Stellar Reaches

A Fair Use Fanzine for Traveller

A Samardan Press Publication

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Our website: www.stellarreaches.com

Credits:

Cover Art: Protectorate Scouts explore the mysterious ruins on Righteousness, Sorrow subsector, Starbreak sector. The graphic is a detailed focus on "Gate in an empire Aid. Expedition."© Alexandr Melentiev. Visit his gallery at http://alexandr-m.cgsociety.org/gallery/590489/

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The **BITS Task System**, although modified to include Traveller T20 difficulty classes, has been provided with permission by **British Isles Traveller Support (BITS)**. Its presence here does not constitute any challenge to the rights for this system, and we gratefully acknowledge Dominic Mooney and Andy Lilly for their generosity in allowing our use of this system to allow future adventures to be written in such a manner as to be more useful to all published Traveller rules sets.

For more information on BITS, check out their website at http://www.bits.org.uk/

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Letter From The Editor

Greetings, Fellow Sophonts:

This issue of **Stellar Reaches** is closely tied with the previous issue, being a compilation of maps, Universal World Profiles (UWPS), and starships of Starbreak sector. I managed to include every jump-capable ship in the sector, described in GURPS Traveller (Third Edition) terms, and all of the spaceships at or above 100-tons in size as well.

Unfortunately, I never got to describe the various personalities and robots in use in Starbreak. In the end, there just wasn't enough time. Perhaps I will get around to it this decade sometime. But at least I've managed to boost the required amount of sci-fi eye candy in the issue. How can I let all that ~~white space~~ file size margin go to waste?

Ω

There is quite a selection of starmaps in this issue – thanks to the hard work of Joshua Bell's online map generator. They present the flow of history for the sector.

At the www.stellarreaches.com website, I have uploaded more maps – in individual PDF sheets – the UWPs and the metadata, used to create the routes and the borders of the various sectors. These files may be used as templates for your own universe. I have also uploaded the ship files, designed with Thomas L Bont's GURPS Traveller Ships. Bont's program can be downloaded here: http://www.sjgames.com/gurps/utilities/ I have also uploaded a large number of Classic Traveller versions of the same vessels, using Andrew Vallance's High Guard Shipyard 1.13. You can download his program here: http://www.downport.com/amv/software/hgs.html

These files are in the download section:
sr_fanzine_16 - Classic Trav Ships.zip sr_fanzine_16 - GURPS Trav Ships.zip sr_fanzine_16 - Maps.zip

Finally, I have uploaded an Excel 2010 spreadsheet, with all sorts of numbers regarding UWPs and starship counts, etc. Some economic information is there as well. I invite you to gleefully tear apart my assumptions and set up your own economic models for the sector, if you so desire.

Ω

A few of my favourite clips from my favourite near-future cyberpunk anime, Ghost in the Shell:

"Natural Enemy": mini-tanks against some nasty choppers
- http://www.youtube.com/watch?v=xyDki4KhGhw

"Solid State Society": sniping, 21st century style
- http://www.youtube.com/watch?v=vJARJ3P0HJA

Assault on Locus Solus: Batou shows how it's done
(with a little help from an uploaded personality)
- http://www.youtube.com/watch?v=Qu10yijSaKU

The Battlefield 2142 game is not 'proper Traveller' – not enough grav belts – but the Solomani have always been slackers with grav technology:

The intro: http://www.youtube.com/watch?v=ZeAymy1S8wQ
The equipment: http://www.youtube.com/watch?v=JNFrDG2MOow

Reading ahead,
Alvin W. Plummer
Editor, **Stellar Reaches** fanzine

BITS Task System

From pg. 8, BITS Writers' Guidelines June 1999. Copyright ©1999, BITS. All Rights Reserved.
T20 Open Game Content from the article "Extending the Task Resolution System to T20" Copyright 2003, Jason Kemp.

MegaTraveller (MT), Traveller: The New Era (TNE) and Marc Miller's Traveller (T4) all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT) and GURPS Traveller (GT) use modifiers to the task rolls instead. Traveller T20 (T20) uses difficulty classes (DCs) to define target numbers for skill checks. The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers for CT and GT and DCs for T20 as shown in Table 1. The means by which spectacular (GT: critical) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

TABLE 1: TASK DIFFICULTIES

BITS Task Difficulty	T4 Difficulty	T4.1 Difficulty	GT Target Modifier	TNE Difficulty	MT Difficulty	CT Target Modifier	T20 DC
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4	10
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2	15
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0	20
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2	25
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4	30
Impossible	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6	35
Hopeless	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8	40

Ex. Maria Charles is forging a complex document, which the GM rules is a Staggering task. Maria has Forgery-4 (GT: Forgery-16, T20: Forgery +18) and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9, T20: 15).
CT: Task success is normally 2D + Skill >= 8. Maria requires 2D + Forgery >= 12 (8 + 4 for Staggering difficulty). Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. 2D + 4 – 4 >= 8.
MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is 2D + Skill + (Stat / 5) >= 15. For Maria this is: 2D + 4 + 2 >= 15.
TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is d20 <= (Skill + Stat) X ¼. For Maria this is d20 <= 3, i.e. (9 + 4) / 4 rounded down.
T4: Maria requires 4D <= INT + Forgery. (Note that T4's Staggering rating of 3.5D is ignored.)
GT: Maria requires 3D <= Forgery + Target Modifier, i.e. 3D <= 16 – 6.
T20: Maria requires d20 + 18 >= 30. (Note that the INT modifier is already factored into the skill check.)

Task definitions should always be used sparingly – the GM should be able to define the difficulty and required skills and equipment for most tasks using common sense. Where strange skills or equipment are needed, these can usually be listed, without requiring a full task definition. Where a full task definition is required, use the following format (you don't need to use the bold or italics formatting; plain text is fine):

To find a boar:
Difficult Recon (GT: Tracking), or
Difficult Hunting (T20: P/Hunting), or
Formidable Survival
+1 Difficulty if riding at full gallop.
+1 Difficulty if lost.
-1 Difficulty if moving slowly.
Spectacular Success: They have surprised a boar and have one round to act before it reacts.
Success: They have found boar tracks and can begin following them.
Failure: No tracks found.
Spectacular Failure: They have become lost.

+1 Difficulty indicates a harder task (e.g. an Average task becomes Difficult) whereas –1 Difficulty is an easier task (e.g. Difficult would become Average).

NOTE: This system has been extensively play-tested but suggestions for refinements are always welcome.

Starbreak Sector: Maps

By Alvin W. Plummer

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A relaxing woman observes sunrise over Orarito, a major city on the world of Hub, 1500 Imperial.
The graphic is titled "Bright Future"©Eigil Haugen.
Visit his galleries at http://eigil.cgsociety.org/gallery/ and http://www.iscribble.net/gallery/user_Egl.html

Initial Thoughts

Starbreak was built for three reasons: 1) to pursue certain ideals, religious and political, within the framework of the Traveller timeline 2) to sketch out the development of a sector over time, including maps, small empires, and systems 3) to detail the required the civilian starships, interstellar economy and total naval forces of a sector.

Unfortunately, 3) turned out to be a partial failure, due to the colonial nature of the sector: the sector population of two billion is too small to support a lot of trade or military activity. Still, my failure may increase PC enjoyment, as their actions have a bigger impact on the universe. Also, a smaller population and fewer populated worlds (there isn't one high-pop system in the sector, as of 1500 Imperial) helps the Referee with managing the region, and keeping track of everything in his head.

Again, let me point out that it is Joshua Bell's sector generator – http://travellermap.com/post.htm – that makes these maps possible. It takes a bit of time and trial-and-error to make everything come out, especially borders.

Historical Guide to the Maps

This map was designed to provide a restricted area for the major empires to play in, a sparsely populated

middle region, to force starships to follow certain routes, and a large virgin region for settlement.

I did consider defining all the systems with hostile atmospheres initially, and then change the atmospheres gradually over time. However, this would take too much time, and would slow down development greatly, given Traveller technological abilities. Perhaps another time.

These maps show a series of historical developments that I hope will be fun for PCs to interact with.

The maps are divided into five eras:
0 Imperial: the original stellar layout.
850 Imperial: Initial settlement, with the region still ruled by the distant Third Imperium
1400 Imperial: The era of the unified Imperial Cianji, with the Athenian Republic still extant
1500 Imperial: the current time.

I also followed one possible future:
1540 Imperial: Imperial Cianji victory, with the breakup of the Reborn Imperium, but only limited territorial expansion. Var Kirat enters into the picture territorially, using Hub as the willing capital of the Kirat Stars.
1580 Imperial: A lot happens in the 40-year period that ends at 1580. To summarise:

1) A major disaster falls on Cianji, due to terrorism, infighting, a civil war, a large starship or space station that impacts the world, or an outright act of God. The interstellar government survives, but much reduced, losing territory to independent movements and external conquest. A new interstellar government, the Enni Exchange, arises on their spinward borders.
2) The population of Wsi fails to grow. This could be due to civil war, sterility inflicted by diseases left behind by a Cianji or domestic attack, emigration, and/or a failing environment.
3) The Human Council takes formal control of a few widely scattered worlds, further insulating it from political interference and building prestige, following in the footsteps of the Vatican and the United Nations.
4) The Holy Imperium disintegrates into civil war. This disaster does not kill as many Syleans as the disaster that hits Cianji: but on the other hand, the interstellar government is gone, perhaps for centuries.
5) The Vilani finally reach the billion-man mark, and regain the worlds from Cianji that they lost in the Three-World War (1073- 1075 Imperial), half a millennia ago – and a fair more systems, as well.
6) Finally, the Kirat Stars continues to expand, becoming a large (but still lightly populated) neighbour of the Diltov Republic, which follows a similar Christian faith, but is of a different origins, culture and racial composition.

Modifications to the Traveller World Generation Rules

Stellar generation was initially done using Classic Traveller rules.

Then came the changes to the UWP definitions, to suit my goals.

Travel Zones: This is NOT related to possible dangers. For one thing, this is a very subjective opinion. For another, I prefer to surprise my players.

Instead, this is tied to information that is far more useful to traders, military officers, and political authorities: population levels.
Blue = population is between 1 on 99 million
Yellow = population is between 100 and 999 million
Red = population is at or above 1,000 million

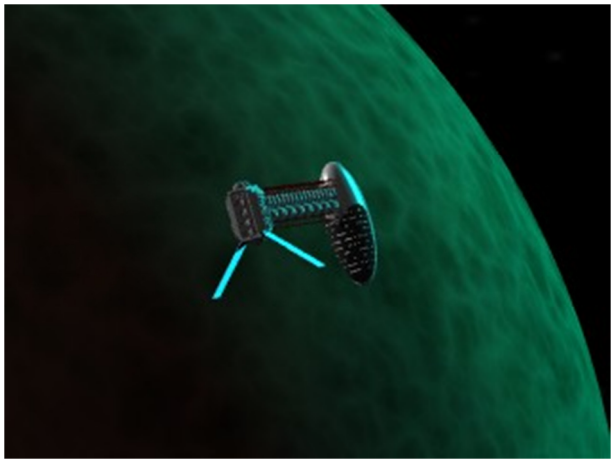
This rating is tied to the local background: in a proper sector of the Third Imperium, I would redefine it to this: Red = 100's of millions, Yellow = billions, Blue = 10's of billions

Or maybe this, instead:
Red = 1 billion+, Traveller TL 9-A; Yellow = 1 billion+, TL B-D; Blue = 1 billion+, TL E+

[Traveller Grognards: the Blue Zone was used in Traveller: The New Era, for worlds with a Technologically Elevated Dictator.]

Government: This refers to the power and unity of the system government. For example, a "7" means that the largest government/federation/alliance controls about 70% of the population. Levels over A suggest an increasingly inescapable and comprehensive government, with ever-weaker opposing forces. This scale explicitly promotes balkanized world.

Tech Level: This follows the scale of GURPS Traveller, using GURPS Third Edition rules.



A Cianji Lunar-class colonizer prepares to land on Forest, 1347 Imperial. The colony was deemed a failure during the height of the Imperial Civil War, with the surviving inhabitants evacuated during the conflict. **This graphic is titled "Disabled Freighter" © Commander Bombast. Visit his gallery at http://www.renderosity.com/mod/gallery/index.php ?image_id=1651462**

Starbreak Astrography

(This section is a direct copy of the same section in **Stellar Reaches #15**)

This sector is of fairly low stellar density, with a very low density/rift running through the middle of the sector, referred to as The Starbreak. In the coreward and rimward regions of the sector, there are several mains: of course, the more heavily populated coreward regions are far more important for the sector.

Starbreak sector is located within the Milky Way galaxy, but roughly 170 parsecs from the planetary nebula NGC 6884: the nebula itself is about 4,000 parsecs from Sol System. (Astronomers differ on the exact distance: I'm using Winchell Chung's Galactic Map 2.0 as a rough guide, available here: http://www.projectrho.com/smap12.html#map04.)

As of 1500 Imperial, there are 291 starsystems (of which 192 are inhabited) within the sector, with a total population of two billion. Cianji and Sylea are the most populous worlds, with about 600 million each.

The mains are, in order of the number of stars:

- The Ball & Chain - 30 systems, in Mu and Wsi subsectors.
- The Artemsus Group – 27+? starsystems, in Yelloworld subsector.
- The Cianji Circle - 22 systems, in Nosso Nosso and Mu subsectors.
- The Wsiiers - 9 systems, in Wsi and Yelloworld subsectors.
- The Acroupa Sprawl – 7+? systems, in Nosso Nosso subsector.
- The Amber Chain - 11 systems, in Chamber subsector.
- The Liquid Stream – 11+? systems, in Chamber subsector.
- The Pollock Splash - 10 systems, in Glossalalia subsector.
- The Avalon Starstring - 7 systems, in Sorrow subsector.
- The Divine String - 7 systems, in Painted subsector.
- The Speckled Eggs – 5 systems, largely in Nosso Nosso subsector.
- The Trailing Filament – 5+? systems, largely in Yelloworld subsector.
- The Enya – 5+? Systems, largely in Chamber subsector.

A small cluster of systems within LightWaves subsector - Fenmou, Tanatelul, Tariri – are referred to as the Tri-Worlds. These systems are of major historical importance.

The Crooked Finger is not a true astrographic designation: in 1500, it refers to the chain of independent and unclaimed systems stretching from Stake/Spirare to Tikal/Dreamsong. The New Stars is the unofficial name for the systems rimward of the Starbreak, where the Protectorates are located.

It is important to note that one star is missing. Historians agree that one starsystem, Azumanga, existed in hex 1135, located in Sorrow subsector. While apparently sterilized in ancient times, the mainworld bore water and breathable air, and the Human Council hoped that it would be colonized eventually.

But it was not to be. In the 1340s, Human Council research vessels determined increasingly serious abnormalities, as normal space interacted with locally damaged jumpspace. It eventually proved impossible to jump into the system: the final research projects in Azumanga were executed by starships entering and exiting the system using specially constructed reactionless STL drives. When the Human Council publically predicted that the entire system would disappear in 1385 Imperial, they were widely ridiculed, and became a laughingstock when the year passed and nothing happened. The laughter stopped in 1392 Imperial, when the entire starsystem quietly disappeared without a trace.

There are several projects – occasionally interrupted by warfare – to further understand this phenomenon. According to the current models, no system is thought to be in danger of vanishing within the next two centuries, but there is clear evidence that at least four other systems have vanished within the last 100,000 years – and, more disturbingly, dozens of systems had vanished within what is now known as the Starbreak roughly 400,000 years ago.

In this region of space, there were a good number of worlds with breathable atmospheres, a strong sign of life. Yet, only a handful of these worlds actually hold life today. Disturbingly, the sparse fossil records available point to a simultaneous mass extinction event across the entire region of space rather recently, as little as 400,000 years ago according to most researchers. It seems that gamma-rays practically flooded the area at that point in time, but there are no pulsars within the sector that could have generated even a portion of the amount of energy needed.

There are also an abnormal number of shattered world and gas giants – possibly, the manufacturing centres of the Tanatelul culture – with truly abnormal characteristics. Chemical traces in the examined sedimentary layers on certain worlds within Fenmou, Tanatelul, and Tariri systems – a.k.a. "the Tri-worlds" – suggests extensive biospheres and a high level of technology at about the 500,000-year mark (for about five centuries' duration), and again at the 400,000 year-mark (enduring for about a thousand years), if the geological record is being read correctly.

Terminology:
Gravitationally locked jumpspace – a universal condition within Starbreak subsector, this makes jumping in hexes without a sufficiently large star impossible. Practically, this means that all jumps must start and end from a starsystem – no jumps to or from a void is possible. This deviancy in the texture of jumpspace is felt to be tied to the activities of the Tanatelul. They are known to have never gained jump travel, but they may have developed a different form of FTL travel that warped local jumpspace. Exactly how this was done is a matter of great controversy.

Starbreak – note that the sector shares the same name as the astrographic rift. Usually, the article prefaces the name of the rift. Some men, notably the Vilani, prefer to use the term "Starbreak Sector" instead of just "Starbreak" when referring to the sector.

The Map Pack

Included in this issue are six sector maps, with UWPs and borders. Other maps – no UWP, no Borders, and Black/White – are in the Map Pack, downloadable at www.stellarreaches.com. Flat files that allow you to generate your own copies with Joshua Bell's site, at http://travellermap.com/post.htm are also provided.

I recommend that all Traveller Referees take the hour or so of time needed to master the site. It's worth it! (And if you can't, I think that Bell would be happy to generate it for you using just a formatted .SEC file, for a reasonable fee…)

Map Key

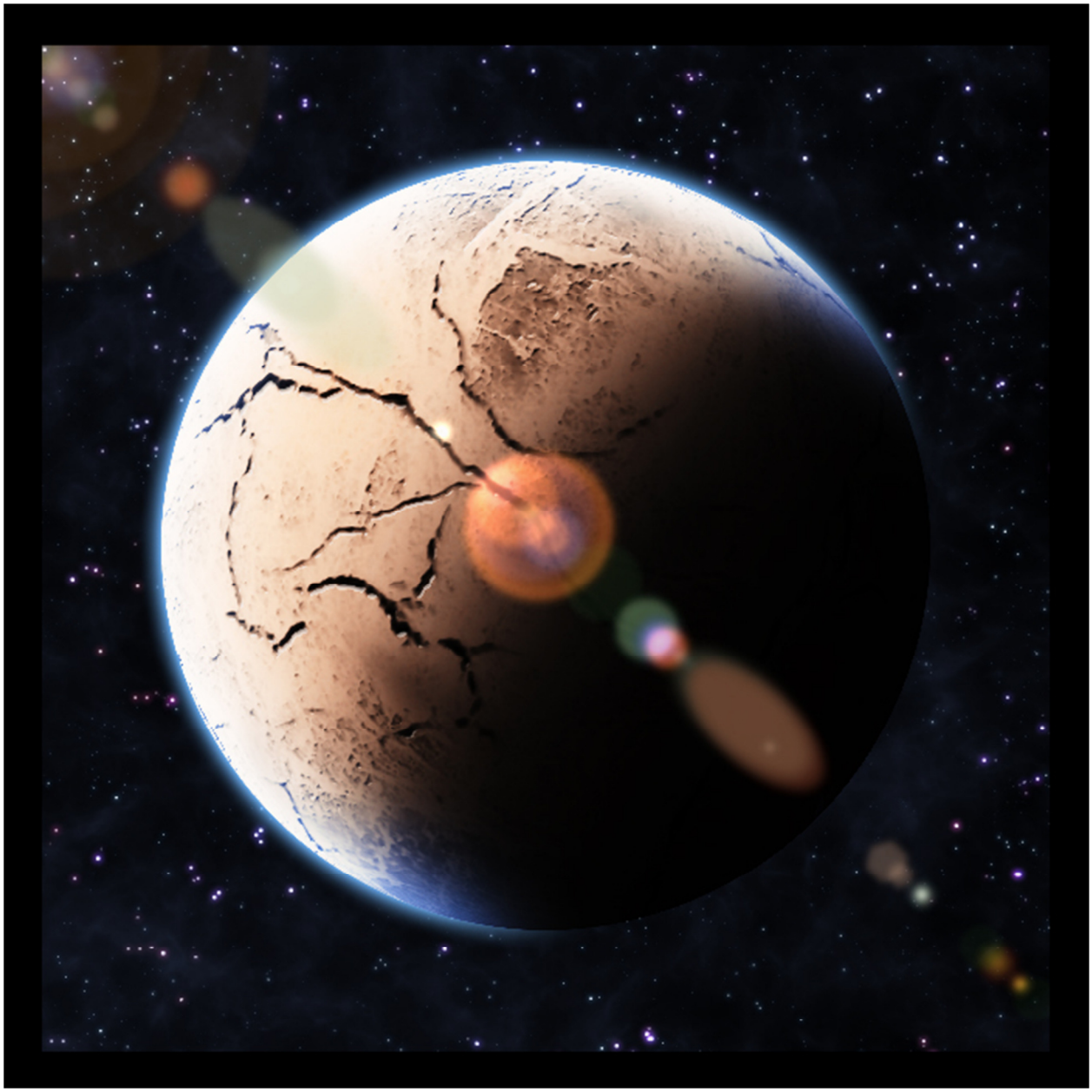
The maps are in this order:

0 Imperial	Normal
850 Imperial	UWP, Borders
1400 Imperial	UWP, Borders
1500 Imperial	Routes, Borders
1500 Imperial	UWP, Borders
1540 Imperial	UWP, Borders
1580 Imperial	UWP, Borders

Note that the 'current date' is 1500 Imperial. If the Referee doesn't like how I extended the situation into the future… well, 'my' universe just became 'his' universe, to rewrite as he pleases.

But, I think that some men may be more interested in working out the numbers, to see what they actually mean – using my meaning for those UWP digits, using the official Traveller meaning, making up his own meaning, or just plain ignoring them. (Maps without the UWPs are available in the uploaded Map Pack.)

Route Key – The route map describes the two major trans-sector routes in Starbreak Sector. The brown route describes the colonial shipping of the Protectorate Commission, as it transports colonists from the Old Stars to the New Stars on the other side of the Starbreak via the famous Melusina-class starships. The sky-blue route shows the routes of the diplomatic Poni's, as they take the shortest routes to the various capitals of the Four Empires. Observe that no Poni routes are shown going to Questions, the unofficial centre of the Human Council. But they do touch on Dikaai, the most holy world of the Oikouménē, where the Bond of Man is taken. The dark blue route signifies where the previous two routes overlap.



The world of Savon in the Cianji System. Explorers of the Third Imperium accidentally set off a long-neglected, artificially grown network of explosives that cracked the world and destroyed the few biomes still residing on the planet in 723 Imperial.
Compare this with the world of Teru, in Stellar Reaches #15, page 10.
Depicted as seen in 1500 Imperial. **The graphic is titled "Cracks" © Shawn Potter. Visit his gallery at http://hessmix.deviantart.com/gallery/#/d3d8poz**

Allegiances:

0 Imperial:
Ba = Barren

850 Imperial:
Im = Third Imperium
Ba = Barren

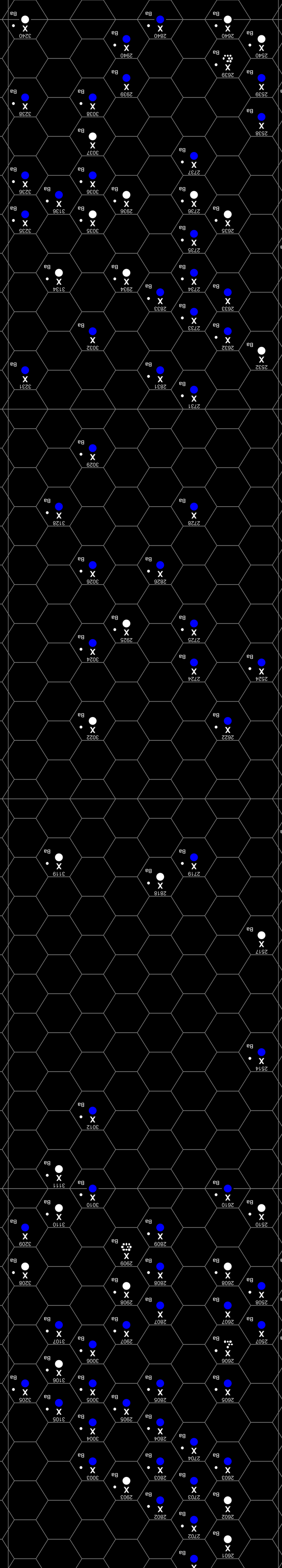
1400 Imperial:
I1 = Imperial Cianji
I3 = Ziru Sirkaa
I4 = Holy Imperium
Ar = Athenian Republic
Na = Non-Aligned
Ba = Barren

1500 Imperial:
I1 = Imperial Cianji
Ic = Cianji Client State
I2 = Reborn Imperium
I3 = Ziru Sirkaa
I4 = Holy Imperium
Nf = Noble Federation
Dr = Diltov Republic
Na = Non-Aligned
Ba = Barren

1540 Imperial:
I1 = Imperial Cianji
Ic = Cianji Client State
Ao = Aerno Organ
Wc = Wsi Cluster
Kj = Kingdom of Justince
Dw = Dune Worlds
Ks = Kirat Stars
Mv = Marquessate of Vieunia
I3 = Ziru Sirkaa
I4 = Holy Imperium
Nf = Noble Federation
Dr = Diltov Republic
Na = Non-Aligned
Ba = Barren

1580 Imperial:
Ee = Enni Exchange
I1 = Imperial Cianji
Hc = Human Council
Ao = Aerno Organ
Wc = Wsi Cluster
Kj = Kingdom of Justince
Dw = Dune Worlds
Ks = Kirat Stars
I3 = Ziru Sirkaa
Th = Thileanatedid
Nf = Noble Federation
Dr = Diltov Republic
Na = Non-Aligned
Ba = Barren

According to the latest Human Council depictions, the lost civilization of the Tanatelul looked something like this at the height of their power, in -400,000 Imperial. While there is strong evidence of huge multi-mile towers on the world of Tanatelul, it is anyone's guess on their actual shape, composition, or purpose. **This graphic is titled "Scenery with Tower" © Kkohji. Visit his gallery at http://www.renderosity.com/mod/gallery/index.php?image_id=1520134**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X33300-0
Ba
X
2438
Bercerus
X668000-0
Ba
X
3238
Crash
X794000-0
Ba
X
2939
Koyaanisqatsi
X33100-0
Ba
X
3038
Liquid
XAE8000-0
Ba
X
3037
Status Quo
X453000-0
Ba
X
2737
Innocentia
X779000-0
Ba
X
3036
Seven Seas
X9A7000-0
Ba
X
3235
Yellowknife
X635000-0
Ba
X
3236
Musashiden
X759000-0
Ba
X
3136
Bluenote
X428000-0
Ba
X
3235
Zawada
X202000-0
Ba
X
3035
Amber
X767000-0
Ba
X
2735
Decelt
X200000-0
Ba
X
2736
Akcija
X401000-0
Ba
X
2635
Cleomens
X324000-0
Ba
X
2734
Adoria
X657000-0
Ba
X
2633
Basia
X642000-0
Ba
X
2733
Whitehorse
X425000-0
Ba
X
2632
Outerlimits
X400000-0
Ba
X
2532
Bubbles
XA7A000-0
Ba
X
3032
Melusina
X24500-0
Ba
X
3231
Bakedcrust
X558000-0
Ba
X
2731
Delanews
X653000-0
Ba
X
2831
Scouts' Rest
X236000-0
Ba
X
2807
Moons Argent
X254000-0
Ba
X
2607
Zyomn
XS00000-0
Ba
X
2606
Greenfield
X777000-0
Ba
X
2605
Glygiri
X8C3000-0
Ba
X
2617
Ciothta
X449000-0
Ba
X
2514
Pax Deorum
E5634E8-B
E
3012
Blackbone
X9A6000-0
Ba
X
2702
Trapped
X322000-0
Ba
X
2601
Krymina'ni
X100000-0
Ba
X
3022
Brownfield
X64600-0
Ba
X
3110
Mracknruin
X9A8000-0
Ba
X
3010
Memento
X341000-0
Ba
X
3111
Gilirge
X400000-0
Ba
X
3024
Ulaid
X678000-0
Ba
X
2925
Klendathu
X8C3000-0
Ba
X
2725
Nara
X474000-0
Ba
X
2625
Tikal
X46100-0
Ba
X
2524
D
D584548-B
2724
Atrens
Logan's Run
X744000-0
Ba
X
2610
Enigma
X310000-0
Ba
X
2510
Qwerty
X300000-0
Ba
X
2903
Query
X110000-0
Ba
X
2934
Obelisk
X765000-0
Ba
X
2633
Flandry
X690000-0
Ba
X
2603
Wonderland
X89A000-0
Ba
X
2804
Rocks
X000000-0
Ba
X
2609
Croua
X645000-0
Ba
X
3003
Waves
X47A000-0
Ba
X
2704
Forest
X646000-0
Ba
X
3004
Dowry
X453000-0
Ba
X
3005
Impertator
X659000-0
Ba
X
3205
Pacifica
X98A000-0
Ba
X
2905
Daskomo
X637000-0
Ba
X
2805
Kosh
X631000-0
Ba
X
2606
Woodwind
X8A4000-0
Ba
X
3106
Proxy
X798000-0
Ba
X
3006
Riven
X574000-0
Ba
X
2608
Bilght
X110000-0
Ba
X
2608
Yellowrld
X856000-0
Ba
X
2607
Zinuat
X774000-0
Ba
X
2407
Alkhalikoi
X200000-0
Ba
X
2408
Wsi
X382000-0
Ba
X
2408
Geronimo
X62A000-0
Ba
X
2608
Trin
X51200-0
Ba
X
2909
Aurii
X220000-0
Ba
X
3208
Worms
X200000-0
Ba
X
2818
Hobbit
X210000-0
Ba
X
3119
Xaeyal
X638000-0
Ba
X
2419
D
D89458B-B
2719
Hub
Ba
X
2406
Tianik
X678000-0
Ba
X
2207
Vienuia
XA8A000-0
Ba
X
2107
Sysadmin
X443000-0
Ba
X
2206
Saigon
X663000-0
Ba
X
1906
Mist
X795000-0
Ba
X
2005
Dreamworld
X666000-0
Ba
X
2205
St Anne
X666000-0
Ba
X
2305
Wyman
X538000-0
Ba
X
2336
Interlude
X838000-0
Ba
X
2234
Ad Astra
X442000-0
Ba
X
2434
Morpheous
XAB7000-0
Ba
X
2334
Shlbumi
X466000-0
Ba
X
2134
Saknutala
X659000-0
Ba
X
1733
Voices
X534000-0
Ba
X
1533
Odyssey
X54100-0
Ba
X
1433
Calantha
X7A1000-0
Ba
X
1334
Tinuviel
X6A6000-0
Ba
X
1634
Gold
X427000-0
Ba
X
1535
Fairyland
X224000-0
Ba
X
1835
Lhasa
X8A3000-0
Ba
X
1936
Ilona
X000000-0
Ba
X
1937
Evermind
X25400-0
Ba
X
2037
Imaginatio
X656000-0
Ba
X
2138
Aphelion
X24000-0
Ba
X
2038
Satori
X95A000-0
Ba
X
1939
Shadowlands
X200000-0
Ba
X
2438
Opaque
X437000-0
Ba
X
1738
Cinerea
X61000-0
Ba
X
1637
Paean
X535000-0
Ba
X
1537
Pogon
X52200-0
Ba
X
1337
Castor
X595000-0
Ba
X
1237
Arcoyali
X54800-0
Ba
X
0938
Trup
X100000-0
Ba
X
1238
St Peter
X45500-0
Ba
X
1339
Smallty
X10000-0
Ba
X
1039
Signal
X302000-0
Ba
X
1440
Jericho
X525000-0
Ba
X
1840
Opaque
X7C1000-0
Ba
X
0840
Riskworld
X593000-0
Ba
X
0838
Cortana
X22200-0
Ba
X
0839
Titanic
X98A000-0
Ba
X
0439
Chubu
X34100-0
Ba
X
0438
Calantha
X25200-0
Ba
X
0538
Sahara
X24000-0
Ba
X
0338
Andecy
X74000-0
Ba
X
0138
Channelight
X637000-0
Ba
X
0836
Tradition
X52400-0
Ba
X
0136
Atlanta
X64A000-0
Ba
X
0235
Moonrise
X562700-0
Ba
X
0435
Virtue
X310000-0
Ba
X
0535
Phong
X89400-0
Ba
X
0735
Phong e
X57700-0
Ba
X
0734
Immanuel
X533000-0
Ba
X
0534
Scorpion
X6A0000-0
Ba
X
0433
Bensusan
X32300-0
Ba
X
0333
Knigkigyi
X553000-0
Ba
X
0722
Redemption
X56100-0
Ba
X
0110
Worksfield
X778000-0
Ba
X
0510
Tranlor
X444000-0
Ba
X
0610
Ducky
X779000-0
Ba
X
0609
Alluvia
X674000-0
Ba
X
0532
Twissa
XAD9000-0
Ba
X
0231
Roundhead
X8B5000-0
Ba
X
0331
Wintersworld
X767000-0
Ba
X
0102
Shelter
X8B5000-0
Ba
X
0201
Acropa
X633000-0
Ba
X
0401
Wretched
XS00000-0
Ba
X
0402
Garden
X775000-0
Ba
X
0303
Shadow
X678000-0
Ba
X
0304
Chime
X56500-0
Ba
X
0205
Orgoglio
X130000-0
Ba
X
0108
Winchester
X410000-0
Ba
X
0208
Kaakniskiki
X230000-0
Ba
X
0118
Zaaremug
X200000-0
Ba
X
0216
Siligizumi
X534000-0
Ba
X
0517
Edamar
X66A000-0
Ba
X
0717
Newsight
X343000-0
Ba
X
0730
Omni
X8A4000-0
Ba
X
0630
March
X210000-0
Ba
X
0831
Twissa
XAD9000-0
Ba
X
0231
Roundhead
X8B5000-0
Ba
X
0331
Aurii
X220000-0
Ba
X
3208
Bilght
X110000-0
Ba
X
2608

0102 X Ba X767000-0 Winterworld
0201 X Ba X8B5000-0 Shelter
0202 X Ba XS00000-0 Wretched
0303 D I1 D678331-6 Shadow
0304 X Ba X565000-0 Chime
0205 X Ba X59A000-0 Skyliner
0206 X Ba X355000-0 Shirelles
0108 X Ba X410000-0 Winchester
0208 X Ba X130000-0 Orgoglio
0110 X Ba X561000-0 Redemption
0311 B Na B755694-4 Orzabal
0401 B I1 B533655-9 Acroupa
0402 D I1 D775231-9 Garden
0306 X Ba X363000-0 Fontaine
0407 D I1 D336544-6 Paregin
0409 C I1 C778467-9 Workfield
0510 B I1 B444543-A Trantor
0601 C I1 C363565-9 Roland
0701 X Ba X563000-0 Hearok
0702 X Ba X413000-0 Spiral
0610 X Ba X576000-0 Dusty
0611 X Ba X432000-0 Vapor Trails
0609 B I1 B799540-9 Duchy
0804 E I1 E200211-9 Fastball
0705 D I1 D656213-9 Slainte
0605 E I1 E325265-1 Oye Como
0505 C I1 C150202-6 Montrose
0506 D I1 D531456-9 Anasazi
0507 X Ba X796200-9 Seb
0706 D I1 DA8A575-8 Ceskyi
0707 E I1 E7B311E-4 Vintage
0806 E I1 E738578-9 Leoin
0807 A I1 A66A679-A Kyu Sakamoto
A66A679-A Nosso Nosso
0903 B I1 B8376BD-9 Diaoran
0904 X I1 X8B5145-6 Starburst
0905 E I1 E886001-3 Mu
1004 E I1 E9A6011-7 Aqualine
1005 A I1 A666878-A Cianji
1105 B I1 B595555-9 Red Route
1205 X I1 X796000-6 Deadstar
1006 B I1 B000458-9 Hermit
0907 E I1 E7A1250-3
1102 D I1 D729302-4 Infected
1002 X I1 X000000-0 Ifield
1401 X Ba XS00000-0 Inaosat
1302 E I1 E663112-2 Donovan
1303 X I1 X64A100-4 Orcana
1502 X Ba X404000-0 Angelicus
1601 X Ba X8B5000-8 Nevicava
1602 X Ba X7B0000-0 Bombay
1404 C I1 C240334-9 Floaters
1506 C I1 C452356-9 Tuscany
1606 C I1 C437586-9 Oktane
1507 X Ba X2100000-0 Rivington
1508 E I1 E797112-3 Robbin
1408 X Ba X100000-0 Silver Orb
1509 X I1 X271142-8 Vibrasphere
1309 X I1 X6A1000-5 Silence
1310 E I1 E511242-9 Olio
1210 X I1 X200110-7 Pointer
1112 C I1 C57738A-5 Curiosity
1012 E I1 E110233-9 Salvation
1114 D I1 D445346-9 Dieinplace
2301 X Ba X5A0000-0 Worldfield
1802 B I1 B423436-9 Naturalist
1903 B I1 B565648-A Samtara
2002 D I1 D463231-9 Nadia
1803 X I1 XAAA134-9 Tension
1904 C I1 C265557-9 Comerwake
2003 X Ba X310000-0 Requiem
1704 A I1 A73A487-9 Ipinnae
1705 C I1 C36158A-9 Flies
1706 X Ba X210000-0 Dusk
1707 E I1 E000416-9 Grace
1708 D I1 D755577-9 Ranin
1808 C I1 C555367-8 Sarde
2202 X Ba X235000-0 Detour
2203 X Ba X74A000-0 Peiping
2004 X I1 X371224-8 Threshold
2105 C I1 C665234-7 Dreamworld
2005 D I1 D795551-7 Mist
1906 C I1 C663544-9 Saigon
2205 C I1 C566452-5 St Anne
2305 X I1 X538202-3 Nyman
2206 D I1 D44339B-9 Sysadmin
2107 D I1 D578557-6 Tianik
2207 B I1 BA8A65A-A Vieunia
2406 C I1 C774345-9 Zihuat
2407 X Ba X200010-3 Alkhalikoi
2408 A I1 A382777-A Wsi
2109 B I1 B8A5545-A Quajora
1810 X Ba X728000-0 Mia
2010 B I1 B554434-9 Kanno
2210 X I1 X767343-0 Captivity
2211 A Na A99A658-B Justince
2310 X I1 X545001-0 Penombra
1712 X Ba XAA2000-0 Passportal
1713 A Na A270777-A Dune
1912 X I1 X201234-1 Icecap
2014 E I4 E5A0112-9 Detesina
2116 B I4 B1608EE-B Sylea
1717 E I4 E648113-0 Anton
1617 E I4 E440011-1 Dikaai
1918 D I4 D565321-8 Fenmou
1919 D I4 DA5A357-B Tariri
2018 B I4 B584457-9 Tanatelul
1821 E I4 E665631-2 Laoyle
2121 D I4 D7C41110-2 Eessith
2701 X Ba X322000-0 Trapped
2601 X Ba X9A6000-0 Blackbone
2702 X Ba X476000-0 Darren
2602 B I1 B69A696-8 Flandry
2703 E I1 E324368-9 River
2802 X Ba X537000-0 Gloria
2603 X I1 XA7A000-0 Waves
2704 X Ba X646000-0 Forest
2803 X Ba X89A000-0 Wonderland
2903 X Ba X300000-0 Qwerty
3003 X Ba X645000-0 Crova
2804 C I1 C53745A-9 Daskomo
2605 D I1 D777435-6 Greenfield
2805 C I1 C531553-8 Kosh
2905 C I1 C98A453-7 Pacifica
3004 X Ba X453000-0 Dowry
3005 X Ba X798000-0 Proxy
3105 C I1 C659330-5 Imperator
3205 E I1 E75A555-6 Bluemarble
3106 X Ba X8A4000-0 Woodwind
3006 E I1 E445365-4 Moons
3107 B I1 B8866D9-9 Whiteheart
2907 C I1 C236335-9 Scouts' Rest
2807 X Ba X999000-0 Pling
2908 X Ba X512000-0 Trin
2808 X Ba X574000-0 Risen
2909 X Ba X000000-0 Rocks
2809 C I1 C442520-9 Crent
2507 C I1 C254486-9 Mons Argent
2607 B I1 B856576-9 Yelloworld
2508 X Ba X52A000-0 Geronimo
2608 X I1 X110010-1 Blight
2510 C I1 C310469-9 Enigma
2610 D I1 D744322-2 Logan's Run
3208 X Ba X220000-0 Auxil
3209 X Ba X646000-0 Brownfield
3110 X Ba X9A8000-0 Wracknruin
3010 X Ba X341000-0 Memento
3111 X Ba X400000-0 Gluirge
3012 B I1 B563652-9 Pax Deorum
2514 D I4 D449012-3 Ciothta
2517 D I4 D8C3310-A Giygiri
2818 D Ar D200225-9 Worms
2719 C Ar C8947B6-A Hub
3119 E Ar E210112-4 Hobbit
2419 D I4 D638365-9 Xaeyal
2121 D I4 D7C41110-2 Eessith
1821 E I4 E665631-2 Laoyle
2622 D Ar D769426-7 Doumbek
3022 X Ar X100000-0 Kryminalni
2524 B Ar B461488-B Tikal
2724 A Ar A584849-D Athens
2725 E Ar E474300-0 Nara
2925 X Ar X8C3110-2 Klendathu
3024 D Ar D678302-6 Ulaid
2124 C Ar C15059B-9 Tokitre
1824 D Ar D32549B-A Bond
2325 E Ar E888440-5 Cloudscape
1424 E Ar E8A2210-8 Kikujiro
1425 E Ar E421363-A Botrytis
1926 E Ar E779200-5 Kenya
2026 X Ar X8B5000-0 Hoi Profa
2826 C Ar C525316-A Mondo
3026 D Ar D639343-8 Faunia
2728 B Ar B525445-B Olympic
3128 E Ar E79A020-5 Rombi
3029 C Ar C535466-A Fleethome
0216 X Ba X200000-0 Zaaremug
0517 X Ba X534000-0 Sigiizumi
0717 X I3 X66A399-A Edamar
0118 X Ba X230000-0 Kaakhiskiki
0918 E I3 E5A4162-4 Arikeshmundin
1018 E I3 E433169-8 Ashkige
1118 B I3 B48687C-B Enlugal
1218 E I3 E573254-6 Irka Ir
0920 C I3 CAF3136-B Degar
1320 E I3 E7A7000-2 Ishimaga
1021 C I3 C524345-5 Khii Eshkhima
0722 X Ba X553000-0 Khigkigugi
0730 X Ba X343000-0 Newsight
0630 X Ba X8A4000-0 Omni
0331 X Ba X8B5000-0 Roundhead
0231 X Ba XAD9000-0 Twissa
0532 X Ba X674000-0 Alluvia
0831 X Ba X210000-0 March
0333 X Ba X323000-0 Bensusan
0433 X Ba X5A0000-0 Scorpion
0533 X Ba X200000-0 Chin
0534 X Ba X353000-0 Immanuel
0633 X Ba X572000-0 Paean
0734 X Ba X577000-0 Phong e
0535 X Ba X310000-0 Virtue
0735 X Ba X894000-0 Phong
0235 X Ba X64A000-0 Atlanta
0435 X Ba X527000-0 Moonrise
0136 X Ba X524000-0 Tradition
0836 X Ba X637000-0 Channelight
0138 X Ba X74A000-0 Andecy
0338 X Ba X2400000-0 Sahara
0538 X Ba X252000-0 Calantha
0438 X Ba X341000-0 Chubu
0839 X Ba X222000-0 Cortana
0439 X Ba X88A000-0 Titanic
0840 X Ba X7C1000-0 Opaque
1430 X Ba X251000-0
1331 X Ba X583000-0 Clarintine
1231 X Ba X350000-0 Itchy
1332 X Ba X76A000-0 Dreamdance
1631 X Ba X442000-0 Flame
0933 X Ba X886000-0 Bantal
1033 X Ba X422000-0 Ascension
1233 X Ba X699000-0 Sword
1134 X Ba XS00000-0 Multituber
1433 X Ba X7A1000-0 Calantha
1334 X Ba X6A6000-0 Tinuviel
1533 X Ba X541000-0 Odyssey
1135 X Ba X555000-0 Azumanga
1535 X Ba X224000-0 Fairyland
1634 X Ba X427000-0 Gold
1337 X Ba X523000-0 Pogon
1237 X Ba X595000-0 Castor
1238 X Ba X100000-0 Trup
1339 X Ba X455000-0 St Peter
1537 X Ba X535000-0 Paean
1637 X Ba X510000-0 Cinerea
1039 X Ba X100000-0 Smallfry
1440 X Ba X302000-0 Signal
1731 X Ba X966000-0 Arcane
2230 X Ba X100000-0 Tessa
1932 X Ba X593000-0 Enchanter
2031 X Ba X241000-0 Blackball
2132 X Ba X654000-0 Exulation
1733 X Ba X534000-0 Voices
2134 X Ba X659000-0 Sakuntala
2234 X Ba X442000-0 Ad Astra
2334 X Ba XAB7000-0 Morpheous
2434 X Ba X466000-0 Shibumi
1936 X Ba X8A3000-0 Lhasa
1836 X Ba X000000-0 Ilona
1937 X Ba X254000-0 Evermind
2037 X Ba X656000-0 Imaginatio
2138 X Ba X2400000-0 Aphelion
1738 X Ba X437000-0 Opaque
2038 X Ba X95A000-0 Satori
1939 X Ba X200000-0 Shadowlands
2438 X Ba X668000-0 Berceuse
1840 X Ba X525000-0 Jericho
2337 X Ba X838000-0 Interlude
2731 X Ba X558000-0 Bakedcrust
2831 X Ba X553000-0 Dejanews
3231 X Ba X245000-0 Melusina
2532 X Ba X400000-0 Outerlimits
2632 X Ba X425000-0 Whitehorse
2733 X Ba X642000-0 Basia
2833 X Ba X765000-0 Obelisk
2934 X Ba X110000-0 Query
3134 X Ba X340000-0 Paltrow
3032 X Ba XA7A000-0 Bubbles
2633 X Ba X657000-0 Adoria
2734 X Ba X324000-0 Clemens
2735 X Ba X767000-0 Amber
2635 X Ba X401000-0 Akcja
2736 X Ba X200000-0 Deceit
2737 X Ba X453000-0 Status Quo
3035 X Ba X202000-0 Zawada
3136 X Ba X759000-0 Innocentia
3235 X Ba X428000-0 Bluenote
2936 X Ba X9A7000-0 Seven Seas
3036 X Ba X779000-0 Musashiden
3236 X Ba X635000-0 Yellowknife
3037 X Ba XAE8000-0 Liquid
2538 X Ba X333000-0 Metheny
3038 X Ba X331000-0 Koyaanisqatsi
3238 X Ba X794000-0 Crash
2539 X Ba X373000-0 Seeds
2639 X Ba XS01000-0 Lonely
2939 X Ba X54A000-0 Earthsea
2540 X Ba X400000-0 Caccia
2640 X Ba X8A6000-0 Shepherdmoon
2840 X Ba X757000-0 Firefly
2940 X Ba X642000-0 Touch
3240 X Ba X200000-0 Remembrance

Nosso Nosso
Silent Shore
Mu
LightVision
Wsi
LightWaves
Yellowworld
Chanter
Outback
Spirare
Floes
Dreamsong
Glossalalia
Sorrow
Painted
Clamber

0701 C I1 Bubbles
0201 X Ba
0102 X I1 Shelter
0401 D I1 Acroupa
0601 D I1 Roland
0702 X Ba Spiral
Winterworld
0202 X Ba Wretched
0402 X Ba Garden
0303 E I1 Shadow
0304 E I1 Chime
0804 C I1 Starburst
0505 C I1 Montrose
0705 B I1 Fastball
0205 C I1 Skyliner
0605 E I1 Slainte
0306 D I1 Fontaine
0506 D I1 Anasazi
0706 E I1 Ceskyi
0806 C I1 Leoin
0206 E I1 Shirelles
0507 C I1 Seb
0707 X I1 Vintage
0807 A I1 Kyu Sakamoto
0607 D I1 Paregin
Nosso Nosso
0108 X Ba Winchester
0208 E I1 Orgoglio
0409 A Na Workfield
0609 B Na Duchy
0110 X Ba Redemption
0510 A Na Trantor
0610 E Na Dusty
0311 C Na Orzabal
0611 A Na Questions

1401 D I1 Inaosat
1601 E I2 Nevicava
1102 D I1 Infected
1302 D I1 Donovan
1502 D I2 Angelicus
1602 D I1 Bombay
0903 B I1 Diaoran
1303 X Ba Orcana
1002 X I1 Ifield
0904 E I1 Mu
1004 E I1 Aqualine
1105 B I1
1404 C I1 Floaters
1005 A I1 Cianji
1205 C I1 Deadstar
Red Route
1505 D I2 Tuscany
1606 C I1 Oktane
1006 A I1 Hermit
0907 E I1
1507 E I2 Rivington
1508 E I2 Robbin
1408 E I2
1309 E I1 Silence
1509 X I1 Vibrasphere
1310 D I1 Olio
1210 X I1 Pointer
1112 C I1 Curiosity
1012 E I1 Salvation
111 D I1 Dieinplace
1617 E I4 Dikaai
0918 D I3 Arikeshmundin
1018 D I3 Ashkige
Enlugal
1218 D I3 Irka Ir
0920 C I3 Degar
1320 E I3 Ishimaga

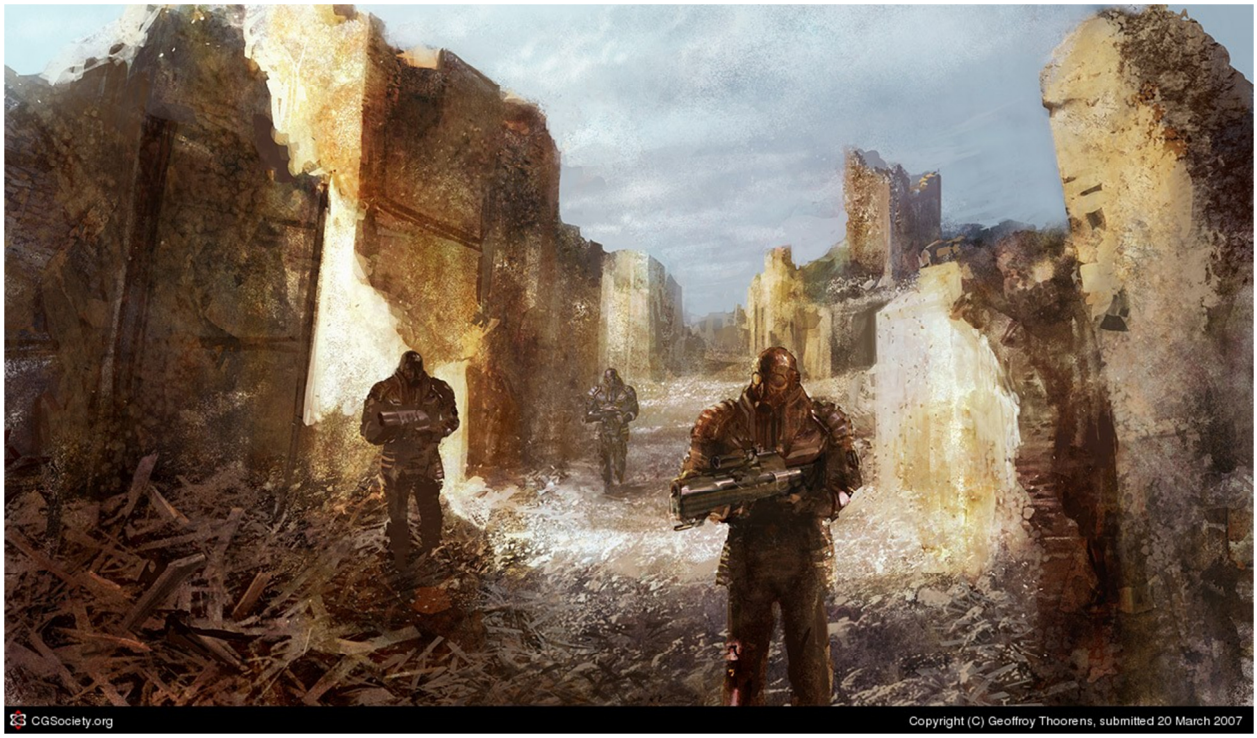
2301 X Ba Worldfield
1802 C I2 Bitterend
2002 C I2 Nadia
2202 D I2 Detour
1903 C I2 Samtara
1803 E I2
2003 D I2
2203 X Ba Peiping
1704 A I2 Ipinnae
1904 B I2 Comerwake
Tension
2004 E I2 Threshold
1705 E I2 Constantinopl
2105 C I2 Dreamworld
2305 D I2 Nyman
1706 E I2 Dusk
1906 D I2 Saigon
Mist
2206 E I2 St Anne
2107 D I2 Sysadmin
2406 C I2 Zihuat
1707 X I1 Grace
2207 B I2 Tianik
Vieunia
2407 E I2 Alkhalikoi
1708 D I1 Ranin
1808 C I2 Sarde
2408 A I2 Wsi
2109 C Ic Quajora
1810 C I2 Mia
2010 B I2 Kanno
2310 B I2
2210 X I2 Penombra
1712 D I2 Passportal
1912 E I2 Icecap
2211 B Na Justince
1713 A Na Dune
2014 E I4 Detesina
2114 C I4 Sylea
1717 D I4 Anton
1918 D I4 Fenmou
2018 C I4
1919 C I4 Tanatelul
Tariri
2419 C I4 Xaeyal
1821 E I4 Laoyle
2121 C I4 Eessith
1824 C Na Bond
2124 B Na Tokitre
2325 E Na Cloudscape
1926 E Na Kenya
2026 C Na Hoi Profa
2622 D Na Doumbek
3022 X Ba Kryminalni
2524 C Na Tikal
2724 C Na Athens
3024 E Na Ulaid
2725 X Ba Nara
2825 X Ba Klendathu
2826 X Ba Mondo
3026 E Na Faunia
2728 X Ba Olympic
3128 X Ba Rombi
3029 E Na Fleethome
1731 D Nf Glory
2230 C Dr Lost
2731 X Ba Bakedcrust
2831 X Ba Dejanews
3231 X Ba Melusina
2031 X Dr Blackball
1932 A Dr Liege
2132 C Dr Pauline
2532 X Ba Outerlimits
2632 X Ba Whitehorse
3032 X Ba Bubbles
1733 B Nf Tranquility
2134 E Dr Sinai
2334 C Dr
2234 E Dr North
2434 C Dr Lifesphere
2733 X Ba
2633 X Ba Adoria
2734 X Ba Clemens
2833 X Ba Obelisk
2934 X Ba Query
3134 X Ba Paltrow
2735 X Ba Amber
2635 X Ba Akcja
3035 X Ba Zawada
3136 X Ba Bluenote
3235 X Ba
1936 C Dr
1836 C Dr Adama
1937 A Dr Moscow
2037 E Dr Roma
2138 B Dr Geneva
2336 D Dr Temperance
2736 X Ba Deceit
3036 X Ba Seven Seas
3236 X Ba Musashiden
2737 X Ba Status Quo
Exile
Innocentia
Yellowknife
1738 B Dr Chalcedon
2038 C Dr
1939 B Dr Jerusalem
Providence
3037 X Ba Liquid
2538 X Ba Metheny
3238 X Ba Crash
2539 X Ba Seeds
2639 X Ba
3039 X Ba Earthsea
2540 X Ba Caccia
2640 X Ba Shepherdmoon
2840 X Ba Firefly
2940 X Ba Touch
3240 X Ba Remembrance

0722 D I3 Lugikad
1021 C I3 Khii Eshkhima
1821 E I4 Laoyle
2121 C I4 Eessith
1824 C Na Bond
2124 B Na Tokitre
2325 E Na Cloudscape
1025 C Na Stake
1425 E Na Amethystium
1926 E Na Kenya
2026 C Na Hoi Profa
2622 D Na Doumbek
3022 X Ba Kryminalni
2524 C Na Tikal
2724 C Na Athens
3024 E Na Ulaid
2725 X Ba Nara
2825 X Ba Klendathu
2826 X Ba Mondo
3026 E Na Faunia
2728 X Ba Olympic
3128 X Ba Rombi
3029 E Na Fleethome
0730 X Ba
0630 X Ba Newsight
1430 C Nf
0331 X Ba
1331 X Nf Sceptre
0231 X Ba Roundhead
1231 B Nf Throne
0831 E Nf Unity
1631 C Nf Flame
0532 X Ba Alluvia
1332 E Nf Anointed
0333 X Ba Bensusan
0533 X Ba
1533 B Nf
0433 X Ba Scorpion
0633 X Ba Chin
1733 B Nf Tranquility
0534 X Ba Immanuel
0734 X Ba Paean
1134 B Nf Truth
1334 A Nf Regal
Sword
1634 B Nf Gold
Righteousness
Phong e
0535 X Ba Virtue
0735 X Ba Phong
1535 C Dr Robes
0235 X Ba
0435 X Ba Moonrise
0136 X Ba Tradition
Atlanta
0836 X Ba Channelight
1537 C Nf Justice
1637 D Dr Noble
0138 X Ba Andecy
0338 X Ba Sahara
0538 X Ba
1337 X Ba Pogon
1237 X Ba Castor
0438 X Ba Calantha
0838 X Ba Riskworld
1238 X Ba Trup
1339 X Ba St Peter
0439 X Ba Titanic
0839 X Ba Cortana
1039 X Ba Smallfry
0840 X Ba Opaque
1440 X Ba Signal
Chubu
Avalon
Crown
Honour
Tranquility
Sinai
Shatterstor e
Lifesphere
Amber
Akcja
Zawada
Bluenote
Deceit
Seven Seas
Musashiden
Yellowknife
Status Quo
Temperance
Exile
Adama
Moscow
Roma
Geneva
Chalcedon
Noble
Justice
Castor
Pogon
Trup
St Peter
Arcoyali
Smallfry
Signal
Jerusalem
Providence
Abe-ku
Metheny
Seeds
Lonely
Caccia
Shepherdmoon
Firefly
Touch
Remembrance
Crash
Koyaanisqatsi
Earthsea
Liquid
Whitehorse
Adoria
Clemens
Obelisk
Query
Paltrow
Bubbles
Melusina
Dejanews
Bakedcrust
Outerlimits
Tanatelul
Fenmou
Anton
Detesina
Eessith
Tokitre
Cloudscape
Tikal
Athens
Ulaid
Nara
Klendathu
Mondo
Faunia
Olympic
Rombi
Fleethome
Justince
Passportal
Dune
Kenya
Hoi Profa
Doumbek
Kryminalni
Pax Deorum
Hot
Mainetti
Hub
Worms
Hobbit
Xaeyal
Tariri
Laoyle
Khii Eshkhima
Stake
Amethystium
Kikujiro
Lugikad
Zaaremug
Siigiizumi
Edamar
Kaakhiskiki
Omni
Newsight
Twissa
Roundhead
Unity
Alluvia
Bensusan
Scorpion
Chin
Paean
Immanuel
Phong e
Phong
Virtue
Moonrise
Atlanta
Tradition
Channelight
Andecy
Sahara
Calantha
Chubu
Riskworld
Titanic
Cortana
Opaque
Redemption
Workfield
Duchy
Trantor
Dusty
Orzabal
Questions
Winterworld
Wretched
Garden
Shadow
Chime
Shirelles
Fontaine
Anasazi
Oye Como
Ceskyi
Leoin
Seb
Vintage
Kyu Sakamoto
Paregin
Nosso Nosso
Winchester
Orgoglio
Shelter
Acroupa
Roland
Spiral
Bubbles
Diaoran
Ifield
Infected
Donovan
Inaosat
Angelicus
Nevicava
Bombay
Orcana
Starburst
Aqualine
Floaters
Mu
Red Route
Deadstar
Cianji
Fastball
Slainte
Tuscany
Oktane
Hermit
Rivington
Robbin
Silver Orb
Silence
Vibrasphere
Olio
Pointer
Curiosity
Salvation
Dieinplace
Dikaai
Arikeshmundin
Ashkige
Enlugal
Irka Ir
Degar
Ishimaga
Grace
Ranin
Sarde
Quajora
Wsi
Zihuat
Alkhalikoi
Geronimo
Yelloworld
Blight
Risen
Pling
Scouts' Rest
Whiteheart
Moons
Woodwind
Proxy
Kosh
Pacifica
Imperator
Bluemarble
Dowry
Crova
Qwerty
Gloria
Darren
Flandry
Blackbone
Trapped
Worldfield
Bitterend
Nadia
Detour
Samtara
Peiping
Requiem
Comerwake
Threshold
Dreamworld
Nyman
Mist
Saigon
St Anne
Sysadmin
Tianik
Vieunia
Struckdown
Mons Argent
Greenfield
Daskomo
Forest
Wonderland
River
Waves
Darren
Flandry
Blackbone
Trapped
Worldfield

0102 X I1 X767161-4 **Winterworld**
0201 X Ba X8B5000-0 **Shelter**
0202 X Ba XS00000-0 **Wretched**
0303 E I1 E678431-4 **Shadow**
0304 E I1 E565354-3 **Chime**
0205 C I1 C59A379-A **Skyliner**
0206 E I1 E355375-7 **Shirelles**
0108 X Ba X410000-0 **Winchester**
0208 E I1 E130335-8 **Orgoglio**
0110 X Ba X561000-0 **Redemption**
0311 C Na C755695-3 **Orzabal**
0401 D I1 D553683-4 **Acroupa**
0402 X Ba X775000-0 **Garden**
0601 D I1 D363441-3 **Roland**
0701 C I1 C563353-5 **Bubbles**
0702 X Ba X413000-0 **Spiral**
0804 C I1 C200551-A **Fastball**
0705 B I1 B656440-A **Slainte**
0605 E I1 E325138-A **Oye Como**
0505 C I1 C150434-A **Montrose**
0306 D I1 D363202-A **Fontaine**
0506 D I1 D531477-B **Anasazi**
0507 C I1 C796312-9 **Seb**
0706 E I1 EA8A676-5 **Ceskyi**
0707 X I1 X7B311E-9 **Vintage**
0806 C I1 C758674-9 **Leoin**
0807 A I1 A66A245-A **Kyu Sakamoto**
0407 D I1 D336544-7 **Paregin**
0409 A Na A778376-A **Workfield**
0609 B Na B799642-A **Duchy**
0510 A Na A444543-B **Trantor**
0610 E Na E576134-4 **Dusty**
0611 A Na A432444-B **Questions**
0903 B I1 B8577BD-8 **Diaoran**
0904 E I1 E8B5273-A **Starburst**
0905 E I1 E886001-A **Mu**
1004 E I1 E9A6002-A **Aqualine**
1005 A I1 A66687B-A **Cianji**
1105 B I1 B595455-9 **Red Route**
1205 C I1 C796221-9 **Deadstar**
1006 A I1 A000469-A **Hermit**
0907 E I1 E7A1250-4
1102 D I1 D7294AA-9 **Infected**
1002 X I1 X000000-B **Ifield**
1401 D I1 DS00055-B **Inaosat**
1302 D I1 D66336A-7 **Donovan**
1303 X Ba X64A000-0 **Orcana**
1404 C I1 C240334-A **Floaters**
1506 D I2 D452124-8 **Tuscany**
1507 E I2 E210122-8 **Rivington**
1508 E I2 E797321-B **Robbin**
1408 E I2 E100378-8 **Silver Orb**
1509 X I1 X271330-0 **Vibrasphere**
1309 E I1 E6A1221-8 **Silence**
1310 D I1 D511333-A **Olio**
1210 X I1 X200346-B **Pointer**
1112 C I1 C57738A-5 **Curiosity**
1012 E I1 E110233-A **Salvation**
1114 D I1 D445346-A **Dieinplace**
1601 E I2 E8B5000-8 **Nevicava**
1502 D I2 D404142-7 **Angelicus**
1602 D I1 D7B0012-4 **Bombay**
1606 C I1 C437376-8 **Oktane**
1707 X I1 X000265-A **Grace**
1708 D I1 D755477-4 **Ranin**
1808 C I2 C555366-6 **Sarde**
1704 A I2 A73A587-A **Ipinnae**
1705 E I2 E361000-7 **Constantinopl**
1706 E I2 E210379-6 **Dusk**
1906 D I2 D663102-B **Saigon**
1802 C I2 C423335-6 **Bitterend**
1803 E I2 EAAA225-B **Tension**
1903 C I2 C565647-A **Samtara**
1904 B I2 B265669-A **Comerwake**
2002 C I2 C463230-9 **Nadia**
2003 D I2 D310146-6 **Requiem**
2004 E I2 E371324-8 **Threshold**
2005 B I2 B795551-7 **Mist**
2105 C I2 C665346-5 **Dreamworld**
2205 C I2 C566362-4 **St Anne**
2202 D I2 D235357-B **Detour**
2203 X Ba X74A000-0 **Peiping**
2301 X Ba X5A0000-0 **Worldfield**
2406 C I2 C774354-A **Zihuat**
2206 E I2 E44338A-8 **Sysadmin**
2107 D I2 D578567-3 **Tianik**
2207 B I2 BA8A678-A **Vieunia**
2407 E I2 E200246-5 **Alkhalikoi**
2408 A I2 A383777-A **Wsi**
2109 C Ic C8A5645-B **Quajora**
2310 B I2 B545311-7 **Penombra**
1810 C I2 C728310-7 **Mia**
2010 B I2 B554434-9 **Kanno**
2210 X I2 X767444-2 **Captivity**
2211 B Na B99A65C-A **Justince**
1712 D I2 DAA2265-8 **Passportal**
1912 E I2 E201466-4 **Icecap**
1713 A Na A260777-A **Dune**
2510 C I2 C31037A-9 **Enigma**
2610 C I2 C744322-4 **Logan's Run**
2701 X Ba X322000-0 **Trapped**
2601 X Ba X9A6000-0 **Blackbone**
2602 B Na B69A796-A **Flandry**
2702 E I2 E476379-4 **Darren**
2703 E I2 E324368-9 **River**
2603 D I2 DA7A420-7 **Waves**
2704 E I2 E646110-4 **Forest**
2802 E I2 E537265-3 **Gloria**
2803 E I2 E89A379-8 **Wonderland**
2804 B Na B53755A-A **Daskomo**
2805 C Na C531553-7 **Kosh**
2605 C I2 C777464-7 **Greenfield**
2606 E I2 ES00020-9 **Struckdown**
2607 A I2 A856676-A **Yelloworld**
2608 X I2 X1101111-9 **Blight**
2903 X Ba X300000-0 **Qwerty**
3003 X Ba X645000-0 **Crova**
3004 D I2 D453258-0 **Dowry**
2905 C Na C98A554-9 **Pacifica**
3005 X Ba X798000-0 **Proxy**
3105 C I2 C659554-2 **Imperator**
3205 C I2 C75A655-A **Bluemarble**
3106 X Ba X8A4000-0 **Woodwind**
2907 D I2 D236335-9 **Moons**
3006 B I2 B445475-A **Scouts' Rest**
3107 C Na C8867D9-8 **Whiteheart**
2807 E I2 E999302-7 **Pling**
2908 X I2 X512202-9 **Trin**
2808 D I2 D574441-4 **Risen**
2909 X Ba X000000-0 **Rocks**
2809 B I2 B442348-A **Graves**
3010 X Ba X341000-0 **Memento**
3110 X Ba X9A8000-0 **Wracknruin**
3111 X Ba X400000-0 **Gluirge**
3012 C Na C563653-7 **Pax Deorum**
3208 X Ba X220000-0 **Auxil**
3209 X Ba X646000-0 **Brownfield**
2514 D Na D449275-6 **Hot**
2517 X Ba X8C3000-0 **Mainetti**
2116 C I4 C1608EC-B **Sylea**
2014 E I4 E5A0041-4 **Detesina**
1717 D I4 D648312-2 **Anton**
1617 E I4 E440232-8 **Dikaai**
1918 D I4 D565220-7 **Fenmou**
1919 C I4 CA5A457-B **Tariri**
2018 C I4 C584311-4 **Tanatelul**
2419 C I4 C638465-9 **Xaeyal**
2121 C I4 C7C4252-B **Eessith**
1821 E I4 E665531-4 **Laoyle**
2622 D Na D769007-7 **Doumbek**
3022 X Ba X100000-0 **Kryminalni**
2124 B Na B15058A-A **Tokitre**
1824 C Na C32549B-A **Bond**
2325 E Na E888452-3 **Cloudscape**
1926 E Na E779310-7 **Kenya**
2026 C Na C8B5010-B **Hoi Profa**
2524 C Na C461478-9 **Tikal**
2725 X Ba X474000-0 **Nara**
2925 X Ba X8C3000-0 **Klendathu**
3024 E Na E678100-3 **Ulaid**
2826 X Ba X525000-0 **Mondo**
3026 E Na E639343-9 **Faunia**
2728 X Ba X525000-0 **Olympic**
3128 X Ba X79A000-0 **Rombi**
3029 E Na E535335-8 **Fleethome**
0216 X Ba X200000-0 **Zaaremug**
0118 X Ba X230000-0 **Kaakhiskiki**
0517 X I3 X534124-2 **Siigiizumi**
0717 C I3 C66A499-A **Edamar**
0722 D I3 D553362-7 **Lugikad**
1021 C I3 C524345-5 **Khii Eshkhima**
0920 C I3 CAF3136-B **Degar**
1320 E I3 E7A7000-2 **Ishimaga**
0918 D I3 D5A4263-6 **Arikeshmundin**
1018 D I3 D433213-6 **Ashkige**
1118 A I3 A48687B-B **Enlugal**
1218 D I3 D573345-4 **Irka Ir**
1424 D Na D8A2100-B **Kikujiro**
1425 E Na ER044BC-8 **Amethystium**
1025 C Na C48545A-9 **Stake**
0730 X Ba X343000-0 **Newsight**
0630 X Ba X8A4000-0 **Omni**
1430 C Nf C251412-5 **Sceptre**
1331 X Nf X583113-2 **Throne**
1231 B Nf B350455-8 **Orb**
1332 E Nf E76A012-5 **Anointed**
1731 D Nf D966200-3 **Glory**
1631 C Nf C442478-5 **Flame**
0831 E Nf E210212-5 **Unity**
0933 C Nf C886674-8 **Avalon**
1033 C Nf C422101-8 **Crown**
1134 B Nf BS00345-A **Truth**
1233 C Nf C699371-9 **Sword**
1334 A Nf A6A6010-A **Regal**
1433 D Nf D7A1321-3 **Righteousness**
1533 B Nf B541331-A **Honour**
1733 B Nf B534333-A **Tranquility**
1634 B Nf B427374-A **Gold**
1537 C Nf C535474-6 **Justice**
1637 D Dr D510334-5 **Noble**
1337 X Ba X523000-0 **Pogon**
1237 X Ba X595000-0 **Castor**
1238 X Ba X100000-0 **Trup**
1339 X Ba X455000-0 **St Peter**
1440 X Ba X302000-0 **Signal**
1536 C Dr C224131-6 **Robes**
1636 C Dr C8A3332-A **Adama**
1937 A Dr A254575-A **Moscow**
1738 B Dr B437487-9 **Chalcedon**
1939 B Dr B200001-A **Jerusalem**
1840 X Ba X525000-0 **Jericho**
2138 B Dr B240523-A **Geneva**
2038 C Dr C95A000-A **Providence**
2139 C Dr C100259-8 **Lost**
2132 C Dr C654475-8 **Pauline**
2232 X Dr X241584-2 **Blackball**
2132 A Dr A593451-A **Liege**
2134 E Dr E659121-7 **Sinai**
2234 E Dr E442668-8 **North**
2334 C Dr CAB7043-A **Shatterstor e**
2336 D Dr D838386-9 **Temperance**
2435 C Dr C466678-7 **Lifesphere**
2438 X Ba X668000-0 **Abe-ku**
0331 X Ba X8B5000-0 **Roundhead**
0231 X Ba XAD9000-0 **Twissa**
0532 X Ba X674000-0 **Alluvia**
0333 X Ba X323000-0 **Bensusan**
0433 X Ba X5A0000-0 **Scorpion**
0533 X Ba X200000-0 **Chin**
0534 X Ba X353000-0 **Immanuel**
0633 X Ba X572000-0 **Paean**
0734 X Ba X577000-0 **Phong e**
0535 X Ba X310000-0 **Virtue**
0735 X Ba X894000-0 **Phong**
0235 X Ba X64A000-0 **Atlanta**
0435 X Ba X527000-0 **Moonrise**
0136 X Ba X524000-0 **Tradition**
0836 X Ba X637000-0 **Channelight**
0138 X Ba X74A000-0 **Andecy**
0338 X Ba X240000-0 **Sahara**
0538 X Ba X252000-0 **Calantha**
0438 X Ba X341000-0 **Chubu**
0439 X Ba X88A000-0 **Titanic**
0938 X Ba X548000-0 **Arcoyali**
0838 X Ba X593000-0 **Riskworld**
0839 X Ba X222000-0 **Cortana**
1039 X Ba X100000-0 **Smallfry**
0840 X Ba X7C1000-0 **Opaque**
2531 X Ba X400000-0 **Outerlimits**
2631 X Ba X425000-0 **Whitehorse**
2633 X Ba X657000-0 **Adoria**
2734 X Ba X324000-0 **Clemens**
2833 X Ba X765000-0 **Obelisk**
2934 X Ba X110000-0 **Query**
3134 X Ba X340000-0 **Paltrow**
2635 X Ba X401000-0 **Akcja**
2735 X Ba X767000-0 **Amber**
2736 X Ba X200000-0 **Deceit**
2737 X Ba X453000-0 **Status Quo**
2936 X Ba X9A7000-0 **Seven Seas**
3035 X Ba X202000-0 **Zawada**
3036 X Ba X779000-0 **Innocentia**
3136 X Ba X759000-0 **Musashiden**
3235 X Ba X428000-0 **Bluenote**
3236 X Ba X635000-0 **Yellowknife**
3037 X Ba XAE8000-0 **Liquid**
2538 X Ba X333000-0 **Metheny**
2539 X Ba X373000-0 **Seeds**
2639 X Ba XS01000-0 **Lonely**
2540 X Ba X400000-0 **Caccia**
2640 X Ba X8A6000-0 **Shepherdmoon**
2731 X Ba X558000-0 **Bakedcrust**
2831 X Ba X553000-0 **Dejanews**
3038 X Ba X331000-0 **Koyaanisqatsi**
2939 X Ba X54A000-0 **Earthsea**
2940 X Ba X642000-0 **Touch**
2840 X Ba X757000-0 **Firefly**
3231 X Ba X245000-0 **Melusina**
3032 X Ba XA7A000-0 **Bubbles**
3238 X Ba X794000-0 **Crash**
3240 X Ba X200000-0 **Remembrance**
3119 X Ba X210000-0 **Hobbit**

0102 X Ba X767000-0 Winterworld
0201 X Ba X8B5000-0 Shelter
0202 X XS00000-0 Wretched
0303 X Ba X678000-0 Shadow
0304 E Na E565344-5 Chime
0401 D Na D553772-5 Acroupa
0402 X Ba X775000-0 Garden
0601 D Na D363540-5 Roland
0701 B Na B563556-9 Bubbles
0702 X Ba X413000-0 Spiral
0804 D I1 D200451-A Fastball
0903 B I1 B8577BD-7 Diaoran
0904 C I1 C000315-A Iridium
0905 D I1 D886335-7 Mu
1002 C I1 C529485-B Inish Ro
1004 E I1 E9A6102-A Aqualine
1005 A I1 A66697A-A CIANJI
1102 D I1 D7294BB-9 Infected
1105 B I1 B595486-9 Red Route
1205 C I1 C796221-8 Deadstar
1302 D I1 D663435-7 Donovan
1303 E I1 E64A253-8 Orcana
1401 D I1 DS00055-B Inaosat
1404 C I1 C240334-A Floaters
1502 C I1 C404213-8 Angelicus
1601 X I1 X8B5001-8 Nevicava
1602 D I1 D7B0012-4 Bombay
1704 A Na A73A587-A Ipinnae
1705 D I1 D361263-7 Constantinopl
1706 E I1 E21036A-8 Dusk
1707 C I1 C000486-B Grace
1708 D I1 D755477-5 Ranin
1803 E Ao EAAA225-B Tension
1804 C Ao C423334-6 Bitterend
1805 C Ao C565647-A Samtara
1806 C Ao C463536-6 Nadia
1903 D Ao D310146-6 Requiem
1904 A Ao A2657AA-A Comerwake
2004 D Ao D371423-9 Threshold
2005 B Ao B795651-8 Mist
2006 C Ao C665455-6 Dreamworld
2202 C Na C235358-9 Detour
2203 X Ba X74A000-0 Peiping
2205 D Na D566332-5 St Anne
2206 X Na X44339A-8 Sysadmin
2207 A Mv AA8A678-A Vieunia
2305 E Na E538202-6 Nyman
2406 D Wc D774312-A Zihuat
2407 X Wc X200244-5 Alkhalikoi
2408 A Wc A383748-A Wsi
2507 C Wc C254486-A Mons Arge
2508 X Wc X52A110-7 Geronimo
2605 C Wc C777565-8 Greenfield
2606 D Wc DS00231-A Struckdown
2607 A Wc A8566A8-A Yelloworld
2608 E Wc E110262-7 Blight
2701 X Ba X5A0000-0 Worldfield
2702 X Na X322000-0 Trapped
2703 X Ba X476200-4 Darren
2704 X Ba X537000-0 Gloria
2803 E Na E89A237-5 Wonderland
2804 B Na B53755B-A Daskomo
2805 D Na D531656-6 Kosh
2903 X Ba X300000-0 Qwerty
2905 C Na C98A554-9 Pacifica
3003 X Ba X645000-0 Crova
3004 X Ba X453000-0 Dowry
3005 X Ba X798000-0 Proxy
3105 C Na C659557-A Imperator
3106 X Ba X8A4000-0 Woodwind
3107 C Na C8867D9-9 Whiteheart
3205 C Na C75A643-A Bluemarble
0108 X Ba X410000-0 Winchester
0110 X Ba X561000-0 Redemption
0205 C I1 C59A46A-A Skyliner
0206 E I1 E355475-7 Shirelles
0208 E Na E130335-8 Orgoglio
0306 C I1 C363563-A Fontaine
0311 C Na C755695-3 Orzabal
0407 D I1 D336544-7 Paregin
0409 A Na A778477-A Workfield
0505 B I1 B150534-A Montrose
0506 C I1 C53149A-A Anasazi
0507 C I1 C796312-A Seb
0510 A Na A444574-B Trantor
0605 E I1 E325165-3 Oye Como
0609 A Na A799650-A Duchy
0610 E Na E576134-4 Dusty
0611 A Na A432545-C Questions
0705 B I1 B656440-A Slainte
0706 D I1 DA8A676-6 Ceskyi
0707 E I1 E7B3214-9 Vintage
0806 C I1 C758674-A Leoin
0807 A I1 A66A456-B Kyu Sakamoto
0907 E I1 E7A1211-6 Nosso Nosso
1006 A I1 A000469-A Hermit
1112 C I1 C577389-7 Curiosity
1114 E I1 E445231-9 Dieinplace
1210 X I1 X200346-A Pointer
1309 D I1 D6A1311-A Silence
1310 X I1 X511333-A Olio
1408 E I1 E100367-8 Silver Orb
1506 D I1 D452466-9 Tuscany
1507 E I1 E210122-8 Rivington
1508 D I1 D797313-B Robbin
1509 X I1 X271100-0 Vibrasphere
1606 C I1 C437356-8 Oktane
1808 C I1 C555466-A Sarde
2109 C Ic C8A5645-B Quajora
2211 A Ki A98A65A-A Justince
2310 B Kj B545324-8 Penombra
0216 X Ba X200000-0 Zaaremug
0118 X Ba X230000-0 Kaakhiskiki
0517 X I3 X534224-2 Siigiizumi
0717 C I3 C66A499-A Edamar
0722 D I3 D553364-7 Lugikad
0730 X Ba X343000-0 Newsight
0831 E Nf E210212-5 Unity
0933 B Nf B886774-9 Avalon
1021 C I3 C524244-5 Khii Eshkhima
1033 C Nf C422222-9 Crown
1114 A Nf A6A6010-A Regal
1134 B Nf BS00445-A Truth
1233 B Nf B699473-A Sword
1334 A Nf A Righteousness
1424 C Ks C8A2100-9 Kikujiro
1425 D Ks DR044BC-9 Amethystium
1430 D Nf D251412-5 Sceptre
1433 D Nf D7A1321-3
1533 B Nf B541331-A Honour
1535 D Nf D224332-5 Robes
1634 D Nf D427364-9 Gold
1733 B Nf B534433-A Tranquility
0836 X Ba X637000-0 Channelight
0918 D I3 D5A4263-6
1018 D I3 D433213-6 Ashkige
1118 A I3 A486899-B Enlugal
1218 D I3 D573336-3 Irka Ir
1320 E I3 E7A7163-2 Ishimaga
0920 C I3 CAF3236-B Degar
1025 C I3 C485459-9 Nedadip
0836 X Ba X637000-0 Channelight
0938 X Ba X548000-0 Arcoyali
1039 X Ba X100000-0 Smallfry
1238 X Ba X100000-0 Trup
1339 X Ba X455000-0 St Peter
1440 X Ba X302000-0 Signal
0839 X Ba X222000-0 Cortana
0840 X Ba X7C1000-0 Opaque
0838 X Ba X593000-0 Riskworld
0839 X Ba X222000-0 Cortana
0840 X Ba X7C1000-0 Opaque
0438 X Ba X341000-0 Chubu
0439 X Ba X88A000-0 Titanic
0538 X Ba X252000-0 Calantha
0630 X Ba X8A4000-0 Omni
0631 X Ba X241484-2 Blackball
0632 C Dr C100446-A Lost
0633 X Ba X572000-0 Paean
0734 X Ba X577000-0 Phong e
0735 X Ba X894000-0 Phong
0836 X Ba X637000-0 Channelight
0938 X Ba X548000-0 Arcoyali
1039 X Ba X100000-0 Smallfry
1237 X Ba X595000-0 Castor
1238 X Ba X100000-0 Trup
1337 X Ba X523000-0 Pogon
1339 X Ba X455000-0 St Peter
1440 X Ba X302000-0 Signal
1631 D Nf D442476-4 Flame
1731 E Nf E966300-0 Glory
1831 X Dr X241484-2 Blackball
1832 A Dr A593451-A Liege
1931 C Dr C100446-A Lost
2031 X Dr X241484-2 Blackball
2032 A Dr A593451-A Liege
2132 C Dr C654576-A Pauline
2134 D Dr D6594A4-8 Sinai
2234 E Dr E442468-9 North
2334 C Dr CAB7112-A Shatterstor e
2335 C Dr C466677-8 Lifesphere
2336 C Dr C838486-9 Temperance
2438 E Dr E668421-A Scotland
1536 C Dr C8A3332-A Adama
1637 C Dr C000231-A Exile
1737 D Dr D535263-8 Justice
1837 D Dr D510334-5 Noble
1937 A Dr A254575-A Moscow
2037 E Dr E656643-8 Roma
2038 C Dr C95A200-A Providence
2138 A Dr A240623-A Geneva
1939 B Dr B200311-A Jerusalem
1738 C Dr C437477-9 Chalcedon
1840 X Ba X525000-0 Jericho
0231 X Ba X8B5000-0 Roundhead
0232 X Ba XAD9000-0 Twissa
0333 X Ba X323000-0 Bensusan
0433 X Ba X5A0000-0 Scorpion
0532 X Ba X674000-0 Alluvia
0533 X Ba X200000-0 Chin
0534 X Ba X353000-0 Immanuel
0535 X Ba X310000-0 Virtue
0235 X Ba X64A000-0 Atlanta
0435 X Ba X527000-0 Moonrise
0136 X Ba X524000-0 Tradition
0138 X Ba X74A000-0 Andecy
0338 X Ba X240000-0 Sahara
0439 X Ba X88A000-0 Titanic
1717 D I4 D648312-2 Anton
1617 E I4 E440233-7 Dikaai
1818 D I4 D728311-5 Mia
1819 D I4 D665668-4 Laoyle
1912 D Dw D201466-4 Icecap
1712 D Dw DAA2265-8 Passportal
1713 A Dw A260877-A Dune
1812 B Dw B554434-9 Kanno
2014 X I4 X5A0041-4 Detesina
2116 C I4 C1608EC-B Sylea
2121 X I4 X7C4000-7 Eessith
2514 D I4 D449167-9 Ciotha
2517 X Ba X8C3000-0 Mainetti
1821 D I4 D665668-4 Laoyle
1824 D Ks D3254BC-A Bond
1926 E Ks E779310-7 Kenya
2026 C Ks C8B5010-A Hoi Profa
2124 B Ks B15059A-A Tokitre
2325 D Ks D888452-7 Cloudscape
1918 C I4 C565320-A Fenmou
1919 C I4 CA5A457-B Tariri
2018 C I4 C584311-4 Tanatelul
2419 C I4 C638466-A Xaeyal
2622 A Ks A76955B-B Doumbek
2524 D Ks D461575-7 Tikal
2724 C Ks C584877-8 Athens
2725 X Ba X474000-0 Nara
2925 X Ba X8C3000-0 Klendathu
2826 X Ba X525000-0 Mondo
2728 X Ba X525000-0 Olympic
2818 X Ks X200414-9 Worms
2819 A Ks A884856-F Hub
3012 D Na D563652-8 Pax Deorum
3022 X Ba X100000-0 Kryminalni
3024 E Ks E678211-4 Ulaid
3026 E Ks E639443-9 Faunia
3029 E Ks E535335-8 Fleethome
3119 X Ba X210000-0 Hobbit
3128 X Ba X79A000-0 Rombi
2631 E Ks E657263-9 Adoria
2633 E Ks E767263-9 Amber
2635 X Ba X401000-0 Akcja
2636 X Ba X200000-0 Deceit
2637 E Ks E453263-9 Status Quo
2731 E Ks E558263-9 Bakedcrust
2831 E Ks E553263-9 Dejanews
2931 X Ks X54A000-0 Earthsea
2940 X Ba X642000-0 Touch
2840 X Ba X757000-0 Firefly
2939 X Ba X331000-0 Koyaanisqatsi
3038 X Ba X794000-0 Crash
3035 X Ba X202000-0 Zawada
3036 X Ba X779000-0 Innocentia
3037 X Ba XAE8000-0 Liquid
3135 X Ba X759000-0 Musashiden
3136 X Ba X428000-0 Bluenote
3235 X Ba X635000-0 Yellowknife
3231 X Ba X245000-0 Melusina
3032 X Ba XA7A000-0 Bubbles
2932 X Ba X110000-0 Query
3134 X Ba X340000-0 Paltrow
2833 X Ba X765000-0 Obelisk
2733 X Ba X642000-0 Basia
2734 X Ba X324000-0 Clemens
2538 X Ba X333000-0 Metheny
2539 X Ba X373000-0 Seeds
2540 X Ba X400000-0 Caccia
2640 X Ba X8A6000-0 Shepherdmoon
2639 X Ba XS01000-0 Lonely
2532 X Ba X400000-0 Outerlimits
2632 X Ba X425000-0 Whitehorse
2533 X Ba X400000-0 Enigma
2610 X Ba X744000-0 Logan's Run
2510 X Ba X310000-0 Enigma
2601 X Ba X9A6000-0 Blackbone
3010 X Ba X341000-0 Memento
3111 X Ba X400000-0 Gluirge
3110 X Ba X646000-0 Brownfield
3009 X Ba X9A8000-0 Wracknruin

0701 A Ee A563558-A **Bubbles**
0201 X Ee X8B5000-0 **Shelter**
0401 C Ee C553770-7 **Acroupa**
0601 B Ee B363566-7 **Roland**
0702 E Ee E413013-5 **Spiral**
0102 D Ee D767323-A **Winterworld**
0202 X Ee XS00000-0 **Wretched**
0402 X Ee X775000-0 **Garden**
0303 X Ee X678000-0 **Shadow**
1102 X I1 X729000-0 **Infected**
1002 C I1 C529485-B **Inish Ro**
0903 C I1 C857788-7 **Diaoran**
1401 X Ba XS00000-0 **Inaosat**
1601 X Ba X8B5000-0 **Nevicava**
1302 D Na D663435-7 **Donovan**
1502 X Ba X404000-0 **Angelicus**
1303 X Na X64A353-7 **Orcana**
1602 X Ba X7B0000-0 **Bombay**
0304 C Ee C565586-A **Chime**
0804 D I1 D200451-A **Fastball**
0905 C I1 C886678-A **Mu**
1004 X I1 X9A6000-0 **Aqualine**
1105 D I1 D595486-8 **Red Route**
1205 X I1 X796000-0 **Deadstar**
0904 C I1 C000315-A **Iridium**
1404 D Na D240251-7 **Floaters**
0505 B I1 B150534-A **Montrose**
0705 A I1 A6565BC-A **Slainte**
0205 C Ee C59A549-A **Skyliner**
0605 X I1 X325000-0 **Oye Como**
0306 C Ee C363563-A **Fontaine**
0506 C I1 C53149A-8 **Anasazi**
0706 D I1 DA8A676-8 **Ceskyi**
0206 E Ee E3554C8-8 **Shirelles**
0806 A I1 A758787-A **Leoin**
0507 X I1 X796000-0 **Seb**
0707 D I1 D7B3314-A **Vintage**
0907 E I1 E7A12114-4 **Hermit**
0407 D I1 D336544-7 **Paregin**
0807 A I1 A66A66B-A **Kyu Sakamoto**
Nosso Nosso
0108 X Ee X410000-0 **Winchester**
0208 E Ee E130335-8 **Orgoglio**
1506 C Na C452521-9 **Tuscany**
1606 D Na D437455-8 **Oktane**
1507 X I3 X210000-0 **Shukimkam**
1508 X I3 X797000-0 **Gakiina**
1408 X I3 X100000-0 **Khiikham**
1509 X I3 X271000-0 **Iir Dagakusa**
1309 X I3 X6A1000-0 **Egkiikkhuukha**
1310 X I3 X511000-0 **Kar Urugashuu**
1210 X I3 X200000-0 **Kurge**
1112 X I3 X577000-0 **Kugusaras**
1012 X I3 X110000-0 **Gizaakalageg**
1114 C I3 C445333-A **Midagar**
0409 A Ee A7785CD-A **Workfield**
0609 A Ee A799750-A **Duchy**
0110 E Ee E561210-9 **Redemption**
0510 A Ee A444673-B **Trantor**
0610 E Ee E576134-5 **Dusty**
0311 C Ee C755785-4 **Orzabal**
0611 A Hc A432545-C **Questions**
0216 X Ba X200000-0 **Zaaremug**
0517 E I3 E534320-9 **Sligiizumi**
0717 C I3 C66A499-A **Edamar**
0118 X Ba X230000-0 **Kaakhiskiki**
0918 D I3 D5A4313-A **Arikeshmundin**
1018 C I3 C433536-9 **Ashkige**
1118 A I3 A486999-B **ENLUGAL**
1218 D I3 D573336-3 **Irka Ir**
1617 X Ba X440000-0 **Dikaai**
0920 D I3 DAF3436-B **Degar**
1320 X I3 X7A7000-0 **Ishimaga**
1021 D I3 D524244-6 **Khii Eshkhima**
0722 C I3 C553474-A **Lugikad**
1025 C I3 C485459-A **Nedadip**
1424 X Ks X8A2000-0 **Kikujiro**
1425 D Ks DR04511-9 **Amethystium**
0730 X Ba X343000-0 **Newsight**
0630 X Ba X8A4000-0 **Omni**
0331 X Ba X8B5000-0 **Roundhead**
0231 X Ba XAD9000-0 **Twissa**
0532 X Ba X674000-0 **Alluvia**
0333 X Ba X323000-0 **Bensusan**
0433 X Ba X5A0000-0 **Scorpion**
0533 X Ba X200000-0 **Chin**
0534 E Nf E353313-A **Immanuel**
0633 X Ba X572000-0 **Paean**
0734 X Ba X577000-0 **Phong e**
0535 X Ba X310000-0 **Virtue**
0735 X Ba X894000-0 **Phong**
0235 X Ba X64A000-0 **Atlanta**
0435 X Ba X527000-0 **Moonrise**
0136 X Ba X524000-0 **Tradition**
0836 X Ba X637000-0 **Channelight**
0138 X Ba X74A000-0 **Andecy**
0338 X Ba X240000-0 **Sahara**
0538 X Ba X252000-0 **Calantha**
0438 X Ba X341000-0 **Chubu**
0439 X Ba X88A000-0 **Titanic**
0938 X Ba X548000-0 **Arcoyali**
0838 X Ba X593000-0 **Riskworld**
0839 X Ba X222000-0 **Cortana**
1039 X Ba X100000-0 **Smallfry**
0840 X Ba X7C1000-0 **Opaque**
1440 X Ba X302000-0 **Signal**
1237 X Ba X595000-0 **Castor**
1337 X Ba X523000-0 **Pogon**
1238 X Ba X100000-0 **Trup**
1339 X Ba X455000-0 **St Peter**
1430 D Nf D251410-6 **Sceptre**
1331 D Nf D583314-7 **Throne**
1231 C Nf C3505E2-A **Orb**
1332 E Nf E76A110-5 **Anointed**
1731 E Nf E966400-0 **Glory**
1631 C Nf C44247B-5 **Flame**
0933 A Nf A886775-A **Avalon**
1033 C Nf C422222-9 **Crown**
1233 B Nf B699473-A **Sword**
1134 B Nf BS00445-A **Truth**
1334 A Nf A6A6010-A **Righteousness**
Regal
1433 D Nf D7A1312-3 **Honour**
1533 E Nf E541110-A **Tranquility**
1733 C Nf C534433-A
1634 X Nf X427443-7 **Gold**
1535 D Nf D224210-6 **Robes**
1337 C Hc C535365-A **Justice**
1737 X Dr X510000-0 **Noble**
1738 C Dr C437575-9 **Chalcedon**
1939 B Dr B200311-A **Jerusalem**
1840 X Ba X525000-0 **Jericho**
2301 X Ba X5A0000-0 **Worldfield**
1701 E Ao E423100-0 **Bitterend**
1801 B Ao B73A599-A **Ipinnae**
1901 C Ao C463535-7 **Nadia**
1803 E Ao EAAA214-A **Tension**
1903 B Ao B565646-A **Samtara**
2003 D Ao D310146-6 **Requiem**
1904 A Ao A2657AC-A **Comerwake**
1705 D Ao D361465-9 **Constantinopl**
2004 X Ao X371200-0 **Threshold**
1706 C Ao C2103B7-9 **Dusk**
1906 C Ao C663410-A **Saigon**
2005 B Ao B7956E2-9 **Mist**
1707 C Dw C000485-9 **Grace**
1708 E Dw E755430-4 **Ranin**
1908 C Dw C555487-9 **Sarde**
2108 A Hc A8A5645-B **Quajora**
1810 C Dw C7283B1-7 **Mia**
2010 B Dw B554544-9 **Kanno**
1712 D Dw DAA2214-A **Passportal**
1912 X Dw X201000-0 **Icecap**
1713 A Dw A260877-A **Dune**
2014 X Ba X5A0000-0 **Detesina**
2116 B Na B16085B-F **Sylea**
1717 X Ba X648000-0 **Anton**
1918 C Th C565445-A **Fenmou**
2018 C Th C584442-A **Tanatelul**
1919 A Th AA5A457-B **Tariri**
1821 C Th C665688-5 **Laoyle**
2121 X Ba X7C4000-0 **Eessith**
2419 C Ks C638466-A **Xaeyal**
2202 C Na C235458-9 **Ascending**
2203 X Ba X74A000-0 **Peiping**
2305 E Na E538202-6 **Nyman**
2205 C Na C566433-8 **St Anne**
2107 D Na D578667-5 **Tianik**
2207 A Na AA8A678-A **Vieunia**
2210 D Kj D767544-5 **Captivity**
2310 C Kj C545324-8 **Penombra**
2211 A Kj A98A748-A **Justince**
2034 C Dr C8A3332-A **Adama**
1937 A Dr A254675-A **Moscow**
2037 E Dr E656655-5 **Roma**
2138 A Dr A240623-A **Geneva**
2038 C Dr C95A4E5-A **Providence**
2234 D Dr D442523-A **North**
2134 C Dr C659472-9 **Sinai**
2334 X Dr XAB7000-0 **Shatterstor e**
2434 A Dr A466776-A **Lifesphere**
2336 C Dr C838488-9 **Temperance**
2438 D Dr D668421-8 **Scotland**
2139 X Dr X333000-0 **Metheny**
2336 C Dr C100445-A **Lost**
2132 B Dr B654576-A **Pauline**
1932 D Dr D593435-7 **Liege**
2032 X Dr X241484-2 **Blackball**
2514 X Ks X449000-0 **Hot**
2517 X Ks X8C3000-0 **Mainetti**
2622 A Ks A769679-B **Doumbek**
2124 B Ks B15059A-A **Tokitre**
1824 D Ks D325468-7 **Bond**
2325 C Ks C888552-7 **Cloudscape**
1926 E Ks E779310-7 **Kenya**
2026 C Ks C8B5411-A **Hoi Profa**
2524 C Ks C461575-8 **Tikal**
2724 B Ks B5848C5-8 **Athens**
2725 X Ks X474000-0 **Nara**
2826 X Ks X525000-0 **Mondo**
2728 X Ks X525000-0 **Olympic**
3029 C Ks C535436-B **Fleethome**
2539 X Ba X373000-0 **Seeds**
2639 X Ba XS01000-0 **Lonely**
2540 X Ba X400000-0 **Caccia**
2640 X Ba X8A6000-0 **Shepherdmoon**
2840 X Ba X757000-0 **Firefly**
2940 X Ba X642000-0 **Touch**
2939 X Ba X54A000-0 **Earthsea**
2739 A Ks A884859-B **Hub**
2818 C Ks C200457-A **Worms**
2925 X Ks X8C3000-0 **Klendathu**
3024 X Ks X678000-0 **Ulaid**
2826 X Ks X525000-0 **Mondo**
3026 D Ks D639444-A **Faunia**
3128 X Ks X79A000-0 **Rombi**
3029 C Ks C535436-B **Fleethome**
2731 E Ks E558363-9 **Bakedcrust**
2831 E Ks E553263-9 **Dejanews**
3231 X Ks X245000-0 **Melusina**
2532 X Ks X400000-0 **Outerlimits**
2632 X Ks X425000-0 **Whitehorse**
2733 X Ks X642000-0 **Basia**
2633 E Ks E657263-8 **Adoria**
2734 X Ks X324000-0 **Clemens**
2833 X Ks X765000-0 **Obelisk**
2934 X Ks X110000-0 **Query**
3134 X Ks X340000-0 **Paltrow**
2735 D Ks D767344-A **Amber**
2635 X Ks X401000-0 **Akcja**
2736 X Ks X200000-0 **Deceit**
2936 X Ba X9A7000-0 **Seven Seas**
3035 X Ba X202000-0 **Zawada**
3136 X Ba X759000-0 **Musashiden**
3036 X Ba X779000-0 **Innocentia**
3236 X Ba X635000-0 **Yellowknife**
3235 X Ba X428000-0 **Bluenote**
2737 E Ks E453252-9 **Status Quo**
3037 X Ba XAE8000-0 **Liquid**
3038 X Ba X331000-0 **Koyaanisqatsi**
3238 X Ba X794000-0 **Crash**
2939 X Ba X54A000-0 **Earthsea**
2940 X Ba X642000-0 **Touch**
3240 X Ba X200000-0 **Remembrance**
2701 X Ba X322000-0 **Trapped**
2601 X Ba X9A6000-0 **Blackbone**
2702 X Ba X476000-0 **Darren**
2602 A Na A68A795-A **Flandry**
2802 X Ba X537000-0 **Gloria**
2703 X Ba X324000-0 **River**
2903 X Ba X300000-0 **Qwerty**
2603 C Na CA7A4C3-9 **Waves**
2803 X Ba X89A000-0 **Wonderland**
2704 X Ba X646000-0 **Forest**
3003 X Ba X645000-0 **Crova**
2804 B Na B537668-9 **Daskomo**
3004 X Ba X453000-0 **Dowry**
2905 B Na B65965B-A **Pacifica**
3105 B Na B65965B-A **Imperator**
2805 X Na X531756-6 **Kosh**
3005 X Ba X798000-0 **Proxy**
3205 C Na C75A633-9 **Bluemarble**
3106 X Ba X8A4000-0 **Woodwind**
2605 B Wc B777565-9 **Greenfield**
3006 X Ba X445000-0 **Moons**
2606 D Wc DS00322-A **Struckdown**
3107 A Na A8867D9-A **Whiteheart**
2907 C Na C236435-A **Scouts' Rest**
2406 E Wc E774320-8 **Zihuat**
2507 C Wc C254587-9 **Mons Arge**
2407 X Wc X200244-5 **Alkhalikoi**
2607 A Wc A8566A8-A **Yelloworld**
2508 X Wc X52A000-0 **Geronimo**
2608 X Wc X110000-0 **Blight**
2408 A Wc A383641-A **Wsi**
2807 X Ba X999000-0 **Pling**
2908 X Ba X512000-0 **Trin**
2808 E Na E574300-6 **Risen**
2909 X Ba X000000-0 **Rocks**
2809 X Na X442404-8 **Graves**
2510 X Ba X310000-0 **Enigma**
2610 X Ba X744000-0 **Logan's Run**
3010 X Ba X341000-0 **Memento**
3110 X Ba X9A8000-0 **Wracknruin**
3111 X Ba X400000-0 **Gluirge**
3012 D Na D563652-8 **Pax Deorum**
3208 X Ba X220000-0 **Auxil**
3209 X Ba X646000-0 **Brownfield**



***Assault troops of the Diltov War, 1484 Imperial*. This graphic is titled "Chaos" © Geoffroy Thoorens. Visit his gallery at http://djahal.cgsociety.org/gallery/476578/**

Behind this picture are quite an interesting set of problems, built right into the Traveller world – or any civilization of sufficently advanced (read: cheap) technology. Here it is: all the devastation you see can was caused by one (1) Far Trader, and some few fuel-air explosives (and similar GTL 6-9 conventional muitions). The GTL 9 armour worn by the three troopers can be easily produced by any reasonably competent GTL A-B colony. The entire war was run by just a handful of raiding civilian ships and maybe a hundred armed and trained marines. This nearly trivial group of forces was sufficent to smash dozens of colonies, killing tens of thousands, and destroying billions of credits worth of wealth (and wasting millions more, with colonial resources diverted to non-productive warfare).

And all with conventional technology too. No nukes, bio-tech, grey goo, tailored viruses, computer hacking, or any of that. Just a starship with boring old bombs chucked out of the cargo ramp at 100 – 200 feet (that's only 8 to 20 stories high), and a few guys with some make-do ballistic armour and gauss rifles (and too cheap for air/rafts or grav belts).

(Yes, yes, artigrav, fusion plants, and FTL drives are not 'conventional technology', but you know what I mean.)

Starbreak Sector: UWPs

The following is a simple list of the UWPs of Starbreak Sector, covering these periods in the Imperial Era: 0, 850, 1400, 1500, 1540, and 1580.

In my writings in Stellar Reaches #16, 'now' is 1500. What happens later may follow the timeline described here, or not, depending on the Referee.

Please see the previous article, Starbreak Sector: Maps, for information regarding UWPs.

The UWPS are copied directly from the relevant files for Jim Vassilakos's Galactic 2.4 program. It can be copied back into the relevant SEC file for use with this program, if you desire. I suggest that you make the galaxy and sector(s) first, then just copy the actual UWPs, ignoring the lines that start with the pound sign (#).

This is a two-dimensional representation of a GTL 3-4 gravitational/holographic work of the Tanatelul, created at about -500,000 Imperial. (The low tech level is due to the tools needed to make it, given the right natural materials, low-g environment, psionic skill, and the right material handling knowledge & techniques.)
Its last known location was in the epic-scale Alkhalikoi Imperial Museum on Capital/Core
– in the Restricted Access section, due to its psionic qualities.
This graphic is titled "Forbidden Worlds" © Igor Vitkovskiy, Mohammed Saud, and Simon Mutschler. See their respective galleries at http://m3-f.deviantart.com/gallery/#/d2kv8qv , http://qaz2008.deviantart.com/, and http://tixol.deviantart.com/.

One thing we do know: the Tanatelul simply *loved* smashing and cracking worlds. Not the kind of alien race the Imperium wants to meet on a bad day, even if they never did get the hang of jump drive technology…

Professor Mac Jarson, Imperial Navy (retired), before a meeting of the
Unusual Threats and Dangerous Anomalies Club of Hebrin,
210-993 Imperial.

Starbreak Sector, 0 Imperial

Allegiances: Ba = Barren

Note: it is believed that the Tanatelul did have names for every world and star in the sector… which, due to their presumed lack of vocal cords, would be literally unspeakable by men, even if a list could be found and identified for what it is. Moreover, in the 400,000 years of time thought to stretch between then and the birth of the Imperium, some of the stars would have shifted in and out of the sector.

Note: "Barren" means uninhabited by sophonts. It does not necessarily mean lifeless.

```
# Starbreak 0 Imp / Var Kirat
#
#--------1---------2---------3---------4---------5---------6---
#PlanetName   Loc. UPP Code   B   Notes          Z  PBG Al LRX *
#----------   ---- ---------  - --------------- -  --- -- --- -
              0102 X767000-0    Ba Lo Ni           003 Ba
              0108 X410000-0    Ba Lo Ni           013 Ba
              0110 X561000-0    Ba Lo Ni           003 Ba
              0118 X230000-0    Ba De Lo Ni Po     002 Ba
              0136 X524000-0    Ba Lo Ni           004 Ba
              0138 X74A000-0    Ba Lo Ni Wa        024 Ba
              0201 X8B5000-0    Ba Fl Lo Ni        002 Ba
              0202 XS00000-0    Ba Lo Ni Va        011 Ba
              0205 X59A000-0    Ba Lo Ni Wa        002 Ba
              0206 X355000-0    Ba Lo Ni           004 Ba
              0208 X130000-0    Ba De Lo Ni Po     001 Ba
              0216 X200000-0    Ba Lo Ni Va        023 Ba
              0231 XAD9000-0    Ba Fl Lo Ni        000 Ba
              0235 X64A000-0    Ba Lo Ni Wa        024 Ba
              0303 X678000-0    Ba Lo Ni           004 Ba
              0304 X565000-0    Ba Lo Ni           003 Ba
              0306 X363000-0    Ba Lo Ni           003 Ba
              0311 X755000-0    Ba Lo Ni           004 Ba
              0331 X8B5000-0    Ba Fl Lo Ni        003 Ba
              0333 X323000-0    Ba Lo Ni Po        012 Ba
              0338 X240000-0    Ba De Lo Ni Po     002 Ba
              0401 X533000-0    Ba Lo Ni Po        020 Ba
              0402 X775000-0    Ba Lo Ni           003 Ba
              0407 X336000-0    Ba Lo Ni           010 Ba
              0409 X778000-0    Ba Lo Ni           022 Ba
              0433 X5A0000-0    Ba De Lo Ni        004 Ba
              0435 X527000-0    Ba Lo Ni           000 Ba
              0438 X341000-0    Ba Lo Ni Po        002 Ba
              0439 X88A000-0    Ba Lo Ni Wa        003 Ba
              0505 X150000-0    Ba De Lo Ni Po     005 Ba
              0506 X531000-0    Ba Lo Ni Po        000 Ba
              0507 X796000-0    Ba Lo Ni           004 Ba
              0510 X444000-0    Ba Lo Ni           010 Ba
              0517 X534000-0    Ba Lo Ni           002 Ba
              0532 X674000-0    Ba Lo Ni           013 Ba
              0533 X200000-0    Ba Lo Ni Va        014 Ba
              0534 X353000-0    Ba Lo Ni Po        002 Ba
              0535 X310000-0    Ba Lo Ni           022 Ba
              0538 X252000-0    Ba Lo Ni Po        002 Ba
```

0601	X363000-0	Ba Lo Ni	003 Ba
0605	X325000-0	Ba Lo Ni	004 Ba
0609	X799000-0	Ba Lo Ni	024 Ba
0610	X576000-0	Ba Lo Ni	004 Ba
0611	X432000-0	Ba Lo Ni Po	023 Ba
0630	X8A4000-0	Ba Fl Lo Ni	005 Ba
0633	X572000-0	Ba Lo Ni	004 Ba
0701	X563000-0	Ba Lo Ni	022 Ba
0702	X413000-0	Ba Ic Lo Ni	002 Ba
0705	X656000-0	Ba Lo Ni	023 Ba
0706	XA8A000-0	Ba Lo Ni Wa	013 Ba
0707	X7B3000-0	Ba Fl Lo Ni	013 Ba
0717	X66A000-0	Ba Lo Ni Wa	014 Ba
0722	X553000-0	Ba Lo Ni Po	035 Ba
0730	X343000-0	Ba Lo Ni Po	003 Ba
0734	X577000-0	Ba Lo Ni	004 Ba
0735	X894000-0	Ba Lo Ni	001 Ba
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0806	X738000-0	Ba Lo Ni	003 Ba
0807	X66A000-0	Ba Lo Ni Wa	014 Ba
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0836	X637000-0	Ba Lo Ni	024 Ba
0838	X593000-0	Ba Lo Ni	004 Ba
0839	X222000-0	Ba Lo Ni Po	015 Ba
0840	X7C1000-0	Ba Fl Lo Ni	003 Ba
0903	X837000-0	Ba Lo Ni	020 Ba
0904	X8B5000-0	Ba Fl Lo Ni	004 Ba
0905	X886000-0	Ba Lo Ni	004 Ba
0907	X7A1000-0	Ba Fl Lo Ni	003 Ba
0918	X5A4000-0	Ba Fl Lo Ni	003 Ba
0920	XAF3000-0	Ba Fl Lo Ni	014 Ba
0933	X886000-0	Ba Lo Ni	002 Ba
0938	X548000-0	Ba Lo Ni	014 Ba
1002	X000000-0	As Ba Lo Ni	001 Ba
1004	X9A6000-0	Ba Fl Lo Ni	024 Ba
1005	X666000-0	Ba Lo Ni	003 Ba
1006	X000000-0	As Ba Lo Ni	000 Ba
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1320	X7A7000-0	Ba Fl Lo Ni	003 Ba
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1332	X76A000-0	Ba Lo Ni Wa	004 Ba
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1430	X251000-0	Ba Lo Ni Po	014 Ba
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1502	X404000-0	Ba Ic Lo Ni Va	005 Ba
1506	X452000-0	Ba Lo Ni Po	003 Ba
1507	X210000-0	Ba Lo Ni	012 Ba
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1601	X8B5000-0	Ba Fl Lo Ni	000 Ba
1602	X7B0000-0	Ba De Lo Ni	013 Ba
1606	X437000-0	Ba Lo Ni	013 Ba
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1631	X442000-0	Ba Lo Ni Po	013 Ba
1634	X427000-0	Ba Lo Ni	003 Ba
1637	X510000-0	Ba Lo Ni	020 Ba
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1708	X755000-0	Ba Lo Ni	004 Ba
1712	XAA2000-0	Ba Fl Lo Ni	001 Ba
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1824	X325000-0	Ba Lo Ni	003 Ba
1836	X000000-0	As Ba Lo Ni	012 Ba
1840	X525000-0	Ba Lo Ni	003 Ba
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1904	X265000-0	Ba Lo Ni	003 Ba
1906	X663000-0	Ba Lo Ni	000 Ba
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1918	X565000-0	Ba Lo Ni	023 Ba
1919	XA5A000-0	Ba Lo Ni Wa	013 Ba
1926	X779000-0	Ba Lo Ni	003 Ba
1932	X593000-0	Ba Lo Ni	003 Ba
1936	X8A3000-0	Ba Fl Lo Ni	004 Ba
1937	X254000-0	Ba Lo Ni	003 Ba
1939	X200000-0	Ba Lo Ni Va	001 Ba
2002	X463000-0	Ba Lo Ni	003 Ba
2003	X310000-0	Ba Lo Ni	012 Ba
2004	X371000-0	Ba Lo Ni	024 Ba
2005	X795000-0	Ba Lo Ni	004 Ba
2010	X554000-0	Ba Lo Ni	002 Ba
2014	X5A0000-0	Ba De Lo Ni	013 Ba
2018	X584000-0	Ba Lo Ni	024 Ba
2026	X8B5000-0	Ba Fl Lo Ni	004 Ba
2031	X241000-0	Ba Lo Ni Po	013 Ba
2037	X656000-0	Ba Lo Ni	013 Ba
2038	X95A000-0	Ba Lo Ni Wa	003 Ba
2105	X665000-0	Ba Lo Ni	010 Ba
2107	X578000-0	Ba Lo Ni	003 Ba
2109	X8A5000-0	Ba Fl Lo Ni	002 Ba
2116	X160000-0	Ba De Lo Ni	002 Ba
2121	X7C4000-0	Ba Fl Lo Ni	014 Ba
2124	X150000-0	Ba De Lo Ni Po	005 Ba
2132	X654000-0	Ba Lo Ni	003 Ba
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2138	X240000-0	Ba De Lo Ni Po	021 Ba
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2205	X566000-0	Ba Lo Ni	013 Ba
2206	X443000-0	Ba Lo Ni Po	003 Ba
2207	XA8A000-0	Ba Lo Ni Wa	000 Ba
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2211	X99A000-0	Ba Lo Ni Wa	000 Ba
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2234	X442000-0	Ba Lo Ni Po	003 Ba
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2540 X400000-0 Ba Lo Ni Va 004 Ba
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2610 X744000-0 Ba Lo Ni 004 Ba
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2633 X657000-0 Ba Lo Ni 010 Ba
2635 X401000-0 Ba Ic Lo Ni Va 003 Ba
2639 XS01000-0 Ba Ic Lo Ni Va 024 Ba
2640 X8A6000-0 Ba Fl Lo Ni 024 Ba
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2702 X476000-0 Ba Lo Ni 002 Ba
2703 X324000-0 Ba Lo Ni 000 Ba
2704 X646000-0 Ba Lo Ni 003 Ba
2719 X894000-0 Ba Lo Ni 003 Ba
2724 X584000-0 Ba Lo Ni 000 Ba
2725 X474000-0 Ba Lo Ni 024 Ba
2728 X525000-0 Ba Lo Ni 000 Ba
2731 X558000-0 Ba Lo Ni 004 Ba
2733 X642000-0 Ba Lo Ni Po 014 Ba
2734 X324000-0 Ba Lo Ni 023 Ba
2735 X767000-0 Ba Lo Ni 014 Ba
2736 X200000-0 Ba Lo Ni Va 033 Ba
2737 X453000-0 Ba Lo Ni Po 003 Ba
2802 X537000-0 Ba Lo Ni 002 Ba
2803 X89A000-0 Ba Lo Ni Wa 004 Ba
2804 X537000-0 Ba Lo Ni 024 Ba
2805 X531000-0 Ba Lo Ni Po 002 Ba
2807 X999000-0 Ba Lo Ni 000 Ba
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2809 X442000-0 Ba Lo Ni Po 002 Ba
2818 X200000-0 Ba Lo Ni Va 004 Ba
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2831 X553000-0 Ba Lo Ni Po 004 Ba
2833 X765000-0 Ba Lo Ni 013 Ba
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2903 X300000-0 Ba Lo Ni Va 013 Ba

2905	X98A000-0	Ba Lo Ni Wa	025 Ba
2907	X236000-0	Ba Lo Ni	021 Ba
2908	X512000-0	Ba Ic Lo Ni	022 Ba
2909	X000000-0	As Ba Lo Ni	000 Ba
2925	X8C3000-0	Ba Fl Lo Ni	003 Ba
2934	X110000-0	Ba Lo Ni	022 Ba
2936	X9A7000-0	Ba Fl Lo Ni	024 Ba
2939	X54A000-0	Ba Lo Ni Wa	000 Ba
2940	X642000-0	Ba Lo Ni Po	002 Ba
3003	X645000-0	Ba Lo Ni	014 Ba
3004	X453000-0	Ba Lo Ni Po	003 Ba
3005	X798000-0	Ba Lo Ni	014 Ba
3006	X445000-0	Ba Lo Ni	003 Ba
3010	X341000-0	Ba Lo Ni Po	015 Ba
3012	X563000-0	Ba Lo Ni	003 Ba
3022	X100000-0	Ba Lo Ni Va	004 Ba
3024	X678000-0	Ba Lo Ni	004 Ba
3026	X639000-0	Ba Lo Ni	003 Ba
3029	X535000-0	Ba Lo Ni	004 Ba
3032	XA7A000-0	Ba Lo Ni Wa	000 Ba
3035	X202000-0	Ba Ic Lo Ni Va	024 Ba
3036	X779000-0	Ba Lo Ni	023 Ba
3037	XAE8000-0	Ba Fl Lo Ni	010 Ba
3038	X331000-0	Ba Lo Ni Po	023 Ba
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3111	X400000-0	Ba Lo Ni Va	003 Ba
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3128	X79A000-0	Ba Lo Ni Wa	003 Ba
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3205	X75A000-0	Ba Lo Ni Wa	002 Ba
3208	X220000-0	Ba De Lo Ni Po	014 Ba
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3231	X245000-0	Ba Lo Ni	000 Ba
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3236	X635000-0	Ba Lo Ni	023 Ba
3238	X794000-0	Ba Lo Ni	024 Ba
3240	X200000-0	Ba Lo Ni Va	005 Ba

Imperial explorers sitting the tundra, contemplating a large artefact of the Tanatelul on the low-gravity world of Calantha. The question: would disturbing this site lead to new knowledge, or shatter half the world? IISS artistic sketch made in 638 Imperial. **This graphic is titled "Sun City" © Sergey Skachkov. Visit his gallery at http://atris.cgsociety.org/gallery/619485/**

Starbreak Sector, 850 Imperial

Allegiances: Im = Third Imperium ● Ba = Barren

```
# Starbreak 850 Imp / Var Kirat
#
#--------1---------2---------3---------4---------5---------6---
#PlanetName    Loc. UPP Code    B   Notes          Z  PBG Al LRX *
#----------    ---- ---------   - ---------------  -  --- -- --- -
Winterworld    0102 X767000-0    Ba Lo Ni           003 Ba
Winchester     0108 X410000-0    Ba Lo Ni           013 Ba
Redemption     0110 X561000-0    Ba Lo Ni           003 Ba
Kaakhiskiki    0118 X230000-0    Ba De Lo Ni Po     002 Ba
Tradition      0136 X524000-0    Ba Lo Ni           004 Ba
Andecy         0138 X74A000-0    Ba Lo Ni Wa        024 Ba
Shelter        0201 X8B5000-0    Ba Fl Lo Ni        002 Ba
Wretched       0202 XS00000-0    Ba Lo Ni Va        011 Ba
Skyliner       0205 X59A000-0    Ba Lo Ni Wa        002 Ba
Shirelles      0206 X355000-0    Ba Lo Ni           004 Ba
Orgoglio       0208 X130000-0    Ba De Lo Ni Po     001 Ba
Zaaremug       0216 X200000-0    Ba Lo Ni Va        023 Ba
Twissa         0231 XAD9000-0    Ba Fl Lo Ni        000 Ba
Atlanta        0235 X64A000-0    Ba Lo Ni Wa        024 Ba
Shadow         0303 X678000-0    Ba Lo Ni           004 Ba
Chime          0304 X565000-0    Ba Lo Ni           003 Ba
Fontaine       0306 X363000-0    Ba Lo Ni           003 Ba
Orzabal        0311 X755000-0    Ba Lo Ni           004 Ba
Roundhead      0331 X8B5000-0    Ba Fl Lo Ni        003 Ba
```

Bensusan	0333	X323000-0	Ba Lo Ni Po	012 Ba
Sahara	0338	X240000-0	Ba De Lo Ni Po	002 Ba
Acroupa	0401	X533000-0	Ba Lo Ni Po	020 Ba
Garden	0402	X775000-0	Ba Lo Ni	003 Ba
Paregin	0407	X336000-0	Ba Lo Ni	010 Ba
Workfield	0409	X778000-0	Ba Lo Ni	022 Ba
Scorpion	0433	X5A0000-0	Ba De Lo Ni	004 Ba
Moonrise	0435	X527000-0	Ba Lo Ni	000 Ba
Chubu	0438	X341000-0	Ba Lo Ni Po	002 Ba
Titanic	0439	X88A000-0	Ba Lo Ni Wa	003 Ba
Montrose	0505	X150000-0	Ba De Lo Ni Po	005 Ba
Anasazi	0506	X531000-0	Ba Lo Ni Po	000 Ba
Seb	0507	X796000-0	Ba Lo Ni	004 Ba
Trantor	0510	X444000-0	Ba Lo Ni	010 Ba
Siigiizumi	0517	X534000-0	Ba Lo Ni	002 Ba
Alluvia	0532	X674000-0	Ba Lo Ni	013 Ba
Chin	0533	X200000-0	Ba Lo Ni Va	014 Ba
Immanuel	0534	X353000-0	Ba Lo Ni Po	002 Ba
Virtue	0535	X310000-0	Ba Lo Ni	022 Ba
Calantha	0538	X252000-0	Ba Lo Ni Po	002 Ba
Roland	0601	X363000-0	Ba Lo Ni	003 Ba
Oye Como	0605	X325000-0	Ba Lo Ni	004 Ba
Duchy	0609	X799000-0	Ba Lo Ni	024 Ba
Dusty	0610	X576000-0	Ba Lo Ni	004 Ba
Vapor Trails	0611	X432000-0	Ba Lo Ni Po	023 Ba
Omni	0630	X8A4000-0	Ba Fl Lo Ni	005 Ba
Paean	0633	X572000-0	Ba Lo Ni	004 Ba
Hearok	0701	X563000-0	Ba Lo Ni	022 Ba
Spiral	0702	X413000-0	Ba Ic Lo Ni	002 Ba
Slainte	0705	X656000-0	Ba Lo Ni	023 Ba
Ceskyi	0706	XA8A000-0	Ba Lo Ni Wa	013 Ba
Vintage	0707	X7B3000-0	Ba Fl Lo Ni	013 Ba
Edamar	0717	X66A000-0	Ba Lo Ni Wa	014 Ba
Khigkigugi	0722	X553000-0	Ba Lo Ni Po	035 Ba
Newsight	0730	X343000-0	Ba Lo Ni Po	003 Ba
Phong e	0734	X577000-0	Ba Lo Ni	004 Ba
Phong	0735	X894000-0	Ba Lo Ni	001 Ba
Fastball	0804	X200000-0	Ba Lo Ni Va	021 Ba
Leoin	0806	X738000-0	Ba Lo Ni	003 Ba
Nosso Nosso	0807	X66A000-0	Ba Lo Ni Wa	014 Ba
March	0831	X210000-0	Ba Lo Ni	023 Ba
Channelight	0836	X637000-0	Ba Lo Ni	024 Ba
Riskworld	0838	X593000-0	Ba Lo Ni	004 Ba
Cortana	0839	X222000-0	Ba Lo Ni Po	015 Ba
Opaque	0840	X7C1000-0	Ba Fl Lo Ni	003 Ba
Diaoran	0903	X837000-0	Ba Lo Ni	020 Ba
Starburst	0904	X8B5000-0	Ba Fl Lo Ni	004 Ba
Mu	0905	E886543-B	Ag Ni	304 Im
Kyu Sakamoto	0907	X7A1000-0	Ba Fl Lo Ni	003 Ba
Arikeshmundin	0918	X5A4000-0	Ba Fl Lo Ni	003 Ba
Degar	0920	XAF3000-0	Ba Fl Lo Ni	014 Ba
Bantal	0933	X886000-0	Ba Lo Ni	002 Ba
Arcoyali	0938	X548000-0	Ba Lo Ni	014 Ba

Ifield	1002	X000000-0	As Ba Lo Ni	001 Ba
Aqualine	1004	X9A6000-0	Ba Fl Lo Ni	024 Ba
Cianji	1005	D66658A-B	Ag Ni	203 Im
Hermit	1006	X000000-0	As Ba Lo Ni	000 Ba
Stallion	1012	X110000-0	Ba Lo Ni	024 Ba
Ashkige	1018	X433000-0	Ba Lo Ni Po	013 Ba
Khii Eshkhima	1021	X524000-0	Ba Lo Ni	024 Ba
Stake	1025	X485000-0	Ba Lo Ni	002 Ba
Ascension	1033	X422000-0	Ba Lo Ni Po	023 Ba
Smallfry	1039	X100000-0	Ba Lo Ni Va	014 Ba
Infected	1102	X729000-0	Ba Lo Ni	002 Ba
Red Route	1105	X595000-0	Ba Lo Ni	012 Ba
Horeste	1112	X577000-0	Ba Lo Ni	023 Ba
Webtle	1114	X445000-0	Ba Lo Ni	011 Ba
Enlugal	1118	C4865F7-B	Ag Ni	502 Im
Multituber	1134	XS00000-0	Ba Lo Ni Va	005 Ba
Azumanga	1135	X555000-0	Ba Lo Ni	005 Ba
Deadstar	1205	X796000-0	Ba Lo Ni	000 Ba
Pointer	1210	X200000-0	Ba Lo Ni Va	004 Ba
Irka Ir	1218	X573000-0	Ba Lo Ni	003 Ba
Itchy	1231	X350000-0	Ba De Lo Ni Po	014 Ba
Sword	1233	X699000-0	Ba Lo Ni	014 Ba
Castor	1237	X595000-0	Ba Lo Ni	003 Ba
Trup	1238	X100000-0	Ba Lo Ni Va	002 Ba
Donovan	1302	X663000-0	Ba Lo Ni	004 Ba
Orcana	1303	X64A000-0	Ba Lo Ni Wa	004 Ba
Silence	1309	X6A1000-0	Ba Fl Lo Ni	002 Ba
Olio	1310	X511000-0	Ba Ic Lo Ni	003 Ba
Ishimaga	1320	X7A7000-0	Ba Fl Lo Ni	003 Ba
Odonata	1331	X583000-0	Ba Lo Ni	003 Ba
Dreamdance	1332	X76A000-0	Ba Lo Ni Wa	004 Ba
Tinuviel	1334	X6A6000-0	Ba Fl Lo Ni	004 Ba
Pogon	1337	X523000-0	Ba Lo Ni Po	015 Ba
St Peter	1339	X455000-0	Ba Lo Ni	013 Ba
Inaosat	1401	XS00000-0	Ba Lo Ni Va	004 Ba
Floaters	1404	X240000-0	Ba De Lo Ni Po	005 Ba
Silver Orb	1408	X100000-0	Ba Lo Ni Va	003 Ba
Kikujiro	1424	X8A2000-0	Ba Fl Lo Ni	024 Ba
Botrytis	1425	X421000-0	Ba Lo Ni Po	013 Ba
Clarintine	1430	X251000-0	Ba Lo Ni Po	014 Ba
Calantha	1433	X7A1000-0	Ba Fl Lo Ni	024 Ba
Signal	1440	X302000-0	Ba Ic Lo Ni Va	002 Ba
Angelicus	1502	X404000-0	Ba Ic Lo Ni Va	005 Ba
Tuscany	1506	X452000-0	Ba Lo Ni Po	003 Ba
Rivington	1507	X210000-0	Ba Lo Ni	012 Ba
Robbin	1508	X797000-0	Ba Lo Ni	004 Ba
Vibrasphere	1509	X271000-0	Ba Lo Ni	001 Ba
Odyssey	1533	X541000-0	Ba Lo Ni Po	015 Ba
Fairyland	1535	X224000-0	Ba Lo Ni	000 Ba
Paean	1537	X535000-0	Ba Lo Ni	021 Ba
Nevicava	1601	X8B5000-0	Ba Fl Lo Ni	000 Ba
Bombay	1602	X7B0000-0	Ba De Lo Ni	013 Ba
Oktane	1606	X437000-0	Ba Lo Ni	013 Ba

Valiant	1617	C440575-B	De Ni Po	010 Im
Flame	1631	X442000-0	Ba Lo Ni Po	013 Ba
Gold	1634	X427000-0	Ba Lo Ni	003 Ba
Cinerea	1637	X510000-0	Ba Lo Ni	020 Ba
Ipinnae	1704	X73A000-0	Ba Lo Ni Wa	004 Ba
Flies	1705	X361000-0	Ba Lo Ni	005 Ba
Dusk	1706	X210000-0	Ba Lo Ni	004 Ba
Grace	1707	X000000-0	As Ba Lo Ni	024 Ba
Ranin	1708	X755000-0	Ba Lo Ni	004 Ba
Passportal	1712	XAA2000-0	Ba Fl Lo Ni	001 Ba
Dune	1713	E250525-0	De Ni Po	200 Im
Mostie	1717	X648000-0	Ba Lo Ni	004 Ba
Arcane	1731	X966000-0	Ba Lo Ni	003 Ba
Voices	1733	X534000-0	Ba Lo Ni	010 Ba
Opaque	1738	X437000-0	Ba Lo Ni	000 Ba
Naturalist	1802	X423000-0	Ba Lo Ni Po	014 Ba
Tension	1803	XAAA000-0	Ba Fl Lo Ni Wa	004 Ba
Sarde	1808	X555000-0	Ba Lo Ni	005 Ba
Mia	1810	X728000-0	Ba Lo Ni	022 Ba
Laoyle	1821	E665000-0	Ba Lo Ni	003 Ba
Bond	1824	X325000-0	Ba Lo Ni	003 Ba
Ilona	1836	X000000-0	As Ba Lo Ni	012 Ba
Jericho	1840	X525000-0	Ba Lo Ni	003 Ba
Samtara	1903	X565000-0	Ba Lo Ni	002 Ba
Comerwake	1904	X265000-0	Ba Lo Ni	003 Ba
Saigon	1906	X663000-0	Ba Lo Ni	000 Ba
Icecap	1912	X201000-0	Ba Ic Lo Ni Va	004 Ba
Fenmou	1918	E56549A-B	Ag Ni	323 Im
Tariri	1919	DA5A417-B	Ni Wa	813 Im
Kenya	1926	X779000-0	Ba Lo Ni	003 Ba
Enchanter	1932	X593000-0	Ba Lo Ni	003 Ba
Lhasa	1936	X8A3000-0	Ba Fl Lo Ni	004 Ba
Evermind	1937	X254000-0	Ba Lo Ni	003 Ba
Shadowlands	1939	X200000-0	Ba Lo Ni Va	001 Ba
Nadia	2002	X463000-0	Ba Lo Ni	003 Ba
Requiem	2003	X310000-0	Ba Lo Ni	012 Ba
Threshold	2004	X371000-0	Ba Lo Ni	024 Ba
Mist	2005	X795000-0	Ba Lo Ni	004 Ba
Kanno	2010	X554000-0	Ba Lo Ni	002 Ba
Detesina	2014	X5A0000-0	Ba De Lo Ni	013 Ba
Tanatelul	2018	E584452-B	Ag Ni	124 Im
Hoi Profa	2026	X8B5000-0	Ba Fl Lo Ni	004 Ba
Blackball	2031	X241000-0	Ba Lo Ni Po	013 Ba
Imaginatio	2037	X656000-0	Ba Lo Ni	013 Ba
Satori	2038	X95A000-0	Ba Lo Ni Wa	003 Ba
Dreamworld	2105	X665000-0	Ba Lo Ni	010 Ba
Tianik	2107	X578000-0	Ba Lo Ni	003 Ba
Quajora	2109	X8A5000-0	Ba Fl Lo Ni	002 Ba
Sylea	2116	D160553-B	De Ni	402 Im
Eessith	2121	X7C4000-0	Ba Fl Lo Ni	014 Ba
Tokitre	2124	X150000-0	Ba De Lo Ni Po	005 Ba
Exulation	2132	X654000-0	Ba Lo Ni	003 Ba
Sakuntala	2134	X659000-0	Ba Lo Ni	002 Ba

Aphelion	2138	X240000-0	Ba De Lo Ni Po	021 Ba
Detour	2202	X235000-0	Ba Lo Ni	003 Ba
Peiping	2203	X74A000-0	Ba Lo Ni Wa	013 Ba
St Anne	2205	X566000-0	Ba Lo Ni	013 Ba
Sysadmin	2206	X443000-0	Ba Lo Ni Po	003 Ba
Vieunia	2207	XA8A000-0	Ba Lo Ni Wa	000 Ba
Captivity	2210	X767000-0	Ba Lo Ni	003 Ba
Justince	2211	X99A000-0	Ba Lo Ni Wa	000 Ba
Tessa	2230	X100000-0	Ba Lo Ni Va	023 Ba
Ad Astra	2234	X442000-0	Ba Lo Ni Po	003 Ba
Worldfield	2301	X5A0000-0	Ba De Lo Ni	013 Ba
Nyman	2305	X538000-0	Ba Lo Ni	012 Ba
Penombra	2310	X545000-0	Ba Lo Ni	000 Ba
Cloudscape	2325	X888000-0	Ba Lo Ni	002 Ba
Morpheous	2334	XAB7000-0	Ba Fl Lo Ni	000 Ba
Interlude	2336	X838000-0	Ba Lo Ni	003 Ba
Zihuat	2406	X774000-0	Ba Lo Ni	004 Ba
Alkhalikoi	2407	X200000-0	Ba Lo Ni Va	002 Ba
Wsi	2408	X382000-0	Ba Lo Ni	010 Ba
Xaeyal	2419	X638000-0	Ba Lo Ni	005 Ba
Shibumi	2434	X466000-0	Ba Lo Ni	013 Ba
Berceuse	2438	X668000-0	Ba Lo Ni	012 Ba
Mons Argent	2507	X254000-0	Ba Lo Ni	020 Ba
Geronimo	2508	X52A000-0	Ba Lo Ni Wa	002 Ba
Enigma	2510	X310000-0	Ba Lo Ni	003 Ba
Ciothta	2514	X449000-0	Ba Lo Ni	003 Ba
Giygiri	2517	X8C3000-0	Ba Fl Lo Ni	000 Ba
Tikal	2524	X461000-0	Ba Lo Ni	004 Ba
Outerlimits	2532	X400000-0	Ba Lo Ni Va	000 Ba
Metheny	2538	X333000-0	Ba Lo Ni Po	000 Ba
Seeds	2539	X373000-0	Ba Lo Ni	000 Ba
Caccia	2540	X400000-0	Ba Lo Ni Va	004 Ba
Blackbone	2601	X9A6000-0	Ba Fl Lo Ni	020 Ba
Flandry	2602	X690000-0	Ba Lo Ni	020 Ba
Waves	2603	XA7A000-0	Ba Lo Ni Wa	013 Ba
Greenfield	2605	X777000-0	Ba Lo Ni	004 Ba
Zyomn	2606	XS00000-0	Ba Lo Ni Va	011 Ba
Yelloworld	2607	X856000-0	Ba Lo Ni	020 Ba
Blight	2608	X110000-0	Ba Lo Ni	014 Ba
Logan's Run	2610	X744000-0	Ba Lo Ni	004 Ba
Doumbek	2622	E769597-B	Ni	622 Im
Whitehorse	2632	X425000-0	Ba Lo Ni	004 Ba
Adoria	2633	X657000-0	Ba Lo Ni	010 Ba
Akcja	2635	X401000-0	Ba Ic Lo Ni Va	003 Ba
Lonely	2639	XS01000-0	Ba Ic Lo Ni Va	024 Ba
Shepherdmoon	2640	X8A6000-0	Ba Fl Lo Ni	024 Ba
Trapped	2701	X322000-0	Ba Lo Ni Po	020 Ba
Darren	2702	X476000-0	Ba Lo Ni	002 Ba
River	2703	X324000-0	Ba Lo Ni	000 Ba
Forest	2704	X646000-0	Ba Lo Ni	003 Ba
Hub	2719	D8945BB-B	Ag Ni	303 Im
Athens	2724	D584548-B	Ag Ni	700 Im
Nara	2725	X474000-0	Ba Lo Ni	024 Ba

Olympic	2728	X525000-0	Ba Lo Ni	000 Ba
Bakedcrust	2731	X558000-0	Ba Lo Ni	004 Ba
Basia	2733	X642000-0	Ba Lo Ni Po	014 Ba
Clemens	2734	X324000-0	Ba Lo Ni	023 Ba
Amber	2735	X767000-0	Ba Lo Ni	014 Ba
Deceit	2736	X200000-0	Ba Lo Ni Va	033 Ba
Status Quo	2737	X453000-0	Ba Lo Ni Po	003 Ba
Gloria	2802	X537000-0	Ba Lo Ni	002 Ba
Wonderland	2803	X89A000-0	Ba Lo Ni Wa	004 Ba
Daskomo	2804	X537000-0	Ba Lo Ni	024 Ba
Kosh	2805	X531000-0	Ba Lo Ni Po	002 Ba
Pling	2807	X999000-0	Ba Lo Ni	000 Ba
Risen	2808	X574000-0	Ba Lo Ni	014 Ba
Crent	2809	X442000-0	Ba Lo Ni Po	002 Ba
Worms	2818	X200000-0	Ba Lo Ni Va	004 Ba
Mondo	2826	X525000-0	Ba Lo Ni	011 Ba
Dejanews	2831	X553000-0	Ba Lo Ni Po	004 Ba
Obelisk	2833	X765000-0	Ba Lo Ni	013 Ba
Firefly	2840	X757000-0	Ba Lo Ni	002 Ba
Qwerty	2903	X300000-0	Ba Lo Ni Va	013 Ba
Pacifica	2905	X98A000-0	Ba Lo Ni Wa	025 Ba
Scouts' Rest	2907	X236000-0	Ba Lo Ni	021 Ba
Trin	2908	X512000-0	Ba Ic Lo Ni	022 Ba
Rocks	2909	X000000-0	As Ba Lo Ni	000 Ba
Klendathu	2925	X8C3000-0	Ba Fl Lo Ni	003 Ba
Query	2934	X110000-0	Ba Lo Ni	022 Ba
Seven Seas	2936	X9A7000-0	Ba Fl Lo Ni	024 Ba
Earthsea	2939	X54A000-0	Ba Lo Ni Wa	000 Ba
Touch	2940	X642000-0	Ba Lo Ni Po	002 Ba
Crova	3003	X645000-0	Ba Lo Ni	014 Ba
Dowry	3004	X453000-0	Ba Lo Ni Po	003 Ba
Proxy	3005	X798000-0	Ba Lo Ni	014 Ba
Moons	3006	X445000-0	Ba Lo Ni	003 Ba
Memento	3010	X341000-0	Ba Lo Ni Po	015 Ba
Pax Deorum	3012	E5634E8-B	Ni	103 Im
Kryminalni	3022	X100000-0	Ba Lo Ni Va	004 Ba
Ulaid	3024	X678000-0	Ba Lo Ni	004 Ba
Faunia	3026	X639000-0	Ba Lo Ni	003 Ba
Fleethome	3029	X535000-0	Ba Lo Ni	004 Ba
Bubbles	3032	XA7A000-0	Ba Lo Ni Wa	000 Ba
Zawada	3035	X202000-0	Ba Ic Lo Ni Va	024 Ba
Innocentia	3036	X779000-0	Ba Lo Ni	023 Ba
Liquid	3037	XAE8000-0	Ba Fl Lo Ni	010 Ba
Koyaanisqatsi	3038	X331000-0	Ba Lo Ni Po	023 Ba
Imperator	3105	X659000-0	Ba Lo Ni	012 Ba
Woodwind	3106	X8A4000-0	Ba Fl Lo Ni	003 Ba
Whiteheart	3107	X886000-0	Ba Lo Ni	004 Ba
Wracknruin	3110	X9A8000-0	Ba Fl Lo Ni	012 Ba
Gluirge	3111	X400000-0	Ba Lo Ni Va	003 Ba
Hobbit	3119	X210000-0	Ba Lo Ni	014 Ba
Rombi	3128	X79A000-0	Ba Lo Ni Wa	003 Ba
Paltrow	3134	X340000-0	Ba De Lo Ni Po	004 Ba
Musashiden	3136	X759000-0	Ba Lo Ni	003 Ba

Bluemarble	3205	X75A000-0	Ba Lo Ni Wa	002 Ba
Auxil	3208	X220000-0	Ba De Lo Ni Po	014 Ba
Brownfield	3209	X646000-0	Ba Lo Ni	010 Ba
Melusina	3231	X245000-0	Ba Lo Ni	000 Ba
Bluenote	3235	X428000-0	Ba Lo Ni	013 Ba
Yellowknife	3236	X635000-0	Ba Lo Ni	023 Ba
Crash	3238	X794000-0	Ba Lo Ni	024 Ba
Remembrance	3240	X200000-0	Ba Lo Ni Va	005 Ba

Starbreak Sector, 1400 Imperial

Allegiances: I1 = Imperial Cianji ● I3 = Ziru Sirkaa ● I4 = Holy Imperium ● Ar = Athenian Republic ● Na = Non-Aligned ● Ba = Barren

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# Starbreak 1400 Imp / Var Kirat
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#--------1---------2---------3---------4---------5---------6---
#PlanetName   Loc. UPP Code   B   Notes          Z  PBG Al LRX *
#----------   ---- ---------  - ---------------  -  --- -- --- -
Winterworld   0102 X767000-0    Ba Lo Ni            003 Ba
Winchester    0108 X410000-0    Ba Lo Ni            013 Ba
Redemption    0110 X561000-0    Ba Lo Ni            003 Ba
Kaakhiskiki   0118 X230000-0    Ba De Lo Ni Po      002 Ba
Tradition     0136 X524000-0    Ba Lo Ni            004 Ba
Andecy        0138 X74A000-0    Ba Lo Ni Wa         024 Ba
Shelter       0201 X8B5000-0    Ba Fl Lo Ni         002 Ba
Wretched      0202 XS00000-0    Ba Lo Ni Va         011 Ba
Skyliner      0205 X59A000-0    Ba Lo Ni Wa         002 Ba
Shirelles     0206 X355000-0    Ba Lo Ni            004 Ba
Orgoglio      0208 X130000-0    Ba De Lo Ni Po      001 Ba
Zaaremug      0216 X200000-0    Ba Lo Ni Va         023 Ba
Twissa        0231 XAD9000-0    Ba Fl Lo Ni         000 Ba
Atlanta       0235 X64A000-0    Ba Lo Ni Wa         024 Ba
Shadow        0303 D678331-6    Lo Ni               304 I1
Chime         0304 X565000-0    Ba Lo Ni            003 Ba
Fontaine      0306 X363000-0    Ba Lo Ni            003 Ba
Orzabal       0311 B755694-4    Ag Ni            B  104 Na
Roundhead     0331 X8B5000-0    Ba Fl Lo Ni         003 Ba
Bensusan      0333 X323000-0    Ba Lo Ni Po         012 Ba
Sahara        0338 X240000-0    Ba De Lo Ni Po      002 Ba
Acroupa       0401 B533655-9  A Na Ni Po         B  120 I1
Garden        0402 D775231-9    Lo Ni               303 I1
Paregin       0407 D336544-6    Ni                  310 I1
Workfield     0409 C778467-9    Lo Ni               422 I1
Scorpion      0433 X5A0000-0    Ba De Lo Ni         004 Ba
Moonrise      0435 X527000-0    Ba Lo Ni            000 Ba
Chubu         0438 X341000-0    Ba Lo Ni Po         002 Ba
Titanic       0439 X88A000-0    Ba Lo Ni Wa         003 Ba
Montrose      0505 C150202-6    De Lo Ni Po         405 I1
Anasazi       0506 D531456-9    Ni Po               700 I1
Seb           0507 X796200-9    Lo Ni               104 I1
Trantor       0510 B444543-A  S Ag Ni               110 I1
Siigiizumi    0517 X534000-0    Ba Lo Ni            502 Ba
Alluvia       0532 X674000-0    Ba Lo Ni            013 Ba
Chin          0533 X200000-0    Ba Lo Ni Va         014 Ba
Immanuel      0534 X353000-0    Ba Lo Ni Po         002 Ba
Virtue        0535 X310000-0    Ba Lo Ni            022 Ba
Calantha      0538 X252000-0    Ba Lo Ni Po         002 Ba
Roland        0601 C363565-9    Ni                  503 I1
Oye Como      0605 E325265-1    Lo Ni               304 I1
Duchy         0609 B799540-9    Ni                  124 I1
Dusty         0610 X576000-0    Ba Lo Ni            004 Ba
Vapor Trails  0611 X432000-0    Ba Lo Ni Po         023 Ba
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Omni	0630	X8A4000-0		Ba	Fl	Lo	Ni			005	Ba
Paean	0633	X572000-0		Ba	Lo	Ni				004	Ba
Hearok	0701	X563000-0		Ba	Lo	Ni				022	Ba
Spiral	0702	X413000-0		Ba	Ic	Lo	Ni			002	Ba
Slainte	0705	D656213-9		Lo	Ni					223	I1
Ceskyi	0706	DA8A575-8		Ni	Wa					413	I1
Vintage	0707	E7B311E-4		Fl	Lo	Ni				813	I1
Edamar	0717	X66A399-A		Lo	Ni	Wa				314	I3
Khigkigugi	0722	X553000-0		Ba	Lo	Ni	Po			035	Ba
Newsight	0730	X343000-0		Ba	Lo	Ni	Po			003	Ba
Phong e	0734	X577000-0		Ba	Lo	Ni				004	Ba
Phong	0735	X894000-0		Ba	Lo	Ni				001	Ba
Fastball	0804	E200211-9		Lo	Ni	Va				121	I1
Leoin	0806	E738578-9		Ni						703	I1
Nosso Nosso	0807	A66A679-A		Ni	Ri	Wa			B	514	I1
March	0831	X210000-0		Ba	Lo	Ni				023	Ba
Channelight	0836	X637000-0		Ba	Lo	Ni				024	Ba
Riskworld	0838	X593000-0		Ba	Lo	Ni				004	Ba
Cortana	0839	X222000-0		Ba	Lo	Ni	Po			015	Ba
Opaque	0840	X7C1000-0		Ba	Fl	Lo	Ni			003	Ba
Diaoran	0903	B8376BD-9	N	Ni					B	320	I1
Starburst	0904	X8B5145-6		Fl	Lo	Ni				214	I1
Mu	0905	E886001-3		Lo	Ni					504	I1
Kyu Sakamoto	0907	E7A1250-3		Fl	Lo	Ni				303	I1
Arikeshmundin	0918	E5A4162-4		Fl	Lo	Ni				103	I3
Degar	0920	CAF3136-B	N	Fl	Lo	Ni				314	I3
Bantal	0933	X886000-0		Ba	Lo	Ni				002	Ba
Arcoyali	0938	X548000-0		Ba	Lo	Ni				014	Ba
Ifield	1002	X000000-0		As	Ba	Lo	Ni			601	I1
Aqualine	1004	E9A6011-7		Fl	Lo	Ni				724	I1
Cianji	1005	A666878-A	A	Ri	Cp				A	303	I1
Hermit	1006	B000458-9	N	As	Ni					600	I1
Salvation	1012	E110233-9		Lo	Ni					724	I1
Ashkige	1018	E433169-8	S	Lo	Ni	Po				513	I3
Khii Eshkhima	1021	C524345-5		Lo	Ni					124	I3
Stake	1025	C485402-A		Ni						102	Ar
Ascension	1033	X422000-0		Ba	Lo	Ni	Po			223	Ba
Smallfry	1039	X100000-0		Ba	Lo	Ni	Va			014	Ba
Infected	1102	D729302-4	S	Lo	Ni					802	I1
Red Route	1105	B595555-9		Ag	Ni					312	I1
Curiosity	1112	C57738A-5		Lo	Ni					323	I1
Dieinplace	1114	D445346-9		Lo	Ni					111	I1
Enlugal	1118	B48687C-B	N	Ri	Cp				A	202	I3
Multituber	1134	XS00000-0		Ba	Lo	Ni	Va			005	Ba
Azumanga	1135	X555000-0		Ba	Lo	Ni				003	Ba
Deadstar	1205	X796000-6		Ba	Lo	Ni				100	I1
Pointer	1210	X200110-7		Lo	Ni	Va				304	I1
Irka Ir	1218	E573254-6		Lo	Ni					203	I3
Itchy	1231	X350000-0		Ba	De	Lo	Ni	Po		014	Ba
Sword	1233	X699000-0		Ba	Lo	Ni				014	Ba
Castor	1237	X595000-0		Ba	Lo	Ni				003	Ba
Trup	1238	X100000-0		Ba	Lo	Ni	Va			002	Ba
Donovan	1302	E663112-2		Lo	Ni					104	I1

Orcana	1303	X64A100-4		Lo	Ni	Wa				604	I1
Silence	1309	X6A1000-5		Ba	Fl	Lo	Ni			202	I1
Olio	1310	E511242-9	S	Ic	Lo	Ni				103	I1
Ishimaga	1320	E7A7000-2		Ba	Fl	Lo	Ni			303	I3
Odonata	1331	X583000-0		Ba	Lo	Ni				003	Ba
Dreamdance	1332	X76A000-0		Ba	Lo	Ni	Wa			004	Ba
Tinuviel	1334	X6A6000-0		Ba	Fl	Lo	Ni			004	Ba
Pogon	1337	X523000-0		Ba	Lo	Ni	Po			015	Ba
St Peter	1339	X455000-0		Ba	Lo	Ni				013	Ba
Inaosat	1401	XS00000-0		Ba	Lo	Ni	Va			604	Ba
Floaters	1404	C240334-9		De	Lo	Ni	Po			105	I1
Silver Orb	1408	X100000-0		Ba	Lo	Ni	Va			203	Ba
Kikujiro	1424	E8A2210-8		Fl	Lo	Ni				224	Ar
Botrytis	1425	E421363-A		Lo	Ni	Po				213	Ar
Clarintine	1430	X251000-0		Ba	Lo	Ni	Po			014	Ba
Calantha	1433	X7A1000-0		Ba	Fl	Lo	Ni			024	Ba
Signal	1440	X302000-0		Ba	Ic	Lo	Ni	Va		002	Ba
Angelicus	1502	X404000-0	S	Ba	Ic	Lo	Ni	Va		005	I1
Tuscany	1506	C452356-9		Lo	Ni	Po				403	I1
Rivington	1507	X210000-0		Ba	Lo	Ni				012	Ba
Robbin	1508	E797112-3		Lo	Ni					404	I1
Vibrasphere	1509	X271142-8		Lo	Ni					201	I1
Odyssey	1533	X541000-0		Ba	Lo	Ni	Po			015	Ba
Fairyland	1535	X224000-0		Ba	Lo	Ni				000	Ba
Paean	1537	X535000-0		Ba	Lo	Ni				021	Ba
Nevicava	1601	X8B5000-8		Ba	Fl	Lo	Ni			000	Ba
Bombay	1602	X7B0000-0		Ba	De	Lo	Ni			013	Ba
Oktane	1606	C437586-9		Ni						313	I1
Dikaai	1617	E440011-1		De	Lo	Ni	Po			210	I4
Flame	1631	X442000-0		Ba	Lo	Ni	Po			013	Ba
Gold	1634	X427000-0		Ba	Lo	Ni				003	Ba
Cinerea	1637	X510000-0		Ba	Lo	Ni				020	Ba
Ipinnae	1704	A73A487-9		Ni	Wa					504	I1
Flies	1705	C36158A-9		Ni						105	I1
Dusk	1706	X210000-0		Ba	Lo	Ni				004	Ba
Grace	1707	E000416-9		As	Ni					224	I1
Ranin	1708	D755577-9		Ag	Ni					104	I1
Passportal	1712	XAA2000-0		Ba	Fl	Lo	Ni			001	Ba
Dune	1713	A270777-A	N	De	Ri				B	200	Na
Anton	1717	E648113-0		Lo	Ni					304	I4
Arcane	1731	X966000-0		Ba	Lo	Ni				003	Ba
Voices	1733	X534000-0		Ba	Lo	Ni				010	Ba
Opaque	1738	X437000-0		Ba	Lo	Ni				000	Ba
Naturalist	1802	B423436-9		Ni	Po					414	I1
Tension	1803	XAAA134-9		Fl	Lo	Ni	Wa			604	I1
Sarde	1808	C555367-8	S	Lo	Ni					505	I1
Mia	1810	X728000-0		Ba	Lo	Ni				022	Ba
Laoyle	1821	E665631-2		Ag	Ni				B	103	I4
Bond	1824	D32549B-A		Ni						403	Ar
Ilona	1836	X000000-0		As	Ba	Lo	Ni			012	Ba
Jericho	1840	X525000-0		Ba	Lo	Ni				003	Ba
Samtara	1903	B565648-A	N	Ag	Ni	Ri			B	102	I1
Comerwake	1904	C265557-9		Ag	Ni					303	I1

Saigon	1906	C663544-9			Ni							400	I1
Icecap	1912	X201234-1			Ic	Ni	Va					104	I1
Fenmou	1918	D565321-8			Lo	Ni						323	I4
Tariri	1919	DA5A357-B		S	Lo	Ni	Wa					413	I4
Kenya	1926	E779200-5			Lo	Ni						403	Ar
Enchanter	1932	X593000-0			Ba	Lo	Ni					003	Ba
Lhasa	1936	X8A3000-0			Ba	Fl	Lo	Ni				004	Ba
Evermind	1937	X254000-0			Ba	Lo	Ni					003	Ba
Shadowlands	1939	X200000-0			Ba	Lo	Ni	Va				001	Ba
Nadia	2002	D463231-9			Lo	Ni						203	I1
Requiem	2003	X310000-0			Ba	Lo	Ni					012	Ba
Threshold	2004	X371224-8			Lo	Ni						924	I1
Mist	2005	D795551-7		S	Ag	Ni						204	I1
Kanno	2010	B554434-9			Ni							102	I1
Detesina	2014	E5A0112-9			De	Lo	Ni					213	I4
Tanatelul	2018	B584457-9			Ni							324	I4
Hoi Profa	2026	X8B5000-0			Ba	Fl	Lo	Ni				604	Ar
Blackball	2031	X241000-0			Ba	Lo	Ni	Po				013	Ba
Imaginatio	2037	X656000-0			Ba	Lo	Ni					013	Ba
Satori	2038	X95A000-0			Ba	Lo	Ni	Wa				003	Ba
Dreamworld	2105	C665234-7			Lo	Ni						310	I1
Tianik	2107	D578557-6			Ag	Ni						403	I1
Quajora	2109	B8A5545-A		N	Fl	Ni						702	I1
Sylea	2116	B1608EE-B		A	De	Cp					A	402	I4
Eessith	2121	D7C4110-2			Fl	Lo	Ni					114	I4
Tokitre	2124	C15059B-9			De	Ni	Po					105	Ar
Exulation	2132	X654000-0			Ba	Lo	Ni					003	Ba
Sakuntala	2134	X659000-0			Ba	Lo	Ni					002	Ba
Aphelion	2138	X240000-0			Ba	De	Lo	Ni	Po			021	Ba
Detour	2202	X235000-0			Ba	Lo	Ni					003	Ba
Peiping	2203	X74A000-0			Ba	Lo	Ni	Wa				013	Ba
St Anne	2205	C566452-5			Ni							113	I1
Sysadmin	2206	D44339B-9			Lo	Ni	Po					303	I1
Vieunia	2207	BA8A65A-A		A	Ni	Ri	Wa				B	200	I1
Captivity	2210	X767343-0			Lo	Ni						503	I1
Justince	2211	A99A658-B		N	Ni	Wa					B	800	Na
Tessa	2230	X100000-0			Ba	Lo	Ni	Va				023	Ba
Ad Astra	2234	X442000-0			Ba	Lo	Ni	Po				003	Ba
Worldfield	2301	X5A0000-0			Ba	De	Lo	Ni				013	Ba
Nyman	2305	X538202-3			Lo	Ni						112	I1
Penombra	2310	X545001-0			Lo	Ni						600	I1
Cloudscape	2325	E888440-5			Ni							302	Ar
Morpheous	2334	XAB7000-0			Ba	Fl	Lo	Ni				000	Ba
Interlude	2336	X838000-0			Ba	Lo	Ni					003	Ba
Zihuat	2406	C774345-9			Lo	Ni						304	I1
Alkhalikoi	2407	X200010-3			Lo	Ni	Va					302	I1
Wsi	2408	A382777-A		N	Ri						B	210	I1
Xaeyal	2419	D638365-9		S	Lo	Ni						605	I4
Shibumi	2434	X466000-0			Ba	Lo	Ni					013	Ba
Berceuse	2438	X668000-0			Ba	Lo	Ni					012	Ba
Mons Argent	2507	C254486-9		S	Ni							120	I1
Geronimo	2508	X52A000-0			Ba	Lo	Ni	Wa				002	Ba
Enigma	2510	C310469-9			Ni							703	I1

Ciothta	2514	D449012-3		Lo	Ni							503	I4
Giygiri	2517	D8C3310-A		Fl	Lo	Ni						300	I4
Tikal	2524	B461488-B		Ni								704	Ar
Outerlimits	2532	X400000-0		Ba	Lo	Ni	Va					000	Ba
Metheny	2538	X333000-0		Ba	Lo	Ni	Po					000	Ba
Seeds	2539	X373000-0		Ba	Lo	Ni						000	Ba
Caccia	2540	X400000-0		Ba	Lo	Ni	Va					004	Ba
Blackbone	2601	X9A6000-0		Ba	Fl	Lo	Ni					020	Ba
Flandry	2602	B69A696-8	S	Ni	Wa						B	720	I1
Waves	2603	XA7A000-0		Ba	Lo	Ni	Wa					213	I1
Greenfield	2605	D777435-6		Ni								404	I1
Zyomn	2606	XS00020-9		Lo	Ni	Va						111	I1
Yelloworld	2607	B856576-9	N	Ag	Ni							420	I1
Blight	2608	X110010-1		Lo	Ni							114	I1
Logan's Run	2610	D744322-2		Lo	Ni							104	I1
Doumbek	2622	D769426-7		Ni								322	Ar
Whitehorse	2632	X425000-0		Ba	Lo	Ni						004	Ba
Adoria	2633	X657000-0		Ba	Lo	Ni						010	Ba
Akcja	2635	X401000-0		Ba	Ic	Lo	Ni	Va				003	Ba
Lonely	2639	XS01000-0		Ba	Ic	Lo	Ni	Va				024	Ba
Shepherdmoon	2640	X8A6000-0		Ba	Fl	Lo	Ni					024	Ba
Trapped	2701	X322000-0		Ba	Lo	Ni	Po					020	Ba
Darren	2702	X476000-0		Ba	Lo	Ni						002	Ba
River	2703	E324368-9		Lo	Ni							100	I1
Forest	2704	X646000-0		Ba	Lo	Ni						003	Ba
Hub	2719	C8947B6-A	N	Ag							B	103	Ar
Athens	2724	A584849-D	A	Ri	Cp						A	400	Ar
Nara	2725	E474300-0		Lo	Ni							224	Ar
Olympic	2728	B525445-B		Ni								400	Ar
Bakedcrust	2731	X558000-0		Ba	Lo	Ni						004	Ba
Basia	2733	X642000-0		Ba	Lo	Ni	Po					014	Ba
Clemens	2734	X324000-0		Ba	Lo	Ni						023	Ba
Amber	2735	X767000-0		Ba	Lo	Ni						014	Ba
Deceit	2736	X200000-0		Ba	Lo	Ni	Va					033	Ba
Status Quo	2737	X453000-0		Ba	Lo	Ni	Po					003	Ba
Gloria	2802	X537000-0		Ba	Lo	Ni						002	Ba
Wonderland	2803	X89A000-0		Ba	Lo	Ni	Wa					004	Ba
Daskomo	2804	C53745A-9		Ni								524	I1
Kosh	2805	C531553-8		Ni	Po							802	I1
Pling	2807	X999000-0		Ba	Lo	Ni						000	Ba
Risen	2808	X574000-0		Ba	Lo	Ni						014	Ba
Crent	2809	C442520-9	N	Ni	Po							302	I1
Worms	2818	D200225-9		Lo	Ni	Va						204	Ar
Mondo	2826	C525316-A	S	Lo	Ni							411	Ar
Dejanews	2831	X553000-0		Ba	Lo	Ni	Po					004	Ba
Obelisk	2833	X765000-0		Ba	Lo	Ni						013	Ba
Firefly	2840	X757000-0		Ba	Lo	Ni						002	Ba
Qwerty	2903	X300000-0		Ba	Lo	Ni	Va					013	Ba
Pacifica	2905	C98A453-7		Ni	Wa							325	I1
Scouts' Rest	2907	C236335-9	S	Lo	Ni							121	I1
Trin	2908	X512000-0		Ba	Ic	Lo	Ni					022	Ba
Rocks	2909	X000000-0		As	Ba	Lo	Ni					000	Ba
Klendathu	2925	X8C3110-2		Fl	Lo	Ni						303	Ar

Query	2934	X110000-0			Ba	Lo	Ni					022	Ba
Seven Seas	2936	X9A7000-0			Ba	Fl	Lo	Ni				024	Ba
Earthsea	2939	X54A000-0			Ba	Lo	Ni	Wa				000	Ba
Touch	2940	X642000-0			Ba	Lo	Ni	Po				002	Ba
Crova	3003	X645000-0			Ba	Lo	Ni					014	Ba
Dowry	3004	X453000-0			Ba	Lo	Ni	Po				003	Ba
Proxy	3005	X798000-0			Ba	Lo	Ni					014	Ba
Moons	3006	E445365-4			Lo	Ni						103	I1
Memento	3010	X341000-0			Ba	Lo	Ni	Po				015	Ba
Pax Deorum	3012	B563652-9		S	Ni	Ri					B	103	I1
Kryminalni	3022	X100000-0			Ba	Lo	Ni	Va				304	Ar
Ulaid	3024	D678302-6			Lo	Ni						104	Ar
Faunia	3026	D639343-8			Lo	Ni						503	Ar
Fleethome	3029	C535466-A		N	Ni							104	Ar
Bubbles	3032	XA7A000-0			Ba	Lo	Ni	Wa				000	Ba
Zawada	3035	X202000-0			Ba	Ic	Lo	Ni	Va			024	Ba
Innocentia	3036	X779000-0			Ba	Lo	Ni					023	Ba
Liquid	3037	XAE8000-0			Ba	Fl	Lo	Ni				010	Ba
Koyaanisqatsi	3038	X331000-0			Ba	Lo	Ni	Po				023	Ba
Imperator	3105	C659330-5			Lo	Ni						412	I1
Woodwind	3106	X8A4000-0			Ba	Fl	Lo	Ni				003	Ba
Whiteheart	3107	B8866D9-9		N	Ag	Ni					B	104	I1
Wracknruin	3110	X9A8000-0			Ba	Fl	Lo	Ni				012	Ba
Gluirge	3111	X400000-0			Ba	Lo	Ni	Va				003	Ba
Hobbit	3119	E210112-4			Lo	Ni						514	Ar
Rombi	3128	E79A020-5			Lo	Ni	Wa					703	Ar
Paltrow	3134	X340000-0			Ba	De	Lo	Ni	Po			004	Ba
Musashiden	3136	X759000-0			Ba	Lo	Ni					003	Ba
Bluemarble	3205	E75A555-6			Ni	Wa						402	I1
Auxil	3208	X220000-0			Ba	De	Lo	Ni	Po			014	Ba
Brownfield	3209	X646000-0			Ba	Lo	Ni					010	Ba
Melusina	3231	X245000-0			Ba	Lo	Ni					000	Ba
Bluenote	3235	X428000-0			Ba	Lo	Ni					013	Ba
Yellowknife	3236	X635000-0			Ba	Lo	Ni					023	Ba
Crash	3238	X794000-0			Ba	Lo	Ni					024	Ba
Remembrance	3240	X200000-0			Ba	Lo	Ni	Va				005	Ba

Starbreak Sector, 1500 Imperial

Allegiances: I1 = Imperial Cianji ● Ic = CIanji Client State ● I2 = Reborn Imperium ● I3 = Ziru Sirkaa ● I4 = Holy Imperium ● Nf = Noble Federation ● Dr = DIltov Republic ● Na = Non-Aligned ● Ba = Barren

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# Starbreak / Var Kirat
#
#--------1---------2---------3---------4---------5---------6---
#PlanetName   Loc. UPP Code   B   Notes          Z  PBG Al LRX *
#----------   ---- ---------  - ---------------  -  --- -- --- -
Winterworld   0102 X767161-4  S Lo Ni              303 I1
Winchester    0108 X410000-0    Ba Lo Ni           013 Ba
Redemption    0110 X561000-0    Ba Lo Ni           003 Ba
Kaakhiskiki   0118 X230000-0    Ba De Lo Ni Po     002 Ba
Tradition     0136 X524000-0    Ba Lo Ni           004 Ba
Andecy        0138 X74A000-0    Ba Lo Ni Wa        024 Ba
Shelter       0201 X8B5000-0    Ba Fl Lo Ni        002 Ba
Wretched      0202 XS00000-0    Ba Lo Ni Va        011 Ba
Skyliner      0205 C59A379-A    Lo Ni Wa           402 I1
Shirelles     0206 E355375-7    Lo Ni              704 I1
Orgoglio      0208 E130335-8    De Lo Ni Po        201 I1
Zaaremug      0216 X200000-0    Ba Lo Ni Va        023 Ba
Twissa        0231 XAD9000-0    Ba Fl Lo Ni        000 Ba
Atlanta       0235 X64A000-0    Ba Lo Ni Wa        024 Ba
Shadow        0303 E678431-4    Ni                 204 I1
Chime         0304 E565354-3    Lo Ni              203 I1
Fontaine      0306 D363202-A    Lo Ni              603 I1
Orzabal       0311 C755695-3    Ag Ni           B  304 Na
Roundhead     0331 X8B5000-0    Ba Fl Lo Ni        003 Ba
Bensusan      0333 X323000-0    Ba Lo Ni Po        012 Ba
Sahara        0338 X240000-0    Ba De Lo Ni Po     002 Ba
Acroupa       0401 D553683-4    Ni Po           B  220 I1
Garden        0402 X775000-0    Ba Lo Ni           003 Ba
Paregin       0407 D336544-7    Ni                 410 I1
Workfield     0409 A778376-A    Lo Ni              722 Na
Scorpion      0433 X5A0000-0    Ba De Lo Ni        004 Ba
Moonrise      0435 X527000-0    Ba Lo Ni           000 Ba
Chubu         0438 X341000-0    Ba Lo Ni Po        002 Ba
Titanic       0439 X88A000-0    Ba Lo Ni Wa        003 Ba
Montrose      0505 C150434-A  S De Ni Po           205 I1
Anasazi       0506 D531477-B    Ni Po              400 I1
Seb           0507 C796312-9    Lo Ni              104 I1
Trantor       0510 A444543-B    Ag Ni              510 Na
Siigiizumi    0517 X534124-2    Lo Ni              502 I3
Alluvia       0532 X674000-0    Ba Lo Ni           013 Ba
Chin          0533 X200000-0    Ba Lo Ni Va        014 Ba
Immanuel      0534 X353000-0    Ba Lo Ni Po        002 Ba
Virtue        0535 X310000-0    Ba Lo Ni           022 Ba
Calantha      0538 X252000-0    Ba Lo Ni Po        002 Ba
Roland        0601 D363441-3    Ni                 503 I1
Oye Como      0605 E325138-A    Lo Ni              104 I1
Duchy         0609 B799642-A    Ni              B  324 Na
Dusty         0610 E576134-4    Lo Ni              604 Na
Questions     0611 A432444-B    Ni Po              723 Na
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Omni	0630	X8A4000-0		Ba	Fl	Lo	Ni			005	Ba
Paean	0633	X572000-0		Ba	Lo	Ni				004	Ba
Bubbles	0701	C563353-5	S	Lo	Ni					322	I1
Spiral	0702	X413000-0		Ba	Ic	Lo	Ni			002	Ba
Slainte	0705	B656440-A		Ni						323	I1
Ceskyi	0706	EA8A676-5		Ni	Ri	Wa			B	113	I1
Vintage	0707	X7B311E-9		Fl	Lo	Ni				813	I1
Edamar	0717	C66A499-A		Ni	Wa					114	I3
Lugikad	0722	D553362-7	S	Lo	Ni	Po				135	I3
Newsight	0730	X343000-0		Ba	Lo	Ni	Po			003	Ba
Phong e	0734	X577000-0		Ba	Lo	Ni				004	Ba
Phong	0735	X894000-0		Ba	Lo	Ni				001	Ba
Fastball	0804	C200551-A		Ni	Va					121	I1
Leoin	0806	C758674-9		Ag	Ni				B	203	I1
Nosso Nosso	0807	A66A245-A		Lo	Ni	Wa				614	I1
Unity	0831	E210212-5		Lo	Ni					123	Nf
Channelight	0836	X637000-0		Ba	Lo	Ni				024	Ba
Riskworld	0838	X593000-0		Ba	Lo	Ni				004	Ba
Cortana	0839	X222000-0		Ba	Lo	Ni	Po			015	Ba
Opaque	0840	X7C1000-0		Ba	Fl	Lo	Ni			003	Ba
Diaoran	0903	B8577BD-8		Ag					B	220	I1
Starburst	0904	E8B5273-A		Fl	Lo	Ni				414	I1
Mu	0905	E886001-A		Lo	Ni					504	I1
Kyu Sakamoto	0907	E7A1250-4		Fl	Lo	Ni				203	I1
Arikeshmundin	0918	D5A4263-6	S	Fl	Lo	Ni				703	I3
Degar	0920	CAF3136-B	N	Fl	Lo	Ni				314	I3
Avalon	0933	C886674-8		Ag	Ni	Ri			B	302	Nf
Arcoyali	0938	X548000-0		Ba	Lo	Ni				014	Ba
Ifield	1002	X000000-B		As	Ba	Lo	Ni			301	I1
Aqualine	1004	E9A6002-A		Fl	Lo	Ni				724	I1
Cianji	1005	A66687B-A	A	Ri	Cp				A	603	I1
Hermit	1006	A000469-A	S	As	Ni					200	I1
Salvation	1012	E110233-A		Lo	Ni					724	I1
Ashkige	1018	D433213-6		Lo	Ni	Po				113	I3
Khii Eshkhima	1021	C524345-5		Lo	Ni					124	I3
Stake	1025	C48545A-9		Ni						102	Na
Crown	1033	C422101-8		Lo	Ni	Po				223	Nf
Smallfry	1039	X100000-0		Ba	Lo	Ni	Va			014	Ba
Infected	1102	D7294AA-9	S	Ni						502	I1
Red Route	1105	B595455-9		Ni						312	I1
Curiosity	1112	C57738A-5		Lo	Ni					323	I1
Dieinplace	1114	D445346-A		Lo	Ni					111	I1
Enlugal	1118	A48687B-B	N	Ri	Cp				A	302	I3
Truth	1134	BS00345-A	A	Lo	Ni	Va				305	Nf
Deadstar	1205	C796221-9		Lo	Ni					500	I1
Pointer	1210	X200346-B		Lo	Ni	Va				104	I1
Irka Ir	1218	D573345-4		Lo	Ni					403	I3
Orb	1231	B350455-8		De	Ni	Po				414	Nf
Sword	1233	C699371-9		Lo	Ni					914	Nf
Castor	1237	X595000-0		Ba	Lo	Ni				003	Ba
Trup	1238	X100000-0		Ba	Lo	Ni	Va			002	Ba
Donovan	1302	D66336A-7		Lo	Ni					304	I1
Orcana	1303	X64A000-0		Ba	Lo	Ni	Wa			004	Ba

Silence	1309	E6A1221-8		Fl	Lo	Ni					102	I1
Olio	1310	D511333-A	S	Ic	Lo	Ni					203	I1
Ishimaga	1320	E7A7000-2		Ba	Fl	Lo	Ni				303	I3
Throne	1331	X583113-2		Lo	Ni						303	Nf
Anointed	1332	E76A012-5		Lo	Ni	Wa					504	Nf
Regal	1334	A6A6010-A		Fl	Lo	Ni	Cp				104	Nf
Pogon	1337	X523000-0		Ba	Lo	Ni	Po				015	Ba
St Peter	1339	X455000-0		Ba	Lo	Ni					013	Ba
Inaosat	1401	DS00055-B		Lo	Ni	Va					604	I1
Floaters	1404	C240334-A	S	De	Lo	Ni	Po				605	I1
Silver Orb	1408	E100378-8		Lo	Ni	Va					203	I2
Kikujiro	1424	D8A2100-B		Fl	Lo	Ni					224	Na
Amethystium	1425	ER044BC-8		Ic	Ni	Va					313	Na
Sceptre	1430	C251412-5	S	Ni	Po						114	Nf
Righteousness	1433	D7A1321-3	S	Fl	Lo	Ni					124	Nf
Signal	1440	X302000-0		Ba	Ic	Lo	Ni	Va			002	Ba
Angelicus	1502	D404142-7	S	Ic	Lo	Ni	Va				305	I2
Tuscany	1506	D452124-8		Lo	Ni	Po					203	I2
Rivington	1507	E210122-8		Lo	Ni						712	I2
Robbin	1508	E797321-B		Lo	Ni						104	I2
Vibrasphere	1509	X271330-0		Lo	Ni						601	I1
Honour	1533	B541331-A		Lo	Ni	Po					615	Nf
Robes	1535	C224131-6		Lo	Ni						200	Dr
Justice	1537	C535474-6		Ni							421	Nf
Nevicava	1601	E8B5000-8		Ba	Fl	Lo	Ni				600	I2
Bombay	1602	D7B0012-4		De	Lo	Ni					513	I1
Oktane	1606	C437376-8	S	Lo	Ni						213	I1
Dikaai	1617	E440232-8		De	Lo	Ni	Po				210	I4
Flame	1631	C442478-5	S	Ni	Po						413	Nf
Gold	1634	B427374-A		Lo	Ni						303	Nf
Noble	1637	D510334-5	S	Lo	Ni						220	Dr
Ipinnae	1704	A73A587-A		Ni	Wa						104	I2
Constantinopl	1705	E361000-7		Ba	Lo	Ni					305	I2
Dusk	1706	E210379-6		Lo	Ni						204	I2
Grace	1707	X000265-A		As	Lo	Ni					624	I1
Ranin	1708	D755477-4		Ni							104	I1
Passportal	1712	DAA2265-8	A	Fl	Lo	Ni					201	I2
Dune	1713	A260777-A	N	De	Ri					B	600	Na
Anton	1717	D648312-2		Lo	Ni						604	I4
Glory	1731	D966200-3		Lo	Ni						303	Nf
Tranquility	1733	B534333-A	S	Lo	Ni						610	Nf
Chalcedon	1738	B437487-9		Ni							300	Dr
Bitterend	1802	C423335-6		Lo	Ni	Po					314	I2
Tension	1803	EAAA225-B		Fl	Lo	Ni	Wa				104	I2
Sarde	1808	C555366-6	A	Lo	Ni						605	I2
Mia	1810	C728310-7		Lo	Ni						222	I2
Laoyle	1821	E665531-4		Ag	Ni						603	I4
Bond	1824	C32549B-A		Ni							703	Na
Exile	1836	C000231-A		As	Lo	Ni					212	Dr
Jericho	1840	X525000-0		Ba	Lo	Ni					003	Ba
Samtara	1903	C565647-A		Ag	Ni	Ri				B	102	I2
Comerwake	1904	B265669-A	N	Ag	Ni	Ri				B	503	I2
Saigon	1906	D663102-B		Lo	Ni						200	I2

Icecap	1912	E201466-4		Ic	Ni	Va				104	I2
Fenmou	1918	D565220-7		Lo	Ni					623	I4
Tariri	1919	CA5A457-B	N	Ni	Wa					113	I4
Kenya	1926	E779310-7		Lo	Ni					103	Na
Liege	1932	A593451-A	A	Ni						103	Dr
Adama	1936	C8A3332-A		Fl	Lo	Ni				404	Dr
Moscow	1937	A254575-A		Ag	Ni					303	Dr
Jerusalem	1939	B200001-A		Lo	Ni	Va				801	Dr
Nadia	2002	C463230-9	S	Lo	Ni					103	I2
Requiem	2003	D310146-6		Lo	Ni					212	I2
Threshold	2004	E371324-8		Lo	Ni					324	I2
Mist	2005	B795551-7		Ag	Ni					604	I2
Kanno	2010	B554434-9		Ni						302	I2
Detesina	2014	E5A0041-4		De	Lo	Ni				313	I4
Tanatelul	2018	C584311-4		Lo	Ni					124	I4
Hoi Profa	2026	C8B5010-B		Fl	Lo	Ni				204	Na
Blackball	2031	X241584-2		Ni	Po					513	Dr
Roma	2037	E656543-4		Ag	Ni					513	Dr
Providence	2038	C95A000-A	S	Ba	Lo	Ni	Wa			703	Dr
Dreamworld	2105	C665346-5		Lo	Ni					610	I2
Tianik	2107	D578567-3	S	Ag	Ni					103	I2
Quajora	2109	C8A5645-B	N	Fl	Ni				B	102	Ic
Sylea	2116	C1608EC-B	A	De	Cp				A	602	I4
Eessith	2121	C7C4252-B		Fl	Lo	Ni				614	I4
Tokitre	2124	B15058A-A	S	De	Ni	Po				205	Na
Pauline	2132	C654475-8	S	Ni						503	Dr
Sinai	2134	E659121-7		Lo	Ni					202	Dr
Geneva	2138	B240523-A		De	Ni	Po	Cp			421	Dr
Detour	2202	D235357-B	S	Lo	Ni					203	I2
Peiping	2203	X74A000-0		Ba	Lo	Ni	Wa			013	Ba
St Anne	2205	C566362-4		Lo	Ni					213	I2
Sysadmin	2206	E44338A-8		Lo	Ni	Po				103	I2
Vieunia	2207	BA8A678-A	N	Ni	Ri	Wa			B	200	I2
Captivity	2210	X767444-2		Ni						203	I2
Justince	2211	B99A65C-A	N	Ni	Wa				B	400	Na
Lost	2230	C100259-8	S	Lo	Ni	Va				123	Dr
North	2234	E442468-8		Ni	Po					703	Dr
Worldfield	2301	X5A0000-0		Ba	De	Lo	Ni			013	Ba
Nyman	2305	D538202-A		Lo	Ni					112	I2
Penombra	2310	B545311-7		Lo	Ni					200	I2
Cloudscape	2325	E888452-3		Ni						202	Na
Shatterstone	2334	CAB7043-A		Fl	Lo	Ni				300	Dr
Temperance	2336	D838386-9	S	Lo	Ni					803	Dr
Zihuat	2406	C774354-A		Lo	Ni					604	I2
Alkhalikoi	2407	E200246-5		Lo	Ni	Va				602	I2
Wsi	2408	A383777-A	N	Ri	Cp				B	410	I2
Xaeyal	2419	C638465-9	S	Ni						105	I4
Lifesphere	2434	C466678-7		Ag	Ni	Ri			B	213	Dr
Abe-ku	2438	X668000-0		Ba	Lo	Ni				012	Ba
Mons Argent	2507	C254486-9	S	Ni						420	I2
Geronimo	2508	X52A015-A		Lo	Ni	Wa				402	I2
Enigma	2510	C31037A-9	S	Lo	Ni					203	I2
Hot	2514	D449275-6		Lo	Ni					203	Na

Mainetti	2517	X8C3000-0		Ba	Fl	Lo	Ni			000	Ba
Tikal	2524	C461478-9		Ni						504	Na
Outerlimits	2532	X400000-0		Ba	Lo	Ni	Va			000	Ba
Metheny	2538	X333000-0		Ba	Lo	Ni	Po			000	Ba
Seeds	2539	X373000-0		Ba	Lo	Ni				000	Ba
Caccia	2540	X400000-0		Ba	Lo	Ni	Va			004	Ba
Blackbone	2601	X9A6000-0		Ba	Fl	Lo	Ni			020	Ba
Flandry	2602	B69A796-A	N	Wa					B	120	Na
Waves	2603	DA7A420-7	S	Ni	Wa					113	I2
Greenfield	2605	C777464-7		Ni						604	I2
Struckdown	2606	ES00020-9		Lo	Ni	Va				111	I2
Yelloworld	2607	A856676-A	N	Ag	Ni				B	220	I2
Blight	2608	X110111-9		Lo	Ni					114	I2
Logan's Run	2610	C744322-4		Lo	Ni					304	I2
Doumbek	2622	D769007-7		Ba	Lo	Ni				522	Na
Whitehorse	2632	X425000-0		Ba	Lo	Ni				004	Ba
Adoria	2633	X657000-0		Ba	Lo	Ni				010	Ba
Akcja	2635	X401000-0		Ba	Ic	Lo	Ni	Va		003	Ba
Lonely	2639	XS01000-0		Ba	Ic	Lo	Ni	Va		024	Ba
Shepherdmoon	2640	X8A6000-0		Ba	Fl	Lo	Ni			024	Ba
Trapped	2701	X322000-0		Ba	Lo	Ni	Po			020	Ba
Darren	2702	E476379-4		Lo	Ni					502	I2
River	2703	E324368-9		Lo	Ni					100	I2
Forest	2704	E646110-4		Lo	Ni					503	I2
Hub	2719	C8848A6-B	N						A	103	Na
Athens	2724	C5848B9-8							A	200	Na
Nara	2725	X474000-0		Ba	Lo	Ni				024	Ba
Olympic	2728	X525000-0		Ba	Lo	Ni				000	Ba
Bakedcrust	2731	X558000-0		Ba	Lo	Ni				004	Ba
Basia	2733	X642000-0		Ba	Lo	Ni	Po			014	Ba
Clemens	2734	X324000-0		Ba	Lo	Ni				023	Ba
Amber	2735	X767000-0		Ba	Lo	Ni				014	Ba
Deceit	2736	X200000-0		Ba	Lo	Ni	Va			033	Ba
Status Quo	2737	X453000-0		Ba	Lo	Ni	Po			003	Ba
Gloria	2802	E537265-3		Lo	Ni					102	I2
Wonderland	2803	E89A379-8	S	Lo	Ni	Wa				304	I2
Daskomo	2804	B53755A-A		Ni						324	Na
Kosh	2805	C531553-7		Ni	Po					602	Na
Pling	2807	E999302-7		Lo	Ni					500	I2
Risen	2808	D574441-4		Ni						114	I2
Graves	2809	B442348-A	S	Lo	Ni	Po				702	I2
Worms	2818	X200000-0		Ba	Lo	Ni	Va			004	Ba
Mondo	2826	X525000-0		Ba	Lo	Ni				011	Ba
Dejanews	2831	X553000-0		Ba	Lo	Ni	Po			004	Ba
Obelisk	2833	X765000-0		Ba	Lo	Ni				013	Ba
Firefly	2840	X757000-0		Ba	Lo	Ni				002	Ba
Qwerty	2903	X300000-0		Ba	Lo	Ni	Va			013	Ba
Pacifica	2905	C98A554-9		Ni	Wa					225	Na
Scouts' Rest	2907	D236335-9		Lo	Ni					221	I2
Trin	2908	X512202-9		Ic	Lo	Ni				122	I2
Rocks	2909	X000000-0		As	Ba	Lo	Ni			000	Ba
Klendathu	2925	X8C3000-0		Ba	Fl	Lo	Ni			003	Ba
Query	2934	X110000-0		Ba	Lo	Ni				022	Ba

Seven Seas	2936	X9A7000-0		Ba	Fl	Lo	Ni			024	Ba
Earthsea	2939	X54A000-0		Ba	Lo	Ni	Wa			000	Ba
Touch	2940	X642000-0		Ba	Lo	Ni	Po			002	Ba
Crova	3003	X645000-0		Ba	Lo	Ni				014	Ba
Dowry	3004	D453258-0	S	Lo	Ni	Po				203	I2
Proxy	3005	X798000-0		Ba	Lo	Ni				014	Ba
Moons	3006	B445475-A		Ni						203	I2
Memento	3010	X341000-0		Ba	Lo	Ni	Po			015	Ba
Pax Deorum	3012	C563653-7		Ni	Ri			B		103	Na
Kryminalni	3022	X100000-0		Ba	Lo	Ni	Va			004	Ba
Ulaid	3024	E678100-3		Lo	Ni					204	Na
Faunia	3026	E639343-9	S	Lo	Ni					803	Na
Fleethome	3029	E535335-8		Lo	Ni					304	Na
Bubbles	3032	XA7A000-0		Ba	Lo	Ni	Wa			000	Ba
Zawada	3035	X202000-0		Ba	Ic	Lo	Ni	Va		024	Ba
Innocentia	3036	X779000-0		Ba	Lo	Ni				023	Ba
Liquid	3037	XAE8000-0		Ba	Fl	Lo	Ni			010	Ba
Koyaanisqatsi	3038	X331000-0		Ba	Lo	Ni	Po			023	Ba
Imperator	3105	C659554-2		Ni						312	I2
Woodwind	3106	X8A4000-0		Ba	Fl	Lo	Ni			003	Ba
Whiteheart	3107	C8867D9-8		Ag				B		104	Na
Wracknruin	3110	X9A8000-0		Ba	Fl	Lo	Ni			012	Ba
Gluirge	3111	X400000-0		Ba	Lo	Ni	Va			003	Ba
Hobbit	3119	X210000-0		Ba	Lo	Ni				014	Ba
Rombi	3128	X79A000-0		Ba	Lo	Ni	Wa			303	Ba
Paltrow	3134	X340000-0		Ba	De	Lo	Ni	Po		004	Ba
Musashiden	3136	X759000-0		Ba	Lo	Ni				003	Ba
Bluemarble	3205	C75A655-A		Ni	Wa			B		102	I2
Auxil	3208	X220000-0		Ba	De	Lo	Ni	Po		014	Ba
Brownfield	3209	X646000-0		Ba	Lo	Ni				010	Ba
Melusina	3231	X245000-0		Ba	Lo	Ni				000	Ba
Bluenote	3235	X428000-0		Ba	Lo	Ni				013	Ba
Yellowknife	3236	X635000-0		Ba	Lo	Ni				023	Ba
Crash	3238	X794000-0		Ba	Lo	Ni				024	Ba
Remembrance	3240	X200000-0		Ba	Lo	Ni	Va			005	Ba

Starbreak Sector, 1540 Imperial

Allegiances: I1 = Imperial Cianji ● Ic = CIanji Client State ● Ao = Aerno Organ ● Wc = Wsi Cluster ● Mv = Marquessate of Vieunia ● Kj = Kingdom of Justince ● Dw = Dune Worlds● I3 = Ziru Sirkaa ● I4 = Holy Imperium ● Ks = Kirat Stars ● Nf = Noble Federation ● Dr = DIltov Republic ● Na = Non-Aligned ● Ba = Barren

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# Starbreak 1540 Imp / Var Kirat
#
#--------1---------2---------3---------4---------5---------6---
#PlanetName   Loc. UPP Code   B   Notes          Z  PBG Al LRX *
#----------   ---- ---------  - ---------------  -  --- -- --- -
Winterworld   0102 X767000-0    Ba Lo Ni           003 Ba
Winchester    0108 X410000-0    Ba Lo Ni           013 Ba
Redemption    0110 X561000-0    Ba Lo Ni           003 Ba
Kaakhiskiki   0118 X230000-0    Ba De Lo Ni Po     002 Ba
Tradition     0136 X524000-0    Ba Lo Ni           004 Ba
Andecy        0138 X74A000-0    Ba Lo Ni Wa        024 Ba
Shelter       0201 X8B5000-0    Ba Fl Lo Ni        002 Ba
Wretched      0202 XS00000-0    Ba Lo Ni Va        011 Ba
Skyliner      0205 C59A46A-A    Ni Wa              902 I1
Shirelles     0206 E355475-7    Ni                 404 I1
Orgoglio      0208 E130335-8    De Lo Ni Po        201 Na
Zaaremug      0216 X200000-0    Ba Lo Ni Va        023 Ba
Twissa        0231 XAD9000-0    Ba Fl Lo Ni        000 Ba
Atlanta       0235 X64A000-0    Ba Lo Ni Wa        024 Ba
Shadow        0303 X678000-0    Ba Lo Ni           004 Ba
Chime         0304 E565344-5    Lo Ni              503 Na
Fontaine      0306 C363563-A    Ni                 103 I1
Orzabal       0311 C755695-3    Ag Ni           B  404 Na
Roundhead     0331 X8B5000-0    Ba Fl Lo Ni        003 Ba
Bensusan      0333 X323000-0    Ba Lo Ni Po        012 Ba
Sahara        0338 X240000-0    Ba De Lo Ni Po     002 Ba
Acroupa       0401 D553772-5    Ni Po           B  120 Na
Garden        0402 X775000-0    Ba Lo Ni           003 Ba
Paregin       0407 D336544-7    Ni                 610 I1
Workfield     0409 A778477-A    Ni                 122 Na
Scorpion      0433 X5A0000-0    Ba De Lo Ni        004 Ba
Moonrise      0435 X527000-0    Ba Lo Ni           000 Ba
Chubu         0438 X341000-0    Ba Lo Ni Po        002 Ba
Titanic       0439 X88A000-0    Ba Lo Ni Wa        003 Ba
Montrose      0505 B150534-A  N De Ni Po           105 I1
Anasazi       0506 C53149A-A    Ni Po              500 I1
Seb           0507 C796312-A    Lo Ni              104 I1
Trantor       0510 A444574-B    Ag Ni              410 Na
Siigiizumi    0517 X534224-2    Lo Ni              302 I3
Alluvia       0532 X674000-0    Ba Lo Ni           013 Ba
Chin          0533 X200000-0    Ba Lo Ni Va        014 Ba
Immanuel      0534 X353000-0    Ba Lo Ni Po        002 Ba
Virtue        0535 X310000-0    Ba Lo Ni           022 Ba
Calantha      0538 X252000-0    Ba Lo Ni Po        002 Ba
Roland        0601 D363540-5    Ni                 203 Na
Oye Como      0605 E325165-3    Lo Ni              204 I1
Duchy         0609 A799650-A    Ni              B  424 Na
Dusty         0610 E576134-4    Lo Ni              604 Na
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Questions	0611	A432545-C		Ni	Po					123	Na
Omni	0630	X8A4000-0		Ba	Fl	Lo	Ni			005	Ba
Paean	0633	X572000-0		Ba	Lo	Ni				004	Ba
Bubbles	0701	B563556-9		Ni						122	Na
Spiral	0702	X413000-0		Ba	Ic	Lo	Ni			002	Ba
Slainte	0705	B656440-A		Ni						723	I1
Ceskyi	0706	DA8A676-6		Ni	Ri	Wa			B	213	I1
Vintage	0707	E7B3214-9		Fl	Lo	Ni				213	I1
Edamar	0717	C66A499-A		Ni	Wa					214	I3
Lugikad	0722	D553364-7	S	Lo	Ni	Po				335	I3
Newsight	0730	X343000-0		Ba	Lo	Ni	Po			003	Ba
Phong e	0734	X577000-0		Ba	Lo	Ni				004	Ba
Phong	0735	X894000-0		Ba	Lo	Ni				001	Ba
Fastball	0804	D200451-A		Ni	Va					421	I1
Leoin	0806	C758674-A		Ag	Ni				B	203	I1
Nosso Nosso	0807	A66A456-B		Ni	Wa					614	I1
Unity	0831	E210212-5		Lo	Ni					123	Nf
Channelight	0836	X637000-0		Ba	Lo	Ni				024	Ba
Riskworld	0838	X593000-0		Ba	Lo	Ni				004	Ba
Cortana	0839	X222000-0		Ba	Lo	Ni	Po			015	Ba
Opaque	0840	X7C1000-0		Ba	Fl	Lo	Ni			003	Ba
Diaoran	0903	B8577BD-7		Ag					B	220	I1
Iridium	0904	C000315-A		Fl	Lo	Ni				214	I1
Mu	0905	D886335-7		Lo	Ni					304	I1
Kyu Sakamoto	0907	E7A1211-6		Fl	Lo	Ni				203	I1
Arikeshmundin	0918	D5A4263-6	S	Fl	Lo	Ni				703	I3
Degar	0920	CAF3236-B	N	Fl	Lo	Ni				214	I3
Avalon	0933	B886774-9		Ag	Ri				B	102	Nf
Arcoyali	0938	X548000-0		Ba	Lo	Ni				014	Ba
Inish Ro	1002	C529485-B		Ni						801	I1
Aqualine	1004	E9A6102-A		Fl	Lo	Ni				124	I1
Cianji	1005	A66697A-A	A	Hi	Cp				R	103	I1
Hermit	1006	A000469-A	S	As	Ni					300	I1
Salvation	1012	E110333-A		Lo	Ni					224	I1
Ashkige	1018	D433213-6		Lo	Ni	Po				113	I3
Khii Eshkhima	1021	C524244-5		Lo	Ni					624	I3
Nedadip	1025	C485459-9		Ni						202	I3
Crown	1033	C422222-9		Lo	Ni	Po				523	Nf
Smallfry	1039	X100000-0		Ba	Lo	Ni	Va			014	Ba
Infected	1102	D7294BB-9		Ni						402	I1
Red Route	1105	B595486-9		Ni						212	I1
Curiosity	1112	C577389-7	S	Lo	Ni					923	I1
Dieinplace	1114	E445231-9		Lo	Ni					211	I1
Enlugal	1118	A486899-B	N	Ri	Cp				A	702	I3
Truth	1134	BS00445-A	A	Ni	Va					105	Nf
Deadstar	1205	C796221-8		Lo	Ni					700	I1
Pointer	1210	X200346-A		Lo	Ni	Va				304	I1
Irka Ir	1218	D573336-3		Lo	Ni					403	I3
Orb	1231	B350454-A		De	Ni	Po				914	Nf
Sword	1233	B699473-A		Ni						314	Nf
Castor	1237	X595000-0		Ba	Lo	Ni				003	Ba
Trup	1238	X100000-0		Ba	Lo	Ni	Va			002	Ba
Donovan	1302	D663435-7		Ni						104	I1

Orcana	1303	E64A253-8		Lo	Ni	Wa				804	I1
Silence	1309	D6A1311-A		Fl	Lo	Ni				302	I1
Olio	1310	X511333-A		Ic	Lo	Ni				303	I1
Ishimaga	1320	E7A7163-2		Fl	Lo	Ni				903	I3
Throne	1331	D583314-7		Lo	Ni					103	Nf
Anointed	1332	E76A110-4		Lo	Ni	Wa				204	Nf
Regal	1334	A6A6010-A		Fl	Lo	Ni	Cp			104	Nf
Pogon	1337	X523000-0		Ba	Lo	Ni	Po			015	Ba
St Peter	1339	X455000-0		Ba	Lo	Ni				013	Ba
Inaosat	1401	DS00055-B		Lo	Ni	Va				604	I1
Floaters	1404	C240334-A	S	De	Lo	Ni	Po			405	I1
Silver Orb	1408	E100367-8		Lo	Ni	Va				103	I1
Kikujiro	1424	C8A2100-9	S	Fl	Lo	Ni				624	Ks
Amethystium	1425	DR044BC-9		Ic	Ni	Va				513	Ks
Sceptre	1430	D251412-5	S	Ni	Po					214	Nf
Righteousness	1433	D7A1321-3	S	Fl	Lo	Ni				124	Nf
Signal	1440	X302000-0		Ba	Ic	Lo	Ni	Va		002	Ba
Angelicus	1502	C404213-8		Ic	Lo	Ni	Va			305	I1
Tuscany	1506	D452466-9		Ni	Po					503	I1
Rivington	1507	E210122-8		Lo	Ni					712	I1
Robbin	1508	D797313-B		Lo	Ni					104	I1
Vibrasphere	1509	X271100-0		Lo	Ni					501	I1
Honour	1533	B541331-A		Lo	Ni	Po				615	Nf
Robes	1535	D224332-5		Lo	Ni					600	Nf
Justice	1537	D535263-8		Lo	Ni					121	Dr
Nevicava	1601	X8B5001-8		Fl	Lo	Ni				900	I1
Bombay	1602	D7B0012-4		De	Lo	Ni				513	I1
Oktane	1606	C437356-8	S	Lo	Ni					513	I1
Dikaai	1617	E440233-7		De	Lo	Ni	Po			310	I4
Flame	1631	D442476-4		Ni	Po					313	Nf
Gold	1634	D427364-9		Lo	Ni					503	Nf
Noble	1637	D510334-5	S	Lo	Ni					220	Dr
Ipinnae	1704	A73A587-A		Ni	Wa					204	Na
Constantinopl	1705	D361263-7		Lo	Ni					605	I1
Dusk	1706	E21036A-8		Lo	Ni					304	I1
Grace	1707	C000486-B		As	Ni					124	I1
Ranin	1708	D755477-5		Ni						304	I1
Passportal	1712	DAA2265-8	A	Fl	Lo	Ni				201	Dw
Dune	1713	A260877-A	N	De	Ri	Cp			A	100	Dw
Anton	1717	D648312-2		Lo	Ni					604	I4
Glory	1731	E966300-0		Lo	Ni					203	Nf
Tranquility	1733	B534433-A	S	Ni						310	Nf
Chalcedon	1738	C437477-9		Ni						700	Dr
Bitterend	1802	C423334-6		Lo	Ni	Po				314	Ao
Tension	1803	EAAA225-B		Fl	Lo	Ni	Wa			104	Ao
Sarde	1808	C555466-A	A	Ni						105	I1
Mia	1810	D728311-5		Lo	Ni					222	Dw
Laoyle	1821	D665668-4	A	Ag	Ni				B	103	I4
Bond	1824	D3254BC-A		Ni						403	Ks
Exile	1836	C000231-A		As	Lo	Ni				212	Dr
Jericho	1840	X525000-0		Ba	Lo	Ni				003	Ba
Samtara	1903	C565647-A		Ag	Ni	Ri			B	202	Ao
Comerwake	1904	A2657AA-A	N	Ag	Cp				B	103	Ao

Saigon	1906	E663112-A		Lo	Ni					400	Ao
Icecap	1912	D201466-4		Ic	Ni	Va				104	Dw
Fenmou	1918	C565320-A		Lo	Ni					123	I4
Tariri	1919	CA5A457-B	N	Ni	Wa					213	I4
Kenya	1926	E779310-7		Lo	Ni					103	Ks
Liege	1932	A593451-A	A	Ni						103	Dr
Adama	1936	C8A3332-A		Fl	Lo	Ni				404	Dr
Moscow	1937	A254575-A		Ag	Ni					703	Dr
Jerusalem	1939	B200311-A		Lo	Ni	Va				401	Dr
Nadia	2002	C463536-6		Ni						103	Ao
Requiem	2003	D310146-6		Lo	Ni					512	Ao
Threshold	2004	D371423-9		Ni						124	Ao
Mist	2005	B795651-8		Ag	Ni				B	104	Ao
Kanno	2010	B554434-9		Ni						902	Dw
Detesina	2014	X5A0041-4		De	Lo	Ni				313	I4
Tanatelul	2018	C584311-4		Lo	Ni					124	I4
Hoi Profa	2026	C8B5010-A		Fl	Lo	Ni				204	Ks
Blackball	2031	X241484-2		Ni	Po					313	Dr
Roma	2037	E656643-5		Ag	Ni				B	113	Dr
Providence	2038	C95A200-A		Lo	Ni	Wa				303	Dr
Dreamworld	2105	C665455-6		Ni						110	Ao
Tianik	2107	D578557-3		Ag	Ni					403	Mv
Quajora	2109	C8A5645-B	N	Fl	Ni				B	202	Ic
Sylea	2116	C1608EC-B	A	De	Cp				A	602	I4
Eessith	2121	X7C4000-7		Ba	Fl	Lo	Ni			614	I4
Tokitre	2124	B15059A-A	S	De	Ni	Po				305	Ks
Pauline	2132	C654576-A	S	Ni						203	Dr
Sinai	2134	D6594A4-8		Ni						402	Dr
Geneva	2138	A240623-A	N	De	Ni	Po			B	121	Dr
Detour	2202	C235358-9		Lo	Ni					403	Na
Peiping	2203	X74A000-0		Ba	Lo	Ni	Wa			013	Ba
St Anne	2205	D566332-5		Lo	Ni					313	Na
Sysadmin	2206	X44339A-8		Lo	Ni	Po				103	Na
Vieunia	2207	AA8A678-A	N	Ni	Ri	Wa	Cp		B	500	Mv
Captivity	2210	D767444-3		Ni						603	Kj
Justince	2211	A98A65A-A	N	Ni	Ri	Wa	Cp		B	700	Kj
Lost	2230	C100446-A	S	Ni	Va					123	Dr
North	2234	E442468-9		Ni	Po					803	Dr
Worldfield	2301	X5A0000-0		Ba	De	Lo	Ni			013	Ba
Nyman	2305	E538202-6		Lo	Ni					112	Na
Penombra	2310	B545324-8		Lo	Ni					200	Kj
Cloudscape	2325	D888452-7		Ni						602	Ks
Shatterstone	2334	CAB7112-A		Fl	Lo	Ni				300	Dr
Temperance	2336	C838486-9	S	Ni						303	Dr
Zihuat	2406	D774312-A		Lo	Ni					504	Wc
Alkhalikoi	2407	X200244-5		Lo	Ni	Va				302	Wc
Wsi	2408	A383748-A	N	Ri	Cp				B	410	Wc
Xaeyal	2419	C638466-A	S	Ni						305	I4
Lifesphere	2434	C466677-8		Ag	Ni	Ri	Cp		B	613	Dr
Scotland	2438	E668421-A		Ni						112	Dr
Mons Argent	2507	C254486-A		Ni						820	Wc
Geronimo	2508	X52A110-7		Lo	Ni	Wa				202	Wc
Enigma	2510	X310000-0		Ba	Lo	Ni				003	Ba

Ciotha	2514	D449167-9		Lo	Ni						503	I4
Mainetti	2517	X8C3000-0		Ba	Fl	Lo	Ni				000	Ba
Tikal	2524	D461575-7		Ni							104	Ks
Outerlimits	2532	X400000-0		Ba	Lo	Ni	Va				000	Ba
Metheny	2538	X333000-0		Ba	Lo	Ni	Po				000	Ba
Seeds	2539	X373000-0		Ba	Lo	Ni					000	Ba
Caccia	2540	X400000-0		Ba	Lo	Ni	Va				004	Ba
Blackbone	2601	X9A6000-0		Ba	Fl	Lo	Ni				020	Ba
Flandry	2602	A68A796-A	N	Ri	Wa					B	320	Na
Waves	2603	CA7A421-8		Ni	Wa						313	Na
Greenfield	2605	C777565-8		Ag	Ni						104	Wc
Struckdown	2606	DS00231-A		Lo	Ni	Va					211	Wc
Yelloworld	2607	A8566A8-A	A	Ag	Ni					B	220	Wc
Blight	2608	E110262-7		Lo	Ni						114	Wc
Logan's Run	2610	X744000-0		Ba	Lo	Ni					004	Ba
Doumbek	2622	A76955B-B	N	Ni							522	Ks
Whitehorse	2632	X425000-0		Ba	Lo	Ni					004	Ba
Adoria	2633	E657263-9		Lo	Ni						310	Ks
Akcja	2635	X401000-0		Ba	Ic	Lo	Ni	Va			003	Ba
Lonely	2639	XS01000-0		Ba	Ic	Lo	Ni	Va			024	Ba
Shepherdmoon	2640	X8A6000-0		Ba	Fl	Lo	Ni				024	Ba
Trapped	2701	X322000-0		Ba	Lo	Ni	Po				020	Ba
Darren	2702	X476200-4		Lo	Ni						302	Na
River	2703	X324000-0		Ba	Lo	Ni					000	Ba
Forest	2704	X646000-0		Ba	Lo	Ni					003	Ba
Hub	2719	A884856-B	N	Ri	Cp					A	203	Ks
Athens	2724	C584877-8		Ri						A	600	Ks
Nara	2725	X474000-0		Ba	Lo	Ni					024	Ba
Olympic	2728	X525000-0		Ba	Lo	Ni					000	Ba
Bakedcrust	2731	E558263-9		Lo	Ni						304	Ks
Basia	2733	X642000-0		Ba	Lo	Ni	Po				014	Ba
Clemens	2734	X324000-0		Ba	Lo	Ni					023	Ba
Amber	2735	E767263-9		Lo	Ni						314	Ks
Deceit	2736	X200000-0		Ba	Lo	Ni	Va				033	Ba
Status Quo	2737	E453263-9		Lo	Ni	Po					303	Ks
Gloria	2802	X537000-0		Ba	Lo	Ni					002	Ba
Wonderland	2803	E89A237-5		Lo	Ni	Wa					604	Na
Daskomo	2804	B53755B-A		Ni							824	Na
Kosh	2805	D531656-6		Na	Ni	Po				B	602	Na
Pling	2807	E999200-6		Lo	Ni						900	Na
Risen	2808	D574441-6		Ni							114	Na
Graves	2809	D44233B-A		Lo	Ni	Po					902	Na
Worms	2818	X200414-9		Ni	Va						404	Ks
Mondo	2826	X525000-0		Ba	Lo	Ni					011	Ba
Dejanews	2831	E553263-9		Lo	Ni	Po					304	Ks
Obelisk	2833	X765000-0		Ba	Lo	Ni					013	Ba
Firefly	2840	X757000-0		Ba	Lo	Ni					002	Ba
Qwerty	2903	X300000-0		Ba	Lo	Ni	Va				013	Ba
Pacifica	2905	C98A554-9		Ni	Wa						625	Na
Scouts' Rest	2907	X236335-A		Lo	Ni						221	Na
Trin	2908	X512000-0		Ba	Ic	Lo	Ni				022	Ba
Rocks	2909	X000000-0		As	Ba	Lo	Ni				000	Ba
Klendathu	2925	X8C3000-0		Ba	Fl	Lo	Ni				003	Ba

Query	2934	X110000-0		Ba	Lo	Ni				022	Ba
Seven Seas	2936	X9A7000-0		Ba	Fl	Lo	Ni			024	Ba
Earthsea	2939	X54A000-0		Ba	Lo	Ni	Wa			000	Ba
Touch	2940	X642000-0		Ba	Lo	Ni	Po			002	Ba
Crova	3003	X645000-0		Ba	Lo	Ni				014	Ba
Dowry	3004	X453000-0		Ba	Lo	Ni	Po			003	Ba
Proxy	3005	X798000-0		Ba	Lo	Ni				014	Ba
Moons	3006	D445112-8		Lo	Ni					103	Na
Memento	3010	X341000-0		Ba	Lo	Ni	Po			015	Ba
Pax Deorum	3012	D563652-8		Ni	Ri				B	203	Na
Kryminalni	3022	X100000-0		Ba	Lo	Ni	Va			004	Ba
Ulaid	3024	E678211-4		Lo	Ni					104	Ks
Faunia	3026	E639443-9	S	Ni						203	Ks
Fleethome	3029	E535335-8		Lo	Ni					304	Ks
Bubbles	3032	XA7A000-0		Ba	Lo	Ni	Wa			000	Ba
Zawada	3035	X202000-0		Ba	Ic	Lo	Ni	Va		024	Ba
Innocentia	3036	X779000-0		Ba	Lo	Ni				023	Ba
Liquid	3037	XAE8000-0		Ba	Fl	Lo	Ni			010	Ba
Koyaanisqatsi	3038	X331000-0		Ba	Lo	Ni	Po			023	Ba
Imperator	3105	C659557-A		Ni						712	Na
Woodwind	3106	X8A4000-0		Ba	Fl	Lo	Ni			003	Ba
Whiteheart	3107	C8867D9-9		Ag					B	204	Na
Wracknruin	3110	X9A8000-0		Ba	Fl	Lo	Ni			012	Ba
Gluirge	3111	X400000-0		Ba	Lo	Ni	Va			003	Ba
Hobbit	3119	X210000-0		Ba	Lo	Ni				014	Ba
Rombi	3128	X79A000-0		Ba	Lo	Ni	Wa			303	Ba
Paltrow	3134	X340000-0		Ba	De	Lo	Ni	Po		004	Ba
Musashiden	3136	X759000-0		Ba	Lo	Ni				003	Ba
Bluemarble	3205	C75A643-A		Ni	Wa				B	102	Na
Auxil	3208	X220000-0		Ba	De	Lo	Ni	Po		014	Ba
Brownfield	3209	X646000-0		Ba	Lo	Ni				010	Ba
Melusina	3231	X245000-0		Ba	Lo	Ni				000	Ba
Bluenote	3235	X428000-0		Ba	Lo	Ni				013	Ba
Yellowknife	3236	X635000-0		Ba	Lo	Ni				023	Ba
Crash	3238	X794000-0		Ba	Lo	Ni				024	Ba
Remembrance	3240	X200000-0		Ba	Lo	Ni	Va			005	Ba

Starbreak Sector, 1580 Imperial

Allegiances: Ee = Enni Exchange ● I1 = Imperial Cianji ● Hc = Human Council ● Ao = Aerno Organ ● Wc = Wsi Cluster ● Kj = Kingdom of Justince ● Dw = Dune Worlds● I3 = Ziru Sirkaa ● Th = Thileanatedid● Ks = Kirat Stars ● Nf = Noble Federation ● Dr = DIltov Republic ● Na = Non-Aligned ● Ba = Barren

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# Starbreak 1580 / Var Kirat
#
#--------1---------2---------3---------4---------5---------6---
#PlanetName   Loc. UPP Code   B   Notes          Z  PBG Al LRX *
#----------   ---- ---------  - ---------------  -  --- -- --- -
Winterworld   0102 D767323-A  S Lo Ni              203 Ee
Winchester    0108 X410000-0    Ba Lo              013 Ee
Redemption    0110 E561210-9    Lo                 803 Ee
Kaakhiskiki   0118 X230000-0    Ba De Lo Ni Po     002 Ba
Tradition     0136 X524000-0    Ba Lo Ni           004 Ba
Andecy        0138 X74A000-0    Ba Lo Ni Wa        024 Ba
Shelter       0201 X8B5000-0    Ba Fl Lo Ni        002 Ee
Wretched      0202 XS00000-0    Ba Lo Ni Va        011 Ee
Skyliner      0205 C59A549-A    Ag Wa              102 Ee
Shirelles     0206 E3554C8-8                       604 Ee
Orgoglio      0208 E130335-8    De Lo              201 Ee
Zaaremug      0216 X200000-0    Ba Lo Ni Va        023 Ba
Twissa        0231 XAD9000-0    Ba Fl Lo Ni        000 Ba
Atlanta       0235 X64A000-0    Ba Lo Ni Wa        024 Ba
Shadow        0303 X678000-0    Ba Lo Ni           004 Ee
Chime         0304 C565586-A    Ag                 303 Ee
Fontaine      0306 C363563-A                       103 Ee
Orzabal       0311 C755785-4    Ag              B  104 Ee
Roundhead     0331 X8B5000-0    Ba Fl Lo Ni        003 Ba
Bensusan      0333 X323000-0    Ba Lo Ni Po        012 Ba
Sahara        0338 X240000-0    Ba De Lo Ni Po     002 Ba
Acroupa       0401 C553770-7    Po              B  320 Ee
Garden        0402 X775000-0    Ba Lo Ni           003 Ee
Paregin       0407 D336544-7                       410 I1
Workfield     0409 A7785CD-A    Ag                 122 Ee
Scorpion      0433 X5A0000-0    Ba De Lo Ni        004 Ba
Moonrise      0435 X527000-0    Ba Lo Ni           000 Ba
Chubu         0438 X341000-0    Ba Lo Ni Po        002 Ba
Titanic       0439 X88A000-0    Ba Lo Ni Wa        003 Ba
Montrose      0505 B150534-A  N De                 105 I1
Anasazi       0506 C53149A-8                       700 I1
Seb           0507 X796000-0    Ba Lo Ni           004 I1
Trantor       0510 A444673-B  N Ag              B  210 Ee
Siigiizumi    0517 E534320-9    Lo Ni              402 I3
Alluvia       0532 X674000-0    Ba Lo Ni           013 Ba
Chin          0533 X200000-0    Ba Lo Ni Va        014 Ba
Immanuel      0534 E353313-A    Lo                 202 Nf
Virtue        0535 X310000-0    Ba Lo Ni           022 Ba
Calantha      0538 X252000-0    Ba Lo Ni Po        002 Ba
Roland        0601 B363566-7    Ni                 303 Ee
Oye Como      0605 X325000-0    Ba Lo              004 I1
Duchy         0609 A799750-A    Ag Cp           B  124 Ee
Dusty         0610 E576134-5    Lo Ni              804 Ee
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Questions	0611	A432545-C			Ni	Po						223	Hc
Omni	0630	X8A4000-0			Ba	Fl	Lo	Ni				005	Ba
Paean	0633	X572000-0			Ba	Lo	Ni					004	Ba
Bubbles	0701	A563558-A			Ni							322	Ee
Spiral	0702	E413013-5			Ic	Lo	Ni					902	Ee
Slainte	0705	A6565BC-A			Ag							123	I1
Ceskyi	0706	DA8A676-8			Ag	Wa					B	413	I1
Vintage	0707	D7B3314-A			Fl	Lo						113	I1
Edamar	0717	C66A499-A			Ni	Wa						214	I3
Lugikad	0722	C553474-A										435	I3
Newsight	0730	X343000-0			Ba	Lo	Ni	Po				003	Ba
Phong e	0734	X577000-0			Ba	Lo	Ni					004	Ba
Phong	0735	X894000-0			Ba	Lo	Ni					001	Ba
Fastball	0804	D200451-A			Va							421	I1
Leoin	0806	A758787-A			Ag	Cp					B	103	I1
Nosso Nosso	0807	A66A66B-A			Ag	Wa					B	214	I1
Unity	0831	C210317-9			Lo							223	Nf
Channelight	0836	X637000-0			Ba	Lo	Ni					024	Ba
Riskworld	0838	X593000-0			Ba	Lo	Ni					004	Ba
Cortana	0839	X222000-0			Ba	Lo	Ni	Po				015	Ba
Opaque	0840	X7C1000-0			Ba	Fl	Lo	Ni				003	Ba
Diaoran	0903	C857788-7			Ag						B	520	I1
Iridium	0904	C000315-A			As	Lo						214	I1
Mu	0905	C886678-A			Ag						B	104	I1
Kyu Sakamoto	0907	E7A1211-4			Fl	Lo						203	I1
Arikeshmundin	0918	D5A4313-A			Fl	Lo						103	I3
Degar	0920	DAF3436-B										114	I3
Avalon	0933	A886775-A		A	Ag						B	202	Nf
Arcoyali	0938	X548000-0			Ba	Lo	Ni					014	Ba
Inish Ro	1002	C529485-B		S	Ni							801	I1
Aqualine	1004	X9A6000-0			Ba	Fl	Lo					024	I1
Cianji	1005	D666760-6		A	Ag						B	403	I1
Hermit	1006	A000469-A		S	As	Ni						300	I1
Gizaakalageg	1012	X110000-0			Ba	Lo						024	I3
Ashkige	1018	C433536-9										113	I3
Khii Eshkhima	1021	D524244-6			Lo							224	I3
Nedadip	1025	C485459-A										502	I3
Crown	1033	C422222-9			Lo	Ni	Po					523	Nf
Smallfry	1039	X100000-0			Ba	Lo	Ni	Va				014	Ba
Infected	1102	X729000-0			Ba	Lo						002	I1
Red Route	1105	D595486-8										112	I1
Kugusaras	1112	X577000-0			Ba	Lo						023	I3
Midagar	1114	C445333-A		S	Lo							411	I3
Enlugal	1118	A486999-B		N	Hi	Cp					R	102	I3
Truth	1134	BS00445-A			Va							105	Nf
Deadstar	1205	X796000-0			Ba	Lo						000	I1
Kurge	1210	X200000-0			Ba	Lo	Va					004	I3
Irka Ir	1218	D573336-3			Lo	Ni						403	I3
Orb	1231	C3505E2-A			De							114	Nf
Sword	1233	B699473-A			Ni							114	Nf
Castor	1237	X595000-0			Ba	Lo	Ni					003	Ba
Trup	1238	X100000-0			Ba	Lo	Ni	Va				002	Ba
Donovan	1302	D663435-7			Ni							204	Na

Orcana	1303	X64A353-7			Lo	Wa						304	Na
Egkiikkhuukha	1309	X6A1000-0			Ba	Fl	Lo					002	I3
Kar Urugashuu	1310	X511000-0			Ba	Ic	Lo					003	I3
Ishimaga	1320	X7A7000-0			Ba	Fl	Lo					003	I3
Throne	1331	D583314-7			Lo							203	Nf
Anointed	1332	E76A110-5			Lo	Ni	Wa					504	Nf
Regal	1334	A6A6010-A			Fl	Lo	Ni	Cp				104	Nf
Pogon	1337	X523000-0			Ba	Lo	Ni	Po				015	Ba
St Peter	1339	X455000-0			Ba	Lo	Ni					013	Ba
Inaosat	1401	XS00000-0			Ba	Lo	Ni	Va				004	Ba
Floaters	1404	D240251-7			De	Lo						205	Na
Khiikham	1408	X100000-0			Ba	Lo	Va					003	I3
Kikujiro	1424	X8A2000-0			Ba	Fl	Lo					024	Ks
Amethystium	1425	DR04511-9			Ic	Va						113	Ks
Sceptre	1430	D251410-6										414	Nf
Righteousness	1433	D7A1312-3		S	Fl	Lo						124	Nf
Signal	1440	X302000-0			Ba	Ic	Lo	Ni	Va			002	Ba
Angelicus	1502	X404000-0			Ba	Ic	Lo	Ni	Va			005	Ba
Tuscany	1506	C452521-9										703	Na
Shukimkam	1507	X210000-0			Ba	Lo						012	I3
Gakiina	1508	X797000-0			Ba	Lo						004	I3
Iir Dagakusa	1509	X271000-0			Ba	Lo						001	I3
Honour	1533	E541110-A			Lo							215	Nf
Robes	1535	D224210-6			Lo							100	Nf
Justice	1537	C535365-A			Lo							121	Hc
Nevicava	1601	X8B5000-0			Ba	Fl	Lo	Ni				000	Ba
Bombay	1602	X7B0000-0			Ba	De	Lo	Ni				013	Ba
Oktane	1606	D437455-8			Ni							113	Na
Dikaai	1617	X440000-0			Ba	De	Lo	Ni	Po			010	Ba
Flame	1631	C44247B-5										613	Nf
Gold	1634	X427443-7										103	Nf
Noble	1637	X510000-0			Ba	Lo						020	Dr
Ipinnae	1704	B73A599-A			Ni	Wa						204	Ao
Constantinopl	1705	D361465-9										905	Ao
Dusk	1706	C2103B7-9			Lo							404	Ao
Grace	1707	C000485-9			As							224	Dw
Ranin	1708	E755430-4										604	Dw
Passportal	1712	DAA2214-A			Fl	Lo						701	Dw
Dune	1713	A260877-A		N	De	Ri	Cp				A	200	Dw
Anton	1717	X648000-0			Ba	Lo	Ni					004	Ba
Glory	1731	E966400-0										103	Nf
Tranquility	1733	C534433-A		S								510	Nf
Chalcedon	1738	C437575-9										100	Dr
Bitterend	1802	E423100-0			Lo							714	Ao
Tension	1803	EAAA214-A			Fl	Lo	Wa					204	Ao
Sarde	1808	C555487-9										305	Dw
Mia	1810	C7283B1-7			Lo							522	Dw
Laoyle	1821	C665688-5			Ag						B	203	Th
Bond	1824	D325468-7										403	Ks
Exile	1836	B000331-A			As	Lo						112	Dr
Jericho	1840	X525000-0			Ba	Lo	Ni					003	Ba
Samtara	1903	B565646-A			Ag						B	502	Ao
Comerwake	1904	A2657AC-A		N	Ag	Cp					B	103	Ao

Saigon	1906	C663410-A								500	Ao
Icecap	1912	X201000-0		Ba	Ic	Lo	Va			004	Dw
Fenmou	1918	C565445-A								123	Th
Tariri	1919	AA5A457-B	N	Wa	Cp					613	Th
Kenya	1926	E779310-7		Lo	Ni					203	Ks
Liege	1932	D593435-7								103	Dr
Adama	1936	C8A3332-A		Fl	Lo	Ni				504	Dr
Moscow	1937	A254675-A	S	Ag					B	203	Dr
Jerusalem	1939	B200311-A		Lo	Ni	Va				401	Dr
Nadia	2002	C463535-7		Ni						403	Ao
Requiem	2003	D310146-6		Lo	Ni					512	Ao
Threshold	2004	X371200-0		Lo						124	Ao
Mist	2005	B7956E2-9		Ag					B	304	Ao
Kanno	2010	B554544-9		Ag						102	Dw
Detesina	2014	X5A0000-0		Ba	De	Lo				013	Ba
Tanatelul	2018	C584442-A								124	Th
Hoi Profa	2026	C8B5411-A		Fl						104	Ks
Blackball	2031	X241484-2		Ni	Po					313	Dr
Roma	2037	E656655-5		Ag					B	213	Dr
Providence	2038	C95A4E5-A		Wa						203	Dr
Dreamworld	2105	C665553-6		Ag						110	Ao
Tianik	2107	D578667-5		Ag					B	103	Na
Quajora	2109	A8A5645-B		Fl					B	602	Hc
Sylea	2116	B16085B-B	N	De					A	602	Na
Eessith	2121	X7C4000-0		Ba	Fl	Lo				014	Ba
Tokitre	2124	B15059A-A	S	De						405	Ks
Pauline	2132	B654576-A	A	Ag						503	Dr
Sinai	2134	C659472-9								902	Dr
Geneva	2138	A240623-A	N	De					B	221	Dr
Ascending	2202	C235458-9								103	Na
Peiping	2203	X74A000-0		Ba	Lo	Ni	Wa			013	Ba
St Anne	2205	C566433-8								213	Na
Sysadmin	2206	X44339A-8		Lo	Ni	Po				203	Na
Vieunia	2207	AA8A678-A		Ag	Wa				B	800	Na
Captivity	2210	D767544-5		Ag						403	Kj
Justince	2211	A98A748-A	N	Ag	Wa	Cp			B	100	Kj
Lost	2230	C100445-A		Va						223	Dr
North	2234	D442523-A								203	Dr
Worldfield	2301	X5A0000-0		Ba	De	Lo	Ni			013	Ba
Nyman	2305	E538202-6		Lo						112	Na
Penombra	2310	C545324-8		Lo	Ni					200	Kj
Cloudscape	2325	C888552-7		Ag						102	Ks
Shatterstone	2334	XAB7000-0		Ba	Fl	Lo				000	Dr
Temperance	2336	C838488-9								703	Dr
Zihuat	2406	E774320-8		Lo	Ni					504	Wc
Alkhalikoi	2407	X200244-5		Lo	Ni	Va				702	Wc
Wsi	2408	A383641-A	N	Ri	Cp				B	210	Wc
Xaeyal	2419	C638466-A	S	Ni						405	Ks
Lifesphere	2434	A466776-A		Ag	Cp				B	213	Dr
Scotland	2438	D668421-8		Ni						412	Dr
Mons Argent	2507	C254587-9		Ag						120	Wc
Geronimo	2508	X52A000-0		Ba	Lo	Wa				402	Wc
Enigma	2510	X310000-0		Ba	Lo	Ni				003	Ba

Hot	2514	X449000-0		Ba	Lo					003	Ks
Mainetti	2517	X8C3000-0		Ba	Fl	Lo	Ni			000	Ks
Tikal	2524	C461575-8								304	Ks
Outerlimits	2532	X400000-0		Ba	Lo	Ni	Va			000	Ks
Metheny	2538	X333000-0	S	Ba	Lo	Ni	Po			000	Dr
Seeds	2539	X373000-0		Ba	Lo	Ni				000	Ba
Caccia	2540	X400000-0		Ba	Lo	Ni	Va			004	Ba
Blackbone	2601	X9A6000-0		Ba	Fl	Lo	Ni			020	Ba
Flandry	2602	A68A795-A	N	Ri	Wa				B	820	Na
Waves	2603	CA7A4C3-9		Wa						313	Na
Greenfield	2605	B777565-9		Ag						204	Wc
Struckdown	2606	DS00322-A		Lo	Va					211	Wc
Yelloworld	2607	A8566A8-A	A	Ag	Ni				B	320	Wc
Blight	2608	X110000-0		Ba	Lo					014	Wc
Logan's Run	2610	X744000-0		Ba	Lo	Ni				004	Ba
Doumbek	2622	A769679-B	A	Ag	Cp				B	522	Ks
Whitehorse	2632	X425000-0		Ba	Lo	Ni				004	Ks
Adoria	2633	E657263-8		Lo						510	Ks
Akcja	2635	X401000-0		Ba	Ic	Lo	Ni	Va		003	Ks
Lonely	2639	XS01000-0		Ba	Ic	Lo	Ni	Va		024	Ba
Shepherdmoon	2640	X8A6000-0		Ba	Fl	Lo	Ni			024	Ba
Trapped	2701	X322000-0		Ba	Lo	Ni	Po			020	Ba
Darren	2702	X476000-0		Ba	Lo					002	Ba
River	2703	X324000-0		Ba	Lo	Ni				000	Ba
Forest	2704	X646000-0		Ba	Lo	Ni				003	Ba
Hub	2719	A884859-B	N	Ri					A	403	Ks
Athens	2724	B5848C5-9							A	400	Ks
Nara	2725	X474000-0		Ba	Lo	Ni				024	Ks
Olympic	2728	X525000-0		Ba	Lo	Ni				000	Ks
Bakedcrust	2731	E558363-9		Lo						104	Ks
Basia	2733	X642000-0		Ba	Lo	Ni	Po			014	Ks
Clemens	2734	X324000-0		Ba	Lo	Ni				023	Ks
Amber	2735	D767344-A		Lo						214	Ks
Deceit	2736	X200000-0		Ba	Lo	Ni	Va			033	Ks
Status Quo	2737	E453252-9		Lo						603	Ks
Gloria	2802	X537000-0		Ba	Lo	Ni				002	Ba
Wonderland	2803	X89A000-0		Ba	Lo	Wa				004	Ba
Daskomo	2804	B537668-9		Ni					B	124	Na
Kosh	2805	X531756-6							B	202	Na
Pling	2807	X999000-0		Ba	Lo					000	Ba
Risen	2808	E574300-6		Lo						314	Na
Graves	2809	X442404-8								102	Na
Worms	2818	C200457-A		Va						704	Ks
Mondo	2826	X525000-0		Ba	Lo	Ni				011	Ks
Dejanews	2831	E553263-9		Lo						704	Ks
Obelisk	2833	X765000-0		Ba	Lo	Ni				013	Ks
Firefly	2840	X757000-0		Ba	Lo	Ni				002	Ba
Qwerty	2903	X300000-0		Ba	Lo	Ni	Va			013	Ba
Pacifica	2905	B98A654-A	S	Ag	Wa				B	125	Na
Scouts' Rest	2907	C236435-A								521	Na
Trin	2908	X512000-0		Ba	Ic	Lo	Ni			022	Ba
Rocks	2909	X000000-0		As	Ba	Lo	Ni			000	Ba
Klendathu	2925	X8C3000-0		Ba	Fl	Lo	Ni			003	Ks

Query	2934	X110000-0		Ba	Lo	Ni						022	Ks
Seven Seas	2936	X9A7000-0		Ba	Fl	Lo	Ni					024	Ba
Earthsea	2939	X54A000-0		Ba	Lo	Ni	Wa					000	Ba
Touch	2940	X642000-0		Ba	Lo	Ni	Po					002	Ba
Crova	3003	X645000-0		Ba	Lo	Ni						014	Ba
Dowry	3004	X453000-0		Ba	Lo	Ni	Po					003	Ba
Proxy	3005	X798000-0		Ba	Lo	Ni						014	Ba
Moons	3006	X445000-0		Ba	Lo							003	Ba
Memento	3010	X341000-0		Ba	Lo	Ni	Po					015	Ba
Pax Deorum	3012	D563652-8								B		403	Na
Kryminalni	3022	X100000-0		Ba	Lo	Ni	Va					004	Ks
Ulaid	3024	X678000-0		Ba	Lo							004	Ks
Faunia	3026	D639444-A										503	Ks
Fleethome	3029	C535436-B	S									104	Ks
Bubbles	3032	XA7A000-0		Ba	Lo	Ni	Wa					000	Ks
Zawada	3035	X202000-0		Ba	Ic	Lo	Ni	Va				024	Ba
Innocentia	3036	X779000-0		Ba	Lo	Ni						023	Ba
Liquid	3037	XAE8000-0		Ba	Fl	Lo	Ni					010	Ba
Koyaanisqatsi	3038	X331000-0		Ba	Lo	Ni	Po					023	Ba
Imperator	3105	B65965B-A		Ni						B		112	Na
Woodwind	3106	X8A4000-0		Ba	Fl	Lo	Ni					003	Ba
Whiteheart	3107	A8867D9-A	N	Ag						B		604	Na
Wracknruin	3110	X9A8000-0		Ba	Fl	Lo	Ni					012	Ba
Gluirge	3111	X400000-0		Ba	Lo	Ni	Va					003	Ba
Hobbit	3119	X210000-0		Ba	Lo	Ni						014	Ks
Rombi	3128	X79A000-0		Ba	Lo	Ni	Wa					003	Ks
Paltrow	3134	X340000-0		Ba	De	Lo	Ni	Po				004	Ks
Musashiden	3136	X759000-0		Ba	Lo	Ni						003	Ba
Bluemarble	3205	C75A633-9		Ag	Wa					B		102	Na
Auxil	3208	X220000-0		Ba	De	Lo	Ni	Po				014	Ba
Brownfield	3209	X646000-0		Ba	Lo	Ni						010	Ba
Melusina	3231	X245000-0		Ba	Lo	Ni						000	Ks
Bluenote	3235	X428000-0		Ba	Lo	Ni						013	Ba
Yellowknife	3236	X635000-0		Ba	Lo	Ni						023	Ba
Crash	3238	X794000-0		Ba	Lo	Ni						024	Ba
Remembrance	3240	X200000-0		Ba	Lo	Ni	Va					005	Ba

Starbreak Starships: Ownership

As of 1500 Imperial, there are four large empires that dominate Starbreak; several independent systems; two multi-empire organizations, the Human Council and the Protectorate Commission; and a friendly outsider group, the Var Kirat. Despite the low sector population of two billion, widespread Stellar Technology allows a fair number of starships and spacecraft to circulate, trade, and fight among the stars.

Before we can detail the ships, we need to know what they are used for.

Pirates

Because of the low population, there are few pirates. As it is certainly possible to meet *all* the starship captains of a given pocket empire in your lifetime, it's impossible to hide the maintenance needs of your ship, and pinning a series of pirate attacks to a single starship is quite easy. Outside the empires, either the independent world is too weak to leech off of, or too strong to defeat. Weak worlds can be easily conquered by pirates, but there's no money in it.

This situation is likely to change, as the sector develops, but as of 1500 Imperial piracy isn't a serious issue. When it does arrive, it'll pop up first among the ex-Reborn worlds to trailing, as a form of state-backed privateering.

The Coming War

Imperial Cianji has no active hostility to the Ziru Sirkaa, but does hold several worlds that used to belong to the Vilani. The Vilani have made no move to get them back, but it's unlikely that they have forgotten the matter.

More importantly is the bad blood between Imperial Cianji and the Reborn Imperium. Looking at the numbers, it would seem fairly easy for the Cianji to mop the floor with the Reborn, but the Reborn fight asymmetrically. "You bomb my world; I'll kill your communication grid. The final death toll should even out quite nicely, don't you think? Twenty percent die-offs for *everybody!"*

The Cianji nobility have spent several decades rooting out every last Reborn operative and draining every last pool of possible internal support for the Reborn cause, using exile, re-education, or massacres. The entire culture has been shifted – more or less deliberately, and with the support of the population – so that it's very difficult for visitors to hide or blend in, and there's always a minder with his eyes on the Traveller. This drills down right to the little old village ladies gossiping with each other, watching the foreigner behind drawn curtains and notifying the friendly Neighbourhood Watch with their special Red Cells. Even though the major internal security organizations – formal and otherwise – are reasonably confident that no legacy weapons of mass destruction remain, there are several old men who are still able to hold back the hot-blooded glory-hounds, ready to succeed where their grandfathers failed and avenge the honour of the Emperor and the myriad millions who died in the terror campaigns of the Imperial Civil War.

Imperial Cianji, the Ziru Sirkaa, and the Holy Imperium are able to field genuine capital ships: the Reborn Imperium can deploy large cruisers. Unlike the other empires, Imperial Cianji is capable of conducting a ground and space offensive against an external enemy, with much of their naval revenue going into starships clearly designated for troop transport into the thick of ferocious enemy fire. They have the capacity to reconquer the Reborn Imperium the hard way, with massive invasions of worlds, as well as throw around all sorts of ordinance.

In one way, this is very comforting: a host of small missile ships, build well enough to reliably make a one-way trip to all the worlds of the Reborn Imperium, would be far harder to halt; it's mere existence would whisper the end of all they have and all they are, tempting every Reborn world to abandon the Reborn Emperor and leave Wsi to face the wrath of the Cianji all alone. On the other hand, it will be very hard for the Reborn to defeat all that Cianji heavy metal on a head-to-head contest; and, while a grim military occupation is far better than a simple glassing from orbit, it isn't going to be much fun losing the next war. At all.

Thus, it is very important for the Reborn to make certain that the war the Cianji have planned for never happens.

Politics: Peace

Relations between the Reborn Imperium and the Holy Imperium are friendly, with the Syleans happy to give a hand to the Reborn when able. They prefer a strong buffer state between themselves and the heretical and violent Cianji. Ties between the Syleans and the Vilani

are distant and formal, but peaceable enough. There has not been a violent incident between the Noble Federation and the DIltov Republic in almost 50 years, and the Protectorate Commission hopes to keep it that way. Finally, the Var Kirat tries hard to keep on everyone's good side, and genuinely tries to be helpful to the Human Council, the main multi-empire forum within Starbreak.

Trade

Imperial Cianji and the Ziru Sirkaa maintain closed interstellar trading zones.

Imperial Cianji maintains an aggressive exile & expulsion policy, tossing all sorts of people off the homeworld to toil in the colonies.

Quajora System, a client state of Imperial Cianji, is a major inter-empire trading interface between Cianji and the Reborn, and the main exception to the close trade zone of Cianji. The customs bureaucracy and vetting of goods crossing the Imperial borders here is intense crossing from the Reborn to Cianji freighters heading back to Cianji: trade going the other way is often held hostage to the vagrancies of the political controversy of the day.

The Reborn Imperium maintains a generous free trade policy for independent worlds, and their ally, the Holy Imperium. Even the sessionistic worlds to trailing are welcome to sell their wares to Wsi, with a minimum of fuss and bother. This policy has kept the peace in the region, allowing the Reborn to focus on their old Cianji enemy.

The Holy Imperium is too isolated to trade with other systems much: this is true with the Ziru Sirkaa as well, but the Vilani see this as a benefit, not a problem.

The two protectorates don't trade much outside of their borders. The Christians are generally stout capitalists, while the Honourbound strongly prefer the planned economy, and dislike trade philosophically and culturally. There is still a strong flow of steady import of capital, in wealth, technology, and people; but the importance of this capital is diminishing, if still welcomed. Funding by the Protectorate Commission for the colonies has dropped steadily, but immigration remains steady, and may even increase over the next two decades.

The Var Kirat have become rather good interstellar traders, with strong links to the Vilani (having put their visions of racial supremacy on the back burner), good relations with the Reborn and Holy Imperia, and strong links with Quajora. Their best deals are with the varied independent worlds, with which the Var Kirat have several profitable accounts. But not even they have been able to trade with a single Imperial Cianji world outside of Quajora… until, with the Vilani, they were finally able to pay a very expensive license fee for the Vilani-Kirat Joint Venture to dock over Cianji. The Venture gets the use of a tiny orbital port, built just for her, over 400 diameters from Cianji, to conduct business.

Starships: Imperial Cianji

Imperial Cianji: Cianji System

Class	Name	Jump	Manoeuvre (g)	Number
Knight	300,000-ton Battleship	3	1.20	3
Omen	200,000-ton Battleship	2	2.30	3
Albion	40,000-ton Cruiser	2	2.30	9
Flower	10,000-ton SDB	0	2.20	10
Bantam	10,000-ton Cruiser	2	2.60	14
Universal II	5,000-ton Troop Transport	2	2.30	15
Tichy	5,000-ton Naval Transport	2	2.30	15
Muse	1,000-ton Frigate	2	5.00	51
Shield	600-ton SDB	0	3.70	144
Reptile	200-ton Corvette	3	2.06	53
Ninja	100-ton Naval Scout	2	4.00	17

Imperial Cianji: Cianji Scouts

Universal	5,000-ton Low Berth Liner	2	1.00	20
Into the Blue	600-ton Corvette	2	2.01	3
Kugashin	400-ton Lab Ship	2	1.50	3
Beacon	200-ton Scout	2	2.03	9
Poni	150-ton Courier	3	2.01	4

The Universal lines are used for mass exiles and expulsions from Cianji.

Imperial Cianji: Cianji Investigative Service

Vayu	400-ton Patrol Ship	2	2.50	2

The Investigative Service is tied to anti-terror operations.

Imperial Cianji: Cianji Detached Service

Sulieman	100-ton Scout/Courier	2	2.58	6

Imperial Cianji: Leoin System

Cornucopia	10,000-ton Shuttle	0	1.00	1
Sumatra	1,000-ton SDB	0	2.05	6

The Cornucopia shuttle is used by the Leoin government for its own mass transport needs.

Imperial Cianji: Leoin Scout Service

Odyssey	100-ton Scout	1	1.17	1

Imperial Cianji: Quajora System

RAK-Alpha	1,000-ton SDB	0	5.11	0 (under construction)
Ling MSM-J2	500-ton Modular Transport	2	1.29	1
RAK-Beta	400-ton SDB	0	6.20	3
Vayu	400-ton Patrol Ship	2	2.50	2
Ling MSL-J2	190-ton Modular Transport	2	1.07	1
Poni	150-ton Courier	3	2.01	1

Imperial Cianji: Civilian

Cornfed	40,000-ton Ship Transport	2	1.00	2
Cornucopia	10,000-ton Shuttle	0	1.00	12
Southern Cross	1,000-ton Freighter	2	1.01	3

Bastien	600-ton Sub. Liner	2	2.01	2
Journeyman	500-ton Liner	2	1.04	4
Kugashin	400-ton Lab Ship	2	1.50	3
Akkigish	400-ton Sub. Merchant	1	1.02	7
Beowulf	200-ton Free Trader	1	1.01	9
Empress Marava	200-ton Far Trader	2	1.10	12
Vanderbilt	200-ton Yacht	3	1.34	12
Ling MSL-J2	190-ton Modular Transport	2	1.07	3
Sulieman	100-ton Scout/Courier	2	2.58	3
Sulieman II	100-ton Seeker	2	2.09	5
Sulieman III	100-ton Far Trader	2	1.01	8
Sulieman IV	100-ton Research Ship	2	1.11	4
Odyssey	100-ton Scout	1	1.17	1

Note that only four Cornucopia shuttles are attached to the Cornfed starships. The others are tied to the major ports of Cianji and Quajora, depending on the trade flows.

Imperial Cianji: Imperiallines

Southern Cross	1,000-ton Freighter	2	1.01	10

Imperiallines is an interstellar shipping concern, owned directly by the Imperial family of Cianji. It is primarily tasked to support peacetime Naval logistics, with the support of infrastructure & terraforming operations as a secondary concern. Depending on demand, between five and eight starships are at work among the stars. Usually, two starships are kept on standby in case of additional demands or missions. Imperiallines maintains her own Class B starport over Cianji, solely for the use of her own starships.

As they are indirectly funded by taxes, not by market forces, they could certainly drive much of the private shipping industry out of business. As the Emperor prefers to tolerate private shipping for now, Imperiallines is restricted to government cargo and charters.

Imperial Cianji: Internal Routes

Cianji-Slainte Route:
1 Beowulf, 2 Empress Marava

Cianji-Leoin Route:
1 Southern Cross, 1 Journeyman, 1 Akkigish, 1 Empress Marava

Cianji-Fastball Route:
1 Southern Cross, 1 Journeyman, 2 Beowulf

Cianji-Red Route Route:
1 Journeyman, 5 Beowulf, 2 Akkigish

Cianji-Hermit Route:
1 Southern Cross, 3 Akkigish (major naval site)

Cianji-Diaoran Route:
1 Akkigish, 1 Empress Minerva

Leoin-Hermit Route:
2 Beowulf (major naval site)

Imperial Cianji: External Routes

Quajora-Wsi Route:
2 Empress Marava, 2 Bastien (Reborn: 2 Journeyman, 2 Empress Minerva)

Quajora-Justince Route:
3 Empress Marava, 1 Sulieman

Quajora-Kanno Route:
(Reborn: 2 Empress Marava)

Quajora-Vieunia Route:

1 Empress Marava (Reborn: 2 Journeyman, 1 Empress Marava, 1 Sulieman III)

Totals for Routes:

3 Southern Cross, 3 Journeyman, 6 Beowulf, 10 Empress Marava, 7 Akkigish

Additional Non-route Starships:

2 Cornfed, 10 Southern Cross, 1 Journeyman, 2 Empress Marava, 3 Beowulf, 12 Vanderbilt, 5 Sulieman II, 8 Sulieman III, 4 Sulieman IV, 3 Kugashin, 3 Ling MSL-J2, 1 Odyssey

Note: Most foreign starships are not permitted to enter Cianji space. There are several exceptions, tied to the Human Council and the Var Kirat. These exceptions are: Human Council starships, the Protectorate Commission (notably the colonial transports), foreign diplomatic missions, the All-Imperial Charitable Venture (medical starships under the *personal* protection of each of the Four Emperors), and the Vilani-Kirat Joint Venture (after paying a hefty license fee).

Starships: Reborn Imperium

Reborn Imperium: Imperial

Class	Name	Jump	Manoeuvre (g)	Number
Windstorm	30,000-ton Cruiser	2	2.08	8
Trainer	8,000-ton Battle Rider	2	1.16	7
Inspire	4,000-ton Frigate	2	1.00	33
Pitbull	400-ton Corvette	2	3.08	66
Boxer	400-ton SDB	0	4.45	56

Each Trainer carries eight Boxers.

Reborn Imperium: Scout

Ling MSM-J2	500-ton Modular Transport	2	1.29	3
Kugashin	400-ton Lab Ship	2	1.50	20
Akkigish	400-ton Sub. Merchant	1	1.02	3
Beacon	200-ton Scout	2	2.03	14
Ling MSL-J2	190-ton Modular Transport	2	1.07	5

Reborn Imperium: Imperialnet

Sulieman	100-ton Scout/Courier	2	2.58	25
Ling MSL-J2	190-ton Modular Transport	2	1.07	2

Reborn Imperium: Imperial Diplomatic Corps

Poni	150-ton Courier	3	2.01	3

Reborn Imperium: Wsi System

Pitbull	400-ton Corvette	2	3.08	22
Boxer	400-ton SDB	0	4.45	162
Raaiera	300-ton SDB	0	1.55	50

Reborn Imperium: Comerwake System

Uaryinia	7,000-ton Monitor	0	1.07	1
Broadsword	800-ton Mercenary Cruiser	3	2.99	1
Ling MSM-J2	500-ton Modular Transport	2	1.29	4
Vayu	400-ton Patrol Ship	2	2.50	2
Boxer	400-ton SDB	0	4.45	3
Raaiera	300-ton SDB	0	1.55	8
Ling MSL-J2	190-ton Modular Transport	2	1.07	1
Poni	150-ton Courier	3	2.01	1

Reborn Imperium: Vieunia System

Trainer	8,000-ton Battle Rider	2	1.16	1
Ling MSM-J2	500-ton Modular Transport	2	1.29	3
Vayu	400-ton Patrol Ship	2	2.50	4
Boxer	400-ton SDB	0	4.45	40
Akkigish	400-ton Sub. Merchant	1	1.02	1
Sulieman	100-ton Scout/Courier	2	2.58	4

Reborn Imperium: Yelloworld System

Raaiera	300-ton SDB	0	1.55	44

Reborn Imperium: Bluemarble System

Raaiera	300-ton SDB	0	1.55	24

Reborn Imperium: Samtara System

Raaiera	300-ton SDB	0	1.55	20

Reborn Imperium: Imperator System

Raaiera	300-ton SDB	0	1.55	3

Reborn Imperium: Ipinnae System

Hitman	400-ton SDB	0	1.09	1

Reborn Imperium: Naval (Inactive Fleet)

The Reborn Imperium maintains a 'mothball fleet' of over 100 warships, kept in orbit around Clapatum. Clapatum is in Wsi system, orbit three. (Wsi the mainworld is in orbit four.)

These vessels are in various states of disrepair & damage, and are considered not worth repairing & re-commissioning. All are currently unpowered, unfuelled, and open to vacuum, but they are also in stable orbits, in a position of 'rest' (as compared to spinning & gyrating on their axis). The mothball fleet is maintained primarily as a source of spare parts, test platforms, and a useful supply of targets for gunnery practice.

A brief breakdown of the vessels, with class description, is provided below. All designs are GTL 10, jump-capable starships unless otherwise noted.

Name	Description	Number of vessels
100-ton Sulieman	Standard Third Imperial Design	9
190-ton Ling MSL-J2	Standard Third Imperial Design	13
200-ton Grendel	Modified Beowulf: armor 500, one Marine barrack, Dock for six dtons of craft. Cargo hold and five passanger staterooms removed.	6
200-ton Empress Wu	Modified Empress Minerva: armor 500, two bunk rooms, dock for ten dtons of craft, one ten-ton shooting range, three-ton warbot hold, 35-dton hold (food, equipment, ammo, etc) Cargo hold shortened, five passenger staterooms removed.	11
300-ton Raaiera	Standard Reborn Imperium design (SDB)	10
400-ton Hellcat	Abandoned Reborn Imperium prototype (SDB)	1
400-ton Boxer	Standard Reborn Imperium design (SDB)	15
400-ton Blandersnatch	GTL 9 version of the Dragon class SDB; see GT:Starships	10
400-ton Dragon	Standard Third Imperial Design (SDB)	10
400-ton Pitbull	Standard Reborn Imperium design	10
400-ton Rudha	GTL 9 version of the Vayu class; see GT: Starships	7
400-ton Vayu	Standard Third Imperial Design	12
500-ton Ling MSM-J2	Standard Third Imperial Design	6
800-ton Broadsword	Standard Third Imperial Design	14
3000-ton Godedre	Old Cianji/Sylean Carrier Design (SDB)	2
10000-ton Cornucopia	Standard Human Council Design	1

Reborn Imperium: Civilian

Cornfed	40,000-ton Ship Transport	2	1.00	1
Cornucopia	10,000-ton Shuttle	0	1.00	4
Southern Cross	1,000-ton Freighter	2	1.01	2
Journeyman	500-ton Liner	2	1.04	7
Ling MSM-J2	500-ton Modular Transport	2	1.29	2

Kugashin	400-ton Lab Ship	2	1.50	5
Akkigish	400-ton Sub. Merchant	1	1.02	2
Beowulf	200-ton Free Trader	1	1.01	11
Empress Marava	200-ton Far Trader	2	1.10	9
Vanderbilt	200-ton Yacht	3	1.34	4
Animal	200-ton Safari Ship	2	1.00	2
Ling MSL-J2	190-ton Modular Transport	2	1.07	8
Sulieman	100-ton Scout/Courier	2	2.58	7
Sulieman II	100-ton Seeker	2	2.09	11
Sulieman III	100-ton Far Trader	2	1.01	8
Sulieman IV	100-ton Research Ship	2	1.11	5
Odyssey	100-ton Scout	1	1.17	2

Reborn Imperium: Internal Routes

Quajora-Wsi Route:

2 Journeyman, 2 Empress Minerva (Cianji: 4 Empress Marava, 2 Bastien)

Wsi-Vieunia

1 Southern Cross, 1 Beowulf, 1 Empress Marava

Wsi-Kanno

2 Empress Marava

Wsi-Mons Argent

2 Empress Marava

Wsi-Yelloworld

5 Beowulf, 1 Akkigish

Yelloworld-Mons Argent

None: ths is a sporatic monthly route, with a free trader chartered for the occasion.

Bluemarble-Moons

1 Beowulf, 1 Sulieman III

Ipinnae Triangle:

1 Beowulf, 2 Sulieman III, 1 Journeyman

The Ipinnae Trinagle includes the following worlds:

Ipinnae , Samtara,Threshold, Comerwake, Mist

Reborn Imperium: External Routes

Wsi-Quajora Route:

2 Journeyman, 1 Empress Marava, 1 Southern Cross (Cianji: 4 Empress Marava)

Kanno-Quajora Route:

1 Sulieman III

Vieunia-Quajora Route:

2 Journeyman, 1 Empress Marava, 1 Sulieman III (Cianji: 1 Empress Marava)

Bluemarble-Whiteheart:

None: ths is a sporatic monthly route, with a free trader chartered for the occasion.

Imperator-Whiteheart:

None: ths is a sporatic bi-annual route, with a free trader chartered for the occasion.

Totals for Routes:

7 Journeyman, 8 Beowulf, 9 Empress Marava, 5 Sulieman III, 2 Southern Cross,1 Akkigish

Additional Non-route Starships:

1 Cornfed, 4 Vanderbilt, 1 Akkigish, 3 Beowulf, 7 Sulieman, 11 Sulieman II, 3 Sulieman III, 5 Sulieman IV, 5 Kigashin, 2 Odyssey, 2 Animal, 2 Ling MSM-J2, 8 Ling MSL-J2

Starships: Ziru Sirkaa

Ziru Sirkaa: Naval

Class	Name	Jump	Manoeuvre (g)	Number
Zeiirmu	170,000-ton Battleship	1	3.10	2
Sudakipu	50,000-ton Monitor	0	2.00	8
Broadsword	800-ton Mercenary Cruiser	3	2.99	8
Vayu	400-ton Patrol Ship	2	2.50	57
Poni	150-ton Courier	3	2.01	3

Ziru Sirkaa: Govt. Transport

Cornfed	40,000-ton Ship Transport	2	1.00	1
Cornucopia	10,000-ton Shuttle	0	1.00	6
Ling MSM-J2	500-ton Modular Transport	2	1.29	1
Akkigish	400-ton Sub. Merchant	1	1.02	4
Ling MSL-J2	190-ton Modular Transport	2	1.07	15

Note: There are no genuine, profitable trade routes within the Ziru Sirkaa
The Emperor's own starships provide the link between the worlds.

Ziru Sirkaa: All-Imperial Charitable Venture

Succour	800-ton Hospital Ship	3	1.12	4

Note: the above hospital ships are owned as a joint venture between the Four Emperors & Var Kirat. They were built over Enlugal, and shipped coreward via Var Kirat's Nomadic-class tenders. Now, they ply the stars of the coreward sector: two Succour handles Alpha Quadrant (Subsectors A,B,E,F) while another pair covers Beta Quadrant (Subsectors C,D,G,H). Their official homeport remains Enlugal, but they can't get there unless borne aboard a jump4 vessel like a Nomadic.

Ziru Sirkaa: Vilani-Kirat Joint Venture

Kalumiid	1,000-ton Merchantman	4	1.07	3

The Kaluiid-class merchantmen operate as a joint venture between various Kirat and Vilani trading clans. Two run a circular route connecting the capital systems of Enlugal, Cianji, Wsi, and Sylea
(one clockwise, the other counter-clockwise.)

A third ship makes the lonely coreward run, along the non-aligned worlds of Spirare and Floe to Athens. After a brief sidetrek to Hub, the ship returns to Athens, then journeys to the Protectorate Base at Faunia, and on to the Protectorates themselves. After touching down at Geneva and Avalon, the ship follows her previous path back home.

Ziru Sirkaa: Trading Clans

Kugashin	400-ton Lab Ship	2	1.50	2
Animal	200-ton Safari Ship	2	1.00	1
Vanderbilt	200-ton Yacht	3	1.34	2
Sulieman	100-ton Scout/Courier	2	2.58	4
Sulieman III	100-ton Far Trader	2	1.01	1

Note: there is only nominal trade within the Ziru Sirkaa, due to the small populations of worlds other than Englual herself. Worlds beyond the Ziru Sirkaa are too distant to contact with only jump-3 craft. Most Trading Clan starships are involved in research, or trading in exotic goods.

Ziru Sirkaa: Corporate

Sulieman II	100-ton Seeker	2	2.09	44
Sulieman III	100-ton Far Trader	2	1.01	10

By far, most interstellar trade within the Ziru Sirkaa involved mining asteroids for rare minerals and Isotopes. The actual mining is done on Ashkige, a starsystem that neighbours Englual. Englual System has no asteroid belts herself.

Starships: Holy Imperium

Holy Imperium: Naval

Class	Name	Jump	Manoeuvre (g)	Number
Sylean	100,000-ton Battleship	4	2.30	4
Meamethao	30,000-ton SDB	0	7.20	9
Inotam	15,000-ton SDB	0	1.30	10
Godedre	3,000-ton SDB	0	2.10	29
Broadsword	800-ton Mercenary Cruiser	3	2.99	26
Vayu	400-ton Patrol Ship	2	2.50	34
Poni	150-ton Courier	3	2.01	2

Holy Imperium: Scouts

Sirefe	4,000-ton Scout Tender	4	1.50	6
Beacon	200-ton Scout	2	2.03	23
Sulieman	100-ton Scout/Courier	2	2.58	11

Holy Imperium: Govt. Transport

Cornucopia	10,000-ton Shuttle	0	1.00	1
Tithos Gathyog	5,000-ton Low Berth Liner	3	1.00	1
Nesiseyosfute	500-ton Modular Transport	3	2.49	2
Kugashin	400-ton Lab Ship	2	1.50	2
Vanderbilt	200-ton Yacht	3	1.34	1
Ling MSL-J2	190-ton Modular Transport	2	1.07	5

Note: There are no internal trade routes within the Holy Imperium.
By law, the Empress owns all starships & spacecraft within the Holy Imperium.
(Excluding foreign-registered ships, which only operate in her space by her permission.)

Non-aligned Systems: Naval: Athens

Class	Name	Jump	Manoeuvre (g)	Number
Starshield	10,000-ton Monitor	0	0.00	2
Query	200-ton Transport	0	0.001	2

Non-aligned Systems: Naval: Hub

Sanctification	60,000-ton SDB	0	2.60	1
Cornucopia	10,000-ton Shuttle	0	1.00	1
Bightfire	1,100-ton SDB	0	3.82	14
Netof	1,100-ton SDB	0	2.06	11
Shard	1,100-ton SDB	0	2.36	13
Vayu	400-ton Patrol Ship	2	2.50	13
Poni	150-ton Courier	3	2.01	1

Non-aligned Systems: Naval: Dune

Line-C	7,000-ton Monitor	0	1.00	4
Line-F	1,100-ton SDB	0	1.53	21
Patrol-D	600-ton SDB	0	3.31	10
Patrol-E	600-ton SDB	0	6.11	49
FarPatrol-H	300-ton Corvette	2	4.58	18
Poni	150-ton Courier	3	2.01	1

Non-aligned Systems: Naval: Flandry

Waterwave	20,000-ton Monitor	0	2.12	1
Cornucopia	10,000-ton Shuttle	0	1.00	2
Ling MSM-J2	500-ton Modular Transport	2	1.29	2

Boxer	400-ton SDB	0	4.45	15
Vayu	400-ton Patrol Ship	2	2.50	6
Raaiera	300-ton SDB	0	1.55	4
Vanderbilt	200-ton Yacht	3	1.34	2
Ling MSL-J2	190-ton Modular Transport	2	1.07	2
Sulieman	100-ton Scout/Courier	2	2.58	5

Non-aligned Systems: Naval: Whiteheart

Class	Name	Jump	Manoeuvre (g)	Number
Breakerman	2,000-ton Monitor	0	0.00	16

Non-aligned Systems: Naval: Justince

Patrol-D	600-ton SDB	0	3.31	3
Raaiera	300-ton SDB	0	1.55	8
FarPatrol-H	300-ton Corvette	2	4.58	13
Ling MSL-J2	190-ton Modular Transport	2	1.07	2

Non-aligned Systems: Naval: Duchy

Dustup	400-ton SDB	0	2.20	10
Tournament	200-ton SDB	0	3.76	20

Non-aligned Systems: Naval: Trantor

Broadsword	800-ton Mercenary Cruiser	3	2.99	1
Undalico	500-ton SDB	0	4.50	2
Artines	500-ton SDB	0	2.10	1
Sulieman	100-ton Scout/Courier	2	2.58	2

Non-aligned Systems: Naval: Pax Deorum

Beowulf	200-ton Free Trader	1	1.01	1

Non-aligned Systems: Naval: Daskomo

Boxer	400-ton SDB	0	4.45	3
Ling MSL-J2	190-ton Modular Transport	2	1.07	2
Sulieman	100-ton Scout/Courier	2	2.58	2

Non-aligned Systems: Naval: Orzabel

Vayu	400-ton Patrol Ship	2	2.50	3
Empress Marava	200-ton Far Trader	2	1.10	1

Orzabel is a GTL 3 world, and has no technical abilities to speak of. The starships and starport are managed by a professional starmerc unit linked with Imperial Cianji. The outfit, known as Spaceguard LIC, also maintains a company of troops trained in hostile environment, zero-g, and boarding ops.

Non-aligned Systems: Naval: Tokitre

Raaiera	300-ton SDB	0	1.55	1
Sulieman	100-ton Scout/Courier	2	2.58	1

Non-aligned Systems: Naval: Pacifica

Quartermast	200-ton SDB	0	1.98	4
Odyssey	100-ton Scout	1	1.17	1

Non-aligned Systems: Naval: Questions

Vayu	400-ton Patrol Ship	2	2.50	2
Empress Marava	200-ton Far Trader	2	1.10	1

Although these starships are owned, manned, and maintained by the Two Men that govern the system, Cianji intelligence analysts agree that the planetary economy does not provide the budget to fund these ships. Who does pay the bills is unknown.

Non-aligned Systems: Civilian Ships

Class	Name	Jump	Manoeuvre (g)	Number
Southern Cross	1,000-ton Freighter	2	1.01	1
Bastien	600-ton Sub. Liner	2	2.01	2
Journeyman	500-ton Liner	2	1.04	1
Ling MSM-J2	500-ton Modular Transport	2	1.29	3
Akkigish	400-ton Sub. Merchant	1	1.02	2
Beowulf	200-ton Free Trader	1	1.01	13
Empress Marava	200-ton Far Trader	2	1.10	3
Vanderbilt	200-ton Yacht	3	1.34	3
Animal	200-ton Safari Ship	2	1.00	1
Ling MSL-J2	190-ton Modular Transport	2	1.07	7
Sulieman	100-ton Scout/Courier	2	2.58	14
Sulieman II	100-ton Seeker	2	2.09	11
Sulieman III	100-ton Far Trader	2	1.01	9
Sulieman IV	100-ton Research Ship	2	1.11	3

Non-aligned Systems: Non-aligned Routes

Duchy-Workfield:

Duchy: 1 Sulieman III

Duchy-Trantor:

Duchy: 1 Southern Cross, 7 Beowulf, 2 Akkigish, 1 Journeyman. Trantor: 1 Akkigish, 5 Beowulf

Duchy-Questions:

Questions: 1 Animal

Duchy-Orzabel:

Duchy: 1 Ling MSL-J2, 2 Empress Marava, 2 Sulieman III

Trantor-Questions:

Trantor: 1 Sulieman III

Daskomo-Pacifica

Daskomo: 1 Beowulf

Non-aligned Systems - Reborn Imperium trade

Bluemarble-Whiteheart:

(Reborn: 5 Beowulf, 1 Empress Marava, 1 Akkigish)

Imperator-Whiteheart:

(Reborn: 1 Empress Marava)

Additional Non-route Starships (home ports):

Hub: 1 Bastien, 1 Ling MSM-J2, 1 Ling MSL-J2, 4 Sulieman

Dune: 1 Empress Marava, 3 Sulieman, 2 Sulieman III

Flandry: 1 Ling MSM-J2, 1 Vanderbilt, 5 Beowulf, 1 Ling MSL-J2, 1 Sulieman, 2 Sulieman II

Justince: 2 Vanderbilt, 3 Sulieman, 2 Sulieman III

Duchy: 1 Ling MSL-J2, 1 Sulieman, 1 Sulieman III

Tokitre: 1 Ling MSM-J2, 2 Ling MSL-J2, 1 Sulieman III

Trantor: 1 Ling MSL-J2, 2 Sulieman, 9 Sulieman II

Workfield: 2 Sulieman II, 1 Sulieman III

Hoi Profa: 1 Sulieman

Human Council

Class	Name	Jump	Manoeuvre (g)	Number
Vanderbilt	200-ton Yacht	3	1.34	4
Poni	150-ton Courier	3	2.02	20
Sulieman III	100-ton Far Trader	2	1.01	2
Sulieman IV	100-ton Research Ship	2	1.11	2
Question	100-ton Scout/Courier	4	3.00	2

Each Imperia pays for one quarter of the cost of the ships and crew.
(Excluding the Question-class starships: funding for them has not been successfully traced.)

Protectorate Forces: Guard

1 Nomadic and her accompanying craft (Var Kirat).
5 Reptiles (Imperial Cianji),
10 Vayu (5 Ziru Sirkaa, 5 Holy Imperium),
4 Broadswords (1 Ziru Sirkaa, 3 Holy Imperium)
In 1500, the Reborn Imperium contributes all ground forces for the Guard, in lieu of starships.

Protectorate Forces: Research

1 Sirefe, 4 Beacon (Holy Imperium),
1 Kigashin (Imperial Cianji),
3 Sulieman (Reborn Imperium)

Protectorate Forces: Transport

Class	Name	Jump	Manouver (g)	Number
Melusina	5,000-ton Colonial Liner	3	1.01	4
Journeyman	500-ton Liner	2	1.04	8

The Journeymen act as feeders in Cianji and Reborn space. They transport colonists to the Melusina liners, who make the journey to the Protectorates. Two of the Melusina's are based on Cianji, and two are at Wsi. The Melusina's make the longest scheduled runs in Starbreak sector: Cianji to Lifesphere = 21 jumps; Wsi to Avalon = 23 jumps.

Protectorate Communications Net

Purcell	1,000-ton X-boat Tender	1	1.02	2
X-Boat	100-ton Data Courier	4	0.00	12

The X-Boats are built according to traditional Third Imperium specs, so they lack maneuver drives.

Diltov Republic: Civilian

Empress Marava	200-ton Far Trader	2	1.10	2
Vanderbilt	200-ton Yacht	3	1.34	1

Noble Federation: Civilian

Beowulf	200-ton Free Trader	1	1.01	2
Empress Marava	200-ton Far Trader	2	1.10	1
Vanderbilt	200-ton Yacht	3	1.34	1

Kirat Traders: Known Var Kirat-based Starships

Var Kirat	1,000,000-ton Asteroid	2	1.13	1
Nomadic	50,000-ton Scout Tender	4	1.00	3
Flyerman	1,200-ton Pocket Carrier	2	2.20	6
Flyerman II	1,200-ton Scout	2	2.21	3
Nemena	200-ton Far Trader	2	2.12	3
Aziza	200-ton Courier	4	2.07	1
Columbus	100-ton Scout	2	2.06	12

Starbreak Starships: Classes

As of 1500 Imperial, there are 86 classes of starships, and spacecraft of greater than 100 displacement tons. They are noted here:

Name	Number	Disp	Jump
Akkigish	19	400	1
Albion	9	40000	2
Animal	4	200	2
Artines	1	500	0
Aziza	1	200	4
Bantam	14	10000	2
Bastien	4	600	2
Beacon	46	200	2
Beowulf	36	200	1
Brightfire	14	1100	0
Boxer	279	400	0
Breakerman	16	2000	0
Broadsword	34	800	3
Columbus	12	100	2
Cornfed	4	40000	2
Cornucopia	27	10000	0
Dustup	10	400	0
Empress Marava	29	200	2
FarPatrol-H	31	300	2
Flower	10	10000	0
Flyerman	6	1200	2
Flyerman II	3	1200	2
Godedre	29	3000	0
Hitman	1	400	0
Inotam	10	15000	0
Inspire	33	4000	2
Into the Blue	3	600	2
Journeyman	20	500	2
Kalumiid	3	1000	4
Knight	3	300000	3
Kugashin	35	400	2
Line-C	4	7000	0
Line-F	21	1100	0
Ling MSL-J2	53	190	2
Ling MSM-J2	19	500	2
Meamethano	9	30000	0
Melusina	4	5000	3
Muse	51	1000	2
Nemena	3	200	2
Nesiseyosfute	2	500	3
Netof	11	1100	0
Ninja	17	100	2
Nomadic	3	50000	4
Odyssey	5	100	1
Omen	3	200000	2
Patrol-D	13	600	0
Patrol-E	49	600	0
Pitbull	88	400	2
Poni	36	150	3
Purcell	2	1000	1
Quartermast	4	200	0
Query	2	200	0
Question	2	100	4
Raaiera	162	300	0
RAK-Alpha	(1)	1000	0
RAK-Beta	1	400	0
Reptile	53	200	3
Sanctification	1	60000	0
Shard	13	1100	0
Shield	144	600	0
Sirefe	6	4000	4
Southern Cross	16	1000	2
Starshield	2	10000	0
Succour	4	800	3
Sudakipu	8	50000	0
Sulieman	84	100	2
Sulieman II	71	100	2
Sulieman III	38	100	2
Sulieman IV	14	100	2
Sumatra	6	1000	0
Sylean	4	100000	4
Tichy	15	5000	2
Tithos Gathyog	1	5000	3
Tournament	20	200	0
Trainer	8	8000	2
Uaryinia	1	7000	0
Undalico	2	500	0
Universal	20	5000	2
Universal II	15	5000	2
Vanderbilt	30	200	3
Var Kirat	1	1000000	2
Vayu	125	400	2
Waterwave	1	20000	0
Windstorm	8	30000	2
X-Boat	12	100	4
Zeiirmu	2	170000	1

Many classes are used by more than one polity: this is especially true for Third Imperium designs.

Classes are described below, with GURPS Traveller Third Edition statistics. All starships and space craft were created with GURPS Traveller Ships Version 2.08, GT2 Build, created by Thomas L. Bunt.

Designer's Notes:

Just a few tweaking was done here, to make the starships do what I want them to do.

1. GTL 0 to 8: no jump
2. GTL 8: no reactionless thrusters: only fission and chemical rockets
3. GTL 8: no grav tech.
4. GTL 9: Jump1 only
5. GTL 9: no reactionless thrusters: "GTL 10" HEPlaR thrusters. In some places, HEPlaR engines are too expensive to build, so fusion engines (fast but radioactive & very dangerous) chemical rockets (safe and very slow) and ion engines (long-lasting but slow) are used.
6. At all GTL: no jump into or out of void hexes. Stars must be present for the area to be reachable by FTL jump drives.

20-ton *Dirgantara*-class Shuttle, Otrayn Shuttle (GTL8)

This is a low-tech shuttle, in use in Athens System. There is seating for four passengers.
Crew: 1 Total. 1 Pilot.
Hull: 20-ton SSL, Super Light Frame, Advanced Materials, Titanium Alloy (Expensive) Armoured Cylinder configuration Hull (DR 40), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 5).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	1,000,000	0	200,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	4,500/33	20,000/37	0/0

Engineering: Energy Bank(Advanced Battery, 0 dtons[0.51 MW], 5 Total Life Support), Sm Chemical Rocket(0.92 Gs 0.1 GRds), 9.5 Cryonic Internal Tank - HO Fuel(Fire 13, Loaded with 95 stons), 17.5 Man-Hours/day Maintenance.
Accommodations: Small Craft Bridge Add-on.
Statistics: EMass 56.83 stons, LMass 151.83 stons, Cost MCr13.22, HP 404, Size Mod 7, HT 12, CP 0.
Performance: Acc 0.91 / 2.42 Gs, Stall Speed 82 mph, Airspeed 2,765 mph, Skimming Airspeed 5,530 mph, Aerostatic Lift 137.5 stons, Ground Speed 422 mph, Take-off Run 0.05 mi, Landing Run 0.05 mi.
Sample Times (Earth Std, Full Load): Orbit 0.25 Hrs, Escape Velocity 0.35 Hrs, 100D 6.71 Hrs, Earth-Mars 115.2 Hrs.

100-ton *Parthenon*-class Orbital Shuttle, Aegaleo (GTL8)

This is the standard large shuttle for Athens, in use in orbital and sub-orbital space. Twenty-two passengers and 17 tons of cargo may be carried on-board for short durations (usually orbit -to-ground).
Crew: 5 Total. 5 Command and Control.
Hull: 100-ton SSL, Medium Frame, Standard Materials, Titanium Alloy (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 5).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	1,000,000	0	200,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	4,500/33	20,000/37	0/0

Engineering: Engineering(0.3 dtons[0.6 MW], 160 Total Life Support), 5 Sm Chemical Rocket(2.05 Gs 0.23 GRds), 50 Cryonic Internal Tank(Fire 13, Loaded with 50 stons), 20.6 Man-Hours/day Maintenance.
Accommodations: Limited Life Support, 2 Passenger Seating(22 Passengers).
Stores: 17 Hold.
Statistics: EMass 200.73 stons, LMass 335.73 stons, Cost MCr18.37, HP 15,000, Size Mod 8, HT 12, CP 6.
Performance: Acc 2.05 / 3.42 Gs, Airspeed 3,212 mph, Skimming Airspeed 6,423 mph, Aerostatic Lift 687.5 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.46 Hrs, Earth-Mars 76.61 Hrs.

200-ton *Query*-class Transport, Achaia (GTL8)

The Query-class transports exist to demonstrate Athenian sovereignty and authority throughout her home system. Built primarily as a government transport, the ship also has a limited scientific profile, as well.

The turret is usually empty, but may be armed with a large laser, missiles, or probe launchers on an as needed basis. Note that the additional weight will shrink the number of GRds available for craft locomotion.
Crew: 7 Total. 3 Command and Control, 3 Maintenance, 1 Medical.
Hull: 200-ton USL, Medium Frame, Standard Materials, Titanium Alloy (Expensive) Armoured Cone configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 5).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	1,000,000	0	200,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	4,500/33	20,000/37	0/0

Engineering: Fission Reactor/8 - Query, 5 Ion Drive(0.00 Gs 83.2 GRds), 8 Fuel Tank(Loaded with 924 stons), 52.5 Man-Hours/day Maintenance.
Accommodations: 7 Staterooms, Sickbay(2 Patients), 2 Low Berth, Emergency/10(8 Cryoberths), Brig/Armoury/Safe(25 Users), Mini-Workshop(3 Users).
Armaments: 1 Turret Battery of 1 (DR100).
Stores: 20 Vehicle Bay(20-ton Dirgantara), 15 Hold.
Statistics: EMass 831.98 stons, LMass 1,830.98 stons, Cost MCr119.76, HP 20,016, Size Mod 9, HT 12, CP 14.
Performance: Acc 0.00 Gs 83.2 GRds , Stall Speed 2,744 mph, Unable to Fly, Unable to Skim, Aerostatic Lift 0.63 stons, Unable to Land or Take-off.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 275.08 Hrs, 100D 345.47 Hrs, Earth-Mars 5933.72 Hrs.

2,000-ton *Breakerman*-class Monitor, Ace Combat 5 (GTL8)

The *Breakerman*-class monitor is in use within Whiteheart System.

Crew: 25 Total. 23 Command and Control, 2 Weapon Bay Gunners.

Hull: 2,000-ton VGSL, Medium Frame, Standard Materials, Titanium Alloy (Expensive) Armoured Rectangular configuration Hull (DR 1000), Standard Compartmentalization.

Control Areas: Basic Bridge(Hardened, Complexity 5), Command Bridge - Flag(Hardened, Complexity 6), 6 Adv Sensors, 3 Astronomical Instruments/8, 6 Enh Commo Suite, EW(Hardened, Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	1,000,000	0	200,000	0
Command Bridge - Flag	1,000,000	0	200,000	0
Enh Commo Suite	1,000,000	10,000,000	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	4,500/33	20,000/37	0/0
Command Bridge - Flag	7,000/34	30,000/38	0/0
Adv Sensors	100,000/41	200,000/43	0/0

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	2/4	100,000,000	1,000

Engineering: Fission Reactor/8 - Breakerman, 131.3 Man-Hours/day Maintenance.

Accommodations: 25 Staterooms, 4 Escape Capsule(40 Users), Brig/Armoury/Safe(25 Users), Logistics(6 Users), 2 Lg Entry Module(16 Users).

Armaments: 1 Lg Internal Bay - PAW Battery of 1 (5.34 Gj Lg PAW Bay), 1 Lg Internal Bay - UV Laser Battery of 1 (4.3 Gj Lg UVLaser Bay).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
5.34 Gj Lg PAW Bay	1	Imp	31	30	7dx400	1/60 (+7)	7900/1	24000/2
4.3 Gj Lg UVLaser Bay	1	Imp	34	30	8dx100	1/60 (+7)	28277/3	84831/8

Stores: 800 Spacedock(400 dtons for small craft available), 150 Hold.

Statistics: EMass 10,225.64 stons, LMass 10,975.64 stons, Cost MCr748.55, HP 90,000, Size Mod 11, HT 12, CP 73.

Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.

Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

10,000-ton *Starshield*-class Monitor, Starshield (GTL8)

The *Starshield*-class acts as Athens' primary space warfare platform, as of 1500 Imperial. Note that there is no native craft: the spacedock is for resupplying ships. There is also no internal artificial gravity.

Crew: 112 Total. Commanding Officer, First Officer, Computer Officer, Chief Navigator, 2nd Navigator, Communications Officer, Chief Engineer, 2nd Engineer, Chief Medical Officer, Flight Officer, 39 Total Command and Control, 1 Medical, 45 Spinal Weapon Gunners, 16 Weapon Bay Gunners, 8 Marines, 3 Maintenance.

Hull: 10,000-ton VGSL, Medium Frame, Standard Materials, Titanium Alloy (Expensive) Armoured Sphere configuration Hull (DR 30000), Total Compartmentalization, Radical Stealth(-8, AMod 4), Radical Emission Cloaking(-8, PMod 4 [-4, PMod 8 in space]).
Control Areas: Basic Bridge(Hardened, Complexity 5), Basic Bridge - Reactor(Hardened, Complexity 5), Basic Bridge - Aux(Hardened, Complexity 5), 3 Scientific Sensors, 3 Probe Launcher/Control/8, 6 Adv Sensors, 3 Enh Commo Suite, EW(Hardened, Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	1,000,000	0	200,000	0
Basic Bridge - Reactor	1,000,000	0	200,000	0
Basic Bridge - Aux	1,000,000	0	200,000	0
Probe Launcher/Control/8	0	0	1,000,000	0
Enh Commo Suite	1,000,000	10,000,000	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	4,500/33	20,000/37	0/0
Basic Bridge - Reactor	4,500/33	20,000/37	0/0
Basic Bridge - Aux	4,500/33	20,000/37	0/0
Adv Sensors	100,000/41	200,000/43	0/0

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	2/4	100,000,000	1,000

Engineering: Fission Reactor/8 - Starshield, 548.8 Man-Hours/day Maintenance.
Accommodations: 112 Staterooms, Sickbay(2 Patients), 6 Troop Armoury(120 Users), 3 Gymnasium(12 Users), Hall/Bar/Conference Room(50 Users), Brig(2 Users), Stage, Complete Workshop(3 Users).
Armaments: 250 Gj PAW/F Spinal Weapon(From G: Starships, p. 132, 141), 2 Lg Internal Bay - PAW Batteries of 1 each (5.34 Gj Lg PAW Bay), 2 Lg Internal Bay - Laser Batteries of 2 each (4.3 Gj Lg UVLaser Bay[RoF Bonus +1]), 2 Sm Internal Bay - Light Missile Batteries of 1 each (Sm Lt Missile Bay [3950], Sm Lt Missile Bay Load [x4100]), 2 Sm Internal Bay - Heavy Missile Batteries of 1 each (Sm Hv Missile Bay [650], Sm Hv Missile Bay Load [x750]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Gj PAW/F Spinal Weapon	1	Imp	36	30	5dx2000	1/60 (+7)	54000/5	160000/16
5.34 Gj Lg PAW Bay	2	Imp	31	30	7dx400	1/60 (+7)	7900/1	24000/2
4.3 Gj Lg UVLaser Bay	4	Imp	34	30	8dx100	1/60 (+7)	28277/3	84831/8
Sm Lt Missile Bay [3950]	2					(+0)		2,000,000/200
Sm Hv Missile Bay [650]	2					(+0)		600,000/60

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Sm Lt Missile Bay Load [x4100]	2	20	6G-6	6dx60(10)	0	0	-6	-6

Sm Hv Missile Bay Load [x750]	2	60	6G-6	5dx150(10)	0	1	-5	-5

Stores: 400 Spacedock(200 dtons for small craft available), 700 Hold - Missile, 50 Hold - Common.
Statistics: EMass 560,933.45 stons, LMass 564,683.45 stons, Cost MCr13,071.61, HP 212,107, Size Mod 12, HT 6, CP 356.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

20-ton *Spiral*-class Gig, Mossar-A (GTL9)

The *Spiral*-class gig is in common use in the Yelloworld system and nearby near- and early-Stellar systems. The ship is over-manned: it could be run by one man, but the designers choose to safety & survivability margins via increased redundancy, accepting the increased support cost to the ship.
Crew: 3 Total. 1 Pilot, 1 Sensors/Commo, 1 Ship Systems. Transport 22 passengers. Each couch (holding 11 psg) removed grants 1dton of cargo.
Hull: 20-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Cylinder configuration Hull (DR 50), Standard Compartmentalization.
Control Areas: Cockpit/Systems(Complexity 5).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Cockpit/Systems	1,000,000	0	200,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Cockpit/Systems	4,500/33	20,000/37	100/23

Engineering: Engineering(0.8 dtons[6.51 MW], 45 Total Life Support), 16 Sm HEPlaR(2.18 Gs 16.4 GRds), 0.5 Cryonic Internal Tank(Fire 13, Loaded with 0.5 stons), Combined Gravitic Systems/10(450 Aerostatic Lift), 15.9 Man-Hours/day Maintenance.
Accommodations: Full Life Support, Passenger Seating(11 Passengers), Passenger Seating(11 Passengers).
Statistics: EMass 102.27 stons, LMass 102.77 stons, Cost MCr10.96, HP 4,046, Size Mod 7, HT 12, CP 0.
Performance: Acc 2.18 Gs 16.4 GRds , Airspeed 2,496 mph, Skimming Airspeed 7,059 mph, Aerostatic Lift 674 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.15 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

40-ton *Footfall*-class Pinnace, Stamper II (GTL9)

This is the standard GTL 9 small craft in the coreward quarter of Starbreak Sector. Eleven passengers may be carried.
Crew: 2 Total. 1 Pilot, 1 Engineer
Hull: 40-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	10,000/35	70,000/40	1,000/29

Engineering: 2 Engineering(1.4 dtons[11.9 MW], 14 Total Life Support), 15 Sm HEPlaR(1.15 Gs 27.6 GRds), 1.5 Cryonic Internal Tank(Fire 13, Loaded with 1.5 stons), Utility, 22.6 Man-Hours/day Maintenance.
Accommodations: Total Life Support, Stateroom, Passenger Seating(11 Passengers), Escape Capsule(10 Users).
Stores: 5 Hold.
Statistics: EMass 156.57 stons, LMass 183.07 stons, Cost MCr22.21, HP 6,423, Size Mod 7, HT 12, CP 2.
Performance: Acc 1.15 Gs 27.6 GRds , Airspeed 1,918 mph, Skimming Airspeed 5,425 mph, Aerostatic Lift 210 stons.
Sample Times (Earth Std, Full Load): Orbit 0.2 Hrs, Escape Velocity 0.28 Hrs, 100D 5.96 Hrs, Unable to Thrust to Mars.

100-ton *Odyssey*-class Scout, Magellan (GTL9)

This is a scout ship designed for local use centuries ago, when many worlds restricted space technology to GTL 9 - and so freeing resources for other goals, such as terraforming and mining. Only four remain: one in Leoin system, one in Pacifica, and two in private hands. The *Odyssey* ships are designed primarily for in-system survey & patrol duties, but are capable of interstellar operations as well.

As it was originally built before the (Cianji) Imperial Civil War, it can be found in both Cianji and Reborn space. In the near future, production may resume on Cianji-dominated Leoin and Wsi-dominated Yelloworld, for use by planetary governments unable to conduct maintenance on reactionless drives.
Crew: 4 Total. 2 Command and Control, 1 Turret Gunner, 1 Flight Crew
Hull: 100-ton SSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Cone configuration Hull (DR 200), Standard Compartmentalization, Basic Stealth(-5, AMod 3), Basic Emission Cloaking(-5, PMod 3 [-2, PMod 6 in space]).
Control Areas: Mini Basic Bridge(Complexity 6), SIS, Planetary Survey/9, Astronomical Instruments/9, Probe Launcher/Control/9.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Mini Basic Bridge	10,000,000	0	2,000,000	0
Probe Launcher/Control/9	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Mini Basic Bridge	10,000/35	70,000/40	1,000/29

Engineering: 2 Engineering(6.4 dtons[53.36 MW], 6 Total Life Support), 3 Jump Drive, 40 Sm HEPlaR(1.17 Gs 63.3 GRds), 10 Cryonic Internal Tank - Jump(Fire 13, Loaded with 10 stons), 9 Cryonic Internal Tank - HEPlaR(Fire 13, Loaded with 9 stons), Fuel Processor(2.9 hours to refine Cryonic Internal Tank - Jump), 2 Combined Gravitic Systems/9(600 Aerostatic Lift), 34.7 Man-Hours/day Maintenance.
Accommodations: 3 Staterooms - Crew, Emergency Aid Station(2 Patients), Low Berth, Emergency/10(4 Cryoberths), Brig/Armoury/Safe(25 Users), Mini-Workshop(3 Users).
Armaments: 1 Turret Battery of 1 (DR100, 2x101 Mj Std Laser[RoF Bonus +1], Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
101 Mj Std Laser	2	Imp	31	30	8dx20	1/60 (+7)	14400/1	43200/4
Sand Caster [200]	1					(+0)		

Stores: 2 Hold, Spacedock(Air/raft).
Statistics: EMass 448.77 stons, LMass 477.77 stons, Cost MCr52.13, HP 12,609, Size Mod 8, HT 12, CP 9.
Performance: Jump-1 (1), Acc 1.17 Gs 63.3 GRds , Airspeed 3,162 mph, Skimming Airspeed 6,323 mph, Aerostatic Lift 1,160 stons.
Sample Times (Earth Std, Full Load): Orbit 0.19 Hrs, Escape Velocity 0.27 Hrs, 100D 5.9 Hrs, Unable to Thrust to Mars.

200-ton *Quartermast*-class System Defense Boat, Blunderbuss (GTL9)

The *Quartermast* is an SDB used within the Pacifica system.
Crew: 10 Total. 6 Command and Control, 2 Turret Gunners, 2 Maintenance.
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Cylinder configuration Hull (DR 200), Standard Compartmentalization.
Control Areas: Basic Bridge(Hardened, Complexity 6), Adv Sensors.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	10,000/35	70,000/40	1,000/29
Adv Sensors	100,000/41	200,000/43	0/0

Engineering: 2 Engineering(2.2 dtons[18.1 MW], 12 Total Life Support), 48 Sm Fusion Rocket(1.98 Gs 186.1 GRds), 90 Cryonic Internal Tank - Fusion Torch(Fire 13, Loaded with 90 stons), Utility, 48.3 Man-Hours/day Maintenance.
Accommodations: 6 Staterooms, Emergency Aid Station(2 Patients).
Armaments: 1 Heavy Missile Turret Battery of 1 (DR100, 3xHv Missile Rack [15], Hv Missile Turret Load [x15]), 1 Light Missile Turret Battery of 1 (DR100, 3xLt Missile Rack [82], Lt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Hv Missile Rack [15]	3					(+0)		2,000,000/200
Lt Missile Rack [82]	3					(+0)		200,000/20

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	1	65	6G-6	5dx150(10)	6dx300(5)	1	-5	-5
Lt Missile Turret Load [x82]	1	25	6G-6	6dx60(10)	6dx100(5)	0	-5	-5 (-2)

Statistics: EMass 514.86 stons, LMass 604.86 stons, Cost MCr101.2, HP 18,783, Size Mod 9, HT 12, CP 10.

Performance: Acc 1.98 Gs 186.1 GRds , Airspeed 2,681 mph, Skimming Airspeed 7,583 mph, Aerostatic Lift 1,200 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.53 Hrs, Unable to Thrust to Mars.

200-ton *Tournament*-class System Defense Boat, Ballinge (GTL9)

The *Tournament* is an SDB used within the Duchy system. This ship uses a fusion torch drive system.
Crew: 7 Total. 5 Command and Control, 2 Turret Gunners, 1 Maintenance.
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Hull (DR 300), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	10,000/35	70,000/40	1,000/29

Engineering: 2 Engineering(2.8 dtons[23.26 MW], 14 Total Life Support), Fusion Drive Core(0 dtons[23.26 MW], 14 Total Life Support), 129 Sm Fusion Rocket(3.76 Gs 64.2 GRds), 44 Cryonic Internal Tank - Fusion Torch(Fire 13, Loaded with 44 stons), Utility, 46.0 Man-Hours/day Maintenance.
Accommodations: 7 Staterooms, Emergency Aid Station(2 Patients), 2 Low Berth, Emergency/9(8 Cryoberths), Sm Entry Module(4 Users), Brig/Armoury/Safe(25 Users), Escape Capsule(10 Users), Mini-Workshop(3 Users), Gymnasium(4 Users).
Armaments: 1 Laser Turret Battery of 1 (DR100, 3x101 Mj Std Laser[RoF Bonus +1]), 1 Sandcaster Turret Battery of 1 (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
101 Mj Std Laser	3	Imp	31	30	8dx20	1/60 (+7)	14400/1	43200/4
Sand Caster [200]	3					(+0)		

Statistics: EMass 813.51 stons, LMass 857.51 stons, Cost MCr91.73, HP 22,500, Size Mod 9, HT 12, CP 11.
Performance: Acc 3.76 Gs 64.2 GRds , Airspeed 4,016 mph, Skimming Airspeed 11,358 mph, Aerostatic Lift 3,225 stons.
Sample Times (Earth Std, Full Load): Orbit 0.06 Hrs, Escape Velocity 0.09 Hrs, 100D 3.29 Hrs, Unable to Thrust to Mars.

300-ton *Raaiera*-class System Defense Boat, Mossar (GTL9)

This is a low-tech SDB boat, in use with a few Reborn Imperium systems. These systems have difficulty maintaining reactionless thrusters, so HEPlaR drives are used instead. Due to the low thrust, no grav compensation is provided. Five robot brains are used to replace five command billets (sensor analysis posts), in order to reduce crowding.
Crew: 11 Total. 5 Command and Control, 3 Turret Gunners, 3 Flight Crew.
Hull: 300-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Cylinder configuration Hull (DR 1000), Total Compartmentalization, Radical Stealth(-10, AMod -1), Radical Emission Cloaking(-10, PMod -1 [-5, PMod 4 in space]).

Control Areas: Command Bridge(Complexity 7), 5 Robot Brain, Microframe, Hardened(Hardened, Complexity 5).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	20,000/37	100,000/41	2,000/31

Engineering: 2 Engineering(0.4 dtons[3.16 MW], 12 Total Life Support), 284 Sm HEPlaR(1.55 Gs 50.4 GRds), 38.5 Cryonic Internal Tank - HEPlaR(Fire 13, Loaded with 38.5 stons), 61.8 Man-Hours/day Maintenance.
Accommodations: 6 Staterooms, Emergency Aid Station(2 Patients).
Armaments: 1 Sm Turret - Heavy Missiles Battery of 1 (DR250, Hv Missile Rack [15], Hv Missile Turret Load [x15]), 1 Sm Turret - Light Missiles Battery of 1 (DR125, Lt Missile Rack [82], Lt Missile Turret Load [x82]), 1 Sm Turret - Sandcaster Battery of 1 (DR125, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Hv Missile Rack [15]	1					(+0)		2,000,000/200
Lt Missile Rack [82]	1					(+0)		200,000/20
Sand Caster [200]	1					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	1	65	6G-6	5dx150(10)	6dx300(5)	1	-5	-5
Lt Missile Turret Load [x82]	1	25	6G-6	6dx60(10)	6dx100(5)	0	-5	-5 (-2)

Stores: 20 Gig Bay(20-ton Spiral Gig).
Statistics: EMass 2,530.76 stons, LMass 2,569.26 stons, Cost MCr165.97, HP 24,612, Size Mod 9, HT 12, CP 12.
Performance: Acc 1.55 Gs 50.4 GRds , Airspeed 4,264 mph, Skimming Airspeed 12,058 mph, Aerostatic Lift 3,976 stons.
Sample Times (Earth Std, Full Load): Orbit 0.15 Hrs, Escape Velocity 0.21 Hrs, 100D 5.13 Hrs, Unable to Thrust to Mars.

400-ton *Dustup*-class System Defense Boat, Guardman (GTL9)

The *Dustup* is an SDB-class used within the Duchy system. This ship uses a HEPlaR drive system.
Crew: 15 Total. 11 Command and Control, 4 Turret Gunners.
Hull: 400-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Cylinder configuration Hull (DR 300), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 6), 3 Sonar(19/21/24, Complexity 6), Radscanner-ULt/9, 3 Enh Sensors.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	10,000/35	70,000/40	1,000/29
Radscanner-ULt/9	0/0	0/0	20,000/37
Enh Sensors	100,000/41	200,000/43	4,500/33

Engineering: 2 Engineering(7.1 dtons[59.21 MW], 20 Total Life Support), 391 Sm HEPlaR(2.20 Gs 67.6 GRds), 50 Cryonic Internal Tank - HEPlaR(Fire 13, Loaded with 50 stons), 8 Combined Gravitic Systems/9(2400 Aerostatic Lift), 69.7 Man-Hours/day Maintenance.
Accommodations: 10 Staterooms.
Armaments: 2 Missile Turret Batteries of 1 each (DR150, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]), 2 Sandcaster Turret Batteries of 1 each (DR150, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lt Missile Rack [82]	6					(+0)		200,000/20
Sand Caster [200]	6					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	6	25	6G-6	6dx50(10)	6dx100(5)	0	-5	-5 (-2)

Statistics: EMass 2,436.56 stons, LMass 2,486.56 stons, Cost MCr210.67, HP 29,816, Size Mod 9, HT 12, CP 18.
Performance: Acc 2.20 Gs 67.6 GRds , Airspeed 4,545 mph, Skimming Airspeed 12,855 mph, Aerostatic Lift 7,874 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.15 Hrs, 100D 4.3 Hrs, Unable to Thrust to Mars.

600-ton *Patrol-D*-class System Defense Boat, Emita (GTL9)

The *Patrol-D* is an older System Defense Boat in Dune system. At one time, this was a major combatant for local forces, and is still used as a command ship in low-threat circumstances. She is tasked strictly for system patrol: due to her fusion torch, she is not used for homeworld defense unless absolutely necessary.
Crew: 21 Total. 15 Command and Control, 1 Medical, 4 Turret Gunners, 1 Maintenance.
Hull: 600-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Frustum configuration Hull (DR 600), Total Compartmentalization, Radical Stealth(-10, AMod 0), Radical Emission Cloaking(-10, PMod 0 [-5, PMod 5 in space]).
Control Areas: Command Bridge(Hardened, Complexity 7), 3 Adv Sensors, 2 Enh Commo Suite, 4 Enhanced Display, EW(Hardened, Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	10,000,000	0	2,000,000	0
Enh Commo Suite	10,000,000	100,000,000	20,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	20,000/37	100,000/41	2,000/31
Adv Sensors	200,000/43	450,000/45	7,000/34

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	15/6	100,000,000	10,000

Engineering: 9 Engineering(8.8 dtons[72.96 MW], 26 Total Life Support), 400 Sm Fusion Rocket(3.31 Gs 56.7 GRds), 137 Cryonic Internal Tank - Fusion Torch(Fire 13, Loaded with 137 stons), 2 Utility, 111.2 Man-Hours/day Maintenance.
Accommodations: 13 Staterooms, Sickbay(2 Patients), Brig/Armoury/Safe(25 Users), Battle Dress Morgue/9(20 Users), Mini-Workshop(3 Users).
Armaments: 1 Laser Turret Battery of 2 (DR300, 303 Mj Hv Laser[RoF Bonus +1]), 1 Missile Turret Battery of 2 (DR300, 3xLt Missile Rack [82], Lt Missile Turret Load [x82]), 2 Sandcaster Turret Batteries of 1 each (DR300, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
303 Mj Hv Laser	2	Imp	33	30	5dx55	1/60 (+7)	25000/3	75000/8
Lt Missile Rack [82]	6					(+0)		200,000/20
Sand Caster [200]	6					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	2	25	6G-6	6dx60(10)	6dx100(5)	0	-5	-5 (-2)

Stores: 1 Hold.
Statistics: EMass 2,878.6 stons, LMass 3,020.6 stons, Cost MCr536.5, HP 38,975, Size Mod 10, HT 12, CP 25.
Performance: Acc 3.31 Gs 56.7 GRds , Airspeed 5,373 mph, Skimming Airspeed 15,196 mph, Aerostatic Lift 10,000 stons.
Sample Times (Earth Std, Full Load): Orbit 0.07 Hrs, Escape Velocity 0.1 Hrs, 100D 3.51 Hrs, Unable to Thrust to Mars.

1,000-ton *Sumatra*-class System Defense Boat, Medan (GTL9)

This SDB is restricted to Leoin system, where the class was designed and built.
Crew: 16 Total. 6 Command and Control, 6 Turret Gunners, 4 Maintenance.
Hull: 1,000-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Sphere configuration Hull (DR 1000), Total Compartmentalization, Radical Stealth(-10, AMod 0), Radical Emission Cloaking(-10, PMod 0 [-5, PMod 5 in space]).
Control Areas: Basic Bridge(Complexity 6), Enh Sensors.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	10,000/35	70,000/40	1,000/29
Enh Sensors	100,000/41	200,000/43	4,500/33

Engineering: 4 Engineering(3.2 dtons[26.93 MW], 18 Total Life Support), 1049 Sm HEPlaR(2.05 Gs 93.9 GRds), 200 Cryonic Internal Tank - HEPlaR(Fire 13, Loaded with 200 stons), 2 Utility, 96.4 Man-Hours/day Maintenance.

Accommodations: 9 Staterooms, Emergency Aid Station(2 Patients), 5 Low Berth, Emergency/9(20 Cryoberths), Brig/Armoury/Safe(25 Users), Mini-Workshop(3 Users), 2 Escape Capsule(20 Users).
Armaments: 1 Sandcaster Turret Battery of 1 (DR500, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 5 Missile Turret Batteries of 1 each (DR500, 3xHv Missile Rack [15], 3xHv Missile Turret Load [x15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	3					(+0)		
Hv Missile Rack [15]	15					(+0)		2,000,000/200

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	15	65	6G-6	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 2 Hold.
Statistics: EMass 6,945.05 stons, LMass 7,155.05 stons, Cost MCr403.17, HP 45,697, Size Mod 10, HT 12, CP 24.
Performance: Acc 2.05 Gs 93.9 GRds , Airspeed 6,013 mph, Skimming Airspeed 17,008 mph, Aerostatic Lift 14,686 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.46 Hrs, Unable to Thrust to Mars.

7,000-ton *Line-C*-class Monitor, Maron Triff (GTL9)

This is an old and slow monitor class. It is due to be replaced sometime during the next decade with the *Line-I* class of monitors. Until the *Line-I* goes into production, the *Line-C* remains the largest warship within Dune system.
Crew: 70 Total. 10 Command and Control, 1 Medical, 4 Weapon Bay Gunners, 18 Turret Gunners, 11 Troops, 26 Maintenance.
Hull: 7,000-ton VGSL, Medium Frame, Standard Materials, Durasteel (Expensive) Armoured Frustum configuration Hull (DR 1400), Standard Compartmentalization, Radical Stealth(-10, AMod 2), Radical Emission Cloaking(-10, PMod 2 [-5, PMod 7 in space]).
Control Areas: Command Bridge(Hardened, Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	10,000,000	0	2,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	20,000/37	100,000/41	2,000/31

Engineering: 100 Engineering(89.8 dtons[748.61 MW], 74 Total Life Support), 7084 Sm HEPlaR(1.00 Gs 160.4 GRds), 1250 Cryonic Internal Tank - HEPlaR(Fire 13, Loaded with 1,250 stons), 389.3 Man-Hours/day Maintenance.
Accommodations: 37 Staterooms, Sickbay(2 Patients), 2 Emergency Aid Station(4 Patients), Battle Dress Morgue/9(20 Users), Brig/Armoury/Safe(25 Users), Gymnasium(4 Users), Complete Workshop(3 Users).
Armaments: 3 Sm Internal Bay - PAW Batteries of 1 each (7 Gj Sm PAW Bay), 1 Lg Internal Bay - PAW Battery of 1 (15 Gj Lg PAW Bay), 10 Laser Turret Batteries of 1 each (DR700, 2x40 Mj Pulse Laser[RoF Bonus +1]), 1 Lt. Missile Turret Battery of 4 (DR700, 2xLt Missile Rack [82], 2xLt Missile Turret Load [x82]), 1 Sandcaster Turret Battery of 10 (DR700, 2xSand Caster [200], 2xSand Caster Full Load

[x200]), 6 Hv. Missile Turret Batteries of 1 each (DR700, 2xHv Missile Rack [15], 2xHv Missile Turret Load [x15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
7 Gj Sm PAW Bay	3	Imp	32	30	5dx800	1/60 (+7)	10200/1	30600/3
15 Gj Lg PAW Bay	1	Imp	33	30	5dx1000	1/60 (+7)	14500/1	43500/4
40 Mj Pulse Laser	20	Imp	30	30	5dx20	1/15 (+9)	9100/1	27300/3
Lt Missile Rack [82]	8					(+0)		200,000/20
Sand Caster [200]	20					(+0)		
Hv Missile Rack [15]	12					(+0)		2,000,000/200

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	8	25	6G-6	6dx60(10)	6dx100(5)	0	-5	-5 (-2)
Hv Missile Turret Load [x15]	12	65	6G-6	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 5 Hold, 10 Vehicle Bay(10-ton Short Duration Lifeboat).
Statistics: EMass 25,288.06 stons, LMass 26,563.06 stons, Cost MCr6,578.98, HP 200,490, Size Mod 12, HT 12, CP 115.
Performance: Acc 1.00 Gs 160.4 GRds , Airspeed 3,861 mph, Skimming Airspeed 10,921 mph, Aerostatic Lift 26,565 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Unable to Thrust to Mars.

5-ton *Nider*-class Dory, Porl (GTL10)

This is the standard Third Imperium 5-ton Utility Shuttle. It carries six passengers and half a ton of cargo.
Crew: 1 Total. 1 Command and Control
Hull: 5-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 50), Standard Compartmentalization.
Control Areas: Cockpit/Systems(Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Cockpit/Systems	5,000,000	0	10,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Cockpit/Systems	10,000/35	45,000/39	1,000/29

Engineering: Sm Engineering(one-man airlock, 0.3 dtons[10.79 MW]), 2 Sm Manoeuvre Drive(1.70 / 1.91 Gs, 40 stons thrust), Combined Gravitic Systems/10(450 Aerostatic Lift), 8.8 Man-Hours/day Maintenance.
Accommodations: Sm Passenger Seating(6 Passengers).
Stores: 0.5 Hold.
Statistics: EMass 20.98 stons, LMass 23.48 stons, Cost MCr3.34, HP 1,800, Size Mod 5, HT 12, CP 5.

Performance: Acc 1.70 / 1.91 Gs, Airspeed 1,582 mph, Skimming Airspeed 4,473 mph, Aerostatic Lift 490 stons.
Sample Times (Earth Std, Full Load): Orbit 0.13 Hrs, Escape Velocity 0.19 Hrs, 100D 4.89 Hrs, Earth-Mars 83.99 Hrs.

5-ton *Gill*-class Dory, Croket (GTL10)

This is a small, stealthy dory (a common term for a sub-10 dton spaceship). Six passengers may be carried: if the seats are removed, 0.5 tons of cargo can be carried instead. Note that the armour is thermal superconducting, and provides an additional 250 DR against HEAT & HEDP warheads, lasers, xasers, and plasma & fusion bolts.
Crew: 1 Total. 1 Command and Control
Hull: 5-ton RSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 50, Thermal Super-conducting Armour, Psi-Shielded), Total Compartmentalization, Radical Stealth(-12, AMod -7), Radical Emission Cloaking(-12, PMod -7 [-6, PMod -1 in space]).
Control Areas: Cockpit/Systems(Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Cockpit/Systems	5,000,000	0	10,000,000	0
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Cockpit/Systems	10,000/35	45,000/39	1,000/29	

Engineering: Sm Engineering(one-man airlock), 2 Sm Manoeuvre Drive(1.77 / 1.77 Gs, 40 stons thrust), Combined Gravitic Systems/10(450 Aerostatic Lift), 12.7 Man-Hours/day Maintenance.
Accommodations: Sm Passenger Seating(6 Passengers).
Statistics: EMass 22.63 stons, LMass 22.63 stons, Cost MCr7.04, HP 1,800, Size Mod 5, HT 12, CP 5.
Performance: Acc 1.77 / 1.77 Gs, Airspeed 4,473 mph, Skimming Airspeed 4,473 mph, Aerostatic Lift 490 stons.
Sample Times (Earth Std, Full Load): Orbit 0.13 Hrs, Escape Velocity 0.18 Hrs, 100D 4.8 Hrs, Earth-Mars 82.46 Hrs.

20-ton *Connor McBane*-class Customs Gig, Futurewar-One (GTL10)

This is the standard Third Imperium customs gig. The design has been inherited with little change into Starbreak sector. Note that, unlike the gig described in GURPS Traveller: Starships page 76, there is no battle dress ready room, and cargo is reduced to 0.5 displacement. No gravitics is provided, as available thrust is only about 1.5 G. Twenty-four troops in battle dress can be transported via this gig.
Crew: 2 Total. 1 Pilot/Gunner, 1 Navigator/Sensor.
Hull: 20-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 400), Heavy Compartmentalization, Basic Stealth(-6, AMod 1), Basic Emission Cloaking(-6, PMod 1 [-3, PMod 4 in space]).
Control Areas: Basic Bridge(Hardened, Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Basic Bridge	20,000/37	100,000/41	2,000/31	

Engineering: Sm Engineering(one-man airlock, 2 dtons[81.52 MW]), 4 Manoeuvre Drive(1.45 / 1.48 Gs, 160 stons thrust), 13.7 Man-Hours/day Maintenance.
Accommodations: 2 Passenger Seating(24 Passengers).
Armaments: 1 Hull Mount Battery of 1 (420 Mj Plasma Gun[This weapon is fixed to fire directly forward of the vessel.]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
420 Mj Plasma Gun	1	Spcl	28	30	6dx270	1/60 (+7)	2700/0	8000/1

Stores: 5 Spacedock(2.5 dtons for small craft available), 0.5 Hold.
Statistics: EMass 107.8 stons, LMass 110.3 stons, Cost MCr8.12, HP 4,500, Size Mod 7, HT 12, CP 9.
Performance: Acc L/E 1.45 / 1.48 Gs, Airspeed 2,000 mph, Skimming Airspeed 5,657 mph, Aerostatic Lift 160 stons.
Sample Times (Earth Std, Full Load): Orbit 0.16 Hrs, Escape Velocity 0.22 Hrs, 100D 5.3 Hrs, Earth-Mars 91.03 Hrs.

This is a 30-ton module, designed for the modular cutter.

30-ton *Aquatic Module*-class Swimming Pool, Pool A2 (GTL10)

This is an aquatic module, designed primarily as a swimming pool. Each swimming pool comes with 100 sf of water (10' deep), 100 sf of deck, and overhead clearance. Two cabins are provided, for privacy/showers. A spacedock is attached, to contain the water should the artigrav fail.
Crew: 0 Total.
Hull: 30-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Engineering: Engineering(0.3 dtons[10.98 MW], 97 Total Life Support), Utility, 6.8 Man-Hours/day Maintenance.
Accommodations: Full Life Support, Stateroom, 2 Full Swimming Pool.
Stores: Spacedock(Exists to contain the water, should the utility (artigrav) module fail., 0.5 dtons for small craft available), 1 Hold.
Statistics: EMass 103.71 stons, LMass 108.71 stons, Cost MCr1.99, HP 5,302, Size Mod 7, HT 12, CP 1.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

This is a 30-ton module, designed for the modular cutter.

30-ton *Lamprey IV*-class Boarding Module, BM-6 (GTL10)

This module is brought to the insertion point via cutter, detached from the cutter, and then clamped to the hull of the target ship or station. Then, the hull is cut open, for Marines to enter in.
Crew: 0 Total. 2 Medical, 5 Maintenance.
Hull: 30-ton VGSL, Extra Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 2000), Total Compartmentalization.
Engineering: 2 Energy Bank(0 dtons[12.01 MW]), Sm Manoeuvre Drive(0.04 / 0.04 Gs, 20 stons thrust), Utility, 42.2 Man-Hours/day Maintenance.

Accommodations: 2 Military Sickbay(8 Patients), Low Berth(4 Cryoberths), 3 Passenger Seating(36 Passengers), 2 Battle Dress Morgue/10(40 Users).
Misc: 3 Hull Cutter, 2 Boarding Clamp/10.
Stores: 5 Hold.
Statistics: EMass 504.02 stons, LMass 529.02 stons, Cost MCr77.4, HP 21,210, Size Mod 7, HT 9, CP 5.
Performance: Acc 0.04 / 0.04 Gs, Stall Speed 2,112 mph, Unable to Fly, Unable to Skim, Aerostatic Lift 20 stons, Unable to Land or Take-off.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 2.48 Hrs, 100D 32.83 Hrs, Earth-Mars 563.83 Hrs.

This is a 30-ton module, designed for the modular cutter.

30-ton *Brig*-class Brig Module, Cell Block A (GTL10)

This is a brig module, designed primarily for medium-security prisoners. It is meant to be attached to a station, to serve as its prison. It contains: ten brigs (for up to 20 medium-security prisoners), four cyroberths (for high-security prisoners), a stateroom, an office, and a gymnasium.
Crew: 1 Total. 1 Guard.
Hull: 30-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Total Compartmentalization.
Engineering: Sm Engineering(one-man airlock, 0.2 dtons[10.19 MW], 20 Total Life Support), Utility, 7.1 Man-Hours/day Maintenance.
Accommodations: Full Life Support, Stateroom, Emergency Aid Station(2 Patients), Low Berth(4 Cryoberths), 10 Brig(20 Users), Normal Office(4 Users), Gymnasium(4 Users).
Statistics: EMass 119.73 stons, LMass 119.73 stons, Cost MCr2.19, HP 5,302, Size Mod 7, HT 12, CP 1.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

This is a 30-ton module, designed for the modular cutter.

30-ton *Commlink*-class Army Command Centre, Core-1 (GTL10)

This command cutter module is based on the GTL 12 Imperial Marine version, described in GT: Modular Cutter, page 52. It is not intended to operate alone: a quarters or berthing module is usually attached to it. Even so, it has it's own power supply and artificial gravity utility module.
Crew: 28 Total. 28 Command and Control (Bridge 10, Information centre 10, Traffic Control 8)
Hull: 30-ton VGSL, Extra Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 2000), Total Compartmentalization, Basic Stealth(-6, AMod 1), Basic Emission Cloaking(-6, PMod 1 [-3, PMod 4 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), Traffic Control(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32

Engineering: Engineering(0.6 dtons[24.79 MW]), Utility, 30.1 Man-Hours/day Maintenance.
Accommodations: 2 Normal Office(8 Users).
Stores: 1 Hold.
Statistics: EMass 420.64 stons, LMass 425.64 stons, Cost MCr39.25, HP 21,210, Size Mod 7, HT 10, CP 1.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

This is a 30-ton module, designed for the modular cutter.

30-ton *Hacker IX*-class Electronic Warfare Platform, PUPU-3 (GTL10)

This Electronic Counter-Measures cutter module is based on the GTL 12 version, described in GT: Modular Cutter, page 49. As there are no stealthed cutters in use in Starbreaker space, the module is usually deposited in orbit by an ordinary naval vessel or cutter.
Again, because it is intended to operate alone, it is provided with its own power plant and utility module.
Crew: 6 Total. 6 Electronic Warfare specialists
Hull: 30-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 500), Total Compartmentalization, Radical Stealth(-12, AMod -5), Radical Emission Cloaking(-12, PMod -5 [-6, PMod 1 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), Probe Launcher/Control/10, Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 8), EW(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: Engineering(1 dtons[40.03 MW], 16 Total Life Support), Utility, 42.2 Man-Hours/day Maintenance.
Accommodations: Bunk Room.
Armaments: 1 Turret Battery of 1 (DR250, 2xLt Missile Rack [82], Sand Caster [200], Sand Caster Full Load [x200], 2xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lt Missile Rack [82]	2					(+0)		10,000,000/1000
Sand Caster [200]	1					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	2	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Statistics: EMass 253.28 stons, LMass 253.28 stons, Cost MCr77.2, HP 5,302, Size Mod 7, HT 12, CP 5.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

This is a 30-ton module, designed for the modular cutter.

30-ton *First Stand*-class Army Firebase, Baker-3 (GTL10)

This firebase cutter module is based on the GTL 12 Imperial Marine version, described in GT: Modular Cutter, page 52. It is designed to operate without support for many weeks.
Crew: 16 Total. 11 Command and Control, 1 Medical, 1 Turret Gunner, 3 Flight Crew.
Hull: 30-ton VGSL, Extra Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 2000), Total Compartmentalization, Basic Stealth(-6, AMod 1), Basic Emission Cloaking(-6, PMod 1 [-3, PMod 4 in space]).
Control Areas: Cockpit/Systems(Hardened, Complexity 6), Military Information Center(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Cockpit/Systems	5,000,000	0	10,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Cockpit/Systems	10,000/35	45,000/39	1,000/29

Engineering: Engineering(2.1 dtons[85.56 MW], 32 Total Life Support), Utility, 20.7 Man-Hours/day Maintenance.
Accommodations: 2 Bunk Room, Sickbay(2 Patients), Battle Dress Morgue/10(20 Users), Troop Armoury(20 Users).
Armaments: 1 Turret Battery of 1 (DR1000, Lt Missile Rack [82], Lt Missile Turret Load [x82], 420 Mj Plasma Gun).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lt Missile Rack [82]	1					(+0)		10,000,000/1000
420 Mj Plasma Gun	1	Spcl	28	30	6dx270	1/60 (+7)	2700/0	8000/1

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	1	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 4 Spacedock(Grav APC, 0.5 dtons for small craft available), 1 Hold.
Statistics: EMass 488.16 stons, LMass 493.16 stons, Cost MCr18.6, HP 21,210, Size Mod 7, HT 10, CP 6.

Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

This is a 30-ton module, designed for the modular cutter.

30-ton *Stifle-C*-class Nuclear Damper Module, NC-Beta (GTL10)

This is a nuclear damper module, usually used in military operations. One damper operator is needed: three maintenance personnel may also be added.
Crew: 1 Total. 1 Damper operator.
Hull: 30-ton VGSL, Extra Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Total Compartmentalization, Basic Stealth(-6, AMod 1), Basic Emission Cloaking(-6, PMod 1 [-3, PMod 4 in space]).
Control Areas: Military Information Center(Hardened, Complexity 8), Cockpit/Systems(Hardened, Complexity 6).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Cockpit/Systems	5,000,000	0	10,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Cockpit/Systems	10,000/35	45,000/39	1,000/29

Engineering: Utility, 30.9 Man-Hours/day Maintenance.
Accommodations: 2 Staterooms.
Armaments: 2 Nuclear Damper(15 mi).
Stores: 2 Hold.
Statistics: EMass 135.48 stons, LMass 145.48 stons, Cost MCr41.32, HP 21,210, Size Mod 7, HT 12, CP 1.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

This is a 30-ton module, designed for the modular cutter.

30-ton *Spyglass*-class Sensor Picket Module, Sensor ST-M (GTL10)

This sensor cutter module is based on the GTL 12 version, described in GT: Modular Cutter, page 57. It is designed as a stealthed sensor picket. It is provided with its own power plant and utility module.
Crew: 6 Total. 6 Sensor specialists
Hull: 30-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 1000), Total Compartmentalization, Radical Stealth(-12, AMod -5), Radical Emission Cloaking(-12, PMod -5 [-6, PMod 1 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), Probe Launcher/Control/10, Adv Sensors, Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000

Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38

Engineering: Sm Engineering(one-man airlock, 1 dtons[40.04 MW], 16 Total Life Support), 54.4 Man-Hours/day Maintenance.
Accommodations: Bunk Room.
Statistics: EMass 313.28 stons, LMass 313.28 stons, Cost MCr128.62, HP 5,302, Size Mod 7, HT 12, CP 0.
Performance: Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.
Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

40-ton *Tiger*-class Slow Pinnace, Feline (GTL10)

Although this is a standard Third Imperium design, only Flandry/Yelloworld currently produces this spaceship. The larger 100-ton shuttle is the preferred interface craft in Starbreak sector. (Note: this class predates the *Tigress*-class dreadnoughts of the late Third Imperium.)
Crew: 3 Total. 3 Command and Control.
Hull: 40-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Compact Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Compact Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Compact Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: Engineering(0.5 dtons[20.14 MW]), 3 Manoeuvre Drive(1.17 / 1.91 Gs, 120 stons thrust), Combined Gravitic Systems/10(450 Aerostatic Lift), 11.6 Man-Hours/day Maintenance.
Accommodations: 17 Passenger Seating(204 Passengers).
Stores: 8 Hold.
Statistics: EMass 62.93 stons, LMass 102.93 stons, Cost MCr5.89, HP 6,423, Size Mod 7, HT 12, CP 6.
Performance: Acc L/E 1.17 / 1.91 Gs, Airspeed 1,450 mph, Skimming Airspeed 4,101 mph, Aerostatic Lift 570 stons.
Sample Times (Earth Std, Full Load): Orbit 0.19 Hrs, Escape Velocity 0.28 Hrs, 100D 5.91 Hrs, Earth-Mars 101.54 Hrs.

100-ton *Arrowhead*-class Shuttle, Ferryman (GTL10)

Arrowheads are *Sulieman*-class starships that have had their jump engines, jump fuel tanks, and fuel refineries removed, with the space now used for cargo or passengers. The ship shown here is configured for a mix of passengers and cargo.
Crew: 4 Total. 1 Pilot, 1 Turret Gunner, 1 Engineer, 1 Steward.
Hull: 100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 200), Heavy Compartmentalization, Basic Stealth(-6, AMod 2), Basic Emission Cloaking(-6, PMod 2 [-3, PMod 5 in space]).

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 4 Engineering(2.7 dtons[112.26 MW], 20 Total Life Support), 20 Manoeuvre Drive(2.75 / 3.32 Gs, 800 stons thrust), Utility, 19.0 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms - Crew, 6 Staterooms - Passengers.
Armaments: 1 Turret Battery of 1 (DR100, 440 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	1	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Stores: Spacedock(Air/raft), 10 Hold.
Statistics: EMass 241.32 stons, LMass 291.32 stons, Cost MCr15.64, HP 12,615, Size Mod 8, HT 12, CP 20.
Performance: Acc L/E 2.75 / 3.32 Gs, Airspeed 2,672 mph, Skimming Airspeed 7,555 mph, Aerostatic Lift 800 stons.
Sample Times (Earth Std, Full Load): Orbit 0.08 Hrs, Escape Velocity 0.12 Hrs, 100D 3.85 Hrs, Earth-Mars 66.16 Hrs.

100-ton *Canary*-class Interface Shuttle, Robin (GTL10)

The *Canary* is based on the specs of the Third Imperium standard 100-ton shuttle, as found in G:T Core book, page 141.
Crew: 8 Total. Pilot, Co-pilot, Engineer, and five Stewards.
Hull: 100-ton SSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 200), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: Engineering, 27 Manoeuvre Drive(3.17 / 5.06 Gs, 1,080 stons thrust), Utility, 16.3 Man-Hours/day Maintenance.
Accommodations: 20 Passenger Seating(240 Passengers).
Stores: 25.5 Hold.
Statistics: EMass 213.47 stons, LMass 340.97 stons, Cost MCr11.53, HP 11,832, Size Mod 8, HT 12, CP 17.
Performance: Acc L/E 3.17 / 5.06 Gs, Airspeed 4,532 mph, Skimming Airspeed 9,064 mph, Aerostatic Lift 1,080 stons.
Sample Times (Earth Std, Full Load): Orbit 0.07 Hrs, Escape Velocity 0.1 Hrs, 100D 3.59 Hrs, Earth-Mars 61.6 Hrs.

100-ton *Dolphin*-class Interplanetary Shuttle, Echo (GTL10)

The *Dolphin* class is based on the specs of the Third Imperium standard Interplanetary 100-ton shuttle, as found in G:T Core book, page 141. Note that there are only 13 staterooms in this design, compared to 14 in the G:T Core book.

Crew: 4 Total. Pilot, Co-pilot, Engineer, and Steward.

Hull: 100-ton SSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 200), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Basic Bridge	20,000/37	100,000/41	2,000/31	

Engineering: 2 Engineering(1.9 dtons[80.76 MW], 26 Total Life Support), 17 Manoeuvre Drive(3.14 / 3.34 Gs, 680 stons thrust), Utility, 15.4 Man-Hours/day Maintenance.

Accommodations: 13 Staterooms.

Stores: 2.5 Hold.

Statistics: EMass 203.87 stons, LMass 216.37 stons, Cost MCr10.26, HP 11,832, Size Mod 8, HT 12, CP 16.

Performance: Acc L/E 3.14 / 3.34 Gs, Airspeed 3,596 mph, Skimming Airspeed 7,192 mph, Aerostatic Lift 680 stons.

Sample Times (Earth Std, Full Load): Orbit 0.07 Hrs, Escape Velocity 0.1 Hrs, 100D 3.6 Hrs, Earth-Mars 61.84 Hrs.

100-ton *Ninja*-class Scout, (GTL10)

The cutting-edge covert scout for Cianji's Imperial Navy. There are four drop capsules in the hold, but three are usually used as decoys while the fourth is for a Cianji operative. Note that this is a 4+ gee starship, with no gravity compensators or artificial gravity. High-G manoeuvres will impact the crew.

Crew: 5 Total. 2 Command and Control, 1 Engineer, 1 Sensor, 1 Mission Specialist.

Hull: 100-ton SSL, Extra Light Frame, Advanced Materials, Superdense (Advanced) Armoured Wedge configuration Hull (DR 100, Thermal Super-conducting Armour, Psi-Shielded), Total Compartmentalization, Radical Stealth(-12, AMod -4), Radical Emission Cloaking(-12, PMod -4 [-6, PMod 2 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 7), PESA-Lt, Planetary Survey/10, Sonar(20/22/25, Complexity 8), Astronomical Instruments/10, Enh Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Enh Commo Suite	50,000,000	500,000,000	100,000,000	1,000,000
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Basic Bridge	20,000/37	100,000/41	2,000/31	
PESA-Lt	1,000,000/47	0/0	0/0	

Engineering: 4 Engineering(3.6 dtons[148.75 MW], 6 Total Life Support), 3 Jump Drive, 27 Manoeuvre Drive(4.00 / 4.36 Gs, 1,080 stons thrust), 20 Cryonic Internal Tank(Fire 13, Loaded with 20 stons), Fuel Processor(2.5 hours to refine Cryonic Internal Tank), 47.6 Man-Hours/day Maintenance.

Accommodations: 3 Staterooms, 2 Low Berth, Emergency/10(8 Cryoberths), Drop Capsule Launcher.
Stores: 0.5 Cargo, Spacedock(Air/raft).
Statistics: EMass 247.8 stons, LMass 270.3 stons, Cost MCr98.18, HP 3,153, Size Mod 8, HT 12, CP 21.
Performance: Jump-2 (2), Acc L/E 4.00 / 4.36 Gs, Airspeed 4,389 mph, Skimming Airspeed 8,778 mph, Aerostatic Lift 1,080 stons.
Sample Times (Earth Std, Full Load): Orbit 0.06 Hrs, Escape Velocity 0.08 Hrs, 100D 3.19 Hrs, Earth-Mars 54.84 Hrs.

100-ton *Sulieman*-class Scout/Courier, Aurora (GTL10)

Also referred to (in Starbreak sector) as *Sulieman I* or *Sulieman Prime*, this is the standard Type-S Imperial scout. Note that the Jump fuel tankage is a bit larger than noted in GT: Traveler campaign book, and the cargo hold is a bit smaller.
Crew: 4 Total. 1 Pilot, 1 Turret Gunner, 1 Engineer, 1 Mission Specialist.
Hull: 100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 200), Heavy Compartmentalization, Basic Stealth(-6, AMod 2), Basic Emission Cloaking(-6, PMod 2 [-3, PMod 5 in space]).
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 4 Engineering(4 dtons[168.14 MW], 8 Total Life Support), 4 Jump Drive, 20 Manoeuvre Drive(2.58 / 3.17 Gs, 800 stons thrust), 21 Cryonic Internal Tank - Jump(Fire 13, Loaded with 21 stons), 2 Fuel Processor(1.3 hours to refine Cryonic Internal Tank - Jump), Utility, 27.7 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms.
Armaments: 1 Turret Battery of 1 (DR100, 440 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	1	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Stores: Spacedock(Air/raft), 7.5 Hold.
Statistics: EMass 252.05 stons, LMass 310.55 stons, Cost MCr33.24, HP 12,615, Size Mod 8, HT 12, CP 30.
Performance: Jump-2 (2), Acc L/E 2.58 / 3.17 Gs, Airspeed 2,672 mph, Skimming Airspeed 7,555 mph, Aerostatic Lift 800 stons.
Sample Times (Earth Std, Full Load): Orbit 0.09 Hrs, Escape Velocity 0.12 Hrs, 100D 3.98 Hrs, Earth-Mars 68.3 Hrs.

100-ton *Sulieman II*-class Seeker, Digger (GTL10)

This is the standard 'Type J' Imperial asteroid miner. While now mainly used commercially, it was initally built for IISS mineral surveys. Note that the ship differs slightly from the official GURPS design.

Crew: 4 Total. 1 Pilot, 1 Turret Gunner, 1 Engineer, 1 Mission Specialist.

Hull: 100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 200), Heavy Compartmentalization, Basic Stealth(-6, AMod 2), Basic Emission Cloaking(-6, PMod 2 [-3, PMod 5 in space]).

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 5 Engineering(4.3 dtons[179.44 MW], 4 Total Life Support), 4 Jump Drive, 18 Manoeuvre Drive(2.09 / 2.99 Gs, 720 stons thrust), 21 Cryonic Internal Tank - Jump(Fire 13, Loaded with 21 stons), 2 Fuel Processor(1.3 hours to refine Cryonic Internal Tank - Jump), Utility, 26.8 Man-Hours/day Maintenance.

Accommodations: 2 Staterooms.

Armaments: 1 Turret Battery of 1 (DR100, 14.6 Mj Mining Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
14.6 Mj Mining Laser	1	Imp	23	30	6dx10(2)	1 (+13)	4,119	12,358

Stores: Spacedock(Air/raft), 16.5 Hold.

Statistics: EMass 240.48 stons, LMass 343.98 stons, Cost MCr31.13, HP 12,615, Size Mod 8, HT 12, CP 31.

Performance: Jump-2 (2), Acc L/E 2.09 / 2.99 Gs, Airspeed 2,534 mph, Skimming Airspeed 7,168 mph, Aerostatic Lift 720 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.15 Hrs, 100D 4.41 Hrs, Earth-Mars 75.78 Hrs.

100-ton *Sulieman III*-class Far Trader, Voyageur (GTL10)

The *Solomani III* is a civilianized, stripped-down variant of the standard Type-S Imperial scout, tailored for cargo. This starship class is the cheapest jump-capable vessel in Starbreak Sector. As an extra revenue generator, a full sickbay is provided; this permits many *Solomani III* captains to maintain a profitable sideline business charging for frontier medical care.

Crew: 3 Total. 1 Pilot, 1 Medic/Gunner, 1 Engineer

Hull: 100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 3 Engineering(2.7 dtons[112.1 MW], 4 Total Life Support), 4 Jump Drive, 8 Manoeuvre Drive(1.01 / 2.07 Gs, 320 stons thrust), 21 Cryonic Internal Tank - Jump(Fire 13, Loaded with 21 stons), Fuel Processor(2.6 hours to refine Cryonic Internal Tank - Jump), Utility, 25.4 Man-Hours/day Maintenance.
Accommodations: 2 Staterooms, Sickbay(2 Patients), Low Berth, Emergency/10(4 Cryoberths).
Armaments: 1 Turret Battery of 1 (DR100, 440 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	1	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Stores: 28.5 Cargo Hold.
Statistics: EMass 154.69 stons, LMass 318.19 stons, Cost MCr28.03, HP 12,615, Size Mod 8, HT 12, CP 32.
Performance: Jump-2 (2), Acc L/E 1.01 / 2.07 Gs, Airspeed 1,690 mph, Skimming Airspeed 4,779 mph, Aerostatic Lift 320 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.36 Hrs, Earth-Mars 109.32 Hrs.

100-ton *Sulieman IV*-class Research Ship, Pascal (GTL10)

The *Sulieman IV* is a civilianized research variant of the standard Type-S Imperial scout. She bears a decent survey package and several labs. The default laboratory configuration is: one physics lab, one simulation lab, one biology lab, one chemistry lab, and one jumpspace lab.

Note that, due to the cramped conditions, all ship personnel conduct all shipboard operations at a -1 penalty. (See GT: Starships,page 57) This applies to the CO, XO, and Lead Researcher, even though they have individual staterooms.
Crew: 19 Total. CO, XO/Gunner, 8 Sensor Techs, 6 Lab Techs, 1 Lead Researcher, 2 Additional Mission Specialists.
Hull: 100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7), Probe Launcher/Control/10, SIS, Survey System(Complexity 9), Astronomical Instruments/10.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 3 Engineering(2.6 dtons[108.61 MW], 22 Total Life Support), 4 Jump Drive, 7 Manoeuvre Drive(1.11 / 1.22 Gs, 280 stons thrust), 21 Cryonic Internal Tank - Jump(Fire 13, Loaded with 21 stons), Fuel Processor(2.6 hours to refine Cryonic Internal Tank - Jump), Utility, 31.2 Man-Hours/day Maintenance.
Accommodations: 3 Staterooms(For the CO, XO, and Lead Researcher), Bunk Room, Emergency Aid Station(2 Patients), 5 Low Berth, Emergency/10(20 Cryoberths), Mini-Workshop(3 Users).
Misc: Physics Laboratory/10, Simulation Lab, 3 Laboratory/10.
Armaments: 1 Turret Battery of 1 (DR100, 440 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std	1	Imp	32	30	5dx66(2)	1/60	22613/2	67840/7

Laser	(+7)

Stores: 0.5 Cargo Hold.
Statistics: EMass 229.61 stons, LMass 253.11 stons, Cost MCr42.21, HP 12,615, Size Mod 8, HT 12, CP 25.
Performance: Jump-2 (2), Acc L/E 1.11 / 1.22 Gs, Airspeed 1,581 mph, Skimming Airspeed 4,470 mph, Aerostatic Lift 280 stons.
Sample Times (Earth Std, Full Load): Orbit 0.21 Hrs, Escape Velocity 0.29 Hrs, 100D 6.07 Hrs, Earth-Mars 104.23 Hrs.

190-ton *Ling MSL-J2*-class Modular Transport, Batak (GTL10)

This is a classic Third Imperium modular starship, commonly used by interstellar governments for its versatility. It is often used for personnel and cargo transport, and even (in low-threat environments) military transport. This design is based on the *Ling MSL-J2* described in GT: Modular Cutter, page 31. Note that one stateroom has been removed, to better meet performance characteristics.

G-limits: The ship uses intrinsic couplings. (Intrinsic couplings do not displace turrets.) The *Ling MSL-J2* can bear three 30-dton modules, massing up to 960 stons each. As the velocity of the starship is limited to 1.4G, it never tests the structural limits of its design. (Its structural limit is 2G when carrying 0-1 modules, 2.5G when bearing 2 modules, and 3G when loaded with 3 modules.)

Jump limit: Due to actual size of 190 tons, jump2 is the maximum jump possible. Jump fuel is supplemented by modules. Two fuel modules are needed for jump2; one fuel module is needed for jump1. The fuel modules bear fuel refinery equipment.

Standard configuration: Two fuel modules, one cargo module, and one modular cutter with one fuel module, capable of skimming and processing fuel. Thrust is 1.14G.

Crew: 5 Total. Captain/Pilot, Navigator, Sensor/Commo Operator, 2 Maintenance.
Hull: 100-ton USL, Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 4 Engineering(3.2 dtons[132.58 MW], 8 Total Life Support), 6 Jump Drive(Actually, Jump2), 15 Manoeuvre Drive(1.14 / 1.14 Gs, 600 stons thrust), Utility, 26.2 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms.
Armaments: 1 Turret Battery of 1 (DR100).
Stores: 50 Vehicle Bay - Modular Cutter(50 dtons for small craft available), 3 x 30-ton Modular Couplings (Remote Linkage, 240 stons per module, 1 dtons for small craft available).
Statistics: EMass 527.44 stons, LMass 527.44 stons, Cost MCr29.9, HP 30,000, Size Mod 8, HT 12, CP 9.
Performance: Jump-3, Acc L/E 1.14 / 1.14 Gs, Airspeed 330 mph, Skimming Airspeed 2,087 mph, Aerostatic Lift 600 stons.

Sample Times (Earth Std, Full Load): Orbit 1.65 Hrs, Escape Velocity 2.33 Hrs, 100D 5.98 Hrs, Earth-Mars 102.79 Hrs.

200-ton *Animal*-class Safari Ship, Tarzan (GTL10)

This is the classical Third Imperium 'Type-K' Safari ship. It is rarely built or encountered within Starbreak Sector. Unlike the official GURPS version, the spacedock here is 13 dtons, not 15.
Crew: 11 Total. Captain/Pilot, Navigator, Sensors/Communication, Ship Owner, Steward/Flight Crewman, 2 Medical, 2 Engineers, 3 Guests (6, if two to a stateroom).
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Compact Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Compact Basic Bridge	50,000,000	0	100,000,000	0
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Compact Basic Bridge	20,000/37	100,000/41	2,000/31	

Engineering: 4 Engineering(3.1 dtons[130.72 MW], 22 Total Life Support), 7 Jump Drive, 10 Manoeuvre Drive(1.00 / 1.20 Gs, 400 stons thrust), 40 Cryonic Internal Tank - Jump(Fire 13, Loaded with 40 stons), Fuel Processor(5 hours to refine Cryonic Internal Tank - Jump), Utility, 32.6 Man-Hours/day Maintenance.
Accommodations: 3 Staterooms - Guests(Guest suites), Luxury Double-size Stateroom(Owner's Suite), 4 Staterooms - Crew(Double occupancy), Luxury Double-size Stateroom(Trophy Room).
Armaments: 1 Turret Battery of 1 (DR100).
Stores: 13 Spacedock(Air/raft, 6 dtons for small craft available), 5 Hold, 30 Vehicle Bay(30-ton Ship's Boat).
Statistics: EMass 333.06 stons, LMass 398.06 stons, Cost MCr46.23, HP 22,500, Size Mod 9, HT 12, CP 25.
Performance: Jump-2 (2), Acc L/E 1.00 / 1.20 Gs, Airspeed 1,415 mph, Skimming Airspeed 4,000 mph, Aerostatic Lift 400 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.37 Hrs, Earth-Mars 109.36 Hrs.

200-ton *Arabian*-class Fuel Skimmer, Dovene-A (GTL10)

This is a large fuel skimmer, built to complement the *Trainer*-class battle rider. The ship transports over 100 dtons of fuel.
Crew: 3 Total. 2 Command and Control, 1 Turret Gunner.
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 500), Total Compartmentalization, Radical Stealth(-12, AMod -3), Radical Emission Cloaking(-12, PMod -3 [-6, PMod 3 in space]).
Control Areas: Basic Bridge(Hardened, Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Basic Bridge	20,000/37	100,000/41	2,000/31	

Engineering: 2 Engineering(3.7 dtons[155.67 MW], 6 Total Life Support), 33 Manoeuvre Drive(2.01 / 2.41 Gs, 1,320 stons thrust), 104.5 Cryonic Internal Tank(Fire 13, Loaded with 104.5 stons), Utility, 38.4 Man-Hours/day Maintenance.
Accommodations: 3 Staterooms, 2 Low Berth, Emergency/10(8 Cryoberths), Escape Capsule(10 Users), Mini-Workshop(3 Users).
Armaments: 1 Turret Battery of 1 (DR100, 250 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	1	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5

Stores: 1 Hold.
Statistics: EMass 547.88 stons, LMass 657.38 stons, Cost MCr63.87, HP 18,783, Size Mod 9, HT 12, CP 11.
Performance: Acc L/E 2.01 / 2.41 Gs, Airspeed 2,812 mph, Skimming Airspeed 7,953 mph, Aerostatic Lift 1,320 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.5 Hrs, Earth-Mars 77.37 Hrs.

200-ton *Beacon*-class Scout, Nebula (GTL10)

The standard Starbreak scout. Compared to the *Suleiman* scout/courier, it is noticeably larger than the *Suleiman,* as it specializes in the scout mission. Being more expensive, it cannot be as casually placed in harm's way, and is never 'loaned out' in the style of the Detached Service. The laboratory is reconfigurable at a Scout or Naval base to meet the needs of the mission.

While the *Beacon* has a Jump2 engine, it has enough fuel for one jump2, and one additional jump1. This is to facilitate rapid in-system exploration. It is also an aid in military scouting missions, as the ship can arrive in-system, gather data, and get out without having to stop to refuel.
Crew: 11 Total. 5 Command and Control, 3 Scientific Sensormen, 1 Lab Tech, 1 Turret Gunner, 1 Mission Specialist.
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 200), Standard Compartmentalization.
Control Areas: Basic Bridge(Hardened, Complexity 7), Astronomical Instruments/10, Scientific Sensors, Probe Launcher/Control/10, Planetary Survey/10, SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 5 Engineering(4.7 dtons[197.85 MW], 22 Total Life Support), 7 Jump Drive, 24 Manoeuvre Drive(2.03 / 2.52 Gs, 960 stons thrust), 61 Cryonic Internal Tank(Fire 13, Loaded with 61 stons), Fuel Processor(7.6 hours to refine Cryonic Internal Tank), Utility, 43.7 Man-Hours/day Maintenance.
Accommodations: 11 Staterooms, Emergency Aid Station(2 Patients), 3 Low Berth, Emergency/10(12 Cryoberths).
Misc: Laboratory/10.

Armaments: 1 Turret Battery of 1 (DR100, 250 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	1	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5

Stores: 4 Cargo, 2 Robot Hold, 2 Spacedock(2xAir/raft).
Statistics: EMass 381.47 stons, LMass 472.47 stons, Cost MCr82.91, HP 20,025, Size Mod 9, HT 12, CP 36.
Performance: Jump-2 (3), Acc L/E 2.03 / 2.52 Gs, Airspeed 2,323 mph, Skimming Airspeed 6,569 mph, Aerostatic Lift 960 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.48 Hrs, Earth-Mars 76.91 Hrs.

200-ton *Beowulf*-class Free Trader, Nordic (GTL10)

This is the standard 'Type-A' Imperial Free Trader. While this ship still is useful, most systems require a jump2 engine to reach, restricting Beowulf's range. (Especially as void jumps are impossible in Starbreak Sector.) Despite this, there are several star clusters that make good working grounds for *Beowulfs* in Starbreak Sector, including the clusters surrounding Cianji and Wsi, the Imperial Cianji and Reborn Imperium capital worlds respectively.

There are five passenger staterooms, and eight cyroberths. The ship also bears 69 dtons of cargo, but carries no secondary craft or escape balls.
Crew: 6 Total. 3 Command and Control, 2 Maintenance, 1 Gunner/Steward
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 4 Engineering(3.9 dtons[162.25 MW], 18 Total Life Support), 5 Jump Drive, 16 Manoeuvre Drive(1.01 / 2.40 Gs, 640 stons thrust), 20 Cryonic Internal Tank - Jump(Fire 13, Loaded with 20 stons), 2 Fuel Processor(1.3 hours to refine Cryonic Internal Tank - Jump), Utility, 28.8 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms - Crew, 5 Staterooms - Passenger, 5 Low Berth(20 Cryoberths).
Armaments: 1 Laser Turret Battery of 1 (DR100, 440 Mj Std Laser), 1 Sandcaster Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Quarter Load [x50]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	1	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	1					(+0)		

Stores: 69 Hold.
Statistics: EMass 267.07 stons, LMass 632.07 stons, Cost MCr35.88, HP 22,500, Size Mod 9, HT 12, CP 42.
Performance: Jump-1 (1), Acc L/E 1.01 / 2.40 Gs, Airspeed 1,789 mph, Skimming Airspeed 5,060 mph, Aerostatic Lift 640 stons.

Sample Times (Earth Std, Full Load): Orbit 0.22 Hrs, Escape Velocity 0.32 Hrs, 100D 6.34 Hrs, Earth-Mars 108.95 Hrs.

200-ton *Empress Marava*-class Far Trader, Cleopatra (GTL10)

This is the standard 'Type-A2' standard Imperial Far Trader. There are five staterooms and twelve cyroberths for passengers.

Crew: 5 Total. 1 Pilot/Purser, 1 XO/Engineer, 1 Steward/Medic, 1 Commo/Turret Gunner, 1 Air-Raft Pilot/Turret Gunner

Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 4 Engineering(3.9 dtons[161.81 MW], 20 Total Life Support), 7 Jump Drive, 15 Manoeuvre Drive(1.10 / 2.14 Gs, 600 stons thrust), 40.5 Cryonic Internal Tank - Jump(Fire 13, Loaded with 40.5 stons), Fuel Processor(5.1 hours to refine Cryonic Internal Tank - Jump), Utility, 31.3 Man-Hours/day Maintenance.

Accommodations: 5 Staterooms - Crew, 5 Staterooms - Passengers, 3 Low Berth(12 Cryoberths).

Armaments: 1 Laser Turret Battery of 1 (DR100, 250 Mj Std Laser), 1 Sandcaster Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Half Load [x100]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	1	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5
Sand Caster [200]	1					(+0)		

Stores: Spacedock(Air/raft), 44.5 Hold.

Statistics: EMass 280.87 stons, LMass 543.87 stons, Cost MCr42.52, HP 22,500, Size Mod 9, HT 12, CP 46.

Performance: Jump-2 (2), Acc L/E 1.10 / 2.14 Gs, Airspeed 1,733 mph, Skimming Airspeed 4,899 mph, Aerostatic Lift 600 stons.

Sample Times (Earth Std, Full Load): Orbit 0.21 Hrs, Escape Velocity 0.29 Hrs, 100D 6.08 Hrs, Earth-Mars 104.38 Hrs.

200-ton *Reptile*-class Corvette, Uromastyx (GTL10)

This is the standard interstellar patrol craft within Imperial Cianji space. The *Reptiles* have great J-space legs, and are quite effective at destroying smaller craft: however, her natural opponents, the Reborn Imperium's *Pitbull* and *Boxer* class, are better warships in all respects. The obsolescent *Raaiera* class is a weaker opponent in armament and propulsion, but bears superior armour and can cause serious damage if engaged too closely.

For now, the *Reptiles* remain useful for standard patrolling, and in wartime has a role as a raider and scout craft. However, her place in the line of battle is severely limited, especially in one-on-one situations.

Crew: 10 Total. 3 Command, 3 Sensors, 1 Engineering, 1 Medical, 2 Turret Gunners.

Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 500), Heavy Compartmentalization, Basic Stealth(-6, AMod 3), Basic Emission Cloaking(-6, PMod 3 [-3, PMod 6 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 7), Sonar(20/22/25, Complexity 8), Scientific Sensors, PESA-ELt.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
PESA-ELt	700,000/46	0/0	0/0

Engineering: 8 Engineering(8.1 dtons[335.85 MW], 18 Total Life Support), 9 Jump Drive, 41 Manoeuvre Drive(2.06 / 2.08 Gs, 1,640 stons thrust), 62.5 Cryonic Internal Tank - Jump(Fire 13), 4 Fuel Processor(2 hours to refine Cryonic Internal Tank - Jump), 2 Combined Gravitic Systems/10(900 Aerostatic Lift), 55.9 Man-Hours/day Maintenance.

Accommodations: 5 Staterooms, Sm Bunk Room, Emergency Aid Station(2 Patients), Low Berth, Emergency/9(4 Cryoberths), Sm Entry Module(4 Users), Mini-Workshop(3 Users).

Armaments: 1 Laser Turret Battery of 1 (DR250, 810 Mj Hv Laser), 1 Missile Turret Battery of 1 (DR250, 3xHv Missile Rack [15], 3xHv Missile Turret Load [x15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
810 Mj Hv Laser	1	Imp	33	30	6dx75(2)	1/60 (+7)	30700/3	92100/9
Hv Missile Rack [15]	3					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	3	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 2 Hold.

Statistics: EMass 787.2 stons, LMass 797.2 stons, Cost MCr135.69, HP 22,500, Size Mod 9, HT 12, CP 33.

Performance: Jump-3 (3), Acc L/E 2.06 / 2.08 Gs, Airspeed 2,864 mph, Skimming Airspeed 8,100 mph, Aerostatic Lift 2,540 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.45 Hrs, Earth-Mars 76.43 Hrs.

200-ton *Vanderbilt*-class Yacht, Upper Class (GTL10)

This is the standard Imperial yacht, 'Type-Y'. Note that the spacedock is much smaller than the GURPS Traveller main book claims is possible: 2 dtons instead of 7.5.Two escape capsules have been added. Between six and twelve guests may be hosted onboard the starship. The turret is often customized by the owner, and is left empty here.

Crew: 9 Total. 3 Command and Control, 2 Engineering, 2 Stewards (doubles as air/raft pilots), 2 Medical.

Hull: 200-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 4 Engineering(3.8 dtons[158.8 MW], 30 Total Life Support), 9 Jump Drive, 12 Manoeuvre Drive(1.34 / 1.75 Gs, 480 stons thrust), 60 Cryonic Internal Tank - Jump(Fire 13, Loaded with 60 stons), Fuel Processor(7.5 hours to refine Cryonic Internal Tank - Jump), Utility, 34.2 Man-Hours/day Maintenance.

Accommodations: Luxury Double-size Stateroom(Owner's Suite), Luxury Double-size Stateroom(Lounge), 5 Staterooms - Crew, 6 Luxury Staterooms - Guests, Sickbay(2 Patients), 2 Escape Capsule(20 Users).

Armaments: 1 Turret Battery of 1 (DR100).

Stores: 5 Hold, 2 Spacedock(2xAir/raft).

Statistics: EMass 274.04 stons, LMass 359.04 stons, Cost MCr50.87, HP 22,500, Size Mod 9, HT 12, CP 33.

Performance: Jump-3 (3), Acc L/E 1.34 / 1.75 Gs, Airspeed 1,550 mph, Skimming Airspeed 4,382 mph, Aerostatic Lift 480 stons.

Sample Times (Earth Std, Full Load): Orbit 0.17 Hrs, Escape Velocity 0.24 Hrs, 100D 5.52 Hrs, Earth-Mars 94.82 Hrs.

300-ton *FarPatrol-H*-class Corvette, Fencer (GTL10)

The *FarPatrol-H* is the standard jump-capable patrol craft for the Dune system. Several vessels have been sold to Justine system, for patrolling their outer system.

Crew: 9 Total. 5 Command and Control, 1 Manoeuvre Drive, 1 Turret Gunner, 3 Flight Crew.

Hull: 300-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 300), Heavy Compartmentalization.

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 10 Engineering(13.6 dtons[568.6 MW], 10 Total Life Support), 10 Jump Drive, 110 Manoeuvre Drive(4.58 / 4.94 Gs, 4,400 stons thrust), 65 Cryonic Internal Tank - Jump(Fire 13, Loaded with 65 stons), 2 Fuel Processor(4.1 hours to refine Cryonic Internal Tank - Jump), Utility, 43.3 Man-Hours/day Maintenance.

Accommodations: 5 Staterooms, Emergency Aid Station(2 Patients), 3 Low Berth, Emergency/10(12 Cryoberths), Brig/Armoury/Safe(25 Users), Gymnasium(4 Users), Mini-Workshop(3 Users).
Armaments: 1 Turret Battery of 1 (DR100, 3xHv Missile Turret Load [x15], 3xHv Missile Rack [15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Hv Missile Rack [15]	3					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	3	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 1 Hold, 10 Launch Bay(10-ton Launch).
Statistics: EMass 891.36 stons, LMass 961.36 stons, Cost MCr81.56, HP 26,240, Size Mod 9, HT 12, CP 34.
Performance: Jump-2 (2.1), Acc L/E 4.58 / 4.94 Gs, Airspeed 4,344 mph, Skimming Airspeed 12,285 mph, Aerostatic Lift 4,400 stons.
Sample Times (Earth Std, Full Load): Orbit 0.05 Hrs, Escape Velocity 0.07 Hrs, 100D 2.98 Hrs, Earth-Mars 51.24 Hrs.

400-ton *Akkigish*-class Subsidized Merchant, Lazy Susan (GTL10)

This is the standard Imperial subsidized merchant, referred to as a 'Fat trader', or a 'Type-R' ship. There are twenty-two passenger staterooms, and eight cyroberths for low passengers.
NOTE: The genuine, Third Imperium-style Akkigish stgarships had only 13 staterooms, not 34. The addition of the staterooms is due to historical reasons: lack of transportation alternatives, the greater demand for men (and their ability to think, work, teach, and breed more workers) than for raw or finished materials, and – as *subsidized* merchants – greater government demand for transporting bureaucrats, specialists, and soliders than for transporting equipment.
Crew: 10 Total. 1 CO/Pilot/Sensors, 1 XO/Pilot/Sensors, 1 Engineer, 2 Stewards, 1 Medical, 4 Turret Gunners/Cargomen.
Hull: 400-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 5 Engineering(5.2 dtons[218.74 MW], 68 Total Life Support), 9 Jump Drive, 22 Manoeuvre Drive(1.02 / 1.92 Gs, 880 stons thrust), 42.5 Cryonic Internal Tank - Jump(Fire 13, Loaded with 42.5 stons), Fuel Processor(5.3 hours to refine Cryonic Internal Tank - Jump), Utility, 38.5 Man-Hours/day Maintenance.
Accommodations: 13 Staterooms - Crew, 21 Staterooms - Passenger, 25 Window Box, Sickbay(2 Patients), 2 Low Berth(8 Cryoberths), Hall/Bar/Conference Room(50 Users), Brig/Armoury/Safe(25 Users).
Armaments: 4 Turret Batteries of 1 each (DR100, 440 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	4	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Stores: 10 Lifeboat Bay(10-ton Short Duration Lifeboat), 73 Hold.

Statistics: EMass 457.54 stons, LMass 865.04 stons, Cost MCr64.39, HP 29,816, Size Mod 9, HT 12, CP 71.
Performance: Jump-1 (1), Acc L/E 1.02 / 1.92 Gs, Airspeed 1,823 mph, Skimming Airspeed 5,154 mph, Aerostatic Lift 880 stons.
Sample Times (Earth Std, Full Load): Orbit 0.22 Hrs, Escape Velocity 0.32 Hrs, 100D 6.33 Hrs, Earth-Mars 108.69 Hrs.

400-ton *Boxer*-class System Defense Boat, Ali (GTL10)

This is the standard SDB within the Reborn Imperium, and the most common 100+ dton spaceship in Starbreak Space. It is similar in form and size to the *Pitbull* class Corvette, although there are clearly differences in detail. Many also serve as an integral component to the jump-capable *Trainers*, and are thus redeployable across the Imperium as needed.

In times when the Reborn Imperium is not under threat, a few *Boxers* are temporarily retasked for the Scout mission, with their troop complement replaced with scouts and the military gig replaced with a survey-oriented version.
Crew: 21 Total. 5 Command and Control, 3 Manoeuvre Drive, 13 Marines (inclides 2 Turret Gunners, 6 Flight Crew, 5 Additional.)
Hull: 400-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 700), Total Compartmentalization, Radical Stealth(-12, AMod -3), Radical Emission Cloaking(-12, PMod -3 [-6, PMod 3 in space]).
Control Areas: Basic Bridge(Complexity 7), Enhanced Display.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 20 Engineering(22.3 dtons[929.5 MW], 22 Total Life Support), 215 Manoeuvre Drive(4.45 / 4.47 Gs, 8,600 stons thrust), 5 Combined Gravitic Systems/10(2250 Aerostatic Lift), 56.3 Man-Hours/day Maintenance.
Accommodations: 11 Staterooms, Emergency Aid Station(2 Patients), Low Berth(4 Cryoberths), Battle Dress Morgue/10(20 Users), Brig/Armoury/Safe(25 Users).
Armaments: 2 Turret Batteries of 2 each (DR350, 2x440 Mj Std Laser[RoF Bonus +2], Hv Missile Rack [15], Hv Missile Turret Load [x15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	8	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Hv Missile Rack [15]	4					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	4	300	8G-24	6dx150(10)	6dx300(5)	1	-6	-6

Stores: 20 Gig Bay(20-ton Connor McBane Gig), 4 Spacedock(Air/raft, Grav APC), 1.5 Hold.
Statistics: EMass 1,925.17 stons, LMass 1,932.67 stons, Cost MCr137.63, HP 29,816, Size Mod 9, HT 12, CP 30.

Performance: Acc L/E 4.45 / 4.47 Gs, Airspeed 5,697 mph, Skimming Airspeed 16,112 mph, Aerostatic Lift 10,850 stons.
Sample Times (Earth Std, Full Load): Orbit 0.05 Hrs, Escape Velocity 0.07 Hrs, 100D 3.03 Hrs, Earth-Mars 51.97 Hrs.

400-ton *Hitman*-class System Defence Boat, Hitman (GTL10)

The *Hitman*-class SDB is custom-built for Ipinnae system, Wsi subsector. This ship is the only member of its class.

The *Hitman* is designed to loiter near Ipinnae, and defend the starport & settlement from a light assault, along the lines of armed merchantmen or small raiders. She boasts extensive armour, but her weaponry is relatively light. She can carry as many as 51 Marines, but usually carries 12.
She has no auxiliary craft: boarding means physically connecting the ship with the disabled opponent.
Crew: 31 Total. 8 Command and Control, 3 Manoeuvre Drive, 4 Nuclear Damper Operators, 4 Turret Gunners, 12 Marines.
Hull: 400-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 5000), Total Compartmentalization, Radical Stealth(-12, AMod -3), Radical Emission Cloaking(-12, PMod -3 [-6, PMod 3 in space]).
Control Areas: Basic Bridge(Hardened, Complexity 7), PESA-Md, Sonar(20/22/25, Complexity 8), EW(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
PESA-Md	1,500,000/48	0/0	0/0

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 23 Engineering(22.2 dtons[923.08 MW], 74 Total Life Support), 205 Manoeuvre Drive(1.05 / 1.05 Gs, 8,200 stons thrust), Utility, 82.8 Man-Hours/day Maintenance.
Accommodations: 3 Bunk Room, 13 Staterooms, Emergency Aid Station(2 Patients), 4 Troop Armoury(80 Users), Mini-Workshop(3 Users), 7 Escape Capsule(70 Users).
Armaments: Nuclear Damper(10 mi), 2 Laser Turret Batteries of 1 each (DR2000, 3x440 Mj Std Laser[RoF Bonus +1]), 1 Sandcaster Turret Battery of 1 (DR2000, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 1 Missile Turret Battery of 1 (DR2000, Lt Missile Rack [82], Lt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	6	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	3					(+0)		
Lt Missile Rack [82]	1					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	1	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Statistics: EMass 7,776.24 stons, LMass 7,776.24 stons, Cost MCr297.25, HP 37,500, Size Mod 9, HT 9, CP 24.
Performance: Acc L/E 1.05 / 1.05 Gs, Airspeed 4,960 mph, Skimming Airspeed 14,029 mph, Aerostatic Lift 8,200 stons.
Sample Times (Earth Std, Full Load): Orbit 0.22 Hrs, Escape Velocity 0.3 Hrs, 100D 6.22 Hrs, Earth-Mars 106.76 Hrs.

400-ton *Kugashin*-class Lab Ship, Close Analysis (GTL10)

This is the standard Third Imperium GTL 10 Lab Ship, 'Type-L'. Note that there is no grav compensation or artificial gravity on board this vessel: instead, gravity is provided by rotation. The turret is usually left empty. Fuel processing is actually handled by the fuel skimmer, not the lab ship.
Crew: 21 Total. 5 Command and Control, 1 Medical, 5 Lab Techs, 4 Flight Crew, 6 Mission Specialists. Usually, no Turret Gunner is required.
Hull: 400-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100, Open Frame), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 7 Engineering(6.1 dtons[254.92 MW], 40 Total Life Support), 13 Jump Drive, 28 Manoeuvre Drive(1.50 / 2.20 Gs, 1,120 stons thrust), 80 Cryonic Internal Tank - Jump(Fire 13, Loaded with 80 stons), Utility, 43.3 Man-Hours/day Maintenance.
Accommodations: 20 Staterooms, Sickbay(2 Patients), Low Berth(4 Cryoberths).
Misc: 5 Laboratory/TL10.
Armaments: 1 Turret Battery of 1 (DR100).
Stores: 31 Hold, 100 Spacedock(Used for visiting spacecraft, 50 dtons for small craft available), Air/Raft Bay A(Air/raft, 0.5 dtons for small craft available), Air/Raft Bay B(Air/raft, 0.5 dtons for small craft available), 40 Pinnace Bay(40-ton Pinnace).
Statistics: EMass 509.24 stons, LMass 744.24 stons, Cost MCr81.25, HP 37,500, Size Mod 9, HT 12, CP 41.
Performance: Jump-2 (2), Acc L/E 1.50 / 2.20 Gs, Airspeed 475 mph, Skimming Airspeed 3,004 mph, Aerostatic Lift 1,120 stons.
Sample Times (Earth Std, Full Load): Orbit 0.45 Hrs, Escape Velocity 0.64 Hrs, 100D 5.2 Hrs, Earth-Mars 89.37 Hrs.

400-ton *Pitbull*-class Corvette, Tough Nut (GTL10)

This is the standard interstellar patrol craft within the Reborn Imperium. It is similar in form and size to the *Boxer* class System Defence Boat, although there are clearly differences in detail.

Crew: 19 Total. 8 Command and Control, 1 Manoeuvre Drive, 1 Flight Crew, 3 Maintenance, 6 Troops (incl. 1 Gunner.)

Hull: 400-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 600), Total Compartmentalization, Radical Stealth(-12, AMod -3), Radical Emission Cloaking(-12, PMod -3 [-6, PMod 3 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 7), 2 Enh Sensors, Enh Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Enh Commo Suite	50,000,000	500,000,000	100,000,000	1,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
Enh Sensors	200,000/43	450,000/45	20,000/37

Engineering: 20 Engineering(17.2 dtons[716.72 MW], 20 Total Life Support), 13 Jump Drive, 130 Manoeuvre Drive(3.08 / 3.26 Gs, 5,200 stons thrust), 83 Cryonic Internal Tank - Jump(Fire 13, Loaded with 83 stons), 4 Fuel Processor(2.6 hours to refine Cryonic Internal Tank - Jump), Utility, 72.6 Man-Hours/day Maintenance.

Accommodations: 10 Staterooms, Emergency Aid Station(2 Patients), Mini-Workshop(3 Users), Gymnasium(4 Users), 2 Escape Capsule(20 Users).

Armaments: 1 Turret Battery of 4 (DR100, 3xHv Missile Rack [15], 3xHv Missile Turret Load [x15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Hv Missile Rack [15]	12					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	12	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 5 Dory Bay(5-ton Nider Dory), 2 Hold.

Statistics: EMass 1,596.91 stons, LMass 1,689.91 stons, Cost MCr228.72, HP 29,816, Size Mod 9, HT 12, CP 41.

Performance: Jump-2 (2), Acc L/E 3.08 / 3.26 Gs, Airspeed 4,430 mph, Skimming Airspeed 12,529 mph, Aerostatic Lift 5,200 stons.

Sample Times (Earth Std, Full Load): Orbit 0.07 Hrs, Escape Velocity 0.1 Hrs, 100D 3.64 Hrs, Earth-Mars 62.5 Hrs.

400-ton *Vayu*-class Patrol Cruiser, Garrat (GTL10)

This was the standard Imperial patrol cruiser, referred to as a Type-T. This was a long-service class of the Third Imperium, on patrol for most of her thousand-year reign. Many planetary and interstellar governments continue to place the class in service, policing the stars.

As the necessary jump drive & jump fuel is larger here than in the official GURPS craft (as described in GT: Starships p. 86), cargo is reduced from 17.5 to 15 dtons. In order to get the stated thrust of 2.5 G, cargo is further reduced to 14 dtons.

Crew: 20 Total. 6 Command and Control, 1 Manoeuvre Drive, 2 Turret Gunners, 2 Flight Crew, 1 Medic, 8 Marines/Troops.

Hull: 400-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Frustum configuration Hull (DR 600), Total Compartmentalization, Basic Stealth(-6, AMod 3), Basic Emission Cloaking(-6, PMod 3 [-3, PMod 6 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 7), Basic Bridge - Aux(Hardened, Complexity 7), Enh Sensors, Enh Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Basic Bridge - Aux	50,000,000	0	100,000,000	0
Enh Commo Suite	50,000,000	500,000,000	100,000,000	1,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
Basic Bridge - Aux	20,000/37	100,000/41	2,000/31
Enh Sensors	200,000/43	450,000/45	20,000/37

Engineering: 14 Engineering(15.2 dtons[633.58 MW], 22 Total Life Support), 13 Jump Drive, 107 Manoeuvre Drive(2.50 / 2.75 Gs, 4,280 stons thrust), 82.5 Cryonic Internal Tank - Jump(Fire 13, Loaded with 82.5 stons), Fuel Processor(10.3 hours to refine Cryonic Internal Tank - Jump), Fuel Processor(10.3 hours to refine Cryonic Internal Tank - Jump), Utility, 62.1 Man-Hours/day Maintenance.

Accommodations: 11 Staterooms, Emergency Aid Station(2 Patients), Low Berth(4 Cryoberths), Brig(2 Users), Troop Armoury(20 Users).

Armaments: 2 Laser Turret Batteries of 1 each (DR300, 3x250 Mj Std Laser[RoF Bonus +1]), 2 Missile Turret Batteries of 1 each (DR300, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	6	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5
Lt Missile Rack [82]	6					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	6	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 4 Spacedock(2x5-sTon Exoskeleton, APC, 0.3 dtons for small craft available), 20 Vehicle Bay(20-ton Connor McBane Gig), 14 Hold.

Statistics: EMass 1,558.68 stons, LMass 1,711.18 stons, Cost MCr167.27, HP 29,744, Size Mod 9, HT 12, CP 44.

Performance: Jump-2 (2), Acc L/E 2.50 / 2.75 Gs, Airspeed 4,024 mph, Skimming Airspeed 11,380 mph, Aerostatic Lift 4,280 stons.
Sample Times (Earth Std, Full Load): Orbit 0.09 Hrs, Escape Velocity 0.13 Hrs, 100D 4.04 Hrs, Earth-Mars 69.32 Hrs.

500-ton *Artines*-class System Defense Boat, Asuurp (GTL10)

The *Artines* is a SDB-class used within the Trantor system.
Crew: 25 Total. 5 Command and Control, 3 Manoeuvre Drive, 17 Marines (incl. 4 Turret Gunners, 8 Flight Crew, 5 Additional.)
Hull: 500-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 2000), Total Compartmentalization, Radical Stealth(-12, AMod -3), Radical Emission Cloaking(-12, PMod -3 [-6, PMod 3 in space]).
Control Areas: Basic Bridge(Hardened, Complexity 7), AESA-Md.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
AESA-Md	0/0	1,500,000/48	0/0

Engineering: 22 Engineering(21.8 dtons[907.42 MW], 22 Total Life Support), 202 Manoeuvre Drive(2.10 / 2.11 Gs, 8,080 stons thrust), 75.1 Man-Hours/day Maintenance.
Accommodations: 11 Staterooms, Emergency Aid Station(2 Patients), 7 Low Berth, Emergency/10(28 Cryoberths), Gymnasium(4 Users), Mini-Workshop(3 Users), Troop Armoury(20 Users), Battle Dress Morgue/10(20 Users), Brig(2 Users).
Armaments: 1 Laser Turret Battery of 2 (DR1000, 3x440 Mj Std Laser[RoF Bonus +2]), 1 Missile Turret Battery of 1 (DR1000, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]), 2 Sandcaster Turret Batteries of 1 each (DR1000, 3xSand Caster Full Load [x200], 3xSand Caster [200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	6	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Lt Missile Rack [82]	3					(+0)		10,000,000/1000
Sand Caster [200]	6					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	3	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 106 Spacedock(Modular Cutter, 2xAir/raft, Grav APC, Boarding Module/10[Cargo: 5 dtons], 0.5 dtons for small craft available), 4 Hold.
Statistics: EMass 3,822.83 stons, LMass 3,842.83 stons, Cost MCr244.6, HP 28,787, Size Mod 9, HT 12, CP 29.
Performance: Acc L/E 2.10 / 2.11 Gs, Airspeed 5,620 mph, Skimming Airspeed 15,894 mph, Aerostatic Lift 8,080 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.15 Hrs, 100D 4.4 Hrs, Earth-Mars 75.6 Hrs.

500-ton *Journeyman*-class Liner, Sunforest (GTL10)

The *Journeyman* was a common Imperial liner during the 600s: it remains the most common liner in Starbreak Sector, doing the yeoman's work of hauling people from Point A to Point B. The ship has thirty-four passenger staterooms, and 120 cyroberths for low passengers.
Crew: 8 Total. 3 Command and Control, 1 Medical, 2 Turret Gunners, 2 Stewards/Flight Crew.
Hull: 500-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 5 Engineering(6.9 dtons[288.48 MW], 84 Total Life Support), 16 Jump Drive, 22 Manoeuvre Drive(1.04 / 1.30 Gs, 880 stons thrust), 105 Cryonic Internal Tank - Jump(Fire 13, Loaded with 105 stons), 2 Fuel Processor(6.6 hours to refine Cryonic Internal Tank - Jump), Utility, 48.8 Man-Hours/day Maintenance.
Accommodations: 8 Staterooms - Crew, 34 Staterooms - Passengers, Sickbay(2 Patients), 30 Low Berth - Passengers(120 Cryoberths), 3 Gymnasium(12 Users), Brig/Armoury/Safe(25 Users), Safe, Mini-Workshop(3 Users), Hall/Bar/Conference Room(50 Users).
Armaments: 1 Laser Turret Battery of 1 (DR100, 250 Mj Std Laser), 1 Sandcaster Turret Battery of 1 (DR100, 3xSand Caster [200], 3xSand Caster Quarter Load [x50]), 3 Empty Turret Batteries of 1 each (DR100).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	1	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5
Sand Caster [200]	3					(+0)		

Stores: 2 Spacedock(2xAir/raft), 12.5 Hold, 10 Lifeboat Bay A(10-ton Long Duration Lifeboat), 10 Lifeboat Bay B(10-ton Long Duration Lifeboat).
Statistics: EMass 679.44 stons, LMass 846.94 stons, Cost MCr103.45, HP 34,598, Size Mod 9, HT 12, CP 66.
Performance: Jump-2 (2), Acc L/E 1.04 / 1.30 Gs, Airspeed 1,692 mph, Skimming Airspeed 4,785 mph, Aerostatic Lift 880 stons.
Sample Times (Earth Std, Full Load): Orbit 0.22 Hrs, Escape Velocity 0.31 Hrs, 100D 6.26 Hrs, Earth-Mars 107.55 Hrs.

500-ton *Ling MSM-J2*-class Modular Transport, Riverman (GTL10)

This is a classic Third Imperium modular starship, commonly used by interstellar governments for its versatility. It is in common use, even as (in low-threat environments) military transport. This design is based on the *Ling MSM-J2* described in GT:Modular Cutter, page 32.

G-limits: The ship uses intrinsic couplings. (Intrinsic couplings do not displace turrets.) It can bear 10 30-dton modules, each massing up to 960 stons. The *Ling MSN-J2* is restricted to 2G when carrying 0-1 modules, 2.5G when bearing 2-5 modules, and 3G when loaded with 6-9 modules. Full thrust of 4.6G is permitted when carrying the full load of 10 empty modules, and no modular cutter.

Jump limit: Due to actual size of 500 dton, jump2 is actual limit. Jump fuel is supplemented by modules. Four fuel modules are needed for jump2; two fuel modules are needed for jump1. Fuel modules bear fuel refinery equipment.

Standard configuration: Four fuel modules, six cargo modules, and a modular cutter fitted with a fuel module, capable of skimming and processing fuel. Thrust is 1.29G.

In the Reborn Imperium Scout Service, a *Ling-MSM-J2* is often coupled with an *Akkigish* for long-term scouting missions.

Crew: 7 Total. 5 Command and Control (Captain/Pilot, Navigator, Sensor Operator, Commo Operator, Engineer) 2 Maintenance

Hull: 200-ton VGSL, Extra Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 9 Engineering(8.4 dtons[348.63 MW], 12 Total Life Support), 15 Jump Drive(Jump2, as ship size is 500-ton), 49 Manoeuvre Drive(1.28 / 1.29 Gs, 1,960 stons thrust), 6 Cryonic Internal Tank(Fire 13, Loaded with 6 stons), 42.5 Man-Hours/day Maintenance.

Accommodations: 6 Staterooms.

Armaments: 1 Turret Battery of 1 (DR100), 1 Turret Battery of 1 (DR100).

Stores: 50 Vehicle Bay - Modular Cutter(50 dtons for small craft available), 10 x 30-ton Modular Couplings (Remote Linkage, 240 stons per module, 1 dtons for small craft available).

Statistics: EMass 1,524.38 stons, LMass 1,530.38 stons, Cost MCr78.25, HP 90,000, Size Mod 9, HT 12, CP 16.

Performance: Jump-3, Acc L/E 1.28 / 1.29 Gs, Airspeed 3,131 mph, Skimming Airspeed 8,855 mph, Aerostatic Lift 1,960 stons.

Sample Times (Earth Std, Full Load): Orbit 0.18 Hrs, Escape Velocity 0.25 Hrs, 100D 5.64 Hrs, Earth-Mars 96.87 Hrs.

500-ton *Undalico*-class System Defense Boat, Fakabi (GTL10)

The *Undalico* is a System Defence Boat, used within the Trantor system. It is designed to close with an enemy ship and kill it, inflicting maximum damage throughout the engagement with weaponry chosen for best damage output at a given range, given limits in size and technology level.

Crew: 12 Total. 2 Command, 5 Manoeuvre Drive, 5 Turret Gunners.

Hull: 500-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 1000), Total Compartmentalization, Radical Stealth(-12, AMod -3), Radical Emission Cloaking(-12, PMod -3 [-6, PMod 3 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), Sonar(20/22/25, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32

Engineering: 41 Engineering(40.3 dtons[1,680.88 MW], 10 Total Life Support), 324 Manoeuvre Drive(4.50 / 4.50 Gs, 12,960 stons thrust), Utility, 63.2 Man-Hours/day Maintenance.

Accommodations: 5 Staterooms, Emergency Aid Station(2 Patients), 2 Escape Capsule(20 Users), Brig(2 Users), Brig/Armoury/Safe(25 Users).

Armaments: 3 Laser Turret Batteries of 1 each (DR500, 3x250 Mj Std Laser[RoF Bonus +1]), 1 Fusion Turret Battery of 1 (DR500, 2x150 Mj RP Plasma Gun[RoF Bonus +1]), 1 Missile Turret Battery of 1 (DR500, 3xHv Missile Rack [15], 3xHv Missile Turret Load [x15]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	9	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5
150 Mj RP Plasma Gun	2	Spcl	25	30	8dx100	1/8 (+10)	1450/0	4350/0
Hv Missile Rack [15]	3					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	3	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Statistics: EMass 2,877.01 stons, LMass 2,877.01 stons, Cost MCr173.5, HP 37,500, Size Mod 9, HT 12, CP 28.

Performance: Acc L/E 4.50 / 4.50 Gs, Airspeed 6,236 mph, Skimming Airspeed 17,637 mph, Aerostatic Lift 12,960 stons.

Sample Times (Earth Std, Full Load): Orbit 0.05 Hrs, Escape Velocity 0.07 Hrs, 100D 3.01 Hrs, Earth-Mars 51.65 Hrs.

600-ton *Bastien*-class Subsidised Liner, Marmaduke (GTL10)

This is the standard Third Imperium subsidized liner, referred to as a 'Type-M' ship in the classical nomenclature. Note that this ship has no purification equipment. The ship has forty passenger staterooms. Within Starbreak Sector, the *Bastiens* are used as luxury liners.

Crew: 10 Total. 2 Command and Control (1 Captain/Pilot/Purser, 1 Sensor/Engineering), 1 Medical, 2 Maintenance, 1 Cook, 4 Stewards (incl Turret Gunner, if used. One acts as a cargoman.)

Hull: 600-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 12 Engineering(11 dtons[456.97 MW], 92 Total Life Support), 19 Jump Drive, 56 Manoeuvre Drive(2.01 / 2.57 Gs, 2,240 stons thrust), 120 Cryonic Internal Tank - Jump(Fire 13, Loaded with 120 stons), 2 Utility, 53.3 Man-Hours/day Maintenance.

Accommodations: 6 Staterooms - Crew, 40 Staterooms - Passengers, Sickbay(2 Patients), Brig/Armoury/Safe(25 Users), Complete Workshop(3 Users), Hall/Bar/Conference Room(50 Users), 2 Gymnasium(8 Users), Safe, Sm Entry Module(4 Users), Normal Office(Of the four offices, two are for ship's business, two are passenger spaces., 4 Users).

Armaments: 1 Laser Turret Battery of 2 (DR100, 440 Mj Std Laser[RoF Bonus +1]), 1 Sandcaster Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Quarter Load [x50]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	2	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	1					(+0)		

Stores: 25 Hold, 10 Lifeboat Bay A(10-ton Long Duration Lifeboat), 10 Lifeboat Bay B(10-ton Long Duration Lifeboat), 10 Launch Bay(10-ton Launch).

Statistics: EMass 872.17 stons, LMass 1,117.17 stons, Cost MCr123.12, HP 45,000, Size Mod 10, HT 12, CP 62.

Performance: Jump-2 (2), Acc L/E 2.01 / 2.57 Gs, Airspeed 2,367 mph, Skimming Airspeed 6,694 mph, Aerostatic Lift 2,240 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.51 Hrs, Earth-Mars 77.42 Hrs.

600-ton *Into the Blue*-class Survey/Transport, Into the Blue (GTL10)

This ship is mainly a surveyor/transport: find a desired location on a world, then ferry cargo - usually base components - to that location across interstellar distances. The *Into the Blue* class is also able to handle espionage work and low-level interventions for Imperial Cianji. Note that the armour is thermal superconducting, and provides an additional 250 DR against HEAT & HEDP warheads, lasers, xasers, and plasma & fusion bolts.

This ship is named after Terry Oldfield's song 'Into The Blue' from the CD Turning Point.

Crew: 39 Total. 10 Command and Control, 19 Sensors, 1 Manoeuvre Drive, 1 Medical, 1 Lab Tech, 1 Turret Gunner, 2 Flight Crewmen, 4 Mission Specialists.

Hull: 600-ton ESL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 300, Thermal Super-conducting Armour, Psi-Shielded), Total Compartmentalization, Radical Stealth(-12, AMod -2), Radical Emission Cloaking(-12, PMod -2 [-6, PMod 4 in space]).
Control Areas: Command Bridge(Complexity 8), AESA-Md, Adv Sensors, PESA-Md, 2 Planetary Survey/10, 2 Probe Launcher/Control/10, Radscanner-Md/10, 2 Scientific Sensors, 2 Sonar(20/22/25, Complexity 8), Survey System(Complexity 9), EW(Hardened, Complexity 8), 2 Enhanced Display.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
AESA-Md	0/0	1,500,000/48	0/0
Adv Sensors	450,000/45	1,000,000/47	30,000/38
PESA-Md	1,500,000/48	0/0	0/0
Radscanner-Md/10	0/0	0/0	100,000/41

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 20 Engineering(18 dtons[751.85 MW], 40 Total Life Support), 19 Jump Drive, 91 Manoeuvre Drive(2.01 / 2.29 Gs, 3,640 stons thrust), 120 Cryonic Internal Tank - Jump(Fire 13, Loaded with 120 stons), 5 Fuel Processor(3 hours to refine Cryonic Internal Tank - Jump), 3 Combined Gravitic Systems/10(1350 Aerostatic Lift), 108.7 Man-Hours/day Maintenance.
Accommodations: 20 Staterooms, Military Sickbay(4 Patients), Emergency Aid Station(2 Patients), 13 Low Berth, Emergency/10(52 Cryoberths), 9 Low Berth(36 Cryoberths), Brig/Armoury/Safe(25 Users), Complete Workshop(3 Users), 4 Escape Capsule(40 Users), Safe, Psi-Shielded Brig(25 Users).
Misc: Laboratory/TL(Reconfigurable to suit the mission.).
Armaments: 1 Laser Pop Turret Battery of 3 (DR150, 3x440 Mj Std Laser[RoF Bonus +3]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	9	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Stores: 5 Dory Bay A(5-ton Gill Dory), 5 Dory Bay B(5-ton Gill Dory), 15 Cargo, 6 Robot Hold.
Statistics: EMass 1,588.47 stons, LMass 1,813.47 stons, Cost MCr512.82, HP 41,635, Size Mod 10, HT 12, CP 45.
Performance: Jump-2 (2), Acc L/E 2.01 / 2.29 Gs, Airspeed 6,273 mph, Skimming Airspeed 8,871 mph, Aerostatic Lift 4,990 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.51 Hrs, Earth-Mars 77.38 Hrs.

600-ton *Patrol-E*-class System Defense Boat, Emita (GTL10)

The *Patrol-E* is a standard System Defense Boat in Dune system.

Crew: 17 Total. 8 Command and Control, 6 Manoeuvre Drive, 3 Turret Gunners.

Hull: 600-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 500), Total Compartmentalization, Radical Stealth(-12, AMod -2), Radical Emission Cloaking(-12, PMod -2 [-6, PMod 4 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 7), 3 PESA-Lt, 3 Sonar(20/22/25, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
PESA-Lt	1,000,000/47	0/0	0/0

Engineering: 40 Engineering(39 dtons[1,625.83 MW], 18 Total Life Support), 386 Manoeuvre Drive(6.11 / 6.11 Gs, 15,440 stons thrust), 2 Utility, 83.4 Man-Hours/day Maintenance.

Accommodations: 9 Staterooms, Emergency Aid Station(2 Patients), Brig/Armoury/Safe(25 Users), Sm Entry Module(4 Users).

Armaments: 1 Laser Turret Battery of 1 (DR250, 3x440 Mj Std Laser[RoF Bonus +1]), 1 Missile Turret Battery of 1 (DR250, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]), 1 Sandcaster Turret Battery of 1 (DR250, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	3	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Lt Missile Rack [82]	3					(+0)		10,000,000/1000
Sand Caster [200]	3					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	3	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Statistics: EMass 2,525.17 stons, LMass 2,525.17 stons, Cost MCr301.82, HP 41,654, Size Mod 10, HT 12, CP 30.

Performance: Acc L/E 6.11 / 6.11 Gs, Airspeed 6,458 mph, Skimming Airspeed 18,265 mph, Aerostatic Lift 15,440 stons.

Sample Times (Earth Std, Full Load): Orbit 0.04 Hrs, Escape Velocity 0.05 Hrs, 100D 2.58 Hrs, Earth-Mars 44.34 Hrs.

600-ton *Shield*-class System Defence Boat, Kite (GTL10)

The *Shield*-class defense boat is the standard SDB of Imperial Cianji. This SDB is the most common spaceship in Imperial Cianji space, and the third-most common space vessel in the sector, after the *Boxer* and *Raaiera* class SDBs of the Reborn Imperium.

Crew: 17 Total. 5 Command and Control, 6 Manoeuvre Drive, 3 Turret Gunners, 3 Flight Crew.

Hull: 600-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Frustum configuration Hull (DR 1500), Total Compartmentalization, Radical Stealth(-12, AMod -2), Radical Emission Cloaking(-12, PMod -2 [-6, PMod 4 in space]).

Control Areas: Basic Bridge(Complexity 7), PESA-Md.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
PESA-Md	1,500,000/48	0/0	0/0

Engineering: 50 Engineering(36.9 dtons[1,537.37 MW], 20 Total Life Support), 364 Manoeuvre Drive(3.70 / 3.72 Gs, 14,560 stons thrust), 2 Utility, 75.3 Man-Hours/day Maintenance.

Accommodations: 10 Staterooms, Emergency Aid Station(2 Patients).

Armaments: 1 Laser Turret Battery of 4 (DR750, 3x440 Mj Std Laser[RoF Bonus +3]), 2 Missile Turret Batteries of 1 each (DR750, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	12	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Lt Missile Rack [82]	6					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	6	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 3 Hold, 10 Vehicle Bay(10-ton Launch).

Statistics: EMass 3,918.59 stons, LMass 3,933.59 stons, Cost MCr245.91, HP 38,975, Size Mod 10, HT 12, CP 33.

Performance: Acc L/E 3.70 / 3.72 Gs, Airspeed 6,483 mph, Skimming Airspeed 18,336 mph, Aerostatic Lift 14,560 stons.

Sample Times (Earth Std, Full Load): Orbit 0.06 Hrs, Escape Velocity 0.09 Hrs, 100D 3.32 Hrs, Earth-Mars 56.98 Hrs.

800-ton *Broadsword*-class Gound Forces Cruiser, Kabul (GTL10)

Originally a Mercenary Cruiser: but there are few mercenaries in Starbreak Sector, and even fewer, perhaps none, who can afford this starship without the backing of a major government or corporation. In truth, most of these starships are owned by various governments. The unstreamlined ship is not expected to land. For more Broadsword info, see Star Mercs, pg. 67 - 71.

Crew: 40 Total. 5 Command and Control, 1 Jump Drive, 2 Manoeuvre Drive, 1 Medical, 31 Troops (includes the 8 Turret Gunners and 8 Flight Crewmen)

Hull: 800-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Hardened, Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 28 Engineering(26.5 dtons[1,102.3 MW], 48 Total Life Support), 33 Jump Drive, 175 Manoeuvre Drive(2.99 / 3.48 Gs, 7,000 stons thrust), 245 Cryonic Internal Tank - Jump(Fire 13, Loaded with 245 stons), 2 Fuel Processor(15.3 hours to refine Cryonic Internal Tank - Jump), 2 Utility, 74.8 Man-Hours/day Maintenance.

Accommodations: 22 Staterooms, Luxury Double-size Stateroom, Military Sickbay(4 Patients), Low Berth(4 Cryoberths), 3 Escape Capsule(30 Users), Brig/Armoury/Safe(25 Users), 2 Gymnasium(8 Users), Complete Workshop(3 Users), Shooting Range(2 Users).

Armaments: 2 Sandcaster Turret Batteries of 1 each (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 4 Laser Turret Batteries of 1 each (DR100, 3x250 Mj Std Laser[RoF Bonus +1]), 2 Missile Turret Batteries of 1 each (DR100, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	6					(+0)		
250 Mj Std Laser	12	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5
Lt Missile Rack [82]	6					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	6	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 80 Cutter Bay A(Modular Cutter, Passenger Module, ATV Cradle Module), 80 Cutter Bay B(Modular Cutter, Cargo Module, Fuel Skimmer Module), 16 Cargo, Spacedock(Air/raft).

Statistics: EMass 2,014.12 stons, LMass 2,339.12 stons, Cost MCr243.07, HP 39,380, Size Mod 10, HT 12, CP 68.

Performance: Jump-3 (3), Acc L/E 2.99 / 3.48 Gs, Airspeed 600 mph, Skimming Airspeed 10,321 mph, Aerostatic Lift 7,000 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 3.69 Hrs, Earth-Mars 63.37 Hrs.

1,000-ton *Muse*-class Frigate, Ray Passage (GTL10)

This is the largest Imperial Cianji interstellar patrol vessel. Generally speaking, the more powerful Cianji naval vessels are too important to waste on relatively unimportant duties such as patrolling and convoy escort for minor vessels. The *Muse* class, on the other hand, is considered eminently expendible, and is aggressively deployed. This is the largest Naval ship in current production, with 20 ships budgeted over the next decade.

Crew: 35 Total. 10 Command and Control, 1 Jump Drive, 6 Manoeuvre Drive, 1 Medical, 8 Turret Gunners, 3 Flight Crew, 6 Marines.

Hull: 1,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 300), Total Compartmentalization, Basic Stealth(-6, AMod 4), Basic Emission Cloaking(-6, PMod 4 [-3, PMod 7 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), 2 PESA-ELt.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
PESA-ELt	700,000/46	0/0	0/0

Engineering: 51 Engineering(48.9 dtons[2,037.1 MW], 32 Total Life Support), 31 Jump Drive, 393 Manoeuvre Drive(5.00 / 5.40 Gs, 15,720 stons thrust), 210 Cryonic Internal Tank - Jump(Fire 13, Loaded with 210 stons), 4 Fuel Processor(6.6 hours to refine Cryonic Internal Tank - Jump), 2 Utility, 88.7 Man-Hours/day Maintenance.

Accommodations: 16 Staterooms, Military Sickbay(4 Patients), Brig(2 Users), 4 Escape Capsule(40 Users), Complete Workshop(3 Users), Gymnasium(4 Users), Brig/Armoury/Safe(25 Users).

Armaments: 2 Laser Turret Batteries of 2 each (DR150, 810 Mj Hv Laser[RoF Bonus +1]), 2 Missile Turret Batteries of 1 each (DR150, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]), 3 Sandcaster Turret Batteries of 1 each (DR150, Sand Caster [200], Sand Caster Full Load [x200]), 1 Plasma Turret Battery of 1 (DR150, 420 Mj Plasma Gun).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
810 Mj Hv Laser	4	Imp	33	30	6dx75(2)	1/60 (+7)	30700/3	92100/9
Lt Missile Rack [82]	6					(+0)		10,000,000/1000
Sand Caster [200]	3					(+0)		
420 Mj Plasma Gun	1	Spcl	28	30	6dx270	1/60 (+7)	2700/0	8000/1

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	6	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 4 Hold, 10 Vehicle Bay(10-ton Launch).

Statistics: EMass 2,913.36 stons, LMass 3,143.36 stons, Cost MCr341.82, HP 58,527, Size Mod 10, HT 12, CP 65.

Performance: Jump-2 (2), Acc L/E 5.00 / 5.40 Gs, Airspeed 5,497 mph, Skimming Airspeed 15,548 mph, Aerostatic Lift 15,720 stons.

Sample Times (Earth Std, Full Load): Orbit 0.05 Hrs, Escape Velocity 0.06 Hrs, 100D 2.85 Hrs, Earth-Mars 49.02 Hrs.

1,000-ton *Purcell*-class Scout, X-boat tender, XT-1 (GTL10)

This is a slight modification of the classical 'Type XT' tender, dating back to Third Imperial times. A 'paper class' for centuries, X-boat Tenders have been recently built for the use of the Protectorate Commission. Because of their short legs - a mere Jump1 - they are often relocated to their operational area via the much larger Nomadic-class scout tenders of the Var Kirat.

Their unexpectedly large brig points to one of their secondary uses: as holding pens for political (as opposed to violent) criminals en route to a Protectorate court. The few dangerous criminals worthy of Protectorate attention are kept frozen in low berth during transit.
Crew: 31 Total. 10 Command and Control, 1 Manoeuvre Drive, 1 Medical, 3 Turret Gunners, 6 Flight Crew, 10 Maintenance.
Hull: 1,000-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Command Bridge(Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32

Engineering: 20 Engineering(15.3 dtons[636.22 MW], 44 Total Life Support), 21 Jump Drive, 64 Manoeuvre Drive(1.02 / 1.15 Gs, 2,560 stons thrust), 101 Cryonic Internal Tank - Jump(Fire 13, Loaded with 100 stons, 1 Scoops), 81 Cryonic Internal Tank - X-Boat(Fire 13. Enough for three X-Boats, or six Scout/Couriers, Loaded with 80 stons, 1 Scoops), 3 Fuel Processor - Jump(4.2 hours to refine Cryonic Internal Tank - Jump), 4 Fuel Processor - X-Boat(2.5 hours to refine Cryonic Internal Tank - X-Boat), 2 Utility, 192.2 Man-Hours/day Maintenance.
Accommodations: 22 Staterooms, Sickbay(2 Patients), Low Berth(4 Cryoberths), 5 Brig(10 Users), 2 Troop Armoury(40 Users), 4 Complete Workshop(12 Users), 3 Escape Capsule(30 Users), Safe.
Armaments: 1 Turret Battery of 1 (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 2 Hull Mount Batteries of 1 each (3x90 Mj Pulse Laser[RoF Bonus +1]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	3					(+0)		
90 Mj Pulse Laser	6	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3

Stores: 560 Spacedock(100-ton X-Boat, 100-ton X-Boat, 40-ton Fuel Skimmer, 40-ton Fuel Skimmer), 22.5 Hold.
Statistics: EMass 2,226.52 stons, LMass 2,519.02 stons, Cost MCr1,603.66, HP 54,922, Size Mod 10, HT 12, CP 36.
Performance: Jump-1 (1), Acc L/E 1.02 / 1.15 Gs, Airspeed 130 mph, Skimming Airspeed 820 mph, Aerostatic Lift 2,560 stons.
Sample Times (Earth Std, Full Load): Orbit 13.94 Hrs, Escape Velocity 19.72 Hrs, 100D 6.33 Hrs, Earth-Mars 108.75 Hrs.

1,000-ton *Southern Cross*-class Freighter, Metropolis (GTL10)

Most Starbreakers will never see a *Southern Cross*, as it isn't intended to enter atmosphere. As the largest dedicated freighter in Starbreak Sector, it is used only on the most busiest routes. However, the Cianji Emperor has recently purchased ten of these vessels for peacetime transportation for his servants, both military and civil. The *Southern Cross* is a modular freighter: although she has no native passenger capacity, the modules may well carry passengers.

This ship mounts up to 20 30-dton modules in 20 standard modular couplings, NOT intrinsic couplings. This means that the structural integrity of the craft is not compromised by having less than the maximum number of modules mounted: but it also reduces available hardpoints from ten to four.

The jump drive and jump fuel has been enlarged, to handle 1600 dtons of vessel. If there are no modules, the jump engines are capable of handling jump3: otherwise, no more than two-parsec jumps are permitted.

Crew: 15 Total. 5 Command and Control, 1 Manoeuvre Drive, 4 Turret Gunners, 4 Flight Crew, 1 Maintenance.

Hull: 1,000-ton VGSL, Heavy Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 15 Engineering(27.7 dtons[1,155.47 MW], 30 Total Life Support), 48 Jump Drive, 122 Manoeuvre Drive(1.00 / 1.33 Gs, 4,880 stons thrust), 303.5 Cryonic Internal Tank(Fire 13, Loaded with 303.5 stons), 2 Fuel Processor(19 hours to refine Cryonic Internal Tank), 2 Utility, 79.8 Man-Hours/day Maintenance.

Accommodations: 15 Staterooms, Safe, 2 Escape Capsule(20 Users), Mini-Workshop(3 Users).

Armaments: 1 Laser Turret - Anti-missile Battery of 1 (DR100, 3x90 Mj Pulse Laser[RoF Bonus +1]), 2 Laser Turret - Standard Batteries of 1 each (DR100, 3x440 Mj Std Laser[RoF Bonus +1]), 1 Sandcaster Turret Battery of 1 (DR100, 3xSand Caster [200], 3xSand Caster Half Load [x100]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
90 Mj Pulse Laser	3	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3
440 Mj Std Laser	6	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	3					(+0)		

Stores: 50 Cutter Bay(Modular Cutter, Cargo Module[HP: 5302 Cargo: 24 dtons Armour: 100]), Spacedock(Air/raft), 180 Hold, 20 x 30-ton Modular Couplings (Remote Linkage, 240 stons per module, 1 dtons for small craft available).

Statistics: EMass 3,675.39 stons, LMass 4,878.89 stons, Cost MCr276.57, HP 109,844, Size Mod 10, HT 12, CP 101.

Performance: Jump-3 (3), Acc L/E 1.00 / 1.33 Gs, Airspeed 3,162 mph, Skimming Airspeed 8,943 mph, Aerostatic Lift 4,880 stons.

Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Earth-Mars 109.62 Hrs.

1,100-ton *Brightfire*-class System Defense Boat, Flamer (GTL10)

The *Brightfire* is a standard System Defense Boat in Hub system. Built on a similar frame to her *Netof*- and *Shard*-class sisters, the Brightfire enjoys less armour, but greater speed. Her weaponry is based on the heavy missile boat concept.

Crew: 23 Total. 10 Command and Control, 10 Manoeuvre Drive, 1 Weapon Bay Gunner, 1 Turret Gunner, 3 Flight Crew.

Hull: 1,100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 1000), Total Compartmentalization, Radical Stealth(-12, AMod -2), Radical Emission Cloaking(-12, PMod -2 [-6, PMod 4 in space]).

Control Areas: Basic Bridge(Complexity 7), 3 Adv Sensors, 3 AESA-Md, EW(Hardened, Complexity 8), 2 Enhanced Display.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
Adv Sensors	450,000/45	1,000,000/47	30,000/38
AESA-Md	0/0	1,500,000/48	0/0

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 90 Engineering(66.7 dtons[2,780.78 MW], 30 Total Life Support), 636 Manoeuvre Drive(3.80 / 3.82 Gs, 25,440 stons thrust), 3 Utility, 121.9 Man-Hours/day Maintenance.

Accommodations: 15 Staterooms, 3 Escape Capsule(30 Users), Gymnasium(4 Users), Brig/Armoury/Safe(25 Users), Mini-Workshop(3 Users).

Armaments: 1 Lg External Bay - Missile Battery of 1 (DR500, Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 1 Turret Battery of 1 (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lg Hv Missile Bay [1500]	1					(+0)		10,000,000/1000
Sand Caster [200]	3					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	1	65	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 7 Hold, 10 Launch Bay(10-ton Launch).

Statistics: EMass 6,657.33 stons, LMass 6,692.33 stons, Cost MCr645.26, HP 62,395, Size Mod 10, HT 12, CP 30.

Performance: Acc L/E 3.80 / 3.82 Gs, Airspeed 6,773 mph, Skimming Airspeed 19,156 mph, Aerostatic Lift 25,440 stons.

Sample Times (Earth Std, Full Load): Orbit 0.06 Hrs, Escape Velocity 0.08 Hrs, 100D 3.27 Hrs, Earth-Mars 56.23 Hrs.

1,100-ton *Line-F*-class System Defense Boat, Successor (GTL10)

The *Line-F* class System Defence Boats are a recent addition to the naval vessels of Dune system. Each vessel is equipped with a flag bridge: a small percentage is detatched from Dune orbit to act as command vessels for patrolling Dune vessels.

Crew: 90 Total. 23 Command and Control, 3 Manoeuvre Drive, 4 Nuclear Damper Operators, 1 Weapon Bay Gunner, 1 Turret Gunner, 3 Flight Crew, 55 Troops.

Hull: 1,100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 2000), Standard Compartmentalization.

Control Areas: Military Information Center(Hardened, Complexity 8), Basic Bridge(Hardened, Complexity 7), Basic Bridge - Flag(Hardened, Complexity 7), 3 Adv Sensors, Radscanner-Lt/10, PESA-Hv, 5 Enhanced Display.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Basic Bridge - Flag	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
Basic Bridge - Flag	20,000/37	100,000/41	2,000/31
Adv Sensors	450,000/45	1,000,000/47	30,000/38
Radscanner-Lt/10	0/0	0/0	70,000/40
PESA-Hv	2,000,000/49	0/0	0/0

Engineering: 55 Engineering(55 dtons[2,292.93 MW], 126 Total Life Support), 297 Manoeuvre Drive(1.53 / 1.53 Gs, 11,880 stons thrust), 3 Utility, 117.2 Man-Hours/day Maintenance.

Accommodations: 22 Staterooms, Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), Military Sickbay(4 Patients), 9 Escape Capsule(90 Users).

Armaments: Nuclear Damper(10 mi), 1 Lg Internal Bay Battery of 1 (29 Gj Lg PAW Bay), 1 Turret Battery of 1 (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
29 Gj Lg PAW Bay	1	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
Sand Caster [200]	3					(+0)		

Stores: 100 Spacedock(Modular Cutter, Boarding Module/10).

Statistics: EMass 7,778.55 stons, LMass 7,778.55 stons, Cost MCr596.12, HP 62,395, Size Mod 10, HT 12, CP 39.

Performance: Acc L/E 1.53 / 1.53 Gs, Airspeed 4,629 mph, Skimming Airspeed 13,091 mph, Aerostatic Lift 11,880 stons.

Sample Times (Earth Std, Full Load): Orbit 0.15 Hrs, Escape Velocity 0.21 Hrs, 100D 5.16 Hrs, Earth-Mars 88.71 Hrs.

1,100-ton *Netof*-class System Defense Boat, Captain Yakot (GTL10)

The *Netof* is a standard System Defense Boat in Hub system. Built on a similar hull with the *Brightfire*- and *Shard*-class SDBs, the *Netof* is distinct in her expensive primary weapon, a particle accelerator.

Crew: 40 Total. 10 Command and Control, 8 Manoeuvre Drive, 1 Medical, 4 Nuclear Damper Operators, 1 Weapon Bay Gunner, 1 Turret Gunner, 5 Flight Crew, 1 Maintenance, 9 Troops.

Hull: 1,100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 2000), Total Compartmentalization, Radical Stealth(-12, AMod -2), Radical Emission Cloaking(-12, PMod -2 [-6, PMod 4 in space]).

Control Areas: Command Bridge(Complexity 9), 3 PESA-UHv, 3 Radscanner-UHv/11, 3 AESA-SHv.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/11	0/0	0/0	450,000/45
AESA-SHv	0/0	4,500,000/51	0/0

Engineering: 115 Engineering(60.6 dtons[2,523.8 MW], 38 Total Life Support), 413 Manoeuvre Drive(2.05 / 2.06 Gs, 16,520 stons thrust), 3 Utility, 155.1 Man-Hours/day Maintenance.

Accommodations: 19 Staterooms, Military Sickbay(4 Patients), 10 Low Berth(Frozen Watch, 40 Cryoberths), Low Berth(Medical, 4 Cryoberths), 10 Low Berth, Emergency/10(40 Cryoberths), Brig/Armoury/Safe(25 Users), 10 Brig(20 Users), Battle Dress Morgue/10(20 Users), 4 Escape Capsule(40 Users), Normal Office(4 Users), Shooting Range(2 Users), Complete Workshop(3 Users).

Armaments: 4 Nuclear Damper(20 mi), 1 Sm Internal Bay Battery of 1 (13 Gj Sm PAW Bay), 1 Turret Battery of 1 (DR1000, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
13 Gj Sm PAW Bay	1	Imp	30	30	6dx1000	1/60 (+7)	14630/1	43890/4
Lt Missile Rack [82]	3					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	3	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 2.5 Cargo, 20 Gig Bay(20-ton Connor McBane Gig), 5 Dory Bay A(5-ton Nider Dory), 10 Missile Hold(10xLt Missile Turret Load [x82], 0 dtons free for cargo), 5 Dory Bay B(5-ton Nider Dory).

Statistics: EMass 8,032.37 stons, LMass 8,044.87 stons, Cost MCr1,044.51, HP 62,395, Size Mod 10, HT 12, CP 32.

Performance: Acc L/E 2.05 / 2.06 Gs, Airspeed 5,458 mph, Skimming Airspeed 15,437 mph, Aerostatic Lift 16,520 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.45 Hrs, Earth-Mars 76.5 Hrs.

1,100-ton *Shard*-class System Defense Boat, Spectrum-B (GTL10)

The *Shard* is a standard System Defense Boat in Hub system. Built on a frame similar to that of her sister classes, the *Brightfire* and *Netof* SDBs, the Shard-class is built for close-in fighting and boarding actions.

This is the cheapest of the SDB classes built in Hub system, as her weaponry is rather light: two missile turrets (long-range), three heavy laser turrets (mid-range), a fusion turret (short range) and two sandcaster turrets (defensive).

Crew: 75 Total. 10 Command and Control, 9 Manoeuvre Drive, 1 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 8 Turret Gunners, 3 Flight Crew, 36 Troops.

Hull: 1,100-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Wedge configuration Hull (DR 2000), Total Compartmentalization, Radical Stealth(-12, AMod -2), Radical Emission Cloaking(-12, PMod -2 [-6, PMod 4 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), PESA-Md, AESA-Md.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
PESA-Md	1,500,000/48	0/0	0/0
AESA-Md	0/0	1,500,000/48	0/0

Engineering: 130 Engineering(55 dtons[2,291.13 MW], 136 Total Life Support), 470 Manoeuvre Drive(2.36 / 2.37 Gs, 18,800 stons thrust), 3 Utility, 110.3 Man-Hours/day Maintenance.

Accommodations: 27 Staterooms, Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), Military Sickbay(4 Patients), 9 Escape Capsule(90 Users).

Armaments: 5 Meson Screen(1,000 DR), Nuclear Damper(10 mi), 3 Laser Turret Batteries of 2 each (DR1000, 810 Mj Hv Laser[RoF Bonus +1]), 1 Fusion Turret Battery of 1 (DR1000, 2x420 Mj Plasma Gun[RoF Bonus +1]), 2 Missile Turret Batteries of 1 each (DR1000, 3xHv Missile Rack [15], 3xHv Missile Turret Load [x15]), 2 Sandcaster Turret Batteries of 1 each (DR1000, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
810 Mj Hv Laser	6	Imp	33	30	6dx75(2)	1/60 (+7)	30700/3	92100/9
420 Mj Plasma Gun	2	Spcl	28	30	6dx270	1/60 (+7)	2700/0	8000/1
Hv Missile Rack [15]	6					(+0)		10,000,000/1000
Sand Caster [200]	6					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	6	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 50 Cutter Bay(Modular Cutter, Boarding Module[Cargo: 5 dtons]), 5 Cargo.

Statistics: EMass 7,942.17 stons, LMass 7,967.17 stons, Cost MCr528.11, HP 62,395, Size Mod 10, HT 12, CP 66.

Performance: Acc L/E 2.36 / 2.37 Gs, Airspeed 5,823 mph, Skimming Airspeed 16,468 mph, Aerostatic Lift 18,800 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.14 Hrs, 100D 4.16 Hrs, Earth-Mars 71.37 Hrs.

3,000-ton *Godedre*-class System Defense Boat Carrier, Thioof (GTL10)

The *Godedre* class spaceship is a small SDB fighter-carrier of the Holy Imperium. It was built at a lower tech level to permit contracting out ship components to Imperial Cianji, at the time of construction (c. 1300 Imperial) a close ally of the Holy Imperium.

As of 1500 Imperial, her place as the premier carrier have been handed over to the *Meamethano* class of carriers and their fighter complement. Most of the *Godedres* have been scrapped; those that remain are primarily used for patrolling Sylea system. They have been reconfigured, from holding space for 55 10-ton *Iramda* fighters, to supporting 12 50-ton *Foonem* fighters. Additional space has been retasked to support a small company of Marines.
Crew: 211 Total. 25 Command and Control, 11 Manoeuvre Drive, 2 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 1 Weapon Bay Gunner, 24 Fighter Crewmen, 140 Marines (Includes 12 Turret Gunners, 6 Cutter crew, 6 Grav APC Crewmen, the Boarding Module complement of 72, and 44 additional Marines).
Hull: 3,000-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 2000, Open Frame), Total Compartmentalization, Radical Stealth(-12, AMod -1), Radical Emission Cloaking(-12, PMod -1 [-6, PMod 5 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), 3 Adv Sensors, EW(Hardened, Complexity 8), 4 Enhanced Display.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 150 Engineering(134.5 dtons[5,602.89 MW], 262 Total Life Support), 674 Manoeuvre Drive(2.10 / 2.11 Gs, 26,960 stons thrust), 6 Utility, 252.0 Man-Hours/day Maintenance.
Accommodations: 2 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 49 Staterooms, 2 Military Sickbay(8 Patients), 53 Low Berth, Emergency/10(212 Cryoberths), 2 Brig(4 Users), 22 Escape Capsule(220 Users), Cramped Office(16 Users), Logistics(6 Users), 2 Lg Entry Module(16 Users), Troop Armoury(20 Users).
Armaments: 54 Meson Screen(6,000 DR), Nuclear Damper(10 mi), 1 Lg External Bay Battery of 1 (DR1000, 29 Gj Lg PAW Bay), 4 Missile Turret Batteries of 1 each (DR1000, 3xHv Missile Rack [15], 3xHv Missile Turret Load [x15]), 8 Laser Turret Batteries of 2 each (DR1000, 810 Mj Hv Laser[RoF Bonus +1]).

Weapon	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max

Name									
29 Gj Lg PAW Bay	1	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7	
Hv Missile Rack [15]	12					(+0)		10,000,000/1000	
810 Mj Hv Laser	16	Imp	33	30	6dx75(2)	1/60 (+7)	30700/3	92100/9	

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Hv Missile Turret Load [x15]	12	80	6G-18	6dx100(10)	6dx400(5)	1	-5	-5

Stores: 1200 Fighter Spacedock(12x50-ton Foonem Fighter), Launch Tube(10 crewmen, 1 dtons for small craft available), 410 Cutter Spacedock(2xModular Cutter, 2xBoarding Module/10[HP: 21,210 Cargo: 5 dtons Armour: 2,000], Cargo Module[HP: 5302 Cargo: 24 dtons Armour: 100], Troop Transport[HP: 5302 Cargo: 6 dtons Armour: 500], Firebase[HP: 21,210 Cargo: 1 dton Armour: 2,000], 2xGrav APC, 12 dtons for small craft available), 14 Hold.
Statistics: EMass 12,764.73 stons, LMass 12,834.73 stons, Cost MCr2,756.46, HP 120,000, Size Mod 11, HT 12, CP 126.
Performance: Acc L/E 2.10 / 2.11 Gs, Airspeed 600 mph, Skimming Airspeed 10,293 mph, Aerostatic Lift 26,960 stons.
Sample Times (Earth Std, Full Load): Orbit 0.21 Hrs, Escape Velocity 0.29 Hrs, 100D 4.4 Hrs, Earth-Mars 75.64 Hrs.

4,000-ton *Inspire*-class Frigate, Chrysalis (GTL10)

The *Inspire*-class frigate is a world defense-oriented warship of the Reborn Imperium.
Crew: 116 Total. 12 Command and Control, 4 Jump Drive, 19 Manoeuvre Drive, 1 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 20 Weapon Bay Gunners, 20 Turret Gunners, 32 Troops (Includes the 6 Flight Crewmen)
Hull: 4,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 7000), Total Compartmentalization, Radical Stealth(-12, AMod -1), Radical Emission Cloaking(-12, PMod -1 [-6, PMod 5 in space]).
Control Areas: Basic Bridge(Hardened, Complexity 7), Basic Bridge - Aux(Hardened, Complexity 7), 2 Sonar(20/22/25, Complexity 8), Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0
Basic Bridge - Aux	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31
Basic Bridge - Aux	20,000/37	100,000/41	2,000/31

Engineering: 170 Engineering(154.9 dtons[6,453.2 MW], 118 Total Life Support), 122 Jump Drive, 1160 Manoeuvre Drive(1.00 / 1.02 Gs, 46,400 stons thrust), 815 Cryonic Internal Tank - Jump(Fire 13, Loaded with 815 stons), 10 Fuel Processor(10.2 hours to refine Cryonic Internal Tank - Jump), 8 Utility, 232.2 Man-Hours/day Maintenance.
Accommodations: 43 Staterooms, 2 Bunk Room, Military Sickbay(4 Patients), 2 Brig(4 Users), 5 Troop Armoury(100 Users), 5 Battle Dress Morgue/10(100 Users), 3 Gymnasium(12 Users),

Complete Workshop(3 Users), Safe, 14 Escape Capsule(140 Users), Shooting Range(2 Users), 3 Lg Entry Module(24 Users).
Armaments: 11 Meson Screen(1,000 DR), Nuclear Damper(10 mi), 2 Lg Internal Bay Batteries of 1 each (Lg Lt Missile Bay [8200], Lg Lt Missile Bay Load [x8200]), 10 Laser Turret Batteries of 1 each (DR2000, 3x440 Mj Std Laser[RoF Bonus +1]), 10 Sandcaster Turret Batteries of 1 each (DR2000, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lg Lt Missile Bay [8200]	2					(+0)		10,000,000/1000
440 Mj Std Laser	30	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	30					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Lt Missile Bay Load [x8200]	2	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 10 Launch Bay(10-ton Launch), 20 Gig Bay(20-ton Connor McBane Gig), 14 Hold.
Statistics: EMass 45,497.03 stons, LMass 46,382.03 stons, Cost MCr2,341.09, HP 147,480, Size Mod 11, HT 11, CP 110.
Performance: Jump-2 (2), Acc L/E 1.00 / 1.02 Gs, Airspeed 5,950 mph, Skimming Airspeed 16,828 mph, Aerostatic Lift 46,400 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Earth-Mars 109.61 Hrs.

5,000-ton *Tichy*-class Naval Transport, Goranian (GTL10)

This is the standard naval transport of Imperial Cianji. The vessel is actually designed to *land* in hostile and/or Imperial territory under threat to deliver her cargo. Unlike the other 5,000-dton starships within Starbreak Sector, the *Tichy* is not derived from the *Universal* class.
Crew: 107 Total. 6 Command and Control, 6 Jump Drive, 26 Manoeuvre Drive, 2 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 59 Marines (incl. 40 Turret Gunners)
Hull: 5,000-ton SSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 2500), Total Compartmentalization, Radical Stealth(-12, AMod -1), Radical Emission Cloaking(-12, PMod -1 [-6, PMod 5 in space]).
Control Areas: Basic Bridge(Complexity 7), Sonar(20/22/25, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 290 Engineering(281 dtons[11,709.28 MW], 118 Total Life Support), 155 Jump Drive, 1563 Manoeuvre Drive(2.30 / 2.60 Gs, 62,520 stons thrust), 1050 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,050 stons), 20 Fuel Processor(6.6 hours to refine Cryonic Internal Tank - Jump), 10 Utility, 290.1 Man-Hours/day Maintenance.

Accommodations: 18 Staterooms - Crew, Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 2 Military Sickbay(8 Patients), 32 Low Berth, Emergency/10(128 Cryoberths), 5 Brig(10 Users), Safe, Brig/Armoury/Safe(25 Users), Normal Office(4 Users).
Armaments: 100 Meson Screen(10,103 DR), Nuclear Damper(10 mi), 5 Missile Turret Batteries of 1 each (DR1250, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]), 5 Plasma Turret Batteries of 1 each (DR1250, 2x150 Mj RP Plasma Gun[RoF Bonus +1]), 10 Pulse Laser Turret Batteries of 2 each (DR1250, 3x90 Mj Pulse Laser[RoF Bonus +2]), 20 Sandcaster Turret Batteries of 1 each (DR1250, 3xSand Caster Full Load [x200], 3xSand Caster [200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lt Missile Rack [82]	15					(+0)		10,000,000/1000
150 Mj RP Plasma Gun	10	Spcl	25	30	8dx100	1/8 (+10)	1450/0	4350/0
90 Mj Pulse Laser	60	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3
Sand Caster [200]	60					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	15	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 425 Hold.
Statistics: EMass 24,006.21 stons, LMass 27,181.21 stons, Cost MCr3,653.03, HP 133,619, Size Mod 11, HT 12, CP 315.
Performance: Jump-2 (2), Acc L/E 2.30 / 2.60 Gs, Airspeed 10,261 mph, Skimming Airspeed 20,521 mph, Aerostatic Lift 62,520 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.14 Hrs, 100D 4.21 Hrs, Earth-Mars 72.29 Hrs.

5,000-ton *Universal*-class Low Berth Liner, Spinward Dreams (GTL10)

This is the largest starship most Starbreakers will ever see. The vast majority of star-travellers go to a new world via the cyroberth of a *Universal* liner, the largest modern ship designed to enter atmosphere, and land at a specially prepared berth.

Even though all the large starports of the major Imperial capitals - Engulal, Sylea, Cianji, and Wsi - can build the ship, only Cianji has actually done so. Moreover, only the starport on Cianji has the necessary facilities to permit terrestrial maintenance of the vessel. However, the ship is designed to land on level fields and inadequate starports, in order to disgurge her passangers.

This is the standard low-cost way to relocate large numbers of people withinin the coreward Starbreak Sector. Note that this ship has no fuel purifiers. The ship has no passenger staterooms, but does have 2,500 low berths (that is, 10,000 frozen passengers.)
Crew: 61 Total. 5 Command and Control, 6 Jump Drive, 4 Manoeuvre Drive, 22 Medical, 4 Turret Gunners, 20 Flight Crew.
Hull: 5,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Heavy Compartmentalization.
Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 70 Engineering(67.3 dtons[2,803.73 MW], 124 Total Life Support), 151 Jump Drive, 292 Manoeuvre Drive(1.00 / 1.28 Gs, 11,680 stons thrust), 1025 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,025 stons), 10 Utility, 176.4 Man-Hours/day Maintenance.
Accommodations: 62 Staterooms - Crew, 2 Automated Cryothaw Complex/10(20 Patients), 2 Sickbay(4 Patients), 2500 Low Berth(10,000 Cryoberths), 4 Safe, 2 Complete Workshop(6 Users), Theater(100 Users), 2 Brig/Armoury/Safe(50 Users), Civilian Holoventure, Brig(2 Users).
Armaments: 2 Laser Turret Batteries of 1 each (DR100, 440 Mj Std Laser), 2 Sandcaster Turret Batteries of 1 each (DR100, Sand Caster Full Load [x200], Sand Caster [200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	2	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	2					(+0)		

Stores: 300 Hold, 100 Shuttle Bay A(100-ton Canary Interface Shuttle), 100 Shuttle Bay B(100-ton Canary Interface Shuttle), 344 Spacedock(Cargo Module, Fuel Skimmer Module, Passenger Module, 4xAir/raft, Modular Cutter, 5-ton Nider Dory, 55 dtons for small craft available).
Statistics: EMass 9,147.36 stons, LMass 11,672.36 stons, Cost MCr1,351.29, HP 160,593, Size Mod 11, HT 12, CP 296.
Performance: Jump-2 (2), Acc L/E 1.00 / 1.28 Gs, Airspeed 2,861 mph, Skimming Airspeed 8,091 mph, Aerostatic Lift 11,680 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Earth-Mars 109.59 Hrs.

5,000-ton *Universal II*-class Low Berth Troop Transport, Rokshell (GTL10)

This armoured version of the Universal low berth liner is designed to transport two regiments across the stars. The ship is specialised to transport the men: equipment is transported via the *Tichy*-class transport. As the regiments cannot be immediately deployed after arrival, the ship's defenses is built to handle spaceborne threats, with the vessel landing in a secured zone to deploy her men.

Crew: 87 Total. 5 Command and Control, 6 Jump Drive, 26 Manoeuvre Drive, 22 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 20 Turret Gunners. (The 20 Crewmen for the 4 Grav APCs and the four Air/Rafts are taken from the low berth troops)

Hull: 5,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 2500), Heavy Compartmentalization.

Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 285 Engineering(256.2 dtons[10,673.13 MW], 104 Total Life Support), 153 Jump Drive, 1591 Manoeuvre Drive(2.30 / 2.39 Gs, 63,640 stons thrust), 1025 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,025 stons), 20 Fuel Processor(6.4 hours to refine Cryonic Internal Tank - Jump), 100 Combined Gravitic Systems/10(45000 Aerostatic Lift), 254.6 Man-Hours/day Maintenance.

Accommodations: 52 Staterooms - Crew, 2 Automated Cryothaw Complex/10(20 Patients), 2 Sickbay(4 Patients), 1000 Low Berth(4,000 Cryoberths), 4 Safe, 2 Complete Workshop(6 Users), 2 Brig/Armoury/Safe(50 Users), 2 Brig(4 Users).

Armaments: 60 Meson Screen(5,000 DR), 2 Nuclear Damper(15 mi), 5 Sandcaster Turret Batteries of 2 each (DR1250, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 5 Pulse Laser Turret Batteries of 2 each (DR1250, 3x90 Mj Pulse Laser[RoF Bonus +2]), 10 Laser Turret Batteries of 1 each (DR1250, 440 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	30					(+0)		
90 Mj Pulse Laser	30	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3
440 Mj Std Laser	10	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Stores: 10 Hold, 20 Spacedock(5xGrav APC, 5xAir/raft).

Statistics: EMass 26,587.31 stons, LMass 27,662.31 stons, Cost MCr2,813.41, HP 160,593, Size Mod 11, HT 12, CP 186.

Performance: Jump-2 (2), Acc L/E 2.30 / 2.39 Gs, Airspeed 6,677 mph, Skimming Airspeed 18,886 mph, Aerostatic Lift 108,640 stons.

Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.14 Hrs, 100D 4.21 Hrs, Earth-Mars 72.28 Hrs.

5,000-ton *Tithos Gathyog*-class Low Berth Liner, Tithos Gathyog (GTL10)

This is a modified *Universal* starship, altered to handle three parsec jumps. It was originally a warprize, seized by the Reborn Imperium from Imperial Cianji, and sold to the Holy Imperium. This vessel can carry only 6,000 people in cyroberths, instead of the 10,000 capacity of the *Universals*. On the other hand, as neither cargo capacity nor medical equipment has been reduced, it takes less time to thaw out everyone, and the low berth passengers can carry more of their personal effects with them across the stars.

Crew: 63 Total. 5 Command and Control, 8 Jump Drive, 4 Manoeuvre Drive, 22 Medical, 4 Turret Gunners, 20 Flight Crew.

Hull: 5,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Heavy Compartmentalization.

Control Areas: Basic Bridge(Complexity 7), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 77 Engineering(76.3 dtons[3,178.75 MW], 126 Total Life Support), 201 Jump Drive, 261 Manoeuvre Drive(1.00 / 1.40 Gs, 10,440 stons thrust), 1505 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,505 stons), 10 Utility, 177.4 Man-Hours/day Maintenance.

Accommodations: 63 Staterooms - Crew, 2 Automated Cryothaw Complex/10(20 Patients), 2 Sickbay(4 Patients), 1500 Low Berth(6,000 Cryoberths), 4 Safe, 2 Complete Workshop(6 Users), Theater(100 Users), 2 Brig/Armoury/Safe(50 Users), Civilian Holoventure, Brig(2 Users).

Armaments: 2 Laser Turret Batteries of 1 each (DR100, 440 Mj Std Laser), 2 Sandcaster Turret Batteries of 1 each (DR100, Sand Caster Full Load [x200], Sand Caster [200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
440 Mj Std Laser	2	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
Sand Caster [200]	2					(+0)		

Stores: 300 Hold, 100 Shuttle Bay A(100-ton Canary Interface Shuttle), 100 Shuttle Bay B(100-ton Canary Interface Shuttle), 334 Spacedock(Cargo Module, Fuel Skimmer Module, Passenger Module, 4xAir/raft, Modular Cutter, 5-ton Nider Dory, 50 dtons for small craft available).

Statistics: EMass 7,430.76 stons, LMass 10,435.76 stons, Cost MCr1,365.19, HP 160,593, Size Mod 11, HT 12, CP 249.

Performance: Jump-3 (3), Acc L/E 1.00 / 1.40 Gs, Airspeed 2,705 mph, Skimming Airspeed 7,650 mph, Aerostatic Lift 10,440 stons.

Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Earth-Mars 109.61 Hrs.

7,000-ton *Uaryinia*-class Monitor, Uaryinia (GTL10)

The *Uaryinia* was built for the planetary defense of the world of Comerwake, with her primary weaponry being a meson gun and PAW weapon bay. A unique (for Starbreak Sector) Weapons Centre is provided. As the reader may recall, a missile bay can control as many as 50 missiles. Each of the ten stations of the weapon center can control 50 missiles as well, permitting the Weapon Center to control 500 missiles at a time.

Crew: 122 Total. 20 Command and Control, 18 Manoeuvre Drive, 1 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 22 Spinal Weapon Gunners, 1 PAW Weapon Bay Gunner, 11 Missile Bay Gunners, 11 Turret Gunners, 15 Marines, 15 Maintenance.

Hull: 7,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Frustum configuration Hull (DR 1500), Total Compartmentalization, Radical Stealth(-12, AMod 0), Radical Emission Cloaking(-12, PMod 0 [-6, PMod 6 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), Command Bridge - Weapons(The Weapons Centre is used to provide additional guidance for missiles., Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge – Aux	50,000,000	0	100,000,000	100,000
Command Bridge - Weapons	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge – Aux	45,000/39	150,000/42	3,000/32
Command Bridge - Weapons	45,000/39	150,000/42	3,000/32

Engineering: 1200 Engineering(1,200.5 dtons[50,022.78 MW], 151 Total Life Support), 1300 Manoeuvre Drive(1.07 / 1.08 Gs, 52,000 stons thrust), 13 Utility, 609.6 Man-Hours/day Maintenance.

Accommodations: Bunk Room, 55 Staterooms, Total Life Support, 2 Emergency Aid Station(4 Patients), Military Sickbay(4 Patients), 16 Escape Capsule(160 Users), Troop Armoury(20 Users), Safe, 3 Brig(6 Users), Mini-Workshop(3 Users), Hall/Bar/Conference Room(50 Users).

Armaments: 500 Meson Screen(33,667 DR), 20 Nuclear Damper(31.61 mi), 820 Gj Lt Spinal Meson/E, 1 Lg External Bay - PAW Battery of 1 (DR750, 29 Gj Lg PAW Bay), 1 Sm External Bay - Hv. Missile Battery of 1 (DR750, Sm Lt Missile Bay [4100], Sm Hv Missile Bay Load [x750]), 4 Laser Turret Batteries of 2 each (DR750, 2x90 Mj Pulse Laser[RoF Bonus +2]), 7 Sandcaster Turret Batteries of 1 each (DR750, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
820 Gj Lt Spinal Meson/E	1	Exp	38	30	5dx3000(!)	1/60 (+7)	97900/10	293700/29
29 Gj Lg PAW Bay	1	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
Sm Lt Missile Bay [4100]	1					(+0)		10,000,000/1000
90 Mj Pulse Laser	16	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3

Sand Caster [200]	21				(+0)			

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Sm Hv Missile Bay Load [x750]	1	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 2 Spacedock(1 dtons for small craft available), 20 Hold.
Statistics: EMass 48,285.82 stons, LMass 48,385.82 stons, Cost MCr16,131.3, HP 200,490, Size Mod 12, HT 12, CP 98.
Performance: Acc L/E 1.07 / 1.08 Gs, Airspeed 5,402 mph, Skimming Airspeed 15,279 mph, Aerostatic Lift 52,000 stons.
Sample Times (Earth Std, Full Load): Orbit 0.21 Hrs, Escape Velocity 0.3 Hrs, 100D 6.16 Hrs, Earth-Mars 105.75 Hrs.

8,000-ton *Trainer*-class Battle Rider, Dovene (GTL10)

This is a small Reborn Imperium battle rider, built to transport eight *Boxer* class System Defence Boats across interstellar distances. (The *Boxers* may be substituted with *Pitbull* Corvettes, although this is rare.) The *Trainer*-class Battle Rider also doubles as a command ship for Reborn military operations. The ship's company of Marines can be deployed via drop capsules, or via the gigs on the *Boxer* SDB's. The mini-battle rider may not enter atmosphere.

The vessel is quite useful to the Reborn Admiralty for patrolling, showing the flag, and small-scale military operations and insertions. She is not considered useful for front-line naval operations, due to her lack of heavy weaponry and Manoeuvring ability.

Using both *Arabian*-class fuel skimmers, it will take nine complete trips to refuel the Trainer's jump tanks. The eight *Boxers* add 1101.072 MCr to the cost of the ship.

Crew: 437 Total. 56 Command and Control, 9 Jump Drive, 18 Manoeuvre Drive, 5 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 20 Turret Gunners, 166 Flight Crew, 155 Marines.
Hull: 8,000-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 2000, Open Frame), Total Compartmentalization, Radical Stealth(-12, AMod 0), Radical Emission Cloaking(-12, PMod 0 [-6, PMod 6 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Flag(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), 2 PESA-SHv, Survey System(Complexity 9), 2 Radscanner-Md/10, 2 AESA-Md, 2 Scientific Sensors, EW(Hardened, Complexity 8), 2 Adv Commo Suite, 4 Enhanced Display.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Flag	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	10,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Flag	45,000/39	150,000/42	3,000/32

Command Bridge - Aux	45,000/39	150,000/42	3,000/32
PESA-SHv	4,500,000/51	0/0	0/0
Radscanner-Md/10	0/0	0/0	100,000/41
AESA-Md	0/0	1,500,000/48	0/0

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 210 Engineering(183.1 dtons[7,630.94 MW], 480 Total Life Support), 243 Jump Drive, 900 Manoeuvre Drive(1.16 / 1.23 Gs, 36,000 stons thrust), 1750 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,750 stons), 10 Fuel Processor(21.9 hours to refine Cryonic Internal Tank - Jump), 15 Utility, 315.9 Man-Hours/day Maintenance.
Accommodations: 2 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 63 Staterooms - Crew, 95 Staterooms - Boxer Crews, 5 Military Sickbay(20 Patients), 20 Brig(40 Users), 3 Logistics(18 Users), 3 Troop Armoury(60 Users), 40 Escape Capsule(400 Users), 3 Gymnasium(12 Users), Normal Office(4 Users), Theater(100 Users), Safe, 2 Drop Capsule Launcher, 30 Drop Capsule Rack(If deploying the entire company, three out of four capsules would be decoys., 480 Users).
Armaments: 34 Meson Screen(2,000 DR), Nuclear Damper(10 mi), 8 Sandcaster Turret Batteries of 1 each (DR1000, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 4 Standard Laser Turret Batteries of 2 each (DR1000, 3x440 Mj Std Laser[RoF Bonus +2]), 4 Pulse Laser Turret Batteries of 1 each (DR1000, 3x90 Mj Pulse Laser[RoF Bonus +1]), 4 Missile Turret Batteries of 1 each (DR1000, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	24					(+0)		
440 Mj Std Laser	24	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7
90 Mj Pulse Laser	12	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3
Lt Missile Rack [82]	12					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	12	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 400 Boxer Bay One(400-ton Boxer), 400 Boxer Bay Three(400-ton Boxer), 400 Boxer Bay Four(400-ton Boxer), 400 Boxer Bay Six(400-ton Boxer), 400 Boxer Bay Seven(400-ton Boxer), 400 Boxer Bay Eight(400-ton Boxer), 400 Boxer Bay Two(400-ton Boxer), 400 Boxer Bay Five(400-ton Boxer), 200 Arabian Bay One(200-ton Arabian), 200 Arabian Bay Two(200-ton Arabian), 10 Hold.
Statistics: EMass 29,286.03 stons, LMass 31,086.03 stons, Cost MCr4,331.71, HP 226,785, Size Mod 12, HT 12, CP 211.
Performance: Jump-2 (2.2), Acc L/E 1.16 / 1.23 Gs, Airspeed 600 mph, Skimming Airspeed 4,417 mph, Aerostatic Lift 36,000 stons.
Sample Times (Earth Std, Full Load): Orbit 1.43 Hrs, Escape Velocity 2.03 Hrs, 100D 5.93 Hrs, Earth-Mars 101.87 Hrs.

10,000-ton *Bantam*-class Cruiser, Wasarot (GTL10)

The *Bantam*-class escort is a light Imperial Cianji cruiser. She is built to take and deal out damage, with two frozen watches and extra engineering & fuel space. However, she simply does not have the mass needed for true Battle Line service, and is usually used for strike and heavy raiding missions. In peacetime, she generally acts as a lead ship for a flotilla or task force, or operates as a heavy patroller/scout for trouble spots. The ship carries two Frozen Watches.

Crew: 160 Total. 22 Command and Control, 12 Jump Drive, 56 Manoeuvre Drive, 3 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 5 Weapon Bay Gunners, 5 Turret Gunners, 3 Flight Crew, 46 Marines.

Hull: 10,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 3000), Total Compartmentalization, Radical Stealth(-12, AMod 0), Radical Emission Cloaking(-12, PMod 0 [-6, PMod 6 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), 2 Adv Sensors.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38

Engineering: 500 Engineering(492.9 dtons[20,536 MW], 274 Total Life Support), 302 Jump Drive, 3372 Manoeuvre Drive(2.60 / 2.72 Gs, 134,880 stons thrust), 2370 Cryonic Internal Tank - Jump(Fire 13, Loaded with 2,370 stons), 52 Fuel Processor(5.7 hours to refine Cryonic Internal Tank - Jump), 19 Utility, 333.2 Man-Hours/day Maintenance.

Accommodations: 64 Staterooms, 4 Bunk Room(For troop transport, rescued civilians, etc.), Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 3 Military Sickbay(12 Patients), 80 Low Berth(Two Frozen Watches, 320 Cryoberths), 3 Brig(6 Users), 3 Complete Workshop(9 Users), 20 Escape Capsule(200 Users), 2 Lg Entry Module(16 Users), 4 Gymnasium(16 Users), Hall/Bar/Conference Room(50 Users), Safe, 8 Troop Armoury(160 Users).

Armaments: 61 Meson Screen(3,000 DR), Nuclear Damper(10 mi), 2 Lg Internal Bay - PAW Batteries of 1 each (29 Gj Lg PAW Bay), 3 Sm Internal Bay - Xaser Batteries of 2 each (8.8 Gj SSm XLaser[RoF Bonus +1]), 5 Laser Turret Batteries of 4 each (DR1500, 810 Mj Hv Laser[RoF Bonus +2]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
29 Gj Lg PAW Bay	2	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
8.8 Gj SSm XLaser	6	Imp	36	30	8dx130(2)	1/60 (+7)	101130/10	303390/30
810 Mj Hv Laser	20	Imp	33	30	6dx75(2)	1/60 (+7)	30700/3	92100/9

Stores: 10 Launch Bay(10-ton Launch).

Statistics: EMass 49,504.89 stons, LMass 51,874.89 stons, Cost MCr4,818.76, HP 271,661, Size Mod 12, HT 12, CP 157.

Performance: Jump-2 (2.4), Acc L/E 2.60 / 2.72 Gs, Airspeed 7,474 mph, Skimming Airspeed 21,139 mph, Aerostatic Lift 134,880 stons.

Sample Times (Earth Std, Full Load): Orbit 0.09 Hrs, Escape Velocity 0.12 Hrs, 100D 3.96 Hrs, Earth-Mars 67.99 Hrs.

10,000-ton *Cornucopia*-class Shuttle, Thanksgiving (GTL10)

This is a large interface shuttle, built to haul an immense amount of goods from orbit to a world's surface. Normally, its' cargo consists of water, iron, hydrocarbons, etc, for worlds that lack these necessities. Occasionally, the ship is pressed for interplanetary service: while viable in this role, it usually isn't the most efficient use for this expensive civilian ship. These vessels were originally built for terraforming work: the additional artigrav ability they sport is to help support the ship in unusual duties as required.

Up to 32 passengers may be transported in the two bunk rooms. These are usually company or government labour, not paying passengers.
Crew: 28 Total. 5 Command and Control, 15 Manoeuvre Drive, 9 Flight Crew.
Hull: 10,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 85 Engineering(91.5 dtons[3,813.16 MW], 112 Total Life Support), 951 Manoeuvre Drive(1.00 / 7.74 Gs, 38,040 stons thrust), Combined Gravitic Systems/10(450 Aerostatic Lift), 72.7 Man-Hours/day Maintenance.
Accommodations: 15 Staterooms, 2 Total Life Support, 2 Bunk Room, Emergency Aid Station(2 Patients).
Stores: 260 Spacedock(2xModular Cutter, 2xCargo Module, 5-ton Nider Dory, 2xAir/raft, 24 dtons for small craft available), 3250 Cargo Bay One, 3250 Cargo Bay Two, 125 Cargo Bay Three.
Statistics: EMass 4,914.85 stons, LMass 38,039.85 stons, Cost MCr229.23, HP 212,107, Size Mod 12, HT 12, CP 2,221.
Performance: Acc L/E 1.00 / 7.74 Gs, Airspeed 4,492 mph, Skimming Airspeed 12,705 mph, Aerostatic Lift 38,490 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Earth-Mars 109.63 Hrs.

10,000-ton *Flower*-class System Defense Boat, Thistle (GTL10)

This is the largest SDB class used by Imperial Cianji, and is the dedicated line of defence for the homeworld, Cianji.
Crew: 208 Total. 21 Command and Control, 104 Manoeuvre Drive, 1 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 12 Weapon Bay Gunners, 3 Flight Crew, 59 Marines.
Hull: 10,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 9800), Total Compartmentalization, Radical Stealth(-12, AMod 0), Radical Emission Cloaking(-12, PMod 0 [-6, PMod 6 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), Adv Sensors.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38

Engineering: 778 Engineering(667 dtons[27,789.71 MW], 244 Total Life Support), 6237 Manoeuvre Drive(2.20 / 2.20 Gs, 249,480 stons thrust), 311.1 Man-Hours/day Maintenance.
Accommodations: 81 Staterooms, Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), Military Sickbay(4 Patients), 3 Brig(6 Users), 5 Gymnasium(20 Users), 2 Lg Entry Module(16 Users), Complete Workshop(3 Users), 25 Escape Capsule(250 Users), Safe, 2 Troop Armoury(40 Users).
Armaments: 57 Meson Screen(3,000 DR), Nuclear Damper(10 mi), 2 Lg Internal Bay - PAW Batteries of 1 each (29 Gj Lg PAW Bay), 1 Lg External Bay - Missile Battery of 1 (DR2000, Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
29 Gj Lg PAW Bay	2	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
Lg Hv Missile Bay [1500]	1					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	1	65	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 30 Ship's Boat Bay(30-ton Ship's Boat), 20 Hold.
Statistics: EMass 113,290.3 stons, LMass 113,390.3 stons, Cost MCr4,201.29, HP 255,000, Size Mod 12, HT 12, CP 87.
Performance: Acc L/E 2.20 / 2.20 Gs, Airspeed 10,492 mph, Skimming Airspeed 29,674 mph, Aerostatic Lift 249,480 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.15 Hrs, 100D 4.3 Hrs, Earth-Mars 73.91 Hrs.

10,000-ton *Shipmover*-class Interplanetary Tug, John Bunyan (GTL10)

This is a large tug, build to haul large starships, space stations (including highports) and small asteroids/comets. The handful that exists are found at the most busy ports of Starbreak Sector: Cianji, Enlugal, Wsi, Dune, and Justince.
Crew: 66 Total. 5 Command and Control, 53 Manoeuvre Drive, 8 Flight Crew.
Hull: 10,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 305 Engineering(312.6 dtons[13,025.12 MW], 80 Total Life Support), 3208 Manoeuvre Drive(2.00 / 2.01 Gs, 128,320 stons thrust), 19 Utility, 196.1 Man-Hours/day Maintenance.
Accommodations: 40 Staterooms, 2 Emergency Aid Station(4 Patients), 5 Low Berth, Emergency/10(20 Cryoberths), Brig/Armoury/Safe(25 Users), Complete Workshop(3 Users), Gymnasium(4 Users), Hall/Bar/Conference Room(50 Users).
Misc: 800 External Cradle/Magnetic Grappler/7(One cradle can hold up to 125 stons.), 800 External Cradle/Magnetic Grappler/7(One cradle can hold up to 125 stons.), 800 External Cradle/Magnetic Grappler/7(One cradle can hold up to 125 stons.), 800 External Cradle/Magnetic Grappler/7(One cradle can hold up to 125 stons.), 800 External Cradle/Magnetic Grappler/7(One cradle can hold up to 125 stons.).
Stores: 75 Hold, 200 Spacedock(100-ton Canary Interface Shuttle).
Statistics: EMass 63,784.62 stons, LMass 64,159.62 stons, Cost MCr1,668.39, HP 271,661, Size Mod 12, HT 12, CP 57.
Performance: Acc L/E 2.00 / 2.01 Gs, Airspeed 7,290 mph, Skimming Airspeed 20,619 mph, Aerostatic Lift 128,320 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.51 Hrs, Earth-Mars 77.52 Hrs.

20,000-ton *Waterwave*-class System Defense Boat, Waterwave (GTL10)

This is a fairly new starship, built to upgrade Flandry's military capacity verses larger warships. The pride of Flandry system, she was constructed on the upper end of GTL 10 technology and materials, and no expense was spared. Despite this: trade offs remain necessary: for example, there is no inertial compensation onboard, as the ship never exceeds ~2.1 gees.

As her world is divided between two powerful alliances, the personnel manning the *Waterwave* is similarily divided. There is only one captain at any one time, but the captaincy is exchanged every month.
Crew: 332 Total. 24 Command and Control, 153 Manoeuvre Drive, 3 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 22 Spinal Weapon Gunners, 8 Weapon Bay Gunners, 60 Turret Gunners, 7 Flight Crew, 47 Troops.
Hull: 20,000-ton VGSL, Heavy Frame, Very Expensive Materials, Superdense (Advanced) Armoured Hull (DR 10000), Total Compartmentalization, Radical Stealth(-12, AMod 1), Radical Emission Cloaking(-12, PMod 1 [-6, PMod 7 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), 2 Adv Sensors, 2 Sonar(20/22/25, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32

Adv Sensors	450,000/45	1,000,000/47	30,000/38

Engineering: 2300 Engineering(2,072.1 dtons[86,338.02 MW], 402 Total Life Support), 9200 Manoeuvre Drive(2.12 / 2.12 Gs, 368,000 stons thrust), 778.3 Man-Hours/day Maintenance.
Accommodations: 160 Staterooms, Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 3 Military Sickbay(12 Patients), 3 Emergency Aid Station(6 Patients), 83 Low Berth(Frozen Watch, 332 Cryoberths), Battle Dress Morgue/10(20 Users), Brig(2 Users), 3 Complete Workshop(9 Users), Drop Capsule Launcher, Drop Capsule Rack(16 Users), 3 Gymnasium(12 Users), 4 Hall/Bar/Conference Room(200 Users), Military Holoventure, Safe, Shooting Range(2 Users), Stage.
Armaments: 623 Meson Screen(20,000 DR), 64 Nuclear Damper(40 mi), 820 Gj Lt Spinal Meson/E, 4 Lg External Bay - Missile Batteries of 1 each (DR2000, Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 4 Lg External Bay - PAW Batteries of 1 each (DR2000, 29 Gj Lg PAW Bay), 20 Turret - Plasma Batteries of 1 each (DR2000, 2x420 Mj Plasma Gun[RoF Bonus +1]), 20 Turret - Pulse Laser Batteries of 1 each (DR2000, 3x90 Mj Pulse Laser[RoF Bonus +1]), 20 Turret - Sandcaster Batteries of 1 each (DR2000, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
820 Gj Lt Spinal Meson/E	1	Exp	38	30	5dx3000(!)	1/60 (+7)	97900/10	293700/29
Lg Hv Missile Bay [1500]	4					(+0)		10,000,000/1000
29 Gj Lg PAW Bay	4	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
420 Mj Plasma Gun	40	Spcl	28	30	6dx270	1/60 (+7)	2700/0	8000/1
90 Mj Pulse Laser	60	Imp	30	30	5dx30(2)	1/8 (+10)	10300/1	30900/3
Sand Caster [200]	60					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	4	65	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 10 Hold, 260 Spacedock(2xModular Cutter, 2xBoarding Module/10[Cargo: 5 dtons], Passenger Module), 50 Vehicle Bay - Lifeboats(5x10-ton Short Duration Lifeboat).
Statistics: EMass 173,659.21 stons, LMass 173,709.21 stons, Cost MCr26,288.64, HP 840,000, Size Mod 13, HT 12, CP 311.
Performance: Acc L/E 2.12 / 2.12 Gs, Airspeed 9,929 mph, Skimming Airspeed 28,082 mph, Aerostatic Lift 368,000 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.15 Hrs, 100D 4.39 Hrs, Earth-Mars 75.32 Hrs.

30,000-ton *Lunar*-class Colonial Transport, Venus Moon (GTL10)

The *Lunar*-class colonial starship was the premiere colony ship for quite some time. This was the primary ship used to colonize 26 systems in the coreward Starbreak Sector, including Duchy, Ipannie, Tianik, Quajora, Mist, and Pacifica. She was able to bear 40,000 colonists in her low berths, and another thousand leading citizens in her passenger staterooms.

The *Lunar*-class starship was the largest ever designed to actually land on a world. The ship was to be disassembled, and reused as construction material for the settlers. This was especially useful in hostile environments, and proved surprisingly useful in the restricted area/resource circumstances of water worlds, as well.

The last *Lunar*, *Venus Moon*, suffered a major jump engine failure. Providentially, she was able to exit jump successfully and deposit her colonists safely. As of 1500 Imperial, she is still being deconstructed on Montrose.

Crew: 200 Total. 5 Command and Control, 36 Jump Drive, 21 Manoeuvre Drive, 16 Medical, 92 Flight Crew, 30 Stewards.
Hull: 30,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 35 Engineering(365.3 dtons[15,221.53 MW], 1,240 Total Life Support), 900 Jump Drive, 1302 Manoeuvre Drive(0.75 / 1.08 Gs, 52,080 stons thrust), 6250 Cryonic Internal Tank - Jump(Fire 13, Loaded with 6,250 stons), 40 Fuel Processor(19.5 hours to refine Cryonic Internal Tank - Jump), 120 Combined Gravitic Systems/10(54000 Aerostatic Lift), 420.1 Man-Hours/day Maintenance.
Accommodations: 105 Staterooms - Crew, 500 Staterooms - Passengers, 15 Luxury Staterooms, 5 Sickbay(10 Patients), 10000 Low Berth(40,000 Cryoberths), 5000 Low Berth, Livestock(10,000 Cryoberths), 6 Civilian Holoventure, 4 Hall/Bar/Conference Room(200 Users), Luxury Hall/Bar/Conference Room(50 Users), 4 Normal Office(16 Users), 2 Stage, 5 Full Swimming Pool, 10 Gymnasium(40 Users), 5 Brig(10 Users), 6 Logistics(36 Users), 2 Safe, 2 Theater(200 Users).
Stores: 3000 Hold, 2000 Spacedock(2x20-ton Gig, 20xAir/raft, 6xCargo Module, 6xPassenger Module, 6xModular Cutter, 10x5-ton Nider Dory, 4x100-ton Canary Interface Shuttle, 20 dtons for small craft available).
Statistics: EMass 48,174.28 stons, LMass 69,424.28 stons, Cost MCr7,660.8, HP 530,267, Size Mod 13, HT 12, CP 1,680.
Performance: Jump-2 (2.1), Acc L/E 0.75 / 1.08 Gs, Airspeed 3,325 mph, Skimming Airspeed 9,402 mph, Aerostatic Lift 106,080 stons.
Sample Times (Earth Std, Full Load): Orbit 0.3 Hrs, Escape Velocity 0.43 Hrs, 100D 7.37 Hrs, Earth-Mars 126.57 Hrs.

30,000-ton *Windstorm*-class Cruiser, Windstorm (GTL10)

The *Windstorm* is the largest naval combatant of the Reborn Imperium. Moreover, it is the Reborn warship most suited for offensive operations, with a good mix of weaponry, and sufficient troops & equipment capacity for a proper raid (but not an invasion or occupation, except for worlds with less than 5,000 inhabitants at GTL 10, or the equivalent thereof.)

Crew: 634 Total. 50 Command and Control, 36 Jump Drive, 109 Manoeuvre Drive, 5 Medical, 3 Lab Techs, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 23 Spinal Weapon Gunners, 26 Weapon Bay Gunners, 114 Flight Crew, 260 Marines.

Hull: 30,000-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 5000, Open Frame), Total Compartmentalization, Radical Stealth(-12, AMod 1), Radical Emission Cloaking(-12, PMod 1 [-6, PMod 7 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux One(Hardened, Complexity 8), Command Bridge - Aux Two(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), 6 Adv Sensors, 6 AESA-UHv, 2 Astronomical Instruments/10, 6 PESA-UHv, 2 Planetary Survey/10, 4 Probe Launcher/Control/10, 6 Radscanner-UHv/10, 3 Adv Commo Suite, 20 Enhanced Display, 2 EW(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux One	50,000,000	0	100,000,000	100,000
Command Bridge - Aux Two	50,000,000	0	100,000,000	100,000
Probe Launcher/Control/10	0	0	1,000,000	0
Adv Commo Suite	50,000,000	500,000,000	100,000,000	10,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux One	45,000/39	150,000/42	3,000/32
Command Bridge - Aux Two	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/10	0/0	0/0	450,000/45

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 3000 Engineering(2,361.5 dtons[98,394.35 MW], 760 Total Life Support), 900 Jump Drive, 6580 Manoeuvre Drive(2.09 / 2.20 Gs, 263,200 stons thrust), 6000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 6,000 stons), 500 Fuel Processor(1.5 hours to refine Cryonic Internal Tank - Jump), 869.5 Man-Hours/day Maintenance.

Accommodations: 4 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 4 Luxury Staterooms, 210 Staterooms, Luxury Double-size Stateroom, 5 Military Sickbay(20 Patients), 2 Operating Theater(4 Patients), 5 Emergency Aid Station(10 Patients), 140 Low Berth(Frozen Watch, 560 Cryoberths), 140 Low Berth, Emergency/10(560 Cryoberths), 15 Brig(30 Users), 10 Drop Capsule Launcher, 20 Drop Capsule Rack(320 Users), 3 Lg Entry Module(24 Users), 3 Logistics(18 Users), 5 Safe, 30 Troop Armoury(600 Users), 70 Escape Capsule(700 Users), 10 Gymnasium(40 Users), Hall/Bar/Conference Room(50 Users), Military Holoventure, Normal Office(4 Users), Psi-Shielded Brig(25 Users), Stage.

Misc: 3 Laboratory/TL.
Armaments: 800 Meson Screen(20,000 DR), 16 Nuclear Damper(30 mi), 870 Gj Md Spinal PAW/M, 4 Sm Internal Bay - PAW Batteries of 2 each (14 Gj Sm PAW Bay[RoF Bonus +1]), 10 Sm Internal Bay - Heavy Missile Batteries of 1 each (Sm Hv Missile Bay [750], Sm Hv Missile Bay Load [x750]), 10 Sm Internal Bay - Light Missile Batteries of 1 each (Sm Lt Missile Bay [4100], Sm Lt Missile Bay Load [x4100]), 1 Sm Internal Bay - Xaser Battery of 1 (8.8 Gj SSm XLaser), 1 Sm Internal Bay - Plasma Battery of 1 (14 Gj Sm Plasma Bay).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
870 Gj Md Spinal PAW/M	1	Imp	38	30	6dx4000	1/60 (+7)	120700/12	362100/36
14 Gj Sm PAW Bay	8	Imp	33	30	6dx1200	1/60 (+7)	16700/2	50100/5
Sm Hv Missile Bay [750]	10					(+0)		10,000,000/1000
Sm Lt Missile Bay [4100]	10					(+0)		10,000,000/1000
8.8 Gj SSm XLaser	1	Imp	36	30	8dx130(2)	1/60 (+7)	101130/10	303390/30
14 Gj Sm Plasma Bay	1	Spcl	33	30	5dx1000	1/60 (+7)	14200/1	42600/4

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Sm Hv Missile Bay Load [x750]	10	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5
Sm Lt Missile Bay Load [x4100]	10	40	6G-18	6dx60(10)	6dx100(5)	0	-6	-6

Stores: 50 Hold, 100 Shuttle Bay A(100-ton Canary Interface Shuttle), 100 Shuttle Bay B(100-ton Canary Interface Shuttle), 100 Shuttle Bay C(100-ton Canary Interface Shuttle), 3500 Spacedock(6xModular Cutter, 6xPassenger Module, 6xCargo Module, 6xBoarding Module/10[Cargo: 5 dtons], 6xWeapons Pod Module, 12xSensor Module[Sm Engineering, 3 Staterooms, Scientific Sensors, Probe Module, Survey System, EW, Enhanced Display, 1/2 Hold], 2xMedical/Surgical Module, Lab Module, 6xATV Cradle Module, 3xOffice Module, 190 dtons for small craft available), 10 Dory Bay A(10 dtons for small craft available), 10 Dory Bay B(10 dtons for small craft available).
Statistics: EMass 119,745.83 stons, LMass 125,995.83 stons, Cost MCr32,813.72, HP 540,000, Size Mod 13, HT 12, CP 312.
Performance: Jump-2 (2), Acc L/E 2.09 / 2.20 Gs, Airspeed 600 mph, Skimming Airspeed 15,122 mph, Aerostatic Lift 263,200 stons.
Sample Times (Earth Std, Full Load): Orbit 0.21 Hrs, Escape Velocity 0.29 Hrs, 100D 4.42 Hrs, Earth-Mars 75.85 Hrs.

40,000-ton *Albion*-class Cruiser, Agincourt (GTL10)

The *Albion*-class cruiser is an Imperial Cianji ship of the line. While the *Knight*-class battleships are built for expeditionary actions (space and terrestrial) and *Omen*-class battleships are designed for space superiority in the core systems, the *Albions* take the role of the 'big stick' in secondary actions, as well as major escort elements in main fleet operations. The large laser batteries are meant to handle fighters, but do well against missiles as well.

In normal day-to-day operations, *Albions* act as major escort elements for convoys, and are the largest patrol ships seen in Imperial Cianji space. Moreover, they spearhead most small- and medium-scale naval operations. As she does not carry a ground force, additional vessels are needed to transport Imperial Army men and material.

Crew: 444 Total. 38 Command and Control, 48 Jump Drive, 274 Manoeuvre Drive, 3 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 4 Weapon Bay Gunners, 4 Turret Gunners, 3 Flight Crew, 62 Marines.

Hull: 40,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 8200), Total Compartmentalization, Radical Stealth(-12, AMod 1), Radical Emission Cloaking(-12, PMod 1 [-6, PMod 7 in space]).

Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), 6 Adv Sensors, 6 EW(Hardened, Complexity 8), 6 Enhanced Display, Adv Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	10,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 3010 Engineering(2,351.2 dtons[97,967.5 MW], 510 Total Life Support), 1204 Jump Drive, 16495 Manoeuvre Drive(2.30 / 2.37 Gs, 659,800 stons thrust), 8050 Cryonic Internal Tank - Jump(Fire 13, Loaded with 8,050 stons), 200 Cryonic Internal Tank - Aux(Fire 13, Loaded with 200 stons), 200 Fuel Processor(5 hours to refine Cryonic Internal Tank - Jump), 75 Utility, 747.3 Man-Hours/day Maintenance.

Accommodations: 214 Staterooms, Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 3 Military Sickbay(12 Patients), 110 Low Berth, Emergency/10(440 Cryoberths), 23 Troop Armoury(460 Users), 10 Gymnasium(40 Users), 5 Brig(10 Users), 2 Battle Dress Morgue/10(40 Users), 3 Lg Entry Module(24 Users), 2 Safe, Psi-Shielded Brig(25 Users), Logistics(6 Users), Normal Office(4 Users).

Armaments: 508 Meson Screen(10,000 DR), 4 Nuclear Damper(20 mi), 2 Lg Internal Bay - PAW Batteries of 1 each (29 Gj Lg PAW Bay), 2 Lg Internal Bay - Missile Batteries of 1 each (Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 4 Laser Turret Batteries of 10 each (DR2000, 3x440 Mj Std Laser[RoF Bonus +5]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
29 Gj Lg PAW Bay	2	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
Lg Hv Missile Bay [1500]	2					(+0)		10,000,000/1000
440 Mj Std Laser	120	Imp	32	30	5dx66(2)	1/60 (+7)	22613/2	67840/7

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	2	65	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 30 Boat Bay(30-ton Ship's Boat).
Statistics: EMass 278,618.92 stons, LMass 286,868.92 stons, Cost MCr24,241.39, HP 684,545, Size Mod 13, HT 12, CP 295.
Performance: Jump-2 (2), Acc L/E 2.30 / 2.37 Gs, Airspeed 10,414 mph, Skimming Airspeed 29,453 mph, Aerostatic Lift 659,800 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.14 Hrs, 100D 4.21 Hrs, Earth-Mars 72.29 Hrs.

40,000-ton *Cornfed*-class Ship Transport, Kansas (GTL10)

These large vessels are built to transport two *Cornucopia*-class spaceships across interstellar distances, usually to terraforming sites. These very expensive civilian vessels - the largest in Starbreak Sector - are rarely seen without a naval escort. In wartime, they are usually pressed into naval service as transports. The two Cornucopias add 459.602 MCr to the cost of the ship.
Crew: 126 Total. 5 Command and Control, 48 Jump Drive, 13 Manoeuvre Drive, 56 Flight Crew (Cornucopia), 4 Flight Crew (auxiliary craft).
Hull: 40,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cylinder configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	20,000/37	100,000/41	2,000/31

Engineering: 410 Engineering(407.9 dtons[16,997.36 MW], 138 Total Life Support), 1201 Jump Drive, 853 Manoeuvre Drive(1.00 / 1.32 Gs, 34,120 stons thrust), 8000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 8,000 stons), 100 Fuel Processor(10 hours to refine Cryonic Internal Tank - Jump), 75 Utility, 372.5 Man-Hours/day Maintenance.
Accommodations: 37 Staterooms - Ship's Crew, 4 Bunk Room - Cornucopia Crew, Brig/Armoury/Safe(25 Users), 20 Escape Capsule(200 Users), Hall/Bar/Conference Room(50 Users), 3 Gymnasium(12 Users), Logistics(6 Users).
Armaments: 2 Laser Turret Batteries of 1 each (DR100, 2x250 Mj Std Laser[RoF Bonus +1]), 2 Sandcaster Turret Batteries of 1 each (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
250 Mj Std Laser	4	Imp	32	30	5dx50(2)	1/60 (+7)	17000/2	51100/5
Sand Caster [200]	6					(+0)		

Stores: 10000 Cornucopia Bay A(10,000-ton Cornucopia Shuttle), 10000 Cornucopia Bay B(10,000-ton Cornucopia Shuttle), 100 Spacedock(5-ton Nider Dory, 30-ton Ship's Boat, 15 dtons for small craft available), 55 Cargo Hold.
Statistics: EMass 25,835.76 stons, LMass 34,110.76 stons, Cost MCr6,022.88, HP 642,373, Size Mod 13, HT 12, CP 69.
Performance: Jump-2 (2), Acc L/E 1.00 / 1.32 Gs, Airspeed 2,445 mph, Skimming Airspeed 6,915 mph, Aerostatic Lift 34,120 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.38 Hrs, Earth-Mars 109.61 Hrs.

60,000-ton *Sanctification*-class System Defense Boat, Sanctification (GTL10)

The *Sanctification*-class System Defense Boat is found only in Hub system. The single example of this class acts as the command ship for the Hub naval fleet.
Crew: 700 Total. 30 Command and Control, 531 Manoeuvre Drive, 4 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 60 Spinal Weapon Gunners, 4 Weapon Bay Gunners, 10 Turret Gunners, 7 Flight Crew, 46 Marines.
Hull: 60,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Frustum configuration Hull (DR 9900), Total Compartmentalization, Radical Stealth(-12, AMod 2), Radical Emission Cloaking(-12, PMod 2 [-6, PMod 8 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), 4 AESA-UHv, 4 PESA-UHv, 4 Radscanner-UHv/10.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/10	0/0	0/0	450,000/45

Engineering: 5995 Engineering(5,422.7 dtons[225,945.58 MW], 770 Total Life Support), 31822 Manoeuvre Drive(2.60 / 2.60 Gs, 1,272,880 stons thrust), 112 Utility, 930.1 Man-Hours/day Maintenance.
Accommodations: Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 344 Staterooms, 4 Military Sickbay(16 Patients), Operating Theater(2 Patients), 6 Emergency Aid Station(12 Patients), 200 Low Berth(Frozen Watch, 800 Cryoberths), 180 Low Berth, Emergency/10(720 Cryoberths), 4 Brig(8 Users), 4 Logistics(24 Users), 10 Gymnasium(40 Users), Normal Office(4 Users), Safe, 5 Troop Armoury(100 Users).

Armaments: 560 Meson Screen(9,000 DR), 16 Nuclear Damper(30 mi), 2.3 Tj Hv Spinal Meson/L, 3 Lg Internal Bay - PAW Batteries of 2 each (29 Gj Lg PAW Bay[RoF Bonus +1]), 1 Lg Internal Bay - PAW Battery of 1 (29 Gj Lg PAW Bay), 10 Turret Batteries of 8 each (DR100, 810 Mj Hv Laser[RoF Bonus +3]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
2.3 Tj Hv Spinal Meson/L	1	Exp	39	30	7dx3000(!)	1/60 (+7)	162100/16	486300/49
29 Gj Lg PAW Bay	7	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
810 Mj Hv Laser	80	Imp	33	30	6dx75(2)	1/60 (+7)	30700/3	92100/9

Stores: 40 Pinnace Bay(40-ton Tiger Pinnace), 32.5 Hold.
Statistics: EMass 489,397.6 stons, LMass 489,560.1 stons, Cost MCr37,544.27, HP 839,711, Size Mod 14, HT 12, CP 495.
Performance: Acc L/E 2.60 / 2.60 Gs, Airspeed 13,059 mph, Skimming Airspeed 36,937 mph, Aerostatic Lift 1,272,880 stons.
Sample Times (Earth Std, Full Load): Orbit 0.09 Hrs, Escape Velocity 0.12 Hrs, 100D 3.96 Hrs, Earth-Mars 67.99 Hrs.

200,000-ton *Omen*-class Battleship, Imperial Sign (GTL10)

The *Omen* battleships are the premiere combat vessels of Imperial Cianji. Dedicated to the space superiority mission, she is usually kept in the heart of Imperial Cianji space: when deployed for offensive missions, her short legs tend to restrict her strategic mobility, leaving her unable to support the longer-legged *Knight*-class warships. Two Frozen Watches are included.
Crew: 1830 Total. 126 Command and Control, 240 Jump Drive, 1131 Manoeuvre Drive, 9 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 89 Spinal Weapon Gunners, 12 Weapon Bay Gunners, 12 Flight Crew, 203 Marines.
Hull: 200,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 12000), Total Compartmentalization, Radical Stealth(-12, AMod 3), Radical Emission Cloaking(-12, PMod 3 [-6, PMod 9 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Aux One(Hardened, Complexity 8), Command Bridge - Aux Two(Hardened, Complexity 8), 6 Adv Sensors, 6 AESA-UHv, 2 Astronomical Instruments/10, 6 Enh Sensors, 6 PESA-UHv, 6 Planetary Survey/10, 6 Probe Launcher/Control/10, 6 Radscanner-UHv/10, 6 Scientific Sensors, 2 Sonar(20/22/25, Complexity 8), 6 Survey Module-Traffic Control/10(Complexity 9), 3 Adv Commo Suite, 3 Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 8), Computer Room(3xMacroframe, Compact, Genius, HiCap, Hardened, Complexity 9), 20 Enhanced Display, 6 EW(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Aux One	50,000,000	0	100,000,000	100,000
Command Bridge - Aux Two	50,000,000	0	100,000,000	100,000
Probe Launcher/Control/10	0	0	1,000,000	0
Adv Commo Suite	50,000,000	500,000,000	100,000,000	10,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner

Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Aux One	45,000/39	150,000/42	3,000/32
Command Bridge - Aux Two	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
Enh Sensors	200,000/43	450,000/45	20,000/37
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/10	0/0	0/0	450,000/45

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 20000 Engineering(16,027.6 dtons[667,816.73 MW], 2,062 Total Life Support), 6000 Jump Drive, 67769 Manoeuvre Drive(2.30 / 2.38 Gs, 2,710,760 stons thrust), 40050 Cryonic Internal Tank - Jump(Fire 13, Loaded with 40,050 stons), 1000 Fuel Processor(5 hours to refine Cryonic Internal Tank - Jump), 371 Utility, 2159.0 Man-Hours/day Maintenance.
Accommodations: 4 Luxury Staterooms, 2 Luxury Double-size Staterooms, 900 Staterooms, 3 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 9 Military Sickbay(36 Patients), 2 Operating Theater(4 Patients), 420 Low Berth, Emergency/10(1,680 Cryoberths), 900 Low Berth(Two Frozen Watches, 3,600 Cryoberths), 20 Brig(40 Users), 100 Troop Armoury(Enough weapons to arm the entire crew, 2000 Users), 4 Full Swimming Pool, 20 Gymnasium(80 Users), 3 Hall/Bar/Conference Room(150 Users), 10 Normal Office(40 Users), 2 Psi-Shielded Brig(50 Users), 10 Safe, 5 Shooting Range(10 Users), 3 Stage, Theater(100 Users), 10 Lg Entry Module(80 Users), 200 Escape Capsule(2000 Users), Luxury Hall/Bar/Conference Room(50 Users).
Armaments: 5789 Meson Screen(50,000 DR), 256 Nuclear Damper(50 mi), 3.4 Tj EHv Spinal Meson/P, 8 Sm Internal Bay - Missile Batteries of 1 each (Sm Hv Missile Bay [750], Sm Hv Missile Bay Load [x750]), 4 Lg Internal Bay - PAW Batteries of 2 each (29 Gj Lg PAW Bay[RoF Bonus +1]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
3.4 Tj EHv Spinal Meson/P	1	Exp	39	30	6dx4000(!)	1/60 (+7)	198100/20	594300/59
Sm Hv Missile Bay [750]	8					(+0)		10,000,000/1000
29 Gj Lg PAW Bay	8	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Sm Hv Missile Bay Load [x750]	8	80	6G-18	5dx150(10)	6dx300(5)	1	-5	-5

Stores: 20 Hold, 300 Lifeboat Bay(30x10-ton Short Duration Lifeboat), 370 Spacedock(2xModular Cutter, 2xBoarding Module/10[Cargo: 5 dtons], 2x5-ton Nider Dory, 2xAir/raft, 2xPassenger Module, 14 dtons for small craft available).
Statistics: EMass 1,138,440.52 stons, LMass 1,178,590.52 stons, Cost MCr202,318.23, HP 1,562,819, Size Mod 15, HT 12, CP 736.

Performance: Jump-2 (2), Acc L/E 2.30 / 2.38 Gs, Airspeed 13,970 mph, Skimming Airspeed 39,511 mph, Aerostatic Lift 2,710,760 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.14 Hrs, 100D 4.21 Hrs, Earth-Mars 72.29 Hrs.

300,000-ton *Knight*-class Battleship, Sir Oscar (GTL10)

The *Knight*-class battleship is a heavily armoured warship, armed with a massive particle accelerator: two regiments of Marines are provided to support the ground mission. One frozen watch of the entire ship's complement - including two **additional** frozen Marine regiments - are maintained. This battleship is the largest vessel in Starbreak Sector, in the eyes of everyone in Starbreak Sector. (Excluding only a select few.)

Knight-class battleships are meant to operate in isolation as a one-ship assault force, far from home. The *Knight* class battleship carries a range of armoured vehicles, reconfigurable shuttles to bring her marines to a targeted world, and fighter/bombers to provide air support. Artillery, ammo, base materials, and additional second-line vehicles are in the hold. The ship hold bears additional weapons and combat armour suits to equip the ship's crew, as well. Her jump3 ability grants her a range of offensive options denied most starships - but also separates her from the most suitable support and escort vessels.

Note that each of the four Palisade-class barracks have their own 500-ton spacedock, capable of holding 250-tons of craft. In wartime, these spacedocks hold 5 50-ton modular cutters, with boarding modules.
Crew: 6367 Total. 122 Command and Control, 480 Jump Drive, 1062 Manoeuvre Drive, 52 Berthing, 25 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 71 Spinal Weapon Gunners, 14 Weapon Bay Gunners, 31 Additional Specialists, 418 Flight Crew (Spacedocks A,C). Total Ship's Crew: 3034. In addition, the 4084 Marines (including the 751 Crewmen for Spacedock B, but excluding the ones in cyroberths) are organized into two regiments, of four battalions each.
Hull: 300,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 21000), Total Compartmentalization, Radical Stealth(-12, AMod 3), Radical Emission Cloaking(-12, PMod 3 [-6, PMod 9 in space]).
Control Areas: Command Bridge(Hardened, Complexity 8), Command Bridge - Flag(Hardened, Complexity 8), Command Bridge - Aux(Hardened, Complexity 8), Military Information Center(Hardened, Complexity 8), 6 Adv Sensors, 6 AESA-UHv, 6 Astronomical Instruments/10, 6 PESA-UHv, 6 Planetary Survey/10, 6 Probe Launcher/Control/10, 6 Radscanner-UHv/10, 6 Scientific Sensors, 2 Sonar(20/22/25, Complexity 8), 6 Survey Module-Traffic Control/10(Complexity 9), 6 Adv Commo Suite, 6 Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 8), Computer Room(3xMacroframe, Compact, Genius, HiCap, Hardened, Complexity 9), 2 EW(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	100,000
Command Bridge - Flag	50,000,000	0	100,000,000	100,000
Command Bridge - Aux	50,000,000	0	100,000,000	100,000
Probe Launcher/Control/10	0	0	1,000,000	0
Adv Commo Suite	50,000,000	500,000,000	100,000,000	10,000,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner

Command Bridge	45,000/39	150,000/42	3,000/32
Command Bridge - Flag	45,000/39	150,000/42	3,000/32
Command Bridge - Aux	45,000/39	150,000/42	3,000/32
Adv Sensors	450,000/45	1,000,000/47	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/10	0/0	0/0	450,000/45

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	500,000,000	50,000

Engineering: 19000 Engineering(15,568.8 dtons[648,699.66 MW], 6,668 Total Life Support), 12000 Jump Drive, 63673 Manoeuvre Drive(1.20 / 1.27 Gs, 2,546,920 stons thrust), 90000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 90,000 stons), 2000 Fuel Processor(5.6 hours to refine Cryonic Internal Tank - Jump), 556 Utility, 2204.5 Man-Hours/day Maintenance.
Accommodations: 1130 Staterooms - Crew, 10 Luxury Staterooms, 4 Palisade-class Barracks Module BM-3000-10, Luxury Double-size Stateroom, 25 Military Sickbay(100 Patients), 4 Operating Theater(8 Patients), Microsurgery Theater(0 Patients), 1600 Low Berth(6,400 Cryoberths), 2 Psi-Shielded Brig(50 Users), 5 Lg Entry Module(40 Users), 155 Troop Armoury(3100 Users), 210 Battle Dress Morgue/10(4200 Users), 290 Brig(580 Users), Safe, 2 Normal Office(8 Users), 3 Logistics(18 Users), 20 Gymnasium(80 Users), 1000 Escape Capsule(10000 Users), 3 Theater(300 Users).
Armaments: 4855 Meson Screen(32,000 DR), 256 Nuclear Damper(50 mi), 2.7 Tj EHv Spinal PAW/S, 6 Lg Internal Bay Batteries of 1 each (29 Gj Lg PAW Bay), 8 Sm Internal Bay Batteries of 2 each (13 Gj Sm PAW Bay[RoF Bonus +1]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
2.7 Tj EHv Spinal PAW/S	1	Imp	40	30	7dx5000	1/60 (+7)	212500/21	637500/64
29 Gj Lg PAW Bay	6	Imp	34	30	7dx1100	1/60 (+7)	21900/2	65700/7
13 Gj Sm PAW Bay	16	Imp	30	30	6dx1000	1/60 (+7)	14630/1	43890/4

Stores: 7 Launch Tube(Total crew: 70. Launches/recovers all 300 fighters in 20 minutes. Primary meant for terrestrial operations., 7 dtons for small craft available), 6000 Spacedock C(300x10-ton Iramda Fighter), 5550 Hold(50x5-sTon Forklift, 40x5-sTon Exoskeleton, 20x48-sTon Grav Lifter, 5,476 dtons free for cargo), 5000 Spacedock A(10xModular Cutter, 10xATV Cradle Module, 10x20-ton Gig, 10xPassenger Module, 4xSensor Module[Sm Engineering, 3 Staterooms, Scientific Sensors, Probe Module, Survey System, EW, Enhanced Display, 1/2 Hold], 4xOffice Module, 10xWeapons Pod Module, 4xMedical/Surgical Module, 10xCargo Module, 10xBoarding Module/10[Cargo: 5 dtons], 10x5-ton Nider Dory, 190 dtons for small craft available), 1250 Spacedock B(80xGrav APC, 20xRS47-10 Ambulance, 20xMedium Grav Tank, 40xLight Grav Tank, 10xHeavy Grav Tank, 20xGrav Air/Space Defense, 100xUtility Van, 40xUtility Grav Sled (military), 50x100-sTon Grav Truck, 50xRack of Bullet Bikes [30], 4x5-ton Teamster Grav Carrier, 39.1 dtons for small craft available).
Statistics: EMass 2,004,675.37 stons, LMass 2,122,425.37 stons, Cost MCr210,921.31, HP 2,047,872, Size Mod 15, HT 12, CP 4,771.
Performance: Jump-3 (3), Acc L/E 1.20 / 1.27 Gs, Airspeed 11,829 mph, Skimming Airspeed 33,457 mph, Aerostatic Lift 2,546,920 stons.
Sample Times (Earth Std, Full Load): Orbit 0.19 Hrs, Escape Velocity 0.27 Hrs, 100D 5.83 Hrs, Earth-Mars 100.08 Hrs.

20-ton *Flyerboy*-class Light Fighter, Busy Bee-11 (GTL11)

This is the standard fighter for the Var Kirat. Note that there is no cabin. Two emergency cyroberths are provided, should one be damaged in the firefight.

Crew: 1 Total. 1 Pilot/Weapons.

Hull: 20-ton SSL, Heavy Frame, Expensive Materials, Superdense (Expensive) Armoured Wedge configuration Hull (DR 800), Standard Compartmentalization, Radical Stealth(-14, AMod -7), Basic Emission Cloaking(-7, PMod 0 [-3, PMod 4 in space]).

Control Areas: Cockpit/Systems(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Cockpit/Systems	5,000,000	0	10,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Cockpit/Systems	20,000/37	70,000/40	2,000/31

Engineering: 6 Sm Engineering(2.8 dtons[115.41 MW], 5 Total Life Support), 7 Manoeuvre Drive(4.47 / 4.48 Gs, 700 stons thrust), 0.5 Cryonic Internal Tank(Fire 13 (Hydrogen), Loaded with 0.5 stons), Sm Utility, 20.7 Man-Hours/day Maintenance.

Accommodations: Full Life Support, Very Small Craft, Low Berth, Emergency Long Duration/10(2 Cryoberths).

Armaments: 1 Hull Mount Battery of 1 (870 Mj Hv Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
870 Mj Hv Laser	1	Imp	33	30	6dx100(2)	1/60 (+7)	35000/3	105000/10

Statistics: EMass 156.22 stons, LMass 156.72 stons, Cost MCr18.62, HP 8,628, Size Mod 7, HT 12, CP 17.

Performance: Acc L/E 4.47 / 4.48 Gs, Airspeed 6,043 mph, Skimming Airspeed 12,085 mph, Aerostatic Lift 700 stons.

Sample Times (Earth Std, Full Load): Orbit 0.05 Hrs, Escape Velocity 0.07 Hrs, 100D 3.02 Hrs, Earth-Mars 51.87 Hrs.

50-ton *Foonem*-class Fighter, GW-93 (GTL11)

This is the standard Holy Imperium space fighter, built for surveillance duties as well as attacking pirate & civilian vessels. With the extra cyroberths, it can also be used as a small rescue vessel.

Crew: 2 Total. 1 Pilot, 1 Navigator/Gunner

Hull: 50-ton SSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Hull (DR 100), Total Compartmentalization, Radical Stealth(-14, AMod -7), Radical Emission Cloaking(-14, PMod -7 [-7, PMod 0 in space]).

Control Areas: 2 Command Cockpit(Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Cockpit	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Cockpit	100,000/41	200,000/43	30,000/38

Engineering: 13 Sm Engineering(6.3 dtons[263.66 MW], 16 Total Life Support), 22 Manoeuvre Drive(9.56 / 9.56 Gs, 2,200 stons thrust), Sm Utility, 35.7 Man-Hours/day Maintenance.
Accommodations: Cabin, Sm Total Life Support, Low Berth(4 Cryoberths), Escape Capsule(10 Users).
Armaments: 1 Turret Battery of 1 (DR100, 870 Mj Hv Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
870 Mj Hv Laser	1	Imp	33	30	6dx100(2)	1/60 (+7)	35000/3	105000/10

Statistics: EMass 230.13 stons, LMass 230.13 stons, Cost MCr55.24, HP 9,750, Size Mod 7, HT 12, CP 30.
Performance: Acc L/E 9.56 / 9.56 Gs, Airspeed 7,126 mph, Skimming Airspeed 14,251 mph, Aerostatic Lift 2,200 stons.
Sample Times (Earth Std, Full Load): Orbit 0.02 Hrs, Escape Velocity 0.03 Hrs, 100D 2.06 Hrs, Earth-Mars 35.46 Hrs.

100-ton *Columbus*-class Scout/Courier, New World (GTL11)

Contrasting this Var Kirat design with the *Beacon*- or *Sulieman*-class scout is an interesting study. Robot usage is emphasised, as is stealth and cargo space. There is a mini-workshop and a brig/armoury/safe, but no lab.
Crew: 7 Total. 1 CO/Researcher/Sensors, 1 XO/Pilot/Sensors, 1 Sensors/Field Specialist, 1 Turret Gunner/Field Specialist, 1 Cargo Handler/Field Specialist, 1 Robot Technician, 1 Engineer.
Hull: 100-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Wedge configuration Hull (DR 200), Heavy Compartmentalization, Radical Stealth(-14, AMod -6), Radical Emission Cloaking(-14, PMod -6 [-7, PMod 1 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Probe Launcher/Control/10, Scientific Sensors, Basic Security, Planetary Survey/10, Astronomical Instruments/10.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38

Engineering: 4 Engineering(3.7 dtons[155.52 MW], 8 Total Life Support), 4 Jump Drive, 6 Manoeuvre Drive(2.06 / 2.87 Gs, 600 stons thrust), 21.5 Cryonic Internal Tank(Fire 13, Loaded with 21.5 stons), Fuel Processor(2.7 hours to refine), Utility, 46.1 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms, Emergency Aid Station(3 Patients), 2 Low Berth, Emergency/10(8 Cryoberths), Escape Capsule(10 Users), Mini-Workshop(3 Users), Brig/Armoury/Safe(25 Users).
Armaments: 1 Turret Battery of 1 (DR100, 97 Mj Pulse Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
97 Mj Pulse Laser	1	Imp	31	30	5dx40(2)	1/8 (+10)	11700/1	35100/4

Stores: 8 Cargo, 4 Robot Hold(About 16 robots are stored here), 2 Spacedock(Air/raft, 0.5 dtons for small craft available).
Statistics: EMass 209.41 stons, LMass 290.91 stons, Cost MCr92.29, HP 12,615, Size Mod 8, HT 12, CP 30.
Performance: Jump-2 (2.1), Acc L/E 2.06 / 2.87 Gs, Airspeed 2,314 mph, Skimming Airspeed 6,543 mph, Aerostatic Lift 600 stons.

Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.44 Hrs, Earth-Mars 76.34 Hrs.

100-ton *Express Boat*-class Communication/Packet Courier, X-4 (GTL11)

This is the classical X-boat, i.e. 'Type-X', dating back to Third Imperial times. For centuries, this was a defunct class: no new hulls of this class was built. However, with the rise of the Protectorate Commission, a dozen ships of this class were built to enhance communication between the Protectorates and the Imperia. Note that there are a fair number of differences between this ship and the GTL 12 model noted in G:T First In. However, like the original, this ship has no manoeuvre drives.

Crew: 1 Total. Up to three passengers may be carried.

Hull: 100-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Sphere configuration Hull (DR 100), Standard Compartmentalization.

Control Areas: Basic Bridge(Hardened, Complexity 8), 23 Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9), XBoat Comms(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000
XBoat Comms	0	0	10,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 2 Engineering(1.6 dtons[65.63 MW], 4 Total Life Support), 5 Jump Drive, 40 Cryonic Internal Tank(Fire 13, Loaded with 40 stons), Utility, 128.9 Man-Hours/day Maintenance.

Accommodations: 2 Staterooms.

Stores: 6.5 Hold.

Statistics: EMass 517.06 stons, LMass 589.56 stons, Cost MCr721.06, HP 9,845, Size Mod 8, HT 12, CP 20.

Performance: Jump-4 (4), Acc 0.00 / 0.00 Gs, Airspeed 0 mph, Skimming Airspeed 0 mph, Ground Speed 0 mph, Take-off Run 0 mi, Landing Run 0 mi.

Sample Times (Earth Std, Full Load): Escape Velocity From Orbit 0 Hrs, Unable to Thrust to 100D, Unable to Thrust to Mars.

100-ton *Question*-class Scout/Courier, Inquisitor (GTL11)

This vessel is based on the *Sulieman IV* Research ship, and looks precisely like one externally. Internally, there is a Jump4, Maneouver3 drive, with robots and equipment at GTL 11 levels. These ships are exclusively for Human Council use.

The Questions System has been building these 'Sulieman Scouts' exclusively for over 20 years, as of 1500 Imperial.

Crew: 4 Total. 2 Command and Control, 2 Mission Specialists

Hull: 100-ton VGSL, Medium Frame, Advanced Materials, Bonded Superdense (Advanced) Armoured Wedge configuration Hull (DR 200), Total Compartmentalization, Basic Stealth(-7, AMod 1), Basic Emission Cloaking(-7, PMod 1 [-3, PMod 5 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 8), Astronomical Instruments/10, Planetary Survey/10, Probe Launcher/Control/10, Sonar(20/22/25, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 5 Engineering(4 dtons[164.88 MW], 4 Total Life Support), 6 Jump Drive, 7 Manoeuvre Drive(3.00 / 3.82 Gs, 700 stons thrust), 41.5 Cryonic Internal Tank - Jump(Fire 13, Loaded with 41.5 stons), Fuel Processor(5.2 hours to refine Cryonic Internal Tank - Jump), Combined Gravitic Systems/11(450 Aerostatic Lift), 36.3 Man-Hours/day Maintenance.
Accommodations: 2 Staterooms, Emergency Aid Station(3 Patients), Man-sized medical incinerator, Low Berth(4 Cryoberths), Brig/Armoury/Safe(25 Users).
Armaments: 1 Turret Battery of 1 (DR100, 390 Mj Std Laser, 2xSand Caster [200], 2xExendable Deceptive Jammer).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
390 Mj Std Laser	1	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	2					(+0)		

Stores: 0.25 Hold, Smuggler's, Spacedock(Air/raft), 1.5 Hold.
Statistics: EMass 183.07 stons, LMass 233.32 stons, Cost MCr57.11, HP 12,615, Size Mod 8, HT 12, CP 33.
Performance: Jump-4 (4), Acc L/E 3.00 / 3.82 Gs, Airspeed 2,499 mph, Skimming Airspeed 7,067 mph, Aerostatic Lift 1,150 stons.
Sample Times (Earth Std, Full Load): Orbit 0.08 Hrs, Escape Velocity 0.11 Hrs, 100D 3.69 Hrs, Earth-Mars 63.29 Hrs.

150-ton *Poni*-class Courier, Tattle Tale (GTL11)

This is the standard fast communications boat for Starbreak Sector. The *Poni*-class starship is of historical note, as the first starship conceived, designed and built completely in Starbreak Sector. It is also a ship of great prestige, due to their use as diplomatic couriers directly under the protection of the Human Council. These starships have semi-sacred status, being inviolate under the Bond of Man, and are explicitly under the protection of all four Imperia.

The Bond of Man originally permitted the use of the *Poni* class to all human-colonized worlds: but political pressures eventually restricted their use to only the three (later four) Imperia and the Human Council. Over the last few decades, the use of a *Poni* has been expanded to include a few notable worlds. Despite this, all *Poni's* are owned by the Human Council: certain governments have a licence to operate them, subject to various diplomatic and legal restrictions.

Over half of all *Poni's* are directly run & operated by and for the Council. The Council uses these vessels not only as couriers (diplomatic and internal), but also to transmit news 'of general interest, from the viewpoint of humaniti as a whole.'
Crew: 4 Total. 1 CO/Pilot, 1 XO/Engineer, 1 Commo, 1 Turret Gunner.
Hull: 150-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Wedge configuration Hull (DR 200), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 8), Astronomical Instruments/10, Sonar(20/22/25, Complexity 9), XBoat Comms(Complexity 7).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

XBoat Comms	0	0	10,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 6 Engineering(6.5 dtons[270.81 MW], 4 Total Life Support), 8 Jump Drive, 10 Manoeuvre Drive(2.02 / 2.33 Gs, 1,000 stons thrust), 61.5 Cryonic Internal Tank - Jump(Fire 13, Loaded with 61.5 stons), 8 Fuel Processor(1 hours to refine Cryonic Internal Tank - Jump), Combined Gravitic Systems/11(450 Aerostatic Lift), 38.5 Man-Hours/day Maintenance.
Accommodations: 2 Staterooms, Low Berth, Emergency/10(4 Cryoberths).
Armaments: 1 Turret Battery of 1 (DR100, 2xSand Caster [200], 2xSand Caster Full Load [x200], 390 Mj Std Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	2					(+0)		
390 Mj Std Laser	1	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7

Stores: 1 Hold.
Statistics: EMass 429.71 stons, LMass 496.21 stons, Cost MCr64.17, HP 16,530, Size Mod 8, HT 12, CP 31.
Performance: Jump-4 (4), Acc L/E 2.02 / 2.33 Gs, Airspeed 2,609 mph, Skimming Airspeed 7,379 mph, Aerostatic Lift 1,450 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.5 Hrs, Earth-Mars 77.23 Hrs.

200-ton *Aziza*-class Experimental Courier, Fuzzy Logic (GTL11)

This Var Kirat starship is designed to rapidly move cargo and information, not people. An experimental design, it is currently on trials.
Crew: 8 Total. 1 CO, 1 XO/Pilot, 1 Purser, 1 Cargohand, 1 Engineer, 1 Medic, 2 Turret Gunners.
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Hull (DR 200), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 8), Astronomical Instruments/10, Planetary Survey/10.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 7 Engineering(6.2 dtons[257.13 MW], 8 Total Life Support), 11 Jump Drive, 10 Manoeuvre Drive(2.07 / 3.08 Gs, 1,000 stons thrust), 82.5 Cryonic Internal Tank(Fire 13 (Hydrogen), Loaded with 82.5 stons), 2 Fuel Processor(5.2 hours to refine Cryonic Internal Tank), Utility, 39.3 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms, 4 Window Box, Emergency Aid Station(3 Patients), 2 Low Berth, Emergency/10(8 Cryoberths), Brig/Armoury/Safe(25 Users), Mini-Workshop(3 Users), Escape Capsule(10 Users).
Armaments: 1 Turret Battery of 1 (DR100, 390 Mj Std Laser), 1 Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
390 Mj Std Laser	1	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7

Sand Caster [200]	1	(+0)

Stores: 15 Hold, 6 Vehicle Bay(Air/raft, 5.5 dtons for small craft available).
Statistics: EMass 325.14 stons, LMass 482.64 stons, Cost MCr67.16, HP 22,500, Size Mod 9, HT 12, CP 39.
Performance: Jump-4 (4), Acc L/E 2.07 / 3.08 Gs, Airspeed 2,237 mph, Skimming Airspeed 6,325 mph, Aerostatic Lift 1,000 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.15 Hrs, 100D 4.43 Hrs, Earth-Mars 76.16 Hrs.

200-ton *Nemena*-class Far Trader, Sky Bandit (GTL11)

The *Nemena* class, a Var Kirat Free Trader, is meant to handle cargo, not passengers. Notably, it is the only Var Kirat starship which private members of the Var Kirat clans may own: all other Var Kirat starships are owned by clans, the Solomani Party, the Brotherhood, or jointly between them and other external parties.
Crew: 6 Total: 1 Captain/Owner/Purser, 1 Pilot, 1 Engineer, 1 Medic, 2 Turret Gunners
Hull: 200-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Hull (DR 200), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 6 Engineering(6 dtons[249.13 MW], 8 Total Life Support), 7 Jump Drive, 14 Manoeuvre Drive(2.12 / 4.69 Gs, 1,400 stons thrust), 42 Cryonic Internal Tank(Fire 13 (Hydrogen), Loaded with 42 stons), Fuel Processor(5.3 hours to refine Cryonic Internal Tank), Utility, 33.4 Man-Hours/day Maintenance.
Accommodations: 4 Staterooms, 4 Window Box, Emergency Aid Station(3 Patients), 2 Low Berth, Emergency/10(8 Cryoberths), Brig/Armoury/Safe(25 Users), Escape Capsule(10 Users).
Armaments: 1 Turret Battery of 1 (DR100, 390 Mj Std Laser), 1 Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
390 Mj Std Laser	1	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	1					(+0)		

Stores: 64 Hold, Vehicle Bay(Air/raft, 0.5 dtons for small craft available).
Statistics: EMass 298.31 stons, LMass 660.31 stons, Cost MCr48.41, HP 22,500, Size Mod 9, HT 12, CP 50.
Performance: Jump-2 (2), Acc L/E 2.12 / 4.69 Gs, Airspeed 2,646 mph, Skimming Airspeed 7,484 mph, Aerostatic Lift 1,400 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.15 Hrs, 100D 4.38 Hrs, Earth-Mars 75.29 Hrs.

400-ton *RAK-Beta*-class System Defence Boat, RAK-3 (GTL11)

This Quajora SDB is designed to work with the *RAK-Alpha* SDB, as the defensive screening ship. The large storage facility is reserve for combat and Search & Rescue robots. As part of a 'coast guard' service, this ship is structured to handle routine custom duties. The large robot complement replaces the usual troop/Marine inspection force: a few human troopers are kept as a flexible intervention team.

Crew: 30 Total. 10 Command and Control, 2 Manoeuvre Drive, 2 Medical, 4 Nuclear Damper Operators, 4 Turret Gunners, 1 Robot Ops, 3 Flight Crew/Marines, 4 Troopers.

Hull: 400-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 2000), Total Compartmentalization, Radical Stealth(-14, AMod -5), Radical Emission Cloaking(-14, PMod -5 [-7, PMod 2 in space]).

Control Areas: Command Bridge(Hardened, Complexity 9), PESA-SHv, AESA-SHv, Radscanner-SHv/11.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
PESA-SHv	4,500,000/51	0/0	0/0
AESA-SHv	0/0	4,500,000/51	0/0
Radscanner-SHv/11	0/0	0/0	300,000/44

Engineering: 40 Engineering(40.2 dtons[1,673.06 MW], 38 Total Life Support), 149 Manoeuvre Drive(6.20 / 6.40 Gs, 14,900 stons thrust), Utility, 87.4 Man-Hours/day Maintenance.

Accommodations: 15 Staterooms, Sm Bunk Room(For survivors of ship disasters.), Sickbay(3 Patients), 8 Low Berth, Emergency/10(32 Cryoberths), Battle Dress Morgue/11(20 Users), 4 Brig(8 Users), Gymnasium(4 Users), Brig/Armoury/Safe(25 Users).

Armaments: 2 Nuclear Damper(15 mi), 2 Sandcaster Turret Batteries of 1 each (DR100, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 2 Laser Turret Batteries of 1 each (DR1000, 870 Mj Hv Laser).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	6					(+0)		
870 Mj Hv Laser	2	Imp	33	30	6dx100(2)	1/60 (+7)	35000/3	105000/10

Stores: 10 Robot Hold, 10 Launch Bay (Vehicle Bay)(10-ton Launch), 5 Cargo.

Statistics: EMass 2,327.63 stons, LMass 2,402.63 stons, Cost MCr331.58, HP 24,808, Size Mod 9, HT 12, CP 43.

Performance: Acc L/E 6.20 / 6.40 Gs, Airspeed 8,220 mph, Skimming Airspeed 23,250 mph, Aerostatic Lift 14,900 stons.

Sample Times (Earth Std, Full Load): Orbit 0.04 Hrs, Escape Velocity 0.05 Hrs, 100D 2.56 Hrs, Earth-Mars 44.02 Hrs.

500-ton *Nesiseyosfute*-class Modular Transport, In Adeameldati (GTL11)

This Sylean design is based on the *Ling MSM-J2* described in GT:Modular Cutter, page 32. It has been modified to execute three parsec jumps, and the tech level of the base ship has been raised to GTL 11. (Modules remain at GTL 10)

G-limits: The starship uses intrinsic couplings. (Intrinsic couplings do not displace turrets.) It can bear 10 30-dton modules, each massing up to 960 stons. The ship is restricted to 2G when carrying 0-1 modules, 2.5G when bearing 2-5 modules, and 3G when loaded with 6-9 modules. Full thrust of 8.43G is permitted when carrying the full load of 10 empty modules, and no modular cutter.
Jump limit: Due to actual size of 500 dton, jump3 is actual limit. Each parsec consumes 50 dtons of fuel. The *Nesiseyosfute* has an integral 15-dton LHyd fuel tank. Jump fuel is supplemented by fuel modules, each of which contains 22 dtons of fuel. Seven fuel modules are needed for jump3; four fuel modules are needed for jump2; two fuel modules are needed for jump1. Fuel modules bear fuel refinery equipment.

Standard configuration: seven fuel modules, three cargo modules, and a modular cutter fitted with a fuel module, capable of skimming and processing fuel.
Crew: 7 Total. 5 Command and Control (Captain/Pilot, Navigator, Sensor Operator, Commo Operator, Engineer) 2 Maintenance
Hull: 200-ton VGSL, Extra Heavy Frame, Standard Materials, Superdense (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000
Sensors Range/Rating (mi)	**PESA**	**AESA**	**Radscanner**	
Basic Bridge	30,000/38	150,000/42	10,000/35	

Engineering: 13 Engineering(12.8 dtons[533.85 MW], 10 Total Life Support), 20 Jump Drive, 32 Manoeuvre Drive(2.13 / 2.16 Gs, 3,200 stons thrust), 15 Cryonic Internal Tank(Fire 13, Loaded with 15 stons), Utility, 49.3 Man-Hours/day Maintenance.
Accommodations: 5 Staterooms.
Armaments: 1 Turret Battery of 1 (DR100), 1 Turret Battery of 1 (DR100).
Stores: 50 Vehicle Bay - Modular Cutter(50 dtons for small craft available), 10 x 30-ton Modular Couplings (Remote Linkage, 240 stons per module, 1 dtons for small craft available).
Statistics: EMass 1,484.65 stons, LMass 1,499.65 stons, Cost MCr105.47, HP 90,000, Size Mod 9, HT 12, CP 17.
Performance: Jump-4, Acc L/E 2.13 / 2.16 Gs, Airspeed 4,000 mph, Skimming Airspeed 11,314 mph, Aerostatic Lift 3,200 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.15 Hrs, 100D 4.37 Hrs, Earth-Mars 75.05 Hrs.

800-ton *Succour*-class Hospital Ship, Asclepios (GTL11)

These ships are run as a join charitable venture under the ageis of the Bond of Man, and are under the explicit protection of the Four Emperors, and the Var Kirat. Seventeen patient rooms are available: they can hold two (long term & transport) or four (short-term, jus a few days) patients. Two adjoining staterooms can be easily reconfigured into one isolation ward, supporting a single patient. They are permitted to wander where they will, and are typically escorted by a minor military vessel of the local interstellar government.

Two ships handle Alpha Quadrant, and another two serve Betaq Quadrant. These vessels are home-based on Enlugal, the capital of the Zuri Sirkaa. As these are jump3-vessels, a *Nomadic*-class starship from the Var Kirat ferries these ships across the four-parsec gulf between Enlugal and Dieinplace.
Crew: 44 Total. 1 CO, 1 Pilot/XO, 1 Sensors, 6 Engineer (Ship), 1 Engineer (Medical Equipment);11 Surgeons, Doctors & Nurses, 23 Flight Crew/Paramedics
Hull: 800-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 8), SIS, Medical Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 13 Engineering(11.8 dtons[490.71 MW], 78 Total Life Support), 32 Jump Drive, 13 Manoeuvre Drive(1.12 / 1.48 Gs, 1,300 stons thrust), 240 Cryonic Internal Tank - Jump(Fire 13, Loaded with 240 stons), 12.5 Cryonic Internal Tank - Vehicles(Fire 13, Loaded with 12.5 stons), 2 Fuel Processor(15 hours to refine Cryonic Internal Tank - Jump), 2 Utility, 70.0 Man-Hours/day Maintenance.
Accommodations: 17 Staterooms - Patients, 22 Staterooms - Crew, 3 Operating Theater(6 Patients), 11 Sickbay(33 Patients), Man-sized medical incinerator(0 Patients), 12 Low Berth(48 Cryoberths), 10 Low Berth, Emergency/10(40 Cryoberths).
Misc: Medical Laboratory/11.
Stores: 5 Hold, 8 Spacedock - Air/Raft(8xAir/raft), 100 Spacedock - Cutter(Modular Cutter, Medical/Surgical Module), 25 Spacedock - Ground Vehicles(2xRS47-10 Ambulance, ATV, 3.5 dtons for small craft available).
Statistics: EMass 880.19 stons, LMass 1,157.69 stons, Cost MCr212.78, HP 60,000, Size Mod 10, HT 12, CP 45.
Performance: Jump-3 (3), Acc L/E 1.12 / 1.48 Gs, Airspeed 1,562 mph, Skimming Airspeed 4,416 mph, Aerostatic Lift 1,300 stons.
Sample Times (Earth Std, Full Load): Orbit 0.2 Hrs, Escape Velocity 0.29 Hrs, 100D 6.02 Hrs, Earth-Mars 103.45 Hrs.

1,000-ton *Kalumiid*-class Merchantman, Udiigga (GTL11)

These ships are run as a joint venture of the Vilani Ishimkarun (Shadow Emperor) and the Var Kirat. Only three members of the *Kalumiid*-class Merchantman exist. They are usually involved in subsidised interstellar trade: one is kept within this polity to maintain links with Nedadip, while the others are involved in cross-border trade. These vessels are occasionally chartered by the Protectorate Commission to pre-position materials for use by colonists (which are themselves transported by *Melusina*-class starships).

Crew: 15 Total. 5 Command and Control, 1 Jump Drive, 1 Medical, 8 Turret Gunners. Three of the Gunners double as Flight Crew, two as Stewards, two as Security, and one as a supervisor of his peers.

Hull: 1,000-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 200), Heavy Compartmentalization.

Control Areas: Basic Bridge(Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 22 Engineering(21.3 dtons[888.03 MW], 38 Total Life Support), 52 Jump Drive, 26 Manoeuvre Drive(1.07 / 2.10 Gs, 2,600 stons thrust), 407 Cryonic Internal Tank - Jump(Fire 13, Loaded with 407 stons), 4 Fuel Processor(12.7 hours to refine Cryonic Internal Tank - Jump), 2 Utility, 81.2 Man-Hours/day Maintenance.

Accommodations: 8 Staterooms - Crew, 10 Staterooms - Middle Psg., Stateroom - Upper Psg., Sickbay(3 Patients), 5 Low Berth(Low Passengers, 20 Cryoberths), Brig/Armoury/Safe(25 Users), Gymnasium(4 Users), Mini-Workshop(3 Users).

Armaments: 6 Sandcaster Turret Batteries of 1 each (DR100, Sand Caster [200], Sand Caster Full Load [x200], Sand Caster Full Load [x200]), 2 Laser Turret Batteries of 2 each (DR100, 3x390 Mj Std Laser[RoF Bonus +2]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	6					(+0)		
390 Mj Std Laser	12	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7

Stores: 30 Vehicle Bay(30-ton Ship's Boat), 158 Hold.

Statistics: EMass 1,235.72 stons, LMass 2,432.72 stons, Cost MCr286.31, HP 45,697, Size Mod 10, HT 12, CP 115.

Performance: Jump-4 (4), Acc L/E 1.07 / 2.10 Gs, Airspeed 2,530 mph, Skimming Airspeed 7,156 mph, Aerostatic Lift 2,600 stons.

Sample Times (Earth Std, Full Load): Orbit 0.21 Hrs, Escape Velocity 0.3 Hrs, 100D 6.17 Hrs, Earth-Mars 106.04 Hrs.

1,000-ton *Padre*-class Fuel Skimmer, Heavenly-One (GTL11)

This ship is able to transport 730 d-tons of fuel in a single cycle, to and from a gas giant, ocean, icy moon, or comet.

Crew: 11 Total. 5 Command and Control, 4 Turret Gunners, 2 Maintenance.

Hull: 1,000-ton SSL, Heavy Frame, Expensive Materials, Superdense (Expensive) Armoured Hull (DR 200), Heavy Compartmentalization, Basic Stealth(-7, AMod 3), Basic Emission Cloaking(-7, PMod 3 [-3, PMod 7 in space]).

Control Areas: Basic Bridge(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 5 Engineering(4.2 dtons[173.84 MW], 10 Total Life Support), 15 Manoeuvre Drive(1.02 / 2.01 Gs, 1,500 stons thrust), 360 Cryonic Internal Tank(Fire 13 (Hydrogen), Loaded with 360 stons), 360 Cryonic Internal Tank(Fire 13 (Hydrogen), Loaded with 360 stons), 2 Utility, 65.7 Man-Hours/day Maintenance.

Accommodations: 5 Staterooms.

Armaments: 1 Sandcaster Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Full Load [x200]), 1 Sandcaster Turret(Jammer) Battery of 1 (DR100, Sand Caster [200], extendable Deceptive Jammer), 1 Sandcaster Turret(Jammer) Battery of 1 (DR100, Sand Caster [200], Extendable Deceptive Jammer), 1 Sandcaster Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Sand Caster [200]	4					(+0)		

Statistics: EMass 747.86 stons, LMass 1,467.86 stons, Cost MCr187.32, HP 135,000, Size Mod 10, HT 12, CP 17.

Performance: Acc L/E 1.02 / 2.01 Gs, Airspeed 2,237 mph, Skimming Airspeed 4,473 mph, Aerostatic Lift 1,500 stons.

Sample Times (Earth Std, Full Load): Orbit 0.22 Hrs, Escape Velocity 0.31 Hrs, 100D 6.31 Hrs, Earth-Mars 108.45 Hrs.

1,000-ton *RAK-Alpha*-class System Defense Boat, RAK-1 (GTL11)

This is the largest Quajorai warship built. The ship is a mobile particle accelerator platform, with three additional gunners to provide greater accuracy. She carries no secondary weaponry, and requires an escort by *RAK-Beta* SDB's in combat situations.

As one of the most rescue-oriented SDB, the *RAK-Alpha* has a robust life support system, and additional bunk rooms for 32 survivors. Of course, this space could also be used for troop transport. A robot bay houses inspection and war robots.

Crew: 77 Total. 18 Command and Control, 6 Manoeuvre Drive, 1 Medical, 2 Robot Ops, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 10 Weapon Bay Gunners, 3 Flight Crew, 29 Troops.

Hull: 1,000-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 2000), Total Compartmentalization, Radical Stealth(-14, AMod -4), Radical Emission Cloaking(-14, PMod -4 [-7, PMod 3 in space]).

Control Areas: Command Bridge(Hardened, Complexity 9), 4 AESA-SHv, 4 PESA-SHv, 4 Radscanner-SHv/11, Traffic Control(Complexity 7), Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9), Adv Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
AESA-SHv	0/0	4,500,000/51	0/0
PESA-SHv	4,500,000/51	0/0	0/0
Radscanner-SHv/11	0/0	0/0	300,000/44

Engineering: 150 Engineering(144.4 dtons[6,017.47 MW], 183 Total Life Support), 330 Manoeuvre Drive(5.11 / 5.20 Gs, 33,000 stons thrust), 2 Utility, 188.7 Man-Hours/day Maintenance.
Accommodations: 28 Staterooms, Full Life Support, 4 Sm Bunk Room, Military Sickbay(5 Patients), 25 Low Berth, Emergency/10(100 Cryoberths), 2 Brig(4 Users), Complete Workshop(3 Users), Troop Armoury(20 Users).
Armaments: 17 Meson Screen(5,000 DR), 16 Nuclear Damper(30 mi), 1 PAW Bay (Lg External Bay) Battery of 1 (DR1000, 47 Gj Lg PAW Bay).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
47 Gj Lg PAW Bay	1	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9

Stores: 20 Robot Hold, 2.5 Cargo, 10 Launch Bay(10-ton Care ER Launch).
Statistics: EMass 6,344.03 stons, LMass 6,456.53 stons, Cost MCr1,545.06, HP 45,697, Size Mod 10, HT 12, CP 46.
Performance: Acc L/E 5.11 / 5.20 Gs, Airspeed 9,014 mph, Skimming Airspeed 25,494 mph, Aerostatic Lift 33,000 stons.
Sample Times (Earth Std, Full Load): Orbit 0.04 Hrs, Escape Velocity 0.06 Hrs, 100D 2.82 Hrs, Earth-Mars 48.49 Hrs.

1,200-ton *Flyerman*-class Pocket Carrier, Namarie (GTL11)

This is the standard warship of the Var Kirat. She bears eight fighters (which can serve as sensor pickets and scouts, as well as small warships), a PAW spinal mount, and a selection of light missiles.
Crew: 29 Total. 2 Command and Control, 2 Manoeuvre Drive, 1 Medical, 1 Weapon Bay Gunner, 1 Turret Gunner, 8 Flight Crewmen, 10 Launch Tube Techs, 4 Maintenance.
Hull: 1,200-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 2000), Heavy Compartmentalization, Radical Stealth(-14, AMod -4), Radical Emission Cloaking(-14, PMod -4 [-7, PMod 3 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), EW(Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	5,000,000,000	50,000

Engineering: 57 Engineering(50 dtons[2,083.07 MW], 30 Total Life Support), 37 Jump Drive, 118 Manoeuvre Drive(2.20 / 2.31 Gs, 11,800 stons thrust), 240 Cryonic Internal Tank(Fire 13 (Hydrogen), Loaded with 240 stons), 2 Fuel Processor(15 hours to refine Cryonic Internal Tank), 3 Utility, 112.9 Man-Hours/day Maintenance.
Accommodations: 15 Staterooms, Military Sickbay(5 Patients), Brig/Armoury/Safe(25 Users), 4 Escape Capsule(40 Users), Gymnasium(4 Users), 2 Battle Dress Morgue(40 Users).
Armaments: 1 Sm Internal Bay Battery of 1 (14 Gj Sm PAW Bay), 1 Missile Turret Battery of 1 (DR1000, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
14 Gj Sm PAW Bay	1	Imp	33	30	6dx1200	1/60 (+7)	16700/2	50100/5
Lt Missile Rack [82]	3					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	3	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 320 Spacedock(8x20-ton Flyerboy Fighter), Launch Tube(Adds 10 crewmen. All eight craft can be launched in less than five minutes, 1 dtons for small craft available), 2 Hold.
Statistics: EMass 5,106.39 stons, LMass 5,356.39 stons, Cost MCr553.65, HP 51,603, Size Mod 10, HT 12, CP 34.
Performance: Jump-2 (2), Acc L/E 2.20 / 2.31 Gs, Airspeed 5,072 mph, Skimming Airspeed 14,346 mph, Aerostatic Lift 11,800 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.15 Hrs, 100D 4.3 Hrs, Earth-Mars 73.86 Hrs.

1,200-ton *Flyerman II*-class Long-Duration Scout Ship, Starhawk (GTL11)

This is the standard long-duration scout ship for the Var Kirat. Up to thirty mission specialists (not counted as crew) can be kept in low berth until needed. Included among the specialists are several Robot techs, and the five Sailors required to man the submarine & boat. The removal of the particle accelerator, fighter dock, and fighter tubes permits a greatly expanded cargo bay, which is useful for equipping long-duration exploration parties.

Although there are only thirteen staterooms, there is sufficient life support for 121 people, permitting the mission specialists to remain outside of their low berths indefinitely. The extra life support is also useful for evacuations, if necessary.
Crew: 24 Total. 13 Command and Control (1 CO, 1 XO, 8 Survey System Sensormen, 3 Other Sensormen), 2 Manoeuvre Drive, 1 Medical, 1 Lab Tech, 2 Turret Gunners, 5 Flight Crewmen.
Hull: 1,200-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 2000), Heavy Compartmentalization, Radical Stealth(-14, AMod -4), Radical Emission Cloaking(-14, PMod -4 [-7, PMod 3 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Scientific Sensors, SIS, PESA-UHv, AESA-UHv, Probe Launcher/Control/10, Survey System(Complexity 9), EW(Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Probe Launcher/Control/10	0	0	1,000,000	0

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
PESA-UHv	7,000,000/52	0/0	0/0
AESA-UHv	0/0	7,000,000/52	0/0

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	5,000,000,000	50,000

Engineering: 48 Engineering(47.3 dtons[1,969.36 MW], 121 Total Life Support), 37 Jump Drive, 126 Manoeuvre Drive(2.21 / 3.22 Gs, 12,600 stons thrust), 242.5 Cryonic Internal Tank - Jump(Fire 13 (Hydrogen), Loaded with 242.5 stons), 25 Cryonic Internal Tank - Vehicle(Fire 13 (Hydrogen) For auxiliary craft, Loaded with 25 stons), 2 Fuel Processor(15.2 hours to refine Cryonic Internal Tank - Jump), 3 Utility, 124.2 Man-Hours/day Maintenance.
Accommodations: 13 Staterooms, Full Life Support, Military Sickbay(5 Patients), 8 Low Berth(32 Cryoberths), 6 Low Berth, Emergency/10(24 Cryoberths), Brig/Armoury/Safe(25 Users), 9 Escape Capsule(90 Users), 3 Battle Dress Morgue(Used for hostile environment suits, not battledress, 60 Users), 2 Complete Workshop(6 Users), Gymnasium(4 Users), Normal Office(4 Users).
Misc: Laboratory/TL 11(Jumpspace Lab).
Armaments: 1 Laser Turret Battery of 1 (DR500, 3x97 Mj Pulse Laser[RoF Bonus +1]), 1 Missile Turret Battery of 1 (DR500, 3xLt Missile Rack [82], 3xLt Missile Turret Load [x82]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
97 Mj Pulse Laser	3	Imp	31	30	5dx40(2)	1/8 (+10)	11700/1	35100/4
Lt Missile Rack [82]	3					(+0)		10,000,000/1000

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	3	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 300 Cargo Hold, 7 Robot Hold(This hold holds about 25 robots, which are to support the survey team.), 50 Vehicle Bay(5xAir/raft, 5x48-sTon Grav Lifter, 100-sTon Grav Truck, 5xHand Truck, Pelagic Survey Vessel, Perdan Ship's Boat, 2xRack of Bullet Bikes [30], 2.5 dtons for small craft available).
Statistics: EMass 3,911.38 stons, LMass 5,713.88 stons, Cost MCr669.96, HP 51,603, Size Mod 10, HT 12, CP 139.
Performance: Jump-2 (2), Acc L/E 2.21 / 3.22 Gs, Airspeed 5,242 mph, Skimming Airspeed 14,825 mph, Aerostatic Lift 12,600 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.15 Hrs, 100D 4.3 Hrs, Earth-Mars 73.83 Hrs.

4,000-ton *Sirefe*-class Scout Tender, Fiveteo (GTL11)

This Scout Tender is the largest starship of the Holy Imperium's Scout service. The ship is built to tend four Beacon-class scouts. The *Sirefe* class is able to handle on-site research, as well as scout ship maintenance. The computer bank is provided to support the analysis of signal intelligence, civilian and military. It also helps with parsing vast amounts of survey data, generally regarding stellar, atmospheric, oceanic, and detailed genetic information.

Without the four *Beacon* starships, the *Sirefe* costs MCr 1,138.5768

Crew: 81 Total. 22 Command and Control, 4 Jump Drive, 1 Manoeuvre Drive, 2 Medical, 5 Lab Techs, 3 Turret Gunners, 44 Flight Crew.

Hull: 4,000-ton USL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 200, Open Frame), Standard Compartmentalization.

Control Areas: Command Bridge(Complexity 9), Enh Sensors, Survey System(Complexity 9), Scientific Sensors, Planetary Survey/10, Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Enh Sensors	450,000/45	1,000,000/47	45,000/39

Engineering: 78 Engineering(74.9 dtons[3,120.92 MW], 86 Total Life Support), 201 Jump Drive, 94 Manoeuvre Drive(1.50 / 2.13 Gs, 9,400 stons thrust), 1600 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,600 stons), 150 Cryonic Internal Tank - Aux(Fire 13, Loaded with 150 stons), Fuel Processor(200 hours to refine Cryonic Internal Tank - Jump), 8 Utility, 184.0 Man-Hours/day Maintenance.

Accommodations: 43 Staterooms, 2 Military Sickbay(10 Patients), Operating Theater(2 Patients), 25 Low Berth, Emergency/10(100 Cryoberths), Low Berth(4 Cryoberths), 2 Brig(4 Users), Normal Office(4 Users), Brig/Armoury/Safe(25 Users), Logistics(6 Users).

Misc: Laboratory/11, Laboratory/11, Isolation Laboratory/11, Simulation Lab.

Armaments: 3 Turret Batteries of 1 each (DR100, 3x390 Mj Std Laser[RoF Bonus +1]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
390 Mj Std Laser	9	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7

Stores: 1600 Spacedock(4x200-ton Beacon Scout), 15 Hold, 2 Robot Hold(Holds 4 - 8 survey robots).

Statistics: EMass 4,414.5 stons, LMass 6,249.5 stons, Cost MCr1,470.22, HP 135,000, Size Mod 11, HT 12, CP 67.

Performance: Jump-4 (4), Acc L/E 1.50 / 2.13 Gs, Airspeed 600 mph, Skimming Airspeed 4,583 mph, Aerostatic Lift 9,400 stons.

Sample Times (Earth Std, Full Load): Orbit 0.45 Hrs, Escape Velocity 0.64 Hrs, 100D 5.2 Hrs, Earth-Mars 89.39 Hrs.

5,000-ton *Melusina*-class Colonial Liner, Distant Hope (GTL11)

Inspired by the *Universal* class Low Berth Liner, the *Melusina*-class Colonial Liner is built to transport colonists along the Jump3 route to the new Protectorates. Four thousand low passengers, eighty-eight middle passengers and three high passengers are carried. The ship transports only personal effects: the colony site is expected to have material pre-positioned for use by the colonists. Compared to the *Universals*, the *Melusina* is quite well armed and well-armoured, able to defend herself in the far frontiers. This hasn't proven to be necessary, but it is comforting to have the ability close at hand.

Because of the enormous prestige of her mission, the crewmen who man her are chosen from the best civilian crews in Starbreak Sector, regardless of nationality - with salaries and perks to match. Competition for her berths is fierce, and many excellent starmen toil years and years to gain a single opportunity to join a *Melusina* crew roster.

Crew: 104 Total. 5 Command and Control, 4 Jump Drive, 2 Manoeuvre Drive, 6 Maintenance, 23 Medical, 31 Turret Gunners/Security Officers, 14 Flight Crew, 6 Stewards, 13 Marines.

Hull: 5,000-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Cylinder configuration Hull (DR 1000), Standard Compartmentalization.

Control Areas: Basic Bridge(Complexity 8), SIS.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 95 Engineering(90.6 dtons[3,774.2 MW], 202 Total Life Support), 206 Jump Drive, 139 Manoeuvre Drive(1.00 / 1.39 Gs, 13,900 stons thrust), 1550 Cryonic Internal Tank - Jump(Fire 13, Loaded with 1,550 stons), 25 Fuel Processor(7.8 hours to refine Cryonic Internal Tank - Jump), 10 Utility, 183.9 Man-Hours/day Maintenance.

Accommodations: 54 Staterooms - Crew, 47 Staterooms - Passengers(Passenger staterooms. Forty-four - Middle passage, 2-man. Three - High passage, 1-man,), 3 Sickbay(9 Patients), 2 Automated Cryothaw Complex/11(20 Patients), 1000 Low Berth(4,000 Cryoberths), 100 Low Berth (animals)(Each Cryoberth holds 2-4 small animals, 400 Cryoberths), 100 Low Berth, Livestock(200 Cryoberths), 3 Brig(6 Users), 2 Complete Workshop(6 Users), 3 Gymnasium(12 Users), Civilian Holoventure, Brig/Armoury/Safe(25 Users), Normal Office(4 Users), Hall/Bar/Conference Room(50 Users), Lg Entry Module(8 Users), Theater(100 Users), Stage.

Armaments: 3 Missile Turret Batteries of 2 each (DR250, Lt Missile Rack [82], Lt Missile Turret Load [x82]), 8 Laser Turret Batteries of 2 each (DR250, 390 Mj Std Laser[RoF Bonus +1]), 20 Sandcaster Turret Batteries of 1 each (DR250, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
390 Mj Std Laser	16	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	20					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lt Missile Turret Load [x82]	6	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 216 Spacedock(5-ton Utility Shuttle, Rack of Bullet Bikes [30], 5xAir/raft, 100-ton Canary Interface Shuttle), 440 Cargo, 20 Robot Hold, 120 Lifeboat Bay(12x10-ton Long Duration Lifeboat).

Statistics: EMass 9,993.32 stons, LMass 13,843.32 stons, Cost MCr1,468.64, HP 160,593, Size Mod 11, HT 12, CP 398.

Performance: Jump-3 (3), Acc L/E 1.00 / 1.39 Gs, Airspeed 3,121 mph, Skimming Airspeed 8,827 mph, Aerostatic Lift 13,900 stons.
Sample Times (Earth Std, Full Load): Orbit 0.23 Hrs, Escape Velocity 0.32 Hrs, 100D 6.37 Hrs, Earth-Mars 109.41 Hrs.

10,000-ton *Naroontpo Ledin*-class Ice Ship, Peside (GTL10)

This is a Holy Imperium Ice Ship, used to haul interplanetary ice to the dry homeworld. It can also be used for ship recovery. Note that each repulsor beam provides ST 8,500 of repulsive force, for a total of ST 2,167,500.

The computer bank is designed to crunch the data provided by the active sensors to locate suitable ice balls in the big black. In times of war or piracy, the mining lasers are replaced with standard lasers.
Crew: 144 Total. 5 Command and Control, 117 Manoeuvre Drive, 1 Medical, 20 Turret Gunners, 1 Data Analyst
Hull: 10,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Hull (DR 100), Standard Compartmentalization.
Control Areas: Basic Bridge(Complexity 8), 3 AESA-UHv, Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35
AESA-UHv	0/0	7,000,000/52	0/0

Engineering: 500 Engineering(693.4 dtons[28,893.25 MW], 160 Total Life Support), 7023 Manoeuvre Drive(9.00 / 9.00 Gs, 280,920 stons thrust), 19 Utility, 186.8 Man-Hours/day Maintenance.
Accommodations: 80 Staterooms, Sickbay(3 Patients), Gymnasium(4 Users).
Armaments: 1 Mining Turret Battery of 5 (DR100, 2x15.2 Mj Mining Laser[RoF Bonus +3]), 19 Repulsor Turret Batteries of 5 each (DR100, 3xRepulsor Beam).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
15.2 Mj Mining Laser	10	Imp	23	30	8dx10(2)	1 (+13)	4,623	13,870
Repulsor Beam	285					(+0)		

Stores: 1 Hold.
Statistics: EMass 31,208.05 stons, LMass 31,213.05 stons, Cost MCr1,515.32, HP 255,000, Size Mod 12, HT 12, CP 327.
Performance: Acc L/E 9.00 / 9.00 Gs, Airspeed 11,133 mph, Skimming Airspeed 31,488 mph, Aerostatic Lift 280,920 stons.
Sample Times (Earth Std, Full Load): Orbit 0.03 Hrs, Escape Velocity 0.04 Hrs, 100D 2.13 Hrs, Earth-Mars 36.54 Hrs.

15,000-ton *Inotam*-class System Defense Boat, Eyand Nittofu (GTL11)

The *Inotam*-class SDB are the 'heavy guns' of the Sylean SDB fleet. Unlike the *Meanmethano* SDBs, which are fast-moving carrier ships, the *Intoam* class are slow vessels, based on the big gun/heavy armour concept.

Crew: 256 Total. 37 Command and Control, 111 Manoeuvre Drive, 1 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 22 Spinal Weapon Gunners, 4 Weapon Bay Gunners, 8 Flight Crew, 5 Specialists, 60 Marines

Hull: 15,000-ton VGSL, Medium Frame, Standard Materials, Crystaliron (Expensive) Armoured Cone configuration Hull (DR 30000), Total Compartmentalization, Radical Stealth(-12, AMod 0), Radical Emission Cloaking(-12, PMod 0 [-6, PMod 6 in space]).

Control Areas: Command Bridge(Hardened, Complexity 9), Military Information Center(Hardened, Complexity 9), Command Bridge - Aux(Hardened, Complexity 9), Adv Sensors, 6 AESA-UHv, 6 PESA-UHv, 6 Radscanner-UHv/11.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - Aux	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - Aux	100,000/41	200,000/43	30,000/38
Adv Sensors	1,000,000/47	2,000,000/49	70,000/40
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/11	0/0	0/0	450,000/45

Engineering: 2700 Engineering(2,456.5 dtons[102,354.02 MW], 294 Total Life Support), 5586 Manoeuvre Drive(1.30 / 1.30 Gs, 558,600 stons thrust), 732.4 Man-Hours/day Maintenance.

Accommodations: Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 106 Staterooms, 5 Emergency Aid Station(15 Patients), Military Sickbay(5 Patients), Normal Office(4 Users), 2 Logistics(12 Users), 2 Troop Armoury(40 Users), 10 Brig(20 Users), 25 Escape Capsule(250 Users), Safe, 3 Gymnasium(12 Users), Sylean Temple, Small(150 Users), Theater(100 Users), Shooting Range(2 Users).

Armaments: 528 Meson Screen(20,000 DR), Nuclear Damper(10 mi), 840 Gj Md Spinal PAW/N, 2 Lg External Bay - Missiles Batteries of 1 each (DR4000, Lg Lt Missile Bay [8200], Lg Lt Missile Bay Load [x8200]), 2 Sm External Bay - PAW Batteries of 2 each (DR4000, 14 Gj Sm PAW Bay[RoF Bonus +1]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
840 Gj Md Spinal PAW/N	1	Imp	39	30	7dx4000	1/60 (+7)	128200/13	384600/38
Lg Lt Missile Bay [8200]	2					(+0)		10,000,000/1000
14 Gj Sm PAW Bay	4	Imp	33	30	6dx1200	1/60 (+7)	16700/2	50100/5

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Lt Missile Bay Load [x8200]	2	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 100 Vehicle Bay(100-ton Canary Interface Shuttle), 37.5 Hold.

Statistics: EMass 429,471.96 stons, LMass 429,659.46 stons, Cost MCr23,283.84, HP 355,977, Size Mod 12, HT 8, CP 119.

Performance: Acc L/E 1.30 / 1.30 Gs, Airspeed 13,287 mph, Skimming Airspeed 37,581 mph, Aerostatic Lift 558,600 stons.

Sample Times (Earth Std, Full Load): Orbit 0.17 Hrs, Escape Velocity 0.25 Hrs, 100D 5.6 Hrs, Earth-Mars 96.15 Hrs.

30,000-ton *Meamethao*-class System Defense Boat, Saseaea Turderto (GTL11)

The *Meaethano*-class carrier is the largest carrier in Starbreak Sector, in service with the Holy Imperium. In-system, this SDB is the preferred ship for fleet commanders.
Crew: 833 Total. 58 Command and Control, 154 Manoeuvre Drive, 6 Medical, 8 Weapon Bay Gunners, 40 Turret Gunners, 368 Flight Crew, 40 Launch Tubes, 9 VIP, 150 Marines.
Hull: 30,000-ton USL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Rectangular configuration Hull (DR 4000, Open Frame), Total Compartmentalization, Radical Stealth(-14, AMod -1), Radical Emission Cloaking(-14, PMod -1 [-7, PMod 6 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Military Information Center(Hardened, Complexity 9), Command Bridge - backup(Hardened, Complexity 9), 6 AESA-UHv, 6 PESA-UHv, 6 Radscanner-UHv/11, 3 Traffic Control(Complexity 7), Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9), 5 Enhanced Display, 2 EW(Hardened, Complexity 9), 2 Adv Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - backup	50,000,000	0	100,000,000	150,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - backup	100,000/41	200,000/43	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/11	0/0	0/0	450,000/45

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	5,000,000,000	50,000

Engineering: 2000 Engineering(1,930.7 dtons[80,444.96 MW], 890 Total Life Support), 7721 Manoeuvre Drive(7.20 / 7.29 Gs, 772,100 stons thrust), 56 Utility, 652.8 Man-Hours/day Maintenance.
Accommodations: 2 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 2 Luxury Double-size Staterooms, 353 Staterooms, 6 Luxury Staterooms, 6 Military Sickbay(30 Patients), 5 Emergency Aid Station(15 Patients), 2 Operating Theater(4 Patients), 10 Brig(20 Users), 10 Gymnasium(40 Users), 2 Hall/Bar/Conference Room(100 Users), 5 Normal Office(20 Users), 2 Stage, Civilian Holoventure, 10 Logistics(60 Users), 2 Safe, Shooting Range(2 Users), Theater(100 Users).
Armaments: 4 Lg External Bay - PAW Batteries of 2 each (DR2000, 47 Gj Lg PAW Bay[RoF Bonus +1]), 4 Lg External Bay - Missile Batteries of 1 each (DR2000, Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 10 Repulsor Turret Batteries of 1 each (DR2000, Repulsor Beam), 30 Sandcaster Turret Batteries of 1 each (DR2000, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
47 Gj Lg PAW Bay	8	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
Lg Hv Missile Bay [1500]	4					(+0)		10,000,000/1000
Repulsor Beam	10					(+0)		
Sand Caster [200]	30					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	4	300	8G-24	6dx150(10)	6dx300(5)	1	-6	-6

Stores: 250 Hold, 36 Launch Tube(40 crewmen are required for the four launch tubes. (Two per fighter spacedock) All fighters are out in 20 minutes, 36 dtons for small craft available), 8000 Fighter Bay B (Spacedock)(80x50-ton Foonem Fighter), 8000 Fighter Bay A (Spacedock)(80x50-ton Foonem Fighter), 1600 Spacedock(5xModular Cutter, 5xBoarding Module[Cargo: 5 dtons], 5xCargo Module, 5xSensor Module[Sm Engineering, 3 Staterooms, Scientific Sensors, Probe Module, Survey System, EW, Enhanced Display, 1/2 Hold], 5x5-ton Nider Dory, 100-ton Canary Interface Shuttle, 125 dtons for small craft available).
Statistics: EMass 105,981.7 stons, LMass 107,231.7 stons, Cost MCr18,496.87, HP 547,398, Size Mod 13, HT 12, CP 501.
Performance: Acc L/E 7.20 / 7.29 Gs, Airspeed 600 mph, Skimming Airspeed 33,063 mph, Aerostatic Lift 772,100 stons.
Sample Times (Earth Std, Full Load): Orbit 0.04 Hrs, Escape Velocity 0.05 Hrs, 100D 2.38 Hrs, Earth-Mars 40.86 Hrs.

50,000-ton *Nomadic*-class Scout Tender, Heavenly Wanderer (GTL11)

The *Nomadic*-class Fleet Tender is the iconic starship of the Var Kirat, in the minds of the masses. This ship carries two Flyerman scout ships, one Flyerman pocket carrier, four small Columbus scouts, a 200-ton Far Trader, a 100-ton STL shuttle, and 12 lifeboats, six 1000-ton Padre Large Fuellers, each capable of transporting 720 d-tons of fuel (4320 in total.) Using all six fuellers, it will take only one full cycle to load up the auxiliary tank, but four cycles to full the main jump tank for the Nomadic class.

The *Nomadic*-class is not meant to conduct research herself: she has neither labs nor research facilities. She is only meant to be a tender for the rest of the fleet. Interestingly, she does make a good site for interstellar trade, and the Var Kirat are as likely to use her in this capacity as to use her as a staging area to investigate Strange New Worlds.

As a military platform, the Nomadic-class can certainly take on pirates and small SDB's, singly or in small groups. More serious opposition, however, can defeat the starship fairly easily, due to her slow speed and limited armour.
Crew: 333 Total. 28 Command and Control, 50 Jump Drive, 30 Manoeuvre Drive, 5 Medical, 4 Weapon Bay Gunners, 24 Turret Gunners, 187 Flight Crew, 5 Additional.
Hull: 50,000-ton USL, Heavy Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 4000), Heavy Compartmentalization, Basic Stealth(-7, AMod 6), Basic Emission Cloaking(-7, PMod 6 [-3, PMod 10 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Emergency Command Bridge(Hardened, Complexity 9), AESA-UHv, Basic Security, PESA-UHv, Survey Module-Traffic Control/10(Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Emergency Command Bridge	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Emergency Command Bridge	100,000/41	200,000/43	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0

Engineering: 1200 Engineering(1,086.4 dtons[45,268.29 MW], 334 Total Life Support), 2506 Jump Drive, 1514 Manoeuvre Drive(1.00 / 1.39 Gs, 151,400 stons thrust), 20000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 20,000 stons), 2500 Cryonic Internal Tank - Craft(Fire 13, Loaded with 2,500 stons), 100 Fuel Processor(25 hours to refine Cryonic Internal Tank - Jump), 93 Utility, 645.0 Man-Hours/day Maintenance.
Accommodations: 167 Staterooms, 5 Emergency Aid Station(These aid stations are scattered around the ship. A medic robot is provided., 15 Patients), 5 Sickbay(15 Patients), Operating Theater(2 Patients), 4 Low Berth(Used for medical purposes, not storage, 16 Cryoberths), 10 Brig(20 Users), 3 Civilian Holoventure, 4 Gymnasium(16 Users), 2 Hall/Bar/Conference Room(100 Users), 5 Logistics(30 Users), Luxury Hall/Bar/Conference Room(50 Users), Military Holoventure, 5 Normal Office(20 Users), 2 Safe, 2 Shooting Range(4 Users), Psi-Shielded Brig(25 Users), Stage, Theater(100 Users), Troop Armoury(20 Users).
Armaments: 1 100-ton Hv Missile Bay Battery of 1 (Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 1 100-ton Lt Missile Bay Battery of 1 (Lg Lt Missile Bay [8200], Lg Lt Missile Bay Load [x8200]), 1 100-ton PAW Bay Two Battery of 2 (47 Gj Lg PAW Bay[RoF Bonus +1]), 1 100-ton PAW Bay One Battery of 2 (47 Gj Lg PAW Bay[RoF Bonus +1]), 4 Laser Turrets Batteries of 5 each (DR2000, 390 Mj Std Laser[RoF Bonus +2]), 20 Sandcaster Turrets Batteries of 1 each (DR2000, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lg Hv Missile Bay [1500]	1					(+0)		10,000,000/1000
Lg Lt Missile Bay [8200]	1					(+0)		10,000,000/1000
47 Gj Lg PAW Bay	4	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
390 Mj Std Laser	20	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	20					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	1	300	8G-24	6dx150(10)	6dx300(5)	1	-6	-6
Lg Lt Missile Bay Load [x8200]	1	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 3900 Cargo, 150 Robot Bay(Storage bays for the c. 600 robots provided for survey use.), 120 Lifeboat Bays(12x10-ton Long Duration Lifeboat, Divided into 12 bays, dispersed throughout the ship.), 6000 Padre Bays(6x1,000-ton Padre Fuel Skimmer), 9000 Spacedock(2x30-ton Ship's Boat, 200-ton Nemena Far Trader, 2x1,200-ton Flyerman II Scout, 1,200-ton Flyerman Pocket Carrier, 4x100-ton Columbus Scout, 100-ton Dolphin Interplanetary Shuttle, 140 dtons for small craft available).
Statistics: EMass 108,563.87 stons, LMass 151,313.87 stons, Cost MCr18,058.51, HP 1,240,410, Size Mod 13, HT 12, CP 1,601.

Performance: Jump-4 (4), Acc L/E 1.00 / 1.39 Gs, Airspeed 56 mph, Skimming Airspeed 354 mph, Aerostatic Lift 151,400 stons.
Sample Times (Earth Std, Full Load): Orbit 398.45 Hrs, Escape Velocity 563.42 Hrs, 100D 6.38 Hrs, Earth-Mars 109.6 Hrs.

50,000-ton *Nomadic II*-class Mothership, Idukhadkhi (GTL11)

The *Nomadic II*-class Fleet Tender is a modified version of the *Nomadic*-class Fleet Tender, designed by the Var Kirat for use by the Ziru Sirkaa. Its purpose is force projection in the 1580 Imperial era, after the devastation of Cianji and the destruction of the Reborn Imperium. It is not available in the 1500 Imperial milieu.

This ship carries four *Flyerman* pocket carriers, four Modular Cutters (with a variety of modules), 12 lifeboats, a host of ground vehicles, and six 1000-ton Padre Large Fuellers, each capable of transporting 720 d-tons of fuel (4320 in total.) Using all six fuellers, it will take only one full cycle to load up the auxiliary tank, but four cycles to full the main jump tank for the *Nomadic II* class.

Unlike the original *Nomadic*-class vessels, the *Nomadic II*-class starship is designed to deploy a small but useful ground force of 300 men. Like her sister, she is not meant to stand in the line of battle, but she carried enough punch to defeat the expected opposition of small and medium-sized military vessels. The *Nomadic-II* class remains lightly armed for her size, and is not meant to attack dedicated ships of the line of the same displacement as she is.
Crew: 735 Total. 28 Command and Control, 50 Jump Drive, 29 Manoeuvre Drive, 10 Medical, 4 Weapon Bay Gunners, 24 Turret Gunners, 290 Flight Crew, 300 Marines.
Hull: 50,000-ton USL, Heavy Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 4000), Heavy Compartmentalization, Basic Stealth(-7, AMod 6), Basic Emission Cloaking(-7, PMod 6 [-3, PMod 10 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Emergency Command Bridge(Hardened, Complexity 9), AESA-UHv, Basic Security, PESA-UHv, Survey Module-Traffic Control/10(Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Emergency Command Bridge	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Emergency Command Bridge	100,000/41	200,000/43	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0

Engineering: 1200 Engineering(1,077.2 dtons[44,885.13 MW], 1,016 Total Life Support), 2506 Jump Drive, 1475 Manoeuvre Drive(1.00 / 1.22 Gs, 147,500 stons thrust), 20000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 20,000 stons), 2500 Cryonic Internal Tank - Craft(Fire 13, Loaded with 2,500 stons), 100 Fuel Processor(25 hours to refine Cryonic Internal Tank - Jump), 93 Utility, 649.0 Man-Hours/day Maintenance.
Accommodations: 180 Staterooms, 8 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 5 Emergency Aid Station(These aid stations are scattered around the ship. A medic robot is provided., 15 Patients), 10

Sickbay(30 Patients), 2 Operating Theater(4 Patients), 15 Low Berth(Used for medical purposes, not storage, 60 Cryoberths), 20 Brig(40 Users), 40 Gymnasium(160 Users), 10 Hall/Bar/Conference Room(500 Users), 5 Logistics(30 Users), 2 Luxury Hall/Bar/Conference Room(100 Users), 5 Military Holoventure, 5 Normal Office(20 Users), 2 Safe, 15 Shooting Range(30 Users), Psi-Shielded Brig(25 Users), 3 Stage, 3 Theater(300 Users), 15 Troop Armoury(300 Users), 15 Battle Dress Morgue/10(300 Users).

Armaments: 1 100-ton Hv Missile Bay Battery of 1 (Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 1 100-ton Lt Missile Bay Battery of 1 (Lg Lt Missile Bay [8200], Lg Lt Missile Bay Load [x8200]), 1 100-ton PAW Bay Two Battery of 2 (47 Gj Lg PAW Bay[RoF Bonus +1]), 1 100-ton PAW Bay One Battery of 2 (47 Gj Lg PAW Bay[RoF Bonus +1]), 4 Laser Turrets Batteries of 5 each (DR2000, 390 Mj Std Laser[RoF Bonus +2]), 20 Sandcaster Turrets Batteries of 1 each (DR2000, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
Lg Hv Missile Bay [1500]	1					(+0)		10,000,000/1000
Lg Lt Missile Bay [8200]	1					(+0)		10,000,000/1000
47 Gj Lg PAW Bay	4	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
390 Mj Std Laser	20	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	20					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	1	300	8G-24	6dx150(10)	6dx300(5)	1	-6	-6
Lg Lt Missile Bay Load [x8200]	1	80	8G-24	6dx80(10)	6dx100(5)	0	-7	-7

Stores: 900 Cargo, 6000 Padre Bays(6x1,000-ton Padre Fuel Skimmer), 120 Lifeboat Bays(12x10-ton Long Duration Lifeboat, Divided into 12 bays, dispersed throughout the ship.), 11000 Spacedock A(4x1,200-ton Flyerman Pocket Carrier, 4xModular Cutter, 2xBoarding Module/10[HP: 21,210 Cargo: 5 dtons Armour: 2,000], 4xCargo Module[HP: 5302 Cargo: 24 dtons Armour: 100], Medical[HP: 5302 Cargo: 6 dtons Armour: 100], 4xGarage (ATV Cradle)[HP: 5302 Cargo: 9 dtons Armour: 100], Troop Transport[HP: 5302 Cargo: 6 dtons Armour: 500], Nuclear Damper (15 miles)[HP: 21,210 Cargo: 2 dtons Armour: 100 Damper (15 mi)], Weapons Pod - Missile[HP: 5303 Cargo: 16 Armour: 100 3xMissile], Weapons Pod - Laser[HP: 5303 Cargo: 16 Armour: 100 3xLasers], Orbital Survey[HP: 5302 Cargo: 0 dtons Armour: 100], Planetary Infrastructure[HP: 5302 Cargo: 2 dtons Armour: 100], 2xGarage (Air/Raft)[HP: 5302 Cargo: 2.5 dtons Armour: 100], 50 dtons for small craft available), 200 Spacedock B(4xLight Grav Tank, 8xATV, 4xGrav APC, 4xGrav Air/Space Defense, 4xUtility Grav Sled (military), 22.1 dtons for small craft available).

Statistics: EMass 120,436.88 stons, LMass 147,436.88 stons, Cost MCr18,282.68, HP 1,240,410, Size Mod 13, HT 12, CP 656.

Performance: Jump-4 (4), Acc L/E 1.00 / 1.22 Gs, Airspeed 48 mph, Skimming Airspeed 303 mph, Aerostatic Lift 147,500 stons.

Sample Times (Earth Std, Full Load): Orbit 529.76 Hrs, Escape Velocity 749.08 Hrs, 100D 6.38 Hrs, Earth-Mars 109.61 Hrs.

50,000-ton *Sudakipu*-class Monitor, Gimu Kusgadaai (GTL11)

The *Sudakipu's* are an old class of large monitors, in service with the Ziru Sirkaa. Four hundred Marines are kept on board as part of the standard complement: this can be expanded to a division of 1600 Marines when needed.

Crew: 951 Total. Commanding Officer, First Officer, Computer Officer, Chief Navigator, 2nd Navigator, Communications Officer, Chief Engineer, 2nd Engineer, Chief Medical Officer, Flight Officer, 46 Total Command and Control, 389 Manoeuvre Drive, 3 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 43 Spinal Weapon Gunners, 16 Weapon Bay Gunners, 46 Flight Crew, 400 Marines.

Hull: 50,000-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Cone configuration Hull (DR 50000), Total Compartmentalization, Radical Stealth(-14, AMod -1), Radical Emission Cloaking(-14, PMod -1 [-7, PMod 6 in space]).

Control Areas: Command Bridge(Hardened, Complexity 9), Command Bridge - Backup(Hardened, Complexity 9), 6 AESA-UHv, 6 PESA-UHv, 6 Radscanner-UHv/11, 2 Survey Module-Traffic Control/10(Complexity 9), 4 Enhanced Display, Adv Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - Backup	50,000,000	0	100,000,000	150,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - Backup	100,000/41	200,000/43	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/11	0/0	0/0	450,000/45

Engineering: 7000 Engineering(6,570.1 dtons[273,752.09 MW], 2,248 Total Life Support), 19458 Manoeuvre Drive(2.00 / 2.00 Gs, 1,945,800 stons thrust), 93 Utility, 1009.2 Man-Hours/day Maintenance.

Accommodations: 304 Staterooms, 20 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 3 Military Sickbay(15 Patients), 80 Escape Capsule(800 Users), 2 Gymnasium(8 Users), 4 Hall/Bar/Conference Room(200 Users), 4 Logistics(24 Users), Brig/Armoury/Safe(25 Users), Brig(2 Users), Military Holoventure, Safe, Theater(100 Users).

Armaments: 589 Meson Screen(10,000 DR), 16 Nuclear Damper(30 mi), 1.6 Tj Hv Spinal PAW/R, 6 Lg Internal Bay - PAW Batteries of 2 each (47 Gj Lg PAW Bay[RoF Bonus +1]), 10 Sm Internal Bay - Fusion Batteries of 2 each (22 Gj Sm Fusion Bay[RoF Bonus +1]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
1.6 Tj Hv Spinal PAW/R	1	Imp	39	30	7dx5000	1/60 (+7)	179100/18	537300/54
47 Gj Lg PAW Bay	12	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
22 Gj Sm Fusion Bay	20	Spcl	33	30	6dx1200	1/60 (+7)	19500/2	58500/6

Stores: 70 Hold, 60 Vehicle Bay(2x30-ton Ship's Boat[96 passengers, 8.5 dtons of cargo], Two bays), 1000 Spacedock(5x100-ton Canary Interface Shuttle).

Statistics: EMass 972,510.48 stons, LMass 972,860.48 stons, Cost MCr44,202.45, HP 794,344, Size Mod 13, HT 9, CP 555.

Performance: Acc L/E 2.00 / 2.00 Gs, Airspeed 16,601 mph, Skimming Airspeed 46,954 mph, Aerostatic Lift 1,945,800 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.51 Hrs, Earth-Mars 77.52 Hrs.

100,000-ton *Sylean*-class Battleship, Retnane (GTL11)

The *Sylean*-class battleship is the only major combatant fielded by the Holy Imperium. It is the most long-legged major warship in Starbreak Sector, with unusually powerful jump drives - Jump4 - and surprisingly well-armoured for a jump-capable combatant.
Crew: 736 Total. 30 Command and Control, 100 Jump Drive, 273 Manoeuvre Drive, 7 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 18 Spinal Weapon Gunners, 8 Weapon Bay Gunners, 30 Turret Gunners, 14 Flight Crew, 248 Marines.
Hull: 100,000-ton VGSL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Wedge configuration Hull (DR 14000), Total Compartmentalization, Radical Stealth(-14, AMod 0), Radical Emission Cloaking(-14, PMod 0 [-7, PMod 7 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Military Information Center(Hardened, Complexity 9), Command Bridge - Backup(Hardened, Complexity 9), 6 AESA-UHv, 6 PESA-UHv, 6 Radscanner-UHv/11, 6 Radscanner UHv./10.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - Backup	50,000,000	0	100,000,000	150,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - Backup	100,000/41	200,000/43	30,000/38
AESA-UHv	0/0	7,000,000/52	0/0
PESA-UHv	7,000,000/52	0/0	0/0
Radscanner-UHv/11	0/0	0/0	450,000/45
Radscanner UHv./10	0/0	0/0	450,000/45

Engineering: 9000 Engineering(8,046.2 dtons[335,257.91 MW], 786 Total Life Support), 5006 Jump Drive, 13470 Manoeuvre Drive(2.30 / 2.48 Gs, 1,347,000 stons thrust), 40000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 40,000 stons), 500 Fuel Processor(10 hours to refine Cryonic Internal Tank - Jump), 186 Utility, 1687.5 Man-Hours/day Maintenance.
Accommodations: 270 Staterooms, 3 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 7 Military Sickbay(35 Patients), 12 Emergency Aid Station(36 Patients), Operating Theater(2 Patients), 414 Low Berth(For two frozen watches, 1,656 Cryoberths), 10 Brig(20 Users), 3 Safe, 5 Troop Armoury(100 Users), 3 Military Holoventure, 3 Logistics(18 Users), 5 Gymnasium(20 Users), Hall/Bar/Conference Room(50 Users), Theater(100 Users), Sylean Temple, Large(300 Users), Psi-Shielded Brig(25 Users), 4 Normal Office(16 Users).
Armaments: 3738 Meson Screen(40,000 DR), Nuclear Damper(10 mi), 670 Gj Meson/G Spinal Weapon, 8 Lg Internal Bay - PAW Batteries of 2 each (47 Gj Lg PAW Bay[RoF Bonus +1]), 10 Laser Turret Batteries of 2 each (DR4000, 870 Mj Hv Laser[RoF Bonus +1]), 20 Sandcaster Turret Batteries of 1 each (DR4000, 3xSand Caster [200], 3xSand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
670 Gj Meson/G Spinal Weapon	1	Exp	38	30	6dx3000(!)	1/60 (+7)	97100/10	291300/29
47 Gj Lg PAW Bay	16	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
870 Mj Hv Laser	20	Imp	33	30	6dx100(2)	1/60 (+7)	35000/3	105000/10
Sand Caster [200]	60					(+0)		

Stores: 700 Spacedock(2xModular Cutter, 2xCargo Module, 2xMedical/Surgical Module, 2xOffice Module, 2xPassenger Module, 2xBoarding Module/10[Cargo: 5 dtons], 10 dtons for small craft available), 345 Hold.
Statistics: EMass 543,907.53 stons, LMass 585,632.53 stons, Cost MCr123,599.66, HP 1,261,505, Size Mod 14, HT 12, CP 524.
Performance: Jump-4 (4), Acc L/E 2.30 / 2.48 Gs, Airspeed 10,961 mph, Skimming Airspeed 31,000 mph, Aerostatic Lift 1,347,000 stons.
Sample Times (Earth Std, Full Load): Orbit 0.1 Hrs, Escape Velocity 0.14 Hrs, 100D 4.21 Hrs, Earth-Mars 72.29 Hrs.

100,000-ton *Toiler*-class Fueller, Toiler A (GTL11)

The 280-meter long *Toiler*-class fueller is built to refuel the giant asteroid motherships of the Var Kirat. They dwarf most other vessels, and are the largest non-combatant ships in Starbreak Sector. Outside of the Var Kirat, the people who have seen these behemoths number less than a dozen.
Crew: 97 Total. 5 Command and Control, 48 Manoeuvre Drive, 1 Medical, 5 Turret Gunners, 9 Flight Crew, 29 Maintenance.
Hull: 100,000-ton VGSL, Heavy Frame, Standard Materials, Superdense (Expensive) Armoured Cylinder configuration Hull (DR 200), Heavy Compartmentalization.
Control Areas: Basic Bridge(Hardened, Complexity 8).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Basic Bridge	50,000,000	0	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Basic Bridge	30,000/38	150,000/42	10,000/35

Engineering: 650 Engineering(632.2 dtons[26,340.24 MW], 102 Total Life Support), 2446 Manoeuvre Drive(2.00 / 5.34 Gs, 244,600 stons thrust), 76250 Cryonic Internal Tank(Fire 13, Loaded with 76,250 stons), 186 Utility, 588.2 Man-Hours/day Maintenance.
Accommodations: 51 Staterooms, Sickbay(3 Patients), Emergency Aid Station(3 Patients), 23 Low Berth, Emergency/10(92 Cryoberths), 2 Hall/Bar/Conference Room(100 Users), 2 Mini-Workshop(6 Users), 2 Brig(4 Users).
Armaments: 4 Laser Turret Batteries of 1 each (DR100, 390 Mj Std Laser), 1 Sandcaster Turret Battery of 1 (DR100, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
390 Mj Std Laser	4	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	1					(+0)		

Stores: 50 Vehicle Bay - Cutter One(Modular Cutter, Fuel Skimmer Module), 10 Vehicle Bay - Lifeboat One(10-ton Long Duration Lifeboat), 40 Hold, 10 Vehicle Bay - Lifeboat Two(10-ton Long Duration Lifeboat), 30 Vehicle Bay - Ship's Boat(30-ton Ship's Boat), 50 Vehicle Bay - Cutter Two(Modular Cutter, Fuel Skimmer Module).

Statistics: EMass 45,821.46 stons, LMass 122,271.46 stons, Cost MCr15,016.39, HP 2,366,525, Size Mod 14, HT 12, CP 68.
Performance: Acc L/E 2.00 / 5.34 Gs, Airspeed 4,823 mph, Skimming Airspeed 13,640 mph, Aerostatic Lift 244,600 stons.
Sample Times (Earth Std, Full Load): Orbit 0.11 Hrs, Escape Velocity 0.16 Hrs, 100D 4.51 Hrs, Earth-Mars 77.51 Hrs.

170,000-ton *Zeiirmu*-class Battleship, Dishaliir (GTL11)

The *Zeiirmu* class battleship is a Jump1 starship, built to secure the Enlugal Main of the Ziru Sirkaa against all threats.
Crew: 1674 Total. 32 Command and Control, 68 Jump Drive, 1192 Manoeuvre Drive, 13 Medical, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 43 Spinal Weapon Gunners, 27 Weapon Bay Gunners, 54 Turret Gunners, 37 Flight Crew, 200 Marines.
Hull: 170,000-ton VGSL, Extra Heavy Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 49000), Total Compartmentalization, Radical Stealth(-14, AMod 0), Radical Emission Cloaking(-14, PMod 0 [-7, PMod 7 in space]).
Control Areas: Command Bridge(Hardened, Complexity 9), Military Information Center(Hardened, Complexity 9), Command Bridge - Backup(Hardened, Complexity 9), 6 PESA-UHv, 6 AESA-UHv, 6 Radscanner-UHv/11, EW(Hardened, Complexity 9), Enhanced Display, Adv Commo Suite.

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - Backup	50,000,000	0	100,000,000	150,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - Backup	100,000/41	200,000/43	30,000/38
PESA-UHv	7,000,000/52	0/0	0/0
AESA-UHv	0/0	7,000,000/52	0/0
Radscanner-UHv/11	0/0	0/0	450,000/45

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	5,000,000,000	50,000

Engineering: 20000 Engineering(18,460.1 dtons[769,169.36 MW], 1,870 Total Life Support), 3410 Jump Drive, 59691 Manoeuvre Drive(3.10 / 3.13 Gs, 5,969,100 stons thrust), 17000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 17,000 stons), 1500 Fuel Processor(1.4 hours to refine Cryonic Internal Tank - Jump), 315 Utility, 1755.0 Man-Hours/day Maintenance.
Accommodations: 3 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 812 Staterooms, 12 Military Sickbay(60 Patients), 3 Operating Theater(6 Patients), 525 Low Berth(2,100 Cryoberths), 105 Battle Dress Morgue/11(Actually Light Combat Suits, in case of boarding. , 2100 Users), 30 Brig(60 Users), 100 Drop Capsule Rack(Includes decoys, 1600 Users), 2 Drop Capsule Launcher, 4 Logistics(24 Users), 2 Military Holoventure, 2 Psi-Shielded Brig(50 Users), 3 Safe, 3 Shooting Range(6 Users), 3 Theater(300 Users), 200 Escape Capsule(2000 Users).
Armaments: 2078 Meson Screen(20,000 DR), Nuclear Damper(10 mi), 1.6 Tj Hv Spinal PAW/R, 17 Lg Internal Bay - PAW Batteries of 4 each (47 Gj Lg PAW Bay[RoF Bonus +2]), 10 Sm Internal Bay - PAW

Batteries of 8 each (14 Gj Sm PAW Bay[RoF Bonus +3]), 10 Sandcaster Turret Batteries of 1 each (DR4000, 3xSand Caster [200], 3xSand Caster Full Load [x200]), 34 Laser Turret Batteries of 4 each (DR4000, 870 Mj Hv Laser[RoF Bonus +2]), 10 Jammer Turret Batteries of 1 each (DR4000, 3xSand Caster [200], 3xExendable Deceptive Jammer).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
1.6 Tj Hv Spinal PAW/R	1	Imp	39	30	7dx5000	1/60 (+7)	179100/18	537300/54
47 Gj Lg PAW Bay	68	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
14 Gj Sm PAW Bay	80	Imp	33	30	6dx1200	1/60 (+7)	16700/2	50100/5
Sand Caster [200]	60					(+0)		
870 Mj Hv Laser	136	Imp	33	30	6dx100(2)	1/60 (+7)	35000/3	105000/10

Stores: 700 Hold, 700 Spacedock(7xModular Cutter, 5xPassenger Module, Medical/Surgical Module, Office Module), 100 Vehicle Bay(100-ton Canary Interface Shuttle).
Statistics: EMass 1,904,996.96 stons, LMass 1,925,496.96 stons, Cost MCr133,682.37, HP 5,609,377, Size Mod 14, HT 12, CP 1,617.
Performance: Jump-1 (1), Acc L/E 3.10 / 3.13 Gs, Airspeed 21,883 mph, Skimming Airspeed 61,894 mph, Aerostatic Lift 5,969,100 stons.
Sample Times (Earth Std, Full Load): Orbit 0.07 Hrs, Escape Velocity 0.1 Hrs, 100D 3.63 Hrs, Earth-Mars 62.26 Hrs.

1,000,000-ton *Alpha*-class Mothership, Var Kirat (GTL11)

This massive, 300-meter diameter asteroid starship is kept under surveillance by the Navy of the Holy Imperium: few other men have ever seen her, outside of the Var Kirat themselves. The Var Kirat prefer to keep their motherships out of sight, meeting outsiders on their worlds, on Nomadic tenders, or on Hub/Chanter, their official 'diplomatic mission' as of 1500 Imperial. The vessel is home to three *Nomadic* groups, as well as several large fuellers to keep the vast vessels topped up with hydrogen. A large research centre with almost 200 labs is also provided.

It will take 278 trips of a single Padre-class fueller to refuel this ship. Or, alternately, 46 trips by six Padres, or fifteen trips by a convoy of 18 Padres. Only two trips are needed for the Toiler to refuel this mothership.

Asteroid hull: hull armour 2000 DR. Heavy compartmentalization. HP = 9,139,420. Capable of sustaining 30,000 men.
Crew: 3886 Total. 48 Command and Control, 600 Jump Drive, 463 Manoeuvre Drive, 603 Medical, 151 Crew Facilities, 170 Lab Techs, 4 Nuclear Damper Operators, 12 Weapon Bay Gunners, 120 Turret Gunners, 1305 Flight Crew, 192 Mission Specialists (Flyerman II), 200 Marines, 18 Additional.
Hull: 1,000,000-ton USL, Medium Frame, Standard Materials, Superdense (Expensive) Armoured Sphere configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Command Bridge(Hardened, Complexity 9), Command Bridge - Auxiliary(Hardened, Complexity 9), Adv Sensors, Basic Security, Scientific Sensors, 2 Survey System(Complexity 9), Traffic Control(Complexity 7), SIS, Adv Commo Suite, 3 Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - Auxiliary	50,000,000	0	100,000,000	150,000
Adv Commo Suite	50,000,000	500,000,000	100,000,000	15,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - Auxiliary	100,000/41	200,000/43	30,000/38
Adv Sensors	1,000,000/47	2,000,000/49	70,000/40

Engineering: 15000 Engineering(13,537.2 dtons[564,051.19 MW], 30,410 Total Life Support), 1000 Energy Bank, 30015 Jump Drive(Jump2 for the ship and the two fuellers.), 23159 Manoeuvre Drive(1.00 / 1.13 Gs, 2,315,900 stons thrust), 200000 Jump - Cryonic Internal Tank(Fire 13, Loaded with 200,000 stons), 38000 Aux Craft - Cryonic Internal Tank(Fire 0, Loaded with 38,000 stons), 1000 Fuel Processor - Main(25 hours to refine Jump - Cryonic Internal Tank), 50 Fuel Processor - Aux(95 hours to refine Aux Craft - Cryonic Internal Tank), 1852 Utility, 2400.0 Man-Hours/day Maintenance.
Accommodations: 5 Marine Barracks(Stateroom, 5xBunkroom, Gym, Armoury, Cap Launcher, 2xCap Rack, Morgue, Shooting Range, Military Holoventure), 15000 Staterooms, 600 Sickbay(1,800 Patients), 3 Operating Theater(6 Patients), 3 Military Sickbay(15 Patients), Microsurgery Theater(0 Patients), 100 Emergency Aid Station(300 Patients), 20000 Low Berth, Livestock(40,000 Cryoberths), 1000 Low Berth, People(Frozen Watch, 4,000 Cryoberths), 20000 Low Berth, Animal(Man-sized, but each berth is configurable to hold one man-sized or two sheep-sized animals), 80,000 Cryoberths), 100 Brig(200 Users), 6 Civilian Holoventure, 20 Gymnasium(80 Users), 15 Logistics(90 Users), 2 Military Holoventure, 40 Normal Office(160 Users), Null-G Arena/11, Park/7(100 Users), 20 Stage, 40 Theater(4000 Users), 5 Factory/10, 100 Hall/Bar/Conference Room(5000 Users), 10 Brig/Armoury/Safe(250 Users), 20 Full Swimming Pool, 5 Farm/7(500 Users), Robot Bay/11.
Misc: 10 Isolation Laboratory/11, 20 Laboratory/11 Astrophysics Complex, 20 Laboratory/11 Geophysics Complex, 20 Physics Laboratory/11, 40 Laboratory/11 Medical Complex, 20 Laboratory/11 Biological Complex, 20 Laboratory/11 Jumpspace, 20 Chemistry Laboratory/TL 11, Volume Adjuster - Asteroid hull.
Armaments: 2 Nuclear Damper(15 mi), 2 Lg Internal Bay - PAW Batteries of 2 each (47 Gj Lg PAW Bay[RoF Bonus +1]), 10 Sm Internal Bay - Fusion Batteries of 2 each (22 Gj Sm Fusion Bay[RoF Bonus +1]), 40 Laser Turret Batteries of 2 each (DR100, 390 Mj Std Laser[RoF Bonus +1]), 80 Sandcaster Turret Batteries of 1 each (DR100, Sand Caster [200], Sand Caster Full Load [x200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
47 Gj Lg PAW Bay	4	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
22 Gj Sm Fusion Bay	20	Spcl	33	30	6dx1200	1/60 (+7)	19500/2	58500/6
390 Mj Std Laser	80	Imp	32	30	8dx50(2)	1/60 (+7)	23400/2	70200/7
Sand Caster [200]	80					(+0)		

Stores: 122000 Nomadic Dock B(10x10-ton Long Duration Lifeboat, 6x1,000-ton Padre Large Fueller, 4x100-ton Columbus Scout, 200-ton Nemena Free Trader, 50,000-ton Nomadic Tender, 1,200-ton Flyerman Pocket Carrier, 2x30-ton Ship's Boat, 8x20-ton Flyerboy Fighter[Crew of 1 is part of the Flyerman Pocket Carrier complement.], 100-ton Canary Interface Shuttle, 2x1,200-ton Flyerman II Scout, For a Nomadic scout group, 380 dtons for small craft available),
122000 Nomadic Dock C(10x10-ton Long Duration Lifeboat, 6x1,000-ton Padre Large Fueller, 4x100-ton Columbus Scout, 200-ton Nemena Free Trader, 50,000-ton Nomadic Tender, 1,200-ton Flyerman Pocket Carrier, 2x30-ton Ship's Boat, 8x20-ton Flyerboy Fighter[Crew of 1 is part of the Flyerman

Pocket Carrier complement.], 100-ton Canary Interface Shuttle, 2x1,200-ton Flyerman II Scout, For a Nomadic scout group, 380 dtons for small craft available),
122000 Nomadic Dock A(6x1,000-ton Padre Large Fueller, 4x100-ton Columbus Scout, 200-ton Nemena Free Trader, 50,000-ton Nomadic Tender, 1,200-ton Flyerman Pocket Carrier, 10x10-ton Long Duration Lifeboat, 2x30-ton Ship's Boat, 8x20-ton Flyerboy Fighter[Crew of 1 is part of the Flyerman Pocket Carrier complement.], 100-ton Canary Interface Shuttle, 2x1,200-ton Flyerman II Scout, For a Nomadic scout group, 380 dtons for small craft available).
1000 Padre Bay Five(1,000-ton Padre Fuel Skimmer),
1000 Padre Bay Four(1,000-ton Padre Fuel Skimmer),
1000 Padre Bay One(1,000-ton Padre Fuel Skimmer),
100000 Toiler Bay(100,000-ton Toiler Fueller),
1000 Padre Bay Six(1,000-ton Padre Fuel Skimmer),
1000 Padre Bay Three(1,000-ton Padre Fuel Skimmer),
1000 Padre Bay Two(1,000-ton Padre Fuel Skimmer),
2000 Cutter Dock(5xModular Cutter, 5xATV Cradle Module, 5xLab Module, 2xMedical/Surgical Module, 10xSensor Module[Sm Engineering, 3 Staterooms, Scientific Sensors, Probe Module, Survey System, EW, Enhanced Display, 1/2 Hold], 5xCargo Module, For Modular Cutters, 90 dtons for small craft available),
5000 Cargo,
500 Utility Dock(10x10-ton Launch, 2x20-ton Gig, 10x5-ton Utility Shuttle, 2x30-ton Ship's Boat[96 passengers, 8.5 dtons of cargo], For assorted craft),
Statistics: EMass 2,052,818.43 stons, LMass 2,315,818.43 stons, Cost MCr250,001.26, HP 4,569,710, Size Mod 16, HT 12, CP 13,203.
Performance: Jump-2 (2), Acc L/E 1.00 / 1.13 Gs, Airspeed 21 mph, Skimming Airspeed 127 mph, Aerostatic Lift 2,315,900 stons.
Sample Times (Earth Std, Full Load): Orbit 6438.86 Hrs, Escape Velocity 9104.55 Hrs, 100D 6.38 Hrs, Earth-Mars 109.63 Hrs.

100,000,000-ton *Beta*-class Mothership, Var Maja (GTL11)

The 1.4 kilometer-diameter *Var Maja* is still under construction, but enough subsystems (including engineering, life support, jump & maneouver drives, and the in-house starport) has been completed to permit the majority of the Var Kirat population to reside here. Most current work focuses on completing and calibrating the weaponry systems. The spacedocks are now complete, and constructing all the required vessels is in full swing.

The very existance of this ship is unknown to outsiders. Although some intelligence services have postulated that the Var Kirat people are involved in a major project, they believe that it involves terraforming a world and building planetary infrastructure, not constructing a huge starship.

Thirty-four trips of the 100,000-ton Toiler-class fueller is needed to refuel this ship - twenty-five trips for the jump fuel, the rest for auxiliary craft. Once all of the fuellers have been built, this can be done in four cycles of the whole Toiler fleet.

There are numerous spacedocks on this mothership, including 20 large *Nomadic*-class spacedocks. In addition, each of the 25 Palisade-class barracks has an organic 500-ton spacedock, capable of handling 250-tons of spacecraft. There is also an intergrated starship shipyard, capable of producing a 1200-ton starship. Also of note is a 1200-ton empty spacedock, specifically built for the use of visitors.

Asteroid hull: hull armour 4000 DR. Total compartmentalization. HP = 787,611,480. Capable of sustaining 10,000,000 personnel.
Crew: 287,252 Total. 144 Command and Control, 110000 Engineering, 80069 Jump Drive, 59144 Maneuver Drive, 325 Berthing, 3600 Medical, 12655 Crew Facilities, 1025 Lab Techs, 4 Meson Screen Operators, 4 Nuclear Damper Operators, 802 Weapon Bay Gunners, 11000 Turret Gunners, 8500 Flight Crew.
Hull: 100,000,000-ton USL, Medium Frame, Standard Materials, Crystaliron (Standard) Armored Sphere configuration Hull (DR 100), Standard Compartmentalization.
Control Areas: Command Bridge(Hardened, Complexity 9), 2 Military Information Center(Hardened, Complexity 9), 2 Military Information Center - Aux(Hardened, Complexity 9), Command Bridge - Aux I(Hardened, Complexity 9), Command Bridge - Aux II(Hardened, Complexity 9), 2 Adv Sensors, 2 Astronomical Instruments/10, 2 Basic Security, 2 Planetary Survey/10, 4 Probe Launcher/Control/10, 4 Probe Module, 2 Survey System(Complexity 9), 3 Traffic Control(Complexity 7), SIS, Adv Commo Suite, 20 Computer Bank(8xMacroframe, HiCap, Hardened, Complexity 9), 2 Enh Commo Suite, 50 Enhanced Display, 10 EW(Hardened, Complexity 9).

Communicator Range (mi)	Radio	Maser	Laser	Meson
Command Bridge	50,000,000	0	100,000,000	150,000
Command Bridge - Aux I	50,000,000	0	100,000,000	150,000
Command Bridge - Aux II	50,000,000	0	100,000,000	150,000
Probe Launcher/Control/10	0	0	1,000,000	0
Adv Commo Suite	50,000,000	500,000,000	100,000,000	15,000
Enh Commo Suite	50,000,000	500,000,000	100,000,000	1,500,000

Sensors Range/Rating (mi)	PESA	AESA	Radscanner
Command Bridge	100,000/41	200,000/43	30,000/38
Command Bridge - Aux I	100,000/41	200,000/43	30,000/38
Command Bridge - Aux II	100,000/41	200,000/43	30,000/38
Adv Sensors	1,000,000/47	2,000,000/49	70,000/40

EW Range(/Rating) (mi)	Area Jammer	Radio Direction Finder	Radio Jammer
EW	45/7	5,000,000,000	50,000

Engineering: 1000000 Engineering(1,909,198.7 dtons[79,549,945.29 MW], 40,179,400 Total Life Support), 860000 Engineering(1,909,198.7 dtons[79,549,945.29 MW], 40,179,400 Total Life Support), 100000 Energy Bank - Emergency A, 100000 Energy Bank - Emergency B, 100000 Energy Bank - Emergency C, 100000 Energy Bank - Emergency D, 100000 Energy Bank - Emergency E, 100000 Energy Bank - Emergency F, 100000 Energy Bank - Emergency G, 100000 Energy Bank - Emergency H, 100000 Energy Bank - Emergency I, 100000 Energy Bank - Emergency J, 100000 Energy Bank - Emergency K, 100000 Energy Bank - Emergency L, 400000 Engineering - Backup, 1200 Starship Shipyard, 4003480 Jump Drive, 2801432 Maneuver Drive(1.00 / 1.22 Gs, 280,143,200 stons thrust), 10000000 Cryonic Internal Tank - Aux Craft(Fire 13, Loaded with 10,000,000 stons), 40000000 Cryonic Internal Tank - Jump(Fire 13, Loaded with 40,000,000 stons), 125000 Fuel Processor - Aux - Primary(10 hours to refine Cryonic Internal Tank - Aux Craft), 25000 Fuel Processor - Aux - Secondary(50 hours to refine Cryonic Internal Tank - Aux Craft), 500000 Fuel Processor - Ship - Primary(10 hours to refine Cryonic Internal Tank - Jump), 100000 Fuel Processor - Ship - Secondary(50 hours to refine Cryonic Internal Tank - Jump), 185186 Utility, 185186 Utility - Backup, 27765.9 Man-Hours/day Maintenance.

Accommodations: 120 Housing/10, 10000 Luxury Double-size Staterooms, 50000 Luxury Staterooms, 25 Palisade-class Barracks Module BM-3000-11, 5000000 Staterooms, 1000000 Total Life Support, 100000 Emergency Aid Station(300,000 Patients), 50 Microsurgery Theater(0 Patients), 360 Operating Theater(720 Patients), 3600 Military Sickbay(18,000 Patients), 100000 Low Berth(400,000 Cryoberths), 1000000 Low Berth, Emergency/10(4,000,000 Cryoberths), 1000000 Low Berth, Emergency/10(4,000,000 Cryoberths), 1000000 Low Berth, Livestock(2,000,000 Cryoberths), 1000000 Low Berth (animal)(Four two small animals (sheep-sized), or eight smaller animals (rabbit-sized), 4,000,000 Cryoberths), 500000 Low Berth, Emergency/10(2,000,000 Cryoberths), 1000 Battle Dress Morgue/10(Used for spacesuits, not Battledress, 20000 Users), 10000 Brig(20000 Users), 1000 Civilian Holoventure, 20000 Cramped Office(320000 Users), 300 Factory/10, 300 Farm/7(30000 Users), 4000 Full Swimming Pool, 1000 Gymnasium(4000 Users), 2000 Logistics(12000 Users), 100 Luxury Hall/Bar/Conference Room(5000 Users), 100 Military Holoventure, 5000 Normal Office(20000 Users), 40 Null-G Arena/11, 50 Park/7(5000 Users), 50 Plaza/10(50000 Users), 10 Psi-Shielded Brig(250 Users), 20 Robot Bay/11, 100 Robot Bay/12, 1000 Safe, 1000 Shooting Range(2000 Users), 100 Stage, 100 Theater(10000 Users), Cathederal(250000 Users), 1000 Hall/Bar/Conference Room(50000 Users), Solomani Hall(5000 Users).
Misc: 50 Isolation Laboratory/TL, 850 Laboratory/TL, 75 Physics Laboratory/TL, 25 Simulation Lab, Volume Adjuster - Asteroid hull.
Armaments: 43757 Meson Screen(6,000 DR), 16 Nuclear Damper(30 mi), 500 Fusion Bay Batteries of 2 each (22 Gj Sm Fusion Bay[RoF Bonus +1]), 200 Missile Bay Batteries of 1 each (Lg Hv Missile Bay [1500], Lg Hv Missile Bay Load [x1500]), 100 PAW Bay Batteries of 1 each (47 Gj Lg PAW Bay), 2 Var Kirat Meson Bay Batteries of 1 each (8.24 Tj Var Kirat Large Meson Bay), 4000 Fusion Turret Batteries of 4 each (DR100, 2x700 Mj Plasma Gun[RoF Bonus +3]), 2000 Laser Turret Batteries of 4 each (DR100, 870 Mj Hv Laser[RoF Bonus +2]), 1000 Repulsor Turret Batteries of 1 each (DR100, Repulsor Beam), 4000 Sandcaster Turret Batteries of 1 each (DR100, Sand Caster [200]).

Weapon Name	Qty	Type	Acc	SS	Dmg	RoF	1/2 Rng	Max
22 Gj Sm Fusion Bay	1000	Spcl	33	30	6dx1200	1/60 (+7)	19500/2	58500/6
Lg Hv Missile Bay [1500]	200					(+0)		10,000,000/1000
47 Gj Lg PAW Bay	100	Imp	35	30	6dx1800	1/60 (+7)	30300/3	90900/9
8.24 Tj Var Kirat Large Meson Bay	2	Exp	43	30	6dx10,000(!)	1/60 (+7)	402301/40	1206903/121
700 Mj Plasma Gun	32000	Spcl	27	30	6dx350	1/60 (+7)	3410	10230/1
870 Mj Hv Laser	8000	Imp	33	30	6dx100(2)	1/60 (+7)	35000/3	105000/10
Repulsor Beam	1000					(+0)		
Sand Caster [200]	4000					(+0)		

Missiles/Probes	Qty	DR	G-Rds	Exp Dmg	KK-Dmg	Size	AMod	PMod
Lg Hv Missile Bay Load [x1500]	200	300	8G-24	6dx150(10)	6dx300(5)	1	-6	-6

Stores: 100000 Main Hold,
10000 Spacedock - Trader(25x200-ton Nemena Free Trader, This is the customs port for non-Var Kirat starships: 5000 dtons are available for visitor docking.),
1000000 Toiler Bay One to Ten [Vehicle Bay](10x100,000-ton Toiler Fueller, This volume is actually divided into ten Vehicle Bays),

125000 Spacedock - Nomadic Two (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Three (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Four (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Five (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic One (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Six (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Seven (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Eight (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Nine (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Ten (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Eleven (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Twelve (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Thirteen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Fourteen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Fifteen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Sixteen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Seventeen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Eighteen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Nineteen (Nomadic Group, 1,930 dtons for small craft available),
125000 Spacedock - Nomadic Twenty (Nomadic Group, 1,930 dtons for small craft available),
77000 Spacedock - Cutter One to Twelve(12x_Cutter Group, This spacedock is actually divided into twelve seperate docks, 100 dtons for small craft available),
2400 Spacedock – Visitors (This dock is kept empty, for the use of visitors: 1,200 dtons for small craft available),
65000 Void(A sphere of empty space, 120 meters in diameter, used for ceremonies, training, etc.).
Statistics: EMass 229,643,162.55 stons, LMass 280,143,162.55 stons, Cost MCr33,461,163.09, HP 98,451,435, Size Mod 20, HT 12, CP 3,894,931.
Performance: Jump-3 (4), Acc L/E 1.00 / 1.22 Gs, Airspeed 3 mph, Skimming Airspeed 19 mph, Aerostatic Lift 280,143,200 stons.
Sample Times (Earth Std, Full Load): Orbit 1696439.21 Hrs, Escape Velocity 2398765.04 Hrs, 100D 6.38 Hrs, Earth-Mars 109.63 Hrs.

Starbreak Naval Philosophies

The Vilani capital world of Enlugal, 2000 Imperial. (Most likely future timeline). Assuming that the Cianji throneworld is crippled while the theocractic tyranny of Sylea shatters, it will be Enlugal that the first that will reach and hold to the billion-man mark by 1280 Imperial. Retaining her high technology and relentlessly expanding her productive population, the Vilani grows to dominate the Oikouménē, with the homeworld reaching a population of 100 billion by 2000 Imperial. **This graphic is titled "Orbit Redux" © Gary Tonge. See his galleries at http://antifan.cgsociety.org/gallery/651135/ , http://www.visionafar.com, and http://antifan-real.deviantart.com/**

Human Council

- The most likely threat to humaniti is… humaniti. With the council failure to prevent large space navies from developing, the possibility of human extinction in this region of space is a genuine possibility.

- It is preferred that the Four Empires strongly reduce their military establishments, so resources can be taken from unprofitable armaments and redeployed to profitable increases in technology, planetary terraforming and cultivation, and an increase in a well-educated and productive population.

- It is better to have local humaniti divided into the current political blocks, as this permits several approaches to the same problem. A peaceful competition between the emperors in non-military fields is to be encouraged.

- If this does not prove to be possible, then it is better to permit one single Emperor to dominate the others. A single authority will restrict liberty and freedom, but would also put an end to self-destructive human conflicts.

- Whenever possible, this domination should be encouraged to take peaceful means, to limit damage to life and property as much as possible.

Imperial Cianji

- The Cianji Imperial Navy exists to uphold the will of the Emperor. The duty of the Emperor is not to rule Cianji herself, as much as to insure her security against all possible enemies.

- The greatest threat to Cianji security remains the Reborn Imperium.

- This threat is generally asymmetrical, using limited means to inflict great pain on Cianji's people and economy.

- To defend against this threat is largely the duty of other nobles, and other security services of Imperial Cianji.

- The Duty of the Navy in this field of conflict is primarily to avoid being compromised internally.

- As the greatest offensive weapon of the Emperor and of the world of Cianji, the Imperial Navy is the key to victory should hostilities with the Reborn Imperium turn violent.

- The core of Imperial Cianji offensive capacities are the Knight-class battleships, designed to go far into Reborn territory, take on a fair proportion of the Reborn fleet, *win*, and begin invasion operations.

- In wartime, two fleets of one Knight (assault battleship), one Omen (space superiority battleship), three Albion cruisers, five Bantam cruisers, and 10-20 5,000-ton troop transports are likely to be utilized. If the Reborn are thought to retain a viable offensive capacity, the two Omens will be held back to defend the homeworld.

- Imperial Cianji have decisive advantages over the Reborn Imperium in the field of conventional interstellar warfare. Therefore, the Cianji leadership should do all she can to restrict all conflicts to this sphere of conflict.

- Although Cianji could make a strong force to insure the genocidal extermination of the Reborn, any leakage of such plans would tempt the Reborn to strike first. Therefore, this outcome is left unexplored.

- Plans to exterminate the Reborn would excite the opposition of the Human Council, which could create severe political difficulties internally and externally for Cianji.

- The Reborn must be steered to agree to fight a conventional war (that they would likely lose) rather than an unconventional war (which they had won before, and could win again).

- Stigmatising terrorism, while appealing to the Zanite moralistic mind, has proven ineffective: Socialism has no real moral code, or restrictions on the use of violence, so long as the magic words 'in the name of the People' are bandied about. ('In the name of the Race', for the other kind of socialists). See the article "Violence and Revolutionary Subjectivity, Marx to Žižek" - http://ideas.repec.org/p/ucd/wpaper/200601.html - for details.

- However, plans to utilize Reborn ideals on Honour to the advantage of the Cianji are being explored: but the price of honour will have to be seen to weigh equally on Imperial Cianji and the Reborn, or there will be no buy-in on the part of the Reborn.

- Cianji have the advantage on large warships and transporting hundreds of thousands of men, and this advantage will be pressed. Reborn attempts to match Imperial Cianji hip-for-ship will bankrupt their weaker economy.

Reborn Imperium

- The goal of the Reborn Imperial Navy is not to stand face-to-face against the superior naval might of Imperial Cianji, but to continually threaten them at various points, forcing them to break up their forces.

- The Reborn Imperial Navy's greatest strength is its mere existence. With the "fleet in being" strategy, Cianji must spend its energy chasing down the jump-capable navy, buying time for the other weapons of the Reborn to be used effectively.

- The Reborn Imperium has a commitment to defend all of her worlds equally, despite variations in wealth and population. Thus, despite the obvious overwhelming importance of Wsi, a credible ability to defend any single world must be present, to keep the Imperium together.

- As such, a range of small and medium ships is to be preferred, rather than a few single large ships.

- Note that, in the recent Quajorai War (1493-95), all of the major combatants inherited/stolen during the generations-past Imperial Civil War had either degraded too much to be refurbished, or were destroyed in action.

- There is a need to transport company-sized units of ground troops. However, there is no need to transport corps-sized ground forces: the smaller population base of the Reborn Imperium vis-à-vis Imperial Cianji will not permit a successful conventional war, anyways.

- There IS a need to transport large nuclear warheads, but numerous small ships can do the job as well as a few large vessels. Even better to have such weapons pre-positioned in the heart of Cianji cities, before war is declared.

- This particular stratagem was unsuccessful in the recent Quajorai War (1493 – 1495). Determining why various Black War units failed in that conflict is a critical matter, but outside the scope of the Reborn Imperial Navy.

Ziru Sirkaa

- The primary duty of the Aasha Ziru Sirkaa (Vilani Imperial Navy) is the protection of Enlugal and the Vilani that live on her. The other systems are merely a security glacis, much in the same style as Eastern Europe was for the Soviet Union.

- The protective, preservationist nature of the Vilani Navy is grounded in their defeat during the Three-World War (1073- 1075 Imperial), about four centuries ago. Observing the lack of interstellar violence within the Ziru Sirkaa and the safety of the Enlugal homeworld since that time, the Vilani decision has been proven to be the right one, so far as their strategic goals are concerned.

- As the only focus of the Navy is to protect the homeworld, the ample productive capacity of the planet has been poured into the 50,000-ton Sudakipu-class system defense boats. As they can use a far higher percentage of internal space for weapons and armour than jump-capable ships can, it is difficult to see how they could be defeated in their home system by any jump-capable force, or combination of forces, within Starbreak sector.

- To insure that nearby systems are not usable as an enemy rally point, two huge short-legged battleships of the Zeiirmu-class have been built. They are expected to handily defeat any opposition able to cross the great voids into Vilani Space.

Holy Imperium

- The Holy Imperium has peaceful borders, no enemies (since the destruction of the Athenian Republic), and the blessing of an isolated position. As such, she has chosen to develop an offensive-oriented fleet able to strongly defend her far-fling systems, with the defence of the home system a lower priority.

- The Jump4 Sylean-class battleships are the longest-legged major warship in Starbreak sector. Her organic armed complement of ~250 marines is small, but sufficient for her projected requirements. (The Holy Imperium *does* have territorial ambitions, but does not intend to use military force to get what she wants.)

- Home defense is satisfied by several carrier SDBs, with the 15,000-ton Inotam-class SDBs for naval action. The anti-space meson artillery of Sylea is sufficient to handle major invading forces.

Protectorate Commission

- Without any real ability of the Protectorates to challenge the Commission that owns the starlanes, the Commission needs little more than the patrol craft she has been lent. The large Nomadic-class vessel lent to the Commission is actually used for the research duties she was designed for: the armament she *does* have still makes her easily the most dangerous thing in thirty parsecs. Everybody knows this, nobody talks about it, and the interstellar situation stays nice and peaceful.

Var Kirat

- The Var Kirat asteroid vessel is no longer able to overawe all the other starships of Starbreak sector. Unlike two hundred years ago, quite a number of locally-developed capital ships can defeat her today in a one-on-one clash.

- Fortunately, the Var Kirat has built up an ‘everybody’s peaceable friend’ diplomatic profile: avoiding making territorial claims helps.

- The Nomadic-class surveyors are capable of doing well against mid-sized vessels, but will not survive a serious military engagement against any of the Four Empires today. Even some of the independent worlds could give a Nomadic a bloody nose.

- Besides the Var Kirat asteroid ship and the Nomadics, the Flyerman-class starships are capable of winning a fight against a typical sub-1000-ton SDB. That makes them useful for patrolling unclaimed space, if the need arises.

Hub System

- Hub planetary government dominates the system. A single large vessel, the 60,000-ton Sanctification, acts as the flagship and the main combatant for the government. A fairly large selection of SDBs, tailored for different missions (big gun, boarding, command). A large selection of Vayu-class jump ships – no different than Third Imperium patrol ships of centuries past – allow for quick reaction across the system.

Dune System

- Dune's governments have a large range of aging SDBs stomping across the system. Planetary defense is handled by four large and obsolescent monitors in orbit above Dune. Their FarPatrol-H corvettes are modern, and cut a dashing figure across the system – and beyond.

Flandry System

- Flandry has inherited a fair amount of useful spaceships from their previous Reborn masters, but have decided to pour their resources into a single prestige project, a single large monitor to protect their world. Whether this was the right decision or not remains to be seen.

Other Systems

- Other independent systems have gone a variety of routes, from designing their own unique SDBs to hiring civilian starships to serve as system 'warships', to building large and low-tech monitors. The pirate threat is weak to non-existent, but everyone remembers the ugliness of the Imperial Civil War: no free system wants to stand naked against the stars.

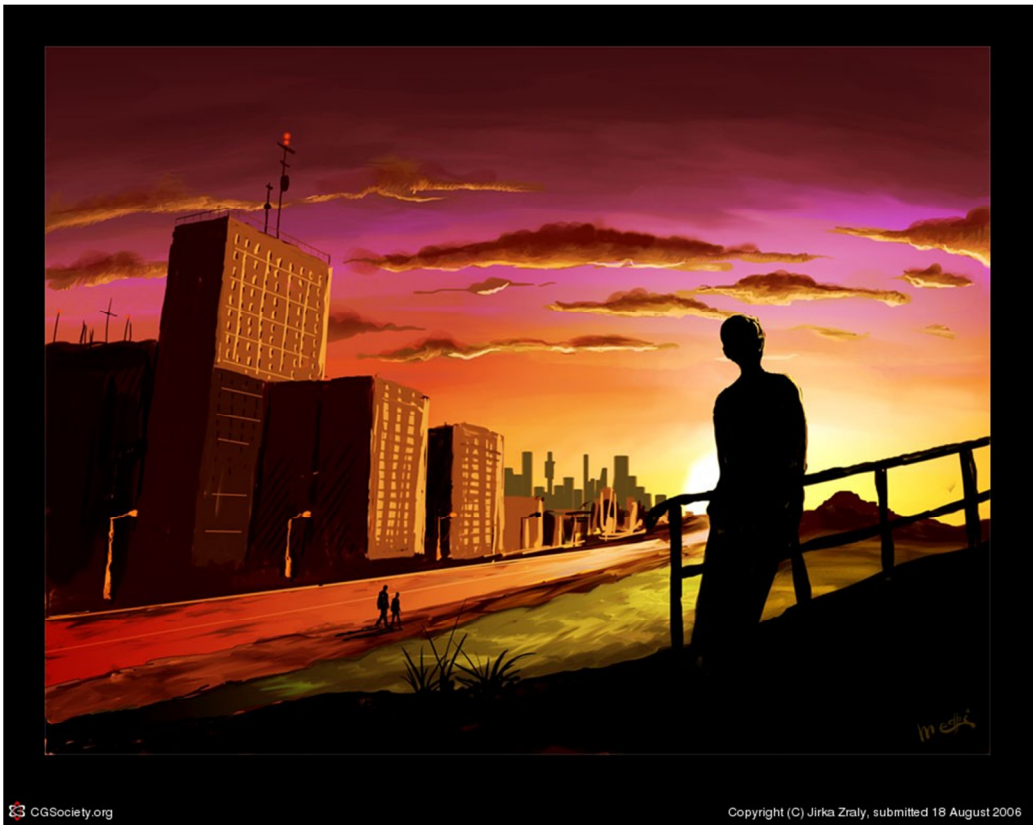
Ground Forces of Starbreak

This is a simple listing of available ground forces for every world within Starbreak system, capable of fielding at least one battalion of 500 men. So in the table below, the world of Waves has the equivalent of one battalion, while Cianji has 6,000 such battalion-equivelants. The formulas found in the MegaTraveller Rebellion Sourcebook was used to come up with the numbers, with the tech levels altered to reflect the use of GURPS technological levels, rather than that of Classic Traveller.

(P.S.: You can buy PDFs of the old Traveller books at www.rpgnow.com, and entire libraries of them at http://www.farfuture.net/. Give Marc a hand, and keep Traveller rolling!)

Cianji	6000
Sylea	4200
Athens	3000
Enlugal	2100
Hub	700
Dune	600
Wsi	400
Diaoran	300
Orzabal	300
Acroupa	200
Whiteheart	150
Flandry	100
Laoyle	60
Comerwake	50
Roma	50
Avalon	45
Justince	40
Lifesphere	40
Ceskyi	30
Duchy	30
Leoin	24
Pax Deorum	20
Vieunia	20
Yelloworld	20
Kosh	12
Mist	12
Tianik	10
Bluemarble	10
Samtara	10
Flame	8
Justice	8
Paregin	8
Quajora	7
Dreamworld	6
Greenfield	6
Sarde	6
Blackball	5
Roland	5
Geneva	4
Bitterend	3
Bubbles	3
Curiosity	3
Daskomo	3
Imperator	3
Moscow	3
Cloudscape	2
Dusk	2
Noble	2
Pacifica	2
Sceptre	2
Shadow	2
Tokitre	2
Fastball	1
Icecap	1
Ipinnae	1
Khii Eshkhima	1
Ranin	1
Risen	1
Waves	1

Starbreaker Attitudes, 1500 Imperial



A young man on the edge of Easaeal, the largest city of the world of Lifesphere. 1500 Imperial.
The graphic is titled "City"©Jirka Zraly. Visit his galleries at http://medhi.cgsociety.org/gallery/395001/

Aside: The Observant Reader will notice that some of the attitudes directly contract other attitudes held by the masses of the same starnation. This is only to be expected: few people take the time to organize all their beliefs, so they make logical sense. Instead, they believe what feels right; what their family, friends, or class believes; or the tribe/organization they revere, be it Church or State or Family/Race or Corporation or Class.

Everybody knows…

1. That aliens are unnatural evil monsters, and must be exterminated.
2. That we are all human, and the universe belongs to us.
3. That we came from a distant and mighty human civilization, the Third Imperium, which we don't hear from anymore.

All the Cianji (outside of Diaoran) knows…

1. That the Reborn Imperium are all vicious terroristic monsters, and that their government – and the world of Wsi, in particular – must be punished for their Inhumaniti.
2. That God made the universe good, and then left it for Man to do as he pleases, so long as he – unlike the twisted and evil aliens – complies with the divinely-organized laws of nature.
3. That the Nobility is watching, so you had better be good. Or Else.
4. That the only worthwhile life is the moral life, full of strict self-discipline, duty, and sacrifice.
5. That Our Ruling Noble is a good man, no matter what anyone else says. Those who slander his good name must and will be silenced.
6. That the Emperor loves Cianji, and is always ready to lead the fight against the Evil Outsider… especially the twisted Reborn.
7. That strangers must be watched, especially when they pretend to be 'our friends' and act like 'one of us'.

8. That military service is a noble and pure calling for all men, with service with the Emperor against the Dark Ones is the greatest and most holy service of all.
9. That Wrong Thinking must be suppressed, both within and without.

(The DIaoran-nim disagree with 4, and 9. For 5, the Diaoran-nim follows the non-Zanite Old Aristocracy for local affairs: replace 'good' with 'powerful', and 'slander' involves attacks on his business acumen, not his personal morality.)

All the Reborn knows…

1. That the Rebirth of the Imperial Spirit – revolutionary, egalitarian, honourable – is the best thing to happen to humaniti since the extermination of the aliens.
2. That Honour is All.
3. That the Bounds of Honour does not apply to those who stand against the Revolution.
4. The Honourbound are honour-bound to serve the needs of the People – and thus, are far superior to the old socialist Party structures.
5. That true conservative values stand with the Revolution.
6. That every world is of equal worth, and requires equal defense, regardless of the supposed importance of Wsi.
7. That the Human Council should worry less about sanctimoniously chasing irrelevant alien monsters, and should focus on standing against the monstrosity of the Cianji.
8. That the Tree of Liberty needs the regular watering of the Blood of Tyrants.
9. That even the Honourbound, even the Emperor, rules at the pleasure of the People and their Families.

All the Vilani knows…

1. That Tradition, Community, and Prosperity is All.
2. That Caste and Corporation are the best ways to organize society.
3. That an innovative mind is a perverted mind, which will be taught the importance of Conformity soon enough.
4. That aliens cannot ever truly Conform, and so they can never truly have a right to live.
5. That the corporate nobility knows best.
6. That it's better to build up one world at a time, than waste your strength spreading yourself thin over dozens.
7. That Stability is the best gift we can give to our children, and to other grandchildren.
8. That the hardest worker with the fewest questions lives the happiest, longest, most prosperous life.
9. That one day, the Ziru Sirkaa will return to Imperial Space, to teach the old Vilani the Tue Ways of the Victorious Traditions. All shall delight in endless conformity and stability!

All the Syleans know…

1. That pleasure is the meaning of life.
2. That the Prophet-Emperor knows the way to pleasure.
3. That pain is evil, and disobedience to the Prophet-Emperor leads to pain.
4. That discipline is built on pain, and such unnatural strength of purpose is best left to the priest-bureaucrats.
5. That playing games is better than working hard.
6. That troublemaking never pays off.
7. That only what is here today is real.
8. That we are all cells in one body; some die in pleasure, some die in pain, but all die.
9. That eternal pleasure is hidden in only one cell, that of the Prophet-Emperor. Obey him, and he will reward you in the timeless era of the Eternal Now.

The Dalambu Turbines, serving as both a important profit centre (generated energy is sold on the open market), and a central technopriest/ancestral veneration site for the Mixed Vilani Ishaandamur clan of Avalon.

This graphic is titled "Geo-Thermal Electrical Turbine" © Gary Tonge.

See his galleries at http://antifan.cgsociety.org/gallery/624643/, http://www.visionafar.com, and http://antifan-real.deviantart.com/

All the Federation knows…

1. That the Rebirth of the Imperial Spirit – revolutionary, egalitarian, honourable – is the best thing to happen to humaniti since the extermination of the aliens.
2. That Honour is All.
3. That Honour has been corrupted in all outside of the Noble Federation.
4. That the Honourbound Houses of the Noble Federation are the last, best hope for mankind.
5. That Avalon is the First World, the seed of many New Worlds to come.
6. That obeying the Head of the House is the centre of all hope, the fount of all honour.
7. That the Federation will stand, long after the Reborn Imperium has died. When that day comes, the Imperial Spirit will have only one home in Starbreak.
8. That the DIltov are delusional fanatics, doomed to sit in the impoverished hovels of the ignorant as the Noble Federation rises to seize her shining destiny.
9. That chasing after psionics, after gods, after mysteries, after hidden powers, is sheer foolishness. Keeping your word and the words of your fathers is the way of success. Only the Honour of Family and Clan are truly Real. (Note the lack of a bureaucracy, Vilani or otherwise).

All the DIltovich know…

1. That Christ rules; that He is a good King; that He is watching; and that He judges, in this life as well as in the afterlife.
2. That life is a gift. It is hard, but the labour is worth it, if the goal was chosen wisely in the beginning.
3. That life is about Family under the Father, and Church under the Preacher, Law under the Judges, and Business under the Owner. (Note the absence of the State, and its Kings, Emperors and Presidents.)
4. That the great enemy is not so much aliens, or atheists, or even the bureaucracy, but the corruption in our own hearts.
    a. Our envy for others wealth empowers the socialists (resulting in poverty for all);
    b. Our hatred of divine restrictions that hold us back empowers the atheists (resulting in an endless expansion of arbritary restrictions and regulations for all);
    c. Our hunger for power without limit empowers the fascists (resulting in slavery for all).
5. The men who can control and discipline themselves are their own masters, and can easily break the chains of other men – at a price they can comfortably afford, whatever that price happens to be.

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