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Spacecraft

Many of the ships listed below are available to PCs, either through being assigned to the PC or through private ownership. Those PCs that own their own craft should be encouraged to take them as either Signature Gear or take a few levels of Debt to indicate that the PC is still paying off someone for it.

Please note that individual ships owned and operated by PCs and various NPCs can vary wildly from the stats below. Armor and additional weapons may be added at the prices indicated for the ships' SMs as listed in *Spaceships*, *Spaceships 4: Carriers, Fighters, and Mecha*, or *Spaceships 7: Divergent and Paranormal Tech*, the latter within the bounds of ultra-tech science and superscience. (Note that not all options are available; see below for details.)

Spacecraft Systems

Armor Systems

The following armor systems are available in the setting: Ice (SS1:11), Stone (SS1:11), Iron (SS7:6), Steel (SS1:11), Light Alloy (SS1:11), Metallic Laminate (SS1:12), Advanced Metallic Laminate (SS1:12), Nanocomposite (SS1:12), and Diamoindoid (SS1:13). Ice and Stone are most commonly encountered in bases built inside of or designed to look like comets and asteroids, respectively. Light Alloy and Metallic Laminate are usually used in the manufacture of civilian spacecraft, while Nanocomposite and Diamondoid are normally encountered on military vessels.

Those designs with 5 or more armor modules get their dDR multiplied as per the table on p. 4 of *Pyramid #3/34: Alternate GURPS*, in the article *Alternate Spaceships*.

Atmospheric Systems

Certain systems aren't likely to be found in *this* document as systems for spacecraft, but are still used in the setting for purely atmospheric craft. Most atmospheric craft in use in the Sol Sector use Contragravity Lifters (SS1:14) and some form of propulsion, and don't exceed SM +8. The Afterburning Turbofan (SS7:10), Gasbag (SS7:9), Helicopter Rotor (SS7:10), Jet Engine (SS1:19), Fusion Air-Ram (SS7:10), Ornithopter Wings (SS7:12), and Turbofan (SS7:10) are all available for purely atmospheric craft.

Maneuver Enhancement

This module, from *Spaceships 7: Divergent Tech*, while intended for atmospheric craft is available for starfighters, representing several factors such as thrust vectoring, engine placement, and additional maneuvering thrusters along the fuselage.

Reaction Engines

The most common reaction engines are the Fusion Torch (SS1:23) and Plasma Torch (SS7:16), the latter usually operating in a low-thrust, high-efficiency mode. The Super Fusion Torch (SS1:23) has just been invented, but has yet to reach full production; it may, however, be found on certain unique experimental craft. The Fusion Torch and Plasma Torch engines are often built for aerospace operations with the Ram-Rocket option (SS1:30).

Reactionless Engines

The Rotary Reactionless Engine (SS1:24) may *not* be placed in a Central hull section. This engine otherwise resembles the Standard and Hot Reactionless Engines (SS1:24), but designed for very low thrust.

The Super Reactionless Engine (SS1:24) has not yet been invented.

All Reactionless Engines are given the Waste Heat Signature setting switch (see below). In addition, they are all pseudo-velocity drives, producing a maximum pseudo-velocity thrust equal to 10 mps times their acceleration in G.

Space Sails

Many pleasure craft or scout craft may be encountered using a sail system in the area inside a system's snow line. While the Lightsail (SS1:25) is the most common, the Magsail (SS1:25) and Radioisotope Sail (SS7:17) systems are also available. Most of the time, these systems are found on pleasure craft used by the idle rich. In fact, a lightsail race is held every Earth year at the Nantucket station in the Procyon system.

Lightspeed and Stardrive Engines

The only Stardrive Engine (SS1:25) available is a *hyperdrive*. Unlike the model described in *Spaceships*, additional hyperdrives do *not* increase speed; instead, a second unit may be used as a backup drive. The most common speed for a hyperdrive is 6 lightyears per week, although this can optionally be boosted by one additional lightyear that week for every other point of a margin of success on the Navigation (Hyperspace) roll. The effective maximum speed at which organic life can survive is five lightyears per day (35 lightyears per week).

The Lightspeed Drive (SS7:11) is also available, typically used on designs intended for in-system patrols or attack missions. In most of these craft, the helmsman or navigator programs the drive to activate for only a given time frame, from seconds to several hours. The drive differs from the version in *Spaceships 7* in that subjective time aboard the craft passes normally without the dilation effects described; a half hour flight with the lightspeed drive engaged feels as though a half hour passes, not instantly as described in the book.

Hyperdrives can be used in what is called "lightspeed mode" for long in-system trips, acting as a lightspeed drive instead of a faster-than-light drive.

Weaponry Systems

The following beam weapons are available: Laser, Electromagnetic Disruptor, Particle Beam, Plasma, UV Laser, Tractor, and X-Ray Laser. The Electromagnetic Disruptor is usually called an "Ion Beam" or "Ion Cannon". The most common weapons used are the Improved Particle Beam, Improved Ion Cannon, and Improved UV Laser; Tractor Beams are not uncommon as well, but usually only see use by and against pirates and smugglers.

Electromagnetic Guns and standard Missile Launchers are also available in the setting; missiles are much more prevalent than guns. Warp Missile Launchers (SS1:29) are not available.

Launchers located in the middle section can be designated to fire forward. This is most common on starfighters, bombers, and the occasional support craft like a assault shuttles and dropships.

New and Revised Features and Setting Switches

Afterburner

Nearly every Hot Reactionless Engine (and the occasional Standard Reactionless Engine) comes equipped with an "afterburner" which can temporarily be used to double the craft's speed by shunting additional power; however, this extra speed comes at the expense of energy available to weapons and shields. This is done by temporarily shunting all available Power Points to the engines; this effectively leaves the craft vulnerable to attack, relying on speed and armor for protection.

As a side effect of engaging the afterburners, the craft generally becomes harder to maneuver, resulting in a -1 to Hnd, even if any afterburner burst would normally *increase* Hnd according to the *Hnd Modifier* table on p. 35 of **Spaceships**.

Emergency Ejection

Most SM +5 and +6 starfighters simply have an ejection seat rather than a full life pod. This is represented by using the SM +4 price for Emergency Ejection from **Spaceships 4** rather than the one for SM +5 through +8 listed in **Spaceships**.

Multiscanner Array

The standard sensor package included in a Control Room, not just science and multipurpose arrays (as indicated in **Spaceships** on page 33), can be designated as a multiscanner array able to discern radiological, biological, and chemical signatures. A science or multipurpose array is still required to detect these at greater ranges.

Super-Hardened Armor

The vehicle can purchase *multiple* levels of Hardened Armor, doubling cost with each additional level; four levels (×16 armor cost) completely negates the armor divisor of most anti-tank warheads. This is common on a lot of military designs.

Waste Heat Signature

Page 24 of **Spaceships** indicates that the Hot Reactionless Engine has a waste heat signature similar to an engine which uses reaction mass. This switch makes it so that the other reactionless engines *also* give off a waste heat signature. This is standard on all designs that have reactionless engines for no additional cost. A Rotary Reactionless Engine with this switch *must* be placed in a rear hull, *never* a central hull. (In this setting, *all* reactionless engines have this switch regardless.)

Other House Rules

dST/HP

The dST/HP stat is recalculated from the table on page 9 of **Spaceships** to better handle in-between sizes as such: **CubeRoot(mass in pounds)×0.6**, and if over 30 rounded to the nearest multiple of 5. This does not match the table exactly, but comes closer than any other recalculation I have attempted. For example, this gives 100-ton vessels dST/HP 35 rather than 30, and 1,000-ton ships dST/HP 75 rather than dST/HP 70, as 75- and 750-ton ships end up dST/HP 30 and 70, respectively. (There are other levels that do not match the table exactly; I'm not going to cover all the options here.)

On the plus side, it makes the craft slightly more survivable than before.

Starfighters

This category encompasses not only the traditional fighter categories (interceptor, attack, space superiority, and multi-role), but also bombers and the occasional large gunboat that maneuvers like a fighter.

SF-2 Gnat
10-ton (SM+4) Aerospace Fast Interceptor

The Gnat is an aging wedge-shaped design once fielded by American, Russian, and European Union fleets before and during the Glrrü War. Since being replaced in most of the Sirius Sector's human services, most have been sold to planetary defense forces among the many colonies. While all surplus Gnats have been accounted for, pirate and insurrectionist groups across the Sirius Sector and the Frontier appear to have near infinite numbers of these small, agile craft. Most people believe that an outside group has either reverse-engineered the craft or somehow obtained the design specs and is mass-producing them for these groups. Colonial Defense Intelligence suspects the Pondrur Free Trade Guild to be responsible. (Unknown to most, the Outlaw Technology Zone is responsible for most of the Gnats used by pirate and insurrection forces, sold through intermediaries.)

The cockpit of the Gnat is not a complicated layout. The canopy is a transparisteel bubble, giving the pilot an impressive view of the surrounding starfield; the HUD is projected onto the front of the canopy. The controls themselves are fairly simple, with the control joystick in front of the pilot and the throttle on the left; selections on the HUD, including but not limited to weapon selection and shield balancing, are handled with a four-way hat on the joystick, while the afterburners are handled by a button on the throttle. As most of them are either assembled who knows where or are military surplus from decades before, the pilot has to learn to shut out all the excess noises that the craft generates; this can sometimes lead to pilots knowing well ahead of time if a problem is brewing in any of the fighter's systems, as they can literally hear the sounds change away from 'normal'.

The stats below reflect the Gnat commonly used by pirate and guerrilla forces; those encountered as an in-system patrol craft typically have heavier armor (Advanced Metallic Laminate, Nanocomposite, or Diamondoid, depending on any number of factors; generally with Hardened 2-3) and/or a heavier force screen. Many owners upgrade the armor to provide better protection or change out the weapons for different missions. A number of operators fill the cargo hold, originally intended to hold emergency provisions, with a secondary antimatter power plant, ECM gear, and/or a hyperdrive. Those Gnats with hyperdrives built in have shielding installed which will cover the cockpit when the hyperdrive is engaged to help preserve the pilot's mental state while in transit (in game terms, consider this part of the Stardrive Engine system at no additional cost).

Front:
[1] Armor, Metallic Laminate; dDR 1, $10K
[2-3!] Major Weapons Battery, Beams; $200K
[4!] Major Weapons Battery, Beams; $100K
[5-6] Major Weapons Battery, Launcher; $200K

Middle:
[1] Armor, Metallic Laminate; dDR 1, $10K
[2] Control Room; C7 Computer, Comm/Sensor 4, 1 Control Station, $20K
[3!] Light Force Screen; dDR 15, $150K
[4-6] Cargo Hold; 1.5 t
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $200K

Rear:
[1] Armor, Metallic Laminate; dDR 1, $10K
[2-6!] Hot Reactionless Engine; 10G accel, $150K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $200K

Design Features:
    Emergency Ejection Seat; $50K
    Gravitic Compensation; $10K
    Winged; $50K

Design Switches:
    Adjustable Force Screens; $150K
    Afterburner
    Multiscanner Array

Waste Heat Signature

Forward Major Battery 1 Breakdown:
    Two 3MJ Laser Cannons
        dDam: 3d (2) burn
        Range: Short
        sAcc: 0
        Rcl: 1
        Option: Improved

Forward Major Battery 2 Breakdown:
    Single 3MJ Tractor Beam
        Tractor Force: 0.3 t
        ST: 55
        Range: Close/Short
        sAcc: 0
        Rcl: 1

Forward Major Battery 3 Breakdown:
    Two 16cm Missile Launchers
        Base dDam: 6d×4 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 5 per launcher; 10 total

Crew:
    Control Room: 1

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-2 Gnat	15	+1/4	12	10 G/100 mps	10	1.6	+4	1SV	1	15	$1.51M	[1, 2]
	– afterburner		0/4		20 G/200 mps								

Piloting (Starfighter)

Piloting (High-Performance Airplane)													
	atmospheric flight		+5/5		100/3,950								
	– afterburner		+4/5		200/5,600								

Notes:
[1] Streamlined.
[2] Winged.

SF-5 Oni
30-ton (SM+5) Multi-Role Aerospace Fighter

The Oni began its life as an inexpensive fighter designed by the Japanese to defend their colonies. With the inclusion of Japan in the Colonial Defense Alliance, these craft have been relegated to planetary defense forces. A number of them have shown up on the open market, usually produced by third-party manufacturers who acquired the design, where their weapons payloads, agility, and price make them popular among mercenary forces. The stats below indicate the common armor and weapons payload available on the open market in the Frontier; those in planetary defense forces often have a heavy force screen and either hardened Nanocomposite or hardened Diamondoid armor.

The cockpit of the Oni is not a complicated layout. The canopy is a transparisteel bubble, giving the pilot a signficant view of the surrounding starfield; the HUD is projected onto the front of the canopy. The controls themselves are fairly simple, with the control joystick in front of the pilot and the throttle on the left; selections on the HUD, including but not limited to weapon selection and shield balancing, are handled with a four-way hat on the joystick, while the afterburners are handled by a button on the throttle. Because much of its mass is in its armor, an Oni with upgraded armor (Nanocomposite or Diamondoid) can survive a lot more than other starfighters its size. Oni pilots often complain of their birds smelling of burnt oil or other lubricants; most Onis require a lot of routine maintenance.

In mercenary hands, these ships are often extensively modified; no two mercenary Onis are exactly alike. Most are equipped with hyperdrives, adapted with cockpit shields to protect the pilot during hyperspace transits.

Front:
[1-3] Armor, Metallic Laminate; dDR 6, $90K
[4!] Weapons, Medium Battery, Beams; $150K
[5] Control Room; C7 Computer, Comm/Sensor 5, 1 Control Station, $60K
[6] Tactical Comm/Sensor Array; Comm/Sensor 7, $300K

Middle:
[1-3] Armor, Metallic Laminate; dDR 6, $90K
[4!] Light Force Screen; dDR 20, $500K
[5] Weapons, Medium Battery, Launchers; 1 unmounted, 0.5 t cargo, $100K
[6!] Stardrive Engine; $300K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K

Rear:
[1-3] Armor, Metallic Laminate; dDR 6, $90K
[4-6!] Hot Reactionless Engine; 6G accel, $300K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K

Design Features:
    Emergency Ejection Seat; $50K
    Gravititc Compensator; $30K
    Hardened Armor, Hardened 1; $270K
    Winged; $150K

Design Switches:
    Adjustable Force Screen; $500K
    Afterburner
    Hardened Force Screen, Hardened 1; $250K
    Multiscanner Array
    Waste Heat Signature

Forward Medium Battery Breakdown:
    Three Fixed-Mount 3MJ Laser Cannon
        dDam: 3d (2) burn
        Range: Short
        sAcc: 0
        Rcl: 1
        Option: Improved

Mid-Section Medium Battery Breakdown:
    Two 16cm Missile Launchers
        Base dDam: 6d×4 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 5 per launcher; 10 total

Crew:
    Control Station: 1

Piloting (Starfighter)													
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-5 Oni	23	+0/4	12	6 G/60 mps	30	0.6	+5	1SV	8	20	$4.43M	[1, 2, 3, 4]
	– afterburner		-1/4		12 G/120 mps								
Piloting (High-Performance Airplane)													
	atmospheric flight		+4/5		60/3,050								
	– afterburner		+3/5		120/4,350								

Notes:
[1] Streamlined.

[2] Winged.
[3] dDR is Hardened; Hardened 1.
[4] FF dDR is Hardened; Hardened 1.

SF-7 Intruder
30-ton (SM+5) Aerospace Attack Fighter

The Intruder is a heavy attack fighter originally fielded by the Arabian Empire, India, and China during the Glrrü War. It has since been replaced in the CDF by the K'Hissh-built Hrrok'tar strike fighter, and by the SF-22 Sky Dragon in United Earth's forces; however, many members of the Self-Determination League still fly the Intruder as part of their own forces. The Intruder lacks aerodynamics, relying on its contragravity generator when flying in an atmosphere. It is usually encountered as part of a planetary defense fleet, but is also a common sight in pirate and insurrectionist forces. While the stats below list particle beam cannon, the forces in the Sol system that still fly the Intruder arm theirs with UV lasers (3d (2) burn, sAcc 0, Range Short/Long); others may outfit with plasmas (6d (2) burn ex, sAcc -6, Range Close, Rcl 2) or, if encountered out on the Frontier, regular lasers (3d (2) burn, sAcc 0, Range Short).

Visually, the Intruder resembles the Y-Wing as depicted in the *Star Wars: Clone Wars* 3D animated series, complete with a manned bubble turret behind the main cockpit; the only thing it lacks is the slot for the astromech droid. The ship is sometimes referred to as a "split" by fighter jocks.

Front:
[1-3] Armor, Nanocomposite; dDR 21, $450K
[4] Control Room; C7 Computer, Comm/Sensor 5, 1 Control Station, $60K
[5!] Weapons, Medium Battery, Beams; $150K
[6] Weapons, Medium Battery, Launchers; $150K

Middle:
[1-3] Armor, Nanocomposite; dDR 21, $450K
[4!] Weapons, Medium Battery, Beams; de-rated one weapon, 0.5 t cargo space, $100K
[5!] Stardrive Engine; $300K
[6!] Contragravity Lifter; $300K
[core] Power Plant, Antimatter; 4PP, 20 year endurance, $600K

Rear:
[1-3] Armor, Nanocomposite; dDR 21, $450K
[4-5!] Hot Reactionless Engines, 4G accel, $200K
[6!!] Heavy Force Screen; dDR 20/40, $1.5M
[core] Power Plant, Antimatter; 4PP, 20 year endurance, $600K

Design Features:
Emergency Ejection Seat; $50K
Gravitic Compensation; $30K
Hardened Armor, Hardened 1; $1.35M

Design Switches:
Adjustable Force Screen; $1.5M
Hardened Force Screen, Hardened 1; $750K
Multiscanner Array
Waste Heat Signature

Forward Medium Weapon Battery 1 Breakdown:
Three Fixed-Mount 3MJ Particle Beam Cannon
dDam: 3d (5) burn rad sur
sAcc: -3
Range: Close/Short
Rcl: 1
Option: Improved

Forward Medium Weapon Battery 2 Breakdown:
Three Fixed-Mount 16cm Missile Launchers
Base dDam: 6d×4 cr ex
sAcc: 3
Range: Long
Rcl: 1
Shots: 5 each; 15 total

Mid-Section Medium Weapon Battery Breakdown:
Two 3MJ Electromagnetic Disruptor Beam Cannon mounted on a single turret
dDam: 3d spec.
sAcc: 0
Range: Close/Short
Rcl: 1
Option: Improved

Crew:
Control Stations: 1
Gunners: 1
Total: 2

Piloting (Starfighter)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-7 Intruder	23	+0/4	12	4 G/40 mps	30	0.6	+5	2SV	29	20/40	$8.99M	[3, 4]
	– afterburner		-1/4		8 G/80 mps								
Piloting (Light Airplane)												
	atmospheric flight		+2/4		40/250								
	– afterburner		+1/4		80/355								

Notes:
[3] dDR is Hardened; Hardened 1.
[4] FF dDR is Hardened; Hardened 1.

SF-8 Arc Flash
30-ton (SM+5) Fleet Defense Aerospace Interceptor

The Arc Flash is Earth's newest interceptor. Prior to Earth uniting under a single government, it was also bought by the other factions in the Sol system; however, United Earth put a stop to export sales. This did not stop the other powers in the Sol system from reverse-engineering the fighter for their own use.

What sets the Arc Flash apart from most other interceptors is its speed; it is able to pull 12G acceleration and a top speed of 120 mps (240 mps for short periods with the afterburner). However, this speed comes at the expense of armor over its engines. To compensate, the engineers outfitted the Arc Flash with a more powerful force screen for its size, as well as a larger antimatter reactor to handle the power load; even so, the pilot needs to balance the energy load between the lasers and the shields. The Arc Flash also has a slot for a T1-series or similar tech-bot to handle the gunnery, as it can fly so fast many pilots are sometimes said to "shoot their own nose off".

Front:
[1] Armor, Diamondoid; dDR 7, $300K
[2] Control Room; C7 complexity, Comm/Sensor 5, 1 control station, $60K
[3-6!] Weapons, Major Battery, Beams; $600K

Middle:
[1] Armor, Diamondoid; dDR 7, $300K
[2] Tactical Comm/Sensor Array; Comm/Sensor 7, $300K
[3-4!!] Heavy Force Screen; dDR 40/80; $3M
[5] Weapons, Medium Battery, Launchers; $150K
[6-core] Power Plant: Anti-Matter; 8 PP, 20 year endurance, $1.2M.

Rear:
[1-6!] Hot Reactionless Engines; 12G acceleration, $600K
[core] Power Plant: Anti-Matter; 4 PP, 20 year endurance, $600K.

Design Features:
Emergency Ejection Seat; $50K
Gravitic Compensator; $30K
Hardened Armor, Hardened 2; $1.2M
Winged; $150K

Design Switches:
Adjustable Force Screen; $3M

Afterburner
Hardened Force Screen, Hardened 2; $3M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Weapons Battery:
Four Fixed-Mount 10MJ Ultraviolet Laser Cannon
dDmg: 4d (2) burn
sAcc: 0
Range: Short/Long
Rcl: 1
Option: Improved

Mid-Section Weapons Battery:
Three Fixed-Mount 16cm Missile Launchers
Base dDam: 6d×4 cr ex
Range: Long
sAcc: 3
Rcl: 1
Missile Shots: 5 per launcher; 15 total

Crew:
Control Stations: 1
Gunner: 1 (droid slot)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
*Piloting (Starfighter)*
11^	SF-8 Arc Flash	23	+1/4	12	12 G/120 mps	30	0.1	+5	1SV	7/7/0	40/80	$14.54M	[1, 2, 5, 6]
	– afterburner		+0/4		24 G/240 mps								
*Piloting (High-Performance Airplane)*
	atmospheric flight		+4/5		120/4,350								
	– afterburner		+3/5		240/6,150								

Notes:
[1] Streamlined.
[2] Winged.
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.

SF-11 Slipjack
30-ton (SM+5) Aerospace Superiority Fighter

The SF-11 Slipjack was developed at the same time as the SF-17 Dragonfly and SF-15 Starduster, but with a different role in mind. The Slipjack was intended to be the primary space superiority fighter in the CDA Starfighter Corps, and has been adopted by many of the extrasolar members of the Self-Determination League. The fighter is designed as an aerospace fighter, being able to operate equally in atmosphere and in space.

The Slipjack is designed with a forward-swept wing design, giving it additional agility in atmosphere.

Front:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3] Control Room; C7 computer, Comm/Sensor 5, 1 Control Station, $60K
[4] Tactical Comm/Sensor Array; Comm/Sensor 7, $300K
[5-6!] Weapons, Major Battery, Beams; $300K

Middle:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3!!] Heavy Force Screen; dDR 20/40, $1.5M
[4] Maneuver Enhancement; $50K
[5-6] Weapons, Major Battery, Launchers; $300K
[core] Power Plant, Antimatter; 4PP, 20 yrs, $600K

Rear:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3-6!] Hot Reactionless Engine; 8G accel, $400K
[core] Power Plant, Antimatter; 4PP, 20 yrs, $600K

Design Features:
Emergency Ejection Seat; $50K
Gravitic Compensator; $30K
Hardened Armor, Hardened 2; $3.6M
Winged; $150K

Design Switches:
Adjustable Force Screen; $1.5M
Afterburner
Hardened Force Screen, Hardened 2; $1.5M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Major Battery Breakdown:
Two Fixed-Mount 1MJ Particle Beam Cannon
dDam: 2d (5) burn rad sur
Range: Close
sAcc: -3
Rcl: 1
Option: Improved
Option: Rapid-Fire

Mid-Section Major Battery Breakdown:
Two Internal-Mount 20cm Launchers
Base dDam: 6d×5 cr ex
sAcc: 3
Range: Long
Rcl: 1
Shots: 7 each; 14 total

Crew:
Control Stations: 1

Piloting (Starfighter)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-11 Slipjack	23	+1/4	12	8 G/80 mps	30	0.1	+5	1SV	16	20/40	$12.74M	[1, 2, 5, 6]
	– afterburner		+0/4		16 G/160 mps								

Piloting (High-Performance Airplane)

	atmospheric flight		+5/5		80/3,550								
	– afterburner		+4/5		160/5,000								

Notes:
[1] Streamlined.
[2] Winged.
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.

SF-14 Frostfire

30-ton (SM+5) Aerospace Superiority Fighter

The Frostfire is one of United Earth's most common starfighters, introduced to many of the Sol system's powers just after the Glrrü War. United Earth has stopped all exports to the other extraterrestrial nations in the Sol system, but prior sales were steady; in addition, there is a considerable demand for after-market parts to keep the fighters flying that UE has not yet put a stop to (that the manufacturer owns several manufacturing space stations in territory controlled by Mars, the Galilean Confederacy, and Ring Republic means those nations may have more access to spare parts than United Earth in the coming Unification Wars).

The Frostfire possesses an array of UV lasers as its primary weapons, supplemented by a pair of internal missile launchers. In addition, it possesses a droid slot for a tech-bot near the engines for in-flight repairs; the droid can also act as a pilot should the pilot be incapacitated for whatever reason.

Front:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3] Control Room; Complexity C7, Comm/Sensor 5, 1 control station, $60K
[4] Tactical Sensor Array; Comm/Sensor 7, $300K
[5!] Weapons, Major Battery, Beams; $150K
[6!] Weapons, Medium Battery, Beams; $150K

Middle:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3-4] Weapons, Major Battery, Launchers; $300K
[5] Engine Room; 1 control station (droid), $15K
[6!!] Heavy Force Screen; dDR 20/40, $1.5M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K

Rear:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3-6!] Hot Reactonless Engine; 8G accel, $400K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K

Design Features:
　　Emergency Ejection Seat; $50K
　　Gravatic Compensator; $30K
　　Hardened Armor, Hardened 1; $1.8M
　　Winged; $150K

Design Switches:
　　Adjustable Force Screen; $1.5M
　　Afterburner
　　Hardened Force Screen, Hardened 2; $1.5M
　　Multiscanner Array
　　Pseudo-Velocity

Forward Major Weapons Battery Breakdown:
　　One Fixed-Mount 1MJ UV Laser Cannon
　　　　dDmg: 4d (2) burn
　　　　sAcc: 0
　　　　Range: Short

Rcl: 1
Option: Improved
Option: Rapid Fire

Forward Medium Weapons Battery Breakdown:
　　Three Fixed-Mount 30KJ UV Laser Cannon
　　　　dDmg: 1d-2 (2) burn
　　　　sAcc: 0
　　　　Range: Short
　　　　Rcl: 1
　　　　Option: Improved
　　　　Option: Very Rapid Fire

Mid-Section Major Weapons Battery Breakdown:
　　Two Fixed-Mount 20cm Missle Launchers
　　　　Base dDmg: 6d×5 cr ex
　　　　sAcc: 3
　　　　Range: Long
　　　　Rcl: 1
　　　　Shots: 7 each (14 total)

Crew:
　　Control Stations: 2 (1 droid slot)

Piloting (Starfighter)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-14 Frostfire	23	0/4	13	8 G/80 mps	30	0.1	+5	1SV	16	20/40	$10.91M	[1, 2, 3, 6]
	– afterburner		-1/4		16 G/160 mps								
Piloting (High-Performance Airplane)												
	atmospheric flight		+4/5		80/3,550								
	– afterburner		+3/5		160/5,000								

Notes:
[1] Streamlined.
[2] Winged.
[3] dDR is Hardened; Hardened 1.
[6] FF dDR is Hardened; Hardened 2.

SF-15 Starduster
30-ton (SM+5) Multi-Role Starfighter
　　The SF-15 Starduster was part of the program which introduced the Dragonfly and the Slipjack. It is a multi-role fighter, capable of performing space superiority missions one day, and being outfitted for an attack role the next.

Front:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3!] Weapon, Major Battery, Beams; $150K
[4] Weapon, Major Battery, Launcher; $150K
[5] Control Room; C7 Computer, Comm/Sensor 5, 1 Control Station, $60K
[6] Tactical Comm/Sensor Array; Level 8, $300K

Middle:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3!] Contragravity Lifter; $300K
[4-5] Weapon, Medium Battery, Launchers; $300K
[6!!] Heavy Force Screen; dDR 20/40, $1.5M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K
Rear:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3] Defensive ECM; $300K
[4-6!] Hot Reactonless Engine; 6G accel, $300K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K

Design Features:
　　Emergency Ejection Seat; $50K
　　Gravitic Compensation; $30K
　　Hardened Armor, Hardened 2; $3.6M

Design Switches:
　　Adjustable Force Screen; $1.5M
　　Afterburner
　　Hardened Force Screen, Hardened 2; $1.5M
　　Multiscanner Array
　　Pseudo-Velocity
　　Waste Heat Signature

Forward Major Battery 1 Breakdown:
　　Fixed-Mount 10MJ Particle-Beam Cannon
　　　　Option: Improved
　　　　dDmg: 4d (5) burn rad sur
　　　　Range: Close/Short

sAcc: -3
        Rcl: 1

Forward Major Battery 2 Breakdown:
    Fixed-Mount 20cm Missile Launcher
        Base dDmg: 6d×5 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 7

Mid-Section Medium Battery Breakdown:
    Six Fixed-Mount 16cm Missile Launchers
        Base dDmg: 6d×4 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 5 per launcher (30 total)

Crew:
    Control Room: 1

Piloting (Starfighter)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-15 Starduster	23	0/4	12	6 G/60 mps	30	0.1	+5	1SV	16	20/40	$10.94M	[5, 6]
	– afterburner		-1/4		12 G/120 mps								

Piloting (Light Aircraft)

	atmospheric flight		+2/4		60/305								
	– afterburner		+1/4		120/430								

Notes:
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.

SF-17 Dragonfly
30-ton (SM+5) Fleet Defense Interceptor

The SF-17 Dragonfly was one of the craft developed specifically for the Colonial Defense Alliance, designed as a fast interceptor. It is a single-person craft, designed to be fast and agile. It is currently the fastest craft in the CDF fleet, with an acceleration of 10G. Its armaments are designed for fast interception: it uses its large payload of missiles at range to eliminate incoming attack fighters and bombers, and switches to its particle beam and Gauss cannon when combat closes to close range.

Front:
[1] Armor, Diamondoid; dDR 7, $300K
[2!] Weapon, Major Battery, Beams; $150K
[3!] Weapon, Major Battery, Gun; $150K
[4-6] Weapon, Medium Battery, Launchers; $450K

Middle:
[1] Armor, Diamondoid; dDR 7, $300K
[2] Control Room; C7 Computer, Comm/Sensor 5, 1 Control Station, $60K
[3] Tactical Comm/Sensor Array; Level 7, $300K
[4-5!!] Heavy Force Screen; dDR 40/80, $3M
[6, core] Power Plant, Antimatter; 8 PP, 20 year endurance, $1.2M

Rear:
[1] Armor, Diamondoid; dDR 7, $300K
[2-6!] Hot Reactionless Engine; 10G accel, $500K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $600K

Design Features:
    Emergency Ejection Seat; $50K
    Gravitic Compensation; $30K
    Hardened Armor; $900K

Design Switches:
    Adjustable Force Screen; $3M
    Afterburner
    Hardened Force Screen; $1.5M
    Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Forward Major Battery 1 Breakdown:
    Fixed-Mount 10MJ Particle Beam Cannon
        Option: Improved
        dDmg: 4d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Forward Major Battery 2 Breakdown:
    Fixed-Mount 25mm Electromag Gun
        Option: Very Rapid Fire
        dDmg: 3d+2 (2) pi++
        Range: Short
        sAcc: -8
        Rcl: 2
        Gun Shots: 1,400

Forward Medium Battery Breakdown:
    Nine Fixed-Mount 16cm Missile Launchers
        Base dDmg: 6d×4 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 5 per launcher (45 total)

Crew:
    Control Room: 1

Piloting (Starfighter)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-17 Dragonfly	23	+1/4	12	10 G/100 mps	30	0.1	+5	1SV	7	40/80	$15.19M	[1, 5, 6]
	– afterburner		+0/4		20 G/200 mps								
Piloting (High-Performance Airplane)												
	atmospheric flight		+1/4		100/3,950								
	– afterburner		+0/4		200/5,600								

Notes:
[1] Streamlined.
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.

SF-22 Sky Dragon
30-ton (SM+5) Aerospace Attack Fighter

The Sky Dragon is Earth's newest attack fighter, replacing the Intruder and Oni in that role. The Sky Dragon uses various stealth features including radar-absorbing paint, an angular fuselage designed to scatter rather than reflect radar signals, and bafflers around the engine to mask the engine's heat signature. The Sky Dragon is also unique among starfighters in that the fighter lacks a forward gun, relying entirely on its missile payload. The Sky Dragon has a recessed droid slot for a T1-series or similar tech-bot in the rear to provide in-flight repairs; the droid can also act as a pilot should the pilot be incapacitated for whatever reason.

Unlike earlier models, Earth has never exported the Sky Dragon to the other nations in the Sol system. Unknown to the other powers, the Sky Dragon possesses a hyperdrive, greatly extending its strike range.

Front:
[1-2] Armor, Diamondoid; dDR 14, $600K
[2] Control Room; C7 computer, Comm/Sensor 5, 1 control station, $60K
[4-5] Defensive ECM; $600K
[6] Tactical Comm/Sensor Array; Comm/Sensor 7, $300K

Middle:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3-6] Major Weapon Battery, Launchers; $600K
[core!] Stardrive Engine; $300K

Rear:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3!!] Heavy Force Screen; dDR 20/40; $1.5M
[4-5!] Reactonless Engine; 4G accel, $200K
[6] Engine Room; 1 workspace, $15K
[core] Reactor, Antimatter; 4 PPs, 20 year endurance, $600K

Design Features:
    Emergency Ejection Seat; $50K
    Gravitic Compensation; $30K
    Hardened Armor; Hardened 2, $3.6M

Hidden Weapons Batteries; $300K
Stealth Hull; $200K
Winged; $150K

Design Switches:
    Adjustable Force Screen; $1.5M
    Afterburner
    Hardened Force Screen; Hardened 2; $1.5M
    Multi-Scanner Array
    Pseudo-Velocity
    Waste Heat Signature

Mid-Section Weapons Battery Breakdown:
    Four Internal-Mount 20cm Missile Launchers
        Base dDam: 6d×5 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 7 per launcher (28 total)

Crew:
    Control Stations: 2 (1 droid slot)

Piloting (Starfighter)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-22 Sky Dragon	23	0/4	13	4 G/40 mps	30	0.1	+5	1SV	16	20/40	$13.12M	[1, 2, 5, 6]
	– afterburner		-1/4		8 G/80 mps								
Piloting (High-Performance Airplane)												
	atmospheric flight		+4/5		40/2,500								
	– afterburner		+3/5		80/3,550								

Notes:
[1] Streamlined.
[2] Winged.
[5] dDR is Hardened; Hardened 2
[6] FF dDR is Hardened; Hardened 2

SF-32 Overdrive
30-ton (SM+5) Multi-Role Starfighter

The newest fighter in Earth's arsenal, the Overdrive was built to operate as a space superiority fighter one mission, then as an attack fighter the next. As such, it has both ion and UV laser cannon in its nose as well as well as a selection of missiles. Due to it being Earth's newest starfighter, the Overdrive has not been exported; the intelligence agencies of the various League members of the Sol system are currently attempting to procure one or its schematics for analysis.

The Overdrive has a quartet of engines at the ends of two pairs of swept wings in a configuration reminiscent of an X or a sideways-laying H, with the missiles housed in launchers along where the wings connect to the central fuselage. The overall design is intended to increase the fighter's maneuverability, although it is not as maneuverable as several interceptors.

Because it is intended as a multi-role fighter, the missile launchers can be quickly and easily swapped between a single 7-shot launcher or a trio of smaller 5-shot launchers; the single launcher is intended for attack missions against larger ships and various installations, and the trio of launchers for space superiority missions against other starfighters.

Like other United Earth fighters, the Overdrive possesses a slot that houses a tech-bot for in-flight repairs. It also possesses a hyperdrive, enabling it to extend its strike range.

Front:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3!] Weapons, Major Battery, Beams; $150K
[4!] Weapons, Major Battery, Beams; $150K
[5] Control Room; C7 computer, Comm/Sensor 5, 1 control station, $60K
[6] Tactical Comm/Sensor Array; Comm/Sensor 7, $300K

Middle:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3] Weapons, Major/Medium Battery, Launchers; $150K
[4] Maneuver Enhancement; $50K
[5!!] Heavy Force Screen; dDR 20/40; $1.5M
[6] Engine Room; 1 workspace, $15K
[core] Reactor, Antimatter; 4 PPs, 20 year endurance, $600K

Rear:
[1-2] Armor, Diamondoid; dDR 14, $600K
[3-5!] Reactonless Engine; 6G accel, $300K
[6!] Stardrive Engine; $300K
[core] Reactor, Antimatter; 4 PPs, 20 year endurance, $600K

Design Features:
Emergency Ejection Seat; $50K
Gravitic Compensation; $30K
Hardened Armor; Hardened 2, $3.6M
Winged; $150K

Design Switches:
Adjustable Force Screen; $1.5M
Afterburner
Hardened Force Screen; Hardened 2; $1.5M
Multi-Scanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Weapons Battery 1 Breakdown:
One 10 MJ Electromagnetic Disruptor
dDam: 4d spec.
Range: Short
sAcc: 0
Rcl: 1
Option: Improved

Forward Weapons Battery 2 Breakdown:
One 10MJ Ultraviolet Laser
dDam: 4d (2) burn
Range: Short/Long
sAcc: 0
Rcl: 1
Option: Improved

Mid-Section Weapons Battery Breakdown:
One 20cm Missile Launcher
Base dDam: 6d×5 cr ex
Range: Long
sAcc: 3
Rcl: 1
Missile Shots: 7
or
Three 16cm Missile Launchers
Base dDmg: 6d×4 cr ex
Range: Long
sAcc: 3
Rcl: 1
Missile Shots: 5 per launcher (15 total)

Crew:
Control Stations: 2 (1 droid slot)

Piloting (Starfighter)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-32 Overdrve	23	+1/4	13	6 G/60 mps	30	0.2	+5	1SV	16	20/40	$12.81M	[1, 2, 5, 6]
	– afterburner		+0/4		12 G/120 mps								
Piloting (High-Performance Airplane)												
	atmospheric flight		+5/5		60/3,050								
			+4/5		120/4,350								

Notes:
[1] Streamlined.
[2] Winged.
[5] dDR is Hardened; Hardened 2.

[6] FF dDR is Hardened; Hardened 2.

Huuk'tra Starfighter
100-ton (SM+6) Space Superiority Fighter
The Huuk'tra is the most common starfighter encountered from the K'Hissh Imperium. It is their primary front-line fighter, with a history of use dating back nearly 300 years. As can be expected, the design has improved greatly over the centuries.

Front:
[1] Armor, Diamondoid; dDR 10, $1M
[2] Control Room; C8 Computer, Comm/Sensor 6, 1 Control Station, $150K
[3-4!] Weapons, Major Battery, Beams; $1.2M
[5-6] Weapons, Medium Battery, Launchers; $1.2K

Middle:
[1] Armor, Diamondoid; dDR 10, $1M
[2-4] Defensive ECM; $3M
[5!!] Heavy Force Screen; dDR 30/60, $5M
[6] Tactical Comm/Sensor Array; Comm/Sensor 8, $1M
[core] Power Plant, Antimatter; 4PP. 20 yrs, $2M

Rear:
[1] Armor, Diamondoid; dDR 10, $1M
[2-5!] Hot Reactionless Engine; 8G accel, $1.2M
[6!] Stardrive Engine; $1M
[core] Power Plant, Antimatter; 4PP. 20 yrs, $2M

Design Features:
Emergency Ejection; $500K
Gravitic Compensator; $100K
Hardened Armor, Hardened 2; $6M
Winged; $500K

Design Switches:
Adjustable Force Screen; $5M
Afterburner
Hardened Force Screen, Hardened 2; $5M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Major Weapons Battery:
Two 30MJ Plasma Cannon
dDam: 6d×2 (2) burn ex
Range: Close
sAcc: -6
Rcl: 2
Option: Improved

Forward Medium Weapons Battery:
Six 20cm Missile Launchers
Base dDam: 6d×5 cr ex
Range: Long
sAcc: 3
Shots: 7 per launcher (42 total)
Rcl: 1

Crew:
Control Stations: 1

Piloting (Starfighter)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Huuk'tra	35	0/4	12	8 G/80 mps	100	0.2	+6	1SV	10	30/60	$37.4M	[1, 2, 5, 6]
	– afterburner		-1/4		16 G/160 mps								
Piloting (High-Performance Aircraft)												
	atmospheric flight		+4/5		80/3,550								
	– afterburner		+3/5		160/5,000								

Notes:
[1] Streamlined.
[2] Winged.
[5] dDR is Hardened; Hardened 1.
[6] FF dDR is Hardened; Hardened 1.

Gren'tork Interceptor
100-ton (SM+6) Fleet Defense Interceptor
The Gren'tork is the K'Hissh Imperium's interceptor. Where most Human fleets prefer to have interceptors who are small, fast, and agile, the Gren'tork is equipped with a large number of interception missiles intended to attack incoming fighters from a distance. The Gren'tork is still able to fight when combat closes to dogfighting range, however, thanks to its plasma cannons.

Front:
[1] Armor, Diamondoid; dDR 10, $1M
[2-3!] Weapons, Major Batteries, Beams; $1.2M
[4] Control Room; C8 Computer, Comm/Sensor 6, 1 Control Station, $150K
[5] Defensive ECM; $1M
[6] Tactical Comm/Sensor Array; Comm/Sensor 8, $1M

Middle:
[1] Armor, Diamondoid; dDR 10, $1M
[2] Defensive ECM; $1M
[3!!] Heavy Force Screen; dDR 60, $5M
[4-6] Weapons, Medium Battery, Launchers; $1.8M
[core] Power Plant, Antimatter; 4PP. 20 yrs, $2M

Rear:
[1] Armor, Diamondoid; dDR 10, $1M
[2-6!] Hot Reactionless Engine; 10G accel, $1.5M
[core] Power Plant, Antimatter; 4PP. 20 yrs, $2M

Design Features:
    Emergency Ejection; $500K
    Gravitic Compensator; $100K
    Hardened Armor, Hardened 2; $6M
    Hidden Weapon Batteries (Launchers); $900K

Design Switches:
    Adjustable Force Screen; $5M
    Afterburner
    Hardened Force Screen, Hardened 2; $2.5M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Weapons Battery Breakdown:
    Two 30MJ Plasma Cannon
        dDam: 6d×2 (2) burn ex
        Range: Close
        sAcc: -6
        Rcl: 2
        Option: Improved

Mid-Section Weapons Battery Breakdown:
    Nine 20cm Missile Launchers
        Base dDam: 6d×5 cr ex
        Range: Long
        sAcc: 3
        Shots: 7 per launcher (63 total)
        Rcl: 1

Crew:
    Control Stations: 1

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
Piloting (Starfighter)													
11^	Gren'tork	35	0/4	12	8 G/80 mps	100	0.2	+6	1SV	10	30/60	$37.15M	[1, 5, 6]
	– afterburner		-1/4		16 G/160 mps								
Piloting (High-Performance Aircraft)													
	atmospheric flight		0/4		80/3,550								
	– afterburner		-1/4		160/5,000								

Notes:
[1] Streamlined.
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.

SF-21 Hrrok'tar
100-ton (SM+6) Multi-Role/Attack Starfighter

    The SF-21 Hrrok'tar Attack Fighter is a fighter originally designed for the K'Hissh Imperium. The admirals and generals who were in charge of procuring equipment for the Colonial Defense Force were so impressed with the craft's performance that they purchased a large number of the fighters directly from the Imperium, only to discover that the controls needed to be completely overhauled for the human body! (Among other considerations, the human frame lacks the K'Hissh's tail, which they use to help steer the craft.) Several back-alley deals later, the Hrrok'tar fighters were arriving from the factory with a control setup for a crew of two humans. In addition to the Imperium and the CDF, the Hrrok'tar has found a home among several of the extrasolar members of the Self-Determination League. The CDF and most of the League replace the plasma cannon with particle beam cannon.

    One feature unique to the Hrrok'tar among the CDF and League fighters is its hyperdrive, which comes standard from the factory. Because of the nature of hyperspace, organic minds (and to a lesser extent, bodies) cannot handle transit through hyperspace without detriment. CDF regulations call for using the hyperdrive only in emergencies; the League, however, has performed several joint training exercises that include flying into the Sol system from Alpha Centauri, Proxima, and Barnard's Star, as well as many short intra-system hyperjumps.

    Interestingly enough, the K'Hissh consider the fighter to be a "multi-role" craft, operated by a single pilot. The name of the craft comes from a savage herbivore on the K'Hissh homeworld used in a manner similar to Earth cattle.

Front:
[1-2] Armor, Diamondoid; dDR 30, $2M
[3] Control Room; C8 Computer, Comm/Sensor 6, 2 Control Stations, $200K
[4] Tactical Comm/Sensor Array; Level 8, $1M
[5!] Weapons, Medium Battery, Beams; $600K
[6] Weapons, Major Battery, Launcher; $600K

Middle:
[1-2] Armor, Diamondoid; dDR 30, $2M
[3!!] Heavy Force Screen; dDR 30, $5M
[4!] Stardrive Engine; $1M
[5] Weapons, Medium Battery, Launchers; $600K

[6] Weapons, Secondary Battery, Launchers; $600K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $2M

Rear:
[1-2] Armor, Diamondoid; dDR 30, $2M
[3-6!] Reactionless Engine; 8G accel, $1.2M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $2M

Design Features:
    Emergency Ejection; $500K
    Gravitic Compensation; $100K
    Hardened Armor, Hardened 2; $12M

Design Switches:
    Adjustable Force Screen; $5M
    Afterburner
    Hardened Force Screen, Hardened 2; $5M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery Breakdown:
    Three Fixed-Mount 10MJ Plasma Cannon
        Option: Improved
        dDmg: 8d (2) burn ex
        Range: Close
        sAcc: -3
        Rcl: 1

Forward Major Battery Breakdown:
    Fixed-Mount 24cm Missile Launcher
        Base dDmg: 6d×6 cr ex
        Range: Long
        sAcc: 3

        Rcl: 1
        Missile Shots: 7

Mid-Section Medium Battery Breakdown:
    Three Fixed-Mount 20cm Missile Launchers
        Base dDmg: 6d×5 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 5 per launcher (15 total)

Mid-Section Secondary Battery Breakdown:
    Ten Fixed-Mount 16cm Missile Launchers
        Base dDmg: 6d×4 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 5 per launcher (50 total)

Crew:
    Control Room: 2 (Human) or 1 (K'Hissh)

Piloting (Starfighter)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SF-21 Hrrok'tar	35	0/4	12	8 G/80 mps	100	0.2	+6	2SV	36	30/60	$44M	[5, 6, 7]
	– afterburner		-1/4		16 G/160 mps								

Piloting (Heavy Aircraft)

| | atmospheric flight | | 0/4 | | 80/355 | | | | | | | | |
| | – afterburner | | -1/4 | | 160/500 | | | | | | | | |

Notes:

[5] dDR is Hardened; Hardened 2.

[6] FF dDR is Hardened; Hardened 2.

[7] Hrrok'tars in the K'Hissh Imperium have an Occ of 1SV and Cost of $37.95M.

SB-65 Black Scorpion

300-ton (SM+7) Bomber

An older bomber design originally fielded by several powers of the Sol system prior to Earth's unification, the Black Scorpion is still fielded by the non-UE fleets of the Sol system, as well as several forces in the Frontier and minor forces in the Sirius Sector. The Black Scorpion is a slow craft, carrying a large payload of antimatter warhead missiles to attack enemy capital ships and space stations. Because it is neither fast nor maneuverable, it possesses two side turrets and a rear turret to provide its own point-defense, as well as thicker armor than most craft its size.

Some forces have adapted the Black Scorpion into a Search-and-Rescue craft, replacing one gun in the turrets with a tractor beam and the missile bays with a med bay for emergency treatment.

Front:
[1-3] Armor, Diamondoid; dDR 60, $9M
[4] Control Room; C8 computer, Comm/Sensor 7, 3 control stations, $600K
[5] Tactical Sensor Array; Comm/Sensor 9, $3M
[6!] Weapons, Medium Battery, Beams; $1.5M

Middle:
[1-3] Armor, Diamondoid; dDR 60, $9M
[4-5] Weapons, Major Battery, Launchers; $3M
[6!] Weapons, Medium Battery, Beams; de-rated one weapon, 5 t cargo, $1M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Rear:
[1-3] Armor, Diamondoid; dDR 60, $9M
[4!!] Heavy Force Screen; dDR 50/100, $15M

[5!] Standard Reactionless Engine; 2G accel, $1M
[6!] Weapons, Medium Battery, Beams; $1.5M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Design Features:
    Emergency Ejection; $500K
    Gravitic Compensation; $300K
    Hardened Armor, Hardened 2; $54M

Design Switches:
    Adjustable Force Screen; $15M
    Afterburner
    Hardened Force Screen, Hardened 2; $15M
    Multi-Scanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Weapons Battery Breakdown:
    Two 30MJ UV Laser Cannon
        Option: Improved
        dDmg: 6d (2) burn
        Range: Short/Long
        sAcc: 0
        Rcl: 1
    One 30MJ Electromagnetic Disruptor
        Option: Improved
        dDmg: 6d spec.
        Range: Short
        sAcc: 0
        Rcl: 1

Mid-Section Major Weapons Battery Breakdown:
    Two Fixed-Mount 28cm Launchers
        Base dDmg: 6d×7 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 15 per launcher (30 total)
        Optional: 2.5MT nuclear warheads doing 8d×5,000 burn
            ex rad sur *plus* 6d×5,000 cr ex (in atmosphere)

Mid-Section Medium Weapons Battery Breakdown:
    Two 300KJ Laser Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 1d+2 (2) burn
        Range: Close/Short
        sAcc: 0
        Rcl: 1

Rear Weapons Battery Breakdown:
    One Turret w/ Three 300KJ Laser Cannon
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 1d+2 (2) burn
        Range: Close/Short
        sAcc: 0
        Rcl: 1

Crew:
    Control Room: 3
    Turret Gunners: 3
    Total: 6

Piloting (Gunboat)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SB-65 Black Scorpion	50	-1/5	12	1 G/10 mps	300	5.6	+7	6SV	84	50/100	$178.4M	[5, 6]
	– afterburner		-2/5		2 G/20 mps								

Notes:
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.

Type 444 Attack Craft
300-ton (SM +7) Rapid Assault Vessel

The Type 444 Attack Craft is an older design that is common in the Sol system, except for United Earth, as well as out on the Frontier, but rarely seen in the Sirius Sector outside Sol's forces. It is a short-ranged craft, generally used by planetary and station defense fleets, meant to be as maneuverable as a starfighter but capable of attacks against larger craft.

In its default configuration, the attack craft lacks a hyperdrive, using a lightspeed drive instead for rapid travel in-system. Some forces out on the Frontier, however, have replaced the lightspeed drive with hyperdrives in order to extend their range. Listed below are the armaments found in the Sol system; out on the Frontier, the UV lasers are often replaced with particle beams, plasma guns, older more traditional lasers, or the occasional kinetic weapon.

Front:
[1-2] Armor, Diamondoid; dDR 40, $6M
[3-5] SM +8 Major Weapons Battery, Launcher; $6M
[6] Control Room; C8 computer, Comm/Sensor 8, 3 Control Stations, $600K

Middle:
[1-2] Armor, Diamondoid; dDR 40, $6M
[3!] Weapons, Medium Battery, Beams; $1.5M
[4] Tactical Comm/Sensor Array; Comm/Sensor 9, $3M
[5!] Lightspeed Drive; $3M
[6] Maneuver Enhancement; $500K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $6M

Rear:
[1-2] Armor, Diamondoid; dDR 40, $6M
[3-5!] Hot Reactionless Engines; 6G accel, $3M
[6!!] Heavy Force Screen; dDR 50/100, $15M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $6M

Design Features:
    Artficial Gravity; $300K
    Gravitic Compensator; $300K
    Hardened Armor, Hardened 3; $72M

Design Switches:
    Adjustable Force Screen; $15M
    Afterburner
    Hardened Force Screen, Hardened 3; $22.5M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Battery Breakdown:
    1 Fixed-Mount 32cm Missile Launchers
        Base dDmg: 6d×8 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 20

Mid-Section Major Battery Breakdown:
    One 30MJ UV Laser Cannon Turret
        Option: Improved
        dDmg: 6d (2) burn
        Range: Short/Long
        sAcc: 0
        Rcl: 1
    Two 3MJ UV Laser Cannon Turrets
        Option: Rapid-Fire
        Option: Improved

dDmg: 3d (2) burn
Range: Short/Long
sAcc: 0
Rcl: 1

Crew:
    Control Room: 3
    Turret Gunners: 3
    Total: 6

Piloting (Gunboat)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 444 Attack Craft	50	0/5	12	6 G/60 mps	300	0.6	+7	6SV	48	50/100	$172.7M	[11, 12]
	– afterburner		-1/5		12 G/120 mps								

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

SB-110 Faultline
1,000-ton (SM+8) Aerospace Bomber

The Faultline bomber is United Earth's newest bomber design. Unlike the Black Scorpion and Vindicator, the Faultline is intended as a stealth bomber; it has a "flying wing" design which gives it a lower radar profile, baffled engines reducing its heat signature, radar-absorbing paint, and an experimental dynamic chameleon hull.

Unlike the other bombers, the Faultline lacks guns, relying entirely on stealth and its internal missile payload.

The Faultline is unique among bombers in that it can seat a platoon of space marines in a specialized compartment.

Front:
[1-2] Armor, Diamondoid; dDR 60, $20M
[3] Defensive ECM; $10M
[4] Control Room; C9 computer, Comm/Sensor 8, 4 control
    stations, $2M
[5] Tactical Comm/Sensor Array; Comm/Sensor 10, $10M
[6] Passenger Seating; 60 seats, $300K

Middle:
[1-2] Armor, Diamondoid; dDR 60, $20M
[3] Defensive ECM; $10M
[4-6] Weapons Battery, SM +9 Major; $15M
[core!] Stardrive Engine; $10M

Rear:
[1-2] Armor, Diamondoid; dDR 60, $20M
[3] Defensive ECM; $10M
[4!!] Heavy Force Screen; dDR 70/140,
[5-6!] Hot Reactionless Engine; 4G accel, $6M
[core] Power Plant, Antimatter; 4 PP, 20 years endurance, $20M

Design Features:
    Artificial Gravity; $1M
    Dynamic Chameleon Hull; $1.5M
    Gravitic Compensator; $1M
    Hardened Armor, Hardened 2; $120M

Hidden Weapons Batteries; $7.5M
Stealth Hull; $2M
Winged; $5M

Design Switches:
    Adjustable Force Screen; $50M
    Afterburner
    Hardened Force Screen, Hardened 2; $50M
    Multi-Scanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Weapons Battery Breakdown:
    One SM+9 40cm Launcher
        Base dDmg: 6d×10 cr ex
        sAcc: 4
        Range: Extreme
        Rcl: 1
        Missile Shots: 30
        Optional: 10MT nuclear warheads doing 8d×10,000 burn
            ex rad sur *plus* 6d×20,000 cr ex (in atmosphere)

Crew:
    Control Room: 4
    Total: 4
    Passengers: 60

Piloting (Gunboat)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SB-110 Faultline	75	-1/5	12	4 G/40 mps	1,000	6.4	+8	4+60SV	72	70/140	$438.3M	[2, 5, 6, 8]
	– afterburner		-2/5		8 G/80 mps								

Piloting (Heavy Airplane)

	atmospheric flight		+3/5		40/250								
	– afterburner		+2/5		80/355								

Notes:
[2] Winged.
[5] dDR is Hardened; Hardened 2.
[6] FF dDR is Hardened; Hardened 2.
[8] Stealth Hull gives -10 to detection

Type 454 Attack Craft
1,000-ton (SM +8) Rapid Assault Vessel

The Type 454 Attack Craft, like its smaller sibling, was designed to maneuver like a starfighter while capable of assaulting larger warships. It is a short-ranged craft, generally used by planetary and station defense fleets, that is common in the Sol system (with the exception of United Earth's forces) and various forces out on the Frontier, but rare in the rest of the Sirius Sector.

In its default configuration, the attack craft lacks a hyperdrive, using a lightspeed drive instead for rapid travel in-system. Some forces out on the Frontier, however, have replaced the lightspeed drive with hyperdrives in order to extend their range. Listed below are the armaments found in the Sol system; out on the Frontier, the ultraviolet lasers are often replaced with particle beams, plasma guns, older more traditional lasers, or the occasional kinetic weapon.

Front:
[1-2] Armor, Diamondoid; dDR 60, $20M
[3-5] SM +9 Major Weapons Battery, Launcher; $15M
[6] Control Room; C8 computer, Comm/Sensor 9, 4 Control Stations, $2M

Middle:
[1-2] Armor, Diamondoid; dDR 60, $20M
[3!] Weapons, Medium Battery, Beams; $6M
[4] Tactical Comm/Sensor Array; Comm/Sensor 9, $10M
[5!] Lightspeed Drive; $10M
[6] Maneuver Enhancement; $1.5M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Rear:
[1-2] Armor, Diamondoid; dDR 60, $20M
[3-5!] Hot Reactionless Engines; 6G accel, $9M
[6!!] Heavy Force Screen; dDR 70/140, $50M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Design Features:
  Artficial Gravity; $1M
  Gravitic Compensator; $1M
  Hardened Armor, Hardened 3; $240M

Design Switches:
  Adjustable Force Screen; $50M
  Afterburner
  Hardened Force Screen, Hardened 3; $75M
  Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Forward Major Battery Breakdown:
  1 Fixed-Mount 40cm Missile Launcher
    Base dDmg: 6d×10 cr ex
    Range: Extreme
    sAcc: 4
    Rcl: 1
    Missile Shots: 30

Mid-Section Medium Battery Breakdown:
  One 100MJ UV Laser Cannon Turret
    Option: Improved
    dDmg: 2d×5 (2) burn
    Range: Long
    sAcc: 0
    Rcl: 1
  Two 10MJ UV Laser Cannon Turrets
    Option: Rapid-Fire
    Option: Improved
    dDmg: 4d (2) burn
    Range: Short/Long
    sAcc: 0
    Rcl: 1

Crew:
  Control Room: 4
  Turret Gunners: 3
  Total: 7

Piloting (Gunboat)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 454 Attack Craft	75	0/5	12	6 G/60 mps	1,000	0.7	+8	7SV	72	70/140	$570.5M	[11, 12]
	– afterburner		-1/5		12 G/120 mps								

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

SB-19 Vindicator
3,000-ton (SM+9) Bomber

The SB-19 Vindicator is the bomber that was developed for the Colonial Defense Force at the same time as the Dragonfly, Slipjack, and Starduster. The Vindicator has one job: deliver a heavy payload of nuclear or antimatter warhead missiles to eliminate enemy ships. In addition to the CDF, the Vindicator has been adopted by several of the extrasolar members of the Self-Determination League.

The Vindicator was built around a single spinal-mount launcher. As it is not able to accelerate as quickly as the smaller fighters, it is equipped with a trio of turrets in the rear to provide cover fire.

Front:
[1-2] Armor, Diamondoid; dDR 50, $60M
[3] Weapon, Spinal Battery; $50M
[4] Defensive ECM; $30M
[5!] Weapon, Secondary Battery, Beams; $15M
[6] Weapon, Secondary Battery, Launchers; $15M

Middle:
[1-2] Armor, Diamondoid; dDR 50, $60M
[3] Control Room; C9 Computer, Comm/Sensor 9, 6 Control Stations, $6M
[4-5] Defensive ECM; $60M
[6!!] Heavy Force Screen; dDR 100/200, $150M
[core] Weapon, Spinal Battery

Rear:
[1-2] Armor, Diamondoid; dDR 50, $60M
[3] Weapon, Spinal Battery
[4!] Weapon, Medium Battery, Beams; $15M
[5!] Hot Reactionless Engine; 2G accel, $10M
[6, core] Power Plant, Antimatter; 8 PP, 20 year endurance, $120M

Design Features:
    Artificial Gravity; $3M
    Gravitic Compensation; $3M
    Hardened Armor; Hardened 2; $360M

Design Switches:
    Adjustable Force Screen; $150M
    Afterburner
    Hardened Force Screen; Hardened 2; $150M
    Multiscanner Array
    Waste Heat Signature

Spinal Battery Breakdown:
    One 48cm Missile Launcher
        Option: 10MT Nuclear
        dDmg: 8d×10,000 burn ex rad sur
            plus 6d×20,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Shots: 30

Forward Secondary Battery 1 Breakdown:
    One Fixed-Mount 300MJ Particle Beam Cannon
        Option: Improved
        dDmg: 3d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1
    Two 30MJ Particle Beam Cannon Turrets
        Option: Improved
        Option: Rapid Fire
        dDmg: 6d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1
    Seven Fixed-Mount 28cm Missile Launchers
        Base dDmg: 6d×7 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 15 each (105 total)

Forward Secondary Battery 2 Breakdown:
    Ten Fixed-Mount 28cm Missile Launchers
        Base dDmg: 6d×7 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 15 each (150 total)

Aft Medium Battery Breakdown:
    Three 3MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 3d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Crew:
    Control Room: 6
    Turret Gunners: 3
    Total: 9

				Piloting (Gunboat)								
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	SB-19 Vindicator	100	-1/5	12	2 G/20 mps	3,000	0.9	+9	11SV	60	100/200	$1.32B	[5, 6]
	– afterburner		-2/5		4 G/40 mps								

Notes:
[5] dDR is Hardened; Hardened 2
[6] FF dDR is Hardened; Hardened 2

Vok'trosska Bomber
3,000-ton (SM+9) Aerospace Bomber
The Vok'trosska is the K'Hissh Imperium's primary aerospace assault bomber.

Front:
[1]
[2]

[3]
[4]
[5]

[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:
[1]
[2]
[3]

[4]
[5]
[6]
[core]

Design Features:

Design Switches:

Forward Weapons Battery Breakdown:

Crew:
    Control Room:
    Turret Gunners:
    Total:

Piloting (Gunboat)												
TL	**Vehicle**	**dST/HP**	**Hnd/SR**	**HT**	**Move**	**LWt**	**Load**	**SM**	**Occ**	**dDR**	**FF dDR**	**Cost**	**Notes**
11^	Vok'trosska Bomber	100	-1/5					+9					
	– afterburner		-2/5										
Piloting (Heavy Airplane)												
	atmospheric flight												
	– afterburner												

Small Support Craft

Cargo Tug
10-ton (SM+4) Utility Craft

These tiny craft are ubiquitous across the known galaxy. A simple and inexpensive design, the craft consists of a single control station, two robot arms for manipulating smaller cargo containers, an external clamp for moving larger containers, and a single plasma torch thruster; the rest of the mass consists of fuel tanks for the thruster. Normal operations call for the thruster to operate in a fuel-efficient low-thrust mode, extending the amount of time between refueling; in emergencies, however, the thruster can operate in a high-thrust mode able to pull 5G acceleration at the cost of quickly draining the fuel tanks. This high-thrust mode isn't always welcome by the tugs' owners, due to the lack of a built-in gravitic compensator.

Because the cargo tug uses a plasma torch thruster instead of a reactionless thruster, the mps listed in the stat block is *not* pseudo-velocity, and follows the standard rules rather than pseudo-velocity rules.

Front:
[1] Armor, Light Alloy; DR 7, $5K
[2] Robot Arm; $100K
[3] Robot Arm; $100K
[4] Control Room; C7 Computer, Comm/Sensor 4, Control Stations 1, $20K
[5-6] Fuel Tank; 1 ton, $6K

Middle:
[1] Armor, Light Alloy; DR 7, $5K
[2] External Clamp; $1K

[3-6, core] Fuel Tank; 2.5 tons, $15K

Rear:
[1] Armor, Light Alloy; DR 7, $5K
[2!] Plasma Torch Engine, low-thrust mode; 1G accel, $60K
[3-6] Fuel Tank; 2 tons, $12K
[core] Power Plant, Fuel Cell; 1PP, 24 hrs, $5K

Crew:
    Control Room: 1

Piloting (Starfighter)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	Cost	Notes
10^	Cargo Tug	15	+1/4	12	1 G/157.5 mps	10	0.1	+4	1SV	7	$334K	[9]
	high-thrust mode		+1/4		5 G/31.5 mps							

Notes:
[9] Not pseudo-velocity.

Amazon-class Runabout
100-ton (SM+6) Interstellar Exploration/Personal Craft

The *Amazon*-class runabout was originally designed as a light exploration vessel, and is now often seen as the private transportation for businessmen, military staff officers, and occasionally families. The ship is lightly armed, sporting a pair of laser cannon and a single launcher for self-defense.

As can be expected of such a craft, the cargo hold is often replaced with additional cabin space. Occasionally, an *Amazon* is encountered with weapon turrets for greater defense.

The ships were originally named after rivers; later models are named either after prominent geological features and landmarks or with utilitarian letter-number designations.

Front:
[1] Armor, Light Alloy; dDR 3, $50K
[2] Science Comm/Sensor Array; Comm/Sensor 8, $1M
[3] Control Room; C8 Computer, Comm/Sensor 6, 2 Control Stations, $200K
[4] Passenger Seating; 6 seats, $30K
[5!] Weapons, Medium Battery, Beams; $600K
[6] Habitat; 1 cabin, $100K

Middle:
[1] Armor, Light Alloy; dDR 3, $50K
[2-4] Habitat; 3 cabins, $300K
[5-6, core] Cargo Hold, 15t

Rear:
[1] Armor, Light Alloy; dDR 3, $50K
[2!] Light Force Screen; dDR 30, $1.5M
[3-4!] Standard Reactionless Engine; 2G accel, $200K
[5!] Stardrive Engine; $1M
[6!] Contragravity Lifter; $1M

[core] Power Plant, Antimatter; 4PP, 20 yrs, $2M

Design Features:
    Artificial Gravity; $100K
    Gravitic Compensation; $100K

Design Switches:
    Adjustable Force Screen; $1.5M
    Afterburner
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery Breakdown:
    Two Fixed-Mount 1 MJ Laser
        Option: Improved
        Option: Rapid Fire
        dDam: 2d (2) burn
        Range: Short
        sAcc: 0

Rcl: 1

One Fixed-Mount 20cm Launcher
    Base dDam: 6d×5 cr ex
    Range: Long
    sAcc: 3
    Rcl: 1
    Shots: 7

Habitat Breakdown:
    Cabins: 4 (4)

Crew:
    Control Stations: 2
    Passengers: 6

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Amazon*-class	35	0/4	12	2 G/20 mps	100	25.4	+6	4ASV	3	30	$9.78M	
	– afterburner		-1/4		4 G/40 mps								
	atmospheric flight		+2/4		20/175								
	– afterburner		+1/4		40/250								

STL-33 Personnel Shuttle
100-ton (SM+6) Aerospace Transport

    The STL-33 Personnel Shuttle is a small craft designed to ferry people between ships, stations, and planetary surfaces. The craft is not FTL-capable, although some militaries and corporations have been known to add a small hyperdrive system, sacrificing personnel space. Other shuttle designs exist, but most follow the same game statistics.

    The shuttle is designed to be cheaply mass-produced; as such, it doesn't possess much in the way of advanced armor or weapon systems. Most shuttles in military service are escorted by fighters, although many have been refitted with better armor.

    Most shuttles are given either utilitarian number designations such as *THX-1138* or fanciful names such as *Star of Capistan* or *Bourbon Street*.

Front:
[1] Armor, Light Alloy; dDR 3, $50K
[2] Control Room; C8 Computer, Comm/Sensor 6, 2 Control Stations, $200K
[3-6] Passenger Seating; 24 seats, $120K

Middle:
[1] Armor, Light Alloy; dDR 3, $50K
[2-6] Passenger Seating; 30 seats, $150K
[core] Power Plant, Antimatter; 3 PP, 25 year endurance, $1.5M

Rear:
[1] Armor, Light Alloy; dDR 3, $50K
[2!] Contragravity Lifter; $1M
[3!] Light Force Screen; dDR 30, $1.5M
[4-6!] Standard Reactionless Engine; 3G accel, $300K

[core] Power Plant, Antimatter; 3 PP, 25 year endurance, $1.5M

Design Features:
    Artificial Gravity; $100K
    Gravitic Compensation; $100K

Design Switches:
    Adjustable Force Screen, $1.5M
    Afterburner
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Crew:
    Control Room: 2
    Passengers: 54

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	STL-33 Shuttle	35	0/4	12	3 G/30 mps	100	6	+6	2+54SV	3	30	$8.12M	
	– afterburner		-1/4		6 G/60 mps								
	atmospheric flight		+2/4		30/215								
	– afterburner		+1/4		60/305								

ATR-4 Assault Shuttle
100-ton (SM+6) Offensive Operations Transport

    The ATR-4 Assault Shuttle was designed specifically for the Colonial Defense Alliance Marine Corps, and has been adopted by the extrasolar members of the Self-Determination League; an earlier model (using the same game stats), the ATR-3, is still used by the non-Earth powers in the Sol system. It is intended to get a platoon of Marines close to a larger craft so they can board it and ferry them away once the boarding operations have been concluded.

    Because its mission profile normally requires stealth, the ATR-4 has been outfitted with the latest in stealth technologies. While no nation has yet been able to produce a true "cloaking device", the craft is designed to simulate the effects with a stealthy chameleon hull, no exterior lighting, and the latest in electronic countermeasures. For more aggressive missions, some of its ECM may be sacrificed for weaponry, although it doesn't have the power to operate its engine at full power and operate its weapons at the same time when outfitted as such. (The stock ATR-3 has Nanocomposite armor and less powerful engines, but most have been brought up to the ATR-4 standard.)

As military shuttles, these are often given utilitarian letter-number designations.

Front:
[1-2] Armor, Diamondoid; dDR 30, $2M
[3] Control Room; C8 Computer, Comm/Sensor 6, 2 Control Stations, $200K
[4-5] Defensive ECM; $2M
[6] External Clamp; $10K

Middle:
[1-2] Armor, Diamondoid; dDR 30, $2M
[3-6, core] Passenger Seating; 30 seats, $150K

Rear:
[1-2] Armor, Diamondoid; dDR 30, $2M
[3!] Light Force Screen; dDR 30, $1.5M
[4-6!] Hot Reactionless Engine; 6G accel, $900K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $2M

Design Features:
Afterburner
Dynamic Chameleon Hull; $350K
Gravitic Compensator; $100K
Hardened Armor, Hardened 1; $6M
Stealth Hull; $500K

Design Switches:
Adjustable Force Screen; $1.5M
Hardened Force Screen, Hardened 1; $750K
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Crew:
Control Room: 2
Passengers: 30

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	ATR-4	35	0/4	12	6 G/60 mps	100	3.2	+6	2+30SV	36	30	$21.96M	[3, 4, 8]
	– afterburner		-1/4		12 G/120 mps								
	atmospheric flight		0/4		60/305								
	– afterburner		-1/4		120/430								

Notes:
[3] dDR is Hardened, Hardened 1.
[4] FF dDR is Hardened, Hardened 1.
[8] Stealth Hull gives -10 to detection

DR-24 Dropship
100-ton (SM+6) Aerospace Offensive Operations Transport

This is the primary dropship fielded by United Earth's Army and Space Marine Corps infantry and mechanized infantry divisions, used to insert platoons of soldiers and/or the Ferret APCs and Bearcat IFVs to a planet's surface, and return them to orbit. Because they are expected to drop into combat zones, the dropship is designed with basic stealth features, including heat bafflers to reduce its engines' heat signature, an angled hull designed to reduce the radar profile, and ECM to counter anti-aircraft missiles. The dropship is equipped with a Gatling UV laser mounted in a turret under the cockpit.

As military vessels, these are often given utilitarian letter-number designations.

Front:
[1] Armor, Light Alloy; dDR 3, $50K
[2] Control Room; C8 computer, Comm/Sensor 6, 2 Control Stations, $200K
[3-5] Hangar Bay; 9 tons capacity, launch rate 9 tons/min, $30K
[6!] Weapons, Major Battery, Beams; $600K

Middle:
[1] Armor, Light Alloy; dDR 3, $50K
[2-6] Hangar Bay; 15 tons capacity, launch rate 12 tons/min, $50K
[core] Reactor, Antimatter; 4 PP, 20 year endurance, $2M

Rear:
[1] Armor, Light Alloy; dDR 3, $50K
[2!!] Heavy Force Screen; dDR 30/60, $5M
[3-4] Hangar Bay; 6 tons capacity, launch rate 6 tons/min, $20K
[5-6!] Standard Reactionless Engines; 2G accel, $200K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $2M

Design Features:
Gravitic Compensator; $100K

Hardened Armor, Hardened 1; $150K
Stealth Hull; $500K
Winged; $500K

Design Switches:
Adjustable Force Screen; $5M
Hardened Force Screen, Hardened 1; $2.5M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Weapons Battery Breakdown:
One 300KJ UV Laser Turret
    Option: Very Rapid Fire
    dDmg: 1d+2 (2) burn
    Range: Short
    sAcc: 0
    Rcl: 1

Crew:
Control Room: 2

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	DR-24 Dropship	35	0/4	12	3 G/30 mps	100	35	+6	2SV	3	30/60	$19M	[2, 3, 4]
	atmospheric flight		+4/5		30/215								

Notes:
[2] Winged.
[3] dDR is Hardened, Hardened 1.
[4] FF dDR is Hardened, Hardened 1.

"One way express elevator to Hell...going down!"
  – *PFC Hudson,* **Aliens**

E-20 Golden Eagle Recon Craft
100-ton (SM +6) Enhanced Sensor Craft

The E-20 is designed primarily for extending the sensor range of larger craft as well as identification (and jamming) of active sensors and communication signals. It is typically launched from carriers on scouting missions, operating in both deep space and in atmospheres. It is designed much like an aircraft, with large wings which support the sensor dome's mounts. The rotating sensor dome on top is able to sort through the full spectrum of electromagnetic frequencies, from ultra-low radio through infrared and ultraviolet to high-frequency gamma and X-ray emissions, as well as gravity wave, sonic, and neutrino communications, perform chemical analysis of atmospheres it flies through, detect planet- and star-sized gravity wells, scan for biological signatures, and scan in radar, ladar, and sonar. The sensor dome is also capable of tracking dozens if not hundreds of communication signals during combat, and can broadcast a jamming field preventing enemy sensors and communications for several cubic miles.

The Golden Eagle is an older model, having seen use in the Sirius Sector since before the Glrrü War. The Colonial Defense Force officially no longer uses the Golden Eagle; however, many of these craft are still operated by the CDF out in the Frontier and beyond by the CDF's Exploration Service. The CDF-ES's Golden Eagles are often equipped with hyperdrives for scouting systems. Many smaller polities in the Sirius Sector and the Frontier have adopted it for their own use; only United Earth has retired their own fleet in favor of the larger *Shalice Tilman*-class espionage craft.

The Golden Eagle has a crew of two: a pilot and a sensor operator. Unlike in most such craft, the sensor operator sits in front of and on a lower level than the pilot. The sensor operator's flight helmet is equipped with advanced augmented reality programs to assist in managing the communications and sensor feeds, preventing sensory overload.

Front:
[1] Armor, Light Alloy; dDR 3, $50K
[2] Control Room; C8 computer, Comm/Sensor 6, 2 Control Stations, $200K
[3] Defensive ECM; $1M
[4-6] SM +7 Defensive ECM; $3M

Middle:
[1] Armor, Light Alloy; dDR 3, $50K
[2-4] SM +7 Multipurpose Comm/Sensor Array; Comm/Sensor 10, $2M
[5-6, core] SM +7 Defensive ECM; $3M

Rear:
[1] Armor, Light Alloy; dDR 3, $50K
[2!] Light Force Screen; dDR 30, $1.5M
[3-4!] Standard Reactonless Engine; 2G accel, $200K
[5!] Stardrive Engine; $1M
[6] Cargo Hold; 5 tons capacity

[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $2M

Design Features:
　Area Jammer
　Gravitic Compensator; $100K
　Hardened Armor, Hardened 1; $150K
　Stealth Hull; $500K
　Winged; $500K

Design Switches:
　Adjustable Force Screen; $1.5M
　Hardened Force Screen; $750K
　Multiscanner Array
　Pseudo-Velocity
　Waste Heat Signature

Crew:
　Control Room: 2

Piloting (Starfighter)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	E-20 Golden Eagle	35	0/4	12	3 G/30 mps	100	5.2	+6	2SV	3	30	$17.55M	[2, 3, 4]

Piloting (Heavy Airplane)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
	atmospheric flight		0/5		30/215								

Notes:
[2] Winged.
[3] dDR is Hardened, Hardened 1.

[4] FF dDR is Hardened, Hardened 1.

Moray-class Assault Shuttle
150-ton (SM+6) Offensive Operations Transport

The *Moray*-class was designed for United Earth's Space Marine Corps for use in boarding operations against enemy craft. It operates by cutting all power, firing off a short burst with a non-pseudo-velocity HEDM rocket, and drifting like a piece of space debris until it gets close enough to the enemy ship to engage its tractor beams. At this point it clamps onto the ship and drills through the hull in order to deliver its payload of around 40 marines. Despite being the newest assault shuttle in service, to save on costs it skimps on armor, using materials that were generally considered obsolete at the end of the Human-Pondrur Wars; the idea, after all, is to appear as "space junk", avoiding detection by not showing up on scans for power signatures. The tractor beams take several minutes to get the shuttle close enough to enable docking; most of the time, however, the power signatures from the shuttle powering up its reactor and engaging the tractor beams are masked by the more powerful energy signatures from the ship being docked to.

Because its mission profile normally requires stealth, the *Moray* has been outfitted with the latest in stealth technologies. While no nation has yet been able to produce a true "cloaking device", the craft is designed to simulate the effects with radar-scattering angles, a dynamic chameleon hull, and no exterior lighting. Furthermore, the chameleon hull makes it appear as though it was a normal part of the hull of the ship it's attaching to when viewed by starfighter pilots utilizing the Mark I Eyeball.

As military shuttles, these are often given utilitarian letter-number designations.

Front:
[1] Armor, Advanced Metallic Laminate; dDR 9, $320K
[2] Control Room; C8 Computer, Comm/Sensor 6, 3 Control Stations, $320K
[3-4] Passenger Seating; 20 seats, $100K
[5-6!] Weapon, Major Battery, Beam; $1.9M

Middle:
[1] Armor, Advanced Metallic Laminate; dDR 9, $320K
[2] External Clamp; $16K
[3-4] Passenger Seating; 20 seats, $100K
[5-6!] Weapon, Major Battery, Beam; $1.9M
[core] Defensive ECM; $1.6M

Rear:
[1] Armor, Advanced Metallic Laminate; dDR 9, $320K
[2!] Hot Reactionless Engine; 2G accel, $500K
[3] Reaction Engine, HEDM Rocket; 2G accel, 0.5 mps deltaV/tank, $500K
[4-5] Fuel Tanks; 1 mps, $32K
[6] Defensive ECM; $1.6M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Dynamic Chameleon Hull; $400K
    Stealth Hull; $650K

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Weapons Battery Breakdown:
    Two 30MJ Tractor Beam Turret
        Tractor Force: 3 t each (6 t total)
        ST: 173 each
        Range: Close/Short
        sAcc: 0
        Rcl: 1

Mid-Section Major Weapons Battery Breakdown:
    Two 30MJ Tractor Beam Turret
        Tractor Force: 3 t each (6 t total)
        ST: 173
        Range: Close/Short
        sAcc: 0
        Rcl: 1

Crew:
    Control Stations: 3
    Passengers: 40

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Moray*-class	40	0/4	12	2 G/20 mps	150	4.3	+6	3+40SV	9	–	$13.6M	
	– afterburner		-1/4		4 G/40 mps								
	or				2 G/1 mps								[9]

Notes:
[9] Not pseudo-velocity.

DP-22 Drop Pod
300-ton (SM+7) Recoverable First Assault Transport

This pod is designed to be fired from a marine transport ship in a manner similar to that of an escape pod, only carrying a pair of main battle mechs or a squad of scout/light combat mechs. Unlike the dropships, however, drop pods must be recovered manually rather than returning to their motherships under their own power.

Unlike most other craft, the insertion pod does not have a pilot. Instead, the landing coordinates are programmed into its computer before launch, generally from low orbit. Because the mecha are typically sealed against the vacuum of space with their own air

supplies, the cargo section of the pod lacks life support. Similar drop pods are often used to deliver supplies to colony planets in and beyond the Frontier

As military vessels, these are often given utilitarian letter-number designations. The similarities between drop and escape pods in size and shape often let the drop pods slip through automated defenses, particularly when the orbital fighting is still ongoing.

Front:
[1-4] Armor, Light Alloy; dDR 12, $600K
[5-6] Cargo Hold; 30 t

Middle:
[1-6, core] Cargo Hold; 105 t

Rear:
[1-4] Cargo Hold; 60 t

[5!] Standard Reactionless Engine; 1G accel, $300K
[6] Control Room; C8 Computer, Comm/Sensor 7, 0 Control
    Stations, $450K
[core] Power Plant, Fuel Cell; 1 PP, 24 hr endurance, $150K

Design Switches:
    Pseudo-Velocity
    Waste Heat Signature

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	DP-22 Drop Pod	50	-1/5	12	1 G/10 mps	300	195	+7	0	12/0/0	–	$1.8M	[1]
	– atmospheric		-1/5		10/1,250								

Notes:
[1] Streamlined.

DR-15 Dropship
300-ton (SM+7) Aerospace Offensive Operations Transport

This dropship is fielded by United Earth's Army and Space Marine Corps mechanized infantry divisions to insert scout/light combat mechs, APCs, and IFVs to a planet's surface, and return them to orbit. A larger version of the DR-24 (more accurately, the DR-24 is a smaller version of the DR-15), the DR-15 is designed along the same lines, only able to carry more vehicles. Because they are expected to drop into combat zones, the dropship is designed with basic stealth features, including heat bafflers to reduce its engines' heat signature, an angled hull designed to reduce the radar profile, and ECM to counter anti-aircraft missiles. The dropship is equipped with a Gatling UV laser mounted in a turret under the cockpit.

As military vessels, these are often given utilitarian letter-number designations.

Front:
[1] Armor, Light Alloy; dDR 5, $150K
[2] Control Room; C8 computer, Comm/Sensor 7, 3 Control
    Stations, $600K
[3-5] Hangar Bay; 30 tons capacity, launch rate 30 tons/min,
    $90K
[6!] Weapons, Major Battery, Beams; $1.5M

Middle:
[1] Armor, Light Alloy; dDR 5, $150K
[2-6] Hangar Bay; 50 tons capacity, launch rate 50 tons/min,
    $150K
[core] Reactor, Antimatter; 4 PP, 20 year endurance, $6M

Rear:
[1] Armor, Light Alloy; dDR 5, $150K
[2!!] Heavy Force Screen; dDR 50/100, $15M
[3-4] Hangar Bay; 20 tons capacity, launch rate 20 tons/min,
    $60K
[5-6!] Standard Reactionless Engines; 2G accel, $600K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $6M

Design Features:
    Gravitic Compensator; $100K
    Hardened Armor, Hardened 1; $150K
    Stealth Hull; $1M
    Winged; $1.5M

Design Switches:
    Adjustable Force Screen; $15M
    Hardened Force Screen, Hardened 1; $7.5M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Weapons Battery Breakdown:
    One 1MJ UV Laser Turret
        Option: Very Rapid Fire
        dDmg: 2d (2) burn
        Range: Short
        sAcc: 0
        Rcl: 1

Crew:
    Control Room: 3

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	DR-15 Dropship	50	-1/5	12	2 G/20 mps	300	100.3	+7	3SV	5	50/100	$56.2M	[2, 3, 4]
	atmospheric flight		-1/5		20/175								

Notes:
[2] Winged.
[3] dDR is Hardened, Hardened 1.
[4] FF dDR is Hardened, Hardened 1.

DR-9 Dropship
1,000-ton (SM+8) Aerospace Offensive Operations Transport

The DR-9 Dropship is a common design seen throughout the various military forces of the Sirius Sector. Its role is simple: rapidly transport infantry, mechanized infantry, battle mechs, and mobile artillery to a planetary surface under combat conditions.

As military vessels, these are often given utilitarian letter-number designations.

Front:
[1] Armor, Diamondoid; dDR 20, $10M
[2] Control Room; C9 Computer, Comm/Sensor 7, 4 Control Stations, $2M
[3-4] Defensive ECM; $20M
[5!] Weapons, Medium Battery; $6M
[6!] Weapons, Secondary Battery; $6M

Middle:
[1] Armor, Diamondoid; dDR 20, $10M
[2-5] Cargo Hold; 200 tons
[6] Passenger Seating; 60 seats, $300K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Rear:
[1] Armor, Diamondoid; dDR 20, $10M
[2!] Contragravity Lifter; $10M
[3] Defensive ECM; $10M
[4!!] Heavy Force Screen; dDR 70/140, $50M
[5-6!] Hot Reactionless Engine; 4G accel, $6M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Design Features:
    Artificial Gravity; $1M
    Gravitic Compensation; $1M
    Hardened Armor, Hardened 2; $60M

Design Switches:
    Adjustable Force Screen; $50M

    Hardened Force Screen, Hardened 2; $50M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery 1 Breakdown:
    3 10MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDmg: 4d (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Forward Secondary Battery 2 Breakdown:
    10 30KJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 1d-2 (5) burn rad sur
        Range: Point-Blank/Close
        sAcc: -3
        Rcl: 1

Crew:
    Control Room: 4
    Turret Gunners: 3
    Total: 7
    Passengers: 60

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	DR-9 Dropship	75	-1/5	12	4 G/40 mps	1,000	206.7	+8	7+60SV	20	70/140	$275.3M	[1, 2, 3, 4]
	– afterburner		-2/5		8 G/80 mps								
	atmospheric flight		+5/5		40/2,500								
	– afterburner		+4/5		80/3,550								

Notes:
[1] Streamlined.
[2] Winged.
[3] dDR is Hardened.
[4] FF dDR is Hardened.

IlAn-225 Dropship
1,000-ton (SM+8) Aerospace Offensive Operations Transport

This dropship is fielded by United Earth's Army and Space Marine Corps mecha operations and artillery divisions to insert heavy combat mechs and various other heavy hardware to a planet's surface, and return them to orbit.

As military vessels, these are often given utilitarian letter-number designations.

Front:
[1]

[2]
[3]

[4]
[5]
[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:
[1]
[2]

[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Weapons Battery Breakdown:

Crew:

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	IlAn-225 Dropship	75	-1/5										

E-10 Goshawk SWACS

1,000-ton (SM+8) Signals Intelligence Craft

The term "SWACS" stands for "Space-based Warning and Control Systems". The craft possesses an enhanced communications and sensor package intended to provide identification of friendly, neutral, and hostile craft beyond a larger ship's sensor range prior to and during combat. It has also been pressed into service as a search-and-rescue craft and as an advance scout to uncharted systems.

Front:
[1] Armor, Diamondoid; dDR 30, $10M
[2-3] Multipurpose Comm/Sensor Array; Level 10, $40M
[4-6] Defensive ECM; $30M
[core] Control Room; C9 Computer, Comm/Sensor 8, 4 Control Stations, $2M

Middle:
[1] Armor, Diamondoid; dDR 30, $10M
[2-6] Habitat; 30 cabins, $5M

Rear:
[1] Armor, Diamondoid; dDR 30, $10M
[2] Engine Room; 1 Control Station, 1 Workspace, $300K
[3!] Light Force Screen; dDR 70, $15M
[4-5!] Standard Reactionless Engine; 2G accel, $2M
[6!] Stardrive Engine; $10M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Design Features:
    Artificial Gravity; $1M
    Gravitic Compensation; $1M
    Hardened Armor, Hardened 1; $30M

Design Switches:
    Adjustable Force Screen; $15M
    Hardened Force Screen, Hardened 1; $7.5M
    Multiscanner Array
    Waste Heat Signature

Habitat Breakdown:
    Offices: 30 (30). Essentially an Ops Center

Crew:
    Control Room: 4
    Ops Center: 30
    Technicians: 1
    Total: 35

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	E-10 Goshawk	75	-1/5	13	2 G/20 mps	1,000	3.5	+8	5+30SV	20	70	$208.8M	[3, 4]

Notes:
[3] dDR is Hardened, Hardened 1.
[4] FF dDR is Hardened, Hardened 1.

E-14 Parson SWACS

1,000-ton (SM+8) Signals Intelligence Craft

The E-14 Parson is the SWACS craft designed and used by United Earth; prior to the unification of Earth, the E-14 was exported to Mars, the Galilean Confederacy, and the Ring Republic. The Joint Defense Fleet of Ishtar and Ereshkigal Stations has also acquired two of them for their own use.

Front:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Weapons Battery Breakdown:

Crew:

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	E-14 Parson SWACS	75	-1/5										

Charon-class Racker
1,000-ton (SM+8) Starfighter Rapid Deployment and Rearming Craft

A racker is a ship design which first saw use during the brief conflict which became known as the Glrrü War. Faced with the problems of rapidly launching fighters from a hangar deck at the start of a conflict, one enterprising captain came to the conclusion that a craft which could carry fighters on its hull would cut the time of launching the craft significantly. The first racker was simply a modified cargo hauler; the term "racker" comes from the idea that it would be carrying "racks" of fighters on the outside.

One advantage of the racker is that it is able to speed rearming; by docking with a racker, whose crew manage the rearmament via servos, the fighter is able to return to the fray faster than if they had to land on the flight deck of a carrier.

The *Charon*-class is an older design still fielded by many factions in the Sol and Alpha Centauri systems, along with other forces out along the Frontier, though it has been replaced by the *Russell Brandt*-class by United Earth, the *Mesketet*-class by Demeter and the Glrrü Republic, and the *Valkyrie*-class by the Colonial Defense Force and the Ran system.

Front:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Weapons Battery Breakdown:

Crew:

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Charon*-class Racker	75	-1/5										

Mesektet-class Racker
1,000-ton (SM+8) Starfighter Rapid Deployment and Rearming Craft

Front:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Weapons Battery Breakdown:

Crew:

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Mesketet*-class Racker	75	-1/5										

Russell Brandt-class Racker
1,000-ton (SM+8) Starfighter Rapid Deployment and Rearming Craft

Front:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Weapons Battery Breakdown:

Crew:

Piloting (Gunboat)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Russell Brandt*-class Racker	75	-1/5										

Valkyrie-class Racker
1,000-ton (SM+8) Starfighter Rapid Deployment and Rearming Craft

The *Valkyrie*-class Racker is the newest racker design to emerge, commissioned by the Colonial Defense Force and adopted by several members of the Self-Determination League. The *Valkyrie* is able to carry six small (SM +4 or SM +5) or three medium-sized (SM +6) fighters on her hull.

The *Valkyrie* is a sub-light craft, usually operating from larger carriers and space stations. Standard CDF doctrine calls for the

rackers to launch from a carrier upon entering a known hostile system; the League planets and stations who have adopted it are known to replace some of the cargo space with a stardrive, adding protective shields over the cockpits of the attached fighters in order to strike before their carriers enter the system.

Front:
[1] Armor, Diamondoid; dDR 30, $10M
[2] Cargo Hold; 50 tons
[3] Defensive ECM; $10M
[4-6] External Clamps; $300K
[core] Control Room; C9 Computer, Comm/Sensor 8, 4 Control Stations, $2M

Middle:
[1] Armor, Diamondoid; dDR 30, $10M
[2-3] Cargo Hold; 100 tons
[4-6] External Clamps; $300K

Rear:
[1] Armor, Diamondoid; dDR 30, $10M
[2] Defensive ECM; $10M
[3!] Light Force Screen; dDR 70, $15M

[4-6!] Hot Reactionless Engine; 6G accel, $9M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Design Features:
    Gravitic Compensation; $1M
    Hardened Armor; $30M

Design Switches:
    Adjustable Force Screen; $15M
    Afterburner
    Hardened Force Screen; $7.5M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Crew:
    Control Room: 4

Piloting (Gunboat)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Valkyrie*-class Racker	75	-1/5	12	6 G/60 mps	1,000	150.4	+8	4SV	30	70	$150.1M	[3, 4]
	– *afterburner*		-2/5		12 G/120 mps								

Notes:
[3] dDR is Hardened, Hardened 1.
[4] FF dDR is Hardened, Hardened 1.

Hok'trokta Assault Shuttle
300-ton (SM+7) Offensive Operations Transport

Front:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core]

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Weapons Battery Breakdown:

Crew:

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Hok'trokta	50	-1/5					+7					
	– *afterburner*		-2/5										
	atmospheric flight												
	– *afterburner*												

Merchant and Civilian Craft

Type 717 Corporate Personal Spaceplane
30-ton (SM+5) Intrasystem Passenger Transport

The Type 717 is a small spaceplane intended for transport between planets, moons, and space stations inside a system, usually seen in the hands of corporations, millionaires, and political elites. The 717 has a small kitchenette with autochef in the rear, and often no expense is spared on the inside for comfort, replacing half the listed seats with benches that can double as beds for longer interplanetary flights. Unlike other craft its size, it enjoys two control seats in the front.

Front:
[1] Armor, Light Alloy; dDR 2, $15K
[2-3] Control Room; C7 computer, Comm/Sensor 5, 2 Control Stations, $120K
[4-6] Passenger Seating; 6 seats, $30K

Middle:
[1] Armor, Light Alloy; dDR 2, $15K
[2-6, core] Passenger Seating; 12 seats, $60K

Rear:
[1] Armor, Light Alloy; dDR 2, $15K
[2a] Cargo Hold; 0.5 t cargo, houses Autokitchen (0.2 t) for $10K
[2b] Cargo Hold, Refrigerated; 0.5 t cargo, $250
[2c] Cargo Hold; 0.5 t cargo
[3] Engine Room; 1 Control Station,1 Workspace, $15K
[4!] Light Force Screen; dDR 20, $500K
[5!] Standard Reactionless Engine; 1G accel, $30K
[6!] Lightspeed Drive; 0 Workspaces, $300K

[core] Power Plant, Antimatter; 2 PP (de-rated from 4), 30 year endurance, $300K

Design Features:
Artificial Gravity; $30K
Gravitic Compensation; $30K
Winged; $150K

Design Switches:
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Minimum Crew:
Control Room: 2
Technicians: 1
Attendants   1
Total: 4
Passengers   18

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 717	25	0/4	13	1 G/100 mps	30	3.5	+5	4+18SV	2	20	$1.69M	[2]
	atmospheric flight		+4/5		10/125								

Notes:
[2] Winged.

Type 727 Short-Range Spaceplane
65-ton (SM+6) Intrasystem Passenger Transport

The Type 727 a small spaceplane intended to act as a short-range passenger transport that is not intended for travel between planets, primarily being used for civilian trips between various settled moons and space stations in orbit around gas giants, as well as between terrestrial planets and their moons and orbital stations. The layout of the main passenger area is typical of most short commute 20th and 21st Century airplanes: ten rows of four business-class seats with an aisle in the middle for the attendants to walk through, a two-seat cockpit up front for the pilot and copilot, and a section in the rear for the attendants to prepare meals along with an in-flight half-bathroom (toilet and sink) for the crew and passengers.

Front:
[1] Armor, Light Alloy; dDR 3, $31K
[2] Control Room; C6 computer, Comm/Sensor 6, 2 Control Stations, $120K
[3-6] Passenger Seating; 16 seats, $84K

Middle:
[1] Armor, Light Alloy; dDR 3, $31K
[2-6, core] Passenger Seating; 24 seats, $126K

Rear:
[1] Armor, Light Alloy; dDR 3, $31K
[2] Habitat; 1 cabin, $62K
[3] Cargo Hold; 3.25 t
[4] Engine Room; 1 Workspace, 1 Control Station, $31K
[5!] Light Force Screen; dDR 27, $1.03M
[6!] Standard Reactionless Engine; 1G accel, $210K

[core] Power Plant, Antimatter; 2 PP, 30 year endurance, $1.2M

Design Features:
Artificial Gravity; $62K
Gravitic Compensation; $62K
Winged; $310K

Design Switches:
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
Steerage Cargo: 5t (1); includes an autokitchen (0.2 t) for $10K

Minimum Crew:				Attendants	2
Control Room: 2				Total:	5
Technicians: 1				Passengers	40

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 727	30	0/4	13	1 G/100 mps	65	12.75	+6	5+40SV	3	27	$3.6M	[2]
	atmospheric flight				10/125								

Notes:

[2] Winged.

Zodiac-class Fast Courier

100-ton (SM+6) Cargo Transport

The *Zodiac* is perhaps the smallest freighter on the market. Roughly the size of a shuttlecraft, the *Zodiac* was originally intended as a long-range scout vessel. Many of these were bought by parcel-delivery services, such as UPS, Federal Express, and Pony Express, and are now found transporting mail and packages between star systems. A significant number of them have also ended up in private ownership. A large number of those have been converted into smuggling vessels.

Zodiac-class couriers tend to be named after stars and constellations, although this is not an absolute rule among owners.

Front:
[1] Armor, Steel; dDR 2, $20K
[2] Control Room; C8 Computer, Comm/Sensor 6, 2 Control Stations, $200K
[3] Habitat; 1 cabin, $100K
[4!] Weapons, Medium Battery; 1 uninstalled, 1.5 t cargo, $400K
[5] Weapons, Medium Battery; 1 uninstalled, 1.5 t cargo, $400K
[6] Cargo Hold; 5t

Middle:
[1] Armor, Steel; dDR 2, $20K
[2-6, core] Cargo Hold; 30t

Rear:
[1] Armor, Steel; dDR 2, $20K
[2!] Contragravity Lifter; $1M
[3!] Light Force Screen; dDR30, $1.5M
[4-5!] Hot Reactionless Engines; 4G accel, $600K
[6!] Stardrive Engine; $1M
[core] Power Plant, Antimatter; 4PP, 20 year endurance, $2M

Design Features:
    Artificial Gravity; $100K
    Gravitic Compensation; $100K
    Emergency Ejection; $500K

Design Switches:
    Adjustable Force Screen; $1.5M
    Afterburner
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Weapon Battery 1 Breakdown:
    Two Fixed-Mount 10MJ Particle Beams
        Option: Improved
        dDam: 4d (5) burn rad sur
        sAcc: -3
        Range: Close/Short
        Rcl: 1

Forward Medium Weapon Battery 2 Breakdown:
    Two Fixed-Mount 20cm Missile Launchers
        Base dDam: 6d×5 cr ex
        sAcc: 3
        Range: Long
        Rcl: 1
        Shots: 5 each; 10 total

Habitat Breakdown:
    Cabins: 1 (1)

Crew:
    Control Stations: 2

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Zodiac*-class	35	0/4	12	4 G/40 mps	100	38.1	+6	2ASV	2	30	$9.46M	
	– *afterburner*		-1/4		8 G/80 mps								
	atmospheric flight		+2/4		40/250								
	– *afterburner*		+1/4		80/355								

Type 737 Spaceplane

100-ton (SM+6) Intrasystem Passenger Liner

The Type 737 harkens back to its 20th Century namesake in intent: It is a passenger liner intended for transport between planets, moons, and space stations inside a system. It lacks a hyperdrive, relying entirely on a lightspeed drive for interplanetary travel.

The layout of the main passenger area is typical of most medium commute 20th and 21st Century airplanes: ten rows of six seats in business class with an aisle in the middle for the attendants to walk through, a first-class section closer to the front seating six, a two-

seat cockpit up front for the pilot and copilot, and a section in the rear for the attendants to prepare meals along with an in-flight half-bathroom (toilet and sink) for the crew and passengers. There is also a hold near the rear of the spaceplane for transporting luggage and pets.

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Front:
[1] Armor, Light Alloy; dDR 3, $50K
[2] Control Room; C8 Computer, Comm/Sensor 6, 2 Control Stations, $200K
[3-6] Passenger Seating; 24 seats, $120K

Middle:
[1] Armor, Light Alloy; dDR 3, $50K
[2-6, core] Passenger Seating; 36 seats; $180K

Rear:
[1] Armor, Light Alloy; dDR 3, $50K
[2] Passenger Seating; 6 seats, $30K
[3] Habitat; 1 cabin, $100K
[4!] Light Force Screen; dDR 70, $15M
[5!] Standard Reactionless Engine; 1G accel, $100K
[6!] Lightspeed Engine; 0 Workspaces, $1M
[core] Power Plant, Antimatter; 2 PP, 30 year endurance, $1M

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Design Features:
    Artificial Gravity; $100K
    Gravitic Compensation; $100K
    Winged; $500K

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Steerage Cargo: 5 tons (1)

Minimum Crew:
    Control Room: 2
    Attendants   4
    Total: 5
    Passengers: 66

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Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 737	35	0/4	12	1 G/10 mps	100	12.2	+6	6+66SV	3	70	$5.08M	[2]
	atmospheric flight				10/125								

Notes:
[2] Winged.

Type 747 Spaceplane
200-ton (SM+7) Intrasystem Passenger Liner

The Type 747 harkens back to its 20th Century namesake in intent, although not in size: It is a passenger liner intended for transport between planets, moons, and space stations inside a system. It lacks a hyperdrive, relying entirely on a lightspeed drive for interplanetary travel.

The layout of the main passenger area is typical of most medium commute 20th and 21st Century airplanes: twenty-two rows of six seats in business class with an aisle in the middle for the attendants to walk through, a first-class section closer to the front seating eleven, a three-seat cockpit up front for the pilot and copilot, and a section in the rear for the attendants to prepare meals along with an in-flight half-bathroom (toilet and sink) for the crew and passengers in both the business- and first-class sections. There is also a hold near the rear of the spaceplane for transporting luggage and pets.

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Front:
[1] Armor, Light Alloy; dDR 4, $95K
[2] Control Room; C6 Computer, Comm/Sensor 7, 3 Control Stations, $400K
[3-6] Passenger Seating; 52 seats, $240K

Middle:
[1] Armor, Light Alloy; dDR 4, $95K
[2-6, core] Passenger Seating; 78 seats, $360K

Rear:
[1] Armor, Light Alloy; dDR 4, $95K
[2] Passenger Seating; 13 seats, $60K
[3] Habitat; 2 cabins, $190K
[4!] Light Force Screen; dDR 40, $3M
[5!] Standard Reactionless Engine; 1G accel, $190K
[6!] Lightspeed Engine; $2M
[core] Power Plant, Antimatter; 2 PP, 30 year endurance, $2M

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Design Features:
    Artificial Gravity; $190K
    Gravitic Compensation; $190K
    Winged; $950K

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Steerage Cargo: 10 t (2)\

Crew:
    Control Room: 3
    Attendants   8
    Total: 11
    Passengers   143

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Piloting (Light Transport)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 747	45	-1/5	12	1 G/10 mps	200	25.4	+7	11+143SV	4	40	$10.06M	[2]
	atmospheric flight				10/125								

Notes:
[2] Winged.

Nebula-class Light Merchantman
300-ton (SM+7) Cargo Transport

Larger than the *Zodiac*, the *Nebula* is a common privately-owned freighter. It is also a common pirate vessel; the centrally-located manned turrets were intended to provide defense against pirates, but the third weapon mount on the turrets is often replaced with a tractor beam for grabbing ejected cargo.

Front:
[1] Armor, Steel; dDR 3, $60K
[2] Control Room; C8 Computer, Comm/Sensor, 7, 2 Control Stations, $550K
[3] Habitat; 2 cabins, $300K
[4!] Weapons, Medium Battery; 1 uninstalled, 5 t cargo, $1M
[5] Weapons, Medium Battery; 1 uninstalled, 5 t cargo, $1M
[6] Cargo Hold; 15t

Middle:
[1] Armor, Steel; dDR 3, $60K
[2a!] SM +6 Medium Weapons Battery; $600K
[2b!] SM +6 Medium Weapons Battery; $600K
[2c] SM +6 Cargo Hold; 5 tons
[3-6] Cargo Hold; 60t
[core] Power Plant, Antimatter; 3PP, 25 year endurance, $4.5M

Rear:
[1] Armor, Steel; dDR 3, $60K
[2-3!] Hot Reactionless Engines; 4G accel, $2M
[4!] Light Force Screen; dDR 50, $5M
[5!] Contragravity Lifter; $3M
[6!] Stardrive Engine; $3M
[core] Power Plant, Antimatter; 3PP, 25 year endurance, $4.5M

Design Features:
Artificial Gravity; $300K
Emergency Ejection; $500K
Gravitic Compensation; $300K

Design Switches:
Adjustable Force Screen; $5M
Afterburner
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Medium Weapon Battery 1 Breakdown:
Two Fixed-Mount 30MJ Particle Beams
Option: Improved
dDam: 6d (5) burn rad sur
sAcc: -3
Range: Close/Short
Rcl: 1

Forward Medium Weapon Battery 2 Breakdown:
Two Fixed-Mount 24cm Missile Launchers
Base dDam: 6d×6 cr ex
sAcc: 3
Range: Long
Rcl: 1
Shots: 5 each; 10 total

Mid-Section Medium Weapon Battery 1 Breakdown:
Two 10MJ Particle Beams and one 10MJ Tractor Beam in one turret.
Particle Beams:
Option: Improved
dDam: 4d (5) burn rad sur
sAcc: -3
Range: Close/Short
Rcl: 1
Tractor Beam:
Tractor Force: 1 t
ST: 100
Range: Close/Short
sAcc: 0
Rcl: 1

Mid-Section Medium Weapon Battery 2 Breakdown:
Two 10MJ Particle Beams and one 10MJ Tractor Beam in one turret.
Particle Beams:
Option: Improved
dDam: 4d (5) burn rad sur
sAcc: -3
Range: Close/Short
Rcl: 1
Tractor Beam:
Tractor Force: 1 t
ST: 100
Range: Close/Short
sAcc: 0
Rcl: 1

Habitat Breakdown:
Cabins: 2(2), full life support

Crew:
Control Stations: 2
Turrets: 2
Total: 4

Piloting (Light Transport)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Nebula*-class	50	-1/5	12	4 G/40 mps	300	90.2	+7	4ASV	3	50	$32.33M	
	– afterburner		-2/5		8 G/80 mps								
	atmospheric flight		+1/5		40/250								
	– afterburner		0/5		80/355								

Type 757 Spaceplane
300-ton (SM+7) Intrasystem Passenger Liner

The Type 757 harkens back to its 20th Century namesake in intent: It is a passenger liner intended for transport between planets, moons, and space stations inside a system.

The layout of the main passenger area is typical of most 20th and 21st Century stretch airliners: thirty rows of six seats in business class with an aisle in the middle for the attendants to walk through, a first-class section closer to the front seating forty, a three-seat cockpit up front for the pilot and copilot, and a section in the rear for the attendants to prepare meals along with an in-flight half-bathroom (toilet and sink) for the crew and passengers in both the business- and first-class sections. There is also a hold near the rear of the spaceplane for transporting luggage and pets.

Front:
[1] Armor, Light Alloy; dDR 5, $150K
[2] Control Room; C8 Computer, Comm/Sensor 7, 3 Control Stations, $600K
[3-6] Passenger Seating; 80 seats, $400K

Middle:
[1] Armor, Light Alloy; dDR 5, $150K
[2-6, core] Passenger Seating; 120 seats, $600K

Rear:
[1] Armor, Light Alloy; dDR 5, $150K
[2] Passenger Seating; 20 seats, $100K
[3] Habitat; 2 cabins, $300K
[4!] Light Force Screen; dDR 50, $5M
[5!] Standard Reactionless Engine; 1G accel, $300K
[6!] Lightspeed Engine; 0 Workspaces, $3M
[core] Power Plant, Antimatter; 2 PP, 30 year endurance, $3M

Design Features:
    Artificial Gravity; $300K
    Gravitic Compensation; $300K
    Winged;
Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Steerage Cargo: 10 t (2)

Minimum Crew:
    Control Room: 3
    Attendants: 17
    Total: 20
    Passengers   220

Piloting (Light Transport)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type 757	50	-1/5	12	1 G/10 mps	300	34	+7	20+220SV	5	50	$15.9M	[2]
	atmospheric flight				10/125								

Notes:
[2] Winged.

VFL-200 Light Freighter
500-ton (SM+7) Cargo Transport

The VFL-200 light freighter is a common sight out in the Frontier. An angular craft, it is common among speculative traders and smugglers alike. Its speed puts it on par with several smaller starfighters; coupled with its built-in support for additional firepower, this enables it to run blockades on a regular basis. The ship's antimatter power plant is able to handle several upgrades, including more powerful shields and more weapons.

By default, the freighter lacks built-in weaponry. However, one of the word-of-mouth selling points is that the ship comes with the fittings for mounting weapons fore and amidship for "advanced protection" against pirates; the stat blocks below give the typical weapons mounted.

The cargo space on board the VFL-200 is limited due to being steerage cargo. This is actually one of the ship's primary selling points, as steerage cargo enables it to ship things that would not otherwise be handled in cargo holds lacking life support, a common necessity for speculative and otherwise illicit cargo. All of this makes it a common sight among smugglers.

Front:
[1] Armor, Light Alloy; dDR 5, $240K
[2] Control Room; C8 Computer, Comm/Sensor 7, 2 Control Stations (downgraded from 4), $850K
[3!] Weapons, Medium Battery, Beams and Launcher; $2.4M

[4-6] Habitat; 9 cabins, $1.44M

Middle:
[1] Armor, Light Alloy; dDR 5, $240K
[2!] Weapons, Major Battery, Beams; $2.4M

[3-6] Habitat; 12 cabins, $1.92M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $3M

Rear:
[1] Armor, Light Alloy; dDR 5, $240K
[2!] Light Force Screen; dDR 55, $7.9M
[3-5!] Hot Reactionless Engines; 6G accel, $4.6M
[6!] Stardrive Engine; $4.75M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $3M

Design Features:
    Artficial Gravity; $480K
    Gravitic Compensator; $480K

Design Switches:
    Adjustable Force Screen; $7.9M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Weapon Battery Breakdown:
    Two Fixed-Mount 30MJ Particle Beam Cannon
        Option: Improved
        dDam: 6d (5) burn rad sur
        sAcc: -3
        Range: Close/Short

Rcl: 1
One Fixed-Mount 24cm Missile Launcher
    Base dDam: 6d×6 cr ex
    sAcc: 3
    Range: Long
    Rcl: 1
    Shots: 5

Mid-Section Major Weapons Battery Breakdown:
    One 100MJ Particle Beam Turret
        Option: Improved
        dDam: 2d×5 (5) burn rad sur
        sAcc: -3
        Range: Short
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 2 (2), full life support
    Cabins: 1 (1), full life support
    Sickbays: 1 (1), with auto med, $100K
    Steerage Cargo: 85 tons (17)

Minimum Crew:
    Control Room: 2
    Turret Gunners: 1
    Total: 5

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	VFL-200	60	-1/5	12	6 G/60 mps	500	85.5	+7	10ASV	5	55	$42.1M	
	– afterburner		-2/5		12 G/120 mps								
	atmospheric flight		-1/5		60/305								
	– afterburner		-2/5		120/430								

VFM-300 Light Freighter
750-ton (SM+8) Cargo Transport
A slightly larger version of the VFL-200, the VFM-300 shares many of its features, only scaled up for more cargo space.

Front:
[1] Armor, Light Alloy; dDR 6, $380K
[2] Control Room; C8 Computer, Comm/Sensor 7, 2 Control
    Stations (downgraded from 4), $1.4M
[3!] Weapons, Medium Battery, Beams and Launcher; $3.8M
[4-6] Habitat; 15 cabins, $2.25M

Middle:
[1] Armor, Light Alloy; dDR 6, $380K
[2!] Weapons, Major Battery, Beams; $3.8M
[3-6] Habitat; 20 cabins, $3M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $15M

Rear:
[1] Armor, Light Alloy; dDR 5, $380K
[2!] Light Force Screen; dDR 63, $13M
[3-5!] Hot Reactionless Engines; 6G accel, $7.5M
[6!] Stardrive Engine; $8M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $15M

Design Features:
    Artficial Gravity; $380K
    Gravitic Compensator; $380K

Design Switches:
    Adjustable Force Screen; $13M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Weapon Battery Breakdown:
    Two Fixed-Mount 100MJ Particle Beam Cannon
        Option: Improved
        dDam: 2d×5 (5) burn rad sur
        sAcc: -3
        Range: Short
        Rcl: 1
    One Fixed-Mount 28cm Missile Launcher
        Base dDam: 6d×7 cr ex
        sAcc: 3
        Range: Long
        Rcl: 1
        Shots: 15

Mid-Section Major Weapons Battery Breakdown:
    One 300MJ Particle Beam Turret
        Option: Improved
        dDam: 3d×5 (5) burn rad sur
        sAcc: -3

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	VFM-300	70	-1/5	12	6 G/60 mps	750	150.8	+8	8ASV	6	63	$88.5M	
	– afterburner		-2/5		12 G/120 mps								
	atmospheric flight		-1/5		60/305								
	– afterburner		-2/5		120/430								

Type A Cargo Container
1,000-ton (SM+8) Dry Goods Container

The Type A cargo container is typical of the various containers used in interstellar commerce. Lacking maneuvering systems, they are still shielded to prevent pirates from blowing them up and tractoring in their contents. These containers are usually carried on board the *Santa Maria*-class freighters and heavy in-system cargo barges, but are also seen being hauled by the *Oberon*-class conveyors.

Front:
[1] Armor, Steel; dDR 5, $200K
[2-6] Cargo Hold; 250t
[core!] Light Force Screen; dDR 70, $15M

Middle:
[1] Armor, Steel; dDR 5, $200K
[2-6] Cargo Hold; 250t

[core] Fission Reactor; 1PP, 75 year endurance, $3M

Rear:
[1] Armor, Steel; dDR 5, $200K
[2-6] Cargo Hold; 250t

Crew: None

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type A Cargo Container	75	-4/5	12	0	1,000	750	+8	0	5	70	$18.6M	

Type A1 Cargo Container
1,000-ton (SM+8) Modified Dry Goods Container

A variant of the Type A container listed above, the A1 differs in that some of its cargo holds have been replaced by hangar bays, able to house several fighters. These are used by pirates and insurrectionists to ambush freighters, and by various governments to ambush pirates. Each of the three hangar bays can hold one 30-ton (SM +5) or three 10-ton (SM +4) craft. These bays are mounted on the "bottom" of the container. Occasionally, one of the cargo bays is converted into a makeshift habitat for long-term habitation by the pilots, but this is not universal. Because the container does not normally have artificial gravity or life support, the pilots of the fighters tend to stay in their craft or in EVA suits while waiting to spring their ambush.

Front:
[1] Armor, Steel; dDR 5, $200K
[2-5] Cargo Hold; 200t
[6] Hangar Bay; 30t capacity, launch 20 t/min, $100K
[core!] Light Force Screen; dDR 70, $15M

Middle:
[1] Armor, Steel; dDR 5, $200K
[2-5] Cargo Hold; 200t

[6] Hangar Bay; 30t capacity, launch 20 t/min, $100K
[core] Fission Reactor; 1PP, 75 year endurance, $3M

Rear:
[1] Armor, Steel; dDR 5, $200K
[2-5] Cargo Hold; 200t
[6] Hangar Bay; 30t capacity, launch 20 t/min, $100K
Crew: None

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type A1 Cargo Container	75	-4/5	12	0	1,000	690	+8	0	5	70	$18.9M	

Type F Cargo Container
1,000-ton (SM+8) Liquid and Gaseous Goods Container

The Type F cargo container is a variant of the Type A container, above. Instead of cargo holds, the Type F container possesses a series of linked tanks for carrying various liquids or compressed gasses, most commonly water or breathable air, but occasionally they store hydrocarbons such as crude oil and refined fuels.

The Type F container is stylistically different enough from the Type A to prevent them from being mistaken as such.

Front:
[1] Armor, Steel; dDR 5, $200K
[2-6] Fuel Tanks; 250t, $1,500K
[core!] Light Force Screen; dDR 70, $15M

Middle:
[1] Armor, Steel; dDR 5, $200K
[2-6] Fuel Tanks; 250t, $1,500K

[core] Fission Reactor; 1PP, 75 year endurance, $3M

Rear:
[1] Armor, Steel; dDR 5, $200K
[2-6] Fuel Tanks; 250t, $1,500K

Crew: None

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Type F Cargo Container	75	-4/5	12	0	1,000	750	+8	0	5	70	$23.1M	

Endeavor-class Tramp Freighter

1,000-ton (SM+8) Cargo Transport

The *Endeavor*-class Tramp Freighter is a typical freighter design intended for private use and small business. While Pony Express Inc. owns the largest fleet of these for transporting mail between systems, many more are in the hands of individual owners. It is not the only light freighter on the market; most of the other light freighters, however, share similar statistics.

The statistics listed are for an *Endeavor* direct from the factory. Most owners, however, alter these considerably. Many have upgraded the armor, and some sacrifice cargo space for additional power and weapons for defense against pirates – or to engage in piracy themselves! Smugglers often convert the steerage cargo into hidden cargo.

Front:
[1] Armor, Light Alloy; dDR 7, $500K
[2] Control Room; C9 Computer, Comm/Sensor 8, 4 Control Stations, $2M
[3-6] Cargo Hold; 200t

Middle:
[1] Armor, Light Alloy; dDR 7, $500K
[2-6, core] Cargo Hold; 300t

Rear:
[1] Armor, Light Alloy; dDR 7, $500K
[2] Habitat; 6 cabins, $1M
[3] Engine Room; 1 Workspace, $300K
[4!] Light Force Screen; dDR 70, $15M
[5!] Hot Reactionless Engine; 2G accel, $3M
[6!] Stardrive Engine; 0 Workspaces, $10M
[core] Power Plant, Antimatter; 2 PP, 30 year endurance, $10M

Design Features:
Artificial Gravity; $1M
Gravitic Compensation; $1M

Design Switches:
Adjustable Force Screen; $15M
Afterburner
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
Bunkrooms: 2 (2), full life support
Cabins: 1 (1), full life support
Sickbays: 1 (1), with auto med, $100K
Steerage Cargo: 10 tons (2)

Minimum Crew:
Control Room: 4
Technicians: 1
Total: 5

Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Endeavor*-class	75	-1/5	12	2 G/20 mps	1,000	511	+8	10ASV	5	70	$59.9M	[1]
	– afterburner		-2/5		4 G/40 mps								
	atmospheric flight		+1/5		20/175								
	– afterburner		+0/5		40/250								

Meteor-class Blockade Runner

3,000-ton (SM+9) Cargo Transport

This ship is an older design, pre-dating the Glrrü War in use. Originally classified a corvette or frigate by the militaries of the time, many *Meteors* have been refitted for civilian duty and sold on the open market.

Because of its original military use, the ship has a larger power plant than its civilian role demands. Enterprising owners often refit the ship by replacing some of the Cargo Holds with weapons or a more powerful force screen. The ship has become popular with pirates and smugglers because of this.

Listed below are the stats for the ship as sold on the open market.

Front:
[1] Armor, Metallic Laminate; dDR 15, $3M
[2] Control Room; C9 computer, Comm/Sensor 9, 6 Control Stations, $6M
[3-4] Habitat; 40 cabins, $6M
[5-6] Cargo Hold; 300 t

Middle:
[1] Armor, Metallic Laminate; dDR 15, $3M
[2a!] Weapons, SM+8 Medium Battery; $6M
[2b-2c] SM +8 Cargo Hold; 100 t
[3-6] Cargo Hold; 600 t
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Rear:
[1] Armor, Metallic Laminate; dDR 15, $3M
[2] Engine Room; 1 Control Station, 2 Workspaces, $1M
[3!] Light Force Screen; dDR 100, $50M
[4-5!] Standard Reactionless Engines; 2G accel, $6M
[6!] Stardrive Engine; 0 Workspaces, $30M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Design Features:
Artificial Gravity; $3M
Gravitic Compensation; $3M

Design Switches:
Adjustable Force Screen; $50M
Multiscanner Array
Pseudo-Velocity

Waste Heat Signature

Mid-Section Medium Weapons Battery Breakdown:
3 Turret-Mounted 30MJ Particle Beam Cannon
dDam: 6d (5) burn rad sur
Range: Close/Short
sAcc: -3
Rcl: 1

Habitat Breakdown:
Bunkrooms: 10 (10), full life support
Cabins: 3 (3), full life support
Luxury Cabins: 2 (4), full life support
Briefing Room: 1 (1)
Office: 2 (2)
Sickbay: 2 (2)
Steerage Cargo: 100t (20)

Minimum Crew:
Control Stations: 7
Technicians: 2
Gunners: 3
Total: 12

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Meteor*-class	105	-1/5	13	2 G/20 mps	3,000	1,105	+9	50ASV	15	100	$304M	
	atmospheric flight		-1/5		20/175								

Oberon-class Modular Conveyor
3,000-ton (SM+9) Cargo Transport

The *Oberon* is a common vessel used to transport Type A and Type F cargo containers. It is a long vessel designed to have a number of cargo containers clamped onto it; one *Oberon* can carry up to eight cargo containers. While not aerodynamic, the *Oberon* can land planet-side due to its contragravity lifter; this makes it useful for transporting containers to and from orbit for bulk freighters that cannot make the landing.

Ships of the *Oberon* class are typically named after characters from famous and classical works of fiction.

Front:
[1] Armor, Light Alloy; dDR 10, $1.5M
[2] Control Room; C9 Computer, Comm/Sensor 9, 6 Control Stations, $6M
[3-4] External Clamps; $600K
[5-6, core] Habitat; 60 cabins, $9M

Middle:
[1-6] External Clamps; $1.8M

Rear:
[1] Armor, Light Alloy; dDR 10, $1.5M
[2!] Standard Reactionless Engine; 1G acceleration, $3M
[3!] Light Force Screen; dDR 100, $50M
[4!] Contragravity Lifter; $30M
[5!] Stardrive Engine; $30M
[6] Engine Room; 1 Control Station, 2 Workspaces, $1M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Design Features:
Artificial Gravity; $3M
Gravitic Compensation; $3M

Design Switches:
Adjustable Force Screen; $50M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
Bunkrooms: 3 (3), full life support
Cabins: 6 (6), full life support
Sickbays: 1 (1)
Steerage Cargo: 250 tons (50)

Minimum Crew:
Control Stations: 7
Technicians: 2
Medics: 1
Total: 10

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Oberon*-class	105	-1/5	13	1 G/10 mps	3,000	252.4	+9	24ASV	10/0/10	100	$251.6M	
	atmospheric flight		+1/5		10/125								

Botany Bay-class Sleeper Ship
10,000-ton (SM+10) Cryogenic Colonizer Transport

The *Botany Bay*-class is an older colony ship design no longer produced but still occasionally encountered beyond the settled 20 light-year radius around Sol. Many of these ships are still not accounted for, and are believed to still be drifting at slow FTL speeds (at *most* 1 ly per month, and probably closer to 1.2 lightyears per year) towards their target stars to create new settlements. Indeed, the first of these ships, the *Botany Bay* herself, is still unaccounted for. Some of these trips are expected to last at least 100 years, even at faster-than-light speeds.

The ships are sleeper ships, with the colonists stored in cryogenic capsules, aging very slowly if at all. Most are programmed to wake up the crew once the ship drops out of hyperspace around their target star; the colonists will be woken up once the ship has landed on a suitable planet. In the event that no suitable planet is detected in the system, a new course is set and the craft re-enters hyperspace.

These ships are named after famous (or infamous) historical colony settlements, such as *Jamestown*, *New Amsterdam*, and *Cape Hope*, or after famous explorers, such as *Christopher Columbus*, *Ferdinand Magellan*, and *Amerigo Vespucci*.

Front:
[1] Armor, Light Alloy; dDR 15, $5M
[2] Control Room; C9 Computer, Comm/Sensor 9, 10 Control Stations, 1 Workspace, $20M
[3] Science Comm/Sensor Array; Level 11, 1 Workspace, $100M
[4!] Factory, Robofac; $1M/hr, 1 Workspace, $1B
[5-6] Habitat; 120 cabins, 2 Workspaces, $20M
Middle:
[1] Armor, Light Alloy; dDR 15, $5M
[2-4] Habitat; 180 cabins, 3 Workspaces, $30M
[5-6, core] Cargo Hold; 1.5 kt

Rear:
[1] Armor, Light Alloy; dDR 15, $5M
[2!] Standard Reactionless Engine; 0.5G accel, 1 Workspace, $10M
[3!] Stardrive Engine; 1 Workspace, $100M
[4] Hangar Bay; 300 t capacity, launch 100 t/min, 1 Workspace, $1M
[5-6] Cargo Hold; 1 kt
[core] Power Plant, Fusion; 2 PP, 200 year endurance, 1 Workspace, $100M

Design Features:
Artificial Gravity; $10M
Total Automation; $60M

Design Switches:
Multiscanner Array
Waste Heat Signature

Habitat Breakdown:
Cabins: 30 (30), full life support
Briefing Rooms: 10 (10)
Sickbays: 3 (3)
Sleeper Capsules: 800 (200)
Steerage Cargo: 285 tons (57)

Minimum Crew:
Control Room: 10
Medics: 1
Total: 11

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
10^	*Botany-Bay*-class	160	-2/5	13	0.5 G/5 mps	10K	3,886	+10	60ASV	15	150	$1.466B	[10]

Notes:
[10] 800 sleeper capsules

"'Botany Bay'? Botany Bay! Bozhe moi!"
    – Pavel Chekhov, **Star Trek II: The Wrath of Khan**.

Merciful Angel-class Medical Ship
10,000-ton (SM+10) Mobile Hospital

The *Merciful Angel*-class ship is a medium-sized ship designed as a mobile hospital. Interstellar treaties protect medical ships from being targeted during combat; however, ships without escorts are often targeted by pirates because of their light armor and lack of weaponry. The hangar is equipped to handle three personnel shuttles, at least one of which is usually outfitted for an ambulance role, carrying stretchers instead of seated passengers.

Front:
[1] Armor, Light Alloy; dDR 15, $5M
[2-6] Habitat; 300 Cabins, 5 Workspaces, $50M
[core] Control Room; C10 Computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M

Middle:
[1] Armor, Light Alloy; dDR 15, $5M
[2-6] Habitat; 300 Cabins, 5 Workspaces, $50M

Rear:
[1] Armor, Light Alloy; dDR 15, $5M
[2!] Light Force Screen; dDR 150, 1 Workspace, $150M
[3] Cargo Hold; 500 tons
[4] Hangar Bay; Capacity 300t, Launch Rate 100t, 1 Workspace, $1M
[5!] Standard Reactionless Engine; 1G accel, 1 Workspace, $10M
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Antimatter; 2 PP, 30 year endurance, 1 Workspace, $100M

Design Features:
    Artificial Gravity; $10M
    Gravitic Compensation; $10M

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Cabins: 120 (120)
    Luxury Cabins: 20 (40)
    Briefing Rooms: 5 (5)
    Labs: 20 (20)
        Biology: 5; $5M
        Chemistry: 5; $5M
        Pharmacy: 10; $10M

Offices: 10 (10)
Sickbays: 400 (400)
Steerage Cargo: 25 tons (5)

Minimum Crew:
    Control Room: 10
    Technicians: 16
    Medics: 40
    Total: 66

Luxury Cabins:
    Captain
    First Officer
    Second Officer
    Chief Engineer
    Chief Medical Officer

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	FF DR	Cost	Notes
11^	*Merciful Angel*-class	160	-2/5	13	1 G/10 mps	10K	893	+10	680ASV	15	150	$536M	

Rising Star-class Passenger Liner
10,000-ton (SM+10) Interstellar Passenger Transport

The *Rising Star* is a ship designed for transporting passengers between colonies. Unlike the *Gandhi*-class liner, below, the *Rising Star* is not designed with luxury in mind; however, all efforts have been made to keep the *Rising Star*'s passengers comfortable during their long flights.

The *Rising Star*'s hangar bay is equipped to handle three passenger shuttles.

Front:
[1] Armor, Light Alloy; dDR 15, $5M
[2-6] Habitat; 300 cabins, 5 Workspaces, $50M

Middle:
[1] Armor, Light Alloy; dDR 15, $5M
[2-6, core] Habitat; 360 cabins, 6 Workspaces, $60M

Rear:
[1] Armor, Light Alloy; dDR 15, $5M
[2] Control Room; C10 Computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M
[3!] Light Force Screen; dDR 150, 1 Workspace, $150M
[4] Hangar Bay; 300 t capacity, launch 100 t, 1 Workspace, $1M
[5!] Standard Reactionless Engine; 1G accel, 1 Workspace, $10M
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Fusion; 2PP, 600 year endurance, 1 Workspace, $100M

Design Features:
    Artificial Gravity; $10M
    Gravitic Compensation; $10M

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: 25 (25), full life support
    Cabins: 300 (300), full life support
    Luxury Cabins: 10 (20), full life support
    Cells: 10 (10), full life support
    Sickbays: 30 (30)
    Offices: 5 (5)
    Establishments:
        Dining: 20 (40)
        Entertainment: 50 (100)
    Steerage Cargo: 675 t (135)

Crew:
    Control Stations: 30
    Technicians: 51
    Medics: 3
    Attendants: 40
    Specialists: 40
    Total: 164
    Passengers: 590

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	DR	FF DR	Cost	Notes
11^	*Rising Star*-class	160	-2/5	13	1 G/10 mps	10K	1,051	+10	760ASV	15	150	$526M	

Santa Maria-class Bulk Freighter
30,000-ton (SM+11) Cargo Transport

The *Santa Maria* is a common sight along the space lanes. It is a large vessel dedicated to carrying cargo between systems. It is

unarmed and lightly armored, so it relies on various military craft to provide escort, protecting it from pirates and hostile national forces.

The *Santa Maria*'s hangar bay is equipped to handle three passenger shuttles, *Amazon*-class runabouts, or *Zodiac*-class couriers. Standard operations usually call for one shuttle on hand and ready to launch with a second on stand-by, leaving room for a third to land.

Front:
[1] Armor, Steel; dDR 15, $6M
[2-6] Cargo Hold; 7.5 kt

Middle:
[1] Armor, Steel; dDR 15, $6M
[2-6, core] Cargo Hold; 9 kt

Rear:
[1] Armor, Steel; dDR 15, $6M
[2] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M
[3!] Light Force Screen; dDR 200, 3 Workspaces, $500M
[4a] SM +10 Cargo Hold; 500 t
[4b] SM +10 Habitat; 60 cabins, 1 Workspace, $1M
[4c] SM +10 Hangar Bay; 300 t capacity, launch 100 t/min, 1 Workspace, $1M
[5!] Rotary Reactionless Engine; 0.1G accel, 3 Workspaces, $15M
[6!] Stardrive Engine; 3 Workspaces, $300M
[core] Power Plant, Fusion; 2PP, 600 year endurance, 3 Workspaces, $300M

Design Features:
    Artificial Gravity; $30M

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: 10 (10), full life support
    Cabins: 10 (10), full life support
    Sickbays: 4 (4)
    Offices: 3 (6)
    Steerage Cargo: 150 tons (30)

Crew:
    Control Room: 45
    Technicians: 51
    Medics: 1
    Total: 97

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Santa Maria*-class	230	-3/5	13	0.1 G/1 mps	30K	17,456	+11	160ASV	15	200	$1.234B	

Santa Maria-class Q-Ship
30,000-ton (SM+11) Modified Cargo Transport

A variant of the bulk freighter by the same name, this vessel trades some of its cargo space for hangar bays capable of launching a squadron of fighters. While intended to defend the ship against pirates, some pirates who have captured bulk freighters have adapted them into Q-ships for their own purposes.

The *Santa Maria*'s front and middle section hangar bays hold a mixture of fighters, often a mixture of 10-ton Gnats and 30-ton Onis and Intruders. The ship is capable of carrying 200 Gnats or 66 Onis or Intruders; a common Q-ship configuration will carry an equal mix of 30 Gnats and 30 Onis or Intruders, as the ship lacks the bunk space for more pilots. Some Q-ships trade the rear cargo hold for additional bunkrooms to accommodate additional pilots.

Front:
[1] Armor, Steel; dDR 15, $6M
[2-3] Hangar Bay; 2 kt capacity, launch 600 t/min, 6 Workspaces, $6M
[4-6] Cargo Hold; 4.5 kt

Middle:
[1] Armor, Steel; dDR 15, $6M
[2-6, core] Cargo Hold; 9 kt

Rear:
[1] Armor, Steel; dDR 15, $6M
[2] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M
[3!] Light Force Screen; dDR 200, 3 Workspaces, $500M
[4a] SM +10 Cargo Hold; 500 t
[4b] SM +10 Habitat; 60 cabins, 1 Workspace, $1M
[4c] SM +10 Hangar Bay; 300 t capacity, launch 100 t/min, 1 Workspace, $1M
[5!] Rotary Reactionless Engine; 0.1G accel, 3 Workspaces,

$15M
[6!] Stardrive Engine; 3 Workspaces, $300M
[core] Power Plant, Fusion; 2PP, 600 year endurance, 3 Workspaces, $300M

Design Features:
    Artificial Gravity; $30M

Design Switches:
    Adjustable Force Screen; $500M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: 30 (30), full life support
    Cabins: 20 (20), full life support
    Sickbays: 4 (4)
    Offices: 3 (6)

Minimum Crew:	
Control Room:	15
Technicians:	29
Medics:	1
Total:	45

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Santa Maria* Q-ship	230	-3/5	13	0.1 G/1 mps	30K	16,460	+11	160ASV	15	200	$1.74B	

Alchemy-class Refinery Ship
30,000-ton (SM+11) Mobile Refinery

Some would call this ship poorly named; others would say the name is fitting, given its profile. These are ships intended to turn organic waste products into crude petroleum so the factory ships can use it for plastics, and to process breathable air (mainly nitrogen and oxygen) from ice and other chemicals mined from smaller asteroids and comets.

The ship's hangar bay can land one tramp freighter, three light merchantmen, or ten personnel shuttles.

Front:
[1] Armor, Steel; dDR 15, $6M
[2] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M
[3] Habitat; 200 cabins, 3 Workspaces, $30M
[4-6] Fuel Tanks; 4.5 kt, $30M

Middle:
[1] Armor, Steel; dDR 15, $6M
[2-5!] Refinery; 2 kt/hr, 12 Workspaces, $120M
[6] Fuel Tank; 1.5 kt, $10M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Rear:
[1] Armor, Steel; dDR 15, $6M
[2] Cargo Hold; 1.5 kt
[3!] Light Force Screen; dDR 200, 3 Workspaces, $500M
[4] Hangar Bay; Capacity 1 kt, Launch Rate 300 t, 3 Workspaces, $3M
[5!] Rotary Reactionless Engine; 0.1G accel, 3 Workspaces, $15M
[6!] Stardrive Engine; 3 Workspaces, $300M

[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Design Features:
Artificial Gravity; $30M

Design Switches:
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
Bunkrooms: 60 (60), full life support
Cabins: 25 (25), full life support
Offices: 10 (10)
Sickbays: 15 (15)
Steerage Cargo: 450 tons (90)

Crew:
Control Room: 45
Technicians: 108
Medics: 2
Total: 155

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Alchemy*-class	230	-2/5	13	0.1 G/1 mps	30K	8,979	+11	290ASV	15	200	$2.316B	

Apollo-class Research Vessel
30,000-ton (SM+11) Scientific Research Craft

While the Greek god Apollo is primarily known as the "god of light" (and often mistakenly called the "sun god"), he was also the god of science and medicine, among other duties. The *Apollo*-class science vessel is designed for research and development in various sciences, including but not limited to astrophysics, biochemistry, pharmacology, and materials science. For the fifty years that the *Apollo*-class has been on the market, more scientific and medical breakthroughs have come from their research than from planet-side or even station-based research facilities.

In addition to the scientific laboratories on board the vessels, the vessels are also used to explore beyond the Frontier, scouting out possible colony worlds, and studying the universe in general. They often operate alone, but can be found in a limited number among the Colonial Defense Alliance fleet.

The *Apollo*'s hangar bay is able to house ten 100-ton personnel shuttles; standard operations call for four shuttles ready to launch at any time with three on standby and room to land three additional shuttles.

The ships are named after famous scientists, such as *Tycho Brahe*, *Albert Einstein*, *Marie Curie*, and *Stephen Hawking*.

Front:
[1] Armor, Steel; dDR 15, $6M
[2] Science Comm/Sensor Array; Level 13, 3 Workspaces,

$300M
[3] Robofactory; $3M/hr, 3 Workspaces, $3B
[4-6] Habitat; 600 cabins, 9 Workspaces, $90M

[core] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M

Middle:
[1] Armor, Steel; dDR 15, $6M
[2-6] Habitat; 1,000 cabins, 15 Workspaces, $150M

Rear:
[1] Armor, Steel; dDR 15, $6M
[2] Cargo Hold; 1.5 kt
[3!] Light Force Screen; dDR 200, 3 Workspaces, $500M
[4] Hangar Bay; Capacity 1 kt, Launch Rate 200 tons, 3 Workspaces, $3M
[5!] Standard Reactionless Engine; 1G accel, 3 Workspaces, $30M
[6!] Stardrive Engine; 3 Workspaces, $300M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $200M

Design Features:
    Artificial Gravity; $30M
    Gravitic Compensation; $30M

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: 50 (50), full life support
    Cabins: 600 (600), full life support
    Luxury Cabins: 100 (200), full life support
    Labs: 600 (600)
        Biology: 100, $100M
        Chemistry: 100, $100M
        Geology: 100, $100M
        Metallurgy: 100, $100M
        Pharmacy: 100, $100M
        Physics: 100, $1B
    Offices: 10 (10)
    Sickbays: 50 (50)
    Steerage Cargo: 450 tons (90)

Minimum Crew:
    Control Room: 15
    Technicians: 48
    Medics: 5
    Total: 66
    Scientists: 600

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Apollo*-class	230	-2/5	14	1 G/10 mps	30K	3,110	+11	1,600ASV	15	200	$6.211B	

Ceres-class Hydroponics Vessel
100,000-ton (SM+12) Edibles Creation Craft

Named after the Roman goddess of agriculture, this craft is used to grow fresh grains, fruits, and vegetables for fleets of other ships, military and civilian, that don't have the capacity to do so themselves.

The ship's hangar bay houses ten 100-ton personnel shuttles and has room to house up to an additional two 1,000-ton tramp freighters, six 300-ton merchantmen, or twenty 100-ton couriers, runabouts, or personnel shuttles.

Front:
[1] Armor, Steel; dDR 20, $20M
[2-6] Open Space; 100 acres, 50 Workspaces, $10M
[core] Control Room; C11 Computer, Comm/Sensor 12, 20 Control Stations, 10 Workspaces, $200M

Middle:
[1] Armor, Steel; dDR 20, $6M
[2-6] Open space; 100 acres, 50 Workspaces, $10M

Rear:
[1] Armor, Steel; dDR 20, $6M
[2] Habitat; 600 cabins, 10 Workspaces, $100M
[3!] Light Force Screen; dDR 300, 10 Workspaces, $1.5B
[4] Hangar Bay; 3 Kt capacity, launch 500 t/min, 10 Workspaces, $10M
[5!] Rotary Reactionless Engine; 0.1G accel, 10 Workspaces, $50M
[6!] Stardrive Engine; 10 Workspaces, $1B
[core] Power Plant, Antimatter; 2PP, 30 yrs, 10 Workspaces, $1B

Design Features:
    Artificial Gravity; $100M
    High Automation; $170M

Design Switches:
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: 20 (20), full life support
    Cabins: 50 (50), full life support
    Luxury Cabins: 10 (20), full life support
    Cells: 1 (1), full life support
    Briefing Rooms: 5 (5)
    Establishments: 4 (4)
    Labs:
        Biology: 10 (20), $10M
    Offices: 10 (10)
    Sickbays: 10 (10)
    Steerage Cargo: 2,300 t (460)

Crew:
    Control Stations: 60
    Technicians: 51
    Medics: 3
    Scientists: 10
    Specialists: 50
    Total: 174

Piloting (Starship) or Shiphandling (Starship)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Ceres-class	350	-3/5	13	0.1 G/1 mps	100K	5,320	+12	200ASV	20	300	$4.32B	

Hephaestus-class Factory Ship
100,000-ton (SM+12) Dry Goods Creation Craft

The *Hephaestus*-class factory ship is a craft designed to provide spare parts and the occasional custom-built item using high-performance microtechnology while operating away from resupply bases.

These craft are generally unarmed and lightly armored, relying primarily on its force screen for protection; some owners replace some of the factory modules with batteries of point-defense weaponry, while others increase the quality of the armor to much stronger materials – often using the ship itself to manufacture its armor.

These craft are often paired with bulk freighters to provide additional raw materials, with light freighters handling the transfer of goods between the factory ship and the other ships in the vicinity.

The hangar bay is equipped to handle three 1,000-ton tramp freighters, ten 300-ton light merchantmen, or thirty 100-ton fast couriers or personnel shuttles. A standard loadout is ten personnel shuttles and three light merchantmen with room to land a single tramp freighter, three merchantmen, or ten shuttles or couriers.

Front:
[1] Armor, Steel; dDR 20, $20M
[2-4!] Robofactory; $30M/hr, 30 Workspaces, $30B
[5-6] Cargo Hold; 10 Kt

Middle:
[1] Armor, Steel; dDR 20, $20M
[2-4!] Robofactory; $30M/hr, 30 Workspaces, $30B
[5] Cargo Hold, 5 Kt
[6!] Light Force Screen; dDR 300, 10 Workspaces, $1.5B
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 10 Workspaces, $2B

Rear:
[1] Armor, Steel; dDR 20, $20M
[2] Control Room; C11 Computer, Comm/Sensor 12, 20 Control Stations, 10 Workspaces, $200M
[3] Habitat; 600 cabins, 10 Workspaces, $100M
[4] Hangar Bay; 3 Kt Capacity, launch 500 t/min, 10 Workspaces, $10M
[5!] Rotary Reactionless Engine; 0.1G accel, 10 Workspaces, $50M
[6!] Stardrive Engine; 10 Workspaces, $1B
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 10 Workspaces, $2B

Design Features:
  Artificial Gravity; $100M
  High Automation; $140M

Design Switches:
  Multiscanner Array
  Pseudo-Velocity
  Waste Heat Signature

Habitat Breakdown:
  Cabins: 200 (200), full life support
  Luxury Cabins: 20 (40), full life support
  Cells: 1 (1), full life support
  Offices: 20 (20)
  Sickbays: 10 (10)
  Steerage Cargo: 1,645 tons (329)

Crew:
  Control Stations: 30
  Technicians: 42
  Medics: 3
  Specialists: 60
  Total: 13

Piloting (Starship) or Shiphandling (Starship)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	Hephaestus-class	350	-3/5	14	0.1 G/1 mps	100K	19,689	+12	440ASV	20	300	$67.16B	

Gandhi-class Luxury Cruise Liner
300,000-ton (SM+13) Luxury Passenger Ship

The *Gandhi*-class passenger liner is the premier luxury cruiser in the settled regions of the Sol Sector. Its design was intended for long, slow cruises along the more exotic sights of the sector: Saturn's rings, Io's volcanoes, the stellar flares of Bernard's Star, etc.

Each ship is named after a famous person; the class is named after the first of the line, the *Mahatma Gandhi*. Originally, the design was intended to be named the *Titanic*-class, with ships named after famous ships of Earth's history, until someone remembered that the original *Titanic* **sank** on her maiden voyage.

The ship is designed with an "open-air" park atop the whole vessel from which to view the sights. Beneath the park is a shopping mall with hundreds of designer-name stores, along with other recreation facilities. The ship's hangar bay can hold a complement of up to 100 personnel shuttles or 10 tramp freighters; typical complement is 50 shuttles and room to land 5 freighters.

One of the more controversial design decisions made was the decision to arm the ship. Various scandals, real and imagined, were reported prior to the *Mahatma Gandhi*'s launch concerning this choice. As it happened, the ship proved a very tempting target for pirates during her maiden voyage, but the crew managed to fight them off. A number of civilian witnesses who were on the park deck during the attack reported that "the battle was the most beautiful thing to witness in years, well worth the price of the voyage." This

success has led more than one ship captain to stage pirate attacks by hiring privateers and mercenary companies to fake attacks on their ships.

Front:
[1] Armor, Light Alloy; dDR 50, $150M
[2] Control Room; C11 Computer, Comm/Sensor 13, 30 Control Stations, 30 Workspaces, $600M
[3-5] Habitat; 6,000 cabins, 90 Workspaces, $900M
[6] Open Space; 50 Areas, 30 Workspaces, $5M
[core] Cargo Hold; 15 kt

Middle:
[1] Armor, Light Alloy; dDR 50, $150M
[2-4] Habitat; 6,000 cabins, 90 Workspaces, $900M
[5!] Weapons, Tertiary Battery; 30 Workspaces, $1.5B
[6] Open Space; 50 Areas, 30 Workspaces, $5M

Rear:
[1] Armor, Light Alloy; dDR 50, $150M
[2] Hangar Bay; 10 kt capacity, launch 1 kt/min, 30 Workspaces, $30M
[3!] Rotary Reactionless Engine; 0.1G accel, 30 Workspaces, $150M
[4!] Stardrive Engine; 30 Workspaces, $3B
[5!] Light Force Screen; dDR 500, 30 Workspaces, $5B
[6] Open Space; 50 Areas, 30 Workspaces, $5M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 30 Workspaces, $6B

Design Features:
    Artificial Gravity; $300M
    High Automation; $480M

Design Switches:
    Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Mid-Section Tertiary Battery Breakdown:
    30 30MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDam: 3d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 100 (100), full life support
    Cabins: 4,500 (4,500), full life support
    Luxury Cabins: 2,000 (4,000), full life support
    Cells: 20 (20), full life support
    Establishments: 500 (1,000), full life support
    Offices: 30 (30)
    Sickbays: 500 (500)
    Steerage Cargo: 9,250 tons (1,850)

Crew:
    Control Room: 90
    Turret Gunners: 30
    Technicians: 144
    Medics: 50
    Attendants: 1,000
    Specialists: 1,000
    Total: 2,314
    Passengers: 11,180

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Gandhi*-class	505	-3/5	13	0.1 G/1 mps	300K	35,600	+13	13,500ASV	50	500	$19.325B	

Piloting (Starship) or Shiphandling (Starship)

Military Warships

Novosibirsk-class Patrol Boat
300-ton (SM+7) Short-Range Patroller

The *Novosibirsk*-class Patrol Boat is an ancient design, originally designed by Russia for and having been used continuously since the Human-Pondrur Wars of the 22nd and early 23rd Centuries. As technologies have advanced, the design has been upgraded; there are even rumors that some of the patrol boats donated to the CDA Fleet saw service in those ancient wars. They are nearly ubiquitous across the known galaxy, being used by nearly every station, planetary, system, and interstellar polity in the Sirius Sector and the Frontier; only the K'Hissh Imperium is known to not use them (primarily due to size constraints).

The *Novosibirsk*'s design is blocky, often being compared to 20th and 21st Century armored vehicles such as tanks and infantry fighting vehicles in layout. The main body is a rectangular in a 5:4:1 length-width-height ratio, with a large armored turret on top; the weapons mounted on the sides of the body and on the turret vary wildly depending on the service they're flying for. The stat block below is the typical layout for the CDA; others prefer to mount the largest possible guns on the turret.

As a patrol boat, the craft is not meant to operate at any significant distance from its home base; most only carry enough supplies for a week's patrol. Most forces operate them in squadrons of four to ten boats.

The CDA has adopted the original Russian policy of requiring at least one crewman on duty at all times on board the craft. This requirement means that the crew must share bunks in the one bunkroom; the officer in charge of the craft, typically a Lieutenant, does *not* get separate quarters from the rest of the crew. An auto-med bed is provided in case of injuries sustained while on patrol. Other forces may remove the auto-med bed and replace it with additional bunk space.

Front:
[1-3] Armor, Diamoindoid; dDR 60, $9M
[4] Tactical Array; Comm/Sensor 9, $3M
[5] Habitat; 2 cabins, $300K
[6!] Weapons, Medium Battery; $1.5M

Middle:
[1-3] Armor, Diamoindoid; dDR 60, $9M
[4] Control Room; C8 Computer, Comm/Sensor 7, 3 Control Stations, $600K
[5!!] Heavy Force Screen; dDR 50/100; $15M
[6!] Weapons, Medium Battery; $1.5M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $6M

Rear:
[1-3] Armor, Diamoindoid; dDR 60, $9M
[3] Engine Room; 1 Control Station, $100K
[5-6!] Standard Reactionless Engine; 2G accel, $600K
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $6M

Design Features:
    Artificial Gravity; $300K
    Gravitic Compensation; $300K
    Hardened Armor, Hardened 3; $108M

Design Switches:
    Adjustable Force Screen; $15M
    Hardened Force Screen, Hardened 3; $22.5M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery Breakdown:
    1 Fixed-Mount 30MJ Particle Beam
        Option: Improved
        dDmg: 6d (5) burn rad sur
        Range: Close/Short
        sAcc: 0
        Rcl: 1
    2 Fixed-Mount 24cm Missile Launchers
        Base dDmg: 6d×6 cr ex
        Range: Long
        sAcc: 3
        Rcl: 1
        Missile Shots: 10 each, 20 total

Mid-Section Major Battery Breakdown:
    1 Turret with 3 10MJ UV Lasers
        Option: Rapid-Fire
        Option: Improved
        dDmg: 4d (2) burn
        Range: Short/Long
        sAcc: 0
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 1 (1), full life support
    Sickbays: 1 (1); w/ Automed; $100K

Crew:
    Control Room: 3
    Turret Gunners: 1
    Technicians: 1
    Total: 5

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Novosibirsk*-class	50	-1/5	13	2 G/20 mps	300	15.5	+7	4ASV+1SV	84	50/100	$207.8M	[11, 12]

Piloting (Gunboat)

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Shalice Tilman-class Espionage Vessel
1,000-ton (SM +8) Signals Intelligence Stealth Craft

The *Shalice Tilman*-class espionage vessel is a long-range stealth ship used solely by United Earth that is intended for spying on the other powers in the Sirius Sector. It is not known exactly how many of these ships Earth has at its disposal, as their operations are buried in a multitude of budgets.

The *Tilman* is designed with stealth in mind, possessing stealth features including an angled hull designed to scatter radar signals, bafflers on its engines to mask the heat signature, and a dynamic chameleon hull that enables it to go undetected by passive visual sensors (including the Mark I Eyeball utilizing telescopes).

Front:
[1] Armor, Light Alloy; dDR 7, $500K
[2-6] Habitat; 30 cabins, $5M

Middle:
[1] Armor, Light Alloy; dDR 7, $500K
[2-4] Multipurpose Comm/Sensor Array; Comm/Sensor 11, $6M
[5-6] Habitat; 12 cabins, $2M
[core] Control Room; C9 Computer, Comm/Sensor 8, 4 Control Stations, $2M

Rear:
[1] Armor, Light Alloy; dDR 7, $500K
[2] Engine Room; 1 Control Station, $300K
[3!!] Heavy Force Screen; dDR 70/140, $50M
[4-5!] Standard Reactionless Engines; 2G accel, $2M
[6!] Stardrive Engine; $10M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $20M

Design Features:
    Artficial Gravity; $1M
    Dynamic Chameleon Surface; $1.5M
    Gravitic Compensator; $1M

Stealth Hull; $2M

Design Switches:
    Adjustable Force Screen; $50M
    Hardened Force Screen, Hardened 3; $75M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Cabins: 15 (15), full life support
    Luxury Cabins: 1 (2), full life support
    Offices: 10 (10)
    Sickbays: 1 (1)
    Steerage Cargo: 70 tons (14)

Minimum Crew:
    Control Room: 4
    Technicians: 1
    Medics: 1
    Analysts   20
    Total: 16

Piloting (Starship) or Shiphandling (Starship)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Shalice Tilman*-class	75	-1/5	13	2 G/20 mps	1,000	73.2	+8	32ASV	7	70/140	$229.3M	[12]

Notes:
[12] FF dDR is Hardened, Hardened 3.

Phoenix-class Warbird
1,000-ton (SM +8) Rapid Assault Vessel

The *Phoenix*-class Warbird, fielded almost exclusively by the planet Valeria in the Omicron(2) Eridani system, gets its name from its layout, which in many ways resembles a large mechanical bird of prey. The *Phoenix* has a short yet slender neck with a slightly larger head at the fore, a pair of wings extending from the body, and is often decorated with a painting of a large firebird underneath. The primary weapon is a central-mounted missile launcher which runs the full length of the ship; the wings are tipped with a pair of particle beam or plasma cannon, and a defensive turret is mounted amidships.

The *Phoenix*'s design is not normally seen in ships, due to the presence of starfighters making such a neck a liability. However, the *Phoenix*'s speed and agility is on par with several starfighter designs, making the neck not as easy a target as it could be. The ship's main purpose is to attack larger ships; however, they are often employed for anti-piracy patrols. Unlike the Type 454 Attack Craft found in the Sol system and the Frontier, which serves a nearly identical role, the *Phoenix* is equipped with a hyperdrive, enabling it to operate alongside interstellar forces when necessary.

Valerian policy is to have the warbirds operating in trios; the lead warbird in the triad is commanded by a Lieutenant Commander, while the others are commanded by a Lieutenant.

Front:
[1] Armor, Diamondoid; dDR 30, $10M
[2] Weapons, Spinal Mount, Launcher; $15M
[3-4!] Weapons, Major Battery, Beams; $12M
[5] Habitat; 6 cabins, $1M
[6] Maneuver Enhancement; $10M

Middle:
[1] Armor, Diamondoid; dDR 30, $10M
[2] Control Room; C9 computer, Comm/Sensor 8, 4 Control Stations, $2M
[3!] Stardrive Engine; $10M
[4!] Weapons, Medium Battery, Beams; $6M
[5!!] Heavy Force Screen; dDR 70/140, $50M
[6] Power Plant, Antimatter; 4 PP, 20 year endurance,

[core] Weapons, Spinal Mount

Rear:
[1] Armor, Diamondoid; dDR 30, $10M
[2] Weapons, Spinal Mount
[3-6!] Hot Reactionless Engines; 8G accel, $12M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity; $1M
    Gravitic Compensator; $1M
    Hardened Armor, Hardened 3; $120M
    Winged; $5M

Design Switches:
    Adjustable Force Screen; $50M
    Hardened Force Screen, Hardened 3; $75M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Spinal Battery Breakdown:
    1 Fixed-Mount 40cm Missile Launcher
        Base dDmg: 6d×10 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 20

Forward Major Battery Breakdown:
    Two Fixed-Mount 300MJ Particle Beam
        Option: Improved
        dDmg: 3d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Mid-Section Medium Battery Breakdown:
    Three 10MJ Particle Beams on One Turret
        Option: Improved
        Option: Rapid-Fire
        dDmg: 4d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 2 (2), full life support
    Cabins: 1 (1), full life support
    Cells: 1 (1), full life support
    Offices: 1 (1)
    Sickbays: 1 (1); automed $100K

Crew:
    Control Room: 4
    Turret Gunners: 1
    Total: 5

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Phoenix*-class	75	0/5	12	8 G/80 mps	1,000	1.4	+8	14ASV	30	70/140	$440M	[11, 12]
	– *afterburner*		-1/5		16 G/160 mps								
	atmospheric flight		+4/5		80/355								
	– *afterburner*		+3/5		160/500								

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Parnaiba-class Monitor
3,000-ton (SM +9) Planetary Defense Spaceship

An older model which has been continuously upgraded over the centuries, the design of the *Parnaiba*-class monitor harkens back to the monitor ships of the mid to late 19th Century; it is a short-range patrol and blockade craft with an elongated profile packed with a number of large gun turrets. Monitors are designed for combat against larger warships, though their lack of maneuverability leave them vulnerable to starfighters. In the Sol system, most of the gun turrets are equipped with UV lasers, although it also mounts powerful ion weapons designed to disable enemy ships; others mount particle beams, plasmas, or normal lasers. Out on the Frontier, many monitors trade out the smaller turrets for point-defense turrets. (United Earth has retired its fleet of monitors, while the other nations have begun building more of them.)

Its elongated profile makes it harder to target from many directions, being built on a cylindrical hull thrice as long as other ships in its weight class while being a third of the diameter. As a result, however, it suffers from a lack of maneuverability, often being compared to a beached whale.

The *Parnaiba*-class lacks a hyperdrive, limiting its operations to in-system patrols and blockade duties. Most, however, are equipped with a lightspeed drive in order to quickly travel between various planetary orbits in a matter of minutes to hours.

Front:
[1-2] Armor, Diamondoid; dDR 60, $60M
[3] Control Room; C9 Computer, Comm/Sensor 9, 6 Control
    Stations, $6M
[4] Tactical Comm/Sensor Array; Comm/Sensor 11, $30M
[5] Habitat; 20 cabins, $3M
[6] Weapons, Major Battery, Launchers; $15M

Middle:
[1-2] Armor, Diamondoid; dDR 60, $60M
[3!] Weapons, Major Battery, Beams; $30M
[4!] Weapons, Major Battery, Beams; $30M
[5!] Weapons, Medium Battery, Beams; $15M
[6!] Weapons, Secondary Battery, Beams; $15M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Rear:
[1-2] Armor, Diamondoid; dDR 60, $60M
[3] Engine Room; 2 Control Stations, $1M
[4!!] Heavy Force Screen; dDR 100/200, $150M
[5!] Standard Reactionless Engine; 1G accel, $3M
[6!] Lightspeed Drive; $30M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Design Features:
   Artficial Gravity; $3M
   Gravitic Compensator; $3M
   Hardened Armor, Hardened 3; $720M

Design Switches:
   Adjustable Force Screen; $150M
   Hardened Force Screen, Hardened 3; $225M
   Multiscanner Array
   Pseudo-Velocity
   Waste Heat Signature

Forward Major Battery Breakdown:
   One Fixed-Mount 40cm Launcher
      Base dDmg: 6d×10 cr ex
      Range: Extreme
      sAcc: 4
      Rcl: 1

Mid-Section Major Battery 1 Breakdown:
   One 1GJ UV Laser Cannon Turret
      Option: Improved
      dDmg: 4d×5 (2) burn
      Range: Long
      sAcc: 0
      Rcl: 1

Mid-Section Major Battery 2 Breakdown:
   One 1GJ Electromagnetic Disruptor Turret
      Option: Improved
      dDmg: 4d×5 spec.
      Range: Short/Long
      sAcc: 0
      Rcl: 1

Mid-Section Medium Battery Breakdown:
   Three 300 MJ UV Laser Turrets
      Option: Improved
      dDmg: 3d×5 (2) burn
      Range: Long
      sAcc: 0
      Rcl: 1

Mid-Section Secondary Battery 1 Breakdown:
   Ten 100 MJ UV Laser Turrets
      Option: Improved
      dDmg: 2d×5 (2) burn
      Range: Long
      sAcc: 0
      Rcl: 1

Habitat Breakdown:
   Bunkrooms: 10 (10), full life support
   Cabins: 3 (3), full life support
   Briefing Rooms: 1 (1)
   Offices: 2 (2)
   Sickbays: 1 (1); w/ automed; $100K
   Steerage Cargo: 15 tons (3)

Minimum Crew:
   Control Room: 6
   Turret Gunners: 15
   Technicians: 2
   Total: 23

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Parnaiba*-class	105	-3/5	13	1 G/10 mps	3,000	19.6	+9	46ASV	72	100/200	$1.73B	[1, 11, 12]

Notes:
[1] Streamlined.
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Bikini Atoll-class Patrol Cutter
3,000-ton (SM +9) In-System Patroller

   Many forces don't concern themselves with anything beyond the space they can patrol directly. A lot of times, this means obtaining ships that can do police, search and rescue, and anti-piracy interdiction around planets, moons, and space stations, rather than making forays into interplanetary and interstellar space. The *Bikini Atoll* class is typical of the smaller patrol cutters found throughout the Sirius Sector and the Frontier. Many other classes of patrol cutter in the same weight class use the same stats, varying the weapons as needed.

   As a patrol vessel, the armor, force shields, and weapons are not as powerful as those on dedicated warships. Most ships have only a few weapons for fighting pirate fighters and smuggler tramp freighters, instead mounting a larger number of tractor beams alongside a number of ion cannon to disable various craft.

   The *Bikini Atoll*-class lacks a hyperdrive, limiting its operations to in-system patrols and blockade duties. Most, however, are equipped with a lightspeed drive in order to quickly travel between various planetary orbits in a matter of minutes to hours. As such, they are expected to see more than their fair share of combat in the Sol system should hostilities break out between Earth and the League. The Solar forces in the League are in the process of upgrading their patrol cutters with additional armor and more powerful force screens in anticipation of this.

Front:
[1-2] Armor, Nanocomposite; dDR 60, $30M
[3] Tactical Comm/Sensor Array; Comm/Sensor 11, $30M
[4-5] Habitat; 40 cabins, $6M
[6!] Weapons, Secondary Battery, Beams; $15M

Middle:
[1-2] Armor, Nanocomposite; dDR 60, $30M
[3] Control Room; C9 Computer, Comm/Sensor 9, 6 control stations, $6M
[4-6!] Weapons, Secondary Battery, Beams; $45M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Rear:
[1-2] Armor, Nanocomposite; dDR 60, $30M
[3!] Light Force Screen; dDR 100, $50M
[4-5!] Hot Reactionless Engine; 4G accel, $20M
[6!] Lightspeed Drive; $30M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Design Features:
Artficial Gravity; $3M
Gravitic Compensator; $3M
Hardened Armor, Hardened 2; $180M

Design Switches:
Adjustable Force Screen; $50M
Hardened Force Screen, Hardened 2; $50M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Secondary Battery Breakdown:
Two 10MJ UV Laser Turrets
Option: Improved

Option: Rapid Fire
dDam: 4d (2) burn
Range: Short/Long
sAcc: 0
Rcl: 1
Eight 10MJ Electromagnetic Disruptor Turrets
Option: Improved
Option: Rapid Fire
dDam: 4d spec
Range: Short
sAcc: 0
Rcl: 1

Mid-Section Secondary Battery Breakdown:
Thirty 100MJ Tractor Beam Turrets
dDam: 10 tons force each (up to 300 tons force total)
Range: Short
sAcc: 0
Rcl: 1

Habitat Breakdown:
Bunkrooms: 10 (10), full life support
Cabins: 4 (4), full life support
Luxury Cabins: 2 (4), full life support
Cells: 5 (5), full life support
Briefing Rooms: 2 (2)
Offices: 4 (4)
Sickbay: 1 (1); w/ Automed, $100K
Steerage Cargo: 50 tons (10)

Crew:
Control Room: 6
Turret Gunners: 40
Total: 46

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Bikini Atoll*-class	105	-1/5	13	4 G/40 mps	3,000	57	+9	70ASV	72	100	$698M	[5, 6]

Notes:
[5] dDR is Hardened; Hardened 2
[6] FF dDR is Hardened; Hardened 2

Kozi-class Corvette
3,000-ton (SM+9) Point-Defense Warship

The *Kozi*-class is United Earth's newest corvette, replacing twelve different corvette classes that were used just prior to and during the unification (the other classes are still in use, but are being retired as more *Kozi*s are built). As a corvette, its roles include in-system patrol, long-range outer-system patrol, and escorting larger craft, including cruisers and freighters, protecting them from starfighter and pirate attack.

The *Kozi* is faster than most ships of its class, due in part to its newer, more powerful engines, which are slightly larger than those found on other corvettes. However, this comes at the cost of some of the guns used for point-defense. To compensate, the use of UV lasers also increases the range of the guns compared to other corvettes. It also carries larger anti-ship missiles than other corvettes, although it does not carry as many of them, due to space considerations.

As an experiment, the *Kozi*'s gun turrets are automated. During combat, only half of the mid-section turrets are manned, with computer programs managing the other half; the tactical officers on the bridge handle the larger forward guns against nearby ships.

The name *Kozi* is the Swahili word for "falcon", and all ships of its class are named after various birds of prey in close to a hundred different languages.

Front:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Tactical Comm/Sensor Array; Comm/Sensor 11, $30M
[3-4] Habitat; 40 cabins, $6M

[5] Weapons, Major Battery, Launchers; $15M
[6!] Weapons, Medium Battery, Beams; $15M

Middle:
[1] Armor, Diamondoid; dDR 50, $30M
[2-4!] Weapons, Tertiary Battery, Beams; $15M
[5!] Stardrive Engine; $30M
[6] Engine Room; 2 Control Stations, $1M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Rear:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Control Room; C9 Computer, Comm/Sensor 9, 6 Control Stations, $6M
[3!!] Heavy Force Screen; dDR 100/200, $150M
[4-6] Standard Reactionless Engines; 3G accel, $9M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Design Features:
    Artficial Gravity; $3M
    Gravitic Compensator; $3M
    Hardened Armor, Hardened 3; $360M

Design Switches:
    Adjustable Force Screen; $150M
    Hardened Force Screen, Hardened 3; $225M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Battery Breakdown:
    1 Fixed-Mount 40cm Launcher
        Base dDam: 6d×10 cr ex
        Range: Extreme
        sAcc: 4

Rcl: 1
Missile Shots: 30

Forward Medium Battery Breakdown:
    3 300MJ UV Laser Turrets
        Option: Improved
        dDam: 3d×5 (2) burn
        Range: Long
        sAcc: 0
        Rcl: 1

Mid-Section Tertiary Battery Breakdown:
    90 300KJ UV Laser Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDam: 1d+2 (2) burn
        Range: Short
        sAcc: 0
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 33 (33), full life support
    Cabins: 3 (3), full life support
    Offices: 3 (3)
    Sickbay: 1 (1); w/ Automed, $100K

Minimum Crew:
    Control Room: 6
    Technicians: 2
    Gunners: 45
    Total: 53

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Kozi*-class	105	-1/5	13	3 G/30 mps	3,000	13.8	+9	138ASV	50	100/200	$1.226B	[11, 12]

Piloting (Starship) or Shiphandling (Starship)

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Meteor-class Corvette
3,000-ton (SM+9) Warship

The *Meteor*-class corvette is an older design, pre-dating the Glrrü War in use, that was once fielded by various forces, and is still in service in many forces across the settled galaxy; many more have been stripped of most of their weaponry and sold on the open market as freighters (see p. 33). Although no longer used by Earth, the other forces in the Sol system have upgraded their *Meteor*s' armor and weaponry.

Unlike other corvettes its size, the *Meteor* was built with as much focus on offense as it was defense, possessing five missile launchers with a payload of 120 missiles total and a wide variety of beam weapons, ranging from a single 1 gigajoule (GJ) UV laser for attacking frigates and destroyers to an array of Gatling 300 kilojoule (KJ) point-defense UV lasers to shoot down incoming missiles and enemy starfighters. A number have been found in Frontier forces refurbished to have other weapons, including particle beams, plasma weapons, older standard lasers, and the occasional kinetic weapon; some that have been relegated to anti-piracy duties replace several of the weapons with ion weaponry and tractor beams.

The stats below indicate a *Meteor* that has been upgraded to modern armor and armaments; many second-hand *Meteors* still have only Nanocomposite armor and older lasers.

Front:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Control Room; C9 computer, Comm/Sensor 9, 6 Control Stations, $6M
[3-4] Habitat; 40 cabins, $6M
[5-6] Weapons, Major Battery, Launchers; $30M

Middle:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Weapons, Medium Battery, Launchers, $15M
[3!] Weapons, Major Battery, Beams; $15M
[4!] Weapons, Medium Battery, Beams; $15M
[5!] Weapons, Secondary Battery, Launchers; $15M
[6!] Weapons, Tertiary Battery, Launchers; $15M

[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Rear:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Engine Room; 1 Control Station, 2 Workspaces, $1M
[3!!] Heavy Force Screen; dDR 100/200, $150M
[4-5!] Standard Reactionless Engines; 2G accel, $6M
[6!] Stardrive Engine; 0 Workspaces, $30M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, $60M

Design Features:
    Artficial Gravity; $3M
    Gravitic Compensator; $3M
    Hardened Armor, Hardened 3; $360M

Design Switches:
    Adjustable Force Screen; $150M
    Hardened Force Screen, Hardened 3; $225M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Battery Breakdown:
    2 Fixed-Mount 40cm Launchers
        Base dDam: 6d×10 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 30 ea. (60 total)

Mid-Section Medium Battery Breakdown:
    3 Fixed-Mount 32cm Launchers
        Base dDam: 6d×8 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 20 ea. (60 total)

Mid-Section Major Battery Breakdown:
    1 1GJ UV Laser Turret
        Option: Improved
        dDam: 4d×5 (2) burn
        Range: Long
        sAcc: 0
        Rcl: 1

Mid-Section Major Battery Breakdown:
    3 300MJ UV Laser Turret
        Option: Improved
        dDam: 3d×5 (2) burn
        Range: Long
        sAcc: 0
        Rcl: 1

Mid-Section Secondary Battery Breakdown:
    10 10MJ UV Laser Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 4d×5 (2) burn
        Range: Long
        sAcc: 0
        Rcl: 1

Mid-Section Major Battery Breakdown:
    30 300KJ UV Laser Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDam: 4d×5 (2) burn
        Range: Long
        sAcc: 0
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 20 (20), full life support
    Cabins: 7 (7), full life support
    Briefing Room: 1 (1)
    Office: 2 (2)
    Sickbay: 2 (2); w/ Automeds, $200K
    Steerage Cargo: 40t (8)

Crew:
    Control Room: 6
    Turret Gunners: 43
    Technicians: 2
    Total: 51

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Meteor*-class	105	-1/5	13	2 G/20 mps	3,000	45.4	+9	54ASV	50	100/200	$1.26B	[11, 12]
	– atmospheric flight		-1/5		20/175								

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Admiral Hyman G. Rickover-class Corvette
3,000-ton (SM+9) Point-Defense Warship

This small craft is designed to provide point defense around ships that don't have any defensive capabilities of their own. Its roles usually include in-system patrol, long-range outer-system patrol, and escort duties. As such, it is often seen as part of a convoy protecting bulk freighters from pirate vessels. The *Rickover*-class was designed for Freyja in the Ran system, and has been adopted by the Colonial Defense Force and most extrasolar members of the Self-Determination League except for Valeria.

Internally, the *Rickover*-class Corvette is Spartan, lacking many amenities offered by larger warships. It is not meant to operate by itself for long stretches of time, despite being equipped with a hyperdrive. They normally operate in squadrons of four to six ships; each ship is usually commanded by a Lt. Commander, with a Commander or Captain leading the squadron.

These craft are named after noted naval commanders of the 20th through 22nd Centuries.

Front:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Tactical Sensor Array; Comm/Sensor 11, $30M
[3] Habitat; 20 cabins, $3M
[4] Weapons, Medium Battery, Launcher; $15M
[5!] Weapons, Secondary Battery, Beams; $15M
[6!] Weapons, Tertiary Battery, Beams; $15M

Middle:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Control Room; C9 Computer, Comm/Sensor 9, 6 Control Stations, $6M
[3] Habitat; 20 cabins, $3M
[4!] Weapons, Secondary Battery, Beams; $15M
[5!] Weapons, Tertiary Battery, Beams; $15M
[6!] Weapons, Tertiary Battery, Beams; $15M
[core] Power Plant, Antimatter; 4PP, 20 year endurance, $60M

Rear:
[1] Armor, Diamondoid; dDR 50, $30M
[2] Engine Room; 1 Control Station, 2 Workspaces, $1M
[3!!] Heavy Force Screen; dDR 100/200, $150M
[4-5!] Standard Reactionless Engines; 2G accel, $6M
[6!] Stardrive Engine; $30M
[core] Power Plant, Antimatter; 4PP, 20 year endurance, $60M

Design Features:
    Artificial Gravity; $3M
    Gravitic Compensation; $3M
    Super-Hardened Armor; $360M

Design Switches:
    Adjustable Force Screen; $150M
    Hardened Force Screen; $75M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery Breakdown:
    3 Fixed-Mount 32cm Launchers
        Base dDam: 6d×8 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 20 each, 60 total

Forward Secondary Battery Breakdown:
    10 100MJ UV Laser Turrets
        Option: Improved
        dDam: 2d×5 (2) burn
        Range: Long
        sAcc: 0
        Rcl: 1

Forward Tertiary Battery Breakdown:
    30 3MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 3d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Mid-Section Secondary Battery Breakdown:
    10 30MJ Particle Beam Turrets
        Option: Improved
        dDam: 5d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Mid-Section Tertiary Battery 1 Breakdown:
    30 3MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 3d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Mid-Section Tertiary Battery 2 Breakdown:
    30 30MJ Particle Beam Turrets
        Option: Improved
        dDam: 5d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 30 (30), full life support
    Cabins: 3 (3), full life support
    Offices: 2 (2)
    Sickbays: 5 (5)

Crew:
    Control Stations: 7
    Technicians: 2
    Medics: 1
    Turret Gunners: 110
    Total: 120

| Piloting (Starship) or Shiphandling (Starship) | | | | | | | | | | | |
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Rickover*-class	105	-1/5	13	2 G/20 mps	3,000	12.6	+9	126ASV	50	100/200	$1.13B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Belut-class Monitor
10,000-ton (SM +10) Planetary Defense Spaceship

A larger version of the *Parnaiba*-class, the *Belut*-class Monitor fulfills many of the same duties.

The *Belut*-class is a short-range patrol and blockade craft with an elongated profile packed with a number of large gun turrets. Monitors are designed for combat against larger warships, though their lack of maneuverability leave them vulnerable to starfighters. In the Sol system, most of the gun turrets are equipped with UV lasers, although it also mounts powerful ion weapons designed to disable enemy ships; other users mount particle beams, plasmas, or normal lasers. Out on the Frontier, many monitors trade out the smaller turrets for point-defense turrets. (United Earth has retired its fleet of monitors, while the other nations have begun building more of them.)

Its elongated profile makes it harder to target from many directions, being built on a cylindrical hull thrice as long as other ships in its weight class while being a third of the diameter. As a result, however, it suffers from a lack of maneuverability, often being compared to a beached whale.

Like the *Parnaiba*-class, the *Belut*-class lacks a hyperdrive, limiting its operations to in-system patrols and blockade duties. Most, however, are equipped with a lightspeed drive in order to quickly travel between various planetary orbits in a matter of minutes to hours.

Front:
[1-2] Armor, Diamondoid; dDR 100, $200M
[3] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $100M
[4-5] Habitat; 120 cabins, 2 Workspaces, $20M
[6] Weapons, Major Battery, Launcher; 1 Workspace, $60M

Middle:
[1-2] Armor, Diamondoid; dDR 100, $200M
[3!] Weapons, Major Battery, Beams; 1 Workspace, $60M
[4!] Weapons, Major Battery, Beams; 1 Workspace, $60M
[5!] Weapons, Medium Battery, Beams; 1 Workspace, $60M
[6!] Weapons, Secondary Battery, Beams; 1 Workspace, $60M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Rear:
[1-2] Armor, Diamondoid; dDR 100, $200M
[3] Control Room; C10 computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M
[4!!] Heavy Force Screen; dDR 150/300, 1 Workspace, $500M
[5!] Standard Reactionless Engine; 1G accel, 1 Workspace, $30M
[6!] Lightspeed Drive; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Design Features:
   Artficial Gravity; $10M
   Gravitic Compensator; $10M
   Hardened Armor, Hardened 3; $2.4B

Design Switches:
   Adjustable Force Screen; $500M
   Hardened Force Screen, Hardened 3; $750M
   Multiscanner Array
   Pseudo-Velocity
   Waste Heat Signature

Forward Major Battery Breakdown:
   One Fixed-Mount 48cm Launcher
      Base dDmg: 6d×12 cr ex
      Range: Extreme
      sAcc: 4
      Rcl: 1

Mid-Section Major Battery 1 Breakdown:
   One 3GJ UV Laser Cannon Turret
      Option: Improved
      dDmg: 3d×10 (2) burn
      Range: Long/Extreme
      sAcc: 0
      Rcl: 1

Mid-Section Major Battery 2 Breakdown:
   One 3GJ Electromagnetic Disruptor Turret
      Option: Improved
      dDmg: 3d×10 spec.
      Range: Long
      sAcc: 0
      Rcl: 1

Mid-Section Medium Battery Breakdown:
   Three 1GJ UV Laser Cannon Turrets
      Option: Improved
      dDmg: 4d×5 (2) burn
      Range: Long
      sAcc: 0
      Rcl: 1

Mid-Section Secondary Battery 1 Breakdown:
   Ten 300MJ UV Laser Cannon Turrets
      Option: Improved
      dDmg: 3d×5 (2) burn
      Range: Long
      sAcc: 0
      Rcl: 1

Habitat Breakdown:
   Bunkrooms: 30 (30), full life support
   Cabins: 5 (5), full life support
   Cells: 1 (1), full life support
   Briefing Rooms: 1 (1)
   Offices: 2 (2)
   Sickbays: 1 (1); w/ Automed, $100K
   Steerage Cargo: 400 tons (80)

Minimum Crew:
   Control Room: 10
   Turret Gunners: 10
   Technicians: 14
   Total: 34

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Belut*-class	160	-3/5	13	1 G/10 mps	10,000	413.4	+10	134ASV	120	150/300	$5.74B	[1, 11, 12]

Notes:
[1] Streamlined.
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Yuan Fen-class Patrol Cutter
10,000-ton (SM +10) In-System Patroller

Many forces don't concern themselves with anything beyond the space they can patrol directly. A lot of times, this means obtaining ships that can do police, search and rescue, and anti-piracy interdiction around planets, moons, and space stations, rather than making forays into interplanetary and interstellar space. The *Yuan Fen*-class is typical of the larger patrol cutters found throughout the Sirius Sector and the Frontier. Many other classes of patrol cutter in the same weight class use the same stats, varying the weapons as needed.

As a patrol vessel, the armor, force shields, and weapons are not as powerful as those on dedicated warships. The ships have only a score of weapons for fighting pirate fighters and smuggler tramp freighters, instead mounting a number of tractor beams alongside ion cannon to disable various craft.

The *Yuan Fen*-class lacks a hyperdrive, limiting its operations to in-system patrols and blockade duties. Most, however, are equipped with a lightspeed drive in order to quickly travel between various planetary orbits in a matter of minutes to hours. As such, they are expected to see more than their fair share of combat in the Sol system should hostilities break out between Earth and the League. The Solar forces in the League are in the process of upgrading their patrol cutters with additional armor and more powerful force screens in anticipation of this.

Front:
[1-2] Armor, Nanocomposite; dDR 100, $100M
[3] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $100M
[4-5] Habitat; 120 cabins, 2 Workspaces, $M
[6!] Weapons, Tertiary Battery, Beams; 1 Workspace, $60M

Middle:
[1-2] Armor, Nanocomposite; dDR 100, $100M
[3] Control Room; C10 Computer, Comm/Sensor 10, 10 control stations, 1 Workspace, $20M
[4-6!] Weapons, Secondary Battery, Beams; 3 Workspaces, $180M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Rear:
[1-2] Armor, Nanocomposite; dDR 100, $100M
[3!] Light Force Screen; 1 Workspace, dDR 150, $150M
[4-5!] Standard Reactionless Engine; 2 Workspaces, 2G accel, $20M
[6!] Lightspeed Drive; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Design Features:
    Artficial Gravity; $10M
    Gravitic Compensator; $10M
    Hardened Armor, Hardened 2; $600M

Design Switches:
    Adjustable Force Screen; $150M
    Hardened Force Screen, Hardened 2; $150M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Tertiary Battery Breakdown:
    Twenty 10MJ UV Laser Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 4d (2) burn
        Range: Short/Long
        sAcc: 0
        Rcl: 1
    Eighty 10MJ Electromagnetic Disruptor Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 4d spec
        Range: Short
        sAcc: 0
        Rcl: 1

Mid-Section Secondary Battery Breakdown:
    Thirty 300MJ Tractor Beam Turrets
        dDam: 30 tons force each (up to 900 tons force total)
        Range: Short
        sAcc: 0
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 80 (80), full life support
    Cabins: 10 (10), full life support
    Cells: 10 (10), full life support
    Briefing Rooms: 1 (1)
    Offices: 3 (3)
    Sickbays: 10 (10)
    Steerage Cargo: 30 tons (6)

Minimum Crew:
    Control Room: 10
    Turret Gunners: 130
    Technicians: 14
    Medics   2

Piloting (Starship) or Shiphandling (Starship)											
TL	**Vehicle**	**dST/HP**	**Hnd/SR**	**HT**	**Move**	**LWt**	**Load**	**SM**	**Occ**	**dDR**	**FF dDR**	**Cost**	**Notes**
11^	*Yuan Fen*-class	160	-2/5	13	2 G/20 mps	10,000	68	+10	380ASV	120	150	$2.27B	[5, 6]

Notes:
[5] dDR is Hardened; Hardened 2
[6] FF dDR is Hardened; Hardened 2

Roswell-class Frigate
10,000-ton (SM+10) Escort Warship

Some have called the *Roswell*-class frigate an unsightly craft. It is a blocky ship designed strictly for escort purposes; it possesses a number of weapons along all sides, including its underside, which are designed to provide point-defense around larger craft. Some have stated that it lacks design aesthetics, resembling in many ways a brick with engines and gun turrets; it is *not* capable of maneuvering in atmosphere.

The *Roswell*-class frigate is an older design, easily mass-produced and possessing a very small crew when compared to other ships in the fleet. Its small crew generally means that it is commanded by a Commander rather than a Captain. Despite its age, new *Roswells* are always being produced for use by nearly all human factions except United Earth and Valeria; those polities in the Sol system arm their Roswells with UV lasers instead of particle beams.

The *Roswell*'s hangar bay is capable of landing three 100-ton personnel shuttles. Standard operations is to have one shuttle prepped at all times with a second on standby, with room to land a third.

These craft are normally named after small towns. Originally named after towns in the American Southwest, newer frigates are now named after small towns from all over.

Front:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $20M
[3] Weapons, Secondary Battery; 1 Workspace, $60M
[4!] Weapons, Tertiary Battery; 1 Workspace, $60M
[5-6] Habitat; 120 cabins, 2 Workspaces, $20M

Middle:
[1] Armor, Diamondoid; dDR 70, $100M
[2!] Weapons, Secondary Battery; 1 Workspace, $60M
[3!] Weapons, Secondary Battery; 1 Workspace, $60M
[4-5!] Weapons, Tertiary Battery; 1 Workspace, $60M
[6] Habitat; 60 cabins, 1 Workspace, $10M
[core] Power Plant, Antimatter; 4PP, 20 yrs, 1 Workspace, $200M

Rear:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Control Room; C10 computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M
[3] Hangar Bay; Capacity 300t, Launch 100t/min, 1 Workspace, $1M
[4!!] Heavy Force Screen; dDR 150/300, 1 Workspace, $500M
[5!] Hot Reactionless Engine; 2G accel, 1 Workspace, $30M
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4PP, 20 yrs, 1 Workspace, $200M

Design Features:
    Artificial Gravity; $10M
    Gravitic Compensation; $10M
    Super-Hardened Armor 3; $1.2B

Design Switches:
    Adjustable Force Screen; $500M
    Hardened Force Screen; $250M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Secondary Battery Breakdown:
    10 Fixed-Mount 40cm Launchers
        Base dDam: 6d×10 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Shots: 20 each; 200 total

Forward Tertiary Battery Breakdown:
    30 1MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDam: 2d (5) burn rad sur
        Range: Close
        sAcc: -3
        Rcl: 1

Mid-Section Secondary Battery 1 Breakdown:
    10 10MJ UV Laser Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 4d (2) burn
        Range: Short/Long
        sAcc: 0
        Rcl: 1

Mid-Section Secondary Battery 2 Breakdown:
    10 10MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDam: 4d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Mid-Section Tertiary Battery Breakdown:
    50 1MJ Particle Beam Turrets
        Option: Improved

Option: Very Rapid Fire
dDam: 2d (5) burn rad sur
Range: Close
sAcc: -3
Rcl: 1
10 100MJ Tractor Beam Turrets
Tractor Force: 10 t
ST: 316
Range: Short
sAcc: 0
Rcl: 1

Habitat Breakdown:
Cabins: 40 (40), full life support

Bunkrooms: 40 (40), full life support
Cells: 5 (5), full life support
Establishments: 2 (4) (crew lounges)
Offices: 2 (2)
Sickbays: 5 (5)
Steerage Cargo: 420 t (84)

Minimum Crew:
Control Stations: 10
Technicians: 16
Turret Gunners: 110
Medics: 3
Total: 194

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Roswell*-class	160	-2/5	13	2 G/20 mps	10K	746	+10	260ASV	70	150/300	$3.731B	[11, 12]
	– afterburner		-3/5		4 G/40 mps								

Piloting (Starship) or Shiphandling (Starship)

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Pengana-class Frigate

10,000-ton (SM+10) Escort Warship

The newest frigate design built by the Lunar Shipyards, the *Pengana*-class replaced the *Roswell*-class and other frigates in the recently reorganized United Earth Starfleet. Sleeker than its predecessors, the *Pengana* bristles with UV laser turrets. The *Pengana* is more heavily armored than the *Roswell*, which limits the number and size of weapons it mounts; unlike other frigates, it lacks missiles.

The *Pengana*-class, like other frigates, is designed to defend larger ships against starfighters and incoming missile attacks. Unlike the *Roswell*-class it replaced, it is also able to maneuver in atmosphere, protecting marine transports and performing surgical strikes against surface targets.

The *Pengana*'s hangar bay is capable of landing three 100-ton personnel shuttles or runabouts. Standard operations is to have one shuttle prepped at all times with a second on standby, leaving room to land a third.

Front:
[1-2] Armor, Diamondoid; dDR 140, $200M
[3] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $100M
[4] Habitat; 60 cabins, 1 Workspace, $10M
[5!] Weapons, Secondary Battery, Beams; 1 Workspace, $60M
[6!] Weapons, Tertiary Battery, Beams; 1 Workspace, $60M

Middle:
[1-2] Armor, Diamondoid; dDR 140, $200M
[3] Control Room; C10 computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M
[4] Habitat; 60 cabins, 1 Workspace, $10M
[5-6!] Weapons, Tertiary Battery, Beams; 2 Workspaces, $120M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Rear:
[1-2] Armor, Diamondoid; dDR 140, $200M
[3!!] Heavy Force Screen; dDR 150/300, 1 Workspace, $500M
[4] Hangar Bay; 300 t capacity, launch 100 t/min, 1 Workspace, $1M
[5!] Hot Reactionless Engine; 2G accel, 1 Workspace, $30M
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Design Features:
Artficial Gravity; $10M
Gravitic Compensator; $10M
Hardened Armor, Hardened 3; 2.4B

Design Switches:
Adjustable Force Screen; $500M
Hardened Force Screen, Hardened 3; $750M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Secondary Battery Breakdown:
10 300MJ UV Laser Turrets
Option: Improved
dDam: 3d×5 (2) burn
Range: Long
sAcc: 0
Rcl: 1

Forward Tertiary Battery Breakdown:
30 10MJ UV Laser Turrets
Option: Improved
Option: Rapid-Fire
dDam: 4d (2) burn
Range: Short/Long
sAcc: 0
Rcl: 1

Mid-Section Tertiary Battery Breakdown:
    60 10MJ UV Laser turrets
        Option: Improved
        Option: Rapid-Fire
        dDam: 4d (2) burn
        Range: Short/Long
        sAcc: 0
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 45 (45), full life support
    Cabins: 5 (5), full life support

Cells: 1 (1), full life support
Briefing Rooms: 1 (1)
Offices: 1 (1)
Sickbays: 3 (3)
Steerage Cargo: 20 tons (4)

Minimum Crew:
    Control Room: 10
    Turret Gunners: 100
    Technicians: 14
    Medics: 1
    Total: 125

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Pengana*-class	160	-2/5	13	2 G/20 mps	10,000	39.4	+10	194ASV	140	150/300	$5.68B	[11, 12]
	– afterburner		-3/5		4 G/40 mps								
	atmospheric flight		-2/5		20/175								
	– afterburner		-3/5		40/250								

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Annunaki-class Sloop-of-War
10,000-ton (SM +10) Warship

Other fleets would call the *Annunaki*-class a frigate; Valeria, however, calls it a "sloop-of-war". Even though the Valerian Defense Starfleet does not use starfighters, they recognize that other fleets field them in large numbers. The *Annunaki*-class, each of which is named after a Mesopotamian or Hittite deity or legendary figure, is a wedge-shaped craft bristling with point-defense cannon, most of which are Gatling particle beams with a handful of larger guns and missile launchers for fighting destroyers, bombers, and similar craft.

The *Annunaki* is not as fast as the frigates fielded by Earth, the Colonial Defense Force, or the rest of the Self-Determination League, since Valeria's shipyards lack the ability to produce the top-of-the-line engines mounted by the *Pengana* and *Roswell* classes. Given its role as an escort vessel protecting Valeria's larger ships-of-the-line and marine transports, this is not considered by Valeria to be much of a problem, despite what the other extrasolar nations in the League may say.

The *Annunaki*'s hangar bay is capable of landing three 100-ton personnel shuttles or runabouts. Standard operations is to have one shuttle prepped at all times with a second on standby, with room to land a third.

Every *Annunaki*-class sloop is named after a Sumerian, Akkadian, or Hittite deity.

Front:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Habitat; 60 Cabins, 1 Workspace, $10M
[3] Weapons, Medium Battery, Launchers; 1 Workspace, $60M
[4] Weapons, Secondary Battery, Launchers; 1 Workspace, $60M
[5-6!] Weapons, Secondary Battery, Beams; 2 Workspaces, $120M
Middle:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $100M
[3] Habitat; 60 Cabins, 1 Workspace, $10M
[4!] Weapons, Secondary Battery, Beams; 1 Workspace, $60M
[5-6!] Weapons, Tertiary Battery, Beams; 2 Workspaces, $120M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 workspace, $200K

Rear:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Control Room; C10 computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M
[3!!] Heavy Force Screen; dDR 150/300, 1 Workspace, $500M
[4] Hangar Bay; 300 t capacity, launch 100 t/min, 1 Workspace, $1M

[5!] Standard Reactionless Engines; 1G acceleration, 1 Workspace,
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 workspace, $200K

Design Features:
    Artficial Gravity; $10M
    Gravitic Compensator; $10M
    Hardened Armor, Hardened 3; $1.2B

Design Switches:
    Adjustable Force Screen; $500M
    Hardened Force Screen, Hardened 3; $750M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery Breakdown:
    3 Fixed-Mount 40cm Missile Launchers
        Base dDam: 6d×10 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1

Shots: 30 each, 90 total

Forward Secondary Battery 1 Breakdown:
　　10 Fixed-Mount 32cm Missile Launchers
　　　　Base dDam: 6d×10 cr ex
　　　　Range: Extreme
　　　　sAcc: 4
　　　　Rcl: 1
　　　　Shots: 20 each, 200 total
Forward Secondary Battery 2 Breakdown:
　　10 30MJ Particle Beam Turrets
　　　　Option: Improved
　　　　Option: Rapid-Fire
　　　　dDam: 6d (5) burn rad sur
　　　　Range: Close/Short
　　　　sAcc: -3
　　　　Rcl: 1

Mid-Section Secondary Battery Breakdown:
　　10 3MJ Particle Beam Turrets
　　　　Option: Improved
　　　　Option: Very Rapid-Fire
　　　　dDam: 3d (5) burn rad sur
　　　　Range: Close/Short
　　　　sAcc: -3
　　　　Rcl: 1

Mid-Section Secondary Battery Breakdown:
　　30 1MJ Particle Beam Turrets
　　　　Option: Improved
　　　　Option: Very Rapid-Fire
　　　　dDam: 2d (5) burn rad sur
　　　　Range: Close
　　　　sAcc: -3
　　　　Rcl: 1

Habitat Breakdown:
　　Bunkrooms: 45 (45), full life support
　　Cabins: 5 (5), full life support
　　Cells: 1 (1), full life support
　　Briefing Rooms: 1 (1)
　　Offices: 1 (1)
　　Sickbays: 3 (3)
　　Steerage Cargo: 20 tons (4)

Minimum Crew:
　　Control Room:　　10
　　Turret Gunners:　50
　　Technicians:　　　17
　　Medics　　　　　　 1
　　Total:　　　　　　77

Piloting (Starship) or Piloting (Light Transport)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Annunaki*-class	160	-2/5	13	1 G/10 mps	10,000	39.4	+10	194ASV	70	150/300	$4.341B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Xia-class Escort Carrier
10,000-ton (SM+10) Starfighter Escort Launch Platform

　　The *Xia*-class carrier was originally used by Chinese forces prior to the Glrrü War, and was adopted by the Colonial Defense Force and many planetary defense fleets to act as an escort ship alongside the *Rickover*-class corvettes and *Roswell*-class frigates.

　　The *Xia* carriers fielded by the CDF and Self-Determination League have a flight wing of sixty 30-ton starfighters (five squadrons), with room to land three 100-ton shuttles or Hrrok'tar attack fighters. Planetary forces sometimes replace the mid-section hangar bays with cabins for more pilots, as they have been known to field up to 150 10-ton Gnats.

Front:
[1] Armor, Diamondoid; dDR 70, $100M
[2-6] Hangar Bay; 1.5 kt capacity, launch 500 t/min, 5 Workspaces, $5M

Middle:
[1] Armor, Diamondoid; dDR 70, $100M
[2-3] Hangar Bay; 600 t capacity, launch 200 t/min, 2 Workspaces, $2M
[4] Habitat; 60 cabins, 1 Workspace, $10M
[5] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $100M
[6!] Weapons, Teritary Battery; 1 Workspace, $60M
[core] Control Room; C10 Computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M

Rear:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Habitat; 60 cabins, 1 Workspace, $10M
[3!] Light Force Screen; dDR 150, 1 Workspace, $150M

[4-5!] Standard Reactionless Engine; 2G accel, 2 Workspaces, $10M
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace, $200M

Design Features:
　　Artificial Gravity; $10M
　　Gravitic Compensation; $10M
　　Hardened Armor, Hardened 3; $1.2B

Design Switches:
　　Adjustable Force Screen; $150M
　　Hardened Force Screen; $75M
　　Multiscanner Array
　　Pseudo-Velocity
　　Waste Heat Signature

Mid-Section Tertiary Battery Breakdown:
　　30 1MJ Particle Beam Turrets

Option: Improved
Option: Very Rapid Fire
dDam: 2d (5) burn rad sur
Range: Close
sAcc: -3
RoF: 1

Habitat Breakdown:
Bunkrooms: 45 (45), full life support
Cabins: 35 (35), full life support
Briefing Rooms: 5 (5)
Establishments: 5 (10)
Mini-Robofacs: 10 (10); $10K/hr, $10M; Skill-13
Offices: 5 (5)
Sickbays: 10 (10)

Minimum Crew:
Control Stations: 30
Turret Gunners: 30
Technicians: 51
Medics: 1
Pilots: 60
Flight Crew: 60
Total: 232

Hangar Complement:
Fighters: 60
Shuttles: 2
Misc: 1

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Xia*-class	160	-2/5	14	2 G/20 mps	10K	2,125	+10	250ASV	70	150	$2.422B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Nile-class Escort Carrier
10,000-ton (SM+10) Starfighter Escort Launch Platform

Built at the Lunar Shipyards exclusively for United Earth, the *Nile*-class escort carrier is a triangular design, with its bridge and CIC (Combat Information Center) near the front of the ship, and the launch bays on the underside closer to the rear. Unusual for carriers, the *Nile*-class lacks weaponry entirely, relying entirely on its complement of fighters, its force screen, and Earth's complement of frigates and corvettes for protection.

The *Nile* normally carries three squadrons of 30-ton starfighters, commonly Arc Flash interceptors, Frostfire superiority starfighters, or Overdrive multi-role starfighters. The ship also carries a handful of shuttles or runabouts; in optimal conditions it can carry up to eight shuttles.

Front:
[1] Armor, Diamondoid; dDR 70, $100M
[2] Control Room; C10 Computer, Comm/Sensor 10, 10 Control Stations, 1 Workspace, $20M
[3] Tactical Comm/Sensor Array; Comm/Sensor 12, 1 Workspace, $100M
[4-6] Habitat; 180 cabins, 3 Workspaces, $30M

Middle:
[1] Armor, Diamondoid; dDR 70, $100M
[2!!] Heavy Force Screen; dDR 150/300, 1 Workspace, $500M
[3-6] Hangar Bay; 1,200 t capacity, launch 400 t/min, 4 Workspaces, $4M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace; $200M

Rear:
[1] Armor, Diamondoid; dDR 70, $100M
[2-4] Hangar Bay; 900 t capacity, launch 300 t/min, 3 Workspaces, $3M
[5!] Hot Reactionless Engine; 2G accel, 1 Workspace, $30M
[6!] Stardrive Engine; 1 Workspace, $100M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 1 Workspace; $200M

Design Features:
Artficial Gravity; $10M
Gravitic Compensator; $10M
Hardened Armor, Hardened 3; $1.2B

Design Switches:
Adjustable Force Screen; $500M
Hardened Force Screen, Hardened 3; $750M
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
Bunkrooms: 20 (20), full life support
Cabins: 25 (25), full life support
Cells: 1 (1), full life support
Briefing Rooms: 5 (5)
Offices: 5 (5)
Sickbays: 20 (20)
Steerage Cargo: 520 tons (104)

Minimum Crew:
Control Room: 10
Technicians: 17
Pilots: 30
Flight Crew: 30
Medics: 2
Total: 89

Hangar Complement:
Fighters: 36
Shuttles: 8

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Nile*-class	160	-2/5	13	2 G/20 mps	10,000	2,632.4	+10	124ASV	70	150/300	$3.96B	[11, 12]
	– afterburner		-3/5		4 G/40 mps								

Piloting (Starship) or Shiphandling (Starship) is the header for the above table.

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Freebird-class Destroyer
30,000-ton (SM+11) Warship

The *Freebird*-class destroyer is one of the oldest ships still in service with the extraterrestrial nations of the Sol system and out in the Frontier; United Earth has disposed of most of their *Freebirds*, selling them to various planetary defense forces out on the Frontier. On the other hand, the other powers of the Sol system, notably the Galilean Confederacy and the Ring Republic, have begun building new *Freebirds* to fortify their own forces in anticipation of Earth's expected invasion fleet.

The design of the *Freebird* consists of a wedge-shaped forward hull, a weapons and sensor bar rising above the rear of the forward hull, and the engines on pylons extending behind and below the ship.

Unlike the Colonial Defesne Force and most of the extrasolar members of the League, which consider destroyers escort vessels, Ishtar and Ereshkigal Stations, Mars, the Galilean Confederacy, and the Ring Republic expect to use the *Freebird* as attack ships against Earth's cruisers and strike carriers. To aid in this, it is designed with larger weapons than other ships of its size; the forward hull mounts a missile launcher typically found on strike carriers and a trio of UV laser cannon, and the central weapons bar (affectionately called the "roll bar" by crews) has a pair of UV laser cannon turrets and a series of smaller point-defense UV laser turrets. (All weapons are controlled by tactical officers on the bridge, except the point-defense which are controlled by the ship's computer, although they can be manned during combat if necessary.)

Front:
[1] Armor, Diamondoid; dDR 100, $300M
[2-4] Weapons, Major Battery, Launcher; 10 Workspaces, $600M
[5!] Weapons, Medium Battery, Beams; 3 Workspaces, $150M
[6] Habitat; 200 cabins, 3 Workspaces, $30M

Middle:
[1] Armor, Diamondoid; dDR 100, $300M
[2] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M
[3] Tactical Comm/Sensor Array; Comm/Sensor 13, 3 Workspaces, $300M
[4-5!] Weapons, Major Battery, Beams; 6 Workspaces, $300M
[6!] Weapons, Tertiary Batteries, Beams; 3 Workspaces, $150M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Rear:
[1] Armor, Diamondoid; dDR 100, $300M
[2!!] Heavy Force Screen; dDR 200/400, 3 Workspaces, $1.5B
[3-4!] Standard Reactionless Engines; 2G accel, 6 Workspaces, $60M
[5] Hangar Bay; 1 kt Capacity, Launch Rate 200 t, 3 Workspaces, $3M
[6!] Stardrive Engine; 3 Workspaces, $300M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Design Features:
    Artficial Gravity; $30M
    Gravitic Compensator; $30M
    Hardened Armor, Hardened 3; $3.6B

Design Switches:
    Adjustable Force Screen; $1.5B
    Hardened Force Screen, Hardened 3; $2.25B
    Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Forward Major Battery Breakdown:
    1 Fixed-Mount 64cm Missile Launcher
        Base dDam: 6d×16 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Shots: 100

Forward Medium Battery Breakdown:
    3 Fixed-Mount 3GJ UV Lasers
        Option: Improved
        dDmg: 6d×5 (2) burn
        Range: Long/Extreme
        sAcc: 0
        Rcl: 1

Mid-Section Major Battery Breakdown:
    2 10GJ UV Laser Turrets
        Option: Improved
        dDmg: 4d×10 (2) burn
        Range: Long/Extreme
        sAcc: 0
        Rcl: 1

Mid-Section Tertiary Battery Breakdown:
    30 300MJ UV Laser Turrets
        Option: Very Rapid Fire
        Option: Improved
        dDmg: 3d×5 (2) burn
        Range: Long/Extreme
        sAcc: 0
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 50 (50), full life support
    Cabins: 20 (20), full life support
    Luxury Cabins: 5 (10), full life support
    Cells: 2 (2), full life support
    Briefing Rooms: 3 (3)
    Mini-Robofacs: (25), $25K/hr, $25M
    Offices: 6 (6)
    Sickbays: 9 (9)
    Steerage Cargo: 375 tons (76)

Hangar Space:
    Shuttles: 5

Misc: 500 tons

Minimum Crew:
    Control Room: 15
    Technicians: 52
    Medics   3
    Total: 70

Luxury Cabins:
    Captain
    First Officer
    Chief Engineer
    Chief Medical Officer

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Freebird*-class	230	-2/5	13	2 G/20 mps	30,000	1,400.8	+11	258ASV	100	200/400	$13B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Gada-class Destroyer
30,000-ton (SM+11) Warship

India had long preferred to build larger numbers of smaller ships to protect their colonial interests, as opposed to the larger vessels favored by the other nations. Due to this school of thought, the *Gada*-class was originally designated a cruiser; those donated to the Colonial Defense Force have been reclassified as destroyers.

The *Gada*-class destroyer possesses a mix of long- and short-ranged weaponry, enabling it to hold its own against the cruisers and carriers fielded by rival nations. Furthermore, the craft is one of the few designs its size intended to operate inside an atmosphere, possessing both a streamlined frame and flight-stabilizing wings. The *Gada*'s hangar bay is capable of supporting ten 100-ton personnel or assault shuttles or a single 1,000-ton SWACS craft; standard operations call for four personnel shuttles and two assault shuttles to be stored on board ship, half of which are prepped for launch at any time.

Front:
[1] Armor, Diamondoid; dDR 70, $300M
[2] Control Room; C10 Computer, Comm/Sensor 11, 15 Control
    Stations, 3 Workspaces, $60M
[3] Tactical Array; Level 13, 3 Workspaces, $300M
[4!] Weapons, Major Battery, Beams; 3 Workspaces, $150M
[5!] Weapons, Medium Battery, Beams; 3 Workspaces, $150M
[6] Weapons, Medium Battery, Launchers; 3 Workspaces, $150M

Middle:
[1] Armor, Diamondoid; dDR 70, $300M
[2] Cargo Hold; 1.5kt
[3] Habitat; 200 cabins, 3 Workspaces, $30M
[4!] Weapons, Medium Battery, Beams; 3 Workspaces, $150M
[5!] Weapons, Secondary Battery, Beams; 3 Workspaces, $150M
[6] Weapons, Secondary Battery, Launchers; 3 Workspaces,
    $150M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,
    3 Workspaces, $600M

Rear:
[1] Armor, Diamondoid; dDR 70, $300M
[2!] Contragravity Lifter; 3 Workspaces, $300M
[3!] Heavy Force Screen; dDR 200/400, 3 Workspaces, $1.5B
[4] Hangar Bay; 1 kt Capacity, Launch Rate 200 t, 3 Workspaces,
    $3M
[5!] Standard Reactionless Engine; 1G accel, 3 Workspaces,
    $30M
[6!] Stardrive Engine; 3 Workspaces, $300M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

3 Workspaces, $600M

Design Features:
    Artificial Gravity; $30M
    Gravitic Compensation; $30M
    Super-Hardened Armor 3; $7.2B
    Winged; $150M

Design Switches:
    Adjustable Force Screen; $1.5B
    Hardened Force Screen; $750M
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Battery Breakdown:
    Single 10GJ UV Laser Turret
        Option: Improved
        dDmg: 4d×10 (2) burn
        Range: Long/Extreme
        sAcc: -3
        Rcl: 1

Forward Medium Battery 1 Breakdown:
    3 3GJ UV Laser Turrets
        Option: Improved
        dDmg: 3d×10 (2) burn
        Range: Long/Extreme
        sAcc: -3
        Rcl: 1

Forward Medium Battery 2 Breakdown:
    3 Fixed-Mount 48cm Missile Launchers
        Option: 100KT Nuclear
        dDmg: 8d×1,000 burn ex rad sur
          plus 6d×2,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 50 each, 150 total

Mid-Section Medium Battery Breakdown:
    3 300MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid-Fire
        dDmg: 3d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Mid-Section Secondary Battery 1 Breakdown:
    10 10MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 4d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Mid-Section Secondary Battery 2 Breakdown:
    10 Fixed-Mount 40cm Missile Launchers
        Option: 25KT Nuclear
        dDmg: 4d×1,000 burn rad sur
          plus 3d×1,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 30 each, 90 total

Habitat Breakdown:
    Bunkrooms: 50 (50), full life support
    Cabins: 20 (20), full life support
    Luxury Cabins: 2 (4), full life support
    Cells: 5 (5), full life support
    Briefing Rooms: 10 (10)
    Offices: 10 (10)
    Sickbays: 10 (10)
    Steerage Cargo: 455 tons (91)

Minimum Crew:
    Control Stations: 15
    Turret Gunners: 17
    Technicians: 45
    Medics: 1
    Total: 78

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Gada*-class	230	-2/5	13	1G/10 mps	30K	1,481.4	+11	264ASV	70	200/400	$15.2B	[1, 2, 11, 12]
	– atmospheric flight		+4/5		10/1,250								

Notes:
[1] Streamlined.
[2] Winged.
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Veracruz-class Missile Destroyer

30,000-ton (SM+11) Warship

    The *Veracruz*-class is United Earth's newest destroyer design, replacing a dozen or more different classes (including the *Gada*-class, listed above, and others that use similar stats). At present, there are more *Veracruz*-class destroyers than any other ship in Earth's Expeditionary Fleet.

    Like the *Pengana* Frigate, the *Veracruz* possesses heavier armor than other ships in its weight class; this focus on armor limits the number of weapons it can mount compared to other destroyers. The design compensates for this by mounting a large number of nuclear anti-ship missiles; smaller UV laser turrets are mounted for protection against starfighters and incoming missiles.

Front:
[1-2] Armor, Diamondoid; dDR 200, $600M
[3] Tactical Comm/Sensor Array; Comm/Sensor 13, 3 Workspaces, $300M
[4] Habitat; 200 cabins, 3 Workspaces, $30M
[5-6] Weapons, Medium Battery, Launchers; 6 Workspaces, $150M

Middle:
[1-2] Armor, Diamondoid; dDR 200, $600M
[3] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M
[4] Hangar Bay; 1 kt Capacity, Launch Rate 200 t, 3 Workspaces, $3M
[5] Weapons, Major Battery, Launchers; 3 Workspaces, $150M

[6!] Weapons, Secondary Battery, Beams; 3 Workspaces, $150M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Rear:
[1-2] Armor, Diamondoid; dDR 200, $600M
[3!!] Heavy Force Screen; dDR 200/400, 3 Workspaces, $1.5B
[4-5!] Standard Reactionless Engines; 2G acceleration, 3 Workspaces, $60M
[6!] Stardrive Engine; 3 Workspaces, $300M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Design Features:
    Artificial Gravity; $30M

Gravitic Compensator; $30M
Hardened Armor, Hardened 3; $7.2B

Design Switches:
    Adjustable Force Screen; $1.5B
    Hardened Force Screen, Hardened 3; $2.25B
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Major Battery Breakdown:
    2 Fixed-Mount 56cm Missile Launchers
        Option: 2.5MT Nuclear
        dDmg: 8d×5,000 burn ex rad sur
            plus 6d×5,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 70 each, 140 total

Mid-Section Major Battery Breakdown:
    1 Fixed-Mount 56cm Missile Launchers
        Option: 2.5MT Nuclear
        dDmg: 8d×5,000 burn ex rad sur
            plus 6d×5,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 70

Mid-Section Secondary Battery 1 Breakdown:
    10 10MJ UV Laser Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 4d (2) burn rad sur
        Range: Short/Long
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 50 (50), full life support
    Cabins: 20 (20), full life support
    Luxury Cabins: 2 (4), full life support
    Cells: 5 (5), full life support
    Briefing Rooms: 10 (10)
    Offices: 10 (10)
    Sickbays: 10 (10)
    Steerage Cargo: 455 tons (91)

Minimum Crew:
    Control Room: 15
    Turret Gunners: 10
    Technicians: 42
    Medics   1
    Total: 68

Hangar Complement:
    Shuttles: 5

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
	Piloting (Starship) or Shiphandling (Starship)												
11^	*Veracruz*-class	230	-2/5	13	2 G/20 mps	30K	1,481.4	+11	264ASV	200	200/400	$16.9B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Ennead-class Corvette
30,000-ton (SM +11) Warship

Nearly every other force classifies ships of the *Ennead*'s size, role, and armament as destroyers; Valeria instead calls it a "corvette", a designation other forces use for smaller escort vessels roughly a tenth of the *Ennead*'s size.

The *Ennead*-class is used primarily as an escort ship, protecting the larger marine transports and ships-of-the-line from starfighter and gunboat attacks. It has a winged design, enabling it to enter a planet's atmosphere and provide support fire against ground-based attack. Unlike other ships its size, the *Ennead* bristles with a nearly three hundred particle beam Gatling guns, lacking missiles entirely. Under normal circumstances, the individual turrets are operated by independent targeting systems tied into the ship's central computer; however, each turret can be individually manned in emergencies

Each *Ennead* is named after an ancient Egyptian deity.

Front:
[1-2] Armor, Diamondoid; dDR 200, $600M
[3] Tactical Comm/Sensor Array; Comm/Sensor 13, 3 Workspaces, $300M
[4] Habitat; 200 cabins, 3 Workspaces, $30M
[5!] Weapons, Secondary Battery, Beams; 3 Workspaces, $150M
[6a-c!] Weapons, Three SM +10 Tertiary Batteries, Beams; 3 Workspaces, $150M

Middle:
[1-2] Armor, Diamondoid; dDR 200, $600M
[3] Control Room; C10 Computer, Comm/Sensor 11, 15 Control Stations, 3 Workspaces, $60M
[4] Hangar Bay; 1 kt Capacity, Launch Rate 200 t, 3 Workspaces,

$3M
[5a-c!] Weapons, Three SM +10 Tertiary Batteries, Beams; 3 Workspaces, $150M
[6a-c!] Weapons, Three SM +10 Tertiary Batteries, Beams; 3 Workspaces, $150M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Rear:
[1-2] Armor, Diamondoid; dDR 200, $600M
[3!!] Heavy Force Screen; dDR 200/400, 3 Workspaces, $1.5B
[4-5!] Standard Reactionless Engines; 2G acceleration, 6 Workspaces, $60M
[6!] Stardrive Engine; 3 Workspaces, $300M

[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 3 Workspaces, $600M

Design Features:
    Artificial Gravity; $30M
    Gravitic Compensator; $30M
    Hardened Armor, Hardened 3; $7.2B
    Winged; $150M

Design Switches:
    Adjustable Force Screen; $1.5B
    Hardened Force Screen, Hardened 3; $2.25B
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Secondary Battery Breakdown:
    10 1GJ Particle Beam Turrets
        Option: Improved
        dDmg: 4d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Forward Tertiary Battery Breakdown:
    90 3MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 3d (5) burn rad sur
        Range: Close/Short
        sAcc: -3

        Rcl: 1

Mid-Section Tertiary Battery Breakdown:
    180 3MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 3d (5) burn rad sur
        Range: Short/Long
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 100 (100), full life support
    Cabins: 20 (20), full life support
    Luxury Cabins: 2 (4), full life support
    Cells: 5 (5), full life support
    Briefing Rooms: 10 (10)
    Offices: 10 (10)
    Sickbays: 10 (10)
    Steerage Cargo: 205 tons (41)

Minimum Crew:
    Control Room: 15
    Turret Gunners: 280
    Technicians: 42
    Medics   3
    Total: 340

Hangar Complement:
    Shuttles: 3

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Ennead*-class	230	-2/5	13	2 G/20 mps	10,000	1,250	+11	448ASV	200	200/400	$17B	[11, 12]
	atmospheric flight				20/175								

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Asgardian-class Frigate
50,000-ton (SM +11) Warship
The Asgardian-class Frigate is designed along the lines of what other forces consider a destroyer, possessing more powerful weapons designed to fight larger ships.

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Biology: ()
        Chemistry: ()
        Physics: ()
        Science!: ()

Mini-Robofacs: (),
Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Olympian*-class	275				1,000		+8					[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Olympian-class Marine Transport
75,000-ton (SM +11) Planetary Assault Ship
    (Valerian warship.)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Biology: ()
        Chemistry: ()
        Physics: ()
        Science!: ()
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics
    Total:

Hangar Complement:	Luxury Cabins:
Fighters:	
Shuttles:	
Misc:	

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Asgardian*-class	315											[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Iyoba Idia-class Light Cruiser
100,000-ton (SM+12) Warship
   (Sol system warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
   Artficial Gravity;
   Gravitic Compensator;
   Hardened Armor;

Design Switches:
   Adjustable Force Screen;
   Hardened Force Screen;
   Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
   Bunkrooms: (), full life support
   Cabins: (), full life support
   Luxury Cabins: (), full life support
   Cells: (), full life support
   Briefing Rooms: ()
   Establishments: ()
   Labs:
      Biology: ()
      Chemistry: ()
      Physics: ()
      Science!: ()
   Mini-Robofacs: (),
   Offices: ()
   Sickbays: ()
   Steerage Cargo: tons ()

Minimum Crew:
   Control Room:
   Turret Gunners:
   Technicians:
   Medics
   Total:

Hangar Complement:
   Fighters:
   Shuttles:
   Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Iyoba Idia*-class	350											

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Shiva-class Third-Rate Ship-of-the-Line
100,000-ton (SM +12) Warship
(Valerian warship.)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array

    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Biology: ()
        Chemistry: ()
        Physics: ()
        Science!: ()
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics_____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Shiva*-class	350											[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Einherjar-class Marine Transport
100,000-ton (SM+12) Planetary Assault Warship

In the past, marine transports were generally other ships, commonly carriers, that had been refitted to perform as a base ship from which marines could operate. The Generals of the Colonial Defense Force Marine Corps pushed for ships designed specifically for the marine transport role. The European Union ultimately provided the ideal ship: a carrier design which could operate in atmosphere as needed.

The *Einherjar*-class marine transport was named after those Norse warriors slain in battle who were chosen to dwell in Valhalla, spending their days fighting and their nights partying, all in preparation for Ragnarok, the final battle between good and evil. The Colonial Defense Marine Corps found the name quite fitting.

The *Einherjar* transport is able to carry a total of 18,000 tons worth of craft, spread over dropships, assault shuttles, assorted ground vehicles, and fighter escorts. A typical loadout is ten 1,000-ton dropships for mecha, fifteen 100-ton dropships for APCs and IFVs, fifteen 100-ton assault shuttles, ten personnel shuttles, a hundred mecha, tanks, APCs, and IFVs, and two squadrons of SF-11 Slipjack or SF-15 Starduster escorts, leaving room for 550 to 600 tons of additional craft (up to six personnel or assault shuttles) to land on the ship as necessary. The ship has enough bunks to support a full regiment (three to four companies) of marines.

Front:
[1] Armor, Diamondoid; dDR 100, $1B
[2] Control Room; C11 Computer, Comm/Sensor 12, 20 Control Stations, 10 Workspaces, $200M
[3] Tactical Array; Level 14, 10 Workspaces, $1B
[4] Habitat; 600 cabins, 10 Workspaces, $100M
[5-6] Hangar Bay; 6 kt Capacity, Launch Rate 500t, 20 Workspaces, $20M

Middle:
[1] Armor, Diamondoid; dDR 100, $1B
[2-5] Hangar Bay; 12 kt Capacity, Launch Rate 500t, 40 Workspaces, $40M
[6!] Tertiary Battery; 10 Workspaces, $600M
[core] Cargo Hold; 5 kt

Rear:
[1] Armor, Diamondoid; dDR 100, $1B
[2!] Contragravity Lifter; 10 Workspaces, $1B
[3] Defensive ECM; 10 Workspaces, $1B
[4!!] Heavy Force Screen; dDR 300/600, 10 Workspaces, $5B
[5!] Hot Reactionless Engine; 2G accel, $300M
[6!] Stardrive Engine; 10 Workspaces, $2B
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 10 Workspaces, $2B

Design Features:
    Artificial Gravity; $100M
    Super-Hardened Armor 3; $12B
    Winged; $500M

Design Switches:
    Adjustable Force Screen; $5B
    Hardened Force Screen; $2.5B
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Mid-Section Tertiary Battery Breakdown:
    30 10MJ Particle Beam Turrets
        Option: Improved
        Option: Very Rapid Fire
        dDmg: 4d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Bunkrooms: 400 (400), full life support
    Cabins: 50 (50), full life support
    Luxury Cabins: 5 (10), full life support
    Cells: 20 (10), full life support
    Briefing Rooms: 40 (40)
    Offices: 20 (20)
    Sickbays: 30 (30)
    Steerage Cargo: 200 tons (40)

Minimum Crew:
    Control Room: 60
    Ship Technicians: 300
    Hangar Technicians: 60
    Medics: 3
    Total: 423

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Captain
    First Officer
    Marine Commander
    Marine Second-in-Command
    Commander Air Group

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Einherjar*-class	350	-2/5	13	2G/20 mps	100K	23,379	+12	1,790ASV	100	300/600	$36.36B	[1, 2, 11, 12]
	atmospheric flight		+4/5		20/1,750								

Piloting (Starship) or Shiphandling (Starship)

Notes:
[1] Streamlined.
[2] Winged.
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Normandy-class Marine Transport
100,000-ton (SM+12) Planetary Assault Warship
    (United Earth warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]

[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]

[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()

Labs:
    Biology: ()
    Chemistry: ()
    Physics: ()
    Science!: ()
Mini-Robofacs: (),
Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:

	Piloting (Starship) or Shiphandling (Starship)												
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Normandy*-class	350											

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Korolev-class Strike Carrier
100,000-ton (SM+12) Assault Carrier

The *Korolev*-class strike carrier was Russia's premier carrier design during the Glrrü War, and the ship has been pressed into service with the Colonial Defense Force. While designed to carry a full wing of fighters and other small craft, the carrier also boasts powerful weaponry capable of damaging much larger ships and stations.

The *Korolev*-class carrier is also encountered as a marine transport. In this role, the majority of the fighters are replaced by larger dropships and assault transports, not counting the armored vehicles used by the marines.

Front:
[1] Armor, Diamondoid; dDR 150, $1B
[2-4] Hangar Bay; 9 kt Capacity, launch 1.5 kt/min, 30 Workspaces, $30M
[5] Weapon, Medium Battery; 10 Workspaces, $600M
[6!] Weapon, Secondary Battery; 10 Workspaces, $600M

Middle:
[1] Armor, Diamondoid; dDR 150, $1B
[2!] Weapons, Medium Battery; 10 Workspaces, $600M
[3!] Weapons, Secondary Battery; 10 Workspaces, $600M
[4-5!] Weapons, Tertiary Battery; 20 Workspaces, $1.2B
[6] Habitat; 2,000 cabins, 10 Workspaces, $10M
[core] Power Plant, Antimatter; 4 PP, 20 year endurance, 10 Workspaces, $2B

Rear:
[1] Armor, Diamondoid; dDR 150, $1B
[2] Control Room; C11 Computer, Comm/Sensor 12, 20 Control Stations, 10 Workspaces, $200M
[3!!] Heavy Force Screen; dDR 300/600, 10 Workspaces, $5B

[4!] Standard Reactionless Engine; 1G accel, 10 Workspaces, $100M
[5!] Stardrive Engine; 10 Workspaces, $1B
[6]vTactical Comm/Sensor Array; Comm/Sensor 14, 10 Workspaces, $1B
[core] Power Plant, Antimatter; 4PP, 20 year endurance, 10 Workspaces, $2B

Design Features:
    Artificial Gravity, $100M
    Gravitic Compensation; $100M
    Super-Hardened Armor 3; $12B

Design Switches:
    Adjustable Force Screen; $5B
    Hardened Force Screen; $2.5B
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Battery Breakdown:
    3 Fixed-Mount 56cm Launchers
        Base dDam: 6d×14 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 70 each; 210 total

Forward Secondary Battery Breakdown:
    10 Turret-Mounted 300MJ Particle Beam Cannon
        Option: Improved
        Option: Rapid Fire
        dDam: 3d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Mid-Section Medium Battery Breakdown:
    3 Turret-Mounted 10GJ UV Lasers
        Option: Improved
        dDam: 4d×10 (2) burn
        Range: Long/Extreme
        sAcc: 0
        Rcl: 1

Mid-Section Secondary Battery Breakdown:
    10 Turret-Mounted 3GJ Particle Beam Cannon
        Option: Improved
        dDam: 3d×10 (5) burn rad sur
        Range: Short/Long
        sAcc: -3
        Rcl: 1

Mid-Section Tertiary Battery Breakdown:
    50 Turret-Mounted 10MJ Particle Beam Cannon
        Option: Improved
        Option: Very Rapid Fire
        dDam: 4d (5) burn rad sur
        Range: Close/Short
        sAcc: -3
        Rcl: 1

10 Turret-Mounted 1GJ Tractor Beams
    Tractor Force: 100t
    ST: 1,000
    Range: Short
    sAcc: 0
    Rcl: 1

Habitat Breakdown: (2000)
    Bunkrooms: 200 (200), full life support
    Cabins: 100 (100), full life support
    Luxury Cabins: 10 (20), full life support
    Cells: 10 (10), full life support
    Briefing Rooms: 10 (10)
    Establishments: 10 (20)
    Mini-Robofacs: 10 (10); $10K/hr, $10M; Skill-13
    Offices: 15 (15)
    Sickbays: 30 (30)
    Steerage Cargo: 7,925t (1,585)

Minimum Crew:
    Control Stations: 60
    Technicians: 510
    Turret Gunners: 53
    Medics: 5
    Pilots: 144
    Flight Crew: 70
    Total: 842

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Commander Air Group
    Marine Commander

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Korolev*-class	350	-3/5	13	1 G/10 mps	100K	16,935.2	+12	1,020ASV	150	300/600	$37.65B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Masoud-class Strike Carrier
100,000-ton (SM+12) Assault Carrier
    (United Earth warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()

Establishments: ()
Labs:
    Biology: ()
    Chemistry: ()
    Physics: ()
    Science!: ()
Mini-Robofacs: (),
Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Masoud*-class	350											

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Pele-class Second-Rate Ship-of-the-Line
150,000-ton (SM +12) Warship
    (Valerian warship.)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]

[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
Labs:
    Biology: ()
    Chemistry: ()

Physics: ()
Science!: ()
Mini-Robofacs: (),
Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Medics _____
Total:

Hangar Complement:
Fighters:
Shuttles:
Misc:

Minimum Crew:
Control Room:
Turret Gunners:
Technicians:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)													
TL	**Vehicle**	**dST/HP**	**Hnd/SR**	**HT**	**Move**	**LWt**	**Load**	**SM**	**Occ**	**dDR**	**FF dDR**	**Cost**	**Notes**
11^	*Pele*-class	400											[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Yuhuang-class First-Rate Ship-of-the-Line
200,000-ton (SM +13) Warship
(Valerian warship.)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
Artficial Gravity;
Gravitic Compensator;
Hardened Armor;

Design Switches:
Adjustable Force Screen;
Hardened Force Screen;
Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
Bunkrooms: (), full life support
Cabins: (), full life support
Luxury Cabins: (), full life support
Cells: (), full life support
Briefing Rooms: ()
Establishments: ()
Labs:
Biology: ()
Chemistry: ()
Physics: ()
Science!: ()
Mini-Robofacs: (),
Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Minimum Crew:
Control Room:
Turret Gunners:
Technicians:
Medics _____
Total:

Hangar Complement:
Fighters:
Shuttles:
Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)													
TL	**Vehicle**	**dST/HP**	**Hnd/SR**	**HT**	**Move**	**LWt**	**Load**	**SM**	**Occ**	**dDR**	**FF dDR**	**Cost**	**Notes**
11^	*Yuhuang*-class	440											[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Enterprise-class Cruiser
300,000-ton (SM+13) Warship
(Sol system warship, except for Ishtar and Ereshkigal Stations)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array

Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Biology: ()
        Chemistry: ()
        Physics: ()
        Science!: ()
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics_____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Enterprise*-class	505											

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Osiris-class Strike Carrier
300,000-ton (SM+13) Assault Warship
(Sol system warship, except for Ishtar and Ereshkigal Stations)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]

[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support

Cabins: (), full life support
Luxury Cabins: (), full life support
Cells: (), full life support
Briefing Rooms: ()
Establishments: ()
Labs:
    Biology: ()
    Chemistry: ()
    Physics: ()
    Science!: 10 (20); $300M
Mini-Robofacs: (),
Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics _____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:

Piloting (Starship) or Shiphandling (Starship)												
TL	**Vehicle**	**dST/HP**	**Hnd/SR**	**HT**	**Move**	**LWt**	**Load**	**SM**	**Occ**	**dDR**	**FF dDR**	**Cost**	**Notes**
11^	_Osiris_-class	505											

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Vigilance-class Cruiser
300,000-ton (SM+13) Warship
    The _Vigilance_-class Cruiser is designed to operate independently and as part of a larger task force. These craft are often seen alongside the _Korolev_- and _Xia_-class carriers. Like its sister class, the _Hwacha_-class, , the _Vigilance_ doesn't normally carry fighters, relying on its long-range weaponry and large tactical sensor array instead.
    (Extrasolar SDL and CDF warship)

Front:
[1] Armor, Diamondoid; dDR 200, $3B
[2] Tactical Sensor Array; Comm/Sensor level 15, 30 Workspaces, $3B
[3] Weapons, Medium Battery; 30 Workspaces, $1.5B
[4!] Weapons, Medium Battery; 30 Workspaces, $1.5B
[5!] Weapons, Secondary Battery; 30 Workspaces, $1.5B
[6!] Weapons, Tertiary Battery; 30 Workspaces, $1.5B

Middle:
[1] Armor, Diamondoid; dDR 200, $3B
[2-3] Habitat; 4,000 cabins; 60 Workspaces, $600M
[4!] Weapons, Medium Battery; 30 Workspaces, $1.5B
[5!] Weapons, Secondary Battery; 30 Workspaces, $1.5B
[6!] Weapons, Tertiary Battery; 30 Workspaces, $1.5B
[core] Antimatter Reactor; 4PP, 20 yr endurance, 30 Workspaces, $6B

Rear:
[1] Armor, Diamondoid; dDR 200, $3B
[2] Control Room; C11 computer, Comm/Sensor 13, 30 Control Stations, 30 Workspaces, $600M
[3!!] Heavy Force Screen; dDR 500/1,000, 30 Workspaces, $15B
[4] Hangar Bay; 10 kt capacity, launch 1 kt/min, 30 Workspaces, $30M
[5!] Standard Reactionless Engine; 1G accel, 30 Workspaces, $1B
[6!] Stardrive Engine; 30 WS, $3B
[core] Antimatter Reactor; 4PP, 20 yr endurance, 30 Workspaces, $6B

Design Features:
    Artficial Gravity; $300M
    Gravitic Compensator; $300M
    Super-Hardened Armor 3; $36B

Design Switches:
- Adjustable Force Screen; $15B
- Hardened Force Screen; $7.5B
- Multiscanner Array
- Pseudo-Velocity
- Waste Heat Signature

Forward Medium Battery 1 Breakdown:
- 3 Fixed-Mount 64cm Launchers
  - Base dDam: 6d×16 cr ex
  - Range: Extreme
  - sAcc: 4
  - Rcl: 1
  - Missile Shots: 100 each, 300 total

Forward Medium Battery 2 Breakdown:
- 3 30GJ Particle Beam Turrets
  - Option: Improved
  - dDam: 6d×10 (5) burn rad sur
  - Range: Short/Long
  - sAcc: -3
  - Rcl: 1

Forward Secondary Battery Breakdown:
- 10 10GJ Particle Beam Turrets
  - Option: Improved
  - dDam: 4d×10 (5) burn rad sur
  - Range: Short/Long
  - sAcc: -3
  - Rcl: 1

Forward Tertiary Battery Breakdown:
- 30 300MJ Particle Beam Turrets
  - Option: Improved
  - Option: Rapid fire
  - dDam: 3d×5 (5) burn rad sur
  - Range: Short
  - sAcc: -3
  - Rcl: 1

Mid-Section Medium Battery Breakdown:
- 3 30GJ X-Ray Laser Turrets
  - dDam: 6d×10 (5) bun sur
  - Range: Long/Extreme
  - sAcc: 0
  - Rcl: 1

Mid-Section Secondary Battery Breakdown:
- 10 10GJ Particle Beam Turrets
  - Option: Improved
  - dDam: 4d×10 (5) burn rad sur
  - Range: Short/Long
  - sAcc: -3
  - Rcl: 1

Mid-Section Tertiary Battery Breakdown:
- 30 30MJ Particle Beam Turrets
  - Option: Improved
  - Option: Very Rapid fire
  - dDam: 6d (5) burn rad sur
  - Range: Close/Short
  - sAcc: -3
  - Rcl: 1

Habitat Breakdown:
- Luxury Cabins: 5 (10)
- Cabins: 100 (100)
- Bunkrooms: 700 (700)
- Cells: 20 (20)
- Briefing Rooms: 10 (10)
- Establishments: 20 (40)
- Offices: 10 (10)
- Labs:
  - Biology: ()
  - Chemistry: ()
  - Physics: ()
  - Science!: 10 (20); $300M
- Mini-Robofacs: 100 (100); $100M
- Offices: 20 (20)
- Sickbays: 100 (100)
- Steerage Cargo: 4,400 tons (880)

Hangar Complement:
- E-10 SWACS: 2
- Shuttles: 30
- Patrol Boats: 4
- Misc: 1 kt (1 SM+8, 3 SM+7, 10 SM+6, 30 SM+5, or 100 SM+4)

Minimum Crew:

Control Stations:	30
Technicians:	510
Turret Gunners:	89
Medics:	10
Scientists:	10
Total:	649

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Vigilance*-class	505	-3/5	13	1G/10 mps	300K	14,710	+13	3,100ASV	200	500/1,000	$115.73B	[11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Hwacha-class Missile Cruiser
300,000-ton (SM+13) Long-Range Warship

Like the *Vigilance*-class, the *Hwacha*-class Cruiser is designed to operate independently and as part of a larger task force. These craft are often seen alongside the *Korolev*- and *Xia*-class carriers. Like its sister class, the *Hwacha* doesn't normally carry fighters,

relying on its long-range weaponry and large tactical sensor array instead. The main difference between the *Vigilance* and the *Hwacha* is the *Hwacha*'s reliance on missiles rather than guns.

(Extrasolar SDL and CDF warship)

Front:
[1] Armor, Diamondoid; dDR 200, $3B
[2] Tactical Sensor Array; Comm/Sensor level 15, 30 Workspaces, $3B
[3] Weapons, Medium Battery; 30 Workspaces, $1.5B
[4-5] Weapons, Secondary Battery; 60 Workspaces, $3B
[6!] Weapons, Tertiary Battery; 30 Workspaces, $1.5B

Middle:
[1] Armor, Diamondoid; dDR 200, $3B
[2-3] Habitat; 4,000 cabins; 60 Workspaces, $600M
[4] Weapons, Medium Battery; 30 Workspaces, $1.5B
[5] Weapons, Secondary Battery; 30 Workspaces, $1.5B
[6!] Weapons, Tertiary Battery; 30 Workspaces, $1.5B
[core] Antimatter Reactor; 4PP, 20 yr endurance, 30 Workspaces, $6B

Rear:
[1] Armor, Diamondoid; dDR 200, $3B
[2] Control Room; Complexity C11, Comm/Sensor 13, 30 control stations, 30 workspaces, $600M
[3!!] Heavy Force Screen; dDR 500/1,000, 30 Workspaces, $15B
[4] Hangar Bay; 10 kt capacity, launch 1 kt/min, 30 Workspaces, $30M
[5!] Standard Reactionless Engine; 1G accel, 30 Workspaces, $1B
[6!] Stardrive Engine; 30 WS, $3B
[core] Antimatter Reactor; 4PP, 20 yr endurance, 30 Workspaces, $6B

Design Features:
    Artficial Gravity; $300M
    Gravatic Compensator; $300M
    Super-Hardened Armor 3; $36B

Design Switches:
    Adjustable Force Screen; $15B
    Hardened Force Screen; $7.5B
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Forward Medium Weapons Battery Breakdown:
    Three 64cm Missile Launchers
        Option: 100KT Antimatter Warhead
        dDam: 8d×1,000 burn ex rad sur
            plus 6d×2,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 100 each, 300 total

Forward Secondary Weapons Battery Breakdown:
    Twenty 56cm Missile Launchers
        Option: 25KT Antimatter Warhead
        dDam: 4d×1,000 burn ex rad sur
            plus 3d×1,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1

Missile Shots: 70 each, 1,400 total

Forward Tertiary Weapons Battery Breakdown:
    Thirty 300MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDmg: 3d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Mid-Section Medium Weapons Battery Breakdown:
    Three 64cm Missile Launchers
        Option: 100KT Antimatter Warhead
        dDam: 8d×1,000 burn ex rad sur
            plus 6d×2,000 cr ex (in atmosphere)
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 100 each, 300 total

Mid-Section Secondary Weapons Battery Breakdown:
    Ten 56cm Missile Launchers
        Option: 25KT Antimatter Warhead
        dDam: 4d×1,000 burn ex rad sur
            plus 3d×1,000 cr ex (in atmosphere)
        Base dDam: 6d×16 cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Missile Shots: 70 each, 700 total

Mid-Section Tertiary Weapons Battery Breakdown:
    Thirty 300MJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDmg: 3d×5 (5) burn rad sur
        Range: Short
        sAcc: -3
        Rcl: 1

Habitat Breakdown:
    Luxury Cabins: 5 (10)
    Cabins: 100 (100)
    Bunkrooms: 700 (700)
    Cells: 20 (20)
    Briefing Rooms: 10 (10)
    Establishments: 20 (40)
    Offices: 10 (10)
    Labs:
        Science!: 10 (20); $300M
    Mini-Robofacs: 100 (100); $100M
    Offices: 20 (20)
    Sickbays: 100 (100)
    Steerage Cargo: 4,400 tons (880)

Hangar Complement:
    E-10 SWACS: 2
    Shuttles: 30

Patrol Boats: 4
Misc: 1 kt (1 SM+8, 3 SM+7, 10 SM+6, 30 SM+5, or 100 SM+4)

Minimum Crew:
Control Stations: 30

Technicians: 510
Turret Gunners: 60
Medics: 10
Scientists: 10
Total: 620

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Hwacha*-class	505	-3/5	13	1G/10 mps	300K	14,710	+13	3,100ASV	200	500/1,000	$115.73B	[11, 12]

Notes:

[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Baghdad-class Battlecruiser
1,000,000-ton (SM+14) Command and Assault Warship

Prior to the formation of the Colonial Defense Alliance, the Arabian Empire's space fleet was regarded as *the* most powerful of the human fleets operating in and around the Sol system. The power of Arabia's fleet was due in no small part to their cruisers, which prior to the development of the *Black Widow*, *Andromeda*, *Zulu*, and *Vek'tra* classes were the most heavily armed ships in existence, though by modern standards are somewhat lacking in armor.

Most of the *Baghdad*-class ships are named after notable Middle Eastern cities.

(Extrasolar SDL and CDF warship)

Front:
[1] Armor, Nanocomposite; dDR 200, $5B
[2] Tactical Comm/Sensor Array; Comm/Sensor 16, 100 Workspaces, $10B
[3] Habitat; 6,000 cabin-spaces, 100 workspaces, $1B
[4!] Weapons, Major Battery, beam; 100 Workspaces, $6B
[5!] Weapons, Medium Battery, beams; 100 Workspaces, $6B
[6] Weapons, Medium Battery, launchers; 100 Workspaces, $6B

Middle:
[1] Armor, Nanocomposite; dDR 200, $5B
[2] Habitat; 6,000 cabin-spaces, 100 workspaces, $1B
[3!] Weapons, Medium Battery, beams and launchers; 100 Workspaces, $6B
[4!] Weapons, Secondary Battery, beams and launchers; 100 Workspaces, $6B
[5!] Weapons, Secondary Battery, beams and launchers; 100 Workspaces, $6B
[6!] Weapons, Tertiary Battery, beams; 100 Workspaces, $6B
[core] Power Plant, Antimatter; 4 PP, 20 yr endurance, 100 Workspaces, $6B

Rear:
[1] Armor, Nanocomposite; dDR 200, $5B
[2] Control Room; C12 computer, Comm/Sensor 14; 40 Control Stations; 100 Workspaces; $2B
[3!] Light Force Screen; dDR 700, 100 Workspaces, $15B
[4] Hangar Bay; 30 kt capacity, launch 2 kt/min, 100 Workspaces, $100M
[5!] Rotary Reactionless Engine; 0.1G accel, 100 Workspaces, $500M
[6!] Stardrive; 100 Workspaces, $10B
[core] Power Plant, Antimatter; 4 PP, 20 yr endurance, 100 Workspaces, $6B

Design Features:
Artficial Gravity; $1B
Gravitic Compensator; $1B
Hardened Armor; $45B

Design Switches:
Adjustable Force Screen; $15B
Hardened Force Screen; $7.5B
Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Forward Major Weapon Battery:
Single 300GJ X-Ray Laser
dDmg: 3d×100 (5) burn sur
Range: Extreme
sAcc: 0
Rcl: 1

Forward Medium Weapons Battery 1:
Three 100GJ X-Ray Lasers
dDmg: 2d×100 (5) burn sur
Range: Extreme
sAcc: 0
Rcl: 1

Forward Medium Weapons Battery 2:
Three 80cm Missile Launchers
Option: 10 Mt antimatter warhead
dDmg: 8d×10,000 burn ex rad sur
Linked: 6d×20,000 cr ex
Range: Extreme
sAcc: 4
Rcl: 1
Shots: 150

Mid-Section Medium Weapons Battery:
Two 100GJ Particle Beam Turrets
Option: Improved
dDmg: 2d×100 (5) burn rad sur
Range: Long
sAcc: -3
Rcl: 1

One 80cm Missile Launcher Turret
    Option: 10 Mt antimatter warhead
    dDmg: 8d×10,000 burn ex rad sur
        Linked: 6d×20,000 cr ex
    Range: Extreme
    sAcc: 4
    Rcl: 1
    Shots: 150

Mid-Section Secondary Battery 1:
    Six 3GJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDmg: 6d×10 (5) burn rad sur
        Range: Short/Long
        sAcc: -3
        Rcl: 1
    Four 64cm Missile Launcher Turrets
        dDam: 6d×16 (2) cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Shots: 150 ea.

Mid-Section Secondary Battery 2:
    Six 3GJ Particle Beam Turrets
        Option: Improved
        Option: Rapid Fire
        dDmg: 6d×10 (5) burn rad sur
        Range: Short/Long
        sAcc: -3
        Rcl: 1
    Four 64cm Missile Launcher Turrets
        dDam: 6d×16 (2) cr ex
        Range: Extreme
        sAcc: 4
        Rcl: 1
        Shots: 150 ea.

Mid-Section Tertiary Battery:
    Thirty 100MJ Particle Beam Turrets
        Option: Improved

    Option: Very Rapid Fire
    dDam: 4d×5 (5) burn rad sur
    Range: Short
    sAcc: -3
    Rcl: 1

Habitat Breakdown:
    Luxury Cabins: 10 (20), full life support
    Cabins: 200 (200), full life support
    Bunkrooms: 1,400 (1,400), full life support
    Cells: 60 (60), full life support
    Briefing Rooms: 30 (30)
    Establishments: 60 (120)
    Labs:
        Science!: 30 (60), $900M
    Mini-Robofacs: 300 (300), $300M
    Offices: 30 (30)
    Sickbays: 120 (120)
    Steerage Cargo: 48,300 tons (9,660)

Hangar Complement:
    E-10 SWACS:
    Shuttles:
    Patrol Boats:
    Misc:

Minimum Crew:
    Control Room: 40
    Turret Gunners: 53
    Technicians: 1,700
    Medics: 30
    Total: 1,793

Luxury Cabins:
    Commodore
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Baghdad*-class	750	-3/5	12	0.5G/5 mps	1M	48,913	+14	6,130ASV	200	700	$179.3B	11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Ching Shih-class Battleship
1,000,000-ton (SM+14) Command and Assault Warship
    (United Earth warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()

Labs:
    Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics_____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Admiral
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Ching Shih*-class	750											11, 12]

Piloting (Starship) or Shiphandling (Starship)

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Black Widow-class Battleship
1,000,000-ton (SM+14) Command and Assault Warship

    The *Black Widow*-class Battleship is the longest, most heavily-armored, and most heavily-armed ship ever built for the Colonial Defense Force. The ship is designed in such a way that one is never sure when viewing it which side is "up"; only the numbers on the side give it away.

    The *Black Widow* was originally designed as a destroyer, but kept growing as more and larger guns and requisite crew were added to it, to the point where its price tag per ship grew to higher than the GNP of many of the CDF's member states. Currently, there are only five *Black Widows* in the CDF Navy: *Black Widow*, *Tarantula*, *Arachne*, *Mantis*, and *Venom*. Like the *Andromeda*-class carriers, each *Black Widow* has been adopted by a System Admiral as hir flagship.

    (CDF-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]

[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Hangar Complement:
    E-10 SWACS:
    Shuttles:
    Patrol Boats:
    Misc:

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics_____
    Total:

Luxury Cabins:
    Admiral
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster
    Artillery Chief

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Black Widow*-class	750											[11, 12]

Notes:

[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Andromeda-class Super Carrier
1,000,000-ton (SM+14) Heavy Command Carrier

    The flagship design of the Colonial Defense Force, the *Andromeda*-class carrier was designed for two reasons. The first was to provide the CDF with a carrier capable of housing multiple wings of fighters, providing the area in which these carriers were assigned much greater air cover than would otherwise have been provided.

    The second reason was purely political: By fielding a carrier of its size, the CDF intended to prove that it was superior to any force prior to its inception as well as superior to many of its contemporaries.

    While the *Andromeda*-class does meet both demands, much has been remarked – behind closed doors, at any rate – of its giant price tag, which is equal to or greater than the GNP of many of the CDF's member nations! Because of this price tag, only six of these craft have been built: *Andromeda*, *Cassiopeia*, *Athene*, *Artemis*, *Kali*, and *Parvati*. Each of the six has been adopted by a System Admiral as hir flagship.

    The *Andromeda* is capable of carrying between __ and __ fighters of varying designs; its normal complement is around __ fighters and additional support craft.

    (CDF-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;

Multiscanner Array
Pseudo-Velocity
Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Hangar Complement:
    Fighters:
    E-10 SWACS:

Shuttles:
Patrol Boats:
Misc:

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    <u>Medics   </u>
    Total:

Luxury Cabins:
    Admiral
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster
    Commander Air Group
    Marine Commander

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Andromeda*-class	750											11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Volodymyr Zelenskyy-class Carrier
1,000,000-ton (SM+14) Heavy Command Carrier
The *Zelenskyy*-class carrier is Earth's answer to the CDF's *Andromeda*-class.
(United Earth-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;

Gravitic Compensator;
Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:

Medics _____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Admiral
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Zelenskyy*-class	750											11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Zulu-class Dreadnought
3,000,000-ton (SM+15) Command and Assault Warship
    (United Earth warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity

Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics _____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Admiral
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Zulu*-class	1,100											11, 12]

Notes:

[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Vek'tra-class Heavy Carrier
30,000,000-ton (SM+17) Imperial Command Warship

The *Vek'tra* heavy carrier was built by the K'Hissh Imperium as an answer to the Arabian Empire's battleships and carriers. Until that point, the K'hissh Imperium preferred to field a greater number of smaller craft (admittedly larger than most human ships of the same classification due to the difference in size between the races), but the K'Hissh'ran decreed that his navy should field at least one super-carrier. Thus was born the *Vek'tra*, a wedge-shaped ship which combined a large flight wing with intensive firepower. The wedge shape enables the *Vek'tra* to better concentrate firepower ahead of her.

Only one *Vek'tra* was built to serve as the K'Hissh'ran's personal warship, but the overall design proved its worth during the Glrrü War and was scaled down for later craft; the *Gre'thak* and *Krissh'kaa* classes are both based on the *Vek'tra*'s design. The *Vek'tra* is capable of carrying between __ and __ fighters of varying designs; its normal complement is around __ fighters and additional support craft.

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics_____
    Total:

Hangar Complement:
    Fighters:
    SWACS:
    Shuttles:
    Patrol Boats:
    Misc:

Luxury Cabins:
    K'Hissh'ran
    System Admiral
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster
    Commander Air Group
    Marine Commander

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Vek'tra*-class	2,300											11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Gre'thak-class Strike Carrier

(K'Hissh-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
　　Artficial Gravity;
　　Gravitic Compensator;
　　Hardened Armor;

Design Switches:
　　Adjustable Force Screen;
　　Hardened Force Screen;
　　Multiscanner Array
　　Pseudo-Velocity
　　Waste Heat Signature

Habitat Breakdown:
　　Bunkrooms: (), full life support
　　Cabins: (), full life support
　　Luxury Cabins: (), full life support
　　Cells: (), full life support
　　Briefing Rooms: ()
　　Establishments: ()
　　Labs:
　　　　Science!: (),
　　Mini-Robofacs: (),
　　Offices: ()
　　Sickbays: ()
　　Steerage Cargo: tons ()

Minimum Crew:
　　Control Room:
　　Turret Gunners:
　　Technicians:
　　Medics＿＿＿＿＿＿
　　Total:

Hangar Complement:
　　Fighters:
　　Shuttles:
　　Misc:

Luxury Cabins:
　　Captain
　　First Officer
　　Second Officer
　　Chief Medical Officer
　　Chief Engineer
　　Quartermaster
　　Commander Air Group
　　Marine Commander

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Gre'thak*-class												11, 12]

Piloting (Starship) or Shiphandling (Starship)

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Krissh'kaa-class Cruiser

Many have said that the *Krissh'kaa*-class cruiser is proof the K'Hissh have a sense of humor. The word roughly translates into human languages as a concept similar to "lunch", and is often used by K'Hissh warriors as a battlecry.

(K'Hissh-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:

[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()

Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics_____
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster
    Marine Commander

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Krissh'kaa*-class												11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Hrek'tarakka-class Light Carrier
    (K'Hissh-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]

[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity
    Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),

Offices: ()
Sickbays: ()
Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    <u>Medics   </u>
    Total:

Hangar Complement:
    Fighters:

Shuttles:
Misc:

Luxury Cabins:
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster
    Commander Air Group
    Marine Commander

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Hrek'tarracka*-class												11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Kren'thok-class Destroyer

    (K'Hissh-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity

Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
        Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    <u>Medics   </u>
    Total:

Hangar Complement:
    Fighters:
    Shuttles:
    Misc:

Luxury Cabins:
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster

Piloting (Starship) or Shiphandling (Starship)

TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Kren'thok*-class												11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Drek'taa-class **Frigate**

(K'Hissh-exclusive warship)

Front:
[1]
[2]
[3]
[4]
[5]
[6]

Middle:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Rear:
[1]
[2]
[3]
[4]
[5]
[6]
[core] Power Plant, Antimatter; 4 PP, 20 year endurance,

Design Features:
    Artficial Gravity;
    Gravitic Compensator;
    Hardened Armor;

Design Switches:
    Adjustable Force Screen;
    Hardened Force Screen;
    Multiscanner Array
    Pseudo-Velocity

Waste Heat Signature

Habitat Breakdown:
    Bunkrooms: (), full life support
    Cabins: (), full life support
    Luxury Cabins: (), full life support
    Cells: (), full life support
    Briefing Rooms: ()
    Establishments: ()
    Labs:
            Science!: (),
    Mini-Robofacs: (),
    Offices: ()
    Sickbays: ()
    Steerage Cargo: tons ()

Minimum Crew:
    Control Room:
    Turret Gunners:
    Technicians:
    Medics
    Total:

Hangar Complement:
    E-10 SWACS:
    Shuttles:
    Patrol Boats:
    Misc:

Luxury Cabins:
    Captain
    First Officer
    Second Officer
    Chief Medical Officer
    Chief Engineer
    Quartermaster

Piloting (Starship) or Shiphandling (Starship)													
TL	Vehicle	dST/HP	Hnd/SR	HT	Move	LWt	Load	SM	Occ	dDR	FF dDR	Cost	Notes
11^	*Drek'taa*-class												11, 12]

Notes:
[11] dDR is Hardened, Hardened 3.
[12] FF dDR is Hardened, Hardened 3.

Inspirations

SF-2 Gnat ~= A-Wing, *Star Wars: Return of the Jedi*; Arrow light fighter, *Wing Commander 3* and *WC4*

SF-5 Oni ~= Demon fighter, *Wing Commander Privateer*

SF-7 Intruder ~= Y-Wing, *Star Wars: The Clone Wars*

SF-17 Dragonfly ~= Wasp Interceptor, *Wing Commander Prophecy*

SF-22 Sky Dragon ~= F-117 Nighthawk, USAF

SF-32 Overdrive ~= StarFury, *Babylon 5*

SB-65 Black Scorpion ~= Broadsword Bomber, *Wing Commander 2* and *Privateer*

SB-110 Faultline ~= B-2 Spirit, USAF

SB-19 Vindicator ~= Longbow Bomber, *Wing Commander 3* and *WC4*

Huuk'tra ~= Kilrathi Dralthi, *Wing Commander* series of games

Amazon-class Runabout ~= *Danube*-class runabout, *Star Trek: Deep Space 9*

STL-33 Shuttle ~= *Lambda*-class shuttle, *Star Wars: Return of the Jedi*

ATR-4 Assault Shuttle ~= *Gamma*-class ATR-6 assault transport, *Star Wars: X-Wing* series of games

DR-24 Dropship ~= Colonial Marines dropship, *Aliens*

E-20 Golden Eagle ~= Cat's Eye Recon Craft, *Macross*/*Robotech*

DR-9 Dropship ~= Spheroid Mech Carrier Dropships, *BattleTech* universe

E-10 Goshawk SWACS ~= E-3 Sentry AWACS, USAF

Zodiac-class Light Courier ~= *Tarsus*-class Merchant Scout, *Wing Commander Privateer*

Nebula-class Light Merchantman ~= *Galaxy*-class Merchant Ship, *Wing Commander Privateer*

Oberon-class Modular Conveyor ~= Modular Conveyor, *Star Wars: X-Wing* series of games

Botany Bay-class Sleeper Ship ~= DY-100-class Sleeper Ship, *Star Trek* (original series) episode "*Space Seed*"

Rising Star-class Passenger Liner ~= *Rising Star*, *Battlestar Galactica* (classic series)

Type 444 and Type 454 Attack Craft ~= Dominion Fighters, *Star Trek: Deep Space Nine*

Phoenix-class Warbird ~= B'rel Bird-of-Prey, *Star Trek*

Andromeda-class Super Carrier ~= *Galactica*, *Atlantia*, and *Pegasus*, *Battlestar Galactica* (classic series)

Joint Defense Fleet of Ishtar and Ereshkigal Stations

Starfighters
SF-2 Gnat Aerospace Interceptor (SM +4)
SF-5 Oni Multi-Role Aerospace Fighter (SM +5)
SF-7 Intruder Aerospace Attack Fighter (SM +5)
SF-8 Arc Flash Aerospace Interceptor (SM +5)
SF-14 Frostfire Aerospace Superority Fighter (SM +5)
SB-65 Black Scorpon Bomber (SM +6)
Type 444 Attack Craft (SM +7)
Type 454 Attack Craft (SM +8)

Small Support Craft
Amazon-class Runabout (SM +6)
STL-33 Personnel Shuttle (SM +6)
E-20 Golden Eagle Recon Craft (SM +6)
DR-9 Dropship (SM +8)
E-14 SWACS (SM +8)
Charon-class Racker (SM +8)

Merchant and Civilian Ships
Zodiac-class Fast Courier (SM +6)
Nebula-class Light Merchantman (SM +7)
VFL-200 Light Freighter (SM +7)
VFM-300 Light Freighter (SM +8)
Endeavor-class Tramp Freighter (SM +8)
Meteor-class Blockade Runner (SM +9)
Merciful Angel-class Hospital Ship (SM +10)
Santa Maria-class Q-ship (SM +11)

Warships
Novosibirsk-class Patrol Boat (SM +7)
Parnaiba-class Monitor (SM +9)
Bikini Atoll-class Patrol Cutter (SM +9)
Meteor-class Corvette (SM +9)
Belut-class Monitor (SM +10)
Yuan Fen-class Patrol Cutter (SM +10)
Roswell-class Frigate (SM +10)
Xia-class Escort Carrier (SM +11)
Freebird-class Destroyer (SM +12)
Korolev-class Strike Carrier (SM +12)
Korolev-class Marine Transport (SM +12)
Iyoba Idia-class Light Cruiser (SM +12)

United Earth Planetary Defense Fleet

Starfighters
SF-8 Arc Flash Aerospace Interceptor (SM +5)
SF-14 Frostfire Aerospace Superiority Fighter (SM +5)
SF-22 Sky Dragon Aerospace Attack Fighter (SM +5)
SF-32 Overdrive Multi-Role Starfighter (SM +5)

Small Support Craft
Amazon-class Runabout (SM +6)
STL-33 Personnel Shuttle (SM +6)
E-14 Parson SWACS (SM +8)
Russell Brandt-class Racker (SM +8)

Merchant and Civilian Ships
Merciful Angel-class Hospital Ship (SM +10)

Warships
Novosibirsk-class Patrol Boat (SM +7)
Bikini Atoll-class Patrol Cutter (SM +9)
Kozi-class Corvette (SM +9)
Yuan Fen-class Patrol Cutter (SM +10)
Pengana-class Frigate (SM +10)
Nile-class Escort Carrier (SM +10)
Veracruz-class Destroyer (SM +11)
Masoud-class Strike Carrier (SM +12)
Iyoba Idia-class Light Cruiser (SM +12)

United Earth Expeditionary Fleet

Starfighters
- SF-8 Arc Flash Aerospace Interceptor (SM +5)
- SF-14 Frostfire Aerospace Superiority Fighter (SM +5)
- SF-22 Sky Dragon Aerospace Attack Fighter (SM +5)
- SF-32 Overdrive Multi-Role Starfighter (SM +5)
- SB-110 Faultline Aerospace Bomber (SM +8)

Small Support Craft
- *Amazon*-class Runabout (SM +6)
- STL-33 Personnel Shuttle (SM +6)
- *Moray*-class Assault Shuttle (SM +6)
- DR-24 Dropship (SM+6)
- DP-22 Drop Pod (SM+7)
- DR-15 Dropship (SM+7)
- IlAn-225 Dropship (SM +8)
- E-14 Parson SWACS (SM +8)
- *Russell Brandt*-class Racker (SM +8)

Merchant and Civilian Ships
- *Merciful Angel*-class Hospital Ship (SM +10)
- *Alchemy*-class Refinery Ship (SM +11)
- *Ceres*-class Hydroponics Vessel (SM +12)
- *Hephaestus*-class Factory Ship (SM +12)

Warships
- *Novosibirsk*-class Patrol Boat (SM +7)
- *Shalice Tilman*-class Espionage Vessel (SM +8)
- *Kozi*-class Corvette (SM +9)
- *Pengana*-class Frigate (SM +10)
- *Nile*-class Escort Carrier (SM +10)
- *Veracruz*-class Destroyer (SM +11)
- *Iyoba Idia*-class Light Cruiser (SM +12)
- *Masoud*-class Strike Carrier (SM +12)
- *Normandy*-class Marine Transport (SM +12)
- *Enterprise*-class Cruiser (SM +13)
- *Osiris*-class Strike Carrier (SM +13)
- *Ching Shih*-class Battleship (SM +14)
- *Volodymyr Zelenskyy*-class Carrier (SM +14)
- *Zulu*-class Dreadnought (SM +15)

Martian League Civil Defense Fleet

Starfighters
- SF-2 Gnat Aerospace Interceptor (SM +4)
- SF-5 Oni Multi-Role Aerospace Fighter (SM +5)
- SF-7 Intruder Aerospace Attack Fighter (SM +5)
- SF-8 Arc Flash Aerospace Interceptor (SM +5)
- SF-14 Frostfire Aerospace Superority Fighter (SM +5)
- SB-65 Black Scorpon Bomber (SM +6)
- Type 444 Attack Craft (SM +7)
- Type 454 Attack Craft (SM +8)

Small Support Craft
- *Amazon*-class Runabout (SM +6)
- STL-33 Personnel Shuttle (SM +6)
- ATR-3 Assault Shuttle (SM +6)
- E-20 Golden Eagle Recon Craft (SM +6)
- DP-22 Drop Pod (SM +7)
- DR-9 Dropship (SM +8)
- E-17 Parson SWACS (SM +8)
- *Charon*-class Racker (SM +8)

Merchant and Civilian Ships
- *Merciful Angel*-class Hospital Ship (SM +10)
- *Alchemy*-class Refinery Ship (SM +11)
- *Ceres*-class Hydroponics Vessel (SM +12)
- *Hephaestus*-class Factory Ship (SM +12)

Warships
  Novosibirsk-class Patrol Boat (SM +6)
  Parnaiba-class Monitor (SM +9)
  Bikini Atoll-class Patrol Cutter (SM +9)
  Meteor-class Corvette (SM +9)
  Belut-class Monitor (SM +10)
  Yuan Fen-class Patrol Cutter (SM +10)
  Roswell-class Frigate (SM +10)
  Xia-class Escort Carrier (SM +10)
  Freebird-class Destroyer (SM +11)
  Iyoba Idia-class Light Cruiser (SM +12)
  Korolev-class Marine Transport (SM +12)
  Enterprise-class Cruiser (SM +13)
  Osiris-class Strike Carrier (SM +13)

Galilean Confederacy Self-Defense Fleet
Starfighters
  SF-2 Gnat Aerospace Interceptor (SM +4)
  SF-5 Oni Multi-Role Aerospace Fighter (SM +5)
  SF-7 Intruder Aerospace Attack Fighter (SM +5)
  SF-8 Arc Flash Aerospace Interceptor (SM +5)
  SF-14 Frostfire Aerospace Superority Fighter (SM +5)
  SB-65 Black Scorpon Bomber (SM +6)
  Type 444 Attack Craft (SM +7)
  Type 454 Attack Craft (SM +8)
Small Support Craft
  Amazon-class Runabout (SM +6)
  STL-33 Personnel Shuttle (SM +6)
  ATR-3 Assault Shuttle (SM +6)
  E-20 Golden Eagle Recon Craft (SM +6)
  DP-22 Drop Pod (SM +7)
  DR-9 Dropship (SM +8)
  E-17 Parson SWACS (SM +8)
  Charon-class Racker (SM +8)
Merchant and Civilian Ships
  Merciful Angel-class Hospital Ship (SM +10)
  Alchemy-class Refinery Ship (SM +11)
  Ceres-class Hydroponics Vessel (SM +12)
  Hephaestus-class Factory Ship (SM +12)
Warships
  Novosibirsk-class Patrol Boat (SM +6)
  Parnaiba-class Monitor (SM +9)
  Bikini Atoll-class Patrol Cutter (SM +9)
  Meteor-class Corvette (SM +9)
  Belut-class Monitor (SM +10)
  Yuan Fen-class Patrol Cutter (SM +10)
  Roswell-class Frigate (SM +10)
  Xia-class Escort Carrier (SM +10)
  Freebird-class Destroyer (SM +11)
  Iyoba Idia-class Light Cruiser (SM +12)
  Korolev-class Marine Transport (SM +12)
  Enterprise-class Cruiser (SM +13)
  Osiris-class Strike Carrier (SM +13)

Ring Republic Seven Worlds Civil Defense Fleet
Starfighters
  SF-2 Gnat Aerospace Interceptor (SM +4)
  SF-5 Oni Multi-Role Aerospace Fighter (SM +5)
  SF-7 Intruder Aerospace Attack Fighter (SM +5)
  SF-8 Arc Flash Aerospace Interceptor (SM +5)
  SF-14 Frostfire Aerospace Superority Fighter (SM +5)
  SB-65 Black Scorpon Bomber (SM +6)
  Type 444 Attack Craft (SM +7)

Type 454 Attack Craft (SM +8)
Small Support Craft
Amazon-class Runabout (SM +6)
STL-33 Personnel Shuttle (SM +6)
ATR-3 Assault Shuttle (SM +6)
E-20 Golden Eagle Recon Craft (SM +6)
DP-22 Drop Pod (SM +7)
DR-9 Dropship (SM +8)
E-17 Parson SWACS (SM +8)
Charon-class Racker (SM +8)
Merchant and Civilian Ships
Merciful Angel-class Hospital Ship (SM +10)
Alchemy-class Refinery Ship (SM +11)
Ceres-class Hydroponics Vessel (SM +12)
Hephaestus-class Factory Ship (SM +12)
Warships
Novosibirsk-class Patrol Boat (SM +6)
Parnaiba-class Monitor (SM +9)
Bikini Atoll-class Patrol Cutter (SM +9)
Meteor-class Corvette (SM +9)
Belut-class Monitor (SM +10)
Yuan Fen-class Patrol Cutter (SM +10)
Roswell-class Frigate (SM +10)
Xia-class Escort Carrier (SM +10)
Freebird-class Destroyer (SM +11)
Iyoba Idia-class Light Cruiser (SM +12)
Korolev-class Marine Transport (SM +12)
Enterprise-class Cruiser (SM +13)
Osiris-class Strike Carrier (SM +13)

Proximan People's Defense Fleet
Starfighters
SF-2 Gnat Aerospace Interceptor (SM +4)
SF-5 Oni Multi-Role Aerospace Fighter (SM +5)
SF-7 Intruder Aerospace Attack Fighter (SM +5)
SF-11 Slipjack Aerospace Superiority Fighter (SM +5)
SF-15 Starduster Multi-Role Starfighter (SM +5)
SF-17 Dragonfly Interceptor (SM +5)
SB-65 Black Scorpion Bomber (SM +6)
Type 444 Attack Craft (SM +7)
Type 454 Attack Craft (SM +8)
Small Support Craft
Amazon-class Runabout
STL-33 Personnel Shuttle (SM +6)
ATR-3 Assault Shuttle (SM +6)
E-20 Golden Eagle Recon Craft (SM +6)
DP-22 Drop Pod (SM +7)
DR-9 Dropship (SM +8)
E-17 Parson SWACS (SM +8)
Charon-class Racker (SM +8)
Mesketet-class Racker (SM +8)
Merchant and Civilian Ships
Zodiac-class Fast Courier (SM +6)
Nebula-class Light Merchantman (SM +7)
Endeavor-class Tramp Freighter (SM +8)
Meteor-class Blockade Runner (SM +9)
Merciful Angel-class Hospital Ship (SM +10)
Santa Maria-class Q-ship (SM +11)
Alchemy-class Refinery Ship (SM +11)
Ceres-class Hydroponics Vessel (SM +12)
Hephaestus-class Factory Ship (SM +12)
Warships
Novosibirsk-class Patrol Boat (SM +6)

Parnaiba-class Monitor (SM +9)
Bikini Atoll-class Patrol Cutter (SM +9)
Meteor-class Corvette (SM +9)
Admiral Hyman G. Rickover-class Corvette (SM +9)
Belut-class Monitor (SM +10)
Yuan Fen-class Patrol Cutter (SM +10)
Roswell-class Frigate (SM +10)
Xia-class Escort Carrier (SM +10)
Gada-class Destroyer (SM +11)
Korolev-class Strike Carrier (SM +12)
Korolev-class Marine Transport (SM +12)

Demeter Civil Defense Fleet
Starfighters
SF-11 Slipjack Aerospace Superiority Fighter (SM +5)
SF-15 Starduster Multi-Role Starfighter (SM +5)
SF-17 Dragonfly Interceptor (SM +5)
SF-21 Hrrok'tar Attack Starfighter (SM +6)
SB-19 Vindicator Bomber (SM +7)
Small Support Craft
Amazon-class Runabout
STL-33 Personnel Shuttle (SM +6)
ATR-4 Assault Shuttle (SM +6)
E-20 Golden Eagle Recon Craft (SM +6)
DP-22 Drop Pod (SM +7)
DR-9 Dropship (SM +8)
E-10 Goshawk SWACS (SM +8)
Mesketet-class Racker (SM +8)
Merchant and Civilian Ships
Merciful Angel-class Hospital Ship (SM +10)
Alchemy-class Refinery Ship (SM +11)
Ceres-class Hydroponics Vessel (SM +12)
Hephaestus-class Factory Ship (SM +12)
Warships
Novosibirsk-class Patrol Boat (SM +6)
Parnaiba-class Monitor (SM +9)
Bikini Atoll-class Patrol Cutter (SM +9)
Meteor-class Corvette (SM +9)
Admiral Hyman G. Rickover-class Corvette (SM +9)
Belut-class Monitor (SM +10)
Yuan Fen-class Patrol Cutter (SM +10)
Roswell-class Frigate (SM +10)
Xia-class Escort Carrier (SM +10)
Gada-class Destroyer (SM +11)
Korolev-class Strike Carrier (SM +12)
Korolev-class Marine Transport (SM +12)

Tatooine Militia
Starfighters
SF-2 Gnat Aerospace Interceptor (SM +4)
SF-5 Oni Multi-Role Aerospace Fighter (SM +5)
SF-7 Intruder Aerospace Attack Fighter (SM +5)
SF-11 Slipjack Aerospace Superiority Fighter (SM +5)
SF-15 Starduster Multi-Role Starfighter (SM +5)
SB-65 Black Scorpion Bomber (SM +6)
Type 444 Attack Craft (SM +7)
Type 454 Attack Craft (SM +8)
Small Support Craft
Amazon-class Runabout
STL-33 Personnel Shuttle (SM +6)
ATR-4 Assault Shuttle (SM +6)
E-20 Golden Eagle Recon Craft (SM +6)
DR-9 Dropship (SM +8)

Mesketet-class Racker (SM +8)
<u>Merchant and Civilian Ships</u>
    Zodiac-class Fast Courier (SM +6)
    Nebula-class Light Merchantman (SM +7)
    Endeavor-class Tramp Freighter (SM +8)
    Meteor-class Blockade Runner (SM +9)
    Santa Maria-class Q-ship (SM +11)
    Hephaestus-class Factory Ship (SM +12)
<u>Warships</u>
    Novosibirsk-class Patrol Boat (SM +6)
    Parnaiba-class Monitor (SM +9)
    Bikini Atoll-class Patrol Cutter (SM +9)
    Meteor-class Corvette (SM +9)
    Belut-class Monitor (SM +10)
    Yuan Fen-class Patrol Cutter (SM +10)
    Roswell-class Frigate (SM +10)
    Xia-class Escort Carrier (SM +10)
    Gada-class Destroyer (SM +11)
    Korolev-class Strike Carrier (SM +12)
    Korolev-class Marine Transport (SM +12)

Colonial Defense Fleet
<u>Starfighters</u>
    SF-11 Slipjack Aerospace Superiority Fighter (SM +5)
    SF-15 Starduster Multi-Role Starfighter (SM +5)
    SF-17 Dragonfly Interceptor (SM +5)
    SF-21 Hrrok'tar Attack Starfighter (SM +6)
    SB-19 Vindicator Bomber (SM +7)
<u>Small Support Craft</u>
    Amazon-class Runabout
    STL-33 Personnel Shuttle (SM +6)
    ATR-4 Assault Shuttle (SM +6)
    E-20 Golden Eagle Recon Craft (SM +6)
    DR-9 Dropship (SM +8)
    E-10 Goshawk SWACS (SM +8)
    Valkyrie-class Racker (SM +8)
<u>Warships</u>
    Novosibirsk-class Patrol Boat (SM +6)
    Roswell-class Frigate (SM +10)
    Xia-class Escort Carrier (SM +10)
    Gada-class Destroyer (SM +11)
    Einherjar-class Marine Transport (SM +12)
    Korolev-class Strike Carrier (SM +12)
    Vigilance-class Cruiser (SM +13)
    Hwacha-class Missile Cruiser (SM +13)
    Baghdad-class Battlecruiser (SM +14)
    Black Widow-class Battleship (SM +14)
    Andromeda-class Carrier (SM +15)

Freyja Self-Defense Fleet
<u>Starfighters</u>
    SF-11 Slipjack Aerospace Superiority Fighter (SM +5)
    SF-15 Starduster Multi-Role Starfighter (SM +5)
    SF-17 Dragonfly Interceptor (SM +5)
    SF-21 Hrrok'tar Attack Starfighter (SM +6)
    SB-19 Vindicator Bomber (SM +7)
<u>Small Support Craft</u>
    Amazon-class Runabout
    STL-33 Personnel Shuttle (SM +6)
    ATR-4 Assault Shuttle (SM +6)
    E-20 Golden Eagle Recon Craft (SM +6)
    DR-9 Dropship (SM +8)
    E-10 Goshawk SWACS (SM +8)

Valkyrie-class Racker (SM +8)

<u>*Warships*</u>
    Novosibirsk-class Patrol Boat (SM +6)
    Roswell-class Frigate (SM +10)
    Xia-class Escort Carrier (SM +10)
    Gada-class Destroyer (SM +11)
    Einherjar-class Marine Transport (SM +12)
    Korolev-class Strike Carrier (SM +12)
    Vigilance-class Cruiser (SM +13)
    Hwacha-class Missile Cruiser (SM +13)
    Baghdad-class Battlecruiser (SM +14)

K'Hissh Imperial Starfleet
<u>*Starfighters*</u>
    Huuk'tra Aerospace Superiority Starfighter (SM +6)
    Gren'tork Aerospace Interceptor (SM +6)
    Hrrok'tar Aerospace Multi-Role Starfighter (SM +6)
    Vok'trosska Bomber (SM +9)

<u>*Small Support Craft*</u>
    Hok'trokta Assault Shuttle (SM +7)

<u>*Warships*</u>
    Drek'taa-class Frigate
    Kren'thok-class Destroyer
    Hrek'tarakka-class Light Carrier
    Krissh'kaa-class Cruiser
    Gre'thak-class Strike Carrier
    Vek'tra-class Imperial Command Carrier (SM +17)

Glrrü Republic Defense Starfleet
<u>*Starfighters*</u>

<u>*Small Support Craft*</u>

<u>*Warships*</u>

Valerian Starfleet
<u>*Small Support Craft*</u>

<u>*Warships*</u>
    Phoenix-class Warbird (SM +8)
    Parnaiba-class Monitor (SM +9)
    Bikini Atoll-class Patrol Cutter (SM +9)
    Belut-class Monitor (SM +10)
    Yuan Fen-class Patrol Cutter (SM +10)
    Annunaki-class Sloop-of-War (SM +10)
    Ennead-class Corvette (SM +11)
    Asgard-class Frigate (SM +11)
    Olympian-class Marine Transport (SM +11)
    Shiva-class Third-Rate Ship-of-the-Line (SM +12)
    Pele-class Second-Rate Ship-of-the-Line (SM +12)
    Yuhuang-class First-Rate Ship-of-the-Line (SM +13)

Camelot Starfleet
<u>*Starfighters*</u>

<u>*Small Support Craft*</u>

<u>*Warships*</u>