TRAVELLER®

Science-Fiction Adventure in the Far Future

TRAVELLER'S AIDE #7
FIGHTING SHIPS

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RPG REALMS

FIGHTING SHIPS

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Based on the award winning TRAVELLER science fiction universe by Marc Miller

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INTRODUCTION

The Imperial Navy is the "senior service" in the Imperial armed forces, and certainly is the most prestigious. Many noble houses were founded upon the career of a notable captain or admiral, and today the Navy is seen as a suitable profession and source of life experience for young nobles.

The Navy is more than a day job for Imperial knights and barons, of course. It is the strong right hand of the Emperor, the means by which the Imperium is protected and law is upheld. It is reassurance to the people of loyal worlds and a very clear threat to those who would defy the Emperor.

In 993, the Imperial Navy is at war, battling the Solomani Confederation to Rimward of the Imperium, but it is not idle elsewhere. Commerce must be protected, laws must be upheld, smugglers must be pursued and of course the flag must be shown. The latter mission, simply one of 'being seen to be there' is critical to the security of the Imperium. There is no way to estimate how many incidents never occurred; how many pirate attacks were deterred; how many traitorous thoughts were put aside merely because an Imperial warship might be around.

A companion volume will deal with the vessels that keep the warships on station – the tenders, tankers and auxiliaries – and the specialist vessels that carry out vital missions like planetary assault, salvage and repair, courier duty and other critical but unglamorous tasks. This edition of Travellers' Aide deals with the ships at the sharp end – the fighting ships of the Imperial Navy. Their duty seems easy to define: they exist to fight the enemies of the Imperium and to protect its citizens.

However, there is more to the Imperial Navy than that…

IMPERIAL NAVY HISTORY

The Imperial Navy began its life as the Sylean Federation Naval Service during the expansion of the federation, and in its life as the SFNS fought many wars and battles against other, smaller, empires around and within the final borders of the Sylean Federation. Theirs was not a peaceful life in the later years of the Federation, but the experience and loyalty engendered in the service was to stand it in good stead in the future.

Once the Warrant of Restoration officially formed the Third Imperium, Emperor Cleon set about renaming and rebranding all the previous Federation's services under his command. At this point SFNS was engaged in hostilities with the Chanestin Kingdom, a minor empire rimward of Sylea. The war had been raging, on and off, for over 100 years and it would have been a monumental task to reorganize and reform the navy during such a conflict. As a result the service was at the time only renamed the Imperial Navy and it was not until two years later, after the fall of the Chanestin capital at Keshi, that the task of reorganization could begin anew.

Once started the reorganizations completely reshaped the navy and laid the foundations of what it has become today. Most of what was implemented in those early days still holds true today although the sector and subsector fleet structures came later. The rank structures were basically left the same as those used by the SFNS, which were themselves holdovers from the Rule of Man.

In the opening years of expansion of the newly established Imperium the navy had a busy time. Besides the usual flag waving missions to newly absorbed worlds, there was the constant threat of piracy and minor disputes between member worlds. However, their major task was the pacification of many so-called pocket empires that had grown up during the Long Night.

Beginning in the year 76, four separate pacification campaigns were fought to bring these resistant worlds into the fold. While for the most part these campaigns were economic or political, there were few holdouts that an Imperial battle fleet couldn't manage to 'persuade'. Each of these campaigns concentrated on specific regions of space and each was overseen by an Archduke of the Imperium. The Vilani Pacification Campaign targeted portions of the Dagudashaag and Gushemege sectors. The Ilelish Pacification Campaign was aimed at the Darmine region. The Antarean Pacification Campaign hit much of the Lishun sector while the Sylean Pacification Campaign centerd on the Delphi and Fornast sectors.

By 120 the pacification campaigns had drawn to a close and imperial expansion drew to a halt. The Imperial Navy used this period to look at its structure and deployment patterns. The relative peace of the following fifty odd years allowed the navy to completely revamp its operations to create a more streamlined creature that was professionally capable rather than something that had just grown together over the last hundred or so years.

Unfortunately, as in any extended period of peace, those years also saw the experienced officers in the service rise through the ranks and eventually retire out of the navy. By the end of this period very few officers and ratings had ever seen live combat.

Emperor Martin I, who ascended to the throne in 166, was more ambitious than his actual powers allowed. He decided to try to add the sectors of Meshan, Mendan and Amdukan to the Imperium in an attempt to significantly expand its borders.

After several years of negotiation with the various states in these sectors got nowhere he decided to take them by force. In 175 the Imperial Navy staged an invasion of the sectors.

Progress was, initially, relatively swift as the local governments did not have the power to resist the Imperial fleets, and many worlds fell to the Imperium. However in 178 a bureaucrat by the name of Julian came to power in one of the confederations in the Amdukan sector. Julian managed to persuade all the disparate governments to rally to his call to drive out the Imperial aggressors from their homes. Surprisingly enough it worked.

The Julian Protectorate, as the new alliance was to be called, spent time uniting its fleets and fighting several major actions against the Imperial Navy. It was not until the Protectorate decided to carry the battle to the Imperium that the war started to take a serious turn.

In 185 the fleets of the Julian Protectorate moved across the Lesser Rift and through the Empty Quarter sector. They raided deep into Imperial territory and actually managed to raid and destroy the Imperial Naval Depots in the Antares and Ley sectors.

The Imperial Navy didn't know what had hit them. With their two closest Depots totally destroyed the supply lines

were devastated and all the fleets involved in the invasion were recalled to Imperial territory to protect their own lines of communication. What had started as a war of expansion was now turning into a defensive conflict.

Protectorate forces had by now taken many Imperial worlds and, despite a counterattack in 190, the worlds remained in Julian hands.

Eventually Martin I admitted that the worlds of the Protectorate could not be incorporated into the Imperium so he called for a truce. Part of the settlement included granting autonomy to a group of 12 worlds on the border of Imperial and Protectorate space.

After colonization of the more spinward reaches of the Imperium was initiated around 220, clashes with the already established Vargr states in and around the Vland, Corridor and Deneb sectors became increasingly common. For the next 128 years, small-scale conflicts with the semi-organized Vargr occurred with depressing regularity.

In 418 the sector capital world of Ilelish and several other worlds in the Ilelish sector declared their independence from the Imperium and urged many other worlds in the Ilelish and Verge sectors to join them. By 420 six whole subsectors had declared their autonomy.

The response of Emperor Martin III was a patient and well thought out plan. A circle of warships surrounded the rebellious worlds to prevent any trade in or out of the region. Slowly, over the course of the next 15 years, the noose was tightened, mobilizing more and more ships as it reached Ilelish, the center of the revolt. As it fell, each world was reincorporated into the Third Imperium and the patience of the Emperor paid off in minimizing the losses incurred on both sides.

Ilelish was the last planet to fall. Its surrender, once the Imperial fleets reached the Ilelish system, was unconditional and quick.

In order to exact a punishment against the people of Ilelish the sector capital was moved to Dlan, a world completely loyal to the Imperium. Emperor Martin ordered the evacuation of the entire equatorial region of the planet. This entire region was then sterilized by the Imperial Navy. What once was an area full of lush forests was reduced to a barren desert that still exists today, over 500 years later.

The First Frontier War, as it was to later become known, began in 589 and spanned 15 years and exacted a massive toll on the Navy as the Outworld Coalition formed between the Zhodani and Vargr invaded Imperial space. Communication times between the Spinward Marches and Capital, added to an almost complete lack of support from Empress Jaqueline I, resulted in the war lasting longer than it should have done. Even though the Imperium eventually defeated the Outworld Coalition forces the conflict was to have a long lasting affect on the Third Imperium.

In 606, after victory had been achieved in the Marches, Grand Admiral Olav hault-Plankwell took the bulk of his fleet all the way to Capital. Once there he petitioned for an audience with Empress Jaqueline I and, during the course of the audience, murdered her.

Olav at once proclaimed himself emperor by right of fleet control and started a civil war that would rage throughout the Imperium for the next 18 years. The Imperial rule broke down as many groups vied for power, though the bureaucracy kept the government running. During this time 18 Emperors sat on the Iridium Throne, all of them naval officers, and all the while the Imperial Navy was torn apart by its commanding officers choosing to ally themselves with the various factions. Historians would later know these rulers as the Emperors of the Flag.

While the forces of the Imperium were distracted, in 615 the Outworld Coalition once again reformed and attacked the Spinward Marches. This second frontier war was just as bloody as the first but eventually the Grand Admiral of the Marches, Arbellatra, succeeded in pushing back the invading forces.

After the conclusion Arbellatra, like Olav before her, returned to Capital with her forces and succeeded in removing the putative emperor before taking possession of power. However, Arabellatra took a different course to her predecessor. She did not claim the throne but instead proclaimed herself Regent until such time as a suitable Emperor could be agreed upon by the Imperial Moot.

Arbellatra's regency was accepted by most and rammed down the throats of a few. She served as Regent and protector to the Iridium Throne for 7 years before the Moot proclaimed her Empress in 629, beginning the line of Alkhalikoi.

This was a bleak period in the navy's history. The majority of the core fleets had been crippled and it would take many years of construction to bring the fleets back up to strength again. Safeguards were put in place along the chain of command to prevent such events from happening again in the future. However, personnel quotas became difficult to maintain as the honor of the Imperial Navy had been stained. It was over a generation before the crew crisis would abate.

The uneasiness that followed such a turbulent period, two frontier wars and a civil war in a short period of time actually encouraged a sense of calm throughout the Imperium for the next 350 years. The occasional border dispute and some saber-rattling by the Outworld Coalition caused only ripples and the Imperial Navy was generally at peace for much of that time.

Some say this led to overconfidence on the part of the senior naval officers and when the Zhodani opened hostilities once again, in the Spinward Marches in 979, the fleets were slow to react. After the initial Zhodani gains the war became a stalemate for much of its 6 years with each side using hit and run tactics. The armistice in 986 gave a little to each side but both sides came out of the war with nothing to show for it.

The Imperial Navy would return to war yet again only 4 years later, but this time the battle would not be over the worlds of the Spinward Marches but along the Solomani Rim. In 990, after a period of escalating tension, the Imperium declared war on the Solomani Confederation and that battle has been raging ever since.

TECHNOLOGY

At the present time (993) the Imperium possesses a mature Tech Level 14 capability on its highest-tech worlds. Many worlds possess lower TLs, and thus starship construction for the Navy is conducted at TL 12-14 to allow contracts to be spread out and to ensure maintainability once vessels are in service.

A small amount of TL15 equipment is becoming available, but this is mainly of an experimental or prototype nature. No ship currently in production is built with TL15 components as standard.

Some of the vessels presented here are at the beginning of a long career, and may be recognized by readers familiar with the 1100s Traveller background. Of course, a century of upgrades may mean that a vessel that entered service at TL14 may have had so many upgrades and changes to the design incorporated in later builds that in 1107 it is rated as a TL15 design. Other vessels were deliberately left at their original tech level for the reasons listed above.

DRIVES

The Imperium normally builds its fleet warships to Jump-4 capability, which offers good strategic mobility without taking up too much of the hull volume with fuel tankage. 4-6g acceleration is normally required as "fleet standard". Some vessels are slower, such as support ships and planetary bombardment vessels, while vessels intended for long-range operations may have a higher Jump number or carry extra fuel tankage to allow a second Jump (at the expense of combat capability, of course).

WEAPONS

Weapons must be carried in suitable mounts to allow them to traverse and engage targets off the ship's axis. Mounts include ammunition feed, crew positions, power supply and other necessary systems.

The types of weapon mount are as follows:

- Spinal Mount: A huge weapon running the length of the ship's 'spine'.
- Bay: A large weapon mount massing 50 or 100 tons.
- Barbette: An oversized particle accelerator turret
- Turret: A small weapons mount containing 1-3 weapons.

A vessel's armament is normally designated as Primary, Secondary and Tertiary, from most to least powerful.

- Primary armament is usually a single weapon such as a huge spinal mount running the length of the ship's keel, or a single large bay weapon in the case of smaller vessels. In the Imperial Navy, spinal mounts are only carried by vessels of cruiser size and above (this is part of Imperial definition of a cruiser) though some other navies build strike destroyers around a spinal mount, some drives and little else.
- Secondary Armament is normally an array of weapons bays (or batteries composed of several turrets in the case of smaller ships).
- Tertiary Armament is normally of a turret-mounted type, and intended for use against minor threats like fighters, or for missile defense.

Weapons other than spinal mounts are normally grouped into batteries to improve the chances of a hit and the damage inflicted if one is obtained. Each battery is normally directed by a gunnery officer, though local control is possible.

The actual weapons shipped are of two basic types: energy (or beam), and missile.

Missiles

Missiles are available at low tech levels, though high-tech versions are faster, have a longer range and better targeting. Missiles can carry a range of payloads, falling into three types: Contact, Standoff and Specialist.

Contact warheads rely on detonating in contact or very close proximity with the target. In the vacuum of space, there is no blast effect, so contact detonation is necessary if the missile is to do any damage. However, obtaining a direct hit is a problem. A starship is a small target at normal combat ranges, especially if it is evading, and most ships have defensive systems including point-defense weapons and Repulsors to provide close-in missile defense.

Thus Standoff missiles are sometimes used. One version is the bomb-pumped laser warhead. This is a small nuclear device (which can be used for contact attack at need) which maneuvers close to the target before detonating. Laser rods funnel some of the energy of the explosion (and are destroyed in the process), generating a focused laser attack. The other way to achieve a standoff capability is to mount several self-powered submunitions (mini-missiles) instead of the main warhead. As the main missile 'bus' achieves a firing position, the submunitions are launched to make their own approach. This has two advantages: the missile need only get into proximity to the target, and it confuses the defensive fire systems of the target. However, the submunitions warheads are small, and are not capable of seriously damaging a major warship. Note that a bomb-pumped laser warhead detonates far enough from the target vessel that there is no radiation effect.

Specialist missile payloads can include sensor and electronic warfare (EW) drones, or anything else that might need to be launched. EW drones are often mixed into a missile salvo to assist the rest of the weapons in penetrating point defenses. Another option is to use a remote targeting drone, which contains a powerful computer to direct a salvo. The drone is 'smarter' than the missile warheads and can coordinate the salvo to overwhelm point defenses, but these drones are expensive.

Contact warheads come in three types:

- Contact explosive: the most basic type, but reasonably effective
- Contact plasma: basically a more powerful explosive version
- Contact nuclear: extremely powerful weapons that also have a radiation and electromagnetic pulse effect. The latter is not effective against a warship, as their electronics are hardened against it, but some less robust craft may suffer systems disruption.

There are no real one-shot-ship-killer missiles in service (though a nuke will do a job on a small vessel) because of the difficulty of slipping a single missile through point defenses. A salvo of such missiles would be highly expensive and usually wasteful. However, some navies (not including the Imperial Navy) do attempt to create such missiles. An example is the short-range, high-g 'torpedo' carried by Luriani strike boats during their war with the Vilani. These weapons mounted huge warheads and relied on high speed and close-in launch to have a chance to reach the target. Losses among strike boats

were very high, and usually occurred before the torpedoes could be launched.

Missiles can be launched from turrets or from a large weapons bay.

Beam Weapons

The standard beam weapon in use with the Imperial Navy is the laser, which converts energy from the ship's powerplant into coherent light and does surface damage to the target by extremely rapid heating. Lasers are of either beam or pulse type, meaning that they normally deliver their energy as a series of rapid pulses or as a beam of a few seconds' duration. Lasers can be mounted up to three in a turret, or mixed with some other systems. Larger ships normally only have one weapon type per turret, to ease fire control problems. Very short-range, high-rate-of-fire lasers for fighter or missile defense are called point-defense lasers. They are little use in ship-to-ship combat, but form an important part of a vessel's defensive array.

Plasma and Fusion guns (sometimes referred to as high-energy weapons) are bulky weapons that fire a stream of superheated gas over a relatively short range, surface damage is impressive, especially in the case of the fusion gun where the gas stream proceeds to nuclear fusion on a small scale. Plasma and fusion guns can only be mounted in single or dual turrets, and cannot be mixed with other weapons due to their ammunition and power feed requirements.

Particle Accelerators (charged or neutral particles, hence the abbreviations CPAW and NPAW) can be mounted singly in oversized turrets called barbettes, or mounted in a large weapon bay or as a spinal mount. Particle accelerators cause surface and radiation damage to the target.

Meson Guns are an advanced form of particle accelerator, which accelerates the particles to relativistic speeds. The weapon is designed so that the particles pass through intervening matter (due to their high speed) and decay within the target, causing internal explosions and radiation damage. In fact, the particles used are not mesons (which cannot function in this way), the term 'Meson Gun' was used as a cover name by the Terran design team that invented the weapon during the Interstellar Wars, and like many such misnomers, it stuck. Meson Guns can be used to attack hardened or underground installations and are thus popular ground-attack weapons. They can also be buried deep in a planetary crust and provide a very hard-to-kill planetary defense system. Aboard ships, meson guns can only be mounted in large bays or as a spinal weapon.

Other Weapons

Other weapon systems are possible, but are not in common use with the Imperial Navy. These include mass drivers, rail guns and disintegrators.

Mass drivers, which propel an inert mass to very high speeds, are virtually useless except against static targets. An orbital fort or ground station (or a city) is vulnerable to a flung rock, but anything that can maneuver can get out of the way; mass driver projectiles cannot change course to track their target. The Imperial Navy has experimented with mass drivers to attack ground targets, and as a means to send missiles on a ballistic approach to their targets, saving fuel for terminal maneuver. These experiments are in their very early stages.

Rail guns are basically small mass drivers firing a tiny projectile at extremely high speeds. Very power-intensive, they are little use in combat as they tend to punch a number of tiny holes through a ship without hitting anything important. The IN does not use rail guns.

Disintegrator weapons are based on a theoretical system which causes atomic bonds to break, effectively making matter crumble into its constituent molecules and atoms. These sometimes recombine, causing an explosion. However, disintegrators are thought to be TL16+ weapons, and remain nothing more than a theoretical experiment.

DEFENSIVE SYSTEMS

Defensive systems can be considered to be of two types: active and passive.

Active defenses are considered to be those intended to destroy or interfere with enemy weapons before they can damage the target. Active defenses include active decoys, sandcasters, electronic countermeasures, Repulsors and point-defense guns. Passive defenses include signature masking, meson screens, nuclear dampers, hull armor and black globe generators.

Active Defenses

Decoys are mainly useful in denying the enemy a good targeting lock before combat begins. Some ships carry decoy drones (these are expensive) which can be launched through a missile system and appear to enemy sensors to be a vessel or whatever type is desired. Once a decoy is discovered for what it is, it is virtually useless, but a good decoy might draw off pursuit or attract enemy fire at the opening of an engagement, and there are other tactical uses for decoys, such as to fool an enemy into thinking he faces a powerful squadron where only one ship is present, etc.

Sandcasters are usually mounted in a turret. They launch a canister of ceramic particles ('sand') into the expected path of enemy weapons fire. Since the sand drifts and disperses after launch, and a maneuvering ship may move away from its sand cloud, using sandcasters is a job for skilled gunnery personnel. Sand is mainly effective against laser fire, but provides a measure of defense against missiles and energy weapons.

Electronic Countermeasures (ECM) attempts to defeat enemy missiles, sensors and targeting systems by jamming them or feeding them false information. Once a ship is engaged, it will begin ECMing for all it is worth, but hostile ECCM (electronic counter-countermeasures) will often negate ECM.

Repulsors are just becoming available to the Imperial Navy. Based on imperfectly-understood technology, Repulsors are a last-ditch defense against missiles, attempting to deflect them just before impact. They have no effect on standoff laser heads, but submunitions types are affected. No repulsor available at Imperial tech levels can significantly affect another ship or a projectile fired from a rail gun or mass driver.

Point-defense guns are normally laser mounts, often stand ship-to-ship weapons, held in reserve to engage fighters or incoming missiles. Specialist point-defense lasers are available, which have low damage and short range but a very

high rate of fire, making them well suited to destroying small targets like missiles.

Passive Defenses

The most basic passive defense is hull armor. This has the advantage that it is always there, but it is heavy and bulky and ineffective against meson gun fire. Armor is more than metal on the outside of the hull, of course. A ship's armor rating represents systems redundancy, internal bracing and the presence of damage-control capability.

Another effective defense is to be hard to see. For this reason, vessels try to mask their drive and other electromagnetic signatures. A vessel that is emitting with active sensors and ECM is highly visible, but one that is "running silent" can be very hard to spot. It is possible to sneak up quite close to a target by making effective use of emission control (EMCON) in this manner, and once combat has started it is a common tactic to shut off active systems and try to become invisible while searching for a target using passive sensors or a handoff lock from another ship or drone.

Meson Screens and Nuclear Dampers are both electromagnetic fields designed to defeat particular enemy weapon systems. A meson screen causes incoming meson gun particles to decay early, away from the target. The result is rather spectacular, but harmless. Nuclear dampers cause radioactive material to decay suddenly, rendering nuclear warheads inert. Both these weapon systems are normally bay mounted.

Black Globe Generators (sometimes called force field generators) are nothing more than a rumor at this time. The Imperium has obtained a small number of Ancients devices that seem to project some kind of energy-draining field. If these devices can be fitted to a starship, it would be immune to all weapons fire while the field was active. The drawbacks are that the ship cannot fire out of the field, nor use its sensors or maneuver; it is deaf and blind. Also, energy striking the field has to go somewhere, and ships would have to carry banks of capacitors to store it. If the capacitors were overloaded by too much energy hitting the field, an explosion is likely. The field also converts matter to energy, and will thus destroy missiles and fighters, or even other ships. However, the amount of energy generated by the conversion of a ship to energy would be beyond any capacitor bank to absorb. It is theorized that a black globe can be made to 'flicker' on and off, giving partial protection but still allowing the ship inside to interact with the universe.

OTHER SYSTEMS

Various other systems are possible. An even more advanced version of the Black Globe, the White Globe, is rumored to have been discovered at an Ancients site. The White globe keeps matter and energy out but allows the vessel generating it to fire its weapons, maneuver etc as normal.

Advanced Repulsors capable of fine manipulation rather than merely shoving matter blindly away are also theorized. These systems, dubbed 'Tractors' are not available until well after TL-15.

It is thought that the Ancients deployed vessels powered by antimatter and equipped with White Globes, tractors and disintegrator weapons. This has never been proven, but rumors that the Imperial Navy is researching these systems abound.

Some navies use mines in space warfare. Static explosive charges that wait for a ship to collide with them are utterly pointless, given the vastness of space, but captive-missile types (i.e. a missile that can lie hidden in a powered-down launcher, waiting for a target to enter its engagement envelope) are useful for denying planetary orbits to an enemy. Mines and orbital forts that cannot maneuver are easy meat for long-range weapons if they can be detected, so captive-missile mines are normally constructed of stealth materials. The Imperial Navy does not make much use of them.

COMBAT

Ship-to-ship combat in the *Traveller* universe often resembles submarine warfare or the battles of the dreadnought age. Vessels creep around, minimizing their signature while they seek a target with their passive sensor arrays. The decision to maneuver or use active sensors is a difficult one, but once battle is joined vessels will light up their defensive systems and use active sensors to detect, target and analyse damage inflicted on their foes, and deliver as much fire on target as they possibly can.

Vessels do not fire constantly during a combat turn. Most vessels are capable of a low rate of sustained fire, but prefer to charge their weapon capacitors or reload missile ready racks for a few minutes, then hurl a rapid, maximum-rate salvo out when a good firing solution presents itself. Maneuvers between salvoes are normally low-powered and accompanied by strict EMCON to deny the enemy a good targeting lock.

Full-power maneuvering is reserved for last-instant evasion or an attempt either to open or close range. Range control can be important, since certain weapons are highly effective at particular ranges. The rest of the time, a vessel will coast or use low-powered evasion.

Even what is considered close-range combat take place far beyond visual ranges, except in unusual circumstances. A vessel that has changed its vector (i.e. course and/or speed) even slightly will be far from its predicted position by the time even a lightspeed weapon like a laser reaches it. For this reason, missiles are favored for long-range combat as they can coast to the approximate target location, find the enemy vessel with onboard sensors, and maneuver for an intercept.

At such long ranges, gunnery programs cannot pinpoint exactly where an enemy vessel will be at the moment weapons fire arrives, except in the case where a ship has a crippled drive or is coasting along, thinking it has not been detected. Thus what is normally displayed is a 'target location envelope', which shows the region a ship is likely to be in, centered on the most probable target location. This is one reason why ships prefer to power-up their capacitors and deliver a fusillade of fire into the target location envelope, then hide again. A hit is far, far more likely if massive firepower can be dumped into the location envelope in a short time than if a vessel just pops off a stream of shots in the hope of a hit. Of course, firing indicates a vessel's position, to choosing when to fire is a difficult command decision.

Combat between groups of ships is a confusing affair as one vessel in a squadron will blast off a salvo, then fade into

the background as another lights off its drive to maneuver or fire. Squadron commanders seek to confuse the enemy targeting systems as much as possible, while striving for that elusive concrete firing solution.

Strategy plays an important part in naval combat too. A squadron that is coasting on a vector it is generally happy with need not maneuver as much as an intercepting force that must change course to stay with it. Vessels able to enter the combat with a large vector towards the enemy can close quickly, deliver a devastating short-range salvo, and whip away out of danger while the enemy turns to pursue. On the other hand, this does mean that those vessels will have to turn around and come back if they intend to play any further part in the engagement. A clever commander can set up a long stern chase whereby the enemy slowly crawls closer into the teeth of long-range missile salvoes, but again, if the enemy breaks off it will be difficult to catch him.

A battleship is wasted in slaughtering destroyers when the enemy battle line are doing the same to allied destroyers. A group of cruisers can overwhelm a battleship, but they will take fearful losses in doing so. Thus vessels tend to fight others in their class during an engagement. In this respect, ***Traveller*** naval combat is a lot like the Dreadnought era. Destroyers and cruisers screen and flank the battle line, engaging each while the battle lines pummel one another into wreckage.

The exception is overgunned strike craft intended to swarm over large enemy ships and deliver close-in strikes with powerful weapons. Some destroyer classes are equipped to do this, but it is normally the province of small attack craft or 'strike boats'. Thus as the capital ships blast one another, strike boats will try to close in and deliver their attack. Escorts try to keep the strike boats away from the capital ships, or fighters can come out and meet them. Of course, fighters escorting the strike boats will engage the defending fighters to help their charges reach the target area. Clever handling of the available assets can create a critical advantage.

Note that boarding actions are very rare. It is possible to send out boarding shuttles to clamp onto an enemy hull and engage in combat inside the hostile ship, but shuttles are very vulnerable to point-defense fire and can often be evaded. Boarding normally is conducted on disabled vessels.

Single-ship actions have more room for subtlety, and somewhat resemble submarine warfare. Unless the combatants encounter one another then decide to attack, or attack preparations are very obvious, stealth is critical. Vessels will sneak about trying to get a good weapons lock on their opponent, aiming to deliver a crippling salvo before the hostile ship can respond. If this fails, a slugging match ensues, in which victory often goes to the biggest guns or the best targeting system. Clever stratagems (such as using decoys or 'dropping' powered-down missiles in the path of a pursuing vessel to allow a point-blank attack) may tip the balance, but no commander wants to be in this position. Imperial Navy doctrine is to break the kill chain before the enemy can fire if at all possible. This translates as an age-old naval adage:

Attack Effectively First.

MISSIONS

At its simplest, the Third Imperium is a government that rules not individuals but other governments. The vast expanse of the Imperium spans over 10,000 individual star systems, each of which contains one or more inhabited worlds. Almost all of these worlds support some at least one kind of government, and it is these local governments who are responsible for the day-to-day running of their respective worlds.

Metaphorically speaking the Third Imperium, as a whole, is a giant sea. This sea has a span of many hundreds of light years and is occasionally interrupted by the islands of planets. The Imperium rules the sea while most of the planets rule themselves. Within this vast sea the Imperium encourages, regulates and protects the trade between its thousands of member worlds. Interworld relations are maintained by the Imperium (member worlds are forbidden from signing treaties between themselves), and all external protection is performed by the formidable Imperial Navy.

The Imperium also has its planetary bases. There are nearly 100,000 uninhabited worlds within Imperial boundaries that are considered to be Imperial territory, not including such worlds as Capital and the massive naval depot systems and resource worlds.

The Imperial Navy is the armed force that patrols this sea of stars. The mission of maintaining peace and security of all the systems of the Imperium falls squarely on its shoulders. The navy defends Imperial worlds from both their neighbors, and the Imperium's neighbors. The navy is charged with the protection of the interstellar trade routes from pirates and raiders.

The Imperial Navy is also used as the Imperium's tool of conquest. No other organization is capable of carrying combat and authority outside of Imperial territory.

ANTI-PIRACY

When it comes to dealing with piracy the Imperial Navy generally patrols the area with light vessels. These patrols will consist of one, or in rare cases more than one, of the smaller classes of ship. Patrol vessels are most commonly assigned to such tasks, although more and larger vessels are likely to be called in to assist if the pirates are especially well organized or if a major base is discovered.

PROTECTION OF TRADE ROUTES

Being a merchant can be a dangerous job in some parts of the Imperium and if it weren't for naval protection some planets would never receive interstellar trade.

It is not uncommon for large merchant ships on the more dangerous routes to have a naval escort. Depending on the size of the ship, or the convoy, anything up to the size of destroyers could be assigned to provide protection against hostile forces. Of course the importance of such missions rises dramatically whenever there are open hostilities in the area, and in times of war trade convoys will travel with heavy protection that could sometimes include cruisers.

It has been known for the navy to deploy vessels for extended periods to escort long duration megacorporate convoys through the Imperium, especially since the megacorporations often have members of the Imperial nobility on their boards and strings can sometimes be pulled.

FLYING THE FLAG

A naval presence serves to reassure the member worlds that the Navy can protect them and to deter potential trouble. Thus whatever else it may be doing, it is important for the Navy to be seen to be there. This "flag-flying" mission is carried out in various ways, including patrols, Guardship deployments, intermittent or standing patrols, recruitment drives and "courtesy visits", even the transportation of dignitaries aboard naval vessels. Most flag-flying is low-key; relatively frequent visits by couriers and patrol ships, with the occasional larger ship passing through on its way to a deployment. Vessels traveling to and from a deployment are often routed through systems off the direct route to their base, purely to maintain the conviction that the navy is out there doing its job.

A more robust variation of this mission is often employed against worlds that are outspoken against the Imperium. A couple of battle squadrons turning up on their doorstep for "exercises" can often teach governments the error of their ways.

DEFENSE

The navy does of course employ its units in the defense of member worlds. Most of the time such measures are not necessary and it is only in times of war that the fleets are deployed in full defensive duties of member worlds.

The exception to this rule is for important Imperial worlds such as Capital and the navy's Depot systems. Such systems enjoy full time defensive forces dedicated to the safety of their charges.

The navy does maintain regular and irregular patrols, and will sometimes deploy a vessel to a world as "Guardship" for a period. There are several reasons for this, ranging from a need to beef up local defenses to a less than subtle reminder that the Emperor is watching the planetary government's activities. Guardships remain under the control of the Navy of course, and can be called away if the need arises. Only a small proportion of the navy's strength will be dispersed on standing patrols or as Guardships, but these vessels do a great deal of good work, and of course fly the flag while they are on deployment.

WAR AND CONQUEST

While it is against current Imperial policy to actively engage in aggressive expansion, it has occurred on many occasions. Whenever Imperial expansion brought them into contact with other, smaller, empires every effort was always made to persuade the worlds to join the Imperium. Often this worked; combination of military might, economic power and high technology is a powerful diplomatic tool.

Many times the diplomatic approach has not been accepted by the target worlds and the Imperium, as is due its birthright of laying claim to all worlds of the First and Second Imperiums, has used force to embrace the planets into the fold. Since the dream of the Third Imperium is a long-term goal it is easy to do this in the knowledge that in a few generations no one will be left on the planet who would oppose Imperial rule.

On three separate occasions, though, the Third Imperium itself has been attacked by outside aggressors, namely the Outworld Coalition, and the Imperial Navy has been forced to fight for its life. The three frontier wars were vicious, bloody affairs, with worlds changing hands back and forth as each of the powers struggled to maintain its borders while dealing a blow to the enemy.

CONSTRUCTION

Massive battleships do not just appear out of nowhere whenever they are needed. They must be designed, tested and constructed long before they can be used as the front line of defense for the Imperium. To this end the Imperial Navy has in its employ some of the finest Naval Architects in known space.

The Navy likes to do its own design work on any new vessels it is thinking about commissioning, and that work inevitably takes place in the dedicated facilities that can be found at the Imperial Depots; entire star systems turned over to the needs of the Navy. One of these Depot systems is located in each sector of the Imperium and they are massive affairs with hundreds of thousands of naval personnel assigned to them at any one time. The Naval Architects' offices are just a small part of this vast machine.

Occasionally the navy will contract out to a megacorporation for the design of a new vessel, but this will usually only take place with the smaller ships. The navy takes pride in its own designs.

Once the design process is complete, the shipyards in the depot will be activated to build a prototype of the vessel. Parts will probably be brought in from the corporations and individual systems may be sub-contracted out to them, but all assembly takes place at the depot's own yards. After the prototype is complete full system tests and run downs will take place around the system. Depot systems include at least one free-fire weapons range and other testing facilities.

Once the prototype has checked out successfully, a process that can take several years for a capital ship, a small production run will be started by the depot's own yards. After several years, once the design is no longer brand new and cutting edge, construction will be contracted out to the megacorporations and the depot's yards once again returned to standby mode.

All this of course is just a very basic overview of the design to active service cycle. The entire cycle will take many years, often many decades, to complete. It is not uncommon for a Naval Architect to spend his entire commissioned life working on just one design for a capital ship, although the navy does try to rotate its personnel to provide new insight into old projects.

FLEET ORGANIZATION

The forces of the Imperial Navy do not sit idly by in times of peace waiting for the next war, nor do they stay together as one homogenous unit. Instead the units of the navy are spread through Imperial space engaged in various activities.

Due to the vastness of the Imperium, approximately 800 parsecs across and deep, it is impractical for the navy to keep a central body of ships. If it did, then news of an outbreak of war on the edge of Imperial space would take nearly a year

to reach the navy, and even then the navy would require another year to get to the battle zone. Instead, the ships of the Imperium's defenders are spread throughout the Imperium.

Each sector of Imperial space is home to a named sector fleet. This fleet is named after the sector in which it is nominally based (e.g. the Massila sector fleet is known as the Massila Fleet.)

Within each sector there is, typically (but this is not always the case), one numbered fleet for each subsector. These numbered fleets are the components that make up the main sector fleet.

The numbered subsector fleets are split into squadrons that are scattered around the subsector at various naval bases. Apart from individual ships, it is these squadrons that are the smallest cogs in the great machine that is the Imperial Navy.

Most subsectors also support, in addition to the front line fleet, a numbered reserve fleet. This reserve fleet is typically made up of older ships that are not modern enough for front line service, but are still fully functional. Naval reservists crew and man these ships, often taking part in exercises organized by the main fleets. Occasionally, large population worlds with plentiful resources will decide to raise their own squadrons. They are fully responsible for the running of these squadrons but they are assigned to the reserve fleets whenever needed. The ownership of Jump-capable warships is a matter of prestige for many worlds, with numbers and type granting an indication of the world's wealth and importance.

In times of war it is common practice for the navy to commandeer squadrons from the sector fleets deployed in regions that are not threatened into fleets nearer the war zone. This generally means that each subsector would lose a squadron or two, which are then shuffled across to be joined with the fleets in the area of conflict.

Ultimately the Navy answers to the Emperor as its supreme commander. Under the Emperor is the Imperial Navy Command. This central command is responsible for the top level organization of the fleets, and generally makes the decisions on where fleets are deployed and what squadrons are diverted in times of crisis.

Next down in the chain is the Grand Admiral. There is one Grand Admiral for each of the sectors. They are responsible for both the sector fleet and the sector reserve fleet under their command. A Sector Admiral commands each of the two sector fleets and reports to the Grand Admiral, who has final authority. A Subsector Admiral commands each of the subsector fleets. Local nobility (Archdukes, Sector Dukes and Subsector Dukes) have considerable influence over naval deployments, since they are the political leaders in the region. This can create friction and some confusion where the Admiralty and the Nobility disagree over an important matter, but normally the two groups work closely and effectively together.

An individual squadron of ships is generally led by a Vice-Admiral or, for smaller and less powerful squadrons, a Commodore or senior Captain. The starships themselves, of course, are under the command of their own commanding officers.

A squadron is a unit made up of two or more ships. In times of peace the squadron structure is usually fairly fluid. Training exercises and other missions can split up the squadron, so at times there is only one ship left holding the squadron's base. An exception to this is the CarRons, as the carriers will never go anywhere without their supply and escort vessels. As a result, the squadron structure is usually only fixed in times of conflict when all of the vessels will be acting together.

On paper, squadrons typically conform to one of the following six types.

- BatRon
- CruRon
- CarRon
- AssaultRon
- TankRon
- ScoutRon

Within these squadron types the actual numbers and classes of ship will vary dramatically from one sector to another, and even within the same fleet not all squadrons have the same makeup.

BATRON

The battle squadrons are the main battle elements of the navy. Built around dreadnoughts and battleships, a BatRon is designed to destroy the enemy main lines. Auxiliary ships that stay out of the line of fire and provide support to the larger vessels generally accompany the battleships. The support vessels are usually tankers and ordnance cargo ships. Smaller scout vessels are often attached to provide communication between squadrons; they do not usually provide intelligence, since BatRons are only deployed after careful planning.

CRURON

A cruiser squadron is used as a heavy support element for fleet engagements, and as the general workhorse of the navy. Comprised of a core of cruisers it is supplemented by lighter escort vessels such as frigates or destroyers. Designed to be maneuverable and fast, the CruRon has few auxiliary vessels to slow it down.

While lacking the firepower of the BatRons, a CruRon can be used to harass the enemy and slow them down. If a battleship were to become separated from a main group it is possible for a CruRon to overwhelm it, but this situation arises only rarely.

CruRons containing the appropriate classes of vessel are also used to strike into enemy space to take out strategic targets and supply lines as they are, after the BatRon, the strongest units around yet retain all the agility such strikes require.

CruRons are also given the tasks of bombardment and interdiction, and are generally the units left behind to secure and guard taken systems.

CARRON

A CarRon is an important unit in fleet engagements, a Carrier squadron. Based around a carrier, the CarRon is then filled out with escort vessels to keep the lumbering vessel from harm. These escorts are usually destroyers, though occasionally one or two cruisers will be assigned as heavy escorts. Tankers and supply ships are often found in a carrier squadron.

ASSAULTRON

Once the battle in space has been won, often the task remains to drop troops on the target worlds or installations. The typical AssaultRon is capable of carrying large forces of ground troops, plus their equipment and supplies.

Different AssaultRons are set up for different kinds of operations. One might be merely concerned with troop transport and logistics, while another will be geared for planetary invasion into a hot assault zone. 'Hot' planetary invasion squadrons will generally have one or two bombardment cruisers assigned to provide orbital fire support to the personnel on the ground.

TANKRON

When away from base the fleet needs to be able to refuel on the move. Some naval vessels are capable of skimming their own fuel from gas giants, but most of the ships of the line are not able to perform such tasks. This is where the TankRon comes in.

The TankRon contains the massive fleet tanker vessels used for refueling the fleet. The tankers have their own boats capable of skimming fuel from a gas giant or planetary ocean and returning it to the tanker for purification and storage. Such ships are fragile and an obvious weak spot in the supply line, so TankRons also include escort vessels and are often led by a cruiser.

SCOUTRON

Scout squadrons don't exist during peacetime, and even in time of war rarely serve together as a unit. The Imperial Navy does not maintain its own scout vessels, instead borrowing ships and crews from the Imperial Interstellar Scout Service when it needs them. These borrowed scouts are then assigned throughout the fleet based on need and move between squadrons frequently as they carry dispatches and intelligence.

SQUADRON DESIGNATIONS

Squadrons are given a numerical designation when they are created, which are tacked onto the squadron type to give their full squadron name. A BatRon given the designation 175 would be known as BatRon 175, or it is also acceptable to refer to it as the 175th BatRon.

The squadrons are also prefixed with a classification dependant on what part of the fleet they serve with. A front line regular fleet unit would have the classification 'Imperial' prefixed; a planetary squadron is usually referred to as a colonial squadron and prefixed 'Colonial'.

Reserve squadrons are considered to be part of the regular fleets and keep the Imperial classification.

TASK FORCES

Task forces, or task groups, are ad-hoc groupings of vessels brought together for a particular task. Logistics units are typically grouped with whatever escorts are available as task forces for their actual deployments – it is rare for a logistics squadron composed of identical vessels to be encountered. Other common task forces include patrol groups based around a light carrier, a light cruiser and a few escorts, or interdiction squadrons which are assembled according to need and availability.

Task forces are usually given a designation. Sometimes this is a code word, such as "Task Group Oxjaw" or it may be the name of the commanding officer (normally a commodore or captain), for example "Task Group Plankwell".

Much of the day-to-day work of the Imperial Navy is undertaken by lone vessels or task groups. If full squadrons are leaving their bases then there is an exercise in progress – or something serious is happening.

BATTLESHIPS AND DREADNOUGHTS

If the image of a naval warship is one of the most obvious signs of Imperial authority, then the sight of a battle fleet on the move is one of the most awe inspiring. And at the core of the battle fleet is the line-of-battle ship, the pinnacle of any navy's military might.

The battleship is designed with only one purpose in mind: to stand toe to toe with the enemy's main battle line and reduce it to nothing more than expensive scrap. With this objective in mind it should come as no surprise to learn that the modern battleship is usually the largest, most heavily armed and armored vessel in space. The only thing that could be deemed more fearsome than the battleship would be the dreadnought.

Dreadnought is the designation given to the newest and most powerful version of the battleship. Typically these ships are more efficient and have greater firepower than their battleship cousins. Once the technology in a dreadnought is superseded in a following design, that new design is labeled a dreadnought and the former dreadnought is re-rated as a battleship.

Since dreadnoughts represent the latest technology and design thinking they are always considerably more expensive than normal battleships to build and maintain. This leaves plenty of scope open for the continued construction of battleships, as the Imperial Navy is not able to afford to upgrade all of their shipyards each time a new dreadnought design comes onto the drawing board.

Dreadnoughts are typically constructed only in Depot systems, where the yards are kept cutting edge, whereas battleship construction is spread out throughout the Imperium. Eventually those other construction facilities will be upgraded through time and they will become able to manufacture the previous generation of dreadnought.

Battleships are rarely deployed on their own. They are usually part of a large grouping of ships the bulk of which are smaller vessels to help cover for these hulking behemoths of metal and energy. The only time anyone is likely to spot a battleship operating on its own is on a diplomatic flag waving mission to a safe system.

Over the years, the basic philosophies behind the battleship have been debated between military experts and historians. Advances in weapons technology have constantly threatened their dominance on the interplanetary battlefield, but the counter-advances have allowed the battleship to remain as an instrument of power.

The most hotly argued point regarding battleships is the concept of the battle rider. The theory behind a battle rider

states that since a massive proportion of the hull volume of a battleship is taken up by jump drives and the fuel to power these drives, a vessel that does not have jump capability will be able to beat the traditional battleship in head to head combat every time.

Few doubt the validity of the argument. If a 700,000-ton jump capable battleship were to go up against another 700,000-ton battleship without jump capability (assuming the space saved was used for even more armor and weapons) then the later would assuredly win, even with a slight technological disadvantage. It is also accepted that a much smaller non-jump vessel could defeat the traditional battleship.

However, the practicalities of each side of the argument need to be thought out. The traditional battleship can easily withstand more damage without reducing its combat efficiency than the smaller non-jump vessel, both in terms of manpower and actual physical damage. Once it has jumped in, the fuel tanks used for the jump fuel will be empty and can act as a damage buffer against enemy fire.

The major point of practicality though is definitely the transportation aspect. The traditional battleship can power itself to the combat zone; the non-jump vessel cannot.

Not being able to jump is acceptable if you have a need to permanently defend a single system, such as one of your core population centers or an Imperial Naval Depot system, but for a mobile fleet this can present problems.

No one is arguing that the battleship is inferior to its non-jump counterpart, but they do argue this point of operational tactics. The non-jump battleship needs some way of getting itself to the battle. This is achieved by means of a battle tender.

A battle tender is a large jump capable vessel able to carry several of the smaller battle riders, as the non-jump battleships are called, into the area of conflict. They simply accommodate the battle riders in large bays and provide the fuel and engines to jump with the rest of the fleet. Upon arrival the battle riders emerge and prepare to fight the enemy.

Unfortunately the battle riders need the battle tender to enable them to exit the system again. If the fleet needs to make a retreat it is a time consuming task for the battle riders to dock with their mothership before making good on their escape. Also the mothership is lightly armed, due to the fact that most of her free volume is occupied by the battle riders. The tender requires protection from enemy ships that may make it past the battle lines, and this takes up resources that could be better used in the main force.

As always, it comes down to a compromise. The smaller battle riders are capable of operating as a squadron and provide a great deal of flexibility and the ability to come at an enemy from many sides, whereas the equivalent battleship can move itself and is ready for battle instantly wherever it may go. In addition it does not suffer the handicap of having to defend a mothership.

DREADNOUGHT

The largest, ultra-modern and most dangerous ships in space are the dreadnoughts. A dreadnought is always constructed using the most cutting edge techniques and technologies in an attempt to gain that extra edge on the battlefront. The massive spinal mounts are often just out of the research stations and the lesser weaponry is the best the Imperial Navy can build.

Considered by many to be the premier posting for a command officer, dreadnoughts are often seen serving as command flagships on the line and they are capable keeping their flag officers from harm due to their defensive armament. Few go up against a latest generation dreadnought without praying to whatever gods they believe in first, because if they don't have overwhelming firepower then they are going to have an extremely bad day, and probably a short one at that.

Usually constructed with the largest available hull size and using the most powerful weapons in the Imperium, there is no limit to the damage that a properly configured dreadnought can inflict against the navy's enemies.

BATTLESHIP

Today's battleships are usually, but not always, yesterday's dreadnoughts. They are still produced, as they are cheaper to manufacture and less difficult to maintain than the dreadnoughts, and more shipyards are equipped to produce them in any great numbers.

They are basically huge fighting machines equipped with fearsome spinal weaponry and bristling with turrets and weapon bays. Armor is always heavy and they are more than able to strike fear into the hearts of anyone who comes up against them. Used on the main fighting front they are always in the heaviest fighting and can withstand amazing punishment.

The Imperial Navy fields battleships of a wide range of displacements from the 200,000 ton light battleships right up to 700,000 tons and beyond.

BATTLE RIDER

When comparing a battle rider to a conventional battleship the comparison cannot be made on a straight ton for ton basis. In a battleship more than 60% of the displacement of the vessel is occupied by the jump drives and the fuel required to jump into the system and out again. Add to that the fact that the maneuver drives and many other large systems are fitted based on the total displacement of the hull, and you have a vessel around four times the size it needs to be based around its firepower alone. On top of that, you have the additional crew necessary for the jump drives, accommodation and life support for them and other additional ways of wasting internal space.

As a result you can get the same firepower from a non-jump capable ship some five times smaller than the battleship equivalent. And this is the basis of the battle rider.

Battle Riders tend to be quite small in comparison to their jump capable cousins; in fact the Imperial Navy doesn't field any riders larger than 40,000 displacement tons. The battle riders do tend to operate in larger numbers than the battleship therefore overcoming the small disparity in firepower between a 700,000 ton giant and a 40,000 ton midget (comparatively speaking).

Battle Riders are brought to the fight by their tenders. These battle tenders are massive vessels, often larger even than battleships, and they supply the needs of their charges. It is common for each battle tender to be responsible for anywhere from three to seven riders in their cavernous bays.

The tenders themselves are fascinating vessels but these will be covered in a later supplement.

Other than their size, the riders are in every way equal to an equivalent battleship once the fighting starts. Firepower and armor are the same as their counterparts and when equally matched it is superior tactics that will win the day rather than any disparity between the designs.

CRUISERS

The cruiser is one of the most versatile types of ship in the Imperial arsenal, able to conduct a range of different operations. If a combat role is called for then there is nearly always a cruiser class that will fit the requirements.

While the main attack line is mainly composed of the battleships and dreadnoughts the cruiser, even thought less heavily armed and armored than a battleship, rules the battlefield at all other times. Retaining flexibility, maneuverability and firepower, any CruRon is able to project power over a wide area. Able to engage heavy forces and carry out raiding operations, no admiral would be without his cruisers.

Due to the flexible nature of the cruiser mission, all cruisers carry a contingent of Imperial Marines on board. These marines can be used for various missions, but the most common are the boarding of enemy vessels or installations and the protection of their own ship from such boarding.

Since they are the mainstays of any fleet there are many different types of cruiser, each having a specific role. Some of the different types include:

- Battle Cruiser
- Bombardment Cruiser
- Heavy Cruiser
- Interdiction Cruiser
- Light Cruiser
- Missile Cruiser
- Patrol Cruiser
- Strike Cruiser

BATTLE CRUISER

The battle cruiser is one of those ships that seems to have an identity crisis. On one hand it is extremely heavily armed and has firepower equivalent to that of many battleships, but on the other has fast engines and carries less armor than a battleship.

Designers like the idea of having a cruiser that, as well as carrying out its supporting role, is capable of dealing out as much damage as a battleship and is therefore able to join in the main attack. If need be, the battle cruiser can be used as a battleship in the line with the drawback that it cannot withstand as much damage. Its most widely employed role is to act as the heavy gun in a cruiser squadron operating on the front in a raiding or harassment attack.

The typical battle cruiser is generally based around a hull of 150,000 – 200,000 displacement tons, which causes it to rub shoulders with the light battleship classes, and has a heavy spinal mount (usually a particle accelerator). Armor is slightly heavier than other cruisers, but it is quite often slightly slower than most cruisers while still being faster than the battleships.

Secondary weaponry is not ignored and the battlecruiser carries as much as the designers can squeeze in with the space and power plant limitations.

Due to its overpowered, gun-heavy configuration a battle cruiser isn't the nicest posting in the fleet. For a member of the command crew, then the posting is a sure sign that their career is going well, but for the lower ranks accommodation is cramped and entertainment facilities somewhat lacking.

Battlecruisers are not favored by the Imperial Navy, though some of its rivals (including the Solomani Confederation) use them in large numbers.

BOMBARDMENT CRUISER

Planetary bombardment is one of those missions that no one likes to think about doing, but has to be done, and the bombardment cruiser is ideally suited to the mission. A bombardment cruiser is more than capable of reducing entire cities to rubble if the need arises.

While it is rare for true planetary bombardment to take place, it is relatively common for ground troops to need orbital fire support. Any AssaultRon that is tasked with invading enemy territory will have one, if not more, of these cruisers riding overhead. With adequate intelligence, the bombardment cruiser is able to take out enemy formations, destroy facilities and supply dumps, and even use its meson cannons to take out underground bunkers and fortifications. Any ground trooper is aware of the destruction that can be rained down from the skies.

Not the largest cruisers in the navy, the bombardment cruiser is generally in the 30,000 to 60,000 ton range. They do not generally employ spinal mounts as they are too difficult to train on a planet bound target, instead using rows or large weapons bays to create a very powerful secondary armament.

Weapons are usually meson guns, missile launchers and laser weaponry. A few bombardment cruisers also come with the facility to attach drives to any asteroids within a system and use them as area effect weapons upon the unsuspecting populace, though they are inaccurate and the environmental damage caused by such an attack makes this an option that is rarely exercised. Experiments have been conducted with mass-driver armed bombardment cruisers, capable of launching any suitable projectile (typically asteroidal matter but possibly the wrecks of the planetary defense fleet!) at ground or static orbital targets. Such weapons are of little use in ship-to-ship combat, so the Imperium prefers to mount weapons that can also be used in self-defense.

HEAVY CRUISER

The heavy cruiser is usually seen with the line of battle or near vulnerable units. The combination of heavy armor and firepower generally gets it assigned to the defense of units like carriers and supply ships as well as fixed installations. During a large-scale battle however, the heavy cruiser can generally be found as a screening unit for the battleships.

Although not as heavily armed or armored as a battle cruiser, the heavy cruiser is still a formidable opponent for any lesser ship. They are not the fastest ships in the fleet but they do their job well.

INTERDICTION CRUISER

Whenever a world needs to be kept apart from the universe at large, or when a planetary system is placed under siege, the navy needs ships that can serve to interdict the planet to stop transport to or from the surface or to prevent traffic leaving the system. The Interdiction Cruiser is designed for just this purpose.

A single ship cannot possibly hope to stop traffic on a system-wide scale so when an interdiction is imposed the interdiction cruiser is not alone, but forms the backbone of the operations. The support of many other smaller vessels help the operation to be carried out and in general an Imperial Naval Interdiction is an effective means of strangling a world reliant on off-world supplies.

The cruiser itself is generally of a medium tonnage compared to other cruisers, usually around the 70,000 ton region, as it needs to be fast and maneuverable. Most ships that try to run an interdiction are small transports and light freighters so line of battle scale heavy weaponry is not a requirement. It usually carries a spinal mount however, which ensures that it is capable of engaging and overcoming anything up to and including a light cruiser if it becomes necessary.

Increasingly, interdiction cruisers are being constructed along the battle rider principle under the grounds that they are usually deployed to one place. This allows greater flexibility in the design as they do not have to put aside internal volume for jump drives and the fuel that goes with them. Interdictor cruisers that are designed along these lines are usually only a maximum of 30,000 tons and are dropped into the target system by a carrier vessel just the same as battle riders.

Hanger bays take up much of the free space on the vessel for both its extensive fighter and light gunboat operations, which allows it to cover a wide area of space around a planet or other body. Space is also given over to the Imperial Marines, who are carried to board and capture any ship that tries to run the blockade, and their assault transports.

Another experimental concept is the “Interdiction Tender”, which is a Jump-capable vessel in the cruiser weight class but is not designed to take on anything larger than a light destroyer. The lack of heavy main armament leaves room for more gunships and troops, plus supplies to allow the ship to remain on-station longer. Since most vessels trying to slip through an interdiction patrol are light or cargo ships, the tender is more than capable of acting as heavy backup to its subordinate craft.

LIGHT CRUISER

In contrast to their heavier cousins, the light cruiser is not designed for the main battle line. Vulnerable and lacking firepower, they don’t last long against the heavier elements of an enemy fleet. They do however make for excellent harassers, patrol ships and escorts. A squadron of light cruisers can easily outflank an enemy force and perform raids and distraction attacks against the enemy’s slower and more ungainly vessels. Ideal for taking out lightly armored targets, the light cruiser still sees a lot of action during a war. They are also well suited for commanding an escort squadron.

Built small and agile, most light cruisers barely exceed the 30,000 ton mark, with the majority displacing 15-20,000 tons. Lightly armed, they are the smallest vessels in Imperial service that can carry a spinal mount, and some classes mount only bay weapons. However, most raiding ships would still back off from a light cruiser unless they were sure of their superior firepower and mobility.

MISSILE CRUISER

In most ships the use of missile bays is as an aside to other heavier armaments. Missile bays and turrets expend vast quantities of ammunition, and as such the turrets have a tendency to run dry during a prolonged engagement. Due to the ammunition factor the good old missile has always been given a secondary priority in the naval architects’ designs.

At least, that was the old school of thought. Since the early days of planetary and interplanetary warfare the missile has been refined and perfected, new designs of launcher have been devised and the designers have come back to the ideas. The major result of this was the production of a specialised missile cruiser, which now takes on a role in most governments’ navies, not just those of the Imperium.

A missile cruiser has many roles within the fleet, but its most important is providing long-range fire support for other vessels. Missiles, due to the fact they are individually powered and contain built in systems allowing them to change course after leaving the launch tubes, are extremely accurate at long range compared with energy based weaponry. A squadron of missile cruisers can easily stay out of effective range of the enemy while still pouring fire down upon them. Having missile cruiser support also assists in orbital bombardment and the destruction of installations from extreme range.

Of course, the design does have major drawbacks. Ammunition takes up a great deal of space and, no matter how large your cruiser is, there are only so many shots it can fire. Because of this a squadron of missile cruisers always has several ordnance carriers with them at all times.

The missile loading mechanisms and the warheads themselves are also extremely vulnerable to enemy fire. While the cruisers tend to stay further back from the front line than the rest of the fleet, there have been many instances of a missile cruiser being totally destroyed by a lucky hit on its magazine.

There is no such thing as a typical missile cruiser; they come in all sizes from 30,000 tons right up to the 150,000 ton giants. Many do not carry a spinal mount, but devote the space to yet more missile bays. Armor is usually moderate due to the need to protect the dangerous cargo carried within and speed and maneuverability is generally mid range.

PATROL CRUISER

The description Patrol Cruiser is often applied to any vessel that operates on its own for extended periods and it is often used incorrectly, for example when referring to certain classes of small escorts designed for long patrols. The navy uses the term to describe a cruiser whose scope of operations involves patrolling border systems for any signs of hostilities or unauthorized intruders, usually from a rival interstellar power.

Naval Patrol Cruisers are moderate sized cruisers specifically designed for long duration tours and self-sufficiency. Equipped with fuel shuttles they can refuel themselves and their hangers usually have a plethora of small

craft and fighters to provide them with the flexibility they may need in any situation.

Generally in the 60-90,000 ton range, the patrol cruiser is a common sight among frontier worlds and even beyond Imperial borders, where they are used to provide support for intelligence gathering operations. In many circles the Patrol Cruiser is also referred to as a Frontier Cruiser or Border Cruiser, even within the naval chain of command.

STRIKE CRUISER

A Strike Cruiser is a vessel trapped between two roles. On one hand, it wants to be a space superiority vessel, capable of taking on any enemy that gets in its way. On the other, it is a ground support craft, able to provide orbital fire support to ground troops and giving supporting fire to any assault operations.

The use of the Strike Cruiser is to provide both fire support for ground attacks, and to perform strikes behind enemy lines on both merchant traffic and ground installations.

A typical Strike Cruiser is fast, maneuverable and heavily armed with a hull size usually in the 50-100,000 ton range. The majority have meson cannons for their spinal armament instead of the more common particle accelerator; this allows them to take out hardened surface installations much more easily. Secondary armament usually consists of missile bays and turrets for planetary bombardment and hit and run strikes, backed up with a tertiary armament of laser turrets for defensive purposes. Heavy particle accelerator bays are also very common. Armor is generally light, as the Strike Cruiser is not designed for a toe to toe fight.

OTHER CRUISER TYPES

Other cruiser types are possible, and one example in service with the Imperial Navy include Rift Cruisers; high-Jump vessels designed to patrol the sparse systems of the various rifts. Rumors exist of other classes such as an “intelligence cruiser”.

CARRIERS

In military terms a carrier is a ship that is capable of transporting and deploying smaller combat craft into a battle area.

In the fleets of the Imperial navy there are two types of vessel which meet the above criteria, but only one carries the name of carrier. The first is the Battle Tender, used to bring Battle Riders into the fight, and the second is the more traditional view of a carrier, a ship that carries multitudes of smaller fighters and other small attack craft.

Carriers vary greatly in size, from the small system patrol carriers that carry around 100 light attack craft to the larger hulls capable of bringing up to 1,000 light and heavy fighters into the battle lines. The carrier grouping covers the greatest variety of hull sizes of any combat vessel, from the smallest carriers at around 10,000 displacement tons right up to 300,000 ton fleet carriers.

It is not only fighters, however, that are based on these starfaring launching platforms. Many of the larger carriers are capable of carrying their own escort ships, and some of the largest can even carry battle riders along with their massive complement of smaller craft. At the present time there are over fifty different classes of carrier serving within the Imperial Navy, as most of the classes only see a few dozen members constructed.

There is a down side to carrying so many smaller craft; volume. Hangers, stores, support equipment and accommodation eat heavily into a carrier’s available volume. Losing so much space removes the ability to carry a heavy firepower load. Weaponry tends to be limited to short range defensive batteries only, thereby forcing the carrier to rely on its sub craft and escorts to prevent it from harm.

Along with its attendant support and escort vessels, a carrier forms the core of many squadrons. Such CarRons can project power over an entire system with little effort and are capable of taking out even battleships under the right conditions. In many ways a carrier and its escorts are the most versatile squadron type in the navy and more powerful than anything other than a main battle squadron.

The Imperial Navy splits its carriers into the following groups.

- Assault Carrier
- Fleet Carrier
- Light Carrier/Escort Carrier
- Strike Carrier

ASSAULT CARRIER

The ships of the Imperial Navy are fine for space superiority and destroying the enemy’s installations, but when it comes to taking vital bases and land the navy calls in the marines. The marines need to get to their destination fast, and usually with heavy enemy resistance. This is where the assault carrier comes in.

An assault carrier is used to insert the marines’ landing ships and support vessel into a hot zone. A typical assault carrier is capable of carrying thousands of marines, their assault shuttles and marine fighter escort. When an assault carrier enters a low orbit above a world, the citizenry start to worry.

The carrier is usually lightly armed, with a limited facility to carry out basic covering orbital bombardment and defensive arrays. Due to the need to carry so many troops, an assault carrier tends to be in the range of 100-200,000 displacement tons, although many other sizes do exist.

FLEET CARRIER

The main purpose of a fleet carrier is to travel along with the main fleet and act as a mothership for heavy fighters. At 100-200,000 tons these are fairly large vessels, each capable of launching several hundred heavy fighters into the battle.

In additional to this the fleet carrier is more heavily armed than most other carriers, as it is expected to be closer to heavy fighting. A fleet carrier is definitely a force to be reckoned with, especially since it never travels alone.

LIGHT CARRIER (ESCORT CARRIER)

While the fleet carrier carries the heavy fighter punch of the fleet, those heavy fighters are by no means the only fighters the navy has at its disposal. The lighter fighters, however, are usually not deployed in as heavy numbers to require such a

valuable unit as a fleet carrier. As a result, the light carrier exists to act as a mobile base for such lighter craft.

A typical light carrier can be anywhere from 20-50,000 tons and carry from 50 to 200 light fighters. Since they are considerably smaller and cheaper than their larger brothers, the light carriers can perform smaller, but no less vital missions.

Light carriers are typically assigned to small patrol fleets and border elements. If the Imperial Navy has decided to create a Red Travel Zone in a system, then there will almost always be a light carrier stationed in that system to discourage curious passers by. The carrier can cover a much greater area than a regular warship and as such is well-suited for system defense and patrols.

Light Carriers are sometimes designated as Escort Carriers if their main role is protection of other ships. The choice of designation merely indicates the carrier doctrine in force when the class was designed; there is little difference between the types in practice.

STRIKE CARRIER

The Strike Carrier is a strange vessel of mixed pedigree. On the one hand, it is a warship of cruiser size and sporting a spinal mount weapon for use in main battle and a reasonably impressive list of secondary armaments. On the other, it carries a complement of fighters equivalent to a light carrier. They are also designed to operate either alone or with minimal support and are rarely seen in the main fleets.

Around the 60-100,000 ton scale, the Strike Carrier is commonly seen in border areas where every ship counts. Left on its own the Strike Carrier can take on small warships while also providing the area coverage of a dedicated carrier. Not that common within the ranks of a navy that is going down the path of warship specialization, they have proved their worth nonetheless on several occasions.

OTHER CARRIER TYPES

Various other types of carrier have been experimented with at times. For example, a smaller and cheaper, low-jump version of the Strike Carrier has emerged from time to time. Capable of covering a reasonable area with its fighter complement and taking on ships in the destroyer class with its modest spinal mount, the System Control Ship concept has many adherents within the Imperial Navy.

Other carrier types include “expedient” carriers created by fitting launch tubes to merchant hulls to provide some measure of convoy protection in troubled times, and a variety of ingenious small ships classes carrying a mere handful of fighters for piracy-suppression or law-enforcement missions.

DESTROYERS AND ESCORTS

While cruisers are the most versatile units in any navy, there are never enough to go around. Not every mission needs something quite as large as a cruiser anyway. Destroyers and escort ships exist to fill the gaps between the cruiser and the smaller vessels.

Destroyers represent the smallest ships found on the front battle lines. They are vessels built to run interference for the larger warships and also to provide support against the smaller vessels out there while the cruisers and battleships concentrate on the big boys. The destroyer is also the largest type of military starship that most people ever see. It is usually the destroyer classes that patrol the major shipping lanes and provide escorts for larger trade convoys. If an area has seen severe piracy attacks a destroyer may turn up to investigate. They are relatively commonplace and outnumber cruisers roughly 4 to 1.

The largest destroyer in the Imperial Navy only displaces 20,000 tons and the hull sizes run all the way down to as little as 1000 tons. Due to their small size, destroyers do not mount spinal weaponry, but since their intended targets are their own size or less this is not a major disability.

Two basic types of destroyer vessels exist; Escort and Fleet.

Escort means the class is designed to provide cover and escort duties to the many merchant convoys traveling through dangerous space, in both times of war and peace. Not all Imperial trade takes place within the Imperial borders and escort vessels are sometimes assigned to larger convoys outside controlled space. Escort destroyers tend to be fairly small (1000-5000 tons) and some classes, intended for the commerce protection role, have low Jump capability. Most escorts are capable of keeping up with the Fleet standard Jump-4. Armament tends to be optimized for dealing with small vessels like corsairs and fighters.

Fleet destroyers, on the other hand, are designed to travel with the main fleet elements and tend to mount less, but more powerful weaponry than their escort cousins. Bay weapons are common, with particle accelerators being the preferred mount.

The term frigate is often applied to smaller members of the type, and some are called Destroyer Escorts due to their usual missions of providing cover and extra coverage for destroyers on missions.

PATROL VESSELS

A patrol vessel is different from the rest of the fleet in that it is generally designed to operate on its own without support from other ships.

The average patrol vessel in the Imperial Navy is a small ship, generally less than 1,200 tons, that is assigned to areas on anti-piracy patrol or customs service. Since they usually operate independently, command of a patrol ship is generally considered a sign of trust in a commanding officer and is a good stepping-stone on the way up the rank ladder.

GUNBOATS

The Third Imperium is built on the ideal of free trade between the stars and it is this interstellar commerce that is the lifeblood of the entire Imperium. Remove the trade and the Imperium will cease to exist. As a result of this the commerce must be protected. Battleships and cruisers may be good for reducing the enemy’s fighting forces to their constituent components, but they are not very good at patrolling the frontier shipping lanes or engaging pirates. Enter the gunboat.

The gunboats, more usually called Close Escorts, which the navy uses to protect the smaller independent convoys and trading vessels, are small compared to the monstrous

warships of the front lines. At between 300-500 displacement tons the gunboat will not strike fear into the hearts of an enemy invader, but a pirate equipped only with smaller corsairs and converted merchant vessels may think twice before engaging.

Many gunboats are designed to travel with groups of freighters and transports and are thus equipped with fast jump engines in order to protect the convoy from start to finish, while others are designed to stay within the boundaries of one system and sweep the shipping lanes within.

All gunboats are equipped with three or more turrets comprising a mixture of weaponry, lasers, missiles and defensive armaments. Most also come with some sort of smaller craft that can be used for personnel transfer in order to check cargo containers. Some carry marines or other troops for use in boarding pirate vessels but that kind of operation is usually left to the patrol cruisers if possible.

The other role of the close escort is to give close protection to a larger ship, defending it against missile and fighter attack. No dedicated close escort class is in Imperial service at present (though some smaller escorts are regularly assigned to this role), and some older classes designed as close escorts remain in reserve). A new, dedicated class of small Close Escort is under discussion in naval design circles, but design work has not yet begun.

FIGHTERS AND GUNSHIPS

A fighter is a class of small ship carried by a larger vessel, usually a carrier, to be used in combat against the enemy. Fighters are typically fast, light craft used to engage and overwhelm an enemy's defenses or to project power over a wider area than capital ships. Fighters require the use of a carrier or other mothership to move from one system to another, as they are too small to carry a jump drive. Due to their small size they are agile and make a difficult target.

While there are scores of different fighter designs around the Imperium they all break down into one of three distinct sub types: Fighters, Bombers and Strike Craft.

FIGHTERS

Fighters are small, fast and agile. The smaller versions require only one crewman who acts as pilot, navigator and gunner for the craft.

Due to the fact that they often mount only a single fixed direction laser it would be forgiven for thinking such a lightly armed and armored craft would not pose a threat to a modern warship. This would be true if it weren't for the vast numbers of fighters a typical Imperial carrier can carry. Even cruisers can suffer from the effects of several hundred of these pests swarming around them. However, even a horde of fighters will suffer massive losses against any adequately designed major warship, and will inflict relatively minor damage unless backed up by other attack craft.

Larger fighters carry heavier armament and can require more crew though it is almost unknown for a fighter to carry more than two persons.

The smallest fighters in the Imperial Navy measure out at only 10 displacement tons, with the heavy fighters at no more than 30-50 displacement tons.

MISSILE ATTACK CRAFT, OR 'BOMBERS'

Compared with a fighter, the Missile Attack Craft, or 'bomber', is less agile and an easier target, however for that sacrifice the bomber carries a formidable missile payload, making it something that even a battleship should be wary of.

Weighing in at up to 50 tons, bombers attack their targets in waves covered by a screen of fighters. In order to achieve any real results, the crew need to get close to the target, but when they do hit the enemy knows about it. Bombers are best deployed against large slow targets, in large enough numbers to swamp anti-missile defenses.

STRIKE CRAFT

As a general rule, the average fighter has very little effect against a capital ship. Armor is usually strong enough to shrug off the light lasers that are generally mounted on such craft so something heavier is needed. A Strike Craft is a bomber or heavy fighter hull that has had all excess material and components stripped away from it, leaving only enough room to squeeze an oversized plasma or fusion cannon into it. Usually very cramped, the Strike Craft has only room for two crewmen once the more powerful power plant has also been squeezed in.

Strike Craft remain in use throughout the Navy due to their effective firepower for their size overriding their flaws. They are slower than most fighters and less maneuverable, but when deployed in sufficient numbers, particularly with fighter support, they can overwhelm even some cruisers.

SYSTEM DEFENSE CRAFT

Non-Jump capable warships are a good investment for any world government worried about being attacked, and the Imperial Navy operates many such craft to defend its bases, depots and other installations. Navy-crewed static defense squadrons also defend critical Imperial worlds, including Capital.

SYSTEM DEFENSE BOATS

System Defense Boats (SDBs) are small, non-jump capable vessels used for patrol and defense purposes within a star system. In very common use all over the Imperium the SDB is most often found in high population systems, or systems with a naval presence. SDBs are also used whenever a boarding action is required as they can both disable the target vessel and use their ships troops to board and take over the target.

The average SDB has a displacement of between 300 and 600 tons, and carries an array of armament of missile and laser turrets. Most are heavily armed and armored and generally equipped with the best maneuver drives available to the constructing system.

Though they are not jump capable, SDBs can be carried between systems in transports though some of the more ingenious designs have a separate jump module which can be attached to enable the SDB to make its own way between the stars.

Short range and duration the SDBs are very heavily armed for their size and many carry a squad or two of ships troops for law enforcement duties. Most classes are designed

to be able to hide underwater, in gas giant atmospheres and on asteroids, allowing them to strike by surprise.

MONITORS

Modern warships are handicapped by their need to carry large jump drives and huge fuel reserves for the jump drives. It is this handicap that gives rise to the Battle Rider/Battleship argument that has raged for centuries. Where a Battle Rider is a warship that is transported from system to system, a Monitor is basically one that stays in one system.

Monitors are used to defend high population worlds, and the Imperial Navy uses them primarily for the defense of its sensitive Depot systems. Whereas Battle Riders have to be small enough for another starship to transport them from one system to another, Monitors do not have this restriction. This allows a Monitor to be of any size the constructing system likes.

Monitors vary from not much bigger than a SDB, right up to Battleship size. Since they have to be constructed in system there is no real pattern or average model for those built by planetary governments, though the Imperial Navy Monitors have a more conventional pattern to them.

The firepower of one of these ships cannot be underestimated. A single properly constructed monitor of 500,000 tons is capable of destroying almost anything that can be thrown at it. Unfortunately most system monitors are not of as good construction as normal warships.

It is not uncommon to come across Monitors constructed from hollowed out asteroids if a system has an abundant supply. The ready-made hull provided by an asteroid allows huge ships to be constructed cheaply and easily, a major consideration for over-stretched planetary budgets. Many monitors are also constructed from obsolete capital ships that have been sold by the Imperial Navy. Take an out of date cruiser, strip the fuel tanks and jump drives out of them and you have much more room to fit in weaponry and the like. Many governments take this route instead of building their own from scratch, and they have their uses.

Any armament can be found on a monitor. All designs of spinal mounts have been used on them in one system or another. Heavy bays are common, as is missile armament as drive power is usually neglected for more offensive power.

The Imperial Navy has at least one squadron of Supermonitors, massing upwards of 750,000 tons, deployed to defend Capital, but as a rule very large “Battle” monitors are uncommon. Most custom-built non-planetoid monitors fall into the 5000-25,000 ton range, though the fact that no space need be allocated to Jump fuel makes these vessels about as capable as a fleet unit of double their size. The typical Imperial Heavy Monitor masses 25,000 tons, and a Light Monitor 5-10,000.

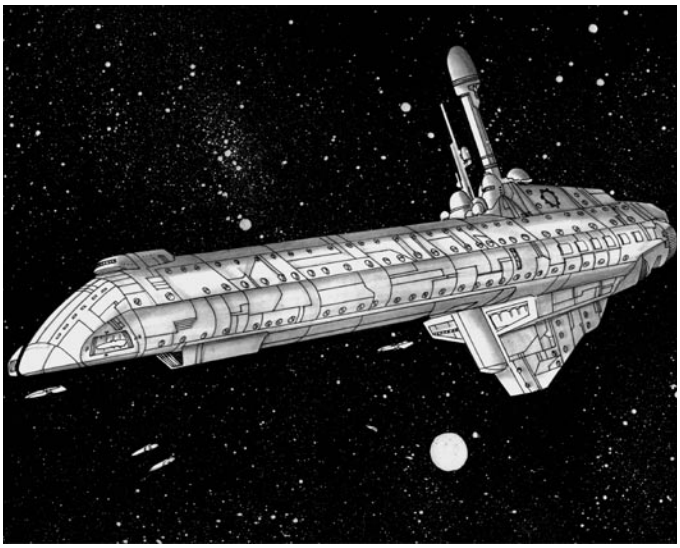
Most planetary navies that custom-build their monitors operate relatively small vessels; 2000-10,000 tons. One popular design is a slow but stealthy craft with heavy missile armament, carrying squadrons of specialist fighters which have good passive sensor arrays instead of their weapons fit. These sensor-fighters can hand off a targeting fix to the hidden monitor, which can then deliver a devastating missile strike by surprise. The target is much less likely to detect a lone fighter than a large warship, though these “missile patrol monitors” are rather vulnerable in an exchange of fire.

As an alternative, some planetary navies will build large, very slow planetoid-hull monitors and use them as mobile forts and gunship bases to defend key points in the star system.

PUBLISHER'S NOTE

Some of the ships that appear in this issue have been previously publisher in GDW’s Supplement 9 - Fighting Ships of the Imperium for Classic Traveller. It should be remembered that the ships appearing in this volume are from a period of history some 100+ years earlier than those versions appearing in Supplement 9. Because of this the armaments and fittings may not be exactly the same due to different influences and tactics of the period.

PERISHER



PERISHER CLASS FAST DREADNOUGHT – TL 14

Brand new and clean as a whistle, the Perisher Class of dreadnought so far only consists of three prototype models, with the keel of 4 production models being laid and due for completion in 1008. Top of the range and state of the art, the Perisher is intended for a fast-response or heavy strike role.

Based around a cylindrical hull the 400,000 ton behemoth mounts what is possibly the largest, and most advanced, meson gun in the Imperium. Particle accelerator and missile bays provide additional long range punch with laser turrets providing back up and close range firepower.

Within its hull the dreadnought has room for four 1000 ton ships as well as numerous smaller craft. Also contained is accommodation for up to 2000 troops. A jump 4 drive allows for good strategic maneuverability while a relatively high agility rating allows it to be a fearsome opponent on the tactical battlefield. Armor is relatively light, but compensated for by good screens and sandcasters, plus the ability to cripple most opponents before they can deliver much damage.

Perisher Dreadnaught

Class: Starship, Type BB	**EP Output:** 49069(16000extra)
Tech Level: 14	**Agility:** 4
Size: Gargantuan (400,000dt)	**Initiative:** +4
Streamlining: Partial Streamlining (Cylinder)	**AC:** 11 (Agility +4, Armor +1, Gargantuan –4)
Jump Range: 4	**Repulsors:** x50 USP 8
Acceleration: 4	**Nuclear Dampers:** USP 6
Fuel: 209,069	**Meson Screens:** USP 6
Duration: 4 weeks	**Black Globes:** None
Crew: 5583	**AR:** 1
Staterooms: 2900	**SI:** 825
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 Parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 540	**Cost:** Mcr244,593.8
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x100), 1500 Missiles (30 Shots per bay). Fuel Scoops, Fuel Processor (6hrs for 160,000dt Jump fuel). Hangar for up to 500dt of Small Craft	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +26 (+26 USP), Damage 16d20 +16d12 radiation.
100dt Bay: Particle Accelerator (x150), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation.
50dt Bay: Missile (x100), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x50), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x42), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

TIANANMEN CLASS BATTLESHIP – TL 13

Built for the line, the Tiananmen class was once the pinnacle of naval military technology. Nowadays, even though the 350,000 ton design is ninety years old, it is still an impressive display of Imperial power.

Constructed around a giant meson cannon, the Tiananmen is of a rough flattened spheroid design. The rear of the vessel is home to its massive engines, which give it above average agility, and its maintenance and power plant sections. Literally hundreds of turrets and dozens of particle accelerator and missile bays provide a secondary backup to the main weapon while still outperforming the weapons on most smaller ships. Two fair sized hangars allow fifty heavy fighters to be stored inside along with support facilities and additional berths for twenty, fifty-ton craft along with three one hundred ton couriers.

Originally constructed in the Gateway sector, the Tiananmen class are all named after worlds with dictatorship and socialist governments. While this idea was not well received with some sections of the Admiralty, no one can argue with the point it is trying to portray.

Tiananmens are still constructed at shipyards throughout the Imperium and several megacorporations have been given the contracts to continue to produce them in significant numbers for the Imperial Navy.

Tiananmen Battleship

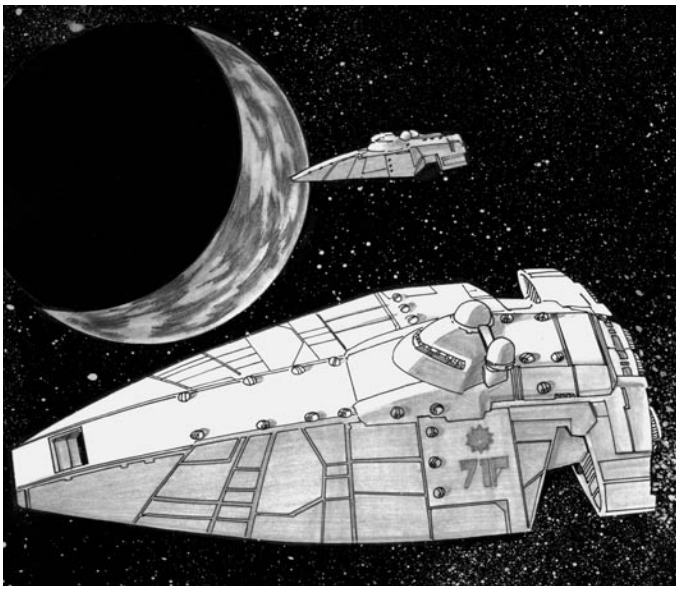
Class: Starship, Type BB	**EP Output:** 44,207(17,500 extra)
Tech Level: 13	**Agility:** 5
Size: Gargantuan (350,000dt)	**Initiative:** +5
Streamlining: Streamlined (Flattened Sphere)	**AC:** 11 (Agility +5, Gargantuan –4)
Jump Range: 4	**Repulsors:** x67 USP 7
Acceleration: 5	**Nuclear Dampers:** USP 3
Fuel: 184,207	**Meson Screens:** USP 2
Duration: 4 weeks	**Black Globes:** None
Crew: 3568	**AR:** 0
Staterooms: 1880	**SI:** 812
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 112	**Cost:** Mcr214,895.2
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x100), 500 Missiles (10 Shots per bay). Fuel Scoops, Fuel Processor (7hrs for 140,000dt Jump fuel). Hangar for x50 50dt Fighters, x20 50dt Craft, x3 100dt Craft. Launch Tube for 50dt Fighters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +23 (+23 USP), Damage 16d20 +16d12 radiation.
100dt Bay: Particle Accelerator (x75), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation.
50dt Bay: Missile (x100), Attack Bonus +8 (+8 USP), Damage 8d6.
Battery 1: Beam Laser (x50), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x50), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

TIMARIN



TIMARIN CLASS BATTLE RIDER – TL 13

Even though the basic design of the Timarin Class Battle Rider is over 200 years old, the model is still commonly seen in the fleets of the coreward sectors. They have performed admirably over the centuries and are one of the most effective designs to be still in production at the lower tech shipyards.

With the Timarin's 30,000 ton hull based around a 5,000 ton meson spinal mount, it has the firepower to still be effective in the modern battlespace. Multiple missile and particle accelerator bays give it a good secondary punch as well.

The Timarin, like most Battle Riders, generally operates in groups of three and is deployed from a carrier in this group. Since the Timarin is a 30,000 ton Rider it can be carried by most Battle Tenders in operation as the size is fairly standard among Battle Rider designs.

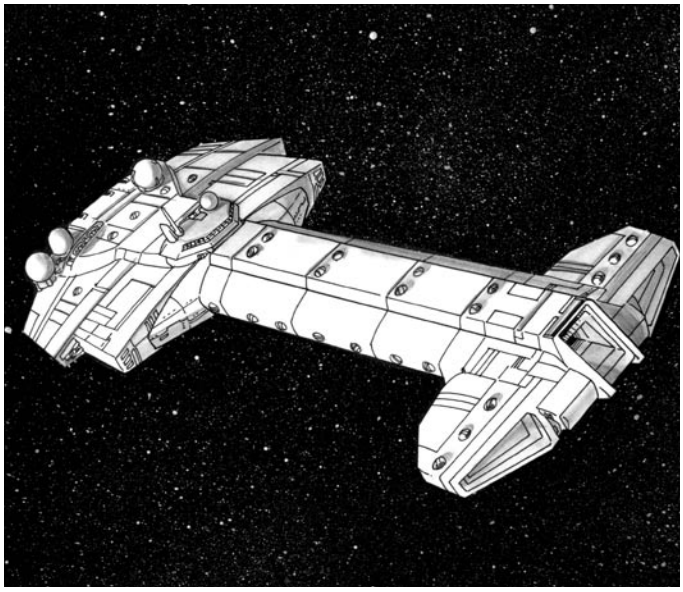
Timarin Battle Rider

Class: Non-Starship, Type BR	**EP Output:** 5437 (1800 extra)
Tech Level: 13	**Agility:** 6
Size: Huge (30,000dt)	**Initiative:** +6
Streamlining: Streamlined (Wedge)	**AC:** 20 (Agility +6, Armor +6, Huge –2)
Jump Range: 0	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** USP 2
Fuel: 5437	**Meson Screens:** USP 2
Duration: 4 weeks	**Black Globes:** None
Crew: 339	**AR:** 6
Staterooms: 185	**SI:** 550
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 247	**Cost:** Mcr21,610.2
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x10), 2000 Missiles (20 Shots per bay). Fuel Scoops, No Fuel Processor. Hangar for x2 50dt Modular Cutters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +20 (+20 USP), Damage 16d20 +16d12 radiation.
100dt Bay: Particle Accelerator (x10), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation.
100dt Bay: Missile (x10), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x6), Attack Bonus +7 (+7 USP), Damage 7d8.
Battery 2: Sandcaster (x6), Defense Bonus +7 (+7 USP).

Ship's Data (Commercial)



DIASPORA CLASS BATTLECRUISER – TL 14

First introduced in 963, the Diaspora Class of Battle Cruiser (named for the worlds of the Diaspora sector) weighed in at 200,000 displacement tons, just a little smaller than some of its battleship cousins (and a lot larger than the battleriders). The class represented the height of TL14 technology at the time, and marked a departure from the usual Imperial 'Capital Ship or Heavy Cruiser; nothing in between' policy.

Based around a spinal meson gun, the Diasporas are extremely heavily armed for their size, as befits their mission profile. Lightly armored compared to the battleships, the Diasporas have exceptional speed and agility and are capable of heading an assault fleet on their own.

A highly successful design, the production models were firm favorites of their commanding officers but they unfortunately never really got the chance to prove themselves in combat. Shifts in naval doctrine back towards the cruiser/battleship divide meant that production of the class was curtailed early.

However this did not relegate the Diaspora class to the scrap heap by any means. The Diasporas were based on tried and tested technologies and proved highly reliable, and though they were never produced in large numbers they remain in service across the Imperium.

112 Diasporas were constructed before production was cancelled. Of those 33 are no longer in service. 16 have been destroyed in action against the Solomani, 7 have been retired due to metal fatigue problems, 4 destroyed in non-Solomani related actions, 3 converted to research vessels, the *Prestwick* was lost in Jump space, the *Napiiresha* suffered a major reactor overload which led it to being scrapped, and the *Garaag* was destroyed recently in a mysterious incident at Otimmatu which is still being investigated and is being treated as a sensitive issue.

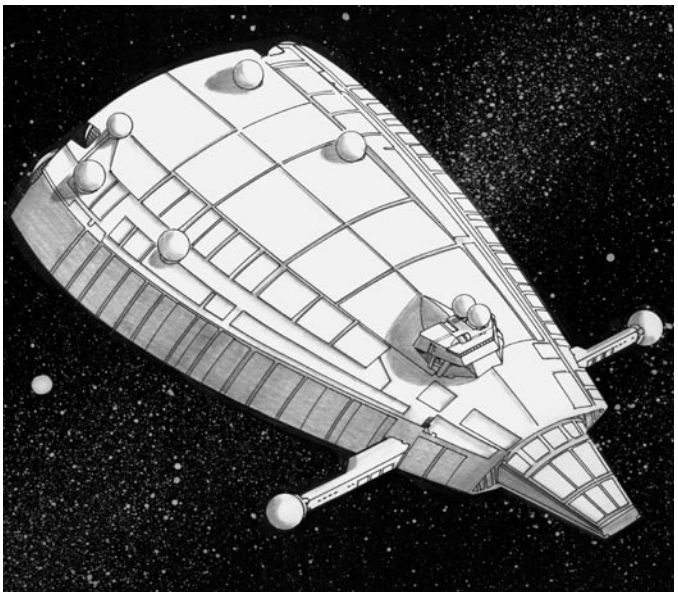
Diaspora Battle Cruiser

Class: Starship, Type BB	**EP Output:** 26234 (10000 extra)
Tech Level: 14	**Agility:** 5
Size: Gargantuan (200,000dt)	**Initiative:** +5
Streamlining: Streamlined (Wedge)	**AC:** 12 (Agility +5, Armor +1, Gargantuan –4)
Jump Range: 4	**Repulsors:** 35x USP 3
Acceleration: 5	**Nuclear Dampers:** USP 6
Fuel: 106,234	**Meson Screens:** USP 6
Duration: 4 weeks	**Black Globes:** None
Crew: 1785	**AR:** 1
Staterooms: 1000	**SI:** 775
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 Parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 40	**Cost:** Mcr130,481
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x50), 1250 Missiles (10 Shots per bay). Fuel Scoops, Fuel Processor (6hrs for 80,000dt Jump fuel). Hangar for x4 50dt Modular Cutters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +24 (+24 USP), Damage 16d20 +16d12 radiation.
50dt Bay: Particle Accelerator (x50), Attack Bonus +5 (+5 USP), Damage 5d12 +5d10 radiation.
50dt Bay: Missile (x50), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x33), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x25), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)



VRYSONU CLASS MISSILE CRUISER – TL 12

Whenever a fleet engages the enemy they will always try to do the maximum damage throughout the engagement while minimizing damage to themselves. If you can engage the enemy from long range while they cannot, then you have a large tactical advantage. Missile cruisers are constructed to use this distance advantage and capitalize on it.

The Vrysonu is an older design. It first saw service in 815 and has been subjected to a few design changes over the years. A workhorse of the battlefleets, it has been involved in most of the fleet engagements since its introduction.

Displacing 100,000 tons these are large vessels and consequently they have a large punch. Not equipped with a spinal mount, they are instead covered in massive missile bays. Indeed, the Vrysonu takes the missile cruiser design to an extreme – it has no secondary or tertiary armament, not even point defense. It is nothing more than a flying missile delivery system, a job it does very well. The hull is based on a cone design which allows the vessel to bring as many tubes as possible to bear on a target, which should always be a great distance from the ship. If there is any danger of the enemy closing, the Vrysonu can use its agility to escape or to hide behind its escorts, and its hull is tough enough to shrug off a few hits.

Even though the Vrysonus are constructed at tech level 12 specifications, which allows the contracts to be spread over a larger number of shipyards, many are equipped with missiles of a higher overall tech. This allows the older ship an added punch without any upgrades or refits.

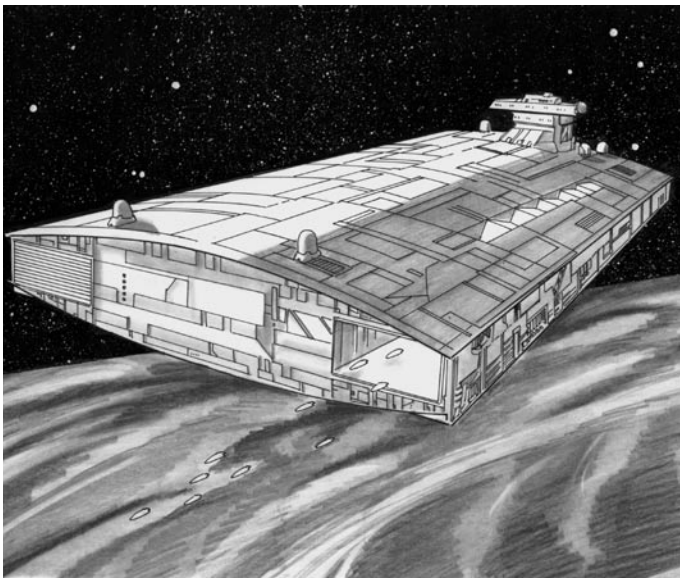
Vrysonu Missile Cruiser

Class: Starship, Type CM	**EP Output:** 8005(4000 extra)
Tech Level: 12	**Agility:** 4
Size: Gargantuan (100,000dt)	**Initiative:** +4
Streamlining: Streamlined (Cone)	**AC:** 14 (Agility +4, Armor +4, Gargantuan –4)
Jump Range: 3	**Repulsors:** None
Acceleration: 4	**Nuclear Dampers:** None
Fuel: 38,005	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 813	**AR:** 4
Staterooms: 460	**SI:** 750
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 285.5	**Cost:** Mcr58,431
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x100), 2000 Missiles (20 Shots per bay). Fuel Scoops, Fuel Processor (12hrs for 30,000dt Jump fuel). Hangar for 300dt of Small Craft.	

TAS Form 3.1 (Condensed)

100dt Bay: Missile (x100), Attack Bonus +9 (+9 USP), Damage 9d6.

Ship's Data (Commercial)



VRENAIR CLASS ASSAULT CARRIER - TL 14

In space battles the dreadnoughts inspire fear in the hearts of naval personnel the galaxy over. However it is generally the shape of a massive assault carrier approaching low orbit which strikes terror into the souls of the planetary populace. The Vrenair does nothing to reduce that fear.

At 300,000 displacement tons the Vrenair is one of the largest carriers in the Imperium and is capable of carrying over 80,000 displacement tons of marine and army assault landing craft. In order to squeeze in this much cargo space, many sacrifices have been made with the design. The Vrenair is, however, ill prepared to defend itself. Weaponry is limited almost exclusively to defensive turrets and bays and it depends on the rest of the fleet to provide support. A single hit from a ground-based meson gun or other heavy weapon could deliver catastrophic damage to this immense vessel, so policy is to thoroughly suppress planetary defenses before the Vrenair enters the battle area.

On board accommodation can be provided for up to 12,000 marines, while their equipment is stored on board their landing craft. Limited repair facilities also exist on board, along with a separate fuel tankage for the smaller craft.

The Vrenair manages this massive, and versatile, capacity by storing its charges within two massive holds. This allows vessels of all shapes and sizes to land without having to worry about specific sized bays. These massive bays span most of the length of the ship on either side of the central facilities and come equipped with two massive airlocks apiece. These airlocks take up one sixth of the bays at either end and allow parts of the force to launch while the rest stays in an atmosphere for loading and maintenance. It is also possible to completely open both locks and expose the entire length of the bays to space in order to launch the entire complement in as short a time as possible; this option, however, requires a significantly longer time to repressurise the bays afterwards.

The sheer size of the Vrenair class has proven to be a problem at times. It isn't always effective to send one out when one considers the marine complement of 12,000 is a large force for any one situation. As a result only twenty have so far been constructed in the entirety of the Imperium. However the design is only fifteen years old and more could come out of the yards in the future if the demand is there.

Vrenair Assault Carrier

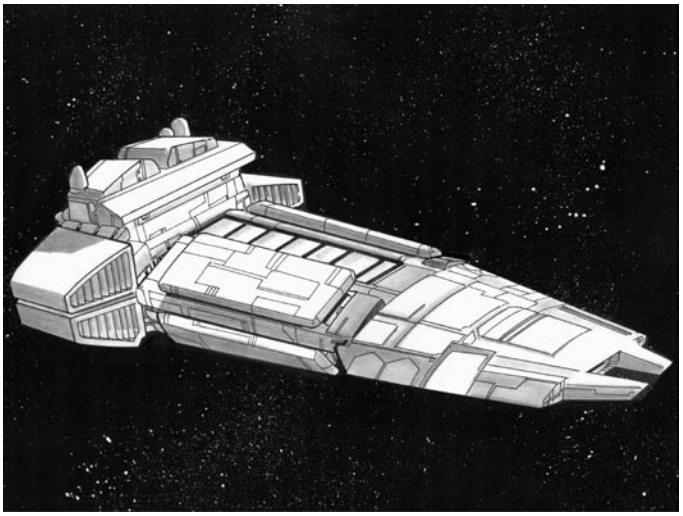
Class: Starship, Type AC	**EP Output:** 7509 (0 extra)
Tech Level: 14	**Agility:** 0
Size: Gargantuan (300,000dt)	**Initiative:** +0
Streamlining: Partial Streamlining (Close)	**AC:** 6 (-4 Gargantuan)
Jump Range: 4	**Repulsors:** None
Acceleration: 1	**Nuclear Dampers:** None
Fuel: 127,509	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 13700	**AR:** 0
Staterooms: 7000	**SI:** 800
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 Parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 566	**Cost:** Mcr96,364.8
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Fuel Scoops, Fuel Processor (6hrs for 120,000dt Jump fuel). Hangar for 80,000dt of Marine Assault Craft.	

TAS Form 3.1 (Condensed)

Battery 1: Pulse Laser (x150), Attack Bonus +7 (+7 USP), Damage 7d10.
Battery 2: Sandcaster (x150), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

EFFENDI



EFFENDI CLASS HEAVY CRUISER TL-14

The Effendi class of heavy cruiser is a common sight among the rimward sectors of the Imperium. First introduced in 891, the class has seen heavy action and major overhauls since its inception. Displacing 90,000 tons, it is one of the largest of the heavy cruisers in the Imperial Naval arsenal.

Like all other heavy cruisers, the Effendi class is best suited to bolstering the line of battle against other cruisers, and its spinally mounted particle accelerator is one of the most powerful for its size. Produced in large numbers over several decades, examples of the class are still in service over 100 years after the class was designed.

In 927 around half of the models in service were overhauled with newer systems, and again in 965. Even though production of the class finished in 987, there are over eighty surviving hulls still in service. Until the outbreak of the Solomani Rim War, the class was gradually being drafted over into the reserve fleets to make way for newer TL15 hulls, but the outbreak of hostilities has kept 46 of them in the main fleets.

Named for hereditary nobles who went on to become important naval officers, the Effendi class has carried a proud tradition within the cruiser ranks and many officers are sorry to see them being superseded by the more modern ships. Plans have been mooted to refit them again, but it is no longer economically viable to do so.

Like any ship in naval service, the Effendi has its own share of quirks. The most serious of them was noticed within the first two years of service. The original Effendis always ran the power plants quite close to the edge when in combat, as there was little excess power. Unfortunately, the power conduits and cabling systems were substandard and unable to handle the full load when the ship was engaged in full combat mode with all systems and weapons charged. This lead to burn outs in some parts of the ship, and in their first fleet engagements their guns fell silent. This was swiftly put right in the hulls that were under construction and the few that were active were quickly pulled back in for reworking.

Also, the original ships have been upgraded with newer computer and data suites, and more electronics and sensor systems. Many consider the initial installations of these new systems to have been a naval architects' joke as they necessitated lowering the ceiling by a foot and a half immediately outside the main bridge entrance to fit them in. Most crewmen quickly learn to duck while entering or leaving the bridge but there have been occasions of senior officers rendering themselves unconscious while racing to the bridge in an alert.

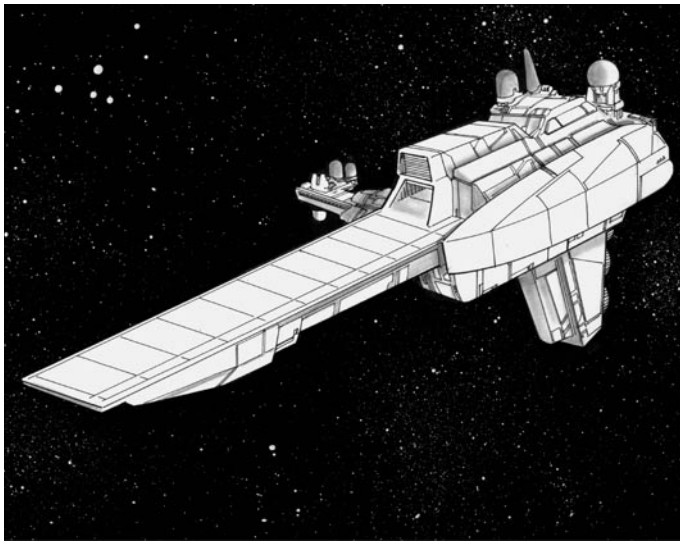
Effendi Heavy Cruiser

Class: Starship, Type CH	**EP Output:** 11,729 (4500 extra)
Tech Level: 14	**Agility:** 5
Size: Huge (90,000dt)	**Initiative:** +5
Streamlining: Streamlined (Wedge)	**AC:** 13 (Agility +5, Huge –2)
Jump Range: 4	**Repulsors:** x15 USP 8
Acceleration: 5	**Nuclear Dampers:** USP 6
Fuel: 47,729	**Meson Screens:** USP 6
Duration: 4 weeks	**Black Globes:** None
Crew: 866	**AR:** 0
Staterooms: 465	**SI:** 700
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 Parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 440	**Cost:** Mcr59129.1
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x40), 500 Missiles (10 Shots per bay). Fuel Scoops, Fuel Processor (6hrs for 36,000dt Jump fuel). Hangar for x4 50dt Modular Cutters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Particle Accelerator, Attack Bonus +26 (+26 USP), Damage 16d12 +16d10 radiation.
50dt Bay: Missile (x40), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x16), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x15), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)



GIISHUDA CLASS FLEET CARRIER – TL 13

A mainstay of the main battle fleets of the coreward sectors of the Imperium is the Giishuda class fleet carrier. Capable of carrying up to 400 heavy fighters into the fray along with an additional 50 bombers and other small support craft, the Giishuda is a force to be reckoned with.

The main hull of the vessel is a 150,000 ton dispersed structure with four main launching tubes for the fighters. These extend in pairs above and below the main structure like giant air intakes. A long flat central body provides an approach and landing area for returning fighters while a large dorsal bay provides the ingress and egress area for the bombers and other small craft. Several other small hangars are dotted around the structure.

A large thick boom extends from the port side of the main hull and the main flight control center is located at the end of this boom. Needless to say this is a vulnerable area of the ship and is well covered by defensive turrets and heavy armor but it was decided this gave the best view of the departing and approaching craft in case of electronic failure.

In common with most carriers, the Giishuda is not equipped with a spinal mount and is supposed to stay back out of the main combat. As a result it is equipped mainly with laser turrets and defensive sandcasters relying on its escorts to protect it from larger than a gunboat, though it does have a few particle accelerator bays for additional defensive punch.

Sensors are adequate and the communications suite is top of the range. Low maneuverability is of course the norm. A Jump capacity of 4 parsecs allows it to keep up with the rest of the fleet.

Giishuda Fleet Carrier

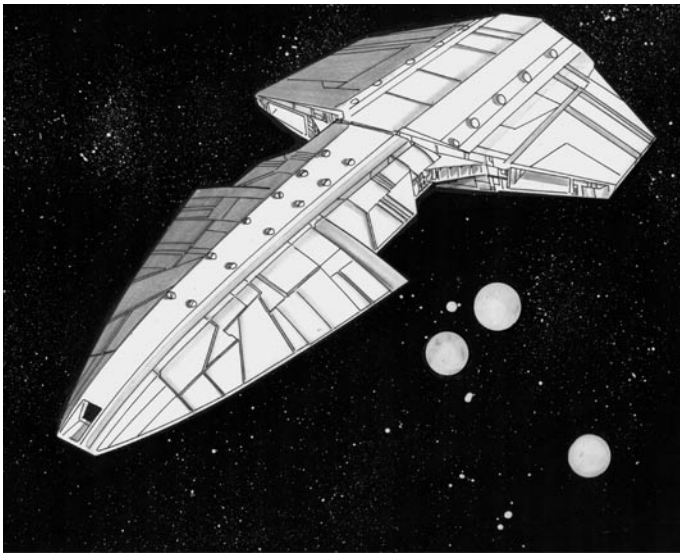
Class: Starship, Type FC	**EP Output:** 9937 (extra)
Tech Level: 13	**Agility:** 1
Size: Gargantuan(150,000dt)	**Initiative:** +1
Streamlining: Unstreamlined (Dispersed)	**AC:** 7 (Agility +1, Gargantuan –4)
Jump Range: 4	**Repulsors:** None
Acceleration: 2	**Nuclear Dampers:** USP 3
Fuel: 69,937	**Meson Screens:** USP 3
Duration: 4 weeks	**Black Globes:** None
Crew: 2954	**AR:** 0
Staterooms: 1525	**SI:** 762
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 947	**Cost:** Mcr62,413.2
Atmospheric Speeds: Can not fly in atmosphere.	
Other Equipment: No Fuel Scoops, Fuel Processor (6hrs for 60,000dt Jump fuel). Hangar for x400 50dt Fighters, x50 50dt Bombers, x5 400dt Fuel Shuttles, and 500dt of various Small Craft. x4 Launch Tubes for 50dt Fighters/Bombers.	

TAS Form 3.1 (Condensed)

100dt Bay: Particle Accelerator (x50), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation.
Battery 1: Beam Laser (x50), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x50), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

LORIMAR



LORIMAR CLASS STRIKE CARRIER – TL 13

It has been many years since the last Lorimar emerged from the shipyards of the Imperium. Naval doctrine has for some time been going down the route of constructing specialist ships that are dedicated to a single function; such is the way whenever military expenditure is on a high point.

Designed from the spinal mount up as a ship that could survive on its own behind enemy lines, the Lorimar has served with distinction in various conflicts. Able to jump behind the front lines with its powerful Jump drives, it carries enough firepower to make itself a nuisance. Twenty heavy and thirty light fighters allow it to spread its power around the target area while providing cover from the kind of light forces used to picket rear areas.

At 80,000 tons, the Lorimar is a relative heavyweight in the area of rear strikes and has proved itself useful. However those days seem to have passed and it is uncertain whether or not any yard will once again produce a Lorimar.

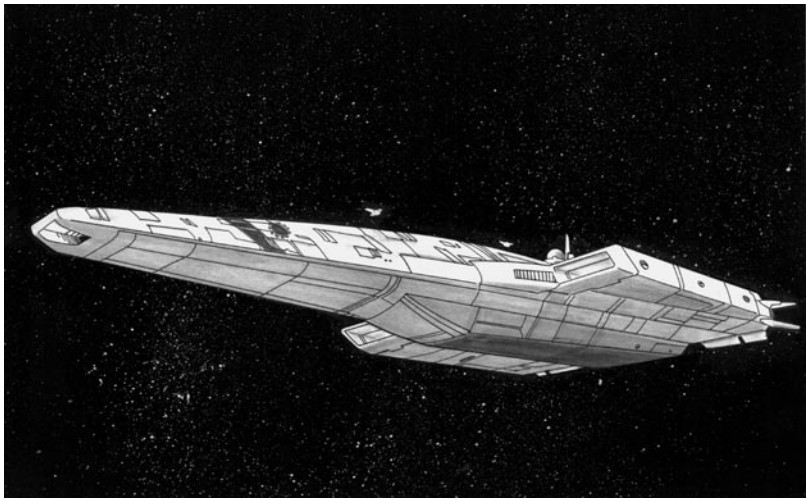
Lorimar Strike Carrier

Class: Starship, Type SC	**EP Output:** 9117(3200extra)
Tech Level: 13	**Agility:** 4
Size: Huge (80,000dt)	**Initiative:** +4
Streamlining: Partial Streamlining (Close)	**AC:** 12 (Agility +4, Huge –2)
Jump Range: 4	**Repulsors:** None
Acceleration: 4	**Nuclear Dampers:** USP 3
Fuel: 41,117	**Meson Screens:** USP 3
Duration: 4 weeks	**Black Globes:** None
Crew: 875	**AR:** 0
Staterooms: 465	**SI:** 675
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System wide (Model/7)
Low Berths: 0	
Cargo Space: 201.5	**Cost:** Mcr46466.4
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x20), 1000 Missiles (20 Shots per bay). Fuel Scoops, Fuel Processor (7hrs for 32,000dt Jump fuel). Hangar for x30 15dt Fighters, x20 50dt Fighters. Launch Tube for 15dt Fighters, Launch tube for 50dt Fighters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +20 (+20 USP), Damage 16d20 +16d12 radiation.
50dt Bay: Particle Accelerator (x20), Attack Bonus +4 (+4 USP), Damage 4d12 +4d10 radiation.
50dt Bay: Missile (x20), Attack Bonus +8 (+8 USP), Damage 8d6.
Battery 1: Beam Laser (x20), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x15), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)



ATLANTIC CLASS HEAVY CRUISER – TL 14

A brand-new class just coming off the designers' boards, the Atlantics are destined for great things – or so say the fortunate officers given command of the initial batch. Capable of 5g and Jump-4, the Atlantics have a meson gun main armament backed by particle accelerator and missile bays and a large laser backup. Defenses are formidable, including nuclear dampers and meson screens, a large sandcaster fit and very thick hull armor.

Thus far, the handful of Atlantics built have been deployed singly, and in safe areas, while the bugs in the design are worked out. It is likely that a squadron will be sent to the Solomani Rim very soon to test the class in battle, and there is little doubt that it will perform admirably – the Atlantics are all warrior.

The designers have left room for upgrades in the design, and it is highly probable that as TL15 components become available the Atlantic class will be one of the first to receive them. A TL15 production model is likely sooner or later.

Atlantic Heavy Cruiser

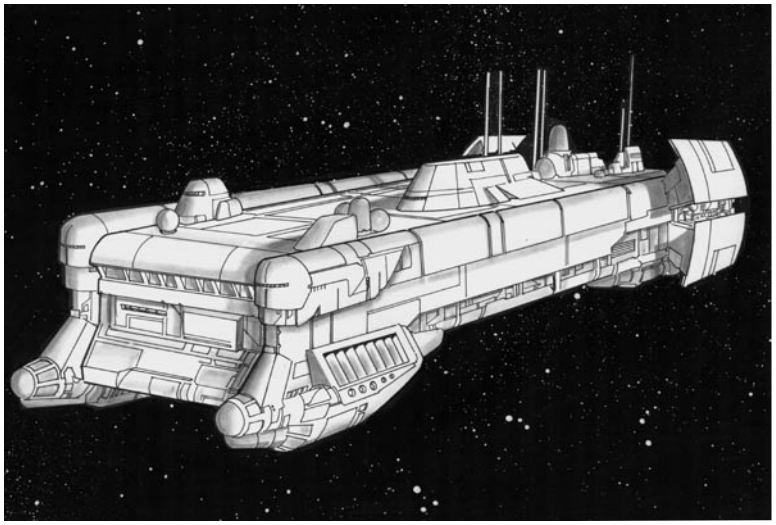
Class: Starship, type CR	**EP Output:** 6609 (0 excess)
Tech Level: 14	**Agility:** 0
Size: Huge (75,000dt)	**Initiative:** 0
Streamlining: Partial Streamlining (Close)	**AC:** 18 (+10 armor, -2 huge)
Jump Range: 4	**Repulsors:** None
Acceleration: 5	**Nuclear Dampers:** USP 6
Fuel: 36609	**Meson Screens:** USP 6
Duration: 4 weeks	**Black Globes:** None
Crew: 632	**AR:** 10
Staterooms: 350	**SI:** 662
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 380	**Cost:** Mcr38727.3
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x30), 500 Missiles (10 Shots per bay). Fuel Scoops, Fuel Processor (6hrs for 30,000dt Jump fuel). 20dt Gig, 30dt Ships Boat, 50dt Cutter	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +17 (+17 USP), Damage 16d20 +16d12 radiation.
100dt Bay: Particle Accelerator (x6), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation.
50dt Bay: Missile (x30), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x21), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x16), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

RESOLUTE BASTION



RESOLUTE BASTION CLASS ARMORED CRUISER – TL 12

The Bastions are little more than flying bricks. Although they were designed for the Imperial fleet, the concept was not found to be particularly useful and all surviving examples are now in service with the colonial or reserve fleets, or have been converted to monitors.

The Bastion is a 40,000 ton hull with very heavy armor. Capable of Jump-3 and 2g acceleration, these lumbering blocks of metal are designed to take massive punishment and carry on fighting. Their only real problem is that they just don't fight very well.

Armament is built around a relatively light spinal particle accelerator, backed up by missile bays and a decent tertiary armament of lasers. Fire control is adequate at best, and prone to strange glitches. However, this is overcome by switching in one of the many multiply-redundant backups.

Bastions are somewhat crew-intensive, so although they are cheap to buy for planetary navies, they are not cheap to operate. Many examples have been converted or have had part of their armament decommissioned to reduce manpower requirements, but overall the Resolute Bastion is a poor design, badly implemented, and with few redeeming features. Cynical naval personnel have said that, "the only thing that the Bastion does well is take damage. It starts off poor but at least it doesn't get much worse."

This appraisal pretty much sums up the Bastion class.

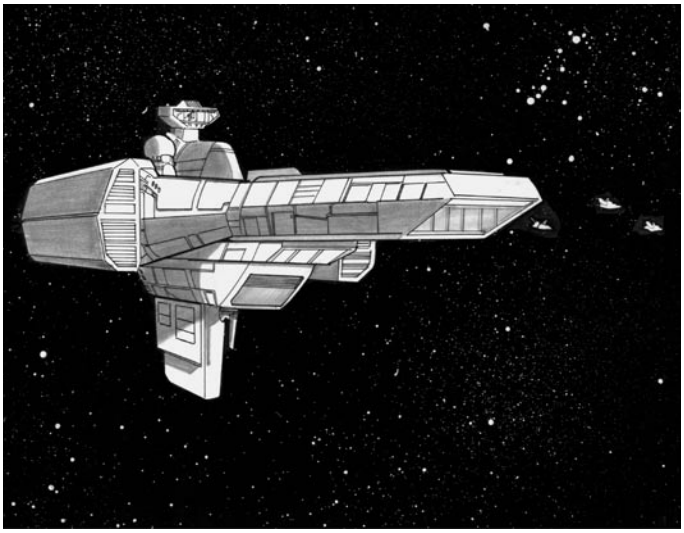
Resolute Bastion Armored Cruiser

Class: Starship, Type CA	**EP Output:** 1605 (0 extra)
Tech Level: 12	**Agility:** 0
Size: Huge (40,000dt)	**Initiative:** +0
Streamlining: Partial Streamlining (Close)	**AC:** 20 (Armor +12, Huge –2)
Jump Range: 3	**Repulsors:** None
Acceleration: 2	**Nuclear Dampers:** None
Fuel: 13,605	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 321	**AR:** 12
Staterooms: 180	**SI:** 575
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 15.5	**Cost:** Mcr16798.5
Atmospheric Speeds: Cruising = 2825kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x30), 1000 Missiles (10 Shots per bay). Fuel Scoops, Fuel Processor (12hrs for 12,000dt Jump fuel). Hangar for x2 50dt Modular Cutters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Particle Accelerator, Attack Bonus +14 (+14 USP), Damage 16d12 +16d10 radiation.
100dt Bay: Missile (x30), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x6), Attack Bonus +8 (+8 USP), Damage 8d8.
Battery 2: Fusion Gun (x2), Attack Bonus +6 (+6 USP), Damage 6d20.

Ship's Data (Commercial)



DARMINE CLASS COLONIAL LIGHT CARRIER - TL 12

The Darmine Class, named after a cultural region in the Zarushagaar Sector, was originally an Imperial Navy design that was never put into production. After the commissioning board decided to go with an alternative design the specifications and blueprints were sold to GSbAG. GSbAG sat on the schematics for many years before deciding upon a way to make some money from the class.

Many worlds have aspirations to build their own navies to protect their systems when the Imperial Navy cannot spare the ships. It also allows them to feel more important and gain more trade due to being able to safeguard against piracy. Unfortunately most systems do not have shipyards of their own capable of constructing the larger vessels. GSbAG now manufactures the Darmine for those worlds with the currency to afford them.

The Darmine is a relatively standard light carrier. Poorly armed for her size she is capable of carrying up to a one hundred light fighters up to 15 tons in size. At 35,000 displacement tons the Darmine is actually larger than most light carriers in service, this is due to the worlds only being able to afford one and wanting the largest they can get.

Fighters are not supplied with the carrier upon delivery. Individual governments must see about sourcing their own craft, although GSbAG are more than happy to sell them some of their own fighter designs for an additional cost. Many systems choose to buy in higher tech fighters if they can afford them.

Darmine Light Colonial Carrier

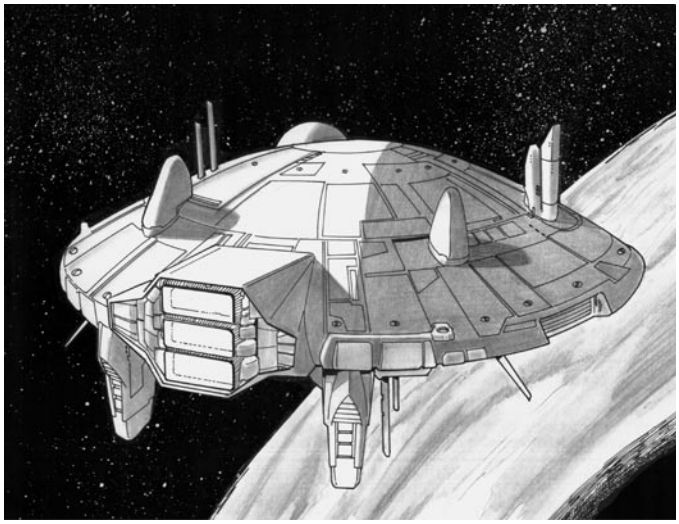
Class: Starship, Type LC	**EP Output:** 3405 (1400 extra)
Tech Level: 12	**Agility:** 4
Size: Huge (35,000dt)	**Initiative:** +4
Streamlining: Partial Streamlining (Close)	**AC:** 17 (Agility +4, Armor +5, Huge –2)
Jump Range: 3	**Repulsors:** None
Acceleration: 4	**Nuclear Dampers:** None
Fuel: 13,905	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 507	**AR:** 5
Staterooms: 275	**SI:** 562
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 45.5	**Cost:** Mcr21175.4
Atmospheric Speeds: Cruising = 2825kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x10), 1000 Missiles (20 Shots per bay). Fuel Scoops, No Fuel Processor. Hangar for 100x 15dt Fighters, 2x 50dt Cutters (Not Included) 2x Launch Tube for 15dt Fighters.	

TAS Form 3.1 (Condensed)

50dt Bay: Particle Accelerator (x15), Attack Bonus +4 (+4 USP), Damage 4d12 +4d10 radiation.
50dt Bay: Missile (x10), Attack Bonus +8 (+8 USP), Damage 8d6.
Battery 1: Beam Laser (x5), Attack Bonus +8 (+8 USP), Damage 8d8.
Battery 2: Sandcaster (x5), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

HURON



HURON CLASS BOMBARDMENT CRUISER – TL 13

Accurate, devastating, fearsome. Just three words that have been used by the unfortunates to describe the business end of the Huron class of bombardment cruiser. Fifty thousand displacement tons of slow moving warship allows a lot of volume for planet-facing weaponry. A flattened spheroid hull allows the ship's weapons to be concentrated on the lower hull along with the main sensor arrays.

Dozens of bays of meson cannons and missiles backed up with numerous laser turrets allow the Hurons to fire at multiple ground based targets and ensure they have the correct weapon for the job at hand. The lack of a spinal mount allows even more space to be allocated to these versions of death from above. A superlative sensor and communications suite allows the tacticians on the bridge to send down their deadly wares with pinpoint accuracy and enables tracking of multiple targets simultaneously.

Named after large bodies of water on major planets the Huron was instrumental in the retaking of some Zhodani held worlds during the Third Frontier War, and were involved in most of the few successful engagements against Zhodani troops during the war.

Hurons have had, and still do enjoy, an illustrious history.

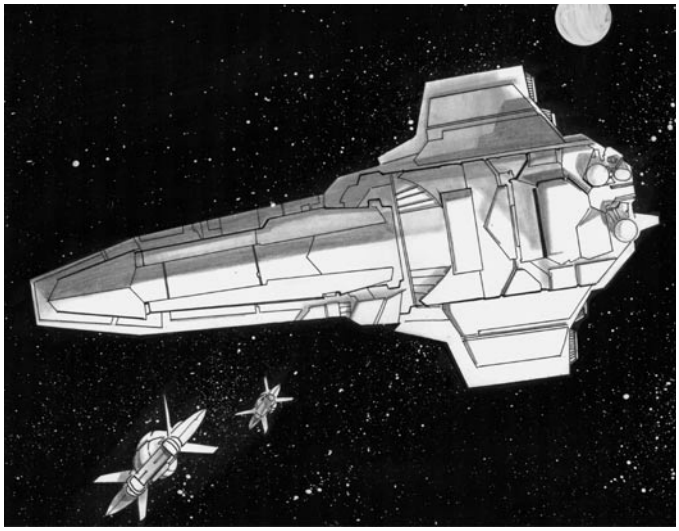
Huron Bombardment Cruiser

Class: Starship, Type CB	**EP Output:** 6197 (0 extra)
Tech Level: 13	**Agility:** 0
Size: Huge (50,000dt)	**Initiative:** +0
Streamlining: Streamlined (Flattened Sphere)	**AC:** 10 (Armor +2, Huge –2)
Jump Range: 4	**Repulsors:** None
Acceleration: 2	**Nuclear Dampers:** USP 3
Fuel: 26,197	**Meson Screens:** USP 3
Duration: 4 weeks	**Black Globes:** None
Crew: 430	**AR:** 2
Staterooms: 245	**SI:** 600
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 72	**Cost:** Mcr30,131.6
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x24), 2000 Missiles (20 Shots per bay). Fuel Scoops, Fuel Processor (28hrs for 20,000dt Jump fuel). Hangar for x2 50dt Modular Cutters	

TAS Form 3.1 (Condensed)

100dt Bay: Meson Gun (x24), Attack Bonus +3 (+3 USP), Damage 3d20 +3d12 radiation.
100dt Bay: Missile (x24), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x4), Attack Bonus +7 (+7 USP), Damage 7d8.

Ship's Data (Commercial)



ZASTRETI CLASS INTERDICTION CRUISER - TL 12

Interdicting a world or system is a big job. A single ship cannot cover that much space effectively though most of the time that is all the resource the Imperial Navy can give to such a task. The interdiction cruiser is an attempt to come up with a single vessel that can manage this mission.

An interdiction cruiser has to be all things to all people, it needs to be able to take on the smaller warships while still being able to project its power across the planet or systems volume. The Zastreti is an 80,000 ton warship designed to do just that. Armed with a moderate particle accelerator to allow it to take on light cruisers, and covered in turrets with an emphasis on missile armament, it is armed to perform many tasks.

The Zasreti is also a medium sized carrier. It has enough space for 60 fighters, including twenty four heavy fighters and a half sized bomber wing. Internal volume is also given aside for marines and their transports along with several fuel shuttles and cutters. Maintenance shops are located by the hangers as the Zastreti has to provide full facilities to it's subcraft as it is likely to remain on station for six months at a time or more, often on its own.

Maneuverability is moderate for a ship of its size but it can take some time getting to station due to its Jump 2 capabilities.

A rugged vessel it has proven it's worth often enough for the navy to not feel the need for any replacement designs. Constantly being refitted and upgraded over 70% of the original 76 hulls are still in operational use despite it first seeing service in 911.

Zastreti Interdiction Cruiser

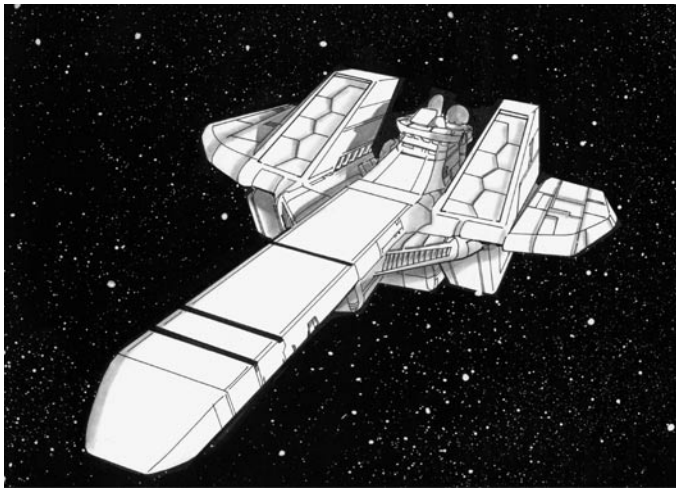
Class: Starship, Type CI	**EP Output:** 7605 (3200 extra)
Tech Level: 12	**Agility:** 4
Size: Huge (80,000dt)	**Initiative:** +4
Streamlining: Streamlined (Wedge)	**AC:** 20 (Agility +4, Armor +8, Huge –2)
Jump Range: 2	**Repulsors:** x10 USP 6
Acceleration: 4	**Nuclear Dampers:** None
Fuel: 23,605	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 950	**AR:** 8
Staterooms: 505	**SI:** 675
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 142.5	**Cost:** Mcr50,261.8
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x20), 2000 Missiles (40 Shots per bay). Fuel Scoops, Fuel Processor (8hrs for 16,000dt Jump fuel). Hangar for x24 50dt Fighters, x12 50dt Bombers, x24 15dt Fighters, x4 50dt Modular Cutters, x4 400dt Fuel Shuttles. x1 Launch Tubes for 15dt Fighters, x1 Launch Tube for 50dt Fighters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Particle Accelerator, Attack Bonus +20 (+20 USP), Damage 16d12 +16d10 radiation.
50dt Bay: Missile (x20), Attack Bonus +8 (+8 USP), Damage 8d6.
Battery 1: Beam Laser (x10), Attack Bonus +8 (+8 USP), Damage 8d8.
Battery 2: Sandcaster (x26), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

ZAHVAT



ZAHVAT CLASS STRIKE CRUISER – TL 14

The Zahvat class of strike cruiser is of a curious design, from the front its profile looks a lot like a giant W. The main body of this 70,000 ton killer is a long cylindrical design of which the spinal mounted meson cannon runs almost the entire length. The engine and engineering sections are located near the rear of the vessel in two sections placed on the bottom of the hull and spanning past the edge of the hull outline. The two massive upward pylons then emerge from the engineering section and hold a plethora of particle accelerator bays.

Additional bays containing repulsors and laser batteries are placed along the length of the main hull with a small craft bay located on the top about two thirds of the way down the hull.

Strange to look at, the Zahvat has had a checkered past. Placing the particle accelerator bays away from the main body has increased effectiveness in that their angles of coverage are greatly increased but they are unfortunately vulnerable. Other than the placement of the bays there is nothing really new about the design other than using more modern technology than other designs. Everything on board is tried and tested and this results in a reliable ship, which is a prerequisite for a cruiser that is to operate mostly on it's own behind enemy lines.

Reasonably maneuverable, the Zahvats boast 4g drive coupled with a long-reaching 4 parsec rated jump drive. Fully streamlined in order to facilitate self refueling from gas giants it is also equipped with fuel purification systems to allow reliable operations far from support.

Vessels in the class are named after poisonous stinging insects from many different worlds and to date 28 ships are in service with several more under construction.

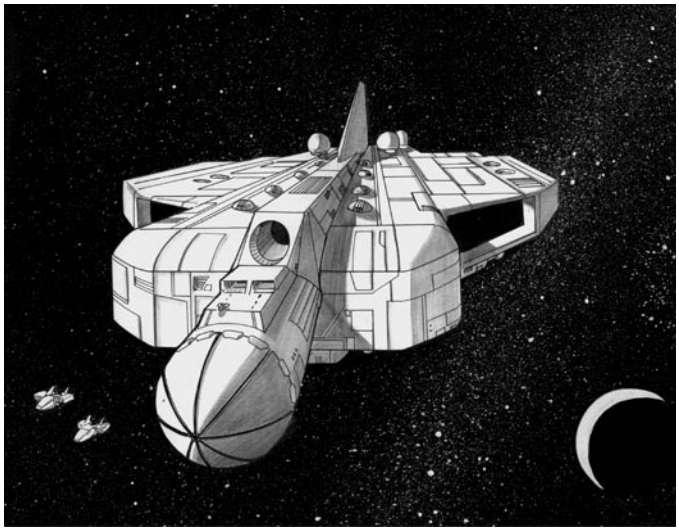
Zahvat Strike Cruiser

Class: Starship, Type CS	**EP Output:** 9330 (2801 extra)
Tech Level: 14	**Agility:** 4
Size: Huge (70,000dt)	**Initiative:** +4
Streamlining: Streamlined (Wedge)	**AC:** 14 (Agility +4, Armor +2, Huge –2)
Jump Range: 4	**Repulsors:** x20 USP 8
Acceleration: 4	**Nuclear Dampers:** USP 6
Fuel: 37,330	**Meson Screens:** USP 6
Duration: 4 weeks	**Black Globes:** None
Crew: 661	**AR:** 2
Staterooms: 355	**SI:** 650
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 Parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 93	**Cost:** Mcr45,880.2
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Fuel Scoops, Fuel Processor (6hrs for 28,000dt Jump fuel). Hangar for x3 50dt Modular Cutters.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +17 (+17 USP), Damage 16d20 +16d12 radiation.
100dt Bay: Particle Accelerator (x20), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation.
Battery 1: Pulse Laser (x12), Attack Bonus +7 (+7 USP), Damage 7d10.
Battery 2: Fusion Gun (x4), Attack Bonus +9 (+9 USP), Damage 9d20.
Battery 3: Sandcaster (x12), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)



AZHANTI HIGH LIGHTNING CLASS FLEET INTRUDER – TL 14

Recently entering service, the AHL class is built on a 60,000 ton hull. Capable of Jump-5 but only 2g acceleration, the class is designed to penetrate behind enemy lines as a raider and powerful scout, though it can also function as a fast-response cruiser in threatened areas.

Armed with a large particle accelerator and 24 missile bays, backed with fusion gun and laser batteries, the AHL is a force to be reckoned with. It is capable of refueling itself using its integral fuel shuttles to skim a gas giant, and in an emergency can undertake skimming itself. This is hazardous since the vessel is only just streamlined enough to survive the experience, and it is certain to take at east some damage in the process.

In keeping with its long-range mission the class carries no less than 80 light fighters and an assortment of small craft, allowing it to undertake escort and policing duties, commerce raiding or almost any other role. The vessel also carries a reinforced company of Marines.

The Azhanti High Lightning is not a line warship and will suffer if used as one. Its strengths lie in versatility and range; this ship can provide a presence where others cannot go. As the class is very new, the question remains open: is the AHL powerful enough to get the job done when it gets there?

Azhanti High Lightning Fleet Intruder

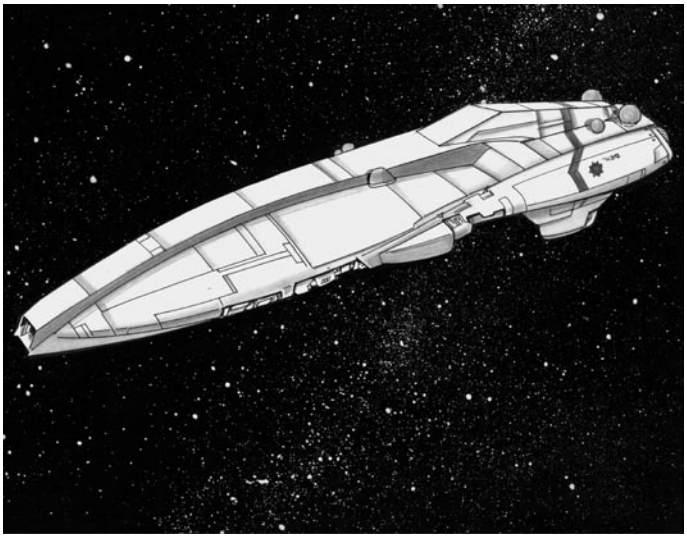
Class: Starship, class FI	**EP Output:** 3515 (0 excess)
Tech Level: 14	**Agility:** 0
Size: Huge (60,000dt)	**Initiative: 0**
Streamlining: Partial Streamlining (Close)	**AC:** 13 (Armor +5, Huge -2)
Jump Range: 5	**Repulsors:** None
Acceleration: 2	**Nuclear Dampers:** USP 5
Fuel: 33515	**Meson Screens:** USP 6
Duration: 4 weeks	**Black Globes:** None
Crew: 594	**AR:** 5
Staterooms: 340	**SI:** 625
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 154	**Cost:** Mcr27319.7
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x24), 750 Missiles (15 shots per 50dt Bay). Fuel Scoops, Fuel Processor (4hrs for 30,000dt Jump Fuel). Launch Tubes (x2) for 15dt Fighters. 80x 15dt Fighters, 4x 400dt Fuel Shuttles.	

TAS Form 3.1 (Condensed)

Spinal Mount: Particle Accelerator, Attack Bonus +22 (+22 USP), Damage 16d12 +16d10 radiation.
50dt Bay: Missile (x24), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x16), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Fusion Gun (x4), Attack Bonus +9 (+9 USP), Damage 9d20.
Battery 3: Sandcaster (x13), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

ARANDOL



ARANDOL CLASS LIGHT CRUISER - TL 14

A new design from the Imperial Navy's design teams, the Arandol is a light cruiser designed to support the fleets and perform general combat duties. With very few straight edges on the design it is unusual looking and has affectionately nicknamed the Hunchback by its crews due to its fore to aft curve and the protruding lump towards the aft of the upper hull.

At 17,500 tons it is stretching the boundaries of the light cruiser design but it is nimble and well loved by the few personnel who have so far served on board one. Boasting a small particle cannon as its main armament with a couple of missile and particle bays and laser turrets backing it up it is about averagely armed for it's mission. It has no single power plant, instead the power requirements are supplied by several smaller plants, each one designed to provide energy to a specific type of system; maneuver drives, weapons and general ships systems. This allows the power plants to be turned off when those particular systems are not in use in order to conserve fuel. This power conservation is most useful when stationed in a system or during Jump.

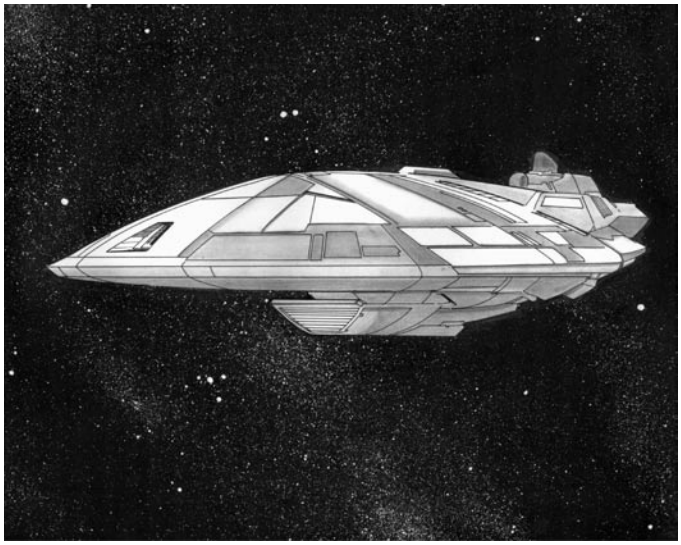
Designed at the same time and in conjunction with the Barcol class patrol cruiser, the two designs share similar system architectures and appearance with the power systems being similar, though the Barcol's system is more complex. Still a new design, only 32 Arandols are in service with an additional 57 hulls having been laid down for completion between one and three years time. Further production of the class has not been decided.

Arandol Light Cruiser

Class: Starship, type CL	**EP Output:** 2539 (700 excess)
Tech Level: 14	**Agility:** 4 (+700 EP)
Size: Huge (17,500dt)	**Initiative:** +4 (+4 agility)
Streamlining: Streamlined(Wedge)	**AC:** 12(+4 agility, -2 huge)
Jump Range: 4	**Repulsors:** None
Acceleration: 4	**Nuclear Dampers:** USP2
Fuel: 9539	**Meson Screens:** USP2
Duration: 4 weeks	**Black Globes:** None
Crew: 163	**AR:** 0
Staterooms: 90	**SI:** 518
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 6	**Cost:** Mcr12312.3
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x4), 500 Missiles (10 Shots per 50dt Bay). Fuel Scoops, Fuel Processor (10.5hrs for 7000dt Jump Fuel). 50dt Modular Cutter.	

Spinal Mount: Meson Gun, Attack Bonus +16 (+16 USP), Damage 16d20 +16d12 radiation.
100dt Bay: Particle Accelerator (x2), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation.
50dt Bay: Missile (x4), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x4), Attack Bonus +9 (+9 USP), Damage 9d8
Battery 2: Sandcaster (x6), Defense Bonus +9 (+9 USP).

TAS Form 3.1 (Condensed) **Ship's Data (Commercial)**



BARCOL CLASS PATROL CRUISER - TL 14

Sleek and curved, the Barcol is obviously a relative of the Arandol light cruiser. Still new the Barcol is considered a plum assignment for any ambitious commanding officer as only the best and most trusted get chosen for long term solo operations that are the norm for any patrol cruiser.

Larger than its cousin, the Barcol displaces 35,000 tons and mounts a heavier particle accelerator as a spinal mount. Several bays are arranged around its hull mounting mainly smaller particle accelerators but also some missiles. Turrets are mixed with lasers and sandcasters.

A fair sized small craft hanger is located on the underside of the Barcols and is capable of holding 1000 tons of fighters, bombers and assorted small craft. Usually a wing of 12 fighters is allocated to the ship with some marine assault shuttles and other personnel transports. Fuel and maintenance shuttles are located in a separate hangar on the aft of the vessel.

Like the Arandol, the Barcol has a complex power management system allowing it to selectively power down some plants in order to increase fuel endurance. More complex than other systems before it they allow the Barcols to float silent in space when they are watching out for pirates or enemy vessels. Time is of course needed to bring the systems up in order to become combat ready but for the long periods of nothingness experienced by a patrol cruiser the concept has proven its worth, even if it is a little vulnerable to enemy fire. It also unfortunately increases the strain on the power plants and they have to be maintained with greater care.

Barcol Patrol Cruiser

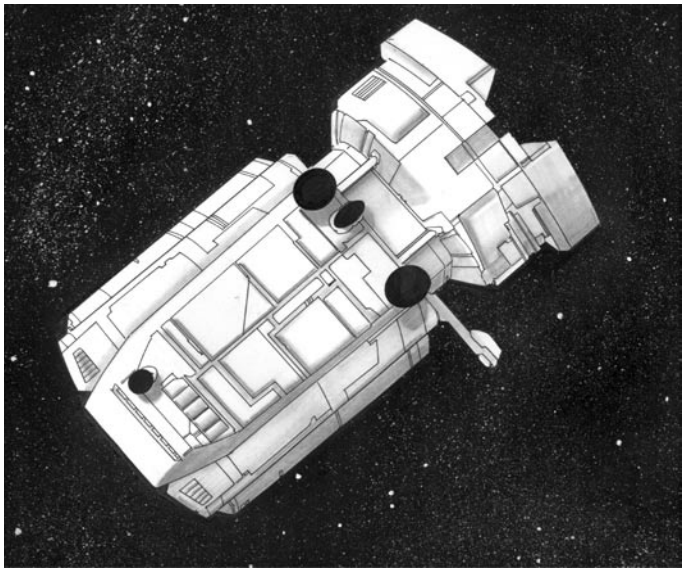
Class: Starship Type CT	**EP Output:** 4469(1400 extra)
Tech Level: 14	**Agility:** 4
Size: Huge (35,000dt)	**Initiative:** +4
Streamlining: Streamlined (Wedge)	**AC:** 12 (Agility +4, Huge –2)
Jump Range: 4	**Repulsors:** None
Acceleration: 4	**Nuclear Dampers:** USP 2
Fuel: 18469	**Meson Screens:** USP 2
Duration: 4 weeks	**Black Globes:** None
Crew: 345	**AR:** 0
Staterooms: 225	**SI:** 562
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 41	**Cost:** Mcr22690.2
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x8), 500 Missiles (10 Shots per bay). Fuel Scoops, Fuel Processor (10.5hrs for 14,000dt Jump fuel). Small Craft Hangar for up to 1000dt of craft.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +17 (+17 USP), Damage 16d12 +16d10 radiation.
100dt Bay: Particle Accelerator (x5), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation.
50dt Bay: Missile (x8), Attack Bonus +9 (+9 USP), Damage 9d6.
Battery 1: Beam Laser (x10), Attack Bonus +9 (+9 USP), Damage 9d8.
Battery 2: Sandcaster (x10), Defense Bonus +9 (+9 USP).

Ship's Data (Commercial)

SABERWOLF



SABERWOLF CLASS FLEET DESTROYER – TL 13/14

A rather venerable design originally implemented at TL 13 and gradually updated with TL14 systems, the Sabrewolves are, at risk of a dreadful pun, very long in the tooth. Built on a 5000-ton hull, the class was designed to meet the Navy's standard Jump-4, 6g requirements. Their intended role was in squadrons of five led by a light cruiser (originally the late, unlamented, Brightflower class), or as powerful escorts for fleet units.

The Saberwolf class is named not for carnivores but for Terran warships of note from the Interstellar Wars period. It has served well in its time, but the remaining vessels are long overdue for retirement. Some have been in service for 150 years or more, and refitted several times.

Two versions of the Saberwolf exist. Saberwolf Block I vessels are armed with a main battery of 20 dual plasma gun turrets (fusion guns on later, TL14, members of the class), backed by 10 dual missile turrets, 10 triple laser mounts and 10 triple sandcasters. The Saberwolf Block II ("Sabertooth Configuration") mounts a pair of fusion gun bays instead of the turret armament (stats available on page 48).

The heavy main battery not only allows the various Wolves to chew up other destroyers, but gives the option of a "destroyer charge" in fleet operations. The concept is simple, if highly risky. At a critical moment in a fleet action, waves of destroyers close rapidly with the enemy battle line and wipe away the escorts, then begin pounding on the enemy capital ships with their main armament. This would be done to cover the retirement of heavily damaged battle units (in which case it would be a death-ride for the destroyers) or to distract the enemy so that the line can reorganize or deliver the killing blow.

The destroyer charge maneuver has been used in battle. It has never achieved much, but it remains in the fleet handbook.

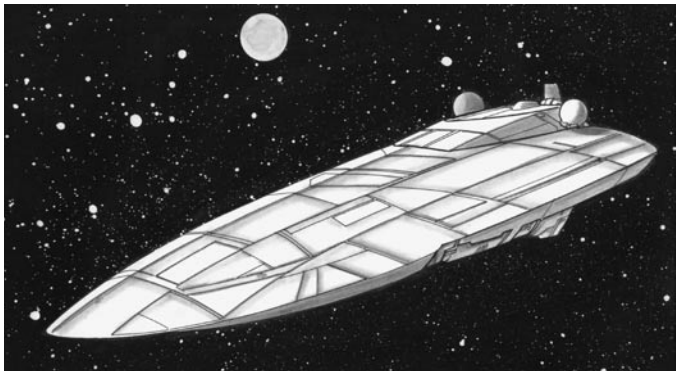
Saberwolf Fleet Destroyer (Block I)

Class: Starship, Type DF	**EP Output:** 675 (300 extra)
Tech Level: 13/14	**Agility:** 6
Size: Large (5000dt)	**Initiative:** +6
Streamlining: Streamlined (Wedge)	**AC:** 15 (Agility +6, Large –1)
Jump Range: 4	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 2675	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 68	**AR:** 0
Staterooms: 45	**SI:** 350
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 53	**Cost:** Mcr3503(TL13), Mcr3483(TL14)
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x1), 400 Missiles (20 Shots per battery). Fuel Scoops, Fuel Processor (7hrs for 2,000dt Jump fuel at TL13, 6hrs at TL14). Hangar for x1 50dt Modular Cutter	

TAS Form 3.1 (Condensed)

Battery 1: Beam Laser (x5), Attack Bonus +5 (+5 USP), Damage 5d8.
Battery 2: Missile (x1), Attack Bonus +6 (+6 USP), Damage 6d8.
Battery 3: Sandcaster (x5), Defense Bonus +5 (+5 USP).
Battery 4 (TL13): Plasma Gun (x2), Attack Bonus +7 (+7 USP), Damage 7d12.
Battery 4 (TL14): Fusion Gun (x2), Attack Bonus +7 (+7 USP), Damage 7d20.

Ship's Data (Commercial)



ROIVALK CLASS DESTROYER – TL 14

One of the most obvious visible signs of the existence of the Imperial Navy to the average citizen is the vast numbers of escort vessels that ply the space lanes, protecting trade ships and important dignitaries. Destroyers probably outnumber, on a class for class basis, all other naval ships besides fighters. As a result, the Navy goes to great pains to ensure its destroyers are the best they can design.

The task of developing the Roivalk class was given to the naval architect Kishu Rohanton in 981. Unfortunately for the navy, this appointment was made on the strength of his father's political connections rather than the son's technical capabilities. Count Kishu Jargo was disappointed when his son did not want to follow his naval command career, but managed to pull strings to get him assigned to prestigious design teams since that was Rohanton's area of interest.

The previous design teams recognized Rohanton's incompetence this however lead to no one speaking out about him due to his fathers position. So, after a few years he got the Roivalk design.

Almost every commanding officer of the 178 units currently in service with the Imperial Navy has gone on record to complain about the disastrous performance and reliability of the class. Fleet commanders assign them to escort the least important non-combatants, and at any time almost a third of them are in the yard for some repair or another.

The design is almost laughably bad. Even with triple bunking for the ratings the Roivalks are still short on accommodation. Yard hands have had to refit other areas of the ship to fit in extra bunks at the expense of other space, usually the missile magazine storage areas. Fortunately, the design can afford to lose some missile magazine space, partly because the class has too much magazine space (and it is very badly laid out) but also because the missile armament is such a disaster.

Rohanton wanted the ship to be an all rounder. Thus the class is equipped with both energy and missile main armament. Unfortunately while the energy weaponry is perfectly adequate for its role, although less numerous than would be liked, the missile launch and magazine feed systems have caused problems from the start.

The central missile magazine and feed systems are extremely prone to breakdown and there have been occasions where missiles have detonated in the feed system due to the design. As a result of this, most commanding officers shut down the feed system and manually reload the turrets. This is obviously not that practical in combat, so the ship effectively only has the missiles that can actually be stored in the turret itself for combat use. Many magazines are empty and the missile turrets practically unused.

Other than these two flaws the ship operates as normal for its mission, but the flaws have resulted in higher than average losses for the class and a general hatred of them among their crews. The navy is trying out a new design now to replace the Roivalks, but the expense, and the current hostilities on the Solomani Rim, mean they will be in service for some years to come.

Roivalk Destroyer

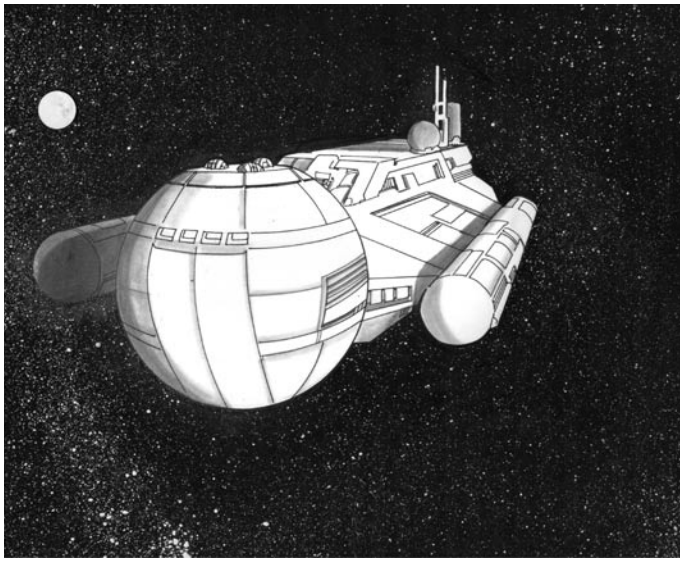
Class: Starship, Type DD	**EP Output:** 384 (150 extra)
Tech Level: 14	**Agility:** 5
Size: Large (3000dt)	**Initiative:** +5
Streamlining: Streamlined (Wedge)	**AC:** 14 (Agility +5, Large –1)
Jump Range: 4	**Repulsors:** None
Acceleration: 5	**Nuclear Dampers:** USP 2
Fuel: 1583	**Meson Screens:** USP 2
Duration: 4 weeks	**Black Globes:** None
Crew: 55	**AR:** 0
Staterooms: 30	**SI:** 300
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 4	**Cost:** Mcr2178
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x5), 240 Missiles (40 Shots per battery). Fuel Scoops, Fuel Processor (6hrs for 1200dt Jump fuel). Hangar for x1 50dt Modular Cutter	

TAS Form 3.1 (Condensed)

50dt Bay: Particle Accelerator (x1), Attack Bonus +5 (+5 USP), Damage 5d12 +5d10 radiation.
Battery 1: Beam Laser (x2), Attack Bonus +5 (+5 USP), Damage 5d8.
Battery 2: Missile (x5), Attack Bonus +4 (+4 USP), Damage 4d6.
Battery 3: Sandcaster (x2), Defense Bonus +6 (+6 USP).

Ship's Data (Commercial)

CHRYSANTHEMUM



CHRYSANTHEMUM CLASS ESCORT DESTROYER – TL 14

A general-purpose escort destroyer that has been in service for over 40 years, the Chrysanthemum is a workhorse vessel used in every role from policing to convoy escort. Originally designed as a low-mobility merchant escort capable of 6g, Jump-2, various upgraded versions of the class have appeared and it is likely that the next round of refits will bring the Chrysanthemum up to fleet mobility (Jump-4) standards. The class has also been selected for testbed duty, with a small number of ships fitted to test new TL15 concepts before they go into production.

The Chrysanthemum is quite well defended for its size; half its 10 turrets carry triple sandcasters. The remainder are a varied mix: one dual fusion gun, two particle accelerators and two triple laser mounts.

The class is well-behaved, if unremarkable in terms of performance, and although crew quarters are cramped the vessel is easy to operate and 'starman-friendly'.

Designed with ease of upgrade in mind, it seems likely that the Chrysanthemum will be in service for many decades to come.

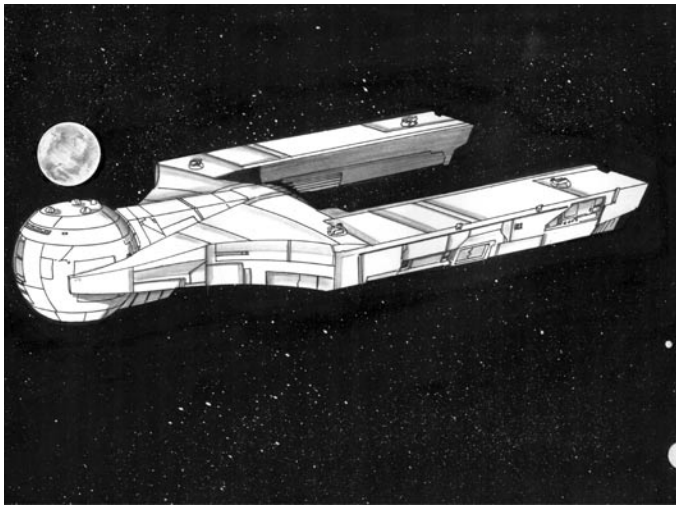
Chysanthemum Destroyer Escort

Class: Starship, Type DE	**EP Output:** 149 (60 extra)
Tech Level: 14	**Agility:** 6
Size: Large (1000dt)	**Initiative:** +6
Streamlining: Partial Streamlining (Close)	**AC:** 16 (Agility +6, Armor +1, Large –1)
Jump Range: 2	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 349	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 22	**AR:** 1
Staterooms: 15	**SI:** 250
Small Cabins: 0	**Main Computer:** Model/8fib
Bunks: 0	**Sensor Range:** 1 Parsec (Model/8)
Couches: 0	**Comm. Range:** System Wide (Model/8)
Low Berths: 0	
Cargo Space: 106	**Cost:** Mcr807.6
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Fuel Scoops, Fuel Processor (2hrs for 200dt Jump fuel). Hangar for 50dt Modular Cutter	

TAS Form 3.1 (Condensed)

Battery 1: Beam Laser (x2), Attack Bonus +4 (+4 USP), Damage 4d8.
Battery 2: Sandcaster (x5), Defense Bonus +4 (+4 USP).
Battery 3: Fusion Gun (x1), Attack Bonus +5 (+5 USP), Damage 5d20.
Battery 4: Particle Accelerator (x1), Attack Bonus +2 (+2 USP), Damage 2d12 + 2d10 radiation.

Ship's Data (Commercial)



FER-DE-LANCE CLASS ESCORT DESTROYER – TL 14

Named for a snake, this class is more of a dog, according to its crews. Heavy losses among merchant vessels during the Third Frontier War (979-986) prompted a requirement for a new class of fleet-mobile escort to protect merchant and naval logistics traffic. The result was the Fer-de-Lance class, rushed into production just in time to go off to the Solomani Rim War and reveal all its many defects.

The class is armament-heavy, with six triple laser turrets and four triple missile turrets. It has no armor on the hull, no sandcasters and no screens, meaning that the class must rely on its agility to evade enemy fire. Of course, in an escort this is often not possible as the vessel must stick close to its charge.

On paper, the Fer-de-Lance is a formidable fighting ship for its size, but the reality is less impressive. Crew accommodation is cramped and strangely laid out, making the ship rather uncomfortable to live in and therefore wearing on the crews. Only the captain has a single cabin. The powerplant had to be completely redesigned, as the early models never made 5g acceleration, let alone their rated 6. The machinery was very badly laid out and as a result routine operations are awkward and labor-intensive, and damage control is almost impossible. IN addition, there is no room for missile reloads and the vessel lacks a fuel purification plant.

Overall, the Fer-De-Lance is a half-baked design that suffers from too many compromises and too short a development period. However, the Imperial Navy has invested a great deal in these ships and placed huge orders as soon as the designs were ready. Vessels are sent to the front as fast as they come off the ways. With so many on order or in service, it is likely that those that survive will be refitted to remove the worst of their defects and that the class will eventually emerge as something worth keeping in service. If a smaller or better-designed powerplant could be developed, the space freed up might be used to reconfigure the interior of the ship, creating a decent fighting vessel.

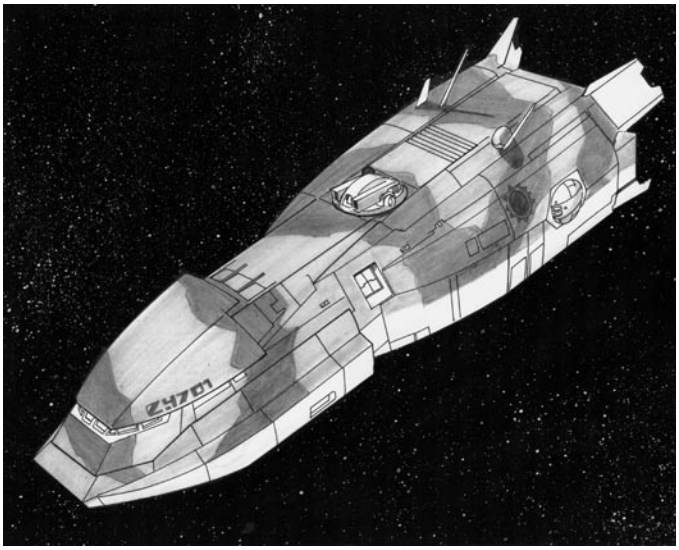
Fer de Lance Destroyer Escort

Class: Starship, Type DE	**EP Output:** 145 (60extra)
Tech Level: 14	**Agility:** 6
Size: Large (1000dt)	**Initiative:** +6
Streamlining: Partial Streamlining (Close)	**AC:** 15 (Agility +5, Large –1)
Jump Range: 4	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 547	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 21	**AR:** 0
Staterooms: 11	**SI:** 250
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 0	**Cost:** Mcr826.5
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Fuel Scoops, No Fuel Processor	

TAS Form 3.1 (Condensed)

Battery 1: Beam Laser (x3), Attack Bonus +5 (+5 USP), Damage 5d8.
Battery 2: Missile (x4), Attack Bonus +3 (+3 USP) Damage 3d6.

Ship's Data (Commercial)



RAMADA CLASS CORVETTE - TL 14

The Ramada Class of corvette was deigned to fulfil several roles. It was to be capable of the traditional patrol work and escort duties, to act as a close-support craft for assault landers, and also to demonstrate the concept of the dedicated close-escort class in the fleet role. Designed and placed in service at TL-14, the class was also used as a testbed for new TL-15 components gradually becoming available.

The need for the design to fulfil so many requirements led to some tradeoffs, but on the whole the basic TL-14 Ramada is a useful workhorse. The use of higher tech components in the testbed variant frees up much more space within the 400 ton hull, which enables the ship to carry more weapons, fuel, better engines etc.

The Ramada Class has a streamlined hull allowing it to provide protection all the way to the ground. The experimental version is capable of Jump-5, while the standard service variant has the usual jump-4 capability. A top of the range maneuver drive enables it to provide close support for any ship and its four ship grade turrets provide enough firepower to squash most foes of similar size and these are complemented with 2 fusion gun turrets for ground support. Armor is rather light, but this is considered acceptable in an escort.

The Testbed Ramadas also have a new sensor and computer suite and these upgrades alone increase the effectiveness of the class considerably.

One concept that was originally mooted for the Ramada, but which was not incorporated, was attachment points for drop tanks. The class was originally intended to demonstrate this concept in the fleet role, too, but the design team wisely decided that the class was already over-burdened with requirements and dropped the concept.

A future project, currently titled “Close Escort CEX-Antelope”, is under discussion. If it proceeds, this Experimental Close Escort class will carry drop tanks for extended range, and possibly a particle accelerator main battery.

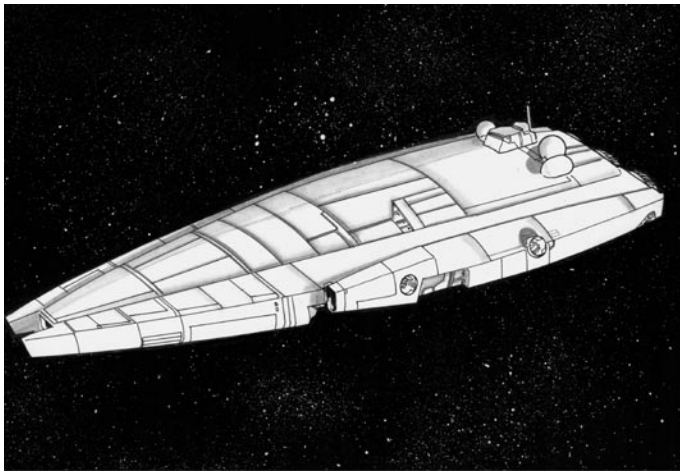
Ramada Corvette

Class: Starship, Type L	**EP Output:** 44 (16 extra)
Tech Level: 14	**Agility:** 4
Size: Medium (400dt)	**Initiative:** +4
Streamlining: Streamlined (Wedge)	**AC:** 17 (Agility +4, Armor +3)
Jump Range: 4	**Repulsors:** None
Acceleration: 4	**Nuclear Dampers:** None
Fuel: 204	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 11	**AR:** 3
Staterooms: 8	**SI:** 145
Small Cabins: 0	**Main Computer:** Model/4
Bunks: 0	**Sensor Range:** Long (Model/4)
Couches: 0	**Comm. Range:** Long (Model/4)
Low Berths: 0	
Cargo Space: 10	**Cost:** Mcr268.2
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Fuel Scoops, No Fuel Processor.	

TAS Form 3.1 (Condensed)

Battery 1: Pulse Laser (x2), Attack Bonus +3 (+3 USP), Damage 3d10.
Battery 2: Fusion Gun (x2), Attack Bonus +5 (+5 USP), Damage 5d20.

Ship’s Data (Commercial)



SEYDLITZ CLASS STRIKE MONITOR – TL 13

Named for famous cavalry and light-forces commanders, the Seydlitz class is a powerful non-Jump capable warship used by the Imperial Navy to defend depots, bases and key systems. Built on a 5000t hull around the biggest meson gun that could be squeezed in, the Seydlitz is designed to be able to close with its target and shatter it. Singly, these fast monitors can take on and possibly beat a light cruiser. In squadrons, they pose a threat even to capital ships.

The Seydlitz is fast and maneuverable, with light hull armor and reasonable defensive systems. In keeping with its mission, that of killing intruders, the Seydlitz mounts no secondary batteries whatsoever. A light tertiary armament of laser turrets can deal with fighters, but once the main gun is out of action the monitor is effectively useless. Against light raiders, this doesn't matter, and anything big enough to hurt a Seydlitz that badly is not likely to be affected by secondaries anyway.

The class is a tried and tested one, in service for more than 30 years. Hundreds of these monitors have been built, and while the class had its problems in the early days (erratic drives and a distinctly wayward targeting system being the most serious) today it is a reliable and sturdy workhorse. The design has been sold to private manufacturers, and several worlds now operate Seydlitz variants as the backbone of their deterrent/defensive force.

Seydlitz Monitor

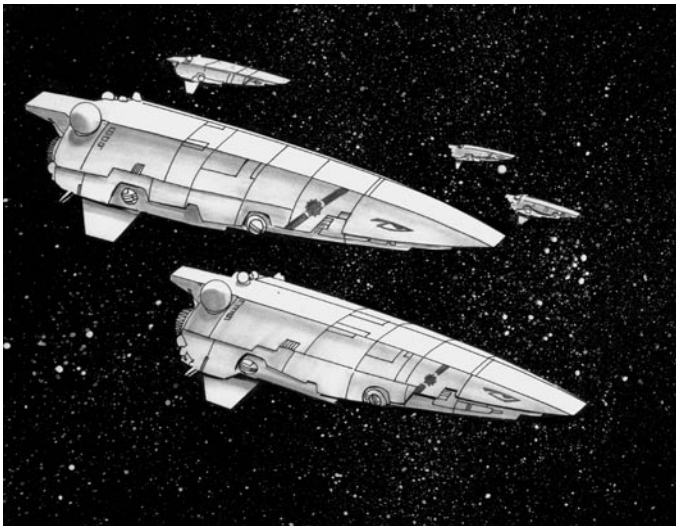
Class: Non-Starship	**EP Output:** 1257 (250 extra)
Tech Level: 13	**Agility:** 5
Size: Large (5000dt)	**Initiative:** +5
Streamlining: Partial Streamlining (Cylinder)	**AC:** 16 (Agility +5, Armor +2, Large –1)
Jump Range: 0	**Repulsors:** None
Acceleration: 5	**Nuclear Dampers:** USP 2
Fuel: 1257	**Meson Screens:** USP 2
Duration: 4 weeks	**Black Globes:** None
Crew: 73	**AR:** 2
Staterooms: 55	**SI:** 350
Small Cabins: 0	**Main Computer:** Model/7fib
Bunks: 0	**Sensor Range:** System Wide (Model/7)
Couches: 0	**Comm. Range:** System Wide (Model/7)
Low Berths: 0	
Cargo Space: 17	**Cost:** Mcr4636.6
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Hangar for x1 50dt Modular Cutter.	

TAS Form 3.1 (Condensed)

Spinal Mount: Meson Gun, Attack Bonus +14 (+14 USP), Damage 16d20 +16d12 radiation.
Battery 1: Beam Laser (x5), Attack Bonus +3 (+3 USP), Damage 3d8.

Ship's Data (Commercial)

VISHE



VISHE CLASS LIGHT MONITOR – TL 12

The Vishe can be considered to be an overgrown system defense boat with delusions of grandeur. Built on a 1400-ton hull, the streamlined cylindrical vessel is built around a 'baby spinal mount' (in fact, a 100t particle accelerator bay arranged in the manner of a spinal weapon) and the reactors that power it. Four triple turrets round out the armament, each carrying a pair of sandcasters and a laser dedicated to the point-defense role.

Inspired by the Seydlitz class, the Vishe is designed to pose a threat to commerce raiders and invaders, therefore acting as a deterrent. Faced with any foe over about 3000t, the Vishe can do little but make a last-ditch death-and-glory attack, and will probably take its foe with it. It is terrifyingly fragile to be used against anything bigger than an escort destroyer, but its heavy main armament can disable a typical commerce raider in one shot and in numbers (with suitably determined handling) can pose a threat even to cruiser-sized vessels.

The Vishe class was offered to the Imperial Navy but only a handful were taken up. It is fairly common in the colonial fleets however.

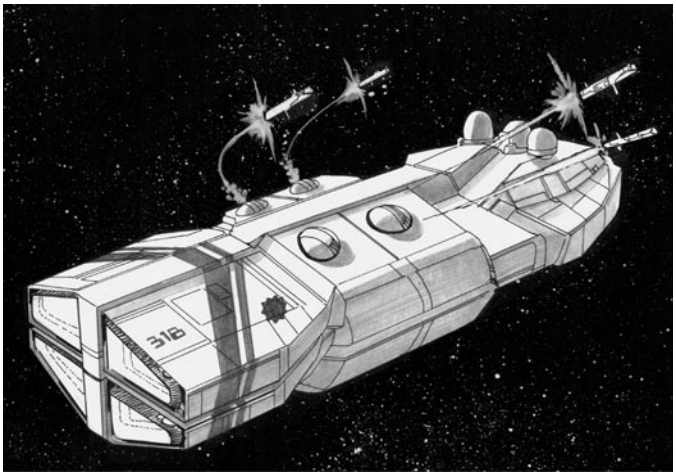
Vishe Light Monitor

Class: Non-Starship, Type Monitor	**EP Output:** 235 (84 extra)
Tech Level: 12	**Agility:** 6
Size: Large (1400dt)	**Initiative:** +6
Streamlining: Partial Streamlining (Cylinder)	**AC:** 20 (Agility +6, Armor +5, Large –1)
Jump Range: 0	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 235	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 40	**AR:** 5
Staterooms: 35	**SI:** 255
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 18.5	**Cost:** Mcr1221.8
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Hangar for 50dt Modular Cutter and extra 30dt Module.	

TAS Form 3.1 (Condensed)

100dt Bay: Particle Accelerator (x1), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation.
Battery 1: Beam Laser (x2), Attack Bonus +1 (+1 USP), Damage 1d8.
Battery 2: Sandcaster (x2), Defense Bonus +3 (+3 USP).

Ship's Data (Commercial)



FARNEZ CLASS SYSTEM DEFENSE BOAT (MISSILE) – TL 11

The Farnez class of SDB is in many ways typical of the lower technology end of system defense. Still produced by the Imperial Navy and many lower tech worlds throughout the Imperium, this design makes sound economic sense as it enables lower tech shipyards to continue operation.

At 800 displacement tons the Farnez is larger than many standard SDBs however it is still effective at system defense. Due to its low technology levels, and its poor maneuver and agility ratings, the designers have wisely gone down the route of missile armament. Each Farnez has six missile turrets along with two double laser turrets for closer action. Sensors are the best the manufacturer can produce, to enable it to effectively engage targets with its missiles at long range, and it is quite common for owners to upgrade the sensor package to a more sophisticated model.

Magazine size has not been skimped, and the turrets have a large supply of missiles to feed upon. Armor is heavy and the craft's low locomotion ratings, combined with a low powered laser system, give the ship a good operational period for its fuel load.

Farnez System Defense Boat

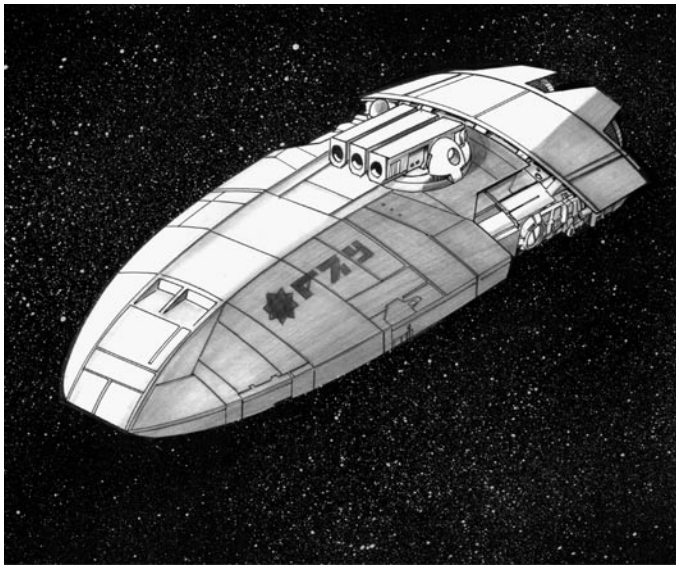
Class: Non-Starship, Type SDB	**EP Output:** 38 (16 extra)
Tech Level: 11	**Agility:** 2
Size: Medium (800dt)	**Initiative:** +2
Streamlining: Partial Streamlining (Cylinder)	**AC:** 23 (Agility +2, Armor +11)
Jump Range: 0	**Repulsors:** None
Acceleration: 2	**Nuclear Dampers:** None
Fuel: 38	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 15	**AR:** 11
Staterooms: 12	**SI:** 205
Small Cabins: 0	**Main Computer:** Model/4
Bunks: 0	**Sensor Range:** Long (Model/4)
Couches: 0	**Comm. Range:** Long (Model/4)
Low Berths: 0	
Cargo Space: 27	**Cost:** Mcr319.2
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x6), 900 Missiles (300 Shots per battery).	

TAS Form 3.1 (Condensed)

Battery 1: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8.
Battery 2: Missile (x3), Attack Bonus +3 (+3 USP), Damage 3d6.

Ship's Data (Commercial)

LIKUURKA



LIKUURKA CLASS BOMBER - TL 13

At eighty displacement tons, the Likuurka class is capable of delivering powerful ordnance to the target in a short period of time.

Equipped with a triple missile turret and as much ammunition as could be squeezed into the hull, the Likuurka is a small craft with a powerful sting. Like all missile carrying ships it is capable of firing missiles of a higher tech level than the ship. This allows even an older lower tech design to provide an up to date usefulness in the higher tech battlespace.

The power plant is capable of providing a decent acceleration but there is little agility in the compact form. Endurance is low also and enough fuel is provided for only 36 hours of operations before it needs to return to its carrier. Also the hull is only partially streamlined making it less than ideal for the bombing of ground based targets but allowing it to attack enemy ships hiding in gas giants. Since the vessel has no point defenses or beam weapons, it relies on its thick armor to allow it to deliver a strike then withdraw.

Named after a pouncer analogue native to Vland, the Likuurka classes are not officially named other than an identification code, but many crews unofficially name their craft and paint the name on the nose.

The Likuurka requires a crew of three- pilot, gunner and an armorer/missile technician, whose workspace is directly under the turret.

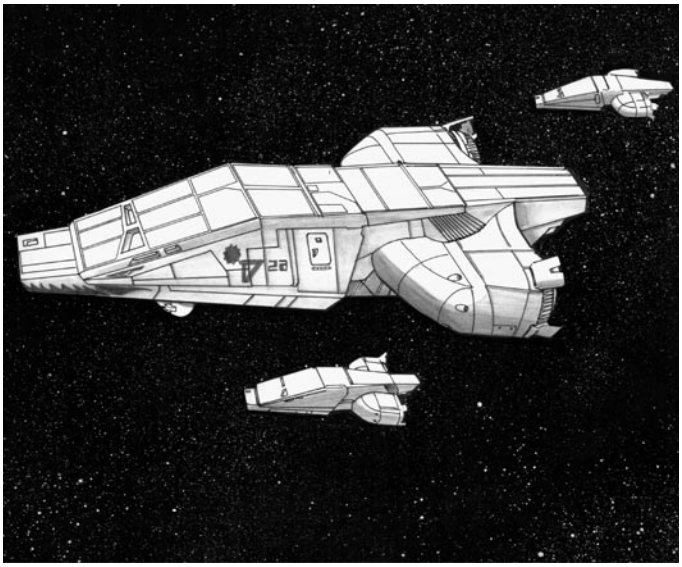
Likuurka Bomber

Class: Small Craft, Type FB	**EP Output:** 6.4 (1.6 extra)
Tech Level: 13	**Agility:** 2
Size: Small (80dt)	**Initiative:** +2
Streamlining: Partial Streamlining (Cylinder)	**AC:** 26 (Agility +2, Armor +13, Small +1)
Jump Range: 0	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 0.32	**Meson Screens:** None
Duration: 36 hours	**Black Globes:** None
Crew: 3	**AR:** 13
Staterooms: 0	**SI:** 92
Small Cabins: 1	**Main Computer:** Model/2
Bunks: 0	**Sensor Range:** Short (Model/2)
Couches: 2	**Comm. Range:** Short (Model/2)
Low Berths: 0	
Cargo Space: 0.3	**Cost:** Mcr36.6
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: Missile Magazine (x1), 300 Missiles (100 Shots).	

TAS Form 3.1 (Condensed)

Triple Turret: Missile (x1), Attack Bonus +3 (+3 USP), Damage 3d6.

Ship's Data (Commercial)



GRIGROT CLASS STRIKE FIGHTER – TL 14

On Sylea, there used to exist a vicious little lizard called a Grigrot. The lizard was small and seemingly innocuous to the untrained eye but it possessed a vicious bite. Once it bit someone it would use its strong stomach acids to begin to break down the flesh of the leg. It could not be removed outside of an operating theatre without severe damage to the victim's limb.

The Grigrot class strike fighter is a similar sort of creature. At 80 tons it is larger than most fighters, but smaller than any starship. Fast and agile, it carries in its belly a powerful fusion gun capable of burning through almost anything. Due to the short range of the fusion gun the Grigrot is required, just like its namesake, to be almost on top of the target before it can fire with any effect. However, the Grigot is heavily armored and this, combined with high acceleration, can allow strike squadrons to close with an enemy vessel and deliver a devastating strike. This capability comes at a price, of course, but while a buyer could get 4-5 times as may Dryads for the same budget, a Grigot force is capable of deterring or destroying vessels that would laugh at any number of Dryads.

As many controls as possible have been slaved together to enable the two-man crew to handle the piloting and fire the weapon. The powerplant is large for a vessel of its size, as is fuel storage, giving the Grigrot it an endurance of two weeks on station.

Grigrot Strike Fighter

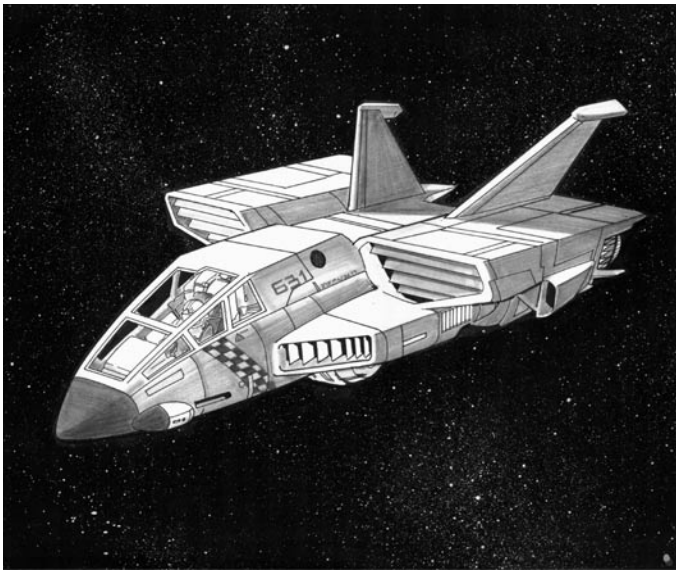
Class: Small Craft, Type FS	**EP Output:** 16.6 (4.8 extra)
Tech Level: 14	**Agility:** 6
Size: Small (80dt)	**Initiative:** +6
Streamlining: Streamlined (Cone)	**AC:** 31 (+6 Agility, +14 Armor, +1 Small)
Jump Range: 0	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 8.3	**Meson Screens:** None
Duration: 2 weeks	**Black Globes:** None
Crew: 2	**AR:** 14
Staterooms: 0	**SI:** 92
Small Cabins: 0	**Main Computer:** Model/6
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 2	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 0	**Cost:** Mcr113.8
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: None	

TAS Form 3.1 (Condensed)

Turret: Fusion Gun, Attack Bonus +5 (+5 USP), Damage 5d20.

Ship's Data (Commercial)

DRYAD



DRYAD CLASS FIGHTER – TL 12

The most numerous type of vessel in the Imperial naval ranks is the fighter class of ship. There are more fighters than any other. As a result there exist a greater number of variations on the fighter than on any other type of craft, a fact which has led to great competition among the megacorporations who develop and produce these small warships.

The Dryad is a fairly recent design from the R&D labs of General Products LIC. The sleek 20 ton hull is fully streamlined for use in a planetary atmosphere and mounts a triple pulse laser turret. Fast and agile, the Dryad is not much different from dozens of other designs but efficient manufacturing processes and a modular approach to construction has kept the costs down enough for a budget conscious navy to choose it over its rivals in the most recent round of procurements.

Unfortunately the cheaper construction has lead to some minor reliability problems, but once a problem is identified the maintenance is very quick with the old system simply being removed and a replacement slotted into the space.

The Dryad carries enough fuel for seven days' continuous operation. This is far longer than most personnel could remain effective aboard a tiny fighter, making larger fuel tankage irrelevant.

Dryad Fighter

Class: Small Craft, Type F	**EP Output:** 5.4 (1.2 extra)
Tech Level: 12	**Agility:** 6
Size: Small (20dt)	**Initiative:** +6
Streamlining: Streamlined (Flattened Sphere)	**AC:** 17 (+6 Agility, +1 Small)
Jump Range: 0	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 1.4	**Meson Screens:** None
Duration: 1 week	**Black Globes:** None
Crew: 1	**AR:** 0
Staterooms: 0	**SI:** 77
Small Cabins: 0	**Main Computer:** Model/1
Bunks: 0	**Sensor Range:** Close (Model/1)
Couches: 1	**Comm. Range:** Close (Model/1)
Low Berths: 0	
Cargo Space: 0.6	**Cost:** Mcr 24.6
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: None	

TAS Form 3.1 (Condensed)

Triple Fixed Mount: Pulse Laser, Attack Bonus +2 (+2 USP), Damage 2d10.

Ship's Data (Commercial)

SHIP INDEX

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SABREWOLF FLEET DESTROYER (BLOCK II)

See page 36 for complete details.

Saberwolf Fleet Destroyer (Block II)

Class: Starship, Type DF	**EP Output:** (extra)
Tech Level: 14	**Agility:** 6
Size: Large (3000dt)	**Initiative:** +6
Streamlining: Streamlined (Wedge)	**AC:** 15 (+6 Agility –1 Large)
Jump Range: 4	**Repulsors:** None
Acceleration: 6	**Nuclear Dampers:** None
Fuel: 2675	**Meson Screens:** None
Duration: 4 weeks	**Black Globes:** None
Crew: 68	**AR:** 0
Staterooms: 45	**SI:** 350
Small Cabins: 0	**Main Computer:** Model/6fib
Bunks: 0	**Sensor Range:** Extreme (Model/6)
Couches: 0	**Comm. Range:** Extreme (Model/6)
Low Berths: 0	
Cargo Space: 3	**Cost:** Mcr3461.4
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: Missile Magazine (x1), 400 Missiles (20 Shots per battery). Fuel Scoops, Fuel Processor (6hrs for 2,000dt Jump fuel). Hangar for x1 50dt Modular Cutter.	

TAS Form 3.1 (Condensed)

50dt Bay: Fusion Gun (x2), Attack Bonus +9 (+9 USP), Damage 9d20.
Battery 1: Beam Laser (x5), Attack Bonus +5 (+5 USP), Damage 5d8.
Battery 2: Missile (x1), Attack Bonus +6 (+6 USP), Damage 6d8.
Battery 3: Sandcaster (x5), Defense Bonus +5 (+5 USP).

Ship's Data (Commercial)