

*The Imperium's fighting ships, the stalwart naval craft of the Imperium and the Spinward Marches, described, detailed, and illustrated in this reference work on the Navy's own starships.*

*Contents include over 25 different ship classes ranging in size from 50 tons to 200,000 tons. Included are High Guard statistics, background material, and striking illustrations.*

## Supplement 9 Fighting Ships

# TRAVELLER<sup>®</sup>

Science-Fiction Adventure  
in the Far Future

Game Designers' Workshop

# ***Supplement 9***

## ***Fighting Ships***

---

# ***TRAVELLER***

*Science-Fiction Adventure* ®  
*in the Far Future*

Game Designers' Workshop

This supplement contains starship designs, including statistics, illustrations, and background material for use in the **Traveller** universe. The original ship specifications and booklet concept were designed by Tim Brown. Additional development by Frank Chadwick and Marc W. Miller.

The artist's conceptions of the ships are by Paul Jaquays.

*Fighting Ships*

**TRAVELLER**, Supplement 9

Copyright © 1981 by Game Designers' Workshop, Inc.  
All rights reserved. Printed in the United States of America.  
No part of this book may be reproduced in any form or  
by any means without permission in writing from the publisher.

7 8 9 10 11 12 13 14 15

This booklet is a supplement for **Traveller**, GDW's science fiction role-playing game set in the far future.

**Traveller** is GDW's trademark for its science fiction role-playing game materials.

Game Designers' Workshop, Inc.  
P.O. Box 1646  
Bloomington, IL 61701

# Table of Contents

---

<b>INTRODUCTION</b>	4
Standards And Assumptions	4
Background	5
<b>IMPERIAL BASES</b>	6
Naval Bases	6
Naval Depots	7
Way Stations	7
Spinward Base Locations	8
<b>THE IMPERIAL FLEET.</b>	9
Ship Types	9
Ship Information.	10
<b>SCOUT/COURIER</b>	11
<b>EXPRESS BOAT.</b>	12
<b>SURVEY SCOUT</b>	13
<b>DESTROYER ESCORT</b>	14
<b>DESTROYER ESCORT</b>	15
<b>DESTROYER.</b>	16
<b>CLOSE ESCORT.</b>	17
<b>FLEET ESCORT.</b>	18
<b>COLONIAL CRUISER</b>	19
<b>FLEET COURIER.</b>	20
<b>MERCENARY CRUISER</b>	21
<b>JUMP SHIP</b>	22
<b>TROOP TRANSPORT</b>	24
<b>SYSTEM DEFENSE BOAT.</b>	25
<b>HEAVY FIGHTER</b>	26
<b>GIG</b>	27
<b>LIGHT CRUISER</b>	28
<b>STRIKE CRUISER</b>	29
<b>ARMORED CRUISER</b>	30
<b>FRONTIER CRUISER</b>	31
<b>HEAVY CRUISER</b>	32
<b>LIGHT CARRIER</b>	34
<b>STRIKE CARRIER</b>	35
<b>FLEET CARRIER</b>	36
<b>DREADNAUGHT</b>	38
<b>DREADNAUGHT</b>	40
<b>DREADNAUGHT</b>	42
<b>PLANETOID MONITOR</b>	44
<b>MORE SHIP INFORMATION</b>	46
<b>LETTER VALUES</b>	47

# Introduction

---

This supplement is a partial catalog and directory to ships of the Imperial Fleets. The vessels dealt with range from 50 tons to 500,000 tons, and in purpose from simple fighters to massive dreadnaughts. Most have been designed and all have been specified using the rules in **Traveller** Book 5, *High Guard* (second edition). Some ships (the scout/courier, the xboat, and the mercenary cruiser) were designed using the starship design rules in Book 2.

Much of the revenues of the Spinward Marches devoted to the military are used to support the colonial fleets and army elements which form the Imperium's first lines of defense in the event of invasion. However, important Imperial fleet elements are also on permanent station in the Marches, and this supplement deals with those sophisticated and extremely powerful fighting ships.

Uses for the contents of this volume are practically endless. They may be used in actual space conflict simulations, or as encounters for the ordinary adventuring band as they wander near a naval base. Within a campaign, these ships may, of course, be modified and changed to more completely fit into the workings of the campaign. Other possibilities include attempted hijackings, sabotage, and political takeovers.

## STANDARDS AND ASSUMPTIONS

The following basic standards and assumptions affect the use of the information within this supplement.

**Dates:** Dates are given in the Imperial system, and consist of a three-digit day followed by a dash and a year number. For example, 001-1000 is New Year's Day in the year 1000. Years uniformly have 365 days, and years are counted from the Year Zero, the holiday year in which the Imperium was founded.

The dates for the information in this book range from the year 1000 to 1107.

**Places:** Place names generally refer to stellar systems; the name indicated also applies to the major world in the system. Where necessary, the name of the system is followed by a slash and another name, that of the subsector within which the system is located. For example, Efate/Regina refers to the world or system Efate located in the Regina Subsector.

Most locations in this book are taken from the Spinward Marches. **Traveller** Supplement 3, *The Spinward Marches*, provides maps and information about all of the worlds in the area covered within this book.

**References:** All of the information presented in this supplement is firmly based upon the previously established **Traveller** system, and is intended for use with **Traveller**. Other books in the **Traveller** series will prove useful in actual manipulation of that information.

1. **Basic Traveller.** The boxed set, containing Books 1, 2, and 3.

2. **High Guard.** Book 5, second edition, dealing with the purchase and construction of interstellar navies.

3. **The Spinward Marches.** Supplement 3, containing star maps of sixteen subsectors on the fringes of the Imperium.

**4. Traders and Gunboats.** Supplement 7, containing details and deck plans for various ships in the 100-ton to 1,000-ton class.

**5. The Journal of the Travellers' Aid Society.** A quarterly publication dealing with **Traveller** and related subjects.

Any other materials from GDW or approved by GDW for use with **Traveller** may also prove useful in dealing with the subject matter in this supplement.

## **BACKGROUND**

Following the Fourth Frontier War (1082 to 1084), sometimes referred to as the False War, the Imperial Admiralty began a fundamental reexamination of their naval strategy in the spinward regions of the realm. Prior to that fourth war, naval policy had favored essentially a "crust" strategy, with major fleet elements well forward in potential trouble spots such as the Spinward Marches. For decades this strategy had been effective due to the tremendous technological and material lead enjoyed by the Imperium over its neighbors. The Fourth Frontier War demonstrated, however, that the Imperium's lead had narrowed to the point that a clear superiority could no longer be achieved at all points along the frontier.

The new strategy evolved in the decade following the war came to be known as the "elastic defense" posture. Priority in the new strategy has been placed on a minimum of fleet assets initially in the actual border areas, but with much larger reserves available for commitment to any one region in the event of war. Within the frontier itself, colonial forces have been strengthened and centered around selected "islands of resistance," high population, high technology worlds capable of withstanding protracted sieges. Imperial fleet elements in the Spinward Marches are intended to delay any hostile advances and disrupt sieges of key worlds until major fleet reserves, stationed in the Corridor Sector, can intervene and reestablish the ante-bellum status quo.

# Imperial Bases

---

The Spinward Marches, and for that matter the entire Imperium, is dotted with naval facilities for the harboring and maintenance of warships. Three types of facilities are generally established: naval bases, naval depots, and scout way stations. Naval bases are generally built as part of a planetary starport or world defense system with the purpose of being readily available to any ship with a need for assistance. Naval bases harbor both ships from the Imperium's Navy and vessels from various subsector and planetary navies. Naval depots are large, sprawling installations often occupying entire star systems. Depots include construction yards, repair facilities, design and testing installations, and training schools. Scout way stations are mentioned because they include repair and maintenance facilities; they typically service scout equipment, but can be pressed into naval service in the event of war or emergency.

## **NAVAL BASES**

A naval base has several distinct parts to it; each helps achieve the general purpose of naval harbor.

The berthing area is generally a series of orbit patterns which large naval vessels are placed into when not in need of any sort of major repair. Smaller craft also use these orbits when not wishing to land as part of their stop. Light repair work involving no structural or integral systems can be performed with the ship either placed in an orbit pattern or berthed at the ground based facility. Surface support of ships is generally limited to vessels displacing 1,000 tons or less. Although larger ships can sometimes be handled on the ground, they are usually repaired and maintained in orbit.

The administration section handles the paperwork of the base, including the allocation of funds, distribution of personnel, and disbursement of maintenance and repair contracts. As naval bases have no construction or repair facilities of their own, all such work is done under contract (and supervision) by civilian firms based at the adjoining starport.

The light maintenance section supervises all repair which does not involve the hull or integral portions of the ship or its hardware. For instance, battle damage to the structure of the ship would not be a task supervised by the light maintenance section, whereas the failure of the nuclear dampers would. Light maintenance may be performed either in orbit or on the surface, as this section possesses several shuttle craft for surface/orbit operations.

The heavy maintenance section supervises almost all battle damage repair and the construction of any naval vessel being built at the starport it is attached to. Emergency facilities are generally on hand to accomodate several ships at once in general repair.

In an emergency situation, the naval base is given special powers. The base may call upon starport personnel for assistance at any time, and even requisition starport areas for naval use. Any ships or materials at the starport may be also requisitioned as the naval base commander sees fit. The complete facilities of the starport

and the surrounding areas may be indefinitely seized.

In both peace and war, the naval base is a vital facility in the naval system. Commonly placed at finer starports, naval bases are dispersed evenly throughout the Imperium as harbors and repair sites for the ships of the Imperial Navy.

## **NAVAL DEPOTS**

Distinct from the naval base system is the naval depot. Comparatively few in number, these depots serves as focusses for naval efforts, supplying entire fleets, providing construction and repairs, and producing prototypes of new ships.

Naval depots serve as huge harboring areas for ships, materials, and personnel. As depots cover large parts of a system, there is no distinction between orbital and ground berthing. As with a naval base, there is no limit to the number of ships that may be placed around it.

Though capable of repair and maintenance, the depot's main function in peace is the testing and design of prototype ships. The design staff is the cream of the naval architects in the area, and they constantly strive to produce efficient ships, given always the constraints of budget, time, technology, and bureaucratic supervision. Prototypes may be built at the depot prior to the letting of final construction contracts. In time of war, the depot's construction yards are often pressed into service for the production of military ships.

Security is vital at the depot. Toward this end, an extensive array of both entry and exit codes have been established and a large contingent of marines and security system defense boats are stationed with it.

Facilities and personnel exist at the level where they may handle large fractions of the fleet at any one time for repair and resupply. The naval depot itself can be isolated from outside contact for up to years at a time without serious setbacks.

There are no naval depots within the Spinward Marches.

## **WAY STATIONS**

The way station is not a naval installation; it is a link in the Imperial Interstellar Scout Service's Express Boat Network. At intervals along the xboat lanes within any subsector, the Scout Service maintains way stations for the maintenance and repair of express boats. During a normal tour of duty, an express boat will jump from system to system, occasionally changing pilots, but steadily working its way farther and farther down the line. At each stop, the xboat is routinely checked, refueled, reprovisioned, and perhaps recreated. Ultimately, however, the xboat must undergo maintenance and possible repair after the rigors of its mission. The way station performs this function.

Way stations have stocks of scout oriented repair and maintenance equipment, as well as trained staffs of service personnel. In peace time, the work is routine and uninteresting. However, in time of crisis, the way stations become assigned to local naval commands, and can be turned to tasks to benefit the Navy.

They become the equivalent of naval bases in such circumstances, although they are capable of servicing only the smaller tonnage ships (10,000 tons and below) due to restrictions on facilities.

Scout bases (as opposed to way stations) are small repair and maintenance facilities capable of handling ships of 1,000 tons and under. In wartime they too are assigned to the Navy.



## SPINWARD BASE LOCATIONS

There are many Imperial Naval Bases and Scout Bases in the Spinward Marches, and each is listed below.

**Cronor Subsector:** The only Imperial Naval Base is Quar (0808). There are no Scout Bases in this subsector.

**Five Sisters Subsector:** There are seven Naval Bases in this subsector, being Emape (0103), Iderati (0702), Jone (0403), Karin (0504), Mirriam (0303), Raweh (0109), and Wonstar (0508). In addition, there are Scout Bases at Karin (0504), Gohature (0602), and 875-496 (0804). Mirriam is an Imperial Way Station.

**Jewell Subsector:** Both Jewell (0306) and Mongo (0404) are Naval Bases. Scout Bases exist at Ruby (0205), Emerald (0206), Jewell (0306), Zircon (0310), Mongo (0404) and Lysen (0507).

**Vilis Subsector:** There are Naval Bases at Denotam (0603), Frenzie (0306), and Mirriam (0505). There is a Scout Base at Garda-Vilis (0308).

**Sword Worlds Subsector:** There exists a Naval Base at Flammarion (0110). Scout Bases are located at both Flammarion (0110) and Caladbolg (0509). Flammarion is an Imperial Way Station.

**District 268:** Mille Falcs (0807) is a Naval Base. There are Scout Bases at Bowman (0302), Walston (0402), Collace (0407), Tarkine (0604), Mertactor (0707) and Mille Falcs (0807).

**Regina Subsector:** Naval Bases exist at Efate (0105), Inthe (0810), Pixie (0303), and Regina (0310). There are Scout Bases at Jenghe (0210), Boughene (0304), Hefry (0309), Regina (0310), Feri (0405), Roup (0407) and Inthe (0810). Efate is an Imperial Way Station.

**Lanth Subsector:** There are Naval Bases at D'Ganzio (0310), Extolay (0101), Ghandi (0205), Icetina (0808), Ivendo (0709), Lanth (0109) and Skull (0810). There are Scout Bases at Lanth (0109), Dinornn (0302), Ivendo (0709), Keanou (0801), and Equus (0807).

**Lonion Subsector:** There are Naval Bases at Adabicci (0204), Capon (0704), Lonion (0504), Strouden (0707). Scout Bases are located at Wardn (0107), Rabwhar (0202), Spirelle (0307), Derchon (0404), Lonion (0504), Shirene (0505), Persephone (0608), and Resten (0703). Persephone is an Imperial Way Station.

**Glisten Subsector:** There are Naval Bases at Bendor (0706), Egypt (0107), Glisten (0406), New Rome (0308), and Romar (0510). There are Scout Bases at Glisten (0406), Horosho (0508), Romar (0510), Wurzburg (0607), Bendor (0706).

**Aramis Subsector:** Aramis (0710), L'oeul d'Oieu (0610), Natoko (0809), Paya (0109) are all Naval Bases. Scout Bases are Nasemin (0603), Towers (0703), Aramis (0710) and Junidy (0802). Junidy is an Imperial Way Station.

**Rhylanor Subsector:** Naval Bases are Celepina (0503), Jae Tellona (0404), Macene (0202), Marges! (0802), Nutema (0702), Rhylanor (0306) and Risek (0302). Scout bases are Garrincski (0110), Rhylanor (0306), Celepina (0503), and Bevey.

**Mora Subsector:** Naval Bases are Hexos (0408), Mercury (0204), Mora (0704), and Moran (0504). Scout Bases are Mercury (0204), Meleto (0407), Pedese (0410), Mainz (0510), Nexine (0610), Nadrin (0703), Mora (0704), and Dojodo (0803).

**Trin's Veil Subsector:** Naval Bases are Katarulu (0602), Murchison (0505) and Trin (0805). Scout Bases are Dobham (0107), Conway (0305), Dodds (0309), Farquahar (0409), Thornnastor (0510), Tenelphi (0610), Chamois (0709) and Trin (0805). Katarulu is an Imperial Way Station.

# The Imperial Fleet

---

In addition to prompting a strategic reevaluation, the Fourth Frontier War (1082 to 1084) also brought about a minor counter-revolution in naval tactics. Prior to the war, naval architecture had concentrated primarily on the battle rider as the main vessel intended to stand in the line of battle. A battle rider is a non-jump-capable capital ship generally carried on a large (up to one million tons) fleet tender. Such a tender carries a complete Battle Squadron (BatRon) of from six to eight vessels. While it is undeniable that a BatRon of battle riders will invariably defeat an equal tonnage squadron of jump-capable battleships, the early weeks of the Fourth Frontier War uncovered a serious design weakness. When faced with superior numbers, the riders were unable to withdraw and jump out-system due to the time required to secure them in their tenders. Thus, rider BatRons suffered disproportionate losses in the early stages of the war.

The solution arrived at was to concentrate all rider BatRons in the strategic reserves while manning the frontier delaying forces exclusively with ships. (Note: in naval parlance, the term ship is reserved for jump-capable vessels, while non-jump capable vessels are referred to as boats, riders, or monitors).

## SHIP TYPES

There are five broad types of ship in service with the Imperial Navy: Scouts, Escorts, Cruisers, Carriers, and Battleships.

**Scouts:** The Scout Service controls a wide variety of craft up to cruiser class, but scouts proper are vessels up to 200 tons designed for exploration, survey, and courier work. In time of war, such ships are pressed into military service, but have negligible combat value.

**Escorts:** Escorts are small ships of up to 5000 tons, and are meant to be light support craft for larger ships, primarily cruisers. Escorts are also widely used for convoy protection and commerce raiding roles.

**Cruisers:** Cruisers are the smallest ships to carry the large spinal weapons needed to cause serious damage to a large armored ship, although most are too lightly armored to stand in the line of battle. They form the cadre of commerce raiding task forces and provide fire support for planetary invasions. Sizes range from 20,000 to 100,000 tons. Cruisers serving with a battle fleet are generally grouped in CruRons of from four to eight ships, while individual ships or pairs of cruisers are used to form the hard core of scouting or raiding groups.

**Carriers:** Carriers are designed to carry large numbers of small combat boats, termed either fighters or system defense boats, for use in the screen of the battle fleet or in support of a planetary invasion. Given the limited weaponry of fighters and light boats, they are little more than an annoying distraction in a major fleet action, but they can be extremely effective against ships of cruiser class or less.

**Battleships:** As their name suggests, battleships are jump-capable vessels which are, due to their armament and protection, capable of standing in the line of battle. While battleships (or, as they are often called, dreadnaughts) generally have little better in the way of primary armament than cruisers, their extensive secondary

batteries render them virtually immune to missile and small craft attack while their bulk provides a tremendous ability to absorb damage and keep fighting.

**Other Vessels:** A wide variety of supporting ships and boats of the Imperial Navy are deployed in the Spinward Marches. Many do not fit into the five categories presented above, and they are commonly classed as auxiliaries. A representative sample is presented in the final section of this supplement.

## SHIP INFORMATION

Each ship on the following pages has been presented in a certain format for ease of reference. At the top of the page are the *High Guard* statistics given in the normal format. The small craft factor indicates the number of squadrons (of ten craft) carried on the ship. Ships are assumed to have been designed using *High Guard* unless noted otherwise. Tonnage on the universal ship profile is shown in kilotons (thousands of tons) where necessary.

Following the *High Guard* universal ship profile and data, additional information is presented in the format shown here.

**Tonnage:** Given in tons and in cubic meters.

**Crew:** Expressed in terms of officers, ratings, fighter pilots, and troops. Scout service vessels, because they have no officer rank system, are indicated in number of persons total.

**Performance:** Includes notation of jump capability, acceleration in Gs, power plant rating, energy points produced by the ship, and agility.

**Electronics:** Indicates the computer model carried by the vessel.

**Hardpoints:** Indicates the presence of a spinal mount, if any, the number and tonnage of bays, and the number of turret hardpoints on the vessel.

**Armament:** Indicates the complement of weaponry assigned to the ship's spinal mount, bays, and hardpoints. Each spinal mount is one battery. Each bay is one battery. The organization of the turret weapons into batteries is noted.

**Defenses:** Indicates the screens mounted on the ship, hull armor, and any weaponry (such as sandcasters and repulsors) mounted for defense.

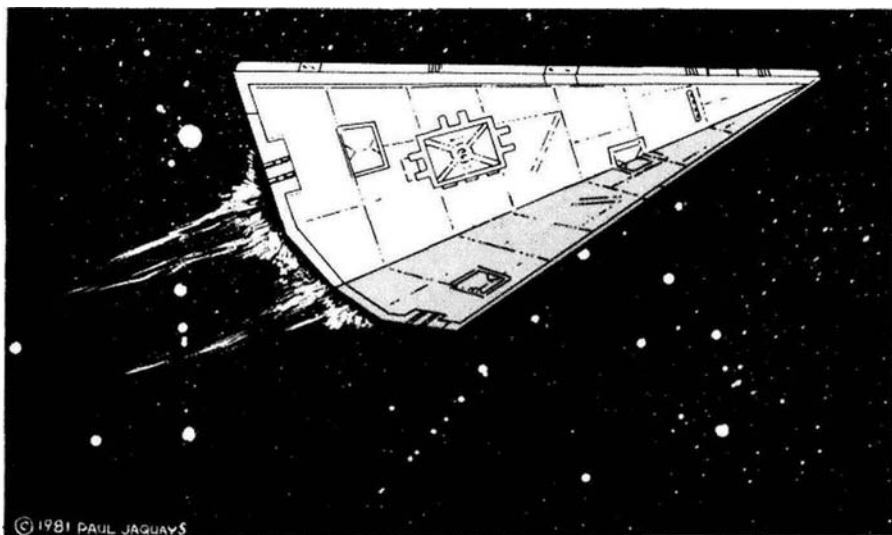
**Craft:** Small craft and vehicles carried by the ship are noted.

**Fuel Treatment:** Fuel scoops and fuel purification plants are noted if installed on the vessel.

**Cost:** The base price for the ship is indicated as standard; this base price includes architect's fees. A quantity price (based on a 20% discount) is also indicated.

**Construction Time:** The time required to construct the first ship of the class is indicated; a quantity time span based on roughly 70% of initial construction time is also shown.

**Comments:** Brief statements about the ship class, exploits, history, purpose and function, and other relevant details are provided.



<b>Scout/Courier</b>	S-12222R1-000000-00000-0	MCr29.43	100 tons
Book 2 Design			TL=9.
One (empty) dual turret installed.			Crew=1.
Passengers=7. Cargo=3. Fuel=40. EP=2. Agility=2. Hardpoints=1. Air/raft=1.			

Tonnage:	100 tons (standard). 1400 cubic meters.
Crew:	1 scout. Additional crew positions available.
Performance:	Jump-2. 2-G. Power plant-2. 2 EP. Agility 2.
Electronics:	Model/1bis computer.
Hardpoints:	One hardpoint with dual turret installed.
Armament:	None. Turret will accept weaponry if acquired.
Defenses:	None.
Craft:	One air/raft in fitted compartment.
Fuel Treatment:	Fuel scoops integral to ship. No fuel purification plant.
Cost:	MCr32.7 standard (no architect fees for this standard

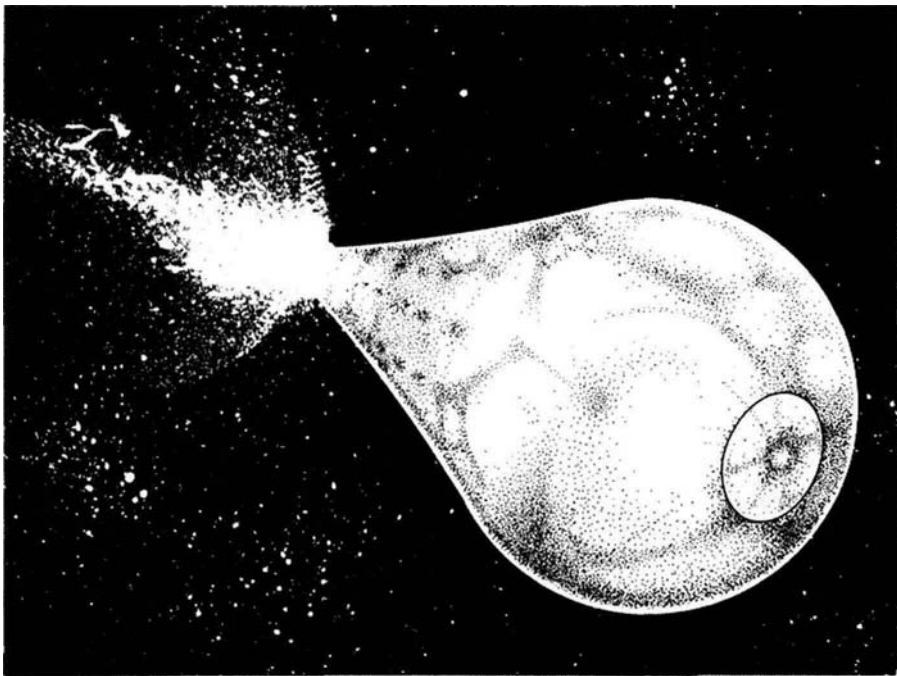
design ship). MCr29.43 in quantity.

Construction Time: 9 months.

Comments: One of the most commonly encountered ship types in the Imperium is the S class scout/courier. Its basic design has remained unchanged for the past century, as the ship is extremely suited to its job as message carrier for the Imperium. Where the xboats don't travel, the scout/couriers must. Even after a long useful life in scout service, the type S continues to serve on detached duty with retired or ex-scout personnel.

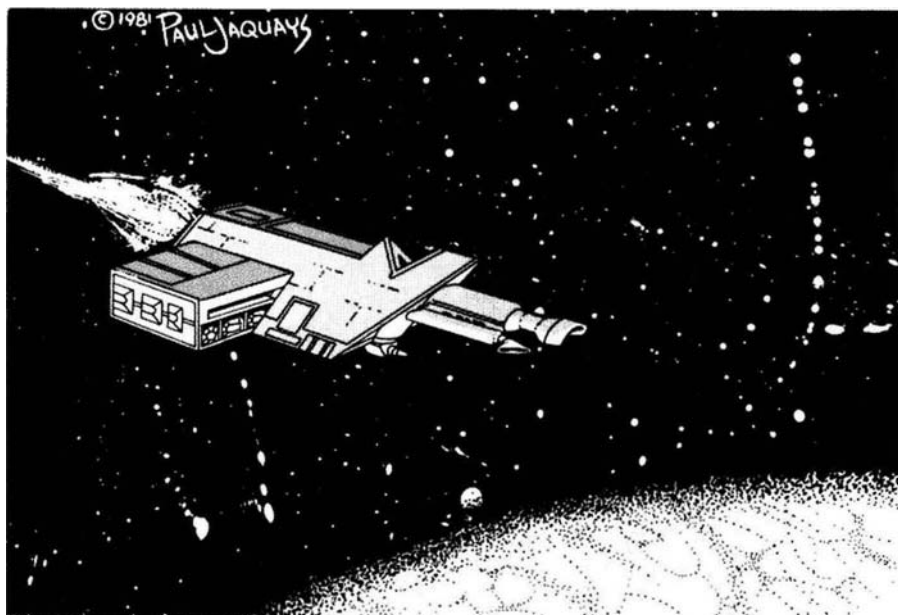
Estimates of the numbers of scout/couriers in service are arbitrary, as they must work from the counts of those in service, and extrapolate to cover surplus, detached, and foreign scout/couriers; the count ranges from 15,000 to 30,000 in the Imperium, and around 1,000 in the Spinward Marches.

Tough and reliable, the scout/courier is an excellent light travel ship and may never be replaced as the best ship for its purpose.



**Express Boat** X-1540041-000000-00000-0 MCr70.65 100 tons  
 Book 2 Design TL=10.  
 No weaponry installed. Crew=1.  
 Passengers=1 (possible). Low=0. Fuel=40. Cargo=1 (possible). EP=0. Agility=0.

Tonnage: 100 tons (standard). 1400 cubic meters.  
 Crew: 1 scout.  
 Performance: Jump-4. 0-G (no maneuver). No power plant (and consequently no energy points and no agility).  
 Electronics: Model/4 computer. Extensive message transmission equipment and storage data banks.  
 Hardpoints: None.  
 Craft: None. Pilot's vacc suit allows extra-vehicle activity.  
 Rescue ball for pilot escape usually carried.  
 Fuel Treatment: None. The express boat is dependent on local facilities for refueling and maintenance.  
 Cost: MCr78.5 standard (no architect's fees on this standard design). MCr70.65 in quantity.  
 Construction Time: 9 months.  
 Comments: The express boat (xboat) is the key to the Imperial communication network. The Scout Service maintains an extensive array of designated routes and supporting tenders to allow access to nearly every important system in the empire; the 100-ton xboat is the fast courier that carries data and messages between those points.



**Survey Scout**                      SZ-4732352-000000-00000-0      MCr211.05      400 tons  
    batteries bearing    TL=15.  
    batteries    Crew=10.  
 Cargo=20. Fuel=128. EP=12. Agility=2. One cutter with two modules. 3 air/rafts.

Tonnage:                      400 tons standard. 5600 cubic meters.  
 Crew:                      10.  
 Performance:              Jump-3. 2-G. Power plant-3. 12 EP. Agility 2.  
 Electronics:              Model/5 computer. Extensive data banks.  
 Hardpoints:              4. Standby only; no weapons normally mounted.  
 Craft:                      One modular cutter with two modules. Typically, a

combination passenger/cargo module and a fuel skim module are selected. Three air/rafts are carried.

Fuel Treatment:              Fuel acquisition is by cutter module. On-board fuel purification plant.

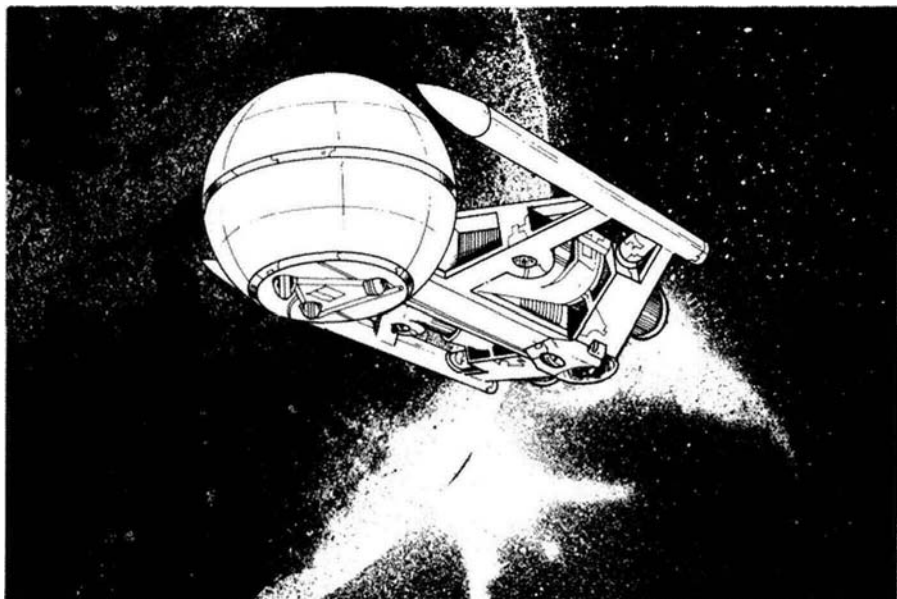
Cost:                      MCr263.8221 standard. MCr211.05768 in quantity.

Construction Time:      16 months singly; 11 months in quantity.

Comments:              The survey scout is a typical ship in service with the Imperial Interstellar Scout Service. Its function is to continually re-survey the interior regions of the Imperium, updating maps and charts, and maintaining beacons and markers for astrogation hazards.

The survey scout is a peaceful vessel, typically unarmed and inoffensive. It does, however, mount four hardpoints and can be armed with a variety of turrets and weaponry if necessary.

The Donosev class survey scout is named for famous scouts in the Imperial service.



**Destroyer Escort**                      DE-A4469J2-150000-05034-0      MCr729.18      1000 tons  
                          batteries bearing                      5                      111                      TL=15.  
                          batteries                      5                      111                      Crew=16.  
 Passengers=0. Cargo=0. Fuel=490. EP=90. Agility=6. Troops=0. One cutter.

Tonnage:                      1,000 tons (standard). 14,000 cubic meters.

Crew:                      6 officers, 10 ratings.

Performance:                      Jump-4. 6-G. Power plant-9. 90 EP. Agility 6.

Electronics:                      Model/9fib computer.

Hardpoints:                      10 hardpoints.

Armament:                      Two triple missile turrets organized into one battery.

One dual fusion gun turret functioning as one battery. Two single particle accelerator turrets organized as one battery.

Defenses:                      Armored hull (factor-1). Five triple sandcaster turrets organized into five batteries.

Craft:                      One 50-ton cutter.

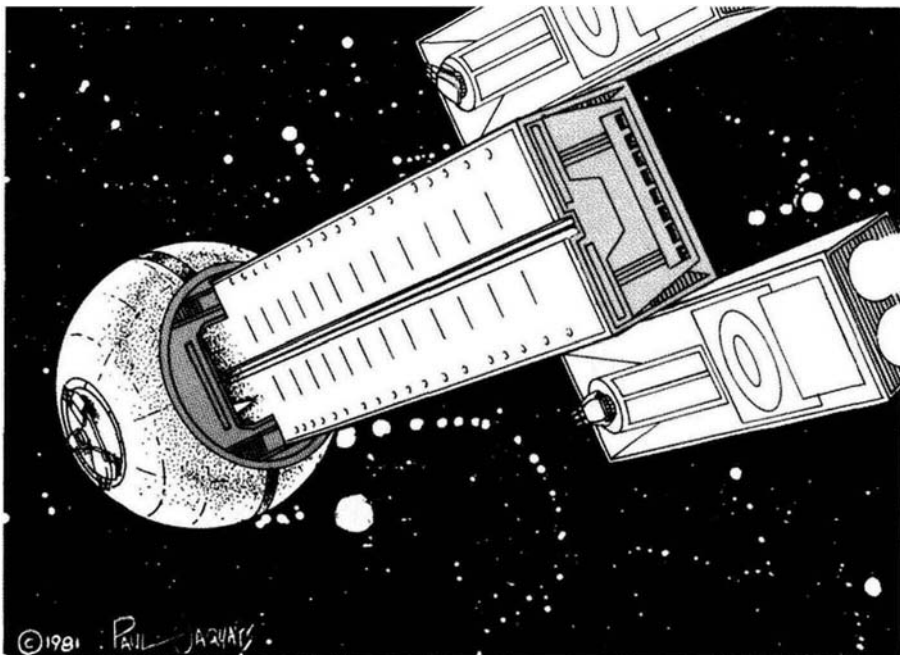
Fuel Treatment:                      Fuel scoops installed. No purification plant.

Cost:                      MCr911.48 standard. MCr729.18 in quantity.

Construction Time:                      30 months singly; 21 months in quantity.

Comments:                      The *Chrysanthemum* class destroyer escort is a small, fast vessel intended for fleet and squadron escort duties. The design is old, but efficient, with examples of the ship serving in the Imperial Navy for over a century. *Chrysanthemums* are ubiquitous, being encountered with larger fleet elements as well as working alone.

This class of destroyer escort has been pressed into service in a variety of non-escort duties, including orbital patrols, police operations, garrison duties, and even limited strike missions.



<b>Destroyer Escort</b>	DE-A4469J2-000000-50003-0	MCr744.43	1000 tons
batteries bearing	3	4	TL=15.
batteries	3	4	Crew=14.

Passengers=0. Cargo=0. Fuel=490. EP=90. Agility=6. Troops=0. Two cutters.

Tonnage:	1,000 tons (standard). 14,000 cubic meters.
Crew:	4 officers, 10 ratings.
Performance:	Jump-4. 6-G. Power plant-9. 90 EP. Agility 6.
Electronics:	Model/9fib computer.
Hardpoints:	10 hardpoints.
Armament:	Six triple laser turrets organized into three batteries.

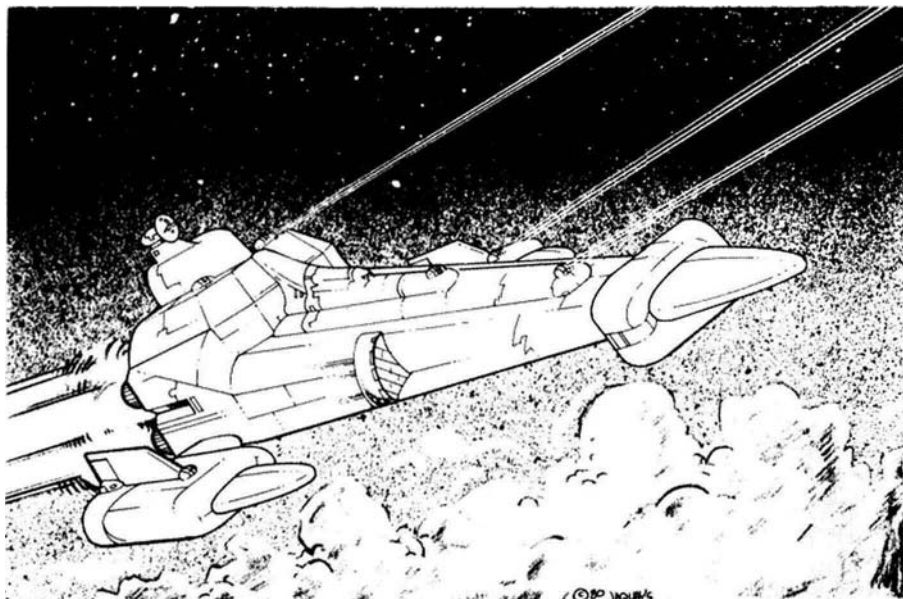
Four triple missile turrets organized into four batteries.

Defenses:	None.
Craft:	Two 50-ton cutters.
Fuel Treatment:	On-board fuel scoops and fuel purification plant.
Cost:	MCr930.54 standard. MCr744.43 in quantity.
Construction Time:	30 months singly; 21 months in quantity.
Comments:	During the height of the Third Frontier War (979 to

986), high losses in civilian shipping and among transport vessels impressed into Imperial service resulted in the issuance of an Admiralty specification for a mid-sized escort vessel expressly for close protection of unarmed transport craft. The design which was finally accepted was the *Fer-de-lance* class destroyer escort.

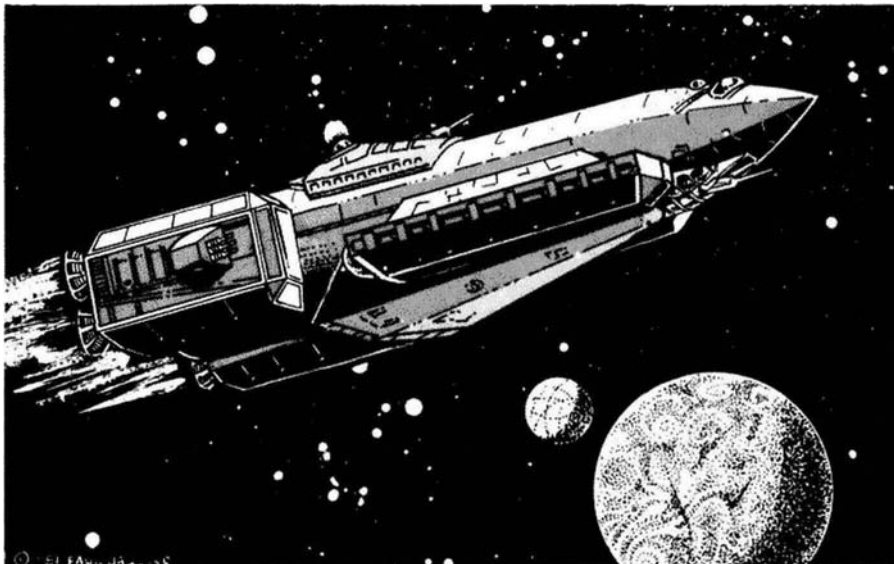
Performance characteristics for this class make it capable of staying with most Imperial fleets (jump-4, 6-G acceleration), and thus this type of vessel can be found escorting most squadrons as well as more typical convoys.





**Destroyer** DD-C246BJ2-052400-50506-0 MCr2,188.78 3 ktons  
 batteries bearing 3 4 1 1 TL=15.  
 batteries 3 4 1 1 Crew=33.  
 Passengers=0. Cargo=0. Fuel=1,530. EP=330. Agility=6. Troops=0. Two cutters.

Tonnage: 3,000 tons (standard). 42,000 cubic meters.  
 Crew: 6 officers, 27 ratings.  
 Performance: Jump-4. 6-G. Power plant-B. 330 EP. Agility 6.  
 Electronics: Model/9fib computer.  
 Hardpoints: One 50-ton bay; 20 hardpoints.  
 Armament: One 50-ton particle accelerator bay. Six triple missile turrets organized into one battery. Eight triple beam laser turrets organized into 4 batteries.  
 Defenses: Six triple sandcaster turrets organized into 3 batteries.  
 Nuclear damper (factor-4). Meson Screen (factor-2).  
 Craft: Two 50-ton cutters.  
 Fuel Treatment: Ship is equipped with fuel scoops and on-board fuel purification plant.  
 Cost: MCr2,735.975 standard. MCr2,188.784 in quantity.  
 Construction Time: 35 months singly; 22 months in quantity.  
 Comments: The *Midu Agashaam* class destroyer is a streamlined escort vessel intended to supplement fleet defenses with anti-fighter and anti-small craft ships. As yet, the class has achieved only limited production, and is still considered to be experimental or developmental in status. The Admiralty, in its evaluation efforts, has thus far deployed the ships in over-sized squadrons of ten to twenty vessels, and has committed them to operations only with the Navy's major battle fleets.



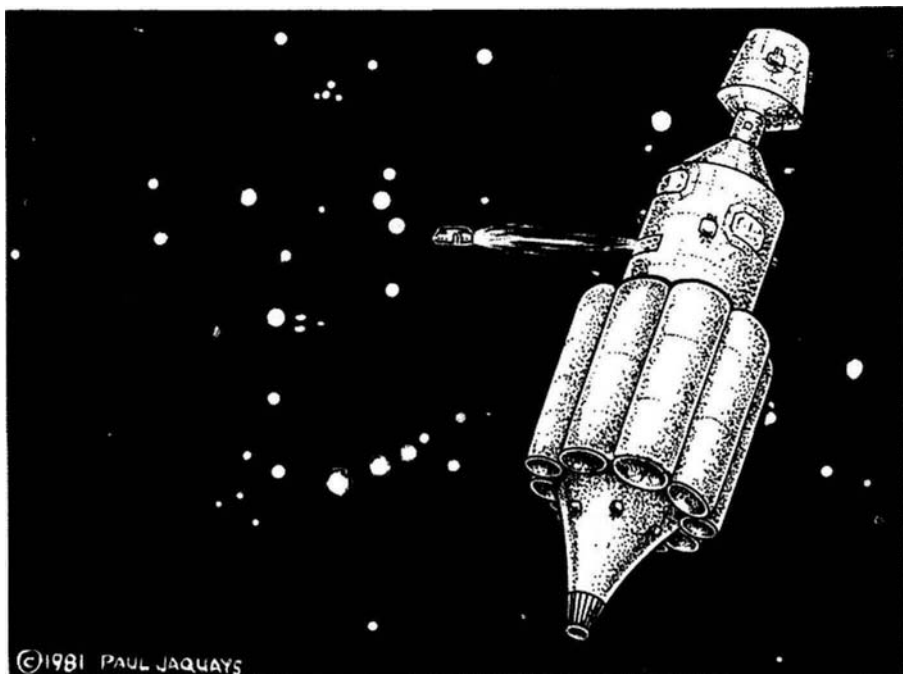
<b>Close Escort</b>	CE-3455762-300000-40100-0	MCr287.47	300 tons
batteries bearing	2 2		TL=14.
batteries	2 2		Crew=12.

Passengers=0. Low 8erths=0. Cargo=6. Fuel=81. EP=21. Agility=0. Troops=0.

L-Hyd tanks add 100 tons of fuel and displacement (CE-4444762) and cost MCr.11

Tonnage:	300 tons (standard). 4,200 cubic meters.
Crew:	4 officers. 8 ratings.
Performance:	Jump varies with situation. With drop tanks installed and retained, jump-4 and 4-G. With drop tanks installed and dropped, jump-5 and 5-G. With drop tanks not installed, jump-2 and 5-G. Power plant-7. 21 EP. Agility 0.
Electronics:	Model/6 computer.
Hardpoints:	4.
Armament:	Two particle accelerator barbettes organized as two batteries. Two triple beam laser turrets organized as two batteries.
Defenses:	Armored hull (factor-3).
Craft:	One 20-ton gig.
Fuel Treatment:	Integral fuel scoops and purification plant.
Cost:	MCr359.3431 standard. MCr287.474 in quantity.
Construction Time:	16 months singly; 11 months in quantity.
Comments:	Hundreds of <i>Gazelle</i> class close escorts have been built and many remain in service in the Imperial Navy, despite the fact that in a combat situation, they are nearly worthless. The close escort, even when new, was not intended to stand up to combat vessels; rather it was envisioned as an anti-piracy and revenue patrol ship. In that role, it has performed well, but when pressed into combat duties it has invariably suffered disproportionate losses.

Variant: The *Fiery* class gunned escort is a variant based on the *Gazelle* class, the major difference being a streamlined hull.



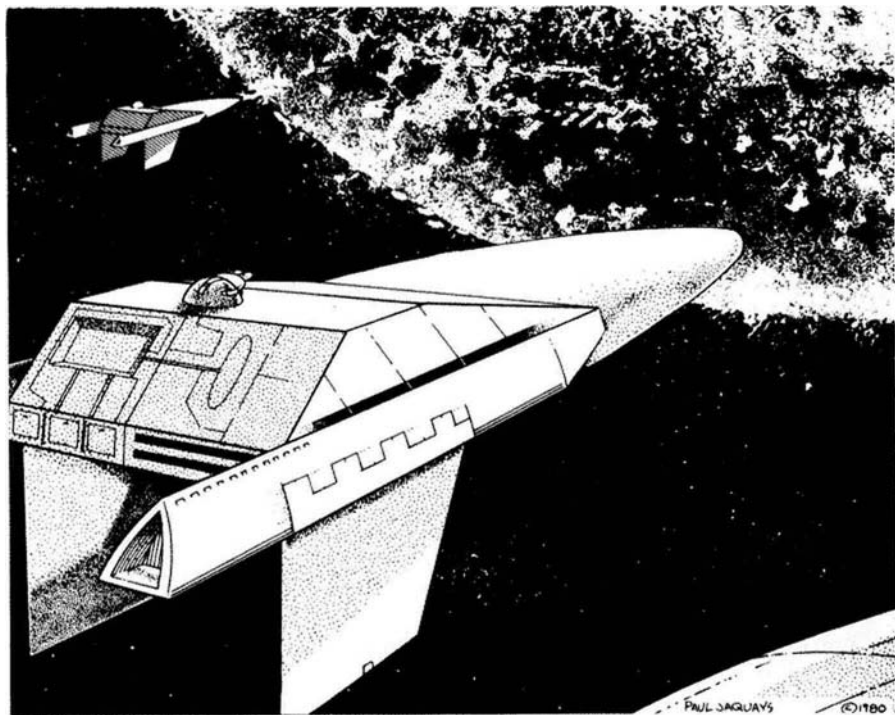
**Fleet Escort** FE-E3469J2-502200-90009-0 MCr3,334.526 5 ktons  
batteries bearing 3 2 TL=15.  
batteries 3 2 Crew=40.  
Passengers=0. Cargo=40. Fuel=2,450. EP=450. Agility=6. Troops=0. Three cutters.

Tonnage: 5,000 tons (standard). 70,000 cubic meters.  
Crew: 8 officers, 32 ratings.  
Performance: Jump-4. 6-G. Power plant-9. 450 EP. Agility 6.  
Electronics: Model/9fib computer.  
Hardpoints: Two 50-ton bays; 30 hardpoints.  
Armament: Two 50-ton missile bays. Thirty triple beam laser turrets  
organized into three batteries.  
Defenses: Nuclear damper (factor-2). Meson screen (factor-2). Ar-  
mored hull (factor 5).

Craft: Three 50-ton cutters.  
Fuel Treatment: Ship is equipped with fuel scoops. Its fleet escort role  
allows it to dispense with fuel purification plants.  
Cost: MCr4,168.16 standard. MCr3,334.526 in quantity.  
Construction Time: 38 months singly; 25 months in quantity.  
Comments: The *P. F. Sloan* class fleet escort is intended for routine

fleet security and support. Fleet escorts are assigned in quantity for local or system  
defense any time that several squadrons or a fleet are present. If it is remembered  
that *Sloans* are lightly armed and armored, then their performance can be seen as  
admirable, although they cannot withstand major engagements.





<b>Fleet Courier</b>	FF-4162661-000000-40003-0	MCr255.55	400 tons
batteries bearing	2 2		TL=15.
batteries	2 2		Crew=5.

Passengers=4. Low=0. Cargo=2. Fuel=264. EP=24. Agility=2. Troops=0.

Tonnage: 400 tons standard. 5600 cubic meters.

Crew: 2 officers. 3 ratings.

Performance: Jump-6. 2-G. Power plant-6. 24 EP. Agility 2.

Electronics: Model/6 computer and extensive data banks.

Hardpoints: Four.

Armament: Two triple laser turrets organized into two batteries.

Two triple missile turrets organized into two batteries.

Defenses: None.

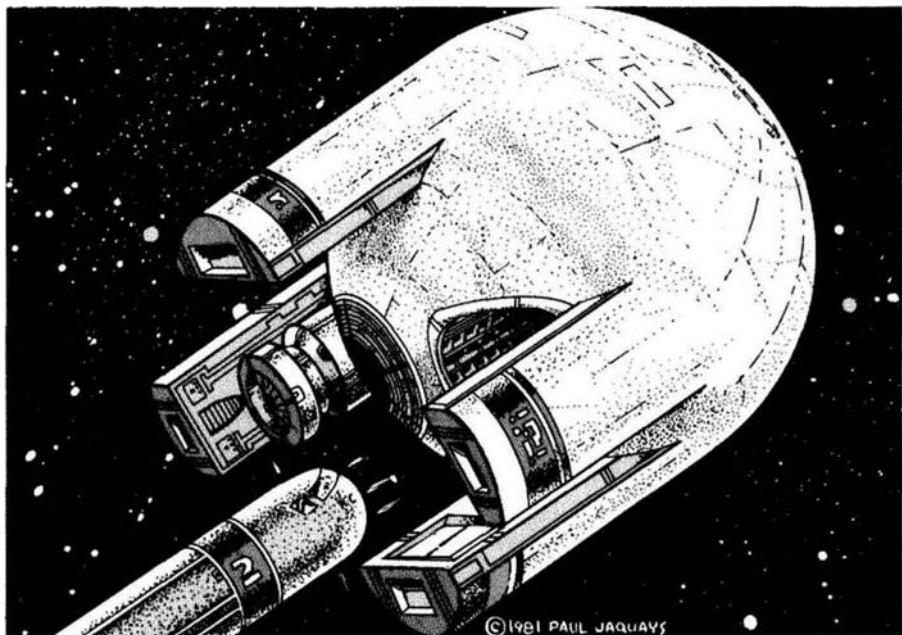
Craft: None.

Fuel Treatment: On board fuel scoops and fuel purification plant.

Cost: MCr318.1803 standard. MCr254.54424 in quantity.

Construction Time: 16 months singly; 11 months in quantity.

Comments: With communications limited to the speed of jump, the most difficult operational problem confronting the fleet commander is the transmission and receipt of timely intelligence reports and command directives. The fleet courier is intended to provide naval commanders with the capability of transmitting orders and information across subsector distances in relatively short periods of time.



<b>Mercenary Cruiser</b>	CP-8533352-000000-30004-0	MCr445.95	800 tons
batteries bearing	4 1		TL=12.
Book 2 Design batteries	4 1		Crew=13.
Passengers=1. Low=0. Fuel=278. Cargo=80. EP=24. Agility=1. Troops=31.			

Tonnage:	800 tons standard. 11,200 cubic meters.
Crew:	4 officers. 9 ratings. 31 troops.
Performance:	Jump-3. 3-G. Power plant-3. 24 EP. Agility 1.
Electronics:	Model/5 computer.
Hardpoints:	8.
Armament:	Four triple laser turrets organized as four batteries.

Four triple missile turrets organized as one battery.

Defenses:	None.
Craft:	Two modular cutters and four modules. One air/raft.
Fuel Treatment:	On-board fuel scoops. No fuel purification plant.
Cost:	MCr495.5 standard (no architect's fees are charged for

this standard design). MCr445.95 in quantity (reflects 10% discount for multiple examples).

Construction Time:	28 months.
--------------------	------------

Comments: Used extensively in the outer areas of the Imperium, the *Broadsword* class mercenary cruiser is designed to perform light military functions over extended periods of time and with great coverage of distance. The cruiser design was specifically commissioned by the Imperium, and examples are used by independent military organizations operating with Imperial approval. In effect, mercenary organizations serve to enforce a basic policy of peace and order in areas where the Imperium itself does not have the resources.

## Jump Ship

TJ-E261662-000000-00000-0 MCr3,337.4 5,000 tons  
no weaponry Crew=38. TL=15.  
Passengers=0. Low=0. Cargo=140. Fuel=3,300. EP=3,000. Agility=1. Troops=0.

Tonnage: 5,000 tons standard. 70,000 cubic meters.  
Crew: 8 officers. 30 ratings.  
Performance: Jump-6. 1-G. Power plant-6. 3,000 EP. Agility 1.  
Electronics: Model/6 computer.  
Hardpoints: None.  
Craft: None.  
Fuel Treatment: On-board fuel scoops and fuel purification plant.  
Cost: MCr4,171.7545 standard. MCr3,337.4036 in quantity.  
Construction Time: 38 months singly; 27 months in quantity.  
Comments: The jump ship is designed to provide maximum flexibility in interstellar transportation. As built, it is capable of jump-6 and 1-G. Special field cables attached to the rear of the ship extend the ship's jump field to include this additional cargo. Alterations in displacement will affect the size of the jump itself, but the amount of cargo carried can be varied to fit the needs.

Capabilities: For each 1,000 tons of cargo carried in the mesh cables behind the ship, jump is decreased by one. Thus, if the 5,000-ton ship carries 1,000 tons behind it, it can only perform jump-5. If it carries 5,000 tons behind it, it can only perform jump-1. In all cases, the internal fuel tankage of the ship (3,300 tons) is sufficient to support the jump.

Jump Pods: The jump ship can transport valuable raw ores, planetoid chunks, and other materials directly in its jump mesh. Only durable goods can be carried in this manner because they are exposed directly to the vacuum of space.

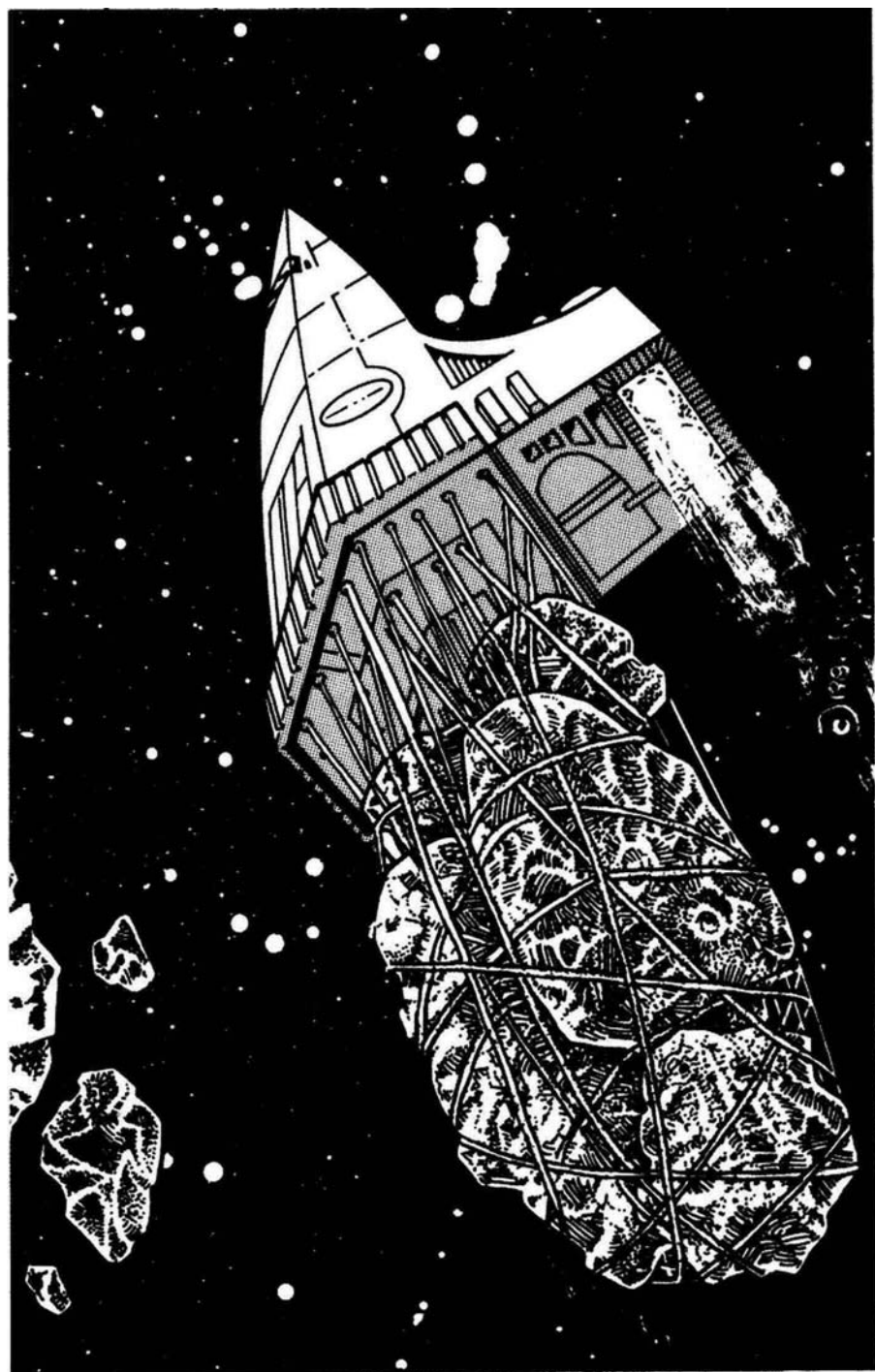
To allow the transport of other materials, jump pods have been constructed on a variety of designs. Typically, each displaces 1,000 tons and can function independently of the jump ship. Some basic designs for jump pods include the following:

Cargo Pod: A bulk cargo carrier displacing 1,000 tons and carrying approximately 950 tons of cargo. Several varieties are available, including special liquid tankers, bulk food or grain carriers, and compartmented transport containers. MCr100.

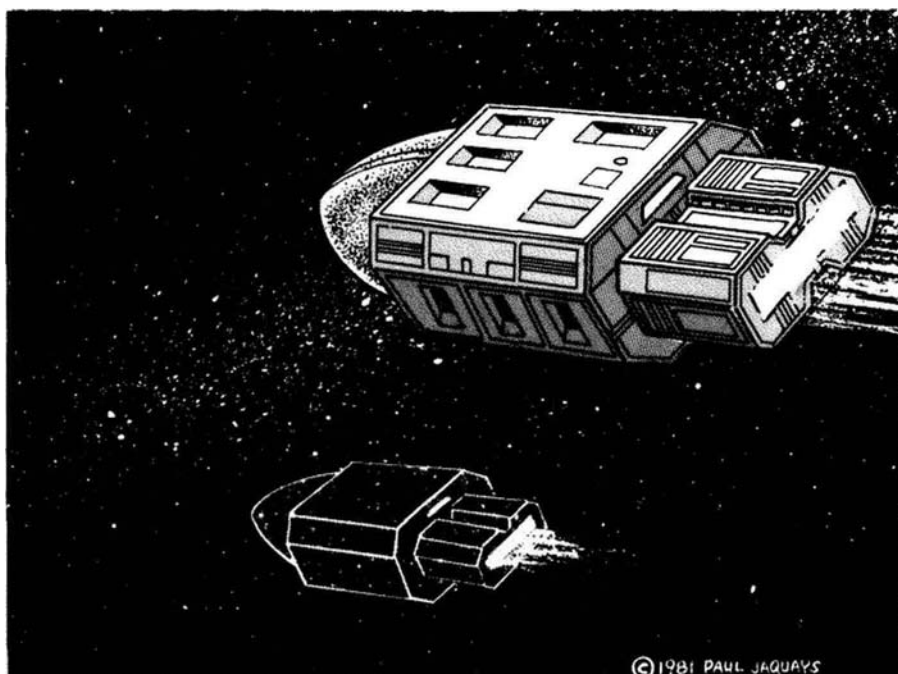
Passenger Pod: A large pressurized hull with 225 staterooms, plus recreational facilities, safety compartmentalization, and fittings for comfort. MCr212.5.

Low Pod: Similar to a passenger pod, the low pod is fitted with 1900 low berths for carrying people or animals long distances. MCr195.

Additional types of pods are possible, and have probably been produced somewhere in the Imperium.







<b>Troop Transport</b>	TT-0203301-230000-00002-0	MCr12.8068	50 tons
batteries bearing	1	1	TL=15.
batteries	1	1	Crew=2.

Passengers=50. Low=0. Cargo=10. Fuel=1.5. EP=1.5. Agility=3.

Tonnage:	50 tons standard. 700 cubic meters.
Crew:	2.
Performance:	Jump-0. 3-G. Power plant-3. 1.5 EP. Agility 3.
Electronics:	Bridge installed. No computer.
Hardpoints:	Provision for three weapons installations.
Armament:	One missile rack operating as one battery.
Defenses:	One sandcaster operating as one battery. Armored hull (factor-2).
Craft:	None.
Fuel Treatment:	Integral fuel scoops. No fuel purification plant.
Cost:	MCr16.0085 standard. MCr12.8068 in quantity.
Construction Time:	9 months.
Comments:	The 50-ton troop transport was designed and produced by the Imperial Navy to meet a long-established need for deployment of troops from orbit to world surface. The 50-ton limit on displacement allows the craft to be deployed on ships having standard 50-ton launch tubes.

Each troop transport can carry 50 combat-ready troops from orbit to planet in a matter of minutes. The 10 ton cargo bay allows the simultaneous transport of vehicles, supplies, or equipment during deployment operations.

## TONNAGE

Code	Tonnage	Code	Tonnage	Code	Tonnage	Code	Tonnage	Code	Tonnage
0	to 99	7	700	E	5,000	M	30,000	U	400,000
1	100	8	800	F	6,000	N	40,000	V	500,000
2	200	9	900	G	7,000	P	50,000	W	700,000
3	300	A	1,000	H	8,000	Q	75,000	X	900,000
4	400	B	2,000	J	9,000	R	100,000	Y	1,000,000
5	500	C	3,000	K	10,000	S	200,000	Z	reserved
6	600	D	4,000	L	20,000	T	300,000		

## CONFIGURATION

USP Code	Configuration	Stream- lined	Price Modif
1	Needle/Wedge	yes	+20%
2	Cone	yes	+10%
3	Cylinder	partial	—
4	Close Structure	partial	-40%
5	Sphere	partial	-30%
6	Flattened Sphere	yes	-20%
7	Dispersed Structure	no	-50%
8	Planetoid	no	—
9	Buffered Planetoid	no	—

## DRIVE POTENTIAL TABLE

	— Drive Number —					
	1	2	3	4	5	6
Maneuver	2	5	8	11	14	17
Jump	2	3	4	5	6	7

Number is percentage of ship required.

## DRIVE TECH LEVEL TABLE

	— Drive Number —					
	1	2	3	4	5	6
Maneuver	7	7	8	8	8	9
Jump	9	11	12	13	14	15

Number is minimum tech level required.

## FUEL REQUIREMENTS

**Jump Drive:** 10% of ship size in tons per jump number of ship capability. This allowance supplies fuel for one jump of that number.

**Power Plant:** One ton per energy point produced. This allowance supplies four weeks of activity on both the maneuver drive and the power plant.

## POWER PLANT TABLE

Percent times Pn	— Tech Level —			
	7-8	9-12	13-14	15
	4	3	2	1

Number is percentage of ship tonnage (times Pn) required to produce a power plant of the desired size.

## DRIVE COST TABLE

	— Drive Number —					
	1	2	3	4	5	6
Maneuver	1.5	0.7	0.5	0.5	0.5	0.5
Power Plant	3.0	3.0	3.0	3.0	3.0	3.0
Jump	4.0	4.0	4.0	4.0	4.0	4.0

Number is cost in millions of credits per ton of drive installed.

## BATTERIES

Ship Size	Percent Bearing	Ship Size	Percent Bearing
0 to 9	100%	Q	75%
A to K	100%	R	70%
L	95%	S	65%
M	90%	T	60%
N	85%	U	55%
P	80%	V to Y	50%

The number of batteries which may bear in combat is affected by the size of the ship. Only the percentage of batteries shown may bear (fire) on the target in space combat. Round fractions to the nearest whole number.

## HULL ARMOR

	— Tech Level —			
Percent of ship	7-9	10-11	12-13	14-15
	4+4a	3+3a	2+2a	1+a

Formula indicates percentage of ship required for armor (a is desired armor factor). Cost is MCr.3+.1a per ton.

## MAJOR WEAPONS

### Particle Accelerator

<i>USP</i>		<i>Tech</i>	<i>Cost</i>	<i>Energy</i>
<i>Code</i>	<i>Tonnage</i>	<i>Level</i>	<i>(MCr)</i>	<i>Points</i>
A	5500	8	3500	500
B	5000	9	3000	500
C	4500	10	2400	500
D	4000	11	1500	600
E	3500	12	1200	600
F	3000	13	1200	600
G	2500	14	800	700
H	2500	15	500	700
J	5000	10	3000	800
K	4500	11	2000	800
L	4000	12	1600	800
M	3500	13	1200	900
N	3000	14	1000	900
P	2500	15	800	900
Q	4500	12	2000	1000
R	4000	13	1500	1000
S	3500	14	1200	1000
T	3000	15	1000	1000

### Meson Gun

<i>USP</i>		<i>Tech</i>	<i>Cost</i>	<i>Energy</i>
<i>Code</i>	<i>Tonnage</i>	<i>Level</i>	<i>(MCr)</i>	<i>Points</i>
A	5000	11	10000	500
B	8000	11	12000	600
C	2000	12	3000	600
D	5000	12	5000	700
E	1000	13	800	700
F	2000	13	1000	800
G	1000	14	400	800
H	2000	14	600	900
J	1000	15	400	900
K	8000	12	10000	1000
L	5000	13	3000	1000
M	4000	14	800	1000
N	2000	15	600	1000
P	8000	13	5000	1100
Q	7000	14	1000	1100
R	5000	15	800	1100
S	8000	14	2000	1200
T	7000	15	1000	1200

**Explanation:** This chart shows the particle accelerators and meson guns used as major weaponry in large starships. Tonnage is the tonnage required in the starship hull for the weapon. Tech level is the technological level required to build the weapon. Cost is the price in millions of credits. Energy points is the total required.

## BAY WEAPONS

### 100-ton Bay

100-ton Bay	Tech Level										Energy	Cost
Weapon Type	7	8	9	10	11	12	13	14	15	Points	(MCr)	
Meson Gun	—	—	—	—	—	—	3	5	9	200	70	
Particle Accelerator	—	6	6	7	7	8	8	9	9	60	35	
Repulsor	—	—	—	2	4	6	7	8	9	10	10	
Missile	7	7	7	8	8	9	9	—	—	0	20	

### 50-ton Bay

50-ton Bay	Tech Level										Energy	Cost
Weapon Type	7	8	9	10	11	12	13	14	15	Points	(MCr)	
Meson Gun	—	—	—	—	—	—	—	—	4	100	50	
Particle Accelerator	—	—	—	3	3	4	4	5	5	30	20	
Repulsor	—	—	—	—	—	—	—	3	5	5	6	
Missile	—	—	—	7	7	8	8	9	9	0	12	
Plasma Gun	—	—	—	4	5	6	—	—	—	10	5	
Fusion Gun	—	—	—	—	—	7	8	9	—	20	8	

**Explanation:** The number in the body of the chart is the USP factor of the type of weapon in the specified size of bay at the tech level shown. In addition, that weapon will require energy points in the amount shown and will cost the amount shown in millions of credits. Note that costs and energy points are not dependent on technological level.

## TURRET WEAPONS

<i>USP Code</i>		<i>Beam</i>	<i>Pulse</i>	<i>Plasma</i>	<i>Fusion</i>	<i>Sand-</i>	<i>Particle</i>	<i>Particle</i>
<i>Hating</i>	<i>Missile</i>	<i>Laser</i>	<i>Laser</i>	<i>Gun</i>	<i>Gun</i>	<i>Caster</i>	<i>Accelerator</i>	<i>Accelerator</i>
								<i>Barbette</i>
1	1	1	1	1	—	1	—	1
2	3	2	3	4	—	3	1	2
3	6	3	6	10	—	6	2	4
4	12	6	10	16	1	8	4	6
5	18	10	21	20	4	10	6	8
6	30	15	30	—	10	20	8	10
7	—	21	—	—	16	30	10	—
8	—	30	—	—	20	—	—	—
9	—	—	—	—	—	—	—	—
TL Available	7	7	7	10	12	7	15	14
Energy Points	0	1	1	1	2	0	5	5
TL Modif +1	13+	13+	13+	11+	14+	8+	—	—
TL Modif +2	—	—	—	12+	—	10+	—	—
Weight (tons)	1	1	1	2	2	1	3	5
Cost (MCr)	0.75	1.0	0.5	1.5	2.0	0.25	3.0	4.0

**Explanation:** The number listed in the body of the chart is the number of weapons of the listed type required to achieve the value (USP Code Rating) listed to the left.

TL Available indicates the first tech level at which the weapon becomes available.

Energy Points is the energy point requirement for each weapon installed of the type. For example, twenty fusion guns would require forty energy points.

TL Modifiers indicate a modification to the USP code based on higher tech levels. If all of the weapons involved are of the tech level indicated, then the code rating is increased. For example, 16 plasma guns normally have a rating of 4. At tech level 11, they would have a rating of 5; at tech level 12 or higher, they would have a code rating of 6. TL modifiers are not cumulative; only the best one is used. This tech level increase is the only way that weapons can achieve a rating of 9.

Weight is the tonnage of the turret containing the type of ordnance described, regardless of the number of weapons of that type mounted in it. Particle accelerators may be mounted only one per turret (or barbette). Plasma guns and fusion guns may be mounted two per turret. All other types may be mounted three per turret.

Cost is in millions of credits, for one of the weapon type listed.

## SCREENS

— Nuclear Dampers —					— Meson Screens —					— Force Field —			
<i>Code</i>	<i>Tech</i>	<i>Tons</i>	<i>Cost</i>	<i>EP</i>	<i>Code</i>	<i>Tech</i>	<i>Tons</i>	<i>Cost</i>	<i>EP</i>	<i>Code</i>	<i>Tech</i>	<i>Tons</i>	<i>Cost</i>
1	12	50	50	10	1	12	90	80	0.2	1	15	10	400
2	13	15	40	20	2	13	30	50	0.4	2	15	15	600
3	13	20	45	30	3	13	45	55	0.6	3	15	20	800
4	14	8	30	40	4	14	16	40	0.8	4	15	25	1000
5	14	10	35	50	5	14	20	45	1.0	5	16	20	—
6	14	12	38	60	6	14	24	50	1.2	6	16	30	—
7	15	10	30	70	7	15	20	40	1.4	7	16	35	—
8	15	15	40	80	8	15	30	50	1.6	8	17	20	—
9	15	20	50	90	9	15	40	60	1.8	9	18	20	—

**Explanation:** Meson screens have an energy point requirement based on the size of the shielded ship: energy points required equal the factor given times 1% of the mass (tonnage) of the ship. For example, a 20,000-ton ship with a level 4 meson screen requires 160 energy points ( $0.8 \times 0.01 \times 20,000$ ).

Force fields have no energy point requirements.

## SHIP TYPE CODES

Primary	Qualifier
A Merchant	A Armored
B Battle	B Battle; Boat
C Cruiser; Carrier	C Cruiser; Close
D Destroyer	D Destroyer
E Escort	E Escort
F Frigate; Fighter	F Fast; Fleet
G Gig; Refinery	G Gunned
H	H Heavy
I, J Intruder	I, J
K Pinnacle	K
L Corvette; Lab	L Leader; Light
M Merchant	M Missile
N	N Non-standard
P Planetoid	P Provincial
Q Auxiliary	Q Decoy
R Liner	R Raider
S Scout; Station	S Strike
T Tanker; Tender	T Troop; Transport
U	U Unpowered
V	V Vehicle
W Barge	W
X Express	X
Y Yacht	Y Shuttle; Cutter
Z	Z Experimental

## COMPUTER MODELS

Model	MCr	Ton	Capacity	Ship	TL	EP
1	2	1	2/ 4	6	5	0
1fib (A)	3	2	2/ 4	6	5	0
1bis (R)	4	1	4/ 0	6	6	0
2	9	2	3/ 6	A	7	0
2fib (B)	14	4	3/ 6	A	7	0
2bis (S)	18	2	6/ 0	A	8	0
3	18	3	5/ 9	D	9	1
3fib (C)	27	6	5/ 9	D	9	1
4	30	4	8/15	K	A	2
4fib (D)	45	8	8/15	K	A	2
5	45	5	12/25	P	B	3
5fib (E)	68	10	12/25	P	B	3
6	55	7	15/35	R	C	5
6fib (F)	83	14	15/35	R	C	5
7	80	9	20/50	Y	D	7
7fib (G)	100	18	20/50	Y	O	7
8	110	11	30/70	—	E	9
8fib (H)	140	22	30/70	—	E	9
9	140	13	40/90	—	F	12
9fib (J)	200	26	40/90	—	F	12

**Note:** Capacity indicates CPU/storage; Ship is the ship requiring this computer as a minimum; TL is tech level. EP is the computer energy point requirement.

## STARSHIP DESIGN CHECKLIST

- Determine ship name (entry 2) and ship class (entry 3), and ship type (block 7).
- Determine tech level (entry 4) of building shipyard.
- Determine tonnage (block 8), and hull configuration (block 9).
- Select jump drives (block 10), maneuver drives (block 11), and power plant (block 12).
- Determine fuel tankage (entry 29a).
  - Note maximum jumps (entry 29b).
  - Consider L-Hyd tanks and compute additional range (note in entry 29a).
  - Consider fuel scoops and fuel purification plant (note in entry 29c).
- Compute energy points available (indicate in entry 30).
- Allocate bridge and select computer (block 13). Indicate fibre optic back-up (entry 13b).
- Select hull armor (block 15).
- Select major weaponry such as particle accelerator (block 23) or meson gun (block 24) spinal mount.
- Select bay weaponry such as repulsors (block 20), energy weapons (block 22), par-

ticle weapons (block 23), meson guns (block 24), and missiles (block 25).

11. Select turret weaponry; sandcasters (block 16), lasers (block 21), energy weapons (block 22), particle accelerators and barbettes (block 23), and missiles (block 25).

12. Select defensive screens; meson screen (block 17), nuclear dampers (block 18), and force fields (block 19).

13. Select fighters (entry 26) and ship's vehicles (entry 27). Design small craft USPs (note in entries 26 and 27). Note squadrons carried (block 26).

14. Determine ship's crew and allocate quarters. Note code in block 14.

A. Consider frozen watch (entry 14).

B. Consider ship's troops (entry 28).

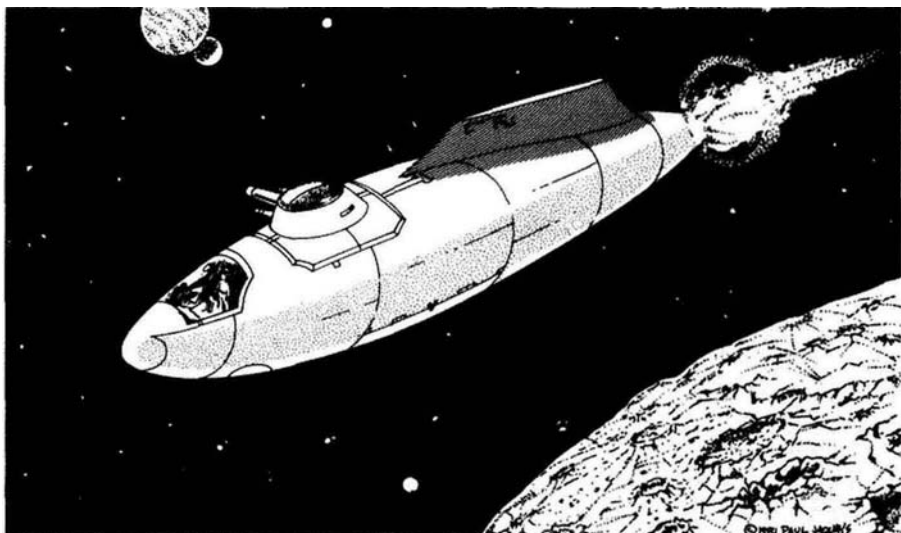
15. Note cargo, passengers, and other areas (use entry 28).

16. Note ship's agility rating (in entry 30).

17. Note ship's purpose (entry 30).

18. Indicate dates required (entries 1, 5, and 6).

19. Insure that tonnage does not exceed hull, and that cost does not exceed budget. Note cost in entry 30.



<b>System Defense Boat</b>	SD8-2106E91 -D00000-30004-0	MCr254.5	200 tons
batteries bearing	1	1	TL=15.
batteries	1	1	Crew=5.

Cargo=0. Magazine=10. Fuel=28. EP=28. Agility=6.

Tonnage: 200 tons standard. 2800 cubic meters.  
 Crew: 2 officers, 3 ratings.  
 Performance: Jump=0. 6-G. Power plant=14. 28 EP. Agility 6.  
 Electronics: Model/9 computer.  
 Hardpoints: Two hardpoints.  
 Armament: One triple beam laser turret operating as one battery.

One triple missile turret operating as one battery.

Defenses: Armored hull (factor=13).  
 Craft: None.  
 Fuel Treatment: On-board fuel scoops. No fuel purification plant.  
 Cost: MCr318.1803 standard. MCr254.544 in quantity.  
 Construction Time: 12 months singly; 9 months in quantity.  
 Comments: The range of possible system defense boats is large, if

not actually infinite. This boat is typical for tech level 15: heavily armored and equipped with both missile and laser weaponry. Its function is to operate within a star system and defend it from invading forces. SDBs can be used in space combat against starships, or they may be pressed into service as air and orbital superiority craft in operations against ground forces.

Because SDBs have no jump drives, shifting them from system to system can be a problem. Some types have jump shuttles which fit to the craft and provide jump capability. Another method is simple transport in large bulk cargo carriers; the SDBs are loaded into 10,000-ton or 20,000-ton bulk carriers for the multi-parsec journey. This method, of course, is not recommended if immediate combat is expected at the destination.

<b>Heavy Fighter</b>	FH-0106N71-830000-20002-0	MCr105.33	50 tons
batteries bearing	1	1	1
batteries	1	1	1

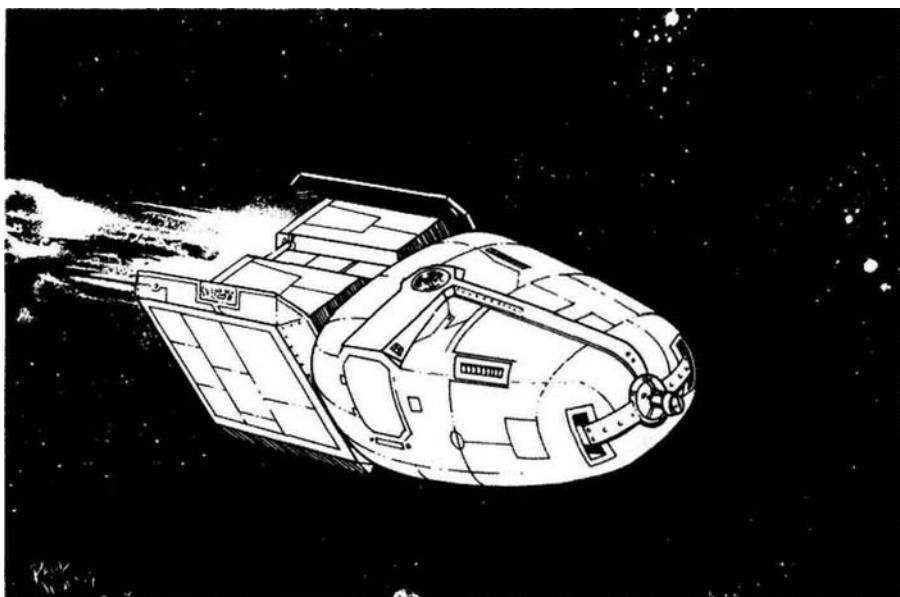
Cargo=0. Fuel=11. EP=11. Agility=6. No bridge. One small craft stateroom.

Tonnage: 50 tons (standard). 700 cubic meters.  
 Crew: 1 officer. 1 rating.  
 Performance: Jump-0. 6-G. Power plant-22. 1 1 EP. Agility 6.  
 Electronics: Model/7 computer. Functions as Model/6 due to lack of bridge facilities on the fighter.  
 Hardpoints: One. Provision for one triple weapons mount.  
 Armament: One beam laser. One missile rack.  
 Defenses: One sandcaster. Armored hull (factor-8).  
 Craft: No small craft or vehicles.  
 Fuel Treatment: Fuel scoops integral. No purification plant carried; craft is dependent on tender or mother ship for purification.  
 Cost: MCr 131.6636 standard. MCr105.33088 in quantity.  
 Construction Time: 6 months singly; 4 months in quantity.  
 Comments: The heavy fighter is an attempt to provide a powerful, fast, agile, armored, and dependable small craft for space combat. It has bunking arrangements for crew comfort, and allows the craft to remain on station for long periods at a time.

The weaponry on this type of fight is variable, and can be altered by service crews to fit a specific situation. Courier versions are known to carry three sandcasters and no offensive armament. Specific versions may also carry all missile racks, or all laser weaponry, with appropriate alterations in agility for the craft.

Heavy fighters are not usually named, although crews may adopt unofficial names based on sweethearts or common themes. The fighters do bear tail numbers consistently assigned for within the Imperial Navy. These numbers currently reach into the hundred thousands, and generally the craft will be referred to by the last two or three digits.

The heavy fighter is reasonably standard within the Imperium, and most (though not all) Imperial warships with launch tubes are adapted to receive and relaunch small craft in the 50-ton range.



**Gig** GL-0205501-000000-00000-0 MCr7.8982 20 tons  
 Crew=1. TL=13.  
 Passengers=2. Low=0. Cargo=8.7. Fuel=1. EP=1. Agility=5. Troops=0.

Tonnage: 20 tons standard. 280 cubic meters.  
 Crew: One rating or officer.  
 Performance: No jump. 5-G. Power plant=5. 1 EP. Agility 5.  
 Electronics: No computer. Basic control avionics.  
 Hardpoints: Potential for mounting three weapons in a single turret.  
 Actual mounting restricted to one laser at a cost of agility. Missile racks and sand-casters allowed additionally.

Armament: None.

Defenses: None.

Craft: None.

Fuel Treatment: Fuel skimming possible. No fuel purification plant.

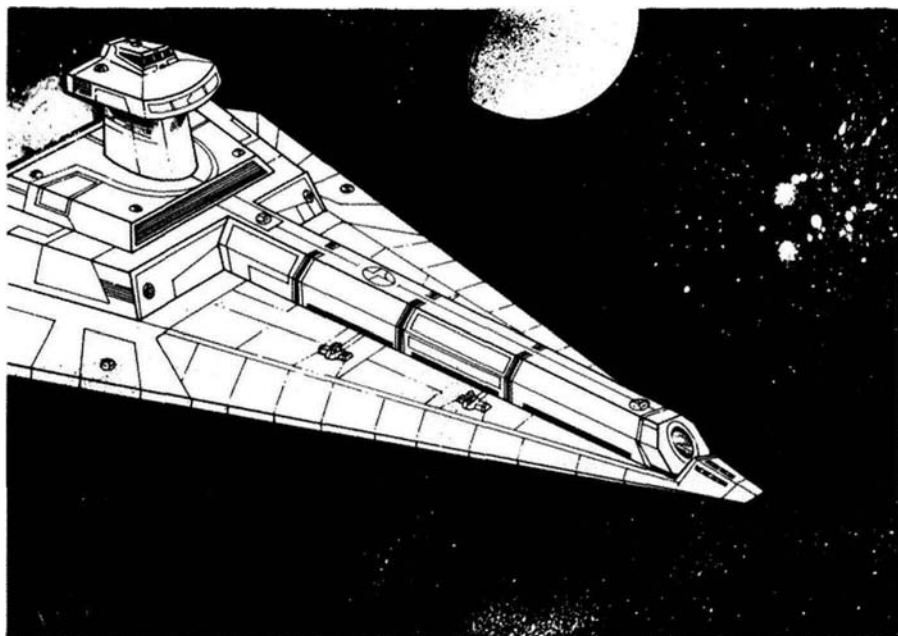
Cost: MCr9.87275 standard. MCr7.8982 in quantity.

Construction Time: 6 months singly; 4 months in quantity.

Comments: This tech level 13 gig is an often encountered institution at starports throughout the Imperium. Technically a vessel of the Imperial Navy, it is crewed by local starport personnel and used to perform orbital inspections and other light duties.

The illustration shows the gig in its modified configuration. Originally, the flat shields on either side of the drive were not installed; the arrangement was perfectly acceptable in naval operations. But for starport use, the heat spill from the drives becomes a danger to the lesser trained individuals operating the craft, especially in the close quarters of docking with ships to be inspected. As a result, most of the gigs have been retrofitted with the large protective shields shown.

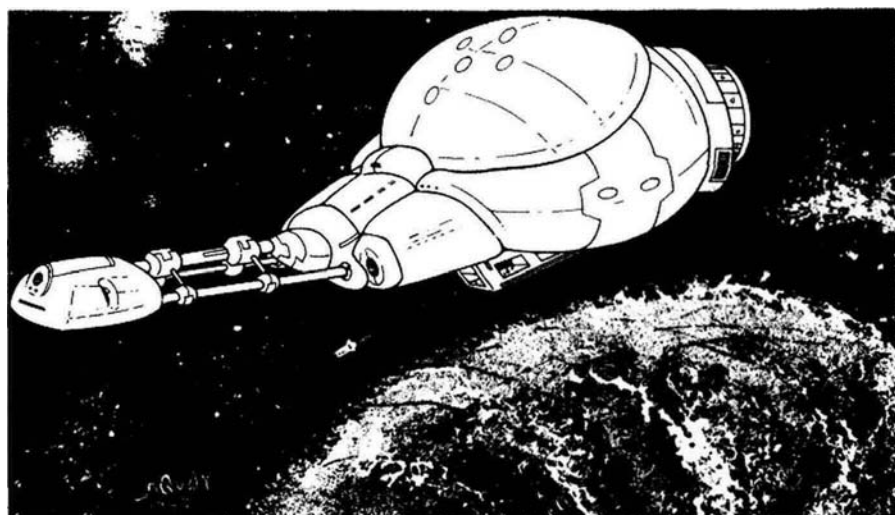




**Light Cruiser** CL-M2559J3-060909-960J7-0 MCr18,306.4 30 ktons  
 batteries bearing 7 1 53 1J TL=15.  
 batteries 8 1 53 1L Crew=211.  
 Cargo=0. Fuel=17,700. EP=2,700. Agility=5. Marines=20. Five cutters.

Tonnage: 30,000 tons (standard). 420,000 cubic meters.  
 Crew: 35 officers. 176 ratings. 20 Marines.  
 Performance: Jump-5. 5-G. Power plant-9. 2,700 EP. Agility 5.  
 Electronics: Model/9fib computer.  
 Hardpoints: One spinal mount. One 100-ton bay. 285 hardpoints.  
 Armament: One meson gun spinal mount (factor-J). 200 triple missile turrets organized into 20 batteries. 50 triple beam laser turrets organized into 5 batteries. 6 dual fusion gun turrets organized into 3 batteries.  
 Defenses: 24 triple sandcaster turrets organized into 8 batteries. One 100-ton repulsor bay. Nuclear damper (factor-9).  
 Craft: Five 50-ton cutters.  
 Fuel Treatment: On-board fuel scoops and fuel purification plant.  
 Cost: MCr22,883.04 standard. MCr18,306.428 in quantity.  
 Construction Time: 42 months singly; 30 months in quantity.  
 Comments: The *Gionetti* class light cruiser is named exclusively for posthumous recipients of the Imperial Starburst for Extreme Heroism.

Originally intended as a fast-reacting fighting ship, its actual use has evolved with experience. The ship is currently in favor as a flagship for many minor operations. Its high jump capability make it extremely responsive to most situations, and it is possible to displace troops or service crew (or both) to provide quarters for command and staff personnel.

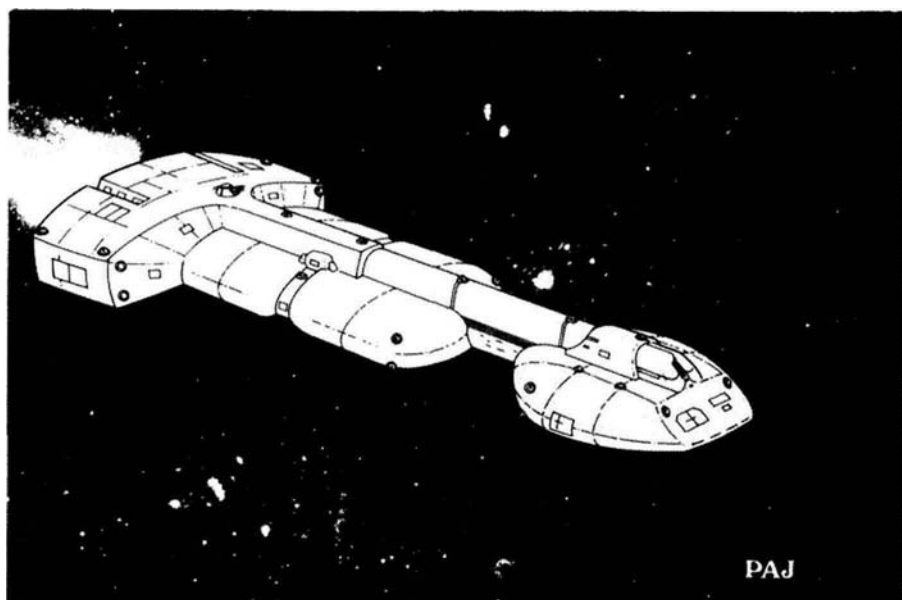


**Strike Cruiser** CS-P7349J3-049909-909N9-10 MCr28,060.49 50 ktons  
 batteries bearing J 1 4 11Y TL=15.  
 batteries L 1 4 11Z Crew=500.  
 Fuel=19,500. EP=4,500. Agility=4. Troops=100. 100 fighters. (Y=32. Z=40.)

Tonnage: 50,000 tons standard. 700,000 cubic meters.  
 Crew: 91 officers, 409 ratings, 100 pilots, 100 troops.  
 Performance: Jump-3. 4-G. Power plant-9. 4,500 EP. Agility 4.  
 Electronics: Model/9fib computer.  
 Hardpoints: One spinal weapons mount. Two 100-ton bays. Forty 50-ton bays. Sixty hardpoints.  
 Armament: One meson gun spinal mount (factor-N). One 100-ton particle accelerator bay. Forty 50-ton missile bays. Forty triple beam laser turrets organized into four batteries.  
 Defenses: One 100-ton bay repulsor. Twenty triple sandcaster turrets organized into 20 batteries. Nuclear damper (factor-9). Meson screen (factor-9).

Craft: 100 heavy fighters. Two launch tubes.  
 Fuel Treatment: No fuel scoops; on board fuel purification plant.  
 Cost: MCr35,075.61 standard; MCr28,060.488 in quantity.  
 Construction Time: 48 months singly; 34 months in quantity.  
 Comments: Named for famous battles in Imperial history, the *Arakoine* class strike cruiser is specifically designed for ground support and surface bombardment. It has large missile resources available, as well as both meson gun and particle accelerator weaponry. The ship is supported by its large phalanx of fighter craft. These fighters are capable of close defense for the ship, and of ground support in combat.

The strike cruiser is not capable of fuel skimming itself, and depends on its auxiliaries and escorts for the fuel scoop process. It does carry on-board fuel purification plants for the processing of fuel.



**Armored Cruiser** CA-P4459J3-585900-99H09-0 MCr27,927.88 50 ktons  
 batteries bearing 2 411 Y TL=15.  
 batteries 2 511 Z Crew=245.  
 Cargo=0. Fuel=24,500. EP=4,500. Agility=5. Marines=200. (Z=40. Y=32).

Tonnage: 50,000 tons (standard). 700,000 cubic meters.  
 Crew: 62 officers, 183 ratings.  
 Performance: Jump-4. 5-G. Power plant-9. 4,500 EP. Agility 5.  
 Electronics: Model/9fib computer.  
 Hardpoints: One spinal weapons mount. Forty 50-ton bays. Seventy-four hardpoints.

Armament: One particle accelerator spinal mount (factor-H). Forty 50-ton missile bays. Fifty triple beam laser turrets organized into five batteries. Ten dual fusion gun turrets organized into one battery.

Defenses: Fourteen triple sandcaster turrets organized into two batteries. Nuclear damper (factor-9). Meson screen (factor-5). Armored hull (factor-5).

Craft: Four small craft (50 tons each).

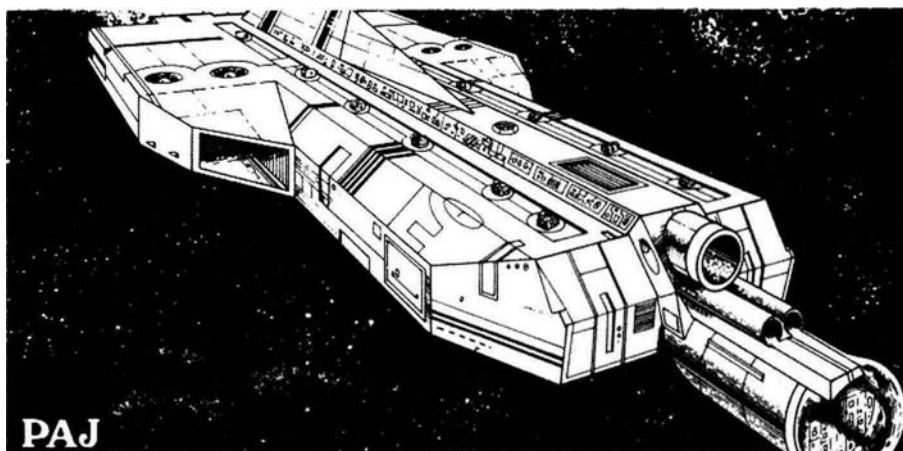
Fuel Treatment: On-board fuel scoops and fuel purification plant.

Cost: MCr34,919.84 standard. MCr27,927.88 in quantity.

Construction Time: 48 months singly; 36 months in quantity.

Comments: The *Ghalalk* class armored cruiser is a basic fleet work-horse, undertaking a wide variety of duties in peace-time, and supporting the battle fleets in war.

The two hundred marines carried aboard the *Ghalalk* constitute a reinforced company, trained in protected forces operations, and capable of orbital assaults if called for.



**Frontier Cruiser** CF-P4525F3-596500-99N09-8 MCr34,227. 60 ktons  
 batteries bearing A G31 K TL=14.  
 batteries D K41 Q Crew=395.  
 Passengers=52. Low=155. Cargo=400. Fuel=33,000. EP=3,000. Agility=0.

Tonnage: 60,000 tons standard. 840,000 cubic meters.  
 Crew: 62 officers. 333 ratings. 150 Marines. 80 pilots.  
 Performance: Jump-5. 2-G. Power plant-5. 3,000 EP. Agility 0.  
 Electronics: Model/6fib computer.  
 Hardpoints: One spinal weapons mount. Twenty-four 50-ton bays.

Three hundred-fifty hardpoints.

Armament: One particle accelerator spinal mount (factor-N).  
 Twenty-four 50-ton missile bays. One hundred-ninety triple laser turrets organized into 19 batteries. Forty dual fusion gun turrets organized into four batteries.

Defenses: One hundred-thirty triple sandcaster turrets organized into 13 batteries. Nuclear damper (factor-5). Meson screen (factor-6). Armored hull (factor-5).

Craft: Eighty light fighters. Two launch tubes. Four 400-ton fuel shuttles. Miscellaneous small craft.

Fuel Treatment: Integral fuel scoops and on-board fuel purification plant. Design concepts make the ship depend on fuel shuttles rather than skim fuel directly.

Cost: MCr42,797.0532 standard. MCr34,237.643 in quantity.

Construction Time: 50 months singly; 34 months in quantity.

Comments: The *Azhanti High Lightning* is an obsolete multi-purpose cruiser capable of a variety of different functions. Most notable is the ship's high jump (jump-5) capability, which gives it great reactive mobility. It is this quality that has kept the ship in service in spite of its inferior agility and weaponry.

Several examples of the ship have been transferred to the Scout Service and to friendly client-states. Much of the remaining examples of the class were refurbished to the above specifications and now serve as frontier cruisers on the Imperial borders.

**Heavy Cruiser** CR-Q4459J3-A66900-909N9-0 MCr47,544.71 75 ktons  
batteries bearing Y G 51 P TL=15.  
batteries Z M 61W Crew=492.  
Cargo=200. Fuel=36,750. EP=6,750. Agility=5. Troops=0. (Y=41. Z=55.)

Tonnage: 75,000 tons (standard). 1,050,000 cubic meters.  
Crew: 60 officers, 432 ratings.  
Performance: Jump-4. 5-G. Power plant-9. 6,750 EP. Agility 5.  
Electronics: Model/9fib computer.  
Hardpoints: One spinal weapons mount. Six 100-ton bays. Thirty 50-ton bays. 375 hardpoints.  
Armament: One meson gun spinal mount (factor-N). Six 100-ton particle accelerator bays. Thirty 50-ton missile bays. 210 triple laser turrets organized into 21 batteries.  
Defenses: 165 triple sandcaster turrets organized into 55 batteries.  
Nuclear damper (factor-9) . Meson screen (factor-6). Armored hull (factor-10).  
Craft: Three small craft of assorted tonnages.  
Fuel Treatment: Integral fuel scoops and on-board fuel purification plant.  
Cost: MCr59,430.89 standard. MCr47,544.71 in quantity.  
Construction Time: 50 months singly; 37 months in quantity.  
Comments: The *Atlantic* class heavy cruiser is typical of the Imperial designs for such ships: a long flattened structure studded with weaponry, flaring aft for rudimentary control surfaces useful in fuel skimming. Well-armed and well-armored, it fulfills the basic design requirement of meeting the enemy and winning in battle.

The *Atlantic* class, however, is fast approaching obsolescence, and is not the equal of more modern vessels in the Imperium and neighboring regions. The slight disadvantage of 5-G acceleration and agility 5 are telling in otherwise equal engagements, and make the class inferior enough to affect strategic judgements concerning its commitment.

An upgrade program to enhance the class was considered, but decided against because of cost, although a number of enhanced prototypes have been reported.

This class of cruiser has lately proven popular with the Navy for independent missions, especially beyond the Imperial borders. Used alone, the ships are capable of a variety of diplomatic and scientific operations. Used in squadrons, they provide a useful show of force or reinforcement for friendly client-states. The ship's cargo hold can be used to barrack up to 100 marines for small commando operations, boarding parties, and general ship defense.

Reportedly, some examples of the *Atlantic* class have been fitted with black globe force field generators. This has not been confirmed.

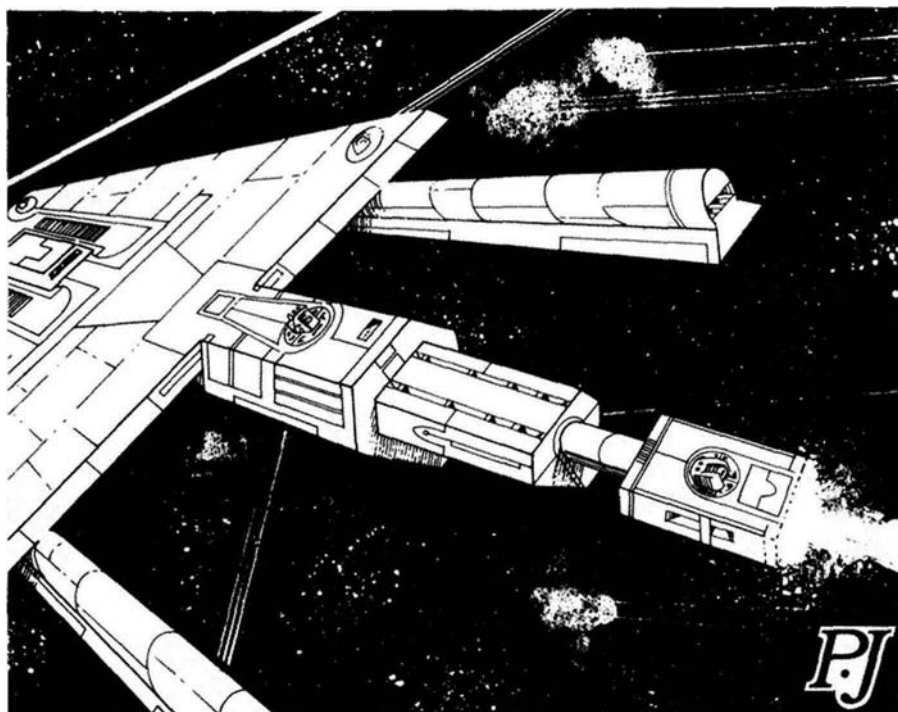
Construction: *Atlantic* class heavy cruisers were produced by a variety of yards throughout the Imperium, including within the Spinward Marches. Ling Standard Products constructed four examples at Mora/Mora in the period 1020 to 1030. The last *Atlantic* to be produced first flew in 1050 at Deneb.

A total of 794 ships were ultimately produced, of which approximately 500 remain in service. Depending on progress in current ship construction, and on the astrographical region, the *Atlantic* class heavy cruiser may be considered a first line or a second line ship. They are being phased into second line assignments by the



Navy as rapidly as newer vessels can be obtained.

Transfers: Approximately sixty examples of the *Atlantic* class have been transferred, sold, or disposed of to client-states of the Imperium. Recipients include several Vargr nations along the Corridor, Aslan colonial governments allied with or friendly to the Imperium, and many local human worlds within the Imperium.



**Light Carrier** LC-L4426J3-190900-76747-8 MCr15,859.67 29 ktons  
batteries bearing 5 9Q545 TL=15.  
batteries 5 AR545 Crew=248.  
Cargo=0. Fuel=13,340. EP=1,740. Agility=2. Troops=0. Eighty fighters.

Tonnage: 29,000 tons (standard). 406,000 cubic meters.

Crew: 42 officers, 206 ratings. 80 pilots.

Performance: Jump-4. 2-G. Power plant-6. 1,740 EP. Agility 2.

Electronics: Model/9fib computer.

Hardpoints: Four 50-ton bays. 250 hardpoints.

Armament: Four 50-ton bay meson guns. Fifty triple missile turrets organized into five batteries. Fifty triple beam laser turrets organized into ten batteries. Fifty dual fusion gun turrets organized into twenty-five batteries. Fifty particle accelerator turrets organized into five batteries.

Defenses: Nuclear damper (factor-9). Fifty triple sandcaster turrets organized into five batteries. Armored hull (factor-1).

Craft: Eighty fighters. One launch tube.

Fuel Treatment: Integral fuel scoops and on-board fuel purification plant.

Cost: MCr19,824.58 standard. MCr15,859.67 in quantity.

Construction Time: 45 months singly; 32 months in quantity.

Comments: The *Skimkish* class light carrier is relatively slow fighter carrier/tender characterized by a variety of heterogeneous weaponry and a large complement of heavy fighters.



**Strike Carrier** SC-Q436AJ3-699909-997J9-8 MCr46,437.46 75 ktons  
 batteries bearing 7 7F111Q TL=15.  
 batteries A 9L111Y Crew=635.  
 Cargo=1,000. Fuel=30,000. EP=7,500. Agility=6. Troops=40. Eighty fighters.

Tonnage: 75,000 tons (standard). 1,050,000 cubic meters.  
 Crew: 95 officers, 540 ratings, 80 pilots, 40 troops.  
 Performance: Jump-3. 6-G. Power plant-A. 7,500 EP. Agility 6.  
 Electronics: Model/9fib computer.  
 Hardpoints: One spinal mount. Nine 100-ton bays. Thirty-three 50 ton bays. 330 hardpoints.  
 Armament: One meson gun spinal mount (factor-E). Thirty-two 50-ton missile bays. 200 triple beam laser turrets organized into 20 batteries. Ten dual fusion gun turrets organized into one battery. Ten single particle accelerator turrets organized into one battery.  
 Defenses: Nine 100-ton repulsor bays. 100 triple sandcaster turrets organized in ten batteries. Nuclear damper (factor-9). Meson screen (factor-9). Armored hull (factor-6).  
 Craft: Eighty fighters. One launch tube.  
 Fuel Treatment: Integral fuel scoops and on-board fuel purification plant.  
 Cost: MCr58,046.825 standard. MCr46,437.464 in quantity.  
 Construction Time: 50 months singly; 36 months in quantity.  
 Comments: The *Wind* class strike carrier is a particular artifact of the escalating tensions in the Spinward Marches. Designed and created for the transport of heavy fighters to the battle front, strike carriers are also well-armed, reasonably armored, and capable of standing in battle against most enemies.



**Fleet Carrier** FC-R4425J3-299901-99999-30 MCr51,922. 100ktons  
batteries bearing B 1B411Y TL=15.  
batteries G 1G511Z Crew=909.  
Cargo=2,000. Fuel=45,000. EP=5,000. Agility=2. (Y=42. Z=60.) 300 fighters.

Tonnage: 100,000 tons (standard). 1,400,000 cubic meters.  
Crew: 154 officers, 755 ratings, 300 pilots.  
Performance: Jump-4. 2-G. Power plant-5. 5,000 EP. Agility 2.  
Electronics: Model/9fib computer.  
Hardpoints: Three 100-ton bays. Sixty-five 50-ton bays. Three hundred and twenty hardpoints.

Armament: No spinal mount. One 100-ton meson gun bay (factor-9). One 100-ton particle accelerator bay (factor-9). Five 50-ton fusion gun bays (factor-9). 60 50-ton missile bays. 160 triple beam laser turrets organized into 16 batteries.

Defenses: One 100-ton repulsor bay. 160 triple sandcaster turrets organized into 16 batteries. Nuclear damper (factor-9). Meson screen (factor-9). Armored hull (factor-2).

Craft: 300 heavy fighters. Three launch tubes.

Fuel Treatment: Integral fuel scoops; on-board fuel purification plant.

Cost: MCr64,902.955 standard. MCr51,922.068 in quantity.

Construction Time: 52 months singly; 36 months in quantity.

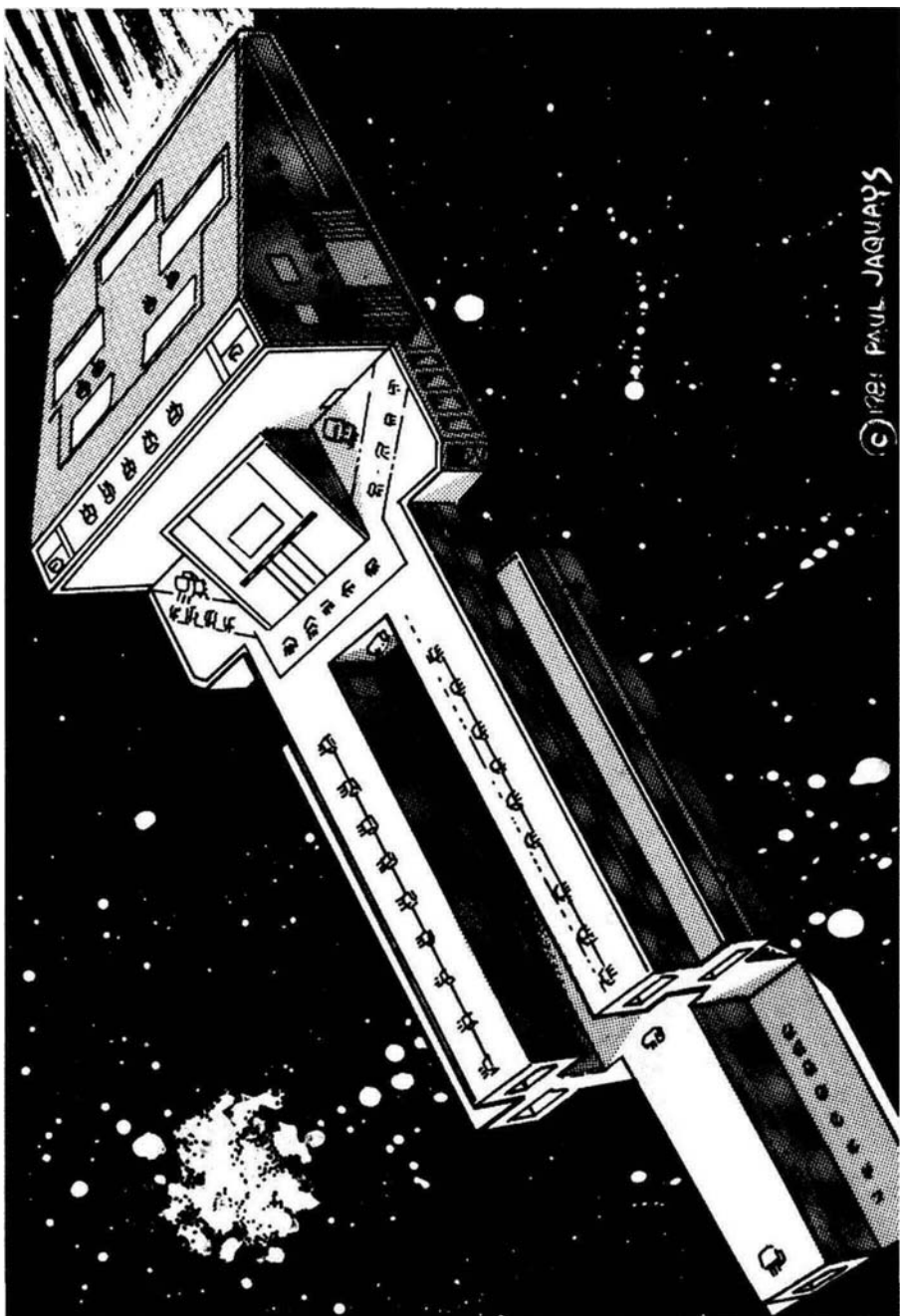
Comments: Also known in naval circles as the mother ship, the fleet carrier is a transport and launch facility for heavy fighters. Its main purpose is the carriage of FHs across interstellar distances to the site of battle. In peace, the fleet carrier is a mobile port and repair facility for its brood; in war, it is a formidable fleet element to be respected.

Defenses: The FC depends on its phalanx of three hundred fighters for the majority of its protection. Typically, one-third of the fighter force is in flight at any one time. In addition, however, the ship can defend itself with its extensive armament— especially its missile salvos. In practice, the fleet carrier's low armor rating and agility make it vulnerable and clumsy in battle, and it will join combat only to insure recovery of its brood.

Ground Support: The ship's meson gun and particle accelerator can be used against ground targets, as can its missile racks and its laser batteries. Generally this type of ground support occurs only in the final stages of a battle, when things are being mopped up. Doctrine would preclude risking this ship early in a battle when there is the potential disaster of surface-based return fire.

Evolution: The fleet carrier is an example of the continuing evolution of starship functions. In this case, it represents a splitting off of the fighter carrier operations of older battleships, placing the responsibilities all in a single ship designed for the purpose. Where once a large dreadnaught would carry regiments of troops, phalanxes of fighters, and myriad weapons mounts, current practice is to split these various tasks into individual ships. Naval doctrine is to carry troops on troop transports, fighters on fighter carriers, and large weapons for the line of battle on battleships.

Class Names: The *Antiana* class fleet carriers are named for empresses and consorts from Imperial history.



© 1982 PAUL JAGUAYS

**Dreadnaught** BB-V5368J4-F97909-967T9-30 MCr362,721. 500 ktons  
batteries bearing 5 B5R51Y TL=15.  
batteries A NAXA1Z Crew=4054.  
Fuel=190,000. EP=40,000. Agility=6. Troops=0. (X=50. Y=215. Z=430.) 300 fighters.

Tonnage: 500,000 tons (standard). 7,000,000 cubic meters.  
Crew: 540 officers. 3514 ratings. 300 pilots. No troops.  
Performance: Jump-4. 6-G. Power plant-8. 40,000 EP. Agility 6.  
Electronics: Model/9fib computer.  
Hardpoints: One spinal weapons mount. Twenty-two 100-ton bays.  
430 50-ton bays. 400 hardpoints.

Armament: One meson gun spinal mount (factor-T). 430 50-ton  
missile bays. 100 triple beam laser turrets organized into 10 batteries. 100 dual  
fusion gun turrets organized into 50 batteries. 100 particle accelerator turrets  
organized into 10 batteries.

Defenses: Twenty-two repulsor bays. 100 triple sandcaster turrets  
organized into 10 batteries. Nuclear damper (factor-9). Meson screen (factor-7).  
Armored hull (factor-15).

Craft: 300 heavy fighters. Three launch tubes.  
Fuel Treatment: Integral fuel scoops; on-board fuel purification plants.  
Cost: MCr453389.2 standard. MCr362,721.366 in quantity.  
Construction Time: 58 months singly; 41 months in quantity.  
Comments: Although some older battleships of greater displacement

remain in service, the *Tigress* class dreadnaught is the largest line-of-battle vessel  
currently in service with the Imperial Navy in the Spinward Marches. Each BatRon  
of *Tigress* class vessels is virtually a fleet unto itself, as each ship carries thirty  
squadrons of heavy fighters (with ten FHs per squadron). A BatRon of eight ships  
carries 2,400 heavy fighters.

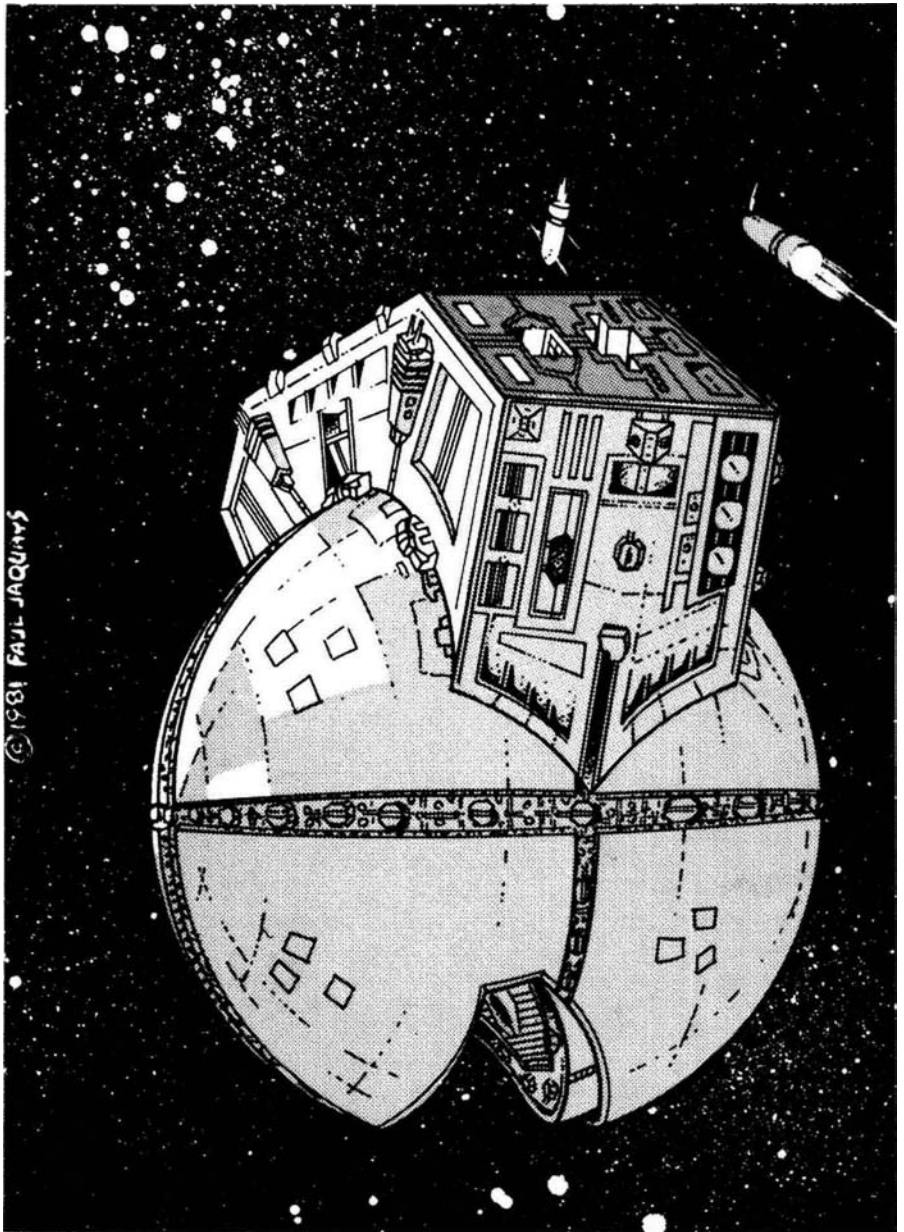
At present, only one *Tigress* class BatRon is deployed in the Spinward Marches,  
assigned to 212th Fleet, at Rhyllanor. Additional *Tigress* class BatRons are generally  
assigned one per sector.

Deployment: In war, the ideal deployment of any BatRon is together, as a unit.  
In peace, various *Tigresses* are often scattered throughout a region on peacekeeping  
missions, or to show the flag. Several individual *Tigresses* have been deployed  
among the worlds of the Five Sisters subsector to enforce the amber zone blockade  
of Candory and Andor.

Similarly, *Pantheress* was dispatched (much to the chagrin of the Zhodani  
government) to receive the body of the Imperial Ambassador to Chronor upon  
her death by assassination in 1104. Given the circumstances of her death, it was  
difficult for the Consulate to object. The ship's weaponry was ceremonially sealed,  
but that would mean little in an actual fight. Imperial newstapes treated it as  
a propaganda coup for months.

Construction: The *Tigress* class is produced using an armored spherical hull  
with the single spinal meson gun mounted centrally. A large armored port protects  
the gun during non-combat operations; the port itself contains focussing equipment  
for the weapon beam.

Within the sphere, layered decks hold the various on-ship functions such as  
quarters, computer and electronic equipment, fuel treatment, and maintenance



areas. Appended to the back of the sphere is a large heavy fighter launch and recovery installation. Fighters are launched to the rear, to starboard, and recovered from the rear, to port; this arrangement prevents them from entering the meson beam when it is in use, as well as providing some armored bulk between the fighters and the enemy.

**Dreadnaught** BB-S4458J4-A73909-967T9-0 MCr120,494 200 ktons  
batteries bearing G V7AU1W TL=15.  
batteries R YAFX1Z Crew=1163.  
Fuel=96,000. EP=16,000. Agility=5. (U=26. V=34. W=52. X=40. Y=50. Z=80.)

Tonnage: 200,000 tons (standard). 2,800,000 cubic meters.  
Crew: 180 officers, 983 ratings.  
Performance: Jump-4. 5-G. Power plant-8. 16,000 EP. Agility 5.  
Electronics: Model/9fib computer.  
Hardpoints: One spinal weapons mount. Fifty 100-ton bays. Eighty 50-ton bays. 630 hardpoints.

Armament: One meson gun spinal mount (factor-T). Eighty 50-ton missile bays. 100 triple beam laser turrets organized into ten batteries. Thirty dual fusion gun turrets organized into fifteen batteries. 400 particle accelerator turrets organized into 40 batteries.

Defenses: Fifty 100-ton repulsor bays. 100 triple sandcaster turrets organized into 25 batteries. Nuclear damper (factor-9). Meson screen (factor-3). Armored hull (factor-10).

Craft: Five 50-ton small craft of assorted designs.  
Fuel Treatment: Integral fuel scoops and on-board purification plant.  
Cost: MCr150,618.52 standard. MCr120,494.82 in quantity.  
Construction Time: 56 months singly; 40 months in quantity.  
Comments: The *Plankwell* class dreadnaught is a more specialized ship than the multi-task oriented *Tigress* class. Lacking the extensive troop complement and the large fighter screen, the *Plankwell* fulfills a more traditional battleship role, as the center of a fleet of supporting ships.

For decades, the Imperial Fleet in the Spinward Marches has included at least one BatRon of *Plankwell* class ships, but recently (1102), the last such squadron was rotated to the strategic reserve in Corridor Sector. Sentiment in Naval and Sector circles runs high in favor of the return of at least one BatRon to the Marches.

*Plankwell* class dreadnaughts are named for notable admirals in the Imperial Navy. The class name is taken from Grand Admiral Olav hault-Plankwell, a sector admiral in the Spinward Marches who rose to Grand Admiral of the Marches and lead the defeat of the Outworld Coalition during the First Frontier War (589 to 604). Following his victory in 604, he lead the fleet to the Core, personally dispatched the Empress Jaqueline I, and took over the government. The result was the long, bloody Civil War; Olav was the first of the Emperors of the Flag. Although Olav is in disrepute as an emperor. Grand Admiral Plankwell is still remembered and honored for his achievements as a naval commander in the First Frontier War; significantly, his name has not been assigned to any ship in the new *Cleon* class of battleriders, named for Emperors of the Imperium.

Modular Construction: *Plankwell* class dreadnaughts were built using a modular design and construction technique which has proven cost-effective in commercial ship-building. A central strut or keel serves as a foundation, bracing the drives and aligning the spinal mount, while all other parts of the ship are mounted to brackets or strengthened points along it. The technique allows separate construction of the various modules (such as quarters, electronics areas, fuel tankage, and control



areas), with a final mating of all the various components being performed only after the drives and keel have been tested and accepted. There was some initial concern that the connecting points would be focusses for weakness in battle, but the losses of two separate Plankwells in combat has been attributed by investigating boards to strategic misdirection.

**Dreadnaught** BB-S436AJ4-C78909-697T9-0 MCr135,102. 200 ktons  
batteries bearing Y DYYYP1Y TL=15.  
batteries Z LZZY1Z Crew=1533.  
Cargo=4,000. Fuel=80,000. EP=20,000. Agility=6. Troops=0. (Y=33. Z=50).

Tonnage: 200,000 tons (standard). 2.800,000 cubic meters.  
Crew: 275 officers, 1368 ratings.  
Performance: Jump-4. 6-G. Power plant-A. 20,000 EP. Agility 6.  
Electronics: Model/9fib computer.  
Hardpoints: One spinal weapons mount. Twenty 100-ton bays.

100 50-ton bays. 730 hardpoints.

Armament: One meson gun spinal mount (factor-T). Fifty 50-ton missile bays. Fifty 50-ton fusion gun bays. Two hundred triple beam laser turrets organized into 50 batteries. Three hundred-thirty single particle accelerator turrets organized into 33 batteries.

Defenses: Two hundred triple sandcaster turrets organized into 50 batteries. Twenty 100-ton repulsor bays. Nuclear damper (factor-9). Meson screen (factor-8). Armored hull (factor-12).

Craft: Ten small craft of assorted tonnages.  
Fuel Treatment: Fuel scoops and on-board fuel purification plant.  
Cost: MCr168,877.76 standard. MCr135,102.208 in quantity.  
Construction Time: 56 months singly; 40 months in quantity.  
Comments: The *Kokirrak* class dreadnaught is one of the more

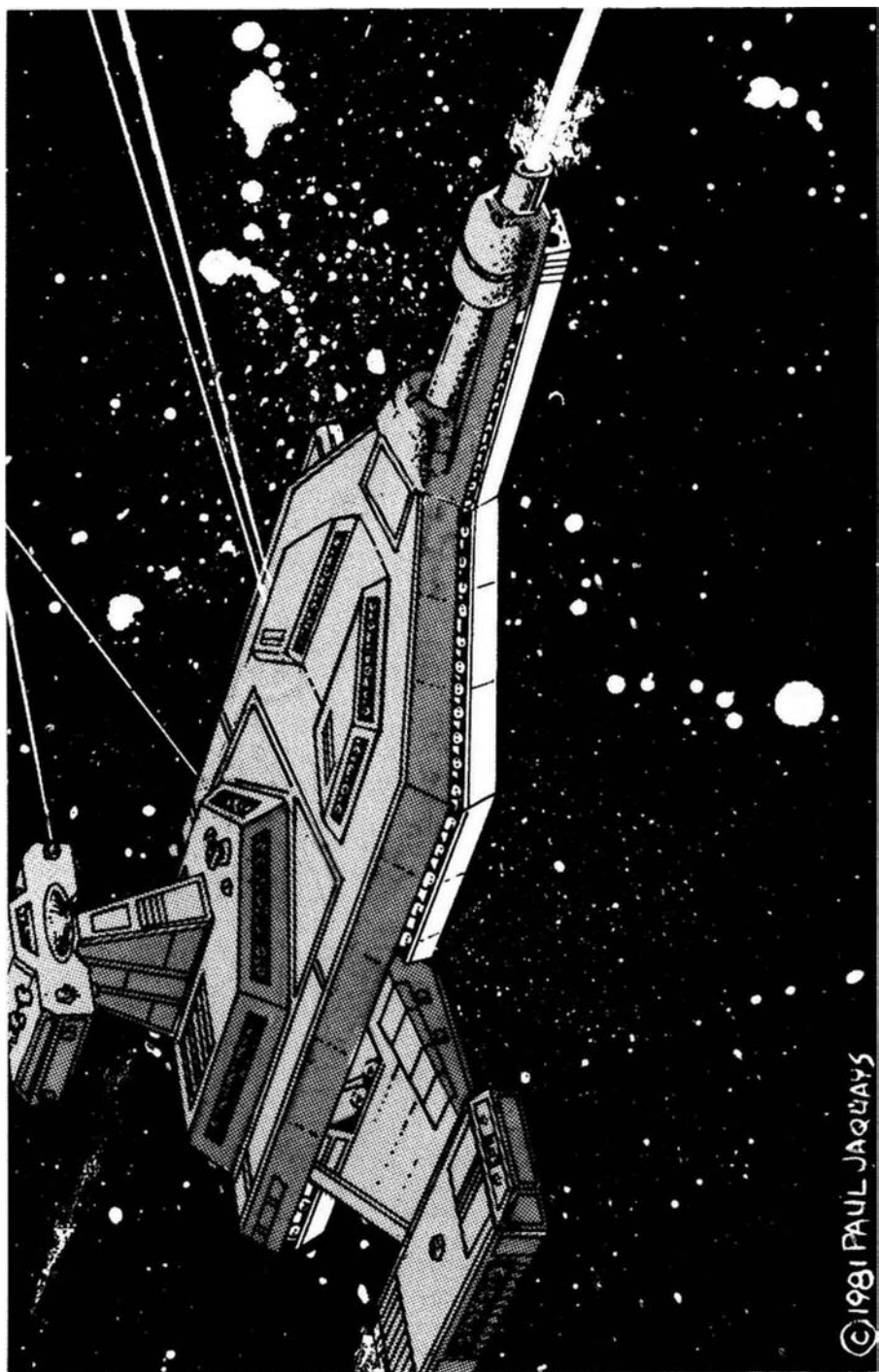
common classes of capital ships in service in the Spinward Marches; a total of four BatRons of this type serve on permanent station, with harbor assignments at Rhyllanor, Regina, Jewell, and Mora. Generally, one squadron of *Kokirraks* is dispersed into independent ships with ancillary escorts. On patrol, the ships combine training operations with routine patrols and reaction operations.

The *Kokirrak* is a preferred ship for flagship operations due to its extensive admiral's quarters, which include command and communications equipment, as well as entertainment chambers. The ship is capable of controlling a large fleet engagement within a system, as well as holding its own in battle; the combination of fleet controller and line-of-battle ship makes it an asset in nearly any space combat situation.

Troops: Normally, the *Kokirraks* do not carry troops. It is possible to install modular quarters for up to 2,000 troops (usually only 1,000 are carried) in the cargo hold. A squadron of eight *Kokirraks* can carry between 8,000 and 16,000 troops, or the equivalent of a reinforced division.

Black Globe Generators: This class of dreadnaught, when originally designed and constructed, mounted black globe force field generators. Over the years, various ships have suffered black globe generator failures, and the devices have not been replaced. When encountered, there is approximately a 50% chance that the ship will mount a functioning black globe (factor-4).

The *Kokirraks* are one of the older classes of dreadnaughts in Imperial service, and are now being phased out of service. Within the last decade, several ships have been disposed of to other services such as the scouts, and to other governments, including sector navies and client-states in the Spinward border regions of the Imperium.



©1981 PAUL JAGUAYS



**Planetoid Monitor** PX-P9069G3-640600-650J7-2 MCr17,436.27 50 ktons  
batteries bearing Q G4 1Q TL=15.  
batteries Z L5 1Z Crew=405.  
Low=0. Cargo and available space=9,000. Fuel=4,500. EP=4,500. Agility=6.

Tonnage: 50,000 tons standard. 700,000 cubic meters.  
Crew: 64 officers. 341 ratings. 20 pilots.  
Performance: No jump. 6-G. Power plant-9. 4,500 EP. Agility 6.  
Electronics: Model/9fib computer.  
Hardpoints: One spinal mount. No bays. 490 hardpoints.  
Armament: One meson gun spinal mount (factor-J). 100 dual laser turrets organized into 20 batteries. 20 dual fusion gun turrets organized into 5 batteries. 90 dual missile turrets organized into 30 batteries.  
Defenses: Ninety triple sandcaster turrets organized into thirty batteries. Nuclear damper (factor-6). Integral hull armor (factor-6).  
Craft: Twenty heavy fighters. One launch tube.  
Fuel Treatment: No scoops. Fuel purification plant. Fuel provided by prepositioned fuel caches or by shuttles.  
Cost: MCr21,795.34247 standard. MCr17,436.27 in quantity.  
Construction Time: 30 months singly; 24 months in quantity.  
Comments: The *Empress Troyhune* was originally constructed in orbit above Mora/Mora in 1067 for system defense. Budget constraints, its experimental nature, and provision for future ship expansion meant that the ship's tonnage was not fully utilized as constructed. Many turrets were installed as dual rather than triple mounts, and a sizeable fraction (nearly 9,000 tons) of the ship remained unused. Originally, it was envisioned that this 9,000 tons of space would be later committed to additional heavy fighter squadrons and launch tubes. So far, this has not been the case, although the empty interior space has proven useful in other ways.

In 1101, the monitor was declared surplus to the needs of the Mora system and acquired by Rorise/Mora for system defense purposes. Transport to its new home presented somewhat of a problem, as neither of the navies of Mora or Rorise possessed a transport ship of sufficient capacity to carry the monitor, and commercial ships of that size are unknown in the Spinward Marches. An appeal to the Imperial Navy brought eventual results, and during the fleet exercise of 1104 the million-ton fleet tender *Gorodish* carried the *Empress Troyhune* to Rorise in place of one of its *Hadrian* class battleriders.

The *Empress Troyhune* is very inexpensive for a vessel of its size; compare the armored cruiser on page 30. Savings have resulted from several factors. First, the planetoid hull is very cheap in comparison to a manufactured hull, especially if the cost of armor protection, integral to the planetoid, is included. Second, the cost of a jump drive is immense, and its elimination presented a considerable saving. Yet despite its low cost, the monitor would almost certainly emerge the victor in a battle with the armored cruiser, even with almost a fifth of its tonnage unused. If the monitor were to be refitted with triple turrets and additional weapons or defenses mounted in the unused space, at a not very considerable additional expense, its superiority would be even greater. Planetoid-hulled monitors thus have an obvious appeal to planetary navies unconcerned with large scale naval maneuvering.



This design also illustrates some of the advantages possessed by battleriders versus battleships, although the cost advantages are largely eliminated when the cost of the fleet tender is included. Still, a squadron of eight 50,000-ton battleriders in a million-ton tender approximates in price two *Tigress* class dreadnaughts, yet possesses much greater firepower and survivability.

# More Ship Information

---

Many of the ships referred to in this supplement are also covered in varying amounts of detail in other **Traveller** books, adventures, and supplements. The following references will provide more information on many of the ships.

**Type S Scout/Courier.** This ship is originally described in Book 2, *Starships*, and is available as a benefit to scout characters. It is described in greater detail in Supplement 7, *Traders and Gunboats*, and a deck plan is provided. The same deck plans, plus additional materials on interior features, are included in Introductory Adventure, *The Imperial Fringe*, which is available only in **Deluxe Traveller**.

**Type X Express Boat.** The express boat (or xboat) is covered with deck plans and background material in Supplement 7, *Traders and Gunboats*. Since xboats are the primary source of communications between worlds, they are encountered in virtually all parts of the Imperium.

**Gazelle Class Close Escort.** The CE *Gazelle* class close escort is dealt with in detail, complete with deck plans, illustrations, and interior details, in Supplement 7, *Traders and Gunboats*.

**Lightning Class Cruisers.** The *Azhanti High Lightning* class cruiser is the subject of **Traveller** Game 3, *Azhanti High Lightning*. The game includes large decks plans as game maps for the 60,000-ton cruiser. In addition, **Traveller** Supplement 5, *Lightning Class Cruisers*, is available only in the game. The supplement includes details of all ships of the class, including construction dates, names, history of the ships in the class, and detailed references to the deck plans themselves. In addition, several scenarios indicate possible situations in which the cruiser may be used.

**Kinunir Class Colonial Cruiser.** The *Kinunir* class battlecruiser is the subject of Adventure 1, *The Kinunir*. The adventure includes details of the ship, several pages of deck plans, a complete crew listing for one of the ships, and five scenarios addressing various aspects of the ship. Finally, the adventure includes construction details for the class.

**Broadsword Class Mercenary Cruisers.** The mercenary cruiser is originally presented in Book 2, *Starships*, as a standard design ship. It is covered in detail, with detailed deck plans, background material, and two Amber Zone scenarios, in *Journal of the Travellers' Aid Society* No. 8.

# Letter Values

**Traveller** makes extensive use of hexadecimal notation; the letters A through F are used to represent the values 10 through 15 in the base 16 number system. The use of hexadecimal notation allows the presence of a single digit or character to represent a number value greater than 9. The result is greater utility in situations where only a single digit place is available. For example, in the universal personality profile, each of the six personal characteristics is allocated only one place; the letters which represent values greater than 9 can easily fit into those positions.

In many instances, values even beyond 15 (F) are called for. For example, when the number of batteries available on a ship exceeds 15, number values must be assigned to letters higher than F. The following table indicates the corresponding values and letters used in this supplement. Because the letter I and the letter O can be confused with the number 1 and the number 0, they are omitted. Using this table, values up to 33 (Z=33) can be expressed.

In cases where values greater than 33 are called for, it is possible to redefine letters toward the end of the alphabet as necessary. Within this supplement, such redefinitions are shown in the universal ship profile. For example, if it is necessary to express the values 40 and 50 when showing the number of batteries, the USP will show (Y=40. Z=50.) to indicate the redefinition of those particular letters. All non-redefined letters in the USP remain as shown on the table below.

## LETTER VALUES FOR USE WITH TRAVELLER

<i>Letter</i>	<i>Value</i>	<i>Letter</i>	<i>Value</i>
0	0	I	not used
1	1	J	18
2	2	K	19
3	3	L	20
4	4	M	21
5	5	N	22
6	6	O	not used
7	7	P	23
8	8	Q	24
9	9	R	25
A	10	S	26
B	11	T	27
C	12	U	28
D	13	V	29
E	14	W	30
F	15	X	31
G	16	Y	32
H	17	Z	33