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Halfway Station presents...

Warships of the Dark Nebula



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For GURPS Traveller
November 2000 revision

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Introduction

This document started off as a description of the warships found in my Dark Nebula campaign, using *GURPS Compendium II* statistics for space combat, because I don't expect ever to need the detailed *GURPS Traveller* designs for such large vessels. Mine is a role-playing campaign; the secondary batteries on a cruiser are as big as a scoutship, and PCs do *not* want to mix it up with the big guys. Not if they have any sense, that is.

For comparative purposes, I started working out the *Compendium II* stats for the player characters' ships, and that grew like topsy until I had the DF and Firepower for every standard GT ship design published in any of the sourcebooks. Those are also listed here.

Also for comparison, I worked out some generic *Compendium II* naval vessels for TLs 10 and 12, which again you can find here.

Enjoy.

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Compendium II Space Combat Statistics

Generic Compendium II Warships

The DF and Firepower ratings for these are broadly comparable to *GURPS Traveller* designs; the main discrepancy is that GT ships are quite a bit bigger. If you read *GURPS Space* as GT displacement tons, you won't be that far out.

Ship Type	TL 10 DF	TL 10 FP	TL 12 DF	TL 12 FP
<i>Free Trader (for comparison)</i>	1	0	-	-
<i>Armed Scout Ship (for comparison)</i>	4	6	-	-
Auxiliary	4	20	8	40
Corvette	6	120	10	200
Destroyer	8	160	12	240
Light Cruiser	12	240	16	320
Strike Cruiser (missiles), Attack Cruiser (beams)	12	720	16	960
Heavy Cruiser	18	1,080	24	1,480
Battleship	18	1,800	24	2,400
Planetary Defence Unit	18	9,000	24	12,000

Standard GURPS Traveller Designs

The default values in the first entry cover almost all merchant vessels and ship's boats.

Ship	Source	Defence Factor	Firepower
Default values; DR 100 with no stealth, emission cloaking or weapons.	All GT books	1	0
Broadsword mercenary cruiser	GURPS Traveller	4	54
Dragon SDB	GURPS Traveller	8	36
Iramda fighter	GURPS Traveller	4	3
Rampart fighter	GURPS Traveller	9	14
Shuttles	GURPS Traveller	2	0
Suleiman scout/ courier,	GURPS Traveller	4	Varies (max. 9ish)

Suleiman II seeker.			
Aositaoh cruiser	GT AR2	7	81
Blakeway rescue vessel	GT Starports	2	0
Cihzicich transport	GT AR3	7	84
Douane customs cutter	GT Starports	2	0
Drakharan Family Trader	GT AR1	3	18
Drakharan Ship's Boat	GT AR1	2	3
Droyne cruiser	GT AR3	2	24
Droyne scout	GT AR3	2	9
Droyne trader	GT AR3	1	6
Eakhau trader	GT AR2	2	Varies (max. 36)
Echtovr Dazhia cruiser	GT AR1	12	204
Eegur!gzeer fast pursuit vessel	GT AR2	10	729
Ekawsiykua escort	GT AR2	6	Varies (max. 72)
Erinyes assault rider	GT Star Mercs	5	96
Fazachu SDB	GT AR3	11	138
Gahcuyche heavy fighter	GT AR3	9	27
Gendarme armed response cutter	GT Starports	2	6
Giciifichu dispatcher	GT AR3	3	0
Giicuyche fighter	GT AR3	9	24
Hkiyrerao research ship	GT AR2	2	Varies (max. 18)
Hraye or Hraye II scout	GT AR2	4	6
Ihatei transport	GT AR2	4	0
Igichi/Giiphicic embassy ship/liner	GT AR3	3	0

Inheritor armed merchant cruiser	GT AR3	4	163
Kahk'rik'kreg courier	GT AR2	7	240
Khadumir fast courier	GT First In	2	58
Khaz'akum patrol tender	GT AR1	8	153
Khtukhao clan transport	GT AR2	2	Varies (max. 54)
Khtiyhui courier	GT AR2	4	9
Kiitunor armed trader	GT AR2	5	48
Kteiroa seeker	GT AR2	1	Varies (max. 18)
Lienjadl battle cruiser	GT AR1	9	669
Lik'rrugukor monitor	GT AR2	8	246
Puller assault ship	GT Star Mercs	5	96
Pytheas exploratory cruiser	GT First In	10	72
Ring!niker!kir robot fighter	GT AR2	5	9
Rr'xighik'ker frigate	GT AR2	8	240
Shivva frigate	GT AR1	6	36
Taorl riftliner	GT AR2	4	0
Tlatl strike fighter	GT AR1	6	3
Vargr Armed Fast Gig	GT AR1	1	3
Vargr Corsair	GT AR1	4	36
Vargr Courier	GT AR1	1	18
Vargr Frigate	GT AR1	3	72
Vargr Packet	GT AR1	4	36
Vargr Trader	GT AR1	1	6
Vokr fighter	GT AR1	4	9
Vr'tahk patrol rider	GT AR1	8	54

Weakhto cruiser	GT AR2	10	1,909
Yetsabl courier	GT AR1	5	14
Young assault tender	GT Star Mercs	13	135
Zahzicih Q-ship	GT AR3	6	84
Zhodani assault boat	GT AR1	6	0
Ziiguysna military pinnace	GT AR3	9 (7 vs meson)	21
Zofagic utility vessel	GT AR3	3	24

Calculating Combat Statistics for Custom Designs

The tables below show how to determine the *Compendium II* space combat statistics for your own designs, summarising the relevant rules from *GURPS Traveller* and *GURPS Vehicles*.

Firepower Rating

The majority of turret-mounted weapons would be classed as point defences by a proper military vessel; even so, if a PC ship should be engaged by a warship, it will probably restrict itself to using its point defence mounts – nothing larger is likely to be necessary.

Under *Compendium II*, missile firepower is properly multiplied by 150% and split into individual missiles. I do not follow this rule, because *Traveller* missiles are so small relative to ship hull sizes that the number of reloads is effectively infinite.

Weapon Type	Firepower
TL 10 turret laser; TL 10 or TL 12 missile rack	3
TL 12 turret laser	7
Plasma Gun (Star Mercs)	16
Fusion Gun (Star Mercs)	24

You've got a bigger weapon than that on your far trader? Report to the nearest SolSec office at once, citizen. We'd be very interested in where you got it, and even more interested in how you made it fit into the hull...

Defence Factor

Round DR down to the closest column, e.g. 1,100 rounds down to 560, giving DF 4.

DR	0	70	140	280	560	1,120	2,240	4,480
DF	0	1	2	3	4	5	6	7

Basic stealth or emission cloaking: +1 each. Radical stealth or emission cloaking: +2 each.

A sandcaster gives DF +1 vs lasers and missiles only; each time the number of sandcasters doubles, the DF increases by a further one (e.g., eight sandcasters gives +4 to DF).

Warships of the Dark Nebula

These are derived from the counters of GDW's *Dark Nebula* boardgame, using a few basic assumptions detailed on the last page of this handout.

Warships in the nebula fall into five basic categories:

- Scouts – small, lightly-armed vessels intended for exploration and courier work. In wartime, they are pressed into military service, but have negligible combat value. Almost anything a PC might own, operate, or travel aboard falls into this category, which is not further detailed here – the standard GT designs work fine for these ships.
- Escorts – light warships (corvettes or destroyers) used for commerce raiding, convoy protection, and as support craft for larger fighting ships.
- Cruisers – the backbone of the fleet, due to their high firepower and low maintenance costs. They are the smallest vessels to carry the spinal mount weapons which are the only practical way to damage a large warship; but they lack the armour to stand in the line of battle. They are deployed in squadrons of 4-8 to support battle fleets or planetary invasions, or singly or in pairs as the core of scouting or raiding forces. Heavy cruisers are designed for the line of battle; light cruisers are primarily raiders; strike cruisers are optimised for planetary bombardments; and exploratory cruisers are used to find jump routes and explore new worlds.
- Battleships – jump-capable capital ships, forming the line of battle. Their primary armament is a spinal mount not much better than those found on cruisers, but their extensive secondary batteries render them almost immune to attack by smaller vessels, and their sheer size provides a disheartening ability to absorb punishment. Monitors are like battleships, but are not capable of hyperspace jumps; they are therefore deployed to defend strategic systems. The usefulness of battleships is limited by their high maintenance costs.
- Auxiliaries are the transports and tankers which support the warships. Confederation and Hierate designs are functionally identical.

Escorts

Confederation Corvette

The corvette displays typical Solomani traits. It relies on ECM for defence; missiles provide its main offensive 'punch'; and it carries a large number of troops for its size.

General: 2,000 ton streamlined hull. Jump-3, 3G acceleration. 20 crew in double-occupancy staterooms; 41 troops in 15 bunkrooms (240 troops at maximum capacity). 40 displacement tons of cargo. One pinnacle. Two fuel purifiers.

Offence: Two missile bays, each Firepower 150. Total Firepower 300.

Defence: Radical stealth, radical emission control, armour DF 2. Total DF 6.

Confederation Destroyer

General: 4,000 ton streamlined hull. Jump-3, 3G acceleration. 40 crew in double-occupancy staterooms; 127 troops in 30 bunkrooms (480 troops at maximum capacity). 40 displacement tons of cargo. Two pinnaces. Four fuel purifiers.

Offence: Four missile bays, each Firepower 150. Total Firepower 600.

Defence: Radical stealth, radical emission control, armour DF 2. Total DF 6.

Hierate Corvette

Like most Aslan designs, this relies on a balance of beam and missile weapons for offence. The high ECM values are unusual for Aslan designs as a whole, but more common in the Nebula where a long history of disputes with other cultures has forced the Aslan to consider other defensive options in addition to their traditional reliance on armour and courage.

General: 2,000 ton streamlined hull. Jump-3, 3G acceleration. 20 crew in double-occupancy staterooms; 41 troops in 15 bunkrooms (240 troops at maximum capacity). 40 displacement tons of cargo. One pinnacle. Two fuel purifiers.

Offence: One particle accelerator bay, Firepower 63. One missile bay, Firepower 150. Total Firepower 213.

Defence: Radical stealth, radical emission control, armour DF 2. Total DF 6.

Hierate Destroyer

General: 4,000 ton streamlined hull. Jump-3, 3G acceleration. 40 crew in double-occupancy staterooms; 127 troops in 30 bunkrooms (480 troops at maximum capacity). 80 displacement tons of cargo. Two pinnaces. Four fuel purifiers.

Offence: Two particle accelerator bays, each Firepower 63. Two missile bays, each Firepower 150. Total Firepower 426.

Defence: Radical stealth, radical emission control, armour DF 4. Total DF 8.

Cruisers

Confederation Light Cruiser

General: 10,000 ton unstreamlined hull. Jump-3, 3G acceleration. 85 crew in double-occupancy staterooms; 254 troops in 64 bunkrooms (1,024 troops at maximum capacity). 170 displacement tons of cargo. One shuttle, one modular cutter, one gig. Ten fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Five particle accelerator bays, each Firepower 63. Two missile bays, each Firepower 150. 27 point defence lasers, each Firepower 3. Total Firepower 1,120.

Defence: Basic stealth, basic emission control, armour DF 3, 18 sandcasters giving +4 DF vs lasers and missiles. Total DF 10.

Confederation Strike Cruiser

General: 15,000 ton unstreamlined hull. Jump-3, 3G acceleration. 145 crew in double-occupancy staterooms; 452 troops in 113 bunkrooms (1,808 troops at maximum capacity). 290 displacement tons of cargo. Two shuttles, one modular cutter, one pinnacle. 15 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Five particle accelerator bays, each Firepower 63. Eight missile bays, each Firepower 150. 6 point defence lasers, each Firepower 3. Total Firepower 1,957.

Defence: Radical stealth, Radical emission control, armour DF 6, 9 sandcasters giving +4 DF vs lasers and missiles. Total DF 14.

Confederation Heavy Cruiser

The heavy cruiser has no point defence weapons of its own, controversially relying entirely on its escorts to suppress enemy missiles and fighters. This effectively limits its deployment to battle squadrons, as it is hard – and, the designers argue, unnecessary – to use it for anything other than main fleet actions.

General: 10,000 ton unstreamlined hull. Jump-3, 3G acceleration. 105 crew in double-occupancy staterooms; 452 troops in 113 bunkrooms (1,808 troops at maximum capacity). 210 displacement tons of cargo. One shuttle, two modular cutters. Ten fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Seven particle accelerator bays, each Firepower 63. Two missile bays, each Firepower 150. Total Firepower 1,165.

Defence: Radical stealth, radical emission control, armour DF 12. Total DF 16.

Confederation Attack Cruiser

The Solomani eventually realised that over-reliance on missile weapons could be a weakness in some tactical situations. Rather than discard their missile-heavy fleets, their answer was to develop the attack cruiser to supplement them.

General: 15,000 ton unstreamlined hull. Jump-3, 3G acceleration. 125 crew in double-occupancy staterooms; 452 troops in 113 bunkrooms (1,808 troops at maximum capacity). 250 displacement tons of cargo. Two shuttles, one modular cutter. 15 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Seven particle accelerator bays, each Firepower 63. Four missile bays, each Firepower 150. 9 point defence lasers, each Firepower 3. Total Firepower 1,492.

Defence: Basic stealth, basic emission control, armour DF 5, 66 sandcasters giving +7 DF vs lasers and missiles. Total DF 14.

Confederation Exploratory Cruiser

General: 10,000 ton unstreamlined hull. Jump-3, 3G acceleration. 85 crew in double-occupancy staterooms; 254 troops in 64 bunkrooms (1,024 troops at maximum capacity). 170 displacement tons of cargo. One shuttle, one modular cutter, one gig. Ten fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Three particle accelerator bays, each Firepower 63. Four missile bays, each Firepower 150. 27 point defence lasers, each Firepower 3. Total Firepower 1,294.

Defence: Basic stealth, basic emission control, armour DF 3, 18 sandcasters giving +5 DF vs lasers and missiles. Total DF 14.

Hierate Light Cruiser

General: 10,000 ton unstreamlined hull. Jump-3, 3G acceleration. 85 crew in double-occupancy staterooms; 254 troops in 64 bunkrooms (1,024 troops at maximum capacity). 170 displacement tons of cargo. One shuttle, one modular cutter, one gig. Ten fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Five particle accelerator bays, each Firepower 63. Two missile bays, each Firepower 150. 12 point defence lasers, each Firepower 3. Total Firepower 1,075.

Defence: Basic stealth, basic emission control, armour DF 4, 33 sandcasters giving +6 DF vs lasers and missiles. Total DF 12.

Hierate Strike Cruiser

General: 15,000 ton unstreamlined hull. Jump-3, 3G acceleration. 135 crew in double-occupancy staterooms; 452 troops in 113 bunkrooms (1,808 troops at maximum capacity). 270 displacement tons of cargo. Two shuttles, one modular cutter, one gig. 15 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Three particle accelerator bays, each Firepower 63. Nine missile bays, each Firepower 150. 12 point defence lasers, each Firepower 3. Total Firepower 1,999.

Defence: Basic stealth, basic emission control, armour DF 6, 33 sandcasters giving +6 DF vs lasers and missiles. Total DF 14.

Hierate Heavy Cruiser

Arguably, this class has the best balance of speed, firepower and protection of any warship in the Nebula.

General: 15,000 ton unstreamlined hull. Jump-3, 3G acceleration. 135 crew in double-occupancy staterooms; 452 troops in 113 bunkrooms (1,808 troops at maximum capacity). 250 displacement tons of cargo. Two shuttles, one modular cutter, one gig. 15 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Six particle accelerator bays, each Firepower 63. Six missile bays, each Firepower 150. 12 point defence lasers, each Firepower 3. Total Firepower 1,738.

Defence: Radical stealth, radical emission control, armour DF 6, 33 sandcasters giving +6 DF vs lasers and missiles. Total DF 16.

Hierate Exploratory Cruiser

General: 10,000 ton unstreamlined hull. Jump-3, 3G acceleration. 75 crew in double-occupancy staterooms; 254 troops in 64 bunkrooms (1,024 troops at maximum capacity). 150 displacement tons of cargo. One shuttle, one modular cutter. Ten fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Three particle accelerator bays, each Firepower 63. Three missile bays, each Firepower 150. 57 point defence lasers, each Firepower 3. Total Firepower 1,234.

Defence: Basic stealth, basic emission control, armour DF 3, 18 sandcasters giving +5 DF vs lasers and missiles. Total DF 10.

Battleships

Confederation Dreadnought

General: 30,000 ton unstreamlined hull. Jump-3, 3G acceleration. 205 crew in double-occupancy staterooms; 635 troops in 160 bunkrooms (2,560 troops at maximum capacity); 128 battledress morgues. 410 displacement tons of cargo. Three shuttles, two modular cutters. 30 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Nine particle accelerator bays, each Firepower 63. Ten missile bays, each Firepower 150. 27 point defence lasers, each Firepower 3. Total Firepower 2,572.

Defence: Radical stealth, radical emission control, armour DF 9, 258 sandcasters giving +9 DF vs lasers and missiles. Total DF 22.

Confederation Improved Dreadnought

This ship class is actually an uprated strike cruiser, renamed for propaganda purposes.

General: 15,000 ton unstreamlined hull. Jump-3, 3G acceleration. 145 crew in double-occupancy staterooms; 452 troops in 113 bunkrooms (1,808 troops at maximum capacity); 91 battledress morgues. 290 displacement tons of cargo. Two shuttles, one modular cutter, one pinnacle. 15 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Three particle accelerator bays, each Firepower 63. Ten missile bays, each Firepower 150. 27 point defence lasers, each Firepower 3. Total Firepower 2,572.

Defence: Radical stealth, radical emission control, armour DF 14, 9 sandcasters giving +4 DF vs lasers and missiles. Total DF 22.

Hierate Dreadnought

General: 20,000 ton unstreamlined hull. Jump-3, 3G acceleration. 185 crew in double-occupancy staterooms; 635 troops in 160 bunkrooms (2,560 troops at maximum capacity); 128 battledress morgues. 370 displacement tons of cargo. Three shuttles, one modular cutter, one gig. 20 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Nine particle accelerator bays, each Firepower 63. Eight missile bays, each Firepower 150. 12 point defence lasers, each Firepower 3. Total Firepower 2,227.

Defence: Radical stealth, radical emission control, armour DF 12, 33 sandcasters giving +6 DF vs lasers and missiles. Total DF 22.

Hierate Improved Dreadnought

General: 20,000 ton unstreamlined hull. Jump-3, 3G acceleration. 195 crew in double-occupancy staterooms; 635 troops in 160 bunkrooms (2,560 troops at maximum capacity); 128 battledress morgues. 390 displacement tons of cargo. Three shuttles, one modular cutter, one pinnacle. 20 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Ten particle accelerator bays, each Firepower 63. Eight missile bays, each Firepower 150. 6 point defence lasers, each Firepower 3. Total Firepower 2,272.

Defence: Radical stealth, radical emission control, armour DF 14, 9 sandcasters giving +4 DF vs lasers and missiles. Total DF 22.

Hierate Battleship

This design is a return to traditional Aslan values of raw armour and firepower after a flirtation with ECM in response to its extensive use by the Solomani. It is without doubt the most powerful jump-capable warship in the Nebula.

General: 30,000 ton unstreamlined hull. Jump-3, 3G acceleration. 215 crew in double-occupancy staterooms; 635 troops in 160 bunkrooms (2,560 troops at maximum capacity); 128 battledress morgues. 430 displacement tons of cargo. Three shuttles, two modular cutters, one ship's boat. 30 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Nine particle accelerator bays, each Firepower 63. Ten missile bays, each Firepower 150. 126 point defence lasers, each Firepower 3. Total Firepower 2,845.

Defence: Basic stealth, basic emission control, armour DF 10, 129 sandcasters giving +8 DF vs lasers and missiles. Total DF 22.

Typical Independent Worlds Monitor

With no need to carry a jump drive or the fuel to operate it, the monitor has more armour and firepower per ton than any jump-capable warship. However, it must be built in situ, as it is too large to be ferried between systems. With sufficient determination, it is possible to travel between star systems in a monitor at sublight speeds, but this takes years rather than weeks.

General: 20,000 ton unstreamlined hull. No Jump, 3G acceleration. 175 crew in double-occupancy staterooms; 635 troops in 160 bunkrooms (2,560 troops at maximum capacity); 128 battledress morgues. 350 displacement tons of cargo. Three shuttles, one modular cutter. 20 fuel purifiers.

Offence: Spinal mount particle accelerator, Firepower 424. Eight particle accelerator bays, each Firepower 63. Eight missile bays, each Firepower 150. 9 point defence lasers, each Firepower 3. Total Firepower 2,155.

Defence: Radical stealth, radical emission control, armour DF 13, 66 sandcasters giving +7 DF vs lasers and missiles. Total DF 24.

Generic Auxiliaries

The Confederation, the Hierate and assorted independent worlds maintain functionally identical versions of these vessels.

Transport

General: 20,000 ton unstreamlined hull. Jump-3, 1G acceleration. 100 crew in double-occupancy staterooms; 635 troops in 160 bunkrooms (2,560 troops at maximum capacity); 128 battledress morgues. Thousands of displacement tons of cargo. Four shuttles, two modular cutters. 20 fuel purifiers.

Offence: Two point defence lasers, each Firepower 3. Total Firepower 6.

Defence: No stealth, no emission control, armour DF 1, one sandcaster giving +1 DF vs lasers and missiles. Total DF 2.

Tanker

General: 20,000 ton unstreamlined hull. Jump-3, 1G acceleration. 100 crew in double-occupancy staterooms. Thousands of displacement tons of fuel. Four shuttles, two modular cutters. 20 fuel purifiers.

Offence: Two point defence lasers, each Firepower 3. Total Firepower 6.

Defence: No stealth, no emission control, armour DF 1, one sandcaster giving +1 DF vs lasers and missiles. Total DF 2.

Designer's Notes

The Dark Nebula campaign draws its inspiration from GDW's boardgame of the same name, and the various ship types are derived from squadron counters used in the game.

The following assumptions were made:

- Designs are limited to *GURPS* TL 10 (*Traveller* TL 12). In my campaign, this TL is a limit agreed by the signatories of the Peace of Ftahlr, and is the maximum TL encountered in the Nebula despite the fact that both sides could field TL 12 units. Personally, I just prefer to design at TL 10.
- A ship's hull size is the sum of its Beam and Missile factors, multiplied by 1,000 tons, then rounded up to the next nearest GT standard hull size; transports and tankers are arbitrarily set at 20,000 tons. Ships have one fuel processor per 1,000 tons of hull displacement.
- A ship has one missile bay per Missile factor, and one particle accelerator bay per Beam factor. Cruisers and battleships have a spinal particle accelerator as well. Laser and sandcaster turrets are added to fill up the ship's weapons slots, but are assumed to be inconsequential in fleet actions, acting only as point defences.
- The Screen factor is the *Compendium II* Armour DF; warships have basic stealth and emission cloaking, and enough sandcasters to double the DF from armour, stealth and cloaking, unless there isn't enough hull left to mount the weapons, in which case extra armour, stealth and emission cloaking are added.
- Ship's crews are roughly one man per 100 tons. Additionally, warships carry 3 troops per 100 tons at 4 per bunkroom module in peacetime, rounded to the nearest unit size from *Mercenary* (*Classic Traveller* Book 4); this is quadrupled in wartime. Battleships (only) carry battledress morgues for the maximum troop load.
- Escorts are streamlined, cruisers and battleships are not. A ship carries small craft totaling 2% of its own displacement, and (if not an auxiliary) 2% of its displacement in cargo.

These assumptions mean that a *Dark Nebula* scout ship is too big for a *Traveller* scout ship, so they have been arbitrarily reclassified as corvettes.