

# ***TRAVELLER***



*Supplement 3:  
Fighting Ships*

*The Mighty Fleet*

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# TRAVELLER

## FIGHTING SHIPS

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# INTRODUCTION

Whether it is the domination of the Third Imperium of Man or a free sector of space littered with mercenaries, space is as much a battleground as any contested planetoid or field of war. Thousands of crewmen embark on lengthy missions aboard massive war ships which pack enough fire-power to boil a planet.

This book is a collection of warships found in the *Traveller* universe, bringing naval superiority to those who own and operate the largest and most impressive vessels. Some of these ships will be familiar to more experienced fans of the setting, some are new renditions of old designs, and a few are completely new. They were all designed using the ship design rules found in the *Traveller* core rulebook and *Traveller Book 2: High Guard*, combined with some anti-personnel weaponry found in *Traveller Book 1: Mercenary*.

The ship sections are divided into the following types:

## Small Craft

Carried into battle by starships; these fighters are a threat to larger vessels when they attack en masse. Filling a wide variety of combat roles they increase the tactical the options available to any admiral.

## Small Starships

Most destroyers are too powerful to be privately owned, but not large enough to go toe-to-toe with better armed ships. Destroyers

pack a lot of fire-power for their size; typically less than 5,000 tons. Also included is an auxiliary starship, a courier vessel produced to fulfil a specific military role.

## Cruisers

This section contains longer-ranged vessels built to carry high-powered spinal mounted weapons. Ranging between 20,000 and 100,000 tons, these are commonly used as flagships in major task forces.

## Carriers

This section is dedicated to large vessels that were built to carry squadrons of smaller ships, bringing non-jump capable craft directly into battle. Most are built to carry hordes of fighters, although smaller (and cheaper) carriers exist to fill roles where fewer small craft will be required.

## Battleships

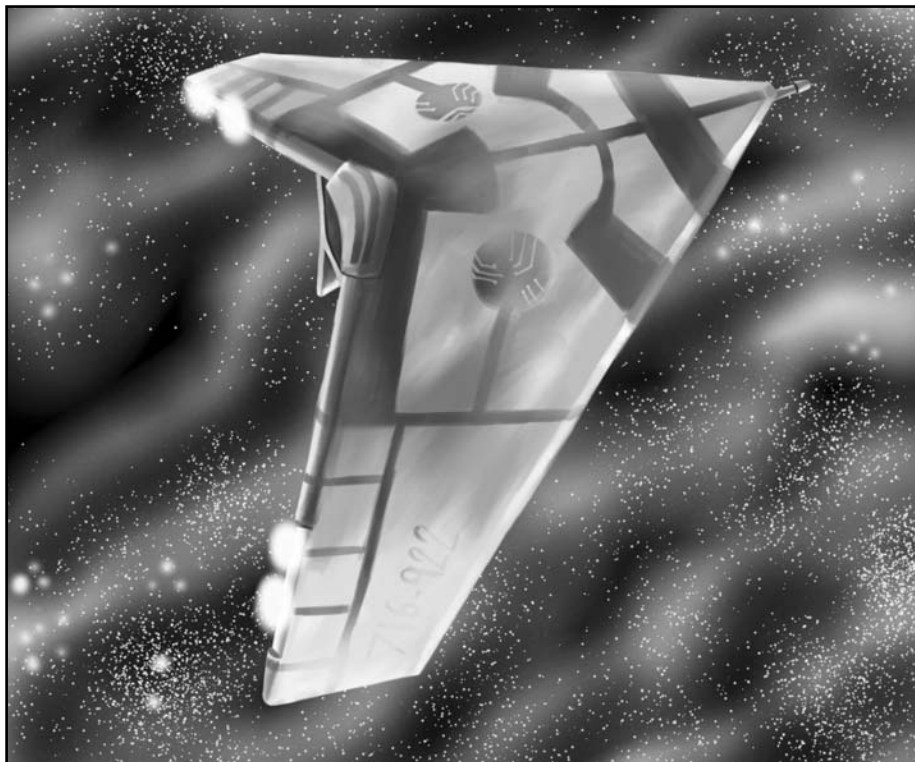
Detailing large ships which are more powerful than entire fleets of smaller craft, battleships are enormous jump-capable warships often called 'dreadnoughts'. They are offensive powerhouses covered in secondary batteries and arrays, making them almost impervious to small craft and missile fire.

# SMALL CRAFT

## AUTOMATED ATTACK CRAFT

A light and fast fighter, the automated attack craft is an armoured flying wing with a set of gun mountings attached to an intelligent computer. The AAC is capable of being programmed to fulfil any mission required of it. It is a favourite of planetary navies which, for whatever reason, are unable to produce their own pilots.

Assault Fighter			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.20
	Streamlined	Structure 1		0.12
Armour	Crystaliron	12 points	3	0.72
Manoeuvre Drive	sK	Thrust 10	5	11
Power Plant	sK	Rating 10	3.9	7.5
Bridge	Drone Suite		1.5	2
Computer	Model 5	Rating 25	—	10
Electronics	Very Advanced	DM +2	5	4
Weapons	Fixed Mounting	Beam Laser	1	1.1
	Anti-Personnel Mount	Rocket Launcher x2	—	0.004
Fuel	0.1 ton	12 hours of operation	0.1	—
Software	Manoeuvre/0		—	—
	Evade/2	Rating 15	—	2
	Fire Control/2	Rating 10	—	4
Total Tonnage & Cost			19.5	43.644

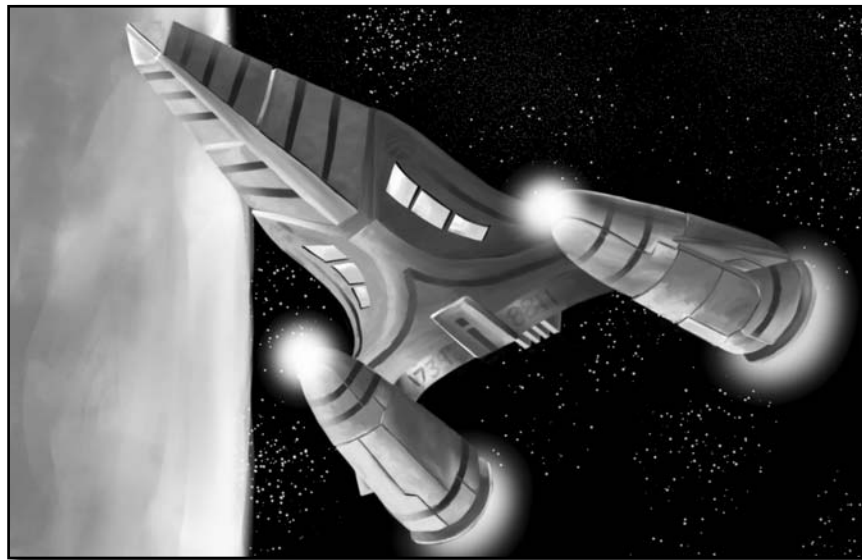


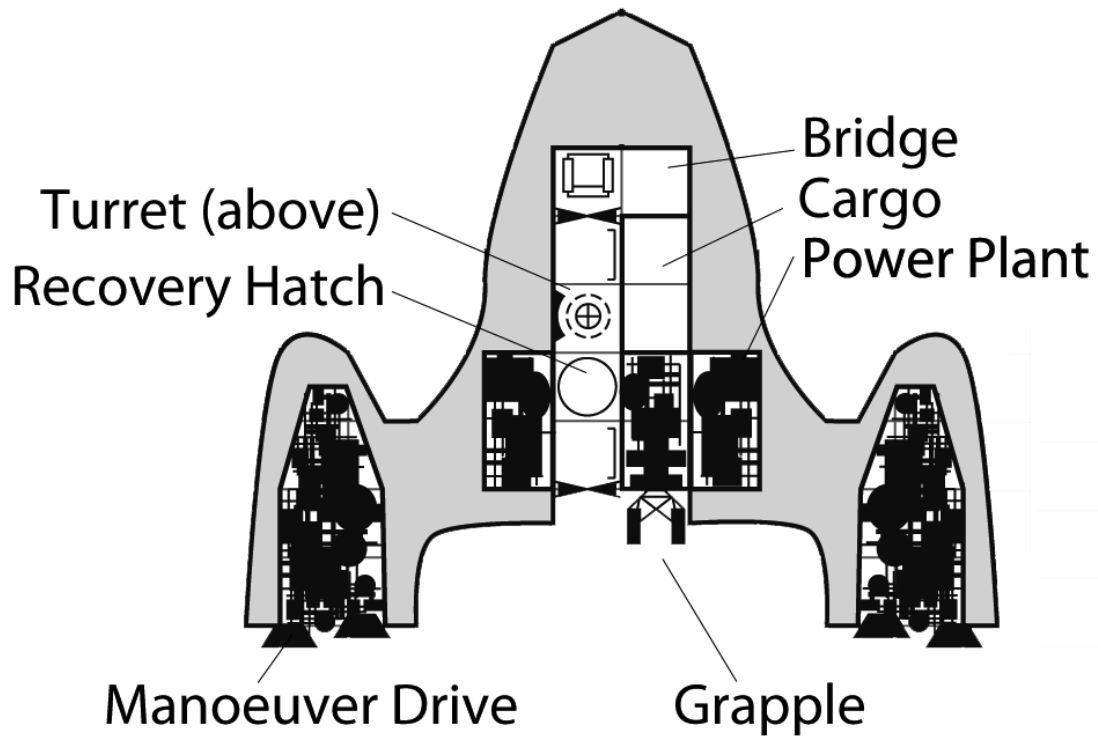


## CARRIER SUPPORT FIGHTER

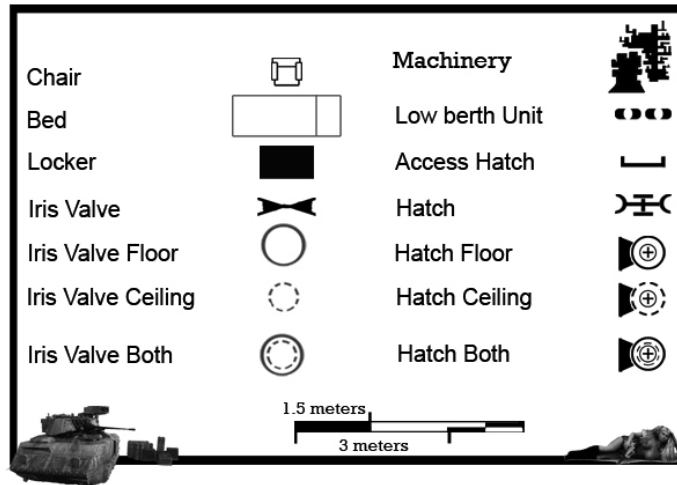
The carrier support fighter is a small and fast ship used in the defence of carriers, and to recover damaged fighters requiring help to return to the parent ship. Using powerful thrusters and a grapnel arm, the support fighter will grab a damaged fighter and land both craft. Also used for ejected pilot retrieval, the model-7 swivelling turret sandcaster keeps enemy fighters at bay while the belly-opening airlock scoops up vacc-suited personnel.

Carrier Support Fighter			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.2
	Streamlined	Structure 1		0.12
Armour	Crystaliron	8 points	2	0.48
Manoeuvre Drive	sH	Thrust 8	4	9
Power Plant	sH	Rating 8	3.3	6.5
Bridge	Cockpit for 1		1.5	2
Computer	Model 4	Rating 20	—	5
Electronics	Basic Military	DM +0	2	1
Weapons	Turret	Sandcaster	1	0.45
Ammunition	20 sandcasters		1	—
	10 pebbles		0.5	—
Fuel	0.15 ton	One day of operation	0.15	—
Cargo	1 ton		1	—
Extras	Airlock		1	0.2
	Grappling Arm		2	1
Software	Manoeuvre/0		—	—
	Intellect		—	1
	Evade/1	Rating 10	—	1
	Fire Control/1	Rating 5	—	2
Total Tonnage & Cost			19.45	30.95





20 dton Carrier Support Fighter

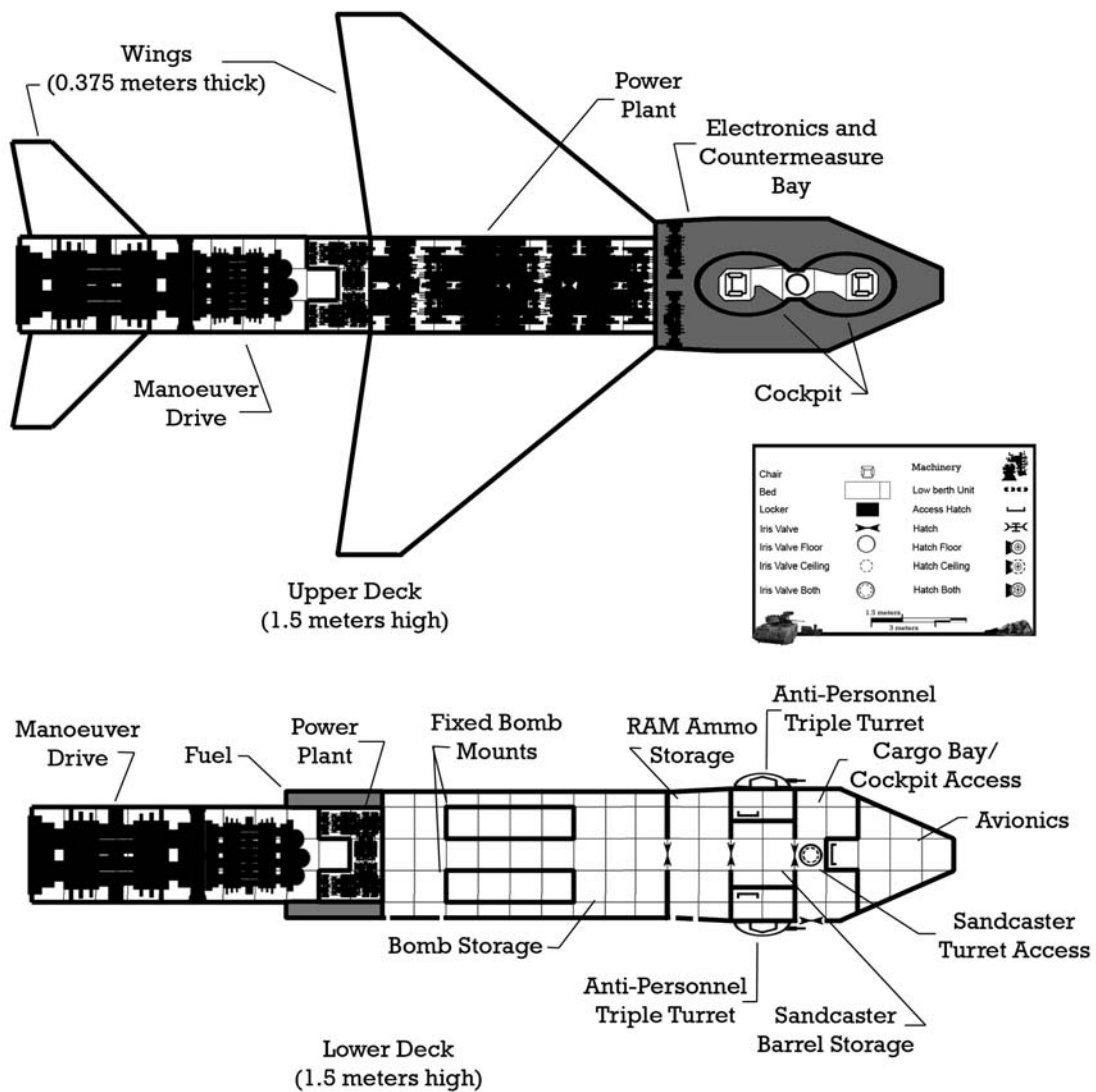
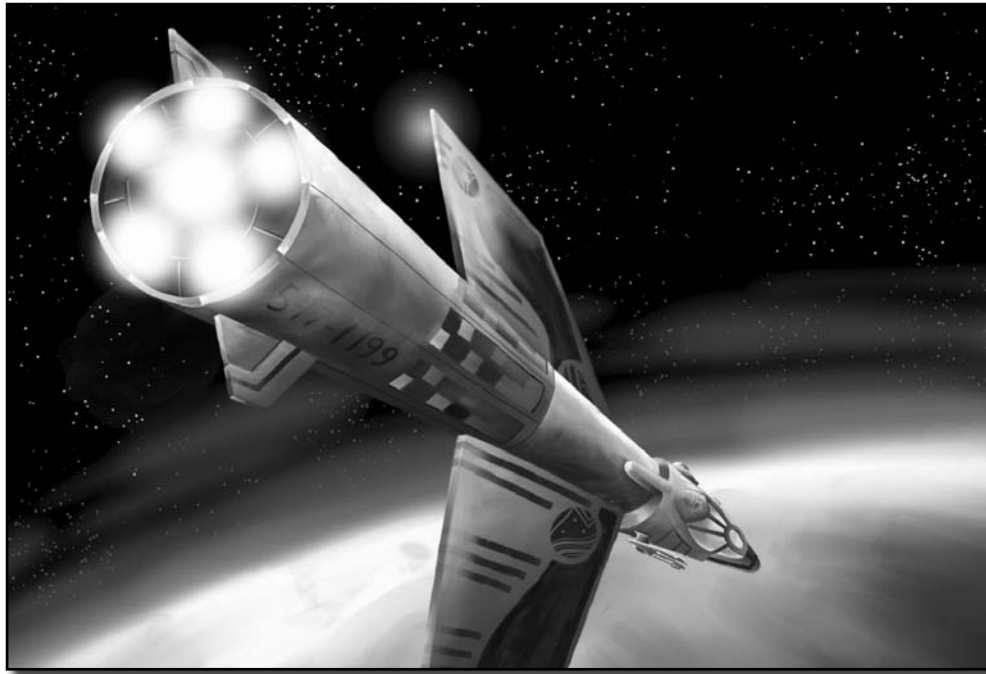


## GROUND ATTACK FIGHTER, BOMBARDIER-CLASS

Large for a fighter, but expensive and useless in a space engagement; the *Bombardier* ground attack fighter provides close air support for troops landing on an enemy world. It is atmospheric capable and equipped with defensive measures to survive heavy ground based fire. It is capable of saturating several square kilometres with its sizeable payload of explosive projectiles before needing to return to its carrier for refuelling and rearming.

Ground Attack Fighter			Tons	Price (MCr)
Hull	70 Tons	Hull 1		1.7
	Streamlined	Structure 1		0.17
	Aerofins		7	0.35
Armour	Crystaliron	16 points	14	1.36
Manoeuvre Drive	sU	Thrust 6	14	28
Power Plant	sU	Power 6	9.3	22
Bridge	Cockpit for 2		3	0.7
Computer	Model 5	Rating 25	—	10
Electronics	Countermeasure	DM+4	7	6
Weapons	Fixed Mount	Bombing Rack x2	1	1.75
	Turret Mount	Sandcaster	1	0.45
	Anti-Personnel Mount	RAM x3	1	0.0024
	Anti-Personnel Mount	RAM x3	1	0.0024
	Anti-Personnel Mount	Rocket Launcher	—	0.002
Ammunition	84 bombs (count as standard missiles)		7	—
	20 Sandcasters		1	—
	Rockets/RAM rounds <sup>1</sup>		2	—
Fuel	1.5 ton	One week of operation	1.5	—
Cargo	2 tons		2	—
Software	Manoeuvre/o		—	—
	Evade/1	Rating 10	—	1
	Fire Control/3	Rating 15	—	6
Total Tonnage & Cost			67.3	79.4868

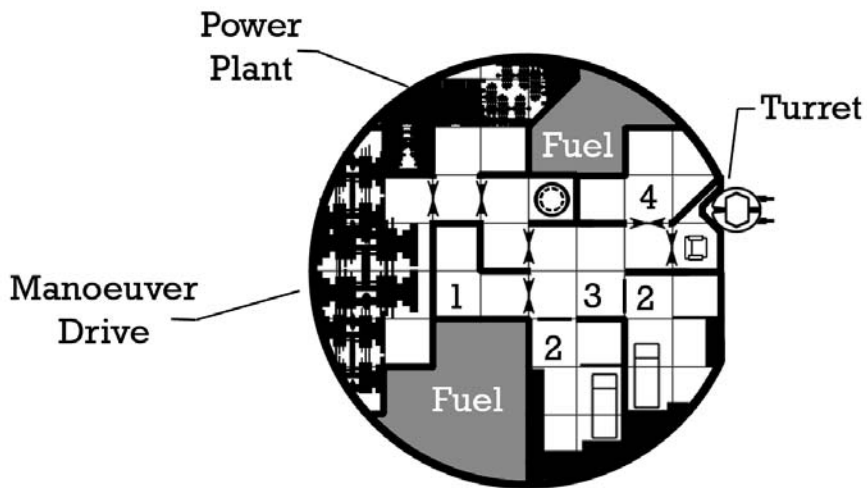
<sup>1</sup> The ammunition stores for anti-personnel weaponry is considered limitless in a normal engagement.



## SYSTEM DEFENCE FIGHTER, CONSTABLE-CLASS

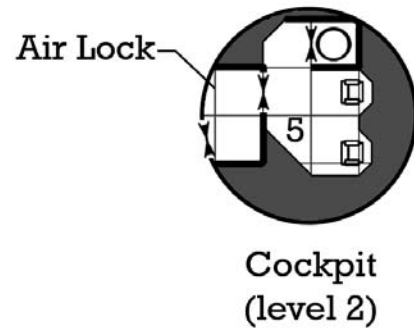
A saucer-shaped fighter designed to move from planet to planet over several weeks of travel, carrying two crew who pilot the vessel in shifts. The *Constable*-class fighter is armed well enough to deal with pirate shuttles and similar craft, but is rarely asked to confront anything more powerful. When encountering larger hostile vessels its best option is to escape to the nearest fleet carrier and call heavier allies to deal with the threat.

System Defence Fighter			Tons	Price (MCr)
Hull	40 Tons	Hull 1 Structure 1		1.4
	Radiation shielding			10
Armour	Crystaliron	4 points	2	0.28
Manoeuvre Drive	sK	Thrust 5	5	11
Power Plant	sK	Rating 5	3.9	7.5
	Solar Panels		0.39	0.039
Bridge	Control cabin for 2		6	4
Computer	Model 4	Rating 20	—	5
Electronics	Advanced	DM +1	3	2
Weapons	Double Turret	Pulse Laser/Missile Rack	1	1.75
Ammunition		24 Missiles	2	—
Fuel	6 tons	Six weeks of operation	6	—
Cargo	1.5 tons		1.5	—
Staterooms	2 Staterooms	Double Occupancy	8	1
Extras	Air Lock		1	0.2
Software	Manoeuvre/o		—	—
	Intellect	Rating 10	—	1
	Library/o		—	—
	Evade/1	Rating 10	—	1
	Fire Control/2	Rating 10	—	4
Total Tonnage & Cost			39.79	50.169

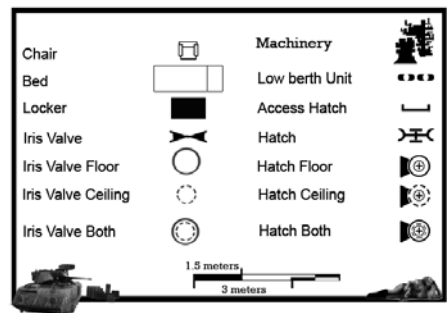


Engineering Deck  
(level 1)

1. Cargo Bay
2. Stateroom
3. Common Area
4. Missile Storage
5. Bridge



Cockpit  
(level 2)

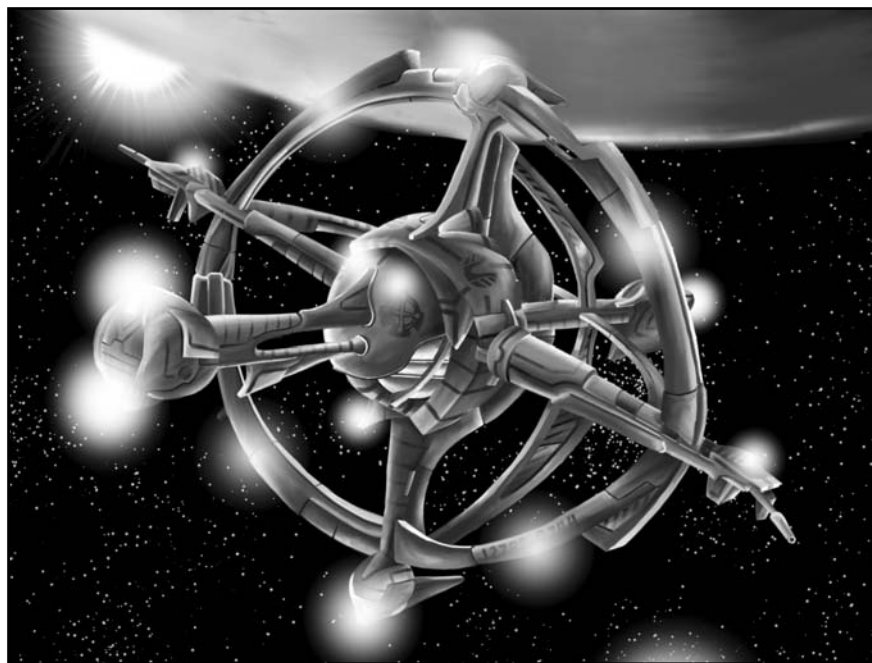


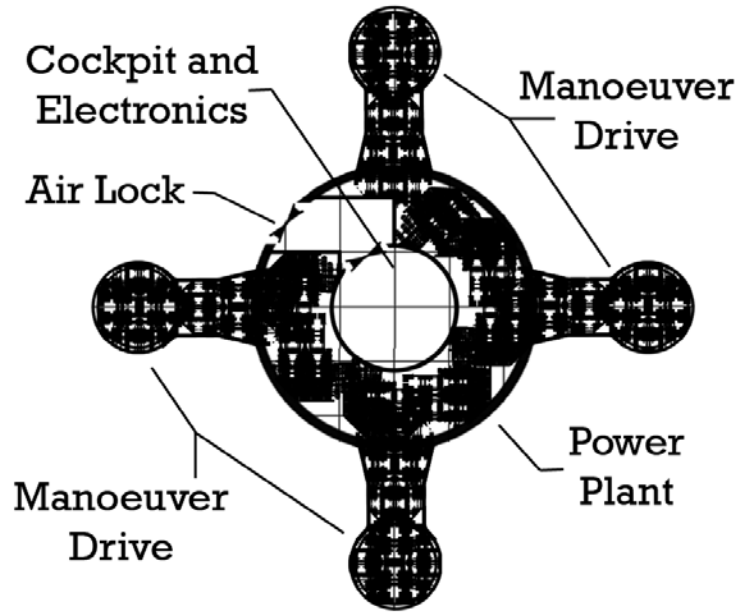
## TURRET WING FIGHTER, GYRO-CLASS

A non-atmospheric fighter designed around a spherical cockpit with wing-like struts to enhance pilot-visibility and agility, the *Gyro* is an strange but innovative fighter. Two pilots are belted into the central core cockpit, standing back-to-back, each controlling one of the turret-wing struts. Manoeuvring thrusters are positioned on armoured facets over its surface, giving it effectively a full range of directional control by simply spinning the cockpit to face the direction the ship is to move.

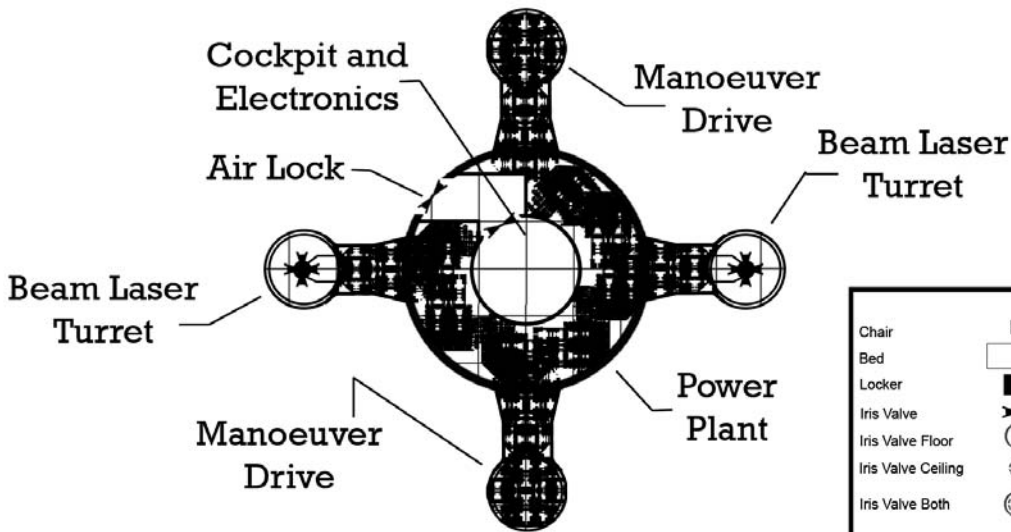
Note: Due to the *Gyro*-class fighter's unique shape and design it can ONLY be launched from a ship equipped with Launch Tubes.

Turret Wing Fighter			Tons	Price (MCr)
Hull	40 Tons	Hull 1 Structure 1		1.4
Armour	Bonded Superdense	12 points	4	1.4
Manoeuvre Drive	sU	Thrust 9	14	28
Power Plant	sT	Rating 9	8.7	20
Bridge	Cockpit for 2		3	0.4
Computer	Model 5	Rating 25	—	10
Electronics	Advanced	DM +1	3	2
Weapons	Swivel Turret (counts as Pop-Up)	Beam Laser	2	2.2
	Swivel Turret (counts as Pop-Up)	Beam Laser	2	2.2
Fuel	0.75 tons	Three days of operation	0.75	—
Extras	Airlock		1	0.2
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Evade/2	Rating 15	—	2
	Fire Control/2	Rating 10	—	4
Total Tonnage & Cost			38.45	73.8



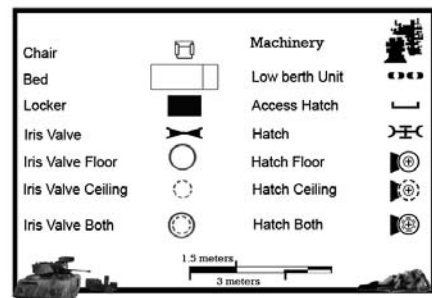


Front View



Side View

Direction of travel →



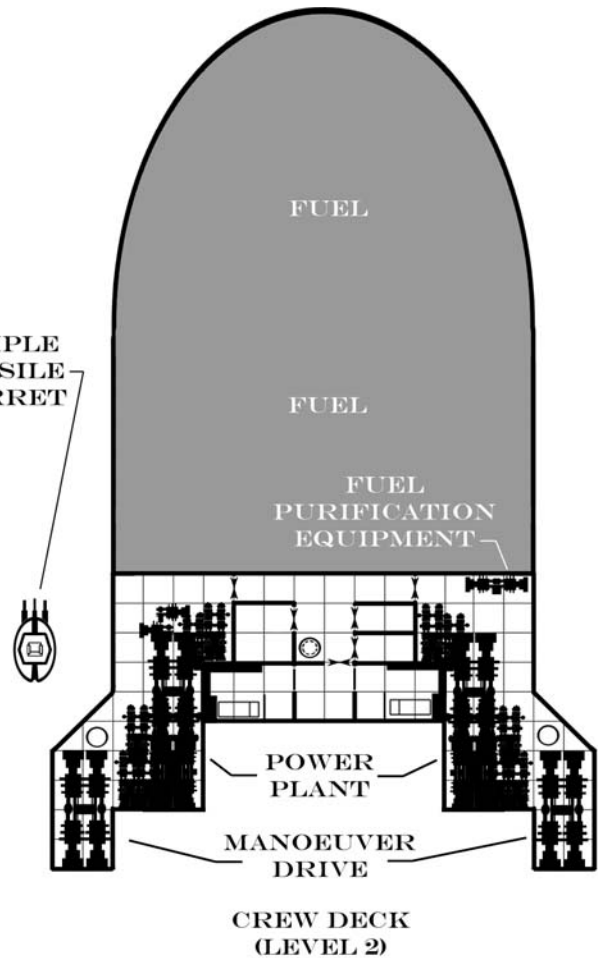
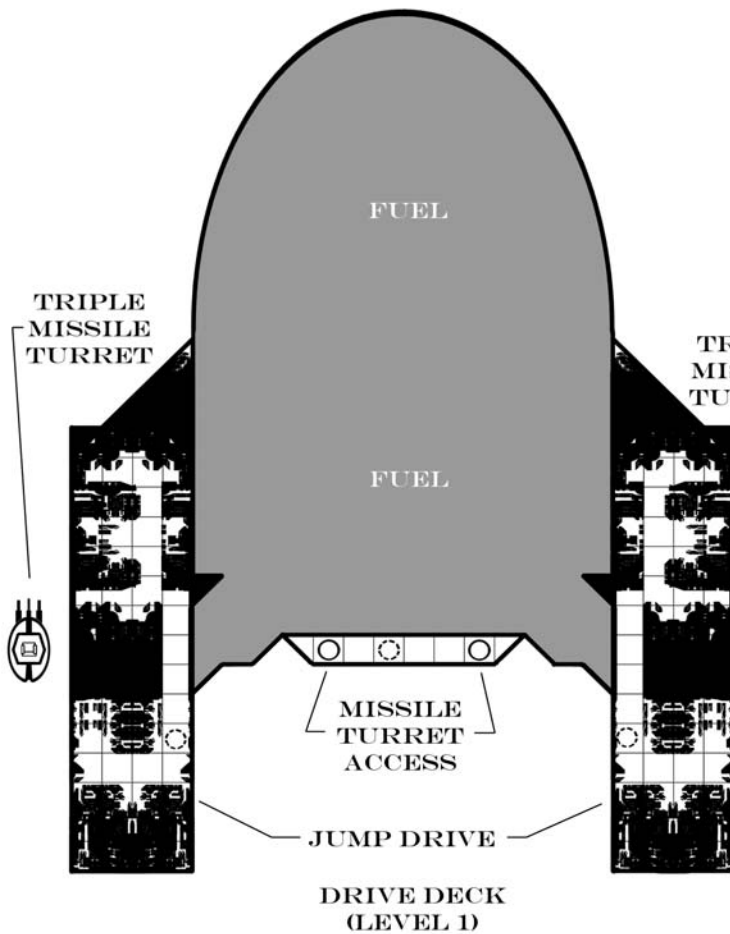
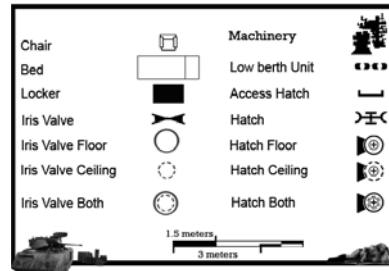
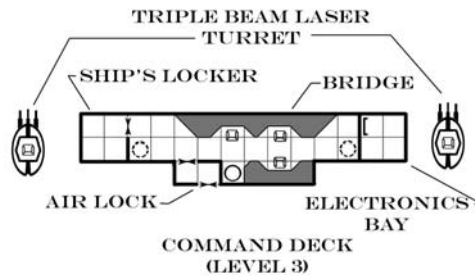
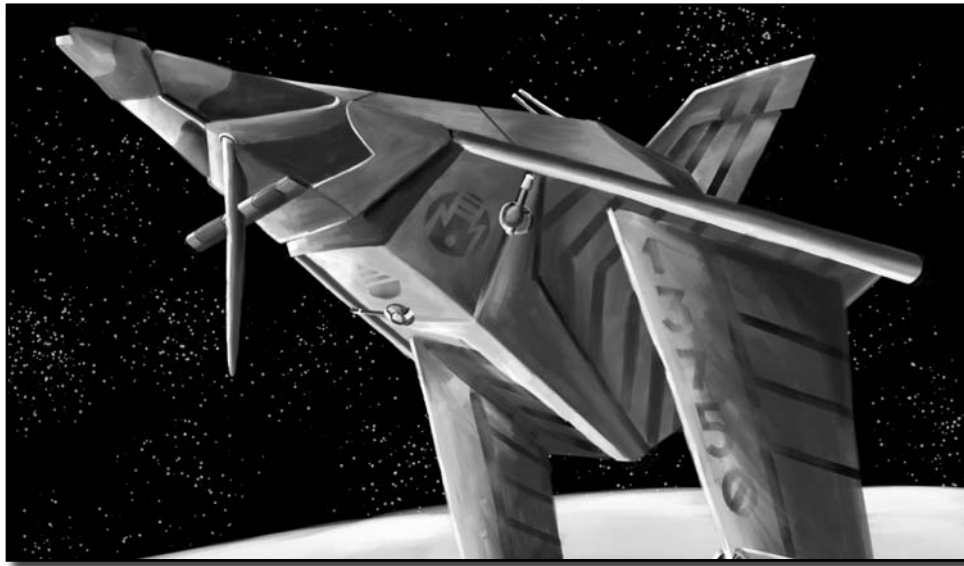


# SMALL STARSHIPS

## FLEET COURIER COMMUNICATION SHIP

The fleet courier is designed to quickly move from one fleet to the next with a hold full of important communications and messengers in cryofreeze. It is lightly armed, but few pirates will try to and risk intercepting a jump since the vessel is usually travelling from one naval fleet to another. The crew is minimal and normally only consists of a pilot (who is also the captain), navigator/gunner, an engineer and a gunner. Additional crew to fully man the vessel (usually more engineers and gunners) can only be borne on a "hot bunking" basis and is not recommended for extended operations.

Fleet Courier			Tons	Price (MCr)
Hull	400	Hull 8 Structure 8 Streamlined		16
Armour	None			1.6
Jump Drive M		Jump 6	65	120
Manoeuvre Drive D		Thrust 2	7	16
Power Plant M		Rating 6	37	96
Bridge		Hardened	20	2.5
Computer	Model/6	Rating 30	—	20
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Triple Turret (Beam Lasers)	1	4
	Hardpoint #2	Triple Turret (Beam Lasers)	1	4
	Hardpoint #3	Triple Turret (Missile Racks)	1	3.25
	Hardpoint #4	Triple Turret (Missile Racks)	1	3.25
Ammunition		12 missiles	1	—
Fuel	252 tons	One Jump 6 — One week of operation	252	—
Cargo	2 tons		2	—
2 Staterooms		Double Occupancy	8	1
2 Low Berths			1	0.1
Extras	Fuel Scoops		—	1
	Fuel Processors	All Fuel in 16 days	0.825	0.04125
Software	Manoeuvre/o		—	—
	Intellect		—	2
	Library		—	—
	Evade/2	Rating 10	—	2
	Jump Control/6	Rating 30	—	0.6
	Fire Control/2	Rating 10	—	4
Maintenance Cost (monthly)				0.0248
Life Support Cost (monthly)				0.0062
Total Tonnage & Cost			399.825	297.34125



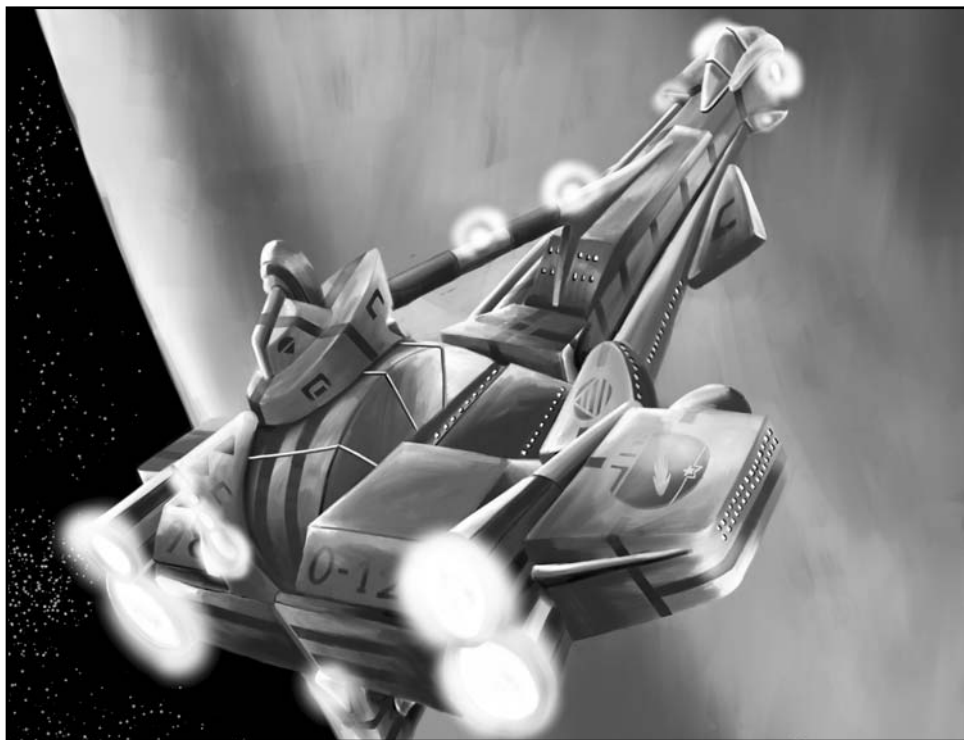
## AGASHAAM-CLASS DESTROYER

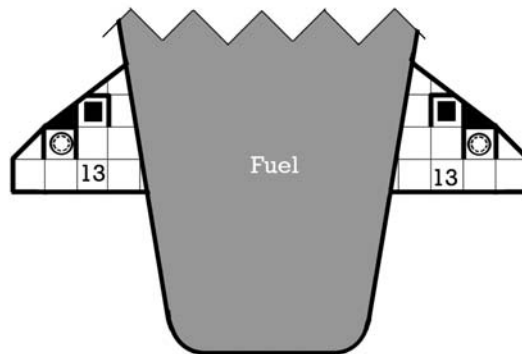
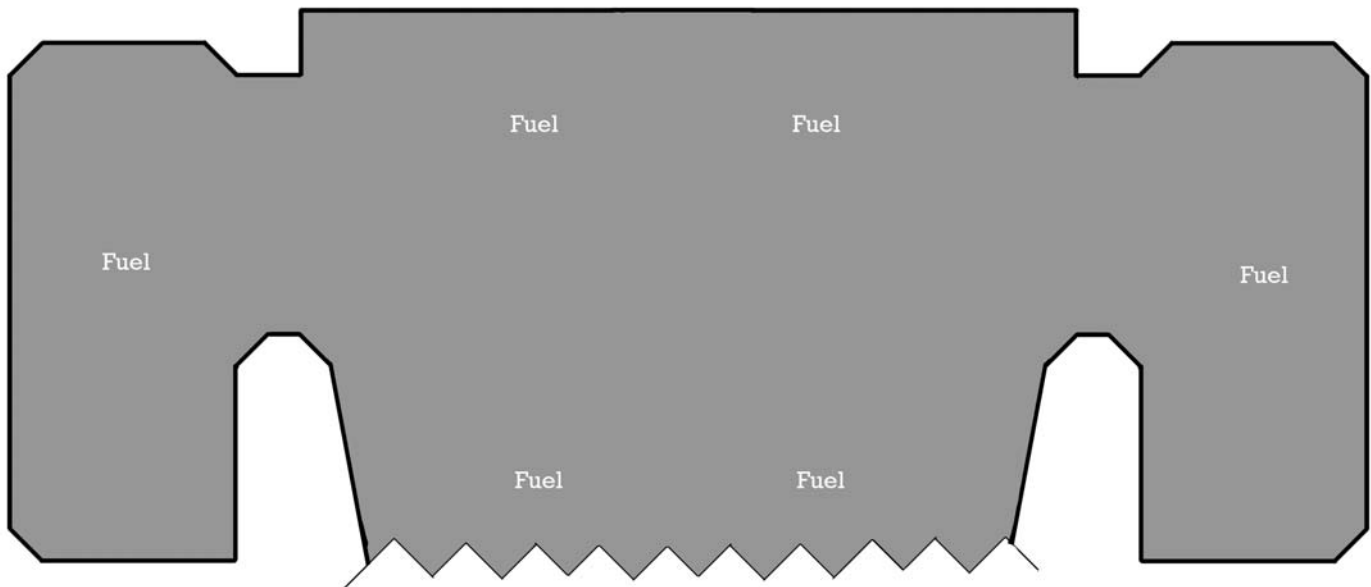
The *Agashaam* class was rushed into the Imperial order of battle when it was originally produced, with many of its systems untested. However these ships proved to be reliable and soon became a favourite of the men who served upon them. These ships are fast, agile and used in squadrons of ten to twenty ships, overwhelming enemy vessels of larger size through numbers and concentration of fire-power.

Agashaam Destroyer			Tons	Price (MCr)
Hull	3,000 tons 2 sections each	Wedge Hull 30 Structure 30		360
		Streamlined		—
Armour	Crystaliron	4 points	150	72
Jump Drive		Jump 4	150	300
Manoeuvre Drive		Thrust 6	97.5	48.75
Power Plant		Rating 6	150	375
Bridge		2 Command Modules	30	30
Computer	Core / 9	Rating 100	—	130
Electronics	Advanced	DM +1	3	2
		Countermeasures x 2	14	12
Weapons	Bay	Particle Beam	50	20
	Turrets	6 x Triple Missile Rack	6	19.5
		8 x Triple Beam Laser	8	32
		6 x Triple Sandcaster	6	10.5
	Screens	Nuclear Damper	20	30
		Meson Screen	50	70
Ammunition		600 missiles	50	—
		1,500 sandcaster barrels	75	—
Fuel	1,400 tons	One Jump 4 – Four weeks of operation	1,400	—
Cargo	410 tons		410	—
28 Staterooms		Double Occupancy	112	14
o Low Berths			—	—
Extras	Airlock x2		1	0.2
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 2 days	35	1.75
	Repair Drones		30	6
	28 Escape Pods		14	1.4
Craft	2 50-ton Cutters	Standard Hangars	130	64.916
Software	Manoeuvre/o		—	-
	Intellect		—	1
	Library		—	-
	Evade/3		—	3
	Auto-Repair/2		—	10
	Fire Control/4		—	8
	Jump Control/4		—	0.4
Maintenance Cost (monthly)				0.1353
Life Support Cost (monthly)				0.074
Total Tonnage & Cost			2,991.5	1623.416

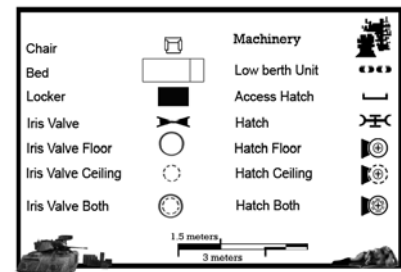
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	4	Survivors (-4)
Gunnery	18	Skeleton (-2)
Flight	5	Half (-1)
Troops	0	Weakened
Service	9	Full
Frozen Watch	0	Battle – Starting Position
Total	46	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

Engineering			Forward	
Hull	50		50	
Structure	50		50	
Roll	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull
3	J-Drive	Countermeasure	Nuclear Damper	3 x Triple Sandcaster
4	P-Plant	M-Drive	Computer	Cutter
5	Meson Screen	3 x Triple Missile Rack	Hold	4 x Triple Beam Laser
6	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull
9	Fuel	3 x Triple Missile Rack	Particle Beam Bay	3 x Triple Sandcaster
10	J-Drive	M-Drive	Hangar	Cutter
11	P-Plant	4 x Triple Beam Laser	Command Bridge	Countermeasure
12	Critical	Hull	Critical	Hull

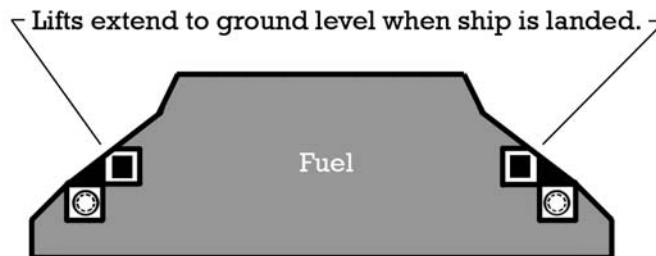




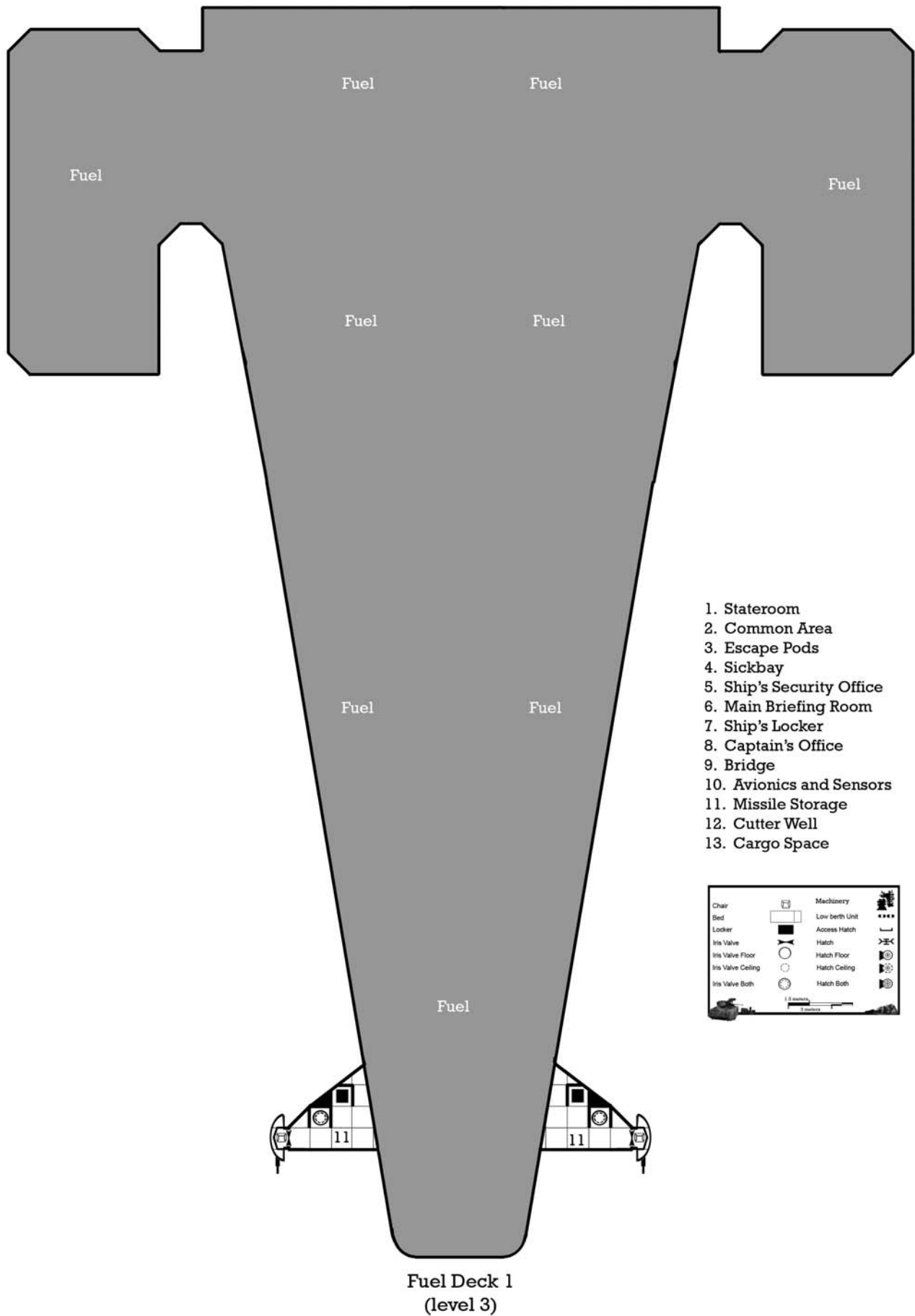
Fuel Deck 2  
(level 2)

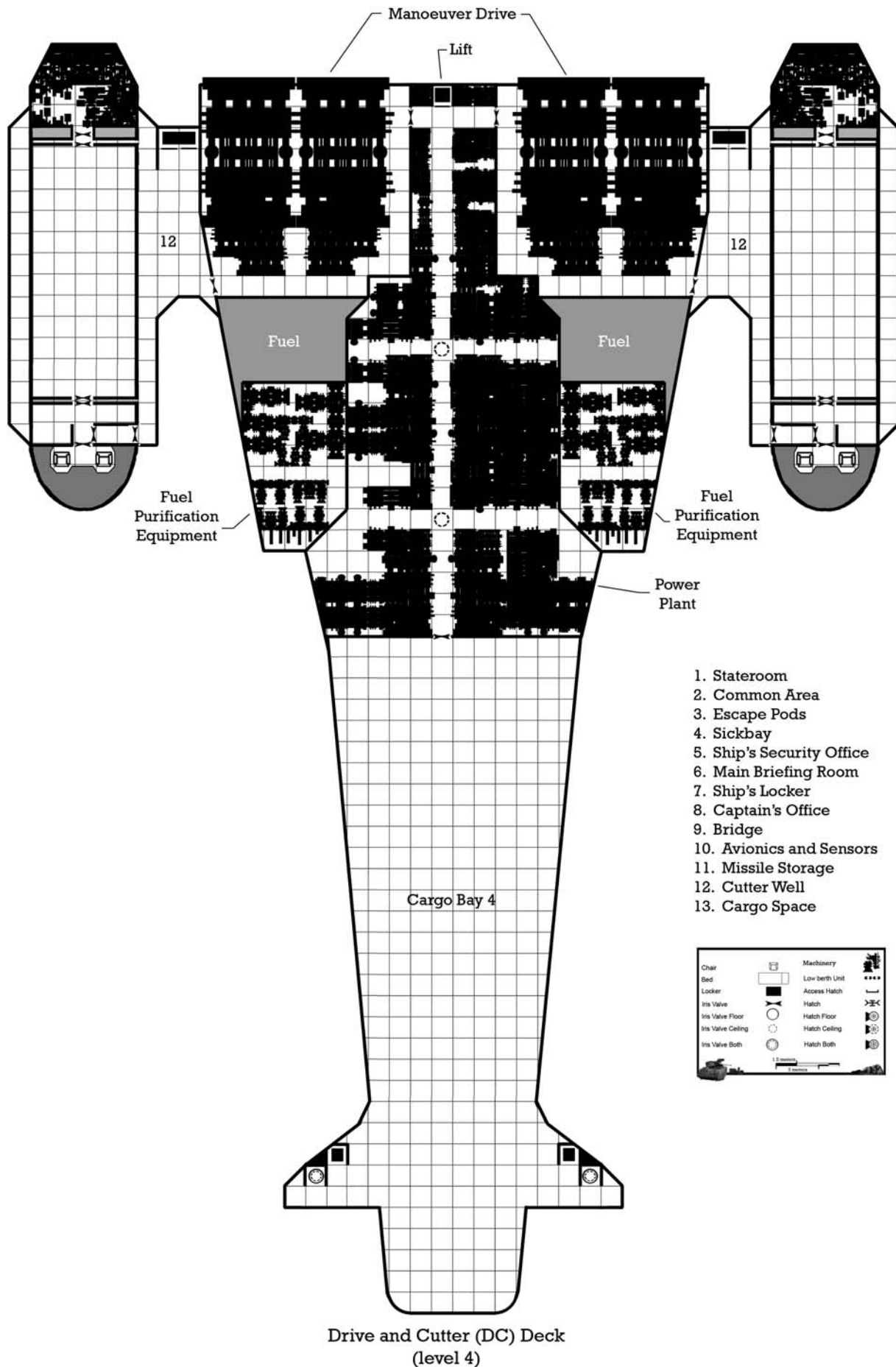


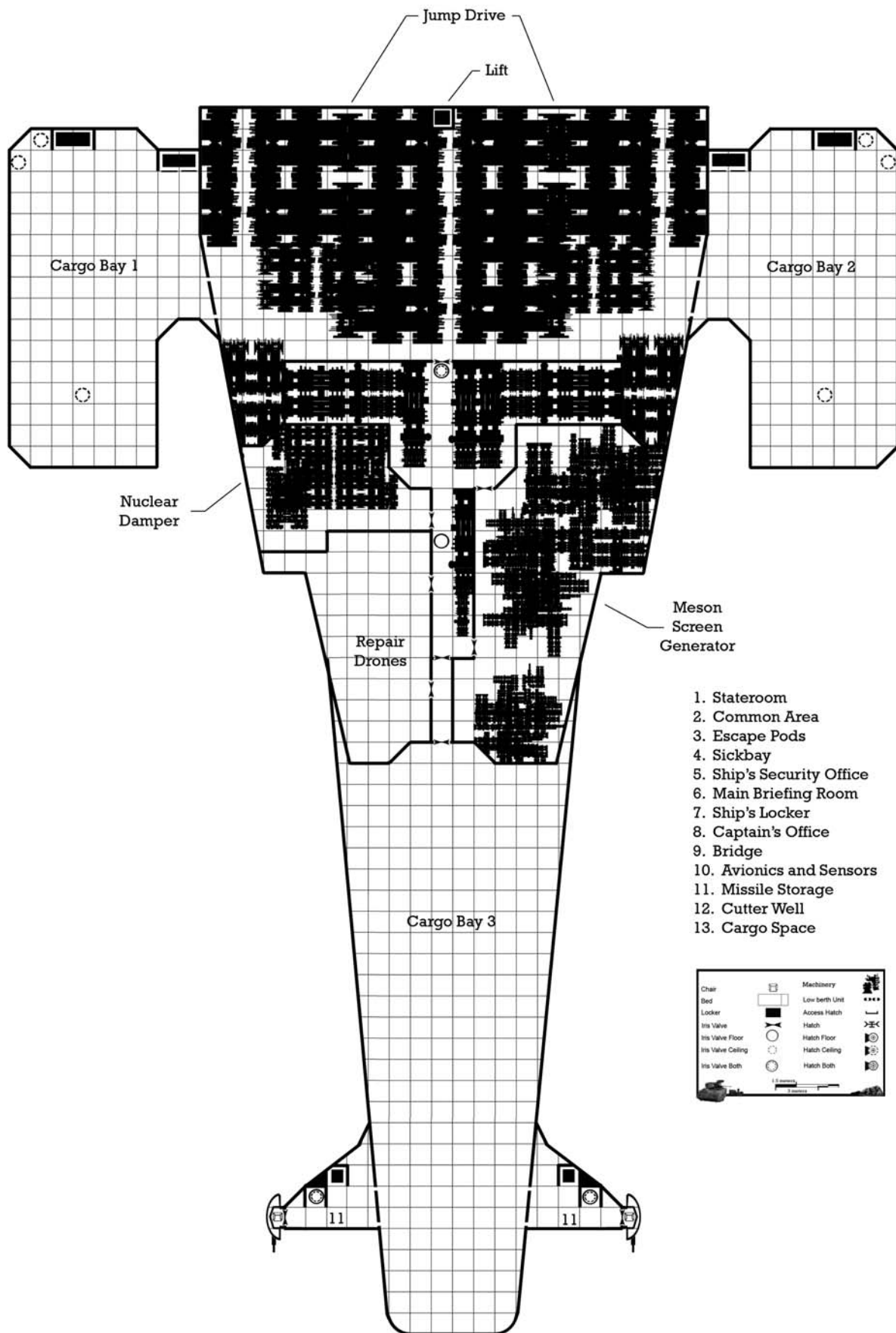
1. Stateroom
2. Common Area
3. Escape Pods
4. Sickbay
5. Ship's Security Office
6. Main Briefing Room
7. Ship's Locker
8. Captain's Office
9. Bridge
10. Avionics and Sensors
11. Missile Storage
12. Cutter Well
13. Cargo Space



Fuel and Ground Entrance (FGE) Deck  
(level 1)

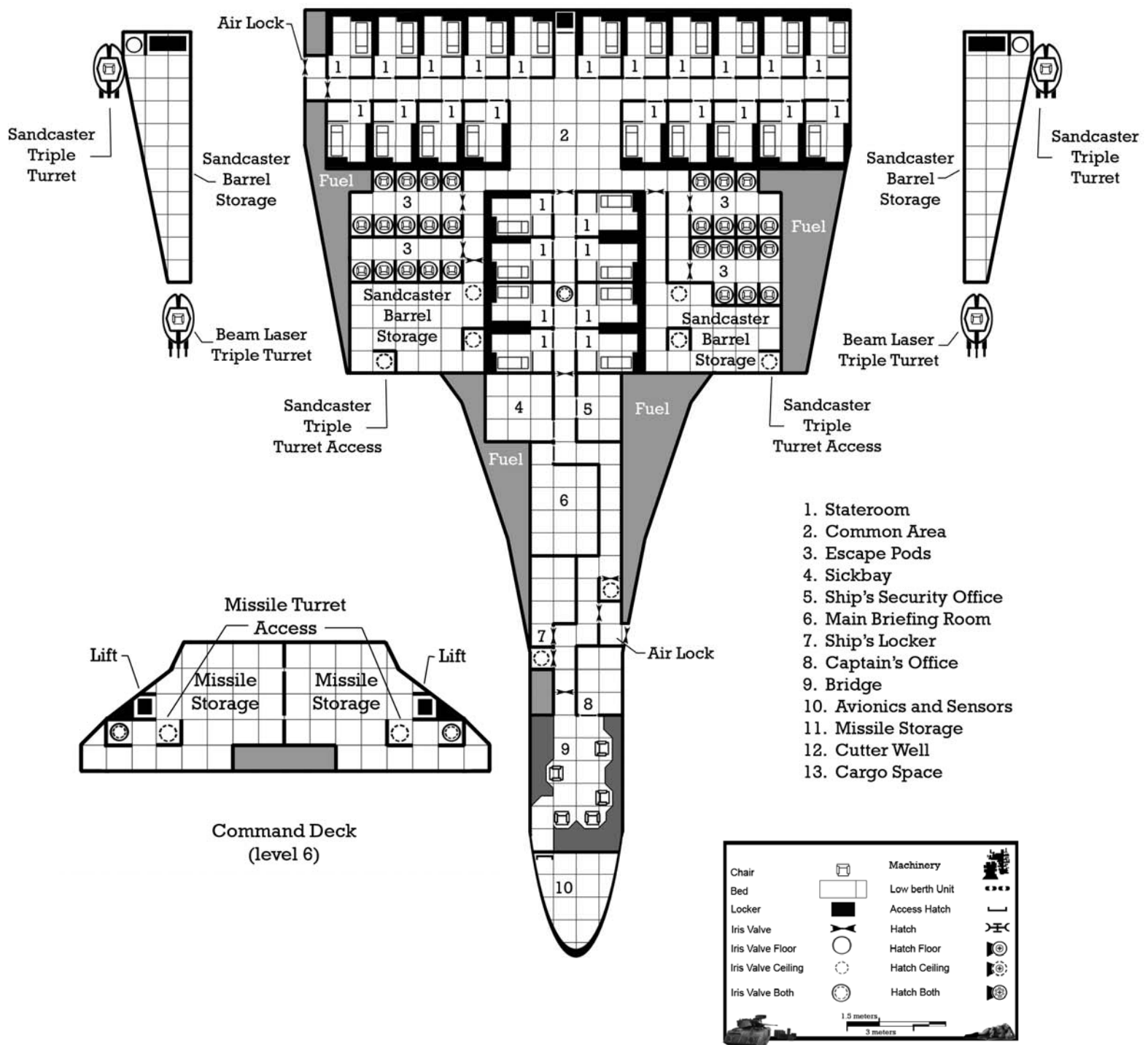






Drives and Screens (DS) Deck  
(level 5)





# CRUISERS

## ARMoured CRUISER (GHALALK-CLASS)

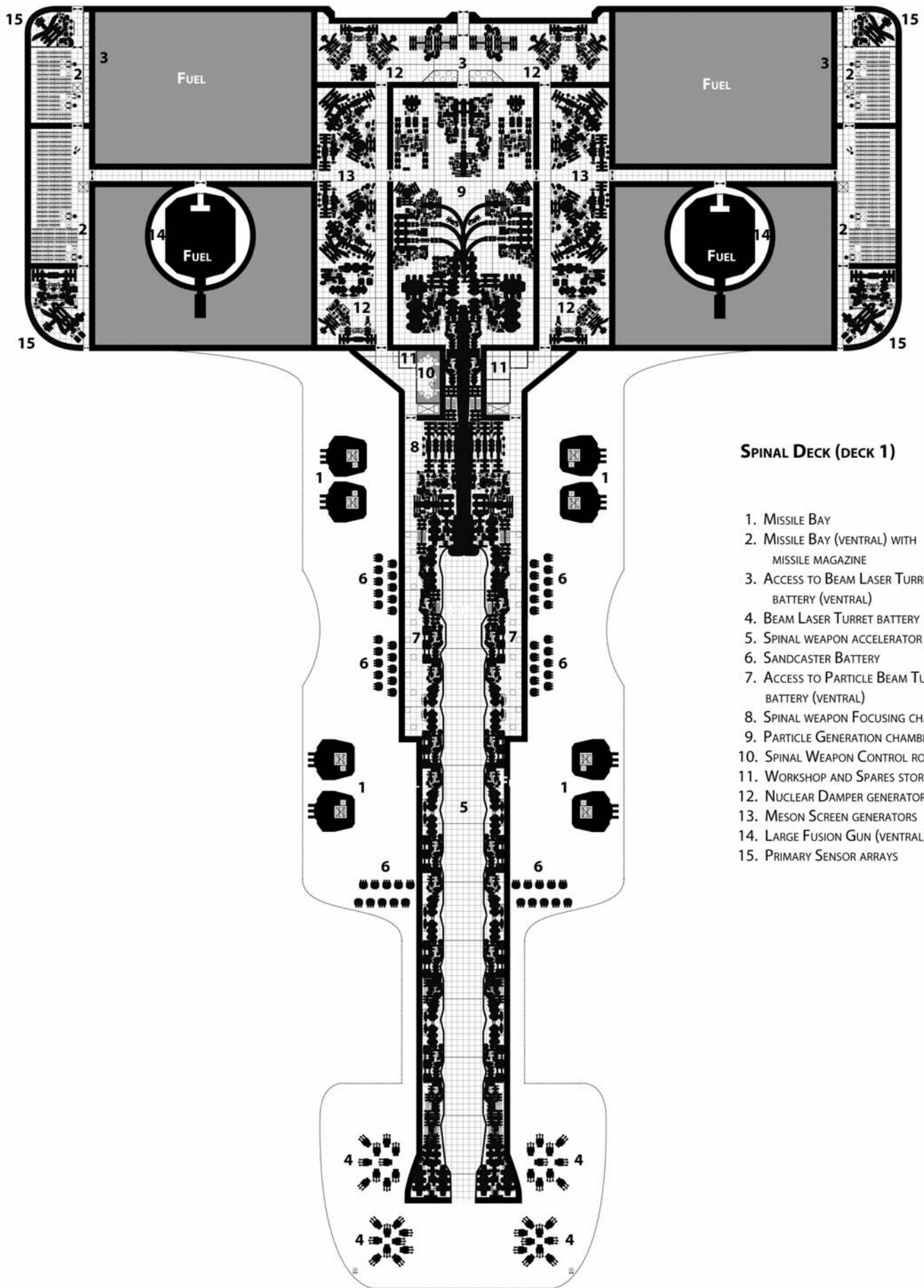
A front line workhorse in times of war, the *Ghalalk*-class cruiser is a heavily armed and armoured reminder to the universe that the Imperium is a force to be reckoned with. It can power its way through enemy lines to bring an impressive armament to bear while launching transports full of troops to board crippled enemy vessels.

Armoured Cruiser			Tons	Price (MCr)
Hull	50 ktons 4 sections each	Wedge (TL14) Hull 312 Structure 312 Streamlined		7,500
Armour	Bonded Superdense	12 pts	5,000	7,500
Jump Drive		Jump 4	2,500	5,000
Manoeuvre Drive		Thrust 5 (TL10)	1,125	703.125
Power Plant		Rating 5 (TL15)	1,500	7,500
Bridge		4 Command Modules	1,000	1,000
Computer	Core / 9fib x2	Rating 100	—	390
Electronics		Military Countermeasures x 3 Enhanced Signal Processors Distributed Arrays	252	243
Weapons	Spinal Bays	TL15 Particle Accelerator D (Rapid Fire)	3,500	2,500
		4 x Large Fusion Gun-14 (VH Yield)	404	80
		2 x Meson Gun-13 (Very High Yield)	202	250
		50 x Missile Bay-9	1,550	1,200
	Turrets	140 x Triple Beam Laser-11 (Accurate)	140	665
		140 x Triple Sandcaster	140	245
		54 x Triple Particle Beam-10 (VH Yield)	54	864
		70 x Triple Missile	70	227.5
	Dampers/Screens	5 Nuclear Dampers	200	250
		5 Meson Screens	350	450
Ammunition		24,300 missiles	2,025	—
		12,600 sandcaster barrels	630	—
Fuel	22,000 tons	One Jump 4 – Four weeks of operation	22,000	—
Cargo	2,765 tons		2,765	—
260 Staterooms			1,040	130
Barracks		Room for 200 Marines/Passengers	400	20
o Low Berths			—	—
Extras	Armoured Bulkheads	Drives	512.5	102.5
		Bridge	100	20
		Armaments	652	130.4
	Armoury x 30		60	15
	Briefing Room x4		16	2
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 2 days	550	27.5
	Repair Drones		500	100
	260 Escape Pods		130	26
Craft	3 Boarding Craft; 1 50-ton Cutter	Standard Hangars	299	278.728
Software	Manoeuvre/o		—	—
	Intellect	Rating 10	—	2
	Library		—	—
	Evade/3	Rating 25	—	6
	Auto Repair/2	Rating 20	—	20
	Jump Control/4	Rating 20	—	0.8
	Fire Control/5	Rating 25	—	20
Maintenance Cost (monthly)				3.1225
Life Support Cost (monthly)				0.52
Total Tonnage & Cost			49,666.5	37,469.553

Department	Crew	Crew Damage Track
Command	25	Dead (-)
Engineering	52	Survivors (-4)
Gunnery	265	Skeleton (-2)
Flight	12	Half (-1)
Troops	200	Weakened
Service	100	Full
Frozen Watch	0	Battle — Starting Position
Total	654	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

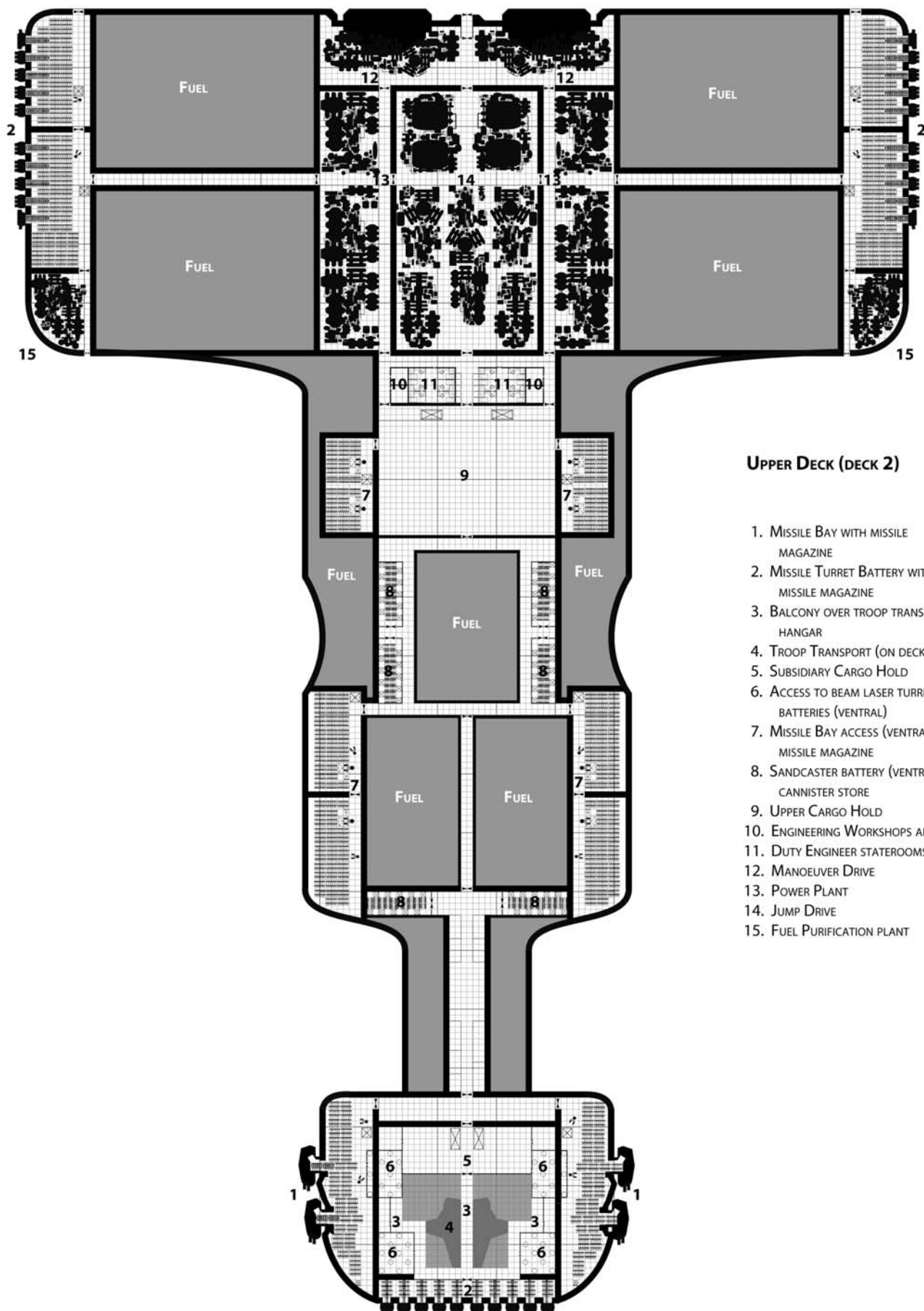
	Engineering		Amidships		Main		Forward	
Hull	312		250		250		250	
Structure	312		250		250		250	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	Hull	Command	Military Counter measure	Command Bridge	Cutter	Nuclear Damper	Military Counter measure
4	P-Plant	M-Drive	Spinal Mount	Spinal Mount	Spinal Mount	Spinal Mount	Spinal Mount	Spinal Mount
5	10 x Missile Bay	35 x Sandcaster Turret	Barracks	35 x Beam Laser Turret	2 x Meson Gun Bay	35 x Sandcaster Turret	10 x Missile Bay	35 x Beam Laser Turret
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Hangar	27 x Particle Beam Turret	10 x Missile Bay	Troop Transport	10 x Missile Bay	27 x Particle Beam Turret	10 x Missile Bay	35 x Beam Laser Turret
10	J-Drive	M-Drive	35 x Sandcaster Turret	35 x Missile Turret	35 x Sandcaster Turret	Military Counter measure	Spinal Mount	35 x Beam Laser Turret
11	P-Plant	Troop Transport	Hangar	Military Counter measure	Meson Screen	Troop Transport	Computer	Military Counter measure
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull





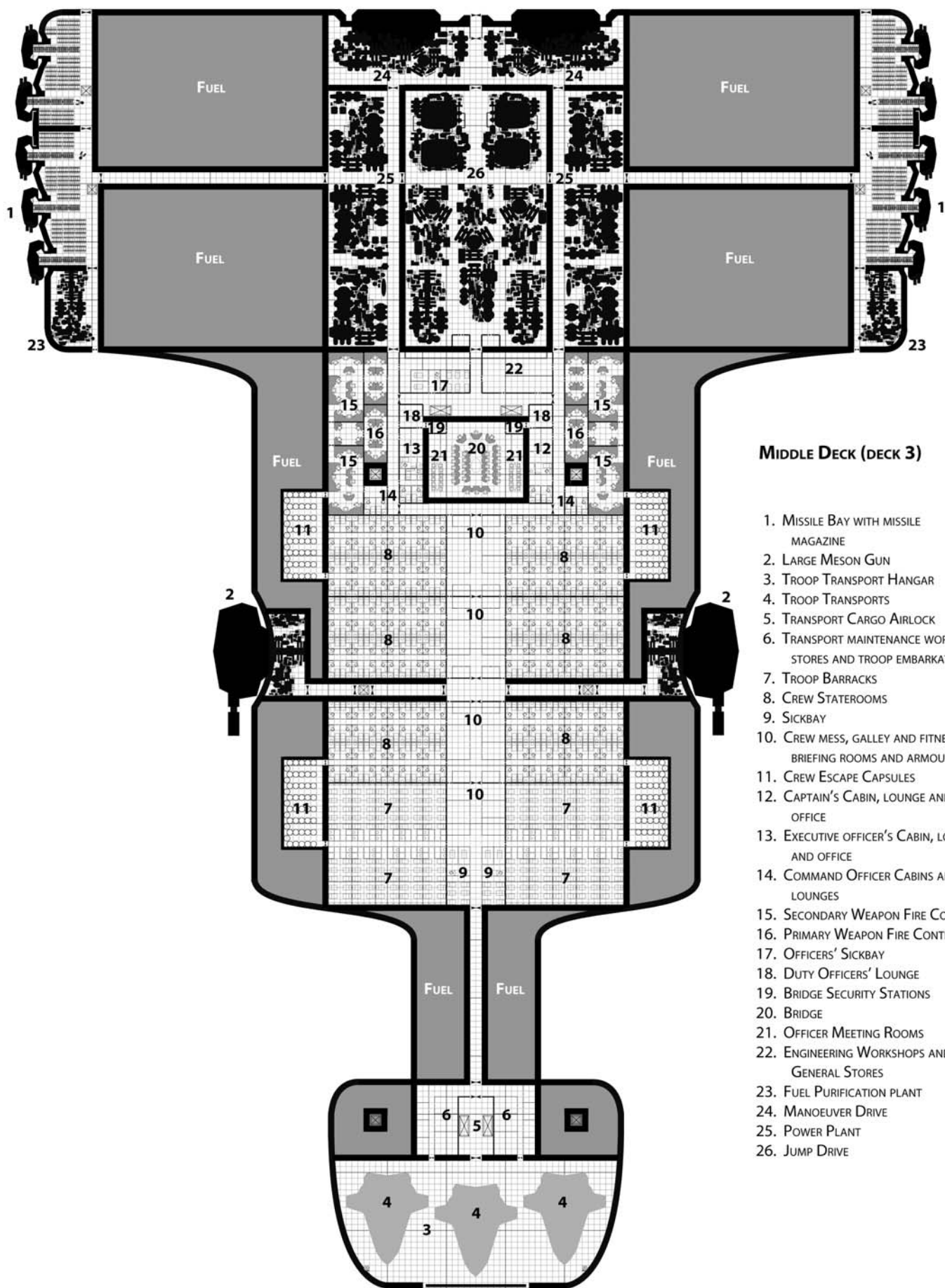
### SPINAL DECK (DECK 1)

1. MISSILE BAY
2. MISSILE BAY (VENTRAL) WITH MISSILE MAGAZINE
3. ACCESS TO BEAM LASER TURRET BATTERY (VENTRAL)
4. BEAM LASER TURRET BATTERY
5. SPINAL WEAPON ACCELERATOR COILS
6. SANDCASTER BATTERY
7. ACCESS TO PARTICLE BEAM TURRET BATTERY (VENTRAL)
8. SPINAL WEAPON FOCUSING CHAMBER
9. PARTICLE GENERATION CHAMBER
10. SPINAL WEAPON CONTROL ROOM
11. WORKSHOP AND SPARES STORE
12. NUCLEAR DAMPER GENERATORS
13. MESON SCREEN GENERATORS
14. LARGE FUSION GUN (VENTRAL)
15. PRIMARY SENSOR ARRAYS



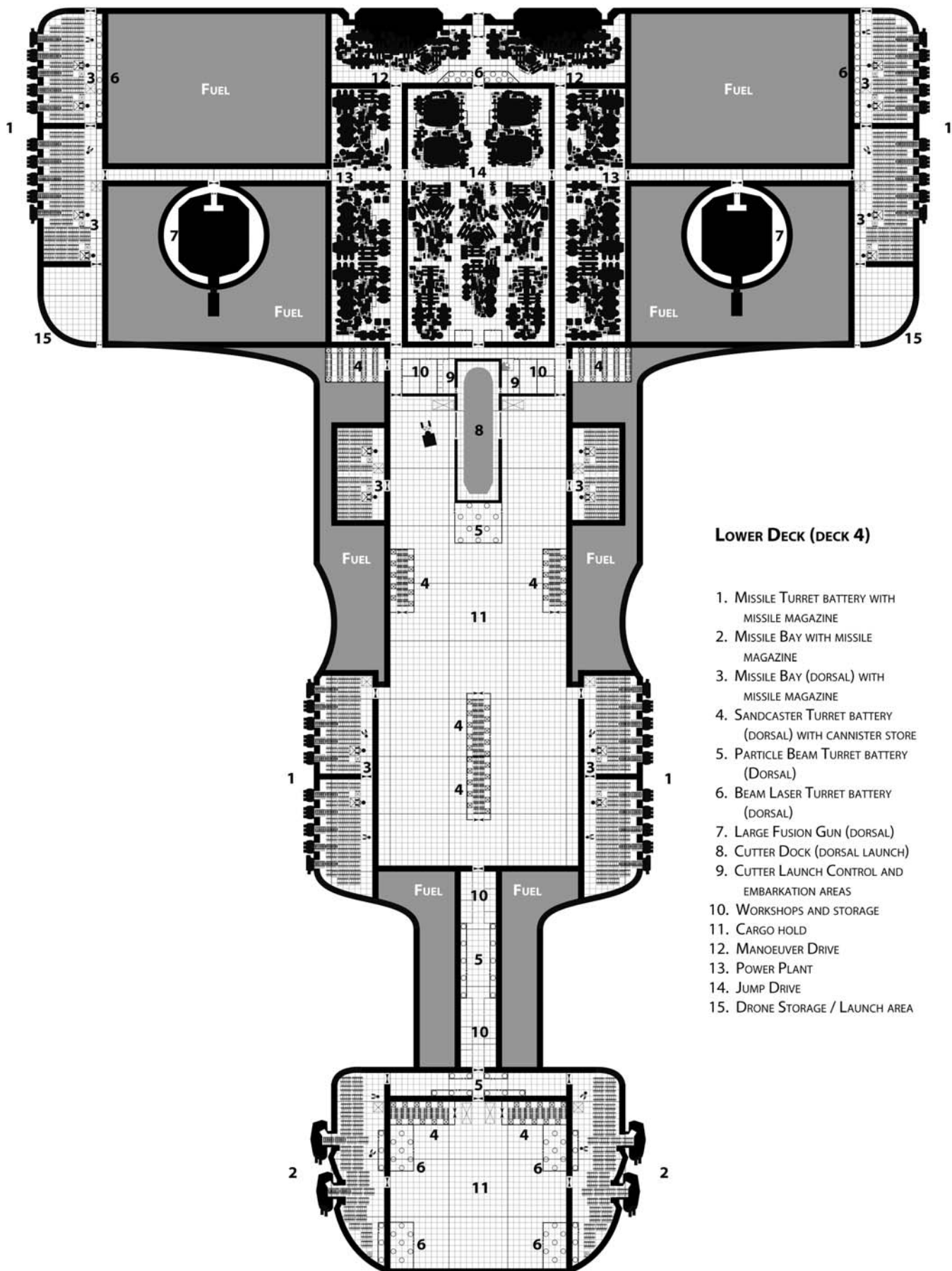
### UPPER DECK (DECK 2)

1. MISSILE BAY WITH MISSILE MAGAZINE
2. MISSILE TURRET BATTERY WITH MISSILE MAGAZINE
3. BALCONY OVER TROOP TRANSPORT HANGAR
4. TROOP TRANSPORT (ON DECK BELOW)
5. SUBSIDIARY CARGO HOLD
6. ACCESS TO BEAM LASER TURRET BATTERIES (VENTRAL)
7. MISSILE BAY ACCESS (VENTRAL) WITH MISSILE MAGAZINE
8. SANDCASTER BATTERY (VENTRAL) WITH CANNISTER STORE
9. UPPER CARGO HOLD
10. ENGINEERING WORKSHOPS AND STORES
11. DUTY ENGINEER STATEROOMS
12. MANOEUVRE DRIVE
13. POWER PLANT
14. JUMP DRIVE
15. FUEL PURIFICATION PLANT



**MIDDLE DECK (DECK 3)**

1. MISSILE BAY WITH MISSILE MAGAZINE
2. LARGE MESON GUN
3. TROOP TRANSPORT HANGAR
4. TROOP TRANSPORTS
5. TRANSPORT CARGO AIRLOCK
6. TRANSPORT MAINTENANCE WORKSHOPS, STORES AND TROOP EMBARKATION AREAS
7. TROOP BARRACKS
8. CREW STATEROOMS
9. SICKBAY
10. CREW MESS, GALLEY AND FITNESS AREAS, BRIEFING ROOMS AND ARMOURIES
11. CREW ESCAPE CAPSULES
12. CAPTAIN'S CABIN, LOUNGE AND OFFICE
13. EXECUTIVE OFFICER'S CABIN, LOUNGE AND OFFICE
14. COMMAND OFFICER CABINS AND LOUNGES
15. SECONDARY WEAPON FIRE CONTROL
16. PRIMARY WEAPON FIRE CONTROL
17. OFFICERS' SICKBAY
18. DUTY OFFICERS' LOUNGE
19. BRIDGE SECURITY STATIONS
20. BRIDGE
21. OFFICER MEETING ROOMS
22. ENGINEERING WORKSHOPS AND GENERAL STORES
23. FUEL PURIFICATION PLANT
24. MANOEUVRE DRIVE
25. POWER PLANT
26. JUMP DRIVE



## FRONTIER CRUISER (AZHANTI HIGH LIGHTNING-CLASS)

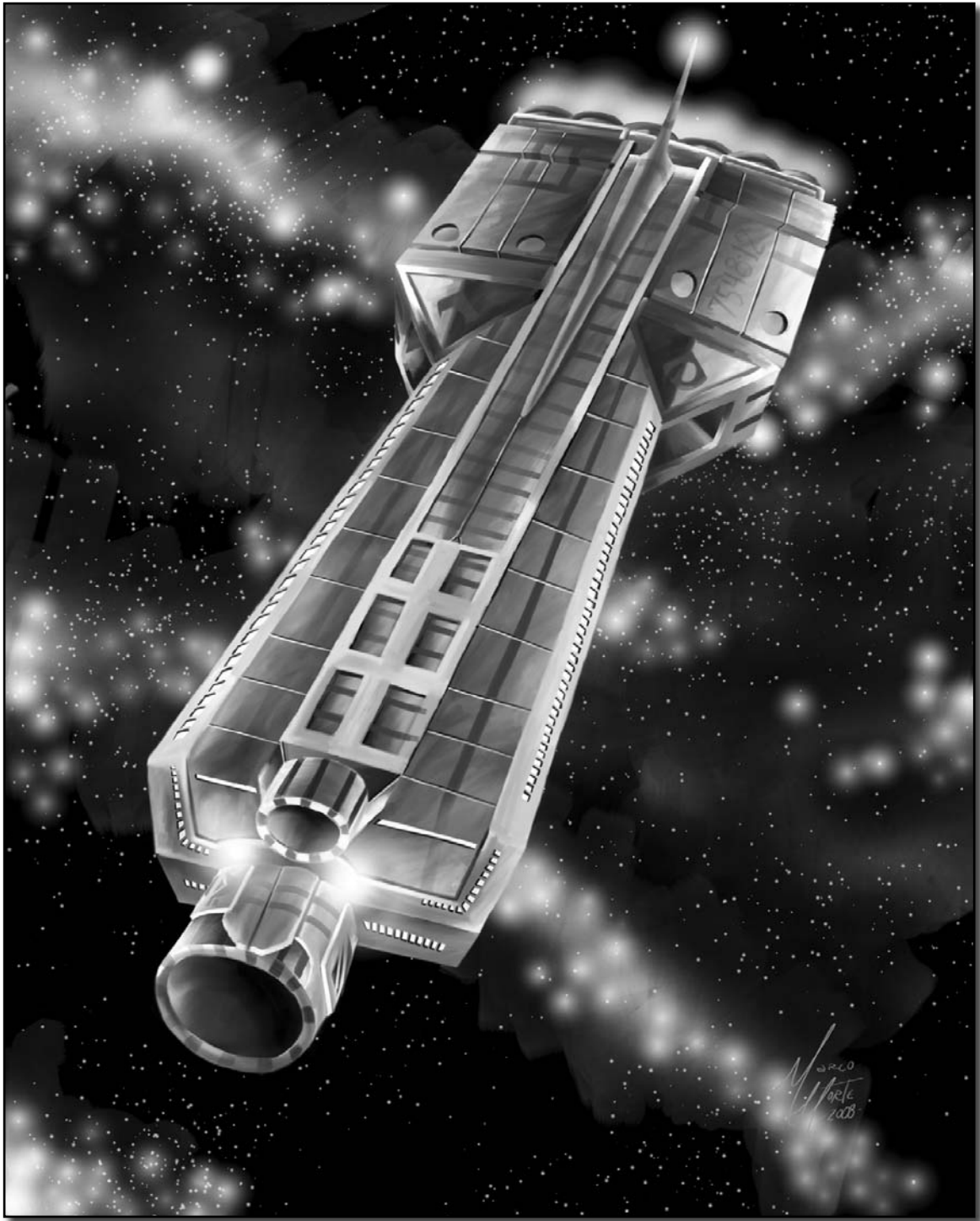
Now considered obsolete by the Imperial navy, the *Azhanti High Lightning*-class cruiser was built to fill several different roles, rather than specialising in one. Its ability to make jump 5 gives it tremendous range, but robs overall fuel efficiency. Many of these ships ended up in the Scout Service due to their 'ship-of-many-trades' design, refurbished to their needs.

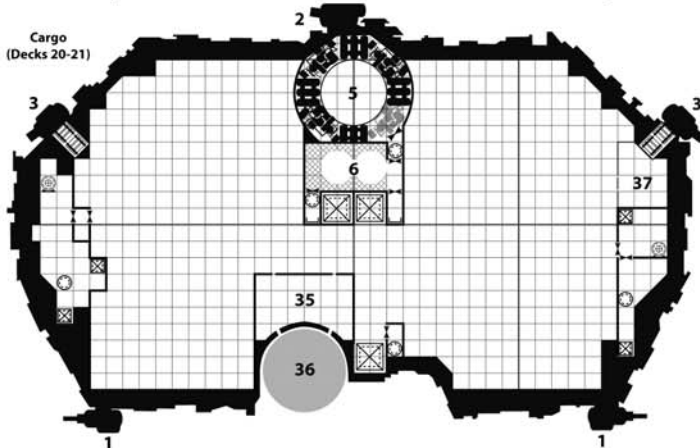
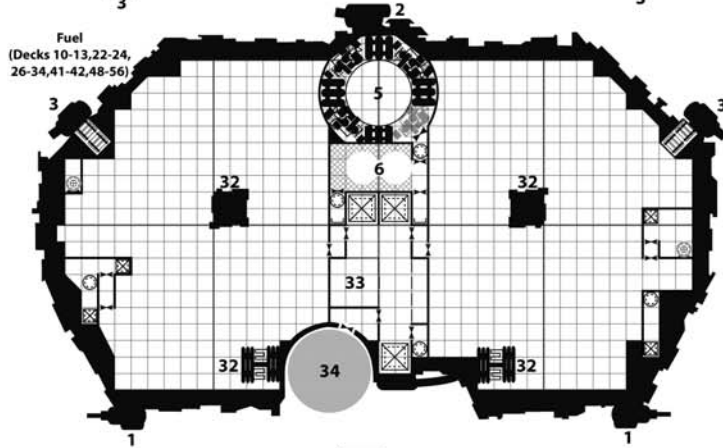
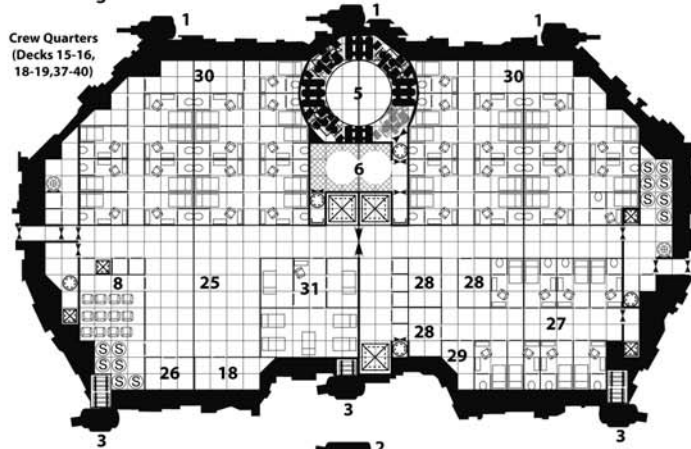
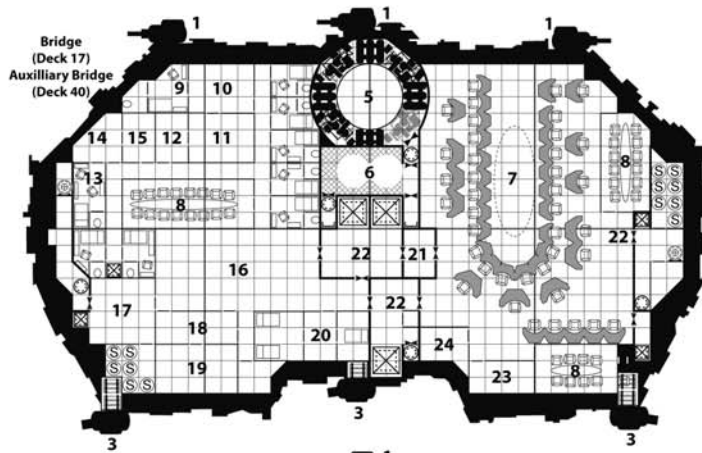
Frontier Cruiser			Tons	Price (MCr)
Hull	60 ktons 4 sections each	Wedge Hull 300 Structure 300 Streamlined	—	7,200
Armour	Crystaliron	4 pts	3,000	1,440
Jump Drive		Jump 5	3,600	7,200
Manoeuvre Drive		Thrust 2 (TL9)	675	421.875
Power Plant		Rating 5	2,400	6,000
Bridge		4 Command Modules	1,200	1,200
Computer	Core / 8fib x2	Rating 90	—	300
Electronics		Survey Sensors	10	10
		Counter Measures x 4	108	168
		Enhanced Signal Processors		
		Distributed Arrays		
Weapons	Spinal Bays	TL14 Particle Accelerator D	3,500	2,500
		5 x Fusion Gun -14 (Very High Yield)	255	50
		30 x Missile Bay -9	930	720
	Turrets	240 x Triple Beam Laser-11 (accurate)	240	1,140
		180 x Triple Sandcaster	180	315
		30 x Triple Particle Beam-10 (VHYield)	30	480
		80 x Triple Missile	80	260
	Dampers/Screens	4 Nuclear Dampers	160	200
		4 Meson Screens	280	360
Ammunition		24,000 missiles	2,000	—
		21,600 sandcaster barrels	1,080	—
Fuel	33,200 tons	One Jump 5 – Four weeks of operation	33,200	—
Cargo	336 tons		336	—
412 Staterooms			1,648	206
0 Low Berths			—	—
Extras	Luxuries x 5		5	0.5
	Probe Drones x 20		4	2
	Armoury x 28		56	14
	Briefing Room x 8		32	4
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 4 days	415	20.75
	Repair Drones		600	120
	412 Escape Pods		206	41.2
Craft	4 Cutters; 80 20 ton Fighters	Standard Hangars	2,340	545.862 (+ fighters)
		Two Launch Tubes	1,000	500
Software	Manoeuvre/0		—	—
	Intellect	Rating 10	—	2
	Library		—	—
	Evade/3	Rating 25	—	6
	Auto Repair/2	Rating 20	—	20
	Jump Control/5	Rating 25	—	1
	Fire Control/5	Rating 25	—	20
Maintenance Cost (monthly)				2.6224
Life Support Cost (monthly)				0.824
Total Tonnage & Cost			59,995	31,469.187



Department	Crew	Crew Damage Track
Command	30	Dead (-)
Engineering	67	Survivors (-4)
Gunnery	215	Skeleton (-2)
Flight	172	Half (-1)
Troops	150	Weakened
Service	120	Full
Frozen Watch	0	Battle – Starting Position
Total	754	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

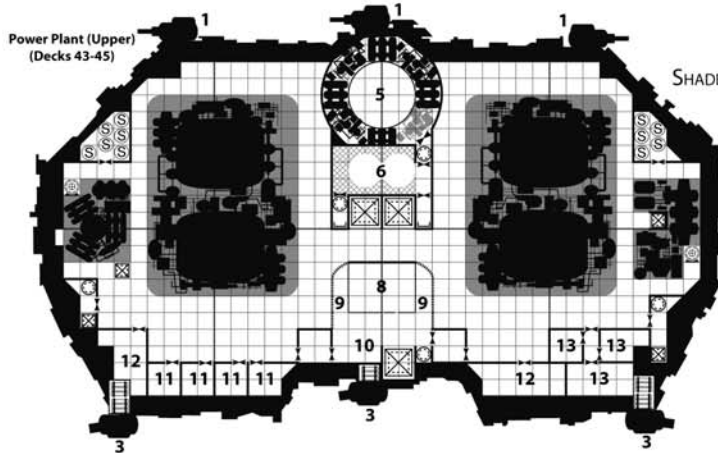
	Engineering		Amidships		Main		Forward	
Hull	300		300		300		300	
Structure	300		300		300		300	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	Cutter	Command	20 x Superiority Fighter	Command Bridge	20 x Superiority Fighter	Nuclear Damper	20 x Superiority Fighter
4	P-Plant	M-Drive	Spinal Mount	20 x Superiority Fighter	Spinal Mount	Spinal Mount	Spinal Mount	40 x Particle Beam Turret
5	5 x Fusion Gun Bay	40 x Beam Laser Turret	Fuel	40 x Beam Laser Turret	Barracks	40 x Beam Laser Turret	5 x Missile Bank Bay	40 x Beam Laser Turret
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	5 x Missile Bank Bay	40 x Sandcaster Turret	5 x Missile Bank Bay	35 x Sandcaster Turret	5 x Missile Bank Bay	35 x Sandcaster Turret	5 x Missile Bank Bay	40 x Beam Laser Turret
10	J-Drive	M-Drive	35 x Sandcaster Turret	35 x Sandcaster Turret	40 x MissileTurret	40 x MissileTurret	40 x Beam Laser Turret	Survey Sensors
11	P-Plant	Cutter	Meson Screen	Launch Tube	Hangar	Launch Tube	Computer	2 x Cutter
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



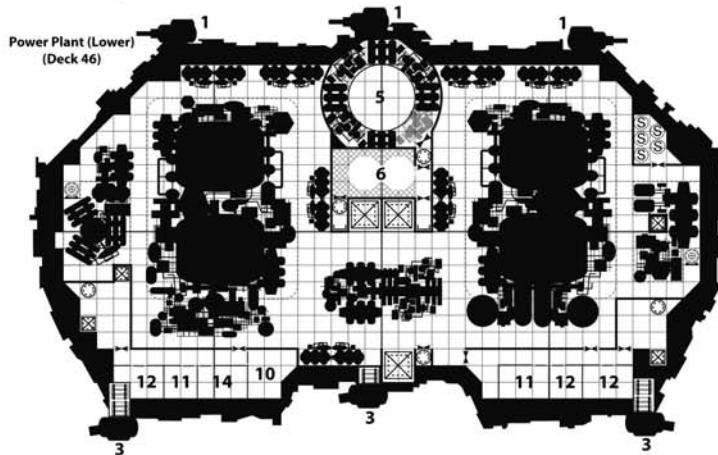


## UPPER DECKS

1. BEAM LASER TURRET
2. MISSILE TURRET
3. SANDCASTER TURRET
4. PARTICLE BEAM TURRET
5. SPINAL WEAPON BARREL
6. FIGHTER LAUNCH TUBES
7. BRIDGE
8. MEETING ROOM
9. CAPTAIN'S CABIN
10. CAPTAIN'S LOUNGE
11. CAPTAIN'S OFFICE
12. ANTE ROOM
13. EXECUTIVE OFFICER'S CABIN
14. EXECUTIVE OFFICER'S LOUNGE
15. EXECUTIVE OFFICER'S OFFICE
16. OFFICERS' MESS
17. OFFICERS' LOUNGE
18. GALLEY
19. STORE
20. OFFICERS' SICKBAY
21. SECURE MEETING AREA
22. SECURITY STATION
23. DUTY LOUNGE
24. CAPTAIN'S DUTY OFFICE
25. CREW MESS
26. FITNESS ROOM
27. OFFICER STATEROOMS
28. OFFICES
29. OFFICERS' LOUNGE
30. CREW LOUNGE
31. SICKBAY
32. FUEL COOLING AND PUMPING
33. FUEL MONITORING STATION
34. CUTTER DOCK WITH FUEL PORTS
35. CARGO LOADING BAY
36. CUTTER DOCK
37. CARGO OFFICE

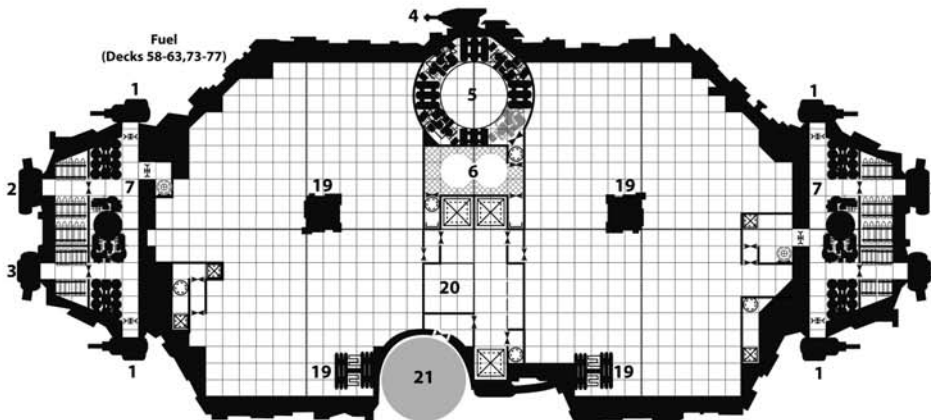
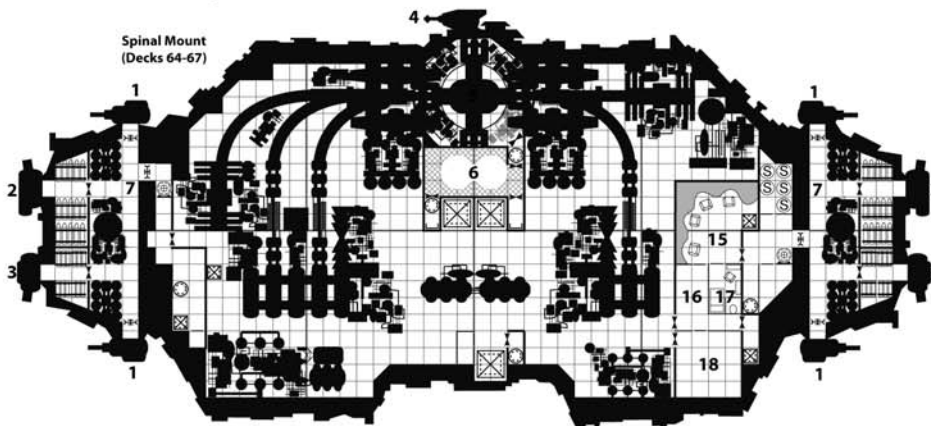


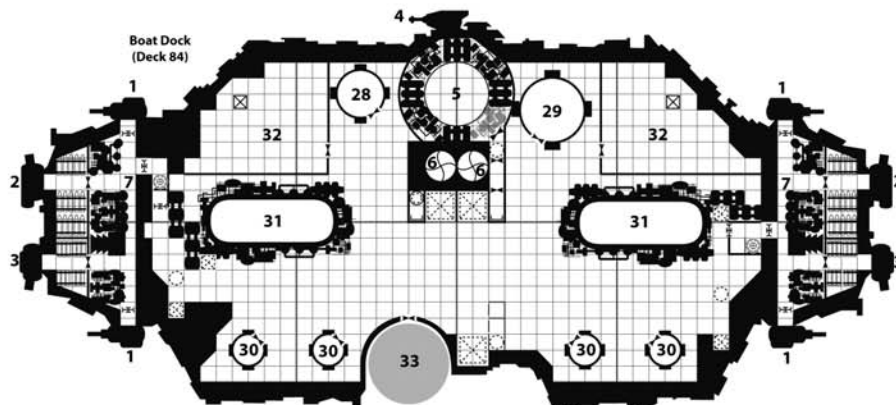
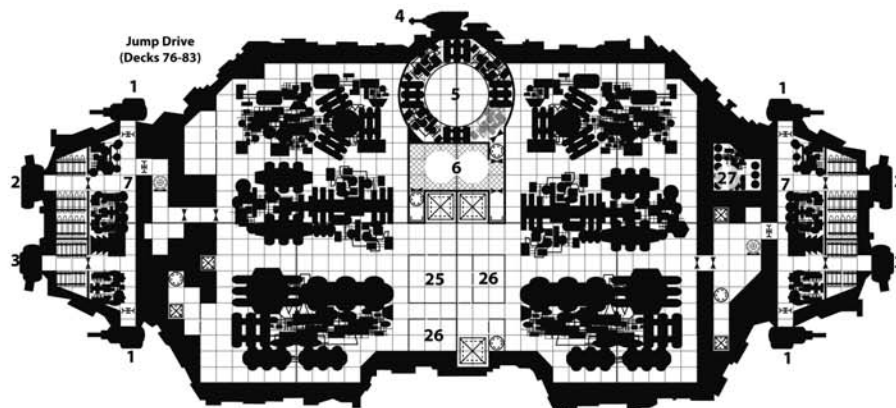
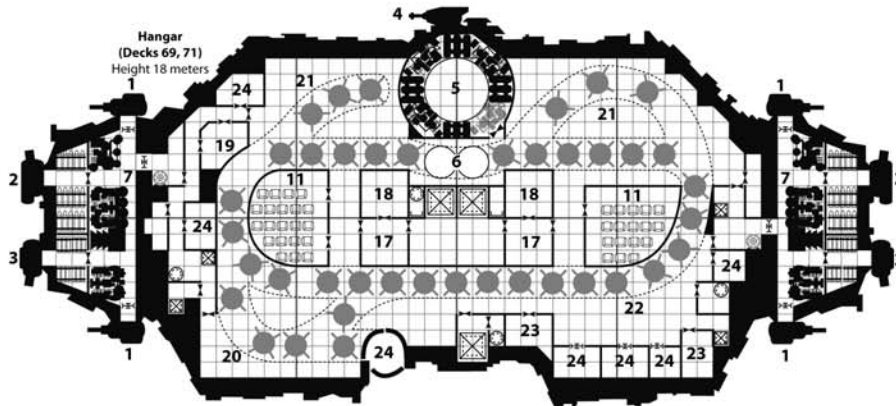
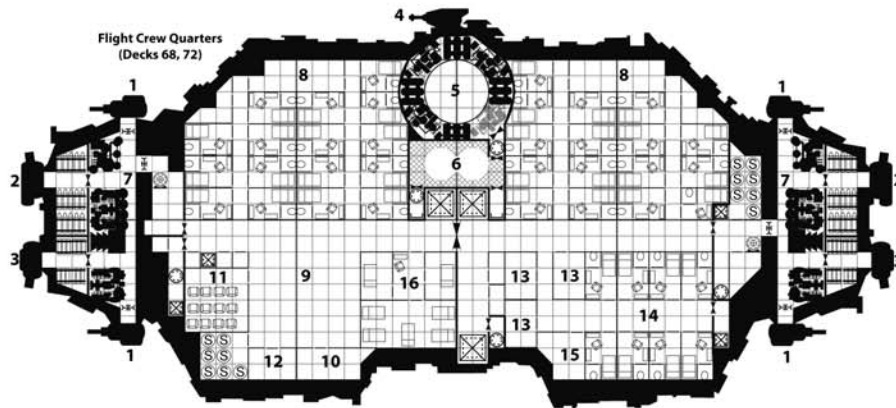
SHADED AREAS ARE OPEN TO DECKS BELOW



## MIDDLE DECKS

1. BEAM LASER TURRET
2. MISSILE TURRET
3. SANDCASTER TURRET
4. PARTICLE BEAM TURRET
5. SPINAL WEAPON BARREL
6. FIGHTER LAUNCH TUBES
7. FUEL PURIFICATION SYSTEMS
8. POWER SUPERVISION AREA
9. SUPERVISOR VIEWING BALCONY
10. DUTY CREW REST AREA
11. WORKSHOP
12. PARTS STORE
13. FUEL MONITORING AND FILTRATION
14. POWER MONITORING STATION
15. FIRE CONTROL STATION
16. SECURITY STATION
17. ON-DUTY STATEROOM
18. ELECTRONICS WORKSHOP AND STORE
19. FUEL COOLING AND PUMPING UNITS
20. FUEL MONITORING STATION
21. CUTTER DOCK (WITH FUEL PORTS)





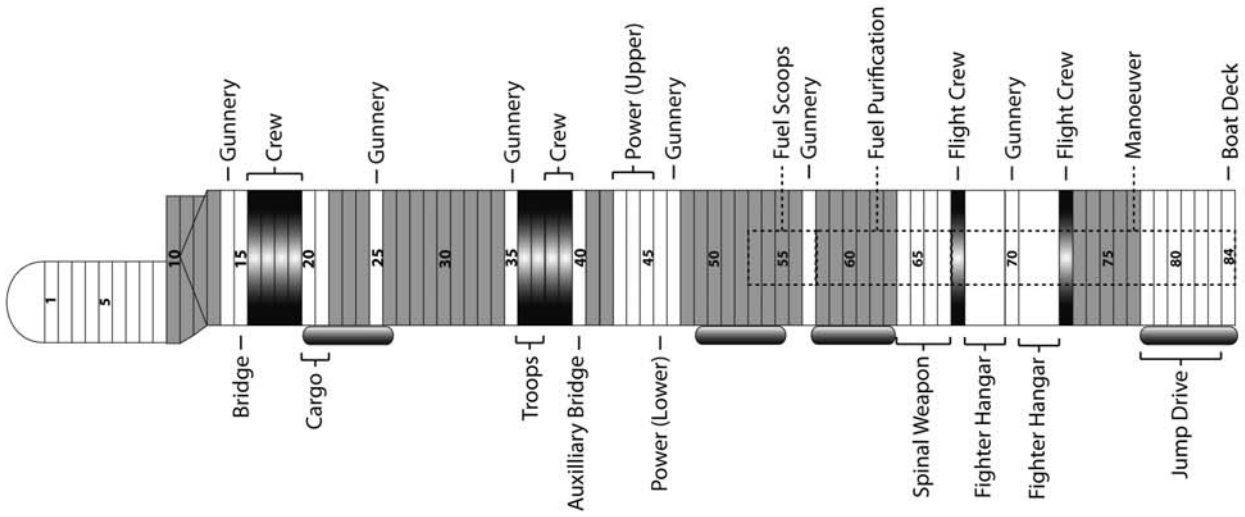
## LOWER DECKS

1. BEAM LASER TURRET
2. MISSILE TURRET
3. SANDCASTER TURRET
4. PARTICLE BEAM TURRET
5. SPINAL WEAPON BARREL
6. FIGHTER LAUNCH TUBES
7. MANOEUVRE DRIVES
8. CREW LOUNGE
9. CREW MESS
10. GALLEY
11. BRIEFING ROOM
12. FITNESS AREA
13. OFFICES
14. OFFICER STATEROOMS
15. OFFICERS' LOUNGE
16. SICKBAY
17. PILOT READY AREAS
18. FLIGHT SUIT AND EQUIPMENT STORE
19. MEDICAL STATION
20. FIGHTER INSPECTION AREA
21. FIGHTER MAINTENANCE AREA
22. FIGHTER ARMAMENTS AREA
23. ARMAMENTS STORE
24. FIGHTER RECOVERY DOCK
25. JUMP DRIVE MONITORING STATION
26. PARTS STORE
27. FUEL CONDUITS AND PUMPS
28. 4.5M SMALL CRAFT DOCK
29. 6M SMALL CRAFT DOCK
30. 3, SMALL CRAFT DOCK
31. JUMP DRIVE PORT
32. REPAIR DRONE LAUNCH AREA
33. CUTTER DOCK

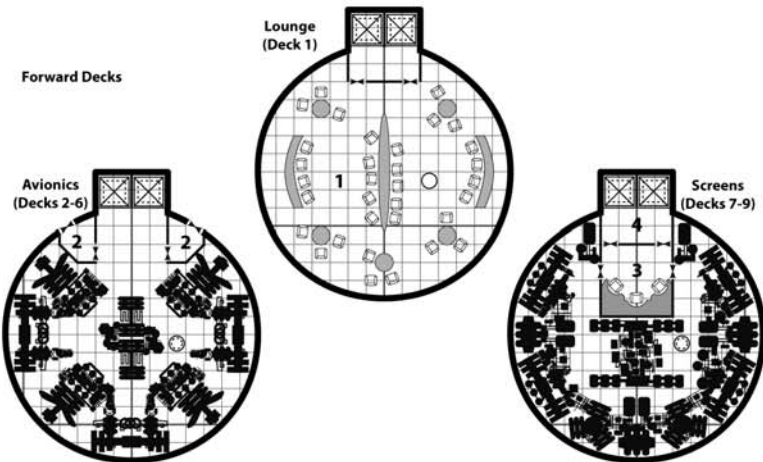
## DECK LAYOUT

SIDE 'WING' LEVELS SHOWN WITH DASHED LINE

EXAMPLE CUTTER DOCKING POSITIONS SHOWN

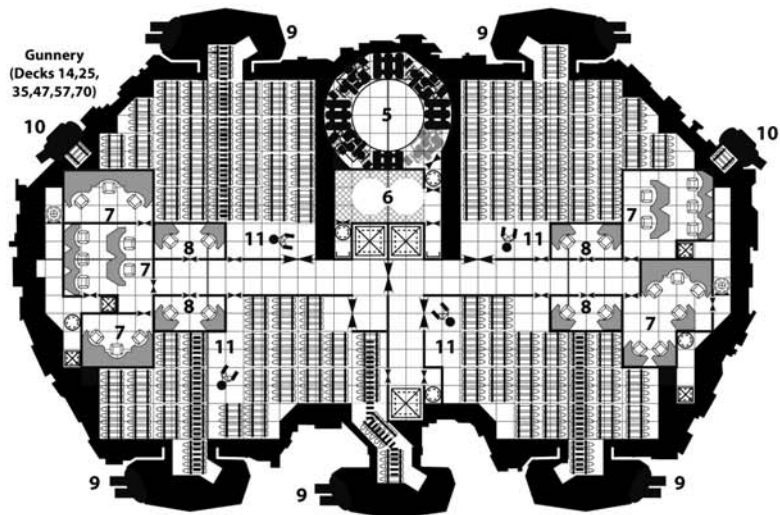


Forward Decks



## FORWARD DECKS

1. LOUNGE AND VIEWING AREA
2. MAINTENANCE AIRLOCK
3. SCREEN CONTROL ROOM
4. SECURITY STATION
5. SPINAL WEAPON BARREL
6. FIGHTER LAUNCH TUBES
7. SECONDARY WEAPON FIRE CONTROL
8. MISSILE BAY FIRE CONTROL
9. MISSILE BAY
10. SANDCASTER TURRET
11. MISSILE MAGAZINE



## LIGHT CRUISER (GIONETTI-CLASS)

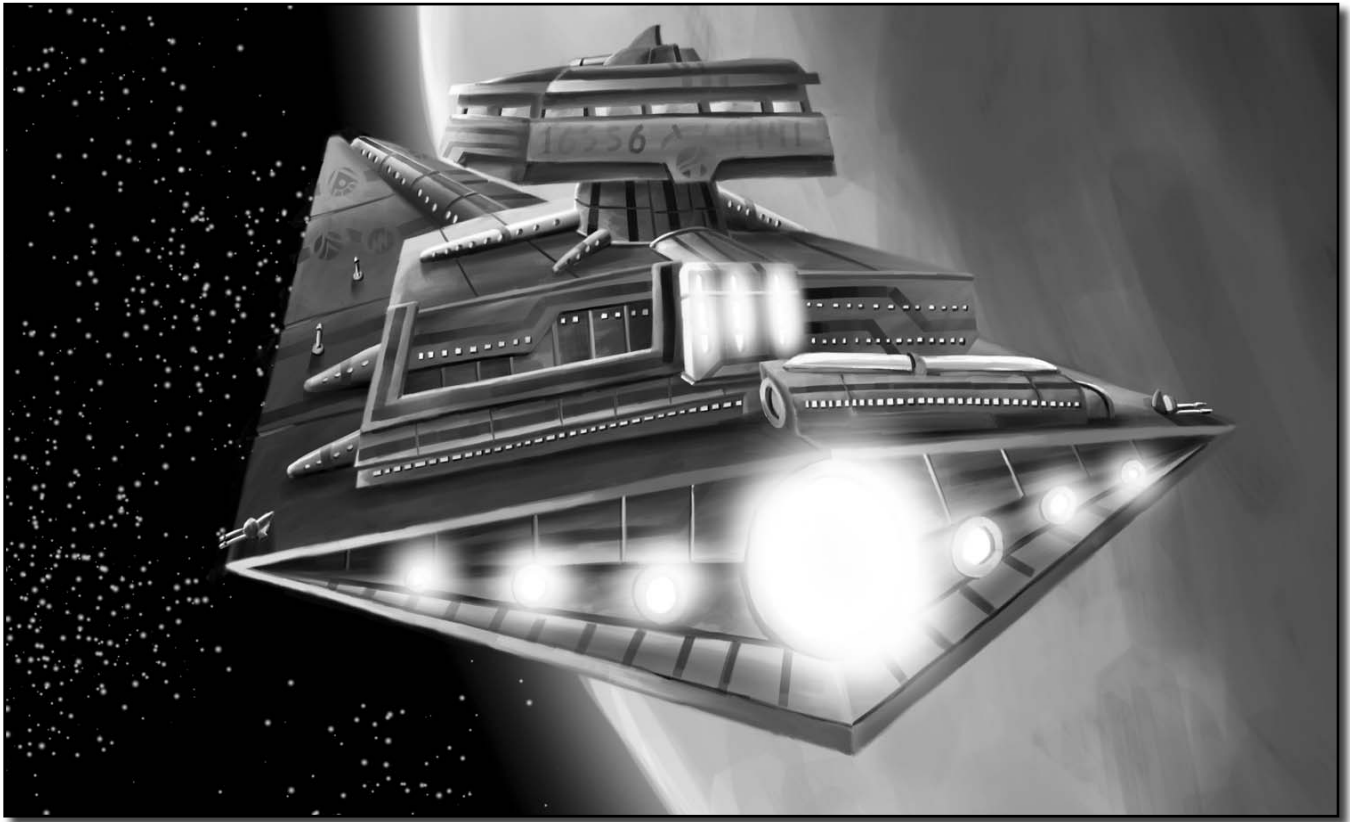
This fast, triangular warship is used as a flagship for many fleets and dedicated operations. It mounts a powerful meson gun rigged for a steady stream of attacks rather than rapid-firing versions taking several minutes to recharge between salvos. Between its main armament and numerous missile batteries, the *Gionetti*-class cruiser out guns most other ships its size.

Light Cruiser			Tons	Price (Mcr)
Hull	30 ktons 3 sections each	Wedge Hull 200 Structure 200 Streamlined		3,600
Armour	Crystaliron	6 pts	2,250	1080
Jump Drive		Jump 5	1,800	3,600
Manoeuvre Drive		Thrust 5 (TL 10)	675	421.875
Power Plant		Rating 5	1,200	3,000
Bridge		3 Command Modules	450	450
Computer	Core / 9 fib x 2	Rating 100		390
Electronics		Military Countermeasures x 3 Enhanced Signal Processors Distributed Arrays	198	297
Weapons	Spinal Bays	TL15 Meson Gun A	1,000	1,000
		2 x Large Fusion Gun -15 (Very High Yield, Long Range)	202	64
		2 x Large Particle Beam-10 (VH Yield)	202	100
	Turrets	200 x Triple Missile Rack	200	650
		50 x Triple Beam Laser -11 (accurate)	50	237.5
		24 x Triple Sandcaster	24	42
		6 x Triple Particle Beam -10 (VH Yield)	6	96
	Dampers/Screens	5 Nuclear Dampers	150	200
		3 Meson Screens	180	240
		18,000 missiles	1,500	—
Ammunition		2,700 sandcaster barrels	135	—
Fuel	17,000 tons	One Jump 5 – Five weeks of operation	17,000	—
Cargo	636 tons		636	
156 Staterooms			624	78
o Low Berths			—	—
Extras	Armoured Bulkheads	All Drives	367.5	73.5
		Bridge	45	9
		All Armaments and Screens	201.4	40.28
	Luxuries		10	1
	Armoury x 9		18	4.5
	Probe Drones x5		1	0.5
	Briefing Room x 3		12	1.5
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 3 days	283.5	14.175
	Repair Drones		300	60
	156 Escape Pods		78	15.6
	3 50-ton Cutter	Standard Hangars	195	97.374
	Software	Manoeuvre/o	—	—
	Intellect	Rating 10	—	2
	Library		—	—
	Evade/3	Rating 20	—	6
	Auto Repair/2	Rating 20	—	20
	Jump Control/5	Rating 25	—	1
	Fire Control/5	Rating 25	—	20
Maintenance Cost (monthly)				1.3261
Life Support Cost (monthly)				0.312
Total Tonnage & Cost			29,812.14	15,913.796

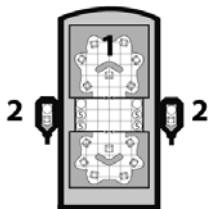
Department	Crew	Crew Damage Track
Command	15	Dead (-)
Engineering	37	Survivors (-4)
Gunnery	95	Skeleton (-2)
Flight	15	Half (-1)
Troops	40	Weakened
Service	60	Full
Frozen Watch	0	Battle – Starting Position
Total	256	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Main		Forward	
Hull	200		200		200	
Structure	200		200		200	
Roll	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	Military Countermeasure	Command Bridge	Military Countermeasure	Nuclear Damper	Cutter
4	P-Plant	M-Drive	Spinal Mount	Cutter	Spinal Mount	Cutter
5	Fuel	25 x Beam Laser Turret	2 x Fusion Gun Bay	25 x Missile Rack	2 x Particle Beam Bay	25 x Beam Laser Turret
6	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull
9	25 x Missile Rack	25 x Missile Rack	25 x Missile Rack	25 x Missile Rack	6 x Particle Beam Turret	24 x Sandcaster Turret
10	J-Drive	M-Drive	25 x Missile Rack	Cutter	Spinal Mount	Cutter
11	P-Plant	Military Countermeasure	Computer	25 x Missile Rack	Command	25 x Missile Rack
12	Critical	Hull	Critical	Hull	Critical	Hull

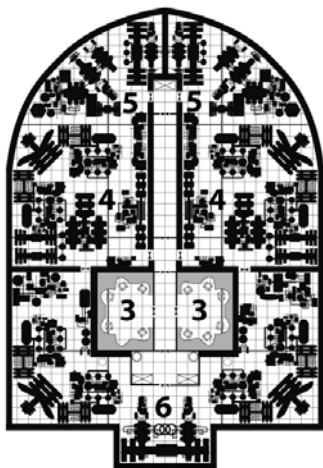




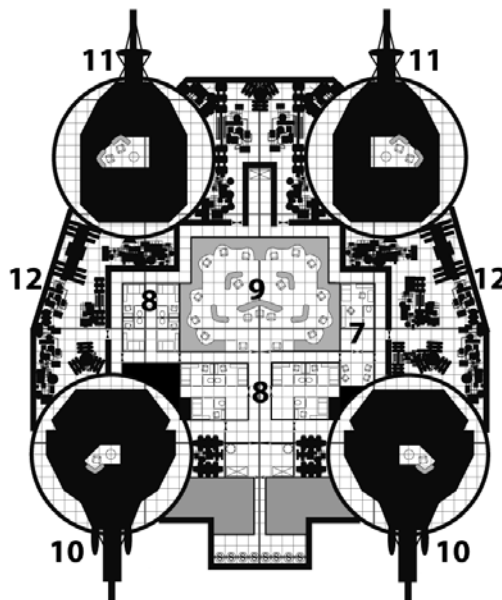
**Bridge  
(Deck 1)**



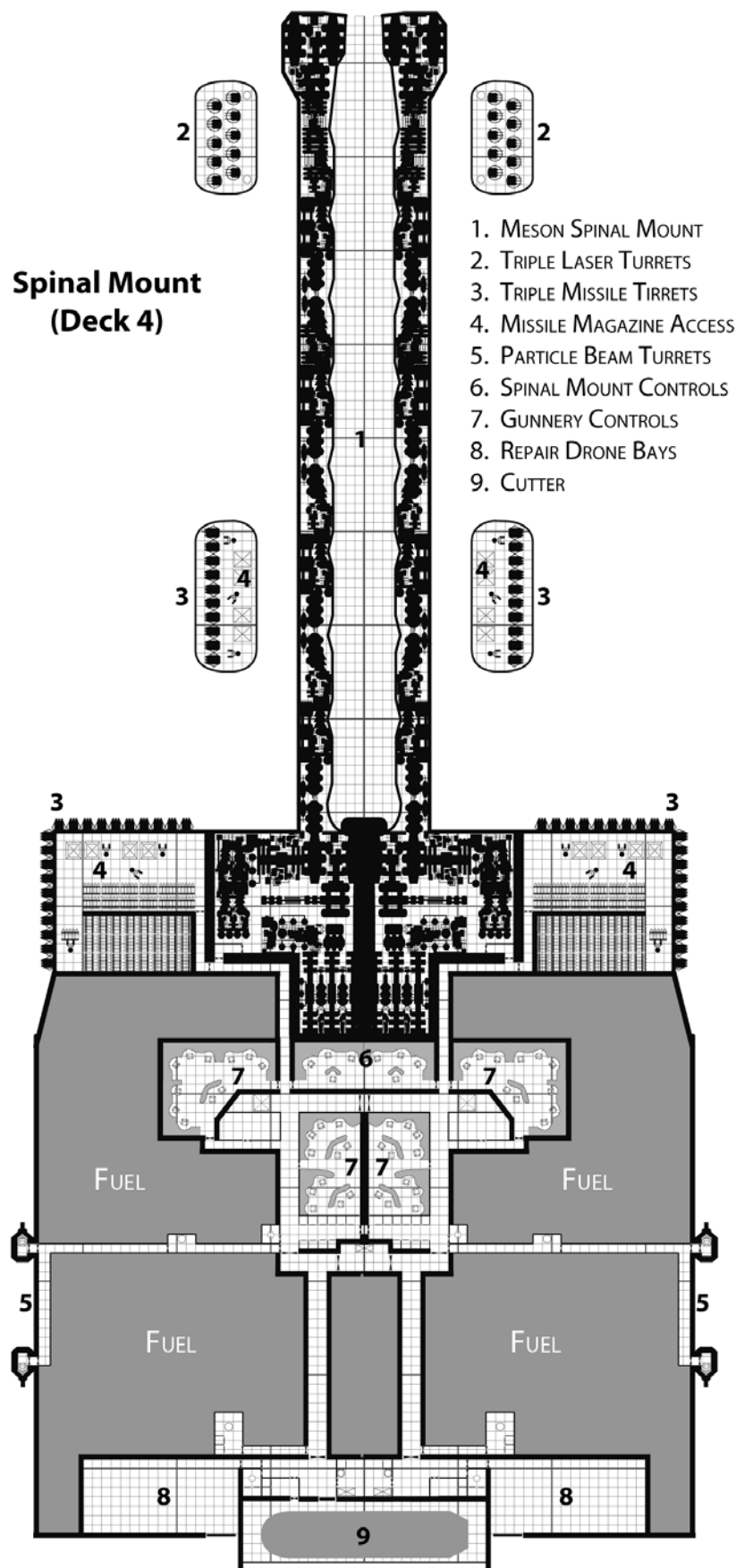
**Screens  
(Deck 2)**

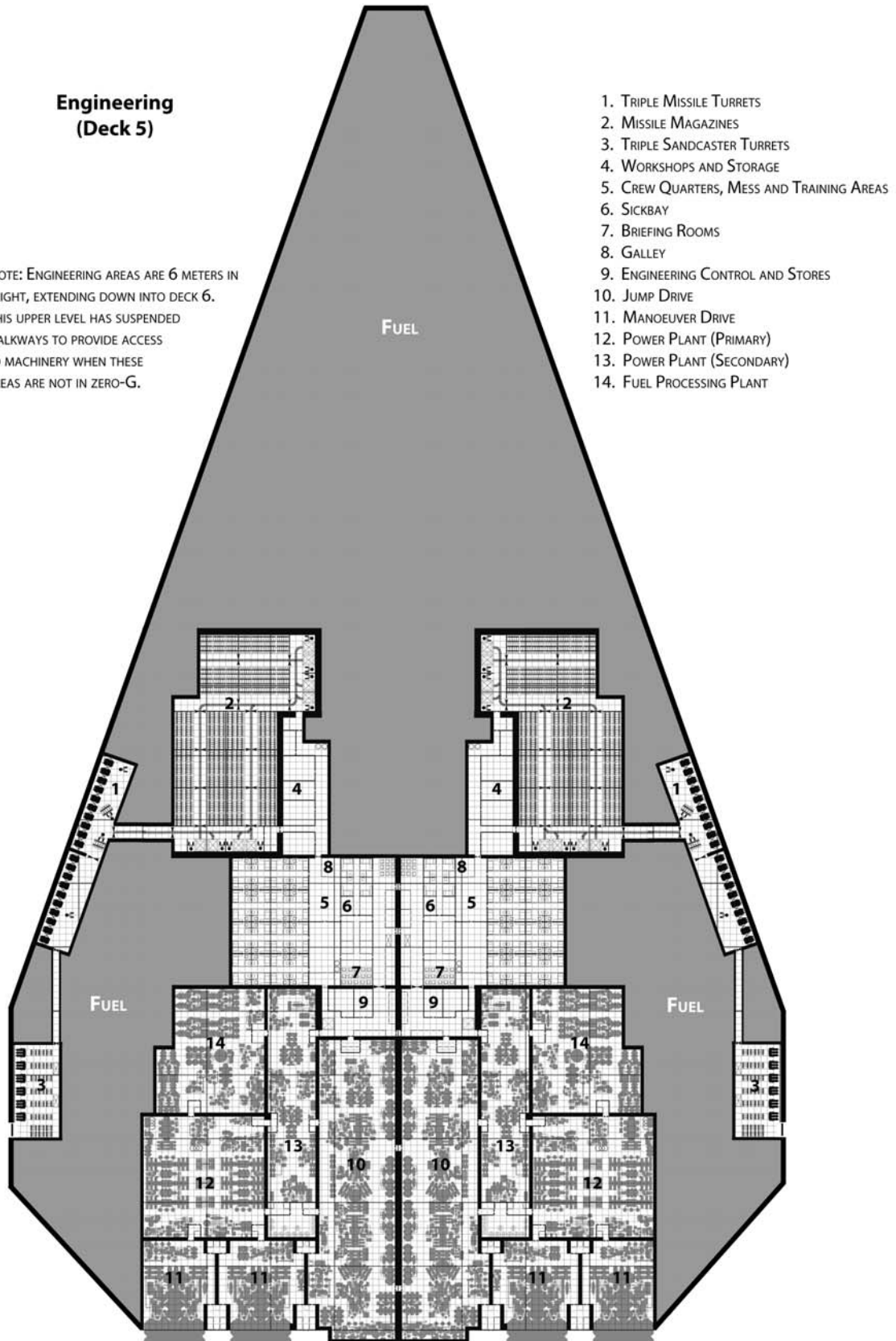


**Command  
(Deck 3)**



1. FLIGHT BRIDGE
2. PARTICLE BEAM TURRET
3. SCREENS CONTROLS
4. NUCLEAR DAMPERS
5. ELECTRONIC COUNTERMEASURES
6. MESON SCREEN
7. CAPTAIN'S CABIN AND OFFICE
8. OFFICERS' CABINS AND MESS
9. COMMAND BRIDGE
10. LARGE FUSION GUN
11. LARGE PARTICLE BEAM
12. PRIMARY SENSOR ARRAYS

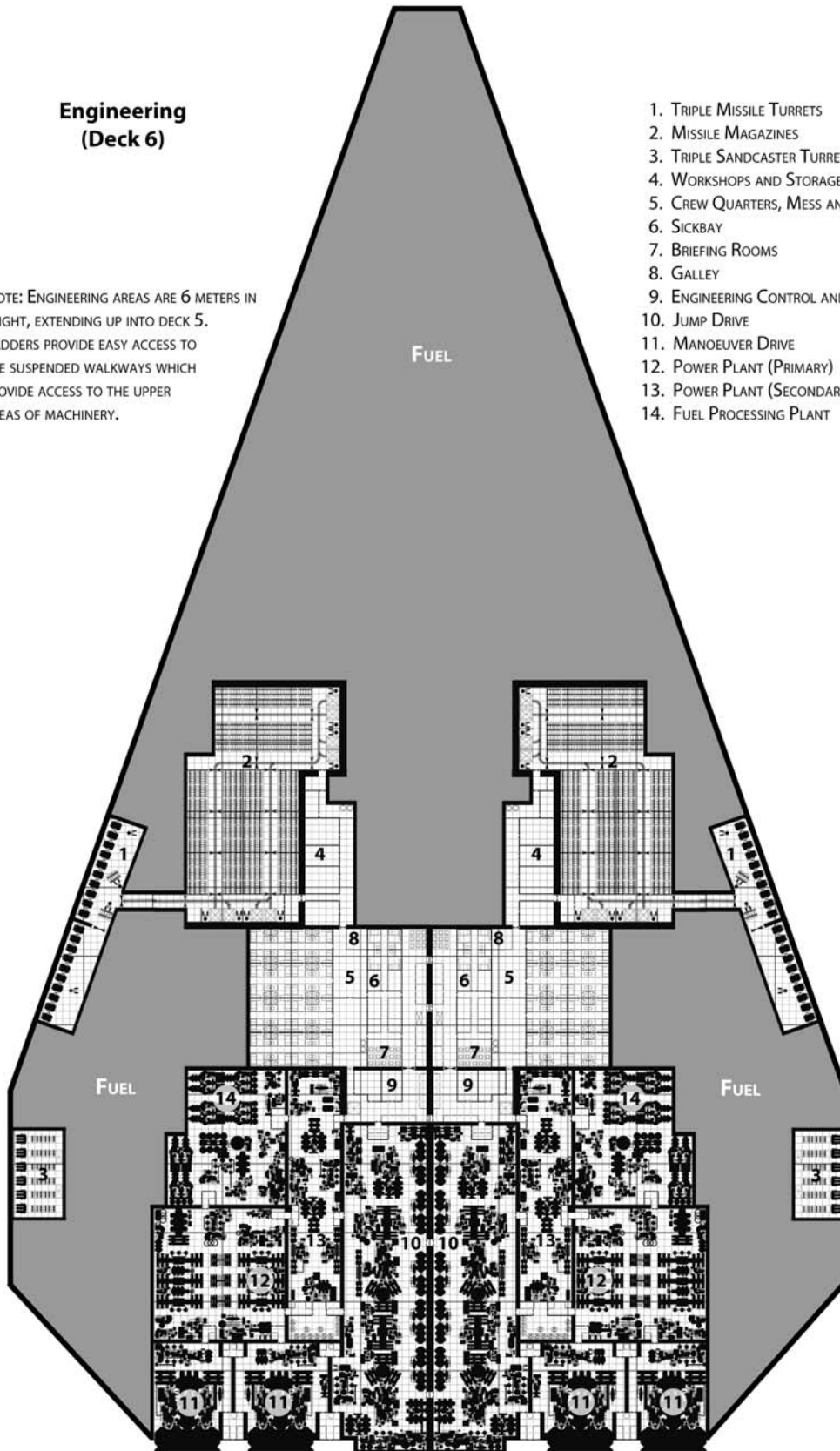


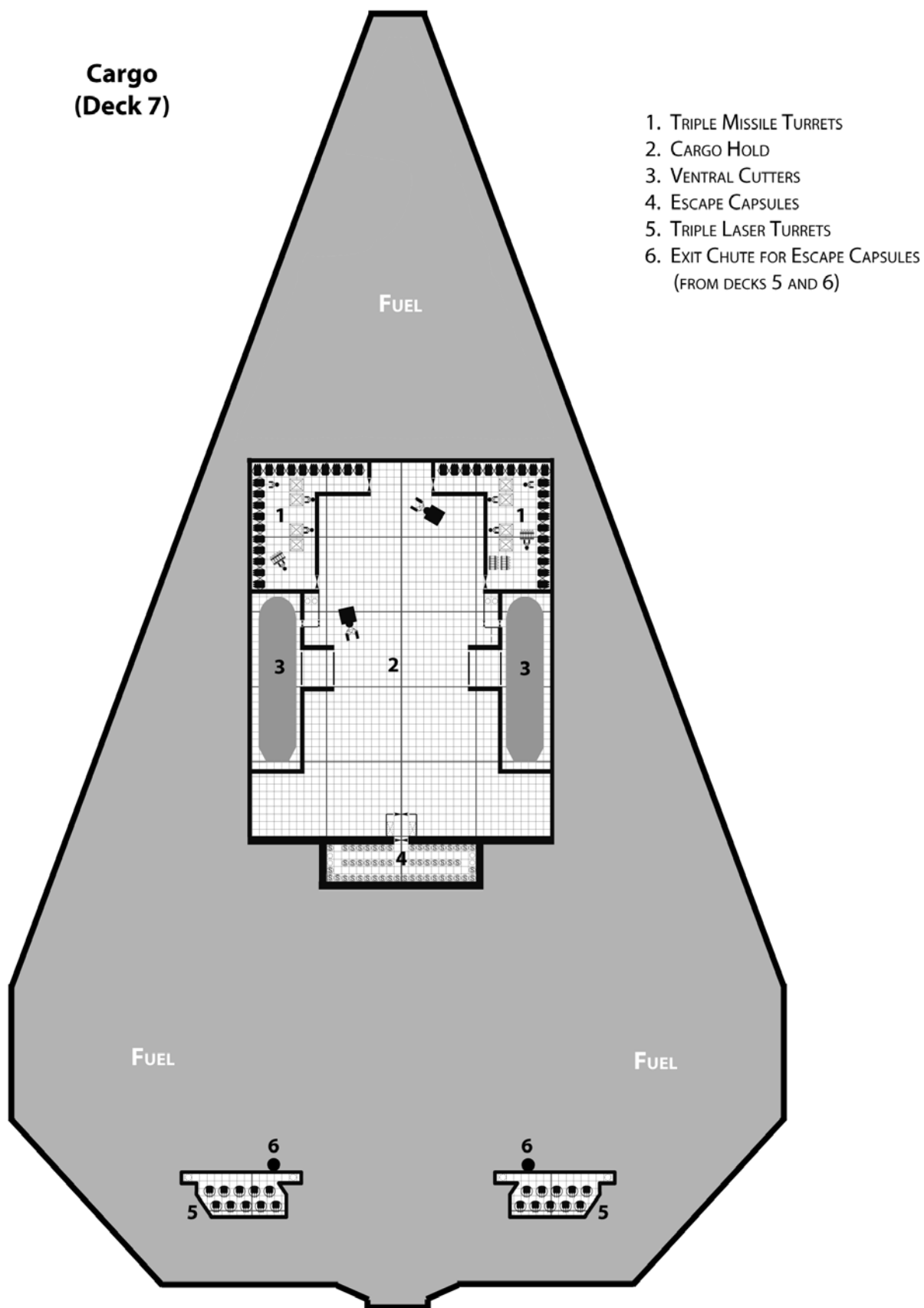


**Engineering  
(Deck 6)**

NOTE: ENGINEERING AREAS ARE 6 METERS IN HEIGHT, EXTENDING UP INTO DECK 5. LADDERS PROVIDE EASY ACCESS TO THE SUSPENDED WALKWAYS WHICH PROVIDE ACCESS TO THE UPPER AREAS OF MACHINERY.

1. TRIPLE MISSILE TURRETS
2. MISSILE MAGAZINES
3. TRIPLE SANDCASTER TURRETS
4. WORKSHOPS AND STORAGE
5. CREW QUARTERS, MESS AND TRAINING AREAS
6. SICKBAY
7. BRIEFING ROOMS
8. GALLEY
9. ENGINEERING CONTROL AND STORES
10. JUMP DRIVE
11. MANOEUVRE DRIVE
12. POWER PLANT (PRIMARY)
13. POWER PLANT (SECONDARY)
14. FUEL PROCESSING PLANT





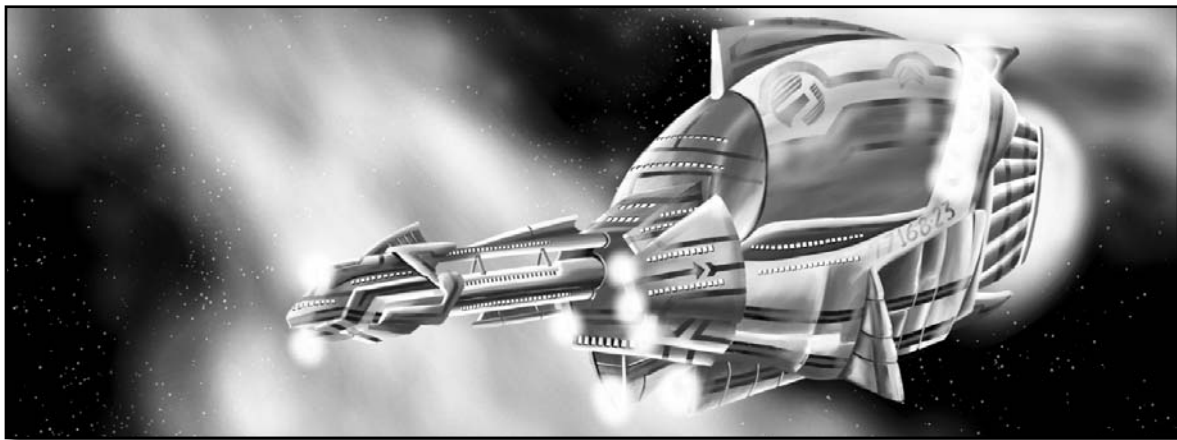
## STRIKE CRUISER (ARAKOINE-CLASS)

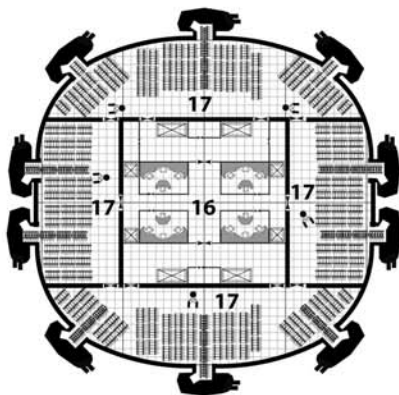
Powerful for its size, the *Arakoine*-class cruiser is an offensive fleet asset that falls between gunship and light carrier. It has reduced manoeuvrability and jump capability but can disgorge dozens of heavy fighters and bears a powerful spinal meson cannon. This ship is also a formidable planetary bombardment asset with a range of missiles, torpedoes and railguns. This capability comes at a cost; only a few shipyards are capable of building and repairing such an advanced vessel, it carries less crew than equivalent cruisers and is very expensive for its size.

Strike Cruiser			Tons	Price (MCr)		
Hull	50 ktons 4 sections each	Sphere (TL-14 hull) Hull 312 Structure 312 Partially Streamlined		5,000		
Armour	Bonded Superdense	6 pts	2,500	2,500		
Jump Drive		Jump 3 (TL 14)	1,800	4,500		
Manoeuvre Drive		Thrust 4 (TL 11)	656.25	656.25		
Power Plant		Rating 6 (TL 14)	2,500	6,250		
Bridge		4 Command Modules	1,000	1,000		
Computer	Core / 9fib x2	Rating 100	—	390		
Electronics		Military Countermeasures x 4 Enhanced Signal Processors Distributed Arrays	264	396		
Weapons	Spinal Bays	TL15 Meson C (Rapid Fire)	4,400	4,400		
		6 x Large Particle Beam Bay -10 (Very High Yield)	606	300		
		4 x Large Ortilery Railgun-12	244	480		
		40 x Missile Bay-9	1,240	960		
	Turrets	30 x Torpedo Barbette-12	90	180		
		160 x Triple Beam Laser-11 (accurate)	160	760		
		80 x Triple Sandcaster	80	140		
		100 x Triple Missile	100	325		
	Dampers/Screens	36 x Triple Particle Beam-10 (VHYield)	36	576		
		6 Nuclear Dampers	240	300		
		6 Meson Screens	420	540		
		Ammunition		18,000 missiles	1,500	—
				540 torpedoes	1,350	—
				240 Ortilery Railgun rounds	120	—
		5,400 sandcaster barrels	270	—		
Fuel	16,667 tons	One Jump 3 – Three weeks of operation	16,667	—		
Cargo	708 tons		708	—		
408 Staterooms			1,632	204		
Barracks		Room for 100 Marines/Passengers	200	10		
0 Low Berths			—	—		
Extras			—	—		
	Armoury x 24		48	12		
	Briefing Room x14		56	7		
	Fuel Scoops		—	1		
	Fuel Processor	All fuel in 4 days	218.75	10.9375		
	Repair Drones		500	100		
	408 Escape Pods		204	40.8		
Craft	50 Torpedo Boats; 50 Ground Attack Fighters	Standard Hangars	7,150	8,861.34		
		One 40 ton Launch Tube One 70 ton Launch Tube	2,750	1,375		
		Standard Hangars	260	129.832		
Software	4 Cutters Manoeuvre/0		—	—		
	Intellect	Rating 10	—	2		
	Library		—	—		
	Evade/3	Rating 25	—	6		
	Auto Repair/2	Rating 20	—	20		
	Jump Control/3	Rating 15	—	0.6		
	Fire Control/5	Rating 25	—	20		
Maintenance Cost (monthly)				3.3711		
Life Support Cost (monthly)				0.816		
Total Tonnage & Cost			50,000	40,453.759		

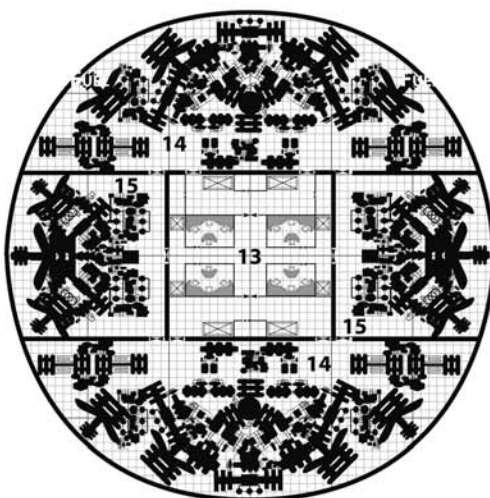
Department	Crew	Crew Damage Track
Command	23	Dead (-)
Engineering	40	Survivors (-4)
Gunnery	227	Skeleton (-2)
Flight	312	Half (-1)
Troops	100	Weakened
Service	91	Full
Frozen Watch	0	Battle – Starting Position
Total	793	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Amidships		Main		Forward	
Hull	250		250		250		250	
Structure	250		250		250		250	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	25 x Strike Boats	Command	Military Counter measure	Nuclear Damper	25 x Strike Boats	Computer	Military Counter measure
4	P-Plant	M-Drive	Spinal Mount	40 x Beam Laser Turret	Spinal Particle	25 x Missile Turret	Spinal Mount	25 x Missile Turret
5	Fuel	40 x Sandcaster Turret	10 x Missile Bay	40 x Sandcaster Turret	10 x Missile Bay	36 x Particle Beam Turret	10 x Missile Bay	4 x Orillery Railgun
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Hangar	40 x Beam Laser Turret	6 x Particle Beam Bay	40 x Beam Laser Turret	25 x Missile Turret	40 x Beam Laser Turret	10 x Missile Bay	25 x Missile Turret
10	J-Drive	M-Drive	Spinal Mount	Launch Tube	Spinal Mount	Launch Tube	Spinal Mount	Spinal Mount
11	P-Plant	25 x Ground Attack Fighters	Hangar	Military Counter measure	Meson Screen	25 x Ground Attack Fighters	Command Bridge	Military Counter measure
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



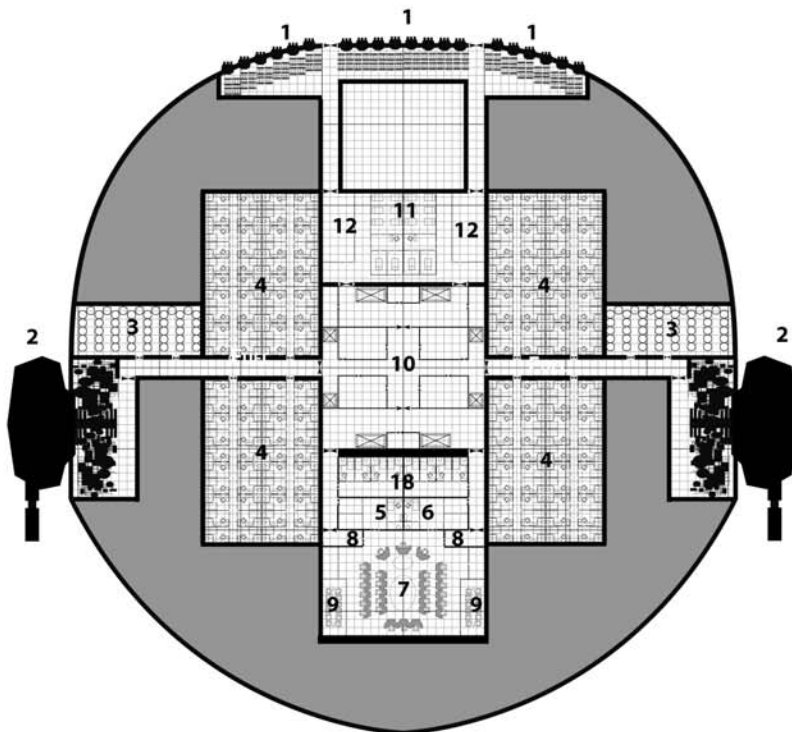


**MISSILE DECK  
(DECK 1)**



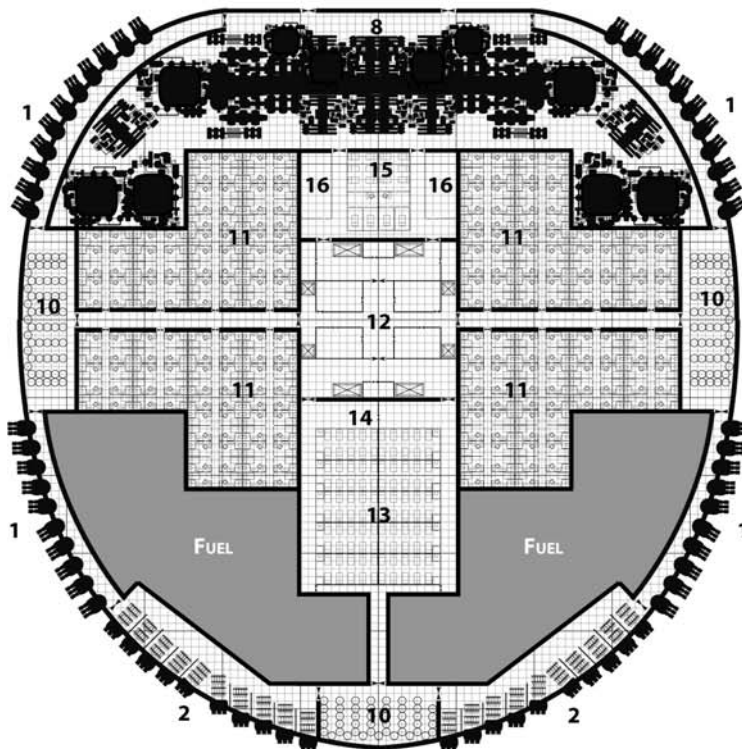
**SCREENS  
(DECK 2)**

1. SANDCASTER TURRET BATTERY WITH CANISTER MAGAZINE
2. LARGE PARTICLE BEAM BAY
3. ESCAPE PODS
4. CREW QUARTERS
5. CAPTAIN'S CABIN, LOUNGE AND OFFICE
6. EXECUTIVE OFFICER'S CABIN, LOUNGE AND OFFICE
7. BRIDGE
8. SECURITY STATION
9. TACTICAL MEETING ROOMS
10. CREW MESS AND LOUNGE AREAS
11. SICKBAY
12. BRIEFING ROOM
13. SCREEN CONTROL ROOM
14. NUCLEAR DAMPERS
15. MESON SCREEN
16. MISSILE FIRE CONTROL
17. MISSILE BAYS WITH MISSILE MAGAZINES
18. OFFICER QUARTERS AND LOUNGE

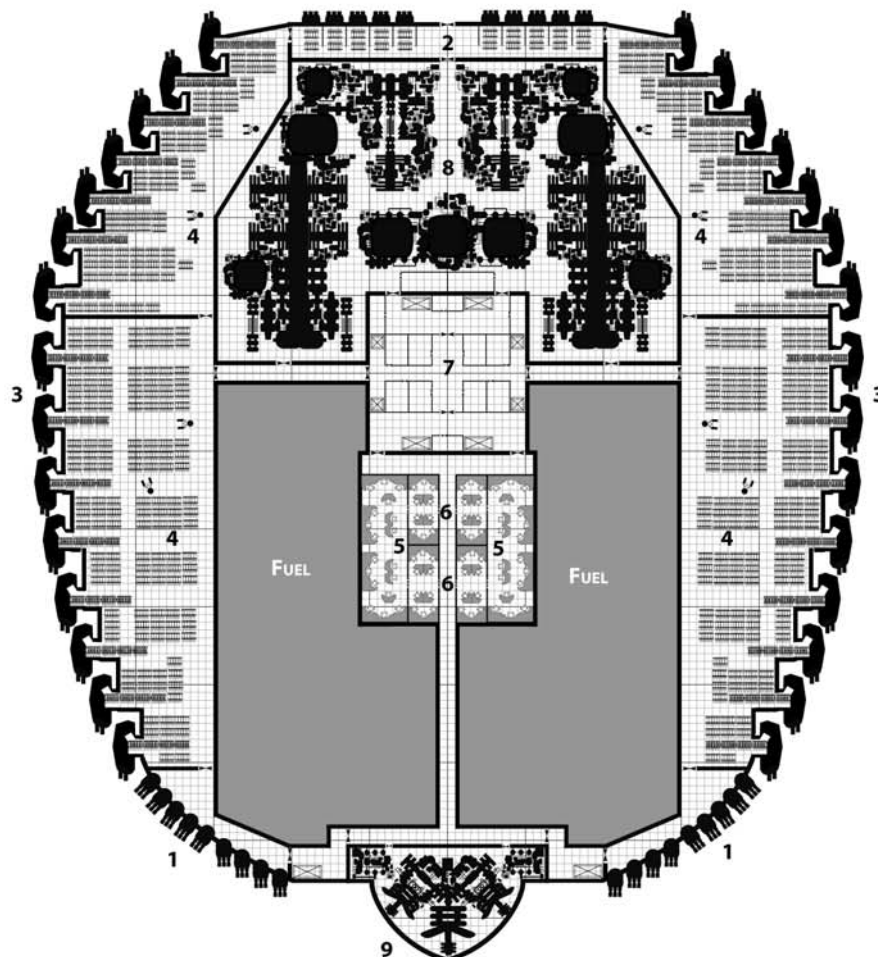


**UPPER CREW DECK  
(DECK 3)**

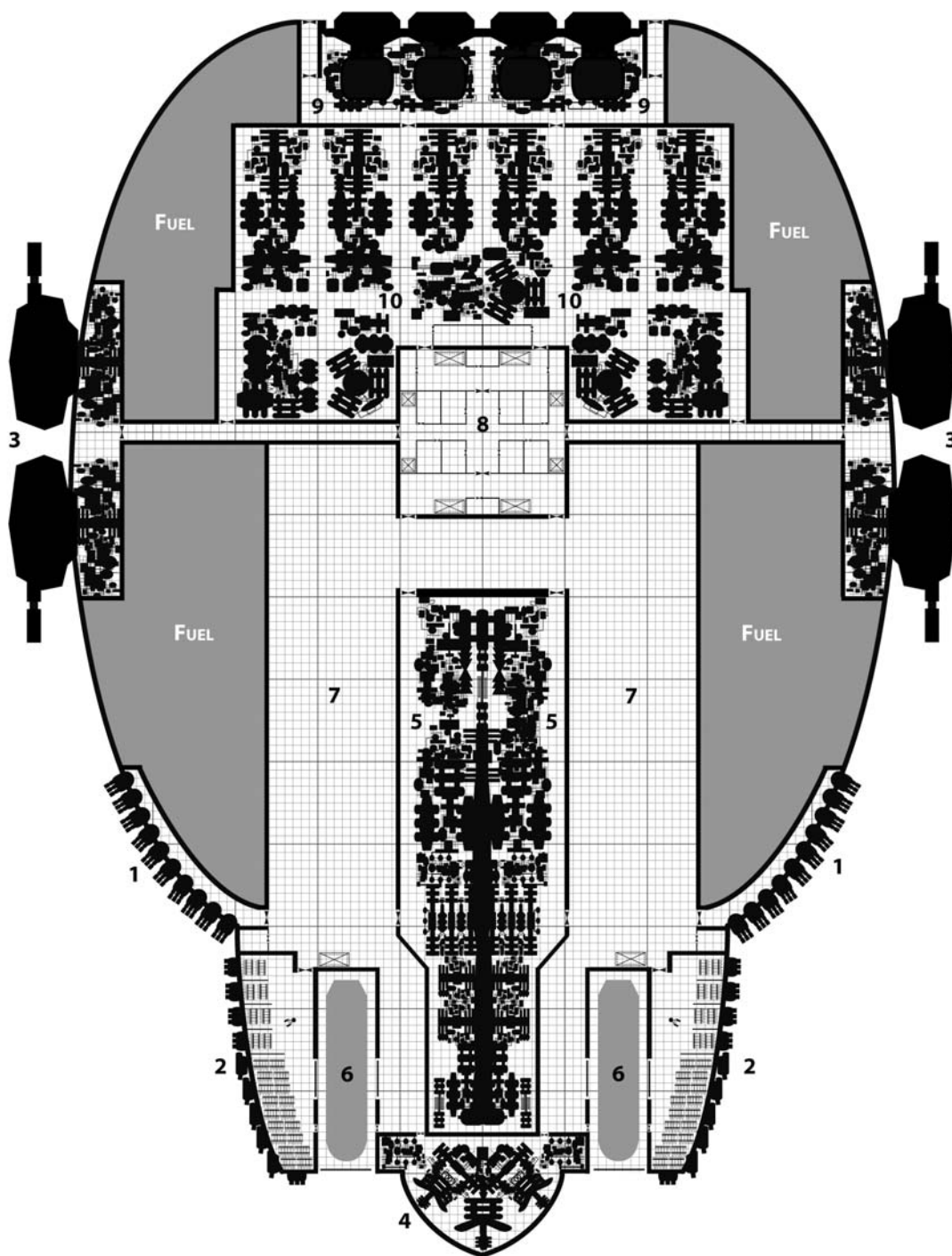




**LOWER CREW DECK  
(DECK 4)**

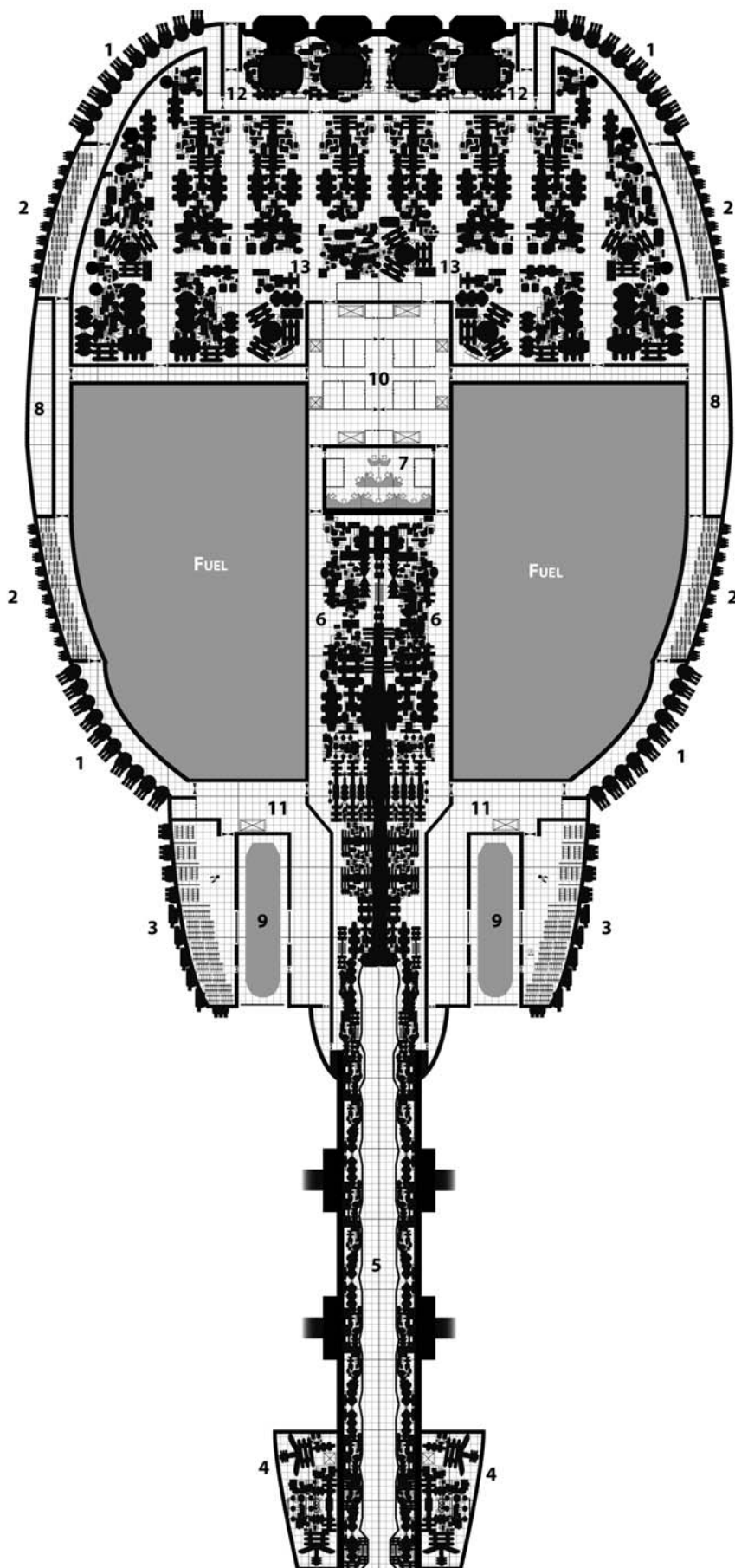


**MISSILE DECK  
(DECK 5)**



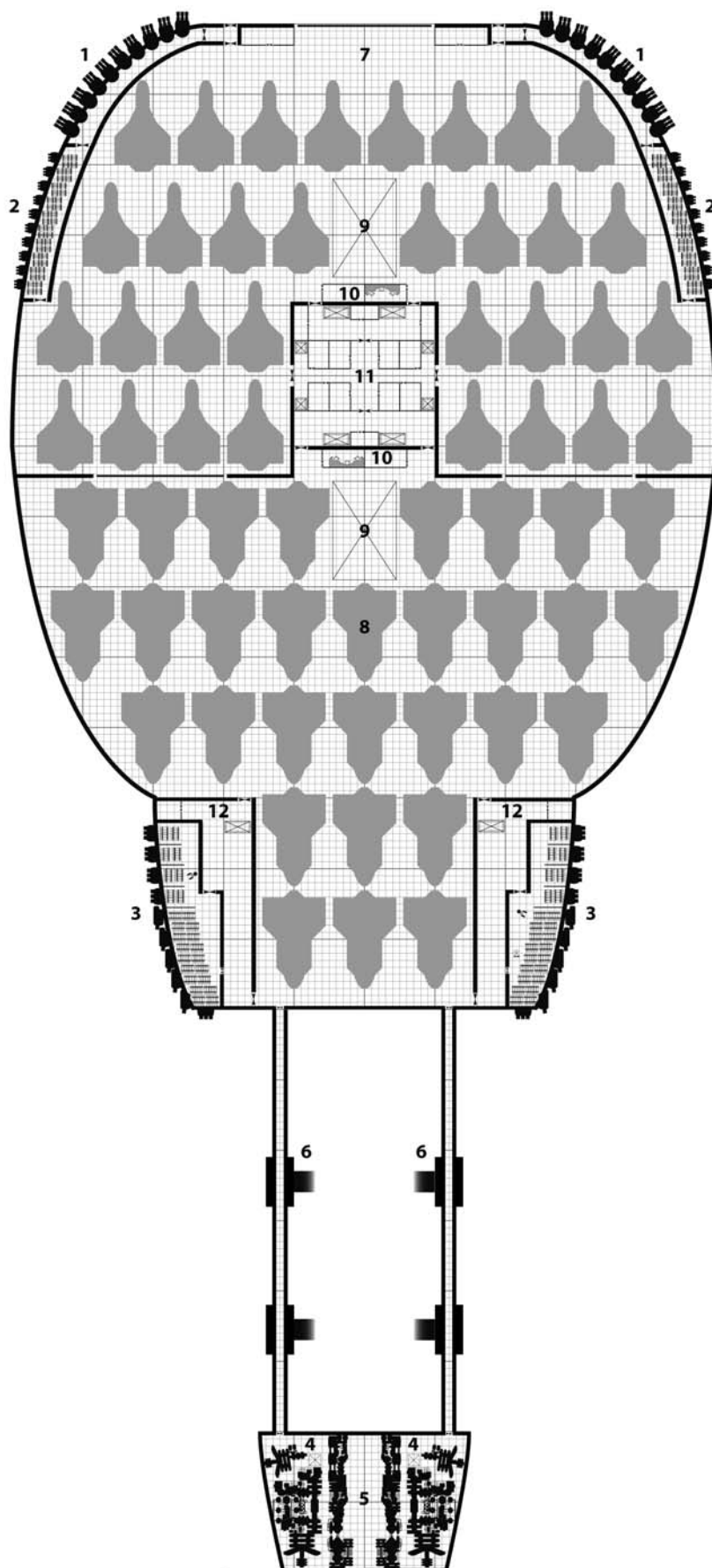
**CARGO DECK  
(DECK 6)**

1. BEAM LASER TURRET BATTERY
2. MISSILE TURRET BATTERY WITH  
MISSILE MAGAZINE
3. LARGE PARTICLE BEAM BAYS
4. FORWARD SCREENS POD
5. MESON BEAM GENERATOR  
(EXTENDS INTO DECK BELOW)
6. UPPER CUTTER HANGARS
7. MAIN CARGO SPACE
8. WORKSHOPS AND STORAGE
9. MANOEUVRE DRIVE
10. POWER PLANT



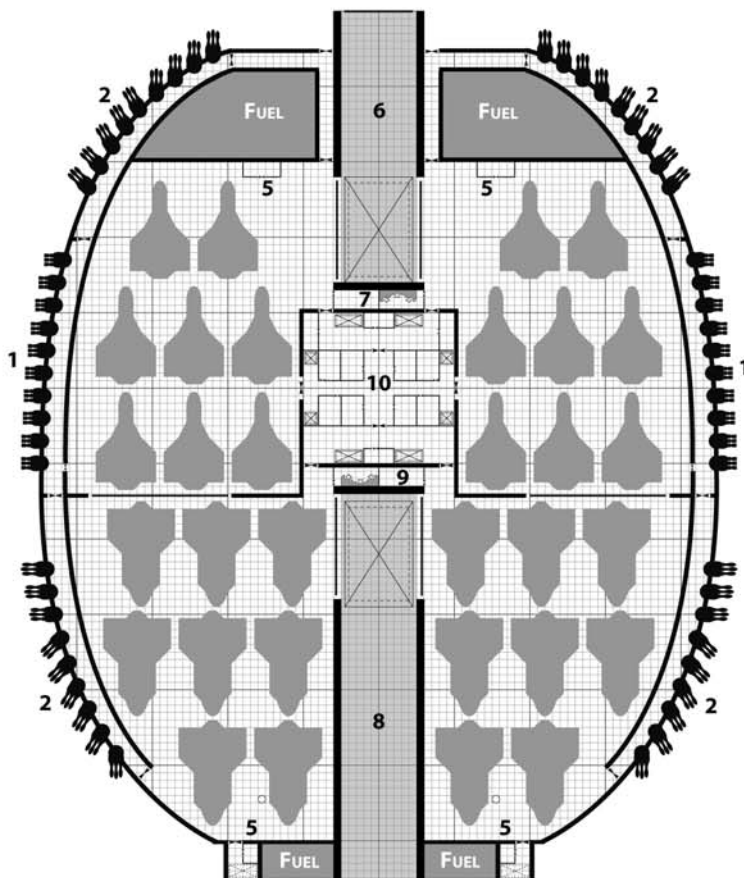
**SPINAL WEAPON  
(DECK 7)**

1. BEAM LASER TURRET BATTERY
2. SANDCASTER TURRET BATTERY
3. MISSILE TURRET BATTERY WITH  
MISSILE MAGAZINE
4. FORWARD SENSOR POD
5. MESON WEAPON FOCUSING BARREL
6. MESON BEAM GENERATOR  
(EXTENDS INTO DECK ABOVE)
7. MESON WEAPON CONTROL
8. HULL SPACE FOR LARGE PARTICLE BEAM  
BAYS (ON DECK ABOVE)
9. LOWER CUTTER HANGARS
10. WORKSHOPS AND STORAGE
11. INTERIM CARGO HANDLING AREA
12. MANOEUVUR DRIVE
13. POWER PLANT



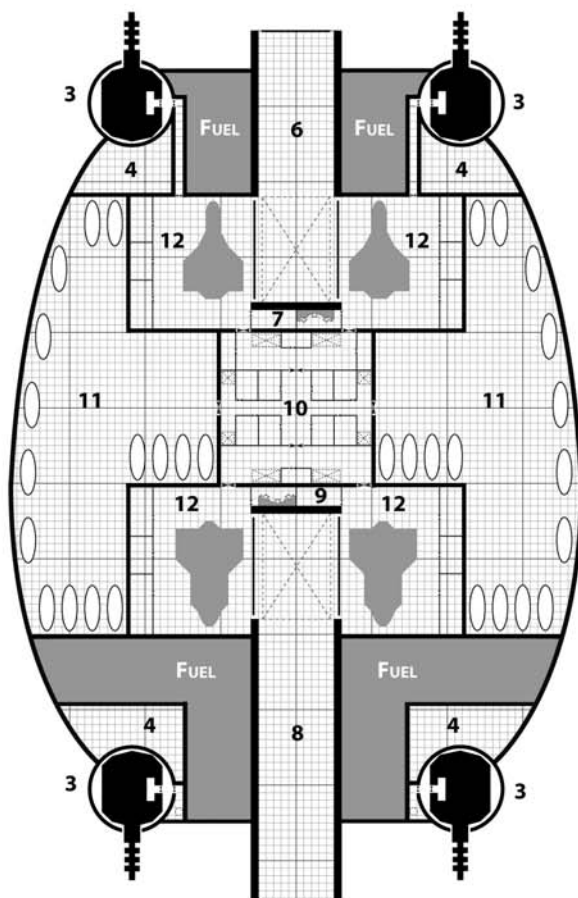
**UPPER HANGAR  
(DECK 8)**

1. BEAM LASER TURRET BATTERY
2. SANDCASTER TURRET BATTERY
3. MISSILE TURRET BATTERY WITH  
MISSILE MAGAZINE
4. FORWARD SENSOR POD
5. SPINAL WEAPON FOCUSING RING
6. FORWARD ACCESS PASSAGE  
AND SPINAL WEAPON SUPPORTS
7. GROUND ATTACK FIGHTER HANGAR
8. STRIKE CRAFT HANGAR
9. LAUNCH TUBE LIFT
10. HANGAR CONTROL
11. WORKSHOPS AND STORAGE
12. MUNITIONS LOADING AREA



**LOWER HANGAR  
(DECK 9)**

1. BEAM LASER TURRET BATTERY
2. PARTICLE BEAM TURRET BATTERY
3. LARGE ORTILLERY RAILGUN
4. RAILGUN MAGAZINE
5. FIGHTER FUELLING CONTROL
6. AFT FIGHTER LAUNCH TUBE  
(EXTENDS OVER BOTH LEVELS)
7. AFT LAUNCH TUBE CONTROL ROOM
8. FORWARD LAUNCH TUBE  
(EXTENDS OVER BOTH LEVELS)
9. FORWARD LAUNCH TUBE CONTROL ROOM
10. WORKSHOPS AND STORAGE
11. TORPEDO LAUNCH TUBES AND  
TORPEDO MAGAZINE
12. SMALL CRAFT MAINTENANCE AREA



**ORTILLERY DECK  
(DECK 10)**

# CARRIERS

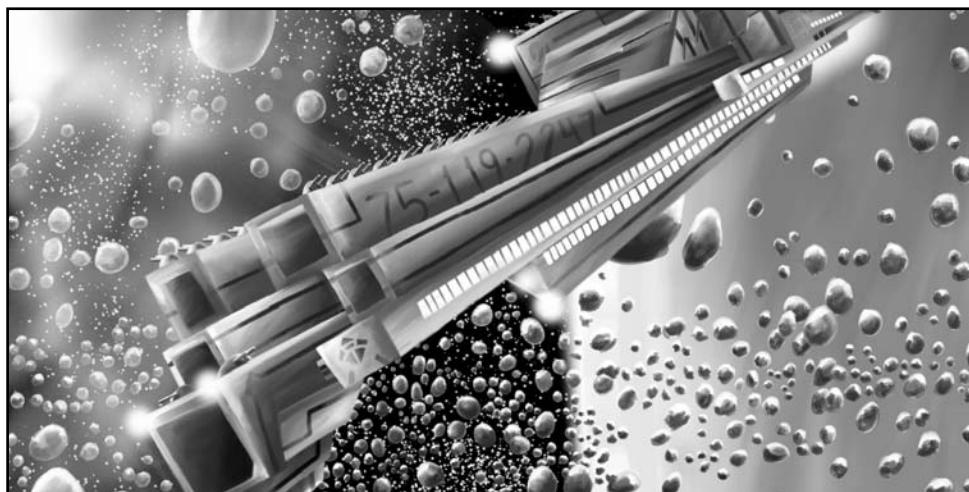
## FLEET CARRIER (ANTIAMA-CLASS)

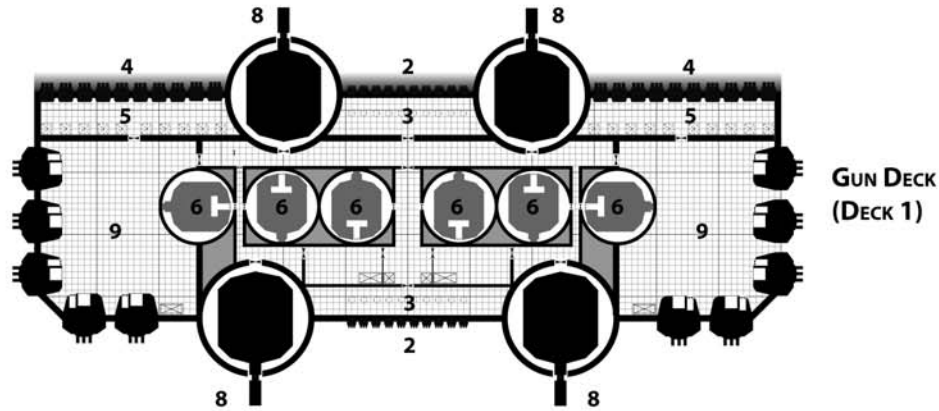
A huge carrier design, the *Antiama* class is a key component of the Imperial navy. It is a hulking vessel that tends to stay relatively stationary in battle, relying on its numerous heavy attack fighters and bombers. That is not to say the *Antiama*-class carrier is not without its own offensive capabilities, boasting numerous weapon bays and point-defence systems, but it is not expected to fill a battleship's role.

Fleet Carrier			Tons	Price (MCr)
Hull	100 ktons 4 sections each	Close Structure Hull 500 Structure 500 Partially Streamlined		9,000
Armour	Super Dense	3 pts	2,500	2,250
Jump Drive		Jump 4	5,000	10,000
Manoeuvre Drive		Thrust 2 (TL 9)	1,125	703.125
Power Plant		Rating 6 (TL 15)	3,750	18,750
Bridge		4 Command Modules	2,000	2,000
		Flag Bridge	320	480
		Holographic Controls	—	620
Computer Electronics	Core / 9fib x3	Rating 100	—	585
		Military Countermeasures x 4	264	396
		Enhanced Signal Processors		
		Distributed Arrays		
Weapons	Bays	4 x Large Meson Gun-13 (VH Yield)	404	500
		4 x Large Particle Beam-10 (VH Yield)	404	200
		12 x Fusion Gun-14 (Very High Yield)	612	120
		60 x Missile Bank Bay -9	1,860	1,440
	Turrets	360 x Triple Beam Laser-11 (accurate)	360	1,710
		360 x Triple Sandcaster	360	630
		100 x Triple Particle Beam-10 (VH Yield)	100	1,600
		100 x Triple Missile	100	325
	Dampers/Screens	6 Nuclear Dampers	240	300
		6 Meson Screens	420	540
Ammunition		30,600 missiles	2,550	—
		32,400 sandcaster barrels	1,620	—
Fuel	43,750 tons	One Jump 4 – Three weeks of operation	43,750	—
Cargo	1,732 tons		1,732	
887 Staterooms			3,548	443.5
o Low Berths			—	—
Extras	Luxuries x 10		10	1
	Briefing Rooms x 94		376	47
	Armouries x 42		84	21
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 4 days	546.875	27.344
	Repair Drones		1,000	200
	887 Escape Pods		443.5	88.7
Craft	200 40 ton fighters, 100 70 ton fighters	Standard Hangars	19,500	3,900
		Two 70 ton Launch Tubes	3,500	1,750
		One 40 ton Launch Tube	1,000	500
	8 50 ton small craft	Standard Hangars	520	104
Software	Manoeuvre/o		—	—
	Intellect	Rating 10	—	3
	Library		—	—
	Evade/3	Rating 25	—	9
	Auto Repair/2	Rating 20	—	30
	Jump Control/4	Rating 20	—	1.2
	Fire Control/5	Rating 25	—	30
Maintenance Cost (monthly)				4.9422
Life Support Cost (monthly)				1.774
Total Tonnage & Cost			99,999.375	59,305.869 + small craft

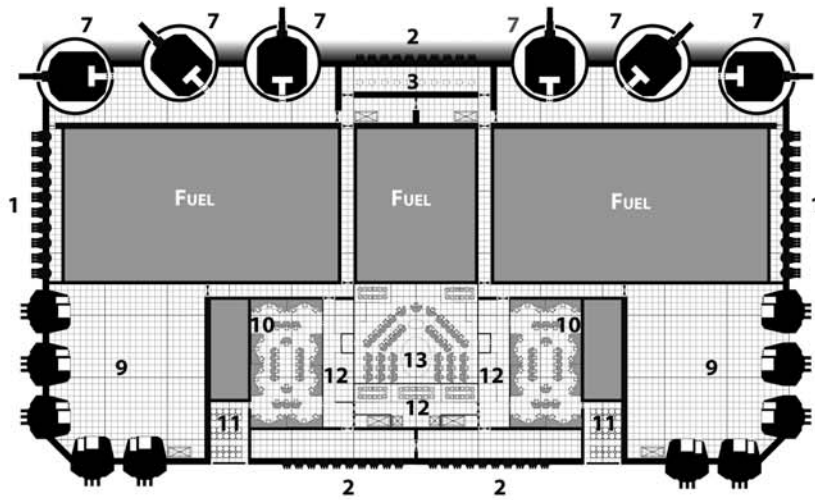
Department	Crew	Crew Damage Track
Command	50	Dead (-)
Engineering	99	Survivors (-4)
Gunnery	310	Skeleton (-2)
Flight	924	Half (-1)
Troops	100	Weakened
Service	200	Full
Frozen Watch	0	Battle – Starting Position
Total	1,683	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Amidships		Main		Forward	
Hull	500		500		500		500	
Structure	500		500		500		500	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	25 x 40 ton Fighters	Nuclear Damper	25 x 70 ton Fighters	Command Bridge	25 x 40 ton Fighters	Command	25 x 40 ton Fighters
4	P-Plant	M-Drive	Command	Launch Tube	Flight Barracks	25 x 40 ton Fighters	Hangar	25 x 40 ton Fighters
5	4 x Meson Gun Bay	90 x Beam Laser Turret	4 x Particle Beam Bay	90 x Sandcaster Turret	12 x Fusion Gun Bays	90 x Beam Laser Turret	12 x Missile Bank Bays	90 x Sandcaster Turret
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	12 x Missile Bank Bays	90 x Sandcaster Turret	12 x Missile Bank Bays	90 x Beam Laser Turret	12 x Missile Bank Bays	90 x Sandcaster Turret	12 x Missile Bank Bays	90 x Beam Laser Turret
10	J-Drive	M-Drive	50 x Particle Beam Turret	Launch Tube	Military Counter measure	50 x Missile Turret	Computer	25 x 40 ton Fighters
11	P-Plant	25 x 70 ton Fighters	50 x Missile Turret	25 x 70 ton Fighters	25 x 70 ton Fighters	50 x Particle Beam Turret	Meson Screen	25 x 40 ton Fighters
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

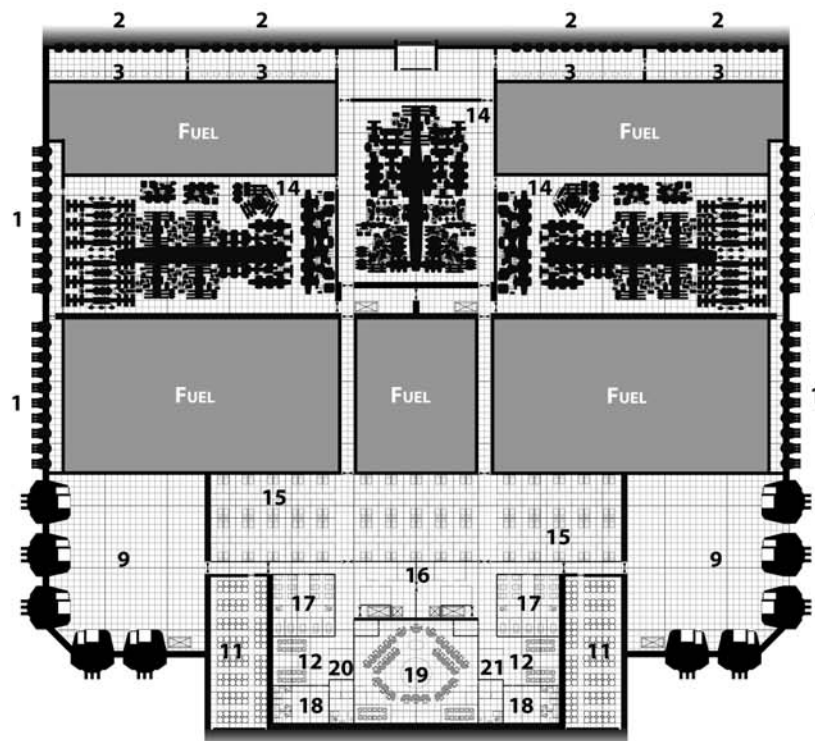




**GUN DECK  
(DECK 1)**



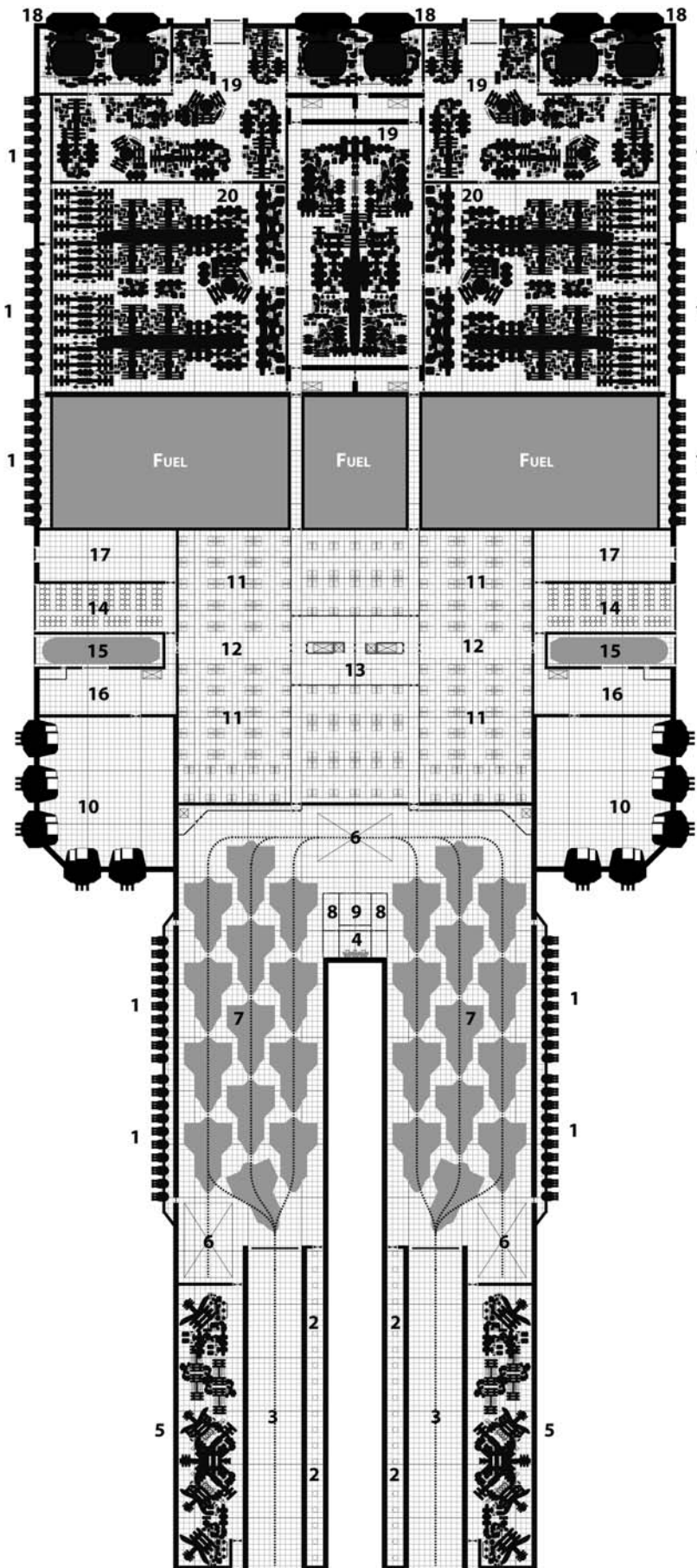
**BRIDGE  
(DECK 2)**



**FLAG BRIDGE  
(DECK 3)**

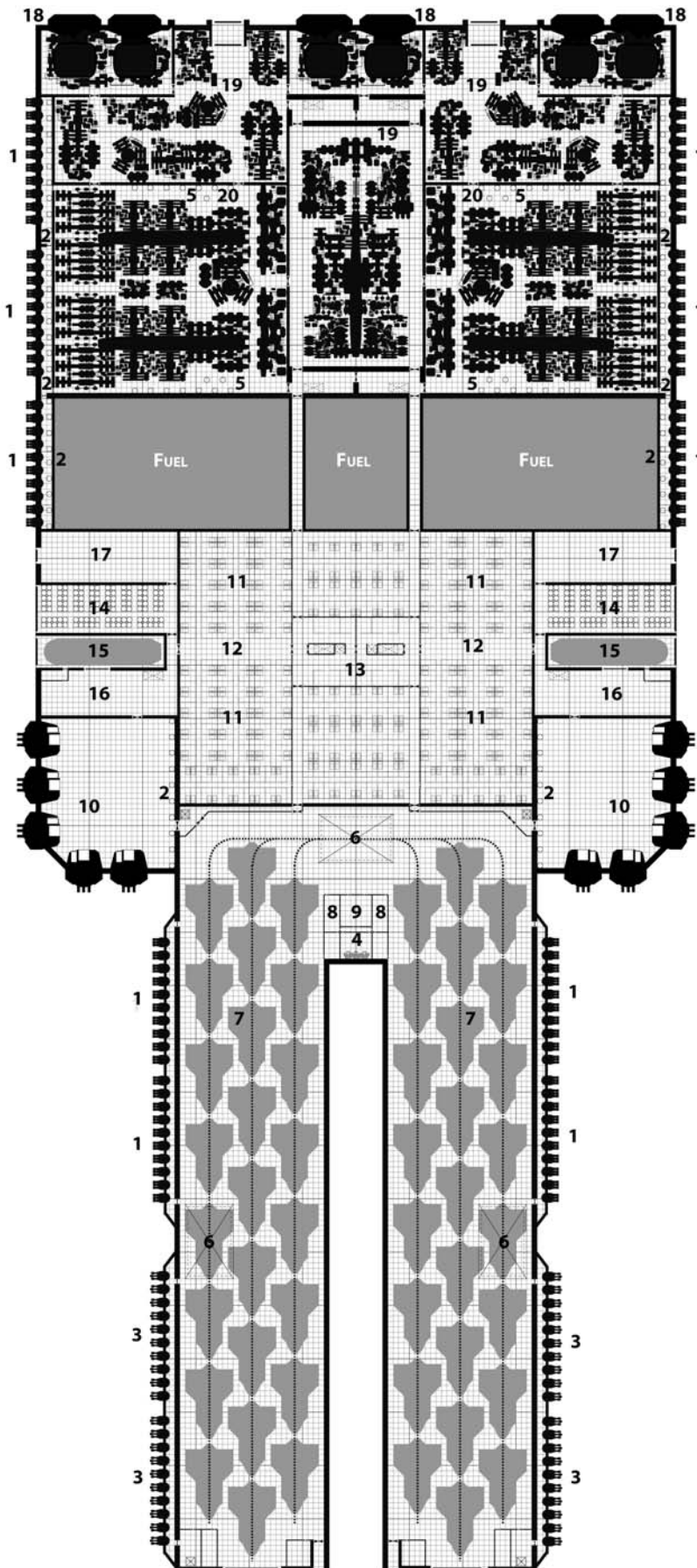
1. BEAM LASER TURRET BATTERY
2. SANDCASTER TURRET BATTERY WITH CANISTER STORE
3. SANDCASTER TURRET BATTERY (ABOVE)
4. MISSILE TURRET BATTERY WITH MISSILE MAGAZINE
5. MISSILE TURRET BATTERY (ABOVE)
6. FUSION GUN (ABOVE)
7. FUSION GUN
8. LARGE MESON GUN
9. MISSILE BAYS WITH MISSILE MAGAZINE
10. FIRE CONTROL CENTER
11. ESCAPE PODS
12. MEETING AND BRIEFING ROOMS
13. BRIDGE
14. JUMP DRIVE
15. CREW QUARTERS
16. CREW MESS AND LOUNGE AREA
17. SICKBAY
18. SENIOR OFFICE QUARTERS AND LOUNGE
19. FLAG BRIDGE
20. CAPTAIN'S CABIN, LOUNGE AND OFFICE
21. EXECUTIVE OFFICER'S CABIN, LOUNGE AND OFFICE





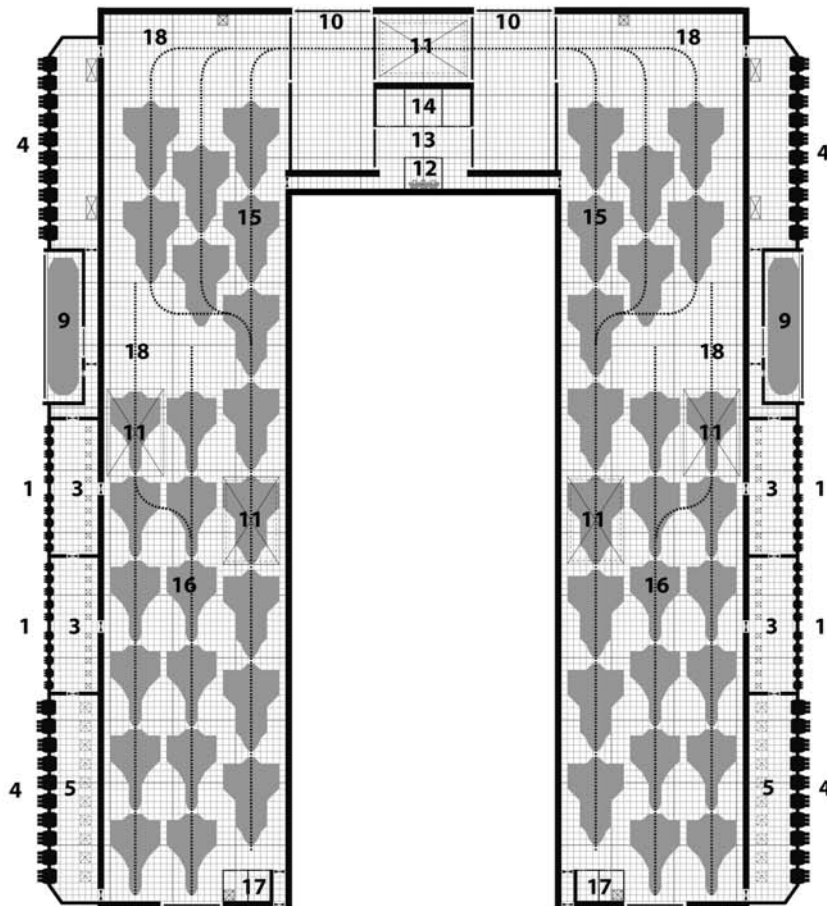
### HEAVY FIGHTER LAUNCH DECK (DECK 4)

1. BEAM LASER TURRET BATTERY
2. SANDCASTER TURRET BATTERY (ABOVE)
3. HEAVY FIGHTER LAUNCH TUBE
4. LAUNCH CONTROL
5. SENSORS AND SCREENS
6. HANGAR LIFTS
7. HEAVY FIGHTER HANGAR (WITH FAST TRANSIT CARRIER RAILS)
8. PILOT BRIEFING ROOMS
9. PILOT SUIT STORE
10. MISSILE BAYS WITH MISSILE MAGAZINE
11. CREW QUARTERS
12. CREW MESS AND LOUNGE
13. CENTRAL LIFTS WITH CREW BRIEFING ROOMS
14. ESCAPE PODS
15. CUTTER DOCKING BAY
16. CARGO SPACE
17. DRONE STORAGE AND LAUNCH AREA
18. MANOEUVRE DRIVE
19. POWER PLANT
20. JUMP DRIVE



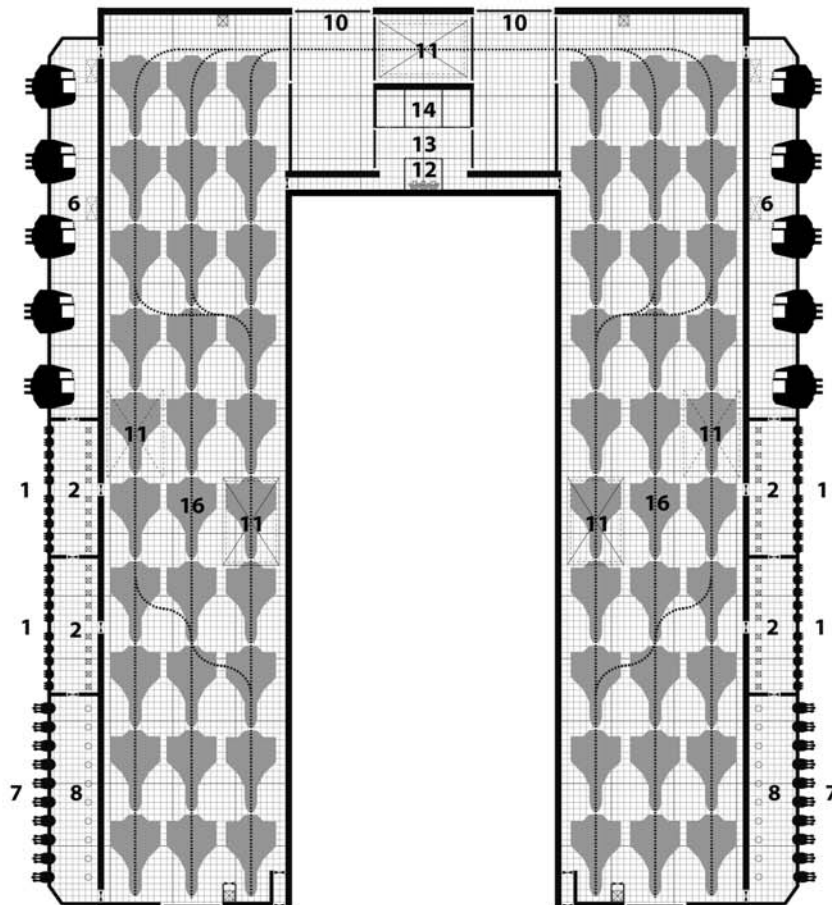
### HEAVY FIGHTER HANGAR DECK (DECK 5)

1. BEAM LASER TURRET BATTERY
2. BEAM LASER TURRET BATTERY (BELOW)
3. PARTICLE BEAM TURRET BATTERY
4. HANGAR CO-ORDINATION CENTER
5. PARTICLE BEAM TURRET BATTERY (BELOW)
6. HANGAR LIFTS
7. HEAVY FIGHTER HANGAR (WITH FAST TRANSIT CARRIER RAILS)
8. PILOT BRIEFING ROOMS
9. PILOT SUIT STORE
10. MISSILE BAYS WITH MISSILE MAGAZINE
11. CREW QUARTERS
12. CREW MESS AND LOUNGE
13. CENTRAL LIFTS WITH CREW BRIEFING ROOMS
14. ESCAPE PODS
15. CUTTER DOCKING BAY
16. CARGO SPACE
17. DRONE STORAGE AND LAUNCH AREA
18. MANOEUVRE DRIVE
19. POWER PLANT
20. JUMP DRIVE

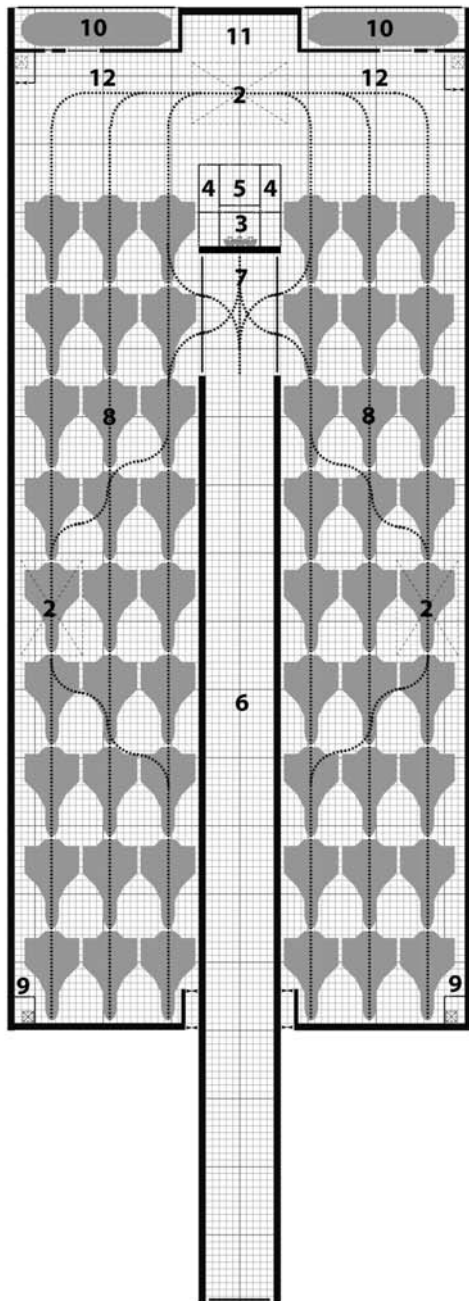


### MIXED FIGHTER HANGAR (DECK 6)

1. SANDCASTER TURRET BATTERY AND CANISTER STORE
2. SANDCASTER TURRET BATTERY (ABOVE)
3. SANDCASTER TURRET BATTERY (BELOW)
4. MISSILE TURRET BATTERY AND MISSILE MAGAZINE
5. MISSILE TURRET BATTERY (ABOVE)
6. MISSILE BAYS WITH MISSILE MAGAZINE
7. PARTICLE BEAM TURRET BATTERY
8. PARTICLE BEAM TURRET BATTERY (ABOVE)
9. CUTTER DOCKING BAY
10. FIGHTER DOCKING/RECOVERY BAY (DOUBLES AS MAINTENANCE AREA)
11. HANGAR LIFTS
12. HANGAR CO-ORDINATION CENTER
13. PILOT BRIEFING AREA
14. WORKSHOPS AND EQUIPMENT STORES
15. HEAVY FIGHTER HANGAR (WITH FAST TRANSIT CARRIER SYSTEM)
16. MEDIUM FIGHTER HANGAR (WITH FAST TRANSIT CARRIER SYSTEM)
17. FORWARD MAINTENANCE AND FUELLING CONTROL
18. FIGHTER MAINTENANCE AREAS

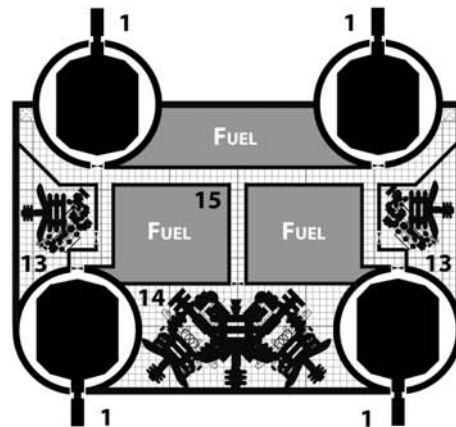


### MEDIUM FIGHTER HANGAR (DECK 7)

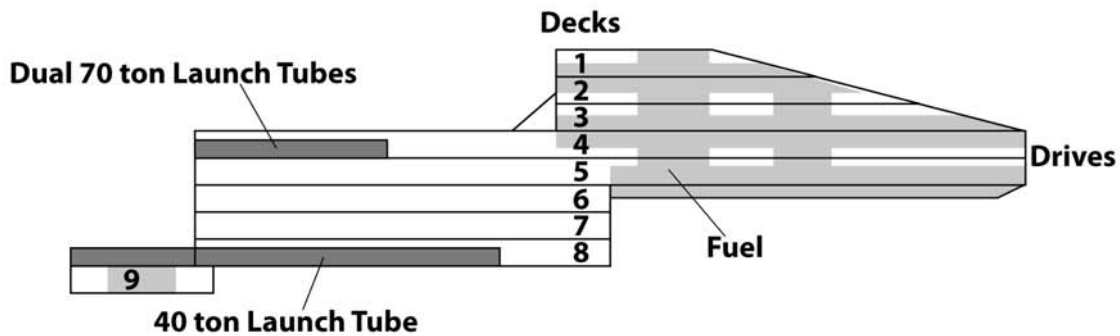


**MEDIUM FIGHTER  
LAUNCH DECK  
(DECK 8)**

1. LARGE PARTICLE BEAM WEAPONS
2. HANGAR LIFTS
3. HANGAR CO-ORDINATION CENTER
4. PILOT BRIEFING AREA
5. WORKSHOP AND EQUIPMENT STORES
6. MEDIUM FIGHTER LAUNCH TUBE
7. LAUNCH TUBE LOADING AREA
8. MEDIUM FIGHTER HANGAR (WITH FAST TRANSIT CARRIER SYSTEM)
9. FORWARD MAINTENANCE AND FUELLING CONTROL (WITH ACCESS TO GUN DECK)
10. CUTTER DOCKING BAY
11. CARGO STORAGE
12. FIGHTER MAINTENANCE AREAS
13. FORWARD NUCLEAR DAMPERS
14. FORWARD MESON SCREEN
15. FIGHTER FUEL STORE



**GUN DECK  
(DECK 9)**



Note: Hangar Decks have a ceiling height of 9 meters; crew areas are typically 3 meters; this leaves large inter-deck spaces for fuel storage

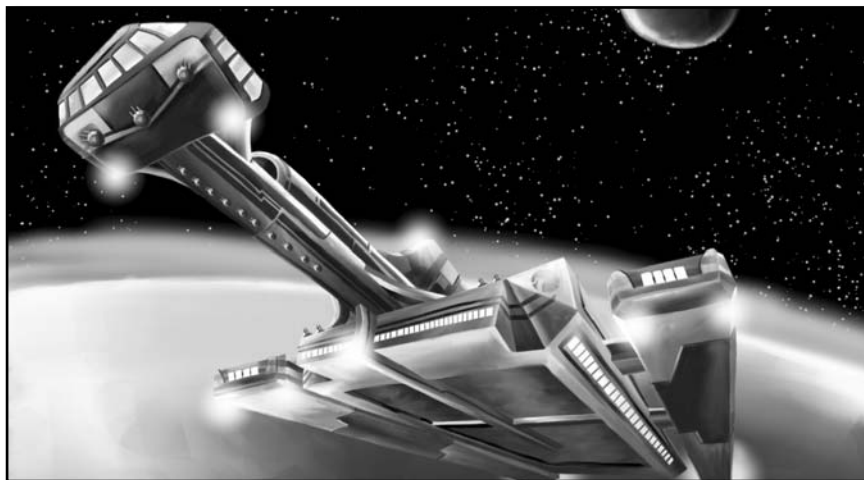
## STRIKE CARRIER (WIND-CLASS)

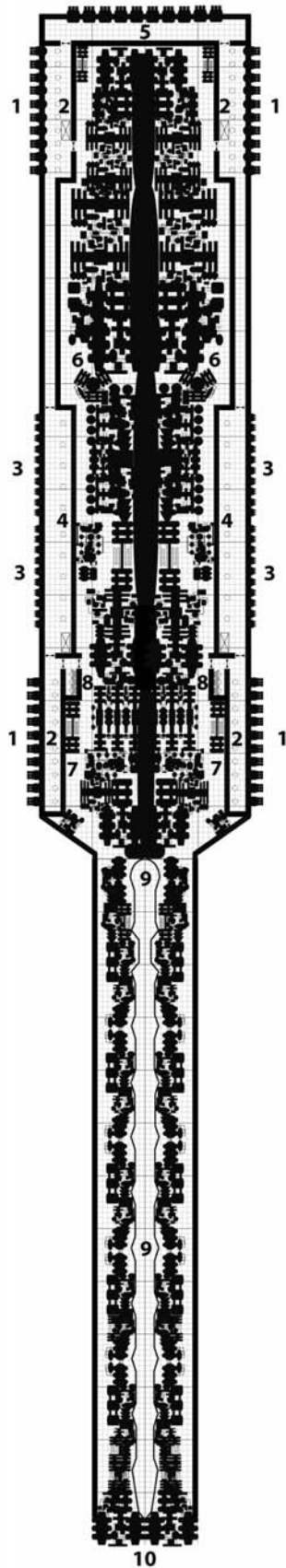
The *Wind*-class strike carrier is one of the most common carriers used in the Imperial navy, mixing the offensive power of a strike cruiser with the ability to ferry eight squadrons of fighters. Its 'long-necked' style of launch and recovery areas are not as efficient as those found in larger, dedicated carriers, but the *Wind*'s powerful meson gun mount makes up for any time lost in launching sorties.

Strike Carrier			Tons	Price (MCr)
Hull	75 ktons 4 sections each	Wedge (TL13 hull) Hull 417 Structure 417 Streamlined		10,312.5
Armour	Bonded Superdense	8 pts	5,000	6,875
Jump Drive		Jump 3	3,000	6,000
Manoeuvre Drive		Thrust 6 (TL 10)	2,193.75	1,371.0937
Power Plant		Rating 6	3,750	9,375
Bridge		4 Command Modules	1,500	1,500
		Flag Bridge	320	480
		Holographic Controls	—	495
Computer	Core / 9fib x3	Rating 100	—	585
Electronics		Military Countermeasures x 4 Enhanced Signal Processors Distributed Arrays	264	396
Weapons	Spinal Bays	TL15 Meson Gun C (Rapid Fire) 4 x Large Fusion Gun-14 (VHYield) 4 x Large Meson Gun-13 (VHYield) 8 x Large Particle Beam-10 (VHYield) 20 x Torpedo Bank-12 40 x Missile Bank-9	4,400 404 404 808 620 1,240	4,400 80 500 400 480 960
	Turrets	300 x Triple Beam Laser – 11 (accurate) 60 x Triple Particle Beam-10 (VH Yield) 180 x Triple Sandcaster 90 x Triple Missile	300 60 180 90	1,425 960 315 292.5
	Dampers/Screens	6 Nuclear Dampers 6 Meson Screens	240 420	300 540
Ammunition		27,000 missiles 1,500 torpedoes 19,440 sandcaster barrels	2,250 3,750 972	— — —
Fuel	27,500 tons	One Jump 3 – Four weeks of operation	27,500	—
Cargo	2,764 tons		2,706	—
522 Staterooms			2,088	261
Extras	Armoured Bulkheads	All Drives Bridge All Armaments	894.375 182 850.6	178.875 36.4 170.12
	Luxuries x 10		10	1
	Armoury x 28		56	14
	Briefing Room x 28		112	14
	Fuel Scoops			1
	Fuel Processor	All fuel in 4 days	343.75	17.1875
	Repair Drones		750	150
	522 Escape Pods		261	52.2
Craft	60 40 ton Fighters, 20 70 ton Fighters	Standard Hangars	4,940	988
		Launch Tube	1,750	875
	6 50 ton small craft	Standard Hangers	390	78
Software	Manoeuvre/o		—	—
	Intellect	Rating 10	—	3
	Library		—	—
	Evade/3	Rating 25	—	9
	Auto Repair/2	Rating 20	—	30
	Jump Control/4	Rating 15	—	1.2
	Fire Control/5	Rating 25	—	30
Maintenance Cost (monthly)				4.246
Life Support Cost (monthly)				1.044
Total Tonnage & Cost			74,999.475	50,952.075 (+ small craft)

Department	Crew	Crew Damage Track
Command	35	Dead (-)
Engineering	55	Survivors (-4)
Gunnery	161	Skeleton (-2)
Flight	200	Half (-1)
Troops	40	Weakened
Service	150	Full
Frozen Watch	0	Battle – Starting Position
Total	641	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

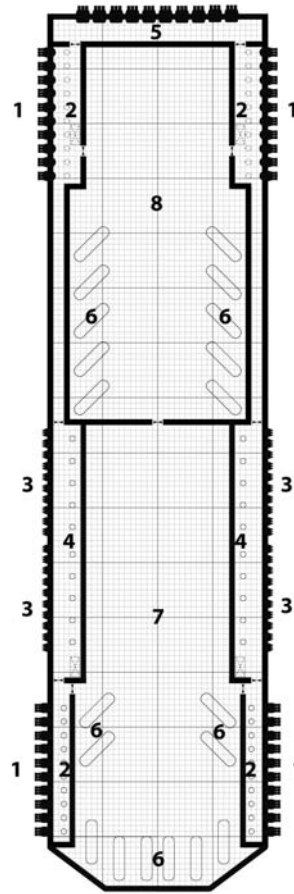
	Engineering		Amidships		Main		Forward	
Hull	375		375		375		375	
Structure	375		375		375		375	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	10 x 40 ton fighters	Command	Military Counter measure	Command Bridge	10 x 40 ton fighters	Nuclear Damper	10 x 70 ton fighters
4	P-Plant	M-Drive	Spinal Mount	10 x 40 ton fighters	Spinal Mount	45 x Missile Turret	Spinal Mount	10 x 40 ton fighters
5	4 x Fusion Gun Bay	60 x Particle Beam Turret	Barracks	60 x Sandcaster Turret	20 x Missile Bank Bay	50 x Triple Beam Turret	20 x Missile Bank Bay	50 x Triple Beam Turret
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Fuel	60 x Sandcaster Turret	Flight Barracks	50 x Triple Beam Turret	20 x TorpedoBank Bay	50 x Triple Beam Turret	8 x Particle Beam Bay	50 x Triple Beam Turret
10	J-Drive	M-Drive	4 x MesonGun Bay	10 x 70 ton fighters	50 x Triple Beam Turret	60 x Sandcaster Turret	45 x Missile Turret	Military Counter measure
11	P-Plant	10 x 40 ton fighters	Hangar	Launch Tube	Meson Screen	10 x 40 ton fighters	Computer	5 x Small Craft
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull





**SPINAL WEAPON  
(DECK 1)**

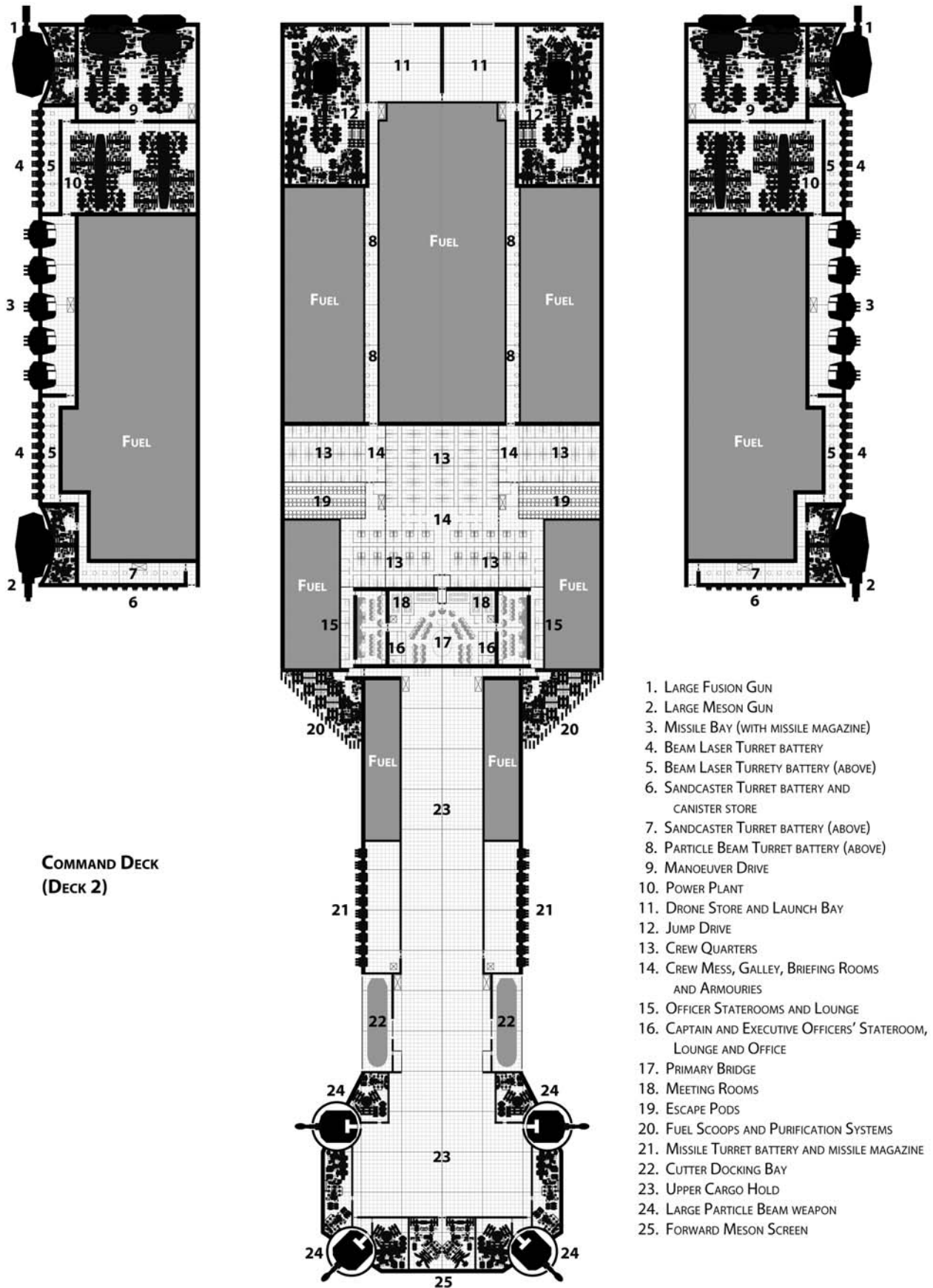
1. BEAM LASER TURRET BATTERY
2. BEAM LASER TURRET BATTERY (ABOVE)
3. SANDCASTER TURRET BATTERY AND  
CANISTER STORE
4. SANDCASTER TURRET BATTERY (ABOVE)
5. MISSILE TURRET BATTERY WITH MISSILE MAGAZINE
6. MESON GENERATOR
7. MESON ACCELERATOR
8. SPINAL WEAPON CONTROL ROOM
9. MESON FOCUSING BARREL
10. MESON TARGETING RING



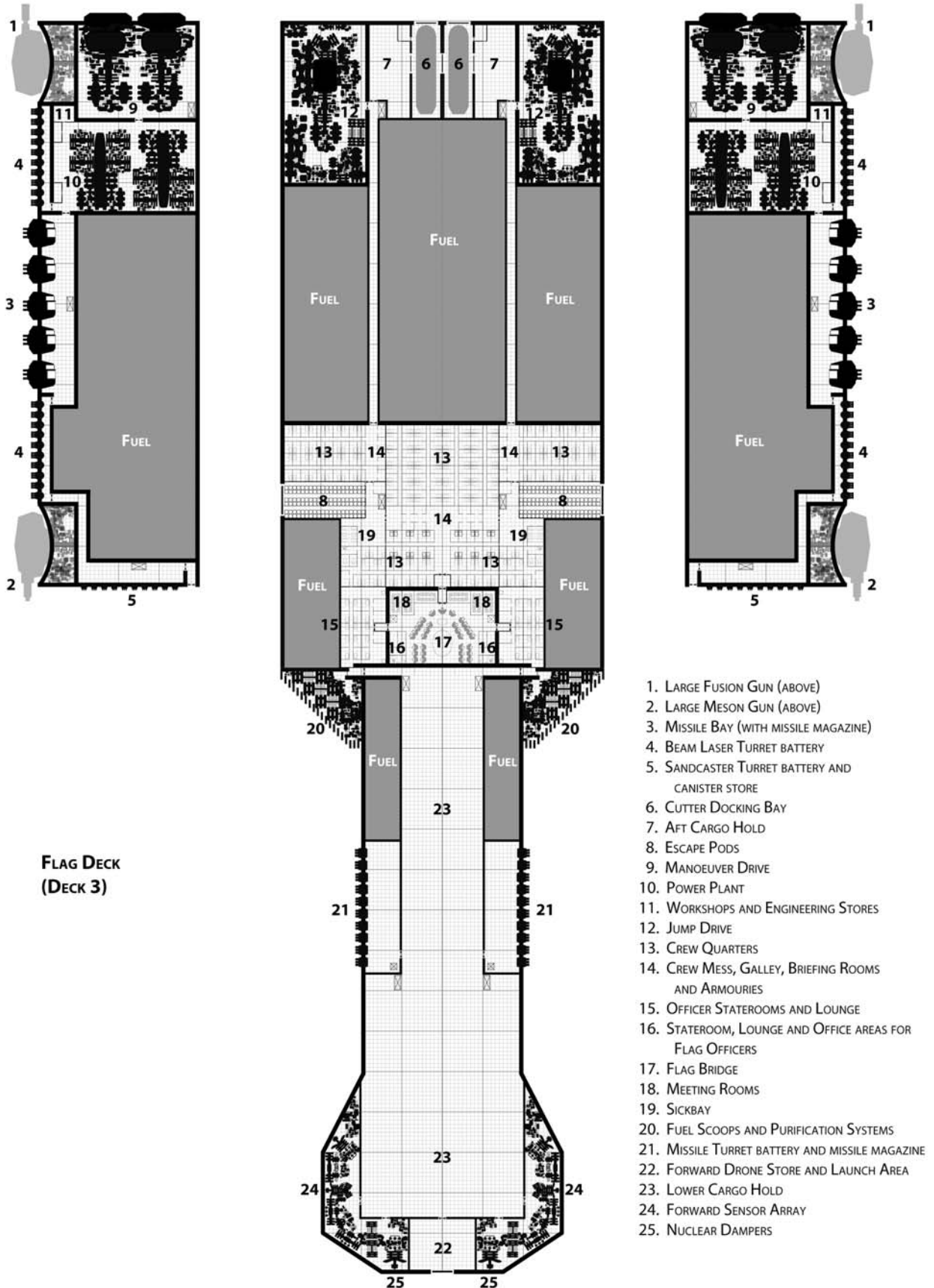
**TORPEDO BANK  
(DECK 6)**

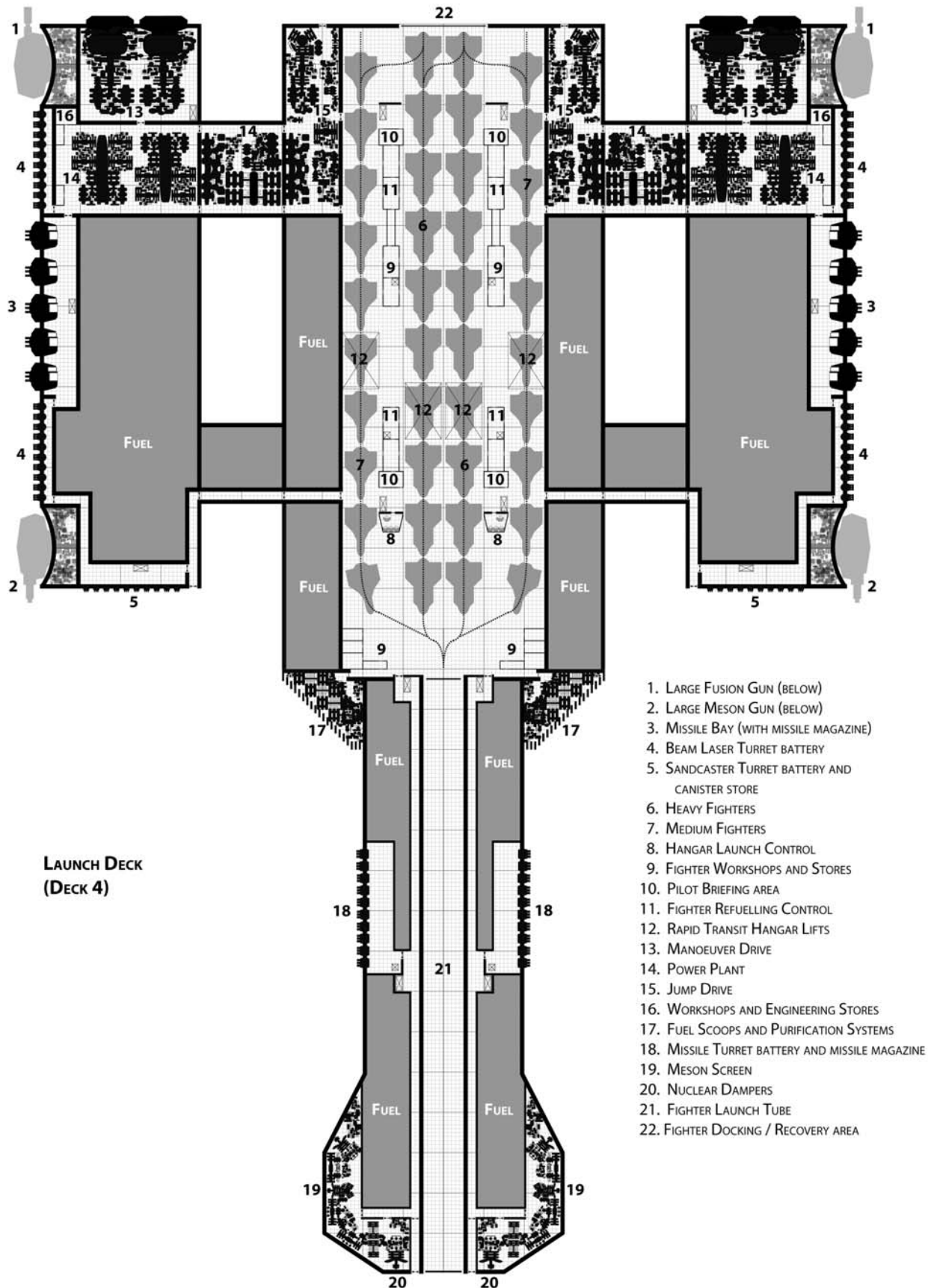
1. BEAM LASER TURRET BATTERY
2. BEAM LASER TURRET BATTERY (BELOW)
3. SANDCASTER TURRET BATTERY AND  
CANISTER STORE
4. SANDCASTER TURRET BATTERY (BELOW)
5. MISSILE TURRET BATTERY AND MISSILE  
MAGAZINE
6. TORPEDO LAUNCH TUBES
7. FORWARD TORPEDO MAGAZINE
8. AFT TORPEDO MAGAZINE

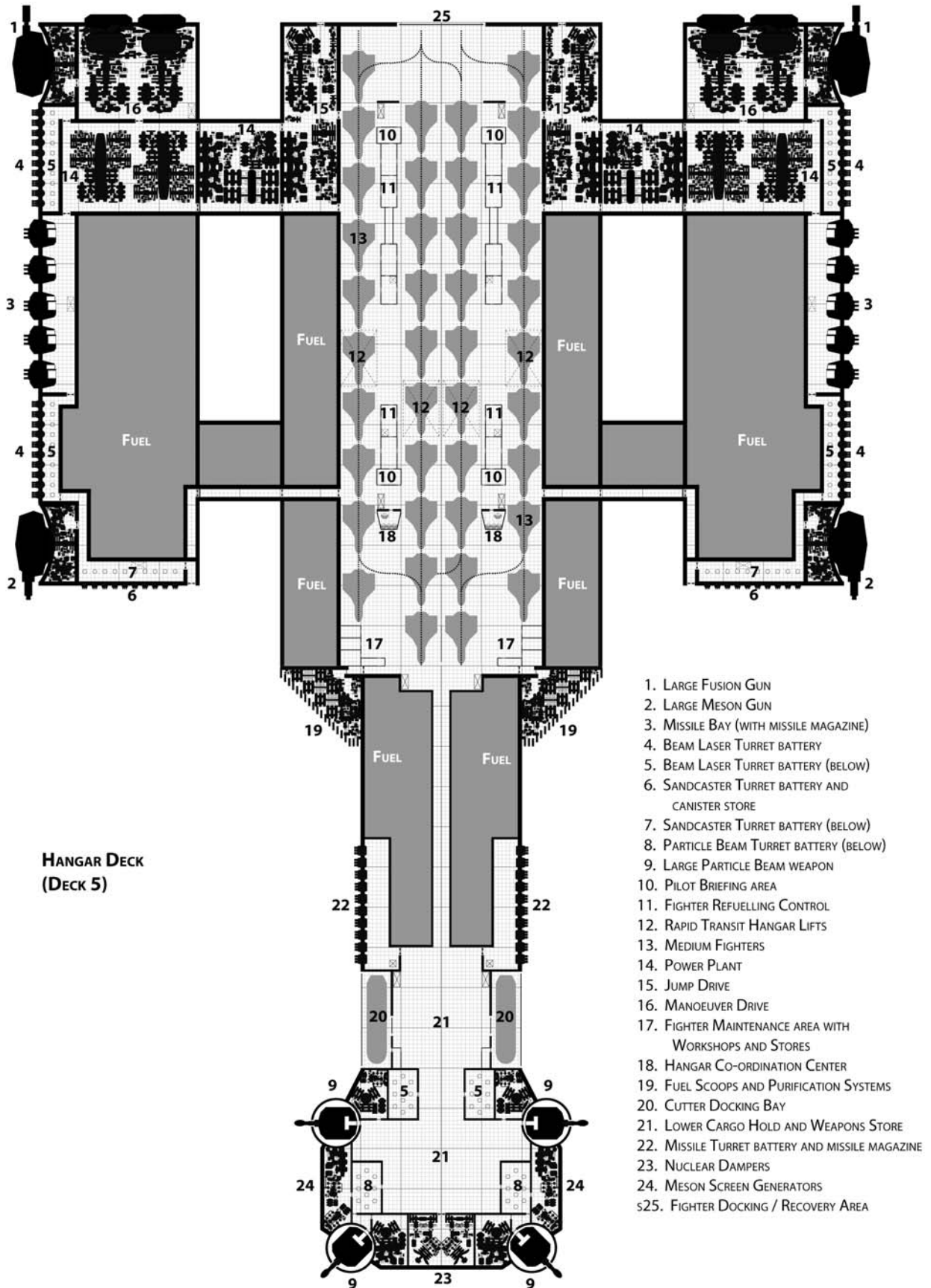












# BATTLESHIPS

## IMPERIAL BATTLE DREADNOUGHT (KOKIRRAK-CLASS)

The *Kokirrak* dreadnought is the preferred Imperial flagship for fleets due to its superior command facilities, which include intelligence and communications suites. The dreadnought is capable of commanding a large fleet engagement within a system, as well as holding its own in most battles; the perfect combination of fleet command and combat capability making it a valuable asset in any campaign.

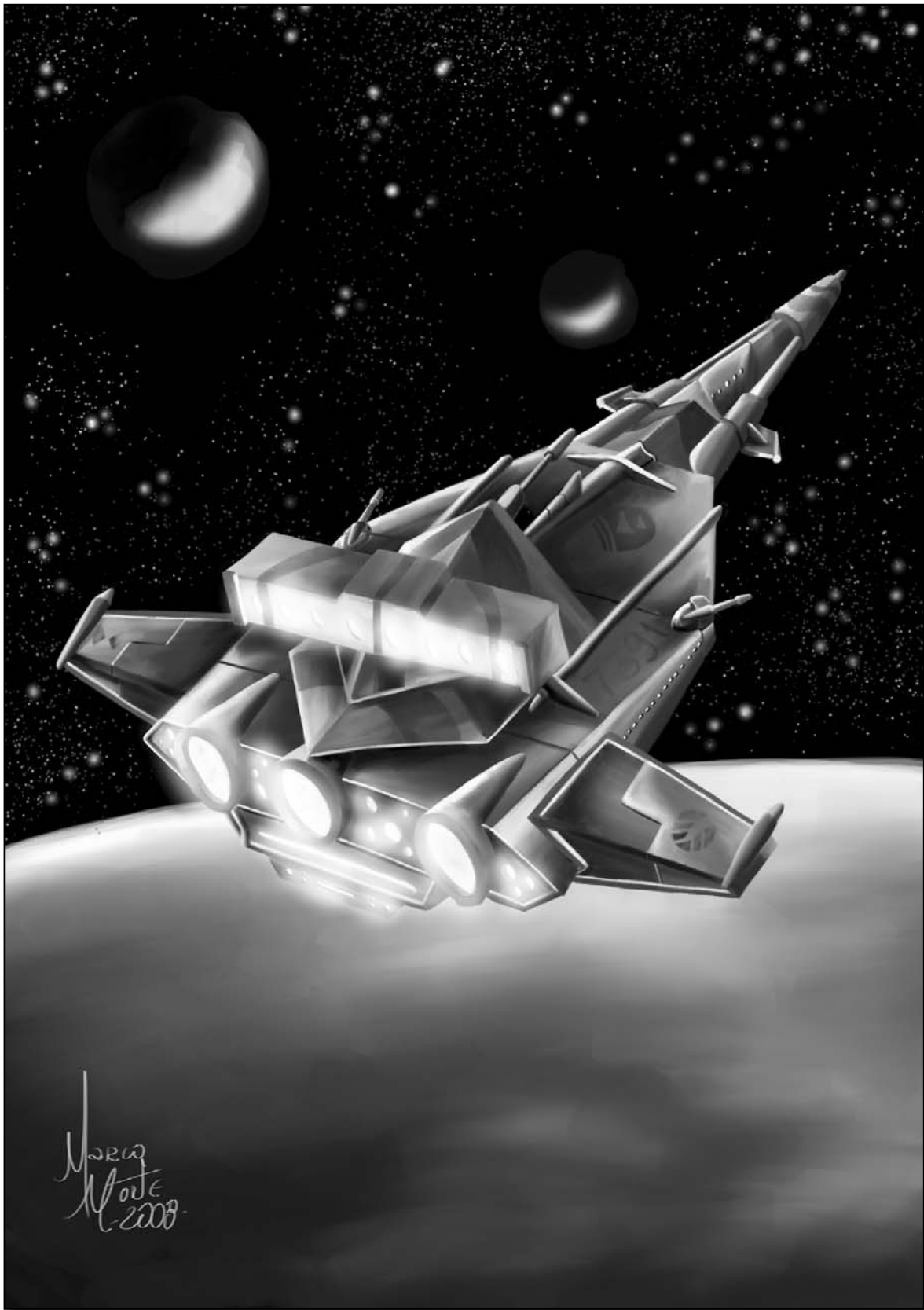
This class, when originally designed, was built with black globe generators. Over the years, various ships have suffered generator failures and the devices have not been replaced. When encountered there is a 50% chance the ship will have a functioning black globe (consisting of three generators).

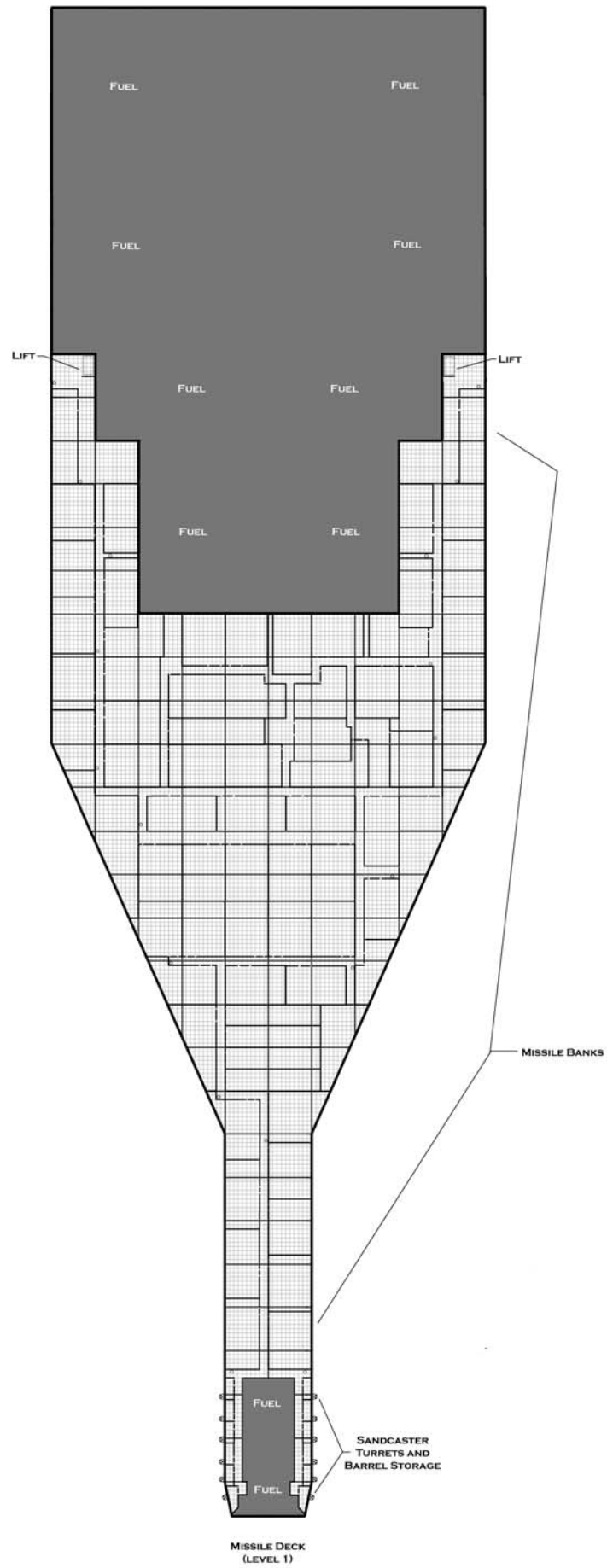
While the *Kokirrak* does not usually carry marines, it is possible to fit a modular barracks and sufficient armouries for 2,000 troops in the hold at a cost of 4,400 tons of cargo capacity.

Department	Crew	Crew Damage Track
Command	100	Dead (-)
Engineering	269	Survivors (-4)
Gunnery	954	Skeleton (-2)
Flight	30	Half (-1)
Troops	0	Weakened
Service	600	Full
Frozen Watch	0	Battle – Starting Position
Total	1,943	Overstrength
Passenger Staterooms	24	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Aft		Amidships		Main		Forward	
Hull	1,000		1,000		1,000		1,000		1,000	
Structure	1,000		1,000		1,000		1,000		1,000	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	Hull	Hangar	Shuttle	Computer	Command	Hangar	Command Bridge	Nuclear Damper	Shuttle
4	P-Plant	M-Drive	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	70 x Beam Laser Turrets	70 x Beam Laser Turrets
5	24 x Missile Bank Bay	75 x Beam Laser Turrets	24 x Missile Bank Bay	16 x Large Meson Gun Bay	24 x Missile Bank Bay	75 x Beam Laser Turrets	24 x Missile Bank Bay	70 x Beam Laser Turrets	24 x Missile Bank Bay	70 x Beam Laser Turrets
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	15 x Torpedo Bay	80 x Sandcaster Turrets	25 x Fusion Gun Bay	80 x Sandcaster Turrets	15 x Torpedo Bay	80 x Sandcaster Turrets	25 x Fusion Gun Bay	20 x Particle Beam Bay	20 x Particle Beam Bay	80 x Sandcaster Turrets
10	J-Drive	M-Drive	75 x Particle Beam Turrets	75 x Particle Beam Turrets	75 x Particle Beam Turrets	75 x Particle Beam Turrets	75 x Particle Beam Turrets	75 x Particle Beam Turrets	75 x Particle Beam Turrets	75 x Particle Beam Turrets
11	P-Plant	Command	Computer	Counter measures	Hangar	Shuttle	Meson Screen	60 x Missile Turrets	80 x Sandcaster Turrets	30 x Fusion Gun Bay
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

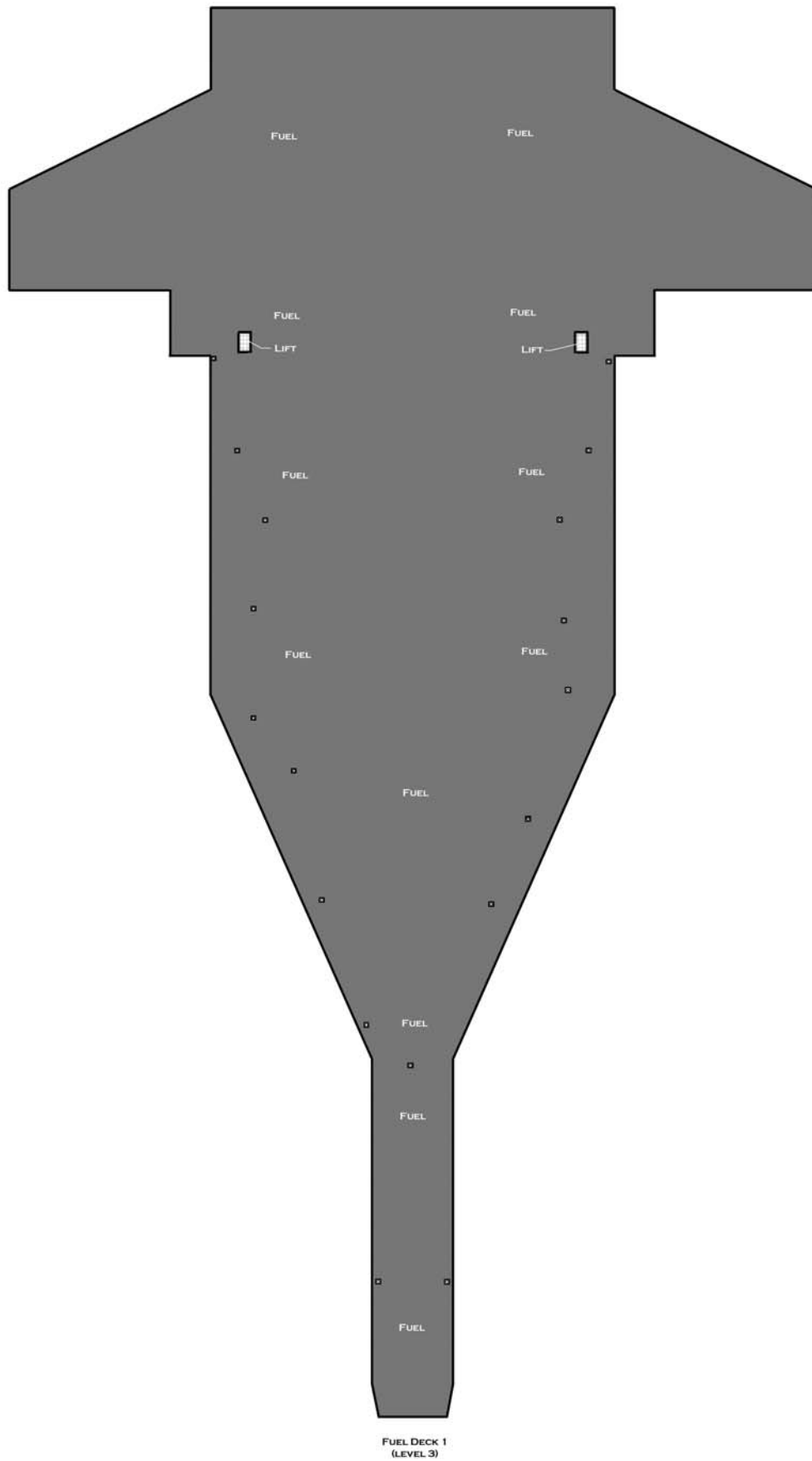
Kokirrak Dreadnought			Tons	Price (MCr)
Hull	200 ktons 5 sections each	Wedge TL 14 hull Hull 1,000 Structure 1,000 Streamlined		30,000
Armour	Superdense	6 pts	10,000	15,000
Jump Drive		Jump 4	10,000	20,000
Manoeuvre Drive		Thrust 6 TL 10	5,850	3,656.25
Power Plant		Rating 6	10,000	25,000
Bridge		5 Command Modules	5,000	5,000
		Flag Bridge	400	600
		Holographic Controls	—	1,400
Computer	Core /9fib x 3	Rating 100	—	585
Electronics		Military Countermeasures x 5 Enhanced Signal Processors Distributed Arrays	330	495
Weapons	Spinal Bays	TL15 Meson-D 120 x Missile Bank-9 80 x Fusion Gun-14 (accurate) 40 x Large Particle Beam-10 (accurate) 16 x Large Meson Gun-13 (accurate) 30 x Torpedo Bank-12	8,400 3,720 4,080 4,040 1,616 930	8,400 2,880 800 2,000 2,000 720
	Turrets	500 x Triple Beam Laser-11 (accurate) 400 x Triple Sandcaster 600 x Triple Particle Beam-10 (accurate) 60 x Triple Missile	500 400 600 60	2,375 700 9,600 195
	Dampers/Screens	6 Nuclear Dampers 6 Meson Screens	300 480	360 600
Ammunition		51,840 missiles 1,800 torpedoes 38,400 sand barrels	4,320 4,500 1,920	— — —
Fuel	93,333 tons	One Jump 4 – Four weeks of operation	93,333	—
Cargo	17,225 tons		17,225	—
1046 Staterooms			4,184	523
0 Low Berths			—	—
Extras	Armoured Bulkheads	Drives and Power Plant	2,585	517
	5 Briefing Room		20	2.5
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 3 days	1,556	77.778
	Luxuries		50	5
	Repair Drones		2,000	400
	39 Armouries		78	19.5
	1046 Escape Pods		523	104.6
Craft	5 90 ton Shuttles	Standard Hangars	585	117
	5 50 ton Cutters	Standard Hangars	325	65
Software	Manoeuvre/0		—	—
	Intellect	Rating 10	—	3
	Library		—	—
	Evade/3	Rating 25	—	9
	Auto Repair/2	Rating 20	—	30
	Jump Control/4	Rating 20	—	—
	Fire Control/5	Rating 25	—	30
Maintenance Cost (monthly)				11.1893
Life Support Cost (monthly)				2.092
Total Tonnage & Cost			199,910	134,271.828 (+ small craft)

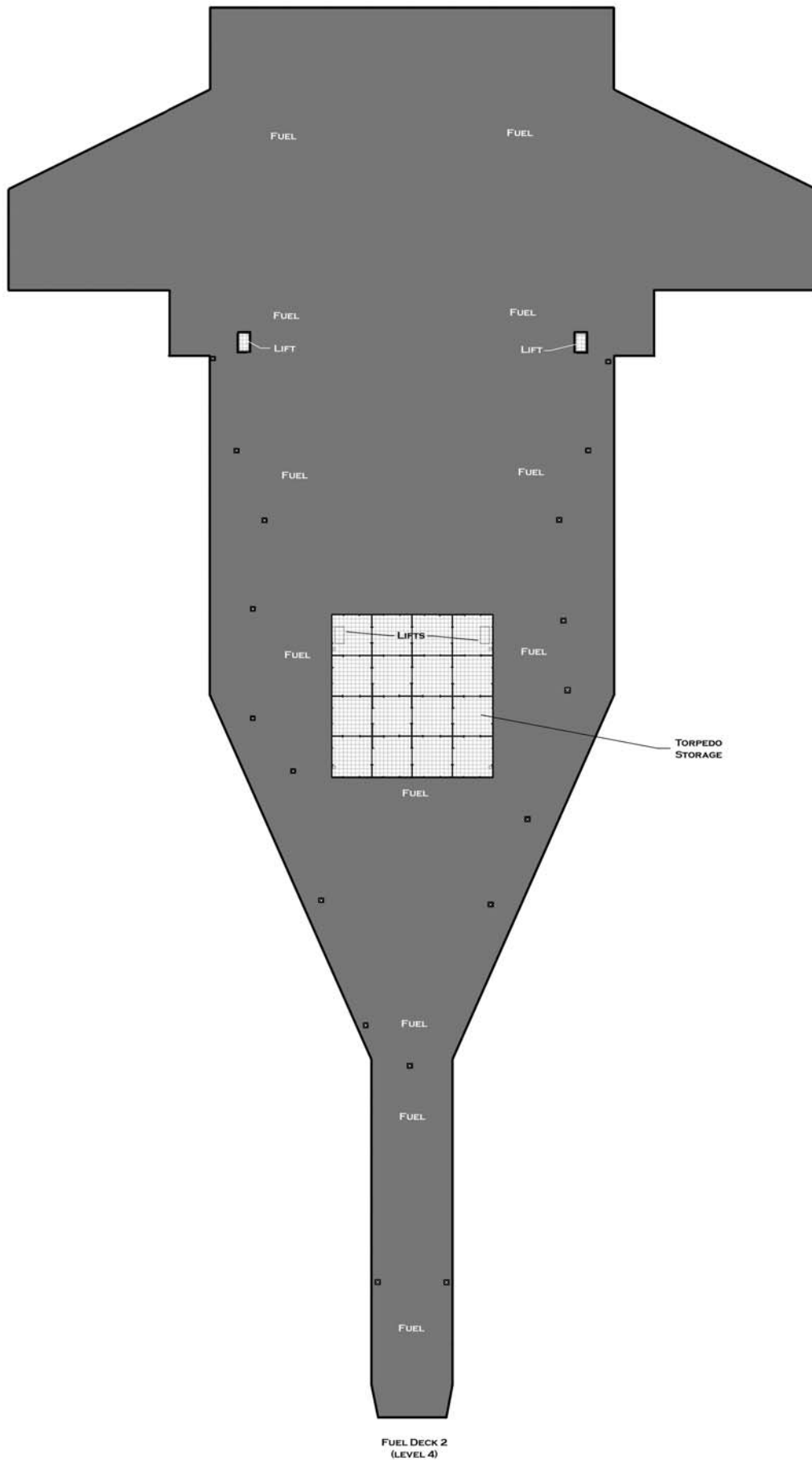




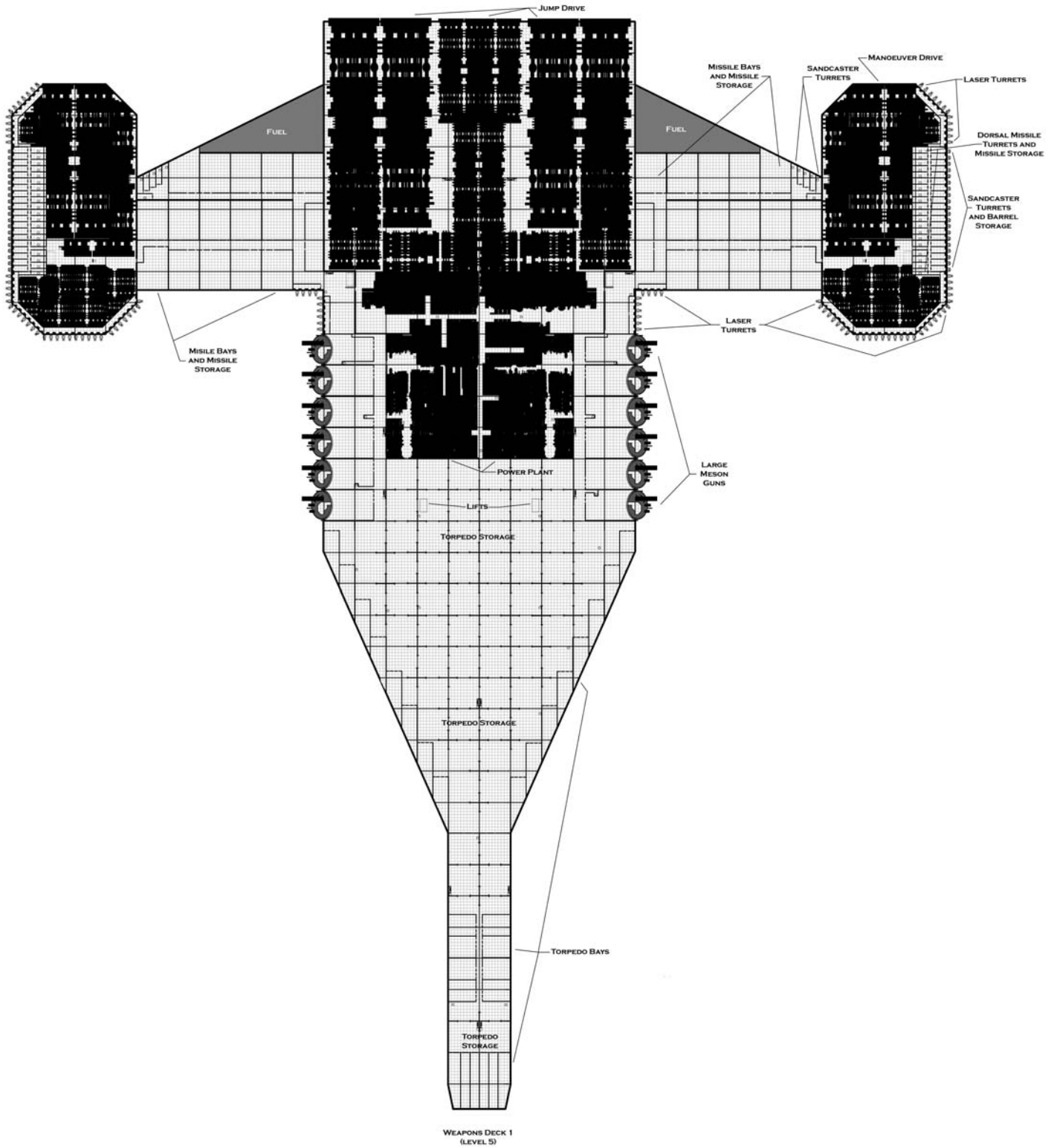


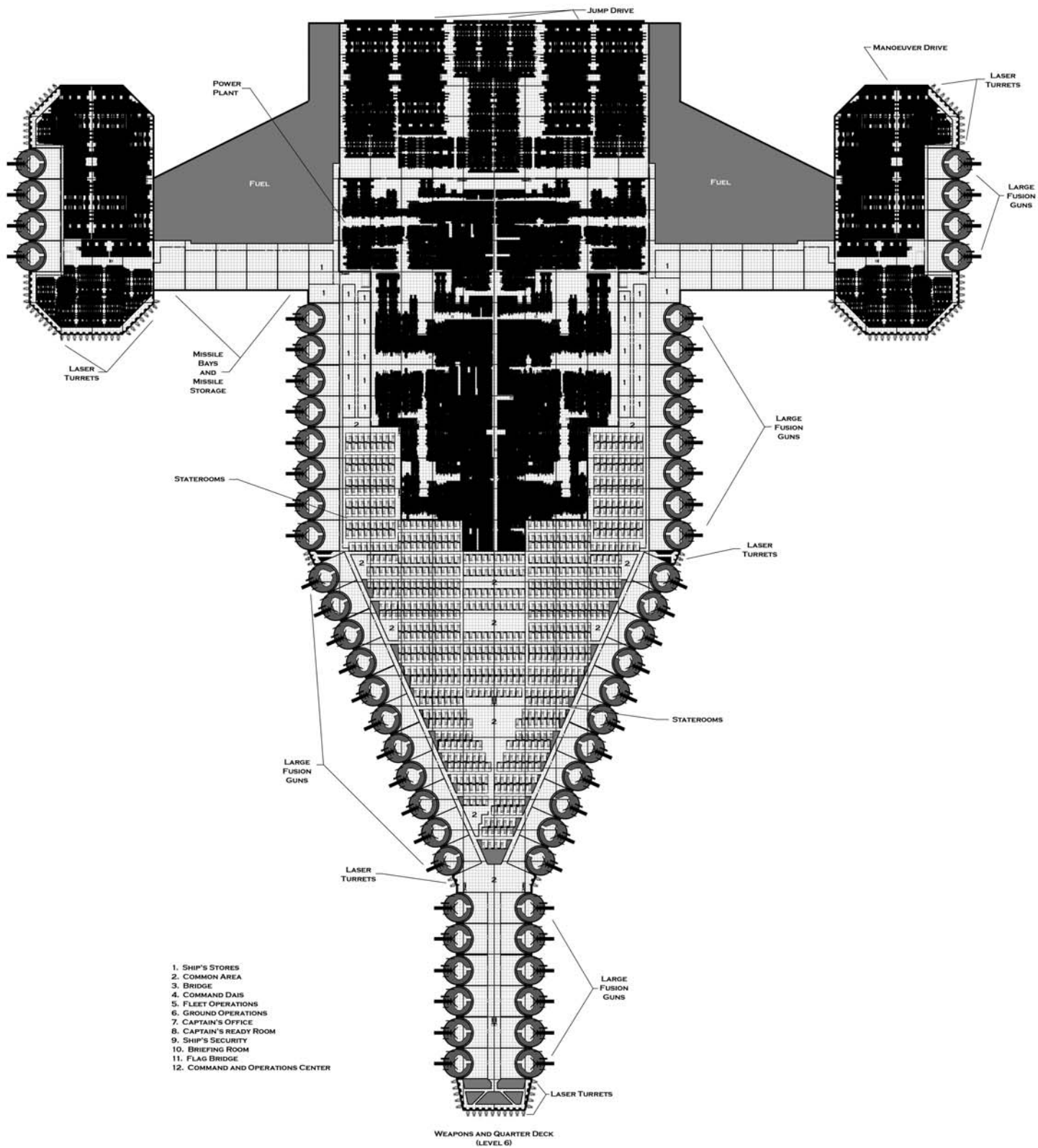


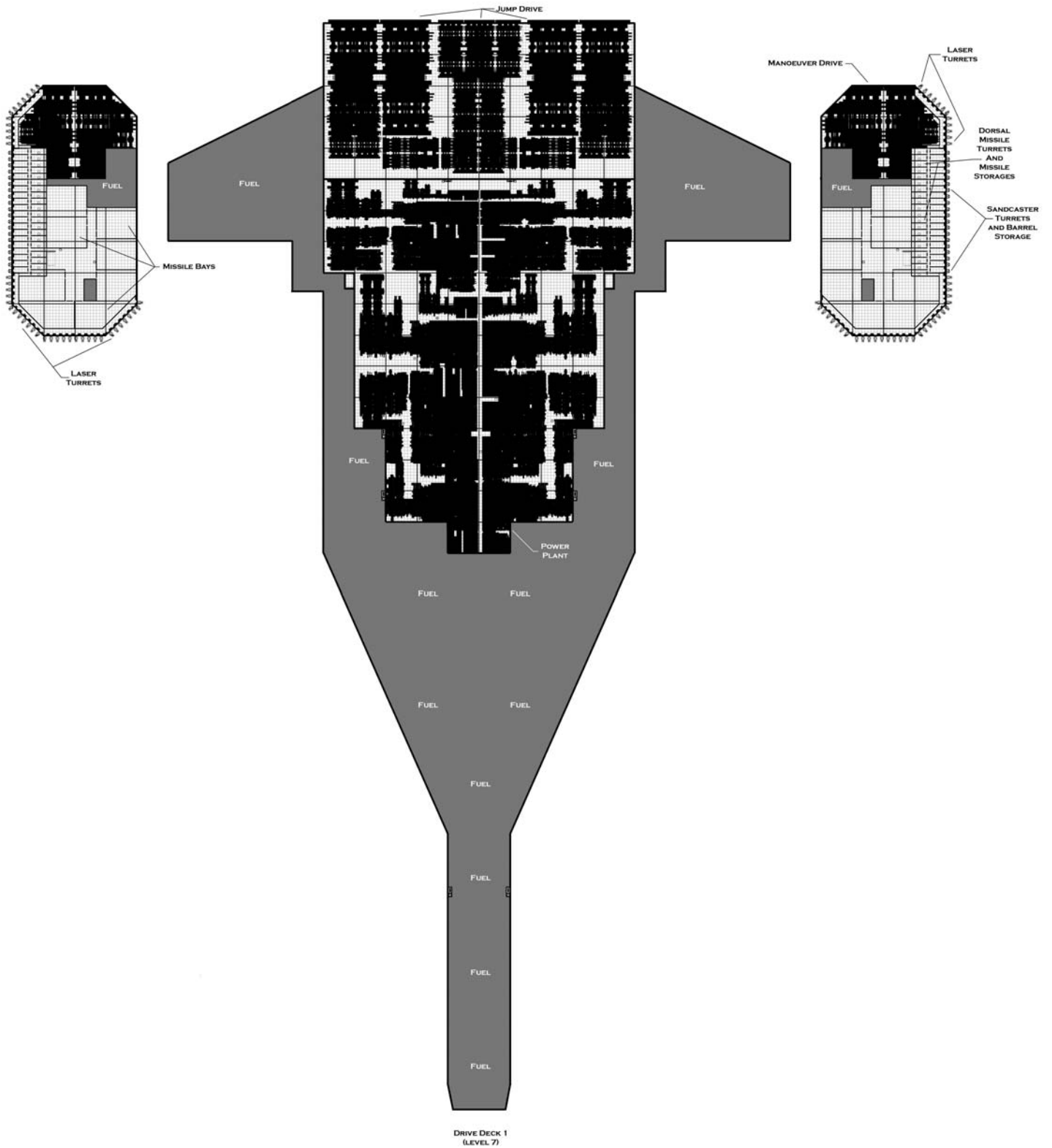




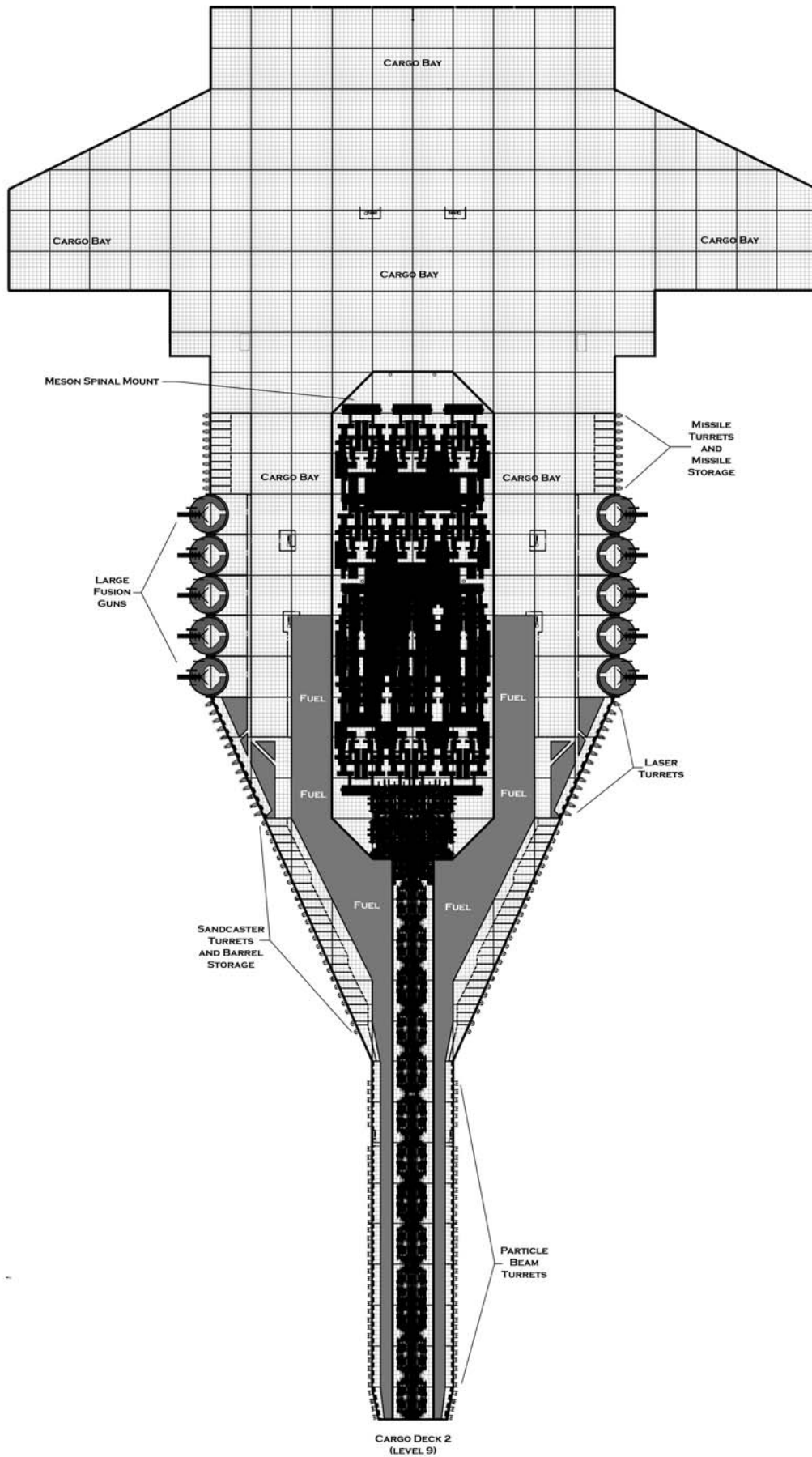
FUEL DECK 2  
(LEVEL 4)

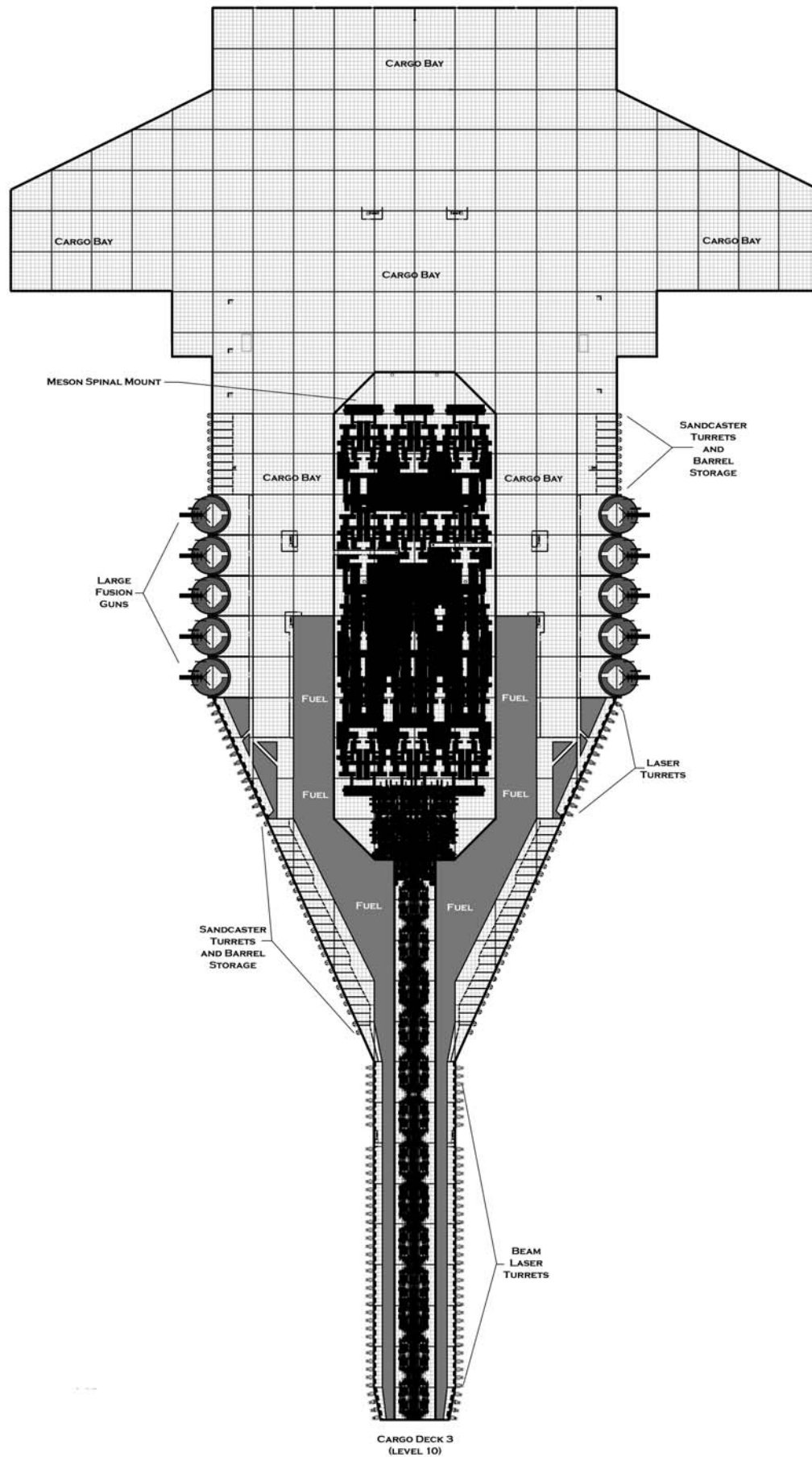




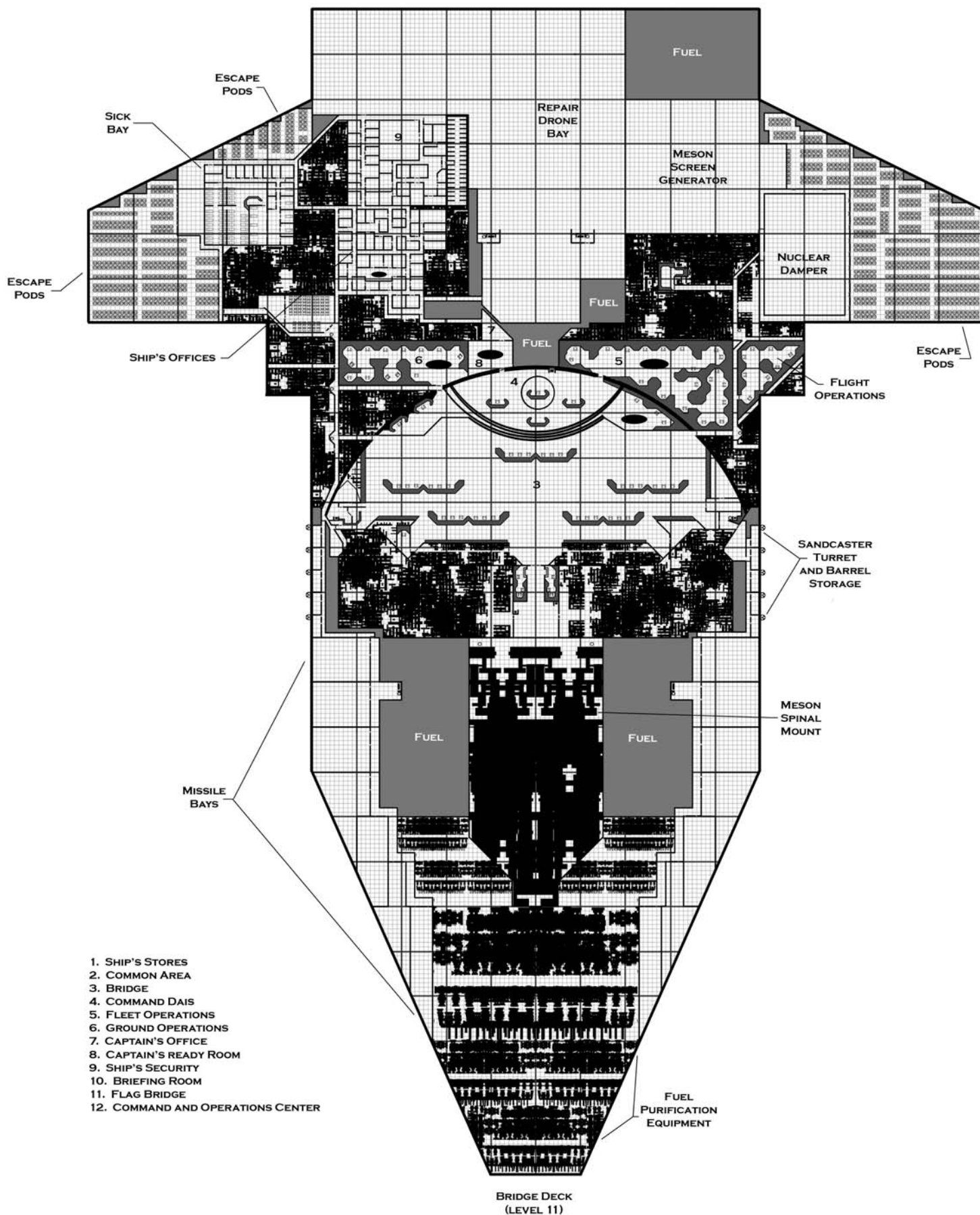


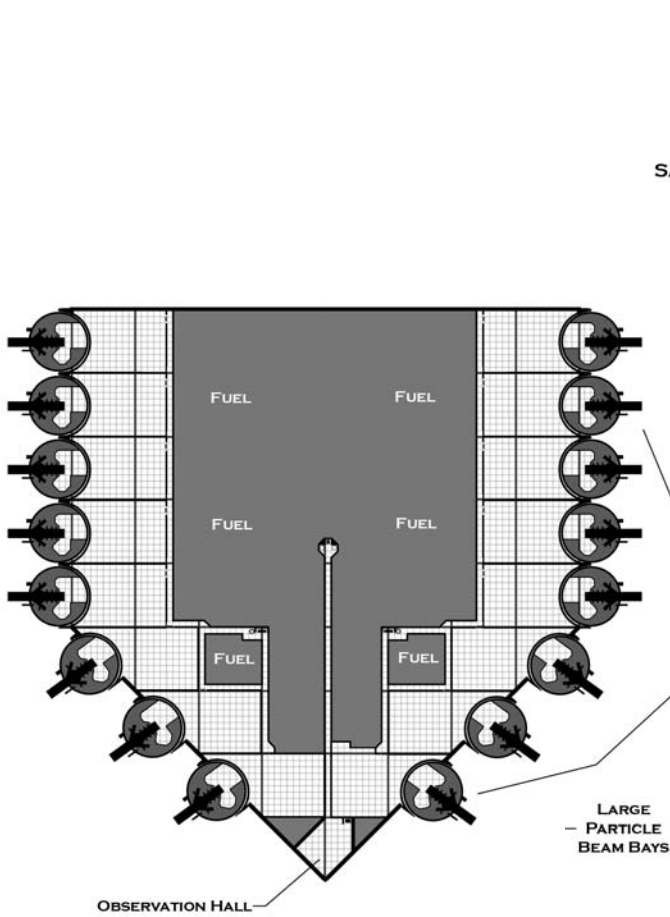




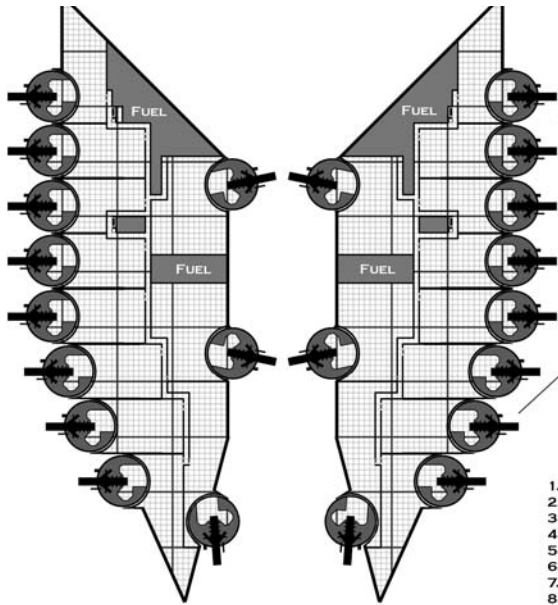






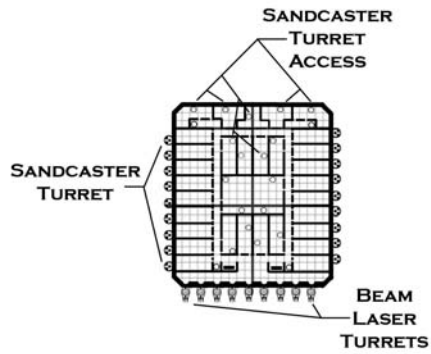


OBSERVATION HALL

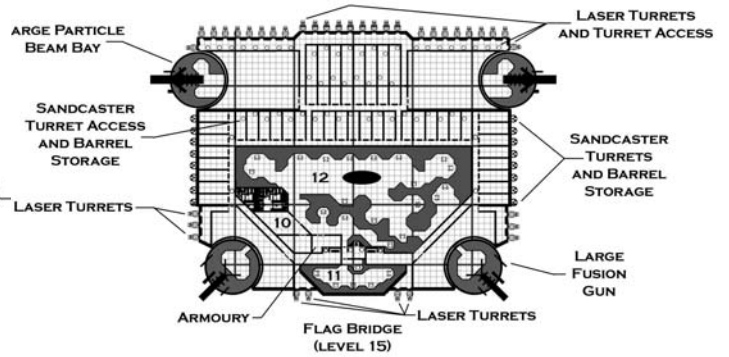


WEAPONS DECK 2  
(LEVEL 12)

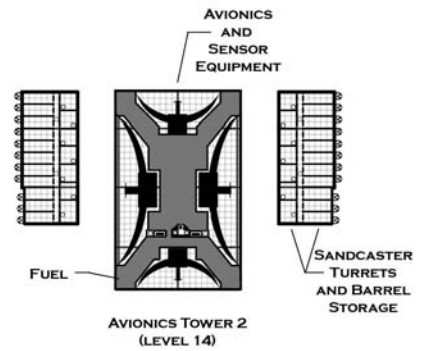
1. SHIP'S STORES
2. COMMON AREA
3. BRIDGE
4. COMMAND DAIS
5. FLEET OPERATIONS
6. GROUND OPERATIONS
7. CAPTAIN'S OFFICE
8. CAPTAIN'S READY ROOM
9. SHIP'S SECURITY
10. BRIEFING ROOM
11. FLAG BRIDGE
12. COMMAND AND OPERATIONS C



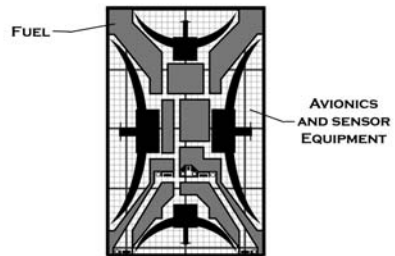
WEAPONS DECK 3  
(LEVEL 16)



FLAG BRIDGE  
(LEVEL 15)



AVIONICS TOWER 2  
(LEVEL 14)



AVIONICS TOWER  
(LEVEL 13)

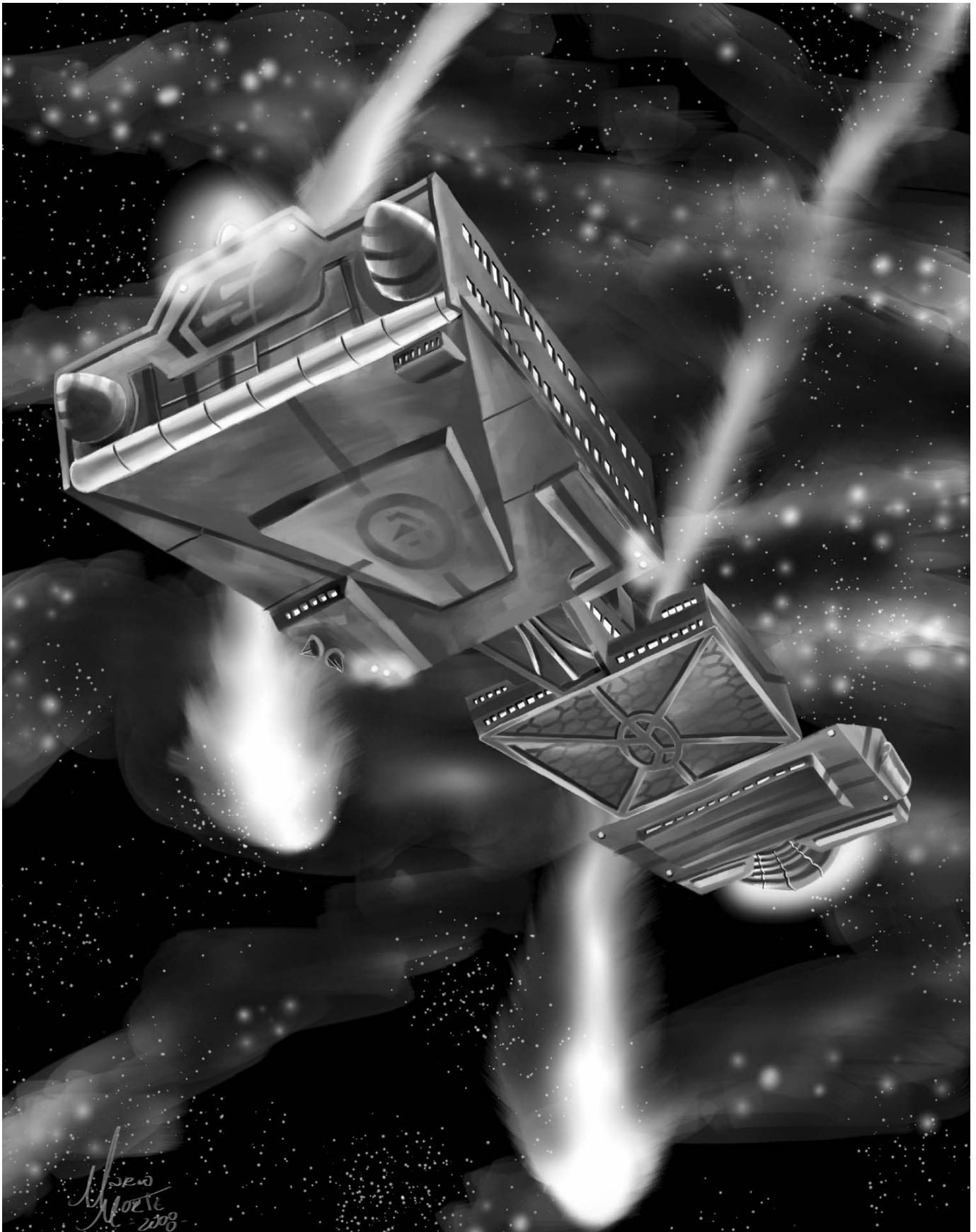
## IMPERIAL DREADNOUGHT (PLANKWELL-CLASS)

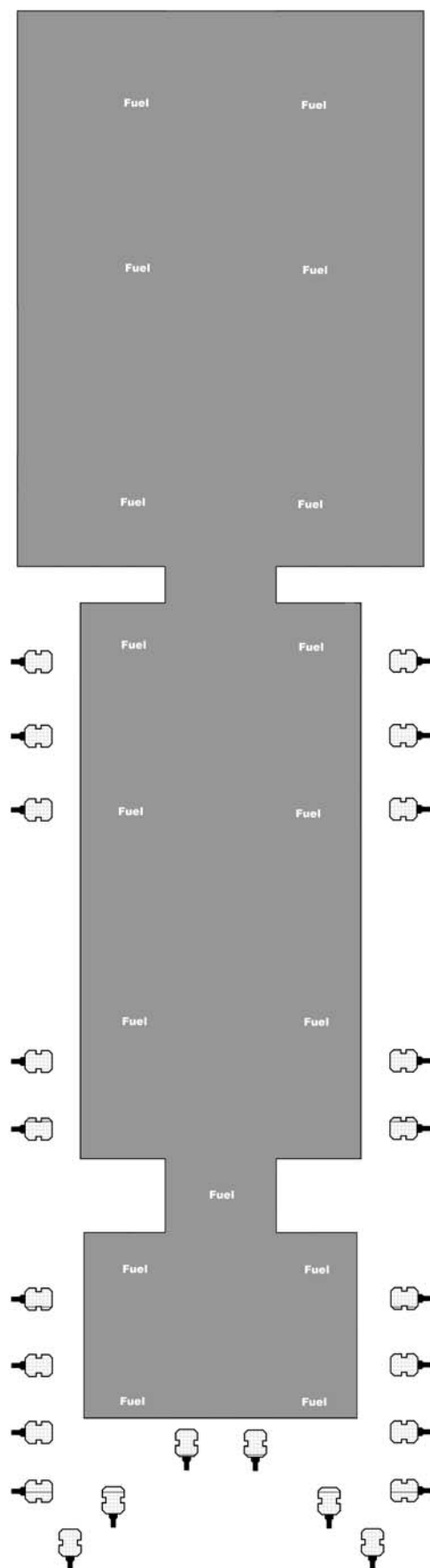
The *Plankwell* dreadnought is a battleship designed to hold the centre of a battleline against several enemy ships, serving as the core of a major task force. The largely component-based production methods used to build these dreadnoughts allows for a diverse armament spread and makes best use of the Imperium's different planetary resources. For example, much of the ship can be built at TL13 or lower, allowing repairs to be made at more facilities, with high technology components limited to the main spinal mount, some secondary weapons, screens and electronics.

Plankwell Dreadnought			Tons	Price (MCr)
Hull	200 ktons 5 sections each	Close Structure - TL13 Hull 889 Structure 889 Partial Streamlined	—	19,800
Armour	Crystaliron	12 pts	30,000	11,880
Jump Drive		Jump 4	10,000	20,000
Manoeuvre Drive		Thrust 6 - TL11	5,850	3,656.25
Power Plant		Rating 6	10,000	25,000
Bridge		5 Command Modules	5,000	5,000
Computer	Core /9fib x 3	Rating 70	—	585
Electronics		Military Countermeasures x 5 Enhanced Signal Processors Distributed Arrays	330	495
Weapons	Spinal Bays	TL15 Meson-D	8,400	8,400
		120 x Missile Bank - 9	3,720	2,880
		30 x Torpedo Bank - 11	930	720
		6 x Large Rail Gun - 11 (accurate)	606	450
		30 x Large Fusion Gun - 14 (accurate)	3,030	600
		10 x Large Meson Gun - 13 (accurate)	1,010	1,250
	Turrets	400 x Triple Beam Laser - 11 (accurate)	400	1,900
		660 x Triple Particle Beam - 10 (accurate)	660	10,560
		400 x Triple Sandcaster	400	700
		260 x Triple Missile	260	845
	Dampers/Screens	6 Nuclear Dampers	300	360
		6 Meson Screens	480	600
	Ammunition	71,040 missiles	5,920	—
		1,800 torpedoes	4,500	—
		38,400 sand barrels	1,920	—
Fuel	93,333 tons	One Jump 4 – Four weeks of operation	93,333	—
Cargo	4,496 tons		4,496	—
969 Staterooms			3876	484.5
o Low Berths			—	—
Extras			—	—
	5 Briefing Rooms		20	2.5
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 4 days	1167	58.35
	Luxuries		10	1
	Repair Drones		2,000	400
	36 Armouries		72	18
	969 Escape Pods		484.5	96.9
Craft	5 50 ton Cutters	Standard Hangars	325	162.29
Software	Manoeuvre/o		—	—
	Intellect	Rating 10	—	3
	Library		—	—
	Evade/3	Rating 25	—	9
	Auto Repair/2	Rating 20	—	30
	Jump Control/4	Rating 20	—	1.2
	Fire Control/5	Rating 25	—	30
Maintenance Cost (monthly)				9.748
Life Support Cost (monthly)				1.938
Total Tonnage & Cost			199,499.5	116,978.99

Department	Crew	Crew Damage Track
Command	100	Dead (-)
Engineering	259	Survivors (-4)
Gunnery	824	Skeleton (-2)
Flight	15	Half (-1)
Troops	0	Weakened
Service	600	Full
Frozen Watch	0	Battle – Starting Position
Total	1,798	Overstrength
Passenger Staterooms	10	Massively Overstrength
Low Berth Passengers	0	

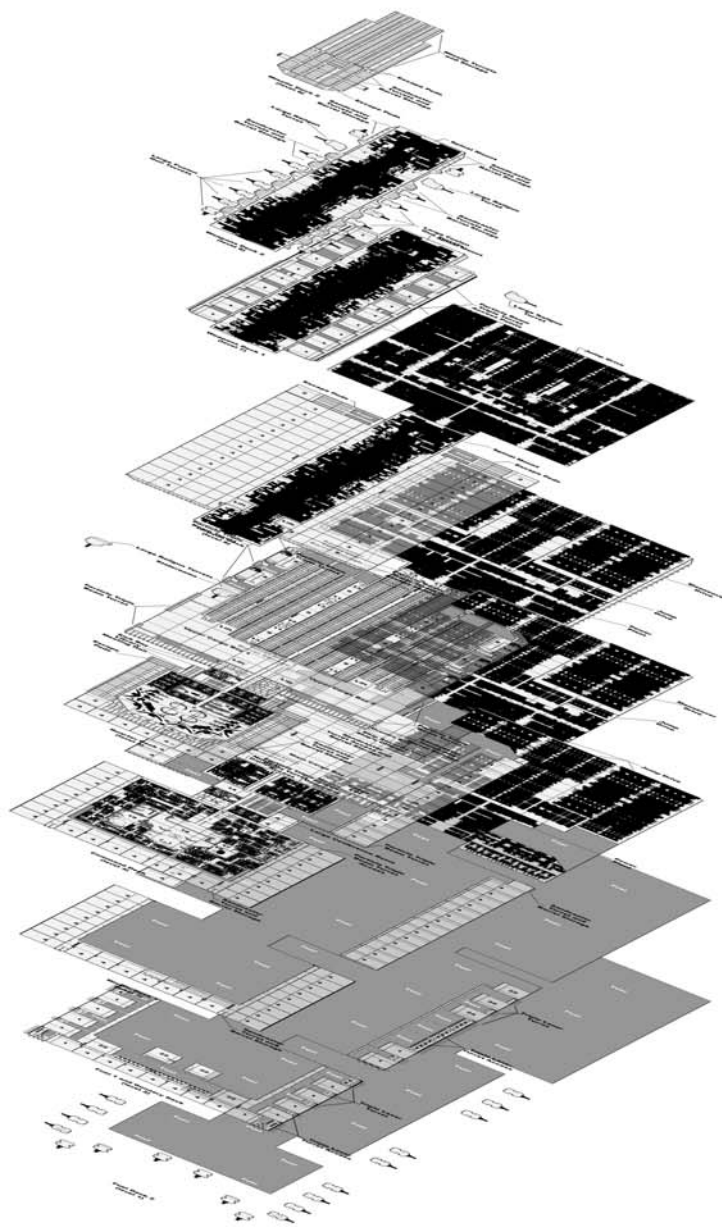
	Engineering		Aft		Amidships		Main		Forward	
Hull	888		888		888		888		888	
Structure	888		888		888		888		888	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	Hull	Hangar	Cutter	Computer	Command	Hangar	Command Bridge	Nuclear Damper	Cutter
4	P-Plant	M-Drive	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson
5	24 x Missile Bank Bay	80 x Beam Laser Turrets	24 x Missile Bank Bay	15 x Torpedo Bank Bay	24 x Missile Bank Bay	80 x Beam Laser Turrets	24 x Missile Bank Bay	80 x Beam Laser Turrets	15 x Large Fusion Gun Bay	80 x Beam Laser Turrets
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	75 x Particle Beam Turrets	80 x Sandcaster Turrets	75 x Particle Beam Turrets	80 x Sandcaster Turrets	10 x Large Meson Gun Bay	80 x Sandcaster Turrets	6 x Large Rail Gun Bay	24 x Missile Bank Bay	75 x Particle Beam Turrets	80 x Sandcaster Turrets
10	J-Drive	M-Drive	Spinal Meson	75 x Particle Beam Turrets	80 x Sandcaster Turrets	80 x Beam Laser Turrets	Spinal Meson	75 x Particle Beam Turrets	15 x Torpedo Bank Bay	75 x Particle Beam Turrets
11	P-Plant	75 x Particle Beam Turrets	Computer	Counter measures	Hangar	Shuttle	Meson Screen	75 x Particle Beam Turrets	15 x Large Fusion Gun Bay	Cutter
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

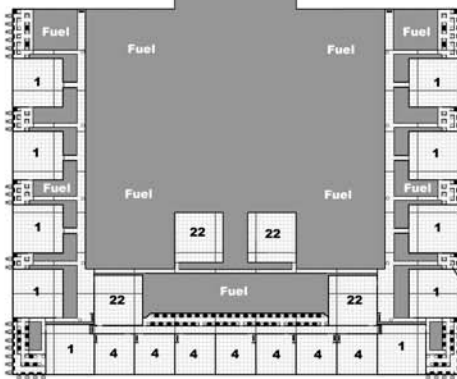
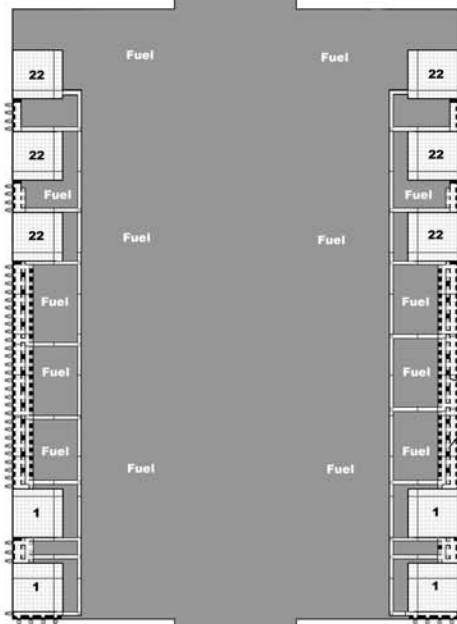
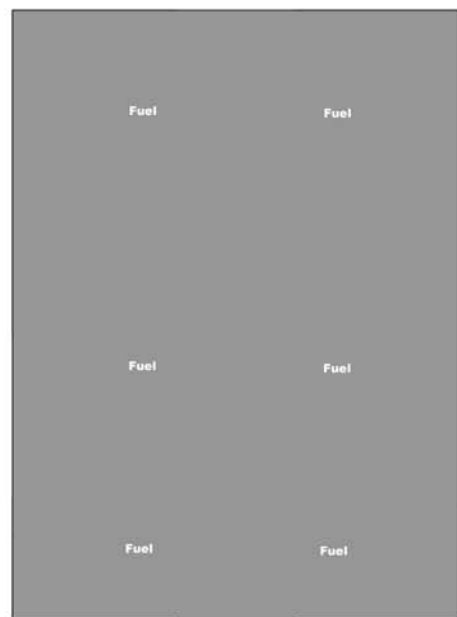




Fuel Deck 2  
(level 1)

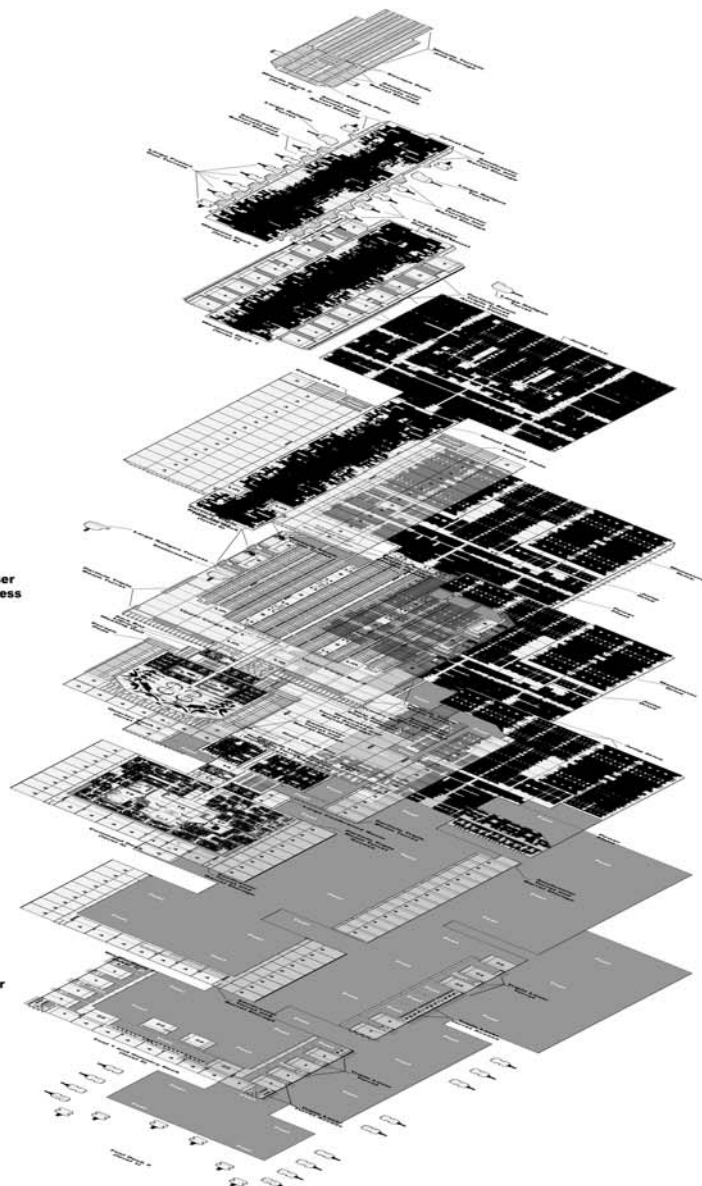
1. Large Fusion Gun Base
2. Large Railgun Base
3. Torpedo Bank and Storage
4. Missile Bank
5. Command and Control Space Operations
6. Command and Control Ground Operations
7. Avionics and Astrogation
8. Small Cargo Bay
9. Crew Common Area
10. Cutter Well
11. Small Briefing Room
12. Engineering
13. Armory
14. Ship's Locker
15. EVA Area
16. Bridge
17. Captain's Office
18. Captain's Briefing Room/ Ready Room
19. Main Computer Room
20. Central Fire Command
21. Large Meson Gun Base

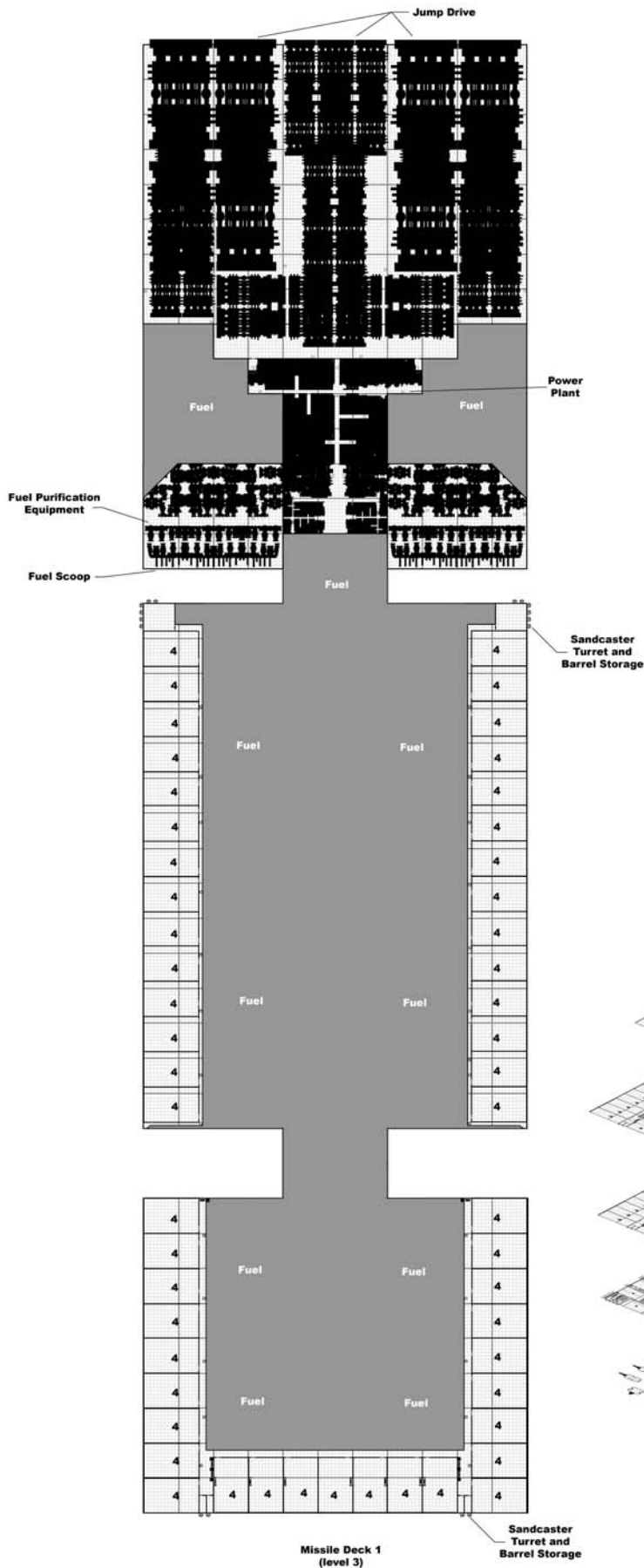




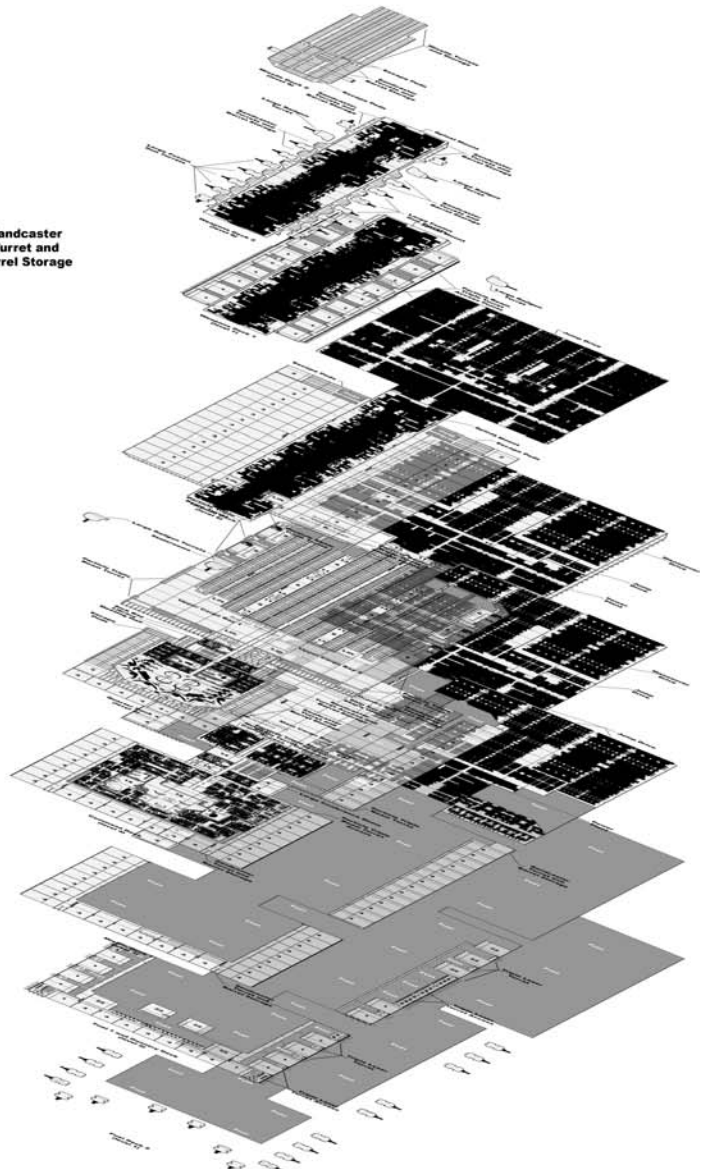
Fuel 1 and Gunnery Deck  
(level 2)

1. Large Fusion Gun Base
2. Large Railgun Base
3. Torpedo Bank and Storage
4. Missile Bank
5. Command and Control Space Operations
6. Command and Control Ground Operations
7. Avionics and Astrogation
8. Small Cargo Bay
9. Crew Common Area
10. Cutter Well
11. Small Briefing Room
12. Engineering
13. Armory
14. Ship's Locker
15. EVA Area
16. Bridge
17. Captain's Office
18. Captain's Briefing Room/ Ready Room
19. Main Computer Room
20. Central Fire Command
21. Large Meson Gun Base

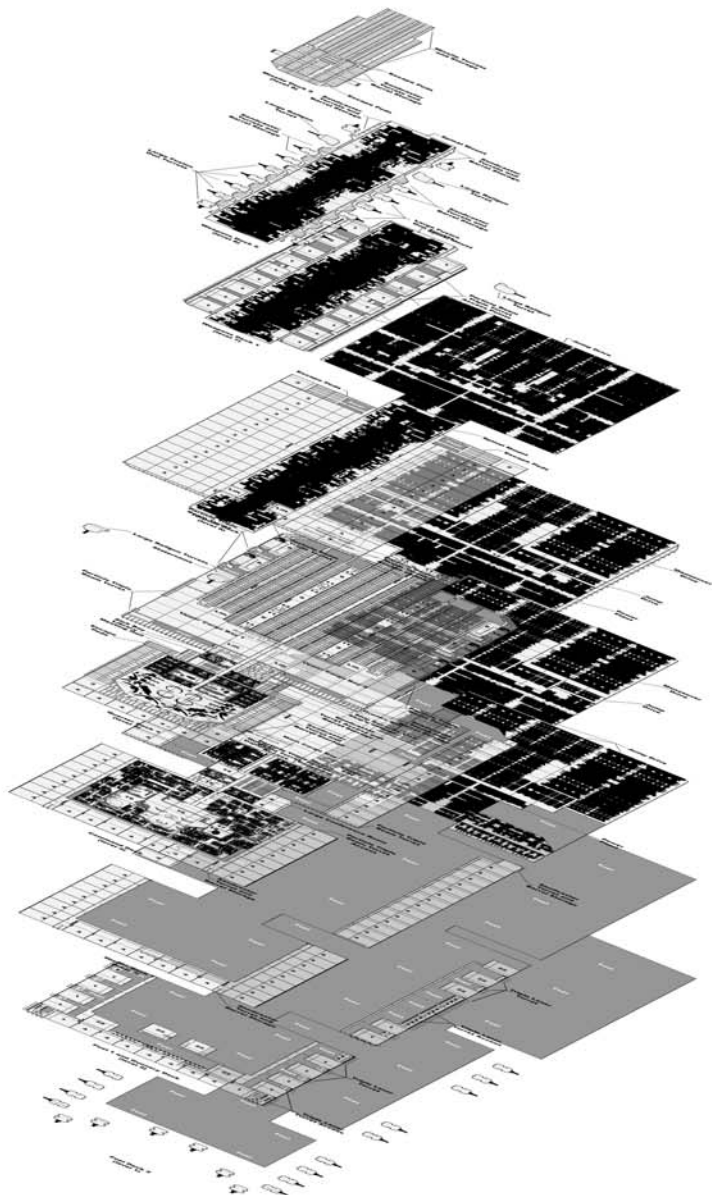


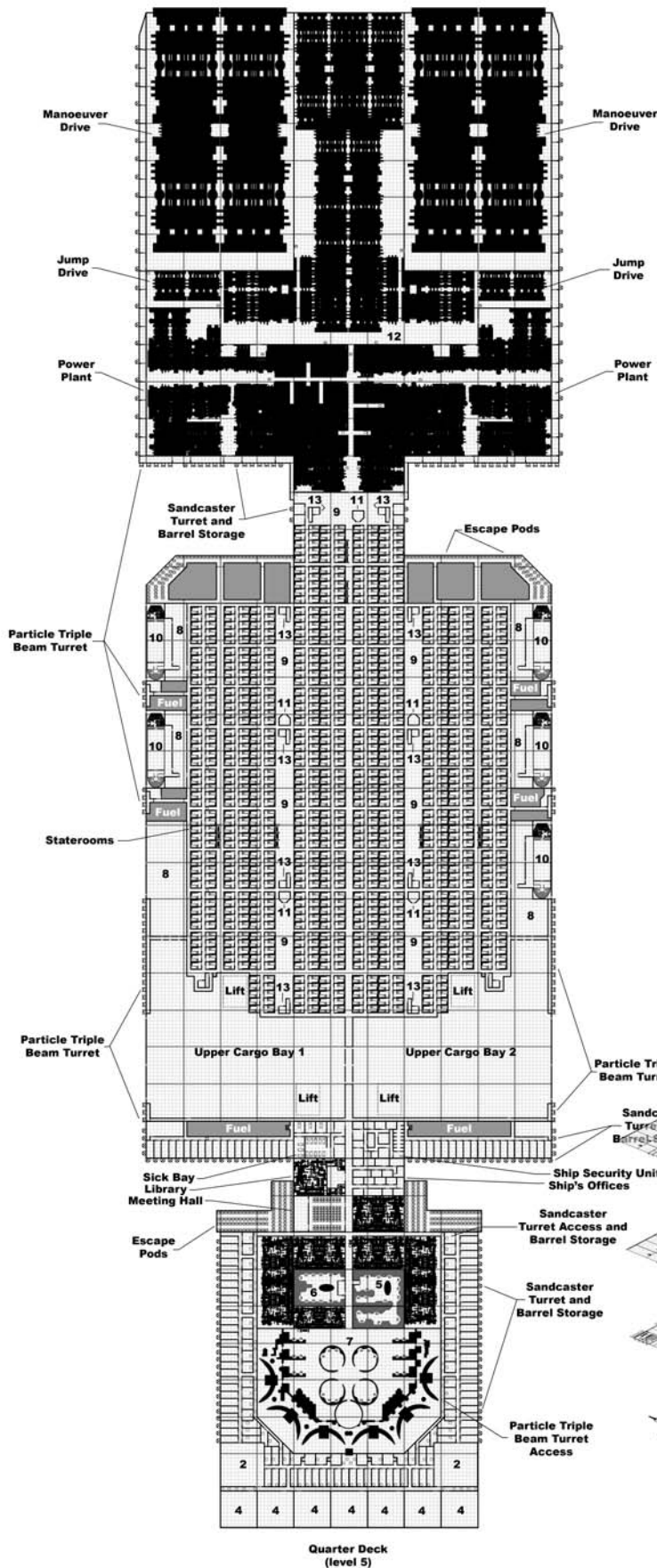


1. Large Fusion Gun Base
2. Large Railgun Base
3. Torpedo Bank and Storage
4. Missile Bank
5. Command and Control Space Operations
6. Command and Control Ground Operations
7. Avionics and Astrogation
8. Small Cargo Bay
9. Crew Common Area
10. Cutter Well
11. Small Briefing Room
12. Engineering
13. Armory
14. Ship's Locker
15. EVA Area
16. Bridge
17. Captain's Office
18. Captain's Briefing Room/ Ready Room
19. Main Computer Room
20. Central Fire Command
21. Large Meson Gun Base

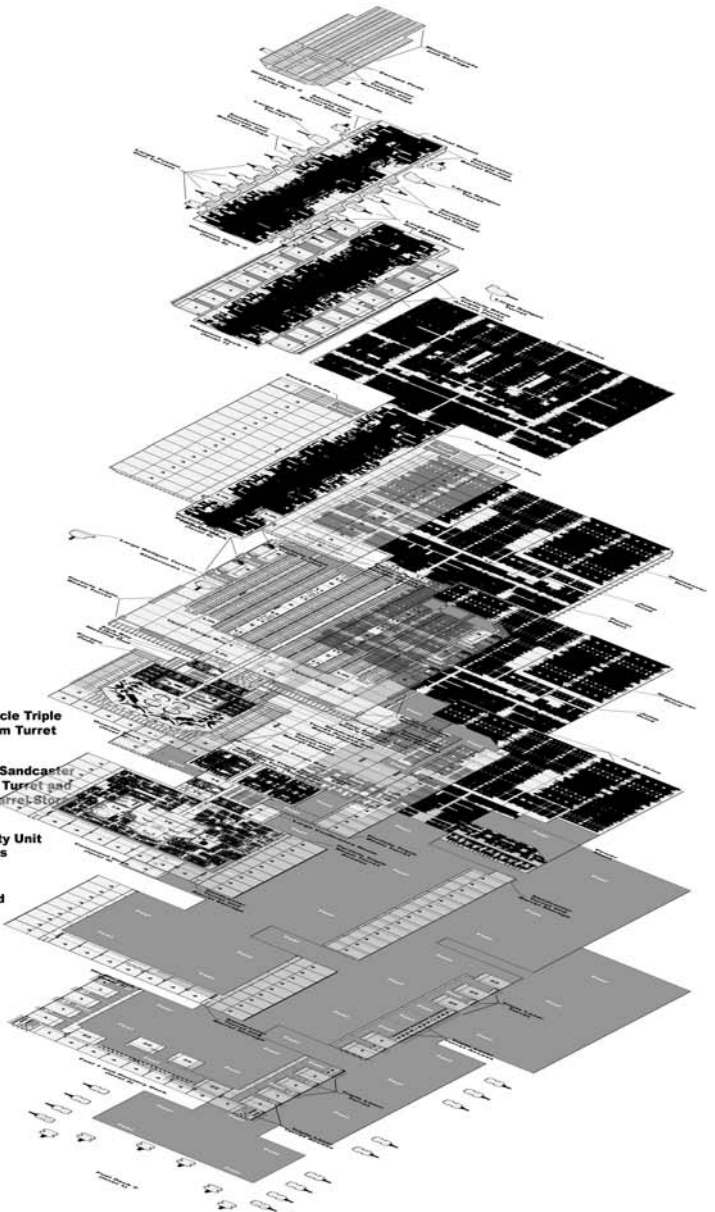


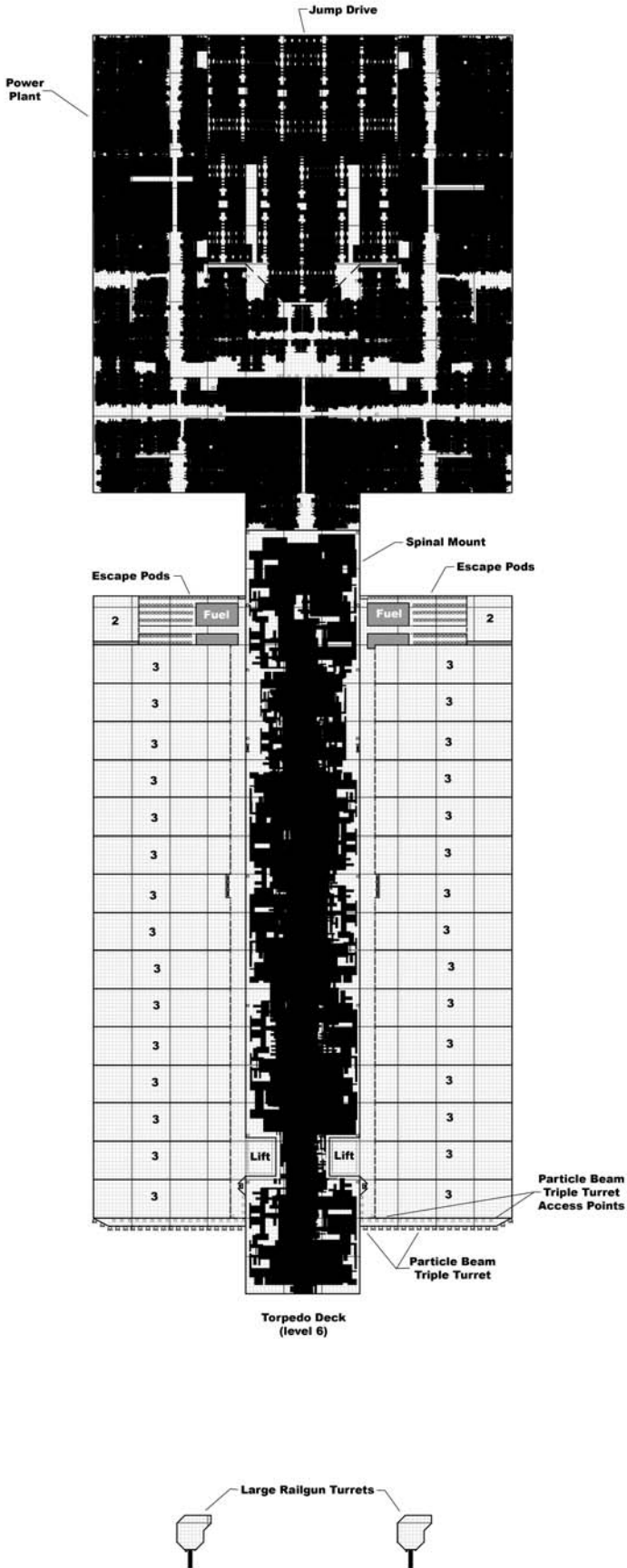




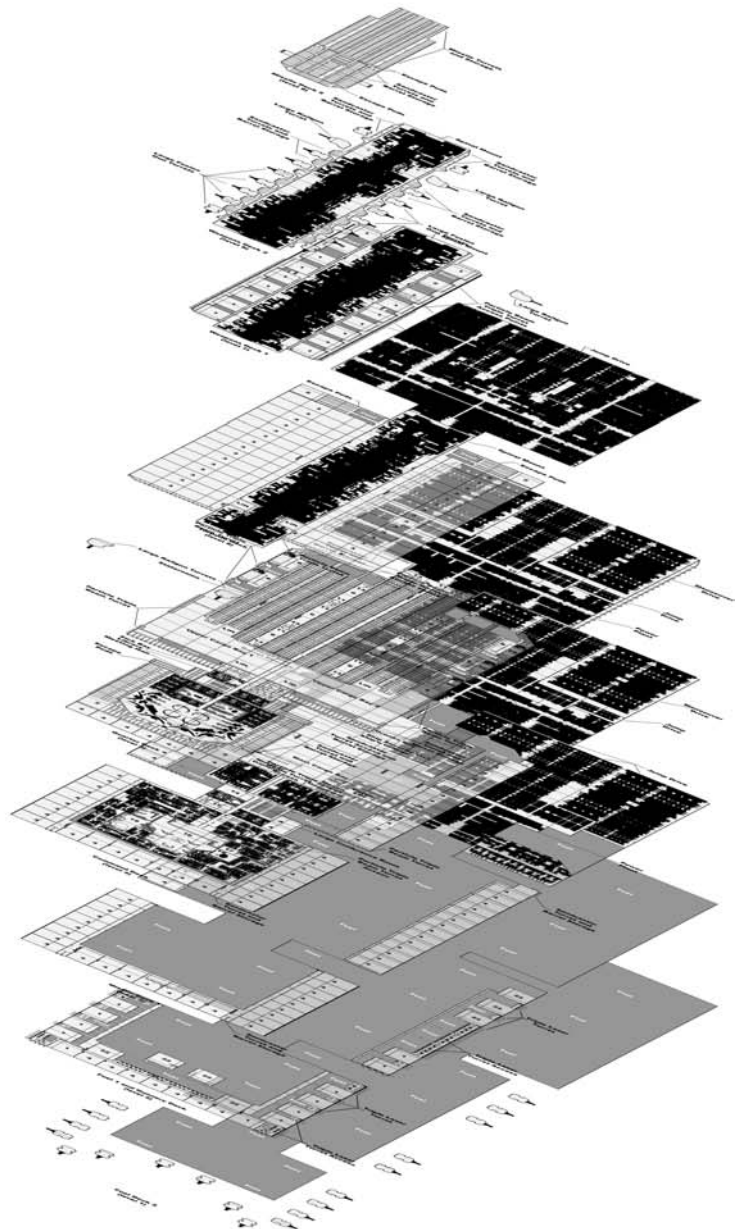


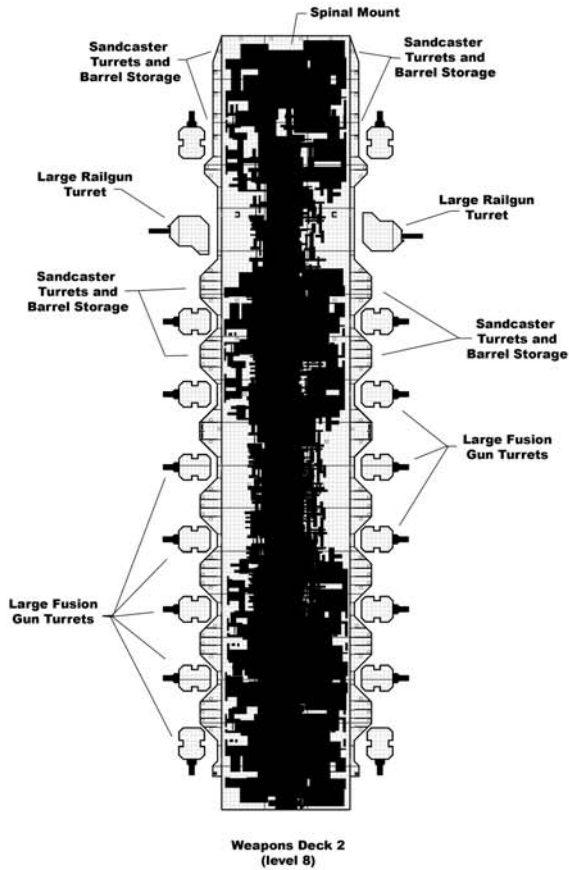
1. Large Fusion Gun Base
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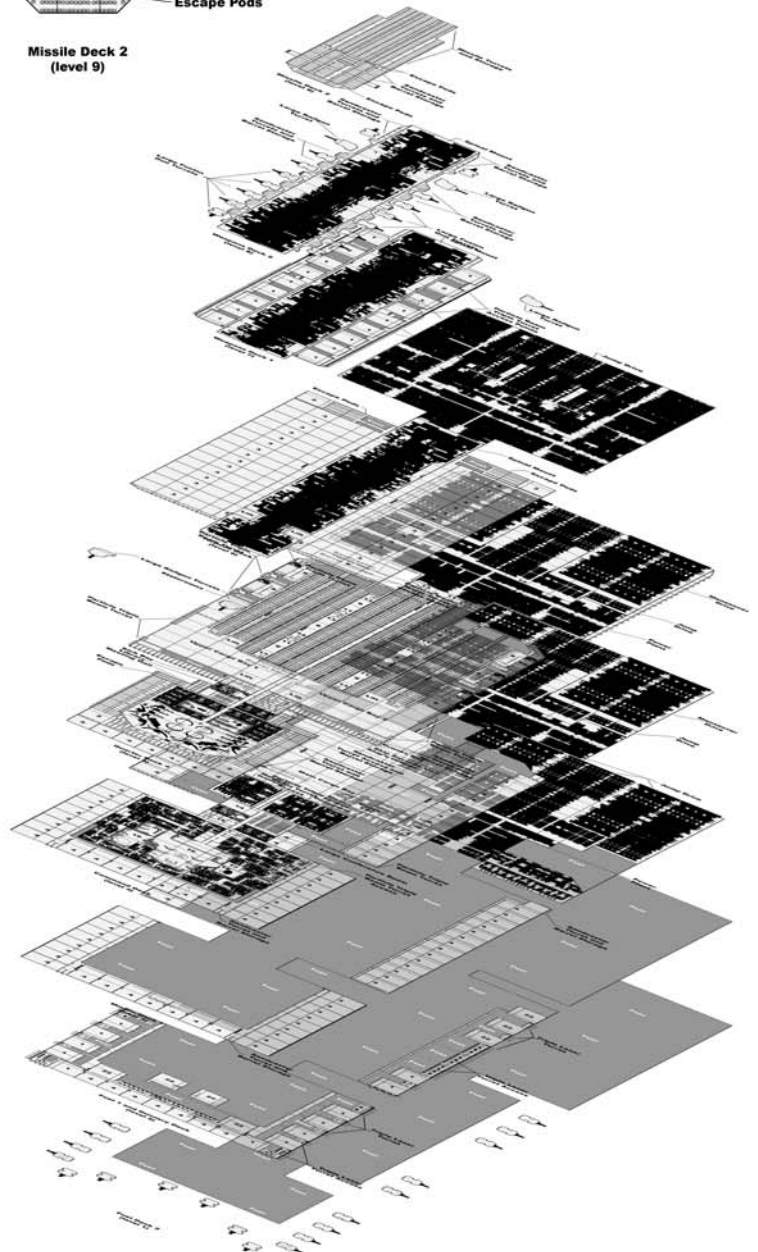
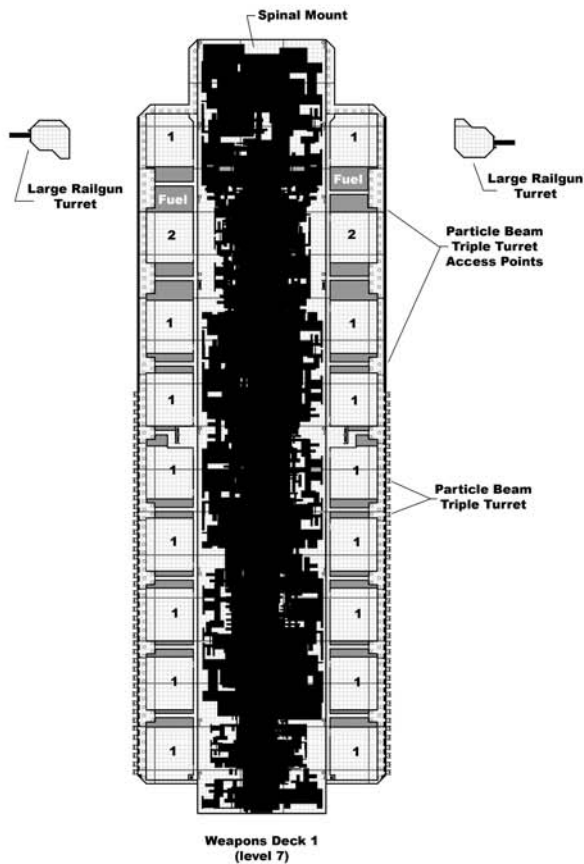


1. Large Fusion Gun Base
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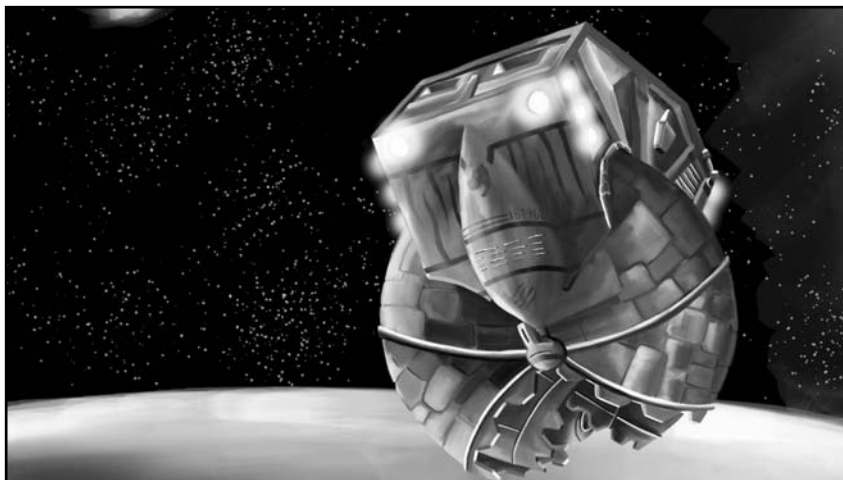
## IMPERIAL WAR DREADNOUGHT (TIGRESS-CLASS)

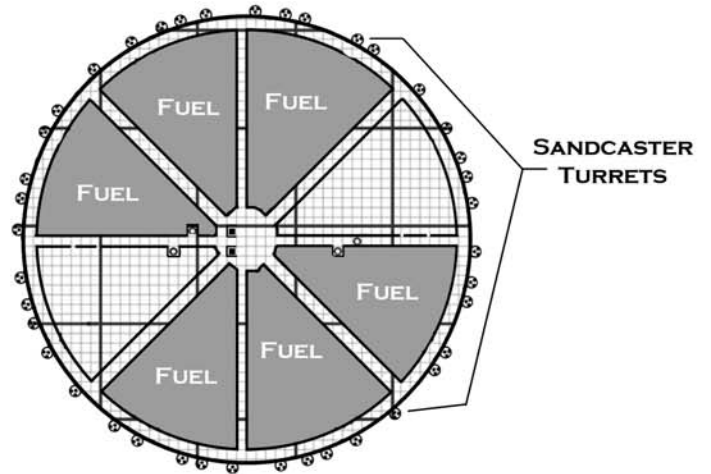
The largest line-of-battle ship in the Imperial navy, the *Tigress*-class is incredible to behold. It is a starship of starbase proportions. No other single spacecraft can hope to stand up against its row upon row of weapon bays, nor of its capital-ship shredding meson cannon. A single *Tigress* class dreadnought is capable of defeating an entire enemy fleet.

Tigress Dreadnought			Tons	Price (MCr)
Hull	500 ktons 5 sections each	Sphere Structure TL14 hull Hull 2,500 Structure 2,500 Partial Streamlined	—	—
Armour	Bonded Superdense	15 pts	62,500	62,500
Jump Drive		Jump 3	20,000	40,000
Manoeuvre Drive		Thrust 6	14,625	9,140.625
Power Plant		Rating 6 (TL15)	18,750	93,750
Bridge		5 Command Modules	12,500	12,500
		Flag Bridge	400	600
		Holographic Controls	—	3,275
Computer	Core / 9fib x 3	Rating 100	—	585
Electronics		Military Countermeasures x 5 Enhanced Signal Processors Distributed Arrays	330	495
Weapons	Spinal Bays	TL15 Meson-D 1,000 x Missile Bank - 9 60 x Large Fusion Gun - 14 (accurate) 60 x Large Particle Beam - 10 (accurate) 36 x Large Meson Gun - 13 (accurate) 160 x Torpedo Bank - 11	8,400 31,000 6,060 6,060 3,636 4,960	8,400 24,000 1,200 3,000 4,500 7,680
	Turrets	1,000 x Triple Beam Laser - 11 (accurate) 1,000 x Particle Beam - 10 (accurate) 800 x Triple Sandcaster 800 x Triple Missile	1,000 1,000 800 800	4,750 16,000 1,400 2,600
	Dampers/Screens	6 Nuclear Dampers 6 Meson Screens	300 480	360 600
Ammunition		504,000 missiles 9,600 torpedoes 84,000 sand barrels	42,000 24,000 4,200	— — —
Fuel	175,000 tons	One Jump 3 – Four weeks of operation	175,000	—
Cargo	3,348 tons		3,348	—
4,139 Staterooms			16,556	2,069.5
3,964 Low Berths			1982	198.2
Extras	Armoured Bulkheads	Drives Bridge Weapons and Screens (except Missile Banks)	5,337.5 1,290 3349.6	1,067.5 258 669.92
	35 Briefing Rooms		140	17.5
	Fuel Scoops		—	1
	Fuel Processor	All fuel in 4 days	2,187.5	109.375
	Luxuries		50	5
	Repair Drones		5,000	1,000
	319 Armouries		638	159.5
	4,139 Escape Pods		2,069.5	413.9
Craft	300 40 ton Fighters	Standard Hangars	15,600	3,120
	3 40 ton Launch Tubes		3,000	1,500
	10 50 ton Cutters	Standard Hangars	650	130
Software	Manoeuvre/o		—	—
	Intellect	Rating 10	—	3
	Library		—	—
	Evade/3	Rating 25	—	9
	Auto Repair/2	Rating 20	—	30
	Jump Control/4	Rating 15	—	1.2
	Fire Control/5	Rating 25	—	30
Maintenance Cost (monthly)				29.8024
Life Support Cost (monthly)				8.6744
Total Tonnage & Cost			499,999.1	357,628.22

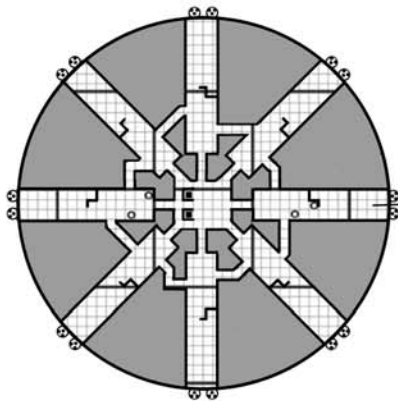
Department	Crew	Crew Damage Track
Command	250	Dead (-)
Engineering	534	Survivors (-4)
Gunnery	3,214	Skeleton (-2)
Flight	930	Half (-1)
Troops	2,000	Weakened
Service	1,000	Full – Starting Position
Frozen Watch	3,964	Battle
Total	11,892	Overstrength
Passenger Staterooms	50	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Aft		Amidships		Main		Forward	
Hull	2,500		2,500		2,500		2,500		2,500	
Structure	2,500		2,500		2,500		2,500		2,500	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	J-Drive	Hull	Hangar	80 Superiority Fighters	Computer	Command	Launch Tube	Command Bridge	Nuclear Damper	80 Superiority Fighters
4	P-Plant	M-Drive	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson	Spinal Meson
5	125 x Missile Bank Bay	200 x Beam Laser Turrets	125 x Missile Bank Bay	200 x Particle Beam Turrets	125 x Missile Bank Bay	200 x Beam Laser Turrets	125 x Missile Bank Bay	200 x Beam Laser Turrets	125 x Missile Bank Bay	200 x Beam Laser Turrets
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	125 x Missile Bank Bay	160 x Sand caster Turrets	125 x Missile Bank Bay	160 x Sand caster Turrets	60 x Fusion Gun Bay	160 Sandcaster Turrets	60 x Particle Beam Bay	70 Superiority Fighters	125 x Missile Bank Bay	160 x Sandcaster Turrets
10	J-Drive	M-Drive	200 x Particle Beam Turrets	200 x Particle Beam Turrets	160 x Missile Turrets	70 Superiority Fighters	160 x Missile Turrets	36 x Meson Gun Bay	160 x Missile Turrets	200 x Particle Beam Turrets
11	P-Plant	200 x Particle Beam Turrets	200 x Beam Laser Turrets	Counter measures	160 x Missile Turrets	200 x Particle Beam Turrets	Meson Screen	160 x Torpedo Bank Bay	160 x Missile Turrets	Black Globe Generator
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

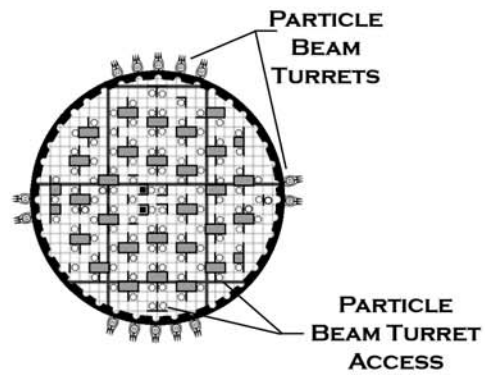




SANDCATER DECK  
(LEVEL 3)



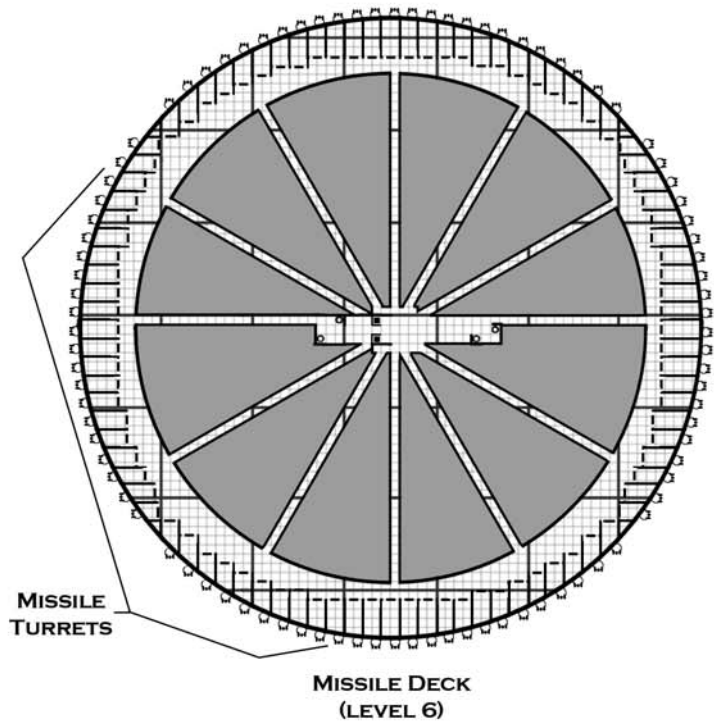
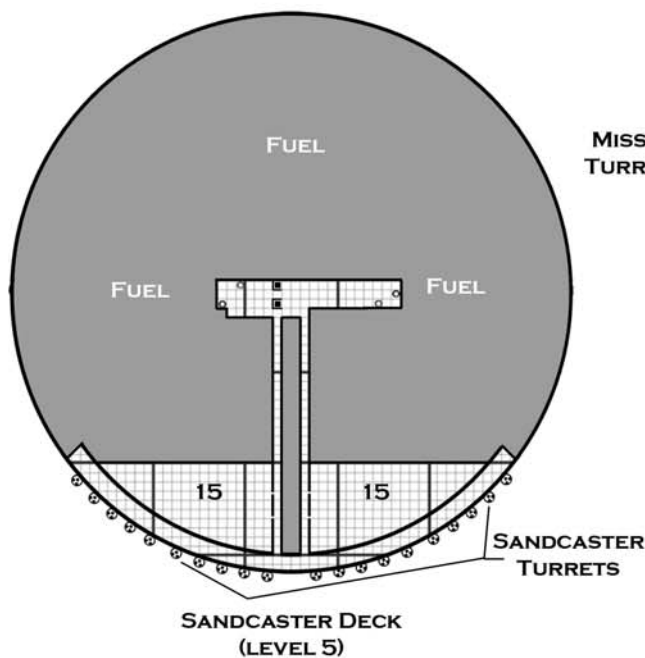
SANDCATER DECK  
(LEVEL 2)



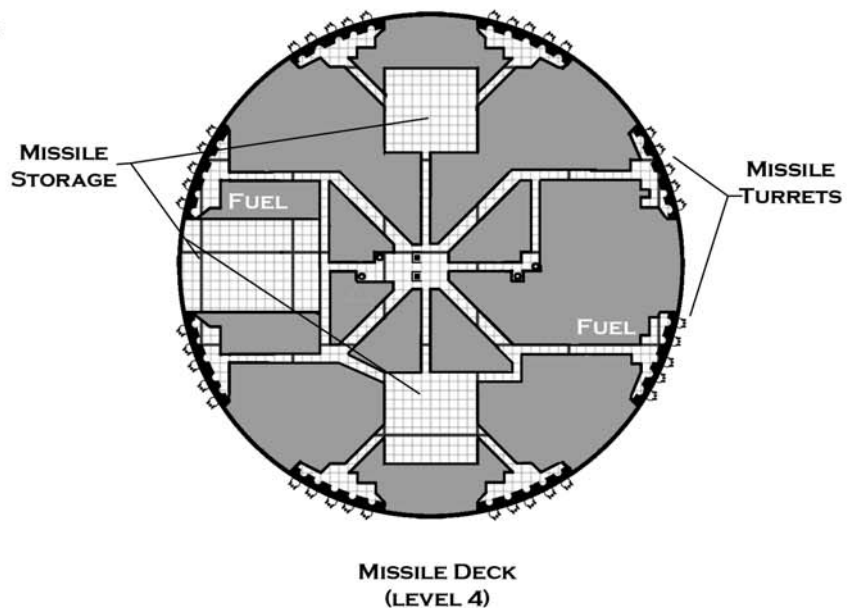
GUN DECK  
(LEVEL 1)

1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE

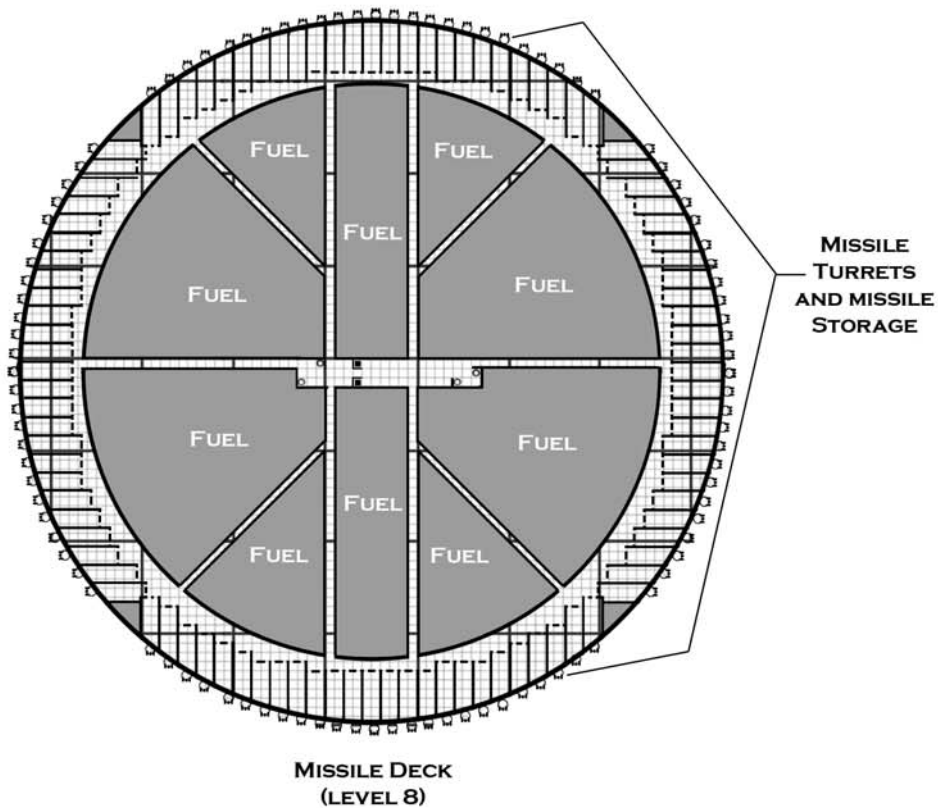




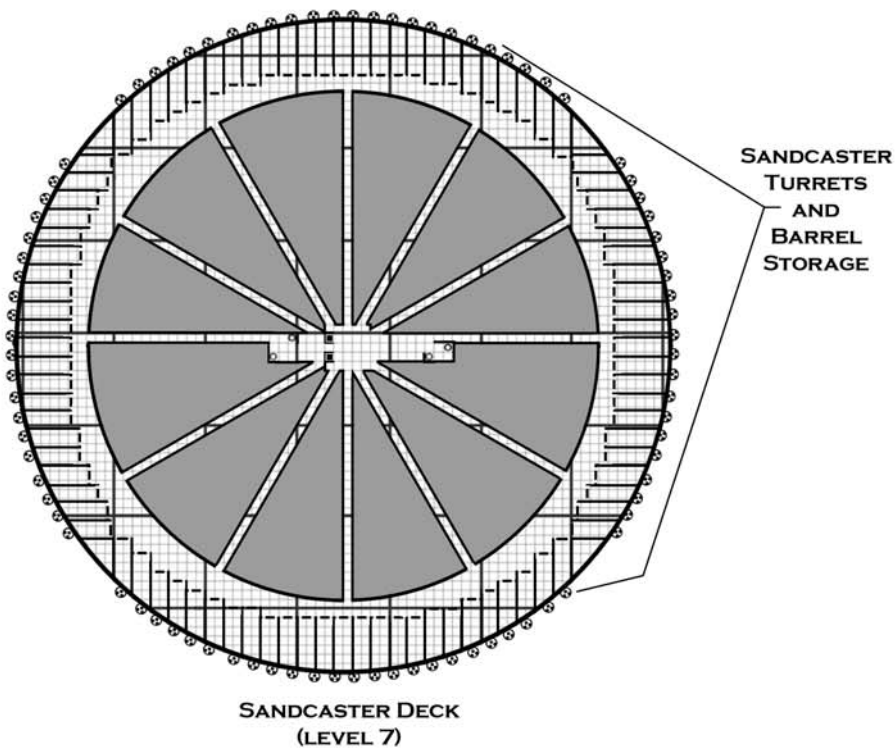
1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
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11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE

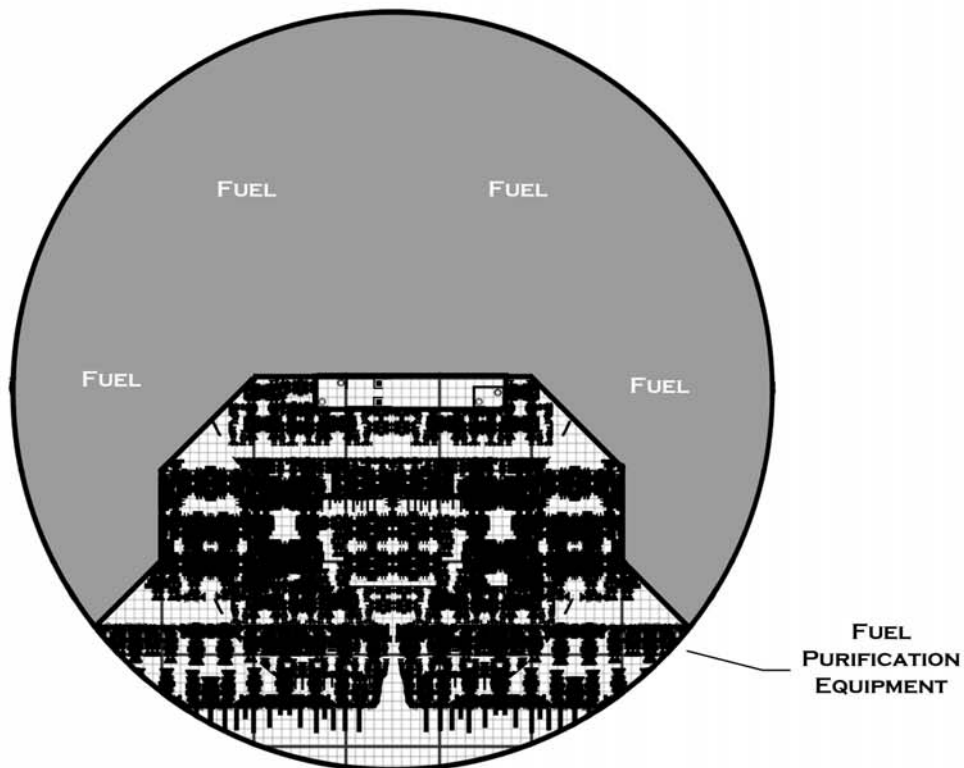






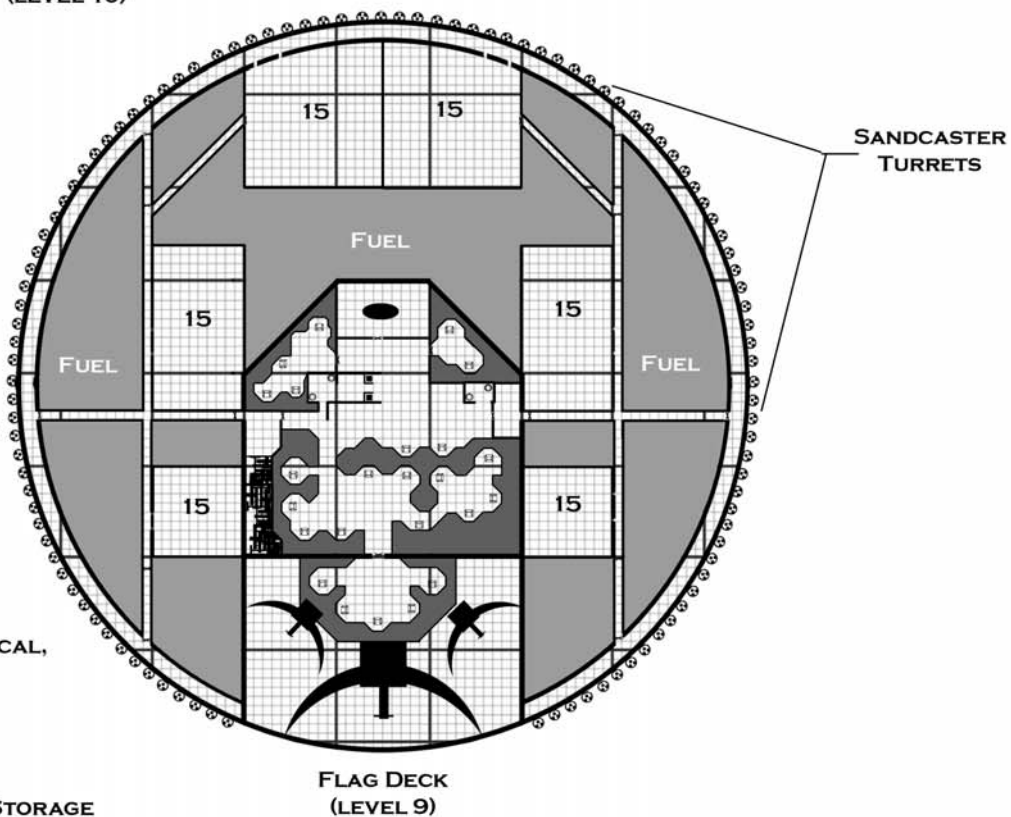
1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
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12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE



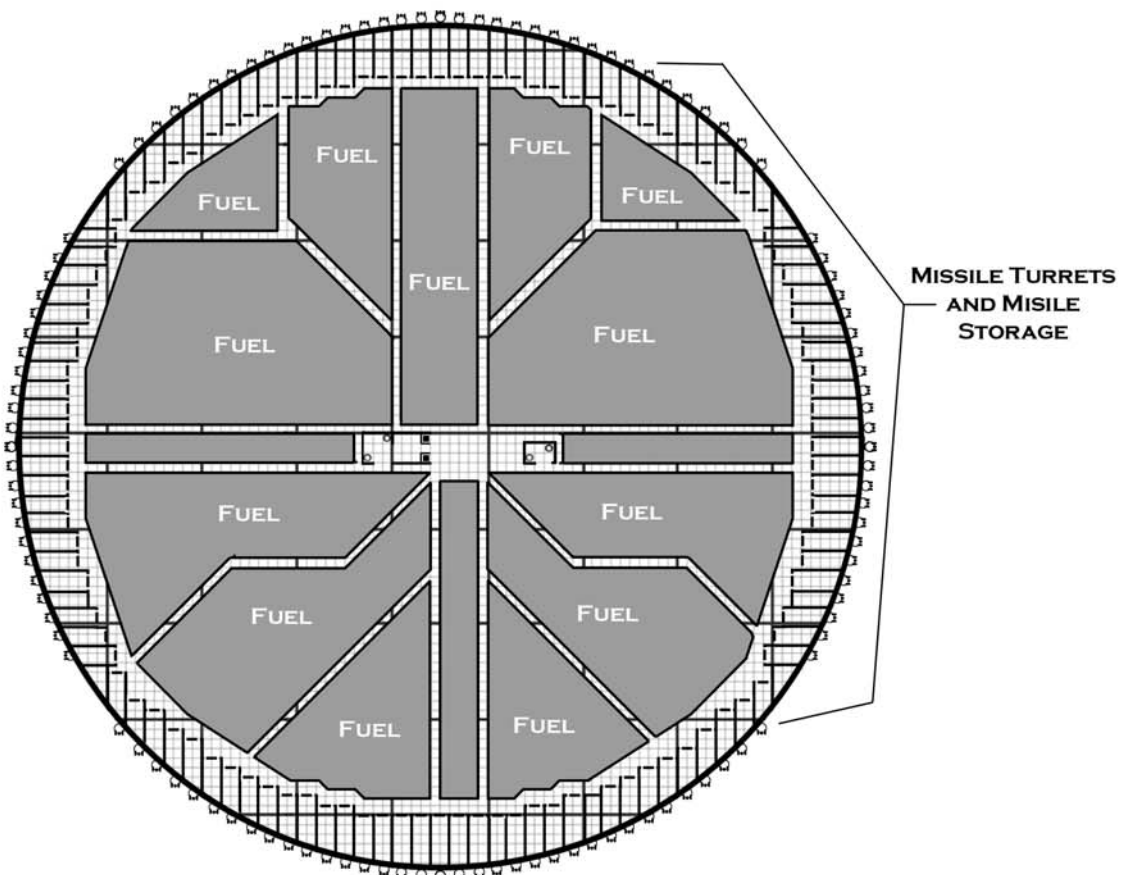


FUEL PURIFICATION DECK  
(LEVEL 10)

1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE

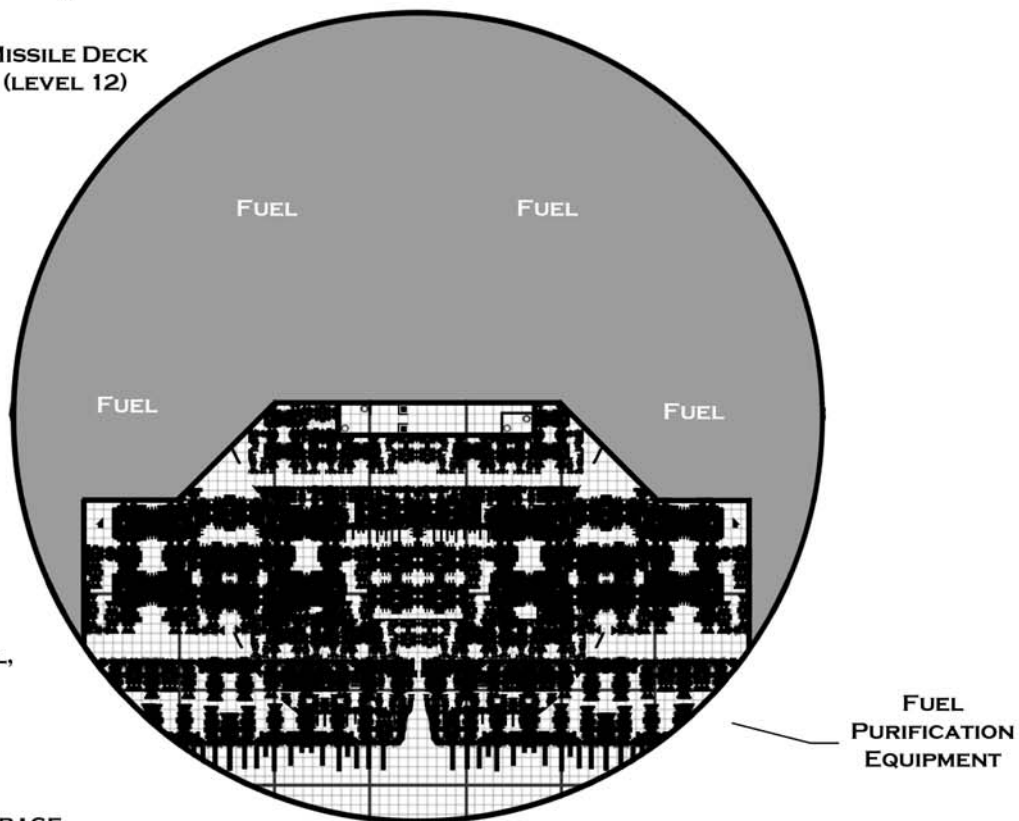


FLAG DECK  
(LEVEL 9)

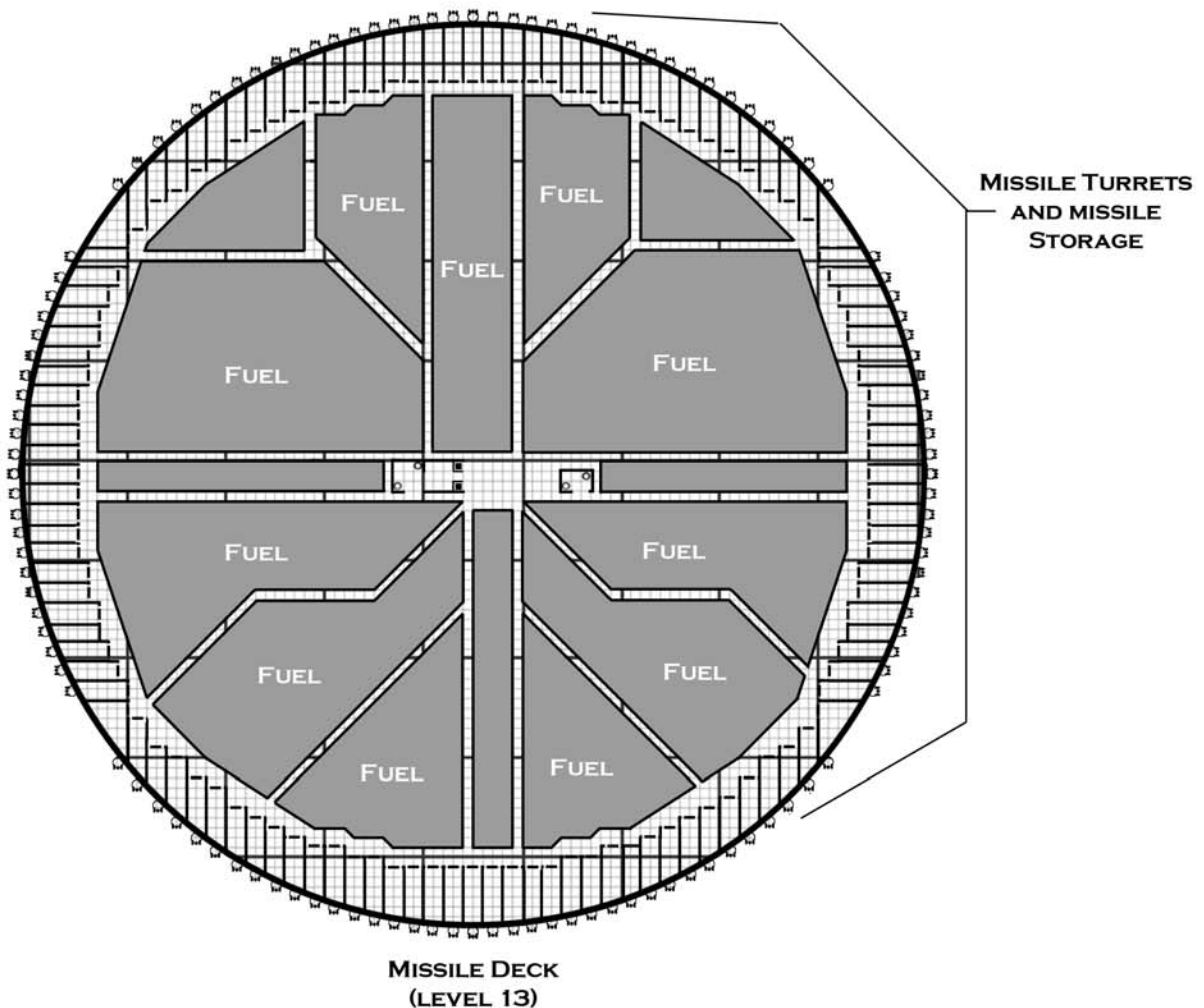


MISSILE DECK  
(LEVEL 12)

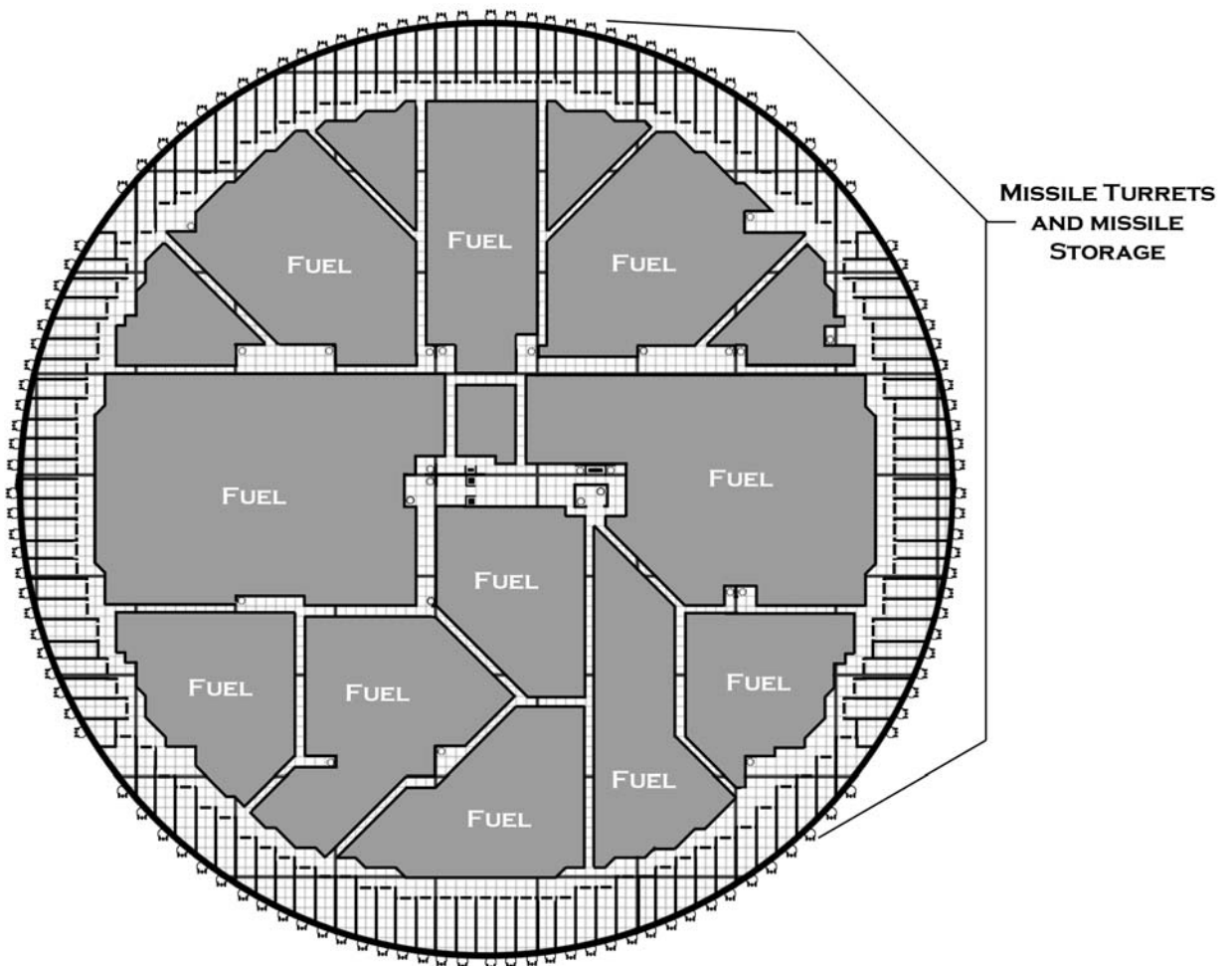
1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE



FUEL PURIFICATION DECK  
(LEVEL 11)

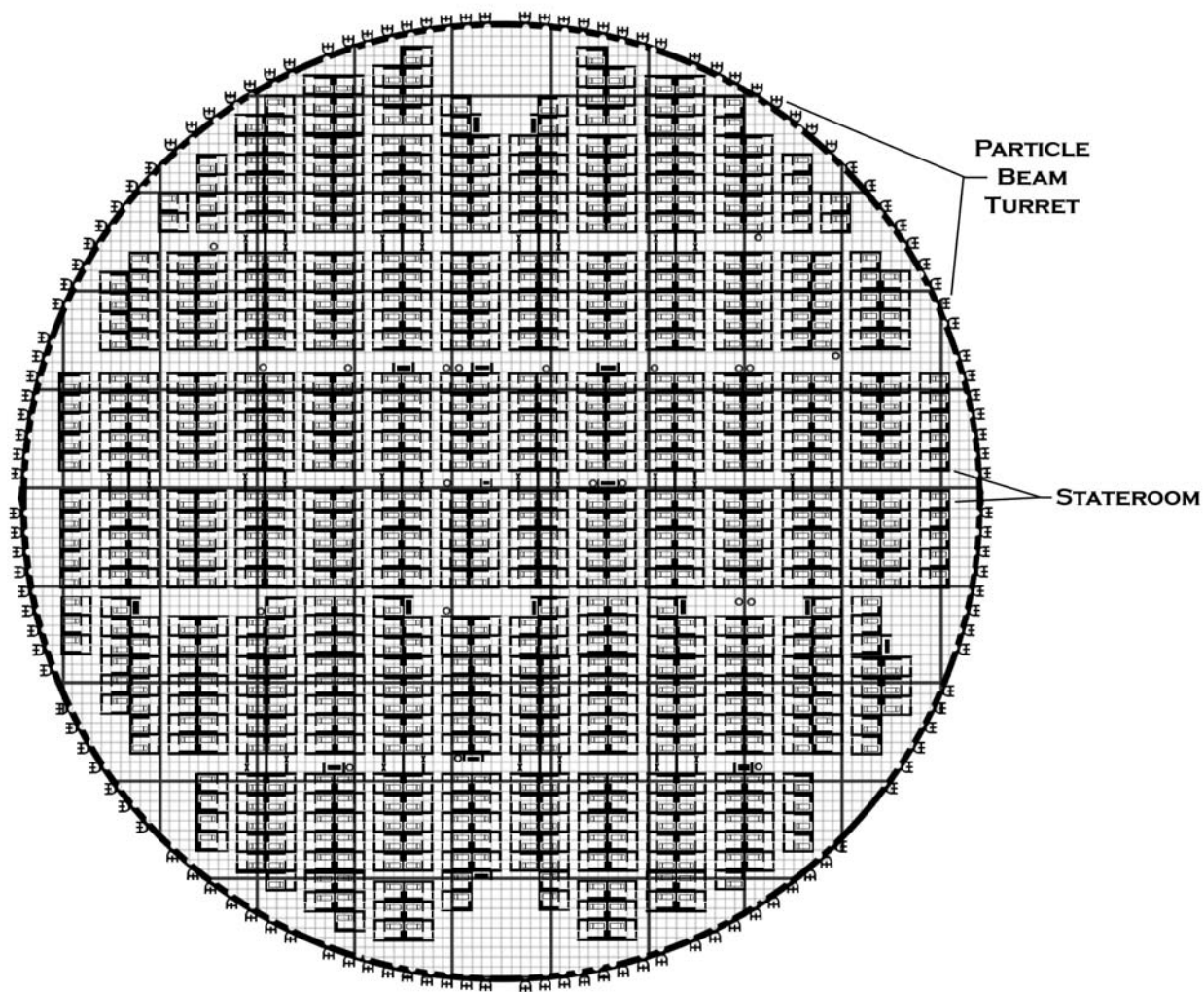


1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE



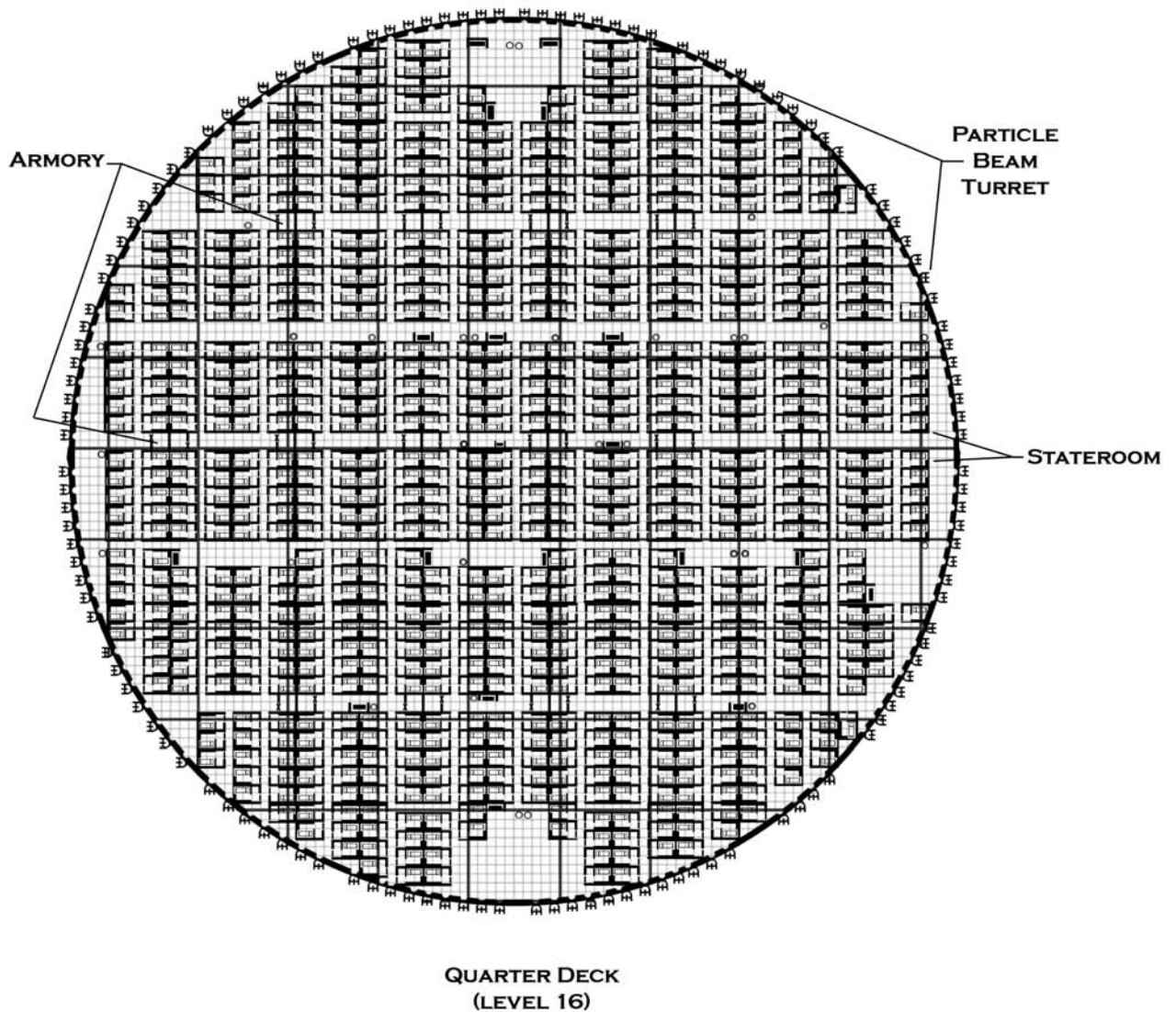
MISSILE DECK  
(LEVEL 14)

1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICIES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE



QUARTER DECK  
(LEVEL 15)

1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE



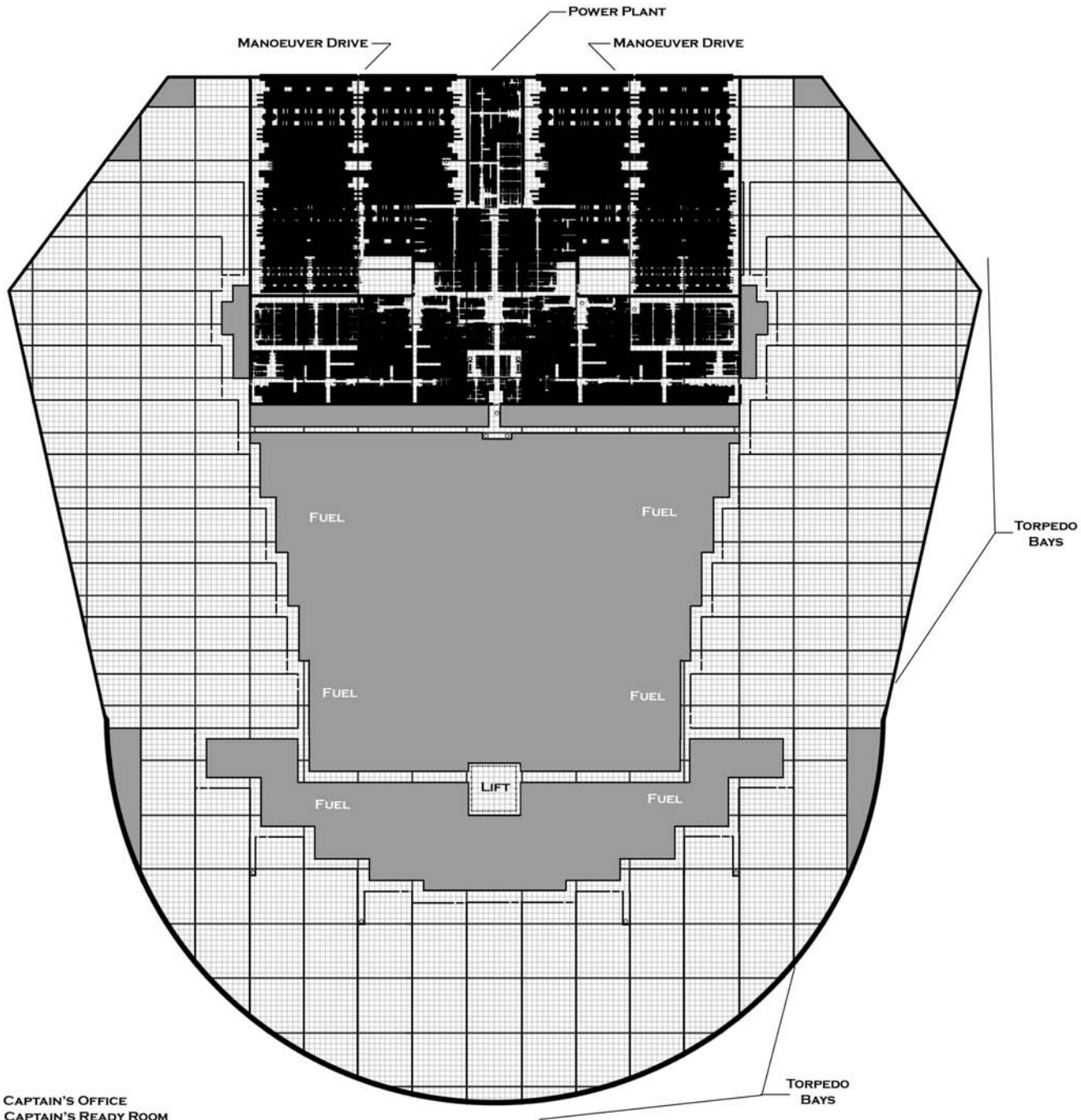
1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE











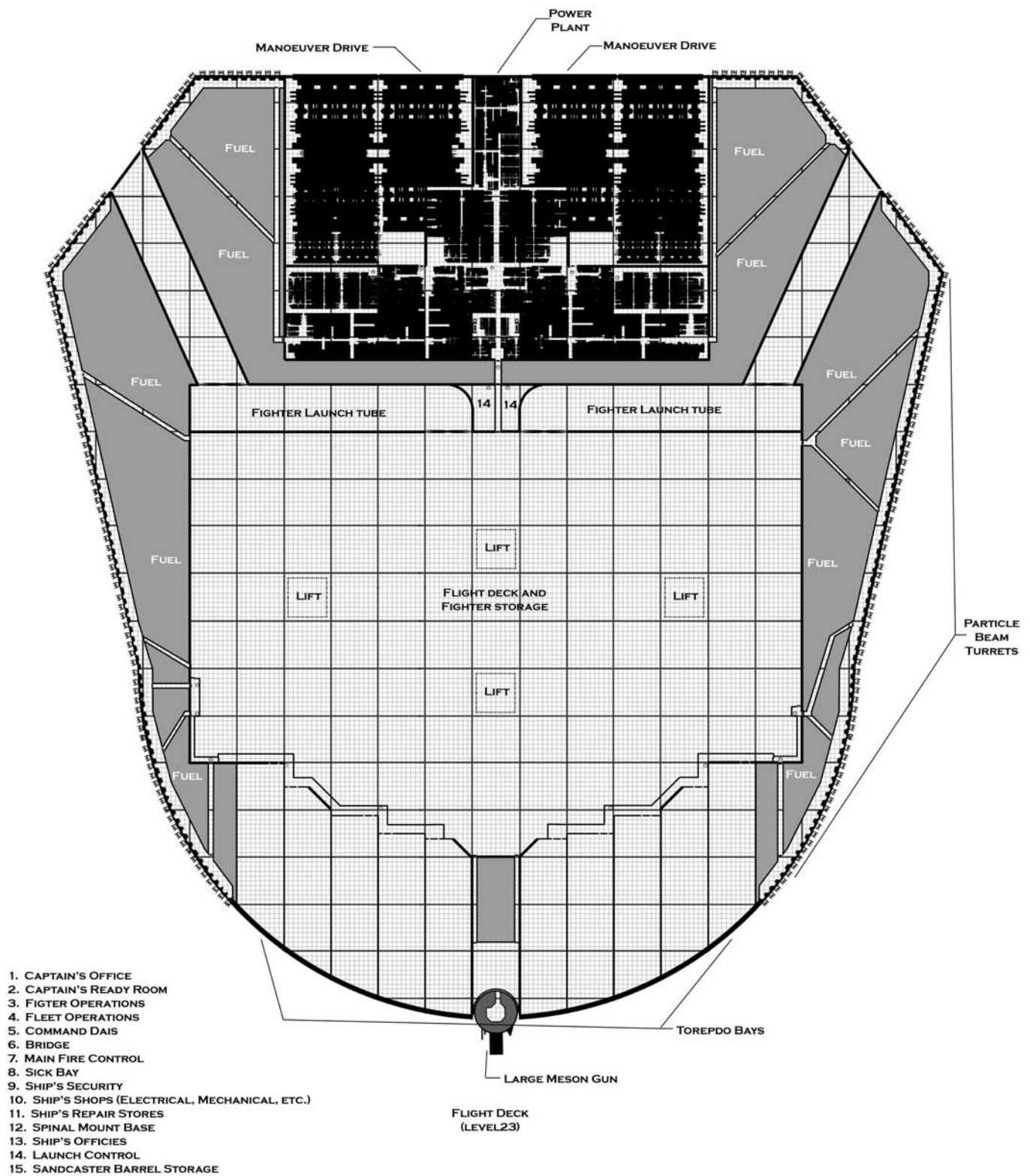
1. CAPTAIN'S OFFICE
2. CAPTAIN'S READY ROOM
3. FIGHTER OPERATIONS
4. FLEET OPERATIONS
5. COMMAND DAIS
6. BRIDGE
7. MAIN FIRE CONTROL
8. SICK BAY
9. SHIP'S SECURITY
10. SHIP'S SHOPS (ELECTRICAL, MECHANICAL, ETC.)
11. SHIP'S REPAIR STORES
12. SPINAL MOUNT BASE
13. SHIP'S OFFICES
14. LAUNCH CONTROL
15. SANDCASTER BARREL STORAGE

TORPEDO DECK  
(LEVEL 19)

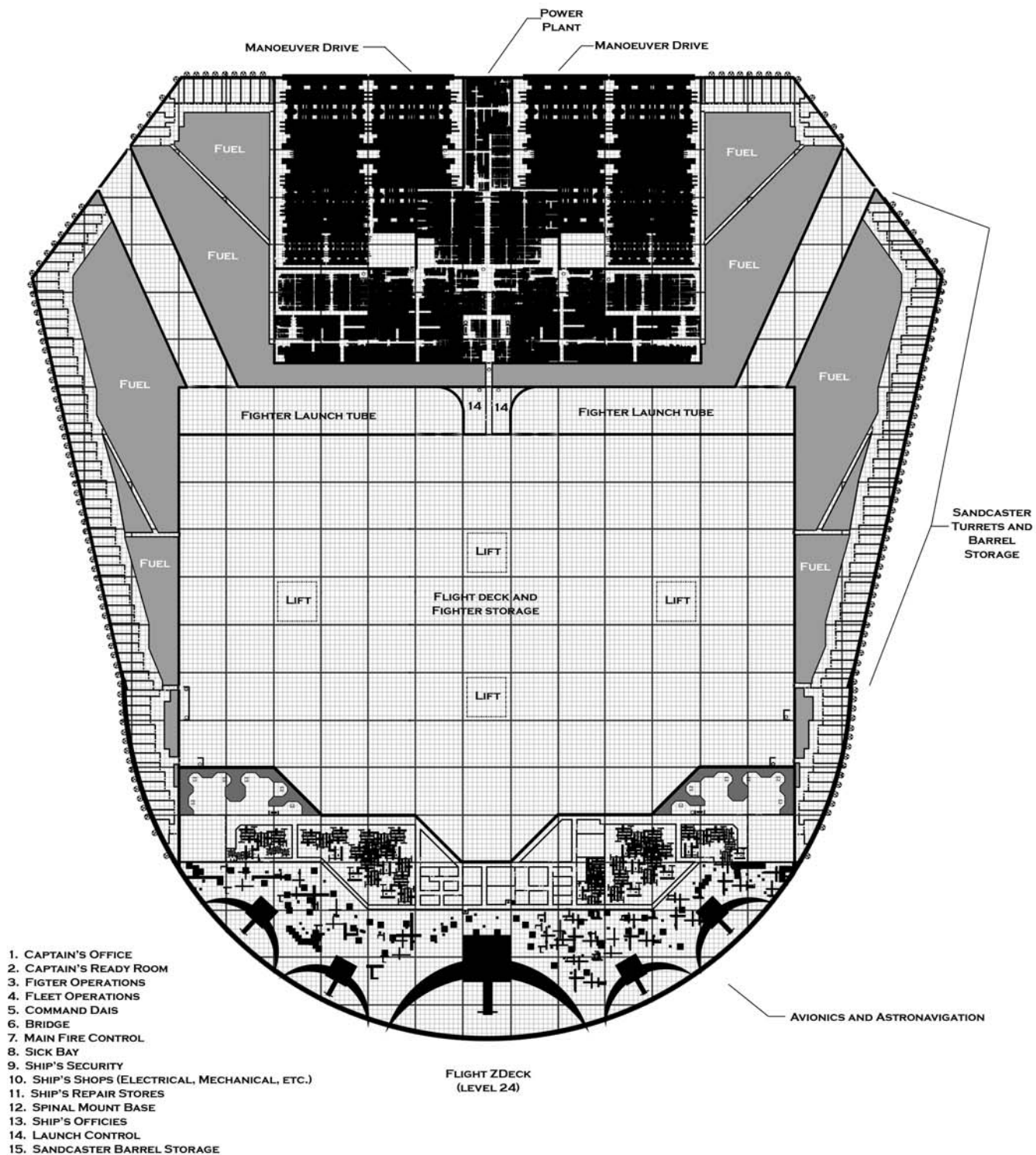


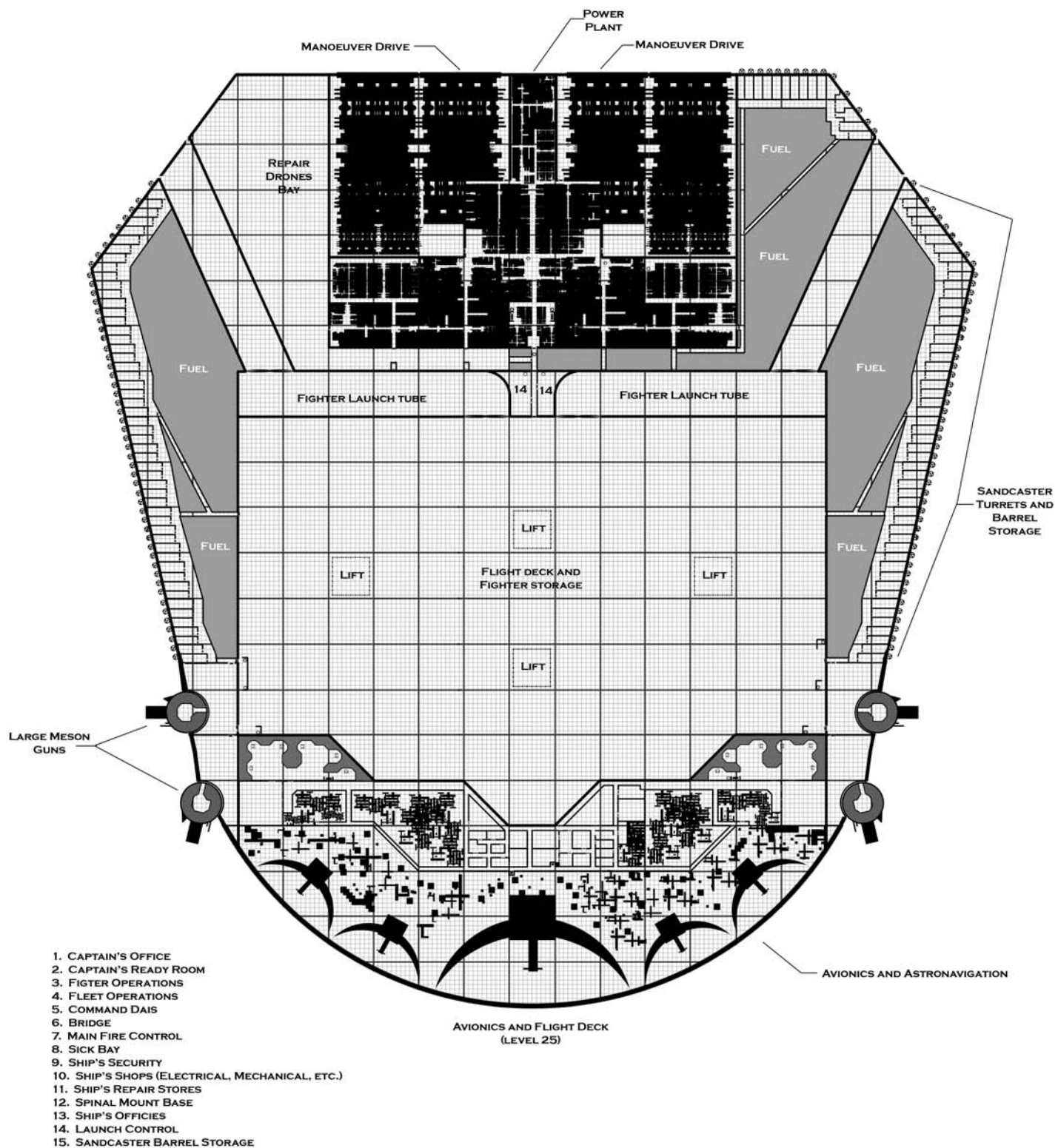




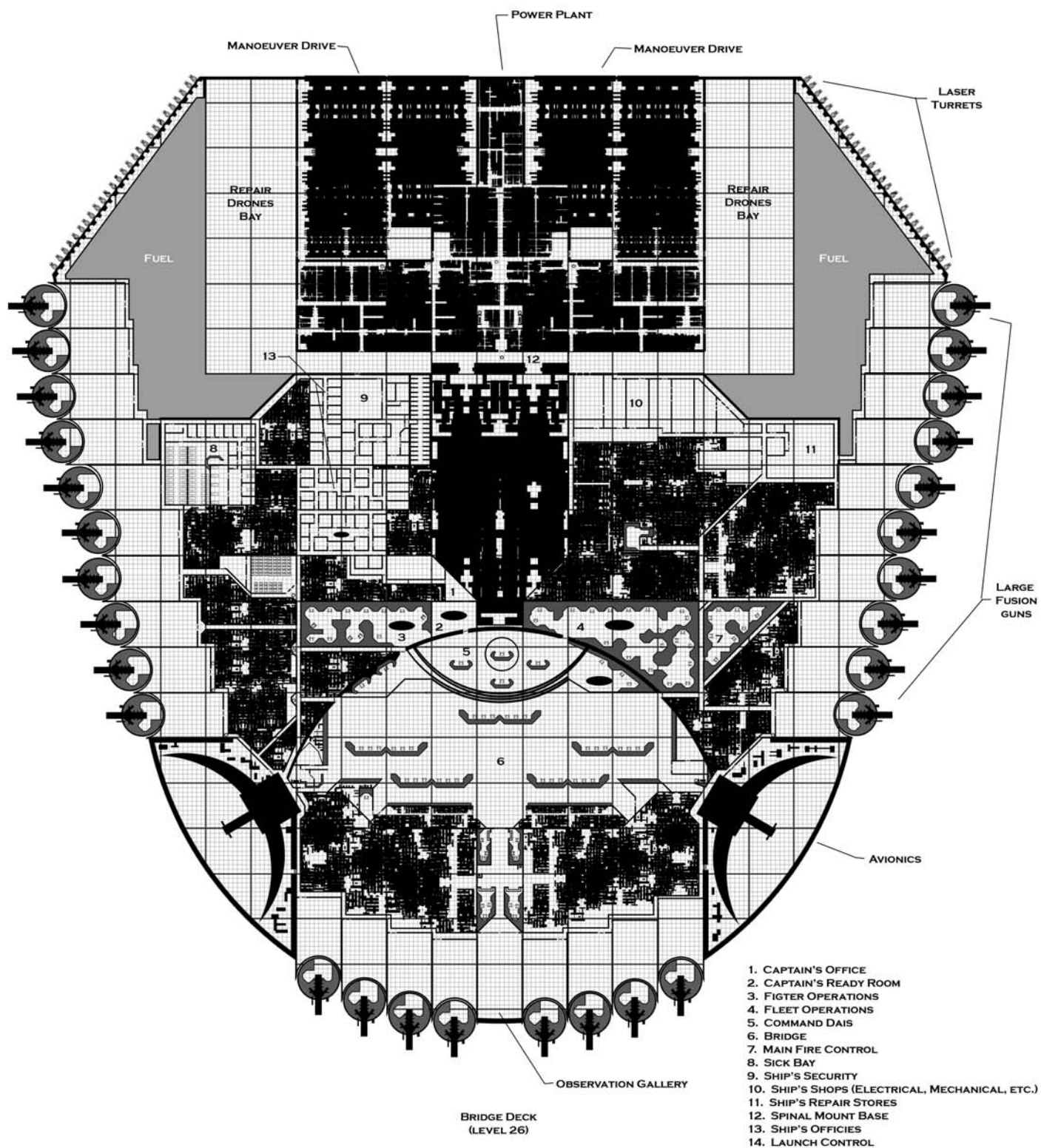


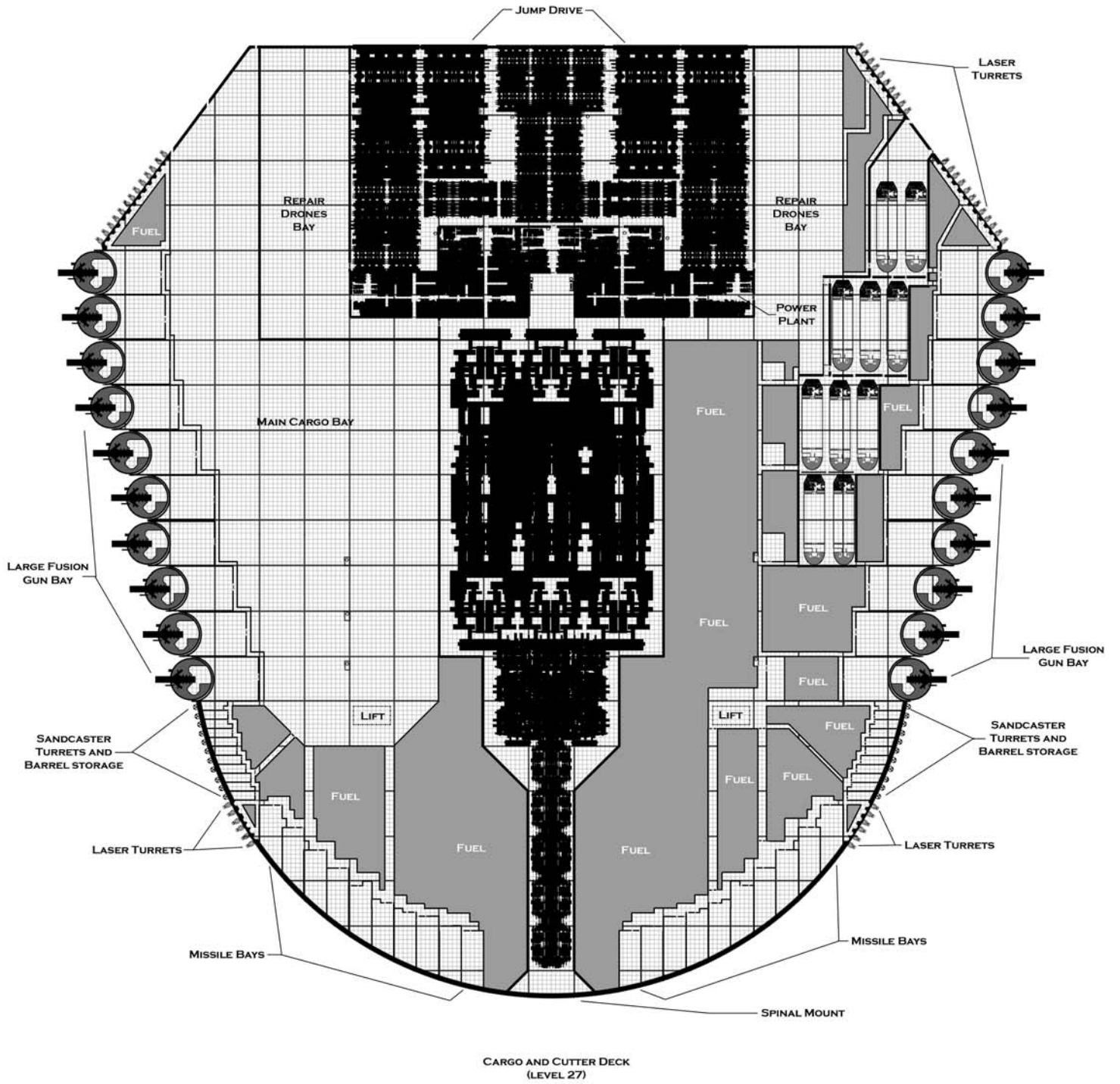


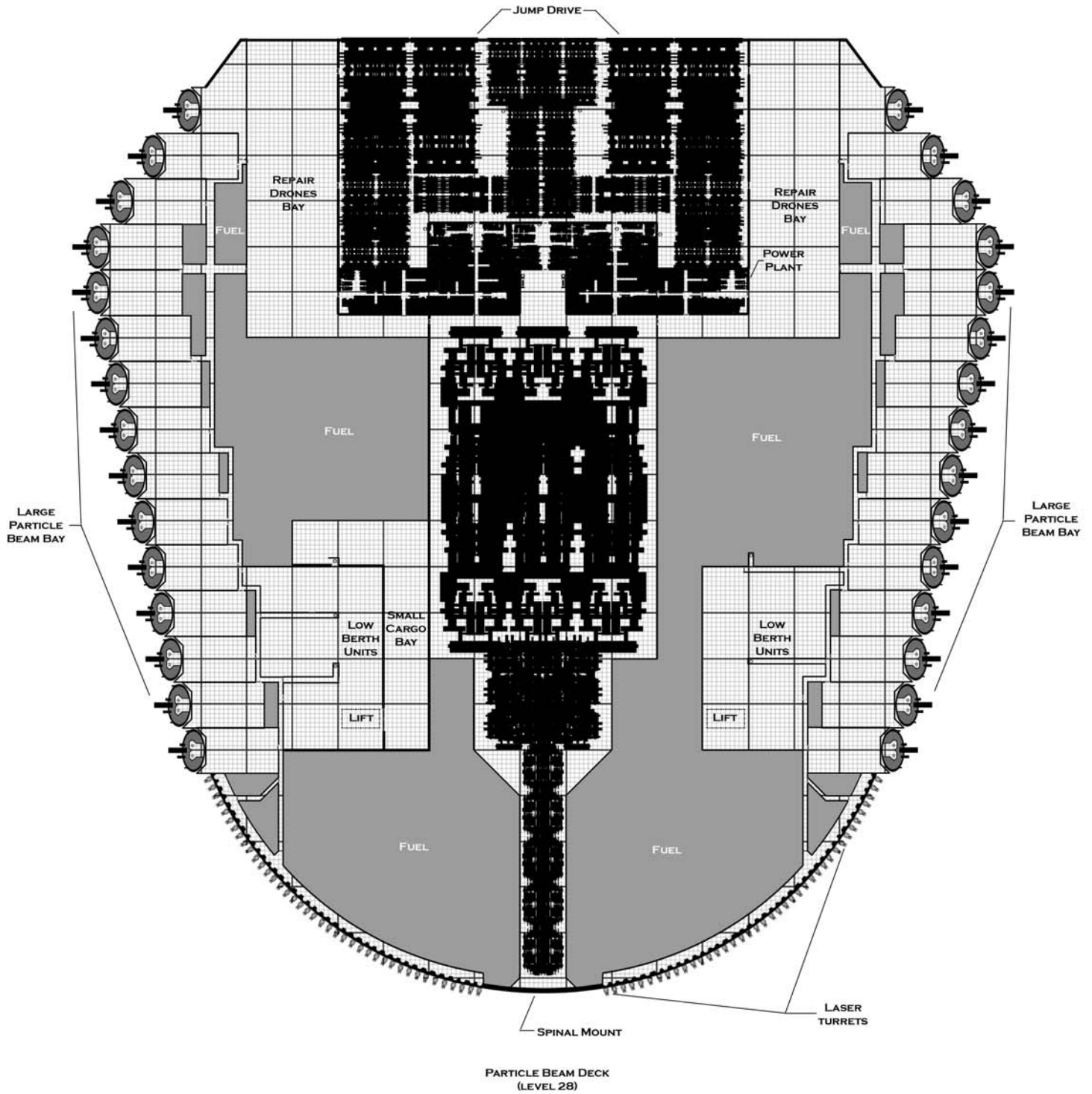


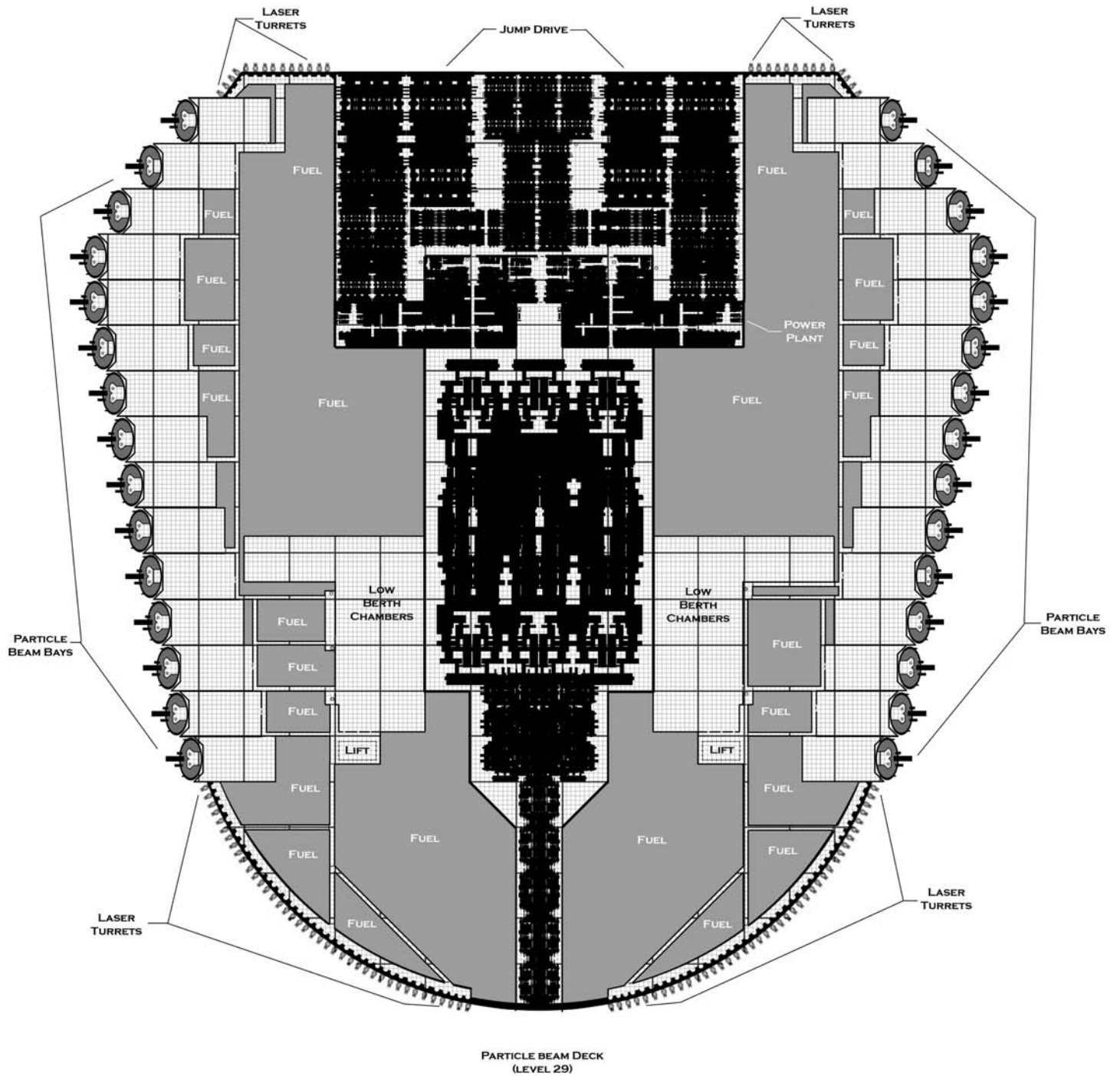


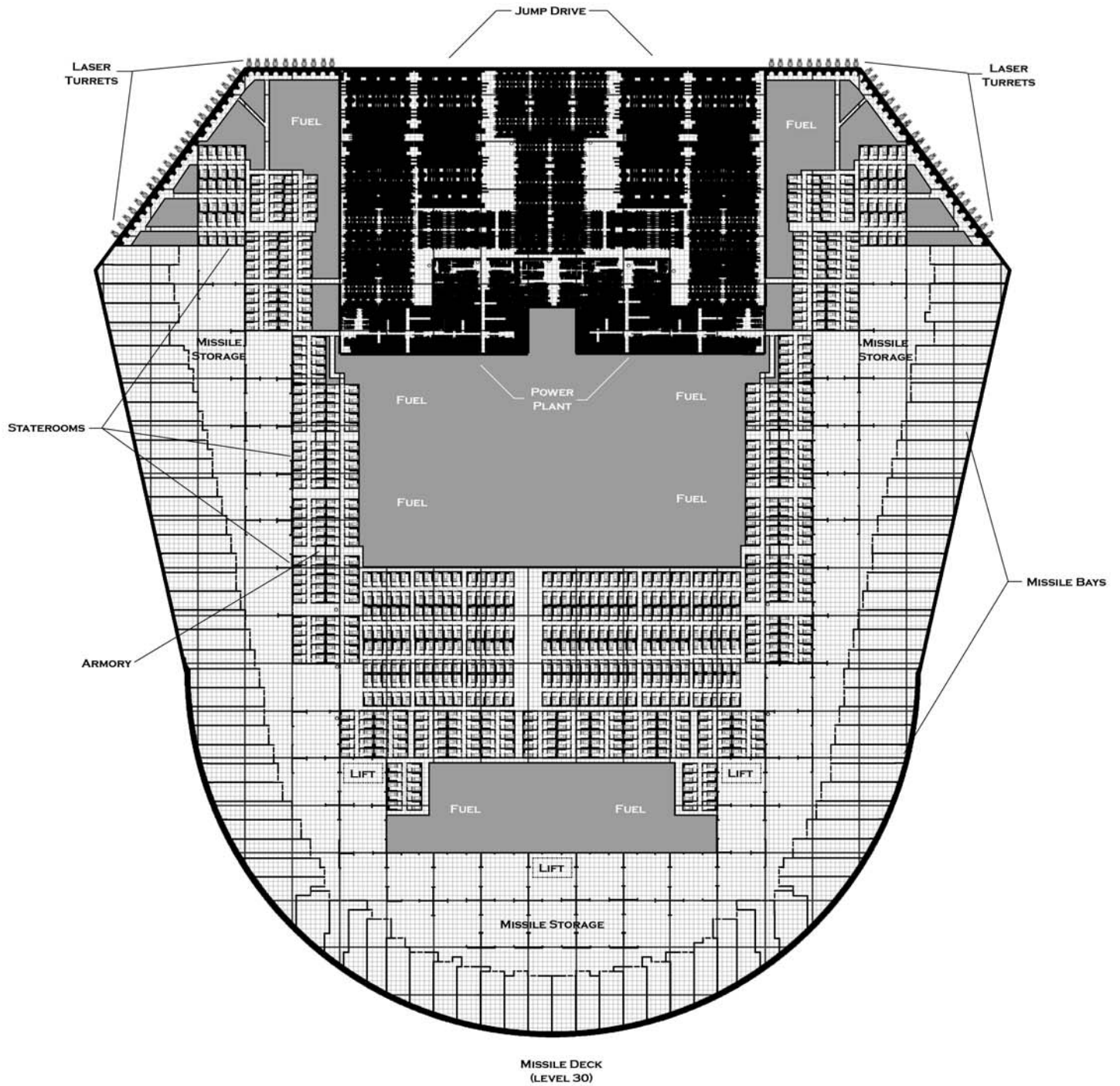


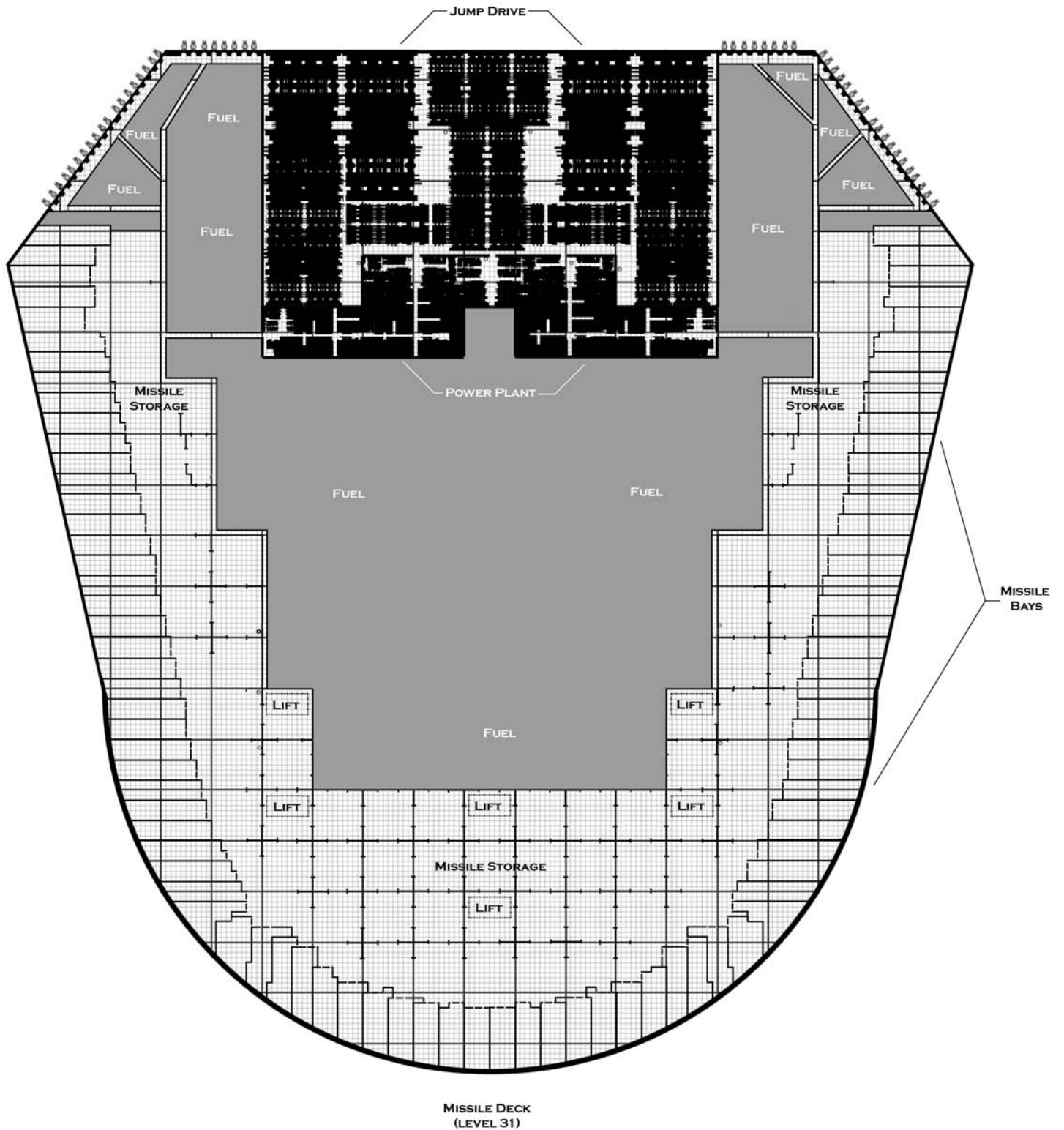




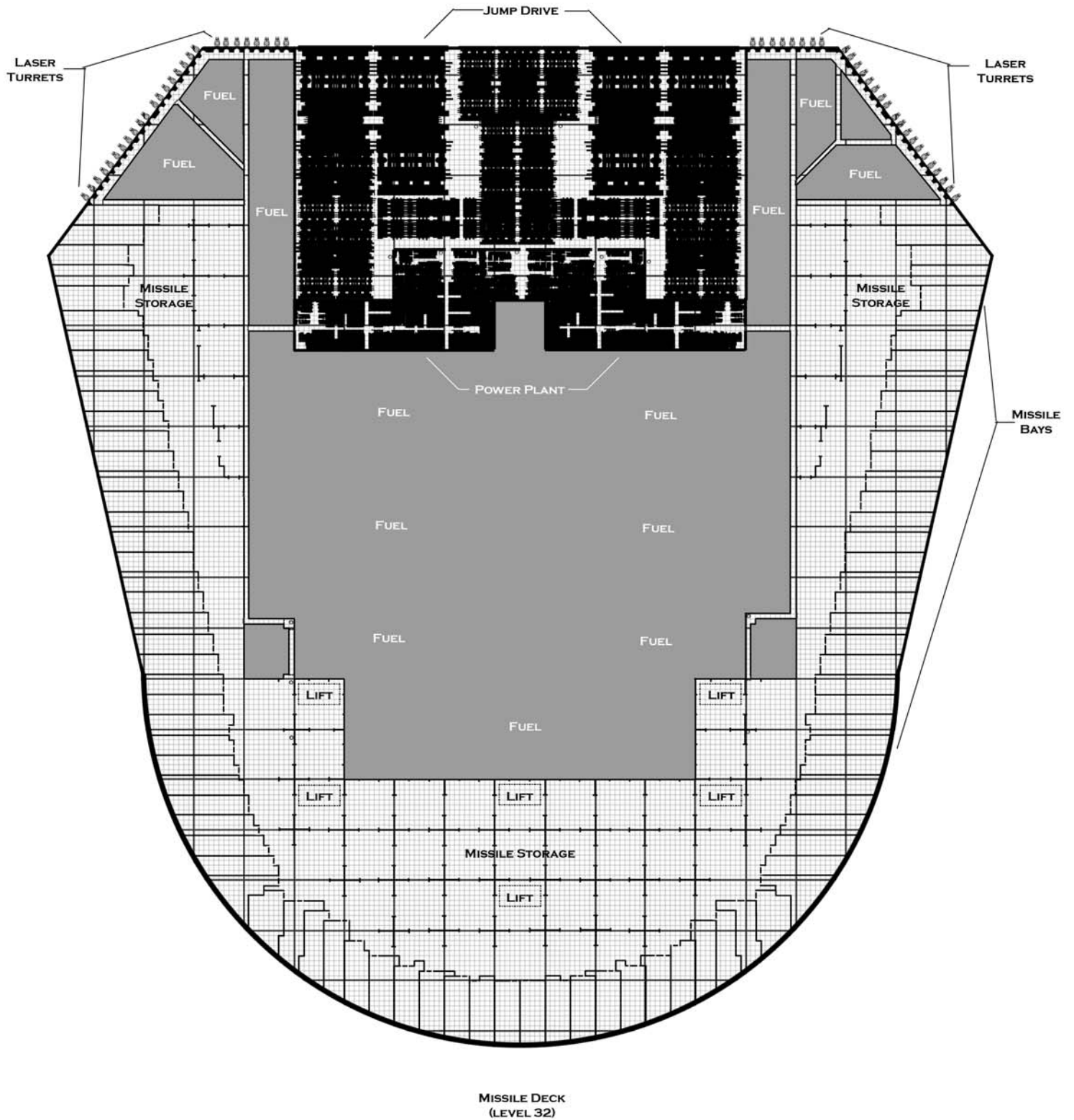


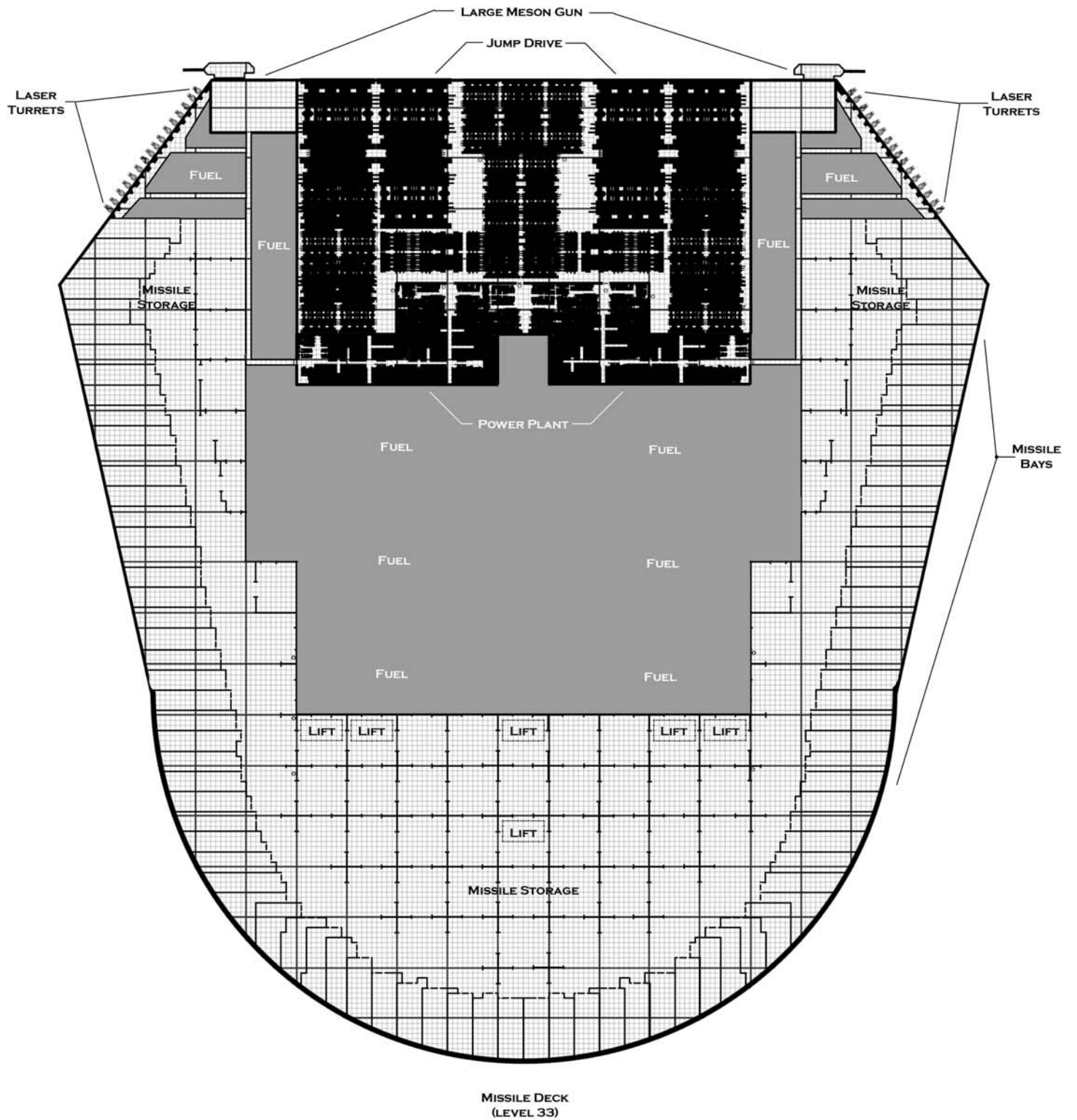




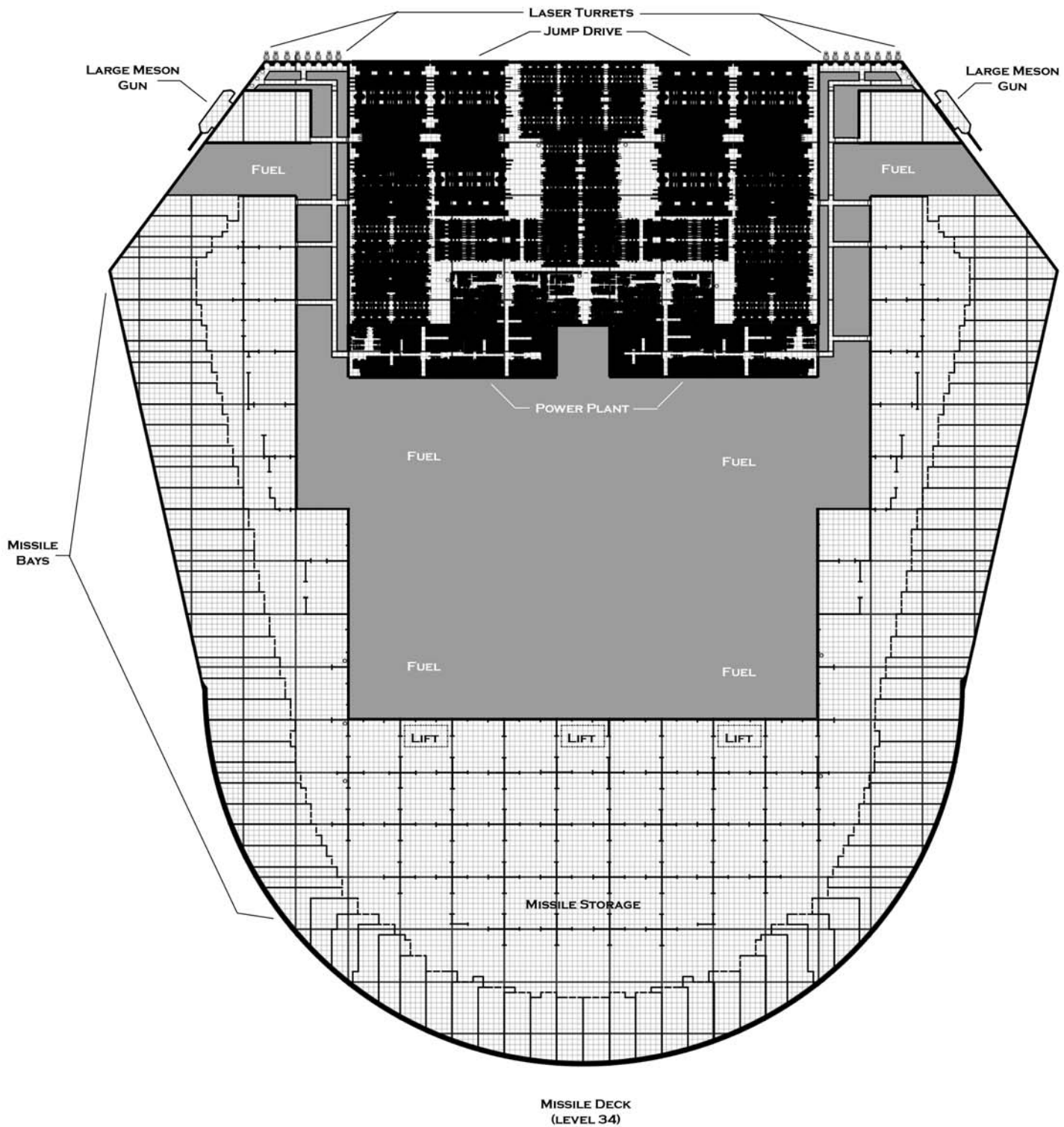


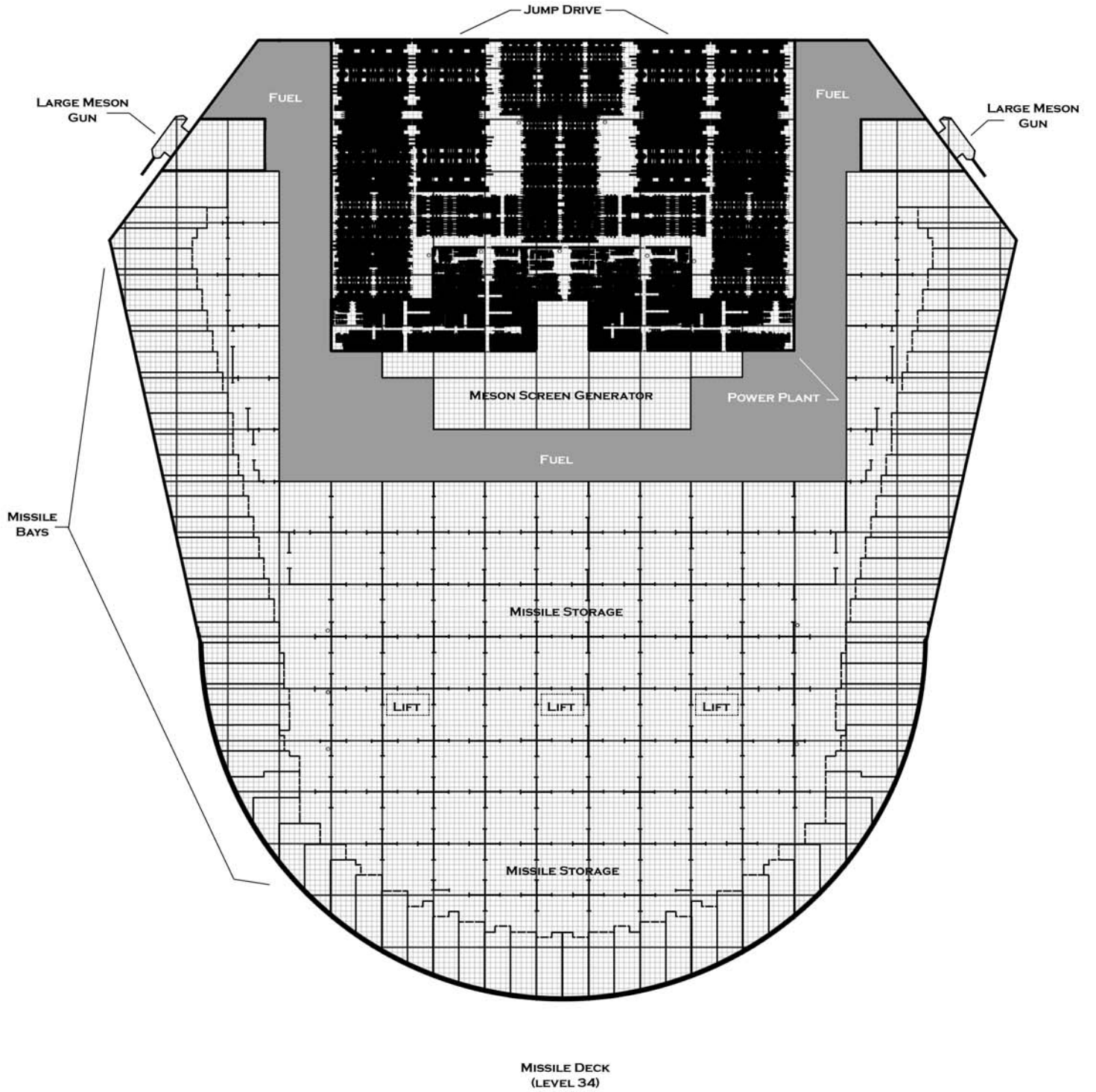


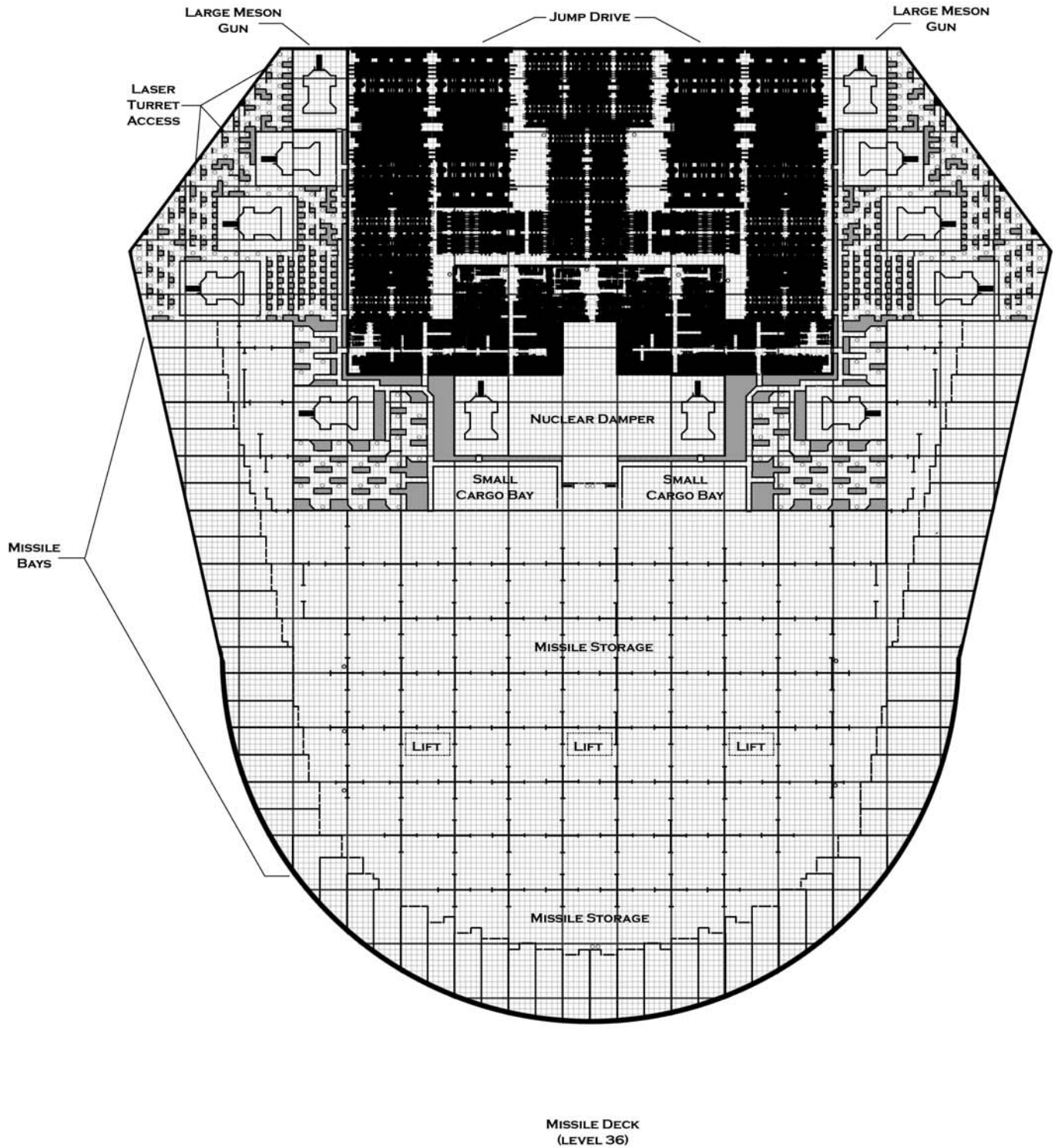


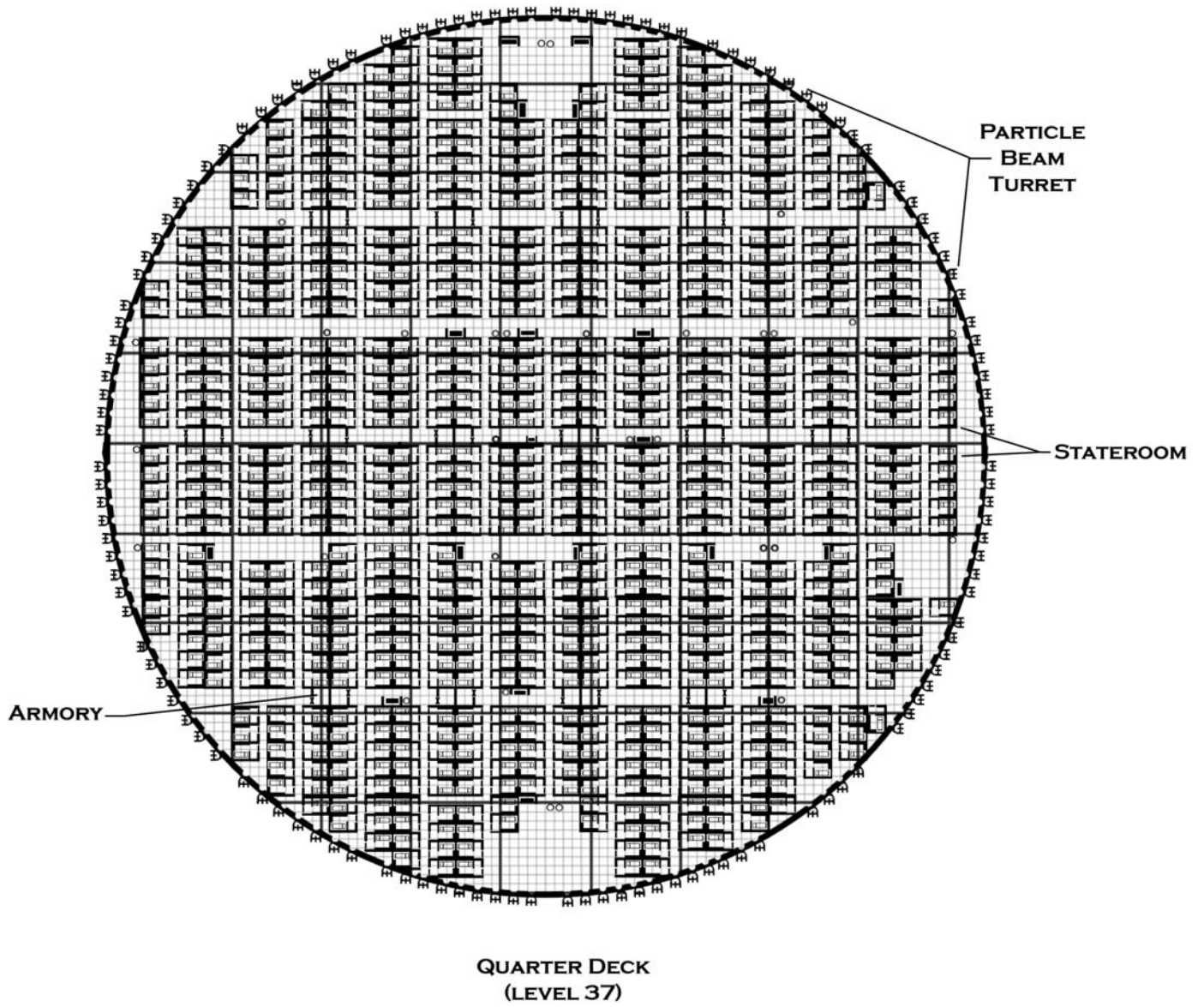


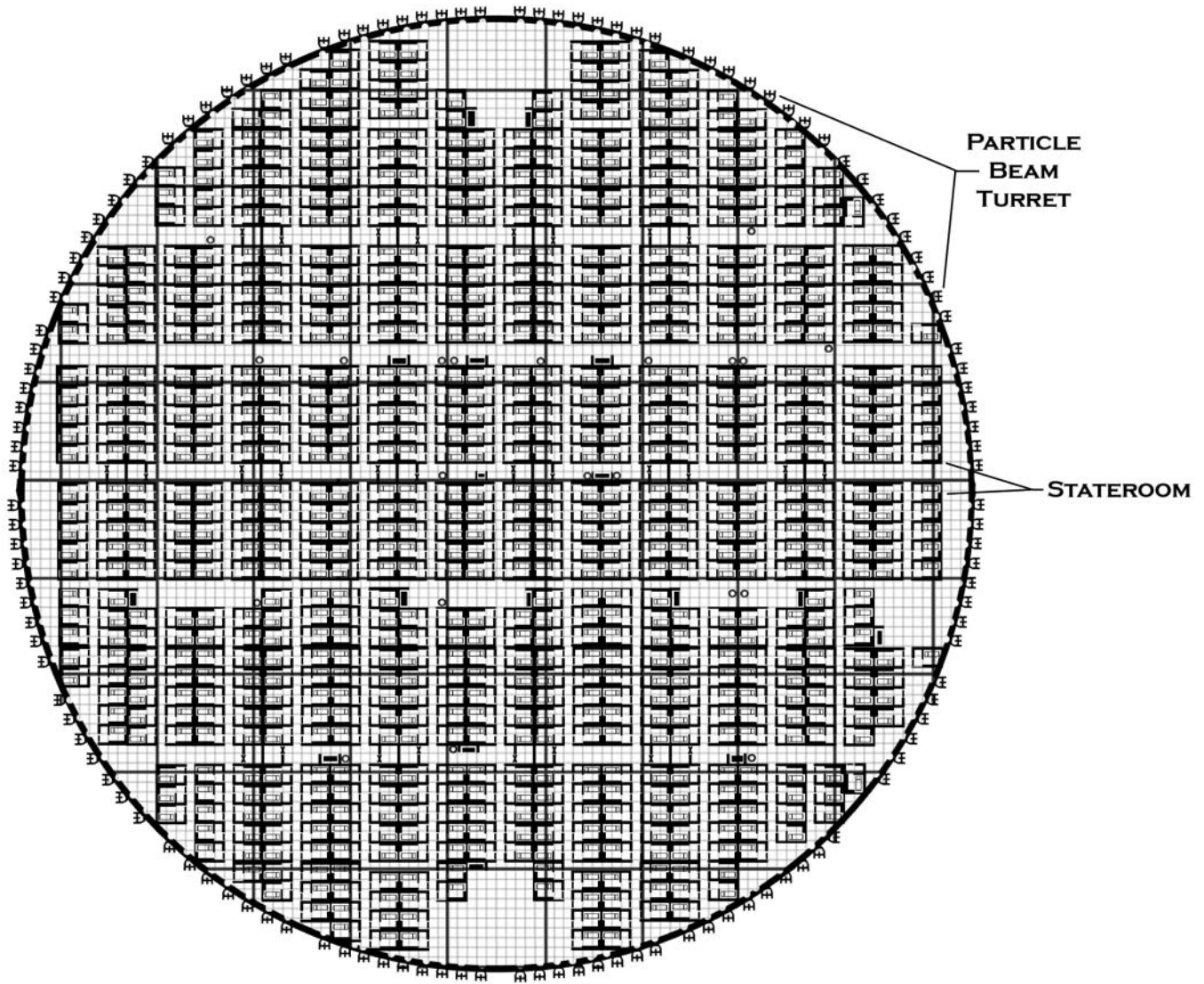




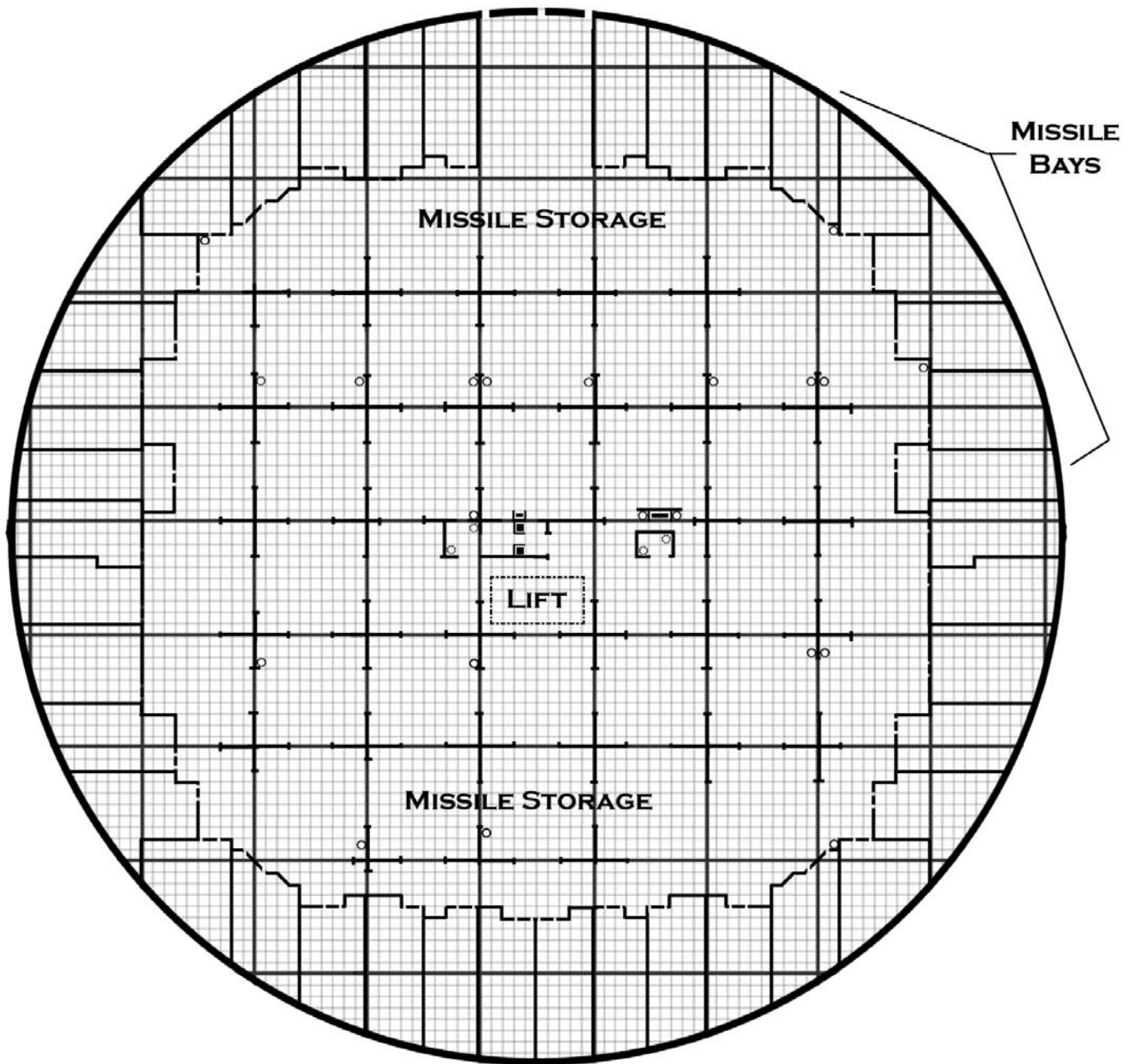






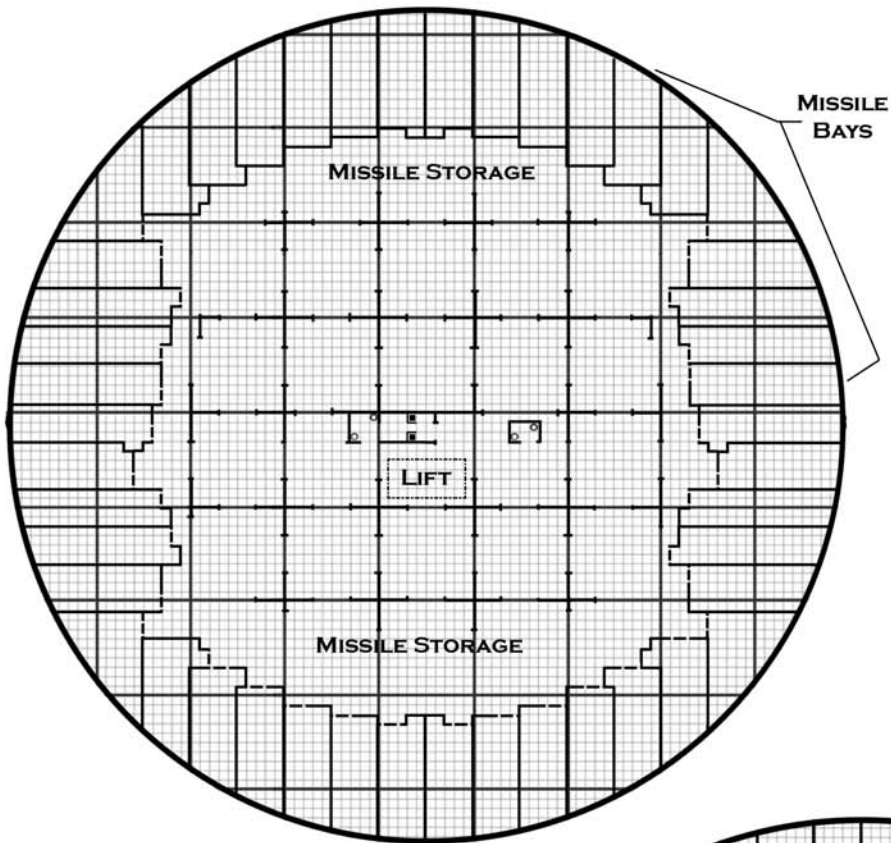


QUARTER DECK  
(LEVEL 38)

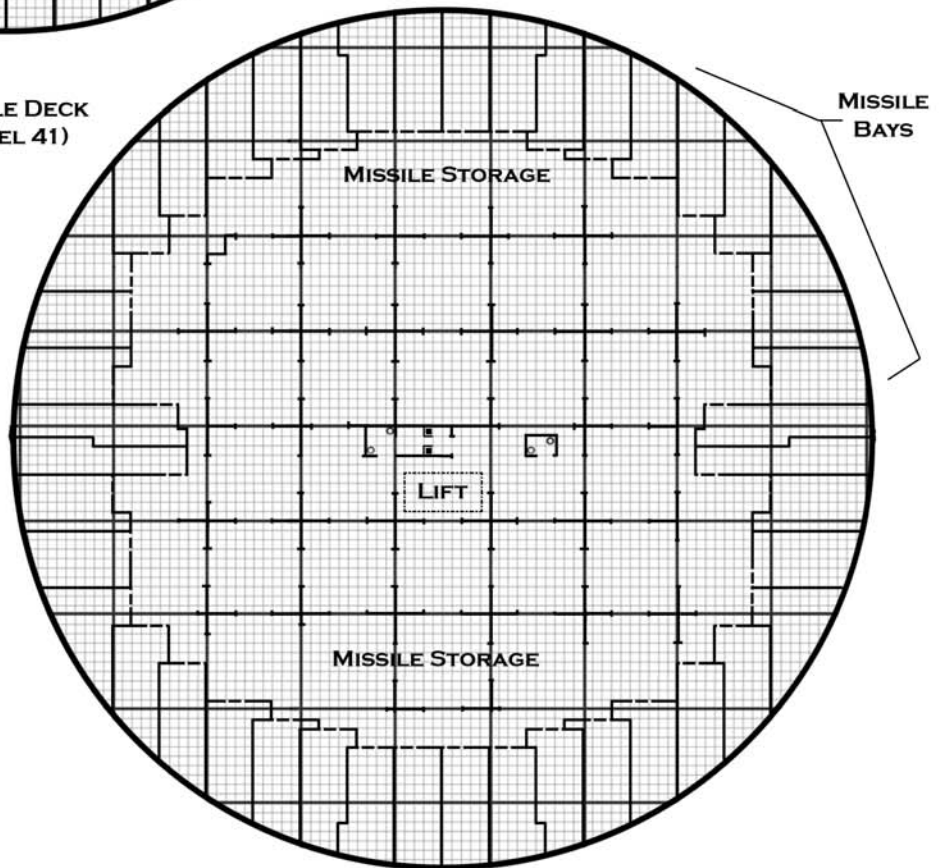


**MISSILE DECK  
(LEVEL 39)**

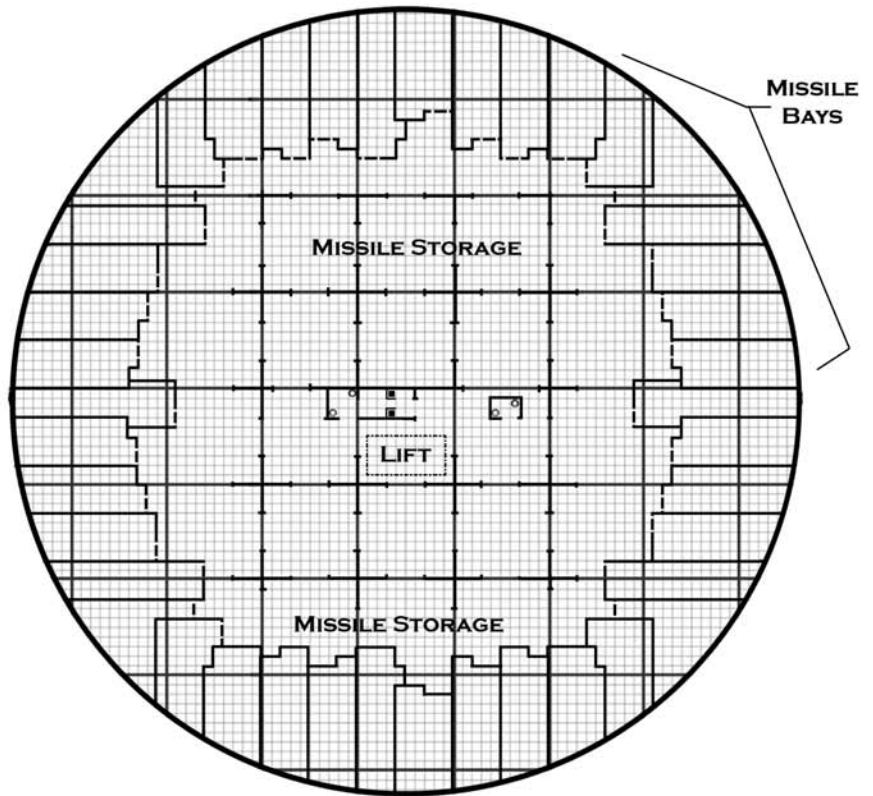




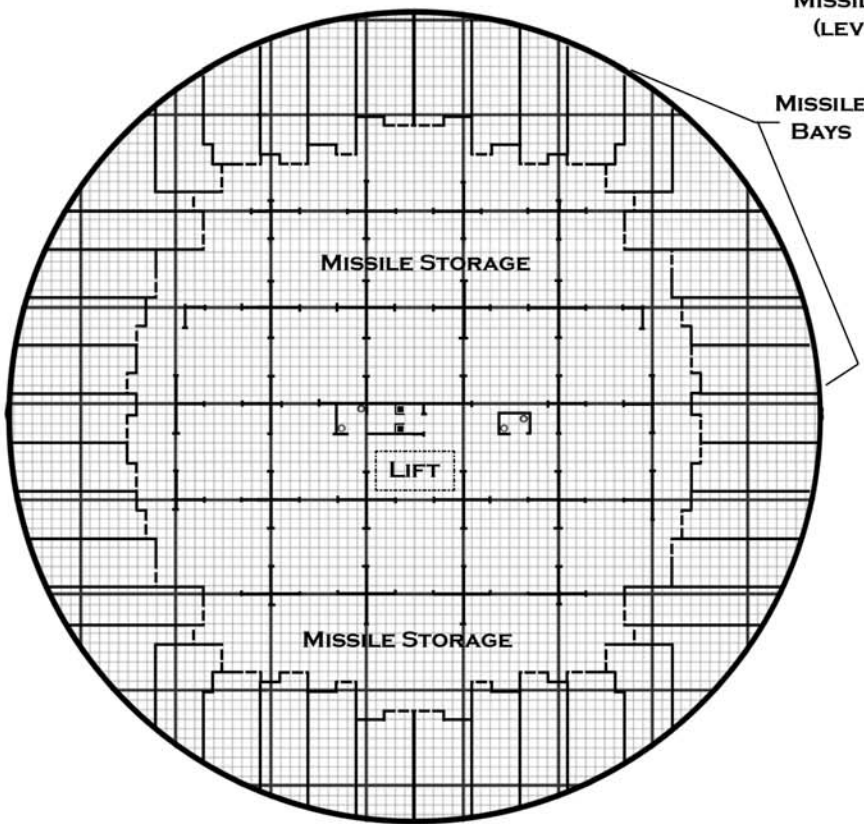
MISSILE DECK  
(LEVEL 41)



MISSILE DECK  
(LEVEL 40)

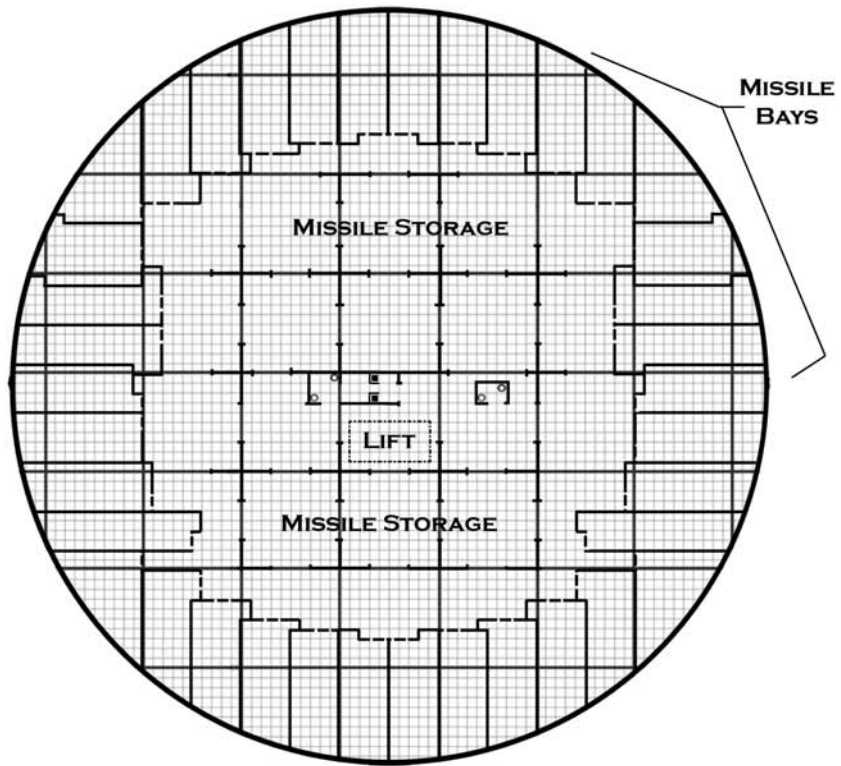


MISSILE DECK  
(LEVEL 43)

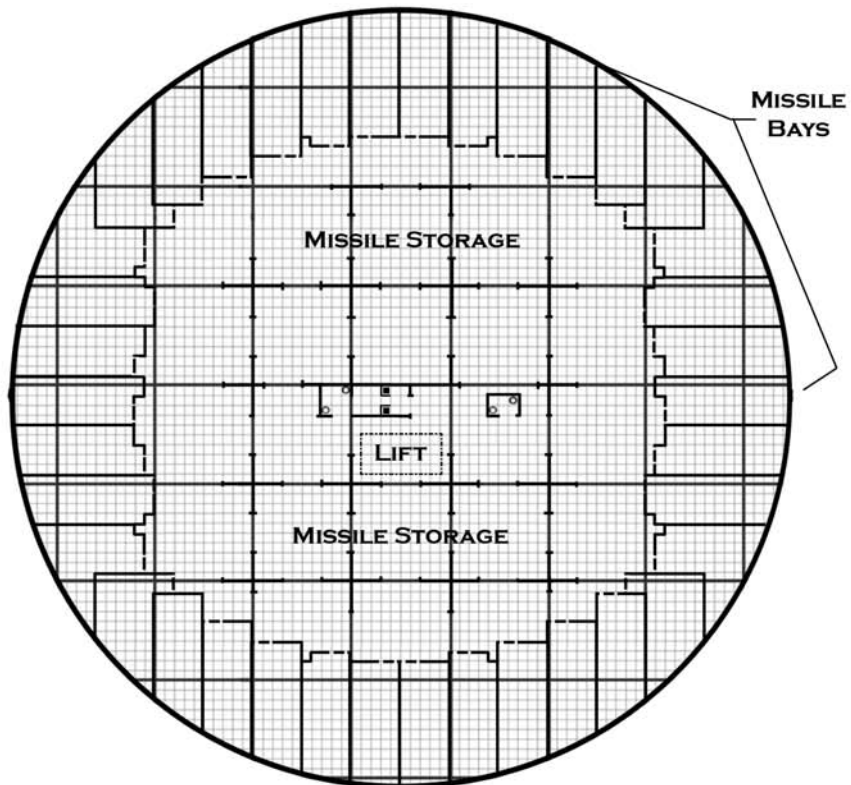


MISSILE DECK  
(LEVEL 42)

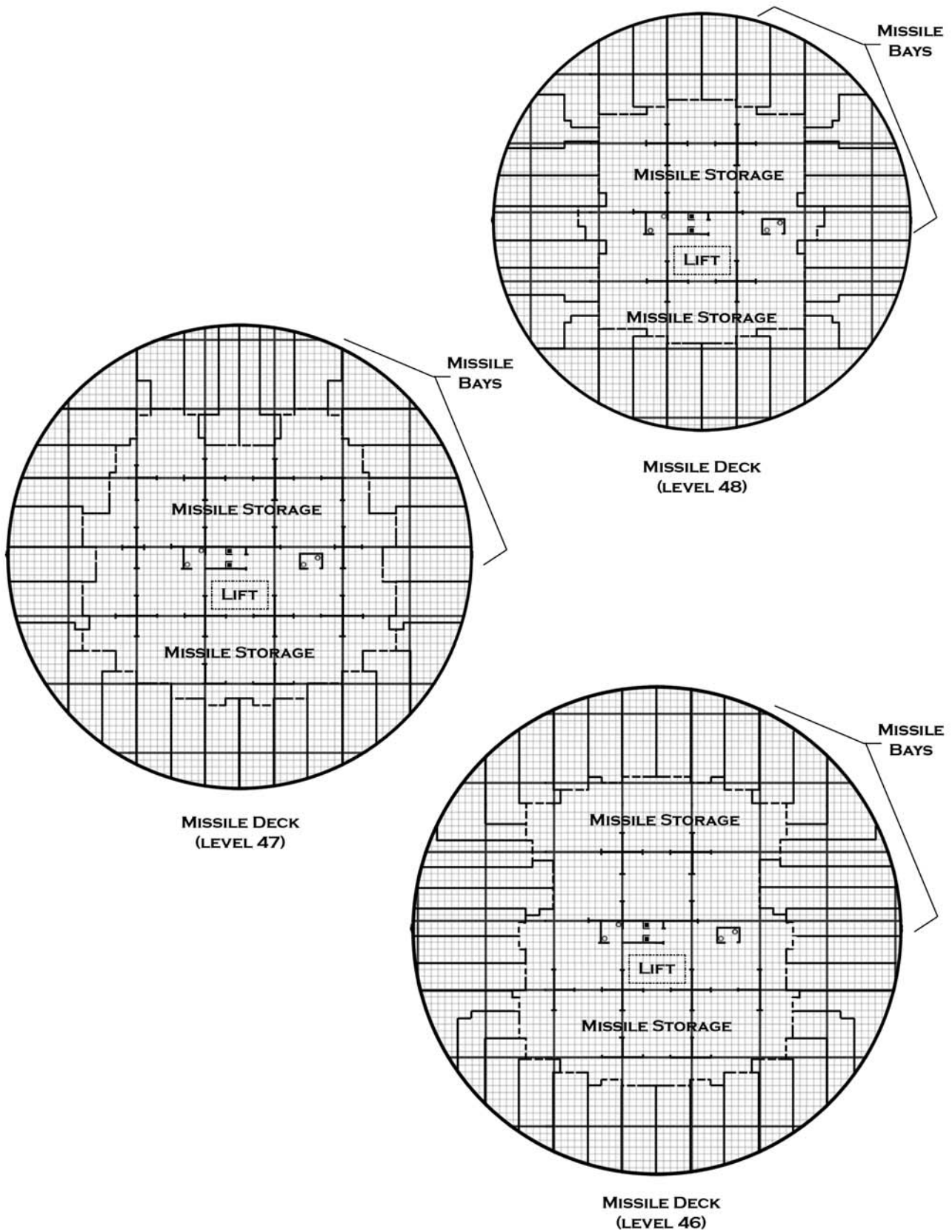


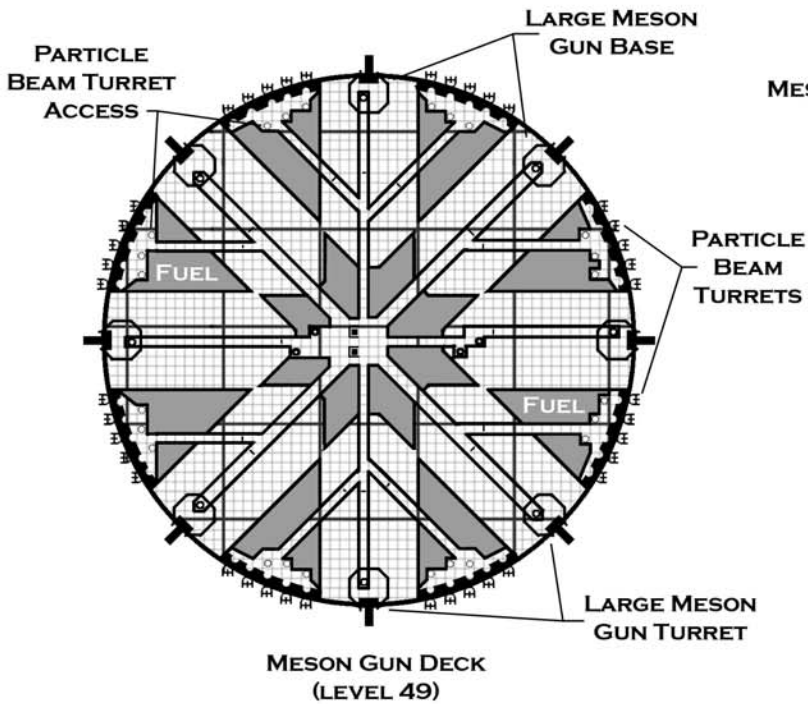
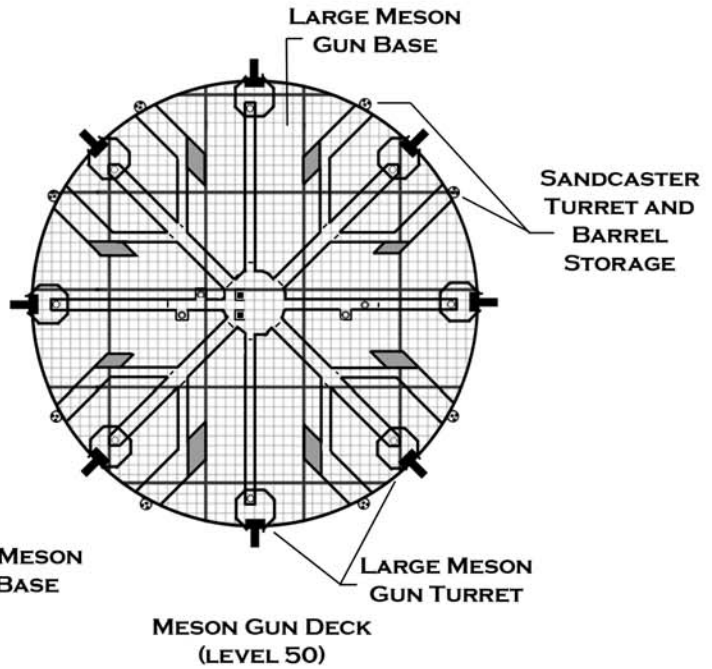
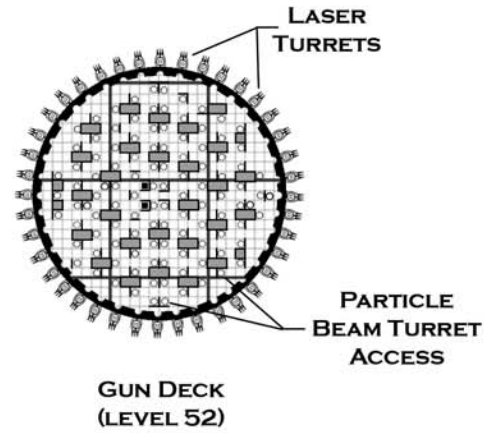
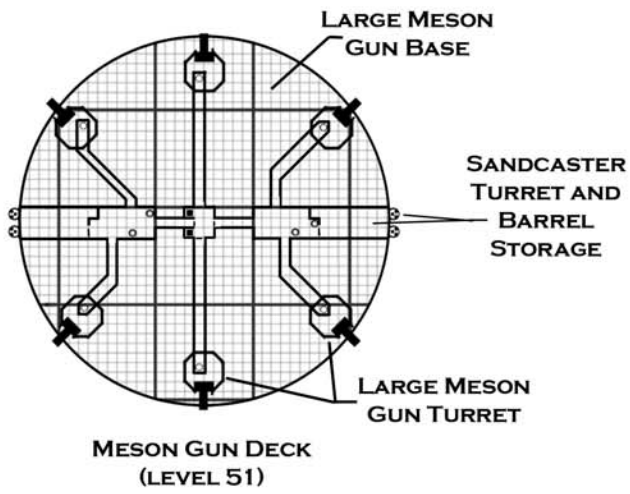


MISSILE DECK  
(LEVEL 45)



MISSILE DECK  
(LEVEL 44)





# Supplement 3: Fighting Ships

*The universe is hostile. The small privately owned starships travelling between the stars are vulnerable to many dangers, from faulty drives to hijackers and from piracy to open warfare. Good maintenance, security and the constant vigilance of small gunships protect against the first three threats. However, if war was to break out the only hope for safety would be provided by the Imperial Navy and its mighty Fighting Ships.*

*The ships within this book form the frontline of defence against hostile governments. Without these vessels the galaxy would be a much more dangerous place and few would dare travel across the vast emptiness of space.*

*Fighting Ships introduces a whole new range of ships to Traveller, to be explored, used or fought. The spacelanes have just got a little more exciting...*



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