2 G overloaded), Jump 2, 5,089 km/h (atm), 14,395 km/h (skim)

Auldwich-class Light Destroyer (GTL10)

Auldwich-class destroyers can frequently be found on patrol along the Imperial border. Although lightly armed and armoured, they are—by Solomani standards—agile and comfortable ships, well suited to patrol duties.

Crew: 6 bridge crew, 21 engineers, 12 gunners, medic, 22 auxiliary crew, 32 Marines (officer, 31 enlisted)

2,000 USL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, 8 Triple Missile Turrets (Light), 2 Triple Sandcaster Turrets, 4 Triple 250 MJ Laser Turrets, 6 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 2 Engineering, 60 Jump, 1100 Maneuver, 400 Fuel, Workshop, 4 Utility, 6 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), Gym, Sickbay, 10 Bays for *Langsdale* Attack Fighters, 1 Bay for Gig, 33 Cargo

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

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

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

Maintenance: HT: 12, 111.2 man-hours per day, 0.5 MCr/yr

Statistics: EMass 8,244.9 tonnes, LMass 10,758.7 tonnes, Cost: 536.91 MCr (MCr711.74 fitted out), HP: 90,000, Size Mod: +10
Performance: Accel: 3.7 G (4.8 G empty, 3.5 G overloaded), Jump 2, 25,485 km/h (skim)

Berghoff-class Missile Boat (GTL10)

Ever since the Interstellar Wars, the Terran Navy has fielded missile boats: small, light, agile ships armed exclusively with missiles. The *Berghoff* class, currently in service with the Solomani Navy, carries on the tradition. Scarcely more protected than the average merchant, the *Berghoff* boasts a high acceleration and 18 missile racks.

Crew: 4 bridge crew, 7 engineers, 6 gunners

600 USL, DR 250 (DR 125 on weapons), PD 4, 6 Triple Missile Turrets (Light), 12 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 362 Maneuver, 180 Fuel, 2 Utility, 2 Bunkrooms

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

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

Maintenance: HT: 12, 65.6 man-hours per day, 0.2 MCr/yr

Statistics: EMass 1,755.5 tonnes, LMass 2,119.6 tonnes, Cost: 187.02 MCr (MCr240.16 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 6.2 G (7.5 G empty), Jump 3, 24,261 km/h (skim)

Cholath-class Destroyer (GTL10)

Although its design is now outdated, the Imperial Navy still has many *Cholath*-class destroyers. Their long legs and varied armament make them ideal patrol vessels, and they are frequently seen "showing the flag" in backwater subsectors.

Crew: 10 bridge crew, 38 engineers, 12 gunners, medic, 30 frozen watch

4,000 SL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 90 MJ PD Laser Turrets, 3 13 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 120 Jump, 1950 Maneuver, 800 Fuel, 10 Fuel Processors (10.0 hrs), 7 Utility, 31 Staterooms, 8 Low Berths (32 cryotubes), Sickbay, 18 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
13 GJ PAW Bay	Imp	30	6d x 1,500	37,452 km	70,224 km	1/60

Maintenance: HT: 12, 153.4 man-hours per day, 1.0 MCr/yr

Statistics: EMass 14,238.4 tonnes, LMass 15,213.0 tonnes, Cost: 1,021.66 MCr (MCr1,065.94 fitted out), HP: 142,866, Size Mod: +10

Performance: Accel: 4.7 G (5.0 G empty, 4.6 G overloaded), Jump 2, 12,043 km/h (atm), 34,065 km/h (skim)

Congreve-class Missile Boat (GTL10)

Desperately outclassed by the forces of the Zira Siirka, the outnumbered Terrans developed the missile boat, a small craft armed exclusively with missiles, and deployed it in squadrons capable of overwhelming a Vilani warship's point defenses.

The present *Congreve*-class missile boat is a continuation of that tradition. Armed with a massive missile bay, and with enough armour to ignore turret weapons at long range, doctrine calls for several squadrons of missile boats to jump into a system, overwhelm the target with a massive barrage, and then jump back to their base for resupply.

Crew: 3 bridge crew, 11 engineers, 3 gunners, medic

1,200 USL, DR 120 (DR 100 on weapons), PD 4, Large Missile Bay (Heavy), 2 Triple 90 MJ PD Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 36 Jump, 561 Maneuver, 480 Fuel, 2 Utility, 3 Bunkrooms, Sickbay

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

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

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

Maintenance: HT: 12, 84.5 man-hours per day, 0.3 MCr/yr

Statistics: EMass 2,528.8 tonnes, LMass 3,984.6 tonnes, Cost: 310.16 MCr (MCr580.16 fitted out), HP: 64,024, Size Mod: +9

Performance: Accel: 5.1 G (8.0 G empty), Jump 2, 25,019 km/h (skim)

Dartmouth-class Patrol Frigate (GTL10)

The *Dartmouth*-class patrol frigate is one of the most common vessels in the Solomani Navy. Cramped and austere, like most Solomani vessels, *Dartmouth* crews take pride in the length of their patrols.

Crew: 5 bridge crew, 2 engineers, 2 gunners, 4 auxiliary crew

200 USL, DR 1300 (DR 650 on weapons), PD 4, Triple Missile Turret (Light), Triple 250 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 8 Jump, 71 Maneuver, 60 Fuel, 0.5 Fuel Scoops, Fuel Processor (7.5 hrs), 1 Utility, 2 Bunkrooms, 2 Bays for *Imp* Patrol Fighters, 0.5 Cargo

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

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

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

Maintenance: HT: 12, 41.8 man-hours per day, 0.1 MCr/yr

Statistics: EMass 1,163.0 tonnes, LMass 1,465.1 tonnes, Cost: 75.97 MCr (MCr96.24 fitted out), HP: 19,389, Size Mod: +8

Performance: Accel: 1.8 G (2.2 G empty, 1.7 G overloaded), Jump 3, 11,379 km/h (skim)

Drangki-class Destroyer (GTL10)

While obsolete by Imperial standards, the *Drangki* is one of the best ships in its world's navy.

Crew: pilot, 39 engineers, 9 gunners

4,000 SL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 4 Triple 250 MJ Laser Turrets, 3 Triple 90 MJ PD Laser Turrets, 3 Single 810 MJ Laser Turrets, 3 13 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 120 Jump, 2000 Maneuver, 800 Fuel, 4 Fuel Processors (25.0 hrs), 7 Utility, 25 Staterooms, 3 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
250 MJ X-Ray Laser	Imp	32	5d x 50(2)	43,605 km	81,760 km	1/60
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
810 MJ X-Ray Laser	Imp	33	6d x 75(2)	64,000 km	120,000 km	1/60
13 GJ PAW Bay	Imp	30	6d x 1,500	37,452 km	70,224 km	1/60

Maintenance: HT: 12, 159.8 man-hours per day, 1.1 MCr/yr

Statistics: EMass 19,880.6 tonnes, LMass 20,619.8 tonnes, Cost: 1,108.24 MCr, HP: 142,866, Size Mod: +10

Performance: Accel: 3.5 G (3.6 G empty, 3.5 G overloaded), Jump 2, 12,197 km/h (atm), 34,499 km/h (skim)

Fermouche-class Escort Frigate (GTL10)

During the closing years of the Solomani Rim War, commerce raiders took a fearful toll of Solomani shipping as the Imperial Navy pursued a logistical strategy against the Solomani Confederation. The Confederation Navy was faced with the choice of detaching fleet assets as convoy escorts stripped Solomani battle squadrons of their escorts, resulting in a higher loss rate, or leaving merchants unescorted, resulting in a virtual shutdown of Solomani industry. Resolving never to face such a dilemma again, one of the first ships laid down after the Rim War was a new class of escort frigate.

Fermouche-class frigates are the constant companions of Solomani convoys in dangerous regions. While not heavy enough to stand up in the line of battle, they are admirably suited to their intended purpose: protecting slow merchants from privateers. *Fermouche* frigates are usually deployed in pairs; when heavier opposition is expected a *Velroi*-class destroyer is detailed to assist a squadron of eight frigates.

Crew: 5 bridge crew, 6 engineers, 3 gunners, medic, 10 auxiliary crew

600 USL, DR 1300 (DR 650 on weapons), PD 4, 2 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, 2 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 18 Jump, 280 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, Stateroom, 2 Bunkrooms, Sickbay, 4 Bays for *Burtoine* Escort Fighters, 1 Bay for Gig, 7.5 Cargo

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

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

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

Maintenance: HT: 12, 63.9 man-hours per day, 0.2 MCr/yr

Statistics: EMass 2,908.2 tonnes, LMass 4,382.4 tonnes, Cost: 177.14 MCr (MCr229.91 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 2.3 G (3.5 G empty, 2.2 G overloaded), Jump 2, 17,569 km/h (skim)

Holgrim-class Fleet Destroyer (GTL10)

Intended to support fleet operations, the *Holgrim*-class destroyer can be found in every Sword World fleet. While very restricted in terms of independent operations, it's relatively high armour and compartmentalization, both unusual in a vessel this size, increase its survivability during a fleet engagement.

Crew: 8 bridge crew, 9 engineers, 8 gunners, 12 frozen watch

800-ton USL Hull, DR 1300, PD 4, Total compartmentalization, 2 Turrets with 3 missile racks each, 6 Turrets with 3 lasers each, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 534 Maneuver, 24 Jump, 160 Fuel, Fuel Processor (20.0 hours), 15 Staterooms, 4 Low Berths (holds 16 cryotubes), 2 Utility, 3 cargo

Communicators: Radio 3 million km, Laser 6 million km, Meson 0.1 million km

Sensors: PESA 80000 km, AESA 240000 km, Radscanner 6400 km

18 360-MJ Lasers: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4, SS 30, RoF 1/60

Statistics: EMass 5081.8 tonnes, LMass 5095.4 tonnes, Cost MCr 268.8, HP 69600

Performance: Accel 3.8 G (3.8 G empty, 3.8 Goverloaded), Jump 2, Air Speed 960 km/h

Hoplite-class Close Escort (GTL10)

Sister-ship to the *Maniakes*, the *Hoplite* class trades streamlining and acceleration for improved armour. In other respects the classes are identical. Solomani doctrine calls for deploying *Hoplites* in squadrons of five ships in border regions, to protect schedules inter-orbital shipping.

Crew: 4 bridge crew, 5 engineers, 4 gunners

400 USL, DR 2500 (DR 1250 on weapons), PD 4, Total Compartmentalization, 4 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 240 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, 2 Bunkrooms, 3.5 Cargo

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

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

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

Maintenance: HT: 12, 62.4 man-hours per day, 0.2 MCr/yr

Statistics: EMass 3,511.0 tonnes, LMass 3,635.7 tonnes, Cost: 169.12 MCr, HP: 30,779, Size Mod: +8

Performance: Accel: 2.4 G (2.5 G empty, 2.4 G overloaded), Jump 3, 19,028 km/h (skim)

Kosigar-class Pocket Carrier (GTL10)

Carrying a reinforced squadron of *Olmeka* heavy fighters, the *Kosigar* class carrier is well defended, making it an ideal vessel for strike raids against moderately-defended targets.

Crew: pilot, 21 engineers, 22 gunners, medic, 20 auxiliary crew

4,000 USL, DR 1800 (DR 900 on weapons), PD 4, Heavy Compartmentalization, 10 Triple Missile Turrets (Light), 10 Triple Sandcaster Turrets, 20 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, HardenedCommand Bridge, Engineering, 160 Jump, 850 Maneuver, 1,200 Fuel, 6 Utility, 33 Staterooms, Sickbay, Hanger for 10 *Olmeka* Heavy Fighters with 1 Entrance, 5 Cargo

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

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

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

Maintenance: HT: 12, 154.9 man-hours per day, 1.0 MCr/yr

Statistics: EMass 13,550.0 tonnes, LMass 33,284.8 tonnes, Cost: 1,041.89 MCr (MCr1,529.25 fitted out), HP: 142,866, Size Mod: +10

Performance: Accel: 0.9 G (2.3 G empty, 0.9 G overloaded), Jump 3

Kroydon-class Droyne Cruiser (GTL10)

Ships like the *Kroydon* would be classed as escorts by the Imperial Navy.

The *Kroydon* is more of an example than a class: Droyne starships are almost invariably handmade, thus ships with the same specifications can differ considerably in layout and appearance.

Crew: 3 bridge crew, 13 engineers, 5 gunners, 2 auxiliary crew

1,200 USL, DR 1300 (DR 650 on weapons), PD 4, 2 Triple Missile Turrets (Light), 6 Triple 250 MJ Laser Turrets, 2 Triple 90 MJ PD Laser Turrets, 2 Single 810 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 48 Jump, 625 Maneuver, 360 Fuel, 3 Utility, 4 Nests, 1 Bay for Gig, 77 Cargo

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

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

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

Maintenance: HT: 12, 95.0 man-hours per day, 0.4 MCr/yr

Statistics: EMass 5,372.9 tonnes, LMass 6,186.2 tonnes, Cost: 391.61 MCr (MCr414.81 fitted out), HP: 64,024, Size Mod: +9

Performance: Accel: 3.7 G (4.2 G empty, 3.0 G overloaded), Jump 3, 23,110 km/h (skim)

Maniakes-class Close Escort (GTL10)

Used by the Solomani Navy to escort small merchant convoys, the *Maniakes* is designed for both attack and defence: its lasers can function in an anti-missile role to protect the convey. Commonly deployed in squadrons of five, the *Maniakes* and its sister-class the *Hoplite* are a common sight along the Imperial border.

Crew: 4 bridge crew, 4 engineers, 4 gunners

400 SL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 4 Triple 250 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 160 Maneuver, 120 Fuel, Fuel Processor (15.0 hrs), 1 Utility, 2 Bunkrooms, 4 Cargo

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

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

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

Maintenance: HT: 12, 55.0 man-hours per day, 0.1 MCr/yr

Statistics: EMass 1,257.8 tonnes, LMass 1,384.7 tonnes, Cost: 131.44 MCr, HP: 30,779, Size Mod: +8

Performance: Accel: 4.2 G (4.6 G empty, 4.0 G overloaded), Jump 3, 7,197 km/h (atm), 20,357 km/h (skim)

Melbourne-class Close Escort (GTL10)

After the Rim War, the Solomani Confederation vowed to protect their interests against every form of Imperial aggression—including commerce raiding. The *Melbourne* class was commissioned in the wake of that decision. No faster than the merchants it escorts, it carried four *Jumo* heavy fighters to engage the enemy at long range while it interposes itself between the raiders and its convoy. Good armour and total compartmentalization make for a survivable ship. The designers believe that a commerce raider will leave to seek easier targets rather than risk a drag-out fight; whether this will be true in practice will be discovered the next time empires clash.

Crew: 5 bridge crew, 9 engineers, 16 gunners, medic, 8 auxiliary crew

1,200 USL, DR 4000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 6 Triple Missile Turrets (Light), 6 Triple 250 MJ Laser Turrets, 4 Nuclear Dampers, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 36 Jump, 450 Maneuver, 240 Fuel, 1 Fuel Scoop, 3 Fuel Processors (10.0 hrs), 3 Utility, 4 Bunkrooms, Sickbay, Hanger for 4 *Jumo* Heavy Fighters with 1 Entrance, 16 Cargo

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

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

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

Maintenance: HT: 11, 101.0 man-hours per day, 0.4 MCr/yr

Statistics: EMass 10,646.9 tonnes, LMass 12,928.7 tonnes, Cost: 442.80 MCr (MCr560.97 fitted out), HP: 64,024, Size Mod: +9

Performance: Accel: 1.3 G (1.5 G empty, 1.2 G overloaded), Jump 2, 10,490 km/h (skim)

Sveinhelm-class Assault Carrier (GTL10)

Scarcely slower than the *Angbar* fighters it carries, the *Sveinhelm* class carrier is an archetypical Sword Worlds design. Massive, blocky, built for survival not speed, it is intended for the decisive set-piece battle that the Confederation High Command plans for. Imperial Naval Intelligence rates the *Sveinhelm's* threat as "minimal" to any modern Imperial vessel.

Crew: 4 bridge crew, 11 engineers, 20 gunners, 2 medics, 20 auxiliary crew, 8 frozen watch, 12 troops

2000-ton USL Hull, DR 500, PD 4, Total compartmentalization, 10 Turrets with 3 missile racks each, 10 Turrets with 3 lasers each, Hardened Command Bridge, Engineering, 500 Maneuver, 60 Jump, 400 Fuel, 29 Staterooms, Bunkroom (16 personnel), 2 Low Berths (holds 8 cryotubes), 4 Utility, 2 Spacedocks (20 *Angbar* Heavy Fighters), Sickbay, Workshop, 85.5 cargo

Communicators: Radio 8 million km, Laser 16 million km, Meson 0.2 million km

Sensors: PESA 80000 km, AESA 240000 km, Radscanner 6400 km

30 360-MJ Lasers: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32726 km, MxRng 98618 km, FP 4, SS 30, RoF 1/60

Statistics: EMass 4868.8 tonnes, LMass 15250.6 tonnes, Cost MCr 407.4, HP 114000

Performance: Accel 1.2 G (3.7 G empty, 1.1 Goverloaded), Jump 2, Air Speed 960 km/h

Ubervisch-class Commerce Raider (GTL10)

During the closing years of the Solomani Rim War, commerce raiders took a fearful toll of Solomani shipping as the Imperial Navy pursued a logistical strategy against the Solomani Confederation. Learning from this, the *Ubervisch*-class commerce raider was designed by the Solomani Navy for one purpose only: destroying Imperial merchant shipping.

Too fragile for the line of battle, too cramped for deep penetration patrols, too underpowered for escort duty—*Ubervisch*-class ships are not a popular posting in the Solomani Navy, although once shaken down their crews develop strong camaraderie.

Crew: 4 bridge crew, 7 engineers, 6 gunners, 2 auxiliary crew

600 USL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), Triple 250 MJ Laser Turret, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 345 Maneuver, 180 Fuel, 1 Fuel Scoop, Fuel Processor (22.5 hrs), 2 Utility, 3 Bunkrooms, 1 Bay for Gig, 2 Cargo

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

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

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

Defenses: DR 500 (DR 250 on weapons), PD 4, -12 to active scans, -6 to passive scans

Maintenance: HT: 12, 73.3 man-hours per day, 0.2 MCr/yr

Statistics: EMass 2,014.5 tonnes, LMass 2,424.8 tonnes, Cost: 233.35 MCr (MCr283.12 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 5.2 G (6.2 G empty, 5.1 G overloaded), Jump 3, 23,223 km/h (skim)

Uxkoong-class Frigate (GTL10)

A smaller warship, the *Uxkoong* is used to patrol the borders of the Two Thousand Worlds.

Crew: 5 bridge crew, 29 engineers, 22 gunners

Passengers: 15 independent passengers

7,500 SL, DR 3000 (DR 1500 on weapons), PD 4, 4 Large Missile Bays (Heavy), 5 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, 2 29 GJ Particle Bays, 4 Nuclear Dampers, 38 Meson Screens (DR 5000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Enhanced Communicator, Enhanced Sensor, Electronic Warfare Suite, Engineering, 300 Jump, 1000 Maneuver, 2,250 Fuel, 15 Utility, Pasture for 71-142 K'kree, 22.5 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge:	8,000,000 km	—	16,000,000 km	160,000 km
Enhanced Commo:	8,000,000 km	80,000,000 km	16,000,000 km	1,600,000 km

Sensor Range/Scan	*PESA*	*AESA*	*Radscanner*
Command Bridge:	720,000 km/39	2,400,000 km/42	48,000 km/32
Enhanced Sensor:	3,200,000 km/43	7,200,000 km/45	320,000 km/37

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
810 MJ X-Ray Laser	Imp	33	6d x 75(2)	64,000 km	120,000 km	1/60
29 GJ PAW Bay	Imp	34	5d x 2,700	56,064 km	105,120 km	1/60

Statistics: EMass 30,017.2 tonnes, LMass 36,241.5 tonnes, Cost: 2,264.03 MCr (MCr3,344.03 fitted out), HP: 217,235, HT: 12, Size Mod: +11

Performance: Accel: 1.0 G (1.2 G empty, 1.0 G overloaded), Jump 3, 6,998 km/h (atmospheric), 19,793 km/h (skimming)

Velroi-class Escort Destroyer (GTL10)

During the closing years of the Solomani Rim War, commerce raiders took a fearful toll of Solomani shipping as the Imperial Navy pursued a logistical strategy against the Solomani Confederation. The Confederation Navy was faced with the choice of detaching fleet assets as convoy escorts stripped Solomani battle squadrons of their escorts, resulting in a higher loss rate, or leaving merchants unescorted, resulting in a virtual shutdown of Solomani industry. Resolving never to face such a dilemma again, one of the first ships laid down after the Rim War was a new class of escort destroyer.

Velroi-class destroyers are the mainstay of Solomani convoys. While not heavy enough to stand up in the line of battle, they are admirably suited to their intended purpose: protecting slow merchants from commerce raiders and privateers. Twenty triple turrets and heavy armour, as well as a squadron of *Burtoine* escort fighters, keep all but the heaviest commerce raider at bay.

Crew: 5 bridge crew, 19 engineers, 12 gunners, medic, 18 auxiliary crew

2,000 USL, DR 2000 (DR 1000 on weapons), PD 4, Heavy Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 250 MJ Laser Turrets, 5 Triple 90 MJ PD Laser Turrets, 5 Single 810 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 60 Jump, 950 Maneuver, 400 Fuel, 1 Fuel Scoop, 5 Fuel Processors (10.0 hrs), 4 Utility, 6 Bunkrooms, Sickbay, Hanger for 8 *Burtoine* Escort Fighters with 1 Entrance, Hanger for Gig, 5 Cargo

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

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

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

Defenses: DR 2000 (DR 1000 on weapons), PD 4, -6 to active scans, -3 to passive scans, 16 km Nuclear Damper

Maintenance: HT: 12, 114.4 man-hours per day, 0.6 MCr/yr

Statistics: EMass 9,993.5 tonnes, LMass 13,138.5 tonnes, Cost: 568.47 MCr (MCr712.80 fitted out), HP: 90,000, Size Mod: +10

Performance: Accel: 2.6 G (3.4 G empty, 2.6 G overloaded), Jump 2, 21,799 km/h (skim)

Bliaprlinzh-class Strike Destroyer (GTL11)

The *Bliaprlinzh*-class Strike Destroyer is the Zhodani Consulate's vessel of choice for launching fast, devastating raids. It can carry a reinforced platoon of Consular Guards—trained in meteoric assault—to their target, provide heavy fire support, and recover them with its gigs.

Crew: 5 bridge crew, 34 engineers, 7 gunners, 2 medics, 4 auxiliary crew, 26 frozen watch, 42 Consular Guard (2 officers, 40 enlisted)

4,000 USL, DR 3000 (DR 1500 on weapons), PD 4, 3 Large Missile Bays (Heavy), 10 Triple 97 MJ PD Laser Turrets, Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge with Psionic Switches, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, 2 Engineering, 200 Jump, 1500 Maneuver, 1,600 Fuel, 2 Fuel Scoops, 20 Fuel Processors (10.0 hrs), 8 Utility, 27 Staterooms, 7 Low Berths (28 cryotubes), Marine Barracks (Stateroom, 10 Bunkrooms), 2 Briefing Rooms (holds 20), Drop Capsule Launcher (240 per turn, 64 stored), 3 Battledress Racks (60 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Sickbays, Hanger for 2 *Echpozh* Armed Gigs, 76.5 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge	8,000,000	—	16,000,000	—
Advanced Commo	8,000,000	80,000,000	16,000,000	24,000,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Basic Bridge	480,000/38	1,600,000/41	32,000/31
Advanced Sensor	11,200,000/46	11,200,000/46	1,120,000/40

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8

Maintenance: HT: 12, 227.2 man-hours per day, 2.2 MCr/yr

Statistics: EMass 15,998.6 tonnes, LMass 21,057.0 tonnes, Cost: 2,240.09 MCr (MCr3,155.09 fitted out), HP: 142,866, Size Mod: +10

Performance: Accel: 6.5 G (8.5 G empty, 6.1 G overloaded), Jump 4, 43,430 km/h (skim)

Brildan-class Heavy Destroyer (GTL11)

Fairly fast and well-armoured for an escort vessel, the *Brildan* class is intended to take its place in the line of battle. Armed with heavy missiles and a mixture of beam weapons, it can threaten cruisers. Although obsolete by modern Imperial standards, it is more than adequate against Vargr raiders.

Crew: 8 bridge crew, 56 engineers, 13 gunners, 3 medics, 2 auxiliary crew, 41 frozen watch

5,000 USL, DR 15000 (DR 4000 on weapons), PD 4, Heavy Compartmentalization, 2 Large Missile Bays (Heavy), 5 Triple 390 MJ Laser Turrets, 5 Triple 97 MJ PD Laser Turrets, 10 Single 870 MJ Laser Turrets, 29 GJ Particle Bay, 30 Magazines, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 202 Jump, 2600 Maneuver, 1,512 Fuel, 2 Fuel Scoops, 9 Fuel Processors (21.0 hrs), 10 Utility, 41 Staterooms, 11 Low Berths (44 cryotubes), 3 Military Sickbays, Armoury (1.8 tonnes capacity), Hanger for Ship's Boat with 1 Entrance, 52 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge	8,000,000	—	16,000,000	160,000
Advanced Commo	8,000,000	80,000,000	16,000,000	24,000,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32
Advanced Sensor	11,200,000/46	11,200,000/46	1,120,000/40

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60
29 GJ PAW Bay	Imp	34	5d x 2,700	56,064 km	105,120 km	1/60

Maintenance: HT: 10, 280.2 man-hours per day, 3.4 MCr/yr

Statistics: EMass 59,898.8 tonnes, LMass 63,634.8 tonnes, Cost: 3,407.85 MCr (MCr4,017.03 fitted out), HP: 165,781, Size Mod: +10

Performance: Accel: 3.7 G (3.9 G empty, 3.7 G overloaded), Jump 3, 48,007 km/h (skim)

Cadiz-class Fast Destroyer (GTL11)

Cadiz-class destroyers are some of the lightest and fastest in the Solomani Confederation. Comparitively underarmoured and with 40% of their displacement given over to their massive thrusters, they can pull over 5 Gs.

Armed with a good mix of laser weapons, as well as three heavy missile bays and a platoon of drop troops, and having a high jump rating as well, *Cadiz*-class destroyers are often used for raids.

Crew: 8 bridge crew, 36 engineers, 9 gunners, 2 medics, 6 auxiliary crew, 30 frozen watch, 31 Marines (officer, 30 enlisted)

4,000 USL, DR 5000 (DR 2500 on weapons), PD 4, 3 Large Missile Bays (Heavy), 3 Triple 390 MJ Laser Turrets, 3 Triple 97 MJ PD Laser Turrets, 4 Single 870 MJ Laser Turrets, 30 Magazines, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Enhanced Communicator, Enhanced Sensor, Electronic Warfare Suite, Engineering, 201 Jump, 1600 Maneuver, 1,608 Fuel, 2 Fuel Scoops, 10 Fuel Processors (20.1 hrs), 8 Utility, 6 Bunkrooms, 8 Low Berths (32 cryotubes), Marine Barracks (3 Bunkrooms), Briefing Room (holds 10), Drop Capsule Launcher (240 per turn, 32 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, Exercise Room, 2 Military Sickbays, 3 Bays for *Vixen* Armed Gigs, 87 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge	8,000,000	—	16,000,000	160,000
Enhanced Commo	8,000,000	80,000,000	16,000,000	2,400,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32
Enhanced Sensor	7,200,000/45	11,200,000/46	720,000/39

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60

Maintenance: HT: 12, 225.8 man-hours per day, 2.2 MCr/yr

Statistics: EMass 21,760.0 tonnes, LMass 26,942.6 tonnes, Cost: 2,212.00 MCr (MCr3,139.93 fitted out), HP: 142,866, Size Mod: +10

Performance: Accel: 5.4 G (6.7 G empty, 5.1 G overloaded), Jump 4, 44,027 km/h (skim)

Curzon-class Destroyer (GTL11)

Curzon-class destroyers are typical Solomani designs: cramped and lacking privacy, all crew comfort is subordinated to the mission. Well armoured, fast, long-legged, and packing a formidable punch, *Curzon* destroyers are well-suited for a variety of missions.

Crew: 6 bridge crew, 26 engineers, 14 gunners, medic, 13 auxiliary crew, 32 Marines (officer, 31 enlisted)

3,000 USL, DR 4800 (DR 2400 on weapons), PD 4, Small Missile Bay (Heavy), 2 Triple 97 MJ PD Laser Turrets, 8 Single 870 MJ Laser Turrets, 14 GJ Particle Bay, 2 Nuclear Dampers, 5 Meson Screens (DR 1000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 1150 Maneuver, 1,200 Fuel, 2 Fuel Scoops, 10 Fuel Processors (15.0 hrs), 6 Utility, 6 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Drop Capsule Launcher (240 per turn, 32 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Military Sickbay, Hanger for 4 *Luzon* Aerospace Fighters with 1 Entrance, Hanger for *Estevan* Cutter, 37.5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60
14 GJ PAW Bay	Imp	33	5d x 2,250	42,752 km	80,160 km	1/60

Maintenance: HT: 12, 194.4 man-hours per day, 1.6 MCr/yr

Statistics: EMass 16,983.4 tonnes, LMass 20,578.5 tonnes, Cost: 1,639.45 MCr (MCr1,895.69 fitted out), HP: 117,933, Size Mod: +10

Performance: Accel: 5.1 G (6.1 G empty, 4.9 G overloaded), Jump 4, 40,458 km/h (skim)

Drianjdaqr-class Destroyer (GTL11)

The Zhodani Consulate maintains its most advanced ships as a reserve, ready to respond to any aggression. *Drianjdaqr* destroyers form part of that reserve. Fast, agile, and hard-hitting, they provide both a screen for larger vessels, and the core of independent task forces for special operations.

Crew: 4 bridge crew, 41 engineers, 10 gunners, medic, 60 auxiliary crew

5,000 USL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 3 Triple 97 MJ PD Laser Turrets, 7 Single 870 MJ Laser Turrets, 4 14 GJ Particle Bays, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge with Psionic Switches, Engineering, 250 Jump, 1800 Maneuver, 2,000 Fuel, 10 Utility, 59 Staterooms, Sickbay, 20 Bays for *Joqlsha'* Fighters, 67 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60
14 GJ PAW Bay	Imp	33	5d x 2,250	42,752 km	80,160 km	1/60

Maintenance: HT: 12, 240.2 man-hours per day, 2.5 MCr/yr

Statistics: EMass 18,288.0 tonnes, LMass 25,801.8 tonnes, Cost: 2,504.32 MCr (MCr2,868.52 fitted out), HP: 165,781, Size Mod: +10

Performance: Accel: 6.3 G (8.9 G empty, 6.0 G overloaded), Jump 4, 44,317 km/h (skim)

Ewos-class Q-Ship (GTL11)

Piracy is a long-standing problem near the Vargr Border. While Naval patrols can catch obvious pirates, they can do little against those who lie quiet until the warships have left. To counter this threat to commerce, the Navy runs 'sting' operations using Q-ships. Built to resemble common freighters and mounting concealed plasma guns behind heavy armour, Q-ships will play along with a pirate until the scoundrels are close, then cripple them with a blast from the concealed guns.

Crew: 2 bridge crew, 8 engineers, 2 gunners, medic, 30 Marines (2 officers, 28 enlisted)

600 USL, DR 5200 (DR 2600 on weapons), PD 4, 8 Fixed 422 MJ Plasma Guns, Triple Sandcaster Turret, Triple 97 MJ PD Laser Turret, Hardened Command Bridge, Engineering, 18 Jump, 380 Maneuver, 120 Fuel, 2 Utility, Stateroom, 3 Bunkrooms, Marine Barracks (Stateroom, 7 Bunkrooms), Sickbay, 5 Brigs (10 prisoners), 6 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
422 MJ Plasma Gun	Spcl	28	6d x 272	6,826 km	12,800 km	1/60

Maintenance: HT: 12, 95.7 man-hours per day, 0.4 MCr/yr

Statistics: EMass 5,546.2 tonnes, LMass 5,682.3 tonnes, Cost: 397.59 MCr, HP: 40,332, Size Mod: +9

Performance: Accel: 6.1 G (6.2 G empty, 6.0 G overloaded), Jump 2, 41,364 km/h (skim)

Gherain-class Corvette (GTL11)

Gherain-class corvettes made a name for themselves during the Fourth Frontier War. Their high acceleration and long legs made them admirably suited for skirmishing and commerce raiding, while their platoon of marines were suitable for lighting surface raids. Now relegated to a secondary role in the Imperial Navy, *Gherain*-class corvettes are also used by some successful star merc companies.

Crew: 4 bridge crew, 7 engineers, 4 gunners, medic, 2 auxiliary crew, 33 Marines (officer, 32 enlisted)

800 USL, DR 2300 (DR 1150 on weapons), PD 4, 2 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, 2 Single 870 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 300 Maneuver, 320 Fuel, 2 Utility, 10 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Sickbay, 1 Bay for *Quero* Assault Lander, 2 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60

Maintenance: HT: 12, 100.2 man-hours per day, 0.4 MCr/yr

Statistics: EMass 3,879.1 tonnes, LMass 4,644.3 tonnes, Cost: 435.78 MCr (MCr464.52 fitted out), HP: 48,859, Size Mod: +9

Performance: Accel: 5.9 G (7.0 G empty, 5.8 G overloaded), Jump 4, 31,313 km/h (skim)

Jupiter-class Frigate (GTL11)

Jupiter-class frigates are a common sight in the Solomani Navy. Rather than the usual Solomani emphasis on missiles, this design carries an equal number of lasers.

Crew: 5 bridge crew, 9 engineers, 8 gunners, 11 frozen watch

800 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 390 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 400 Maneuver, 320 Fuel, 1 Fuel Scoop, 4 Fuel Processors (10.0 hrs), 2 Utility, 3 Bunkrooms, 3 Low Berths (12 cryotubes), 5.5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60

Maintenance: HT: 12, 111.1 man-hours per day, 0.5 MCr/yr

Statistics: EMass 6,744.3 tonnes, LMass 7,193.3 tonnes, Cost: 536.10 MCr (MCr558.73 fitted out), HP: 48,859, Size Mod: +9

Performance: Accel: 5.0 G (5.4 G empty, 5.0 G overloaded), Jump 4, 35,551 km/h (skim)

von Braun-class Missile Boat (GTL11)

During the Solomani Rim War the Imperial Navy inflicted defeat after defeat on Solomani forces. Operational analysis indicated that, surprisingly, missile boats were one of the most cost-effective means the Solomani possessed of damaging their more technologically advanced enemies.

The *von Braun* is a typical Solomani design: starkly functional, with little consideration given to crew comfort. All personnel but the commander share a common bunkroom. The grav compensators are overloaded at max acceleration, forcing the crew to remain at their stations without relief. These savings have bought one of the fastest warships known, with 7G acceleration, enough fuel for two successive jumps, and a *Hun*-class light fighter.

Crew: pilot, 13 engineers, 3 gunners, medic, 3 auxiliary crew

1,200 USL, DR 2500 (DR 1250 on weapons), PD 4, Small Missile Bay (Heavy), 2 Triple 390 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 36 Jump, 585 Maneuver, 480 Fuel, 1 Fuel Scoop, 3 Fuel Processors (20.0 hrs), 3 Utility, 3 Bunkrooms, Sickbay, 1 Bay for *Hun* Light Fighter, 10.5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60

Defenses: DR 2500 (DR 1250 on weapons), PD 4, -7 to active scans, -3 to passive scans

Maintenance: HT: 12, 121.3 man-hours per day, 0.6 MCr/yr

Statistics: EMass 5,572.5 tonnes, LMass 6,628.8 tonnes, Cost: 638.90 MCr (MCr800.30 fitted out), HP: 64,024, Size Mod: +9

Performance: Accel: 8.0 G (9.5 G empty, 7.8 G overloaded), Jump 2, 42,138 km/h (skim)

Bilanos-class Patrol Frigate (GTL12)

Externally identical to the *Irushma*-class patrol frigate, the more recent *Bilanos*-class has radical stealthing, greater armour, and more thrusters. The trade-off is a starship costing 30% more with no frontier refuelling capability. *Bilanos*-class patrol frigates are deployed much like the earlier *Irushma* class, although their relative expense means that they are concentrated in sectors where hostilities are a distinct possibility.

Crew: 3 bridge crew, engineer, 3 gunners

300 USL, DR 800 (DR 400 on weapons), PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 405 MJ Laser Turret, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 9 Maneuver, 248 Fuel, 1 Utility, 4 Staterooms, 1 Cradle for Launch, 0.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 57.4 man-hours per day, 0.1 MCr/yr

Statistics: EMass 527.3 tonnes, LMass 817.7 tonnes, Cost: 142.98 MCr (MCr152.24 fitted out), HP: 25,407, Size Mod: +8

Performance: Accel: 1.0 G (1.5 G empty, 1.0 G overloaded), Jump 4

Cytos-class Corvette (GTL12)

Small and fast, the *Cytos* is employed for lightning raids and orbital interdiction. While unable to stand in the line of battle, it is more than capable of defeating civilian ships many times its size.

Crew: 4 bridge crew, 3 engineers, 5 gunners

600 SL, DR 4200 (DR 2100 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 405 MJ Laser Turrets, Triple 102 MJ PD Laser Turret, Single 1,313 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 234 Maneuver, 180 Fuel, Fuel Processor (22.5 hrs), 1 Utility, 7 Staterooms

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60

Maintenance: HT: 12, 85.0 man-hours per day, 0.3 MCr/yr

Statistics: EMass 3,388.9 tonnes, LMass 3,585.6 tonnes, Cost: 313.25 MCr (MCr318.91 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 5.9 G (6.3 G empty), Jump 3, 11,907 km/h (atm), 33,678 km/h (skim)

Fury-class Fleet Escort (GTL12)

The *Fury* class of fleet escort has proved an abysmal failure. Too slow to keep up with cruisers, and too weak to survive the line of battle, it is a ship looking for a mission. When commissioned naval doctrine held that its long-range armament would keep the enemy at bay, but combat experience has proven the folly of this decision. The Imperial Navy has relegated all surviving *Fury*-class escorts to guard duties near backwater naval bases, and to training missions with new recruits. Crews often claim that "Hell hath no *Fury*, because even the Devil won't take one!"

Crew: 8 bridge crew, 7 engineers, 28 gunners, medic, 1 auxiliary crew

3,000 USL, DR 300 (DR 150 on weapons), PD 4, Total Compartmentalization, Small Missile Bay (Heavy), 5 Triple 405 MJ Laser Turrets, Nuclear Damper, Meson Screen (DR 200), 570 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 90 Jump, 585 Maneuver, 600 Fuel, 6 Utility, 23 Staterooms, Sickbay, 1 Bay for *Tralsa* Gig, 30 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
570 GJ Spinal Meson Gun	Exp	387	d x 3000(!)	250,880 km	470,400 km	1/60

Maintenance: HT: 12, 200.3 man-hours per day, 1.7 MCr/yr

Statistics: EMass 17,132.2 tonnes, LMass 18,391.0 tonnes, Cost: 1,741.04 MCr (MCr1,895.06 fitted out), HP: 117,933, Size Mod: +10

Performance: Accel: 2.9 G (3.1 G empty, 2.8 G overloaded), Jump 2, 26,656 km/h (skim)

Garyan-class Corvette (GTL12)

Sleek and fast, the *Garyan* is none-the-less a fragile ship, unable to fight most other warships. High jump and acceleration give it the means to run when outclassed, while missiles and lasers are sufficient to overpower civilian starships.

Crew: 3 bridge crew, engineer, 6 gunners

400 SL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), 3 Triple 405 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 59 Maneuver, 200 Fuel, Fuel Processor (25.0 hrs), 1 Utility, 6 Staterooms

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

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

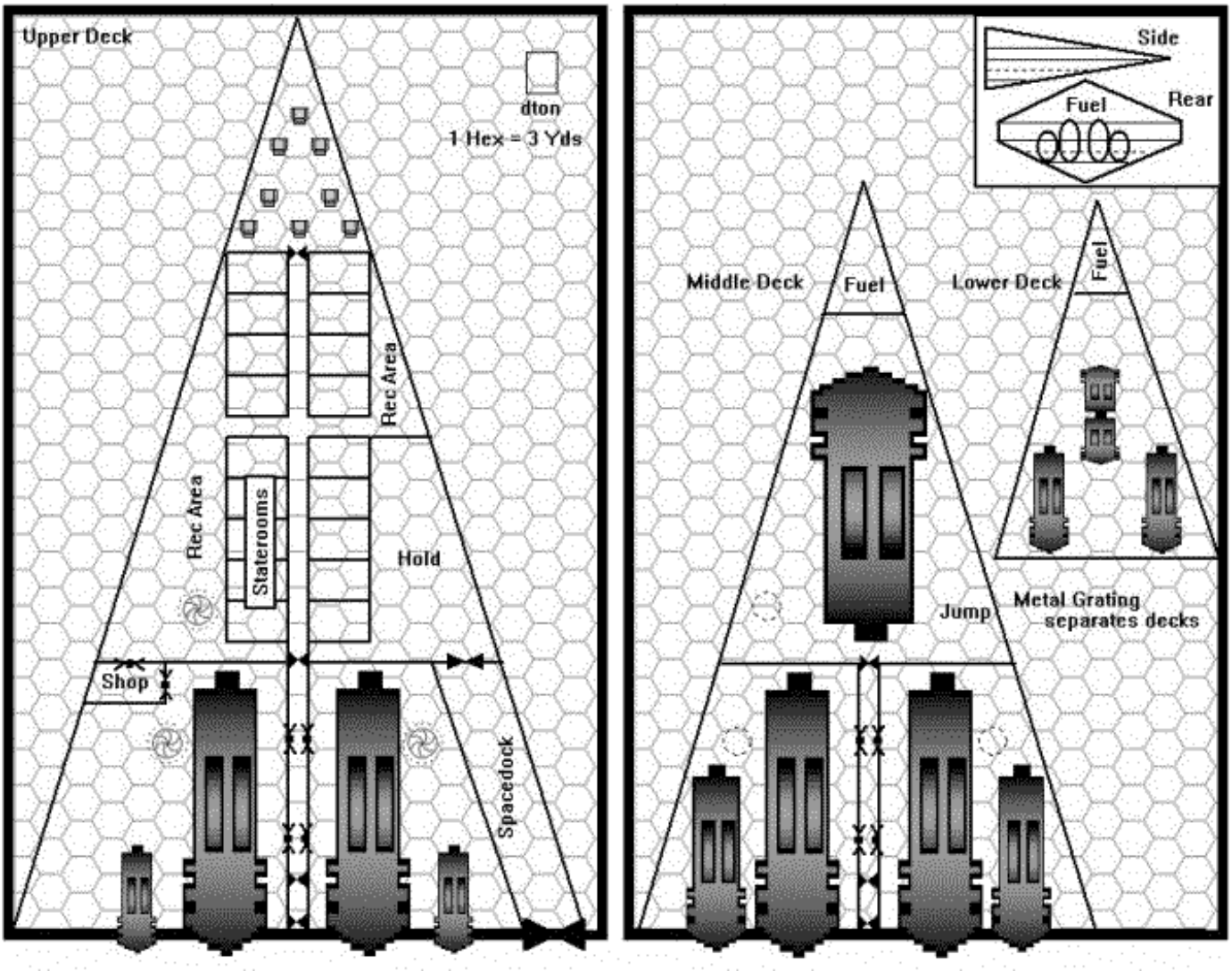
Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 63.7 man-hours per day, 0.2 MCr/yr

Statistics: EMass 699.0 tonnes, LMass 913.9 tonnes, Cost: 175.91 MCr (MCr181.57 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 5.9 G (7.7 G empty), Jump 5, 6,910 km/h (atm), 19,546 km/h (skim)

Hawk-class Destroyer Escort (GTL12)



The *Hawk*-class Destroyer Escort was designed and built in response to the growing pirate activity along the Vargr Extents. Capable of extremely high acceleration, it is able to get to a trouble spot in minimal time and either dish out moderate quantities of damage or act as a missile shield for convoys. Against heavily armed and armored ships, it fairs better than expected as this high acceleration allows it to stay out of range of most of the heavier weapons, swooping in for an attack at unprotected (or non-weapon bearing) locations.

Typical missions are convoy escort and perimeter patrol. Its moderate jump rating and high acceleration also qualifies it as a true escort, running along side destroyer squadrons.

Hawk-class Destroyer Escorts are named after birds of prey.

Crew: 32 Total. 18 Command and Control, 1 Maneuver Drive, 1 Medical, 10 Turret Gunners, 2 Flight Crew

1,000-ton SL Hull, DR 1000 (Dr 500 on weapons), Heavy Compartmentalization, 10 Turrets (2 lasers and one missile rack each), Radical Stealth, Radical Emission Cloaking, Hardened Basic Bridge, Computer Centre, EW Suite, Enhanced Communicators, Enhanced Sensors, 2 Engineering, 192 Maneuver, 52 Jump, 412 Fuel, 6 Fuel Processors (8.6 hours), 2 Utility, 18 Staterooms, Sickbay, Workshop, 4 Escape Capsules, Spacedock for Launch, 15 Cargo

Communicator Range (miles)	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge Enahnced Commo	8,000,000	—	16,000,000	16,000

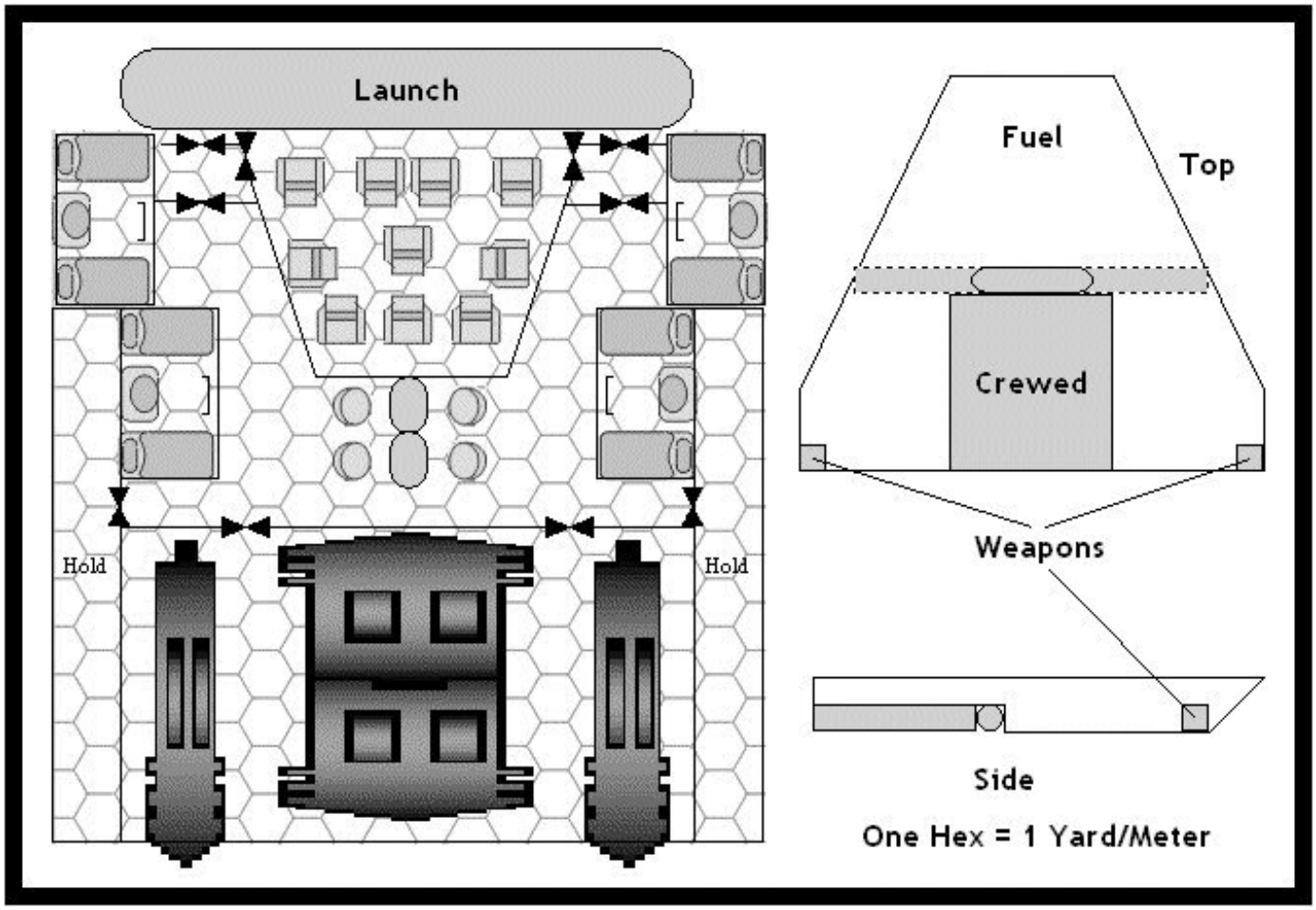
Sensor Range/Scan (miles)	*PESA*	*AESA*	*Radscanner*
Basic Bridge Enhanced Sensors	480,000/38	2,400,000/42	160,000/35

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp					1/60

Maintenance: 116.6 Man-Hours/day

Statistics: EMass 2,666.19 stons, LMass 3,190.19 stons, Cost MCr589.59, HP 67,500, Size Mod 10, HT 12, CP 78.
Performance: Jump-4, Acc L/E 6.02 / 7.20 Gs, Airspeed 5,657 mph, Skimming Airspeed 16,000 mph, Aerostatic Lift 19,200 stons.

Irushma-class Patrol Frigate (GTL12)



Intended as a cost-effective patrol ship, the *Irushma*-class patrol frigate was introduced in 1094, and is now widely deployed on all Imperial frontiers. Thin-skinned and slow, the *Irushma* is intended to patrol its assigned route, jumping out at the first sign of trouble. While enough fuel for 8 parsecs of continuous jumping is carried, standard doctrine calls for maintaining a 124 dton reserve of fuel at all times—enough for a 4 parsec jump to safety.

Crew: 3 bridge crew, engineer, 3 gunners

300 USL, DR 100, PD 4, Triple Missile Turret (Light), Triple Sandcaster Turret, Triple 405 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 7 Maneuver, 248 Fuel, 1 Fuel Scoop, Fuel Processor (31.0 hrs), 1 Utility, 4 Staterooms, 1 Cradle for Launch, 0.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 51.1 man-hours per day, 0.1 MCr/yr

Statistics: EMass 284.7 tonnes, LMass 575.0 tonnes, Cost: 113.41 MCr (MCr122.67 fitted out), HP: 25,407, Size Mod: +8

Performance: Accel: 1.1 G (2.2 G empty, 1.1 G overloaded), Jump 4, 2,290 km/h (skim)

Kuru-class Patrol Frigate (GTL12)

The *Kuru*-class patrol frigate is one of the latest additions to the Imperial Navy. Long range sensors and two *Rampart* fighters provide excellent patrol capability, while stealthing and armour make for a hard-hitting, survivable ship in combat. While impressive, the *Kuru* has no extra boats, and thus is reliant on other ships for atmospheric landing of crew and supplies. While not a problem when used as designed, this limitation does restrict the missions the *Kuru* may be assigned.

Crew: 6 bridge crew, 2 engineers, 8 gunners, medic, 2 auxiliary crew, 9 frozen watch

400 USL, DR 500 (DR 250 on weapons), PD 4, 3 Triple Missile Turrets (Light), Triple 405 MJ Laser Turret, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 24 Jump, 90 Maneuver, 200 Fuel, 1 Utility, 10 Staterooms, 3 Low Berths (12 cryotubes), Sickbay, 2 Bays for *Rampart* Fighters, 10.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 66.2 man-hours per day, 0.2 MCr/yr

Statistics: EMass 781.8 tonnes, LMass 1,275.0 tonnes, Cost: 190.40 MCr (MCr235.37 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 6.4 G (10.4 G empty, 5.6 G overloaded), Jump 5, 22,176 km/h (skim)

Osiron-class Destroyer (GTL12)

Osiron-class destroyers are commonly encountered leading small task forces. Armed with a mix of weaponry and carrying a small flight of *Citadel*-class heavy fighters, they are ideal ships to command a flotilla. The Imperial Navy also uses *Osiron*-class destroyers as escorts for valuable supply convoys.

Crew: 8 bridge crew, 18 engineers, 20 gunners, 10 auxiliary crew, 28 frozen watch, 33 Marines (officer, 32 enlisted)

4,000 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 405 MJ Laser Turrets, 3 13 GJ Meson Bays, Nuclear Damper, 15 Meson Screens (DR 3000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 3 Engineering, 200 Jump, 1586 Maneuver, 1,600 Fuel, 5 Utility, 29 Staterooms, 7 Low Berths (28 cryotubes), Marine Barracks (Stateroom, 8 Bunkrooms), 4 Bays for *Citadel* Heavy Fighters, 1 Bay for Gig, 38.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
13 GJ Meson Gun	Exp		306d x 1,500(!)	37,452 km	70,224 km	1/60

Maintenance: HT: 12, 223.4 man-hours per day, 2.2 MCr/yr

Statistics: EMass 17,555.2 tonnes, LMass 21,179.3 tonnes, Cost: 2,165.27 MCr (MCr2,330.93 fitted out), HP: 142,866, Size Mod: +10

Performance: Accel: 6.8 G (8.2 G empty, 6.6 G overloaded), Jump 4, 44,856 km/h (skim)

Stromali-class Escort Destroyer (GTL12)

Fast, well-armoured, and with a jump capacity better than most Imperial battleships, squadrons of *Stromali*-class destroyers are attached to every major Imperial fleet.

Crew: pilot, 10 engineers, 16 gunners, 4 auxiliary crew

2,000 USL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 5 Triple Missile Turrets (Light), 5 Triple 405 MJ Laser Turrets, 13 GJ Meson Bay, Nuclear Damper, 4 Meson Screens (DR 1000), Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 100 Jump, 857 Maneuver, 800 Fuel, 3 Utility, 16 Staterooms, 2 Bays for *Citadel* Heavy Fighters

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
13 GJ Meson Gun	Exp		306d x 1,500(!)	37,452 km	70,224 km	1/60

Maintenance: HT: 12, 161.9 man-hours per day, 1.1 MCr/yr

Statistics: EMass 10,178.5 tonnes, LMass 11,951.6 tonnes, Cost: 1,138.30 MCr (MCr1,232.53 fitted out), HP: 90,000, Size Mod: +10

Performance: Accel: 6.5 G (7.6 G empty), Jump 4, 40,474 km/h (skim)

Temaughi-class Corvette (GTL12)

The Imperial Navy commissioned its first *Temaughi*-class corvette just before the Fifth Frontier War. Fast, well-armoured, and with an incredible strategic mobility, *Temaughi* corvettes are tasked with courier and patrol operations.

Crew: 3 bridge crew, engineer, 3 gunners

300 USL, DR 800 (DR 400 on weapons), PD 4, Heavy Compartmentalization, 2 Triple Missile Turrets (Light), Triple 405 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 21 Jump, 70 Maneuver, 180 Fuel, 1 Utility, 4 Staterooms, 3 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Defenses: DR 800 (DR 400 on weapons), PD 4, -8 to active scans, -4 to passive scans

Maintenance: HT: 12, 60.7 man-hours per day, 0.2 MCr/yr

Statistics: EMass 724.6 tonnes, LMass 968.4 tonnes, Cost: 160.05 MCr (MCr171.36 fitted out), HP: 25,407, Size Mod: +8

Performance: Accel: 6.6 G (8.8 G empty, 6.2 G overloaded), Jump 6, 21,706 km/h (skim)

Thespia-class Destroyer (GTL12)

One of the smaller destroyers in the Imperial Navy, the *Thespia* class is cramped but popular with crews. It is armed entirely with beam weapons, making it suitable for extended action far from supply depots.

Crew: 5 bridge crew, 10 engineers, 15 gunners, medic

3,000 SL, DR 4500 (DR 2250 on weapons), PD 4, Total Compartmentalization, 3 Triple 405 MJ Laser Turrets, 4 Triple 102 MJ PD Laser Turrets, 3 Single 1,313 MJ Laser Turrets, 2 13 GJ Meson Bays, Nuclear Damper, 3 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 840 Maneuver, 1,200 Fuel, 10 Fuel Processors (15.0 hrs), 5 Utility, 16 Staterooms, Sickbay, 10 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60
13 GJ Meson Gun	Exp		306d x 1,500(!)	37,452 km	70,224 km	1/60

Defenses: DR 4500 (DR 2250 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 600

Maintenance: HT: 12, 179.6 man-hours per day, 1.4 MCr/yr

Statistics: EMass 11,864.8 tonnes, LMass 12,998.6 tonnes, Cost: 1,400.17 MCr, HP: 117,933, Size Mod: +10

Performance: Accel: 5.9 G (6.4 G empty, 5.8 G overloaded), Jump 4, 13,645 km/h (atm), 38,594 km/h (skim)

Tlach'dev-class Destroyer (GTL12)

One of the newest Zhodani destroyers, the *Tlach'dev* class is entirely deployed on Imperial border.

Crew: 6 bridge crew, 10 engineers, 14 gunners, medic

3,000 SL, DR 5000 (DR 2500 on weapons), PD 4, Total Compartmentalization, 2 Small Missile Bays (Heavy), 2 Triple 405 MJ Laser Turrets, 8 Single 1,313 MJ Laser Turrets, Nuclear Damper, 3 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge with Psionic Switches, Engineering, 150 Jump, 850 Maneuver, 1,200 Fuel, 10 Fuel Processors (15.0 hrs), 5 Utility, 16 Staterooms, Sickbay, No Cargo Hold

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60

Defenses: DR 5000 (DR 2500 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 650

Maintenance: HT: 12, 178.4 man-hours per day, 1.4 MCr/yr

Statistics: EMass 12,046.0 tonnes, LMass 14,154.8 tonnes, Cost: 1,381.56 MCr (MCr1,681.56 fitted out), HP: 117,933, Size Mod: +10

Performance: Accel: 5.4 G (6.4 G empty), Jump 4, 13,726 km/h (atm), 38,823 km/h (skim)

Viodak-class Light Carrier (GTL12)

One of the Imperial Navy's recent acquisitions, the *Viodak*-class is intended for long-range patrolling as part of a small flotilla. While its hold carries enough spares for extended operations, the carrier is dependent on other vessels for refuelling. This is not seen as a weakness, because current Navy doctrine calls for specialized refuelling vessels.

Crew: 10 bridge crew, 4 engineers, 25 gunners, 2 medics, 104 auxiliary crew, 10 auxiliary support crew, 12 Marines (12 enlisted)

5,000 USL, DR 600 (DR 300 on weapons), PD 4, Heavy Compartmentalization, 2 Small Missile Bays (Light), 10 Triple Sandcaster Turrets, 20 Triple 102 MJ PD Laser Turrets, Nuclear Damper, 4 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 200 Jump, 190 Maneuver, 1,500 Fuel, 2 Fuel Scoops, 15 Fuel Processors (12.5 hrs), 2 Workshops, 10 Utility, 78 Staterooms, Marine Barracks (6 Staterooms), 2 Sickbays, Hanger for 100 *Rampart* Fighters with 1 Entrance & 1 Launch Tube, Hanger for 2 Gigs, 501 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Defenses: DR 600 (DR 300 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 600

Maintenance: HT: 12, 158.4 man-hours per day, 1.1 MCr/yr

Statistics: EMass 4,163.1 tonnes, LMass 17,243.1 tonnes, Cost: 1,089.31 MCr (MCr2,688.89 fitted out), HP: 165,781, Size Mod: +10

Performance: Accel: 1.0 G (4.1 G empty, 0.7 G overloaded), Jump 3

Warhoud-class Assault Carrier (GTL12)

The *Warhoud*-class Assault Carrier is a prototype design, currently being tested by the Imperial Navy. Standard doctrine calls for two main missions: fighter support of a jump-4 fleet, or jump-2 raids against soft targets and shipping. Five squadrons of front-line *Rampart* fighters give the *Warhoud* plenty of firepower for both these missions.

Crew: 5 bridge crew, 3 engineers, 12 gunners, 2 medics, 51 auxiliary crew

1200-ton USL Hull, DR 2000, PD 4 (Installations DR 100, PD 4), 5 Turrets with 3 missile racks each, 7 Turrets with 3 lasers each, Meson Screen (DR2093), Nuclear Damper (24 km range), Hardened Command Bridge, Engineering, 308 Maneuver, 85 Jump, 480 Fuel, Fuel Processor (60.0 hours), 37 Staterooms, 3 Utility, Spacedock (holds Gig, 20 tons, door), 72 External Cradles (50 *Ramparts*, max capacity 4082 tonnes), Sickbay, 72 cargo

Communicators: Radio 8 million km, Laser 16 million km, Meson 0.2 million km

Sensors: PESA 160000 km, AESA 320000 km, Radscanner 6400 km

21 405-MJ Lasers: Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 41635 km, MxRng 124909 km, FP 7, SS 30, RoF 1/60

Statistics: EMass 4754.4 tonnes, LMass 9233.1 tonnes, Cost MCr 515.4, HP 89400

Performance: Accel 3.0 G (5.9 G empty, 2.7 Goverloaded), Jump 4, Air Speed 0 km/h

Yelsyn-class Frigate (GTL12)

A typical Imperial multi-function frigate, the *Yelsyn*-class is common in Reavers' Deep and along the border with the Aslan Hierate, although several squadrons are assigned to the Marches.

Crew: 7 bridge crew, 3 engineers, 9 gunners, medic

800 SL, DR 2500 (DR 1250 on weapons), PD 4, Heavy Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 405 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 40 Jump, 216 Maneuver, 320 Fuel, 2 Fuel Processors (20.0 hrs), 2 Utility, 10 Staterooms, Sickbay, 4 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Defenses: DR 2500 (DR 1250 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper

Maintenance: HT: 12, 92.6 man-hours per day, 0.4 MCr/yr

Statistics: EMass 2,837.6 tonnes, LMass 3,279.9 tonnes, Cost: 372.34 MCr (MCr394.98 fitted out), HP: 48,859, Size Mod: +9

Performance: Accel: 6.0 G (6.9 G empty, 5.8 G overloaded), Jump 4, 10,315 km/h (atm), 29,176 km/h (skim)

Capital Ships

Destroyers and frigates are all very well for fighting pirates, but defending an empire against foreign aggression requires heavier guns: the spinal weapons carried by cruisers and battleships.

The difference between cruisers and battleships is much debated in naval circles. Some base the distinction on size, others on armour, still others on maneuverability. All agree, however, that both are capital ships.

Beowulf-class Greater Dreadnought (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

Beowulf-class Greater Dreadnoughts form a large part of Sword World offensive capability. Large, invulnerable to turret weapons (and thus most fighters), and relatively fast for a Sword World ship, the *Beowulf* class was designed to stand up to Imperial warships—and win.

Crew: 10 bridge crew, 600 engineers, 362 gunners, 64 auxiliary crew, 286 frozen watch

100000-ton USL Hull, DR 4200, PD 4, Total compartmentalization, 190 Turrets with 3 lasers each, 10 Turrets with 3 sandcasters each, 30 Missile Bays, 50 Particle Beam Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 16000 Fusion Rocket, 3000 Jump, 20000 Fuel, 50000 Rocket Fuel (1.9 hours), 10 Fuel Processors (250.0 hours), Stateroom, 65 Bunkrooms (1040 personnel), 72 Low Berths (holds 288 cryotubes), 200 Utility, 32 Vehicle Bays (32 *Helm* Fighters), 423.5 cargo

Communicators: Radio 1 million km, Laser 1 million km
Sensors: PESA 8000 km, AESA 16000 km, Radscanner 3680 km
570 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60
50 Particle Beam Bays: Imp, Acc 33, Dmg 6dx1500, Rng 23400 km, MxRng 70220 km, FP 63, SS 30, RoF 1/60
Spinal Particle Beam: Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424, SS 30, RoF 1/60

Statistics: EMass 1425133.4 tonnes, LMass 1476078.0 tonnes, Cost MCr 47395.5, HP 2235000
Performance: Accel 1.6 G (1.7 G empty, 1.6 Goverloaded), Jump 2, Air Speed 960 km/h

Grendel-class Lesser Dreadnought (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

Grendel-class Lesser Dreadnoughts form a large part of Sword World offensive capability. Large, invulnerable to turret weapons (and thus most fighters), and relatively fast for a Sword World ship, the *Grendel* class was designed to stand up to second-rank Imperial warships—and win.

Crew: 10 bridge crew, 300 engineers, 262 gunners, 16 auxiliary crew, 286 frozen watch

50000-ton USL Hull, DR 4200, PD 4, Total compartmentalization, 190 Turrets with 3 lasers each, 10 Turrets with 3 sandcasters each, 30 Missile Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 8000 Fusion Rocket, 1500 Jump, 10000 Fuel, 25000 Rocket Fuel (1.9 hours), 10 Fuel Processors (125.0 hours), Stateroom, 37 Bunkrooms (592 personnel), 72 Low Berths (holds 288 cryotubes), 100 Utility, 8 Vehicle Bays (8 *Helm* Fighters), 143.5 cargo

Communicators: Radio 1 million km, Laser 1 million km
Sensors: PESA 8000 km, AESA 16000 km, Radscanner 3680 km
570 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2
Spinal Particle Beam: Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424
Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 753489.1 tonnes, LMass 766395.8 tonnes, Cost MCr 24553.8, HP 1297500
Performance: Accel 1.6 G (1.6 G empty, 1.6 Goverloaded), Jump 2, Air Speed 960 km/h

Slakter-class Assault Cruiser (GTL9)

A formidable ship by local standards, the *Slakter* class is typical of Sword World navies before the Fifth Frontier War. Armed with a spinal particle accelerator and massive missile batteries, carrying eight squadrons of fighters, and armoured against all GTL9 turret weapons, it is ideally suited to the set-piece battles so common in the Sword Worlds' internecine wars.

Against Imperial Navy warships, the *Slakter* is woefully outclassed. Too slow to run and too thin-skinned to survive even long-range sniping, it became known as the "slagheap" to Imperial gunners—who claimed that it wasn't challenging enough for a practice target.

Crew: 4 bridge crew, 40 engineers, 46 gunners, 120 auxiliary crew

10000-ton USL Hull, DR 2000, PD 4, Total compartmentalization, 15 Turrets with 3 lasers each, 15 Turrets with 3 sandcasters each, 7 Missile Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 1200 Fusion Rocket, 200 Jump, 1000 Fuel, 2800 Rocket Fuel (1.4 hours), 5 Fuel Processors (25.0 hours), Stateroom, 14 Bunkrooms (224 personnel), 20 Utility, 80 Vehicle Bays (40 *Elding* Light Fighters, 40 *Helm* Fighters), 92.5 cargo

Communicators: Radio 1 million km, Laser 1 million km
Sensors: PESA 8000 km, AESA 16000 km, Radscanner 3680 km
45 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2
Spinal Particle Beam: Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424
Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 112888.8 tonnes, LMass 184912.3 tonnes, Cost MCr 4477.6, HP 359250
Performance: Accel 1.0 G (1.6 G empty, 1.0 Goverloaded), Jump 1, Air Speed 960 km/h

Armageddon-class Bombardment Cruiser (GTL10)

The *Armageddon* is essentially a terror weapon. Radical stealthing and emission cloaking let the cruiser slip close to any world and overwhelm its satellite defenses with missiles. The Solomani government uses the implied threat to 'encourage' the loyalty of suspect worlds within the Solomani Confederation.

By 1000 the Solomani Rim War was essentially over, as the Imperium's superior industrial capability triumphed over the Solomani Navy. Cameroon (Solomani Rim 1736) was occupied by a squadron of the Imperial 106th Fleet, and the planetary leadership opened negotiations to safeguard their world. Informed of this 'treachery' by SolSec agents, Captain Augusta Packer of the *Ragnarok* slipped into the Cameroon system, destroying the starport and manufacturing centres in a surprise strike. Deprived of power and supplies, most of the population slowly strangled in the tainted atmosphere, despite the heroic efforts of Imperial sailors.

Recent disclosure of the "Cameroon Incident" has called the existence of the *Armageddon* class into question. Given the nature of Solomani politics few have the courage to contradict official policy, but pressure is growing for a 'reallocation' of resources to external external threats—a trend Imperial diplomats fear may lead to more aggression against the Imperium.

Crew: 8 bridge crew, 80 engineers, 38 gunners, 2 medics, 2 auxiliary crew, 31 Marines (officer, 30 enlisted)

10,000 USL, DR 5000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 8 Large Missile Bays (Heavy), 5 Triple 90 MJ PD Laser Turrets, 200 Magazines, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, 2 Engineering, 400 Jump, 3800 Maneuver, 3,000 Fuel, Workshop, 20 Utility, 12 Bunkrooms, Marine Barracks (2 Bunkrooms), Briefing Room (holds 10), Gym, Shooting Range, 2 Sickbays, Hanger for 2 Gigs with 1 Entrance, 98 Cargo

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

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

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

Maintenance: HT: 12, 313.4 man-hours per day, 4.3 MCr/yr

Statistics: EMass 70,916.4 tonnes, LMass 82,386.0 tonnes, Cost: 4,263.29 MCr (MCr6,434.27 fitted out), HP: 263,161, Size Mod: +11
Performance: Accel: 1.7 G (1.9 G empty, 1.6 G overloaded), Jump 3, 22,881 km/h (skim)

Gvergh-class Assault Cruiser (GTL10)

Few Vargr organizations possess starships this large. Holding the loyalty and purpose of enough Vargr to build this size cruiser is virtually impossible—only the most charismatic leaders can manage, and then rarely for long.

Crew: 6 bridge crew, 36 engineers, 24 gunners, 2 medics, 2 auxiliary crew, 64 Marines (4 officers, 60 enlisted)

5,000 USL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, 3 Small Missile Bays (Heavy), 5 Triple 250 MJ Laser Turrets, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 150 Jump, 1800 Maneuver, 1,000 Fuel, 10 Utility, 36 Staterooms, Marine Barracks (2 Staterooms, 15 Bunkrooms), 2 Briefing Rooms (holds 20), Weapons Locker (3.6 tonnes capacity), 2 Gyms, Shooting Range, 2 Sickbays, Hanger for 2 *Aekguthang* Assault Cutters with 1 Entrance, 54 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
250 MJ X-Ray Laser	Imp	32	5d x 50(2)	43,605 km	81,760 km	1/60
570 GJ Spinal PAW	Imp	38	7d x 3000	250,880 km	470,400 km	1/60

Maintenance: HT: 12, 219.5 man-hours per day, 2.1 MCr/yr

Statistics: EMass 27,502.0 tonnes, LMass 30,329.6 tonnes, Cost: 2,091.66 MCr (MCr2,507.08 fitted out), HP: 165,781, Size Mod: +10

Performance: Accel: 2.2 G (2.4 G empty, 2.1 G overloaded), Jump 2, 22,741 km/h (skim)

Gzong!xk-class Dreadnought (GTL10)

Large and lumbering, the *Gzong!xk* is more of a mobile battlestation than a battleship in the Imperial Naval tradition. Armoured against half-range hits by spinal weapons, a small force of dreadnoughts with their outriders can destroy most planetary navies with overwhelming firepower—an old K'kree tradition!

Crew: 15 bridge crew, 780 engineers, 229 gunners, 7 medics, 515 dependents

100,000 SL, DR 30000 (DR 2000 on weapons), PD 4, 90 Small Missile Bays (Heavy), 10 Triple Sandcaster Turrets, 68 Triple 90 MJ PD Laser Turrets, 4 Nuclear Dampers, 211 Meson Screens (DR 5000), 870 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, 3 Engineering, 2000 Jump, 42000 Maneuver, 10,000 Fuel, 13 Workshops, 140 Utility, Pasture for 773-1546 K'kree, 7 Sickbays, 65.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
870 GJ Spinal PAW	Imp	38	6d x 4000	308,992 km	579,360 km	1/60

Maintenance: HT: 9, 880.2 man-hours per day, 33.6 MCr/yr

Statistics: EMass 1,296,466.4 tonnes, LMass 1,351,750.3 tonnes, Cost: 33,624.55 MCr (MCr45,774.55 fitted out), HP: 1,221,488, Size Mod: +13

Performance: Accel: 1.1 G (1.2 G empty, 1.1 G overloaded), Jump 1, 19,181 km/h (atm), 54,252 km/h (skim)

Hvort-class Pocket Dreadnought (GTL10)

Laid down after the Fifth Frontier War, the *Hvort*-class is an attempt by the Sword Worlds to evade Imperial treaty restrictions. Packing an impressive punch for its size, it is still no match for an Imperial cruiser. Imperial Naval Intelligence believes that the *Hvort*-class was laid down to bolster support at home, rather than to support aggression abroad.

Crew: 10 bridge crew, 29 engineers, 26 gunners, 3 medics, 34 frozen watch, 20 troops

4000-ton USL Hull, DR 1300, PD 4, Total compartmentalization, 20 Turrets with 3 lasers each, 2 Missile Bays, Spinal Particle Beam, Basic stealth, Basic emission cloaking, Hardened Command Bridge, Engineering, 1550 Maneuver, 80 Jump, 400 Fuel, 2 Fuel Processors (25.0 hours), 49 Staterooms, 9 Low Berths (holds 36 cryotubes), 8 Utility, 2 Sickbays, 118.5 cargo

Communicators: Radio 3 million km, Laser 6 million km, Meson 0.1 million km

Sensors: PESA 80000 km, AESA 240000 km, Radscanner 6400 km

60 360-MJ Lasers: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4

Spinal Particle Beam: Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424

Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 28465.6 tonnes, LMass 29003.0 tonnes, Cost MCr 1800.1, HP 178500

Performance: Accel 1.9 G (2.0 G empty, 1.8 Goverloaded), Jump 1, Air Speed 960 km/h

Intrepid-class Cruiser (GTL10)

One of the older cruisers in Solomani service, *Intrepids* are still a common sight along the Imperial border. Their heavy armament is purchased at the price of crew comfort: only the captain, executive officer, and chief engineer have private staterooms—all other crewmembers share common bunkrooms. While no match for a modern Imperial capital ship, an *Intrepid* can scatter a flotilla of escorts with ease.

Crew: 10 bridge crew, 86 engineers, 36 gunners, 2 medics, 16 auxiliary crew, 75 frozen watch, 33 Marines (officer, 32 enlisted)

10,000 USL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, 6 Small Missile Bays (Heavy), 5 Triple Sandcaster Turrets, 20 Triple 90 MJ PD Laser Turrets, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 400 Jump, 4200 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 12 Fuel Processors (31.3 hrs), Workshop, 20 Utility, 3 Staterooms, 13 Bunkrooms, 19 Low Berths (76 cryotubes), Marine Barracks (3 Bunkrooms), Briefing Room (holds 10), Weapons Locker (1.8 tonnes capacity), Gym, 2 Sickbays, 8 Bays for *Steadfast* Medium Fighters, 92 Cargo

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

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

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

Maintenance: HT: 12, 294.7 man-hours per day, 3.8 MCr/yr

Statistics: EMass 47,236.8 tonnes, LMass 54,784.1 tonnes, Cost: 3,769.76 MCr (MCr4,669.52 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 2.8 G (3.2 G empty, 2.7 G overloaded), Jump 3, 29,079 km/h (skim)

Miotos-class Battleship (GTL10)

Although outmoded, the *Miotos* class battleships acquitted themselves well during the Solomani Rim War. Slow, underarmoured, and lacking shields, they none-the-less did considerable damage to the invading Imperial fleets logistical tail, forcing the Imperial Navy to devote scarce battle squadrons to escort duty.

Crew: 10 bridge crew, 414 engineers, 128 gunners, 10 medics, 126 auxiliary crew, 344 frozen watch, 165 Marines (5 officers, 160 enlisted)

50,000 USL, DR 20000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 25 Small Missile Bays (Heavy), 10 Triple Sandcaster Turrets, 15 Triple 90 MJ PD Laser Turrets, 10 Single 810 MJ Laser Turrets, 20 13 GJ Particle Bays, 4 Nuclear Dampers, 79 Meson Screens (DR 3000), 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 2000 Jump, 20000 Maneuver, 15,000 Fuel, 6 Workshops, 100 Utility, 56 Bunkrooms, 86 Low Berths (344 cryotubes), Marine Barracks (12 Bunkrooms), 4 Briefing Rooms (holds 40), 2 Battledress Racks (40 stored), Weapons Locker (3.6 tonnes capacity), 4 Gyms, Shooting Range, 10 Sickbays, Operating Theatre, Microsurgery Theatre, 5 Brigs (10 prisoners), Safe (11.3 m^3 capacity), Hanger for 20 *Steadfast* Medium Fighters with 1 Entrance, Hanger for 40 *Olmeka* Heavy Fighters with 1 Entrance, Hanger for 2 *Dieppe* Assault Landers with 1 Entrance, 291 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
810 MJ X-Ray Laser	Imp	33	6d x 75(2)	64,000 km	120,000 km	1/60
13 GJ PAW Bay	Imp	30	6d x 1,500	37,452 km	70,224 km	1/60
570 GJ Spinal PAW	Imp	38	7d x 3000	250,880 km	470,400 km	1/60

Maintenance: HT: 10, 682.6 man-hours per day, 20.2 MCr/yr

Statistics: EMass 568,838.6 tonnes, LMass 674,816.6 tonnes, Cost: 20,222.06 MCr (MCr25,464.04 fitted out), HP: 769,489, Size Mod: +12

Performance: Accel: 1.1 G (1.3 G empty, 1.1 G overloaded), Jump 3, 12,608 km/h (skim)

Pugnacious-class Battle Cruiser (GTL10)

The *Pugnacious* battle cruiser is unusual in having no turret-mounted weapons. Solomani naval doctrine called for the "all big gun" ship when the class was first laid down, and although poor performance against a balanced fleet have thrown the doctrine into disrepute the *Pugnacious* class is still in service.

Crew: 10 bridge crew, 80 engineers, 38 gunners, 2 medics, 65 frozen watch

10,000 USL, DR 3000, PD 4, Total Compartmentalization, 5 Small Missile Bays (Heavy), 2 13 GJ Particle Bays, 870 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, 2 Engineering, 400 Jump, 3800 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 15 Fuel Processors (25.0 hrs), Workshop, 20 Utility, 12 Bunkrooms, 17 Low Berths (68 cryotubes), 2 Sickbays, 53.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
13 GJ PAW Bay	Imp	30	6d x 1,500	37,452 km	70,224 km	1/60
870 GJ Spinal PAW	Imp	38	6d x 4000	308,992 km	579,360 km	1/60

Maintenance: HT: 12, 316.1 man-hours per day, 4.3 MCr/yr

Statistics: EMass 60,441.9 tonnes, LMass 65,956.4 tonnes, Cost: 4,335.98 MCr (MCr5,010.98 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 2.1 G (2.3 G empty, 2.1 G overloaded), Jump 3, 26,345 km/h (skim)

Shibaash-class Light Cruiser (GTL10)

One of a multitude of Vilani warships, the *Shibaash* class was commissioned before the Interstellar Wars. Such was the technological conservatism of the First Imperium that it served through most of the wars.

While an excellent all-round warship, once the Terran Federation developed meson weapons the *Shibaash* was phased out of front-line service. Rather than retrofit existing vessels to include meson screen, Vilani design philosophy called for the development of a whole new class of ship.

Crew: 8 bridge crew, 30 engineers, 32 gunners, 1 medic

5,000 USL, DR 4000 (DR 2000 on weapons), PD 4, 2 Large Missile Bays (Heavy), 4 Triple Sandcaster Turrets, 4 Triple 250 MJ Laser Turrets, 4 Triple 90 MJ PD Laser Turrets, 3 Single 810 MJ Laser Turrets, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 200 Jump, 1300 Maneuver, 1,500 Fuel, 10 Utility, 36 Staterooms, 1 Sickbay, 108 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge:	8,000,000 km	—	16,000,000 km	160,000 km

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

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

Statistics: EMass 40,954.8 tonnes, LMass 44,845.8 tonnes, Cost: 2,472.30 MCr (MCr3,012.30 fitted out), HP: 165,781, HT: 12, Size Mod: +10

Performance: Accel: 1.1 G (1.2 G empty, 1.0 G overloaded), Jump 3, 5,660 km/h (skimming)

Xing!kir-class Light Cruiser (GTL10)

"Light" only by K'kree standards, the *Xing!kir* appears to be a formidable warship at first glance: an extra-heavy spinal mount, 40 batteries of heavy missiles, and 80 point-defense lasers. Set against this is its poor acceleration and jump rating, thin skin, and total lack of internal compartments. Like most K'kree warships, the *Xing!kir* is hard-hitting but extremely vulnerable.

Crew: 10 bridge crew, 194 engineers, 161 gunners, 2 medics, 73 dependents

50,000 SL, DR 5200 (DR 2000 on weapons), PD 4, 40 Small Missile Bays (10 Lights, 30 Heavys), 40 Triple 90 MJ PD Laser Turrets, 40 Single 810 MJ Laser Turrets, 2.7 TJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1505 Jump, 8000 Maneuver, 10,032 Fuel, 3 Workshops, 100 Utility, Pasture for 440-880 K'kree, 2 Sickbays, 563.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
90 MJ X-Ray Laser	Imp	30	5d x 30(2)	26,368 km	49,440 km	1/8
810 MJ X-Ray Laser	Imp	33	6d x 75(2)	64,000 km	120,000 km	1/60
2.7 TJ Spinal PAW	Imp	40	7d x 5000	544,000 km	1,020,000 km	1/60

Statistics: EMass 235,770.7 tonnes, LMass 268,308.9 tonnes, Cost: 14,611.64 MCr (MCr20,137.64 fitted out), HP: 769,489, HT: 12, Size Mod: +12

Performance: Accel: 1.1 G (1.2 G empty, 1.0 G overloaded), Jump 2, 10,319 km/h (atm), 29,186 km/h (skim)

Valeria-class Light Cruiser (GTL11)

The *Valeria* is a typical Solomani design, emphasizing firepower and strength over speed and crew comfort.

Crew: 12 bridge crew, 48 engineers, 44 gunners, 3 medics, 4 auxiliary crew, 55 frozen watch

10,000 USL, DR 8500 (DR 4000 on weapons), PD 4, Heavy Compartmentalization, 4 Large Missile Bays (Heavy), 6 Triple 97 MJ PD Laser Turrets, 6 Single 870 MJ Laser Turrets, 2 29 GJ Particle Bays, 1.1 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Advanced Communicator, Advanced Sensor, Electronic Warfare Suite, 2 Engineering, 500 Jump, 1896 Maneuver, 4,000 Fuel, 20 Utility, 10 Bunkrooms, 14 Low Berths (56 cryotubes), 3 Military Sickbays, Operating Theatre, 2 Brigs (4 prisoners), Hanger for 2 *Vixen* Armed Gigs with 1 Entrance, 3 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge	8,000,000	—	16,000,000	160,000
Basic Bridge	8,000,000	—	16,000,000	—
Advanced Commo	8,000,000	80,000,000	16,000,000	24,000,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32
Basic Bridge	480,000/38	1,600,000/41	32,000/31
Advanced Sensor	16,000,000/47	16,000,000/47	1,120,000/40

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60
29 GJ PAW Bay	Imp	34	5d x 2,700	56,064 km	105,120 km	1/60
1.1 TJ Spinal Meson Gun	Exp	38	7d x 3000(!)	313,088 km	587,040 km	1/60

Maintenance: HT: 12, 403.8 man-hours per day, 7.1 MCr/yr

Statistics: EMass 80,249.8 tonnes, LMass 88,151.9 tonnes, Cost: 7,075.37 MCr (MCr8,293.99 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 2.0 G (2.1 G empty, 1.9 G overloaded), Jump 4, 27,696 km/h (skim)

Warhound-class Light Cruiser (GTL11)

One of the smallest Solomani vessels to mount a spinal weapon, the *Warhound* is smaller than many escorts. Never intended to fight in the line of battle, it is deployed as the nucleus of independent task forces operating against supply lines.

Crew: 5 bridge crew, 13 engineers, 22 gunners, medic, 20 frozen watch

3,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 5 Triple Sandcaster Turrets, 6 Triple 97 MJ PD Laser Turrets, 6 Single 870 MJ Laser Turrets, 530 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, HardenedCommand Bridge, Engineering, 120 Jump, 509 Maneuver, 900 Fuel, 1.5 Fuel Scoops, 4 Fuel Processors (28.1 hrs), 5 Utility, 4 Bunkrooms, 5 Low Berths (20 cryotubes), Sickbay, 30 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	2,400,000/42	48,000/32

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8
870 MJ X-Ray Laser	Imp	34	6d x 100(2)	89,600 km	168,000 km	1/60
530 GJ Spinal PAW	Imp	39	6d x 4000	260,352 km	488,160 km	1/60

Maintenance: HT: 12, 205.6 man-hours per day, 1.8 MCr/yr

Statistics: EMass 21,388.0 tonnes, LMass 22,340.4 tonnes, Cost: 1,834.13 MCr, HP: 117,933, Size Mod: +10

Performance: Accel: 2.1 G (2.2 G empty, 2.0 G overloaded), Jump 3, 20,916 km/h (skim)

Brighton-class Battleship (GTL12)

Dubbed "the armoured beachball from hell," the *Brighton* is proof against all but the largest spinal weapons. Massive secondary armament and ten squadrons of front-line *Rampart* fighters make this a fearsome warship indeed.

The Imperial Navy employs squadrons of *Brighton*-class battleships in a 'tripwire' role in the Spinward Marches.

Crew: 10 bridge crew, 140 engineers, 166 gunners, 10 medics, 150 auxiliary crew, 20 auxiliary support crew, 206 Marines (6 officers, 200 enlisted)

50,000 USL, DR 50000 (DR 8000 on weapons), PD 4, Total Compartmentalization, 18 Small Missile Bays (Heavy), 63 Single 1,313 MJ Laser Turrets, 18 14 GJ Particle Bays, 2 Nuclear Dampers, 271 Meson Screens (DR 10000), 2.9 TJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, 4 Engineering, 2500 Jump, 11500 Maneuver, 20,000 Fuel, 2 Workshops, 100 Utility, 249 Staterooms, Marine Barracks (3 Staterooms, 50 Bunkrooms), 2 Briefing Rooms (holds 20), Weapons Locker (3.6 tonnes capacity), 2 Gyms, Shooting Range, 10 Sickbays, Hanger for 100 *Rampart* Fighters with 5 Entrances & 1 Launch Tube, Hanger for 20 *Citadel* Heavy Fighters with 1 Entrance & 1 Launch Tube, Hanger for 5 Gigs with 1 Entrance, 472.5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	3,200,000/43	480,000/38
Basic Bridge	480,000/38	2,400,000/42	160,000/35

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60
14 GJ PAW Bay	Imp	33	5d x 2,250	42,752 km	80,160 km	1/60
2.9 TJ Spinal Meson Gun	Exp		406d x 6000(!)	567,296 km	1,063,680 km	1/60

Maintenance: HT: 10, 841.4 man-hours per day, 30.7 MCr/yr

Statistics: EMass 614,071.8 tonnes, LMass 660,883.0 tonnes, Cost: 30,725.81 MCr (MCr35,512.66 fitted out), HP: 769,489, Size Mod: +12

Performance: Accel: 1.6 G (1.7 G empty, 1.6 G overloaded), Jump 4, 33,893 km/h (skim)

Defiance-class Light Cruiser (GTL12)

A common light cruiser, the *Defiance*-class has been in service with the Imperial Navy for many years. Although it has a high jump rating and decent legs, its light armour and minimal command staff make the *Defiance* unsuitable for independent operations during wartime. The Imperial Navy frequently assigns *Defiance*-class cruisers to anti-piracy patrol: their squadron of ten *Rampart* fighters and a *Kraki* Assault Cutter make them ideal ships for piracy suppression.

Crew: 7 bridge crew, 27 engineers, 34 gunners, 2 medics, 13 auxiliary crew, 37 Marines (officer, 36 enlisted)

10,000 USL, DR 2500 (DR 1250 on weapons), PD 4, 8 Small Missile Bays (4 Lights, 4 Heavys), 5 Triple 102 MJ PD Laser Turrets, 570 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 600 Jump, 2072 Maneuver, 5,000 Fuel, 3.5 Fuel Scoops, 20 Fuel Processors (31.3 hrs), 20 Utility, 42 Staterooms, Marine Barracks (Stateroom, 9 Bunkrooms), Briefing Room (holds 10), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Gym, 2 Sickbays, Hanger for 10 *Rampart* Fighters with 1 Entrance, Hanger for *Kraki* Assault Cutter with 1 Entrance, 65 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8
570 GJ Spinal Meson Gun	Exp		387d x 3000(!)	250,880 km	470,400 km	1/60

Maintenance: HT: 12, 342.9 man-hours per day, 5.1 MCr/yr

Statistics: EMass 33,789.5 tonnes, LMass 43,821.5 tonnes, Cost: 5,103.22 MCr (MCr6,235.37 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 4.3 G (5.6 G empty, 4.2 G overloaded), Jump 5, 36,878 km/h (skim)

Flamboyant Monkey-class Frontier Cruiser (GTL12)

A multi-mission warship, the *Flamboyant Monkey* class is designed for extended patrols and deep force projection. Heavily armoured and carrying an impressive fighter load, *Monkeys* have been involved in virtually every type of mission. Crews behind the claw take particular pleasure in 'talking grunt' to Vargr, implying that even a human forbearer is better than a modern Vargr.

Crew: 15 bridge crew, 75 engineers, 115 gunners, 6 medics, 297 auxiliary crew, 30 auxiliary support crew, 269 frozen watch, 125 Marines (5 officers, 120 enlisted)

50,000 USL, DR 5200 (DR 2600 on weapons), PD 4, 6 Triple Missile Turrets (Light), 10 Triple Sandcaster Turrets, 80 Triple 405 MJ Laser Turrets, 10 Triple 102 MJ PD Laser Turrets, 100 Single 1,313 MJ Laser Turrets, 24 14 GJ Particle Bays, 4 Nuclear Dampers, 66 Meson Screens (DR 2000), 870 GJ Spinal Meson Gun, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, Computer Centre (complexity 10), Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 3000 Jump, 4500 Maneuver, 25,000 Fuel, 200 Fuel Processors (15.6 hrs), Workshop, 100 Utility, 270 Staterooms, 68 Low Berths (272 cryotubes), Marine Barracks (3 Staterooms, 30 Bunkrooms), 2 Briefing Rooms (holds 20), 6 Battledress Racks (120 stored), Weapons Locker (3.6 tonnes capacity), 2 Gyms, Shooting Range, 6 Sickbays, Operating Theatre, Hanger for 150 *Rampart* Fighters with 2 Entrances & 1 Launch Tube, Hanger for 20 *Citadel* Heavy Fighters with 1 Entrance & 1 Launch Tube, Hanger for 30 *Fortress* Assault Fighters with 1 Entrance & 1 Launch Tube, Hanger for 5 *Tralsa* Gigs with 1 Entrance, 4 Bays for *Baboon* Scoopships, 169 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge	8,000,000	—	16,000,000	160,000
Basic Bridge	8,000,000	—	16,000,000	16,000
Enhanced Commo	8,000,000	80,000,000	16,000,000	3,200,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	3,200,000/43	480,000/38
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Advanced Sensor	16,000,000/47	24,000,000/48	1,120,000/40

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60
14 GJ PAW Bay	Imp	33	5d x 2,250	42,752 km	80,160 km	1/60
870 GJ Spinal Meson Gun	Exp		386d x 4000(!)	308,992 km	579,360 km	1/60

Maintenance: HT: 12, 676.5 man-hours per day, 19.9 MCr/yr

Statistics: EMass 131,100.4 tonnes, LMass 208,864.6 tonnes, Cost: 19,862.04 MCr (MCr25,012.11 fitted out), HP: 769,489, Size Mod: +12

Performance: Accel: 2.0 G (3.1 G empty, 1.9 G overloaded), Jump 5, 22,314 km/h (skim)

Haritti-class Battlecruiser (GTL12)

The *Haritti*-class battlecruiser is almost exclusively found in Corridor Sector, where small squadrons conduct unending sweeps against Vargr corsairs and raiders. Fast, heavily stealthed, and armoured against turret weapons, even a single ship can make short work of a corsair band, while a squadron has the firepower to demolish a raider base.

Crew: 10 bridge crew, 44 engineers, 45 gunners, 2 medics, 14 auxiliary crew, 57 frozen watch, 45 Marines (officer, 44 enlisted)

10,000 USL, DR 5200 (DR 2600 on weapons), PD 4, Total Compartmentalization, 6 Small Missile Bays (Heavy), 25 Triple 405 MJ Laser Turrets, 2 Nuclear Dampers, 47 Meson Screens (DR 5000), 570 GJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge, Engineering, 400 Jump, 4000 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 10 Fuel Processors (37.5 hrs), 20 Utility, 58 Staterooms, 15 Low Berths (60 cryotubes), Marine Barracks (Stateroom, 11 Bunkrooms), Briefing Room (holds 10), Battledress Rack (20 stored), Weapons Locker (1.8 tonnes capacity), Gym, Shooting Range, 2 Sickbays, 6 Bays for *Citadel* Heavy Fighters, 1 Bay for Gig, 34.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
570 GJ Spinal Meson Gun	Exp		387d x 3000(!)	250,880 km	470,400 km	1/60

Maintenance: HT: 12, 371.1 man-hours per day, 6.0 MCr/yr

Statistics: EMass 49,880.1 tonnes, LMass 58,529.9 tonnes, Cost: 5,976.51 MCr (MCr7,079.82 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 6.2 G (7.3 G empty, 6.1 G overloaded), Jump 3, 51,346 km/h (skim)

Solon-class Battlecruiser (GTL12)

Massively armed and armoured, the *Solon*-class battlecruiser can overwhelm opponents up to twice its size. In addition to its own armament, the battlecruiser carries a squadron of *Citadel*-class heavy fighters for close support. Four *Murka*-class combat shuttles carry its company of Imperial Marines, allowing for pinpoint raids as well as overwhelming bombardments.

Crew: 20 bridge crew, 30 engineers, 42 gunners, 2 medics, 28 auxiliary crew, 61 frozen watch, 125 Marines (5 officers, 120 enlisted)

10,000 USL, DR 10000 (DR 5000 on weapons), PD 4, 5 Single 1,313 MJ Laser Turrets, 8 13 GJ Meson Bays, 2 Nuclear Dampers, 44 Meson Screens (DR 5000), 570 GJ Spinal Meson Gun, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, Information Centre, Enhanced Communicator, Advanced Sensor, Electronic Warfare Suite, Engineering, 400 Jump, 2600 Maneuver, 3,000 Fuel, 2.5 Fuel Scoops, 15 Fuel Processors (25.0 hrs), 20 Utility, 61 Staterooms, 16 Low Berths (64 cryotubes), Marine Barracks (3 Staterooms, 30 Bunkrooms), 4 Briefing Rooms (holds 40), 6 Battledress Racks (120 stored), Weapons Locker (3.6 tonnes capacity), 4 Gyms, Shooting Range, 2 Military Sickbays, Operating Theatre, 3 Brigs (6 prisoners), Safe (11.3 m^3 capacity), Hanger for 10 *Citadel* Heavy Fighters with 1 Entrance, 4 Bays for *Murka* Combat Shuttles, 423 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge	8,000,000	—	16,000,000	160,000
Basic Bridge	8,000,000	—	16,000,000	16,000
Enhanced Commo	8,000,000	80,000,000	16,000,000	3,200,000

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	1,600,000/41	3,200,000/43	480,000/38
Basic Bridge	480,000/38	2,400,000/42	160,000/35
Advanced Sensor	16,000,000/47	16,000,000/47	1,120,000/40

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60
13 GJ Meson Gun	Exp		306d x 1,500(!)	37,452 km	70,224 km	1/60
570 GJ Spinal Meson Gun	Exp		387d x 3000(!)	250,880 km	470,400 km	1/60

Maintenance: HT: 12, 354.2 man-hours per day, 5.4 MCr/yr

Statistics: EMass 62,094.2 tonnes, LMass 71,836.9 tonnes, Cost: 5,445.37 MCr (MCr5,826.39 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 3.3 G (3.8 G empty, 3.0 G overloaded), Jump 3, 39,339 km/h (skim)

Naval Auxiliaries

When the average civilian thinks of the navy, they think of warships: destroyers, cruisers, battleships, and the like. Admirals know better.

An interstellar navy, like any technological force, is helpless without its logistical tail: hoards of transports, tankers, and special purpose craft far outnumbering the actual warships.

Birkenhead-class Troopship (GTL10)

Transporting an entire division at once, the *Birkenhead* is a thin-skinned ship not intended for the line of battle. The Solomani Confederation uses this class to transport large ground units between established fronts, although 16 *Dieppe*-class landers give the *Birkenhead* some capability for hostile landings. The armament is strictly defensive.

Troops are valuable enough that a troopship of this size travels nowhere without an escort. The *Birkenhead* and her sister ships are vulnerable enough that they are almost never used within a subsector of the front lines unless escorted by several cruiser squadrons.

Players are unlikely to encounter a *Birkenhead* in the course of their travels, unless they are in the Confederation Army and assigned to one. In the Solomani Sphere, encounters of a battle squadron on a transfer or transport mission could, at the referee's discretion, be a *Birkenhead*-class troopship with its escort.

Crew: 8 bridge crew, 53 engineers, 12 gunners, 10 medics, 74 auxiliary crew, 20,300 Marines (300 officers, 20000 enlisted)

20,000 USL, DR 100, PD 4, 10 Triple Sandcaster Turrets, 20 Triple 90 MJ PD Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 800 Jump, 1245 Maneuver, 6,000 Fuel, 40 Utility, 13 Bunkrooms, Marine Barracks (1,325 Bunkrooms), 20 Gyms, 2 Shooting Ranges, 10 Sickbays, Hanger for 16 *Dieppe* Assault Landers with 4 Entrances, Hanger for 16 *Batoche* Regimental Landers with 4 Entrances, Hanger for 10 *Rorke* Cargo Lighters with 2 Entrances, 687 Cargo

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

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

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

Maintenance: HT: 12, 296.3 man-hours per day, 3.8 MCr/yr

Statistics: EMass 16,923.5 tonnes, LMass 43,776.4 tonnes, Cost: 3,811.77 MCr (MCr4,321.43 fitted out), HP: 417,743, Size Mod: +12

Performance: Accel: 1.0 G (2.7 G empty, 0.8 G overloaded), Jump 3, 2,791 km/h (skim)

Corannis-class Dropship (GTL10)

Small and maneuverable, the *Corannis*-class dropship transports a platoon of elite Solomani Marine drop troops into combat. Carrying enough capsules for two drops and an armoured launch for retrieval, the *Corannis* can deliver its troops precisely on target for a swift commando raid or decapitation strike. This approach represents a new flexibility in Solomani doctrine, which once emphasized large set-piece battles. Imperial Naval Intelligence theorizes that this change is a result of the Solomani Rim War, but firm evidence is lacking.

Crew: 4 bridge crew, 4 engineers, 4 gunners, medic, 1 auxiliary crew, 32 Marines (officer, 31 enlisted)

400 USL, DR 1300 (DR 650 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Heavy), Triple Sandcaster Turret, Triple 90 MJ PD Laser Turret, Single 810 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 16 Jump, 200 Maneuver, 120 Fuel, 0.5 Fuel Scoops, Fuel Processor (15.0 hrs), 1 Utility, 2 Bunkrooms, Marine Barracks (2 Bunkrooms), 3 Briefing Rooms (holds 30), Drop Capsule Launcher (240 per turn, 64 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Sickbay, 1 Bay for *Sarta* Armoured Launch, 13 Cargo

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

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

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

Defenses: DR 1300 (DR 650 on weapons), PD 4, -6 to active scans, -3 to passive scans

Maintenance: HT: 12, 57.3 man-hours per day, 0.1 MCr/yr

Statistics: EMass 2,292.5 tonnes, LMass 2,534.7 tonnes, Cost: 142.62 MCr (MCr154.56 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 2.9 G (3.2 G empty, 2.6 G overloaded), Jump 3, 18,359 km/h (skim)

Firal-class Tanker (GTL10)

There are times when a fleet needs greater strategic mobility than provided by its jump capability. Fleet tankers, such as the *Firal* class, provide that mobility by providing enough fuel for an extra jump. The *Firal* can make two 3 parsec jumps and still provide 1800 tons of fuel to other ships. It also carries 100 *Prenei* scoopships: enough to refuel in two passes.

Crew: 3 bridge crew, 42 engineers, 200 auxiliary crew

10,000 USL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 720 Jump, 773 Maneuver, 7,800 Fuel, 78 Fuel Processors (12.5 hrs), 20 Utility, 123 Staterooms, 100 Cradles for *Prenai* Scoopships, No Cargo Hold

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

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

Maintenance: HT: 12, 294.3 man-hours per day, 3.8 MCr/yr

Statistics: EMass 9,364.4 tonnes, LMass 29,300.2 tonnes, Cost: 3,758.77 MCr (MCr5,157.77 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 1.0 G (3.0 G empty), Jump 3

M'gee-class Maintenance Tender (GTL10)

Ships on station need maintenance; after a battle, ships need repairs. The *M'gee*-class maintenance tender fills both these functions for the Solomani Navy, with shops, stores, and crew to fix any damage that doesn't require a shipyard.

Crew: 3 bridge crew, 26 engineers, 60 technicians

17,000 DSP (13,243-dton subhull), DR 100 (DR 100 on subhull), PD 4, Basic Bridge, Engineering, 510 Jump, 300 Maneuver, 3,400 Fuel, 100 Workshops, Shipyard, 27 Utility, 45 Staterooms, 329.5 Cargo

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

Maintenance: HT: 12, 228.3 man-hours per day, 2.3 MCr/yr

Statistics: EMass 7,606.4 tonnes, LMass 12,184.5 tonnes, Cost: 2,261.33 MCr, HP: 374,848, Size Mod: +11

Performance: Accel: 0.9 G (1.4 G empty, 0.6 G overloaded), Jump 2

Polesta-class Troopship (GTL10)

Although too obsolete to be used in a major war, the Imperial Navy still maintains the *Polesta*-class Troopship to quell internal disturbances. Capable of carrying a regiment of Imperial Marines and delivering them to a hot landing zone, the *Polesta* is still a valuable part of the Imperial Fleet.

Crew: 6 bridge crew, 23 engineers, 32 gunners, 5 medics, 30 auxiliary crew, 500 Marines (10 officers, 490 enlisted)

5,000 USL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 20 Triple Missile Turrets (Heavy), 10 Triple Sandcaster Turrets, 20 Triple 90 MJ PD Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 200 Jump, 900 Maneuver, 1,500 Fuel, 10 Utility, 49 Staterooms, Marine Barracks (5 Staterooms, 123 Bunkrooms), 5 Sickbays, Hanger for 10 *Barlax* Assault Landers with 2 Entrances, 21 Cargo

Communicator Range (km)	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge	8,000,000	—	16,000,000	160,000
Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*	
Command Bridge	720,000/39	2,400,000/42	48,000/32	

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

Defenses: DR 500 (DR 250 on weapons), PD 4, -6 to active scans, -3 to passive scans

Maintenance: HT: 12, 161.9 man-hours per day, 1.1 MCr/yr

Statistics: EMass 8,418.6 tonnes, LMass 20,991.6 tonnes, Cost: 1,137.34 MCr (MCr1,558.54 fitted out), HP: 165,781, Size Mod: +10

Performance: Accel: 1.6 G (3.9 G empty, 1.5 G overloaded), Jump 3, 11,453 km/h (skim)

Drauna-class Relief Vessel (GTL12)

Many naval ships are posted for long periods to hardship stations: isolated systems with little action and no recreational facilities. Rather than a picket flotilla, the Imperial Navy will send a relief vessel loaded with recreational activities and staffed with professional entertainers.

Crew: 3 bridge crew, engineer, 3 gunners, 10 stewards, 5 medics, 500 entertainers, 8 other crew

2,000 USL, DR 100, PD 4, 2 Triple Sandcaster Turrets, 2 Triple 102 MJ PD Laser Turrets, Basic Bridge, Engineering, 60 Jump, 40 Maneuver, 400 Fuel, 4 Utility, 266 Staterooms, 11 Exercise Rooms, 5 Halls seating 500 people, 3 Theatres seating 300 people, 3 Stages, 2 Holoventure Zones, Swimming Pool (1000 s.f. total), 5 Sickbays, 113 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 12, 82.1 man-hours per day, 0.3 MCr/yr

Statistics: EMass 1,242.3 tonnes, LMass 2,348.8 tonnes, Cost: 292.35 MCr, HP: 90,000, Size Mod: +10
Performance: Accel: 1.5 G (2.9 G empty, 0.8 G overloaded), Jump 2, 5,854 km/h (skim)

Ftenrik-class Fleet Transport (GTL12)

A massive freighter with moderate armour and defensive weaponry, the Imperial Navy never deploys a *Ftenrik*-class fleet transport without a strong escort squadron.

Crew: 5 bridge crew, 10 engineers, 10 gunners

10,000 USL, DR 500 (DR 250 on weapons), PD 4, Total Compartmentalization, 5 Triple Sandcaster Turrets, 5 Triple 102 MJ PD Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 400 Jump, 513 Maneuver, 3,000 Fuel, 20 Utility, 13 Staterooms, 6,000.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Defenses: DR 500 (DR 250 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper

Maintenance: HT: 12, 220.8 man-hours per day, 2.1 MCr/yr

Statistics: EMass 6,330.9 tonnes, LMass 36,264.1 tonnes, Cost: 2,115.67 MCr, HP: 263,161, Size Mod: +11
Performance: Accel: 1.3 G (7.3 G empty, 0.3 G overloaded), Jump 3, 9,734 km/h (skim)

Monfraki-class Dropship (GTL12)

Carrying a platoon of Imperial Marine drop troops, with sufficient drop capsules for two assaults, *Monfraki*-class dropships are almost invariably deployed for commando operations.

Crew: 4 bridge crew, 2 engineers, 3 gunners, medic, 2 auxiliary crew, 33 Marines (officer, 32 enlisted)

400 USL, DR 2000 (DR 1000 on weapons), PD 4, Total Compartmentalization, Triple Missile Turret (Light), Triple Sandcaster Turret, 2 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 20 Jump, 95 Maneuver, 160 Fuel, 1 Fuel Scoop, Fuel Processor (20.0 hrs), 1 Utility, 7 Staterooms, Marine Barracks (Stateroom, 8 Bunkrooms), 3 Briefing Rooms (holds 30), Drop Capsule Launcher (240 per turn, 64 stored), 2 Battledress Racks (40 stored), Weapons Locker (1.8 tonnes capacity), Sickbay, 1 Bay for *Murka* Combat Shuttle, 4.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Defenses: DR 2000 (DR 1000 on weapons), PD 4, -8 to active scans, -4 to passive scans

Maintenance: HT: 12, 64.8 man-hours per day, 0.2 MCr/yr

Statistics: EMass 1,539.0 tonnes, LMass 1,913.6 tonnes, Cost: 182.29 MCr (MCr200.77 fitted out), HP: 30,779, Size Mod: +8
Performance: Accel: 4.5 G (5.6 G empty, 4.3 G overloaded), Jump 4, 21,876 km/h (skim)

Traskon-class Assault Carrier (GTL12)

Carrying a company of Marines, the *Traskon* is capable of delivering them under fire using its four *Murka* combat shuttles. While its short legs mean that it requires an escort, its high jump gives the *Traskon* strategy flexibility—a quality necessary for the current Imperial doctrine of flexible response.

Crew: 5 bridge crew, engineer, 14 gunners, 8 auxiliary crew, 123 Marines (3 officers, 120 enlisted)

1,200 USL, DR 2000 (DR 1000 on weapons), PD 4, Heavy Compartmentalization, 2 Triple Missile Turrets (Light), 2 Triple Sandcaster Turrets, 4 Triple 405 MJ Laser Turrets, 4 Triple 102 MJ PD Laser Turrets, Nuclear Damper, 6 Meson Screens, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 60 Jump, 50 Maneuver, 480 Fuel, 3 Utility, 14 Staterooms, Marine Barracks (2 Staterooms, 30 Bunkrooms), 3 Briefing Rooms (holds 30), 6 Battledress Racks (120 stored), Weapons Locker (1.8 tonnes capacity), Hanger for 4 *Murka* Combat Shuttles with 1 Entrance, 150.5 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Defenses: DR 2000 (DR 1000 on weapons), PD 4, -8 to active scans, -4 to passive scans, 16 km Nuclear Damper, Meson Screen DR 2000

Maintenance: HT: 12, 91.7 man-hours per day, 0.4 MCr/yr

Statistics: EMass 2,796.6 tonnes, LMass 4,683.8 tonnes, Cost: 364.58 MCr (MCr427.21 fitted out), HP: 64,024, Size Mod: +9

Performance: Accel: 1.0 G (1.6 G empty, 0.6 G overloaded), Jump 4

Monitors & System Defense Boats

The Imperial Navy needs jump-capable warships, but a planetary navy can concentrate on firepower. Without the vast space consumed by jump fuel, a system defense boat can defeat a starship up to twice its displacement.

Monitors and system defense boats are usually associated with planetary navies, although interstellar navies also use them to protect major bases and depots.

Mayskyu-class System Defense Boat (GTL9)

While limited by low technology, the Droyne are far from helpless. System defense boats such as the *Mayskyu* patrol many Droyne worlds, on guard against those who regard the Droyne as weak pastoralists.

The crew roster lists positions, not crewmembers. As with most Droyne ships, tasks are allocated somewhat differently to human norms.

Crew: 4 bridge crew, 6 engineers, 3 gunners, 1 medic

600 SL, DR 8000 (DR 1000 on weapons), PD 4, 2 Triple Missile Turrets (Heavy), 4 Single 303 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Enhanced Communicator, Enhanced Sensor, Electronic Warfare Suite, Engineering, 360 Fusion Rocket, 50 Water (53.6 hrs), 4 Utility, 3 Nests, 1 Sickbay, 9.5 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Basic Bridge:	8,000,000 km	—	16,000,000 km	—
Enhanced Commo:	1,600,000 km	16,000,000 km	3,200,000 km	—

Sensor Range/Scan	*PESA*	*AESA*	*Radscanner*
Basic Bridge:	480,000 km/38	1,600,000 km/41	32,000 km/31
Enhanced Sensor:	1,600,000 km/41	3,200,000 km/43	72,000 km/33

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
303 MJ Rainbow Laser	Imp	33	5d x 55	12,800 km	24,000 km	1/60

Statistics: EMass 15,497.9 tonnes, LMass 15,602.2 tonnes, Cost: 568.52 MCr (MCr586.52 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 1.7 G (1.7 G empty, 1.7 G overloaded)

Verdamt-class System Defense Boat (GTL9)

The *Verdamt* is a typical low-tech heavy system defense boat. Heavily armoured and lumbering, it engages its targets with a medium spinal particle accelerator as well as four batteries of heavy missiles.

Crew: 8 bridge crew, 59 engineers, 64 gunners, 5 medics, 68 frozen watch

10,000 USL, DR 8000 (DR 1000 on weapons), PD 4, Heavy Compartmentalization, 4 Large Missile Bays (Heavy), 10 Triple 40 MJ PD Laser Turrets, 920 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 3500 Fusion Rocket, 500 Water (535.7 hrs), 54 Utility, 12 Bunkrooms, 17 Low Berths, 5 Military Sickbays, 82 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Command Bridge:	8,000,000 km	—	16,000,000 km	160,000 km

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
40 MJ Rainbow Laser	Imp	30	5d x 20	23,296 km	43,680 km	1/15
920 GJ Spinal PAW	Imp	38	5d x 4000	291,072 km	545,760 km	1/60

Statistics: EMass 133,176.5 tonnes, LMass 137,629.8 tonnes, Cost: 12,758.32 MCr (MCr13,958.32 fitted out), HP: 263,161, Size Mod: +11

Performance: Accel: 1.8 G (1.9 G empty, 1.8 G overloaded)

Bølgebryter-class System Defense Monitor (GTL10)

A midsize system defense vessel, the *Bølgebryter* class is the latest addition to the Navy of Sacnoth. Although Sacnoth seceded from the Sword Worlds Confederation in the aftermath of the Fifth Frontier War, Confederation loyalists are reputedly smuggling plans and critical components to Narsil and other worlds. Imperial Naval Intelligence refuses to comment on the rumours, while Sacnoth flatly denies them.

Crew: 10 bridge crew, 21 engineers, 28 gunners, 2 medics, 21 Marines (officer, 20 enlisted)

3,000 USL, DR 4200 (DR 2000 on weapons), PD 4, Total Compartmentalization, Small Missile Bay (Heavy), 5 Triple 90 MJ PD Laser Turrets, Nuclear Damper, 8 Meson Screens (DR 2000), 570 GJ Spinal Particle Accelerator, Radical Stealth, Radical Emission Cloaking, Hardened Command Bridge and Auxiliary Basic Bridge, 3 Engineering, 1250 Maneuver, Workshop, 6 Utility, 6 Staterooms, 14 Bunkrooms, Marine Barracks (Stateroom, 5 Bunkrooms), 2 Military Sickbays, 43 Cargo

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

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

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

Maintenance: HT: 11, 194.8 man-hours per day, 1.6 MCr/yr

Statistics: EMass 33,500.2 tonnes, LMass 34,205.4 tonnes, Cost: 1,646.20 MCr (MCr1,781.20 fitted out), HP: 117,933, Size Mod: +10

Performance: Accel: 1.3 G (1.4 G empty, 1.3 G overloaded), 15,113 km/h (skim)

Irumskla-class Defense Platform (GTL10)

Irumskla platforms orbit many major worlds as a last line of defense against invasion. Virtually impregnable, several platforms acting in concert can saturate near orbital with missile fire, resupplying themselves from their magazines.

Crew: 3 bridge crew, 8 engineers, 14 gunners, medic, 13 frozen watch

600 USL, DR 50000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 6 Triple Missile Turrets (Heavy), 48 Magazines, Nuclear Damper, 8 Meson Screens (DR 5000), Basic Stealth, Basic Emission Cloaking, HardenedCommand Bridge, Enhanced Sensor, Electronic Warfare Suite, Engineering, 450 Maneuver, 2 Utility, 13 Staterooms, 4 Low Berths (16 cryotubes), Sickbay, 14 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Command Bridge	720,000/39	2,400,000/42	48,000/32
Enhanced Sensor	3,200,000/43	7,200,000/45	320,000/37

Maintenance: HT: 6, 152.2 man-hours per day, 1.0 MCr/yr

Statistics: EMass 63,373.0 tonnes, LMass 63,620.2 tonnes, Cost: 1,005.24 MCr (MCr1,053.84 fitted out), HP: 40,332, Size Mod: +9

Performance: Accel: 0.3 G (0.3 G empty, 0.3 G overloaded)

Joritz-class System Defense Boat (GTL10)

A compromise between armour and maneuverability, the *Joritz* has adequate amounts of both.

Crew: 4 bridge crew, 5 engineers, 3 gunners

400 SL, DR 1300 (DR 650 on weapons), PD 4, Triple Missile Turret (Light), 2 Triple 250 MJ Laser Turrets, Single 810 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 281 Maneuver, 1 Utility, 7 Staterooms

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

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

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

Maintenance: HT: 12, 45.4 man-hours per day, 0.1 MCr/yr

Statistics: EMass 2,325.2 tonnes, LMass 2,358.6 tonnes, Cost: 89.57 MCr (MCr98.43 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 4.3 G (4.4 G empty), 9,538 km/h (atm), 26,978 km/h (skim)

Megalith-class Battle Station (GTL10)

The Imperial Navy needs starships to patrol the spacelanes and carry the fight to the enemy, but individual worlds need firepower more than they need jump-capable ships. Some worlds opt for large numbers of small ships, others for fewer but larger ships. The *Megalith* class is typical of these large defense monitors. Incredibly tough armour protects a massive arsenal, while twenty squadrons of *Iramda* fighters and ten squadrons of *Jumo* heavy fighters provide adequate patrol coverage.

Crew: 10 bridge crew, 1371 engineers, 282 gunners, 16 medics, 300 auxiliary crew, 840 frozen watch, 130 troops

100000-ton USL Hull, DR 10000, PD 4, Total compartmentalization, 100 Turrets with 3 lasers each, 50 Missile Bays, 40 Particle Beam Bays, Spinal Particle Beam, Hardened Command Bridge, Engineering, 73600 Maneuver, 990 Staterooms, 9 Bunkrooms (144 personnel), 220 Low Berths (holds 880 cryotubes), 200 Utility, 15 Spacedocks (200 *Iramda* Fighters, 100 *Jumo* Heavy Fighters), 15 Sickbays, 1960 cargo

Communicators: Radio 3 million km, Laser 6 million km, Meson 0.1 million km

Sensors: PESA 80000 km, AESA 240000 km, Radscanner 6400 km

300 360-MJ Lasers: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4

40 Particle Beam Bays: Imp, Acc 33, Dmg 6dx1500, Rng 23400 km, MxRng 70220 km, FP 63

Spinal Particle Beam: Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424

Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 574531.6 tonnes, LMass 639287.4 tonnes, Cost MCr 18016.7, HP 2212500

Performance: Accel 4.2 G (4.6 G empty, 4.0 Goverloaded), Jump 0, Air Speed 960 km/h

Miiriimak-class Monitor (GTL10)

Built for survivable, close-in fighting, the *Miiriimak* is obsolete by Imperial standards. Short legs and no meson screens make it a sitting target for even the smallest modern Imperial cruiser.

Crew: 8 bridge crew, 22 engineers, 24 gunners, medic, 10 Marines (10 enlisted)

3,000 USL, DR 10000 (DR 2000 on weapons), PD 4, Total Compartmentalization, 5 Triple 250 MJ Laser Turrets, 10 Single 810 MJ Laser Turrets, Nuclear Damper, 570 GJ Spinal Particle Accelerator, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 1300 Maneuver, 6 Utility, 28 Staterooms, Marine Barracks (5 Staterooms), Military Sickbay, 22.5 Cargo

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

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

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

Maintenance: HT: 9, 204.6 man-hours per day, 1.8 MCr/yr

Statistics: EMass 55,142.7 tonnes, LMass 55,244.7 tonnes, Cost: 1,817.31 MCr, HP: 117,933, Size Mod: +10
Performance: Accel: 0.9 G (0.9 G empty, 0.8 G overloaded)

Nova's Roar-class System Defense Boat (GTL10)

Unlike many system defense boats, the *Nova's Roar* class is not streamlined. Rather than hiding in oceans and gas giants, they are deployed in obvious patrols as a deterrent, or hidden in asteroid swarms as a second-strike force.

Crew: pilot, 10 engineers, 9 gunners, medic, 10 auxiliary crew

800 USL, DR 1000 (DR 500 on weapons), PD 4, Heavy Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 250 MJ Laser Turrets, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 600 Maneuver, 2 Utility, 16 Staterooms, Military Sickbay, 10 Bays for *Iramda* Fighters, 8.5 Cargo

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

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

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

Maintenance: HT: 12, 61.7 man-hours per day, 0.2 MCr/yr

Statistics: EMass 3,746.4 tonnes, LMass 4,452.7 tonnes, Cost: 165.39 MCr (MCr252.31 fitted out), HP: 48,859, Size Mod: +9
Performance: Accel: 4.9 G (5.8 G empty, 4.7 G overloaded), 27,429 km/h (skim)

Stunnenge-class Stealth Monitor (GTL10)

The Third Frontier War caught the Imperial Navy flat-footed and unprepared, its ships poorly dispersed and its logistics a tangled mess. The Zhodani thrust towards Rhylanor came dangerously close to succeeding. Herein hangs a tale…

In the Battle of Porozlo (980) the Zhodani captured an excellent forward base for the Siege of Rhylanor (980-986). Possessing naval facilities and a gas giant, Porozlo is only one parsec away from Rhylanor, allowing Zhodani warships to jump in, raid, attack, mount blockade patrols, and still be able to jump back when outmatched.

While the Imperial Navy was officially tasked with defending Rhylanor, the local population was not willing to trust the Navy's competence, especially as the Navy's priority was its own bases. In a thousand desperate skirmishes Rhylanor system defense forces battled the Zhodani invaders: defending outlying asteroid settlements, convoying vital supplies, harassing and ambushing task forces—tieing up so many enemy warships that the rest of the Zhodani offensive faltered and they made peace.

In 985 the Zhodani launched a major assault on the trailing Trojan cluster, intending to establish an in-system base from which to assault Rhylanor itself. Local defense forces had anticipated this move and deployed stealth monitors in both Trojan clusters, tasked with ambushing and delaying Zhodani forces long enough for fleet assets to arrive. By sheer fluke, when the Zhodani task force emerged from jump space it was surrounding the *Stunnenge* at point-blank range. In the crew's own words:

LT ENKLIA: Close emergence, sir. Big. Two more… three… Astra, sir! They're right on top of us!

CAPTAIN PETROS: Sound Battle Stations. Scramble all fighters. Signal Fleet. What are we facing?

ENKLIA: Sir. Two Zhodani battle squadrons with many escorts. Possibly an assault squadron.

LT MARCON: Jamming, sir. Trying countermeasures.

PETROS: Guns, target battleships alpha and gamma. Flight, target support vessels.

AFT BATTERY: Scratch Zho alpha. Shifting to delta.

CMDR CHANDRY: Their last wave saturated our counterbattery. Missiles impacting in 30 seconds!

PETROS: Attention all hands, this is Captain Petros. This is it, time to earn our pay. Gunnery captains: choose your own targets and fire at will. No surrender, no retreat!

CHANDRY: Kali, we've lost the port batteries. No contact with the aft sections.

MARCON: Transmitter destroyed, sir. I don't think our signal reached Fleet.

CHANDRY: Aft batteries still firing. Lost contact with Engineering.

MAJOR WHITTAKER: Commandos! Mindrippers just ap…

PETROS: We're next, gentlemen. It's been an honour to serve with you. Think free!

After two boarding attempts were repulsed, the *Stunnenge* was vapourized by the concentrated fire of the Zhodani battle squadron. There were no survivors.

Rhylanor remained free.

Editor's Note: This entry contradicts the official history of the Third Frontier War as published by the Imperial Navy. While many historians have wondered how the bridgerecords for a ship lost with all hands were recovered, no Rhylanor historian has yet dared question these events. Such is the power of local myth-making.

Crew: 4 bridge crew, 66 engineers, 38 gunners, 3 medics, 35 auxiliary crew, 120 troops

10000-ton PL Hull, DR 4200, PD 4, Total compartmentalization, 10 Turrets with 3 lasers each, 10 Turrets with 3 sandcasters each, 8 Particle Beam Bays, Spinal Particle Beam, Radical stealth, Radical emission cloaking, Hardened Command Bridge, Engineering, 4000 Maneuver, 73 Staterooms, 8 Bunkrooms (128 personnel), 20 Utility, 2 Spacedocks (35 *Jumo* Heavy Fighters), Hall seating 100 people, Theatre seating 100 people, Swimming Pool, 2 Sickbays, 59 cargo

Communicators: Radio 3 million km, Laser 6 million km, Meson 0.1 million km
Sensors: PESA 80000 km, AESA 240000 km, Radscanner 6400 km
30 360-MJ Lasers: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32720 km, MxRng 98610 km, FP 4
8 Particle Beam Bays: Imp, Acc 33, Dmg 6dx1500, Rng 23400 km, MxRng 70220 km, FP 63
Spinal Particle Beam: Imp, Acc 36, Dmg 6dx10000, Rng 78080 km, MxRng 234240 km, FP 424
Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 273585.9 tonnes, LMass 292764.5 tonnes, Cost MCr 2456.1, HP 357000
Performance: Accel 0.5 G (0.5 G empty, 0.5 Goverloaded), Jump 0, Air Speed 0 km/h

Gefros-class System Defense Boat (GTL12)

Fast and deadly, squadrons of *Gefros* system defense boats lurk in many systems in the Spinward Marches, ready to defend their worlds against any aggressor.

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

800 SL, DR 6000 (DR 3000 on weapons), PD 4, Total Compartmentalization, 4 Triple Missile Turrets (Light), 4 Triple 405 MJ Laser Turrets, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 550 Maneuver, 2 Utility, 11 Staterooms, Sickbay, 29 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 100.8 man-hours per day, 0.4 MCr/yr

Statistics: EMass 6,080.5 tonnes, LMass 6,345.9 tonnes, Cost: 440.62 MCr (MCr463.25 fitted out), HP: 48,859, Size Mod: +9

Performance: Accel: 7.9 G (8.2 G empty, 7.3 G overloaded), 16,460 km/h (atm), 46,558 km/h (skim)

Irbak-class System Defense Boat (GTL12)

An upgraded version of the *Joritz* class, the *Irbak* has better armour and acceleration than its progenitor.

Crew: 4 bridge crew, 3 engineers, 3 gunners

400 SL, DR 8000 (DR 4000 on weapons), PD 4, Triple Missile Turret (Light), 2 Triple 405 MJ Laser Turrets, Single 1,313 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Command Bridge, Engineering, 281 Maneuver, 1 Utility, 6 Staterooms, 4 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60
1,313 MJ X-Ray Laser	Imp	34	6d x 150(2)	120,320 km	225,600 km	1/60

Maintenance: HT: 10, 75.9 man-hours per day, 0.3 MCr/yr

Statistics: EMass 4,361.8 tonnes, LMass 4,413.4 tonnes, Cost: 250.02 MCr (MCr255.68 fitted out), HP: 30,779, Size Mod: +8

Performance: Accel: 5.8 G (5.8 G empty, 5.7 G overloaded), 15,081 km/h (atm), 42,657 km/h (skim)

Rochelle-class Monitor (GTL12)

One of many small monitors stationed throughout the Glisten Belt, the *Rochelle* is a typical planetoid warship. Cheap, massively armoured, and virtually immobile, planetoid monitors are the anvil against which mobile system defense boats smash an invading fleet.

Crew: 5 bridge crew, 3 engineers, 22 gunners, 2 medics, 10 troops

2000-ton PL Hull, DR 10000, PD 4, Total compartmentalization, 10 Turrets with 3 missile racks each, 10 Turrets with 3 lasers each, Spinal Meson Gun, Meson Screen (DR4105), Nuclear Damper (16 km range), Hardened Command Bridge, Engineering, 350 Maneuver, 16 Staterooms, Bunkroom (16 personnel), 4 Utility, Sickbay, 21 cargo

Communicators: Radio 3 million km, Laser 6 million km, Meson 0.1 million km

Sensors: PESA 160000 km, AESA 320000 km, Radscanner 6400 km

30 405-MJ Lasers: Imp, Acc 33, Dmg 5dx100(2), 1/2D Rng 41630 km, MxRng 124900 km, FP 7

Spinal Meson Gun: Exp, Acc 36, Dmg 6dx10000(!), Rng 78080 km, MxRng 234240 km, FP 4243

Note: all weapons have SS 30, RoF 1/60

Statistics: EMass 210278.5 tonnes, LMass 210375.0 tonnes, Cost MCr 1155.9, HP 114000

Performance: Accel 0.2 G (0.2 G empty, 0.2 Goverloaded), Jump 0, Air Speed 0 km/h

Fighters

Too lightly armed to be effective against capital ships, fighters are still deadly to civilian shipping and naval auxiliaries.

Fighters are also useful in piracy suppression: a single squadron can cover a large volume of space.

Elding-class Light Fighter (GTL9)

A break with tradition, the *Elding* class fighter is one of the most agile in Sword Worlds service. Imperial Naval Intelligence believes that the design was inspired by the performance of Imperial fighters during the Fifth Frontier War, particularly the *Rampart*-class.

Crew: pilot

20-ton USL Hull, DR 100, PD 4, 3 Fixed-Mount Lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 8 Fusion Rocket, 8 Rocket Fuel (0.6 hours), no cargo

Communicators: Radio 0.3 million km, Laser 0.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
3 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

Statistics: EMass 258.1 tonnes, LMass 258.1 tonnes, Cost MCr 17.8, HP 4500
Performance: Accel 4.7 G (4.7 G empty, 4.7 Goverloaded), Jump 0, Air Speed 960 km/h

Fellbane-class Orbital Defense Fighter (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

Extremely well-armoured, the *Fellbane* is the ultimate expression of this philosophy. Able to survive even point-blank hits by Imperial turret weapons, squadrons of *Fellbanes* are deployed in orbit where they can husband their limited fuel while inflicting punishing damage on the assaulting ships.

Crew: pilot, gunner

20-ton USL Hull, DR 4200, PD 4, Turret with 3 lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 9 Fusion Rocket (0.6 hours), no cargo

Communicators: Radio 0.3 million km, Laser 0.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
3 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

Statistics: EMass 1349.9 tonnes, LMass 1349.9 tonnes, Cost MCr 33.3, HP 5700
Performance: Accel 1.0 G (1.0 G empty, 1.0 Goverloaded), Jump 0, Air Speed 960 km/h

Helm-class Fighter (GTL9)

Imperial propaganda makes much of "slow-moving, dense" Sword Worlders but their characteristic naval architecture is the result of the Imperium's vast technological lead. Outranged by Imperial weapons, Sword World ships must be prepared to survive several volleys of fire before closing to within range of their own weapons; the resulting mass severely lowers their maneuverability. Unable to force a battle in open space, Sword World tactics rely on forcing the Imperial Navy to assault specific targets, thus lowering their strategic advantage.

The *Helm*-class fighter is a common one in the Sword Worlds. While not very fast, it can shrug off Imperial turret weapons at long range, greatly increasing its survivability. Like most Sword Worlds warships, the *Helm* uses fusion rockets rather than reactionless thrusters, trading limited endurance and radioactive exhaust for better performance.

Crew: pilot, gunner

40-ton USL Hull, DR 2500, PD 4, Turret with 3 lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 11 Fusion Rocket, 27 Rocket Fuel (1.5 hours), no cargo

Communicators: Radio 0.3 million km, Laser 0.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
3 102-MJ Lasers: Imp, Acc 32, Dmg 8dx20, 1/2D Rng 16360 km, MxRng 65450 km, FP 2, SS 30, RoF 1/60

Statistics: EMass 1532.0 tonnes, LMass 1532.0 tonnes, Cost MCr 34.9, HP 8700
Performance: Accel 1.1 G (1.1 G empty, 1.1 Goverloaded), Jump 0, Air Speed 960 km/h

Huata-class Fighter (GTL9)

One of the early fighters in the Interstellar Wars, the *Huata* continued in use as a second-tier aerospace fighter for centuries.

Crew: 1 bridge crew

20 SL, DR 200 (DR 100 on weapons), PD 4, 2 Fixed 303 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Fusion Rocket, 5 Water (1.3 hrs)

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Cockpit:	800,000 km	—	1,600,000 km	—

Sensor Range/Scan	*PESA*	*AESA*	*Radscanner*
Cockpit:	72,000 km/33	720,000 km/39	16,000 km/29

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
303 MJ Rainbow Laser	Imp	33	5d x 55	12,800 km	24,000 km	1/60

Statistics: EMass 96.7 tonnes, LMass 96.7 tonnes, Cost: 17.65 MCr, HP: 4,177, HT: 12, Size Mod: +6
Performance: Accel: 3.0 G, 4,696 km/h (atmospheric), 13,285 km/h (skimming)

Angbar-class Heavy Fighter (GTL10)

Slow and massively armoured, the *Angbar* class heavy fighter is an archetypical Sword Worlds design. Heavy fighters are usually deployed in over-strength squadrons, where their survivability and numbers make the most difference. *Angbar*-equipped squadrons usually launch a barrage of missiles at long distance, then close while the enemy is occupied with defensive anti-missile fire and attack with their twin lasers.

Crew: pilot

20-ton USL Hull, DR 3000, PD 4, Fixed-Mount Missile Rack, 2 Fixed-Mount Lasers, Basic stealth, Basic emission cloaking, Hardened Cockpit, 16 Maneuver, no cargo

Communicators: Radio 0.8 million km, Laser 1.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
2 360-MJ Lasers: Imp, Acc 32, Dmg 6dx50(2), 1/2D Rng 32726 km, MxRng 98618 km, FP 4, SS 30, RoF 1/60

Statistics: EMass 499.7 tonnes, LMass 499.7 tonnes, Cost MCr 13.2, HP 4500
Performance: Accel 1.2 G (1.2 G empty, 1.2 Goverloaded), Jump 0, Air Speed 960 km/h

Bayonet-class Assault Fighter (GTL10)

Designed for close-combat, the *Bayonet*-class assault fighter has not been a great success. While its armour is sufficient against long-range attacks by Imperial warships, at close range the fighter is easily destroyed before it can close to within the point-blank range required by its plasma guns.

Crew: pilot, engineer, gunner

50 USL, DR 2500 (DR 1250 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 48 Maneuver

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

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

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

Maintenance: HT: 9, 22.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 789.5 tonnes, LMass 789.5 tonnes, Cost: 21.81 MCr, HP: 7,694, Size Mod: +6
Performance: Accel: 2.2 G, 16,488 km/h (skim)

Burtoine-class Escort Fighter (GTL10)

Originally designed as a medium fighter for convoy escort duty, the *Burtoine* can be found filling many roles for the Solomani Navy. While not fast compared to Imperial fighters, it is fast enough to guard a merchant convoy, yet armoured enough to fight most commerce raiders and privateers.

Crew: pilot, engineer

30 USL, DR 1200, PD 4, Fixed Light Missile Rack, 2 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 26 Maneuver

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

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

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

Maintenance: HT: 11, 16.5 man-hours per day, 0.0 MCr/yr

Statistics: EMass 315.2 tonnes, LMass 315.2 tonnes, Cost: 11.82 MCr, HP: 5,473, Size Mod: +6
Performance: Accel: 3.0 G, 17,072 km/h (skim)

Gnat-class Light Fighter (GTL10)

Small, maneuverable, and cheap, the *Gnat* is typically found defending small asteroid settlements.

Crew: pilot, engineer

10 USL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver

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

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

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

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

Statistics: EMass 47.1 tonnes, LMass 47.1 tonnes, Cost: 5.21 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 6.2 G, 15,318 km/h (skim)

Imp-class Patrol Fighter (GTL10)

Found only on *Dartmouth*-class patrol frigates, *Imp* fighters perform patrol sweeps in concert with their parent ship.

Crew: pilot, engineer

20 SL, DR 200, PD 4, 3 Fixed Light Missile Racks, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 12 Maneuver

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

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

Maintenance: HT: 12, 11.5 man-hours per day, 0.0 MCr/yr

Statistics: EMass 106.0 tonnes, LMass 106.0 tonnes, Cost: 5.71 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 4.1 G, 5,752 km/h (atm), 16,270 km/h (skim)

Jumo-class Heavy Fighter (GTL10)

An early heavy fighter, the *Jumo* has been relegated to planetary navies and accredited mercenary organizations. Heavy armour makes for a survivable, if slow, fighter—a popular trait with fighter pilots!

Crew: pilot, engineer

50 SL, DR 1300, PD 4, 3 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver

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

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

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

Maintenance: HT: 11, 19.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 447.7 tonnes, LMass 447.7 tonnes, Cost: 16.26 MCr, HP: 7,694, Size Mod: +6
Performance: Accel: 2.9 G, 7,341 km/h (atm), 20,764 km/h (skim)

Langsdale-class Attack Fighter (GTL10)

Moderately armoured, fast, and well-armed, the Solomani Confederation Navy deploys its *Langsdale* attack fighters in oversize squadrons. Usual tactics call for a barrage of missiles launched at long range to cover the squadron while it closes for the kill with its lasers.

Crew: pilot, engineer

30 USL, DR 300, PD 4, Fixed Light Missile Rack, 2 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 26 Maneuver

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

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

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

Maintenance: HT: 12, 15.1 man-hours per day, 0.0 MCr/yr

Statistics: EMass 166.3 tonnes, LMass 166.3 tonnes, Cost: 9.85 MCr, HP: 5,473, Size Mod: +6
Performance: Accel: 5.7 G, 18,989 km/h (skim)

Midge-class Light Fighter (GTL10)

Small, maneuverable, and cheap, the *Midge* is typically found defending small asteroid settlements.

Crew: pilot, engineer

10 USL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver

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

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

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

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

Statistics: EMass 47.1 tonnes, LMass 47.1 tonnes, Cost: 5.21 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 6.2 G, 15,318 km/h (skim)

Olmeka-class Heavy Fighter (GTL10)

The *Olmeka* sacrifices acceleration for armour. Past orbit these fighters are outclassed, but in atmosphere and close orbit their survivability makes them extremely dangerous to invading forces.

Crew: pilot, engineer

80 SL, DR 5000, PD 4, 3 Fixed 250 MJ Lasers, Fixed 810 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 57 Maneuver

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

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

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

Maintenance: HT: 7, 30.3 man-hours per day, 0.0 MCr/yr

Statistics: EMass 1,828.9 tonnes, LMass 1,828.9 tonnes, Cost: 39.88 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 1.1 G, 7,898 km/h (atm), 22,339 km/h (skim)

Steadfast-class Medium Fighter (GTL10)

A compromise between protect and maneuverability, the *Steadfast* is a common Solomani design.

Crew: pilot, engineer

40 USL, DR 100, PD 4, Fixed Light Missile Rack, 2 Fixed 250 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver

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

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

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

Maintenance: HT: 12, 16.1 man-hours per day, 0.0 MCr/yr

Statistics: EMass 168.5 tonnes, LMass 168.5 tonnes, Cost: 11.22 MCr, HP: 6,631, Size Mod: +6
Performance: Accel: 7.7 G, 20,874 km/h (skim)

Trikon-class Aerospace Fighter (GTL10)

Resembling a cross between a heavy fighter and a light tank, the *Trikon* is commonly deployed as an aerospace defense fighter in the Solomani Confederation. Its slow acceleration matters less than its high speed in an atmospheric fight, while its heavy armour can shrug off most laser hits with ease.

Crew: pilot, engineer, gunner

20 SL, DR 3000 (DR 1500 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 14 Maneuver

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

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

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

Maintenance: HT: 7, 17.7 man-hours per day, 0.0 MCr/yr

Statistics: EMass 487.8 tonnes, LMass 487.8 tonnes, Cost: 13.59 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 1.0 G, 5,476 km/h (atm), 15,489 km/h (skim)

Hun-class Light Fighter (GTL11)

After the Solomani Rim War, the Solomani Navy started development of a new fighter: faster and more maneuverable than anything that the Imperial Navy had. The result was the *Hun*, with over 10G of acceleration at full throttle.

Crew: pilot, engineer, gunner

10 USL, DR 100, PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 8 Maneuver

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60

Maintenance: HT: 12, 16.2 man-hours per day, 0.0 MCr/yr

Statistics: EMass 63.1 tonnes, LMass 63.1 tonnes, Cost: 11.40 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 11.5 G, 20,957 km/h (skim)

Joqlsha'-class Fighter (GTL11)

The Zhodani Consulate maintains its most advanced ships as a reserve, ready to respond to any aggression. The *Joqlsha'* is one of the Consulate's most advanced fighters. Improved thrusters let a small fighter carry enough armour to thwart Imperial turret weaponry at long range, while still providing enough thrust for a respectable acceleration.

Crew: pilot, engineer, gunner

20 SL, DR 2200 (DR 1100 on weapons), PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit with Psionic Switches, 14 Maneuver

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60

Maintenance: HT: 9, 20.5 man-hours per day, 0.0 MCr/yr

Statistics: EMass 269.8 tonnes, LMass 269.8 tonnes, Cost: 18.21 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 4.7 G, 8,659 km/h (atm), 24,491 km/h (skim)

Luzon-class Aerospace Fighter (GTL11)

Luzon-class aerospace fighters are capable of fighting in both space and atmosphere. They are often found attached to Solomani Marine units in a close-support role.

Crew: pilot, engineer, gunner

30 SL, DR 3000 (DR 1500 on weapons), PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 22 Maneuver

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60

Maintenance: HT: 9, 24.2 man-hours per day, 0.0 MCr/yr

Statistics: EMass 439.6 tonnes, LMass 439.6 tonnes, Cost: 25.48 MCr, HP: 5,473, Size Mod: +6
Performance: Accel: 4.5 G, 9,743 km/h (atm), 27,558 km/h (skim)

Banshee-class Light Fighter (GTL12)

Fast, cheap, and hard-hitting, the *Banshee* is popular with mercenary units needing a state-of-the-art fighter for aerospace defense. Its light armour make the *Banshee* a vulnerable fighter, placing a premium on defensive flying by its pilot—for this reason *Banshees* are usually deployed in squadrons and are almost never committed against defended targets.

Crew: pilot

10 SL, DR 300, PD 4, 3 Fixed 405 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Maneuver

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 12, 13.3 man-hours per day, 0.0 MCr/yr

Statistics: EMass 51.3 tonnes, LMass 51.3 tonnes, Cost: 7.69 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 7.1 G, 6,616 km/h (atm), 18,713 km/h (skim)

Citadel-class Heavy Fighter (GTL12)

The Imperial Navy's primary heavy fighter, the *Citadel* class combines massive armour with high acceleration and three full-powered lasers. While too large and heavy for most light starships, battleships and major fleets are frequently escorted by several squadrons of *Citadel* fighters.

Crew: pilot, engineer

50 SL, DR 3000, PD 4, 3 Fixed 405 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 36 Maneuver

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 11, 27.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 440.1 tonnes, LMass 440.1 tonnes, Cost: 32.97 MCr, HP: 7,694, Size Mod: +6
Performance: Accel: 7.4 G, 11,607 km/h (atm), 32,831 km/h (skim)

Fortress-class Assault Fighter (GTL12)

For close-in fighting, nothing tops the Imperial Navy's *Fortress*-class assault fighter. Armoured to resist point-blank shots by turret weaponry, accelerating at an incredible 7G, and armed with dual fusion guns, the *Fortress* is capable of precision strikes against even the largest enemy warships.

Crew: pilot, engineer, gunner

80 USL, DR 5200 (DR 2600 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 78 Maneuver

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
690 MJ Fusion Gun	Spcl	29	6d x 410	9,386 km	17,600 km	1/60

Maintenance: HT: 10, 39.7 man-hours per day, 0.1 MCr/yr

Statistics: EMass 1,018.7 tonnes, LMass 1,018.7 tonnes, Cost: 68.29 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 6.9 G, 36,219 km/h (skim)

Gheilfa-class Aerospace Fighter (GTL12)

Lightning fast and heavily armoured, Ling Standard Products bills *Gheilfa* aerospace fighters as the ultimate air-superiority weapon. While military hobbyists debate whether the *Gheilfa* is a fast tank or a heavy fighter, LSP steers clear of the question, leaving deployment to the purchaser.

Instellarms has sold several wings of *Gheilfa* fighters to accredited mercenary units, while many worlds in the Spinward Marches have purchased wings to bolster their own defenses.

Crew: pilot, engineer, gunner

20 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 14 Maneuver

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
690 MJ Fusion Gun	Spcl	29	6d x 410	9,386 km	17,600 km	1/60

Maintenance: HT: 8, 21.5 man-hours per day, 0.0 MCr/yr

Statistics: EMass 325.6 tonnes, LMass 325.6 tonnes, Cost: 20.05 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 3.9 G, 8,659 km/h (atm), 24,491 km/h (skim)

Uruq-class Medium Fighter (GTL12)

Fast, well-armed, and well-armoured, the *Uruq* is popular with pilots. Many worlds needing multi-function aerospace fighters buy *Uruqs*, so players may encounter them virtually anywhere in the Imperium.

Crew: pilot, engineer

20 SL, DR 2000, PD 4, Fixed Light Missile Rack, 2 Fixed 405 MJ Lasers, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 12 Maneuver

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
405 MJ X-Ray Laser	Imp	33	5d x 100(2)	66,645 km	124,960 km	1/60

Maintenance: HT: 11, 17.8 man-hours per day, 0.0 MCr/yr

Statistics: EMass 177.4 tonnes, LMass 177.4 tonnes, Cost: 13.72 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 6.1 G, 9,095 km/h (atm), 25,726 km/h (skim)

Wylbur-class Ultra-Heavy Fighter (GTL12)

Designed as a space-capable ground support fighter, the *Wylbur* class is only found with Imperial Marine units. Although the *Wylbur* is pricy—costing almost as much as a small escort starship—it is virtually invulnerable to anything short of a spinal weapon, making it an extremely popular fighter with its crews.

Crew: pilot, engineer, 5 gunners

80 SL, DR 10000 (DR 5000 on weapons), PD 4, Total Compartmentalization, Double 690 MJ Fusion Turret, Nuclear Damper, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 61 Maneuver

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
690 MJ Fusion Gun	Spcl	29	6d x 410	9,386 km	17,600 km	1/60

Maintenance: HT: 8, 40.3 man-hours per day, 0.1 MCr/yr

Statistics: EMass 1,612.7 tonnes, LMass 1,612.7 tonnes, Cost: 70.34 MCr, HP: 10,526, Size Mod: +7

Performance: Accel: 3.4 G, 12,239 km/h (atm), 34,619 km/h (skim)

Small Craft

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

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

Christoff-class Shuttle (GTL9)

Low-tech starships are rarely streamlined. Instead, they rely on specialized interface craft like the *Christoff* to ferry their passengers and cargo to and from the surface.

The *Christoff* carries only 30 minutes of fuel. More is unnecessary: the craft boosts to orbit on its rockets, then glides back to the surface for a dead-stick landing.

Crew: 1 bridge crew, 1 engineer
Passengers: 22 high passengers

80 SL, DR 100, PD 4, Cockpit, 8 Fusion Rocket, 4 Water (0.5 hrs), 2 Passenger Couches (22 seats), 49 Cargo

Communicator Range	*Radio*	*Maser*	*Laser*	*Meson*
Cockpit:	800,000 km	—	1,600,000 km	—

Sensor Range/Scan	*PESA*	*AESA*	*Radscanner*
Cockpit:	72,000 km/33	720,000 km/39	16,000 km/29

Statistics: EMass 68.6 tonnes, LMass 290.8 tonnes, Cost: 12.27 MCr, HP: 10,526, HT: 12, Size Mod: +7
Performance: Accel: 2.0 G (8.5 G empty, 0.5 G overloaded), 4,184 km/h (atm), 11,835 km/h (skimming)

Comrade Hudson-class Friendship Lander (GTL9)

Officially an unarmed landing craft, the *ComradeHudson* is none-the-less formidably armed. What few records remain from the Interstellar Wars indicate that the class was designed as an academic exercise, and never actually built.

Crew: pilot

30-ton SL Hull, DR 5300, PD 4, Basic stealth, Basic emission cloaking, Hardened Cockpit, 14 Bomb Racks (0.9 hours), Orion Drive (1 kton, 10.0 BPS), Passenger Couch (holds 12 people), 5 cargo

Communicators: Radio 0.3 million km, Laser 0.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
1 kton Orion Bomb: Dmg 12dx2000000

Statistics: EMass 1681.2 tonnes, LMass 1703.9 tonnes, Cost MCr 24.0, HP 6000
Performance: Accel 1.1 G (1.1 G empty, 1.0 Goverloaded), Jump 0, Air Speed 9798 km/h

Hudson-class Lander (GTL9)

During the Interstellar Wars, the Terran Federation was initially outclassed by Vilani technology. Any means of redressing the balance were exploited, resulting in many old ideas being dusted off and tried. The *Hudson*-class lander was intended to deliver a platoon of Marines from orbit. While capable of gliding down, standard tactics called for a *Hudson* to use its drive as a weapon whenever necessary.

Crew: pilot

80-ton SL Hull, DR 5200, PD 4, Basic stealth, Basic emission cloaking, Hardened Cockpit, 20 Bomb Racks (1.4 hours), Orion Drive (20 kton, 5.0 BPS), 3 Passenger Couches (holds 36 people), 27.5 cargo

Communicators: Radio 0.3 million km, Laser 0.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
20 kton Orion Bomb: Dmg 12dx40000000

Statistics: EMass 3360.6 tonnes, LMass 3485.3 tonnes, Cost MCr 44.4, HP 12000
Performance: Accel 5.2 G (5.4 G empty, 4.6 Goverloaded), Jump 0, Air Speed 21909 km/h

Hudson's Revenge-class Dropship (GTL9)

One of the craziest landing craft ever designed during the Interstellar Wars, the *Hudson's Revenge* was designed land a company of Marines from orbit while simultaneously destroying all opposition. Given its total lack of aerodynamics, the *Revenge* could only land by firing thrust bombs, flattening its landing area. Perhaps due to this limitation, no known examples were built.

Crew: pilot

80-ton USL Hull, DR 5300, PD 4, Basic stealth, Basic emission cloaking, Hardened Cockpit, 10 Bomb Racks (0.5 hours), Orion Drive (10 kton, 10.0 BPS), 10 Passenger Couches (holds 120 people), 51.5 cargo

Communicators: Radio 0.3 million km, Laser 0.6 million km
Sensors: PESA 16000 km, AESA 80000 km, Radscanner 1600 km
10 kton Orion Bomb: Dmg 12dx20000000

Statistics: EMass 3191.7 tonnes, LMass 3425.2 tonnes, Cost MCr 45.0, HP 12000
Performance: Accel 5.3 G (5.7 G empty, 4.2 Goverloaded), Jump 0, Air Speed 960 km/h

Aekguthang-class Assault Cutter (GTL10)

Small and cheap, the *Aekguthang* assault cutter carries a platoon of Vargr pirates into battle.

Crew: pilot
Passengers: 36 independent passengers

20 SL, DR 100, PD 4, Fixed 250 MJ Laser, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 5 Maneuver, 3 Passenger Couches (36 seats), 6 Cargo

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

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

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

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

Statistics: EMass 45.4 tonnes, LMass 72.6 tonnes, Cost: 5.21 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 2.5 G (4.0 G empty, 1.0 G overloaded), 3,713 km/h (atm), 10,502 km/h (skim)

Barlax-class Assault Lander (GTL10)

Meteoric assaults are flashy and have caught the public's attention, but most Marine landings use purpose-built assault craft like the *Barlax*. Heavily armoured and equipped with a formidable pair of plasma guns, the *Barlax* can safely deliver a reinforced platoon to a hot landing zone, then support them until the rest of the regiment arrives.

Crew: pilot, engineer, gunner
Passengers: 48 independent passengers

80 SL, DR 2500 (DR 1250 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 4 Passenger Couches (48 seats), 8 Cargo

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

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

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

Maintenance: HT: 9, 24.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 1,014.2 tonnes, LMass 1,050.5 tonnes, Cost: 25.92 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 1.7 G (1.8 G empty, 1.5 G overloaded), 7,008 km/h (atm), 19,823 km/h (skim)

Batoche-class Regimental Lander (GTL10)

Many civilians erroneously assume that the *Batoche* can transport an entire regiment—its name really means that the craft is usually attached to a Marine regiment to provide organic orbital capability. Four *Batoche*-class landers can transport the entire regiment (including personal equipment, but excluding stores and heavy equipment).

The Solomani Navy makes *Batoche*-class landers available to most Marine regiments. Pilots are usually Marines. Units in the field often remove some of the couches and use the lander for resupply missions.

Crew: pilot
Passengers: 444 independent passengers

50 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, 37 Passenger Couches (444 seats)

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

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

Maintenance: HT: 12, 10.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 59.1 tonnes, LMass 59.1 tonnes, Cost: 4.92 MCr, HP: 7,694, Size Mod: +6
Performance: Accel: 1.2 G, 1,730 km/h (atm), 4,894 km/h (skim)

Chiitaa-class Fast Launch (GTL10)

The *Chiitaa* is a faster version of the standard launch, trading cargo space for extra thruster units.

Crew: pilot
Passengers: 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 4 Maneuver, Passenger Couch (12 seats), 2 Cargo

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

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

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

Statistics: EMass 26.8 tonnes, LMass 35.9 tonnes, Cost: 3.46 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 4.0 G (5.4 G empty, 2.0 G overloaded), 4,184 km/h (atm), 11,835 km/h (skim)

Clorthal-class Customs Cutter (GTL10)

Designed as a customs inspection launch, the *Clorthal* is not intended to stand up to extended combat. Customs cutters are usually found stationed in orbit, where they intercept incoming starships.

Crew: pilot, engineer
Passengers: 12 independent passengers

30 SL, DR 300, PD 4, Fixed 810 MJ Laser, Hardened Cockpit, 19 Maneuver, Passenger Couch (12 seats)

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

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

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

Maintenance: HT: 12, 14.8 man-hours per day, 0.0 MCr/yr

Statistics: EMass 141.7 tonnes, LMass 141.7 tonnes, Cost: 9.49 MCr, HP: 5,473, Size Mod: +6
Performance: Accel: 4.9 G, 6,323 km/h (atm), 17,885 km/h (skim)

Dieppe-class Assault Lander (GTL10)

Carrying a Marine platoon into action, the *Dieppe* is optimized for delivering and supplying troops under fire. Heavy armour, a twin plasma gun turret, and nine tons of cargo space make the *Dieppe* a flexible craft. Pilot and gunner are usually Marines, often part of the same company.

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

80 SL, DR 2000 (DR 1000 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 3 Passenger Couches (36 seats), 9 Cargo

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

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

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

Maintenance: HT: 10, 23.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 845.5 tonnes, LMass 886.3 tonnes, Cost: 23.69 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 2.0 G (2.1 G empty, 1.7 G overloaded), 7,008 km/h (atm), 19,823 km/h (skim)

Falkon-class Cargo Lighter (GTL10)

Optimized for cargo transfer, *Falkon*-class lighters are a common sight at Solomani starports.

Crew: pilot, engineer

80 SL, DR 100, PD 4, Cockpit, 9 Maneuver, 54 Cargo

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

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

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

Statistics: EMass 70.4 tonnes, LMass 315.3 tonnes, Cost: 5.20 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 1.0 G (4.6 G empty, 0.3 G overloaded), 3,138 km/h (atm), 8,876 km/h (skim)

Ibex-class Fast Shuttle (GTL10)

Usually used in inter-satellite runs within gas giant systems, the *Ibex* is far from uncommon, although not as ubiquitous as a standard shuttle.

Crew: pilot, engineer
Passengers: 60 independent passengers

80 SL, DR 100, PD 4, Cockpit, 18 Maneuver, 5 Passenger Couches (60 seats), 40 Cargo

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

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

Maintenance: HT: 12, 12.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 100.6 tonnes, LMass 282.0 tonnes, Cost: 6.68 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 2.3 G (6.5 G empty, 0.6 G overloaded), 4,438 km/h (atm), 12,553 km/h (skim)

Kyzan-class Armed Shuttle (GTL10)

While most orbits are safe, short runs in asteroid belts have been attacked by Vargr corsairs. For the truly paranoid, armed shuttles like the *Kyzan* class are the best way to travel.

Crew: pilot, engineer
Passengers: 36 independent passengers

80 SL, DR 100, PD 4, Fixed 250 MJ Laser, Hardened Cockpit, 10 Maneuver, 3 Passenger Couches (36 seats), 49 Cargo

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

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

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

Maintenance: HT: 12, 12.1 man-hours per day, 0.0 MCr/yr

Statistics: EMass 82.6 tonnes, LMass 304.8 tonnes, Cost: 6.35 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 1.2 G (4.4 G empty, 0.3 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

MacDonnell-class Assault Lander (GTL10)

A small, well armoured landing cutter designed to deliver a platoon of marines and their heavy equipment into a hot landing zone, the *MacDonnell* is encountered wherever Solomani Marines serve. Doctrine calls for a gravity-assisted approach while the gunner clears out a secure landing area, followed by rapid troop deployment. In highly mechanized units the lander stays with the platoon to provide fire support and mobility, in less well-equipped units it returns to orbit to pick up a second wave of troops.

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

40 SL, DR 2000 (DR 1000 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 20 Maneuver, 3 Passenger Couches (36 seats), 7 Cargo

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

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

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

Maintenance: HT: 9, 18.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 513.9 tonnes, LMass 545.7 tonnes, Cost: 15.07 MCr, HP: 6,631, Size Mod: +6
Performance: Accel: 1.3 G (1.4 G empty, 1.1 G overloaded), 5,424 km/h (atm), 15,341 km/h (skim)

Prenei-class Scoopship (GTL10)

Unstreamlined ships can't refuel at gas giants without risking catastrophe. Many carry small craft like the *Prenei* scoopship to refuel for them. The fuel tankage is all 'surplus' fuel, ready to be pumped into the main ship's tanks.

Crew: pilot, engineer

80 SL, DR 100, PD 4, Hardened Cockpit, 13 Maneuver, 50 Fuel

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

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

Maintenance: HT: 12, 18.0 man-hours per day, 0.0 MCr/yr

Statistics: EMass 96.5 tonnes, LMass 141.8 tonnes, Cost: 13.99 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 3.3 G (4.9 G empty), 3,771 km/h (atm), 10,668 km/h (skim)

Rorke-class Cargo Lighter (GTL10)

Dubbed the "flying brick" by its pilots, the *Rorke* cargo lighter is found all over the Solomani Confederation, in both civilian and Naval service. Civilian models retain the hardened electronics, both to better resist electrical storms near gas giants and to render them more useful if requisitioned by the Confederation Navy.

Crew: pilot

80 SL, DR 100, PD 4, Hardened Cockpit, 8 Maneuver, 55 Cargo

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

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

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

Statistics: EMass 67.4 tonnes, LMass 316.9 tonnes, Cost: 5.19 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 0.9 G (4.3 G empty, 0.2 G overloaded), 2,958 km/h (atm), 8,369 km/h (skim)

Sarta-class Armoured Launch (GTL10)

Both faster and better protected than the standard launch, the *Sarta*-class is more expensive and has a greatly-reduced payload. Standard equipment in the Solomani Navy, many have been sold as surplus—mostly to civilian concerns on the Imperial and Aslan frontiers.

Crew: pilot
Passengers: 36 independent passengers

10 SL, DR 300, PD 4, Hardened Cockpit, 4 Maneuver, 3 Passenger Couches (36 seats)

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

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

Maintenance: HT: 12, 9.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 43.8 tonnes, LMass 43.8 tonnes, Cost: 3.84 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 3.3 G, 4,184 km/h (atm), 11,835 km/h (skim)

Zentak-class Runabout (GTL10)

One of the cheapest spacecraft around, the *Zentak* is usually encountered in orbital installations, or ferrying small loads dirtside.

Crew: pilot
Passengers: 12 independent passengers

10 SL, DR 100, PD 4, Cockpit, 3 Maneuver, Passenger Couch (12 seats), 3 Cargo

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

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

Maintenance: HT: 12, 8.7 man-hours per day, 0.0 MCr/yr

Statistics: EMass 23.7 tonnes, LMass 37.3 tonnes, Cost: 3.30 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 2.9 G (4.6 G empty, 1.2 G overloaded), 3,623 km/h (atm), 10,249 km/h (skim)

Barlax II-class Assault Lander (GTL11)

Meteoric assaults are flashy and have caught the public's attention, but most Marine landings use purpose-built assault craft like the *Barlax II*, a refit of the venerable *Barlax* assault lander. Heavily armoured and equipped with a formidable pair of plasma guns, the *Barlax II* can safely deliver a reinforced platoon to a hot landing zone, then support them until the rest of the regiment arrives. Upgraded drives and electronics allow it to carry more armour and still boast over twice the acceleration of the original class.

Crew: pilot, engineer, gunner
Passengers: 48 independent passengers

80 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 422 MJ Plasma Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 4 Passenger Couches (48 seats), 8 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

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

Maintenance: HT: 9, 33.9 man-hours per day, 0.1 MCr/yr

Statistics: EMass 1,044.9 tonnes, LMass 1,081.1 tonnes, Cost: 50.01 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 4.2 G (4.3 G empty, 3.7 G overloaded), 11,081 km/h (atm), 31,343 km/h (skim)

Echpozh-class Armed Gig (GTL11)

Small, agile, and armed with counter-missile lasers, the *Echpozh* gig is a standard small craft in the Consular Navy.

Crew: pilot, gunner
Passengers: 24 independent passengers

20 USL, DR 100, PD 4, Triple 97 MJ PD Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit with Psionic Switches, 5 Maneuver, 2 Passenger Couches (24 seats), 11 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
97 MJ X-Ray Laser	Imp	31	5d x 40(2)	29,952 km	56,160 km	1/8

Maintenance: HT: 12, 13.2 man-hours per day, 0.0 MCr/yr

Statistics: EMass 49.7 tonnes, LMass 99.6 tonnes, Cost: 7.54 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 4.6 G (9.1 G empty, 1.5 G overloaded), 12,930 km/h (skim)

Estevan-class Cutter (GTL11)

The *Estevan*-class cutter is a small craft designed to ferry a few passengers and some cargo from surface to orbit. While designed as a naval auxiliary, many surplus cutters are in service at various starports throughout the Solomani Confederation.

Crew: pilot
Passengers: 36 independent passengers

20 SL, DR 100, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 2 Maneuver, 3 Passenger Couches (36 seats), 10 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Maintenance: HT: 12, 10.0 man-hours per day, 0.0 MCr/yr

Statistics: EMass 22.7 tonnes, LMass 68.1 tonnes, Cost: 4.32 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 2.7 G (8.0 G empty, 0.7 G overloaded), 3,713 km/h (atm), 10,502 km/h (skim)

Quero-class Assault Lander (GTL11)

An older Imperial design, *Quero*-class landers are frequently seen in mercenary units.

Crew: pilot, engineer
Passengers: 36 independent passengers

40 SL, DR 2300, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 16 Maneuver, 3 Passenger Couches (36 seats), 12 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Maintenance: HT: 10, 20.0 man-hours per day, 0.0 MCr/yr

Statistics: EMass 344.5 tonnes, LMass 398.9 tonnes, Cost: 17.43 MCr, HP: 6,631, Size Mod: +6
Performance: Accel: 3.6 G (4.2 G empty, 2.4 G overloaded), 8,336 km/h (atm), 23,577 km/h (skim)

Shebzhinj-class Launch (GTL11)

One of the most common launches in the Zhodani Consulate, the *Shebzhinj* is found in both military and civilian service.

Crew: pilot
Passengers: 12 independent passengers

10 SL, DR 100, PD 4, Hardened Cockpit with Psionic Switches, 1 Maneuver, Passenger Couch (12 seats), 5 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Maintenance: HT: 12, 8.5 man-hours per day, 0.0 MCr/yr

Statistics: EMass 13.7 tonnes, LMass 36.4 tonnes, Cost: 3.10 MCr, HP: 2,631, Size Mod: +5
Performance: Accel: 2.5 G (6.6 G empty, 0.7 G overloaded), 3,308 km/h (atm), 9,356 km/h (skim)

Vixen-class Armed Gig (GTL11)

Small, maneuverable, and lightly armed, the *Vixen* is a standard auxiliary in the Solomani Confederation Navy.

Crew: pilot, gunner
Passengers: 24 independent passengers

20 SL, DR 100, PD 4, Triple 390 MJ Laser Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 4 Maneuver, 2 Passenger Couches (24 seats), 8 Cargo

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

Sensor Range/Scan (km)	*PESA*	*AESA*	*Radscanner*
Cockpit	240,000/36	720,000/39	16,000/29

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
390 MJ X-Ray Laser	Imp	32	8d x 50(2)	59,904 km	112,320 km	1/60

Maintenance: HT: 12, 14.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 53.2 tonnes, LMass 89.5 tonnes, Cost: 9.31 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 4.1 G (6.8 G empty, 1.5 G overloaded), 4,628 km/h (atm), 13,091 km/h (skim)

Baboon-class Scoopship (GTL12)

Little more than a large fuel tank with engines, the *Baboon*-class scoopship is designed to provide gas giant refueling capability to capital ships that are unable to do so themselves. It is also used to refuel ship in enemy territory, when risking a capital ship within a gas giant is considered tactically unsound.

Crew: 2 bridge crew, 1 engineer

400 SL, DR 200, PD 4, Basic Stealth, Basic Emission Cloaking, Hardened Basic Bridge, Engineering, 20 Maneuver, 287 Fuel, 1 Utility, 2 Staterooms, 0.5 Cargo

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

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

Maintenance: HT: 12, 40.7 man-hours per day, 0.1 MCr/yr

Statistics: EMass 270.4 tonnes, LMass 533.0 tonnes, Cost: 71.98 MCr, HP: 30,779, Size Mod: +8
Performance: Accel: 3.4 G (6.7 G empty, 3.3 G overloaded), 4,325 km/h (atm), 12,235 km/h (skim)

Barlax III-class Assault Lander (GTL12)

Meteoric assaults are flashy and have caught the public's attention, but most Marine landings use purpose-built assault craft like the *Barlax III*, the latest refit of the venerable *Barlax* assault lander. Heavily armoured and equipped with a formidable pair of fusion guns, the *Barlax III* can safely deliver a reinforced platoon to a hot landing zone, then support them until the rest of the regiment arrives. Upgraded drives and electronics allow it to carry more armour and still boast over three times the acceleration of the original class.

Crew: pilot, engineer, gunner
Passengers: 48 independent passengers

80 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 50 Maneuver, 4 Passenger Couches (48 seats), 8 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
690 MJ Fusion Gun	Spcl	29	6d x 410	9,386 km	17,600 km	1/60

Maintenance: HT: 10, 33.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 783.8 tonnes, LMass 820.1 tonnes, Cost: 48.89 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 5.5 G (5.8 G empty, 4.7 G overloaded), 11,081 km/h (atm), 31,343 km/h (skim)

Berry-class Extraction Cutter (GTL12)

Sometimes invasions go tragically wrong. For pulling troops out of tight situations, the *Berry*-class extraction cutter is ideal. Well armed and armoured, fast, highly stealthed—it can pull a beleaguered platoon out of almost any tight situation. Unofficially, the Imperial Marines have dubbed it the "bugout buggy".

The *Berry*-class Extraction Cutter's lack of cargo space is a consequence of the original design specification, which called for the extraction of troops under fire. While leaving behind heavy equipment is expensive, the Imperial Marines are more concerned about their troops: equipment is cheaper than trained soldiers. While this philosophy is often justified in terms of morale, the real reason is much simpler: Marines *never* leave a fellow Marine behind.

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

50 SL, DR 4200 (DR 2100 on weapons), PD 4, Triple 102 MJ PD Laser Turret, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit, 33 Maneuver, 3 Passenger Couches (36 seats), Basic Evacuation Bay

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
102 MJ X-Ray Laser	Imp	31	5d x 50(2)	33,536 km	62,880 km	1/8

Maintenance: HT: 10, 30.4 man-hours per day, 0.0 MCr/yr

Statistics: EMass 569.1 tonnes, LMass 569.1 tonnes, Cost: 40.13 MCr, HP: 7,694, Size Mod: +6
Performance: Accel: 5.3 G, 10,336 km/h (atm), 29,236 km/h (skim)

Dsarpa-class Fast Shuttle (GTL12)

Usually used on inter-satellite runs within gas giant systems, the *Dsarpa* is far from uncommon, although it is not as ubiquitous as a standard shuttle.

Crew: pilot, engineer
Passengers: 60 independent passengers

80 SL, DR 100, PD 4, Cockpit, 18 Maneuver, 5 Passenger Couches (60 seats), 40 Cargo

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

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

Maintenance: HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 87.1 tonnes, LMass 268.5 tonnes, Cost: 15.05 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 6.1 G (18.7 G empty, 1.6 G overloaded), 7,017 km/h (atm), 19,848 km/h (skim)

Dumont-class Assault Lander (GTL12)

A small landing cutter designed to deliver a heavily-equipped platoon under fire, the *Dumont* class is popular with mercenary units. Heavy armour, impressive fire support capability, and good acceleration make it ideal for commando and striker missions.

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

40 SL, DR 4200 (DR 2100 on weapons), PD 4, Double 690 MJ Fusion Turret, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 20 Maneuver, 3 Passenger Couches (36 seats), 7 Cargo

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

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

Weapon	*Type*	*Acc*	*Damage*	*1/2D Rng*	*Max Rng*	*RoF*
690 MJ Fusion Gun	Spcl	29	6d x 410	9,386 km	17,600 km	1/60

Maintenance: HT: 9, 24.5 man-hours per day, 0.0 MCr/yr

Statistics: EMass 474.5 tonnes, LMass 506.2 tonnes, Cost: 26.06 MCr, HP: 6,631, Size Mod: +6
Performance: Accel: 3.6 G (3.8 G empty, 2.9 G overloaded), 8,576 km/h (atm), 24,257 km/h (skim)

Kraki-class Assault Cutter (GTL12)

Designed to deliver troops and munitions in a hurry, the *Kraki* relies on speed and stealth rather than armour. Its 13 ton hold can be slung with acceleration hammocks to accommodate infantry, or used to transport an AFV.

Crew: pilot

30 SL, DR 100, PD 4, Radical Stealth, Radical Emission Cloaking, Hardened Cockpit, 10 Maneuver, 13 Cargo

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

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

Maintenance: HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 52.3 tonnes, LMass 111.2 tonnes, Cost: 14.95 MCr, HP: 5,473, Size Mod: +6
Performance: Accel: 8.2 G (17.4 G empty, 2.6 G overloaded), 7,253 km/h (atm), 20,515 km/h (skim)

Murka-class Combat Shuttle (GTL12)

A favourite of mercenary organizations, the *Murka* is a fast, stealthy, and protected way of delivering a platoon of troops into a hot landing zone.

Crew: pilot, engineer
Passengers: 36 independent passengers

30 SL, DR 1000, PD 4, 3 Fixed Light Missile Racks, Basic Stealth, Basic Emission Cloaking, Hardened Cockpit, 13 Maneuver, 3 Passenger Couches (36 seats), 4 Cargo

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

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

Maintenance: HT: 12, 17.2 man-hours per day, 0.0 MCr/yr

Statistics: EMass 157.4 tonnes, LMass 175.6 tonnes, Cost: 12.83 MCr, HP: 5,473, Size Mod: +6
Performance: Accel: 6.7 G (7.5 G empty, 4.8 G overloaded), 8,270 km/h (atm), 23,391 km/h (skim)

Oskra-class Shuttle (GTL12)

The *Oskra* can be found at many starports, performing yeoman service transporting high-priority passengers and cargo between surface and orbit.

Crew: pilot, engineer
Passengers: 48 independent passengers

80 SL, DR 100, PD 4, Cockpit, 18 Maneuver, 4 Passenger Couches (48 seats), 41 Cargo

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

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

Maintenance: HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 86.8 tonnes, LMass 272.7 tonnes, Cost: 15.04 MCr, HP: 10,526, Size Mod: +7
Performance: Accel: 6.0 G (18.8 G empty, 1.6 G overloaded), 7,017 km/h (atm), 19,848 km/h (skim)

Tralsa-class Gig (GTL12)

A GTL12 version of the common GTL10 design, *Tralsa*-class gigs' high-efficiency thrusters give them both more cargo space and a higher acceleration than their more common cousins.

Crew: pilot
Passengers: 24 passengers

20 SL, DR 100, PD 4, Cockpit, 2 Maneuver, 2 Passenger Couches (24 seats), 11 Cargo

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

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

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

Statistics: EMass 18.5 tonnes, LMass 68.4 tonnes, Cost: 4.02 MCr, HP: 4,177, Size Mod: +6
Performance: Accel: 2.7 G (9.8 G empty, 0.7 G overloaded), 3,713 km/h (atm), 10,502 km/h (skim)

Yarrow-class Scoopship (GTL12)

Unstreamlined ships can't refuel at gas giants without risking catastrophe. Many carry small craft like the *Yarrow* scoopship to refuel for them. The fuel tankage is all 'surplus' fuel, ready to be pumped into the main ship's tanks.

Crew: pilot

80 SL, DR 100, PD 4, Hardened Cockpit, 3 Maneuver, 60 Fuel

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

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

Maintenance: HT: 12, 18.6 man-hours per day, 0.0 MCr/yr

Statistics: EMass 47.5 tonnes, LMass 101.9 tonnes, Cost: 15.01 MCr, HP: 10,526, Size Mod: +7

Performance: Accel: 2.7 G (5.7 G empty), 2,864 km/h (atm), 8,103 km/h (skim)

Appendix A: Encounter Tables

Step 1

Roll on the **Starship Type** table to determine the general encounter type.

Step 2

Roll twice on the specific **Encounter** table to determine ship type and mission.

Step 3

Choose a specific ship (or ships) for the encounter. The index has every ship in this book grouped by type to make this easier for you.

Common Sense

If a particular combination of ship and mission is silly, change it!

Starship Type

Roll	*Type*
3-	Naval/Scout
4	No encounter
5	No encounter
6	No encounter
7	Non-starship
8	Predetermined
9	Merchant
10	Merchant
11	Merchant
12	Merchant
13	Merchant
14	Civilian
15	Civilian
16	Non-starship
17	Non-starship
18+	Naval/Scout

DMS:
Starport A, +2
Starport B, +1
Starport D, -1
Starport E, -2
Starport X, -6
Base present, +3
High population, +2

Naval Encounters

3D	*Ship Type*	*Mission*
3	Shuttle	Distress
4	Shuttle	Transport
5	Support Ship	Escort
6	Carrier	Escort
7	Escort	Patrol
8	Escort	Transfer
9	Courier	Maneuvers
10	Patrol Cruiser	Patrol
11	Patrol Cruiser	Patrol
12	Light Cruiser	Courier
13	Escort Group	Patrol
14	Cruiser	Transfer
15	Cruiser	Maneuvers
16	Battle Cruiser	Maneuvers
17	Battleship	Transport
18	Flotilla	Privateering

Merchant Encounters

3D	*Ship Type*	*Mission*
3	Huge Freighter	Distress
4	Large Freighter	Smuggling
5	Sub Merchant	Smuggling
6	Sub Merchant	Trade
7	Non-standard	Trade
8	Liner	Trade
9	Freighter	Trade & Trans
10	Free Trader	Trade & Trans
11	Freighter	Trade & Trans
12	Free Trader	Transport
13	Liner	Transport
14	Free Trader	Transport
15	Sub Merchant	Transport
16	Large Freighter	Transport
17	Large Freighter	Transport
18	Huge Freighter	Piracy

Scout Encounters

3D	*Ship Type*	*Mission*
3	Xboat Tender	Distress
4	Courier	Smuggling
5	Courier	Escort
6	Courier	Escort
7	Scout Ship	Patrol/survey
8	Scout Ship	Transfer
9	Support Ship	Courier
10	Support Ship	Courier
11	Scout Ship	Transport
12	Scout Ship	Courier
13	Survey Ship	Transfer
14	Survey Ship	Transfer
15	Survey Ship	Patrol/survey
16	Survey Ship	Patrol/survey
17	Cruiser	Patrol/survey
18	Cruiser	Privateering

X-Route Encounters

3D	*Ship Type*	*Mission*
3	Scout/Courier	Distress
4	Scout/Courier	Transport
5	Scout/Courier	Transport
6	Scout/Courier	Courier
7	Non-standard	Courier
8	Non-standard	Courier
9	Xboat Tender	Courier
10	Xboat	Commo
11	Xboat	Commo
12	Xboat Tender	Commo
13	Xboat	Commo
14	Xboat	Commo
15	Xboat Tender	Commo
16	Xboat Tender	Commo
17	Xboat & tender	Transport
18	Xboat & tender	Piracy

Civilian Encounters

3D	*Ship Type*	*Mission*
3	Liner	Distress
4	Yacht	Smuggling
5	Non-standard	Courier
6	Yacht	Charter
7	Seeker	Charter
8	Detached Scout	Transfer
9	Courier	Smuggling
10	Courier	Charter
11	Seeker	Transport
12	Detached Scout	Courier
13	Safari Ship	Business
14	Yacht	Business
15	Merc Cruiser	Business
16	Lab Ship	Pleasure tour
17	Merc Cruiser	Transport
18	Lab Ship	Piracy

Nonstarship Encounters

3D	*Ship Type*	*Mission*
3	Bulk Transport	Distress
4	Small Craft	Smuggling
5	Small Craft	Courier
6	Small Craft	Courier
7	Non-standard	Charter/Escort
8	Non-standard	Charter/Escort
9	Fighter	Charter/Escort
10	Shuttle	Transport/Patrol
11	Shuttle	Transport/Patrol
12	Small Craft	Transport/Patrol
13	Repair/Tug	Transport/Patrol
14	Repair/Tug	Transfer
15	Repair/Tug	Transport/Patrol
16	SDB	Transport/Patrol
17	SDB	Transport/Patrol
18	SDB	Piracy

Appendix B: New Modules

The ***GURPS Traveller*** rules contain rules for designing starships at GURPS tech levels 10 and 12, while those who own ***GURPS Vehicles*** can design starships from scratch.

GURPS Vehicles is a complicated book, and various players have expressed a wish that the standard modules were available at more tech levels. In an effort to help those players, we present the following modules.

Hulls and Armour

The costs presented in ***GURPS Traveller*** hold for hulls at other tech levels. Lower tech hulls mass more than high tech hulls: multiply the GTL12 mass by the multiplier on the following table.

Tech Level	*Mass Multiplier*	*DR*
8	x 4	8000
9	x 3	13333
10	x 2	20000
11	x 1.5	33333
12	x 1	50000
13	x 1	80000

Armour gets more effective as tech level increases. Calculate armour as explained in the ***GURPS Traveller*** rules, but use the DR values from the above table.

Engineering Modules

Fusion is introduced at GTL9, and is very bulky. A GTL9 engineering module has the following stats:

Volume: 3.5 spaces
Mass: 12.51 stons
Cost: 5.01 MCr

Fusion plants at GTL11 and above are identical, thus the values given for the GTL12 module apply for GTL11 and GTL13 as well.

Fusion power is unavailable at GTL8, and expensive and bulky at GTL9. Fission reactors are a reasonable alternative. Fission-based engineering modules have the following stats:

GTL8
Volume: 1.5 spaces
Mass: 4.6 stons
Cost: 0.414 MCr

GTL9
Volume: 1 space
Mass: 3.1 stons
Cost: 0.054 MCr

GTL10+
Volume: 1 space
Mass: 3.1 stons
Cost: 0.027 MCr

Note that a fission engineering module cannot be used with many normal modules, because GURPS Traveller modules include a 'slice' of the power plant. Instead, use the fission modules provided in this appendix. This limitation does not apply to modules without a significant power plant slice, such as hold modules.

At GTL9 the only difference between fission and fusion 'slices' is that fission slices are Cr60 per kilowatt cheaper. Thus, using a standard GTL9 fusion-powered module will result in a slight overestimation of the cost of the equivalent fission-powered module.

Drive Modules

Jump drive is introduced at GTL9. It is incredibly bulky and requires a lot of crew. A GTL9 jump module has the following stats:

Volume: 2 spaces
Mass: 5 stons
Cost: 5 MCr
Crew: 0.1 per module

Fusion plants at GTL11 and above are identical, as are jump drive components, thus the values given for the GTL12 jump drive module apply for GTL11 and GTL13 jump drive modules as well.

Maximum jump numbers at each tech level are given in the ***GURPS Traveller*** rules. Remember that you can't exceed these limits!

A GTL9 reactionless thruster module has the following stats:

Trust produced: 5 tons
Volume: 1 space
Mass: 4 stons
Cost: 1.45 MCr
Crew: 0.1 per module

As with jump drives, there is no difference between GTL11 and GTL12 thrusters.

Orion Drive Modules

Also called nuclear pulse drives, Orion thrusters work by detonating a nuclear bomb under a large hemispherical baseplate. The plate, with the rest of the ship mounted on *large* shock absorbers, is thrust forwards. Orion drives are large, uncomfortable, and anything but subtle—but they work.

Orion engines are rarely encountered in the Traveller universe, because of the early advent of reactionless thrusters. However, they can provide low-tech planets with a nasty surprise for intruders: the bombs themselves are dangerous at close range, while they can also be used to trigger nuclear-pumped x-ray lasers. The effective thrust of an Orion drive is dependent on two factors: the yield of the propellant bombs, and the pulse rate (the number of bombs exploded per second).

thrust = 200 tons x yield x pulse rate

An Orion drive consists of a baseplate module, plus a variable number of shock absorber and bomb delivery modules.

Baseplate Module

Every Orion drive requires one of these.

Volume: 2 spaces
Mass: 50 stons
Cost: 0.1 MCr x $\sqrt{BPS}$

Bomb Delivery Module

Every Orion drive requires at least one of these. Multiple modules can be used to give higher pulse rates, up to a maximum rate of 10 bombs per second.

Volume: 0.5 spaces
Mass: 12.5 stons
Cost: 0.25 MCr x $\sqrt{BPS}$

Maximum output:	GTL7	2.5
	GTL8	5
	GTL9+	10

Shock Absorber Module

Every Orion drive requires at least one of these. Install one shock absorber module for every kiloton yield of the drive bombs.

	GTL7	GTL8	GTL9+
Volume (spaces):	2	1	0.5
Mass (stons):	50	25	12.5
Cost (MCr):	0.1	0.05	0.025

Note: multiply cost by $\sqrt{BPS}$

Bomb Rack Module

An Orion drive requires bombs. Divide the number of bombs carried by the pulse rate to determine maximum time under full acceleration. (Of course, a lower pulse rate, and hence lower acceleration, is always possible.)

Volume: 1 space
Mass: 12.5 stons (when loaded)
Cost: 25 MCr (to load)

Depending on yield and tech level, each bomb rack module can store the following number of bombs.

Yield	GTL7	GTL8	GTL9	GTL10+
1	595	1190	2380	100000
2	568	1136	2272	50000
5	500	1000	2000	20000
10	416	833	1666	10000
20	312	625	1250	5000
50	178	357	714	2000
100	104	208	416	1000
200	56	113	227	500
500	24	48	96	200
1000	12	24	49	100
2000	6	12	24	50
5000	2	4	9	20
10000	1	2	4	10

Bridge Modules

We're still designing these. Volunteers are always welcome!

Bays and Turrets

We're still designing these. Volunteers are always welcome!

Weapon Modules

The fine folks at X-Tech Industries have produced the following weapons:

TL-9 220MJ Plasma Turret Weapon
6d x125; 1/2d=1600mi(0hex) Max=4800mi(0hex)
1.5spc; 11tons; 2.97mcr

TL-11 MJ Fusion Turret Weapon
6d x 375; 1/2D=2800mi(0hex);
MAX=7600mi(1hex)
1.5spc; 16tons 2.2Mcr

TL-9 102MJ (Rainbow) Laser
8d x20; 1/2d=1 Max=4
1spc; 8.72 tons; 1.44MCr

TL-11 390Mj Laser
8d x50(2); 1/2d=2 Max=7
1spc; 7.52 tons; 1.15MCr

TL-13 420MJ Laser
6d x100(2); 1/2d=3 max=9
1spc; 9.12tons; 0.83MCr

Accommodations

We're still designing these. Volunteers are always welcome!

Appendix C: Design Details

Aablan-class Freighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	100.2	5.5	10,267	—
DR 100 crystaliron armour	—	501.2	6.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
150 jump drive modules	150.0	544.2	465.0	—	6
400 thrusters (14,512.0 tonnes thrust)	400.0	1,233.5	64.0	—	6.7
1,000 internal jump fuel tanks	1,000.0	272.1	160.0	—	—
1,000 -dtons jump fuel	(1,000.0)	(907.0)	(0.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	3.0	—	—
9 crew staterooms	36.0	19.6	0.1	—	—
3,400.5-dton cargo hold	3,400.5	—	—	—	—
Cargo	(3,400.5)	(15,421.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	2,786.6	708.6	10,267	14
Fitted out with full crew	5,000.0	19,114.9	708.6	10,267	16

Aakroyss-class Merchant (GTL11)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, standard materials	(320.0)	14.0	2.5	20,519	—
2 turrets (DR 100)	2.0	5.5	0.3	1,600	—
DR 100 superdense armour	—	55.8	0.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
12 jump drive modules	12.0	43.5	36.6	—	0.2
12 thrusters (1,088.4 tonnes thrust)	12.0	43.5	7.8	—	0.2
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 97 MJ PD laser turret	(3.0)	13.3	1.3	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
3 nests for 18 high passengers	36.0	16.3	0.1	—	0.9
1 crew nest	12.0	5.4	0.0	—	—
160.5-dton cargo hold	160.5	—	—	—	—
Cargo	(160.5)	(727.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	320.0	255.3	68.1	22,119	0
Fitted out	320.0	1,055.7	68.1	22,119	0

Aardvark-class Trader (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
6 jump drive modules	6.0	21.8	18.6	—	0.2
18 thrusters (653.0 tonnes thrust)	18.0	55.5	2.9	—	0.3
30 internal jump fuel tanks	30.0	8.2	4.8	—	—
30 -dtons jump fuel	(30.0)	(27.2)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
20 Staterooms for 20 high passengers	80.0	43.5	0.2	—	1
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
86.0-dton cargo hold	86.0	—	—	—	—
Cargo	(86.0)	(390.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	259.6	36.2	1,573	2
Fitted out with full crew	240.0	676.8	36.2	1,573	5

Aekguthang-class Assault Cutter (GTL10)

Design Parameters: Built for Vargr crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	2.5	0.3	258	—
DR 100 crystaliron armour	—	12.6	0.2	—	—
Basic stealth	—	0.6	0.2	—	—
Basic emission cloaking	—	0.6	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 thrusters (181.4 tonnes thrust)	5.0	15.4	0.8	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed 250 MJ laser	1.0	7.5	0.8	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.5	0.0	—	—
6.0-dton cargo hold	6.0	—	—	—	—
Cargo	(6.0)	(27.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	45.4	5.2	258	1
Fitted out with full crew	16.0	72.6	5.2	258	1

Ampi-class Express Freighter (GTL12)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	50.1	5.5	10,267	—
2 turrets (DR 100)	2.0	3.7	0.1	148	—
DR 100 bonded superdense armour	—	200.5	2.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
350 jump drive modules	350.0	1,269.8	1,067.5	—	3.5
100 thrusters (9,070.0 tonnes thrust)	100.0	362.8	65.0	—	1
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	2.5	—	—
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
8 crew staterooms	32.0	14.5	0.1	—	—
1,500.0-dton cargo hold	1,500.0	—	—	—	—
Cargo	(1,500.0)	(6,802.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	2,868.6	1,629.4	10,416	6
Fitted out with full crew	5,000.0	12,392.1	1,629.4	10,416	10

Angbar-class Heavy Fighter (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-ton hull	(20.0)	2.7	0.2	278.7	0.0
Airtight sealing	0.0	0.0	0.0	0.0	0.0
Armour: DR3000, PD4	0.0	408.1	5.4	0.0	0.0
Basic stealth	0.0	0.7	0.2	0.0	0.0
Basic emission cloaking	0.0	0.7	0.2	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Maneuver drive (1.2G)	16.0	49.3	2.6	0.0	0.3
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Missile Rack	1.0	11.8	0.0	0.0	0.0
2 360-MJ Lasers	2.0	21.8	2.1	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Missiles	0.0	0.0	2.5	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	20.0	499.7	15.7	278.7	1.0
Unloaded with skeleton crew	20.0	499.7	13.2	278.7	1.0

Anhk-class Merchant (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(960.0)	38.7	5.1	3,965	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	193.6	2.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
36 jump drive modules	36.0	130.6	111.6	—	1.4
85 thrusters (3,083.8 tonnes thrust)	85.0	262.1	13.6	—	1.4
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
50 Staterooms for 50 high passengers	200.0	108.8	0.6	—	2.5
7 low berths for 28 low passengers	3.5	12.7	1.5	—	—
7 crew staterooms	28.0	15.2	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
356.0-dton cargo hold	356.0	—	—	—	—
Cargo	(356.0)	(1,614.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	960.0	953.4	187.5	4,262	4
Fitted out with full crew	960.0	2,785.5	187.5	4,262	13

Ankrak-class Freighter (GTL10)

Design Parameters: Built for Drakaran crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
41 thrusters (1,487.5 tonnes thrust)	41.0	126.4	6.6	—	0.7
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
20 passageways	20.0	—	—	—	—
250.5-dton cargo hold	250.5	—	—	—	—
Cargo	(250.5)	(1,136.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	331.8	63.5	1,906	3
Fitted out with full crew	400.0	1,540.4	63.5	1,906	5

Antillé-class Trader (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
3 turrets (DR 100)	3.0	13.1	0.4	222	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
9 jump drive modules	9.0	32.7	27.9	—	0.4
23 thrusters (834.4 tonnes thrust)	23.0	70.9	3.7	—	0.4
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
12 Staterooms for 12 high passengers	48.0	26.1	0.1	—	0.6
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
5 crew staterooms	20.0	10.9	0.1	—	—
70.0-dton cargo hold	70.0	—	—	—	—
Cargo	(70.0)	(317.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	342.7	56.0	1,796	2
Fitted out with full crew	240.0	714.5	56.0	1,796	8

Aramine-class Liner (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(960.0)	38.7	5.1	3,965	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	193.6	2.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
48 jump drive modules	48.0	174.1	148.8	—	1.9
78 thrusters (2,829.8 tonnes thrust)	78.0	240.5	12.5	—	1.3
360 internal jump fuel tanks	360.0	98.0	57.6	—	—
360 -dtons jump fuel	(360.0)	(326.5)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
40 Staterooms for 40 high passengers	160.0	87.1	0.5	—	2
10 low berths for 40 low passengers	5.0	18.1	2.2	—	—
8 crew staterooms	32.0	17.4	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
266.5-dton cargo hold	266.5	—	—	—	—
Cargo	(266.5)	(1,208.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	960.0	983.8	240.7	4,262	5
Fitted out with full crew	960.0	2,518.9	240.7	4,262	14

Arasfor-class Destroyer (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1200-ton hull	(1200.0)	68.0	2.5	4645.2	0.0
Airtight sealing	0.0	0.0	0.6	0.0	0.0
Armour: DR1000, PD4	0.0	4054.3	53.6	0.0	0.0
Heavy compartmentalization	0.0	6.8	0.1	0.0	0.0
12 turrets (36 spaces)	12.0	9.0	0.5	891.9	12.0
Basic stealth	0.0	13.5	4.5	0.0	0.0
Basic emission cloaking	0.0	13.5	4.5	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	3.5	11.3	5.0	0.0	0.0
Jump drive (1 parsec)	48.0	174.1	120.0	0.0	4.8
Jump tanks	240.0	283.0	38.4	0.0	0.0
Fusion rocket (2.3G)	250.0	2828.7	312.5	0.0	0.0
Rocket fuel tank (1.3 hours)	550.0	7794.5	88.0	0.0	0.0
Fuel processor module (30.0 hours)	1.0	1.0	0.9	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
12 Missile Racks	(12.0)	141.5	0.2	0.0	0.0
12 102-MJ Lasers	(12.0)	94.9	17.3	0.0	0.0
12 sandcasters	(12.0)	54.4	3.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	6.0	26.9	22.3	0.0	4.0
3 utility modules	3.0	31.3	0.9	0.0	0.0
3 Vehicle Bays	63.0	136.1	4.5	0.0	0.0
Hold	11.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
stateroom	4.0	2.7	0.0	0.0	0.0
2 bunkrooms sleeping 32 personnel	8.0	8.7	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(240.0)	0.0	0.1	0.0	0.0
Cargo	(11.5)	(52.2)	0.0	0.0	0.0
Gig	(20.0)	(70.6)	(5.5)	0.0	1.0
2 *Elding* Light Fighters	(40.0)	(516.2)	(35.6)	0.0	2.0
Missiles	0.0	0.0	29.5	0.0	0.0
Sand cannisters	0.0	0.0	1.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	1200.0	16393.3	663.1	5537.0	33.0
Unloaded with skeleton crew	1200.0	15754.4	591.4	5537.0	8.0

Ariasa-class Subsidized Packet (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
2 turrets (DR 100)	2.0	3.7	0.2	148	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.2
10 thrusters (907.0 tonnes thrust)	10.0	36.3	6.5	—	0.1
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 Staterooms for 8 middle passengers	16.0	7.3	0.0	—	0.2
1 low berth for 4 low passengers	0.5	1.8	0.2	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
95.0-dton cargo hold	95.0	—	—	—	—
Cargo	(95.0)	(430.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	265.0	101.8	2,054	2
Fitted out with full crew	320.0	841.0	101.8	2,054	5

Arisha-class Subsidized Merchant (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, standard materials	(320.0)	14.0	2.5	20,519	—
2 turrets (DR 100)	2.0	5.5	0.3	1,600	—
DR 100 superdense armour	—	55.8	0.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
8 jump drive modules	8.0	29.0	24.4	—	0.2
11 thrusters (997.7 tonnes thrust)	11.0	39.9	7.1	—	0.2
40 internal jump fuel tanks	40.0	10.9	6.4	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
20 Staterooms for 20 high passengers	80.0	36.3	0.2	—	1
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
2 crew staterooms	8.0	3.6	0.0	—	—
165.0-dton cargo hold	165.0	—	—	—	—
Cargo	(165.0)	(748.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	320.0	220.8	45.9	22,119	0
Fitted out	320.0	1,005.3	45.9	22,119	0

Armageddon-class Bombardment Cruiser (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	159.1	8.8	16,298	—
5 turrets (DR 2000)	5.0	366.5	5.0	371	—
8 large internal bays	800.0	72.6	4.0	—	—
DR 5000 crystaliron armour	—	39,781.3	526.3	—	—
Total compartmentalization	—	31.8	0.4	—	—
Radical stealth	—	81.4	134.6	—	—
Radical emission cloaking	—	81.4	134.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 fusion engineering modules	2.0	7.3	0.6	—	—
400 jump drive modules	400.0	1,451.2	1,240.0	—	16
3,800 thrusters (137,864.0 tonnes thrust)	3,800.0	11,718.4	608.0	—	63.3
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 90 MJ PD laser turrets	(15.0)	79.6	8.8	—	1-5
8 large heavy missile bays	(800.0)	1,095.7	17.6	—	16
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
1 nuclear damper module	4.0	37.7	16.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200 magazines	200.0	1,133.8	25.0	—	—
12,000 ready heavy missiles	—	(8,163.0)	(2,160.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 2 Gigs with 1 entrance	80.0	0.9	0.0	—	—
2 Gigs	(40.0)	(141.2)	(11.0)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 marine bunkrooms	8.0	8.7	0.0	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	6.0	—	—
12 crew bunkrooms	48.0	52.2	0.2	—	—
2 sickbays	2.0	1.4	0.3	—	2
98.0-dton cargo hold	98.0	—	—	—	—
Cargo	(98.0)	(444.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	70,916.4	4,263.3	16,670	81
Fitted out with full crew	10,000.0	82,386.0	6,434.3	16,670	130

Astron-class Express Trader (GTL12)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	9.3	1.0	1,906	—
2 turrets (DR 100)	2.0	3.7	0.1	148	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.2
10 thrusters (907.0 tonnes thrust)	10.0	36.3	6.5	—	0.1
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
24 Staterooms for 24 passengers	96.0	43.5	0.3	—	1.2
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
90.0-dton cargo hold	90.0	—	—	—	—
Cargo	(90.0)	(408.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	279.1	99.2	2,054	2
Fitted out with full crew	400.0	832.4	99.2	2,054	5

Augustus Deo-class Fast Liner (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	24.4	1.3	2,497	—
6 turrets (DR 100)	6.0	26.3	0.5	445	—
DR 100 crystaliron armour	—	121.9	1.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
25 jump drive modules	25.0	90.7	77.5	—	1
30 thrusters (1,088.4 tonnes thrust)	30.0	92.5	4.8	—	0.5
183 internal jump fuel tanks	183.0	49.8	29.3	—	—
183 -dtons jump fuel	(183.0)	(166.0)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
55 Staterooms for 55 high passengers	220.0	119.7	0.7	—	2.8
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
7 crew staterooms	28.0	15.2	0.1	—	—
1 hall	10.0	0.2	0.0	—	—
1 theatre	20.0	1.9	0.0	—	1
1 sickbay	1.0	0.7	0.2	—	1
69.0-dton cargo hold	69.0	—	—	—	—
Cargo	(69.0)	(312.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	614.2	124.5	2,943	3
Fitted out with full crew	600.0	1,093.1	124.5	2,943	12

Auldwich-class Light Destroyer (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armouris limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	54.4	3.0	5,574	—
20 turrets (DR 650)	20.0	486.6	7.1	1,486	—
DR 1300 crystaliron armour	—	3,537.3	46.8	—	—
Total compartmentalization	—	10.9	0.1	—	—
Basic stealth	—	17.2	5.7	—	—
Basic emission cloaking	—	17.2	5.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 fusion engineering modules	2.0	7.3	0.6	—	—
60 jump drive modules	60.0	217.7	186.0	—	2.4
1,100 thrusters (39,908.0 tonnes thrust)	1,100.0	3,392.2	176.0	—	18.3
400 internal jump fuel tanks	400.0	108.8	64.0	—	—
400 -dtons jump fuel	(400.0)	(362.8)	(0.1)	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 triple light missile turrets	(24.0)	6.5	0.1	—	8
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
6 single 810 MJ heavy laser turrets	(18.0)	150.7	16.2	—	1-6
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,968 ready light missiles	—	(267.7)	(70.8)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 bays for *Langsdale* Attack Fighters	315.0	0.5	0.0	—	—
10 *Langsdale* Attack Fighters	(300.0)	(1,663.0)	(98.5)	—	20
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 marine bunkrooms	8.0	8.7	0.0	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 weapons locker	1.0	6.3	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.2	—	—
6 crew bunkrooms	24.0	26.1	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
33.0-dton cargo hold	33.0	—	—	—	—
Cargo	(33.0)	(149.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	8,244.9	536.9	7,060	22
Fitted out with full crew	2,000.0	10,758.7	711.7	7,060	62

Baarnekki-class Fast Trader (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	11.5	2.0	16,938	—
DR 100 superdense armour	—	46.1	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
15 jump drive modules	15.0	54.4	45.8	—	0.3
8 thrusters (725.6 tonnes thrust)	8.0	29.0	5.2	—	0.2
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
80.5-dton cargo hold	80.5	—	—	—	—
Cargo	(80.5)	(365.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	240.0	199.5	76.4	16,938	0
Fitted out	240.0	673.4	76.4	16,938	0

Baboon-class Scoopship (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
DR 200 bonded superdense armour	—	74.4	1.0	—	—
Basic stealth	—	4.7	1.5	—	—
Basic emission cloaking	—	4.7	1.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 thrusters (1,814.0 tonnes thrust)	20.0	72.6	13.0	—	0.2
287 internal jump fuel tanks	287.0	78.1	45.9	—	—
287 -dtons jump fuel	(287.0)	(260.3)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew staterooms	8.0	3.6	0.0	—	—
0.5-dton cargo hold	0.5	—	—	—	—
Cargo	(0.5)	(2.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	270.4	72.0	1,906	2
Fitted out with full crew	320.0	533.0	72.0	1,906	3

Banshee-class Light Fighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(8.0)	0.8	0.2	162	—
DR 300 bonded superdense armour	—	9.5	0.1	—	—
Basic stealth	—	0.4	0.1	—	—
Basic emission cloaking	—	0.4	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 thrusters (362.8 tonnes thrust)	4.0	14.5	2.6	—	0.0
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fixed 405 MJ lasers	3.0	21.2	2.0	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	8.0	51.3	7.7	162	1
Fitted out with full crew	8.0	51.3	7.7	162	1

Bargam-class Tramp Trader (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(160.0)	11.7	1.6	1,200	—
2 turrets (DR 100)	2.0	8.8	0.3	148	—
DR 100 crystaliron armour	—	58.6	0.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
4 jump drive modules	4.0	14.5	12.4	—	0.2
17 thrusters (616.8 tonnes thrust)	17.0	52.4	2.7	—	0.3
20 internal jump fuel tanks	20.0	5.4	3.2	—	—
20 -dtons jump fuel	(20.0)	(18.1)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 Staterooms for 4 middle passengers	8.0	4.4	0.0	—	0.1
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
90.0-dton cargo hold	90.0	—	—	—	—
Cargo	(90.0)	(408.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	160.0	190.7	27.1	1,349	2
Fitted out with full crew	160.0	617.0	27.1	1,349	5

Barlax-class Assault Lander (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
1 turret (DR 1250)	1.0	46.1	0.7	74	—
DR 2500 crystaliron armour	—	795.6	10.5	—	—
Basic stealth	—	1.8	0.6	—	—
Basic emission cloaking	—	1.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50 thrusters (1,814.0 tonnes thrust)	50.0	154.2	8.0	—	0.8
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 422 MJ plasma gun turret	(3.0)	1.8	2.0	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 passenger couches	4.0	2.0	0.0	—	—
8.0-dton cargo hold	8.0	—	—	—	—
Cargo	(8.0)	(36.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	1,014.2	25.9	726	2
Fitted out with full crew	64.0	1,050.5	25.9	726	3

Barlax II-class Assault Lander (GTL11)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	4.8	0.8	651	—
1 turret (DR 2100)	1.0	46.3	0.7	74	—
DR 4200 superdense armour	—	802.0	10.6	—	—
Basic stealth	—	1.8	0.6	—	—
Basic emission cloaking	—	1.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 422 MJ plasma gun turret	(3.0)	1.8	2.0	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 passenger couches	4.0	1.3	0.0	—	—
8.0-dton cargo hold	8.0	—	—	—	—
Cargo	(8.0)	(36.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	1,044.9	50.0	726	2
Fitted out with full crew	64.0	1,081.1	50.0	726	3

Barlax III-class Assault Lander (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	3.2	0.8	651	—
1 turret (DR 2100)	1.0	30.8	0.5	74	—
DR 4200 bonded superdense armour	—	534.7	7.1	—	—
Basic stealth	—	1.8	0.6	—	—
Basic emission cloaking	—	1.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	0.5
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 690 MJ fusion gun turret	(3.0)	24.5	4.3	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 passenger couches	4.0	1.3	0.0	—	—
8.0-dton cargo hold	8.0	—	—	—	—
Cargo	(8.0)	(36.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	783.8	48.9	726	2
Fitted out with full crew	64.0	820.1	48.9	726	3

Batoche-class Regimental Lander (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50-dton medium hull, std. mat.	(40.0)	4.7	0.6	476	—
DR 100 crystaliron armour	—	23.3	0.3	—	—
Basic stealth	—	1.2	0.4	—	—
Basic emission cloaking	—	1.2	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 thrusters (72.6 tonnes thrust)	2.0	6.2	0.3	—	0.0
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
37 passenger couches	37.0	18.1	0.3	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	40.0	59.1	4.9	476	1
Fitted out with full crew	40.0	59.1	4.9	476	1

Bayonet-class Assault Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50-dton medium hull, std. mat.	(50.0)	4.7	0.3	476	—
1 turret (DR 1250)	1.0	46.1	0.6	74	—
DR 2500 crystaliron armour	—	581.6	7.7	—	—
Basic stealth	—	1.3	0.4	—	—
Basic emission cloaking	—	1.3	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
48 thrusters (1,741.4 tonnes thrust)	48.0	148.0	7.7	—	0.8
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 422 MJ plasma gun turret	(3.0)	1.8	2.0	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	50.0	789.5	21.8	550	2
Fitted out with full crew	50.0	789.5	21.8	550	3

Belasmon-class Liner (GTL12)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	12.2	3.2	2,497	—
4 turrets (DR 100)	4.0	7.3	0.5	297	—
DR 100 bonded superdense armour	—	48.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
18 jump drive modules	18.0	65.3	54.9	—	0.2
13 thrusters (1,179.1 tonnes thrust)	13.0	47.2	8.4	—	0.1
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
36 Staterooms for 36 passengers	144.0	65.3	0.4	—	1.8
6 low berths for 24 low passengers	3.0	10.9	1.3	—	—
6 crew staterooms	24.0	10.9	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
148.5-dton cargo hold	148.5	—	—	—	—
Cargo	(148.5)	(673.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	321.6	92.4	2,795	2
Fitted out with full crew	480.0	1,103.8	92.4	2,795	11

Beowulf-class Greater Dreadnought (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100000-ton hull	(100000.0)	1102.0	40.5	75251.5	0.0
Airtight sealing	0.0	0.0	14.9	0.0	0.0
Armour: DR4200, PD4	0.0	425700.5	5632.2	0.0	0.0
Total compartmentalization	0.0	220.4	2.4	0.0	0.0
80 weapon bays	4000.0	471.6	26.0	48309.6	160.0
200 turrets (600 spaces)	200.0	149.7	8.1	14864.5	200.0
Basic stealth	0.0	337.9	111.8	0.0	0.0
Basic emission cloaking	0.0	337.9	111.8	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	3.5	11.3	5.0	0.0	0.0
Jump drive (2 parsecs)	6000.0	21768.0	15000.0	0.0	600.0
Jump tanks	20000.0	23582.0	3200.0	0.0	0.0
Fusion rocket (1.6G)	16000.0	181037.2	20000.0	0.0	0.0
Rocket fuel tank (1.9 hours)	50000.0	708593.8	8000.0	0.0	0.0
10 fuel processor modules (250.0 hours)	10.0	10.0	8.5	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
570 102-MJ Lasers	(570.0)	4508.2	820.8	0.0	0.0
30 sandcasters	(30.0)	136.1	7.5	0.0	0.0
30 Missile Bays	(1500.0)	16837.5	25.5	0.0	0.0
50 Particle Beam Bays	(2500.0)	21178.4	1140.5	0.0	0.0
Spinal Particle Beam	1513.0	13719.3	1035.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	6.0	26.9	22.3	0.0	10.0
200 utility modules	200.0	2086.1	60.0	0.0	0.0
32 Vehicle Bays	1344.0	2902.4	96.0	0.0	0.0
Hold	423.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
stateroom	4.0	2.7	0.0	0.0	0.0
65 bunkrooms sleeping 1040 personnel	260.0	283.0	1.2	0.0	0.0
Low berths for 288 cryotubes	36.0	130.6	15.8	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(20000.0)	0.0	7.0	0.0	0.0
Cargo	(423.5)	(1920.6)	0.0	0.0	0.0
32 Helm Fighters	(1280.0)	(49024.0)	(1116.8)	0.0	64.0
Missiles	0.0	0.0	3642.9	0.0	0.0
Sand cannisters	0.0	0.0	2.4	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	100000.0	1476078.0	52164.6	138425.5	1036.0
Unloaded with skeleton crew	100000.0	1425133.4	47395.5	138425.5	610.0

Bergen-class Freighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	38.7	2.1	3,965	—
DR 100 crystaliron armour	—	193.6	2.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
25 jump drive modules	25.0	90.7	77.5	—	1
50 thrusters (1,814.0 tonnes thrust)	50.0	154.2	8.0	—	0.8
122 internal jump fuel tanks	122.0	33.2	19.5	—	—
122 -dtons jump fuel	(122.0)	(110.7)	(0.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 cradle for Gig	1.0	5.7	0.3	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.9	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
983.5-dton cargo hold	983.5	—	—	—	—
Cargo	(983.5)	(4,460.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	565.3	115.2	3,965	3
Fitted out with full crew	1,200.0	5,206.7	120.7	3,965	5

Berghoff-class Missile Boat (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	24.4	1.3	2,497	—
6 turrets (DR 125)	6.0	31.7	0.6	445	—
DR 250 crystaliron armour	—	304.8	4.0	—	—
Basic stealth	—	7.2	2.4	—	—
Basic emission cloaking	—	7.2	2.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
24 jump drive modules	24.0	87.1	74.4	—	1.0
362 thrusters (13,133.4 tonnes thrust)	362.0	1,116.3	57.9	—	6.0
180 internal jump fuel tanks	180.0	49.0	28.8	—	—
180 -dtons jump fuel	(180.0)	(163.3)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 triple light missile turrets	(18.0)	4.9	0.1	—	6
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
12 magazines	12.0	68.0	1.5	—	—
1,476 ready light missiles	—	(200.8)	(53.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
2 crew bunkrooms	8.0	8.7	0.0	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	1,755.5	187.0	2,943	8
Fitted out with full crew	600.0	2,119.6	240.2	2,943	17

Berry-class Extraction Cutter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50-dton medium hull, std. mat.	(40.0)	2.3	0.6	476	—
1 turret (DR 2100)	1.0	30.8	0.5	74	—
DR 4200 bonded superdense armour	—	390.8	5.2	—	—
Radical stealth	—	2.7	4.4	—	—
Radical emission cloaking	—	2.7	4.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
33 thrusters (2,993.1 tonnes thrust)	33.0	119.7	21.4	—	0.3
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.0	0.0	—	—
1 evacuation bay	2.0	0.5	0.1	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	40.0	569.1	40.1	550	2
Fitted out with full crew	40.0	569.1	40.1	550	3

Bharapar-class Subsidized Merchant (GTL10)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
2 turrets (DR 100)	2.0	8.8	0.3	148	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
31 thrusters (1,124.7 tonnes thrust)	31.0	95.6	5.0	—	0.5
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
12 Staterooms for 12 passengers	48.0	26.1	0.1	—	0.6
4 crew staterooms	16.0	8.7	0.0	—	—
126.5-dton cargo hold	126.5	—	—	—	—
Cargo	(126.5)	(573.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	338.0	63.8	2,054	2
Fitted out with full crew	320.0	984.2	63.8	2,054	4

Bilanos-class Patrol Frigate (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(300.0)	7.7	0.8	1,573	—
3 turrets (DR 400)	3.0	18.5	0.4	222	—
DR 800 bonded superdense armour	—	245.8	3.3	—	—
Radical stealth	—	8.8	14.5	—	—
Radical emission cloaking	—	8.8	14.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
16 jump drive modules	16.0	58.0	48.8	—	0.2
9 thrusters (816.3 tonnes thrust)	9.0	32.7	5.8	—	0.1
248 internal jump fuel tanks	248.0	67.5	39.7	—	—
248 -dtons jump fuel	(248.0)	(224.9)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 405 MJ laser turret	(3.0)	21.2	2.0	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 cradle for Launch	0.5	2.8	0.1	—	—
1 Launch	(10.0)	(29.7)	(3.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
0.5-dton cargo hold	0.5	—	—	—	—
Cargo	(0.5)	(2.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	300.0	527.3	143.0	1,796	2
Fitted out with full crew	300.0	817.7	152.2	1,796	7

Birkenhead-class Troopship (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20,000-dton medium hull, std. mat.	(20,000.0)	252.6	13.9	25,872	—
30 turrets (DR 100)	30.0	131.3	2.7	2,229	—
DR 100 crystaliron armour	—	1,263.0	16.7	—	—
Basic stealth	—	68.6	22.7	—	—
Basic emission cloaking	—	68.6	22.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
800 jump drive modules	800.0	2,902.4	2,480.0	—	32
1,245 thrusters (45,168.6 tonnes thrust)	1,245.0	3,839.3	199.2	—	20.8
6,000 internal jump fuel tanks	6,000.0	1,632.6	960.0	—	—
6,000 -dtons jump fuel	(6,000.0)	(5,442.0)	(2.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
20 triple 90 MJ PD laser turrets	(60.0)	318.4	35.4	—	2-20
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 16 *Dieppes* with 4 entrances	2,560.0	3.6	0.0	—	—
16 *Dieppe* Assault Landers	(1,280.0)	(14,180.8)	(379.0)	—	48
Hanger for 16 *Batoches* with 4 entrances	1,600.0	3.6	0.0	—	—
16 *Batoche* Regimental Landers	(800.0)	(945.6)	(78.7)	—	16
Hanger for 10 *Rorkes* with 2 entrances	1,600.0	1.8	0.0	—	—
10 *Rorke* Cargo Lighters	(800.0)	(3,169.0)	(51.9)	—	10
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,325 marine bunkrooms	5,300.0	5,768.5	23.8	—	—
20 gyms	50.0	9.1	0.0	—	—
2 shooting ranges	20.0	18.1	0.3	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40 utility modules	40.0	417.2	12.0	—	—
13 crew bunkrooms	52.0	56.6	0.2	—	—
10 sickbays	10.0	6.8	1.6	—	10
687.0-dton cargo hold	687.0	—	—	—	—
Cargo	(687.0)	(3,115.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	20,000.0	16,923.5	3,811.8	28,101	54
Fitted out with full crew	20,000.0	43,776.4	4,321.4	28,101	157

Bliaprlinzh-class Strike Destroyer (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,000-dton medium hull, std. mat.	(4,000.0)	64.8	4.8	8,848	—
10 turrets (DR 1500)	10.0	332.1	4.7	743	—
3 large internal bays	300.0	27.2	1.5	—	—
DR 3000 superdense armour	—	7,774.8	102.9	—	—
Radical stealth	—	46.8	77.4	—	—
Radical emission cloaking	—	46.8	77.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge w. hrd. cntrl and psi switches	2.5	9.3	6.3	—	1-5
1 advanced communicator	7.0	84.5	3.3	—	0-1
1 advanced sensor	8.0	69.2	69.0	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 fusion engineering modules	2.0	6.5	0.3	—	—
200 jump drive modules	200.0	725.6	610.0	—	4
1,500 thrusters (136,050.0 tonnes thrust)	1,500.0	5,442.0	975.0	—	30
1,600 internal jump fuel tanks	1,600.0	435.4	256.0	—	—
1,600 -dtons jump fuel	(1,600.0)	(1,451.2)	(0.6)	—	—
2 fuel scoops	2.0	1.0	0.0	—	—
20 fuel processors	20.0	20.0	17.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple 97 MJ PD laser turrets	(30.0)	133.1	12.6	—	1-10
3 large heavy missile bays	(300.0)	410.9	6.6	—	6
Ordnance	Spaces	Mass	Cost	Area	Crew
4,500 ready heavy missiles	—	(3,061.1)	(900.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 2 *Echpozh* Armed Gigs	80.0	—	—	—	—
2 *Echpozh* Armed Gigs	(40.0)	(199.2)	(15.0)	—	4
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
10 marine bunkrooms	40.0	17.2	0.2	—	—
2 briefing rooms	2.0	0.0	0.0	—	—
1 drop capsule launcher	1.0	10.9	0.2	—	1
4 drop capsule racks	4.0	61.2	—	—	—
3 battledress racks	3.0	78.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 utility modules	8.0	83.4	2.0	—	—
27 crew staterooms	108.0	49.0	0.3	—	—
7 crew low berths	3.5	12.7	1.5	—	—
2 sickbays	2.0	1.5	0.4	—	2
76.5-dton cargo hold	76.5	—	—	—	—
Cargo	(76.5)	(346.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	4,000.0	15,998.6	2,240.1	9,591	37
Fitted out with full crew	4,000.0	21,057.0	3,155.1	9,591	78

Bralonné Mobile University (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8,000-dton medium hull, std. mat.	(8,000.0)	68.6	7.6	14,045	—
DR 100 bonded superdense armour	—	54.9	0.7	—	—
10 x 528-dton med. subhulls, std. mat.	(5,285.0)	112.0	12.4	(22,953)	—
DR 100 bonded superdense armour	—	448.2	5.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Basic bridge	2.5	6.6	3.1	—	0-0
2 centres containing 16 cplx 10 computers	2.0	21.8	60.0	—	—
1 enhanced communicator	1.0	14.8	0.7	—	0-1
1 advanced sensor	8.0	69.2	69.0	—	0-1
2 survey modules	8.0	9.8	15.3	—	8-16
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
320 jump drive modules	320.0	1,161.0	976.0	—	3.2
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	0.5
2,400 internal jump fuel tanks	2,400.0	653.0	384.0	—	—
2,400 -dtons jump fuel	(2,400.0)	(2,176.8)	(0.8)	—	—
1 workshop	2.5	13.6	0.1	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 2 Launchs with 1 entrance	80.0	0.9	0.0	—	—
2 Launchs	(40.0)	(141.3)	(11.0)	—	4
Hanger for 2 Ship's Boats	120.0	—	—	—	—
2 Ship's Boats	(60.0)	(176.1)	(18.4)	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
11 utility modules	11.0	114.7	2.8	—	—
40 Staterooms for 40 professors	160.0	72.6	0.5	—	2
1,000 staterooms for 2,000 students	4,000.0	1,814.0	12.0	—	—
21 crew staterooms	84.0	38.1	0.3	—	—
10 exercise rooms	25.0	4.5	0.0	—	—
20 halls	200.0	3.6	0.1	—	—
2 theatres	40.0	3.8	0.0	—	2
2 stages	32.0	0.9	0.0	—	—
2 swimming pools	50.0	12.7	0.3	—	2
Water	—	185.0	—	—	—
5 sickbays	5.0	3.9	1.0	—	5
2 surgical theatres	2.0	0.7	0.2	—	—
4 brigs	4.0	25.4	0.1	—	—
2 safes	2.0	12.7	0.1	—	—
5 standard labs	22.5	46.7	5.3	—	5-10
2 isolabs	45.0	181.9	20.1	—	2-10
1 physics lab	5.0	9.3	1.0	—	1-2
1 simulation lab	7.5	10.2	1.6	—	1-1
1 computer lab	3.5	2.5	450.0	—	1-2
304.0-dton cargo hold	304.0	—	—	—	—
Cargo	(304.0)	(1,378.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	8,000.0	5,184.0	2,065.8	14,045	13
Fitted out with full crew	8,000.0	9,241.8	2,095.1	14,045	42

Brass Goat Filibuster (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
3 turrets (DR 150)	3.0	18.6	0.5	222	—
DR 300 crystaliron armour	—	230.5	3.0	—	—
Heavy compartmentalization	—	1.5	0.0	—	—
Basic stealth	—	4.4	1.5	—	—
Basic emission cloaking	—	4.4	1.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
50 thrusters (1,814.0 tonnes thrust)	50.0	154.2	8.0	—	0.8
90 internal jump fuel tanks	90.0	24.5	14.4	—	—
90 -dtons jump fuel	(90.0)	(81.6)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(8.9)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 low berths for 8 low passengers	1.0	3.6	0.4	—	—
10 crew staterooms	40.0	21.8	0.1	—	—
35.0-dton cargo hold	35.0	—	—	—	—
Cargo	(35.0)	(158.7)	—	—	—
2-dton smuggler's hold	2.0	—	0.0	—	—
Concealed cargo	(2.0)	(9.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	595.1	85.1	1,796	3
Fitted out with full crew	240.0	878.0	94.0	1,796	10

Braydikor-class Trader (GTL10)

Design Parameters: Built for Drakaran crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
3 turrets (DR 100)	3.0	13.1	0.4	222	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
10 jump drive modules	10.0	36.3	31.0	—	0.4
21 thrusters (761.9 tonnes thrust)	21.0	64.8	3.4	—	0.4
61 internal jump fuel tanks	61.0	16.6	9.8	—	—
61 -dtons jump fuel	(61.0)	(55.3)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
12 staterooms for 12 ind. passengers	48.0	26.1	0.1	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
12 passageways	12.0	—	—	—	—
79.5-dton cargo hold	79.5	—	—	—	—
Cargo	(79.5)	(360.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	330.6	58.2	1,796	2
Fitted out with full crew	240.0	746.5	58.2	1,796	5

Brighton-class Battleship (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50,000-dton medium hull, std. mat.	(50,000.0)	232.6	25.6	47,657	—
63 turrets (DR 8000)	63.0	7,337.6	99.4	4,682	—
36 small internal bays	1,800.0	212.2	11.7	—	—
DR 50000 bonded superdense armour	—	465,284.6	6,155.9	—	—
Total compartmentalization	—	46.5	0.5	—	—
Basic stealth	—	127.7	42.3	—	—
Basic emission cloaking	—	127.7	42.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Basic bridge with hardened controls	2.5	9.3	6.1	—	0-0
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 fusion engineering modules	4.0	13.1	0.6	—	—
2,500 jump drive modules	2,500.0	9,070.0	7,625.0	—	25
11,500 thrusters (1,043,050.0 tonnes thrust)	11,500.0	41,722.0	7,475.0	—	115
20,000 internal jump fuel tanks	20,000.0	5,442.0	3,200.0	—	—
20,000 -dtons jump fuel	(20,000.0)	(18,140.0)	(7.0)	—	—
2 workshops	5.0	27.2	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
63 single 1,313 MJ heavy laser turrets	(189.0)	1,434.2	132.9	—	7-63
18 small missile bays	(900.0)	1,235.9	19.8	—	36
18 14 GJ particle bays	(900.0)	8,489.5	419.4	—	36
2.9 TJ spinal meson gun	7,730.0	69,931.5	4,788.0	—	79
2 nuclear damper modules	2.0	18.5	8.0	—	4
271 meson screen modules	271.0	1,229.0	623.3	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
13,500 ready heavy missiles	—	(9,183.4)	(2,700.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Rampart Hanger (5 ent. & 1 launch)	2,018.0	78.0	1.8	—	10
100 *Rampart* Fighters	(1,000.0)	(8,190.0)	(1,400.0)	—	100
Citadel Hanger (1 ent. & 1 launch)	2,090.0	364.6	5.0	—	10
20 *Citadel* Heavy Fighters	(1,000.0)	(8,802.0)	(659.4)	—	40
Hanger for 5 Gigs with 1 entrance	200.0	0.9	0.0	—	—
5 Gigs	(100.0)	(353.0)	(27.4)	—	10
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 marine staterooms	12.0	5.4	0.0	—	—
50 marine bunkrooms	200.0	86.2	0.9	—	—
2 briefing rooms	2.0	0.0	0.0	—	—
2 weapons lockers	2.0	12.7	0.1	—	—
2 gyms	5.0	0.9	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100 utility modules	100.0	1,043.1	25.0	—	—
249 crew staterooms	996.0	451.7	3.0	—	—
10 sickbays	10.0	7.7	2.1	—	10
472.5-dton cargo hold	472.5	—	—	—	—
Cargo	(472.5)	(2,142.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	50,000.0	614,071.8	30,725.8	52,339	141
Fitted out with full crew	50,000.0	660,883.0	35,512.7	52,339	496

Brildan-class Heavy Destroyer (GTL11)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	75.2	5.5	10,267	—
20 turrets (DR 4000)	20.0	1,752.7	23.9	1,486	—
3 large internal bays	300.0	27.2	1.5	—	—
DR 15000 superdense armour	—	45,109.1	596.8	—	—
Heavy compartmentalization	—	7.5	0.1	—	—
Basic stealth	—	28.7	9.5	—	—
Basic emission cloaking	—	28.7	9.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
1 advanced communicator	7.0	84.5	3.3	—	0-1
1 advanced sensor	8.0	69.2	69.0	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
202 jump drive modules	202.0	732.9	616.1	—	4.0
2,600 thrusters (235,820.0 tonnes)	2,600.0	9,432.8	1,690.0	—	52
1,512 internal jump fuel tanks	1,512.0	411.4	241.9	—	—
1,512 -dtons jump fuel	(1,512.0)	(1,371.4)	(0.5)	—	—
2 fuel scoops	2.0	1.0	0.0	—	—
9 fuel processors	9.0	9.0	7.7	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 390 MJ laser turrets	(15.0)	102.3	17.3	—	1-5
5 triple 97 MJ PD laser turrets	(15.0)	66.5	6.3	—	1-5
10 single 870 MJ heavy laser turrets	(30.0)	267.6	15.7	—	1-10
2 large heavy missile bays	(200.0)	273.9	4.4	—	4
1 29 GJ particle bay	(100.0)	958.7	53.0	—	2
1 nuclear damper module	1.0	9.3	4.0	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30 magazines	30.0	170.1	3.8	—	—
3,000 ready heavy missiles	—	(2,040.8)	(600.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 1 Ship's Boat with 1 entrance	60.0	0.9	0.0	—	—
1 Ship's Boat	(30.0)	(88.1)	(9.2)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	2.5	—	—
41 crew staterooms	164.0	74.4	0.5	—	—
11 crew low berths	5.5	20.0	2.4	—	—
3 sickbays	7.5	13.9	0.6	—	3
1 armoury	1.0	6.3	0.0	—	—
52.0-dton cargo hold	52.0	—	—	—	—
Cargo	(52.0)	(235.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	59,898.8	3,407.9	11,753	59
Fitted out with full crew	5,000.0	63,634.8	4,017.0	11,753	123

Burtoine-class Escort Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-dton medium hull, std. mat.	(30.0)	3.3	0.2	339	—
DR 1200 crystaliron armour	—	198.6	2.6	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
26 thrusters (943.3 tonnes thrust)	26.0	80.2	4.2	—	0.4
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed light missile rack	1.0	11.8	0.0	—	—
2 fixed 250 MJ lasers	2.0	15.1	1.6	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	30.0	315.2	11.8	339	2
Fitted out with full crew	30.0	315.2	11.8	339	2

Bølgebryter-class System Defense Monitor (GTL10)

Design Parameters: Built for Sword Worlder human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	71.3	3.9	7,304	—
5 turrets (DR 2000)	5.0	366.5	5.0	371	—
1 small internal bay	50.0	5.9	0.3	—	—
DR 4200 crystaliron armour	—	14,975.2	198.1	—	—
Total compartmentalization	—	14.3	0.2	—	—
Radical stealth	—	37.5	62.0	—	—
Radical emission cloaking	—	37.5	62.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Basic bridge with hardened controls	2.5	10.5	7.0	—	0-0
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fusion engineering modules	3.0	10.9	1.0	—	—
1,250 thrusters (45,350.0 tonnes thrust)	1,250.0	3,854.8	200.0	—	20.8
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 90 MJ PD laser turrets	(15.0)	79.6	8.8	—	1-5
1 small missile bay	(50.0)	68.7	1.1	—	2
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
1 nuclear damper module	4.0	37.7	16.2	—	4
8 meson screen modules	8.0	39.2	31.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
750 ready heavy missiles	—	(510.2)	(135.0)	—	—
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	2.2	0.0	—	—
5 marine bunkrooms	20.0	21.8	0.1	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.8	—	—
6 crew staterooms	24.0	13.1	0.1	—	—
14 crew bunkrooms	56.0	61.0	0.3	—	—
2 sickbays	5.0	9.3	0.5	—	2
43.0-dton cargo hold	43.0	—	—	—	—
Cargo	(43.0)	(195.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	33,500.2	1,646.2	7,675	22
Fitted out with full crew	3,000.0	34,205.4	1,781.2	7,675	61

Cadiz-class Fast Destroyer (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,000-dton medium hull, std. mat.	(4,000.0)	64.8	4.8	8,848	—
10 turrets (DR 2500)	10.0	549.8	7.6	743	—
3 large internal bays	300.0	27.2	1.5	—	—
DR 5000 superdense armour	—	12,958.0	171.4	—	—
Basic stealth	—	23.4	7.7	—	—
Basic emission cloaking	—	23.4	7.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
1 enhanced communicator	1.0	13.1	1.1	—	0-1
1 enhanced sensor	4.0	34.6	33.2	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
201 jump drive modules	201.0	729.2	613.0	—	4.0
1,600 thrusters (145,120.0 tonnes thrust)	1,600.0	5,804.8	1,040.0	—	32
1,608 internal jump fuel tanks	1,608.0	437.5	257.3	—	—
1,608 -dtons jump fuel	(1,608.0)	(1,458.5)	(0.6)	—	—
2 fuel scoops	2.0	1.0	0.0	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple 390 MJ laser turrets	(9.0)	61.4	10.3	—	1-3
3 triple 97 MJ PD laser turrets	(9.0)	39.9	3.8	—	1-3
4 single 870 MJ heavy laser turrets	(12.0)	107.0	6.3	—	1-4
3 large heavy missile bays	(300.0)	410.9	6.6	—	6
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30 magazines	30.0	170.1	3.8	—	—
4,500 ready heavy missiles	—	(3,061.1)	(900.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 bays for *Vixen* Armed Gigs	63.0	0.5	0.0	—	—
3 *Vixen* Armed Gigs	(60.0)	(268.5)	(27.9)	—	6
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 marine bunkrooms	12.0	5.2	0.1	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 drop capsule launcher	1.0	10.9	0.2	—	1
2 drop capsule racks	2.0	30.6	—	—	—
2 battledress racks	2.0	52.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 utility modules	8.0	83.4	2.0	—	—
6 crew bunkrooms	24.0	10.3	0.1	—	—
8 crew low berths	4.0	14.5	1.8	—	—
1 exercise room	2.5	0.5	0.0	—	—
2 sickbays	5.0	9.3	0.4	—	2
87.0-dton cargo hold	87.0	—	—	—	—
Cargo	(87.0)	(394.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	4,000.0	21,760.0	2,212.0	9,591	39
Fitted out with full crew	4,000.0	26,942.6	3,139.9	9,591	91

Cairngorm-class Cluster Liner (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	38.7	2.1	3,965	—
4 turrets (DR 100)	4.0	17.5	0.4	297	—
DR 100 crystaliron armour	—	193.6	2.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
25 jump drive modules	25.0	90.7	77.5	—	1
76 thrusters (2,757.3 tonnes thrust)	76.0	234.4	12.2	—	1.3
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple sandcaster turrets	(9.0)	40.8	2.3	—	3
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.9	—	—
150 Staterooms for 150 high passengers	600.0	326.5	1.8	—	7.5
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
11 crew staterooms	44.0	23.9	0.1	—	—
2 sickbays	2.0	1.4	0.3	—	2
320.0-dton cargo hold	320.0	—	—	—	—
Cargo	(320.0)	(1,451.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	1,067.9	126.5	4,262	4
Fitted out with full crew	1,200.0	2,627.9	126.5	4,262	21

Cardos-class Fast Yacht (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
2 turrets (DR 100)	2.0	3.7	0.2	148	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
24 jump drive modules	24.0	87.1	73.2	—	0.2
41 thrusters (3,718.7 tonnes thrust)	41.0	148.7	26.6	—	0.4
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
6 Staterooms for 6 high passengers	24.0	10.9	0.1	—	0.3
4 crew staterooms	16.0	7.3	0.0	—	—
1 exercise room	2.5	0.5	0.0	—	—
6.0-dton cargo hold	6.0	—	—	—	—
Cargo	(6.0)	(27.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	407.0	140.4	2,054	2
Fitted out with full crew	320.0	615.6	140.4	2,054	7

Chiitaa-class Fast Launch (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(8.0)	1.6	0.2	162	—
DR 100 crystaliron armour	—	8.0	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 thrusters (145.1 tonnes thrust)	4.0	12.3	0.6	—	0.1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 passenger couch	1.0	0.5	0.0	—	—
2.0-dton cargo hold	2.0	—	—	—	—
Cargo	(2.0)	(9.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	8.0	26.8	3.5	162	1
Fitted out with full crew	8.0	35.9	3.5	162	1

Chiral-class Lab Ship (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	3.7	1.0	756	—
DR 100 bonded superdense armour	—	14.8	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
3 jump drive modules	3.0	10.9	9.1	—	0.0
3 thrusters (272.1 tonnes thrust)	3.0	10.9	1.9	—	0.0
20 internal jump fuel tanks	20.0	5.4	3.2	—	—
20 -dtons jump fuel	(20.0)	(18.1)	(0.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 bays for Air Rafts	0.8	0.5	0.0	—	—
2 Air Rafts	(0.8)	(10.0)	(0.1)	—	—
2 bays for Grav Sleds	3.2	0.5	0.0	—	—
2 Grav Sleds	(3.0)	(10.0)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
6 crew staterooms	24.0	10.9	0.1	—	—
4 standard labs	8.0	36.3	4.0	—	4-8
13.5-dton cargo hold	13.5	—	—	—	—
Cargo	(13.5)	(61.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	114.1	23.1	756	1
Fitted out with full crew	80.0	213.5	23.3	756	6

Cholath-class Destroyer (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,000-dton medium hull, std. mat.	(3,200.0)	86.4	11.4	8,848	—
10 turrets (DR 650)	10.0	243.3	4.1	743	—
3 small internal bays	150.0	17.7	1.0	—	—
DR 1300 crystaliron armour	—	5,615.1	74.3	—	—
Total compartmentalization	—	17.3	0.2	—	—
Basic stealth	—	23.4	7.7	—	—
Basic emission cloaking	—	23.4	7.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
120 jump drive modules	120.0	435.4	372.0	—	4.8
1,950 thrusters (70,746.0 tonnes thrust)	1,950.0	6,013.4	312.0	—	32.5
800 internal jump fuel tanks	800.0	217.7	128.0	—	—
800 -dtons jump fuel	(800.0)	(725.6)	(0.3)	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple light missile turrets	(15.0)	4.1	0.1	—	5
5 triple 90 MJ PD laser turrets	(15.0)	79.6	8.8	—	1-5
3 13 GJ particle bays	(150.0)	1,270.7	68.4	—	6
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,230 ready light missiles	—	(167.3)	(44.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
7 utility modules	7.0	73.0	2.1	—	—
31 crew staterooms	124.0	67.5	0.4	—	—
8 crew low berths	4.0	14.5	1.8	—	—
1 sickbay	1.0	0.7	0.2	—	1
18.0-dton cargo hold	18.0	—	—	—	—
Cargo	(18.0)	(81.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,200.0	14,238.4	1,021.7	9,591	39
Fitted out with full crew	3,200.0	15,213.0	1,065.9	9,591	91

Christoff-class Shuttle (GTL9)

Design Parameters: Built for Imperial human crew. Designed to private standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, standard materials	(64.0)	9.5	0.8	7,017	—
DR 100 durasteel armour	—	47.7	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.0	3.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 fusion rockets (580.5 tonnes thrust)	8.0	29.0	6.4	—	0.1
4 water fuel tanks	4.0	0.1	0.7	—	—
Water (as reaction mass)	(4.0)	54.4	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 passenger couches	2.0	1.4	0.0	—	—
49.0-dton cargo hold	49.0	—	—	—	—
Cargo	(49.0)	(222.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	64.0	68.6	12.3	7,017	0
Fitted out	64.0	290.8	12.3	7,017	0

Citadel-class Heavy Fighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50-dton medium hull, std. mat.	(40.0)	2.3	0.6	476	—
DR 3000 bonded superdense armour	—	279.2	3.7	—	—
Basic stealth	—	1.2	0.4	—	—
Basic emission cloaking	—	1.2	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
36 thrusters (3,265.2 tonnes thrust)	36.0	130.6	23.4	—	0.4
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fixed 405 MJ lasers	3.0	21.2	2.0	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	40.0	440.1	33.0	476	2
Fitted out with full crew	40.0	440.1	33.0	476	2

Clorthal-class Customs Cutter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-dton medium hull, std. mat.	(24.0)	3.3	0.4	339	—
DR 300 crystaliron armour	—	49.6	0.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
19 thrusters (689.3 tonnes thrust)	19.0	58.6	3.0	—	0.3
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed 810 MJ laser	3.0	25.1	2.7	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 passenger couch	1.0	0.5	0.0	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	24.0	141.7	9.5	339	2
Fitted out with full crew	24.0	141.7	9.5	339	2

Comrade Hudson-class Friendship Lander (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-ton streamlined hull	(24.0)	5.4	0.5	371.6	0.0
Airtight sealing	0.0	0.0	0.0	0.0	0.0
Armour: DR5300, PD4	0.0	1442.1	19.1	0.0	0.0
Basic stealth	0.0	0.9	0.3	0.0	0.0
Basic emission cloaking	0.0	0.9	0.3	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Orion drive baseplate	2.0	45.3	0.3	0.0	0.0
1 bomb delivery module	0.5	11.3	0.8	0.0	0.0
1 shock absorber module	0.5	11.3	0.1	0.0	0.0
Space for 33333 1 kton bombs	14.0	158.7	0.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Hold	5.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Passenger couches for 12 people	1.0	0.5	0.1	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
33333 1 kton bombs	(14.0)	0.0	350.0	0.0	0.0
Cargo	(5.0)	(22.7)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	24.0	1703.9	374.0	371.6	1.0
Unloaded with skeleton crew	24.0	1681.2	24.0	371.6	1.0

Congreve-class Missile Boat (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	38.7	2.1	3,965	—
2 turrets (DR 100)	2.0	8.8	0.2	148	—
1 large internal bay	100.0	9.1	0.5	—	—
DR 120 crystaliron armour	—	232.3	3.1	—	—
Basic stealth	—	10.0	3.3	—	—
Basic emission cloaking	—	10.0	3.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
36 jump drive modules	36.0	130.6	111.6	—	1.4
561 thrusters (20,353.1 tonnes thrust)	561.0	1,730.0	89.8	—	9.4
480 internal jump fuel tanks	480.0	130.6	76.8	—	—
480 -dtons jump fuel	(480.0)	(435.4)	(0.2)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple 90 MJ PD laser turrets	(6.0)	31.8	3.5	—	1-2
1 large heavy missile bay	(100.0)	137.0	2.2	—	2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,500 ready heavy missiles	—	(1,020.4)	(270.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
3 crew bunkrooms	12.0	13.1	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	2,528.8	310.2	4,113	12
Fitted out with full crew	1,200.0	3,984.6	580.2	4,113	18

Corannis-class Dropship (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armouris limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
4 turrets (DR 650)	4.0	97.3	1.4	297	—
DR 1300 crystaliron armour	—	1,209.7	16.0	—	—
Total compartmentalization	—	3.7	0.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
16 jump drive modules	16.0	58.0	49.6	—	0.6
200 thrusters (7,256.0 tonnes thrust)	200.0	616.8	32.0	—	3.3
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
0.5 fuel scoops	0.5	0.3	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple heavy missile turret	(3.0)	4.1	0.1	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
1 single 810 MJ heavy laser turret	(3.0)	25.1	2.7	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
45 ready heavy missiles	—	(30.6)	(8.1)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for *Sarta* Armoured Launch	10.5	0.5	0.0	—	—
1 *Sarta* Armoured Launch	(10.0)	(43.8)	(3.8)	—	1
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 marine bunkrooms	8.0	8.7	0.0	—	—
3 briefing rooms	3.0	0.1	0.0	—	—
1 drop capsule launcher	1.0	10.9	0.2	—	1
4 drop capsule racks	4.0	61.2	—	—	—
2 battledress racks	2.0	52.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew bunkrooms	8.0	8.7	0.0	—	—
1 sickbay	1.0	0.7	0.2	—	1
13.0-dton cargo hold	13.0	—	—	—	—
Cargo	(13.0)	(59.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	2,292.5	142.6	2,203	5
Fitted out with full crew	400.0	2,534.7	154.6	2,203	14

Curzon-class Destroyer (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	53.5	3.9	7,304	—
10 turrets (DR 2400)	10.0	528.0	7.3	743	—
2 small internal bays	100.0	11.8	0.6	—	—
DR 4800 superdense armour	—	10,268.7	135.9	—	—
Basic stealth	—	19.6	6.5	—	—
Basic emission cloaking	—	19.6	6.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Engineering	Spaces	Mass	Cost	Area	Crew
1 fusion engineering module	1.0	3.3	0.2	—	—
150 jump drive modules	150.0	544.2	457.5	—	3
1,150 thrusters (104,305.0 tonnes thrust)	1,150.0	4,172.2	747.5	—	23
1,200 internal jump fuel tanks	1,200.0	326.5	192.0	—	—
1,200 -dtons jump fuel	(1,200.0)	(1,088.4)	(0.4)	—	—
2 fuel scoops	2.0	1.0	0.0	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple 97 MJ PD laser turrets	(6.0)	26.6	2.5	—	1-2
8 single 870 MJ heavy laser turrets	(24.0)	214.1	12.6	—	1-8
1 small missile bay	(50.0)	68.7	1.1	—	2
1 14 GJ particle bay	(50.0)	471.6	23.3	—	2
2 nuclear damper modules	2.0	18.5	8.0	—	4
5 meson screen modules	5.0	22.7	11.5	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
750 ready heavy missiles	—	(510.2)	(150.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 4 *Luzons* with 1 entrance	240.0	0.9	0.0	—	—
4 *Luzon* Aerospace Fighters	(120.0)	(1,758.4)	(101.9)	—	12
Hanger for 1 *Estevan* Cutter	40.0	—	—	—	—
1 *Estevan* Cutter	(20.0)	(68.1)	(4.3)	—	1
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 marine bunkrooms	8.0	3.4	0.0	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 drop capsule launcher	1.0	10.9	0.2	—	1
2 drop capsule racks	2.0	30.6	—	—	—
2 battledress racks	2.0	52.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.5	—	—
6 crew bunkrooms	24.0	10.3	0.1	—	—
1 sickbay	2.5	4.6	0.2	—	1
37.5-dton cargo hold	37.5	—	—	—	—
Cargo	(37.5)	(170.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	16,983.4	1,639.5	8,047	27
Fitted out with full crew	3,000.0	20,578.5	1,895.7	8,047	60

Cytos-class Corvette (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	12.2	3.2	2,497	—
6 turrets (DR 2100)	6.0	185.1	3.0	445	—
DR 4200 bonded superdense armour	—	2,048.6	27.1	—	—
Total compartmentalization	—	2.4	0.0	—	—
Basic stealth	—	7.2	2.4	—	—
Basic emission cloaking	—	7.2	2.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
24 jump drive modules	24.0	87.1	73.2	—	0.2
234 thrusters (21,223.8 tonnes thrust)	234.0	849.0	152.1	—	2.3
180 internal jump fuel tanks	180.0	49.0	28.8	—	—
180 -dtons jump fuel	(180.0)	(163.3)	(0.1)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
1 single 1,313 MJ heavy laser turret	(3.0)	22.8	2.1	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
7 crew staterooms	28.0	12.7	0.1	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	3,388.9	313.3	2,943	4
Fitted out with full crew	480.0	3,585.6	318.9	2,943	12

Dartmouth-class Patrol Frigate (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(200.0)	11.7	0.6	1,200	—
2 turrets (DR 650)	2.0	48.7	0.7	148	—
DR 1300 crystaliron armour	—	762.1	10.1	—	—
Basic stealth	—	3.3	1.1	—	—
Basic emission cloaking	—	3.3	1.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
8 jump drive modules	8.0	29.0	24.8	—	0.3
71 thrusters (2,575.9 tonnes thrust)	71.0	218.9	11.4	—	1.2
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
0.5 fuel scoops	0.5	0.3	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(8.9)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 bays for *Imp* Patrol Fighters	42.0	0.5	0.0	—	—
2 *Imp* Patrol Fighters	(40.0)	(212.0)	(11.4)	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew bunkrooms	8.0	8.7	0.0	—	—
0.5-dton cargo hold	0.5	—	—	—	—
Cargo	(0.5)	(2.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	200.0	1,163.0	76.0	1,349	3
Fitted out with full crew	200.0	1,465.1	96.2	1,349	13

Defiance-class Light Cruiser (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	79.6	8.8	16,298	—
5 turrets (DR 1250)	5.0	92.6	1.4	371	—
8 small internal bays	400.0	47.2	2.6	—	—
DR 2500 bonded superdense armour	—	7,956.3	105.3	—	—
Basic stealth	—	40.7	13.5	—	—
Basic emission cloaking	—	40.7	13.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	Spaces	Mass	Cost	Area	Crew
1 fusion engineering module	1.0	3.3	0.2	—	—
600 jump drive modules	600.0	2,176.8	1,830.0	—	6
2,072 thrusters (187,930.4 tonnes thrust)	2,072.0	7,517.2	1,346.8	—	20.7
5,000 internal jump fuel tanks	5,000.0	1,360.5	800.0	—	—
5,000 -dtons jump fuel	(5,000.0)	(4,535.0)	(1.8)	—	—
3.5 fuel scoops	3.5	1.8	0.0	—	—
20 fuel processors	20.0	20.0	17.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 102 MJ PD laser turrets	(15.0)	70.2	4.7	—	1-5
4 small light missile bays	(200.0)	47.9	1.3	—	8
4 small missile bays	(200.0)	274.6	4.4	—	8
570 GJ spinal meson gun	1,512.0	13,675.7	936.0	—	17
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
16,400 ready light missiles	—	(2,231.2)	(377.2)	—	—
3,000 ready heavy missiles	—	(2,040.8)	(600.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 10 *Rampart* Fighters	20.0	0.9	0.0	—	—
10 *Rampart* Fighters	(100.0)	(819.0)	(140.0)	—	10
Hanger for 1 *Kraki* Assault Cutter	60.0	0.9	0.0	—	—
1 *Kraki* Assault Cutter	(30.0)	(111.2)	(14.9)	—	3
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
9 marine bunkrooms	36.0	15.5	0.2	—	—
1 briefing room	1.0	0.0	0.0	—	—
2 battledress racks	2.0	52.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	5.0	—	—
42 crew staterooms	168.0	76.2	0.5	—	—
2 sickbays	2.0	1.5	0.4	—	2
65.0-dton cargo hold	65.0	—	—	—	—
Cargo	(65.0)	(294.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	33,789.5	5,103.2	16,670	28
Fitted out with full crew	10,000.0	43,821.5	6,235.4	16,670	83

Dezdinsh-class Courier (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	3.7	1.0	756	—
DR 100 bonded superdense armour	—	14.8	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
6 jump drive modules	6.0	21.8	18.3	—	0.1
3 thrusters (272.1 tonnes thrust)	3.0	10.9	1.9	—	0.0
50 internal jump fuel tanks	50.0	13.6	8.0	—	—
50 -dtons jump fuel	(50.0)	(45.3)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 staterooms for 2 independent passengers	8.0	3.6	0.0	—	—
1 low berth for 4 low passengers	0.5	1.8	0.2	—	—
1 crew stateroom	4.0	1.8	0.0	—	—
4.0-dton cargo hold	4.0	—	—	—	—
Cargo	(4.0)	(18.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	92.3	33.2	756	1
Fitted out with full crew	80.0	155.8	33.2	756	1

Dieppe-class Assault Lander (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
1 turret (DR 1000)	1.0	37.0	0.6	74	—
DR 2000 crystaliron armour	—	636.5	8.4	—	—
Basic stealth	—	1.8	0.6	—	—
Basic emission cloaking	—	1.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50 thrusters (1,814.0 tonnes thrust)	50.0	154.2	8.0	—	0.8
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 422 MJ plasma gun turret	(3.0)	1.8	2.0	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.5	0.0	—	—
9.0-dton cargo hold	9.0	—	—	—	—
Cargo	(9.0)	(40.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	845.5	23.7	726	2
Fitted out with full crew	64.0	886.3	23.7	726	3

Drachplitl-class Diplomatic Yacht (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to private standards. Turrets are not counted towards jump volume. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	14.0	2.5	1,906	—
2 turrets (DR 100)	2.0	5.5	0.3	148	—
DR 100 superdense armour	—	55.8	0.7	—	—
Psionic shielding	—	1.0	2.2	—	—
Electrified surface	—	2.0	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	6.6	3.3	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.4
10 thrusters (907.0 tonnes thrust)	10.0	36.3	6.5	—	0.2
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple 97 MJ PD laser turrets	(6.0)	26.6	2.5	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 suites for 4 noble passengers	32.0	7.3	0.2	—	4
10 Staterooms for 10 high passengers	40.0	18.1	0.1	—	0.5
6 crew staterooms	24.0	10.9	0.1	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 exercise room	2.5	0.5	0.0	—	—
24.0-dton cargo hold	24.0	—	—	—	—
Cargo	(24.0)	(108.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	313.3	103.4	2,054	2
Fitted out with full crew	320.0	567.3	103.4	2,054	11

Dragger-class Bulk Freighter (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20,000-dton medium hull, std. mat.	(20,000.0)	189.4	13.9	25,872	—
DR 100 superdense armour	—	151.6	2.0	—	—
1 x 1,042-dton med subhull, std. mat	(1,042.5)	26.4	1.9	(3,610)	—
DR 100 superdense armour	—	105.7	1.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
600 jump drive modules	600.0	2,176.8	1,830.0	—	12
390 thrusters (35,373.0 tonnes thrust)	390.0	1,414.9	253.5	—	7.8
4,000 internal jump fuel tanks	4,000.0	1,088.4	640.0	—	—
4,000 -dtons jump fuel	(4,000.0)	(3,628.0)	(1.4)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.8	—	—
12 crew staterooms	48.0	21.8	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
14,954.5-dton cargo hold	14,954.5	—	—	—	—
Cargo	(14,954.5)	(67,818.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	20,000.0	5,217.0	2,747.2	25,872	21
Fitted out with full crew	20,000.0	76,663.7	2,747.2	25,872	24

Drangki-class Destroyer (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,000-dton medium hull, std. mat.	(3,200.0)	86.4	11.4	8,848	—
10 turrets (DR 1250)	10.0	461.0	7.0	743	—
3 small internal bays	150.0	17.7	1.0	—	—
DR 2500 crystaliron armour	—	10,798.3	142.9	—	—
Heavy compartmentalization	—	8.6	0.1	—	—
Basic stealth	—	23.4	7.7	—	—
Basic emission cloaking	—	23.4	7.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
120 jump drive modules	120.0	435.4	372.0	—	4.8
2,000 thrusters (72,560.0 tonnes thrust)	2,000.0	6,167.6	320.0	—	33.3
800 internal jump fuel tanks	800.0	217.7	128.0	—	—
800 -dtons jump fuel	(800.0)	(725.6)	(0.3)	—	—
4 fuel processors	4.0	4.0	3.4	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
3 triple 90 MJ PD laser turrets	(9.0)	47.8	5.3	—	1-3
3 single 810 MJ heavy laser turrets	(9.0)	75.4	8.1	—	1-3
3 13 GJ particle bays	(150.0)	1,270.7	68.4	—	6
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
7 utility modules	7.0	73.0	2.1	—	—
25 crew staterooms	100.0	54.4	0.3	—	—
3.0-dton cargo hold	3.0	—	—	—	—
Cargo	(3.0)	(13.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,200.0	19,880.6	1,108.2	9,591	40
Fitted out with full crew	3,200.0	20,619.8	1,108.2	9,591	49

Drauna-class Relief Vessel (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	27.2	3.0	5,574	—
4 turrets (DR 100)	4.0	7.3	0.2	297	—
DR 100 bonded superdense armour	—	108.8	1.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
60 jump drive modules	60.0	217.7	183.0	—	0.6
40 thrusters (3,628.0 tonnes thrust)	40.0	145.1	26.0	—	0.4
400 internal jump fuel tanks	400.0	108.8	64.0	—	—
400 -dtons jump fuel	(400.0)	(362.8)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 102 MJ PD laser turrets	(6.0)	28.1	1.9	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.0	—	—
250 Staterooms for entertainers	1,000.0	453.5	3.0	—	10
16 crew staterooms	64.0	29.0	0.2	—	—
11 exercise rooms	27.5	5.0	0.0	—	—
5 halls	50.0	0.9	0.0	—	—
3 theatres	60.0	5.7	0.0	—	3
3 stages	48.0	1.4	0.0	—	—
2 civilian holoventure zones	60.0	6.5	2.4	—	2
1 swimming pool	61.0	14.5	0.3	—	2.5
Water	—	231.3	—	—	—
5 sickbays	5.0	3.9	1.0	—	5
113.0-dton cargo hold	113.0	—	—	—	—
Cargo	(113.0)	(512.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	1,242.3	292.4	5,871	2
Fitted out with full crew	2,000.0	2,348.8	292.4	5,871	30

Drianjdaqr-class Destroyer (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	75.2	5.5	10,267	—
10 turrets (DR 1250)	10.0	277.7	4.0	743	—
4 small internal bays	200.0	23.6	1.3	—	—
DR 2500 superdense armour	—	7,518.2	99.5	—	—
Heavy compartmentalization	—	7.5	0.1	—	—
Basic stealth	—	26.9	8.9	—	—
Basic emission cloaking	—	26.9	8.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hrd. Command bridge with psi switches	5.0	20.9	12.1	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
250 jump drive modules	250.0	907.0	762.5	—	5
1,800 thrusters (163,260.0 tonnes thrust)	1,800.0	6,530.4	1,170.0	—	36
2,000 internal jump fuel tanks	2,000.0	544.2	320.0	—	—
2,000 -dtons jump fuel	(2,000.0)	(1,814.0)	(0.7)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple 97 MJ PD laser turrets	(9.0)	39.9	3.8	—	1-3
7 single 870 MJ heavy laser turrets	(21.0)	187.3	11.0	—	1-7
4 14 GJ particle bays	(200.0)	1,886.6	93.2	—	8
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 bays for *Joqlsha'* Fighters	420.0	0.5	0.0	—	—
20 *Joqlsha'* Fighters	(400.0)	(5,396.0)	(364.2)	—	60
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	2.5	—	—
59 crew staterooms	236.0	107.0	0.7	—	—
1 sickbay	1.0	0.8	0.2	—	1
67.0-dton cargo hold	67.0	—	—	—	—
Cargo	(67.0)	(303.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	18,288.0	2,504.3	11,010	42
Fitted out with full crew	5,000.0	25,801.8	2,868.5	11,010	116

Dsarpa-class Fast Shuttle (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	3.2	0.8	651	—
DR 100 bonded superdense armour	—	12.7	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.3	2.3	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
18 thrusters (1,632.6 tonnes thrust)	18.0	65.3	11.7	—	0.2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 passenger couches	5.0	1.6	0.0	—	—
40.0-dton cargo hold	40.0	—	—	—	—
Cargo	(40.0)	(181.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	87.1	15.0	651	2
Fitted out with full crew	64.0	268.5	15.0	651	2

Dumont-class Assault Lander (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40-dton medium hull, std. mat.	(32.0)	2.0	0.5	410	—
1 turret (DR 2100)	1.0	30.8	0.5	74	—
DR 4200 bonded superdense armour	—	336.8	4.5	—	—
Basic stealth	—	1.2	0.4	—	—
Basic emission cloaking	—	1.2	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 thrusters (1,814.0 tonnes thrust)	20.0	72.6	13.0	—	0.2
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 690 MJ fusion gun turret	(3.0)	24.5	4.3	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.0	0.0	—	—
7.0-dton cargo hold	7.0	—	—	—	—
Cargo	(7.0)	(31.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	32.0	474.5	26.1	485	2
Fitted out with full crew	32.0	506.2	26.1	485	3

Echpozh-class Armed Gig (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(20.0)	1.9	0.1	258	—
1 turret (DR 100)	1.0	2.7	0.1	74	—
DR 100 superdense armour	—	7.6	0.1	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hrd controls and psi switches	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 thrusters (453.5 tonnes thrust)	5.0	18.1	3.3	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 97 MJ PD laser turret	(3.0)	13.3	1.3	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 passenger couches	2.0	0.7	0.0	—	—
11.0-dton cargo hold	11.0	—	—	—	—
Cargo	(11.0)	(49.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	20.0	49.7	7.5	333	1
Fitted out with full crew	20.0	99.6	7.5	333	2

Einkhuissen-class Express Liner (GTL9)

Design Parameters: Built for Sword Worlds crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, standard materials	(240.0)	23.0	2.0	16,938	—
DR 100 durasteel armour	—	115.2	1.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	3.0	12.2	8.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
9 jump drive modules	18.0	65.3	45.0	—	1.8
8 fusion rockets (580.5 tonnes thrust)	8.0	29.0	6.4	—	0.1
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
15 water fuel tanks	15.0	0.3	2.5	—	—
Water (as reaction mass)	(15.0)	(204.1)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	11.2	1.5	—	—
20 Staterooms for 20 high passengers	80.0	43.5	0.3	—	1
3 crew staterooms	12.0	6.5	0.0	—	—
39.0-dton cargo hold	39.0	—	—	—	—
Cargo	(39.0)	(176.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	240.0	311.3	82.0	16,938	0
Fitted out	240.0	542.6	82.0	16,938	0

Ekorn-class Liner (GTL9)

Design Parameters: Built for Sword Worlds crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, standard materials	(320.0)	27.9	2.5	20,519	—
DR 100 durasteel armour	—	139.6	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	3.0	12.2	8.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
8 jump drive modules	16.0	58.0	40.0	—	1.6
10 fusion rockets (725.6 tonnes thrust)	10.0	36.3	8.0	—	0.2
40 internal jump fuel tanks	40.0	10.9	6.4	—	—
40 -dtons jump fuel	(40.0)	(36.3)	(0.0)	—	—
24 water fuel tanks	24.0	0.5	4.1	—	—
Water (as reaction mass)	(24.0)	(326.5)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	16.9	2.3	—	—
40 Staterooms for 40 high passengers	160.0	87.1	0.6	—	2
10 low berths for 40 low passengers	5.0	18.1	2.2	—	—
4 crew staterooms	16.0	8.7	0.1	—	—
40.0-dton cargo hold	40.0	—	—	—	—
Cargo	(40.0)	(181.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	320.0	399.0	81.0	20,519	0
Fitted out	320.0	616.6	81.0	20,519	0

Elding-class Light Fighter (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-ton hull	(20.0)	4.1	0.2	278.7	0.0
Airtight sealing	0.0	0.0	0.0	0.0	0.0
Armour: DR100, PD4	0.0	20.4	0.3	0.0	0.0
Basic stealth	0.0	0.7	0.2	0.0	0.0
Basic emission cloaking	0.0	0.7	0.2	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fusion rocket (4.7G)	8.0	90.5	10.0	0.0	0.0
Rocket fuel tank (0.6 hours)	8.0	113.4	1.3	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 102-MJ Lasers	3.0	23.7	4.3	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	20.0	258.1	17.8	278.7	1.0
Unloaded with skeleton crew	20.0	258.1	17.8	278.7	1.0

Empress Nicole-class Cruise Liner (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	35.7	3.9	7,304	—
DR 100 bonded superdense armour	—	142.6	1.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
150 jump drive modules	150.0	544.2	457.5	—	1.5
61 thrusters (5,532.7 tonnes thrust)	61.0	221.3	39.6	—	0.6
1,200 internal jump fuel tanks	1,200.0	326.5	192.0	—	—
1,200 -dtons jump fuel	(1,200.0)	(1,088.4)	(0.4)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 4 Gigs with 1 entrance	160.0	0.9	0.0	—	—
4 Gigs	(80.0)	(282.5)	(22.0)	—	8
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.5	—	—
10 suites for 10 noble passengers	80.0	18.1	0.6	—	10
200 Staterooms for 200 high passengers	800.0	362.8	2.4	—	10
10 low berths for 40 low passengers	5.0	18.1	2.2	—	—
24 crew staterooms	96.0	43.5	0.3	—	—
10 exercise rooms	25.0	4.5	0.0	—	—
3 halls	30.0	0.5	0.0	—	—
1 theatre	20.0	1.9	0.0	—	1
1 stage	16.0	0.5	0.0	—	—
5 civilian holoventure zones	150.0	16.3	6.0	—	5
1 swimming pool	61.0	14.5	0.3	—	2.5
Water	—	231.3	—	—	—
3 sickbays	3.0	2.3	0.6	—	3
133.5-dton cargo hold	133.5	—	—	—	—
Cargo	(133.5)	(605.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	1,826.9	712.2	7,304	4
Fitted out with full crew	3,000.0	4,034.5	734.2	7,304	48

Enzhyiench-class Freighter (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	29.0	2.1	3,965	—
DR 100 superdense armour	—	116.1	1.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	6.6	3.3	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
36 jump drive modules	36.0	130.6	109.8	—	0.7
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	1
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.8	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
855.5-dton cargo hold	855.5	—	—	—	—
Cargo	(855.5)	(3,879.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	569.1	188.6	3,965	3
Fitted out with full crew	1,200.0	4,666.5	188.6	3,965	5

Estevan-class Cutter (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	1.9	0.3	258	—
DR 100 superdense armour	—	7.6	0.1	—	—
Basic stealth	—	0.6	0.2	—	—
Basic emission cloaking	—	0.6	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 thrusters (181.4 tonnes thrust)	2.0	7.3	1.3	—	0.0
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.0	0.0	—	—
10.0-dton cargo hold	10.0	—	—	—	—
Cargo	(10.0)	(45.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	22.7	4.3	258	1
Fitted out with full crew	16.0	68.1	4.3	258	1

Étienne-class Missionary Ship (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-ton streamlined hull	(160.0)	13.6	1.8	1393.5	0.0
Airtight sealing	0.0	0.0	0.2	0.0	0.0
Armour: DR100, PD4	0.0	68.0	0.9	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (2 parsecs)	6.0	21.8	18.6	0.0	0.2
Jump tanks	40.0	47.2	6.4	0.0	0.0
Maneuver drive (1.0G)	6.0	18.5	1.0	0.0	0.1
Fuel processor module (5.0 hours)	1.0	1.0	0.9	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Bridge	2.5	7.8	4.0	0.0	1.0
1 utility module	1.0	10.4	0.3	0.0	0.0
2 Halls seating 200 people	20.0	0.4	0.0	0.0	0.0
2 Theatres seating 200 people	40.0	3.8	0.0	0.0	0.0
2 Stages	32.0	0.9	0.0	0.0	0.0
Sickbay	1.0	0.7	0.2	0.0	2.0
Hold	1.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 staterooms	8.0	4.4	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(40.0)	0.0	0.0	0.0	0.0
Cargo	(1.5)	(6.8)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	160.0	208.9	34.6	1393.5	4.0
Unloaded with skeleton crew	160.0	202.1	34.5	1393.5	2.0

Ewos-class Q-Ship (GTL11)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	18.3	1.3	2,497	—
2 turrets (DR 2600)	2.0	114.3	1.6	148	—
DR 5200 superdense armour	—	3,804.5	50.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
18 jump drive modules	18.0	65.3	54.9	—	0.4
380 thrusters (34,466.0 tonnes thrust)	380.0	1,378.6	247.0	—	7.6
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 fixed 422 MJ plasma guns	12.0	7.3	8.0	—	—
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 97 MJ PD laser turret	(3.0)	13.3	1.3	—	1-1
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
7 marine bunkrooms	28.0	12.1	0.1	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
1 crew stateroom	4.0	1.8	0.0	—	—
3 crew bunkrooms	12.0	5.2	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
5 brigs	5.0	31.7	0.2	—	—
6.0-dton cargo hold	6.0	—	—	—	—
Cargo	(6.0)	(27.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	5,546.2	397.6	2,646	9
Fitted out with full crew	600.0	5,682.3	397.6	2,646	13

Falkon-class Cargo Lighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
DR 100 crystaliron armour	—	31.8	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
9 thrusters (326.5 tonnes thrust)	9.0	27.8	1.4	—	0.2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
54.0-dton cargo hold	54.0	—	—	—	—
Cargo	(54.0)	(244.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	70.4	5.2	651	2
Fitted out with full crew	64.0	315.3	5.2	651	2

Faunel-class Yacht (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-ton streamlined hull	(240.0)	18.1	2.4	1858.1	0.0
Airtight sealing	0.0	0.0	0.2	0.0	0.0
Armour: DR100, PD4	0.0	94.3	1.2	0.0	0.0
1 turret (3 spaces)	1.0	0.7	0.1	74.3	1.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (2 parsecs)	9.0	32.7	27.9	0.0	0.4
Jump tanks	60.0	70.7	9.6	0.0	0.0
Maneuver drive (1.3G)	19.0	58.6	3.0	0.0	0.3
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Missile Rack	(1.0)	11.8	0.0	0.0	0.0
360-MJ Laser	(1.0)	10.9	1.0	0.0	0.0
1 sandcaster	(1.0)	4.5	0.3	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Bridge	2.5	7.8	4.0	0.0	3.0
1 utility module	1.0	10.4	0.3	0.0	0.0
Theatre	4.0	2.0	0.0	0.0	0.0
Stage	16.0	0.5	0.0	0.0	0.0
Swimming Pool	31.0	7.7	0.2	0.0	0.0
Hold	35.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
15 staterooms	60.0	32.7	0.2	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(60.0)	0.0	0.0	0.0	0.0
Cargo	(35.5)	(161.0)	0.0	0.0	0.0
Missiles	0.0	0.0	2.5	0.0	0.0
Sand cannisters	0.0	0.0	0.1	0.0	0.0
Water	0.0	(115.6)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	240.0	528.2	53.5	1932.4	6.0
Unloaded with skeleton crew	240.0	367.2	50.9	1932.4	4.0

Fedmist-class Droyne Trader (GTL10)

Design Parameters: Built for Droyne crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(160.0)	11.7	1.6	1,200	—
2 turrets (DR 100)	2.0	8.8	0.3	148	—
DR 100 crystaliron armour	—	58.6	0.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
4 jump drive modules	4.0	14.5	12.4	—	0.2
16 thrusters (580.5 tonnes thrust)	16.0	49.3	2.6	—	0.3
20 internal jump fuel tanks	20.0	5.4	3.2	—	—
20 -dtons jump fuel	(20.0)	(18.1)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 Nests for 12 high passengers	24.0	13.1	0.1	—	0.6
1 crew nest	12.0	6.5	0.0	—	—
77.5-dton cargo hold	77.5	—	—	—	—
Cargo	(77.5)	(351.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	160.0	228.4	29.7	1,349	2
Fitted out with full crew	160.0	598.0	29.7	1,349	5

Fellbane-class Orbital Defense Fighter (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-ton hull	(20.0)	4.1	0.2	278.7	0.0
Airtight sealing	0.0	0.0	0.0	0.0	0.0
Armour: DR4200, PD4	0.0	1085.7	14.4	0.0	0.0
1 turret (3 spaces)	1.0	0.7	0.0	74.3	1.0
Basic stealth	0.0	0.9	0.3	0.0	0.0
Basic emission cloaking	0.0	0.9	0.3	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fusion rocket (1.0G)	9.0	101.8	11.3	0.0	0.0
Rocket fuel tank (0.6 hours)	9.0	127.5	1.4	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 102-MJ Lasers	(3.0)	23.7	4.3	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	20.0	1349.9	33.3	353.0	2.0
Unloaded with skeleton crew	20.0	1349.9	33.3	353.0	1.0

Fermouche-class Escort Frigate (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	24.4	1.3	2,497	—
6 turrets (DR 650)	6.0	146.0	2.1	445	—
DR 1300 crystaliron armour	—	1,585.2	21.0	—	—
Basic stealth	—	7.2	2.4	—	—
Basic emission cloaking	—	7.2	2.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
18 jump drive modules	18.0	65.3	55.8	—	0.7
280 thrusters (10,158.4 tonnes thrust)	280.0	863.5	44.8	—	4.7
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
0.5 fuel scoops	0.5	0.3	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
2 triple 90 MJ PD laser turrets	(6.0)	31.8	3.5	—	1-2
2 single 810 MJ heavy laser turrets	(6.0)	50.2	5.4	—	1-2
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 bays for *Burtoine* Escort Fighters	126.0	0.5	0.0	—	—
4 *Burtoine* Escort Fighters	(120.0)	(1,260.8)	(47.3)	—	8
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 crew stateroom	4.0	2.2	0.0	—	—
2 crew bunkrooms	8.0	8.7	0.0	—	—
1 sickbay	1.0	0.7	0.2	—	1
7.5-dton cargo hold	7.5	—	—	—	—
Cargo	(7.5)	(34.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	2,908.2	177.1	2,943	7
Fitted out with full crew	600.0	4,382.4	229.9	2,943	25

Firal-class Tanker (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	159.1	8.8	16,298	—
DR 100 crystaliron armour	—	795.6	10.5	—	—
Basic stealth	—	39.8	13.2	—	—
Basic emission cloaking	—	39.8	13.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	10.5	7.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
720 jump drive modules	720.0	2,612.2	2,232.0	—	28.8
773 thrusters (28,044.4 tonnes thrust)	773.0	2,383.8	123.7	—	12.9
7,800 internal jump fuel tanks	7,800.0	2,122.4	1,248.0	—	—
7,800 -dtons jump fuel	(7,800.0)	(7,074.6)	(2.7)	—	—
78 fuel processors	78.0	77.8	66.3	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100 cradles for *Prenai* Scoopship	113.5	643.4	28.4	—	—
100 *Prenai* Scoopships	(8,000.0)	(12,861.3)	(1,399.0)	—	200
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	6.0	—	—
123 crew staterooms	492.0	267.7	1.5	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	9,364.4	3,758.8	16,298	43
Fitted out with full crew	10,000.0	29,300.2	5,157.8	16,298	245

Flamboyant Monkey-class Frontier Cruiser (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50,000-dton medium hull, std. mat.	(50,000.0)	232.6	25.6	47,657	—
206 turrets (DR 2600)	206.0	7,849.7	111.3	15,309	—
24 small internal bays	1,200.0	141.5	7.8	—	—
DR 5200 bonded superdense armour	—	48,389.6	640.2	—	—
Basic stealth	—	153.7	50.8	—	—
Basic emission cloaking	—	153.7	50.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Basic bridge with hardened controls	2.5	9.3	6.1	—	0-0
1 information centre	4.0	2.7	2.8	—	10-20
1 centre containing 8 cmplx 10 computers	1.0	10.9	30.0	—	—
1 enhanced communicator	1.0	14.8	0.7	—	0-1
1 advanced sensor	8.0	69.2	69.0	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
3,000 jump drive modules	3,000.0	10,884.0	9,150.0	—	30
4,500 thrusters (408,150.0 tonnes thrust)	4,500.0	16,326.0	2,925.0	—	45
25,000 internal jump fuel tanks	25,000.0	6,802.5	4,000.0	—	—
25,000 -dtons jump fuel	(25,000.0)	(22,675.0)	(8.8)	—	—
200 fuel processors	200.0	199.5	170.0	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 triple light missile turrets	(18.0)	4.9	0.1	—	6
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
80 triple 405 MJ laser turrets	(240.0)	1,697.9	163.2	—	8-80
10 triple 102 MJ PD laser turrets	(30.0)	140.4	9.3	—	1-10
100 single 1,313 MJ heavy laser turrets	(300.0)	2,276.6	211.0	—	10-100
24 14 GJ particle bays	(1,200.0)	11,319.4	559.2	—	48
870 GJ spinal meson gun	2,291.0	20,718.6	1,419.0	—	24
4 nuclear damper modules	4.0	37.0	16.0	—	4
66 meson screen modules	66.0	299.3	151.8	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,476 ready light missiles	—	(200.8)	(33.9)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Rampart Hanger with 2 ent & 1 launch	3,018.0	75.3	1.8	—	10
150 *Rampart* Fighters	(1,500.0)	(12,285.0)	(2,100.0)	—	150
Citadel Hanger with 1 ent. & 1 launch	2,090.0	364.6	5.0	—	10
20 *Citadel* Heavy Fighters	(1,000.0)	(8,802.0)	(659.4)	—	40
Fortress Hanger with 1 ent & 1 launch	4,970.0	818.1	10.0	—	10
30 *Fortress* Assault Fighters	(2,400.0)	(30,561.0)	(2,048.7)	—	90
Tralsa Hanger with 1 entrance	200.0	0.9	0.0	—	—
5 *Tralsa* Gigs	(100.0)	(342.0)	(20.1)	—	5
4 bays for *Baboon* Scoopships	1,680.0	0.5	0.0	—	—
4 *Baboon* Scoopships	(1,600.0)	(2,132.0)	(287.9)	—	12
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 marine staterooms	12.0	5.4	0.0	—	—
30 marine bunkrooms	120.0	51.7	0.5	—	—
2 briefing rooms	2.0	0.0	0.0	—	—
6 battledress racks	6.0	156.5	—	—	—
2 weapons lockers	2.0	12.7	0.1	—	—
2 gyms	5.0	0.9	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100 utility modules	100.0	1,043.1	25.0	—	—
270 crew staterooms	1,080.0	489.8	3.2	—	—
68 crew low berths	34.0	123.4	15.0	—	—
6 sickbays	6.0	4.6	1.3	—	6
1 surgical theatre	1.0	0.4	0.1	—	—
169.0-dton cargo hold	169.0	—	—	—	—
Cargo	(169.0)	(766.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	50,000.0	131,100.4	19,862.0	62,966	88
Fitted out with full crew	50,000.0	208,864.6	25,012.1	62,966	807

Fortress-class Assault Fighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(80.0)	3.2	0.4	651	—
1 turret (DR 2600)	1.0	38.1	0.5	74	—
DR 5200 bonded superdense armour	—	662.0	8.8	—	—
Basic stealth	—	1.8	0.6	—	—
Basic emission cloaking	—	1.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
78 thrusters (7,074.6 tonnes thrust)	78.0	283.0	50.7	—	0.8
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 690 MJ fusion gun turret	(3.0)	24.5	4.3	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	1,018.7	68.3	726	2
Fitted out with full crew	80.0	1,018.7	68.3	726	3

Ftenrik-class Fleet Transport (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	79.6	8.8	16,298	—
10 turrets (DR 250)	10.0	40.0	0.9	743	—
DR 500 bonded superdense armour	—	1,591.3	21.1	—	—
Total compartmentalization	—	15.9	0.2	—	—
Basic stealth	—	41.6	13.8	—	—
Basic emission cloaking	—	41.6	13.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
400 jump drive modules	400.0	1,451.2	1,220.0	—	4
513 thrusters (46,529.1 tonnes thrust)	513.0	1,861.2	333.4	—	5.1
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple sandcaster turrets	(15.0)	68.0	3.8	—	5
5 triple 102 MJ PD laser turrets	(15.0)	70.2	4.7	—	1-5
1 nuclear damper module	1.0	9.3	4.0	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	5.0	—	—
13 crew staterooms	52.0	23.6	0.2	—	—
6,000.5-dton cargo hold	6,000.5	—	—	—	—
Cargo	(6,000.5)	(27,212.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	6,330.9	2,115.7	17,041	11
Fitted out with full crew	10,000.0	36,264.1	2,115.7	17,041	25

Furgal-class Blockade Runner (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(160.0)	5.9	1.6	12,926	—
2 turrets (DR 100)	2.0	3.7	0.2	1,600	—
DR 100 bonded superdense armour	—	23.4	0.3	—	—
Radical stealth	—	6.6	10.9	—	—
Radical emission cloaking	—	6.6	10.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
4 jump drive modules	4.0	14.5	12.2	—	0.0
17 thrusters (1,541.9 tonnes thrust)	17.0	61.7	11.0	—	0.2
20 internal jump fuel tanks	20.0	5.4	3.2	—	—
20 -dtons jump fuel	(20.0)	(18.1)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 Staterooms for 4 middle passengers	8.0	3.6	0.0	—	0.1
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
80.0-dton cargo hold	80.0	—	—	—	—
Cargo	(80.0)	(362.8)	—	—	—
10-dton smuggler's hold	10.0	—	0.1	—	—
Concealed cargo	(10.0)	(45.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	160.0	163.6	55.5	14,526	0
Fitted out	160.0	589.9	55.5	14,526	0

Fury-class Fleet Escort (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	35.7	3.9	7,304	—
5 turrets (DR 150)	5.0	12.8	0.3	371	—
1 small internal bay	50.0	5.9	0.3	—	—
DR 300 bonded superdense armour	—	427.9	5.7	—	—
Total compartmentalization	—	7.1	0.1	—	—
Basic stealth	—	18.7	6.2	—	—
Basic emission cloaking	—	18.7	6.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
90 jump drive modules	90.0	326.5	274.5	—	0.9
585 thrusters (53,059.5 tonnes thrust)	585.0	2,122.4	380.3	—	5.8
600 internal jump fuel tanks	600.0	163.3	96.0	—	—
600 -dtons jump fuel	(600.0)	(544.2)	(0.2)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 405 MJ laser turrets	(15.0)	106.1	10.2	—	1-5
1 small missile bay	(50.0)	68.7	1.1	—	2
570 GJ spinal meson gun	1,512.0	13,675.7	936.0	—	17
1 nuclear damper module	1.0	9.3	4.0	—	4
1 meson screen module	1.0	4.5	2.3	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
750 ready heavy missiles	—	(510.2)	(150.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for *Tralsa* Gig	21.0	0.5	0.0	—	—
1 *Tralsa* Gig	(20.0)	(68.4)	(4.0)	—	1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.5	—	—
23 crew staterooms	92.0	41.7	0.3	—	—
1 sickbay	1.0	0.8	0.2	—	1
30.0-dton cargo hold	30.0	—	—	—	—
Cargo	(30.0)	(136.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	17,132.2	1,741.0	7,675	8
Fitted out with full crew	3,000.0	18,391.0	1,895.1	7,675	45

Galak-class Megafreighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50,000-dton medium hull, std. mat.	(50,000.0)	465.3	25.6	47,657	—
DR 100 crystaliron armour	—	2,326.4	30.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
1,501 jump drive modules	1,501.0	5,445.6	4,653.1	—	60.0
2,370 thrusters (85,983.6 tonnes thrust)	2,370.0	7,308.6	379.2	—	39.5
10,002 internal jump fuel tanks	10,002.0	2,721.5	1,600.3	—	—
10,002 -dtons jump fuel	(10,002.0)	(9,071.8)	(3.5)	—	—
1 workshop	2.5	13.6	0.1	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 cradle for Launch	0.5	2.8	0.1	—	—
1 Launch	(10.0)	(32.7)	(3.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100 utility modules	100.0	1,043.1	30.0	—	—
53 crew staterooms	212.0	115.4	0.6	—	—
35,808.5-dton cargo hold	35,808.5	—	—	—	—
Cargo	(35,808.5)	(162,391.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	50,000.0	19,453.8	6,724.2	47,657	101
Fitted out with full crew	50,000.0	190,949.8	6,727.8	47,657	105

Garyan-class Corvette (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
4 turrets (DR 250)	4.0	16.0	0.6	297	—
DR 500 bonded superdense armour	—	186.1	2.5	—	—
Total compartmentalization	—	1.9	0.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
24 jump drive modules	24.0	87.1	73.2	—	0.2
59 thrusters (5,351.3 tonnes thrust)	59.0	214.1	38.3	—	0.6
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
3 triple 405 MJ laser turrets	(9.0)	63.7	6.1	—	1-3
1 nuclear damper module	1.0	9.3	4.0	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
6 crew staterooms	24.0	10.9	0.1	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	699.0	175.9	2,203	2
Fitted out with full crew	320.0	913.9	181.6	2,203	10

Gefros-class System Defense Boat (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(640.0)	14.8	3.9	3,026	—
8 turrets (DR 3000)	8.0	351.3	5.4	594	—
DR 6000 bonded superdense armour	—	3,545.2	46.9	—	—
Total compartmentalization	—	3.0	0.0	—	—
Basic stealth	—	8.8	2.9	—	—
Basic emission cloaking	—	8.8	2.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
550 thrusters (49,885.0 tonnes thrust)	550.0	1,995.4	357.5	—	5.5
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple light missile turrets	(12.0)	3.3	0.1	—	4
4 triple 405 MJ laser turrets	(12.0)	84.9	8.2	—	1-4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
984 ready light missiles	—	(133.9)	(22.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
11 crew staterooms	44.0	20.0	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
29.0-dton cargo hold	29.0	—	—	—	—
Cargo	(29.0)	(131.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	640.0	6,080.5	440.6	3,620	7
Fitted out with full crew	640.0	6,345.9	463.3	3,620	21

Geist-class Deep Scout (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(100.0)	3.7	0.4	756	—
1 turret (DR 100)	1.0	1.8	0.1	74	—
DR 100 bonded superdense armour	—	14.8	0.2	—	—
Basic stealth	—	2.0	0.7	—	—
Basic emission cloaking	—	2.0	0.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
1 centre containing 8 cplx 10 computers	1.0	10.9	30.0	—	—
Medium PESA array	1.5	17.1	60.0	—	—
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
7 jump drive modules	7.0	25.4	21.4	—	0.1
15 thrusters (1,360.5 tonnes thrust)	15.0	54.4	9.8	—	0.1
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
0.5 fuel scoops	0.5	0.3	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew staterooms	8.0	3.6	0.0	—	—
0.5-dton cargo hold	0.5	—	—	—	—
Cargo	(0.5)	(2.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	100.0	177.2	140.1	830	2
Fitted out with full crew	100.0	267.3	145.8	830	3

Gelliam-class Express Freighter (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	40.8	3.0	60,000	—
DR 100 superdense armour	—	32.7	0.4	—	—
1 x 223-dton medium subhull, std. materials	(223.5)	9.5	0.7	(13,920)	—
DR 100 superdense armour	—	37.9	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
100 jump drive modules	100.0	362.8	305.0	—	2
100 thrusters (9,070.0 tonnes thrust)	100.0	362.8	65.0	—	2
800 internal jump fuel tanks	800.0	217.7	128.0	—	—
800 -dtons jump fuel	(800.0)	(725.6)	(0.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
5 crew staterooms	20.0	9.1	0.1	—	—
975.5-dton cargo hold	975.5	—	—	—	—
Cargo	(975.5)	(4,423.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	2,000.0	1,093.5	506.3	60,000	0
Fitted out	2,000.0	6,243.0	506.3	60,000	0

Gheilfa-class Aerospace Fighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	1.3	0.3	258	—
1 turret (DR 2100)	1.0	30.8	0.5	74	—
DR 4200 bonded superdense armour	—	212.2	2.8	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
14 thrusters (1,269.8 tonnes thrust)	14.0	50.8	9.1	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 690 MJ fusion gun turret	(3.0)	24.5	4.3	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	325.6	20.1	333	2
Fitted out with full crew	16.0	325.6	20.1	333	3

Gherain-class Corvette (GTL11)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	22.2	1.6	3,026	—
8 turrets (DR 1150)	8.0	204.8	3.0	594	—
DR 2300 superdense armour	—	2,038.5	27.0	—	—
Basic stealth	—	8.8	2.9	—	—
Basic emission cloaking	—	8.8	2.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
40 jump drive modules	40.0	145.1	122.0	—	0.8
300 thrusters (27,210.0 tonnes thrust)	300.0	1,088.4	195.0	—	6
320 internal jump fuel tanks	320.0	87.1	51.2	—	—
320 -dtons jump fuel	(320.0)	(290.2)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple light missile turrets	(6.0)	1.6	0.0	—	2
4 triple 390 MJ laser turrets	(12.0)	81.8	13.8	—	1-4
2 single 870 MJ heavy laser turrets	(6.0)	53.5	3.1	—	1-2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
492 ready light missiles	—	(66.9)	(11.3)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for *Quero* Assault Lander	42.0	0.5	0.0	—	—
1 *Quero* Assault Lander	(40.0)	(398.9)	(17.4)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
8 marine bunkrooms	32.0	13.8	0.1	—	—
2 battledress racks	2.0	52.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
10 crew staterooms	40.0	18.1	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
2.0-dton cargo hold	2.0	—	—	—	—
Cargo	(2.0)	(9.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	3,879.1	435.8	3,620	8
Fitted out with full crew	800.0	4,644.3	464.5	3,620	18

Gnat-class Light Fighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(10.0)	1.6	0.1	162	—
DR 100 crystaliron armour	—	8.0	0.1	—	—
Basic stealth	—	0.4	0.1	—	—
Basic emission cloaking	—	0.4	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 thrusters (290.2 tonnes thrust)	8.0	24.7	1.3	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed 250 MJ laser	1.0	7.5	0.8	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10.0	47.1	5.2	162	2
Fitted out with full crew	10.0	47.1	5.2	162	2

Gnortz-class Freighter (GTL10)

Design Parameters: Built for Imperial human crew. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	24.4	1.3	2,497	—
1 turret (DR 100)	1.0	4.4	0.1	74	—
DR 100 crystaliron armour	—	121.9	1.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
18 jump drive modules	18.0	65.3	55.8	—	0.7
72 thrusters (2,612.2 tonnes thrust)	72.0	222.0	11.5	—	1.2
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 empty turret	(3.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew staterooms	8.0	4.4	0.0	—	—
376.5-dton cargo hold	376.5	—	—	—	—
Cargo	(376.5)	(1,707.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	496.9	94.2	2,572	3
Fitted out with full crew	600.0	2,313.2	94.2	2,572	4

Grendel-class Lesser Dreadnought (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50000-ton hull	(50000.0)	693.9	25.5	47380.6	0.0
Airtight sealing	0.0	0.0	8.6	0.0	0.0
Armour: DR4200, PD4	0.0	247134.8	3269.7	0.0	0.0
Total compartmentalization	0.0	138.8	1.5	0.0	0.0
30 weapon bays	1500.0	176.9	9.8	18116.1	60.0
200 turrets (600 spaces)	200.0	149.7	8.1	14864.5	200.0
Basic stealth	0.0	196.1	64.9	0.0	0.0
Basic emission cloaking	0.0	196.1	64.9	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	3.5	11.3	5.0	0.0	0.0
Jump drive (2 parsecs)	3000.0	10884.0	7500.0	0.0	300.0
Jump tanks	10000.0	11791.0	1600.0	0.0	0.0
Fusion rocket (1.6G)	8000.0	90518.6	10000.0	0.0	0.0
Rocket fuel tank (1.9 hours)	25000.0	354296.9	4000.0	0.0	0.0
10 fuel processor modules (125.0 hours)	10.0	10.0	8.5	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
570 102-MJ Lasers	(570.0)	4508.2	820.8	0.0	0.0
30 sandcasters	(30.0)	136.1	7.5	0.0	0.0
30 Missile Bays	(1500.0)	16837.5	25.5	0.0	0.0
Spinal Particle Beam	1513.0	13719.3	1035.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	6.0	26.9	22.3	0.0	10.0
100 utility modules	100.0	1043.1	30.0	0.0	0.0
8 Vehicle Bays	336.0	725.6	24.0	0.0	0.0
Hold	143.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
stateroom	4.0	2.7	0.0	0.0	0.0
37 bunkrooms sleeping 592 personnel	148.0	161.1	0.7	0.0	0.0
Low berths for 288 cryotubes	36.0	130.6	15.8	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(10000.0)	0.0	3.5	0.0	0.0
Cargo	(143.5)	(650.8)	0.0	0.0	0.0
8 *Helm* Fighters	(320.0)	(12256.0)	(279.2)	0.0	16.0
Missiles	0.0	0.0	3642.9	0.0	0.0
Sand cannisters	0.0	0.0	2.4	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	50000.0	766395.8	28481.8	80361.1	588.0
Unloaded with skeleton crew	50000.0	753489.1	24553.8	80361.1	310.0

Gurrak-class Megafreighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100,000-dton medium hull, std. mat.	(100,000.0)	738.6	40.7	75,650	—
DR 100 crystaliron armour	—	3,693.0	48.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
3,002 jump drive modules	3,002.0	10,891.3	9,306.2	—	120.1
5,000 thrusters (181,400.0 tonnes thrust)	5,000.0	15,419.0	800.0	—	83.3
20,012 internal jump fuel tanks	20,012.0	5,445.3	3,201.9	—	—
20,012 -dtons jump fuel	(20,012.0)	(18,150.9)	(7.0)	—	—
3 workshops	7.5	40.8	0.2	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 cradles for Ship's Boat	2.0	11.3	0.5	—	—
2 Ship's Boats	(60.0)	(176.1)	(18.4)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200 utility modules	200.0	2,086.1	60.0	—	—
106 crew staterooms	424.0	230.7	1.3	—	—
1 sickbay	1.0	0.7	0.2	—	1
71,348.0-dton cargo hold	71,348.0	—	—	—	—
Cargo	(71,348.0)	(323,563.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	100,000.0	38,568.2	13,464.1	75,650	205
Fitted out with full crew	100,000.0	380,458.4	13,482.5	75,650	210

Gvergh-class Assault Cruiser (GTL10)

Design Parameters: Built for Vargr crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	100.2	5.5	10,267	—
5 turrets (DR 650)	5.0	121.7	1.8	371	—
3 small internal bays	150.0	17.7	1.0	—	—
DR 1300 crystaliron armour	—	6,515.8	86.2	—	—
Total compartmentalization	—	20.0	0.2	—	—
Basic stealth	—	26.0	8.6	—	—
Basic emission cloaking	—	26.0	8.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	Spaces	Mass	Cost	Area	Crew
1 fusion engineering module	1.0	3.6	0.3	—	—
150 jump drive modules	150.0	544.2	465.0	—	6
1,800 thrusters (65,304.0 tonnes thrust)	1,800.0	5,550.8	288.0	—	30.0
1,000 internal jump fuel tanks	1,000.0	272.1	160.0	—	—
1,000 -dtons jump fuel	(1,000.0)	(907.0)	(0.3)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 250 MJ laser turrets	(15.0)	113.2	12.3	—	1-5
3 small missile bays	(150.0)	206.0	3.3	—	6
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,250 ready heavy missiles	—	(1,530.6)	(405.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Aekguthang Hanger with 1 entrance	80.0	0.9	0.0	—	—
2 *Aekguthang* Assault Cutters	(40.0)	(145.2)	(10.4)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 marine staterooms	8.0	4.4	0.0	—	—
15 marine bunkrooms	60.0	65.3	0.3	—	—
2 briefing rooms	2.0	0.0	0.0	—	—
2 weapons lockers	2.0	12.7	0.1	—	—
2 gyms	5.0	0.9	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	3.0	—	—
36 crew staterooms	144.0	78.4	0.4	—	—
2 sickbays	2.0	1.4	0.3	—	2
54.0-dton cargo hold	54.0	—	—	—	—
Cargo	(54.0)	(244.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	27,502.0	2,091.7	10,638	37
Fitted out with full crew	5,000.0	30,329.6	2,507.1	10,638	70

Gzong!xk-class Dreadnought (GTL10)

Design Parameters: Built for K'kree crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100,000-dton medium hull, std. mat.	(80,000.0)	738.6	97.7	75,650	—
78 turrets (DR 2000)	78.0	5,718.0	82.6	5,796	—
90 small internal bays	4,500.0	530.6	29.3	—	—
DR 30000 crystaliron armour	—	—1,107,889.9	14,657.9	—	—
Radical stealth	—	397.6	657.5	—	—
Radical emission cloaking	—	397.6	657.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	30.0	130.1	75.6	—	1-10
Basic bridge with hardened controls	15.0	63.1	42.0	—	0-0
1 information centre	24.0	16.3	16.8	—	10-20
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fusion engineering modules	3.0	10.9	1.0	—	—
2,000 jump drive modules	2,000.0	7,256.0	6,200.0	—	80
42,000 thrusters (1,523,760 tonnes)	42,000.0	129,519.6	6,720.0	—	700.0
10,000 internal jump fuel tanks	10,000.0	2,721.0	1,600.0	—	—
10,000 -dtons jump fuel	(10,000.0)	(9,070.0)	(3.5)	—	—
13 workshops	32.5	176.9	0.8	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
68 triple 90 MJ PD laser turrets	(204.0)	1,082.4	120.4	—	7-68
90 small missile bays	(4,500.0)	6,179.4	99.0	—	180
870 GJ spinal particle accelerator	2,291.0	20,733.1	1,567.0	—	24
4 nuclear damper modules	16.0	150.9	64.8	—	4
211 meson screen modules	211.0	1,033.4	822.9	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
67,500 ready heavy missiles	—	(45,916.9)	(12,150.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
140 utility modules	140.0	1,460.3	42.0	—	—
773 crew pastures	18,552.0	10,096.0	55.7	—	—
7 sickbays	42.0	28.6	6.7	—	7
65.5-dton cargo hold	65.5	—	—	—	—
Cargo	(65.5)	(297.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80,000.0	1,296,466.4	33,624.5	81,447	791
Fitted out with full crew	80,000.0	1,351,750.3	45,774.5	81,447	1,546

Haritti-class Battlecruiser (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	79.6	8.8	16,298	—
25 turrets (DR 2600)	25.0	952.6	13.5	1,858	—
6 small internal bays	300.0	35.4	2.0	—	—
DR 5200 bonded superdense armour	—	16,549.0	219.0	—	—
Total compartmentalization	—	15.9	0.2	—	—
Radical stealth	—	88.6	146.6	—	—
Radical emission cloaking	—	88.6	146.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
400 jump drive modules	400.0	1,451.2	1,220.0	—	4
4,000 thrusters (362,800.0 tonnes thrust)	4,000.0	14,512.0	2,600.0	—	40
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
2.5 fuel scoops	2.5	1.3	0.0	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
25 triple 405 MJ laser turrets	(75.0)	530.6	51.0	—	3-25
6 small missile bays	(300.0)	412.0	6.6	—	12
570 GJ spinal meson gun	1,512.0	13,675.7	936.0	—	17
2 nuclear damper modules	2.0	18.5	8.0	—	4
47 meson screen modules	47.0	213.1	108.1	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,500 ready heavy missiles	—	(3,061.1)	(900.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 bays for *Citadel* Heavy Fighters	315.0	0.5	0.0	—	—
6 *Citadel* Heavy Fighters	(300.0)	(2,640.6)	(197.8)	—	12
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
11 marine bunkrooms	44.0	19.0	0.2	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 battledress rack	1.0	26.1	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	5.0	—	—
58 crew staterooms	232.0	105.2	0.7	—	—
15 crew low berths	7.5	27.2	3.3	—	—
2 sickbays	2.0	1.5	0.4	—	2
34.5-dton cargo hold	34.5	—	—	—	—
Cargo	(34.5)	(156.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	49,880.1	5,976.5	18,156	45
Fitted out with full crew	10,000.0	58,529.9	7,079.8	18,156	172

Hawk-class Destroyer Escort (GTL12)

Note: design spreadsheet not provided.

Helm-class Fighter (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40-ton hull	(40.0)	6.8	0.3	464.5	0.0
Airtight sealing	0.0	0.0	0.1	0.0	0.0
Armour: DR2500, PD4	0.0	986.4	13.1	0.0	0.0
1 turret (3 spaces)	1.0	0.7	0.0	74.3	1.0
Basic stealth	0.0	1.3	0.4	0.0	0.0
Basic emission cloaking	0.0	1.3	0.4	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fusion rocket (1.1G)	11.0	124.5	13.8	0.0	0.0
Rocket fuel tank (1.5 hours)	27.0	382.6	4.3	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 102-MJ Lasers	(3.0)	23.7	4.3	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	40.0	1532.0	34.9	538.8	2.0
Unloaded with skeleton crew	40.0	1532.0	34.9	538.8	1.0

Hfiatlais-class Freighter (GTL10)

Design Parameters: Built for Aslan crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
4 turrets (DR 100)	4.0	17.5	0.4	297	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
43 thrusters (1,560.0 tonnes thrust)	43.0	132.6	6.9	—	0.7
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 crew staterooms	16.0	8.7	0.0	—	—
240.5-dton cargo hold	240.5	—	—	—	—
Cargo	(240.5)	(1,090.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	430.1	70.6	2,203	3
Fitted out with full crew	400.0	1,593.4	70.6	2,203	7

Holgrim-class Fleet Destroyer (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-ton hull	(800.0)	36.3	2.0	3716.1	0.0
Airtight sealing	0.0	0.0	0.5	0.0	0.0
Armour: DR1300, PD4	0.0	2735.5	36.2	0.0	0.0
Total compartmentalization	0.0	7.3	0.1	0.0	0.0
8 turrets (24 spaces)	8.0	6.0	0.3	594.6	8.0
Basic stealth	0.0	10.5	3.5	0.0	0.0
Basic emission cloaking	0.0	10.5	3.5	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (2 parsecs)	24.0	87.1	74.4	0.0	1.0
Jump tanks	160.0	188.7	25.6	0.0	0.0
Maneuver drive (3.8G)	534.0	1646.7	85.4	0.0	8.9
Fuel processor module (20.0 hours)	1.0	1.0	0.9	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 Missile Racks	(6.0)	70.7	0.1	0.0	0.0
18 360-MJ Lasers	(18.0)	195.9	18.5	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	21.1	15.6	0.0	8.0
2 utility modules	2.0	20.9	0.6	0.0	0.0
Hold	3.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
15 staterooms	60.0	32.7	0.2	0.0	0.0
Low berths for 16 cryotubes	2.0	7.3	0.9	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(160.0)	0.0	0.1	0.0	0.0
Cargo	(3.0)	(13.6)	0.0	0.0	0.0
Missiles	0.0	0.0	14.8	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	800.0	5095.4	283.6	4310.7	25.0
Unloaded with skeleton crew	800.0	5081.8	268.8	4310.7	17.0

Hoplite-class Close Escort (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
4 turrets (DR 1250)	4.0	184.4	2.6	297	—
DR 2500 crystaliron armour	—	2,326.4	30.8	—	—
Total compartmentalization	—	3.7	0.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
16 jump drive modules	16.0	58.0	49.6	—	0.6
240 thrusters (8,707.2 tonnes thrust)	240.0	740.1	38.4	—	4
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
0.5 fuel scoops	0.5	0.3	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew bunkrooms	8.0	8.7	0.0	—	—
3.5-dton cargo hold	3.5	—	—	—	—
Cargo	(3.5)	(15.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	3,511.0	169.1	2,203	6
Fitted out with full crew	400.0	3,635.7	169.1	2,203	13

Huata-class Fighter (GTL9)

Design Parameters: Built for Solomani human crew. Designed to military standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, standard materials	(16.0)	3.8	0.3	2,784	—
DR 200 durasteel armour	—	37.9	0.5	—	—
Basic stealth	—	0.6	0.2	—	—
Basic emission cloaking	—	0.6	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.1	3.9	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 fusion rockets (290.2 tonnes thrust)	4.0	14.5	3.2	—	0.1
5 water fuel tanks	5.0	0.1	0.9	—	—
Water (as reaction mass)	(5.0)	68.0	0.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 fixed 303 MJ lasers	6.0	46.6	8.5	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	16.0	96.7	17.7	2,784	0
Fitted out	16.0	96.7	17.7	2,784	0

Hudson-class Lander (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-ton streamlined hull	(64.0)	10.9	1.0	743.2	0.0
Airtight sealing	0.0	0.0	0.1	0.0	0.0
Armour: DR5200, PD4	0.0	2829.8	37.4	0.0	0.0
Basic stealth	0.0	1.8	0.6	0.0	0.0
Basic emission cloaking	0.0	1.8	0.6	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Orion drive baseplate	2.0	45.3	0.2	0.0	0.0
bomb delivery module	0.5	11.3	0.6	0.0	0.0
20 shock absorber modules	10.0	226.8	1.1	0.0	0.0
Space for 25000 20 kton bombs	20.0	226.8	0.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Hold	27.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Passenger couches for 36 people	3.0	1.5	0.2	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
25000 20 kton bombs	(20.0)	0.0	500.0	0.0	0.0
Cargo	(27.5)	(124.7)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	64.0	3485.3	544.4	743.2	2.0
Unloaded with skeleton crew	64.0	3360.6	44.4	743.2	1.0

Hudson's Revenge-class Dropship (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-ton hull	(80.0)	10.9	0.4	743.2	0.0
Airtight sealing	0.0	0.0	0.1	0.0	0.0
Armour: DR5300, PD4	0.0	2884.3	38.2	0.0	0.0
Basic stealth	0.0	1.8	0.6	0.0	0.0
Basic emission cloaking	0.0	1.8	0.6	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Orion drive baseplate	2.0	45.3	0.3	0.0	0.0
bomb delivery module	0.5	11.3	0.8	0.0	0.0
10 shock absorber modules	5.0	113.4	0.8	0.0	0.0
Space for 16667 10 kton bombs	10.0	113.4	0.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Cockpit	1.0	4.6	2.5	0.0	1.0
Hold	51.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Passenger couches for 120 people	10.0	4.9	0.7	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
16667 10 kton bombs	(10.0)	0.0	250.0	0.0	0.0
Cargo	(51.5)	(233.6)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	80.0	3425.2	295.0	743.2	1.0
Unloaded with skeleton crew	80.0	3191.7	45.0	743.2	1.0

Hun-class Light Fighter (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(10.0)	1.2	0.1	162	—
1 turret (DR 100)	1.0	2.7	0.1	74	—
DR 100 superdense armour	—	4.8	0.1	—	—
Basic stealth	—	0.6	0.2	—	—
Basic emission cloaking	—	0.6	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 thrusters (725.6 tonnes thrust)	8.0	29.0	5.2	—	0.2
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 390 MJ laser turret	(3.0)	20.5	3.4	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10.0	63.1	11.4	237	2
Fitted out with full crew	10.0	63.1	11.4	237	3

Hvort-class Pocket Dreadnought (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4000-ton hull	(4000.0)	81.6	4.5	8361.3	0.0
Airtight sealing	0.0	0.0	1.2	0.0	0.0
Armour: DR1300, PD4	0.0	7015.6	92.8	0.0	0.0
Total compartmentalization	0.0	16.3	0.2	0.0	0.0
2 weapon bays	100.0	11.8	0.6	1207.7	4.0
20 turrets (60 spaces)	20.0	15.0	0.8	1486.4	20.0
Basic stealth	0.0	27.0	8.9	0.0	0.0
Basic emission cloaking	0.0	27.0	8.9	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (1 parsec)	80.0	290.2	248.0	0.0	3.2
Jump tanks	400.0	471.6	64.0	0.0	0.0
Maneuver drive (1.9G)	1550.0	4779.9	248.0	0.0	25.8
2 fuel processor modules (25.0 hours)	2.0	2.0	1.7	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
60 360-MJ Lasers	(60.0)	653.0	61.8	0.0	0.0
2 Missile Bays	(100.0)	1122.5	1.7	0.0	0.0
Spinal Particle Beam	1513.0	13719.3	1035.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	21.1	15.6	0.0	10.0
8 utility modules	8.0	83.4	2.4	0.0	0.0
2 Sickbays	2.0	1.4	0.3	0.0	3.0
Hold	118.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
49 staterooms	196.0	106.7	0.6	0.0	0.0
Low berths for 36 cryotubes	4.5	16.3	2.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(400.0)	0.0	0.1	0.0	0.0
Cargo	(118.5)	(537.4)	0.0	0.0	0.0
Missiles	0.0	0.0	242.9	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	4000.0	29003.0	2043.1	11055.5	88.0
Unloaded with skeleton crew	4000.0	28465.6	1800.1	11055.5	39.0

Ibex-class Fast Shuttle (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
DR 100 crystaliron armour	—	31.8	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
18 thrusters (653.0 tonnes thrust)	18.0	55.5	2.9	—	0.3
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 passenger couches	5.0	2.4	0.0	—	—
40.0-dton cargo hold	40.0	—	—	—	—
Cargo	(40.0)	(181.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	100.6	6.7	651	2
Fitted out with full crew	64.0	282.0	6.7	651	2

Iechtekl-class Intelligence Frigate (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	18.3	1.3	2,497	—
6 turrets (DR 100)	6.0	16.4	0.4	445	—
DR 100 superdense armour	—	73.2	1.0	—	—
Radical stealth	—	14.4	23.8	—	—
Radical emission cloaking	—	14.4	23.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hrd.ctls and psi switches	2.5	9.3	6.3	—	1-5
1 centre containing 8 complexity 9 computers	1.0	10.9	30.0	—	—
1 advanced communicator	7.0	84.5	3.3	—	0-1
1 enhanced sensor	4.0	34.6	33.2	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
30 jump drive modules	30.0	108.8	91.5	—	0.6
20 thrusters (1,814.0 tonnes thrust)	20.0	72.6	13.0	—	0.4
480 internal jump fuel tanks	480.0	130.6	76.8	—	—
480 -dtons jump fuel	(480.0)	(435.4)	(0.2)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
3 fuel processors	3.0	3.0	2.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
4 triple 97 MJ PD laser turrets	(12.0)	53.2	5.0	—	1-4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
6 crew staterooms	24.0	10.9	0.1	—	—
2 crew low berths	1.0	3.6	0.4	—	—
1 exercise room	2.5	0.5	0.0	—	—
1 sickbay	1.0	0.8	0.2	—	1
14.0-dton cargo hold	14.0	—	—	—	—
Cargo	(14.0)	(63.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	699.0	314.0	2,943	2
Fitted out with full crew	600.0	1,231.3	319.6	2,943	15

Imp-class Patrol Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	2.5	0.3	258	—
DR 200 crystaliron armour	—	25.3	0.3	—	—
Basic stealth	—	0.6	0.2	—	—
Basic emission cloaking	—	0.6	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
12 thrusters (435.4 tonnes thrust)	12.0	37.0	1.9	—	0.2
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fixed light missile racks	3.0	35.4	0.1	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	106.0	5.7	258	2
Fitted out with full crew	16.0	106.0	5.7	258	2

Ingham-class Missionary Ship (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
9 jump drive modules	9.0	32.7	27.9	—	0.4
12 thrusters (435.4 tonnes thrust)	12.0	37.0	1.9	—	0.2
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Air/Raft	0.4	0.5	0.0	—	—
1 Air/Raft	(0.4)	(5.0)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
11 staterooms for 11 staff	44.0	23.9	0.1	—	—
2 low berths for 8 low passengers	1.0	3.6	0.4	—	—
4 crew staterooms	16.0	8.7	0.0	—	—
2 theatres	40.0	3.8	0.0	—	2
2 stages	32.0	0.9	0.0	—	—
1 sickbay	1.0	0.7	0.2	—	1
20.1-dton cargo hold	20.1	—	—	—	—
Cargo	(20.1)	(91.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	242.2	47.9	1,573	2
Fitted out with full crew	240.0	392.6	48.0	1,573	7

Intrepid-class Cruiser (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armouris limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	159.1	8.8	16,298	—
25 turrets (DR 1000)	25.0	925.7	13.0	1,858	—
6 small internal bays	300.0	35.4	2.0	—	—
DR 2000 crystaliron armour	—	15,912.5	210.5	—	—
Total compartmentalization	—	31.8	0.4	—	—
Basic stealth	—	44.3	14.7	—	—
Basic emission cloaking	—	44.3	14.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	Spaces	Mass	Cost	Area	Crew
1 fusion engineering module	1.0	3.6	0.3	—	—
400 jump drive modules	400.0	1,451.2	1,240.0	—	16
4,200 thrusters (152,376.0 tonnes thrust)	4,200.0	12,952.0	672.0	—	70
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
2.5 fuel scoops	2.5	1.3	0.0	—	—
12 fuel processors	12.0	12.0	10.2	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple sandcaster turrets	(15.0)	68.0	3.8	—	5
20 triple 90 MJ PD laser turrets	(60.0)	318.4	35.4	—	2-20
6 small missile bays	(300.0)	412.0	6.6	—	12
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,500 ready heavy missiles	—	(3,061.1)	(810.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 bays for *Steadfast* Medium Fighters	336.0	0.5	0.0	—	—
8 *Steadfast* Medium Fighters	(320.0)	(1,348.0)	(89.8)	—	16
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 marine bunkrooms	12.0	13.1	0.1	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 weapons locker	1.0	6.3	0.0	—	—
1 gym	2.5	0.5	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	6.0	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
13 crew bunkrooms	52.0	56.6	0.2	—	—
19 crew low berths	9.5	34.5	4.2	—	—
2 sickbays	2.0	1.4	0.3	—	2
92.0-dton cargo hold	92.0	—	—	—	—
Cargo	(92.0)	(417.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	47,236.8	3,769.8	18,156	87
Fitted out with full crew	10,000.0	54,784.1	4,669.5	18,156	225

Irbak-class System Defense Boat (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
4 turrets (DR 4000)	4.0	233.7	3.5	297	—
DR 8000 bonded superdense armour	—	2,977.8	39.4	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
281 thrusters (25,486.7 tonnes thrust)	281.0	1,019.5	182.6	—	2.8
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
1 single 1,313 MJ heavy laser turret	(3.0)	22.8	2.1	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
6 crew staterooms	24.0	10.9	0.1	—	—
4.0-dton cargo hold	4.0	—	—	—	—
Cargo	(4.0)	(18.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	4,361.8	250.0	2,203	4
Fitted out with full crew	320.0	4,413.4	255.7	2,203	10

Iridescent Poodle-class Combat Liner (GTL10)

Design Parameters: Built for Solomani human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	29.5	1.6	3,026	—
8 turrets (DR 100)	8.0	35.0	0.7	594	—
DR 100 crystaliron armour	—	147.7	2.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	10.5	7.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
32 jump drive modules	32.0	116.1	99.2	—	1.3
335 thrusters (12,153.8 tonnes thrust)	335.0	1,033.1	53.6	—	5.6
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 empty turrets	(24.0)	—	—	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
24 Staterooms for 24 passengers	96.0	52.2	0.3	—	1.2
10 crew staterooms	40.0	21.8	0.1	—	—
22.5-dton cargo hold	22.5	—	—	—	—
Cargo	(22.5)	(102.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	1,536.2	203.8	3,620	8
Fitted out with full crew	800.0	1,926.6	209.3	3,620	11

Irumskla-class Defense Platform (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	24.4	1.3	2,497	—
6 turrets (DR 2000)	6.0	439.8	6.0	445	—
DR 50000 crystaliron armour	—	60,969.5	806.7	—	—
Total compartmentalization	—	4.9	0.1	—	—
Basic stealth	—	7.2	2.4	—	—
Basic emission cloaking	—	7.2	2.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
1 enhanced sensor	4.0	36.8	32.9	—	0-1
1 electronic warfare suite	3.0	39.6	13.0	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
450 thrusters (16,326.0 tonnes thrust)	450.0	1,387.7	72.0	—	7.5
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 triple heavy missile turrets	(18.0)	24.5	0.4	—	6
1 nuclear damper module	4.0	37.7	16.2	—	4
8 meson screen modules	8.0	39.2	31.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
48 magazines	48.0	272.1	6.0	—	—
270 ready heavy missiles	—	(183.7)	(48.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
13 crew staterooms	52.0	28.3	0.2	—	—
4 crew low berths	2.0	7.3	0.9	—	—
1 sickbay	1.0	0.7	0.2	—	1
14.0-dton cargo hold	14.0	—	—	—	—
Cargo	(14.0)	(63.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	63,373.0	1,005.2	2,943	11
Fitted out with full crew	600.0	63,620.2	1,053.8	2,943	39

Irushma-class Patrol Frigate (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(300.0)	7.7	0.8	1,573	—
3 turrets (DR 100)	3.0	5.5	0.2	222	—
DR 100 bonded superdense armour	—	30.7	0.4	—	—
Basic stealth	—	4.4	1.5	—	—
Basic emission cloaking	—	4.4	1.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
16 jump drive modules	16.0	58.0	48.8	—	0.2
7 thrusters (634.9 tonnes thrust)	7.0	25.4	4.5	—	0.1
248 internal jump fuel tanks	248.0	67.5	39.7	—	—
248 -dtons jump fuel	(248.0)	(224.9)	(0.1)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 405 MJ laser turret	(3.0)	21.2	2.0	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 cradle for Launch	0.5	2.8	0.1	—	—
1 Launch	(10.0)	(29.7)	(3.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
0.5-dton cargo hold	0.5	—	—	—	—
Cargo	(0.5)	(2.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	300.0	284.7	113.4	1,796	2
Fitted out with full crew	300.0	575.0	122.7	1,796	7

Jelnai-class Armed Freighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	29.5	1.6	3,026	—
8 turrets (DR 100)	8.0	35.0	0.7	594	—
DR 100 crystaliron armour	—	147.7	2.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	10.5	7.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
24 jump drive modules	24.0	87.1	74.4	—	1.0
100 thrusters (3,628.0 tonnes thrust)	100.0	308.4	16.0	—	1.7
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple sandcaster turrets	(12.0)	54.4	3.0	—	4
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
2 triple 90 MJ PD laser turrets	(6.0)	31.8	3.5	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
6 crew staterooms	24.0	13.1	0.1	—	—
478.5-dton cargo hold	478.5	—	—	—	—
Cargo	(478.5)	(2,170.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	830.9	139.7	3,620	4
Fitted out with full crew	800.0	3,146.0	139.7	3,620	11

Jheron-class Scoutship (GTL11)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-ton streamlined hull	(80.0)	6.8	1.2	929.0	0.0
Airtight sealing	0.0	0.0	0.1	0.0	0.0
Armour: DR100, PD4	0.0	29.4	0.4	0.0	0.0
1 turret (3 spaces)	1.0	0.4	0.1	74.3	1.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.4	0.2	0.0	0.0
Jump drive (5 parsecs)	6.0	21.8	18.3	0.0	0.1
Jump tanks	50.0	59.0	8.0	0.0	0.0
Reactionless thruster (1.0G)	2.0	7.3	0.6	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Missile Rack	(1.0)	11.8	0.0	0.0	0.0
390-MJ Laser	(1.0)	6.8	1.1	0.0	0.0
1 sandcaster	(1.0)	4.5	0.3	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Bridge	2.5	7.0	3.7	0.0	1.0
1 utility module	1.0	10.4	0.3	0.0	0.0
Survey Module	4.0	4.9	7.6	0.0	0.0
Hold	0.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 staterooms	12.0	5.4	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(50.0)	0.0	0.0	0.0	0.0
Cargo	(0.5)	(2.3)	0.0	0.0	0.0
Missiles	0.0	0.0	2.5	0.0	0.0
Sand cannisters	0.0	0.0	0.1	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	80.0	181.1	44.4	1003.4	6.0
Unloaded with skeleton crew	80.0	178.8	41.9	1003.4	1.0

Joqlsha'-class Fighter (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	1.9	0.3	258	—
1 turret (DR 1100)	1.0	24.5	0.4	74	—
DR 2200 superdense armour	—	166.7	2.2	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hrd controls and psi switches	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
14 thrusters (1,269.8 tonnes thrust)	14.0	50.8	9.1	—	0.3
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 390 MJ laser turret	(3.0)	20.5	3.4	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	269.8	18.2	333	2
Fitted out with full crew	16.0	269.8	18.2	333	3

Joritz-class System Defense Boat (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
4 turrets (DR 650)	4.0	97.3	1.6	297	—
DR 1300 crystaliron armour	—	1,209.7	16.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
281 thrusters (10,194.7 tonnes thrust)	281.0	866.5	45.0	—	4.7
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
1 single 810 MJ heavy laser turret	(3.0)	25.1	2.7	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(8.9)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
7 crew staterooms	28.0	15.2	0.1	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	2,325.2	89.6	2,203	6
Fitted out with full crew	320.0	2,358.6	98.4	2,203	12

Jumo-class Heavy Fighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50-dton medium hull, std. mat.	(40.0)	4.7	0.6	476	—
DR 1300 crystaliron armour	—	302.4	4.0	—	—
Basic stealth	—	1.2	0.4	—	—
Basic emission cloaking	—	1.2	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
36 thrusters (1,306.1 tonnes thrust)	36.0	111.0	5.8	—	0.6
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fixed 250 MJ lasers	3.0	22.6	2.5	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	40.0	447.7	16.3	476	2
Fitted out with full crew	40.0	447.7	16.3	476	2

Jupiter-class Frigate (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	22.2	1.6	3,026	—
8 turrets (DR 2500)	8.0	439.8	6.1	594	—
DR 5000 superdense armour	—	4,431.6	58.6	—	—
Total compartmentalization	—	4.4	0.0	—	—
Basic stealth	—	8.8	2.9	—	—
Basic emission cloaking	—	8.8	2.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
40 jump drive modules	40.0	145.1	122.0	—	0.8
400 thrusters (36,280.0 tonnes thrust)	400.0	1,451.2	260.0	—	8
320 internal jump fuel tanks	320.0	87.1	51.2	—	—
320 -dtons jump fuel	(320.0)	(290.2)	(0.1)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
4 fuel processors	4.0	4.0	3.4	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple light missile turrets	(12.0)	3.3	0.1	—	4
4 triple 390 MJ laser turrets	(12.0)	81.8	13.8	—	1-4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
984 ready light missiles	—	(133.9)	(22.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
3 crew bunkrooms	12.0	5.2	0.1	—	—
3 crew low berths	1.5	5.4	0.7	—	—
5.5-dton cargo hold	5.5	—	—	—	—
Cargo	(5.5)	(24.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	6,744.3	536.1	3,620	10
Fitted out with full crew	800.0	7,193.3	558.7	3,620	33

Kjerre-class Freighter (GTL9)

Design Parameters: Built for Sword Worlder human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, standard materials	(2,000.0)	81.6	3.0	60,000	—
DR 100 durasteel armour	—	408.2	5.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	3.0	12.2	8.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
40 jump drive modules	80.0	290.2	200.0	—	8
100 thrusters (471.6 tonnes thrust)	100.0	380.9	140.0	—	10
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	56.2	7.6	—	—
11 crew staterooms	44.0	23.9	0.2	—	—
1,560.0-dton cargo hold	1,560.0	—	—	—	—
Cargo	(1,560.0)	(7,074.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	2,000.0	1,319.5	401.2	60,000	0
Fitted out	2,000.0	8,575.5	401.2	60,000	0

Kjerre II-class Freighter (GTL10)

Design Parameters: Built for Sword Worlder human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	54.4	3.0	5,574	—
4 turrets (DR 100)	4.0	17.5	0.4	297	—
DR 100 crystaliron armour	—	272.1	3.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
40 jump drive modules	40.0	145.1	124.0	—	1.6
100 thrusters (3,628.0 tonnes thrust)	100.0	308.4	16.0	—	1.7
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.2	—	—
7 Staterooms for 14 middle passengers	28.0	15.2	0.1	—	—
6 crew staterooms	24.0	13.1	0.1	—	—
1,596.5-dton cargo hold	1,596.5	—	—	—	—
Cargo	(1,596.5)	(7,240.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	1,005.9	191.1	5,871	5
Fitted out with full crew	2,000.0	8,427.4	191.1	5,871	10

Klastao-class Far Trader (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(160.0)	8.8	1.6	1,200	—
2 turrets (DR 100)	2.0	5.5	0.3	148	—
DR 100 superdense armour	—	35.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
6 jump drive modules	6.0	21.8	18.3	—	0.1
10 thrusters (907.0 tonnes thrust)	10.0	36.3	6.5	—	0.2
40 internal jump fuel tanks	40.0	10.9	6.4	—	—
40 -dtons jump fuel	(40.0)	(36.3)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Air/Raft	0.4	0.5	0.0	—	—
1 Air/Raft	(0.4)	(5.0)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
6 Staterooms for 6 high passengers	24.0	10.9	0.1	—	0.3
1 Stateroom for 2 middle passengers	4.0	1.8	0.0	—	0.0
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
54.6-dton cargo hold	54.6	—	—	—	—
Cargo	(54.6)	(247.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	160.0	163.7	38.7	1,349	2
Fitted out with full crew	160.0	452.5	38.8	1,349	5

Klepsidar-class Freighter (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	22.2	1.6	3,026	—
2 turrets (DR 100)	2.0	5.5	0.1	148	—
DR 100 superdense armour	—	88.6	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
32 jump drive modules	32.0	116.1	97.6	—	0.6
30 thrusters (2,721.0 tonnes thrust)	30.0	108.8	19.5	—	0.6
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
478.5-dton cargo hold	478.5	—	—	—	—
Cargo	(478.5)	(2,170.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	442.7	162.3	3,174	3
Fitted out with full crew	800.0	2,830.4	162.3	3,174	4

Knorr-class Freighter (GTL10)

Design Parameters: Built for Sword Worlder human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	29.5	1.6	3,026	—
DR 100 crystaliron armour	—	147.7	2.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
16 jump drive modules	16.0	58.0	49.6	—	0.6
104 thrusters (3,773.1 tonnes thrust)	104.0	320.7	16.6	—	1.7
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
3 Staterooms for 6 middle passengers	12.0	6.5	0.0	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
570.5-dton cargo hold	570.5	—	—	—	—
Cargo	(570.5)	(2,587.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	623.1	87.6	3,026	4
Fitted out with full crew	800.0	3,282.9	87.6	3,026	5

Komar-class Free Trader (GTL12)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	12.2	3.2	2,497	—
6 turrets (DR 100)	6.0	11.0	0.7	445	—
DR 100 bonded superdense armour	—	48.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
18 jump drive modules	18.0	65.3	54.9	—	0.2
11 thrusters (997.7 tonnes thrust)	11.0	39.9	7.1	—	0.1
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 empty turrets	(18.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
36 Staterooms for 36 passengers	144.0	65.3	0.4	—	1.8
6 low berths for 24 low passengers	3.0	10.9	1.3	—	—
15 crew staterooms	60.0	27.2	0.2	—	—
1 exercise room	2.5	0.5	0.0	—	—
1 hall	10.0	0.2	0.0	—	—
1 sickbay	1.0	0.8	0.2	—	1
100.0-dton cargo hold	100.0	—	—	—	—
Cargo	(100.0)	(453.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	334.9	91.5	2,943	2
Fitted out with full crew	480.0	897.2	91.5	2,943	15

Kosigar-class Pocket Carrier (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,000-dton medium hull, std. mat.	(4,000.0)	86.4	4.8	8,848	—
40 turrets (DR 900)	40.0	1,336.0	18.9	2,972	—
DR 1800 crystaliron armour	—	7,774.8	102.9	—	—
Heavy compartmentalization	—	8.6	0.1	—	—
Basic stealth	—	28.9	9.5	—	—
Basic emission cloaking	—	28.9	9.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
160 jump drive modules	160.0	580.5	496.0	—	6.4
850 thrusters (30,838.0 tonnes thrust)	850.0	2,621.2	136.0	—	14.2
1,200 internal jump fuel tanks	1,200.0	326.5	192.0	—	—
1,200 -dtons jump fuel	(1,200.0)	(1,088.4)	(0.4)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple light missile turrets	(30.0)	8.2	0.2	—	10
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
20 triple 250 MJ laser turrets	(60.0)	452.8	49.2	—	2-20
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,460 ready light missiles	—	(334.7)	(88.6)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Olmeka Hanger with 1 entrance	1,600.0	0.9	0.0	—	—
10 *Olmeka* Heavy Fighters	(800.0)	(18,289.0)	(398.8)	—	20
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.8	—	—
33 crew staterooms	132.0	71.8	0.4	—	—
1 sickbay	1.0	0.7	0.2	—	1
5.0-dton cargo hold	5.0	—	—	—	—
Cargo	(5.0)	(22.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	4,000.0	13,550.0	1,041.9	11,820	22
Fitted out with full crew	4,000.0	33,284.8	1,529.2	11,820	65

Kraki-class Assault Cutter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-dton medium hull, std. mat.	(24.0)	1.7	0.4	339	—
DR 100 bonded superdense armour	—	6.6	0.1	—	—
Radical stealth	—	1.7	2.7	—	—
Radical emission cloaking	—	1.7	2.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 thrusters (907.0 tonnes thrust)	10.0	36.3	6.5	—	0.1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
13.0-dton cargo hold	13.0	—	—	—	—
Cargo	(13.0)	(59.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	24.0	52.3	14.9	339	1
Fitted out with full crew	24.0	111.2	14.9	339	1

Kriaplezh-class Liner (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	22.2	1.6	3,026	—
DR 100 superdense armour	—	88.6	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	6.6	3.3	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
42 jump drive modules	42.0	152.4	128.1	—	0.8
16 thrusters (1,451.2 tonnes thrust)	16.0	58.0	10.4	—	0.3
336 internal jump fuel tanks	336.0	91.4	53.8	—	—
336 -dtons jump fuel	(336.0)	(304.8)	(0.1)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 cradle for Pinnace	1.0	5.7	0.3	—	—
1 Pinnace	(40.0)	(118.3)	(11.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
75 Staterooms for 75 high passengers	300.0	136.1	0.9	—	3.8
10 low berths for 40 low passengers	5.0	18.1	2.2	—	—
6 crew staterooms	24.0	10.9	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
69.5-dton cargo hold	69.5	—	—	—	—
Cargo	(69.5)	(315.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	614.9	202.6	3,026	3
Fitted out with full crew	800.0	1,353.1	214.1	3,026	11

Kroydon-class Droyne Cruiser (GTL10)

Design Parameters: Built for Droyne crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	38.7	2.1	3,965	—
12 turrets (DR 650)	12.0	292.0	4.2	891	—
DR 1300 crystaliron armour	—	2,516.4	33.3	—	—
Basic stealth	—	11.9	3.9	—	—
Basic emission cloaking	—	11.9	3.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
48 jump drive modules	48.0	174.1	148.8	—	1.9
625 thrusters (22,675.0 tonnes thrust)	625.0	1,927.4	100.0	—	10.4
360 internal jump fuel tanks	360.0	98.0	57.6	—	—
360 -dtons jump fuel	(360.0)	(326.5)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple light missile turrets	(6.0)	1.6	0.0	—	2
6 triple 250 MJ laser turrets	(18.0)	135.8	14.8	—	1-6
2 triple 90 MJ PD laser turrets	(6.0)	31.8	3.5	—	1-2
2 single 810 MJ heavy laser turrets	(6.0)	50.2	5.4	—	1-2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
492 ready light missiles	—	(66.9)	(17.7)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.9	—	—
4 crew nests	48.0	26.1	0.1	—	—
77.0-dton cargo hold	77.0	—	—	—	—
Cargo	(77.0)	(349.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	5,372.9	391.6	4,857	14
Fitted out with full crew	1,200.0	6,186.2	414.8	4,857	23

Kuru-class Patrol Frigate (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	9.3	1.0	1,906	—
4 turrets (DR 250)	4.0	16.0	0.4	297	—
DR 500 bonded superdense armour	—	186.1	2.5	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
24 jump drive modules	24.0	87.1	73.2	—	0.2
90 thrusters (8,163.0 tonnes thrust)	90.0	326.5	58.5	—	0.9
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple light missile turrets	(9.0)	2.4	0.1	—	3
1 triple 405 MJ laser turret	(3.0)	21.2	2.0	—	1-1
1 nuclear damper module	1.0	9.3	4.0	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
738 ready light missiles	—	(100.4)	(17.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 bays for *Rampart* Fighters	21.0	0.5	0.0	—	—
2 *Rampart* Fighters	(20.0)	(163.8)	(28.0)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
10 crew staterooms	40.0	18.1	0.1	—	—
3 crew low berths	1.5	5.4	0.7	—	—
1 sickbay	1.0	0.8	0.2	—	1
10.5-dton cargo hold	10.5	—	—	—	—
Cargo	(10.5)	(47.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	781.8	190.4	2,203	3
Fitted out with full crew	400.0	1,275.0	235.4	2,203	28

Kyzan-class Armed Shuttle (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
DR 100 crystaliron armour	—	31.8	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 thrusters (362.8 tonnes thrust)	10.0	30.8	1.6	—	0.2
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed 250 MJ laser	1.0	7.5	0.8	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.5	0.0	—	—
49.0-dton cargo hold	49.0	—	—	—	—
Cargo	(49.0)	(222.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	82.6	6.4	651	2
Fitted out with full crew	64.0	304.8	6.4	651	2

Langsdale-class Attack Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-dton medium hull, std. mat.	(30.0)	3.3	0.2	339	—
DR 300 crystaliron armour	—	49.6	0.7	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
26 thrusters (943.3 tonnes thrust)	26.0	80.2	4.2	—	0.4
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed light missile rack	1.0	11.8	0.0	—	—
2 fixed 250 MJ lasers	2.0	15.1	1.6	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	30.0	166.3	9.9	339	2
Fitted out with full crew	30.0	166.3	9.9	339	2

Lorden-class Armed Courier (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
4 turrets (DR 100)	4.0	7.3	0.5	297	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
1 xboat communications module	12.0	125.3	3.8	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
28 jump drive modules	28.0	101.6	85.4	—	0.3
16 thrusters (1,451.2 tonnes thrust)	16.0	58.0	10.4	—	0.2
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
3 fuel processors	3.0	3.0	2.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple light missile turrets	(6.0)	1.6	0.0	—	2
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
492 ready light missiles	—	(66.9)	(11.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew bunkrooms	8.0	3.4	0.0	—	—
4.5-dton cargo hold	4.5	—	—	—	—
Cargo	(4.5)	(20.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	488.3	158.2	2,203	2
Fitted out with full crew	320.0	793.4	169.5	2,203	6

Luusitar-class Subsidized Liner (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	14.8	1.6	3,026	—
4 turrets (DR 100)	4.0	7.3	0.2	297	—
DR 100 bonded superdense armour	—	59.1	0.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
41 jump drive modules	41.0	148.7	125.0	—	0.4
20 thrusters (1,814.0 tonnes thrust)	20.0	72.6	13.0	—	0.2
328 internal jump fuel tanks	328.0	89.2	52.5	—	—
328 -dtons jump fuel	(328.0)	(297.5)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 cradle for Gig	1.0	5.7	0.3	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
50 Staterooms for 50 high passengers	200.0	90.7	0.6	—	2.5
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
1 sickbay	1.0	0.8	0.2	—	1
181.0-dton cargo hold	181.0	—	—	—	—
Cargo	(181.0)	(820.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	535.9	199.1	3,323	2
Fitted out with full crew	800.0	1,724.9	204.6	3,323	7

Luustani-class Liner (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	27.2	3.0	5,574	—
6 turrets (DR 100)	6.0	11.0	0.4	445	—
DR 100 bonded superdense armour	—	108.8	1.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
100 jump drive modules	100.0	362.8	305.0	—	1
32 thrusters (2,902.4 tonnes thrust)	32.0	116.1	20.8	—	0.3
800 internal jump fuel tanks	800.0	217.7	128.0	—	—
800 -dtons jump fuel	(800.0)	(725.6)	(0.3)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
2 triple 102 MJ PD laser turrets	(6.0)	28.1	1.9	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.0	—	—
200 Staterooms for 200 high passengers	800.0	362.8	2.4	—	10
10 low berths for 40 low passengers	5.0	18.1	2.2	—	—
11 crew staterooms	44.0	20.0	0.1	—	—
5 exercise rooms	12.5	2.3	0.0	—	—
1 hall	10.0	0.2	0.0	—	—
1 theatre	20.0	1.9	0.0	—	1
1 stage	16.0	0.5	0.0	—	—
1 swimming pool	31.0	7.7	0.2	—	1.3
Water	—	115.6	—	—	—
2 sickbays	2.0	1.5	0.4	—	2
114.0-dton cargo hold	114.0	—	—	—	—
Cargo	(114.0)	(517.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	1,407.9	475.6	6,019	3
Fitted out with full crew	2,000.0	2,766.1	475.6	6,019	21

Luzon-class Aerospace Fighter (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-dton medium hull, std. mat.	(24.0)	2.5	0.4	339	—
1 turret (DR 1500)	1.0	33.2	0.5	74	—
DR 3000 superdense armour	—	297.9	3.9	—	—
Basic stealth	—	1.0	0.3	—	—
Basic emission cloaking	—	1.0	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
22 thrusters (1,995.4 tonnes thrust)	22.0	79.8	14.3	—	0.4
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 390 MJ laser turret	(3.0)	20.5	3.4	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	24.0	439.6	25.5	413	2
Fitted out with full crew	24.0	439.6	25.5	413	3

M'gee-class Maintenance Tender (GTL10)

Design Parameters: Built for Solomani human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
17,000-dton medium hull, std. mat.	(17,000.0)	226.7	12.5	23,215	—
DR 100 crystaliron armour	—	226.7	3.0	—	—
1 x 13,243-dton med.subhull, std.mat	(13,243.5)	191.9	10.6	(19,655)	—
DR 100 crystaliron armour	—	959.5	12.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
510 jump drive modules	510.0	1,850.3	1,581.0	—	20.4
300 thrusters (10,884.0 tonnes thrust)	300.0	925.1	48.0	—	5.0
3,400 internal jump fuel tanks	3,400.0	925.1	544.0	—	—
3,400 -dtons jump fuel	(3,400.0)	(3,083.8)	(1.2)	—	—
100 workshops	250.0	1,360.5	6.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
27 utility modules	27.0	281.6	8.1	—	—
45 crew staterooms	180.0	98.0	0.5	—	—
3 shipyards	12,000.0	549.6	30.6	—	60
329.5-dton cargo hold	329.5	—	—	—	—
Cargo	(329.5)	(1,494.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	17,000.0	7,606.4	2,261.3	23,215	27
Fitted out with full crew	17,000.0	12,184.5	2,261.3	23,215	89

MacDonnell-class Assault Lander (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40-dton medium hull, std. mat.	(32.0)	4.0	0.5	410	—
1 turret (DR 1000)	1.0	37.0	0.6	74	—
DR 2000 crystaliron armour	—	401.0	5.3	—	—
Basic stealth	—	1.2	0.4	—	—
Basic emission cloaking	—	1.2	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 thrusters (725.6 tonnes thrust)	20.0	61.7	3.2	—	0.3
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 422 MJ plasma gun turret	(3.0)	1.8	2.0	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.5	0.0	—	—
7.0-dton cargo hold	7.0	—	—	—	—
Cargo	(7.0)	(31.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	32.0	513.9	15.1	485	2
Fitted out with full crew	32.0	545.7	15.1	485	3

Maikuku-class Missile Boat (GTL9)

Design Parameters: Built for Solomani human crew. Designed to military standards. Metric measurements, turrets are not counted towards jump volume, weapon armouris limited. Contains playtest modules (low tech).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, standard materials	(320.0)	27.9	2.5	20,519	—
4 turrets (DR 100)	4.0	26.3	0.7	3,200	—
DR 100 durasteel armour	—	139.6	1.8	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	3.0	15.0	11.0	—	1-5
1 enhanced sensor	4.0	35.2	32.7	—	0-1
1 electronic warfare suite	3.0	—	—	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
12 jump drive modules	24.0	87.1	60.0	—	2.4
40 fusion rockets (2,902.4 tonnes thrust)	40.0	145.1	32.0	—	0.7
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
100 water fuel tanks	100.0	2.3	17.0	—	—
Water (as reaction mass)	(100.0)	1,360.5	0.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 fixed light missile racks	10.0	117.9	0.2	—	—
10 fixed heavy missile racks	10.0	117.9	0.2	—	—
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 40 MJ PD laser turrets	(6.0)	30.7	8.8	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	16.9	2.3	—	—
6 crew staterooms	24.0	13.1	0.1	—	—
2.0-dton cargo hold	2.0	—	—	—	—
Cargo	(2.0)	(9.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	320.0	786.8	193.3	23,719	0
Fitted out	320.0	868.5	193.3	23,719	0

Mallory-class Racing Yacht (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	3.7	1.0	756	—
DR 100 bonded superdense armour	—	14.8	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
7 jump drive modules	7.0	25.4	21.4	—	0.1
3 thrusters (272.1 tonnes thrust)	3.0	10.9	1.9	—	0.0
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 crew stateroom	4.0	1.8	0.0	—	—
1.5-dton cargo hold	1.5	—	—	—	—
Cargo	(1.5)	(6.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	93.2	37.6	756	1
Fitted out with full crew	80.0	154.4	37.6	756	1

Malthus-class Lab Ship (GTL10)

Design Parameters: Built for Solomani human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
27 thrusters (979.6 tonnes thrust)	27.0	83.3	4.3	—	0.5
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
1 workshop	2.5	13.6	0.1	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 2 Gigs with 1 entrance	80.0	0.9	0.0	—	—
2 Gigs	(40.0)	(141.3)	(11.0)	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
16 crew staterooms	64.0	34.8	0.2	—	—
1 sickbay	1.0	0.7	0.2	—	1
18 standard labs	81.0	168.2	18.9	—	18-36
1 isolab	22.5	91.0	10.1	—	1-5
1 physics lab	5.0	9.3	1.0	—	1-2
1 simulation lab	7.5	10.2	1.6	—	1-1
1 computer lab	3.5	2.5	450.0	—	1-2
9.5-dton cargo hold	9.5	—	—	—	—
Cargo	(9.5)	(43.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	613.3	543.3	1,906	2
Fitted out with full crew	400.0	870.2	554.2	1,906	30

Maniakes-class Close Escort (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
4 turrets (DR 250)	4.0	39.3	0.9	297	—
DR 500 crystaliron armour	—	465.3	6.2	—	—
Total compartmentalization	—	3.7	0.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
16 jump drive modules	16.0	58.0	49.6	—	0.6
160 thrusters (5,804.8 tonnes thrust)	160.0	493.4	25.6	—	2.7
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew bunkrooms	8.0	8.7	0.0	—	—
4.0-dton cargo hold	4.0	—	—	—	—
Cargo	(4.0)	(18.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	1,257.8	131.4	2,203	5
Fitted out with full crew	320.0	1,384.7	131.4	2,203	12

Mauripo-class Subsidized Merchant (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	12.2	3.2	2,497	—
6 turrets (DR 100)	6.0	11.0	0.7	445	—
DR 100 bonded superdense armour	—	48.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
18 jump drive modules	18.0	65.3	54.9	—	0.2
15 thrusters (1,360.5 tonnes thrust)	15.0	54.4	9.8	—	0.1
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 empty turrets	(18.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
20 Staterooms for 20 high passengers	80.0	36.3	0.2	—	1
3 Staterooms for 6 middle passengers	12.0	5.4	0.0	—	0.1
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
1 sickbay	1.0	0.8	0.2	—	1
206.0-dton cargo hold	206.0	—	—	—	—
Cargo	(206.0)	(934.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	299.8	93.1	2,943	2
Fitted out with full crew	480.0	1,342.9	93.1	2,943	6

Mayskyu-class System Defense Boat (GTL9)

Design Parameters: Built for Droyne crew. Designed to military standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std.mat.	(480.0)	36.6	3.2	26,888	—
6 turrets (DR 1000)	6.0	333.3	4.9	4,800	—
DR 8000 durasteel armour	—	14,632.7	193.6	—	—
Basic stealth	—	7.2	2.4	—	—
Basic emission cloaking	—	7.2	2.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	10.5	7.0	—	1-5
1 enhanced communicator	1.0	17.1	0.3	—	0-1
1 enhanced sensor	4.0	35.2	32.7	—	0-1
1 electronic warfare suite	3.0	—	—	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
360 fusion rockets (26,121.6 tonnes thrust)	360.0	1,306.1	288.0	—	6
50 water fuel tanks	50.0	1.1	8.5	—	—
Water (as reaction mass)	(50.0)	680.3	0.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple heavy missile turrets	(6.0)	8.2	0.3	—	2
4 single 303 MJ heavy laser turrets	(12.0)	93.2	17.0	—	1-4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
90 ready heavy missiles	—	(61.2)	(18.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	22.5	3.0	—	—
3 crew nests	36.0	19.6	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
9.5-dton cargo hold	9.5	—	—	—	—
Cargo	(9.5)	(43.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	480.0	15,497.9	568.5	31,688	0
Fitted out	480.0	15,602.2	586.5	31,688	0

Megalith-class Battle Station (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100000-ton hull	(100000.0)	734.7	40.5	75251.5	0.0
Airtight sealing	0.0	0.0	14.8	0.0	0.0
Armour: DR10000, PD4	0.0	279359.0	3696.0	0.0	0.0
Total compartmentalization	0.0	146.9	1.6	0.0	0.0
90 weapon bays	4500.0	530.6	29.3	54348.3	182.0
100 turrets (300 spaces)	100.0	74.8	4.1	7432.2	100.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Maneuver drive (4.2G)	73600.0	226967.7	11776.0	0.0	1226.7
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300 360-MJ Lasers	(300.0)	3265.2	309.0	0.0	0.0
50 Missile Bays	(2500.0)	28062.6	42.5	0.0	0.0
40 Particle Beam Bays	(2000.0)	16942.8	912.4	0.0	0.0
Spinal Particle Beam	1513.0	13719.3	1035.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	21.1	15.6	0.0	10.0
200 utility modules	200.0	2086.1	60.0	0.0	0.0
15 Spacedocks	14000.0	13.6	0.1	0.0	0.0
15 Sickbays	15.0	10.2	2.4	0.0	16.0
Hold	1960.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
990 staterooms	3960.0	2155.0	11.9	0.0	0.0
9 bunkrooms sleeping 144 personnel	36.0	39.2	0.2	0.0	0.0
Low berths for 880 cryotubes	110.0	399.1	48.4	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cargo	(1960.0)	(8888.6)	0.0	0.0	0.0
200 *Iramda* Fighters	(2000.0)	(10677.2)	(1030.0)	0.0	200.0
100 *Jumo* Heavy Fighters	(5000.0)	(45190.0)	(1710.0)	0.0	100.0
Missiles	0.0	0.0	6071.5	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	100000.0	639287.4	26828.2	137032.0	2109.0
Unloaded with skeleton crew	100000.0	574531.6	18016.7	137032.0	1381.0

Melbourne-class Close Escort (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	38.7	2.1	3,965	—
12 turrets (DR 2000)	12.0	879.7	12.0	891	—
DR 4000 crystaliron armour	—	7,742.6	102.4	—	—
Total compartmentalization	—	7.7	0.1	—	—
Basic stealth	—	11.9	3.9	—	—
Basic emission cloaking	—	11.9	3.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
36 jump drive modules	36.0	130.6	111.6	—	1.4
450 thrusters (16,326.0 tonnes thrust)	450.0	1,387.7	72.0	—	7.5
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
3 fuel processors	3.0	3.0	2.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 triple light missile turrets	(18.0)	4.9	0.1	—	6
6 triple 250 MJ laser turrets	(18.0)	135.8	14.8	—	1-6
4 nuclear damper modules	16.0	150.9	64.8	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,476 ready light missiles	—	(200.8)	(53.1)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Jumo Hanger with 1 entrance	400.0	0.9	0.0	—	—
4 *Jumo* Heavy Fighters	(200.0)	(1,790.8)	(65.0)	—	8
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.9	—	—
4 crew bunkrooms	16.0	17.4	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
16.0-dton cargo hold	16.0	—	—	—	—
Cargo	(16.0)	(72.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	10,646.9	442.8	4,857	10
Fitted out with full crew	1,200.0	12,928.7	561.0	4,857	39

Meredith-class Trader (GTL11)

Design Parameters: Built for Solomani human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	14.0	2.5	1,906	—
DR 100 superdense armour	—	55.8	0.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
12 jump drive modules	12.0	43.5	36.6	—	0.2
9 thrusters (816.3 tonnes thrust)	9.0	32.7	5.8	—	0.2
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
20 Staterooms for 20 high passengers	80.0	36.3	0.2	—	1
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
120.0-dton cargo hold	120.0	—	—	—	—
Cargo	(120.0)	(544.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	238.9	63.4	1,906	2
Fitted out with full crew	320.0	855.6	63.4	1,906	5

Midge-class Light Fighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(10.0)	1.6	0.1	162	—
DR 100 crystaliron armour	—	8.0	0.1	—	—
Basic stealth	—	0.4	0.1	—	—
Basic emission cloaking	—	0.4	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 thrusters (290.2 tonnes thrust)	8.0	24.7	1.3	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed 250 MJ laser	1.0	7.5	0.8	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10.0	47.1	5.2	162	2
Fitted out with full crew	10.0	47.1	5.2	162	2

Miiriimak-class Monitor (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	71.3	3.9	7,304	—
15 turrets (DR 2000)	15.0	1,099.6	15.0	1,114	—
DR 10000 crystaliron armour	—	35,655.2	471.7	—	—
Total compartmentalization	—	14.3	0.2	—	—
Basic stealth	—	20.5	6.8	—	—
Basic emission cloaking	—	20.5	6.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
1,300 thrusters (47,164 tonnes thrust)	1,300.0	4,008.9	208.0	—	21.7
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 250 MJ laser turrets	(15.0)	113.2	12.3	—	1-5
10 single 810 MJ heavy laser turrets	(30.0)	251.2	27.0	—	1-10
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
1 nuclear damper module	4.0	37.7	16.2	—	4
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 marine staterooms	20.0	10.9	0.1	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.8	—	—
28 crew staterooms	112.0	61.0	0.3	—	—
1 sickbay	2.5	4.6	0.3	—	1
22.5-dton cargo hold	22.5	—	—	—	—
Cargo	(22.5)	(102.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	55,142.7	1,817.3	8,418	23
Fitted out with full crew	3,000.0	55,244.7	1,817.3	8,418	55

Miotos-class Battleship (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armouris limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50,000-dton medium hull, std. mat.	(50,000.0)	465.3	25.6	47,657	—
35 turrets (DR 2000)	35.0	2,565.8	35.0	2,601	—
45 small internal bays	2,250.0	265.3	14.6	—	—
DR 20000 crystaliron armour	—	465,284.6	6,155.9	—	—
Total compartmentalization	—	93.1	1.0	—	—
Basic stealth	—	122.7	40.6	—	—
Basic emission cloaking	—	122.7	40.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Basic bridge with hardened controls	2.5	10.5	7.0	—	0-0
1 enhanced communicator	1.5	18.1	2.1	—	0-1
1 advanced sensor	8.0	73.7	69.3	—	0-1
1 electronic warfare suite	3.0	39.6	13.0	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
2,000 jump drive modules	2,000.0	7,256.0	6,200.0	—	80
20,000 thrusters (725,600 tonnes)	20,000.0	61,676.0	3,200.0	—	333.3
15,000 internal jump fuel tanks	15,000.0	4,081.5	2,400.0	—	—
15,000 -dtons jump fuel	(15,000.0)	(13,605.0)	(5.3)	—	—
6 workshops	15.0	81.6	0.4	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
15 triple 90 MJ PD laser turrets	(45.0)	238.8	26.5	—	2-15
10 single 810 MJ heavy laser turrets	(30.0)	251.2	27.0	—	1-10
25 small missile bays	(1,250.0)	1,716.5	27.5	—	50
20 13 GJ particle bays	(1,000.0)	8,471.4	456.2	—	40
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
4 nuclear damper modules	16.0	150.9	64.8	—	4
79 meson screen modules	79.0	386.9	308.1	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
18,750 ready heavy missiles	—	(12,754.7)	(3,375.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Steadfast Hanger with 1 entrance	1,600.0	0.9	0.0	—	—
20 *Steadfast* Medium Fighters	(800.0)	(3,370.0)	(224.4)	—	40
Olmeka Hanger with 1 entrance	6,400.0	0.9	0.0	—	—
40 *Olmeka* Heavy Fighters	(3,200.0)	(73,156.0)	(1,595.2)	—	80
Dieppe Hanger with 1 entrance	320.0	0.9	0.0	—	—
2 *Dieppe* Assault Landers	(160.0)	(1,772.6)	(47.4)	—	6
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
12 marine bunkrooms	48.0	52.2	0.2	—	—
4 briefing rooms	4.0	0.1	0.0	—	—
2 battledress racks	2.0	52.2	—	—	—
2 weapons lockers	2.0	12.7	0.1	—	—
4 gyms	10.0	1.8	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100 utility modules	100.0	1,043.1	30.0	—	—
56 crew bunkrooms	224.0	243.8	1.0	—	—
86 crew low berths	43.0	156.0	18.9	—	—
10 sickbays	10.0	6.8	1.6	—	10
2 surgical theatres	2.0	0.7	0.2	—	—
5 brigs	5.0	31.7	0.2	—	—
1 safe	1.0	6.3	0.0	—	—
291.0-dton cargo hold	291.0	—	—	—	—
Cargo	(291.0)	(1,319.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	50,000.0	568,838.6	20,222.1	50,258	417
Fitted out with full crew	50,000.0	674,816.6	25,464.0	50,258	1,032

Monfraki-class Dropship (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	9.3	1.0	1,906	—
4 turrets (DR 1000)	4.0	59.5	0.9	297	—
DR 2000 bonded superdense armour	—	744.5	9.8	—	—
Total compartmentalization	—	1.9	0.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.2
95 thrusters (8,616.5 tonnes thrust)	95.0	344.7	61.7	—	0.9
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for *Murka* Combat Shuttle	31.5	0.5	0.0	—	—
1 *Murka* Combat Shuttle	(30.0)	(175.6)	(12.8)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
8 marine bunkrooms	32.0	13.8	0.1	—	—
3 briefing rooms	3.0	0.1	0.0	—	—
1 drop capsule launcher	1.0	10.9	0.2	—	1
4 drop capsule racks	4.0	61.2	—	—	—
2 battledress racks	2.0	52.2	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
7 crew staterooms	28.0	12.7	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
4.5-dton cargo hold	4.5	—	—	—	—
Cargo	(4.5)	(20.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	1,539.0	182.3	2,203	3
Fitted out with full crew	400.0	1,913.6	200.8	2,203	12

Monnin-class Freighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	54.4	3.0	5,574	—
2 turrets (DR 100)	2.0	8.8	0.2	148	—
DR 100 crystaliron armour	—	272.1	3.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
61 jump drive modules	61.0	221.3	189.1	—	2.4
202 thrusters (7,328.6 tonnes thrust)	202.0	622.9	32.3	—	3.4
400 internal jump fuel tanks	400.0	108.8	64.0	—	—
400 -dtons jump fuel	(400.0)	(362.8)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Launch	10.5	0.5	0.0	—	—
1 Launch	(10.0)	(32.7)	(3.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.2	—	—
6 crew staterooms	24.0	13.1	0.1	—	—
1,293.0-dton cargo hold	1,293.0	—	—	—	—
Cargo	(1,293.0)	(5,863.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	1,384.5	300.3	5,722	7
Fitted out with full crew	2,000.0	7,643.8	303.9	5,722	11

Moonii-class Luxury Yacht (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
2 turrets (DR 100)	2.0	3.7	0.2	148	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.2
15 thrusters (1,360.5 tonnes thrust)	15.0	54.4	9.8	—	0.1
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Grav Car	0.5	0.5	0.0	—	—
1 Grav Car	(0.5)	(2.0)	(0.1)	—	1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 suites for 4 noble passengers	32.0	7.3	0.2	—	4
7 crew staterooms	28.0	12.7	0.1	—	—
1 exercise room	2.5	0.5	0.0	—	—
1 civilian holoventure zone	30.0	3.3	1.2	—	1
1 swimming pool	13.0	3.6	0.1	—	0.5
Water	—	46.3	—	—	—
1 sickbay	1.0	0.8	0.2	—	1
11.5-dton cargo hold	11.5	—	—	—	—
Cargo	(11.5)	(52.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	297.2	106.5	2,054	2
Fitted out with full crew	320.0	542.6	106.6	2,054	13

Morag-class Ore Transport (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	54.4	3.0	5,574	—
DR 100 crystaliron armour	—	272.1	3.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
200 thrusters (7,256.0 tonnes thrust)	200.0	616.8	32.0	—	3.3
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 crew staterooms	16.0	8.7	0.0	—	—
1,779.5-dton cargo hold	1,779.5	—	—	—	—
Cargo	(1,779.5)	(8,070.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	973.8	43.3	5,574	5
Fitted out with full crew	2,000.0	9,043.9	43.3	5,574	7

Morath-class Fast Courier (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(100.0)	3.7	0.4	756	—
DR 100 bonded superdense armour	—	14.8	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
1 xboat communications module	12.0	125.3	3.8	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
7 jump drive modules	7.0	25.4	21.4	—	0.1
1 thruster (90.7 tonnes thrust)	1.0	3.6	0.6	—	0.0
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 stateroom for 1 independent passenger	4.0	1.8	0.0	—	—
1 low berth for 4 low passengers	0.5	1.8	0.2	—	—
1 crew stateroom	4.0	1.8	0.0	—	—
7.0-dton cargo hold	7.0	—	—	—	—
Cargo	(7.0)	(31.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	100.0	214.8	39.8	756	1
Fitted out with full crew	100.0	301.0	39.8	756	1

Muirhead-class Economy Liner (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
4 turrets (DR 100)	4.0	17.5	0.4	297	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
25 thrusters (907.0 tonnes thrust)	25.0	77.1	4.0	—	0.4
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 90 MJ PD laser turrets	(6.0)	31.8	3.5	—	1-2
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 1 Gig with 1 entrance	40.0	0.9	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
33 Staterooms for 65 middle passengers	132.0	71.8	0.4	—	1.3
10 low berths for 40 low passengers	5.0	18.1	2.2	—	—
5 crew staterooms	20.0	10.9	0.1	—	—
77.5-dton cargo hold	77.5	—	—	—	—
Cargo	(77.5)	(351.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	454.2	68.9	2,203	2
Fitted out with full crew	400.0	948.9	74.4	2,203	9

Murbles-class Luxury Yacht (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(160.0)	11.7	1.6	1,200	—
2 turrets (DR 100)	2.0	8.8	0.3	148	—
DR 100 crystaliron armour	—	58.6	0.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
6 jump drive modules	6.0	21.8	18.6	—	0.2
11 thrusters (399.1 tonnes thrust)	11.0	33.9	1.8	—	0.2
40 internal jump fuel tanks	40.0	10.9	6.4	—	—
40 -dtons jump fuel	(40.0)	(36.3)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Air/Raft	0.2	0.5	0.0	—	—
1 Air/Raft	(0.2)	(7.3)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 suites for 2 noble passengers	16.0	4.4	0.1	—	2
6 Staterooms for 6 high passengers	24.0	13.1	0.1	—	0.3
5 crew staterooms	20.0	10.9	0.1	—	—
1 exercise room	2.5	0.5	0.0	—	—
1 swimming pool	13.0	3.6	0.1	—	0.5
Water	—	46.3	—	—	—
1 sickbay	1.0	0.7	0.2	—	1
19.8-dton cargo hold	19.8	—	—	—	—
Cargo	(19.8)	(89.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	160.0	230.6	37.0	1,349	2
Fitted out with full crew	160.0	410.1	37.1	1,349	9

Murka-class Combat Shuttle (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30-dton medium hull, std. mat.	(24.0)	1.7	0.4	339	—
DR 1000 bonded superdense armour	—	66.2	0.9	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
13 thrusters (1,179.1 tonnes thrust)	13.0	47.2	8.4	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fixed light missile racks	3.0	35.4	0.1	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.0	0.0	—	—
4.0-dton cargo hold	4.0	—	—	—	—
Cargo	(4.0)	(18.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	24.0	157.4	12.8	339	2
Fitted out with full crew	24.0	175.6	12.8	339	2

Murpak-class Freighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	18.6	1.0	1,906	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
20 thrusters (725.6 tonnes thrust)	20.0	61.7	3.2	—	0.3
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew staterooms	8.0	4.4	0.0	—	—
275.5-dton cargo hold	275.5	—	—	—	—
Cargo	(275.5)	(1,249.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	264.9	60.1	1,906	2
Fitted out with full crew	400.0	1,586.8	60.1	1,906	3

Nahiin-class Trader (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(160.0)	11.7	1.6	1,200	—
2 turrets (DR 100)	2.0	8.8	0.3	148	—
DR 100 crystaliron armour	—	58.6	0.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
4 jump drive modules	4.0	14.5	12.4	—	0.2
15 thrusters (544.2 tonnes thrust)	15.0	46.3	2.4	—	0.3
20 internal jump fuel tanks	20.0	5.4	3.2	—	—
20 -dtons jump fuel	(20.0)	(18.1)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 empty turrets	(6.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
12 Staterooms for 12 high passengers	48.0	26.1	0.1	—	0.6
1 Stateroom for 2 middle passengers	4.0	2.2	0.0	—	0.0
4 low berths for 16 low passengers	2.0	7.3	0.9	—	—
2 crew staterooms	8.0	4.4	0.0	—	—
52.5-dton cargo hold	52.5	—	—	—	—
Cargo	(52.5)	(238.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	160.0	207.1	26.3	1,349	2
Fitted out with full crew	160.0	463.3	26.3	1,349	3

Nostrii-class Science Scout (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	7.4	1.0	756	—
1 turret (DR 100)	1.0	4.4	0.1	74	—
DR 100 crystaliron armour	—	36.9	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
4 jump drive modules	4.0	14.5	12.4	—	0.2
7 thrusters (254.0 tonnes thrust)	7.0	21.6	1.1	—	0.1
30 internal jump fuel tanks	30.0	8.2	4.8	—	—
30 -dtons jump fuel	(30.0)	(27.2)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 empty turret	(3.0)	—	—	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 1 Air/Raft with 1 entrance	0.8	0.9	0.0	—	—
1 Air/Raft	(0.4)	(7.0)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 stateroom for 1 independent passenger	4.0	2.2	0.0	—	—
1 low berth for 4 low passengers	0.5	1.8	0.2	—	—
4 crew staterooms	16.0	8.7	0.0	—	—
2 standard labs	4.0	18.1	2.0	—	2-4
7.2-dton cargo hold	7.2	—	—	—	—
Cargo	(7.2)	(32.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	147.6	27.7	830	2
Fitted out with full crew	80.0	214.4	27.7	830	4

Nova's Roar-class System Defense Boat (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(800.0)	29.5	1.6	3,026	—
8 turrets (DR 500)	8.0	151.1	2.2	594	—
DR 1000 crystaliron armour	—	1,477.2	19.5	—	—
Heavy compartmentalization	—	3.0	0.0	—	—
Basic stealth	—	8.8	2.9	—	—
Basic emission cloaking	—	8.8	2.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
600 thrusters (21,768.0 tonnes thrust)	600.0	1,850.3	96.0	—	10.0
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple light missile turrets	(12.0)	3.3	0.1	—	4
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
1 nuclear damper module	4.0	37.7	16.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
984 ready light missiles	—	(133.9)	(35.4)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 bays for *Iramda* Fighters	105.0	0.5	0.0	—	—
10 *Iramda* Fighters	(100.0)	(533.9)	(51.5)	—	10
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
16 crew staterooms	64.0	34.8	0.2	—	—
1 sickbay	2.5	4.6	0.3	—	1
8.5-dton cargo hold	8.5	—	—	—	—
Cargo	(8.5)	(38.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	800.0	3,746.4	165.4	3,620	11
Fitted out with full crew	800.0	4,452.7	252.3	3,620	31

Olmeka-class Heavy Fighter (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
DR 5000 crystaliron armour	—	1,591.3	21.1	—	—
Basic stealth	—	1.6	0.5	—	—
Basic emission cloaking	—	1.6	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
57 thrusters (2,068.0 tonnes thrust)	57.0	175.8	9.1	—	1.0
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 fixed 250 MJ lasers	3.0	22.6	2.5	—	—
1 fixed 810 MJ laser	3.0	25.1	2.7	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	1,828.9	39.9	651	2
Fitted out with full crew	64.0	1,828.9	39.9	651	2

Olythnos-class Trader (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
8 jump drive modules	8.0	29.0	24.8	—	0.3
33 thrusters (1,197.2 tonnes thrust)	33.0	101.8	5.3	—	0.6
40 internal jump fuel tanks	40.0	10.9	6.4	—	—
40 -dtons jump fuel	(40.0)	(36.3)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
16 Staterooms for 16 high passengers	64.0	34.8	0.2	—	0.8
2 Staterooms for 4 middle passengers	8.0	4.4	0.0	—	0.1
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
144.0-dton cargo hold	144.0	—	—	—	—
Cargo	(144.0)	(653.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	347.5	46.7	2,203	2
Fitted out with full crew	320.0	1,036.8	46.7	2,203	5

Osiron-class Destroyer (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4,000-dton medium hull, std. mat.	(4,000.0)	43.2	4.8	8,848	—
10 turrets (DR 2500)	10.0	366.5	5.2	743	—
3 small internal bays	150.0	17.7	1.0	—	—
DR 5000 bonded superdense armour	—	8,638.6	114.3	—	—
Total compartmentalization	—	8.6	0.1	—	—
Basic stealth	—	23.4	7.7	—	—
Basic emission cloaking	—	23.4	7.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	Spaces	Mass	Cost	Area	Crew
3 fusion engineering modules	3.0	9.8	0.5	—	—
200 jump drive modules	200.0	725.6	610.0	—	2
1,586 thrusters (143,850.2 tonnes thrust)	1,586.0	5,754.0	1,030.9	—	15.9
1,600 internal jump fuel tanks	1,600.0	435.4	256.0	—	—
1,600 -dtons jump fuel	(1,600.0)	(1,451.2)	(0.6)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple light missile turrets	(15.0)	4.1	0.1	—	5
5 triple 405 MJ laser turrets	(15.0)	106.1	10.2	—	1-5
3 13 GJ meson bays	(150.0)	1,167.3	63.2	—	6
1 nuclear damper module	1.0	9.3	4.0	—	4
15 meson screen modules	15.0	68.0	34.5	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,230 ready light missiles	—	(167.3)	(28.3)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 bays for *Citadel* Heavy Fighters	210.0	0.5	0.0	—	—
4 *Citadel* Heavy Fighters	(200.0)	(1,760.4)	(131.9)	—	8
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 marine stateroom	4.0	1.8	0.0	—	—
8 marine bunkrooms	32.0	13.8	0.1	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 utility modules	5.0	52.2	1.3	—	—
29 crew staterooms	116.0	52.6	0.3	—	—
7 crew low berths	3.5	12.7	1.5	—	—
38.5-dton cargo hold	38.5	—	—	—	—
Cargo	(38.5)	(174.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	4,000.0	17,555.2	2,165.3	9,591	19
Fitted out with full crew	4,000.0	21,179.3	2,330.9	9,591	84

Oskra-class Shuttle (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	3.2	0.8	651	—
DR 100 bonded superdense armour	—	12.7	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.3	2.3	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
18 thrusters (1,632.6 tonnes thrust)	18.0	65.3	11.7	—	0.2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 passenger couches	4.0	1.3	0.0	—	—
41.0-dton cargo hold	41.0	—	—	—	—
Cargo	(41.0)	(185.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	86.8	15.0	651	2
Fitted out with full crew	64.0	272.7	15.0	651	2

Oskrip-class Droyne Scout (GTL10)

Design Parameters: Built for Droyne crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	7.4	1.0	756	—
1 turret (DR 100)	1.0	4.4	0.1	74	—
DR 100 crystaliron armour	—	36.9	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
1 enhanced sensor	4.0	36.8	32.9	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
3 jump drive modules	3.0	10.9	9.3	—	0.1
19 thrusters (689.3 tonnes thrust)	19.0	58.6	3.0	—	0.3
20 internal jump fuel tanks	20.0	5.4	3.2	—	—
20 -dtons jump fuel	(20.0)	(18.1)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Air/Raft	0.4	0.5	0.0	—	—
1 Air/Raft	(0.4)	(5.0)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 crew nest	12.0	6.5	0.0	—	—
1 standard lab	2.0	9.1	1.0	—	1-2
14.1-dton cargo hold	14.1	—	—	—	—
Cargo	(14.1)	(63.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	220.9	58.2	830	2
Fitted out with full crew	80.0	307.9	58.2	830	4

Oytrist-class Merchant (GTL10)

Design Parameters: Built for Droyne crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
3 turrets (DR 100)	3.0	13.1	0.4	222	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
10 jump drive modules	10.0	36.3	31.0	—	0.4
23 thrusters (834.4 tonnes thrust)	23.0	70.9	3.7	—	0.4
61 internal jump fuel tanks	61.0	16.6	9.8	—	—
61 -dtons jump fuel	(61.0)	(55.3)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple 250 MJ laser turrets	(9.0)	67.9	7.4	—	1-3
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 Nests for 12 high passengers	24.0	13.1	0.1	—	0.6
1 crew nest	12.0	6.5	0.0	—	—
102.5-dton cargo hold	102.5	—	—	—	—
Cargo	(102.5)	(464.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	338.5	60.0	1,796	2
Fitted out with full crew	240.0	858.6	60.0	1,796	6

Pekherni Observatory (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards. Metric measurements, turrets are counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std.mat.	(600.0)	12.2	1.3	26,888	—
DR 100 bonded superdense armour	—	9.8	0.1	—	—
1 x 196-dton medium subhull, std.mat.	(196.5)	5.8	0.6	(12,775)	—
DR 100 bonded superdense armour	—	23.2	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
1 centre with 8 complexity 10 computers	1.0	10.9	30.0	—	—
1 advanced sensor	8.0	69.2	69.0	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
42 jump drive modules	42.0	152.4	128.1	—	0.4
20 thrusters (1,814.0 tonnes thrust)	20.0	72.6	13.0	—	0.2
360 internal jump fuel tanks	360.0	98.0	57.6	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 1 Gig with 1 entrance	40.0	0.9	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
11 crew staterooms	44.0	20.0	0.1	—	—
10 standard labs	20.0	90.7	10.0	—	10-20
2 physics labs	5.0	18.1	2.0	—	2-4
2 simulation labs	10.0	19.8	3.1	—	2-2
1 computer lab	1.0	2.3	450.0	—	1-2
43.5-dton cargo hold	43.5	—	—	—	—
Cargo	(43.5)	(197.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	600.0	636.4	769.1	26,888	0
Fitted out	600.0	1,230.8	774.6	26,888	0

Pelagros-class Luxury Liner (GTL11)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,500-dton medium hull, std. mat.	(2,500.0)	47.4	3.5	6,468	—
DR 100 superdense armour	—	189.4	2.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.2	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
125 jump drive modules	125.0	453.5	381.3	—	2.5
38 thrusters (3,446.6 tonnes thrust)	38.0	137.9	24.7	—	0.8
1,000 internal jump fuel tanks	1,000.0	272.1	160.0	—	—
1,000 -dtons jump fuel	(1,000.0)	(907.0)	(0.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 utility modules	5.0	52.2	1.3	—	—
10 suites for 10 noble passengers	80.0	18.1	0.6	—	10
200 Staterooms for 200 high passengers	800.0	362.8	2.4	—	10
25 low berths for 100 low passengers	12.5	45.3	5.5	—	—
19 crew staterooms	76.0	34.5	0.2	—	—
5 exercise rooms	12.5	2.3	0.0	—	—
3 halls	30.0	0.5	0.0	—	—
2 theatres	40.0	3.8	0.0	—	2
1 stage	16.0	0.5	0.0	—	—
2 civilian holoventure zones	60.0	6.5	2.4	—	2
1 swimming pool	25.0	6.3	0.1	—	1
Water	—	92.5	—	—	—
3 sickbays	3.0	2.3	0.6	—	3
1 basic security module	0.5	2.3	0.5	—	—
1 brig	1.0	6.3	0.0	—	—
2 safes	2.0	12.7	0.1	—	—
170.0-dton cargo hold	170.0	—	—	—	—
Cargo	(170.0)	(771.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,500.0	1,666.6	589.1	6,468	5
Fitted out with full crew	2,500.0	3,437.1	589.1	6,468	36

Permain-class Freighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	27.2	3.0	5,574	—
DR 100 bonded superdense armour	—	108.8	1.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
40 jump drive modules	40.0	145.1	122.0	—	0.4
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	0.5
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.0	—	—
3 crew staterooms	12.0	5.4	0.0	—	—
1,690.5-dton cargo hold	1,690.5	—	—	—	—
Cargo	(1,690.5)	(7,666.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	574.0	195.2	5,574	2
Fitted out with full crew	2,000.0	8,421.9	195.2	5,574	4

Pheidippides-class Imperial Courier (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
4 turrets (DR 400)	4.0	24.7	0.7	297	—
DR 800 bonded superdense armour	—	297.8	3.9	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
1 xboat communications module	12.0	125.3	3.8	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
28 jump drive modules	28.0	101.6	85.4	—	0.3
12 thrusters (1,088.4 tonnes thrust)	12.0	43.5	7.8	—	0.1
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 405 MJ laser turret	(3.0)	21.2	2.0	—	1-1
1 triple 102 MJ PD laser turret	(3.0)	14.0	0.9	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew bunkrooms	8.0	3.4	0.0	—	—
11.5-dton cargo hold	11.5	—	—	—	—
Cargo	(11.5)	(52.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	754.4	156.4	2,203	2
Fitted out with full crew	320.0	1,057.7	162.0	2,203	8

Polesta-class Troopship (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	100.2	5.5	10,267	—
50 turrets (DR 250)	50.0	490.9	8.1	3,716	—
DR 500 crystaliron armour	—	2,506.1	33.2	—	—
Total compartmentalization	—	20.0	0.2	—	—
Basic stealth	—	34.1	11.3	—	—
Basic emission cloaking	—	34.1	11.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
200 jump drive modules	200.0	725.6	620.0	—	8
900 thrusters (32,652.0 tonnes thrust)	900.0	2,775.4	144.0	—	15.0
1,500 internal jump fuel tanks	1,500.0	408.2	240.0	—	—
1,500 -dtons jump fuel	(1,500.0)	(1,360.5)	(0.5)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 triple heavy missile turrets	(60.0)	81.6	1.3	—	20
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
20 triple 90 MJ PD laser turrets	(60.0)	318.4	35.4	—	2-20
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
900 ready heavy missiles	—	(612.2)	(162.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 10 *Barlax* with 2 entrances	1,600.0	1.8	0.0	—	—
10 *Barlax* Assault Landers	(800.0)	(10,505.0)	(259.2)	—	30
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 marine staterooms	20.0	10.9	0.1	—	—
123 marine bunkrooms	492.0	535.5	2.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	3.0	—	—
49 crew staterooms	196.0	106.7	0.6	—	—
5 sickbays	5.0	3.4	0.8	—	5
21.0-dton cargo hold	21.0	—	—	—	—
Cargo	(21.0)	(95.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	8,418.6	1,137.3	13,983	24
Fitted out with full crew	5,000.0	20,991.6	1,558.5	13,983	96

Polo-class Merchant Scout (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
1 enhanced sensor	4.0	36.8	32.9	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
16 jump drive modules	16.0	58.0	49.6	—	0.6
30 thrusters (1,088.4 tonnes thrust)	30.0	92.5	4.8	—	0.5
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
1 collapsible fuel bladder	1.0	9.1	0.4	—	—
1 fuel processor	1.0	1.0	0.9	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(8.9)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
8 crew staterooms	32.0	17.4	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
1 standard lab	2.0	9.1	1.0	—	1-2
81.0-dton cargo hold	81.0	—	—	—	—
Cargo	(81.0)	(367.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	486.0	126.5	2,203	3
Fitted out with full crew	320.0	1,066.3	140.9	2,203	14

Prenei-class Scoopship (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
DR 100 crystaliron armour	—	31.8	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
13 thrusters (471.6 tonnes thrust)	13.0	40.1	2.1	—	0.2
50 internal jump fuel tanks	50.0	13.6	8.0	—	—
50 -dtons jump fuel	(50.0)	(45.3)	(0.0)	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	96.5	14.0	651	2
Fitted out with full crew	64.0	141.8	14.0	651	2

Pugilist-class Combat Scout (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	3.7	1.0	756	—
1 turret (DR 1000)	1.0	14.9	0.3	74	—
DR 2000 bonded superdense armour	—	295.4	3.9	—	—
Total compartmentalization	—	0.7	0.0	—	—
Basic stealth	—	2.0	0.7	—	—
Basic emission cloaking	—	2.0	0.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
1 enhanced sensor	4.0	34.6	33.2	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
5 jump drive modules	5.0	18.1	15.3	—	0.0
16 thrusters (1,451.2 tonnes thrust)	16.0	58.0	10.4	—	0.2
40 internal jump fuel tanks	40.0	10.9	6.4	—	—
40 -dtons jump fuel	(40.0)	(36.3)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 405 MJ laser turret	(3.0)	21.2	2.0	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
2 crew staterooms	8.0	3.6	0.0	—	—
0.5-dton cargo hold	0.5	—	—	—	—
Cargo	(0.5)	(2.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	489.4	81.1	830	2
Fitted out with full crew	80.0	527.9	81.1	830	3

Pugnacious-class Battle Cruiser (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	159.1	8.8	16,298	—
7 small internal bays	350.0	41.3	2.3	—	—
DR 3000 crystaliron armour	—	23,868.8	315.8	—	—
Total compartmentalization	—	31.8	0.4	—	—
Basic stealth	—	39.8	13.2	—	—
Basic emission cloaking	—	39.8	13.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 fusion engineering modules	2.0	7.3	0.6	—	—
400 jump drive modules	400.0	1,451.2	1,240.0	—	16
3,800 thrusters (137,864.0 tonnes thrust)	3,800.0	11,718.4	608.0	—	63.3
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
2.5 fuel scoops	2.5	1.3	0.0	—	—
15 fuel processors	15.0	15.0	12.8	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 small missile bays	(250.0)	343.3	5.5	—	10
2 13 GJ particle bays	(100.0)	847.1	45.6	—	4
870 GJ spinal particle accelerator	2,291.0	20,733.1	1,567.0	—	24
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,750 ready heavy missiles	—	(2,550.9)	(675.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	6.0	—	—
12 crew bunkrooms	48.0	52.2	0.2	—	—
17 crew low berths	8.5	30.8	3.7	—	—
2 sickbays	2.0	1.4	0.3	—	2
53.5-dton cargo hold	53.5	—	—	—	—
Cargo	(53.5)	(242.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	60,441.9	4,336.0	16,298	81
Fitted out with full crew	10,000.0	65,956.4	5,011.0	16,298	195

Quero-class Assault Lander (GTL11)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40-dton medium hull, std. mat.	(32.0)	3.0	0.5	410	—
DR 2300 superdense armour	—	276.7	3.7	—	—
Basic stealth	—	1.0	0.3	—	—
Basic emission cloaking	—	1.0	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
16 thrusters (1,451.2 tonnes thrust)	16.0	58.0	10.4	—	0.3
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.0	0.0	—	—
12.0-dton cargo hold	12.0	—	—	—	—
Cargo	(12.0)	(54.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	32.0	344.5	17.4	410	2
Fitted out with full crew	32.0	398.9	17.4	410	2

Quotal-class Tramp Trader (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
13 jump drive modules	13.0	47.2	40.3	—	0.5
30 thrusters (1,088.4 tonnes thrust)	30.0	92.5	4.8	—	0.5
81 internal jump fuel tanks	81.0	22.0	13.0	—	—
81 -dtons jump fuel	(81.0)	(73.5)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
12 Staterooms for 12 high passengers	48.0	26.1	0.1	—	0.6
6 Staterooms for 12 middle passengers	24.0	13.1	0.1	—	0.2
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
5 crew staterooms	20.0	10.9	0.1	—	—
93.0-dton cargo hold	93.0	—	—	—	—
Cargo	(93.0)	(421.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	437.7	74.1	2,203	2
Fitted out with full crew	320.0	932.9	74.1	2,203	8

Rikiamid-class Bulk Freighter (GTL10)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	100.2	5.5	10,267	—
4 turrets (DR 100)	4.0	17.5	0.4	297	—
DR 100 crystaliron armour	—	501.2	6.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
150 jump drive modules	150.0	544.2	465.0	—	6
500 thrusters (18,140.0 tonnes thrust)	500.0	1,541.9	80.0	—	8.3
1,000 internal jump fuel tanks	1,000.0	272.1	160.0	—	—
1,000 -dtons jump fuel	(1,000.0)	(907.0)	(0.3)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	3.0	—	—
25 crew staterooms	100.0	54.4	0.3	—	—
3,232.5-dton cargo hold	3,232.5	—	—	—	—
Cargo	(3,232.5)	(14,659.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	3,147.3	725.1	10,564	16
Fitted out with full crew	5,000.0	18,713.7	725.1	10,564	25

Rochelle-class Monitor (GTL12)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2000-ton planetoid hull	(2000.0)	979.6	0.0	5574.2	0.0
Tunnelling	0.0	0.0	0.2	0.0	0.0
Airtight sealing	0.0	0.0	0.8	0.0	0.0
Armour: DR10000, PD4	0.0	193372.4	38.4	0.0	0.0
Total compartmentalization	1.7	195.9	0.0	0.0	0.0
20 turrets (60 spaces)	20.0	7.7	0.8	1486.4	20.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.4	0.2	0.0	0.0
Maneuver drive (0.2G)	350.0	1269.8	101.5	0.0	3.5
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30 Missile Racks	(30.0)	353.7	0.5	0.0	0.0
30 405-MJ Lasers	(30.0)	212.2	20.4	0.0	0.0
Spinal Meson Gun	1512.0	13712.9	939.0	0.0	0.0
Meson Screen (DR4105)	15.0	68.0	33.9	0.0	0.0
Nuclear Damper (16 km range)	1.0	9.1	4.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	20.5	14.5	0.0	5.0
4 utility modules	4.0	41.7	1.0	0.0	0.0
Sickbay	1.0	0.8	0.2	0.0	2.0
Hold	21.3	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
16 staterooms	64.0	29.0	0.2	0.0	0.0
bunkroom sleeping 16 personnel	4.0	1.7	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cargo	(21.3)	(96.5)	0.0	0.0	0.0
Missiles	0.0	0.0	50.9	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	2000.0	210375.0	1206.8	7060.6	42.0
Unloaded with skeleton crew	2000.0	210278.5	1155.9	7060.6	8.0

Rori-class Asteroid Miner (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-ton hull	(200.0)	13.6	0.8	1393.5	0.0
Airtight sealing	0.0	0.0	0.2	0.0	0.0
Armour: DR100, PD4	0.0	75.3	1.0	0.0	0.0
2 turrets	2.0	1.5	0.1	148.6	2.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (2 parsecs)	6.0	21.8	18.6	0.0	0.2
Jump tanks	40.0	47.2	6.4	0.0	0.0
Collapsible Tank (60 tons)	0.5	4.5	0.2	0.0	0.0
Maneuver drive (0.2G)	5.0	15.4	0.8	0.0	0.1
Fuel processor module (5.0 hours)	1.0	1.0	0.9	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Bridge	2.5	7.8	4.0	0.0	1.0
1 utility module	1.0	10.4	0.3	0.0	0.0
Smelter	1.0	5.7	0.0	0.0	0.0
Hold	124.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 staterooms	16.0	8.7	0.0	0.0	0.0
Low berths for 4 cryotubes	0.5	1.8	0.2	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(40.0)	0.0	0.0	0.0	0.0
Cargo	(124.0)	(562.3)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	200.0	776.2	33.6	1542.2	4.0
Unloaded with skeleton crew	200.0	213.9	33.6	1542.2	2.0

Rorke-class Cargo Lighter (GTL10)

Design Parameters: Built for Solomani human crew.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	6.4	0.8	651	—
DR 100 crystaliron armour	—	31.8	0.4	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 thrusters (290.2 tonnes thrust)	8.0	24.7	1.3	—	0.1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
55.0-dton cargo hold	55.0	—	—	—	—
Cargo	(55.0)	(249.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	67.4	5.2	651	2
Fitted out with full crew	64.0	316.9	5.2	651	1

S-XL -class Long Range Scout (GTL12)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-ton streamlined hull	(80.0)	4.5	1.2	929.0	0.0
Airtight sealing	0.0	0.0	0.1	0.0	0.0
Armour: DR100, PD4	0.0	19.6	0.3	0.0	0.0
1 turret (3 spaces)	1.0	0.4	0.1	74.3	1.0
Basic stealth	0.0	2.4	0.8	0.0	0.0
Basic emission cloaking	0.0	2.4	0.8	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.4	0.2	0.0	0.0
Jump drive (6 parsecs)	7.0	25.4	21.4	0.0	0.1
Jump tanks	60.0	70.7	9.6	0.0	0.0
Reactionless thruster (1.5G)	3.0	10.9	0.9	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Missile Rack	(1.0)	11.8	0.0	0.0	0.0
405-MJ Laser	(1.0)	7.1	0.7	0.0	0.0
1 sandcaster	(1.0)	4.5	0.3	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Bridge	2.5	7.0	3.7	0.0	1.0
1 utility module	1.0	10.4	0.3	0.0	0.0
Hold	0.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
stateroom	4.0	1.8	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(60.0)	0.0	0.0	0.0	0.0
Cargo	(0.5)	(2.3)	0.0	0.0	0.0
Missiles	0.0	0.0	1.7	0.0	0.0
Sand cannisters	0.0	0.0	0.1	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	80.0	184.7	42.0	1003.4	1.0
Unloaded with skeleton crew	80.0	182.4	40.2	1003.4	1.0

S'donath-class Fast Courier (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(100.0)	3.7	0.4	756	—
DR 100 bonded superdense armour	—	14.8	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
7 jump drive modules	7.0	25.4	21.4	—	0.1
1 thruster (90.7 tonnes thrust)	1.0	3.6	0.6	—	0.0
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 stateroom for 1 independent passenger	4.0	1.8	0.0	—	—
1 low berth for 4 low passengers	0.5	1.8	0.2	—	—
1 crew stateroom	4.0	1.8	0.0	—	—
19.0-dton cargo hold	19.0	—	—	—	—
Cargo	(19.0)	(86.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	100.0	89.6	36.0	756	1
Fitted out with full crew	100.0	230.2	36.0	756	1

Sarta-class Armoured Launch (GTL10)

Design Parameters: Built for Solomani human crew.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(8.0)	1.6	0.2	162	—
DR 300 crystaliron armour	—	23.9	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 thrusters (145.1 tonnes thrust)	4.0	12.3	0.6	—	0.1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 passenger couches	3.0	1.5	0.0	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	8.0	43.8	3.8	162	1
Fitted out with full crew	8.0	43.8	3.8	162	1

Selanai-class Armed Liner (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	19.4	2.1	3,965	—
6 turrets (DR 100)	6.0	11.0	0.4	445	—
DR 100 bonded superdense armour	—	77.4	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge	5.0	17.4	8.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
37 jump drive modules	37.0	134.2	112.8	—	0.4
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	0.5
242 internal jump fuel tanks	242.0	65.8	38.7	—	—
242 -dtons jump fuel	(242.0)	(219.5)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple sandcaster turrets	(12.0)	54.4	3.0	—	4
2 triple 102 MJ PD laser turrets	(6.0)	28.1	1.9	—	1-2
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for *Tralsa* Gig	21.0	0.5	0.0	—	—
1 *Tralsa* Gig	(20.0)	(69.2)	(3.5)	—	1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.8	—	—
24 Staterooms for 24 high passengers	96.0	43.5	0.3	—	1.2
7 crew staterooms	28.0	12.7	0.1	—	—
711.0-dton cargo hold	711.0	—	—	—	—
Cargo	(711.0)	(3,224.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	680.4	202.5	4,411	2
Fitted out with full crew	1,200.0	4,193.5	206.0	4,411	12

Shebzhinj-class Launch (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(8.0)	1.2	0.2	162	—
DR 100 superdense armour	—	4.8	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hrd. controls and psi switches	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 thruster (90.7 tonnes thrust)	1.0	3.6	0.6	—	0.0
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 passenger couch	1.0	0.3	0.0	—	—
5.0-dton cargo hold	5.0	—	—	—	—
Cargo	(5.0)	(22.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	8.0	13.7	3.1	162	1
Fitted out with full crew	8.0	36.4	3.1	162	1

Shibaash-class Light Cruiser (GTL10)

Design Parameters: Built for Imperial human crew. Designed to military standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, standard materials	(5,000.0)	100.2	5.5	110,520	—
15 turrets (DR 2000)	15.0	1,099.6	15.0	12,000	—
2 large internal bays	200.0	18.1	1.0	—	—
DR 4000 crystaliron armour	—	20,048.5	265.3	—	—
Basic stealth	—	27.8	9.2	—	—
Basic emission cloaking	—	27.8	9.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
200 jump drive modules	200.0	725.6	620.0	—	8
1,300 thrusters (47,164.0 tonnes thrust)	1,300.0	4,008.9	208.0	—	21.7
1,500 internal jump fuel tanks	1,500.0	408.2	240.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple sandcaster turrets	(12.0)	54.4	3.0	—	4
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
4 triple 90 MJ PD laser turrets	(12.0)	63.7	7.1	—	1-4
3 single 810 MJ heavy laser turrets	(9.0)	75.4	8.1	—	1-3
2 large heavy missile bays	(200.0)	273.9	4.4	—	4
570 GJ spinal particle accelerator	1,512.0	13,685.7	1,034.0	—	17
1 nuclear damper module	4.0	37.7	16.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000 ready heavy missiles	—	(2,040.8)	(540.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	3.0	—	—
36 crew staterooms	144.0	78.4	0.4	—	—
1 sickbay	1.0	0.7	0.2	—	1
108.0-dton cargo hold	108.0	—	—	—	—
Cargo	(108.0)	(489.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	5,000.0	40,954.8	2,472.3	122,520	0
Fitted out	5,000.0	44,845.8	3,012.3	122,520	0

Shtiabr-class Intelligence Frigate (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	53.5	3.9	7,304	—
10 turrets (DR 1250)	10.0	277.7	4.0	743	—
2 small internal bays	100.0	11.8	0.6	—	—
DR 2500 superdense armour	—	5,348.3	70.8	—	—
Radical stealth	—	39.3	65.0	—	—
Radical emission cloaking	—	39.3	65.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hrd cnttls & psi switches	2.5	9.3	6.3	—	1-5
1 centre containing 8 cplx 9 computers	1.0	10.9	30.0	—	—
1 advanced sensor	8.0	69.2	69.0	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
1 probe launch centre	1.0	1.1	0.0	—	0-3
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
150 jump drive modules	150.0	544.2	457.5	—	3
200 thrusters (18,140.0 tonnes thrust)	200.0	725.6	130.0	—	4
2,400 internal jump fuel tanks	2,400.0	653.0	384.0	—	—
2,400 -dtons jump fuel	(2,400.0)	(2,176.8)	(0.8)	—	—
2.5 fuel scoops	2.5	1.3	0.0	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple 97 MJ PD laser turrets	(9.0)	39.9	3.8	—	1-3
7 single 870 MJ heavy laser turrets	(21.0)	187.3	11.0	—	1-7
2 14 GJ particle bays	(100.0)	943.3	46.6	—	4
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 bays for *Shebzhinj* Launchs	21.0	0.5	0.0	—	—
2 *Shebzhinj* Launchs	(20.0)	(72.8)	(6.2)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 utility modules	6.0	62.6	1.5	—	—
13 crew staterooms	52.0	23.6	0.2	—	—
1 sickbay	1.0	0.8	0.2	—	1
31.0-dton cargo hold	31.0	—	—	—	—
Cargo	(31.0)	(140.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	9,092.2	1,368.5	8,047	10
Fitted out with full crew	3,000.0	11,482.4	1,374.7	8,047	25

Slakter-class Assault Cruiser (GTL9)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10000-ton hull	(10000.0)	231.3	8.5	15793.5	0.0
Airtight sealing	0.0	0.0	2.4	0.0	0.0
Armour: DR2000, PD4	0.0	32584.0	431.1	0.0	0.0
Total compartmentalization	0.0	46.3	0.5	0.0	0.0
7 weapon bays	350.0	41.3	2.3	4227.1	14.0
30 turrets (90 spaces)	30.0	22.4	1.2	2229.7	30.0
Basic stealth	0.0	54.3	18.0	0.0	0.0
Basic emission cloaking	0.0	54.3	18.0	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	3.5	11.3	5.0	0.0	0.0
Jump drive (1 parsec)	400.0	1451.2	1000.0	0.0	40.0
Jump tanks	1000.0	1179.1	160.0	0.0	0.0
Fusion rocket (1.0G)	1200.0	13577.8	1500.0	0.0	0.0
Rocket fuel tank (1.4 hours)	2800.0	39681.3	448.0	0.0	0.0
5 fuel processor modules (25.0 hours)	5.0	5.0	4.3	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
45 102-MJ Lasers	(45.0)	355.9	64.8	0.0	0.0
45 sandcasters	(45.0)	204.1	11.3	0.0	0.0
7 Missile Bays	(350.0)	3928.8	5.9	0.0	0.0
Spinal Particle Beam	1513.0	13719.3	1035.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	6.0	26.9	22.3	0.0	4.0
20 utility modules	20.0	208.6	6.0	0.0	0.0
80 Vehicle Bays	2520.0	5442.0	180.0	0.0	0.0
Hold	92.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
stateroom	4.0	2.7	0.0	0.0	0.0
14 bunkrooms sleeping 224 personnel	56.0	61.0	0.3	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(1000.0)	0.0	0.3	0.0	0.0
Cargo	(92.5)	(419.5)	0.0	0.0	0.0
40 *Elding* Light Fighters	(800.0)	(10324.0)	(712.0)	0.0	40.0
40 *Helm* Fighters	(1600.0)	(61280.0)	(1396.0)	0.0	80.0
Missiles	0.0	0.0	850.0	0.0	0.0
Sand cannisters	0.0	0.0	3.6	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	10000.0	184912.3	7439.6	22250.3	210.0
Unloaded with skeleton crew	10000.0	112888.8	4477.6	22250.3	44.0

Solon-class Battlecruiser (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	79.6	8.8	16,298	—
5 turrets (DR 5000)	5.0	364.7	5.0	371	—
8 small internal bays	400.0	47.2	2.6	—	—
DR 10000 bonded superdense armour	—	31,825.0	421.1	—	—
Radical stealth	—	81.4	134.6	—	—
Radical emission cloaking	—	81.4	134.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Basic bridge with hardened controls	2.5	9.3	6.1	—	0-0
1 information centre	4.0	2.7	2.8	—	10-20
1 enhanced communicator	1.0	14.8	0.7	—	0-1
1 advanced sensor	8.0	69.2	69.0	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
400 jump drive modules	400.0	1,451.2	1,220.0	—	4
2,600 thrusters (235,820.0 tonnes thrust)	2,600.0	9,432.8	1,690.0	—	26
3,000 internal jump fuel tanks	3,000.0	816.3	480.0	—	—
3,000 -dtons jump fuel	(3,000.0)	(2,721.0)	(1.0)	—	—
2.5 fuel scoops	2.5	1.3	0.0	—	—
15 fuel processors	15.0	15.0	12.8	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 single 1,313 MJ heavy laser turrets	(15.0)	113.8	10.5	—	1-5
8 13 GJ meson bays	(400.0)	3,112.8	168.5	—	16
570 GJ spinal meson gun	1,512.0	13,675.7	936.0	—	17
2 nuclear damper modules	2.0	18.5	8.0	—	4
44 meson screen modules	44.0	199.5	101.2	—	4
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 10 *Citadels* with 1 entrance	1,000.0	0.9	0.0	—	—
10 *Citadel* Heavy Fighters	(500.0)	(4,401.0)	(329.7)	—	20
4 bays for *Murka* Combat Shuttles	126.0	0.5	0.0	—	—
4 *Murka* Combat Shuttles	(120.0)	(702.4)	(51.3)	—	8
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 marine staterooms	12.0	5.4	0.0	—	—
30 marine bunkrooms	120.0	51.7	0.5	—	—
4 briefing rooms	4.0	0.1	0.0	—	—
6 battledress racks	6.0	156.5	—	—	—
2 weapons lockers	2.0	12.7	0.1	—	—
4 gyms	10.0	1.8	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	5.0	—	—
61 crew staterooms	244.0	110.7	0.7	—	—
16 crew low berths	8.0	29.0	3.5	—	—
2 sickbays	5.0	9.3	0.4	—	2
1 surgical theatre	1.0	0.4	0.1	—	—
3 brigs	3.0	19.0	0.1	—	—
1 safe	1.0	6.3	0.0	—	—
423.0-dton cargo hold	423.0	—	—	—	—
Cargo	(423.0)	(1,918.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	62,094.2	5,445.4	16,670	43
Fitted out with full crew	10,000.0	71,836.9	5,826.4	16,670	183

Ssaybom Exploration Cruiser (GTL12)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5000-ton streamlined hull	(4000.0)	55.0	13.2	110000.0	0.0
Airtight sealing	0.0	0.0	1.4	0.0	0.0
Armour: DR4200, PD4	0.0	12096.0	145.2	0.0	0.0
4 weapon bays	200.0	13.0	3.1	26000.0	8.0
10 turrets (30 spaces)	10.0	4.3	1.0	8000.0	10.0
Basic stealth	0.0	36.0	10.8	0.0	0.0
Basic emission cloaking	0.0	36.0	10.8	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.2	0.0	0.0
Jump drive (2 parsecs)	150.0	600.0	457.5	0.0	1.5
Jump tanks	1000.0	1300.0	160.0	0.0	0.0
Maneuver drive (2.2G)	800.0	3200.0	232.0	0.0	8.0
5 fuel processor modules (25.0 hours)	5.0	5.5	4.3	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
24 405-MJ Lasers	(24.0)	187.2	16.3	0.0	0.0
6 sandcasters	(6.0)	30.0	1.5	0.0	0.0
4 Particle Beam Bays	(200.0)	1868.0	91.2	0.0	0.0
Spinal Meson Gun	1512.0	15119.0	939.0	0.0	0.0
Meson Screen (DR4044)	28.0	140.0	63.2	0.0	0.0
Nuclear Damper (25 mile range)	8.0	80.0	32.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	22.6	14.5	0.0	8.0
10 utility modules	10.0	115.0	2.5	0.0	0.0
Spacedock	40.0	1.0	0.0	0.0	0.0
Sickbay	1.0	0.9	0.2	0.0	2.0
Lab Module	2.0	10.0	1.0	0.0	5.0
Probe Module	1.0	1.2	0.0	0.0	0.0
Survey Module	4.0	5.4	7.6	0.0	0.0
Hold	111.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
9 Droyne staterooms	108.0	54.0	0.3	0.0	0.0
bunkroom sleeping 16 personnel	4.0	1.9	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(1000.0)	0.0	0.3	0.0	0.0
Cargo	(111.0)	(555.0)	0.0	0.0	0.0
2 Launches	(20.0)	(72.0)	(7.2)	0.0	4.0
Sand cannisters	0.0	0.0	0.5	0.0	0.0
Probes	0.0	(3.0)	2.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	4000.0	35612.7	2219.3	144000.0	60.0
Unloaded with skeleton crew	4000.0	34985.6	2209.3	144000.0	17.0

Steadfast-class Medium Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40-dton medium hull, std. mat.	(40.0)	4.0	0.2	410	—
DR 100 crystaliron armour	—	20.0	0.3	—	—
Basic stealth	—	1.0	0.3	—	—
Basic emission cloaking	—	1.0	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
36 thrusters (1,306.1 tonnes thrust)	36.0	111.0	5.8	—	0.6
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed light missile rack	1.0	11.8	0.0	—	—
2 fixed 250 MJ lasers	2.0	15.1	1.6	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	40.0	168.5	11.2	410	2
Fitted out with full crew	40.0	168.5	11.2	410	2

Stromali-class Escort Destroyer (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	27.2	3.0	5,574	—
10 turrets (DR 2500)	10.0	366.5	5.2	743	—
1 small internal bay	50.0	5.9	0.3	—	—
DR 5000 bonded superdense armour	—	5,442.0	72.0	—	—
Total compartmentalization	—	5.4	0.1	—	—
Basic stealth	—	15.4	5.1	—	—
Basic emission cloaking	—	15.4	5.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
100 jump drive modules	100.0	362.8	305.0	—	1
857 thrusters (77,729.9 tonnes thrust)	857.0	3,109.2	557.0	—	8.6
800 internal jump fuel tanks	800.0	217.7	128.0	—	—
800 -dtons jump fuel	(800.0)	(725.6)	(0.3)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple light missile turrets	(15.0)	4.1	0.1	—	5
5 triple 405 MJ laser turrets	(15.0)	106.1	10.2	—	1-5
1 13 GJ meson bay	(50.0)	389.1	21.1	—	2
1 nuclear damper module	1.0	9.3	4.0	—	4
4 meson screen modules	4.0	18.1	9.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,230 ready light missiles	—	(167.3)	(28.3)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 bays for *Citadel* Heavy Fighters	105.0	0.5	0.0	—	—
2 *Citadel* Heavy Fighters	(100.0)	(880.2)	(65.9)	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.8	—	—
16 crew staterooms	64.0	29.0	0.2	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	10,178.5	1,138.3	6,317	11
Fitted out with full crew	2,000.0	11,951.6	1,232.5	6,317	31

Stunnenge-class Stealth Monitor (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10000-ton planetoid hull	(10000.0)	2775.4	0.0	15793.5	0.0
Tunnelling	0.0	0.0	1.0	0.0	0.0
Airtight sealing	0.0	0.0	2.4	0.0	0.0
Armour: DR4200, PD4	0.0	239611.3	171.4	0.0	0.0
Total compartmentalization	4.9	555.1	0.0	0.0	0.0
8 weapon bays	400.0	47.2	2.6	4831.0	16.0
20 turrets (60 spaces)	20.0	15.0	0.8	1486.4	20.0
Radical stealth	0.0	107.9	178.5	0.0	0.0
Radical emission cloaking	0.0	107.9	178.5	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Maneuver drive (0.5G)	4000.0	12335.2	640.0	0.0	66.7
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30 360-MJ Lasers	(30.0)	326.5	30.9	0.0	0.0
30 sandcasters	(30.0)	136.1	7.5	0.0	0.0
8 Particle Beam Bays	(400.0)	3388.6	182.5	0.0	0.0
Spinal Particle Beam	1513.0	13719.3	1035.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	21.1	15.6	0.0	4.0
20 utility modules	20.0	208.6	6.0	0.0	0.0
2 Spacedocks	3500.0	1.8	0.0	0.0	0.0
Hall seating 100 people	10.0	0.2	0.0	0.0	0.0
Theatre seating 100 people	20.0	1.9	0.0	0.0	0.0
Swimming Pool	121.0	28.1	0.6	0.0	0.0
2 Sickbays	2.0	1.4	0.3	0.0	3.0
Hold	59.1	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
73 staterooms	292.0	158.9	0.9	0.0	0.0
8 bunkrooms sleeping 128 personnel	32.0	34.8	0.1	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cargo	(59.1)	(268.0)	0.0	0.0	0.0
35 *Jumo* Heavy Fighters	(1750.0)	(18910.5)	(640.5)	0.0	35.0
Sand cannisters	0.0	0.0	2.4	0.0	0.0
Water	0.0	(462.6)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	10000.0	292764.5	3099.0	22110.9	266.0
Unloaded with skeleton crew	10000.0	273585.9	2456.1	22110.9	70.0

Sveinhelm-class Assault Carrier (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2000-ton hull	(2000.0)	54.4	3.0	5574.2	0.0
Airtight sealing	0.0	0.0	0.8	0.0	0.0
Armour: DR500, PD4	0.0	1723.3	22.8	0.0	0.0
Total compartmentalization	0.0	10.9	0.1	0.0	0.0
20 turrets (60 spaces)	20.0	15.0	0.8	1486.4	20.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (2 parsecs)	60.0	217.7	186.0	0.0	2.4
Jump tanks	400.0	471.6	64.0	0.0	0.0
Maneuver drive (1.2G)	500.0	1541.9	80.0	0.0	8.3
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
30 Missile Racks	(30.0)	353.7	0.5	0.0	0.0
30 360-MJ Lasers	(30.0)	326.5	30.9	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	21.1	15.6	0.0	4.0
4 utility modules	4.0	41.7	1.2	0.0	0.0
2 Spacedocks	800.0	1.8	0.0	0.0	0.0
Sickbay	1.0	0.7	0.2	0.0	2.0
Workshop	2.5	13.6	0.1	0.0	0.0
Hold	85.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
29 staterooms	116.0	63.1	0.3	0.0	0.0
bunkroom sleeping 16 personnel	4.0	4.4	0.0	0.0	0.0
Low berths for 8 cryotubes	1.0	3.6	0.4	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(400.0)	0.0	0.1	0.0	0.0
Cargo	(85.5)	(387.7)	0.0	0.0	0.0
20 Angbar Heavy Fighters	(400.0)	(9994.0)	(264.0)	0.0	20.0
Missiles	0.0	0.0	73.8	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	2000.0	15250.6	745.4	7060.6	69.0
Unloaded with skeleton crew	2000.0	4868.8	407.4	7060.6	15.0

Tch'atl-class Yacht (GTL10)

Design Parameters: Built for Zhodani human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100-dton medium hull, std. mat.	(80.0)	7.4	1.0	756	—
DR 100 crystaliron armour	—	36.9	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	7.8	4.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
4 jump drive modules	4.0	14.5	12.4	—	0.2
5 thrusters (181.4 tonnes thrust)	5.0	15.4	0.8	—	0.1
30 internal jump fuel tanks	30.0	8.2	4.8	—	—
30 -dtons jump fuel	(30.0)	(27.2)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
6 Staterooms for 6 high passengers	24.0	13.1	0.1	—	0.3
2 crew staterooms	8.0	4.4	0.0	—	—
4.5-dton cargo hold	4.5	—	—	—	—
Cargo	(4.5)	(20.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	80.0	121.7	24.2	756	2
Fitted out with full crew	80.0	169.3	24.2	756	3

Tedoaraq-class Liner (GTL10)

Design Parameters: Built for Imperial human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	24.4	3.2	2,497	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	121.9	1.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
18 jump drive modules	18.0	65.3	55.8	—	0.7
36 thrusters (1,306.1 tonnes thrust)	36.0	111.0	5.8	—	0.6
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
36 Staterooms for 36 passengers	144.0	78.4	0.4	—	1.8
6 low berths for 24 low passengers	3.0	10.9	1.3	—	—
6 crew staterooms	24.0	13.1	0.1	—	—
126.5-dton cargo hold	126.5	—	—	—	—
Cargo	(126.5)	(573.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	497.0	92.6	2,795	3
Fitted out with full crew	480.0	1,179.5	92.6	2,795	11

Temaughi-class Corvette (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(300.0)	7.7	0.8	1,573	—
3 turrets (DR 400)	3.0	18.5	0.4	222	—
DR 800 bonded superdense armour	—	245.8	3.3	—	—
Heavy compartmentalization	—	0.8	0.0	—	—
Basic stealth	—	4.4	1.5	—	—
Basic emission cloaking	—	4.4	1.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
21 jump drive modules	21.0	76.2	64.0	—	0.2
70 thrusters (6,349.0 tonnes thrust)	70.0	254.0	45.5	—	0.7
180 internal jump fuel tanks	180.0	49.0	28.8	—	—
180 -dtons jump fuel	(180.0)	(163.3)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple light missile turrets	(6.0)	1.6	0.0	—	2
1 triple 405 MJ laser turret	(3.0)	21.2	2.0	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
492 ready light missiles	—	(66.9)	(11.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
3.0-dton cargo hold	3.0	—	—	—	—
Cargo	(3.0)	(13.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	300.0	724.6	160.0	1,796	2
Fitted out with full crew	300.0	968.4	171.4	1,796	7

Tête Jaune-class Survey Ship (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-ton hull	(300.0)	18.1	1.0	1858.1	0.0
Airtight sealing	0.0	0.0	0.2	0.0	0.0
Armour: DR100, PD4	0.0	90.7	1.2	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (3 parsecs)	12.0	43.5	37.2	0.0	0.5
Jump tanks	90.0	106.1	14.4	0.0	0.0
Maneuver drive (1.0G)	32.0	98.7	5.1	0.0	0.5
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	21.1	15.6	0.0	3.0
1 utility module	1.0	10.4	0.3	0.0	0.0
2 Vehicle Bays	84.0	181.4	6.0	0.0	0.0
Sickbay	1.0	0.7	0.2	0.0	2.0
2 Lab Modules	4.0	18.1	2.0	0.0	2.0
Logistics Module	5.0	27.2	0.1	0.0	0.0
Probe Module	6.0	1.1	0.0	0.0	0.0
Survey Module	4.0	4.9	7.6	0.0	0.0
Hold	35.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 staterooms	20.0	10.9	0.1	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(90.0)	0.0	0.0	0.0	0.0
Cargo	(35.0)	(158.7)	0.0	0.0	0.0
Modular Cutter	(50.0)	(164.3)	(16.1)	0.0	1.0
ATV Cradle	(30.0)	(153.0)	(7.8)	0.0	0.0
Probes	0.0	(3.6)	2.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	300.0	1112.8	117.3	1858.1	9.0
Unloaded with skeleton crew	300.0	636.8	91.4	1858.1	4.0

Thespia-class Destroyer (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(2,400.0)	35.7	9.4	7,304	—
10 turrets (DR 2250)	10.0	330.3	5.3	743	—
2 small internal bays	100.0	11.8	0.6	—	—
DR 4500 bonded superdense armour	—	6,417.9	84.9	—	—
Total compartmentalization	—	7.1	0.1	—	—
Basic stealth	—	19.6	6.5	—	—
Basic emission cloaking	—	19.6	6.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
150 jump drive modules	150.0	544.2	457.5	—	1.5
840 thrusters (76,188.0 tonnes thrust)	840.0	3,047.5	546.0	—	8.4
1,200 internal jump fuel tanks	1,200.0	326.5	192.0	—	—
1,200 -dtons jump fuel	(1,200.0)	(1,088.4)	(0.4)	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 triple 405 MJ laser turrets	(9.0)	63.7	6.1	—	1-3
4 triple 102 MJ PD laser turrets	(12.0)	56.2	3.7	—	1-4
3 single 1,313 MJ heavy laser turrets	(9.0)	68.3	6.3	—	1-3
2 13 GJ meson bays	(100.0)	778.2	42.1	—	4
1 nuclear damper module	1.0	9.3	4.0	—	4
3 meson screen modules	3.0	13.6	6.9	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 utility modules	5.0	52.2	1.3	—	—
16 crew staterooms	64.0	29.0	0.2	—	—
1 sickbay	1.0	0.8	0.2	—	1
10.0-dton cargo hold	10.0	—	—	—	—
Cargo	(10.0)	(45.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,400.0	11,864.8	1,400.2	8,047	11
Fitted out with full crew	2,400.0	12,998.6	1,400.2	8,047	31

Titanic-class Resettlement Vessel (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	100.2	5.5	10,267	—
DR 100 crystaliron armour	—	501.2	6.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
200 jump drive modules	200.0	725.6	620.0	—	8
417 thrusters (15,128.8 tonnes thrust)	417.0	1,285.9	66.7	—	7.0
1,500 internal jump fuel tanks	1,500.0	408.2	240.0	—	—
1,500 -dtons jump fuel	(1,500.0)	(1,360.5)	(0.5)	—	—
4 fuel processors	4.0	4.0	3.4	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 10 Gigs with 1 entrance	400.0	0.9	0.0	—	—
10 Gigs	(200.0)	(706.4)	(54.9)	—	20
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	3.0	—	—
20 Staterooms for 20 high passengers	80.0	43.5	0.2	—	1
50 Staterooms for 100 middle passengers	200.0	108.8	0.6	—	2
1,500 low berths for 6,000 low passengers	750.0	2,721.0	330.0	—	—
30 crew staterooms	120.0	65.3	0.4	—	—
10 sickbays	10.0	6.8	1.6	—	10
1 surgical theatre	1.0	0.4	0.1	—	—
10 standard labs	20.0	90.7	10.0	—	10-20
1,284.5-dton cargo hold	1,284.5	—	—	—	—
Cargo	(1,284.5)	(5,825.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	6,178.3	1,292.5	10,267	16
Fitted out with full crew	5,000.0	14,070.4	1,347.4	10,267	59

Tlach'dev-class Destroyer (GTL12)

Design Parameters: Built for Zhodani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(2,400.0)	35.7	9.4	7,304	—
10 turrets (DR 2500)	10.0	366.5	5.8	743	—
2 small internal bays	100.0	11.8	0.6	—	—
DR 5000 bonded superdense armour	—	7,131.0	94.3	—	—
Total compartmentalization	—	7.1	0.1	—	—
Basic stealth	—	19.6	6.5	—	—
Basic emission cloaking	—	19.6	6.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge w. hrd.ctls & psi switches	5.0	20.1	11.9	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
150 jump drive modules	150.0	544.2	457.5	—	1.5
850 thrusters (77,095.0 tonnes thrust)	850.0	3,083.8	552.5	—	8.5
1,200 internal jump fuel tanks	1,200.0	326.5	192.0	—	—
1,200 -dtons jump fuel	(1,200.0)	(1,088.4)	(0.4)	—	—
10 fuel processors	10.0	10.0	8.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
8 single 1,313 MJ heavy laser turrets	(24.0)	182.1	16.9	—	1-8
2 small missile bays	(100.0)	137.3	2.2	—	4
1 nuclear damper module	1.0	9.3	4.0	—	4
3 meson screen modules	3.0	13.6	6.9	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,500 ready heavy missiles	—	(1,020.4)	(300.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 utility modules	5.0	52.2	1.3	—	—
16 crew staterooms	64.0	29.0	0.2	—	—
1 sickbay	1.0	0.8	0.2	—	1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,400.0	12,046.0	1,381.6	8,047	11
Fitted out with full crew	2,400.0	14,154.8	1,681.6	8,047	31

Tolley-class Subsidized Merchant (GTL10)

Design Parameters: Built for Solomani human crew. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	24.4	3.2	2,497	—
6 turrets (DR 100)	6.0	26.3	0.9	445	—
DR 100 crystaliron armour	—	121.9	1.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
18 jump drive modules	18.0	65.3	55.8	—	0.7
100 thrusters (3,628.0 tonnes thrust)	100.0	308.4	16.0	—	1.7
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 90 MJ PD laser turret	(3.0)	15.9	1.8	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
15 Staterooms for 15 passengers	60.0	32.7	0.2	—	0.8
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
7 crew staterooms	28.0	15.2	0.1	—	—
142.0-dton cargo hold	142.0	—	—	—	—
Cargo	(142.0)	(644.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	683.6	104.8	2,943	4
Fitted out with full crew	480.0	1,436.4	104.8	2,943	12

Toves-class Bulk Freighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	79.6	8.8	16,298	—
DR 100 bonded superdense armour	—	318.3	4.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
200 jump drive modules	200.0	725.6	610.0	—	2
300 thrusters (27,210.0 tonnes thrust)	300.0	1,088.4	195.0	—	3
1,000 internal jump fuel tanks	1,000.0	272.1	160.0	—	—
1,000 -dtons jump fuel	(1,000.0)	(907.0)	(0.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	5.0	—	—
8 crew staterooms	32.0	14.5	0.1	—	—
8,444.5-dton cargo hold	8,444.5	—	—	—	—
Cargo	(8,444.5)	(38,295.8)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	2,716.9	986.3	16,298	6
Fitted out with full crew	10,000.0	41,919.7	986.3	16,298	8

Tralsa-class Gig (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	1.3	0.3	258	—
DR 100 bonded superdense armour	—	5.1	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.3	2.3	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 thrusters (181.4 tonnes thrust)	2.0	7.3	1.3	—	0.0
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 passenger couches	2.0	0.7	0.0	—	—
11.0-dton cargo hold	11.0	—	—	—	—
Cargo	(11.0)	(49.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	18.5	4.0	258	1
Fitted out with full crew	16.0	68.4	4.0	258	1

Traske-class Freighter (GTL9)

Design Parameters: Built for Sword Worlder human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std.mat.	(2,000.0)	81.6	3.0	60,000	—
DR 100 durasteel armour	—	81.6	1.1	—	—
1 x 114-dton medium subhull, std.mat.	(114.0)	12.1	0.4	(8,886)	—
DR 100 durasteel armour	—	60.5	0.8	—	—
CCCI	Spaces	Mass	Cost	Area	Crew
Basic bridge	3.0	12.2	8.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
40 jump drive modules	80.0	290.2	200.0	—	8
50 fusion rockets (3,628.0 tonnes thrust)	50.0	181.4	40.0	—	0.8
200 internal jump fuel tanks	200.0	54.4	32.0	—	—
200 -dtons jump fuel	(200.0)	(181.4)	(0.1)	—	—
75 water fuel tanks	75.0	1.7	12.8	—	—
Water (as reaction mass)	(75.0)	(1,020.4)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	5.6	0.8	—	—
7 crew staterooms	28.0	15.2	0.1	—	—
1,560.0-dton cargo hold	1,560.0	—	—	—	—
Cargo	(1,560.0)	(7,074.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	2,000.0	663.2	303.9	60,000	0
Fitted out	2,000.0	7,919.2	303.9	60,000	0

Traskon-class Assault Carrier (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	19.4	2.1	3,965	—
12 turrets (DR 1000)	12.0	178.6	2.8	891	—
DR 2000 bonded superdense armour	—	1,548.5	20.5	—	—
Heavy compartmentalization	—	1.9	0.0	—	—
Basic stealth	—	11.9	3.9	—	—
Basic emission cloaking	—	11.9	3.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
60 jump drive modules	60.0	217.7	183.0	—	0.6
50 thrusters (4,535.0 tonnes thrust)	50.0	181.4	32.5	—	0.5
480 internal jump fuel tanks	480.0	130.6	76.8	—	—
480 -dtons jump fuel	(480.0)	(435.4)	(0.2)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple light missile turrets	(6.0)	1.6	0.0	—	2
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
4 triple 405 MJ laser turrets	(12.0)	84.9	8.2	—	1-4
4 triple 102 MJ PD laser turrets	(12.0)	56.2	3.7	—	1-4
1 nuclear damper module	1.0	9.3	4.0	—	4
6 meson screen modules	6.0	27.2	13.8	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
492 ready light missiles	—	(66.9)	(11.3)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 4 *Murkas* with 1 entrance	240.0	0.9	0.0	—	—
4 *Murka* Combat Shuttles	(120.0)	(702.4)	(51.3)	—	8
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 marine staterooms	8.0	3.6	0.0	—	—
30 marine bunkrooms	120.0	51.7	0.5	—	—
3 briefing rooms	3.0	0.1	0.0	—	—
6 battledress racks	6.0	156.5	—	—	—
1 weapons locker	1.0	6.3	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.8	—	—
14 crew staterooms	56.0	25.4	0.2	—	—
150.5-dton cargo hold	150.5	—	—	—	—
Cargo	(150.5)	(682.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	2,796.6	364.6	4,857	2
Fitted out with full crew	1,200.0	4,683.8	427.2	4,857	28

Trikon-class Aerospace Fighter (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	2.5	0.3	258	—
1 turret (DR 1500)	1.0	55.2	0.8	74	—
DR 3000 crystaliron armour	—	378.9	5.0	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.6	2.7	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
14 thrusters (507.9 tonnes thrust)	14.0	43.2	2.2	—	0.2
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 422 MJ plasma gun turret	(3.0)	1.8	2.0	—	1-1
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	487.8	13.6	333	2
Fitted out with full crew	16.0	487.8	13.6	333	3

Triku-class Subsidized Aquatic Liner (GTL10)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-ton streamlined hull	(320.0)	22.7	3.0	2322.6	0.0
Airtight sealing	0.0	0.0	0.3	0.0	0.0
Armour: DR100, PD4	0.0	127.9	1.7	0.0	0.0
4 turrets	4.0	3.0	0.4	297.3	4.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.7	0.3	0.0	0.0
Jump drive (2 parsecs)	12.0	43.5	37.2	0.0	0.5
Jump tanks	80.0	94.3	12.8	0.0	0.0
Maneuver drive (1.1G)	42.0	129.5	6.7	0.0	0.7
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Bridge	2.5	7.8	4.0	0.0	4.0
1 utility module	1.0	10.4	0.3	0.0	0.0
30 Aquatic Staterooms	30.0	450.0	15.0	0.0	3.0
Hold	115.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8 staterooms	32.0	17.4	0.1	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(80.0)	0.0	0.0	0.0	0.0
Cargo	(115.5)	(523.8)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	320.0	1434.1	81.9	2619.9	12.0
Unloaded with skeleton crew	320.0	910.3	81.9	2619.9	5.0

Tsenjia-class Freighter (GTL11)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2000-ton hull	(2000.0)	40.8	3.0	5574.2	0.0
Airtight sealing	0.0	0.0	0.6	0.0	0.0
Armour: DR100, PD4	0.0	163.3	2.2	0.0	0.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.4	0.2	0.0	0.0
Jump drive (2 parsecs)	60.0	217.7	183.0	0.0	0.6
Jump tanks	400.0	471.6	64.0	0.0	0.0
Reactionless thruster (1.0G)	82.0	297.5	23.8	0.0	0.8
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Bridge	2.5	6.6	3.1	0.0	3.0
4 utility modules	4.0	41.7	1.0	0.0	0.0
Hold	1442.5	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 staterooms	8.0	3.6	0.0	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(400.0)	0.0	0.1	0.0	0.0
Cargo	(1442.5)	(6541.7)	0.0	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	2000.0	7788.0	281.0	5574.2	4.0
Unloaded with skeleton crew	2000.0	1246.2	280.9	5574.2	4.0

Ubervisch-class Commerce Raider (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(600.0)	24.4	1.3	2,497	—
6 turrets (DR 250)	6.0	58.9	1.0	445	—
DR 500 crystaliron armour	—	609.7	8.1	—	—
Total compartmentalization	—	4.9	0.1	—	—
Radical stealth	—	14.4	23.8	—	—
Radical emission cloaking	—	14.4	23.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
24 jump drive modules	24.0	87.1	74.4	—	1.0
345 thrusters (12,516.6 tonnes thrust)	345.0	1,063.9	55.2	—	5.8
180 internal jump fuel tanks	180.0	49.0	28.8	—	—
180 -dtons jump fuel	(180.0)	(163.3)	(0.1)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple light missile turrets	(15.0)	4.1	0.1	—	5
1 triple 250 MJ laser turret	(3.0)	22.6	2.5	—	1-1
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,230 ready light missiles	—	(167.3)	(44.3)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Gig	21.0	0.5	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
3 crew bunkrooms	12.0	13.1	0.1	—	—
2.0-dton cargo hold	2.0	—	—	—	—
Cargo	(2.0)	(9.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	600.0	2,014.5	233.3	2,943	8
Fitted out with full crew	600.0	2,424.8	283.1	2,943	19

Umburko-class Subsidized Liner (GTL10)

Design Parameters: Built for Imperial human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	24.4	3.2	2,497	—
DR 100 crystaliron armour	—	121.9	1.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
24 thrusters (870.7 tonnes thrust)	24.0	74.0	3.8	—	0.4
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
80 Staterooms for 80 high passengers	320.0	174.1	1.0	—	4
4 crew staterooms	16.0	8.7	0.0	—	—
43.5-dton cargo hold	43.5	—	—	—	—
Cargo	(43.5)	(197.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	484.9	61.1	2,497	2
Fitted out with full crew	480.0	736.6	61.1	2,497	7

Uruq-class Medium Fighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	1.3	0.3	258	—
DR 2000 bonded superdense armour	—	101.0	1.3	—	—
Basic stealth	—	0.6	0.2	—	—
Basic emission cloaking	—	0.6	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
12 thrusters (1,088.4 tonnes thrust)	12.0	43.5	7.8	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fixed light missile rack	1.0	11.8	0.0	—	—
2 fixed 405 MJ lasers	2.0	14.1	1.4	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	177.4	13.7	258	2
Fitted out with full crew	16.0	177.4	13.7	258	2

Uxkoong-class Frigate (GTL10)

Design Parameters: Built for K'kree crew. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
7,500-dton medium hull, standard materials	(6,000.0)	131.4	17.4	144,823	—
15 turrets (DR 1500)	15.0	827.5	12.3	12,000	—
6 large internal bays	600.0	54.4	3.0	—	—
DR 3000 crystaliron armour	—	19,703.2	260.7	—	—
Basic stealth	—	35.6	11.8	—	—
Basic emission cloaking	—	35.6	11.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	30.0	130.1	75.6	—	1-10
1 enhanced communicator	1.5	18.1	2.1	—	0-1
1 enhanced sensor	4.0	36.8	32.9	—	0-1
1 electronic warfare suite	3.0	39.6	13.0	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
300 jump drive modules	300.0	1,088.4	930.0	—	12
1,000 thrusters (36,280.0 tonnes thrust)	1,000.0	3,083.8	160.0	—	16.7
2,250 internal jump fuel tanks	2,250.0	612.2	360.0	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple 90 MJ PD laser turrets	(15.0)	79.6	8.8	—	1-5
10 single 810 MJ heavy laser turrets	(30.0)	251.2	27.0	—	1-10
4 large heavy missile bays	(400.0)	547.8	8.8	—	8
2 29 GJ particle bays	(200.0)	1,917.4	106.0	—	4
4 nuclear damper modules	16.0	150.9	64.8	—	4
38 meson screen modules	38.0	186.1	148.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6,000 ready heavy missiles	—	(4,081.5)	(1,080.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
15 utility modules	15.0	156.5	4.5	—	—
Pasture for 0 passengers	360.0	195.9	1.1	—	—
56 crew pastures	1,344.0	731.4	4.0	—	—
22.5-dton cargo hold	22.5	—	—	—	—
Cargo	(22.5)	(102.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	6,000.0	30,017.2	2,264.0	156,823	0
Fitted out	6,000.0	36,241.5	3,344.0	156,823	0

Valeria-class Light Cruiser (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	119.3	8.8	16,298	—
12 turrets (DR 4000)	12.0	1,051.6	14.3	891	—
6 large internal bays	600.0	54.4	3.0	—	—
DR 8500 superdense armour	—	40,576.9	536.8	—	—
Heavy compartmentalization	—	11.9	0.1	—	—
Basic stealth	—	42.0	13.9	—	—
Basic emission cloaking	—	42.0	13.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Basic bridge with hardened controls	2.5	9.3	6.2	—	0-0
1 advanced communicator	7.0	84.5	3.3	—	0-1
1 advanced sensor	8.0	69.2	69.0	—	0-1
1 electronic warfare suite	3.0	36.6	10.5	—	2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 fusion engineering modules	2.0	6.5	0.3	—	—
500 jump drive modules	500.0	1,814.0	1,525.0	—	10
1,896 thrusters (171,967.2 tonnes thrust)	1,896.0	6,878.7	1,232.4	—	37.9
4,000 internal jump fuel tanks	4,000.0	1,088.4	640.0	—	—
4,000 -dtons jump fuel	(4,000.0)	(3,628.0)	(1.4)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 triple 97 MJ PD laser turrets	(18.0)	79.8	7.6	—	1-6
6 single 870 MJ heavy laser turrets	(18.0)	160.5	9.4	—	1-6
4 large heavy missile bays	(400.0)	547.8	8.8	—	8
2 29 GJ particle bays	(200.0)	1,917.4	106.0	—	4
1.1 TJ spinal meson gun	2,804.0	25,358.8	2,845.0	—	30
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6,000 ready heavy missiles	—	(4,081.5)	(1,200.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Vixen Hanger with 1 entrance	80.0	0.9	0.0	—	—
2 *Vixen* Armed Gigs	(40.0)	(179.0)	(18.6)	—	4
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20 utility modules	20.0	208.6	5.0	—	—
10 crew bunkrooms	40.0	17.2	0.2	—	—
14 crew low berths	7.0	25.4	3.1	—	—
3 sickbays	7.5	13.9	0.6	—	3
1 surgical theatre	1.0	0.4	0.1	—	—
2 brigs	2.0	12.7	0.1	—	—
3.0-dton cargo hold	3.0	—	—	—	—
Cargo	(3.0)	(13.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	10,000.0	80,249.8	7,075.4	17,190	51
Fitted out with full crew	10,000.0	88,151.9	8,294.0	17,190	166

Vanderpelt-class Luxury Liner (GTL12)

Design Parameters: Built for Imperial human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(960.0)	19.4	5.1	3,965	—
12 turrets (DR 100)	12.0	21.9	1.4	891	—
DR 100 bonded superdense armour	—	77.4	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
48 jump drive modules	48.0	174.1	146.4	—	0.5
23 thrusters (2,086.1 tonnes thrust)	23.0	83.4	14.9	—	0.2
360 internal jump fuel tanks	360.0	98.0	57.6	—	—
360 -dtons jump fuel	(360.0)	(326.5)	(0.1)	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple sandcaster turrets	(12.0)	54.4	3.0	—	4
4 triple 405 MJ laser turrets	(12.0)	84.9	8.2	—	1-4
4 triple 102 MJ PD laser turrets	(12.0)	56.2	3.7	—	1-4
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 1 Gig with 1 entrance	40.0	0.9	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
4 suites for 4 noble passengers	32.0	7.3	0.2	—	4
60 Staterooms for 60 high passengers	240.0	108.8	0.7	—	3
11 crew staterooms	44.0	20.0	0.1	—	—
1 hall	10.0	0.2	0.0	—	—
1 stage	16.0	0.5	0.0	—	—
1 swimming pool	31.0	7.7	0.2	—	1.3
Water	—	115.6	—	—	—
1 sickbay	1.0	0.8	0.2	—	1
97.5-dton cargo hold	97.5	—	—	—	—
Cargo	(97.5)	(442.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	960.0	846.5	246.6	4,857	2
Fitted out with full crew	960.0	1,801.5	252.1	4,857	21

Velroi-class Escort Destroyer (GTL10)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	54.4	3.0	5,574	—
20 turrets (DR 1000)	20.0	740.6	10.4	1,486	—
DR 2000 crystaliron armour	—	5,442.0	72.0	—	—
Heavy compartmentalization	—	5.4	0.1	—	—
Basic stealth	—	17.2	5.7	—	—
Basic emission cloaking	—	17.2	5.7	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
60 jump drive modules	60.0	217.7	186.0	—	2.4
950 thrusters (34,466.0 tonnes thrust)	950.0	2,929.6	152.0	—	15.8
400 internal jump fuel tanks	400.0	108.8	64.0	—	—
400 -dtons jump fuel	(400.0)	(362.8)	(0.1)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
5 fuel processors	5.0	5.0	4.3	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple light missile turrets	(15.0)	4.1	0.1	—	5
5 triple 250 MJ laser turrets	(15.0)	113.2	12.3	—	1-5
5 triple 90 MJ PD laser turrets	(15.0)	79.6	8.8	—	1-5
5 single 810 MJ heavy laser turrets	(15.0)	125.6	13.5	—	1-5
1 nuclear damper module	4.0	37.7	16.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,230 ready light missiles	—	(167.3)	(44.3)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Burtoine Hanger with 1 entrance	480.0	0.9	0.0	—	—
8 *Burtoine* Escort Fighters	(240.0)	(2,521.6)	(94.6)	—	16
Hanger for 1 Gig	40.0	—	—	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.2	—	—
6 crew bunkrooms	24.0	26.1	0.1	—	—
1 sickbay	1.0	0.7	0.2	—	1
5.0-dton cargo hold	5.0	—	—	—	—
Cargo	(5.0)	(22.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	9,993.5	568.5	7,060	20
Fitted out with full crew	2,000.0	13,138.5	712.8	7,060	55

Verdamt-class System Defense Boat (GTL9)

Design Parameters: Built for Solomani human crew. Designed to military standards. Metric measurements, weapon armour is limited. Contains playtest modules (low tech).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10,000-dton medium hull, std. mat.	(10,000.0)	238.7	8.8	175,441	—
10 turrets (DR 1000)	10.0	555.4	7.6	8,000	—
4 large internal bays	400.0	36.3	2.0	—	—
DR 8000 durasteel armour	—	95,475.1	1,263.2	—	—
Heavy compartmentalization	—	23.9	0.3	—	—
Basic stealth	—	41.6	13.8	—	—
Basic emission cloaking	—	41.6	13.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	3.0	11.7	5.0	—	—
3,500 fusion rockets (253,960 tonnes)	3,500.0	12,698.0	2,800.0	—	58.3
500 water fuel tanks	500.0	11.3	85.0	—	—
Water (as reaction mass)	(500.0)	6,802.5	0.2	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple 40 MJ PD laser turrets	(30.0)	153.5	44.1	—	1-10
4 large heavy missile bays	(400.0)	555.1	17.6	—	8
920 GJ spinal particle accelerator	5,365.0	33,060.1	8,438.0	—	55
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6,000 ready heavy missiles	—	(4,081.5)	(1,200.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
54 utility modules	54.0	303.7	41.0	—	—
12 crew bunkrooms	60.0	53.3	0.6	—	—
17 crew low berths	8.5	30.8	3.7	—	—
5 sickbays	12.5	23.1	1.3	—	5
82.0-dton cargo hold	82.0	—	—	—	—
Cargo	(82.0)	(371.9)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	10,000.0	133,176.5	12,758.3	183,441	0
Fitted out	10,000.0	137,629.8	13,958.3	183,441	0

Viodak-class Light Carrier (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5,000-dton medium hull, std. mat.	(5,000.0)	50.1	5.5	10,267	—
30 turrets (DR 300)	30.0	141.8	3.0	2,229	—
2 small internal bays	100.0	11.8	0.6	—	—
DR 600 bonded superdense armour	—	1,202.9	15.9	—	—
Heavy compartmentalization	—	5.0	0.1	—	—
Basic stealth	—	30.5	10.1	—	—
Basic emission cloaking	—	30.5	10.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
200 jump drive modules	200.0	725.6	610.0	—	2
190 thrusters (17,233.0 tonnes thrust)	190.0	689.3	123.5	—	1.9
1,500 internal jump fuel tanks	1,500.0	408.2	240.0	—	—
1,500 -dtons jump fuel	(1,500.0)	(1,360.5)	(0.5)	—	—
2 fuel scoops	2.0	1.0	0.0	—	—
15 fuel processors	15.0	15.0	12.8	—	—
2 workshops	5.0	27.2	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 triple sandcaster turrets	(30.0)	136.1	7.5	—	10
20 triple 102 MJ PD laser turrets	(60.0)	280.8	18.6	—	2-20
2 small light missile bays	(100.0)	23.9	0.6	—	4
1 nuclear damper module	1.0	9.3	4.0	—	4
4 meson screen modules	4.0	18.1	9.2	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
8,200 ready light missiles	—	(1,115.6)	(188.6)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Rampart Hanger with ent. & launcher	2,018.0	74.4	1.8	—	10
100 *Rampart* Fighters	(1,000.0)	(8,190.0)	(1,400.0)	—	100
Hanger for 2 Gigs	80.0	—	—	—	—
2 Gigs	(40.0)	(141.8)	(11.0)	—	4
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
6 marine staterooms	24.0	10.9	0.1	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10 utility modules	10.0	104.3	2.5	—	—
78 crew staterooms	312.0	141.5	0.9	—	—
2 sickbays	2.0	1.5	0.4	—	2
501.0-dton cargo hold	501.0	—	—	—	—
Cargo	(501.0)	(2,272.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	5,000.0	4,163.1	1,089.3	12,496	5
Fitted out with full crew	5,000.0	17,243.1	2,688.9	12,496	155

Vixen-class Armed Gig (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
20-dton medium hull, std. mat.	(16.0)	1.9	0.3	258	—
1 turret (DR 100)	1.0	2.7	0.1	74	—
DR 100 superdense armour	—	7.6	0.1	—	—
Basic stealth	—	0.8	0.3	—	—
Basic emission cloaking	—	0.8	0.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	3.8	2.2	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 thrusters (362.8 tonnes thrust)	4.0	14.5	2.6	—	0.1
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple 390 MJ laser turret	(3.0)	20.5	3.4	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 passenger couches	2.0	0.7	0.0	—	—
8.0-dton cargo hold	8.0	—	—	—	—
Cargo	(8.0)	(36.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	16.0	53.2	9.3	333	1
Fitted out with full crew	16.0	89.5	9.3	333	2

Vloshr-class Frontier Trader (GTL10)

Design Parameters: Built for Zhodani human crew. Designed to commercial standards. Metric measurements, turrets are counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, standard materials	(240.0)	15.4	2.0	16,938	—
3 turrets (DR 100)	3.0	13.1	0.4	2,400	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	7.8	4.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
10 jump drive modules	10.0	36.3	31.0	—	0.4
19 thrusters (689.3 tonnes thrust)	19.0	58.6	3.0	—	0.3
61 internal jump fuel tanks	61.0	16.6	9.8	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
2 triple 90 MJ PD laser turrets	(6.0)	31.8	3.5	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
15 Staterooms for 15 high passengers	60.0	32.7	0.2	—	0.8
2 self-contained habitats	8.0	5.4	0.0	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
69.5-dton cargo hold	69.5	—	—	—	—
Cargo	(69.5)	(315.2)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	240.0	324.3	57.3	19,338	0
Fitted out	240.0	694.8	57.3	19,338	0

Voidtrekker-class Rift Scout (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(400.0)	9.3	1.0	1,906	—
4 turrets (DR 100)	4.0	7.3	0.2	297	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
1 enhanced sensor	4.0	34.6	33.2	—	0-1
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
28 jump drive modules	28.0	101.6	85.4	—	0.3
8 thrusters (725.6 tonnes thrust)	8.0	29.0	5.2	—	0.1
240 internal jump fuel tanks	240.0	65.3	38.4	—	—
240 -dtons jump fuel	(240.0)	(217.7)	(0.1)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 empty turrets	(12.0)	—	—	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for 1 Gig with 1 entrance	40.0	0.9	0.0	—	—
1 Gig	(20.0)	(70.6)	(5.5)	—	2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 staterooms for 4 independent passengers	16.0	7.3	0.0	—	—
10 crew staterooms	40.0	18.1	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
2 standard labs	4.0	18.1	2.0	—	2-4
7.0-dton cargo hold	7.0	—	—	—	—
Cargo	(7.0)	(31.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	400.0	367.2	173.7	2,203	2
Fitted out with full crew	400.0	687.3	179.2	2,203	10

von Braun-class Missile Boat (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1,200-dton medium hull, std. mat.	(1,200.0)	29.0	2.1	3,965	—
2 turrets (DR 1250)	2.0	55.5	0.8	148	—
1 small internal bay	50.0	5.9	0.3	—	—
DR 2500 superdense armour	—	2,903.5	38.4	—	—
Basic stealth	—	10.0	3.3	—	—
Basic emission cloaking	—	10.0	3.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
36 jump drive modules	36.0	130.6	109.8	—	0.7
585 thrusters (53,059.5 tonnes thrust)	585.0	2,122.4	380.3	—	11.7
480 internal jump fuel tanks	480.0	130.6	76.8	—	—
480 -dtons jump fuel	(480.0)	(435.4)	(0.2)	—	—
1 fuel scoop	1.0	0.5	0.0	—	—
3 fuel processors	3.0	3.0	2.5	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple 390 MJ laser turrets	(6.0)	40.9	6.9	—	1-2
1 small missile bay	(50.0)	68.7	1.1	—	2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
750 ready heavy missiles	—	(510.2)	(150.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for *Hun* Light Fighter	10.5	0.5	0.0	—	—
1 *Hun* Light Fighter	(10.0)	(63.1)	(11.4)	—	3
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 utility modules	3.0	31.3	0.8	—	—
3 crew bunkrooms	12.0	5.2	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
10.5-dton cargo hold	10.5	—	—	—	—
Cargo	(10.5)	(47.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	1,200.0	5,572.5	638.9	4,113	14
Fitted out with full crew	1,200.0	6,628.8	800.3	4,113	21

Vuki-class Intruder Scout (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
200-dton medium hull, std. mat.	(200.0)	5.9	0.6	1,200	—
2 turrets (DR 300)	2.0	9.5	0.2	148	—
DR 600 bonded superdense armour	—	140.7	1.9	—	—
Radical stealth	—	6.6	10.9	—	—
Radical emission cloaking	—	6.6	10.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
Medium PESA array	1.5	17.1	60.0	—	—
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
14 jump drive modules	14.0	50.8	42.7	—	0.1
30 thrusters (2,721.0 tonnes thrust)	30.0	108.8	19.5	—	0.3
120 internal jump fuel tanks	120.0	32.7	19.2	—	—
120 -dtons jump fuel	(120.0)	(108.8)	(0.0)	—	—
0.5 fuel scoops	0.5	0.3	0.0	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple light missile turrets	(6.0)	1.6	0.0	—	2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
492 ready light missiles	—	(66.9)	(11.3)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
4 crew staterooms	16.0	7.3	0.0	—	—
1 exercise room	2.5	0.5	0.0	—	—
8.0-dton cargo hold	8.0	—	—	—	—
Cargo	(8.0)	(36.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	200.0	412.2	173.3	1,349	2
Fitted out with full crew	200.0	624.2	184.7	1,349	6

Wain-class Freighter (GTL10)

Design Parameters: Built for Sword Worlder human crew. Designed to commercial standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(640.0)	29.5	3.9	3,026	—
DR 100 crystaliron armour	—	147.7	2.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
16 jump drive modules	16.0	58.0	49.6	—	0.6
82 thrusters (2,975.0 tonnes thrust)	82.0	252.9	13.1	—	1.4
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.6	—	—
3 Staterooms for 6 middle passengers	12.0	6.5	0.0	—	—
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
3 crew staterooms	12.0	6.5	0.0	—	—
431.0-dton cargo hold	431.0	—	—	—	—
Cargo	(431.0)	(1,954.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	640.0	560.7	87.0	3,026	3
Fitted out with full crew	640.0	2,587.9	87.0	3,026	4

Warhoud-class Assault Carrier (GTL12)

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1200-ton hull	(1200.0)	22.7	2.5	4645.2	0.0
Airtight sealing	0.0	0.0	0.6	0.0	0.0
Armour: DR2000, PD4	0.0	1831.4	24.2	0.0	0.0
12 turrets	12.0	4.6	0.5	891.9	12.0
Drive Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Engineering module	1.0	3.4	0.2	0.0	0.0
Jump drive (4 parsecs)	85.0	308.4	259.3	0.0	0.9
Jump tanks	480.0	566.0	76.8	0.0	0.0
Maneuver drive (3.0G)	308.0	1117.4	89.3	0.0	3.1
Fuel processor module (60.0 hours)	1.0	1.0	0.9	0.0	0.0
Weapon Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
15 Missile Racks	(5.0)	176.9	0.3	0.0	0.0
21 405-MJ Lasers	(7.0)	148.6	14.3	0.0	0.0
Meson Screen (DR2093)	6.0	27.2	13.5	0.0	0.0
Nuclear Damper (24 km range)	2.0	18.1	8.0	0.0	0.0
Workspace Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hardened Command Bridge	5.0	20.5	14.5	0.0	5.0
3 utility modules	3.0	31.3	0.8	0.0	0.0
Spacedock with 1 entrances	40.0	0.9	0.0	0.0	0.0
72 External Cradles holding 4500 tons	36.0	408.1	9.0	0.0	0.0
Sickbay	1.0	0.8	0.2	0.0	2.0
Hold	72.0	0.0	0.0	0.0	0.0
Accommodation Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
37 staterooms	148.0	67.1	0.4	0.0	0.0
Miscellaneous Items	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fuel	(480.0)	0.0	0.2	0.0	0.0
Cargo	(72.0)	(326.5)	0.0	0.0	0.0
Carried ships	(20.0)	(70.7)	(5.5)	0.0	1.0
Cradled vehicles	(500.0)	(4081.5)	(70.0)	0.0	50.0
Missiles	0.0	0.0	25.5	0.0	0.0
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Fully loaded & fitted out	1200.0	9233.1	616.5	5537.0	73.0
Unloaded with skeleton crew	1200.0	4754.4	515.4	5537.0	8.0

Warhound-class Light Cruiser (GTL11)

Design Parameters: Built for Solomani human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3,000-dton medium hull, std. mat.	(3,000.0)	53.5	3.9	7,304	—
17 turrets (DR 1250)	17.0	472.1	6.8	1,263	—
DR 2500 superdense armour	—	5,348.3	70.8	—	—
Basic stealth	—	20.9	6.9	—	—
Basic emission cloaking	—	20.9	6.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.9	12.0	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
120 jump drive modules	120.0	435.4	366.0	—	2.4
509 thrusters (46,166.3 tonnes thrust)	509.0	1,846.7	330.8	—	10.2
900 internal jump fuel tanks	900.0	244.9	144.0	—	—
900 -dtons jump fuel	(900.0)	(816.3)	(0.3)	—	—
1.5 fuel scoops	1.5	0.8	0.0	—	—
4 fuel processors	4.0	4.0	3.4	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 triple sandcaster turrets	(15.0)	68.0	3.8	—	5
6 triple 97 MJ PD laser turrets	(18.0)	79.8	7.6	—	1-6
6 single 870 MJ heavy laser turrets	(18.0)	160.5	9.4	—	1-6
530 GJ spinal particle accelerator	1,388.0	12,539.3	859.0	—	15
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
5 utility modules	5.0	52.2	1.3	—	—
4 crew bunkrooms	16.0	6.9	0.1	—	—
5 crew low berths	2.5	9.1	1.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
30.0-dton cargo hold	30.0	—	—	—	—
Cargo	(30.0)	(136.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	3,000.0	21,388.0	1,834.1	8,567	14
Fitted out with full crew	3,000.0	22,340.4	1,834.1	8,567	61

Wirimethar-class Treatment Vessel (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
DR 100 bonded superdense armour	—	37.2	0.5	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	6.6	3.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.2
8 thrusters (725.6 tonnes thrust)	8.0	29.0	5.2	—	0.1
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
12 crew staterooms	48.0	21.8	0.1	—	—
15 sickbays	15.0	11.6	3.2	—	15
3 surgical theatres	3.0	1.1	0.3	—	—
4 standard labs	8.0	36.3	4.0	—	4-8
1 isolab	20.0	90.7	10.0	—	1-5
1 simulation lab	5.0	9.9	1.5	—	1-1
25.0-dton cargo hold	25.0	—	—	—	—
Cargo	(25.0)	(113.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	393.3	119.4	1,906	2
Fitted out with full crew	320.0	651.8	119.4	1,906	23

Wirlas-class Exploratory Trader (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Contains nonstandard modules (briefing room).

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2,000-dton medium hull, std. mat.	(2,000.0)	54.4	3.0	5,574	—
10 turrets (DR 100)	10.0	43.8	0.9	743	—
1 small internal bay	50.0	5.9	0.3	—	—
DR 100 crystaliron armour	—	272.1	3.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	21.7	12.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
80 jump drive modules	80.0	290.2	248.0	—	3.2
392 thrusters (14,221.8 tonnes thrust)	392.0	1,208.8	62.7	—	6.5
600 internal jump fuel tanks	600.0	163.3	96.0	—	—
600 -dtons jump fuel	(600.0)	(544.2)	(0.2)	—	—
1.5 fuel scoops	1.5	0.8	0.0	—	—
5 fuel processors	5.0	5.0	4.3	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
4 triple 250 MJ laser turrets	(12.0)	90.6	9.8	—	1-4
3 triple 90 MJ PD laser turrets	(9.0)	47.8	5.3	—	1-3
1 13 GJ particle bay	(50.0)	423.6	22.8	—	2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(8.9)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Hanger for *Sulieman* with 1 entrance	200.0	0.9	0.0	—	—
1 *Sulieman* Scout Ship	(100.0)	(314.6)	(26.4)	—	3
3 bays for Gigs	63.0	0.5	0.0	—	—
3 Gigs	(60.0)	(211.9)	(16.5)	—	3
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
11 marine staterooms	44.0	23.9	0.1	—	—
1 briefing room	1.0	0.0	0.0	—	—
1 weapons locker	1.0	6.3	0.0	—	—
2 gyms	5.0	0.9	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 utility modules	4.0	41.7	1.2	—	—
2 low berths for 8 low passengers	1.0	3.6	0.4	—	—
20 crew staterooms	80.0	43.5	0.2	—	—
1 sickbay	1.0	0.7	0.2	—	1
8 standard labs	36.0	74.7	8.4	—	8-16
1 isolab	22.5	91.0	10.1	—	1-5
1 simulation lab	7.5	10.2	1.6	—	1-1
387.0-dton cargo hold	387.0	—	—	—	—
Cargo	(387.0)	(1,755.0)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	2,000.0	2,971.1	493.5	6,317	11
Fitted out with full crew	2,000.0	5,830.3	545.3	6,317	39

Wylbur-class Ultra-Heavy Fighter (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	3.2	0.8	651	—
1 turret (DR 5000)	1.0	72.9	1.1	74	—
DR 10000 bonded superdense armour	—	1,273.0	16.8	—	—
Total compartmentalization	—	0.6	0.0	—	—
Basic stealth	—	1.8	0.6	—	—
Basic emission cloaking	—	1.8	0.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
61 thrusters (5,532.7 tonnes thrust)	61.0	221.3	39.6	—	0.6
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 double 690 MJ fusion gun turret	(3.0)	24.5	4.3	—	1-1
1 nuclear damper module	1.0	9.3	4.0	—	4
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	1,612.7	70.3	726	2
Fitted out with full crew	64.0	1,612.7	70.3	726	7

Xeer'rr-class Courier (GTL10)

Design Parameters: Built for K'kree crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
600-dton medium hull, std. mat.	(480.0)	24.4	3.2	2,497	—
DR 100 crystaliron armour	—	121.9	1.6	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	15.0	46.8	24.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
24 jump drive modules	24.0	87.1	74.4	—	1.0
50 thrusters (1,814.0 tonnes thrust)	50.0	154.2	8.0	—	0.8
180 internal jump fuel tanks	180.0	49.0	28.8	—	—
180 -dtons jump fuel	(180.0)	(163.3)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
8 crew pastures	192.0	104.5	0.6	—	—
17.0-dton cargo hold	17.0	—	—	—	—
Cargo	(17.0)	(77.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	480.0	601.9	141.2	2,497	3
Fitted out with full crew	480.0	842.3	141.2	2,497	8

Xing!kir-class Light Cruiser (GTL10)

Design Parameters: Built for K'kree crew. Designed to military standards. Metric measurements, turrets are counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
50,000-dton medium hull, standard materials	(40,000.0)	465.3	61.6	512,992	—
80 turrets (DR 2000)	80.0	5,864.7	84.7	64,000	—
40 small internal bays	2,000.0	235.8	13.0	—	—
DR 5200 crystaliron armour	—	120,974.0	1,600.5	—	—
Basic stealth	—	130.8	43.3	—	—
Basic emission cloaking	—	130.8	43.3	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	30.0	130.1	75.6	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
1,505 jump drive modules	1,505.0	5,460.1	4,665.5	—	60.2
8,000 thrusters (290,240.0 tonnes thrust)	8,000.0	24,670.4	1,280.0	—	133.3
10,032 internal jump fuel tanks	10,032.0	2,729.7	1,605.1	—	—
3 workshops	7.5	40.8	0.2	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
40 triple 90 MJ PD laser turrets	(120.0)	636.7	70.8	—	4-40
40 single 810 MJ heavy laser turrets	(120.0)	1,005.0	108.0	—	4-40
10 small light missile bays	(500.0)	119.7	3.2	—	20
30 small missile bays	(1,500.0)	2,059.8	33.0	—	60
2.7 TJ spinal particle accelerator	7,109.0	64,315.4	4,860.0	—	73
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
41,000 ready light missiles	—	(5,578.0)	(1,476.0)	—	—
22,500 ready heavy missiles	—	(15,305.6)	(4,050.0)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
100 utility modules	100.0	1,043.1	30.0	—	—
440 crew pastures	10,560.0	5,746.8	31.7	—	—
2 sickbays	12.0	8.2	1.9	—	2
563.5-dton cargo hold	563.5	—	—	—	—
Cargo	(563.5)	(2,555.5)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	40,000.0	235,770.7	14,611.6	576,993	0
Fitted out	40,000.0	268,308.9	20,137.6	576,993	0

Yarmouth-class Frontier Trader (GTL10)

Design Parameters: Built for Solomani human crew. Designed to commercial standards. Turrets are not counted towards jump volume.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	18.6	2.5	1,906	—
4 turrets (DR 100)	4.0	17.5	0.6	297	—
DR 100 crystaliron armour	—	93.1	1.2	—	—
Heavy compartmentalization	—	1.9	0.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
12 jump drive modules	12.0	43.5	37.2	—	0.5
30 thrusters (1,088.4 tonnes thrust)	30.0	92.5	4.8	—	0.5
80 internal jump fuel tanks	80.0	21.8	12.8	—	—
80 -dtons jump fuel	(80.0)	(72.6)	(0.0)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 triple sandcaster turrets	(6.0)	27.2	1.5	—	2
2 triple 250 MJ laser turrets	(6.0)	45.3	4.9	—	1-2
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
12 Staterooms for 12 high passengers	48.0	26.1	0.1	—	0.6
5 low berths for 20 low passengers	2.5	9.1	1.1	—	—
4 crew staterooms	16.0	8.7	0.0	—	—
122.0-dton cargo hold	122.0	—	—	—	—
Cargo	(122.0)	(553.3)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	428.1	72.3	2,203	2
Fitted out with full crew	320.0	1,053.9	72.3	2,203	7

Yarrow-class Scoopship (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
80-dton medium hull, std. mat.	(64.0)	3.2	0.8	651	—
DR 100 bonded superdense armour	—	12.7	0.2	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit with hardened controls	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 thrusters (272.1 tonnes thrust)	3.0	10.9	1.9	—	0.0
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	64.0	47.5	15.0	651	1
Fitted out with full crew	64.0	101.9	15.0	651	1

Yelsyn-class Frigate (GTL12)

Design Parameters: Built for Imperial human crew. Designed to military standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
800-dton medium hull, std. mat.	(640.0)	14.8	3.9	3,026	—
8 turrets (DR 1250)	8.0	148.1	2.7	594	—
DR 2500 bonded superdense armour	—	1,477.2	19.5	—	—
Heavy compartmentalization	—	1.5	0.0	—	—
Basic stealth	—	8.8	2.9	—	—
Basic emission cloaking	—	8.8	2.9	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Command bridge with hardened controls	5.0	20.1	11.8	—	1-10
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
40 jump drive modules	40.0	145.1	122.0	—	0.4
216 thrusters (19,591.2 tonnes thrust)	216.0	783.6	140.4	—	2.2
320 internal jump fuel tanks	320.0	87.1	51.2	—	—
320 -dtons jump fuel	(320.0)	(290.2)	(0.1)	—	—
2 fuel processors	2.0	2.0	1.7	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 triple light missile turrets	(12.0)	3.3	0.1	—	4
4 triple 405 MJ laser turrets	(12.0)	84.9	8.2	—	1-4
1 nuclear damper module	1.0	9.3	4.0	—	4
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
984 ready light missiles	—	(133.9)	(22.6)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
10 crew staterooms	40.0	18.1	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
4.0-dton cargo hold	4.0	—	—	—	—
Cargo	(4.0)	(18.1)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	640.0	2,837.6	372.3	3,620	4
Fitted out with full crew	640.0	3,279.9	395.0	3,620	20

Zandrak-class Safari Ship (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
300-dton medium hull, std. mat.	(240.0)	15.4	2.0	1,573	—
DR 100 crystaliron armour	—	76.8	1.0	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge	2.5	7.8	4.0	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.6	0.3	—	—
9 jump drive modules	9.0	32.7	27.9	—	0.4
30 thrusters (1,088.4 tonnes thrust)	30.0	92.5	4.8	—	0.5
60 internal jump fuel tanks	60.0	16.3	9.6	—	—
60 -dtons jump fuel	(60.0)	(54.4)	(0.0)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 bays for Air/Rafts	1.0	0.5	0.0	—	—
2 Air/Rafts	(1.0)	(9.1)	(0.1)	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
1 suite for 1 noble passenger	8.0	2.2	0.1	—	1
20 Staterooms for 20 high passengers	80.0	43.5	0.2	—	1
4 crew staterooms	16.0	8.7	0.0	—	—
1 exercise room	2.5	0.5	0.0	—	—
1 shooting range	10.0	9.1	0.2	—	—
8 cages	8.0	50.8	0.2	—	—
1 self-contained habitat	4.0	2.7	0.0	—	—
10.9-dton cargo hold	10.9	—	—	—	—
Cargo	(10.9)	(49.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	240.0	370.7	50.7	1,573	2
Fitted out with full crew	240.0	483.9	50.8	1,573	6

Zentak-class Runabout (GTL10)

Design Parameters: Built for Imperial human crew. Designed to private standards.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
10-dton medium hull, std. mat.	(8.0)	1.6	0.2	162	—
DR 100 crystaliron armour	—	8.0	0.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Cockpit	1.0	4.4	2.5	—	1-2
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
3 thrusters (108.8 tonnes thrust)	3.0	9.3	0.5	—	0.1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 passenger couch	1.0	0.5	0.0	—	—
3.0-dton cargo hold	3.0	—	—	—	—
Cargo	(3.0)	(13.6)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	8.0	23.7	3.3	162	1
Fitted out with full crew	8.0	37.3	3.3	162	1

Zeramine-class Trade Pioneer (GTL12)

Design Parameters: Built for Imperial human crew. Designed to private standards. Turrets are not counted towards jump volume. Weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
400-dton medium hull, std. mat.	(320.0)	9.3	2.5	1,906	—
4 turrets (DR 300)	4.0	18.9	0.6	297	—
DR 600 bonded superdense armour	—	223.3	3.0	—	—
Basic stealth	—	5.4	1.8	—	—
Basic emission cloaking	—	5.4	1.8	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with hardened controls	2.5	9.3	6.1	—	1-5
1 enhanced communicator	1.0	14.8	0.7	—	0-1
1 enhanced sensor	4.0	34.6	33.2	—	0-1
1 survey module	4.0	4.9	7.6	—	4-8
1 probe launch centre	1.0	1.1	0.0	—	0-3
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
20 jump drive modules	20.0	72.6	61.0	—	0.2
13 thrusters (1,179.1 tonnes thrust)	13.0	47.2	8.4	—	0.1
160 internal jump fuel tanks	160.0	43.5	25.6	—	—
160 -dtons jump fuel	(160.0)	(145.1)	(0.1)	—	—
1 fuel processor	1.0	1.0	0.9	—	—
1 workshop	2.5	13.6	0.1	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple light missile turret	(3.0)	0.8	0.0	—	1
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
2 triple 405 MJ laser turrets	(6.0)	42.4	4.1	—	1-2
Ordnance	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
246 ready light missiles	—	(33.5)	(5.7)	—	—
Auxiliaries	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 bay for Launch	10.5	0.5	0.0	—	—
1 Launch	(10.0)	(32.7)	(3.6)	—	2
Barracks	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
4 marine staterooms	16.0	7.3	0.0	—	—
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 utility module	1.0	10.4	0.3	—	—
3 low berths for 12 low passengers	1.5	5.4	0.7	—	—
8 crew staterooms	32.0	14.5	0.1	—	—
1 sickbay	1.0	0.8	0.2	—	1
2 standard labs	4.0	18.1	2.0	—	2-4
40.0-dton cargo hold	40.0	—	—	—	—
Cargo	(40.0)	(181.4)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty with skeleton crew	320.0	622.0	161.4	2,203	6
Fitted out with full crew	320.0	1,014.7	170.7	2,203	15

Zhdiechranj-class Liner (GTL11)

Design Parameters: Built for Zhodani human crew. Designed to commercial standards. Metric measurements, turrets are not counted towards jump volume, weapon armour is limited.

Structure	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
700-dton medium hull, standard materials	(700.0)	20.3	1.5	29,798	—
2 turrets (DR 100)	2.0	5.5	0.1	1,600	—
DR 100 superdense armour	—	81.1	1.1	—	—
CCCI	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Basic bridge with psionic switches	2.5	7.8	4.1	—	1-5
Engineering	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 fusion engineering module	1.0	3.3	0.2	—	—
35 jump drive modules	35.0	127.0	106.8	—	0.7
17 thrusters (1,541.9 tonnes thrust)	17.0	61.7	11.0	—	0.3
280 internal jump fuel tanks	280.0	76.2	44.8	—	—
Weaponry	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
1 triple sandcaster turret	(3.0)	13.6	0.8	—	1
1 triple 97 MJ PD laser turret	(3.0)	13.3	1.3	—	1-1
Other Modules	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
2 utility modules	2.0	20.9	0.5	—	—
40 staterooms for 40 high passengers	160.0	72.6	0.5	—	2
4 crew staterooms	16.0	7.3	0.0	—	—
184.5-dton cargo hold	184.5	—	—	—	—
Cargo	(184.5)	(836.7)	—	—	—
Totals	*Spaces*	*Mass*	*Cost*	*Area*	*Crew*
Empty	700.0	510.3	172.6	31,398	0
Fitted out	700.0	1,601.0	172.6	31,398	0

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Ships