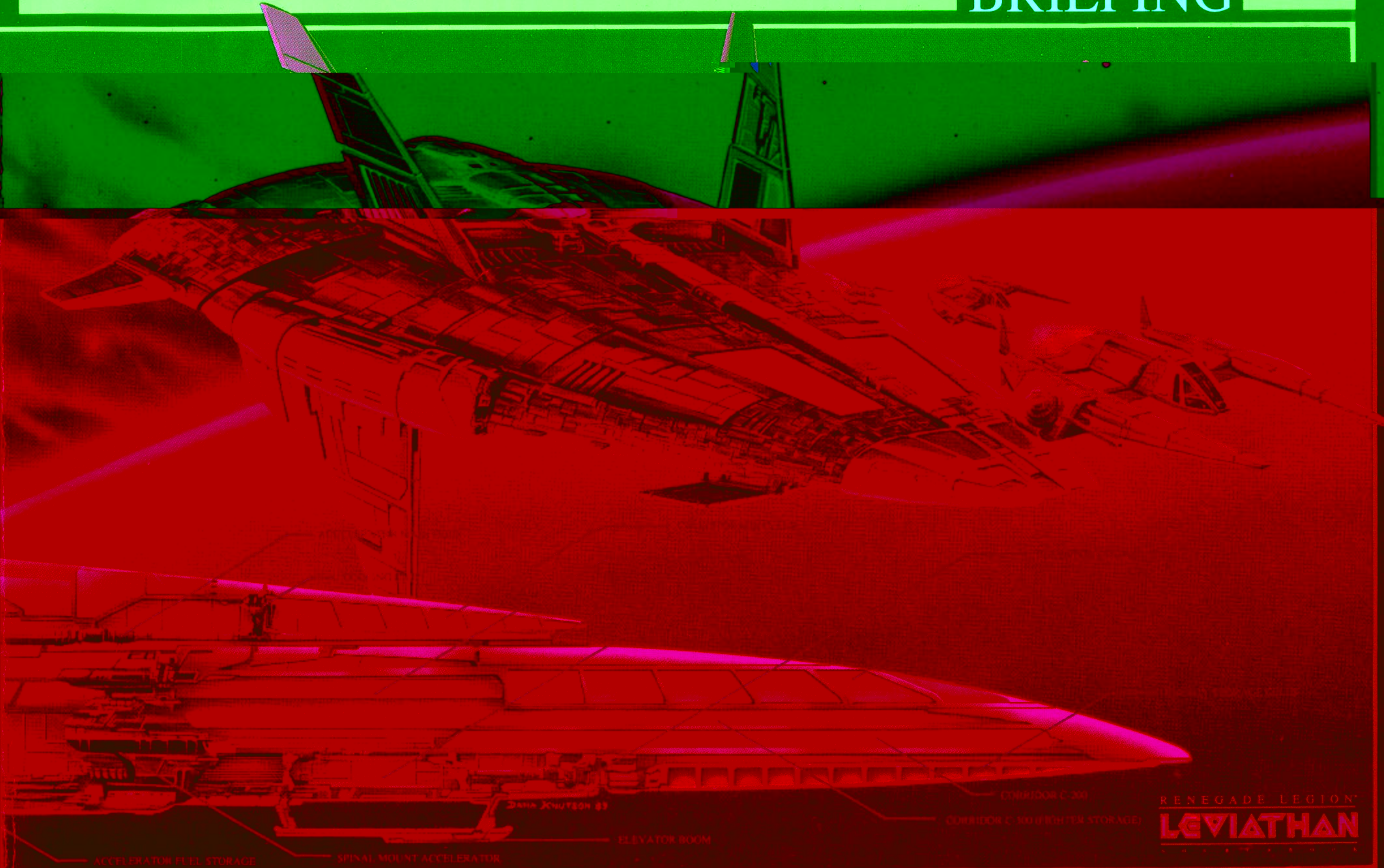


LEVIATHAN

CAPITAL SHIP BRIEFING



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FASA CORPORATION • 1989

LEVIATHAN SHIP BRIEFING

Writing

Jim Brunk
Michael T. Hebert
Dale L. Kemper
James D. Long
Jim Musser
Blaine L. Pardoe
Boy F. Petersen, Jr.

Development

Sam Lewis

Editorial Staff

Senior Editor

Donna Ippolito

Editor

Jim Musser

Editorial /Research Assistant

Kent Stolt

Production Staff

Art Director

Dana Knutson

Cover Art

Dana Knutson

Ship Design and Illustration

Dana Knutson

Computer Generated Ships

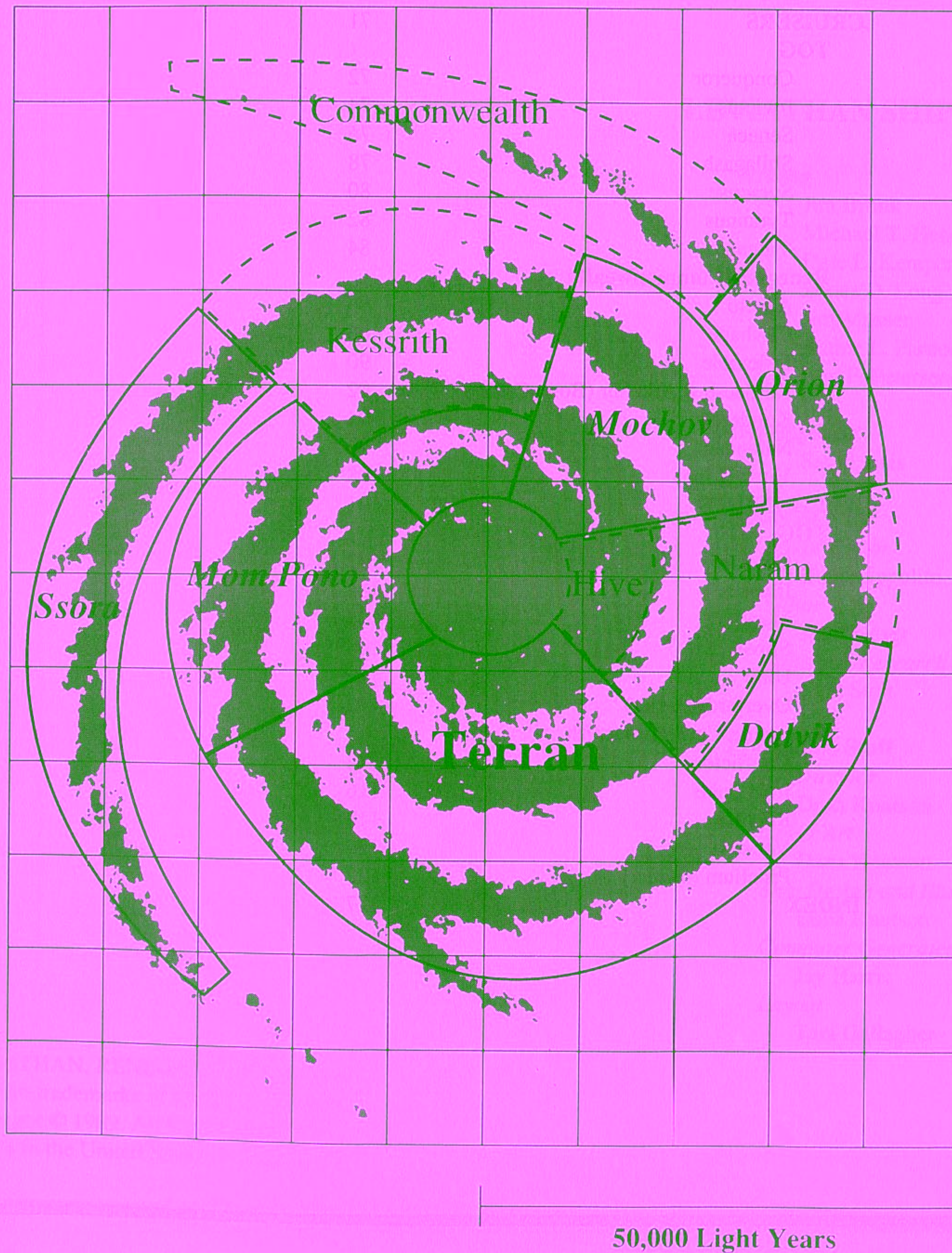
Jay Harris

Layout

Tara Gallagher

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Tog Governmental Divisions and Independant Governments

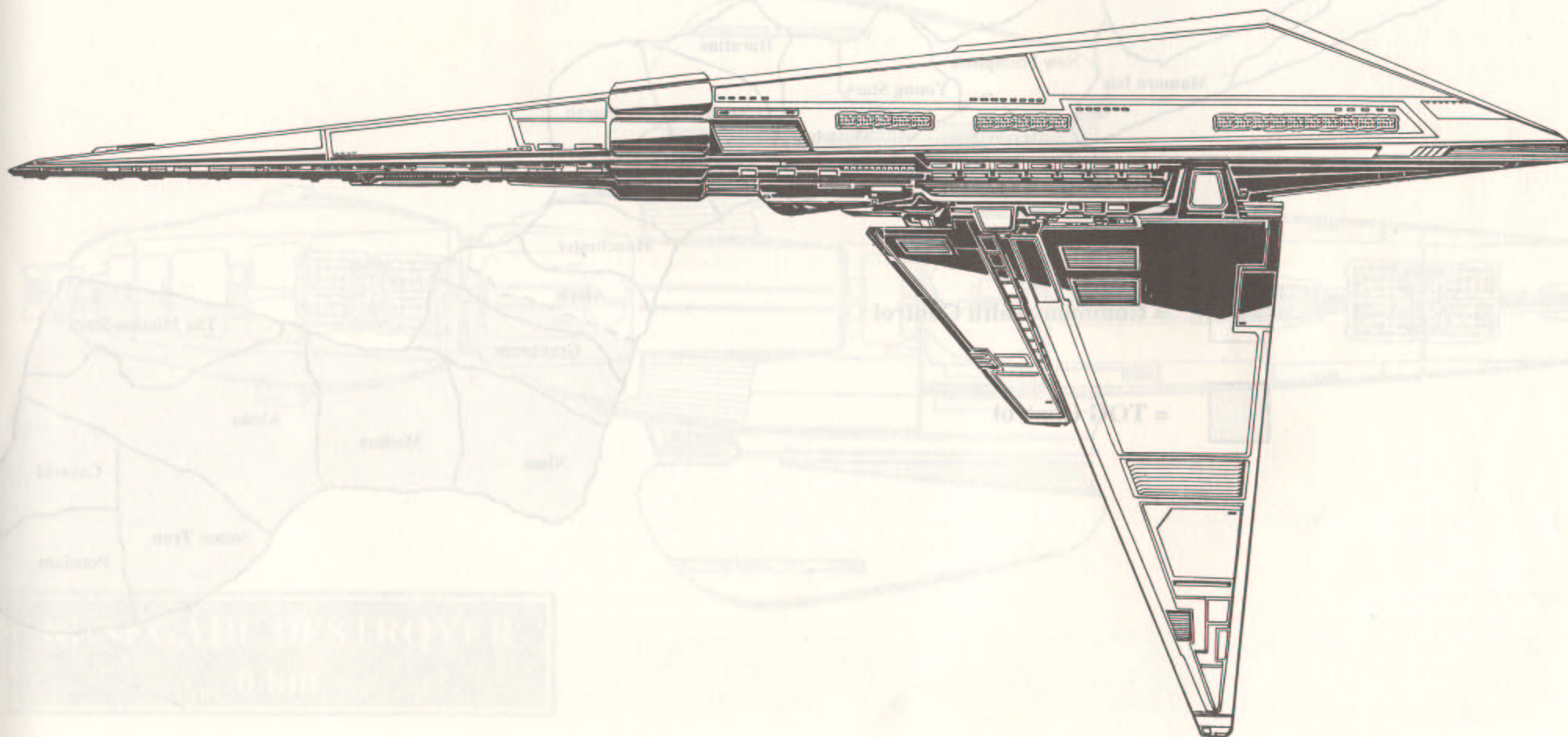
- = Independent Governments
- = Terran Governments

Published by
NASA.gov
P.O. Box 800
Chicago, IL 60680

INTRODUCTION

The **Leviathan Ship Briefing** is a general sourcebook for all starship classifications used by TOG and Commonwealth/Renegade Legion forces. Fifty-five ships in four classes are covered here, from the swiftest of destroyers to the mightiest of battleships. These vessels are based on the **Leviathan** game rules, which are needed to use this product.

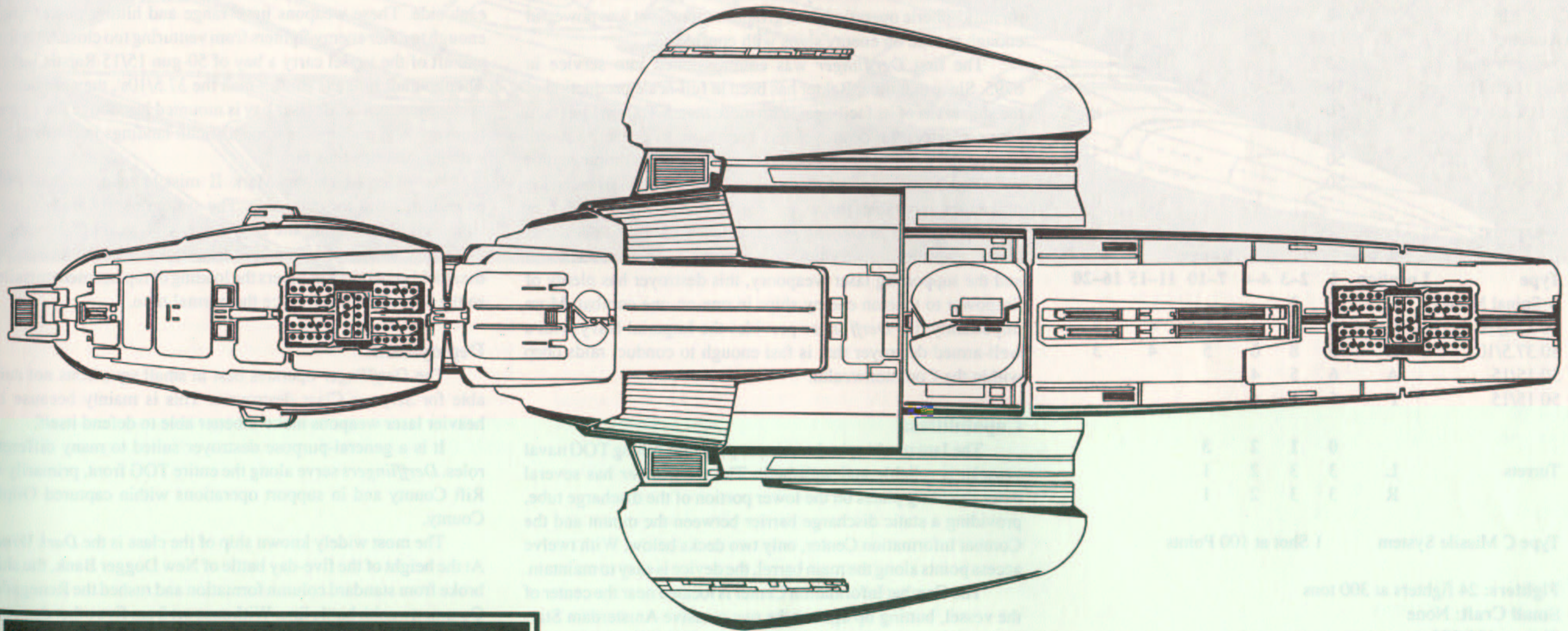
Though roles and capabilities of these ships do at times overlap, this briefing offers a strategic overview for all military operations.



Commonwealth Grand Dukedoms



Destroyers are the workhorses of the fleet. Their mobility is their greatest strength. They have the strength to overpower patrol-class ships and the mobility to outmaneuver larger ships. They can move in, strike quickly, then evade. It is for these reasons that the destroyer is the favorite choice for deep-system raiding. This is also the primary role for destroyer-class carriers.



RENEGADE DESTROYER
6 km

Class: Destroyer

Mass: 598,661 tons

Cost: 3,748,566,516 talents

Engines: Right Engine Rating 25,000
Left Engine Rating 25,000

Thrust: 4

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 37.5/10	R	9	8	6	5	4	3
50 37.5/10	L	9	8	6	5	4	3
50 15/15	A	6	5	4			
50 15/15	F	6	5	4			
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type C Missile System 1 Shot at 100 Points

Fighters: 24 fighters at 300 tons

Small Craft: None

Cargo: 300,000 tons

Crew: 508

Passengers: 50

Marines: 200

Extras: Streamlining

Overview:

The planet Nandy was one of the first worlds to fall to TOG during the assault on Gilpin County in 6801. Because of the swiftness of the attack, the Dimico Starship Yards were captured relatively intact. The Bekter Corporation won free use of the yards in order to provide TOG with a new class of destroyer. With the aid of Illustrus Senator Rutledge, Bekter's design was approved within a year.

The proposed ship was classified as DD-3091 A, but was eventually named *Derfflinger* because of Senator Rutledge's fondness for naval history, especially that of the Terran First World War. The new destroyer had a narrow profile, streamlining for atmospheric operations and ground support, yet was powerful enough to take on enemy ships with confidence.

The first *Derfflinger* was commissioned into service in 6795. Since that time, Bekter has been in full-scale production of the ship at ten of its facilities. With more than 570 *Derfflingers* in active service, the destroyer has been able to prove its worth against the ever-mobile Renegade Legion and Commonwealth.

The ship has a well-rounded design. It carries 24 fighters, the maximum available for a non-carrier destroyer. These four squadrons give the *Derfflinger* an extended ability to strike at enemy ships in combat. Combined with the Type A spinal mount and the supporting laser weaponry, this destroyer has plenty of firepower to take on enemy ships in one-on-one combat. More importantly, the *Derfflinger* provides the Imperial Navy with a well-armed destroyer that is fast enough to conduct raids deep within the Commonwealth.

Capabilities:

The Jankowski spinal mount, so common among TOG naval vessels, is reliable and well-built. The *Derfflinger* has several extra shielding plates on the lower portion of the discharge tube, providing a static discharge barrier between the mount and the Combat Information Center, only two decks below. With twelve access points along the main barrel, the device is easy to maintain.

The Combat Information Center is located near the center of the vessel, butting up against the two massive Amsterdam Star-drive engines. An auxiliary CIC is located aft of the engineering section, with access through a high-speed emergency turbo elevator, as well as two sealed crawl-shafts. In cases where the Aux CIC is needed, transfer time to that location is less than half that on other TOG destroyers.

The four launch bays are situated at the fore end of the ship, while recovery is made at the aft. Parallel to the main gun are two large transfer corridors for movement of fighters and personnel if the bays at either end of the ship have been crippled. The *Derfflinger* uses a wide range of fighters, but the squadrons are most commonly made up of *Idis* medium fighters.

The aerodynamics of the *Derfflinger* are superior to any other of its weight class. Though it is not intended as a troop support vessel, its good maneuverability and handling in atmospheric environments have come in handy at times, as does the *Derfflinger's* mammoth cargo capacity.

The broadsides support one 50-gun 37.5/10 laser bay on each side. These weapons have range and hitting power good enough to deter enemy fighters from venturing too close. The fore and aft of the vessel carry a bay of 50-gun 15/15 Ralstis lasers. Though their range is shorter than the 37.5/10s', they are deadly at close range. The aft laser bay is mounted just above the fighter recovery bay, making for some difficult landings in combat, but with no fatalities thus far.

An older Reichman Mark II missile launcher has only enough missiles for one salvo. The system's software has been enhanced twice during the *Derfflinger's* 30 years of service to TOG. The weapon's only major drawback is that the location of the shield generators hampers the loading of replacement missiles so the procedure takes twice the normal time.

Deployment:

The *Derfflinger* operates best in small squadrons not suitable for *Serpens* Class destroyers. This is mainly because its heavier laser weapons make it better able to defend itself.

It is a general-purpose destroyer suited to many different roles. *Derfflingers* serve along the entire TOG front, primarily in Rift County and in support operations within captured Gilpin County.

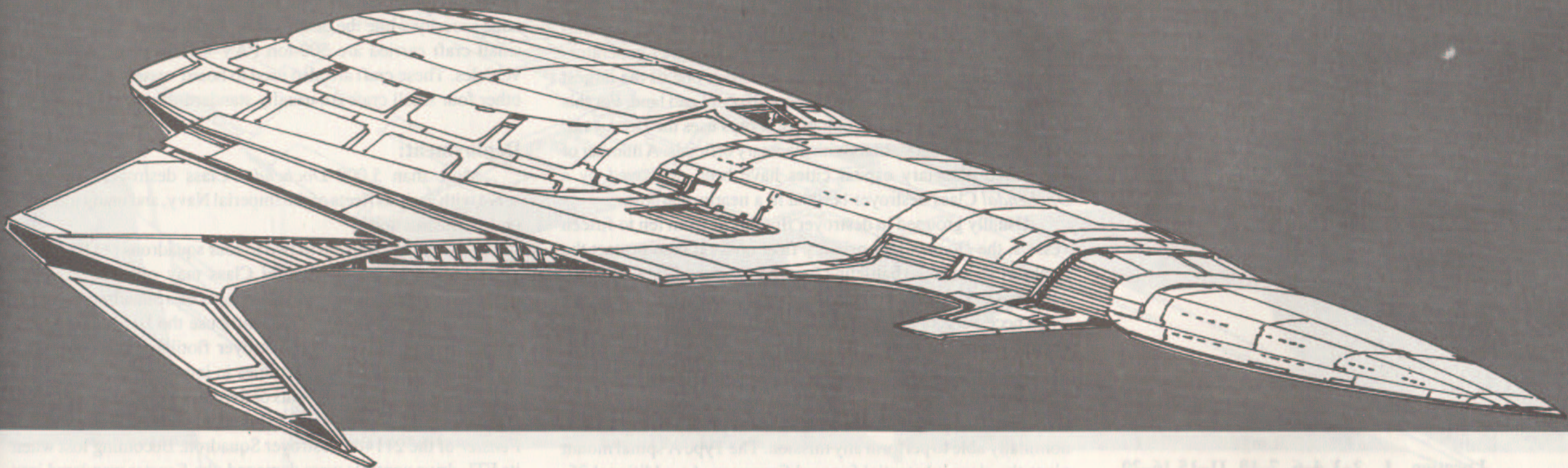
The most widely known ship of the class is the *Dark Wind*. At the height of the five-day battle of New Dogger Bank, the ship broke from standard column formation and rushed the Renegade/Commonwealth battle line. With support from five other destroyers, the *Dark Wind* crippled the Commonwealth cruiser *Heartland* and destroyed two corvettes.

can be decommissioned to make room for up to another 500 tons of cargo.

At 150, the machine-skeleton on the Dochendal Class is

Overview:
The Dochendal Class destroyer is one of the workhorses of the Imperial Fleet. Commissioned by the TGD Pro-

Class: Destroyer
Mass: 85,500 tons
Cost: 4,502,642,884 credits



of the TGD Pro-...
its FTL drive console were damaged, the Karyas wandered into the Perick system in 6781. Tightly outnumbered, the Commonwealth planet nonetheless refused to submit until the Karyas landed in the planetary capital city of Odrer, destroying it with massed broadsides. The Commonwealth system was quickly reinforced and used as an advance supply and repair base to quickly shorten the line of communication TGD had to defend.

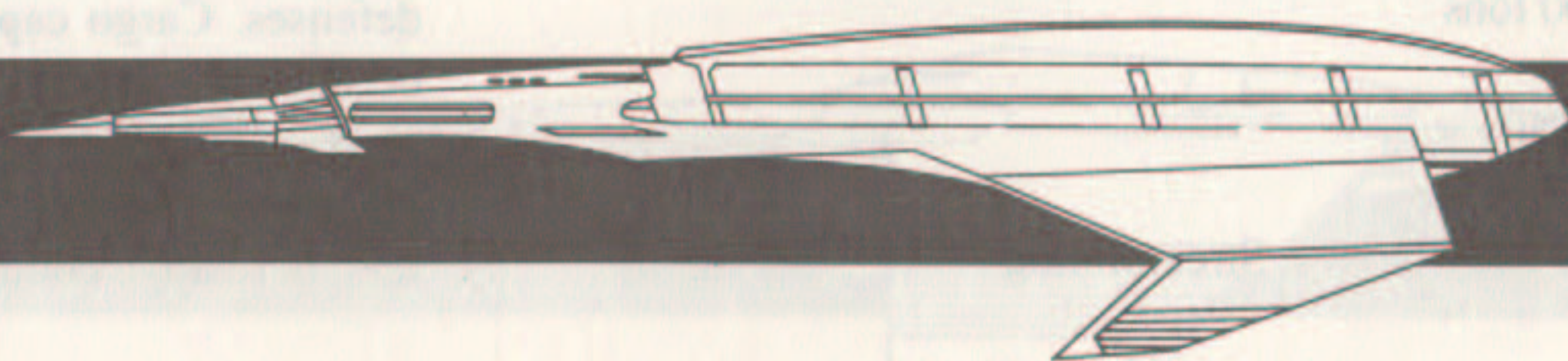
...
gives the class substantial forward firepower. An additional 25-gun 37.5/30 forward bay provides the long-range point fire sometimes necessary in fleet operations.

Broadside firepower is assigned to two 50-gun 30/20 bays, one on each side of the vessel. These, coupled with all-around turret emplacements, provide ample firepower for pitched battles against opponents of equal size. Finally, another 25-gun 37.5/30 bay provides long-range all fire for times when a Dochendal must fight off pursuers. The class mounts no missile batteries.

For long-range reconnaissance as well as close-in protection of the flagship or those she is escorting, the ship carries an entire flight of 24 fighters or 300 tons or less. Occasionally, fighter flights are pulled from a Dochendal Class destroyer to join with massed fighter assaults against enemy fleets or planetary defenses. Cargo capacity is rated at an ample 1,000 tons, but

Type	Location	1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	P	2	3				
50 30/20	R	10	9	8	6	5	
50 30/20	L	10	9	8	6	5	
25 37.5/30	P	7	6	6	5	4	
25 37.5/30	P	7	6	6	5	4	
25 37.5/30	A	7	6	6	5	4	
		0	1	2	3		
Turret	L	3	3	3	1		
	R	3	3	3	1		

Fighters: 24 at 300 tons
Small Craft: 0 at 500 tons
Cargo: 1,000 tons



Class: Destroyer

Mass: 852,641 tons

Cost: 4,302,642,684 talents

Engines: Right Engine Rating 15,000
Center Engine Rating 15,000
Left Engine Rating 15,000

Thrust: 4

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 30/20	R	10	9	8	6	5	
50 30/20	L	10	9	8	6	5	
25 37.5/30	F	7	6	6	5	4	4
25 15/30	F	5	4	4			
25 37.5/30	A	7	6	6	5	4	4
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Fighters: 24 at 300 tons

Small Craft: 6 at 500 tons

Cargo: 1,000 tons

Crew: 741

Passengers: 50

Marines: 150

Extras: Anti-Grav Drives, Streamlining

Overview:

The *Dochendal* Class destroyer is one of the workhorse vessels of the Imperial Fleet. Commissioned by the TOG Procurement Board as a general-purpose warship, the class is versatile enough to perform efficiently in a wide variety of missions.

With its high-power engine rating, this vessel serves widely as a destroyer leader and flotilla flagship, as well as on independent missions away from the fleet. With its anti-grav generators and advanced streamlining, the *Dochendal* is one of the largest fleet vessels able to enter planetary atmosphere and land. For this reason, the TOG Imperial Diplomatic Corps uses the *Dochendal* exclusively for negotiations with planetary officials. A number of unpacified planetary capital cities have been destroyed by a *Dochendal* Class destroyer berthed in a nearby starport.

Usually grouped in destroyer flotillas of from ten to fifteen vessels, the *Dochendal*'s primary fleet mission is to protect the flanks of an engaged battleline from harassment. They may also counterattack enemy cruiser, frigate, and destroyer squadrons when necessary, or assign their fighter squadrons to defend other vessels within the fleet.

Capabilities:

The *Dochendal* Class is designed as an all-around destroyer, nominally able to perform any mission. The Type A spinal mount gives the class substantial forward firepower. An additional 25-gun 37.5/30 forward bay provides the long-range pursuit fire sometimes necessary in fleet operations.

Broadside firepower is assigned to two 50-gun 30/20 bays, one on each side of the vessel. These, coupled with all-around turret emplacements, provide ample firepower for pitched battles against opponents of equal size. Finally, another 25-gun 37.5/30 bay provides long-range aft fire for times when a *Dochendal* must fight off pursuers. The class mounts no missile batteries.

For long-range reconnaissance as well as close-in protection of the mothership or those she is escorting, the ship carries an entire flight of 24 fighters of 300 tons or less. Occasionally, fighter flights are pulled from a *Dochendal* Class destroyer to join with massed fighter assaults against enemy fleets or planetary defenses. Cargo capacity is rated at an ample 1,000 tons, but occasionally the ship can carry more if some fighters or small craft are left behind. The *Dochendal* Class can also carry up to 50 passengers, usually diplomatic teams or occasional officer transfers, in relative comfort. When not in use, the passenger section

can be decompartmentalized to make room for up to another 500 tons of cargo.

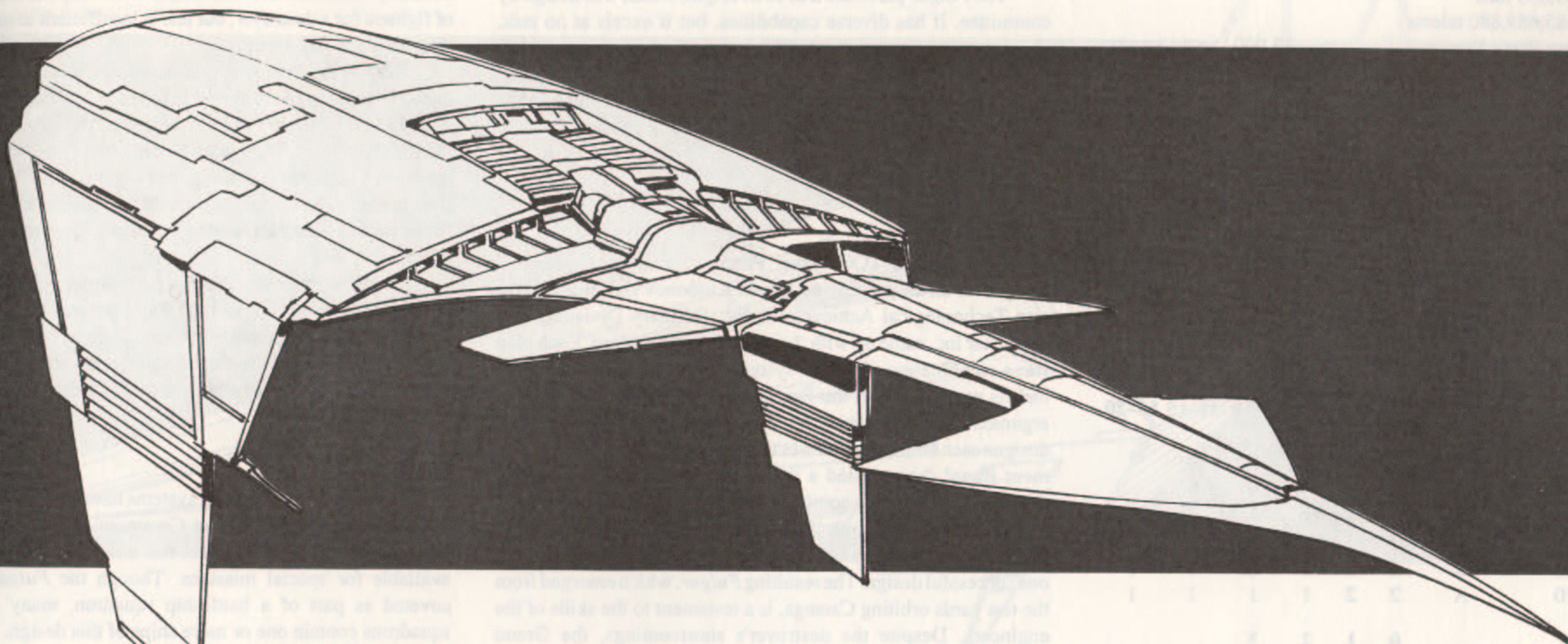
At 150, the marine contingent on the *Dochendal* Class is adequate for boarding parties and internal ship security. In addition, all marines for this class are cross-trained with TOG Strike Legion Commands for planetary operations and landing-zone security while the destroyer is planetbound. Two of the six small craft carried are 500-ton PAV-4 Hero planetary assault vehicles. These craft are also used to board vessels in space. The other four small craft are usually standard-design ship's cutters.

Deployment:

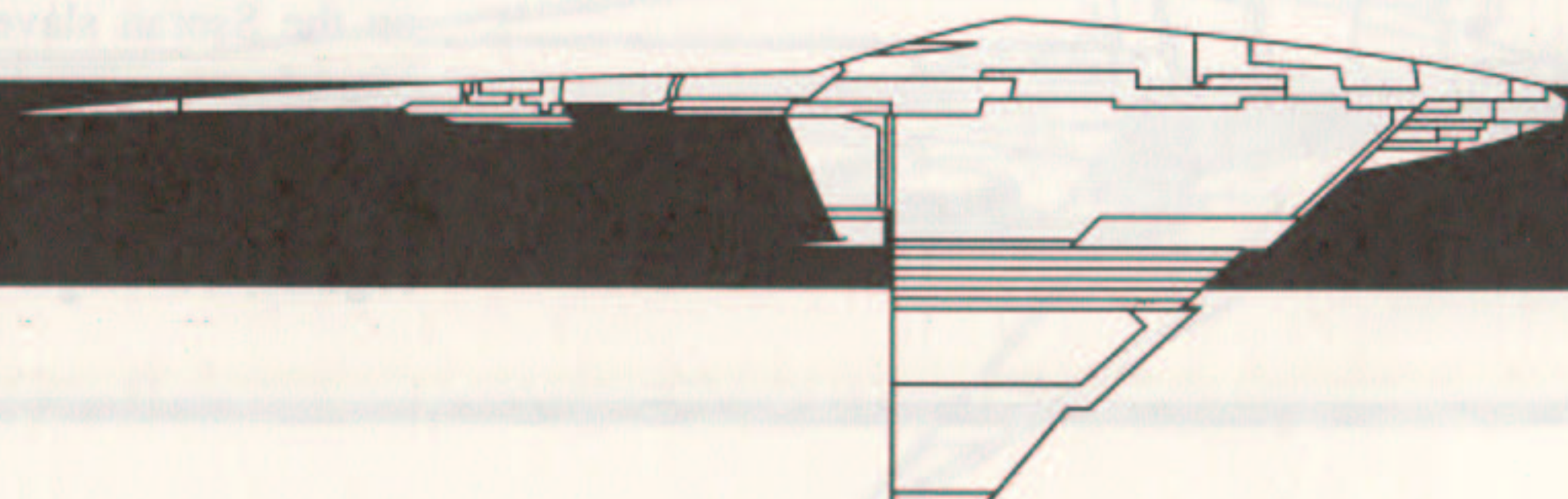
More than 5,000 *Dochendal* Class destroyers currently serve with various fleets of the Imperial Navy, and many more are under construction.

Normally organized in two to four squadrons per battleship group, ships of the *Dochendal* Class may often be assigned independent duty. Rarely are all vessels of a squadron together. Smaller destroyer flotillas frequently use the *Dochendal* as destroyer leaders for smaller destroyer flotillas. They may also perform independent courier duties in important areas.

Notable accomplishments of the class include the capture of the planet Penrick in the Grand Dukedom of Grenbern by the *INS Fenster* of the 2114th Destroyer Squadron. Becoming lost when its FTL drive controls were damaged, the *Fenster* wandered into the Penrick system in 6781. Totally undefended, the Commonwealth planet nonetheless refused to submit until the *Fenster* landed in the planetary capital city of Order, destroying it with massed broadsides. The Commonwealth system was quickly absorbed and used as an advance supply and repair base to significantly shorten the line of communication TOG had to defend.



Administrators saw that it incorporated their requests and so they



Class: Destroyer

Mass: 765,033 tons

Cost: 3,685,689,880 talents

Engines: Right Engine Rating 13,000
Center Engine Rating 14,000
Left Engine Rating 13,000

Thrust: 4

Shields:		Armor:	
Forward	2	Forward	50
Left Forward	2	Left Forward	50
Left Aft	2	Left Aft	50
Right Forward	2	Right Forward	50
Right Aft	2	Right Aft	50
Aft	2	Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 30/30	L	13	11	10	9	8	
50 30/30	R	13	11	10	9	8	
10 37.5/10	F	2	2	1	1	1	1
10 37.5/10	L	2	2	1	1	1	1
10 37.5/10	R	2	2	1	1	1	1
10 37.5/10	A	2	2	1	1	1	1
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type A Missile System 2 Shots at 50 Points

Fighters: 24 at 300 tons

Small Craft: 2 at 1,000 tons

Cargo: 5,000 tons

Crew: 667

Passengers: 100

Marines: 100

Extras: Anti-Grav Drives, Streamlining

Overview:

The *Fulgur* performs true to its origin, which was design by committee. It has diverse capabilities, but it excels at no task. Despite its mediocrity, the *Fulgur* has no glaring weaknesses. It is reliable besides, and so it is produced at a number of shipyards throughout the TOG Empire. Perhaps its most successful role has been as a system-defense vessel. Its adequate maneuverability and two large laser bays stand it in good stead against smaller raiders.

Capabilities:

In 6769, the TOG Naval Procurement Board requested designs for an all-purpose destroyer. Kuldonov Unlimited, Etrurian Technological Achievement Inc. (Military Division), and Breedstar Inc. came up with the most promising plans. Each plan was a combination of proven systems and innovations, and each had its proponents on the Procurement Board. After weeks of argument, the members of the board agreed only that the three designs each contained features that should be tried. The Procurement Board then created a list of the features from the three designs that should be combined into a hybrid destroyer.

The Grand Admirals then told the horrified engineers from the three companies to work together to merge the systems into one successful design. The resulting *Fulgur*, which emerged from the test yards orbiting Catanga, is a testament to the skills of the engineers. Despite the destroyer's shortcomings, the Grand Admirals saw that it incorporated their requests and so they ordered production in 6778.

The two 50-gun 30/30 laser bays give the *Fulgur* the ability to inflict heavy damage at longer ranges. Produced by Crystal Technocorp, the 30/30 has been a reliable mainstay in TOG's arsenal for more than 80 years. Though the extended range gives the *Fulgur* an advantage over some other destroyers, its other weapons are no better than average. Its puny secondary armaments, four 10-gun 37.5/10 bays, enhance its firepower but little. Their inclusion gave the *Fulgur* the required number and diversity of weapons while still meeting the Procurement Board's other requirement, reasonable cost. This particular model is produced on the Ssoran slave planet of Jalsstra in incredible numbers. Manufacturers of capital ships throughout TOG find it cheaper to import this model than to make their own.

The *Fulgur*'s thrust, provided by three Jallico JDE model engines, is average. The Cantelstill Applications and Propellants

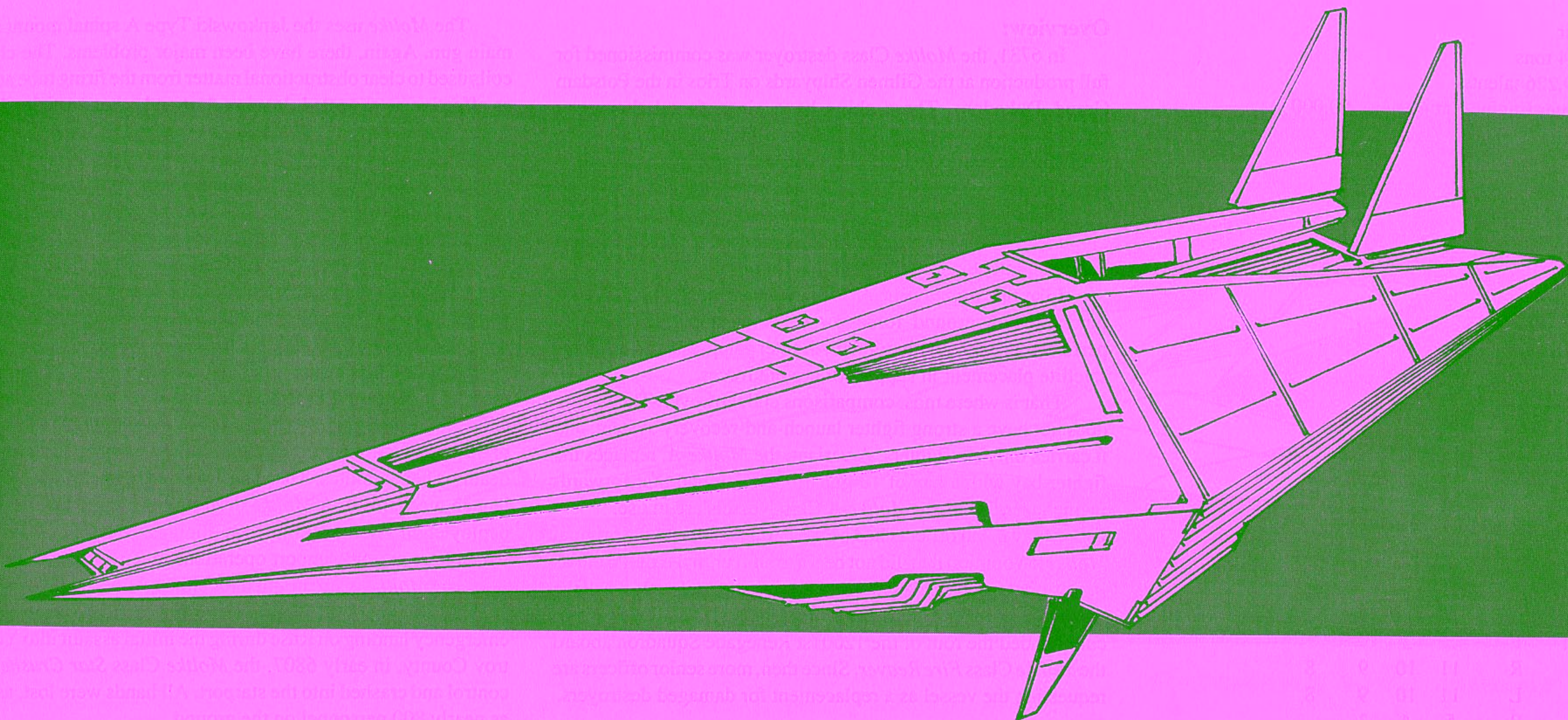
Design missile system and Thunderball Corp. spinal mount are similarly unremarkable. The *Fulgur* does carry a full complement of fighters for a destroyer, but this is insufficient to make it more than a second-line destroyer.

Despite the destroyer's shortcomings, it is not totally inadequate. When it began to appear in quantity, the *Fulgur* Class went straight into battleship squadrons and carrier groups, mostly on the KessRith front. Though possessing more power at range than the destroyers it was replacing, the *Fulgur* did not find favor with fleet leaders. The larger ships could provide the extended-range firepower; the admirals needed destroyers for speed, maneuverability, and close support.

These were never the *Fulgur*'s strong points. With the officers at the front complaining about this new destroyer and the armchair Grand Admirals of the Procurement Board unwilling to give up on their own idea, the *Fulgur* was tested in a number of other roles. It proved to be best suited for independent action and system defense.

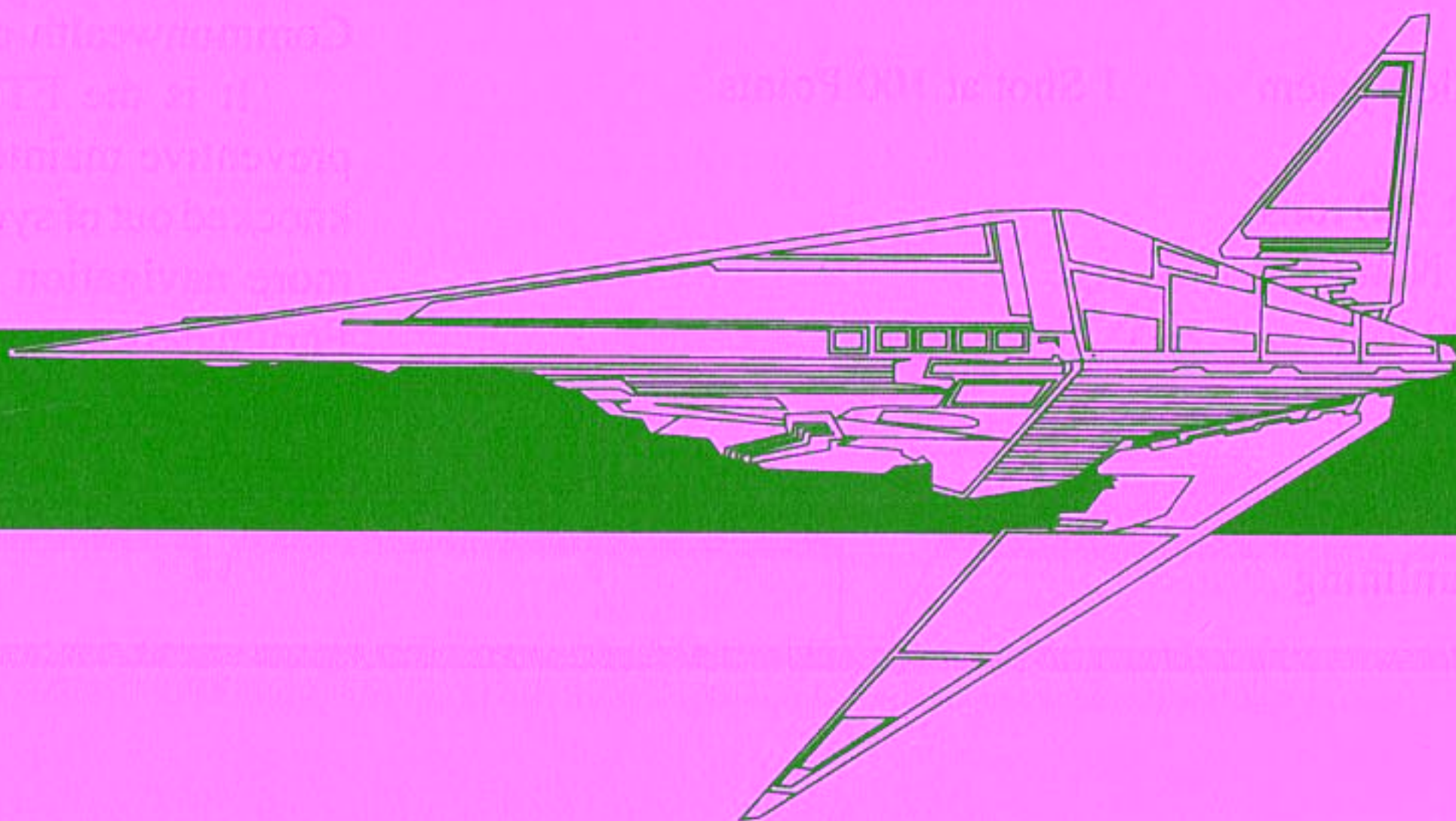
Deployment:

Most frontline planetary systems have at least one *Fulgur* as part of their defense against Commonwealth raids, and each theater's strategic reserve fleet has a number of the destroyers available for special missions. Though the *Fulgur* is hardly coveted as part of a battleship squadron, many second-line squadrons contain one or more ships of this design.



as nearly 800 personnel on the ground, control and crashed into the airport. All hands were lost, as well.

the first time in the history of the American Republic, a woman has been elected to the highest office in the land. She is the first woman to be elected to the office of President of the United States. She is the first woman to be elected to the office of President of the United States. She is the first woman to be elected to the office of President of the United States.



Class: Destroyer
Mass: 1,108,104 tons
Cost: 7,726,619,226 talents
Engines: Center Engine Rating 50,000
Thrust: 4

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 22.5/30	R	11	10	9	8		
50 22.5/30	L	11	10	9	8		
50 15/10	R	5	4	3			
50 15/10	L	5	4	3			
10 37.5/20	F	2	2	2	2	1	1
10 37.5/20	A	2	2	2	2	1	1
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type C Missile System 1 Shot at 100 Points

Fighters: 6 at 300 tons
Small Craft: None
Cargo: 29,000 tons
Crew: 592
Passengers: 30
Marines: 100
Extras: Streamlining

Overview:

In 6731, the *Moltke* Class destroyer was commissioned for full production at the Gilmen Shipyards on Trios in the Potsdam Grand Dukedom. These ships have since found their way throughout TOG space. Gilmen has 20 facilities producing the vessel, with a new yard currently under construction on Beck in Keserdal County of the Alaric Grand Dukedom.

Many observers compare the *Moltke* Class destroyer to the *Serpens*, a similar class. Both have earned solid reputations and are widely deployed throughout the Empire.

Like the *Serpens*, the *Moltke* operates equally well in conjunction with ground forces or a naval squadron. The ship performs orbital bombardment, fighter suppression, or Thor-satellite placement in support of ground forces.

That is where most comparisons end, however. The *Moltke* does not have a strong fighter launch-and-recovery system, and it carries only six fighters. A variant, the *Moltke-A*, replaces the fighter bay with a bay of 10-gun 15/30 Diamond Star forward-facing lasers. Only 20 *Moltke-A* Class vessels are in use.

Many naval officers had a lukewarm reaction to the original *Moltke*, an opinion that did not begin to shift until the Battle of Pas in Keserdal County in 6806. Not only did the ship prove it had the stamina to sustain prolonged combat, but Admiral Udall Fistor commanded the rout of the 12001st Renegade Squadron aboard the *Moltke* Class *Fire Reaver*. Since then, more senior officers are requesting the vessel as a replacement for damaged destroyers.

Capabilities:

The heart and soul of this ship is the Westing Yor Excelor Stardrive. With its multi-phase tuning, the equipment is an engineer's dream. Westing Yor's domination of the ship-engine market means that replacement parts are plentiful and can even be salvaged from many commercial ships using similar drives. This has been useful to many TOG task forces conducting raids into Commonwealth-controlled space.

It is the FTL drive that is a problem. Without constant preventive maintenance, the Flavius Max 354 system is easily knocked out of synchronization. This has caused almost 8 percent more navigation errors than for any other TOG naval vessel. Fortunately, none of these ships has been destroyed, even though they emerged from T-space significantly off-course. Maintenance on these drives must be scheduled at twice the standard rate.

The *Moltke* uses the Jankowski Type A spinal mount as its main gun. Again, there have been major problems. The charge coils used to clear obstruction matter from the firing tube are not as effective as expected, leaving dust and other particles in the firing tube at the time of launch. These particles are also accelerated, and with time, begin to erode the inner surface of the tube. This, in turn, can damage a fighter's armor upon launch. A total of 125 *Moltkes* have shown this type of damage and required almost three weeks in a dockyard for repairs.

The fighter launch-and-recovery bays are in the forward end of the vessel, directly under the Combat Information Center. The few fighters are equipped for ground-support operations, with *Arcus* or *Onagri* Class fighters typical of those carried.

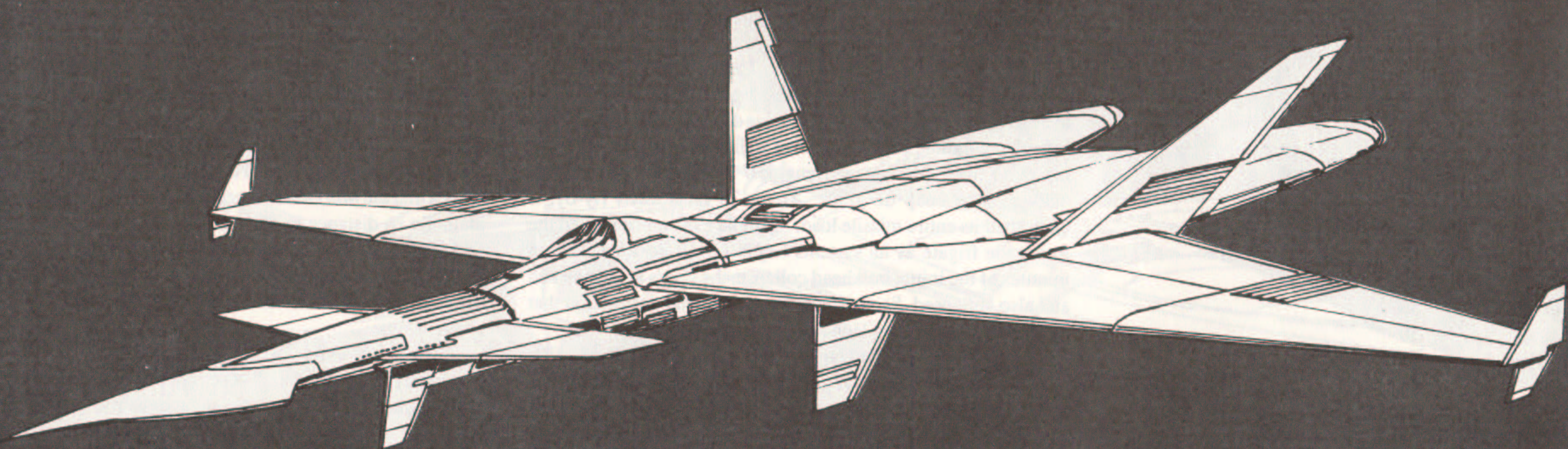
Moltke Class destroyers have 29,000 tons of cargo space, most of it dedicated to fighter and other standard mission supplies. Some also goes to Thor-satellite placement. At the aft end of the vessel is a separate cargo bay able to carry up to eight of the deadly Thor satellites. These are deployed in orbit with a small launch mechanism. A *Moltke* destroyer can enter low orbit and deploy eight satellites in just ten minutes, a tactic that has been valuable in ground-support operations in Yoventrov County.

The *Moltke* is streamlined for atmospheric landings but still considered somewhat cumbersome for such operations. In an emergency landing on Ruse during the initial assault into Yoventrov County, in early 6807, the *Moltke* Class *Star Crusher* lost control and crashed into the starport. All hands were lost, as well as nearly 800 personnel on the ground.

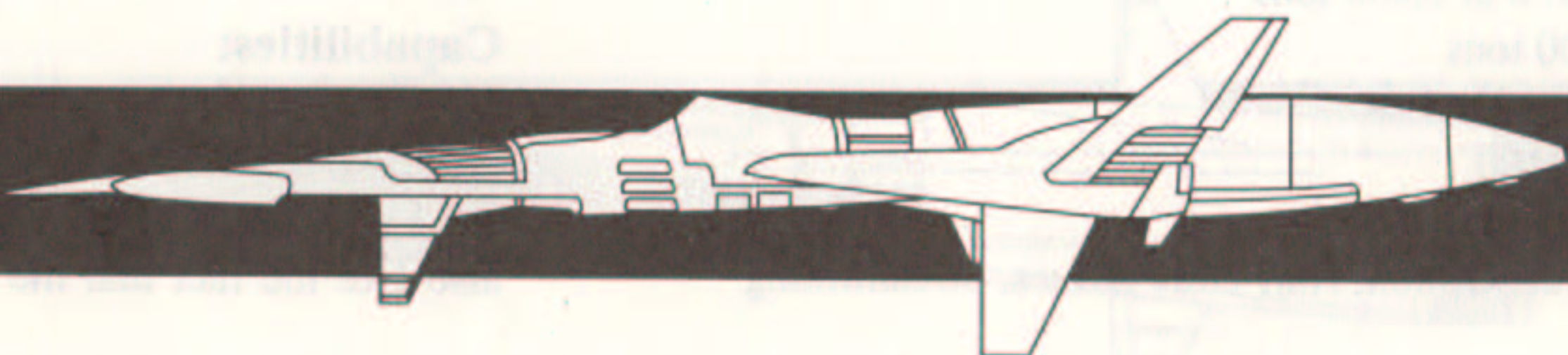
Deployment:

Moltke destroyers are concentrated in well-secured regions of TOG space. Only 20 percent of those still in service are assigned to front-line squadrons. With the recent losses in Yoventrov, Rift, and Shannedam Counties, more *Moltkes* are being sent into combat.

At least 112 of these destroyers have disappeared in suspected defections and are believed to be operating within the Commonwealth. Thus far, TOG has identified only four defector ships as among the Renegade Legions, however.



Type	Location	1	2-3	4-6	7-10	11-15	16-20
28.33.300	L	7	6	6	5	4	3
28.33.312	R	7	6	6	5	4	3
28.33.322	R	6	6	5	4	3	2
28.33.332	A	2	4	4	3	2	1
		6	1	3	3		
	L	3	3	2	1		
	R	3	3	2	1		



Class: Destroyer

Mass: 491,256 tons

Cost: 2,580,281,512 talents

Engines: Right Engine Rating 15,000
Center Engine Rating 15,000
Left Engine Rating 15,000

Thrust: 5

Shields:

Forward 2
Left Forward 2
Left Aft 2
Right Forward 2
Right Aft 2
Aft 2

Armor:

Forward 50
Left Forward 50
Left Aft 50
Right Forward 50
Right Aft 50
Aft 50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
25 37.5/30	L	7	6	6	5	4	4
25 37.5/30	R	7	6	6	5	4	4
25 37.5/25	F	6	6	5	4	4	3
25 37.5/15	A	5	4	4	3	3	2

Turrets	Location	0	1	2	3
	L	3	3	2	1
	R	3	3	2	1

Type C Missile System 1 Shot at 100 Points

Fighters: 24 at 300 tons

Small Craft: 6 at 1,000 tons

Cargo: 8,000 tons

Crew: 670

Passengers: 100

Marines: 120

Extras: Thrust Option, Anti-Grav Drives, Streamlining

Overview:

"Small, fast, and full of fight," was the way Imperial commanders described the *Morkanium* after its first confrontation with a Renegade frigate in 6809 near the Taryn system in Yoventrov County. Though outweighed in the fight, the *Morkanium* kept moving, scoring repeated hits on the enemy frigate at long range, then scampering away before the larger ship could bring its broadsides to bear. The battle lasted until the Renegade frigate was nearly helpless from concentrated damage to its left aft section. With its FTL drive destroyed, the frigate was forced to continue the now-uneven fight, while constantly leaking parts from the damaged engines. Finally, the *Morkanium* delivered the coup de grace. Arcing in on a swift fly-by, it unleashed its entire missile load. Multiple explosions rocked the Renegade frigate as its systems began to self-destruct. Within minutes of the initial bulkhead collapse, the ship's spine cracked and also collapsed. So swift was the ship's final destruction that the crew was unable to launch a single lifeboat.

Following this glowing report of the *Morkanium's* first battle, production began at full speed. Considered a bargain at under three billion talents, the versatile destroyer has performed almost every kind of duty. When serving as part of a battleship squadron, it usually acts as an advance scout or courier, giving the squadron commander more flexibility than the accompanying escort ships. The destroyer also serves extensively as part of the numerous system-defense squadrons. Its quick response time and ample firepower provide an excellent defense versus Renegade hit-and-run attacks.

The *Morkanium* performs its various missions with élan. Though lacking a spinal mount, it carries four bays of the longest-range lasers available. A *Morkanium's* commander may sometimes miss the penetrating power of a main gun, but the vessel's laser weapons provide excellent overall defense and firepower. Its ability to defend itself well also gives the ship a wider tactical range, for the *Morkanium* need not rely on other ships to cover its fore and aft quarters. It can seek targets on its own and has the firepower to engage them.

Capabilities:

The *Morkanium's* triple-mounted Valor III engines provide such abundant power that commanders boast that they often have more than they can use, a rarity in modern warfare. Commanders also like the fact that the *Morkanium's* cargo holds are large,

giving the craft extra staying power on longer patrols or missions behind Commonwealth lines. Though the average duty patrol of a capital ship is only one or two months, the *Morkanium* can last up to five months, with only minor rationing. Passenger space is limited, but comfortable. On long military missions, these state-rooms can be converted to additional storage areas.

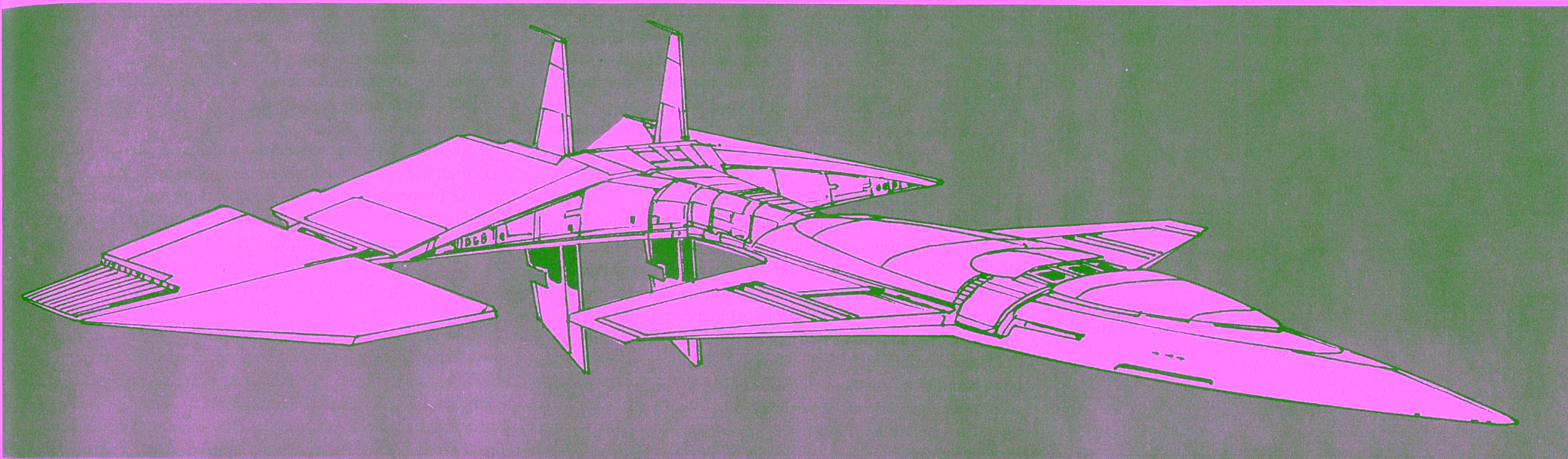
The *Morkanium's* weapon systems are designed for maximum firepower at all ranges. Though the ship's lack of a spinal mount originally caused some concern, all four laser bays use 37.5 lasers, giving the *Morkanium* a sting at longer ranges. Though the bays contain only 25 lasers apiece, these pose a serious threat against ships of equal or smaller class. It is at shorter ranges that the *Morkanium* becomes vulnerable, and so it tries to maintain its distance in combat. The missile system, which the first *Morkanium* used to such effect, provides an excellent punch. The lack of reloads means the commander must carefully choose his shot, but that shot will be devastating to all but the largest capital ships.

The *Morkanium* carries four squadrons of fighters, the maximum for a destroyer. These fighters, unlike their Commonwealth counterparts, are used to engage enemies at extreme range. Launched early, the fighters streak toward the enemy, targeting their missiles at maximum range. If possible, they return to the mothership to reload their missiles. If pursuit is too close, they engage the Renegades under cover of the laser bays. Heavier types of fighters with numerous hard points are favored for duty on *Morkaniums*. A standard fighter complement consists of two *Gladius* squadrons, one *Spiculum* squadron, and another squadron of either *Spiculum*s or *Onagris*.

Like most destroyers, the *Morkanium* is capable of atmospheric flight. Equipped with both anti-grav generators and streamlining, the ship can lead the assault on ground targets, providing the covering fire necessary for marine carriers to deliver their cargo. These "pathmaker" runs are a favorite of *Morkanium* crews. Entering atmosphere at high speed provides a thrilling ride, even with the compensators.

Deployment:

The *Morkanium* is one of the most commonly deployed destroyers in the TOG Imperial Navy, whether in front-line battleship squadrons or a system-defense role.



Class: Destroyer

Mass: 540,775 tons

Cost: 2,941,149,880 talents

Engines: Right Engine Rating 13,000
Center Engine Rating 14,000
Left Engine Rating 13,000

Thrust: 4

Shields:		Armor:	
Forward	2	Forward	50
Left Forward	2	Left Forward	50
Left Aft	2	Left Aft	50
Right Forward	2	Right Forward	50
Right Aft	2	Right Aft	50
Aft	2	Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 15/20	F	8	6	5			
50 15/20	L	8	6	5			
50 15/20	R	8	6	5			
50 15/20	L	8	6	5			
50 15/20	R	8	6	5			
50 15/20	A	8	6	5			
		0	1	2	3		
Turrets	L	3	3	3	2		
	R	3	3	2	1		

Type G Missile System 3 Shots at 50 Points

Fighters: 24 at 300 tons

Small Craft: 2 at 1,000 tons

Cargo: 5,000 tons

Crew: 482

Passengers: 100

Marines: 100

Extras: Anti-Grav Drives, Streamlining

Overview:

The *Serpens* is a well-rounded design that has proved its usefulness in a number of roles. In its 24 years of service, the class has become the most common TOG destroyer on the front lines, especially in battleship squadrons. This is because of its value as a gritty little fighter platform. The *Serpens* has excellent armament all around, with a large number of fighters for a destroyer. When the *Serpens* operates in conjunction with the bigger ships of a battleship squadron, its lack of a powerful long-range weapon is scarcely noticed.

Capabilities:

Introduced in 6806, the *Serpens* gained popularity almost overnight. The original design and first 50 ships came from Donnelly Shipyards of XasXtath in Medina Grand Dukedom. Donnelly simply could not keep up with demand for the immensely popular ship, and so dozens of other companies received contracts for production using Donnelly's plans. When Donnelly Shipyards complained, the Procurement Board arranged for the other contractors to pay royalties. Though unsatisfied, Donnelly continued to produce the destroyer.

It was only after five years of front-line performance that a number-cruncher within the Imperial Navy Accounting Department noticed a better service record on destroyers built at XasXtath than on those built by the other contractors. This discovery spurred further investigation, which revealed that the *Serpens* Class destroyers built by Donnelly had better combat records and crew evaluations than "identical" ones built under contract by other manufacturers.

When TOGSOG (Terran Overlord Government Strategy and Operations Group) heard the report, it ordered a special investigating committee to study the vessel types side-by-side to determine the differences. Engineers methodically measured and tested and examined every nut and bolt on the Donnelly and other versions. The investigation, which was originally scheduled to last two months, went on for years, but the engineers never identified anything conclusive. After four years, TOGSOG ordered the testing to stop in 6815. Instead, the Imperial Navy has instituted a secret coding system to keep track of each destroyer's shipyard of origin. *Serpens* crews are told that they are serving aboard Donnelly-built destroyers, no matter who built the ship. This is reassuring and keeps down crew complaints because even *Serpens* destroyers built at other shipyards have equipment supe-

rior to most TOG destroyers of other classes.

The *Serpens* is a command that can earn an officer quick fame. As an effective member in a battleship squadron, the *Serpens* is coveted by all the glamor squadrons. Sharing in the glory of the 10101st Battleship Squadron as it smashes through Commonwealth defenses near Ochill in Yoventrov County, for example, lets a destroyer commander gain some fame but exposes him to minimal danger because the 10101st is such an effective fighting force.

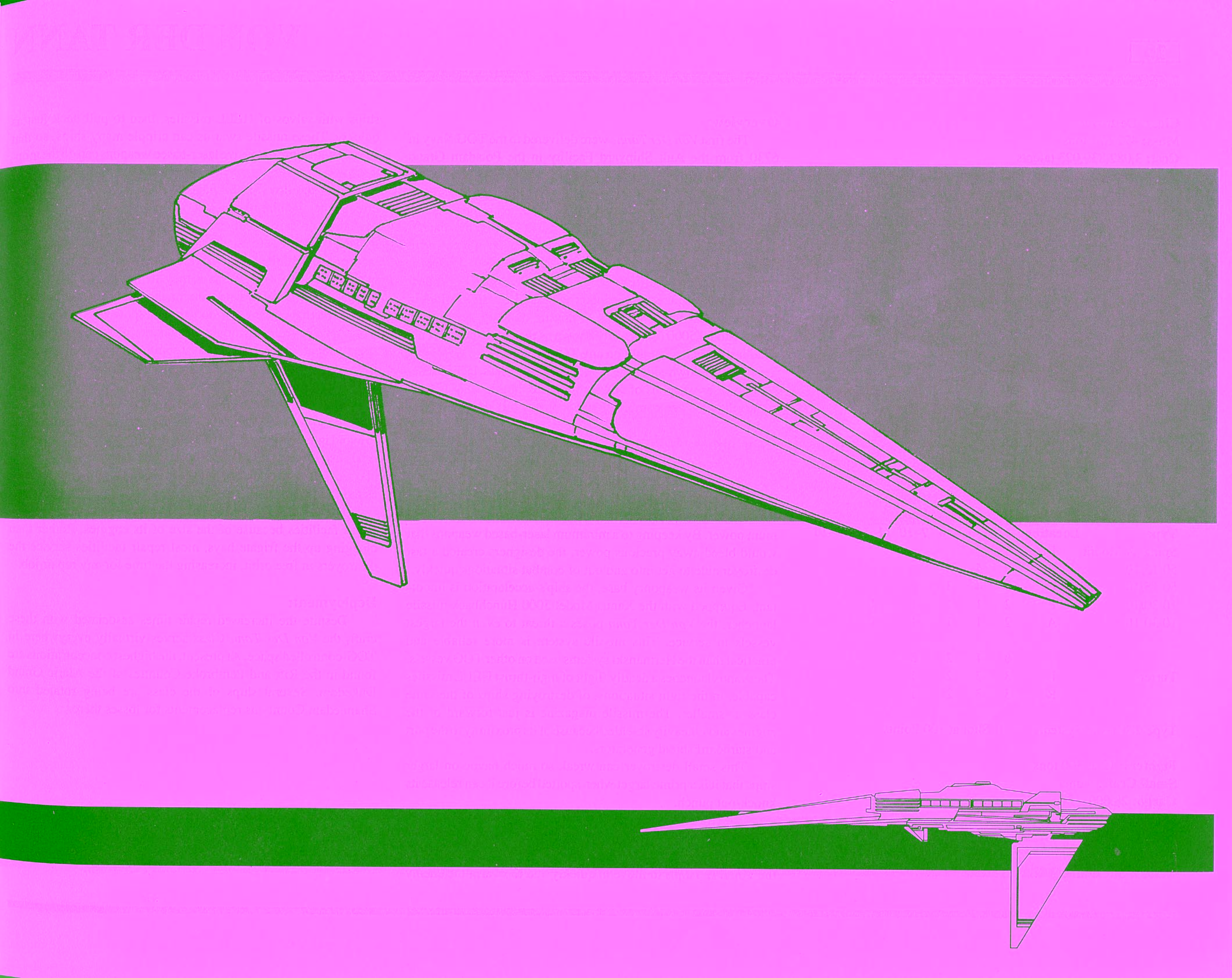
Even if a *Serpens* is not serving with a prestigious battleship squadron, the commander has ample opportunity to earn glory because of the ship's weapons mix. Though the ship is amply armed on all sides and carries a good number of fighters, it lacks long-range weapons. Operating independently, the *Serpens* must make direct charges at the enemy to achieve close enough range to bring its weapons to bear. Most crewmen find such dramatic maneuvers thrilling.

The *Serpens* packs a lot of performance into its relatively small frame. Its cost is lower than many destroyers that are less effective, and its turret system is an effective design. Its biggest selling point is the main armament, six 50-gun 15/20 laser bays. These Prism Dynalight lasers give the *Serpens* a sting in every direction. Another positive feature is the *Serpens*' capacity for four squadrons of fighters.

The three Jallico JDE model engines offer excellent reliability but only average thrust for a destroyer. The Starburst 400 missile system is a modest upgrade from previous models, but is hardly a breakthrough. The Thunderball Type A spinal mount is the standard crowbar for smaller TOG capital ships.

Deployment:

Because of its close-range versatility and ample fighter complement, the *Serpens* is the destroyer of choice for service with a battleship squadron.



Class: Destroyer

Mass: 472,674 tons

Cost: 3,082,839,023 talents

Engines: Right Engine Rating 25,000
Left Engine Rating 25,000

Thrust: 5

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
Spinal A Mount	F	5	3				
50 15/10	R	5	4	3			
50 15/10	L	5	4	3			
10 30/10	F	2	1	1	1	1	
10 30/10	A	2	1	1	1	1	
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type C Missile System 1 Shot at 100 Points

Fighters: 12 at 300 tons

Small Craft: None

Cargo: 28,000

Crew: 396

Passengers: 25

Marines: 100

Extras: Streamlining, Extra Thrust

Overview:

The first *Von Der Tanns* were delivered to the TOG Navy in 6730 from the Ault Shipyard Facility in the Potsdam Grand Dukedom. As a missile-launch platform, the *Von Der Tann* is one of the most deadly in space combat, but it lacks strong standard laser weaponry and carries only twelve fighters for defense.

The ship's original design concept was simple: the maneuverability of a destroyer combined with the punch of a powerful missile system. The *Von Der Tann* is a smashing success at meeting these criteria. Its heavily modified Westing Yor Industries Stardrives make the ship quick enough for evasive actions in large scale-combat. The Type C missile delivery system, the Xanus Model 5000 (commonly known as the Hunchback), is the deadliest launch assembly on any TOG destroyer today.

On the down-side, the *Von Der Tann* Class lacks close-support laser weapons of any significance, but the ship is fearsome enough when combined with a proper mix of other ships.

Capabilities:

The *Von Der Tann* is a fast-moving vessel able to deliver a massive punch in combat. To provide the speed that makes the ship stand out, two massive Westing Yor Industries Stardrives have been extensively modified to provide the vessel with optimum power. By keeping to a minimum laser-based weapons that would bleed away precious power, the designers created a fast destroyer able to get into and out of combat situations quickly.

Given its weaponry base, the ship's acceleration is important. Equipped with the Xanus Model 5000 Hunchback missile launcher, the *Von Der Tann* poses a threat to even the largest vessels in service. This missile system is more reliable and practical than the Hermanski systems used on other TOG vessels. The Xanus launches a deadly flight of high-thrust HELL missiles capable, in the right situations, of destroying ships of the same class or smaller. The missile magazine is just forward of the engines and is heavily shielded because of its proximity to the port and starboard shield generators.

This small destroyer can wreak so much havoc on larger ships that it is a prime target when spotted before it can release its knock-out punch.

A favorite tactic of squadrons using *Von Der Tanns* is to use them in a "final-blow" capacity. After the squadron has engaged the enemy enough to cause some damage, the commander orders the *Von Der Tanns* to move in quickly and to swarm the enemy

ships with salvos of HELL missiles, then to pull back just as quickly. These missile swarms can cripple many ships, so that vessels with more extensive laser-based weapons can do the mop-up.

Once the *Von Der Tann* has fired its missiles, however, its effectiveness is diminished. Aside from its limited fighter support, the ship carries only small batteries of 50-gun 15/10 Diamond Star lasers, mounted primarily on the broadsides. These weapons have limited range and effectiveness. Even against ships of the same weight/power class, they are not much. Two bays of 10-gun 30/10 lasers are also mounted on the fore and aft of the ship. Though their range is good, their firepower is woefully low.

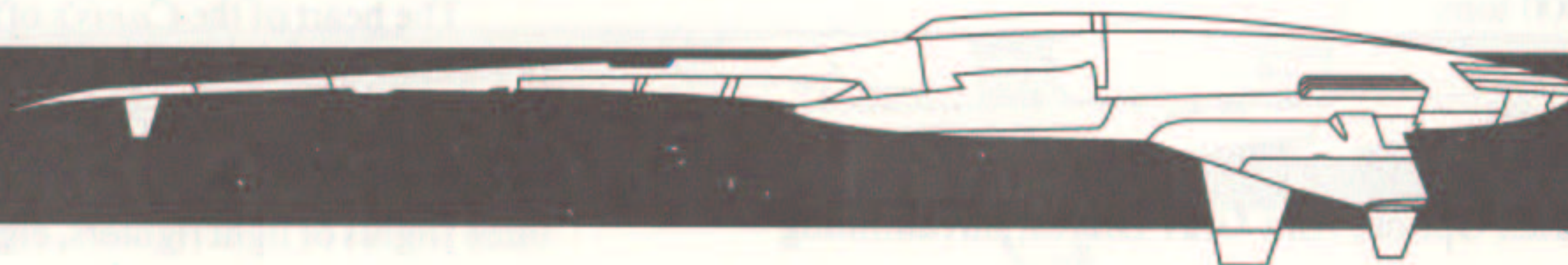
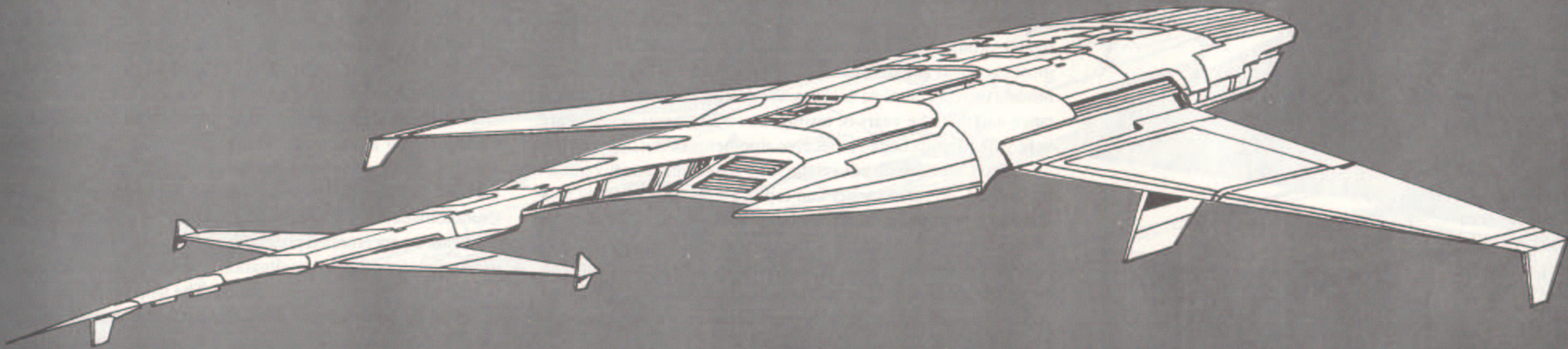
Von Der Tanns do mount the remarkable Jankowski Type A spinal mount. Though the smallest spinal mount manufactured, it is deadly at close range.

At present, the *Von Der Tanns* in service carry two squadrons of fighters for support and ground bombardment. The launch-and-recovery center is in the upper aft quadrant of the ship to avoid interfering with the missile-delivery system. One squadron is usually heavy, with fighters such as the *Spatha* or *Sercuris* classes. The other squadron is medium to light, with such fighters as the *Cuspis* or *Lancea* classes.

The ship cannot use standard destroyer docking bays in repair facilities because of the size of its engines. Rather than clogging up the frigate bays, most repair facilities service the destroyers in free orbit, increasing the time for any repair job.

Deployment:

Despite the increased repair times associated with these craft, the *Von Der Tann* Class serves virtually everywhere in TOG-controlled space. At present, the highest concentrations are found in the Rift and Pembroke Counties of the Alaric Grand Dukedom. Several ships of the class are being rotated into Shannadam County as replacements for losses there.



Class: Destroyer Class Carrier

Mass: 478,260 tons

Cost: 1,918,557,014 talents

Engines: Right Engine Rating 12,000
Center Engine Rating 12,000
Left Engine Rating 12,000

Thrust: 5

Shields:

Forward 2
Left Forward 2
Left Aft 2
Right Forward 2
Right Aft 2
Aft 2

Armor:

Forward 50
Left Forward 50
Left Aft 50
Right Forward 50
Right Aft 50
Aft 50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
50 15/15	L	6	5	4			
50 15/15	R	6	5	4			
25 15/20	F	4	3	3			
25 7.5/20	A	3	3				
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type B Missile System 1 Shot at 50 Points

Fighters: 144 at 300 tons

Small Craft: 18 at 1,000 tons

Cargo: 6,000 tons

Crew: 1,024

Passengers: 80

Marines: 194

Extras: Thrust Option, Anti-Grav Drives, Streamlining

Overview:

When the plans for the Destroyer Class Carrier *Canis* arrived at the TOG Military Procurement Board, the procurement officers were so unimpressed with its weaponry that they considered it barely worth the effort of filing the quadruple forms needed to scuttle the project. As it turned out, Illustus Senator Marcanius Dulchol was a major stockholder in the design firm of Architects Maritime, and he argued persuasively for a second review. To mollify the senator, the procurement officers agreed to produce twelve prototypes for "further testing and evaluation." Even the most skeptical among them was impressed when the test *Canis* models were a complete success. What with the delays in acceptance and then the years of testing, however, it was seven years before TOG units began to receive shipments of the new carrier.

The *Canis*'s main advantage is its speed and maneuverability. Indeed, no other carrier can top it. Deployed primarily as a planetary or convoy raider, the ship usually hunts alone or in small groups. When in a pack, they are generally deployed along a broad line of the TOG advance. With its speed, the *Canis* can catch Renegade destroyers and patrol craft unaware, allowing the carrier to enter a system, attack, and then leave without having to face a skirmish with a capital ship.

Unfortunately for those who crew the *Canis*, the cabins are among the smallest of any capital ship in the Imperial Navy. Passenger and crew areas are cramped enough to cause severe claustrophobia. Before being assigned to a *Canis* Class vessel, every crewmember and fighter pilot must undergo intense testing to determine if he might experience psychological problems while serving on the ship.

Capabilities:

The *Canis* is described as a "pocket rocket." Small and fast, the ship is deadly when used well. Mounting three efficient engines on a compact hull, the vessel has the highest maneuver sphere of any capital ship currently available. When on a mission in a Renegade system, the *Canis* can usually keep several attack options open throughout the engagement, giving TOG commanders increased flexibility and a wider range of targets.

The heart of the *Canis*'s offensive power are the two groups of fighters housed in the massive bays. An experienced crew can get both groups spaceborne in less than an hour. The fighter mix varies widely with the ship's mission. The ship usually carries three flights of light fighters, eight squadrons of medium fighters,

and four squadrons of heavy fighters. *Spiculum* fighters are especially favored, because their increased maneuverability further increases the range of *Canis* raids.

The *Canis* also has a major weakness. Most *Canis* commanders will not engage even the most tempting of targets because of its offensive weakness. Given the *Canis*'s normal scope of operations, this lack of hitting power is no surprise, however. When fighters are conducting a raid, the mothership is the only ticket home, no matter how successful the mission. For the carrier to engage in combat would threaten the ship's survival.

The *Canis* holds four laser bays. The two slightly larger broadside bays mount 50-gun 15/15 lasers. Though somewhat effective at discouraging escorts and patrol craft, the weapons are inadequate for any serious defense effort. The fore and aft bays are even worse. Mounting only 25-gun 15/20 and 7.5/20 lasers, the *Canis* is endangered by almost any form of system defense the Commonwealth throws in its way. What the missiles can do is deliver one concentrated punch. The system is usually reserved as a last resort for a desperate situation or when the ship commander needs to go for the knockout punch. The ship's primary defense is its fighters. Standard doctrine calls for the commander to retain three or four squadrons in reserve around the carrier to engage approaching Renegades. Should the fighter cover fail, most commanders will quit the field rather than engage.

The *Canis* can remain in the field for prolonged periods. Depending on the ship commander's skill at rationing, the *Canis*'s ability to carry an additional 1,000 tons of cargo can give it an additional one or two weeks of patrol time. Passengers are kept to a minimum, with the 32 staterooms squeezed into the aft section of the crew quarters. Hardly deserving the name, these staterooms provide only spartan facilities. However inadequate, these cabins are vastly superior to crew quarters. During normal operations, group commanders may use the staterooms as a reward for excellent raiding results.

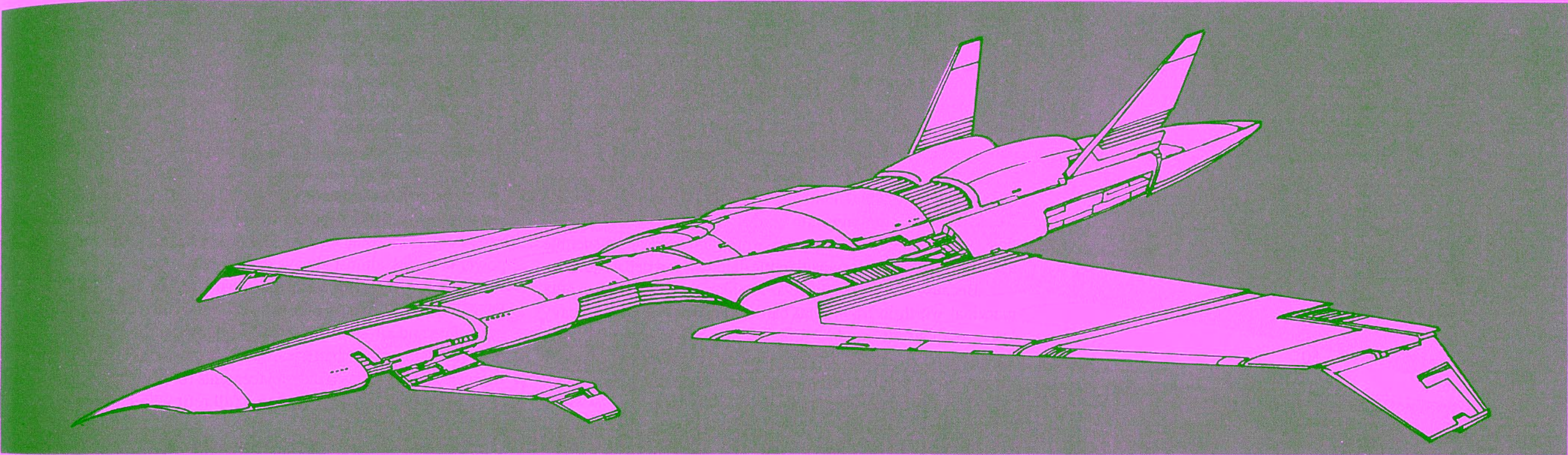
Deployment:

Assigned to battleship squadrons for a limited time only, the 16 *Canis* carriers currently serving in the Alaric Grand Dukedom are transferred from county to embattled county at a dizzying pace.

REDAVIA

REDAVIA is a high-speed, high-altitude, long-range, multi-mission aircraft designed to meet the needs of the future. It is a true multi-mission aircraft, capable of performing a wide range of tasks, from reconnaissance to strike.

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Class: Destroyer Class Carrier

Mass: 779,457 tons

Cost: 5,709,967,470 talents

Engines: Center Engine Rating 50,000

Thrust: 5

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range				
		1	2-3	4-6	7-10	11-15 16-20
25 22.5/5	R	3	2	1	1	
25 22.5/5	L	3	2	1	1	
50 7.5/30	F	9	8			
50 7.5/30	A	9	8			
		0	1	2	3	
Turrets	L	3	3	2	1	
	R	3	3	2	1	

Type C Missile System 1 Shot at 100 Points

Fighters: 72 at 300 tons

Small Craft: 2 at 1,000 tons

Cargo: 48,000 tons

Crew: 717

Passengers: 30

Marines: 150

Extras: Thrust Option, Streamlining

Overview:

TOG has a vested interest in disrupting trade within the Commonwealth borders. Though the Imperial Navy has never specialized in small-system raiding, in 6745, the Procurement Board gave Taurus Starship Designs a contract to produce a small raiding vessel that could penetrate lightly defended systems, attack, then depart. The result was the *Seeadler* Class.

The word "seeadler" is said to mean "Sea Eagle" and was also the name of a notorious merchant raider on ancient Terra. The class has become synonymous with daring, deep raids.

At present, TOG fields approximately 2,500 carriers of the class, though the actual number is classified. Operating along the KessRith and Commonwealth borders, the *Seeadler* has proven that a small carrier can, if properly armed and equipped, penetrate a system's defenses, do considerable damage, and depart quickly.

Because it was conceived as a raider, the *Seeadler* has only marginal worth in traditional battle squadrons. Lacking heavy laser weapons, it quickly falls prey to more powerful main batteries and larger classes of ships. The *Seeadler* does not carry the maximum number of fighters possible for its class, but its mix of weapons and defenses seems to make up for it.

Equipped with a modified Type C Hermanski missile system, the *Seeadler* can inflict significant damage if pressed into direct conflict. Most commanders try to keep them out of confrontation with other capital ships, however.

Capabilities:

In many respects, the *Seeadler* is a radical departure from normal TOG ship design. It is a fast ship, with the ability to generate great thrust. This advanced option has taken many Commonwealth and Renegade Legion commanders by surprise because they do not expect enhanced speed from a TOG ship.

The *Seeadler's* six launch bays allow the ship to deploy a full squadron each launch cycle. These bays are heavily armored and are evenly distributed along the port and starboard sides. Recovery facilities are aft.

Storage hangars for the fighters are located amidships, just above the Westing Yor Model IV engine. Bay corridors radiate from this central location throughout the ship. Between the fighter bays and the recovery bay, a lower deck houses the repair and armaments facility. Turnaround time is kept to a minimum by having all refitting and rearming take place here in one of the most protected areas of the ship. In case of damage to the upper decks,

two of the personnel corridors running under the engineering section can be modified in minutes to provide fighter transfer to the launch bays.

The backbone of any carrier is its fighter contingent for support and raiding operations. Because of the *Seeadler's* stunning successes, the carrier tends to receive the best TOG fighter technology available, usually in a mix of three light squadrons, four medium squadrons, and five heavy squadrons.

The light squadrons are made up mainly of *Lanceas* or *Manubalistas*. The medium squadrons are usually *Spiculum*s. The heavy squadrons may be *Martioarbulus* or the popular *Gladus* fighters. On raiding assignments, a light recon squadron is usually deployed initially, followed by medium fighters in case of early contact with the enemy. The heavy fighters, the true firepower of a raid, almost always deploy last.

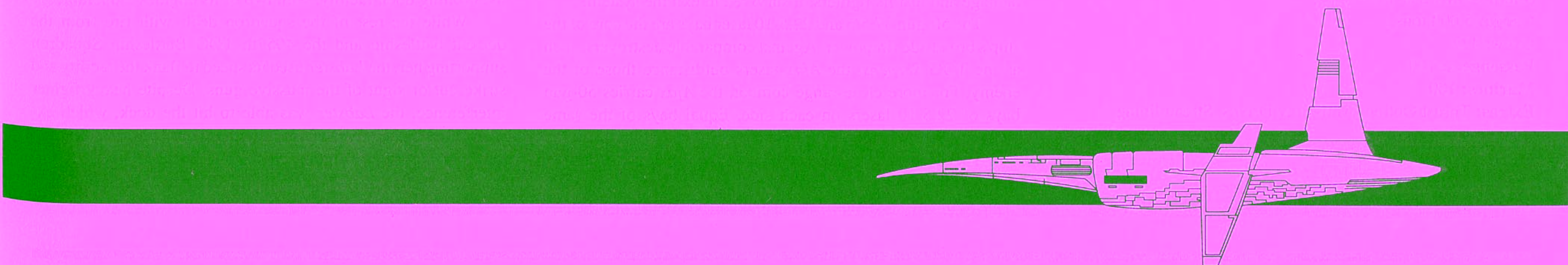
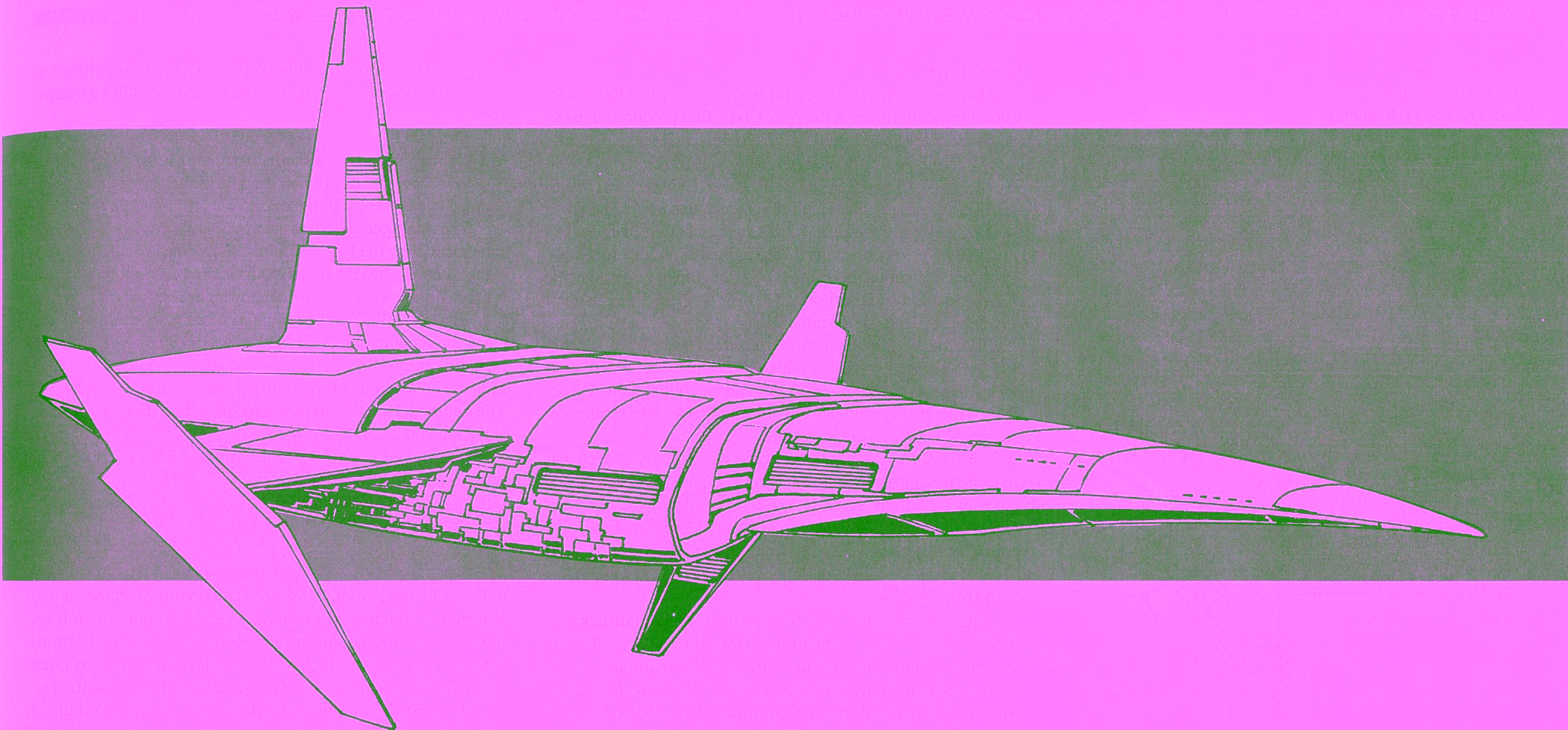
The carrier's laser weapons consist of one bay of 25-gun Diamond Star 22.5/5s on each broadside and Ulbar 50-gun 7.5/30 lasers fore and aft. The Ulbars have a significantly shorter range than the Diamond Star batteries, but more power at close quarters. Because it is difficult to find replacements for the Ulbar systems, these bays will no doubt undergo a full refit within the next ten years.

The core of firepower is the modified Hermanski missile system. The Hermanski delivers HELL missiles, known for their accuracy and evasive capabilities when targeted by conventional turret weaponry.

In the few operations where *Seeadlers* have operated in conjunction with other large battle task forces, they often play the role of ground-troop support. The streamlining of the hull allows the carrier to maneuver within the lower atmosphere and to deploy its fighters closer to the actual ground combat.

Deployment:

The *Seeadler* is common in the disputed regions of Commonwealth regions of space, mainly because a light raider is often outgunned when entering a KessRith star system. The largest concentrations of *Seeadlers* are in the embattled areas of Rift and Shannedam Counties in the Alaric Grand Dukedom.



Class: Destroyer

Mass: 546,676 tons

Cost: 2,649,578,040 talents

Engines: Right Engine Rating 12,000
Center Engine Rating 12,000
Left Engine Rating 12,000

Thrust: 5

Shields:		Armor:	
Forward	2	Forward	50
Left Forward	2	Left Forward	50
Left Aft	2	Left Aft	50
Right Forward	2	Right Forward	50
Right Aft	2	Right Aft	50
Aft	2	Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 37.5/5	L	8	6	5	4	3	1
50 37.5/5	R	8	6	5	4	3	1
50 22.5/10	F	6	5	4	3		
50 22.5/10	L	6	5	4	3		
50 22.5/10	R	6	5	4	3		
50 22.5/10	A	6	5	4	3		
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type B Missile System 1 Shot at 50 Points

Fighters: 6 at 300 tons

Small Craft: 2 at 1,000 tons

Cargo: 5,000 tons

Crew: 427

Passengers: 100

Marines: 100

Extras: Thrust Option, Anti-Grav Drives, Streamlining

Overview:

One of the most successful destroyers in the Renegade/Commonwealth forces is the *Ajax* Class, first produced in 6785 by Shree-Johnston Shipyards of Grimari in Magog County, Alaric Grand Dukedom. Speed is the focus of this design, with extra power allocated to engines and thrust. Its high thrust makes the *Ajax* popular for raiding actions, but it carries only a minimal missile system and six fighters. Like any good raider, the *Ajax* can enter a star system, attack, and leave quickly. With its speed and grace, not to mention its weapons mix, the ship has a high degree of success. Many commanders "cut their teeth on a 'Jax'" in their rise to higher levels of command.

The *Ajax* has been in full production since 6785 and has undergone only one refitting. This was to replace the older Lewis spinal mount with the more accurate and functional Rand Allister Type A mount. Five shipyards within the Alaric Grand Dukedom are producing the *Ajax* Class.

Ajax destroyers often operate independently, which has added to the ship's reputation and mystique. *Ajax* vessels that do serve in squadrons seem to work best with the *Kruger* and *Potemkin* Classes. Every year, the Renegade Legion places heavy orders for this class.

Capabilities:

The ability of the *Ajax* to outmaneuver or outdistance an enemy is often a key element in victory. In a raid on Ruse in Yoventrov County in 6810, the *Ajax* Class *Naggarajan* encountered the system's only defender, a *Hipper* Class frigate, *Scotty's Gauntlet*. Outgunned, the *Naggarajan* accelerated and outmaneuvered the *Hipper* to the edge of the system. In a burst of thrust, it sped past the TOG ship and entered the system, striking at the newly finished VLCA as the *Gauntlet* let go with a barrage of lasers at long range. Though the *Ajax* ship sustained heavy damage and lost its fighters, it survived to exit the system.

The 50-gun 37.5/5 and 22.5/10 laser bays are the core of the ship's broadside firepower. Against comparable destroyers, such as the TOG *Serpens*, the *Ajax* lasers outdistance those of the enemy. For more close-range combat, the *Ajax* carries 50-gun bays of 22.5/10 lasers on each side. Equal bays of the same weapons are also mounted fore and aft.

The core of the ship's offensive capability is the Rand-Allister Type A spinal mount. The success of this weapon system in the *Kruger* Class ships was the main reason it was installed on

the *Ajax* Class during the refit of 6810. Though the modification was costly and time-consuming, it enhanced the ship's performance.

The *Ajax* Class mounts a Girodot Type B missile system. A small battery with only a single salvo, the Girodot is usually a reserve weapon, used only after the target ship has sustained some damage from lasers and fighters.

The shield generators on the *Ajax* are an effective design that can sustain their field-flicker control even when power problems occur, such as when the spinal mount is fired (a common problem for many older *Kruger* Class destroyers in service).

The streamlined hull of the *Ajax* Class makes it popular for close air-support during ground engagements. Several ships, including the *Clifford*, *Herman*, and *Audry's Bane*, have been rigged with a Girodot Type C missile system for such missions. This additional missile firepower requires the removal of the port and starboard 22.5/10 lasers, however.

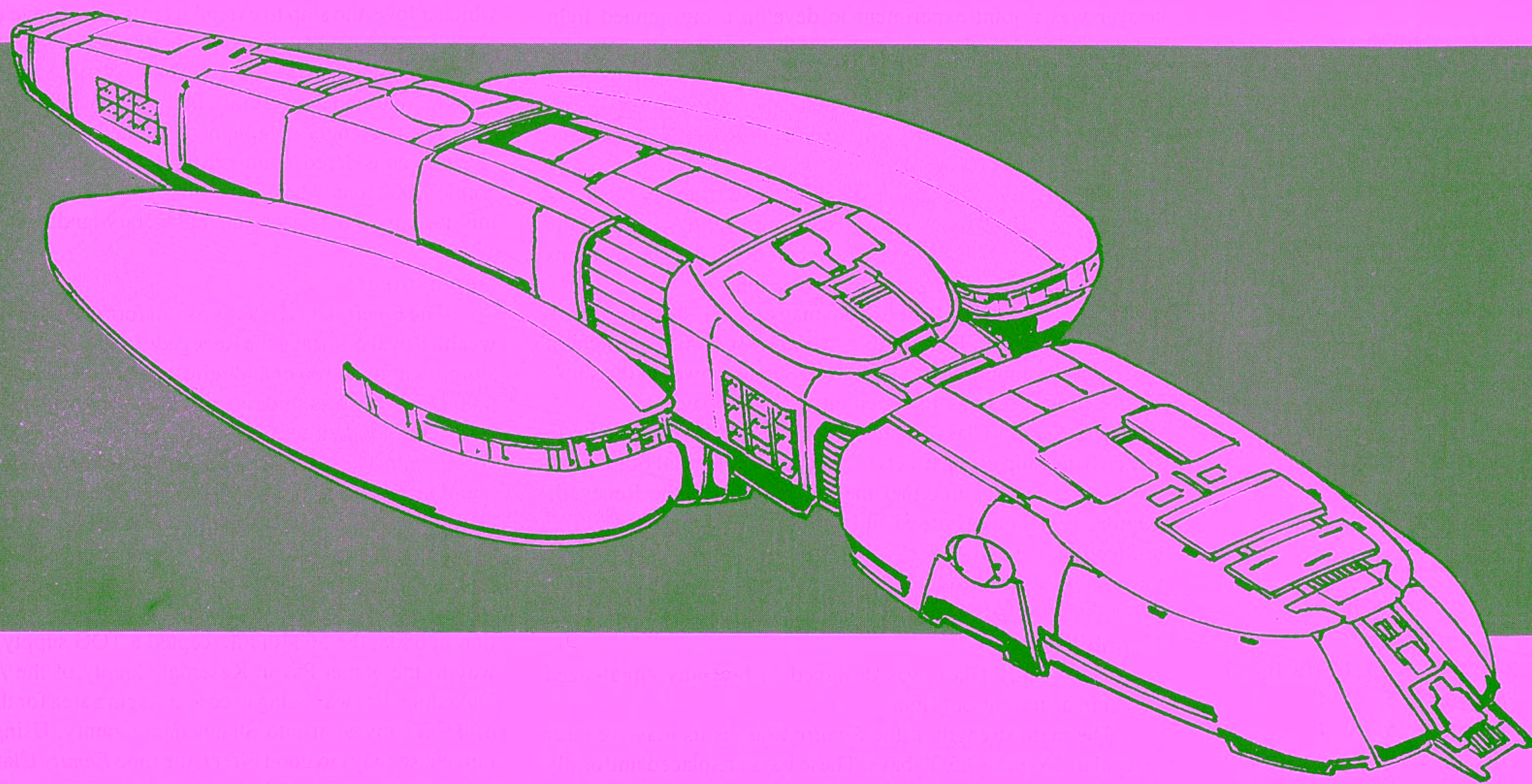
The fighter contingent on an *Ajax* varies, but most ships presently in service carry six *Defiant* Class heavy fighters. It is rare for a raiding *Ajax* to carry any light or even medium fighters.

Deployment:

The *Ajax* destroyer is widely deployed all along the Commonwealth/TOG front. Most are stationed in Shannedam and Yoventrov Counties. Most serve either picket duty (patrol) or, more commonly, raiding detail. More VLCAs have been attacked, destroyed, or crippled by *Ajax* Class ships than any other destroyer in the ranks of the Renegade/Commonwealth forces.

The best-known ship of the class is the *Labster*. Working as part of the 1024th Attack Squadron (Gillman's Grapplers), this ship raided the planet Gordil in Pembroke County in 6825, catching the system defenders off guard. The largest TOG ship present, the *Shiva* Class battleship *Eyes of Death*, was in repair at the orbiting dock facility, with two of its engines inoperable.

While the rest of the squadron dealt with fire from the docked battleship and the 4057th TOG Battleship Squadron supporting her, the *Labster* used its speed to flank the facility and strike out of sight of the massive guns. Despite heavy fighter interference, the *Labster* was able to hit the dock, which exploded, taking the *Eyes of Death* with it. The *Labster* is the only *Ajax* Class destroyer credited with a battleship kill.



Class: Destroyer

Mass: 534,385 tons

Cost: 2,748,159,933 talents

Engines:	Right Engine Rating	11,000
	Center Engine Rating	11,000
	Left Engine Rating	11,000

Thrust: 4

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
25 37.5/30	F	7	6	6	5	4	4
25 37.5/30	L	7	6	6	5	4	4
25 37.5/30	R	7	6	6	5	4	4
25 37.5/30	A	7	6	6	5	4	4
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type A Missile System 2 Shots at 50 Points

Fighters: 18 at 300 tons

Small Craft: 6 at 500 tons

Cargo: 1,000 tons

Crew: 714

Passengers: 50

Marines: 150

Overview:

The *Enmity* Class Commonwealth/Renegade Legion destroyer was a joint experiment to develop a big-gunned light vessel that could hold its own against larger ships. Designed by Navarchos Tibald Simonides of the Renegade Legion, the *Enmity* Class was approved in 6778 as a replacement for the older, worn-out destroyers of both the Commonwealth Royal Navy and the Renegade Legion Navy.

The destroyer's weapons outclass those of many other destroyer types. Even though its engine power rating classifies the *Enmity* as a light destroyer, a number of design innovations enable these ships to surpass all expectations.

The *Enmity* Class differs from many capital ships in its lack of a spinal mount. Though this caused some initial structural problems, the mount's absence allows the full power of the ship's Balcok Engines to be funneled into the laser bays.

The *Enmity* Class usually works in flotilla-sized units to screen battleship groups or escort auxiliaries. Normal flotilla size is usually ten ships in either the Royal Navy or the Renegade Legion. Few flotillas are at full strength, however. Still in full production, the *Enmity* Class destroyer should be a mainstay in the combined fleets of the Commonwealth for decades to come.

Capabilities:

The *Enmity* Class was designed to best any equal-sized vessel in a straight-out fight.

The main strength of the *Enmity* Class is its massive laser arsenal of 25-gun 37.5/30 bays. These bays are placed uniformly around the ship, one fore, one aft, and one on each broadside. This gives the ship all-around, long-range firepower far beyond any vessel its size. *Enmity* commanders rarely miss having a spinal mount because the power saved is funneled into the laser bays for improved efficiency. The *Enmity* Class also carries a Type A missile system, giving it additional attack capability. It also possesses the standard destroyer turret arrangement.

For additional protection, the *Enmity* has an even flicker-shield generation factor through all six defense areas. Armor protection is as much as a destroyer can carry.

One of the few disadvantages of the *Enmity* Class is the lack of multiple weapons systems. With only one bay per flank, catastrophic damage can leave the ship helpless on one side or the other. Fortunately, the size and power of the *Enmity*'s weapons usually decide any confrontation before serious damage can be

done.

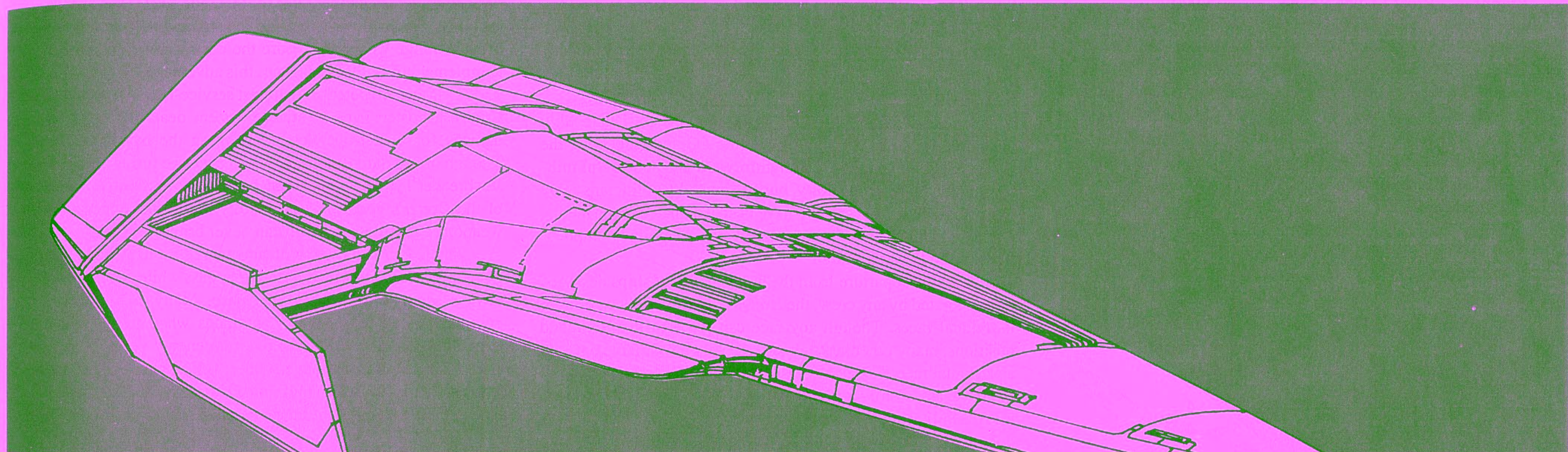
The *Enmity* Class also carries up to 18 fighters of 300 tons, which allows the ship to extend its offensive range or to provide close-in protection for itself or other vessels. Also carried are six small craft of up to 500 tons. These usually include a ship's cutter and gig, marine landing craft, and other specialty vessels.

The passenger complement is rated at 50, but the *Enmity* Class is considered cramped for travel. Cargo capacity is an ample 1,000 tons. The 150 marines perform search and boarding missions as well as occasional planetary landings.

Deployment:

The *Enmity* Class is active in all formations of the Commonwealth Royal Navy and the Renegade Legion. This also allows for simplification of repair and refurbishment. Currently, more than 4,000 *Enmity* Class ships are on active duty with the Royal Navy and Renegade Legion fleets.

Enmity Class ships have been involved in numerous engagements since their introduction in 6778. Of notable mention are the exploits of the 5634th Destroyer Squadron of the Renegade Legion. While most destroyer squadrons are assigned to fleet escort, the 5634th specializes in extra-fleet operations, such as system raids or system-defense. During one such raiding operation in 6808, the 5634th intercepted a TOG supply group on its way to the planet Pas in Keserdal County of the Alaric Grand Dukedom. Pas was being used as a staging area for the next phase of TOG's invasion into Shannedam County. Using their long-range laser bays to good effect, the nine *Enmity* Class destroyers of the 5634th crippled the escorts and destroyers of the covering group while taking only minor losses. Only the TOG cruiser *Selac's Bane* was able to engage and disable the Renegade destroyer *Eulectra* before it, too, was put out of action by the flotilla's massed fire. Only a few supply vessels escaped during the battle with the destroyers. Many of those remaining surrendered and were captured as prizes. Many more were destroyed. At the cost of one destroyer lost, the 5634th annihilated the TOG supply group.



Class: Destroyer							
Mass: 606,027 tons							
Cost: 3,118,152,890 talents							
Engines:	Right Engine Rating		15,000				
	Center Engine Rating		15,000				
	Left Engine Rating		15,000				
Thrust: 5							
Shields:			Armor:				
	Forward	2		Forward	50		
	Left Forward	2		Left Forward	50		
	Left Aft	2		Left Aft	50		
	Right Forward	2		Right Forward	50		
	Right Aft	2		Right Aft	50		
	Aft	2		Aft	50		
Weapons:							
			Range				
Type	Location	1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
50 22.5/15	L	8	6	5	4		
50 22.5/15	L	8	6	5	4		
50 22.5/15	R	8	6	5	4		
50 22.5/15	R	8	6	5	4		
25 22.5/15	F	4	3	3	2		
25 22.5/15	A	4	3	3	2		
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		
Type C Missile System		1 Shot at 100 Points					
Fighters: 24 at 300 tons							
Small Craft: 5 at 1,000 tons							
Cargo: 5,000 tons							
Crew: 529							
Passengers: 100							
Marines: 100							
Extras: Thrust Option, Anti-Grav Drives, Streamlining							

Overview:
The *Exeter* is a dependable and versatile design that reflects Commonwealth strategy of multi-role vessels and mobile defense. The *Exeter* has even been used as an independent raider. Though suitable for all manner of missions, it excels at service with battleship squadrons and at system-defense against raiders.

Capabilities:
Designed in 6787 by the mammoth Bristol-Ducla Ship Works orbiting Fovontol in the Skuttarra Grand Dukedom, the *Exeter* is simultaneously a straightforward and successful military vessel and also an oddity, built as much by politicians as by naval engineers. Its successes have been trumpeted in the media, but none as much as the initial huzzah over the political implications of the *Exeter's* design.

The first departure from the naval theory of ships designed to be operated by any crew, the *Exeter* tailored certain stations to individual races. Though any race can serve in the command positions, many other tasks aboard the ship are suitable only for a particular race. This ensures the integration of crews aboard all *Exeter* Class destroyers. This political innovation and intrusion into the military sphere was crafted with care. The vessel's design does not lock some races into menial tasks and give others all the glamor positions. Far from it. Side-by-side weapons bays carry equipment designed for different races. This imparts a sense of camaraderie among the races and also encourages a measure of healthy competition.

The design also takes advantage of certain races' special skills and abilities. Some tasks require more than two arms. On previous ships, engineers designed the controls to perform several different tasks simultaneously to account for the fact that many crewmen have only two arms. This sometimes made the controls less precise than they could have been otherwise. That all changed with the *Exeter*. This class also has certain work stations for beings of a specific anatomical classification.

Because the Renegade Legion has a high percentage of Humans and Narams, the *Exeter's* design makes it less usable than in the Commonwealth Navy. There are some *Exeters* in Renegade Legion service, but in nowhere near the numbers as in Commonwealth squadrons.

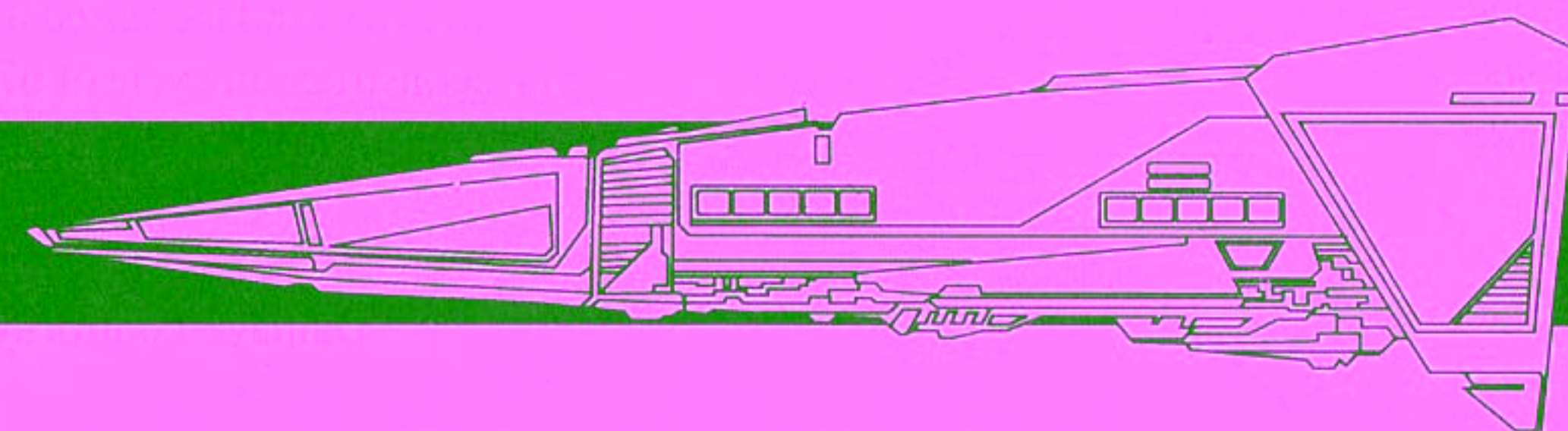
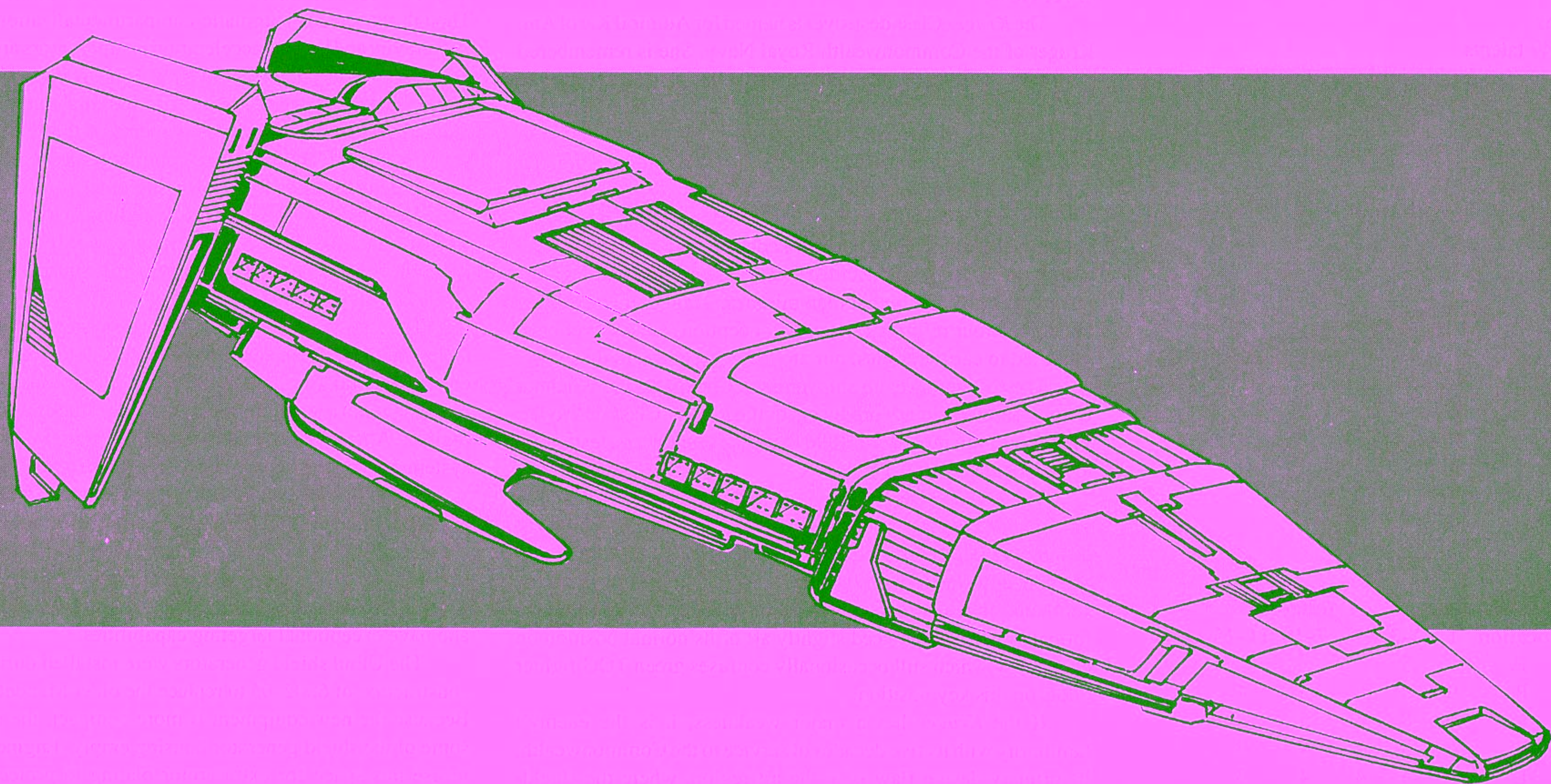
This destroyer has an excellent service record, and Bristol-Ducla devotes a large percentage of its production to the *Exeter*. Its head-on "M" profile spells murder for enemy vessels, and its

bullet shape symbolizes the speed with which it delivers death and destruction.

Its sole weakness is its lack of a long-range weapon, but its design more than compensates for this. The *Exeter* has excellent mobility, which allows it to close and strike with its potent array of short-range weaponry before the enemy can react. Its large complement of fighters enhances this advantage. The Mocclatar 22.5/15 lasers are potent and almost service-free. An impressive Cootrush-Foster Type C missile system deals out significant damage for a destroyer, complementing the bay lasers well. Though of standard design on a destroyer, the turret system and Jawbreaker Type A spinal mount become more effective because of the *Exeter's* good maneuverability. Even the biggest spinal weapon is worthless if a ship can never bring it to bear.

The *Exeter* can close with an enemy, fire its weapons with great effect, and maneuver for another pass while enemy vessels always seem a step late in response. Many TOG destroyer commanders have lost their commands when they could not explain their defeat at the hands of an enemy vessel with less firepower and shorter range. Other TOG commanders, those leading smaller vessels in raids into Commonwealth space, never returned after trying to outmaneuver and outrun an *Exeter*.

Deployment:
The *Exeter* is everywhere along the Commonwealth-TOG battle lines. Its mobility and usefulness in multiple roles merely emphasize the destroyer's omnipresence. It is a rare Commonwealth battleship squadron that does not contain an *Exeter*. Many of these destroyers also serve with system-defense forces and with County Quick Response Forces. Morale aboard these vessels is high, and the experimental design concept that gave birth to the *Exeter* has been tried on other classes as well.



Class: Destroyer

Mass: 700,586 tons

Cost: 4,393,975,847 talents

Engines: Right Engine Rating 25,000
Left Engine Rating 25,000

Thrust: 4

Shields:

Forward	3
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	1

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal	F	5	3				
50 37.5/10	R	9	8	6	5	4	3
50 37.7/10	L	9	8	6	5	4	3
25 30/25	R	6	5	4	4	3	
25 30/25	L	6	5	4	4	3	
25 30/25	A	6	5	4	4	3	
25 30/25	F	6	5	4	4	3	
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Fighters: 6 at 300 tons

Small Craft: None

Cargo: 3,000 tons

Crew: 554

Passengers: 10

Marines: 20

Extras: Anti-Grav Drives

Overview:

The *Kruger* Class destroyer is named for Admiral Karol Ann Kruger of the Commonwealth Royal Navy. She is remembered for her ability to use speed in combat and for her surprise attacks on TOG in the late 6700s. The ship design was originally commissioned under the original title of the *Aragon* Class in 6781, but it was renamed after the Admiral's untimely demise at the Battle of New Dogger Bank in 6801.

As a light destroyer, the *Kruger* Class mounts no missile system. Because a typical mission consists of long-range patrol and escort duties, it was decided that laser weapons would give it more endurance in combat than missiles. Though this class has undergone four refittings since its conception, it has never been modified to carry missiles, nor are there any plans to do so.

The Commonwealth shipyards on Chelmsford in Kitchner County are the primary producers of the *Kruger* Class destroyer. They have built more than 1,000 in the past four years, testimony to the popularity of the class.

The *Kruger's* main strength is its internal layout. With the vital engine components placed centrally and shielded by eight different bulkhead/corridors, the vessel can continue to receive constant power even when badly damaged. This also protects the continued functioning of life-support systems. The Combat Information Center is placed slightly aft of its normal position on destroyers, which still occasionally confuses green TOG fighter pilots on this key position.

If the *Kruger* has a major weakness, it is the enemy's familiarity with its five decades of service to the Commonwealth. Its primary design flaw is in the aft region, where the shield-generating fields mix. On some occasions, these field integrators have failed after taking several hits, leaving the aft fighter launch tubes and cargo bays exposed to attacks. These areas are favorite targets of TOG fighter squadrons.

Capabilities:

The original design specifications of the *Kruger* Class destroyer did not provide for a spinal mount, but gave it more fighters and increased the size of the bay weapons. After the refit/construction cycle of 6790-93, all new *Krugers* received a Class A spinal mount and existing models underwent the costly process of refit. Only a handful of the pre-6790 *Krugers* still exist, rarely entering combat.

Damage-control systems on the *Kruger* are so effective that

they have become standard for the Commonwealth Royal Navy. Though the special automatic-compartmentalization and auxiliary gravity and backup acceleration compensators are somewhat bulky, they have pulled *Krugers* out of many difficult situations. These systems are weak compared to the ship's normal operating mode, but they do allow vital elements of the vessel to remain semi-functional until damage-control parties can restore the normal compensators to full working order.

The present *Kruger* carries six fighters in the aft launch and recovery area. *Space Gull* medium fighters are the most common type, though many *Krugers* carry a full squadron of *Na'Ctka Moquka* heavy fighters.

The lack of even a primary missile system has proven to be a blessing rather than a weakness for this destroyer. With patrol, escort, and raiding as the ship's main missions, it would be difficult, if not a logistical nightmare, to restock missiles in many regions. A *Kruger's* offensive capabilities are based on weapon systems that do not require it to remain close to logistical support.

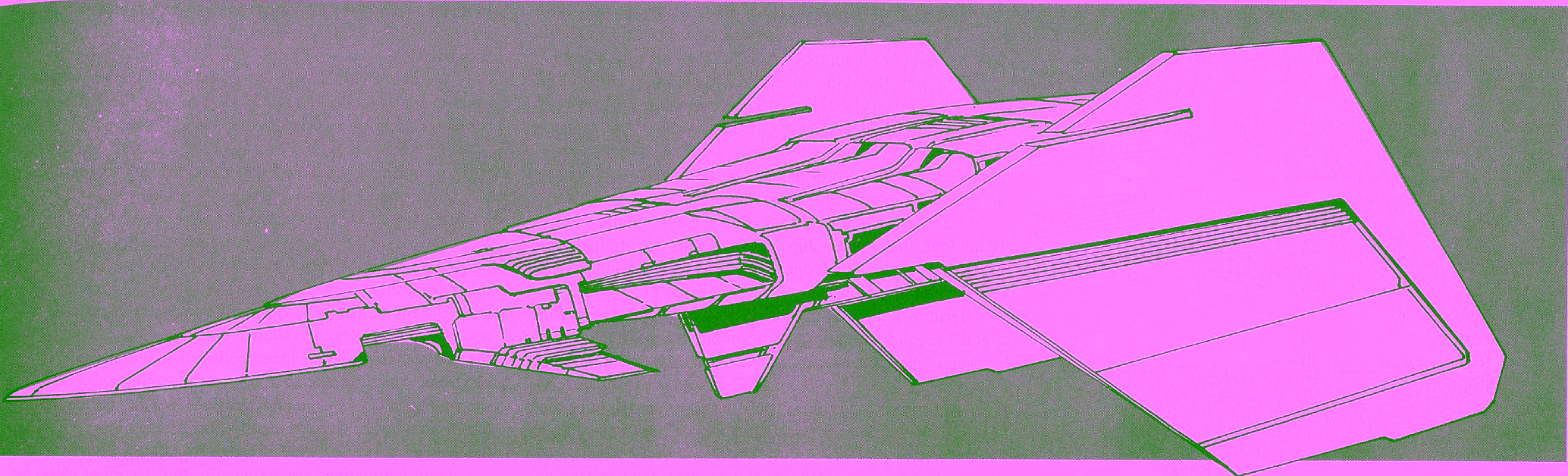
Presently the "standard" *Kruger* is equipped with two broad-side bays of 37.5/10 Pandexor lasers, each bay holding 50 of these renowned weapons. For more close-range attack capability, this ship also has four bays of 25-gun Artemis 30/25 lasers, two broadsides and one bay fore and aft. These weapons are reliable and have exceptional targeting capabilities.

The Uthul shield generators were installed during the refit-construction of 6802-05 to replace the older Mandel generators. Because the new equipment is more compact, the upgrade left some of the shield generator housing empty. Engineers decided to use this space for extra armor plating to protect the shield generators.

The Rand-Allister Type A spinal mount is the *Kruger's* greatest asset in combat. Those models constructed prior to 6790 had to add the weapon during the refit program, as it was not an integral part of their design. With frequent use, the weapon can create severe stress on the internal housing and bulkheads, forcing several pre-6790 *Krugers* to return to base for extensive repairs.

Deployment:

Kruger destroyers are deployed in all counties where TOG activity is likely. Older versions serve mostly for convoy duty, while the newer models are deployed as part of the standard battle groups.

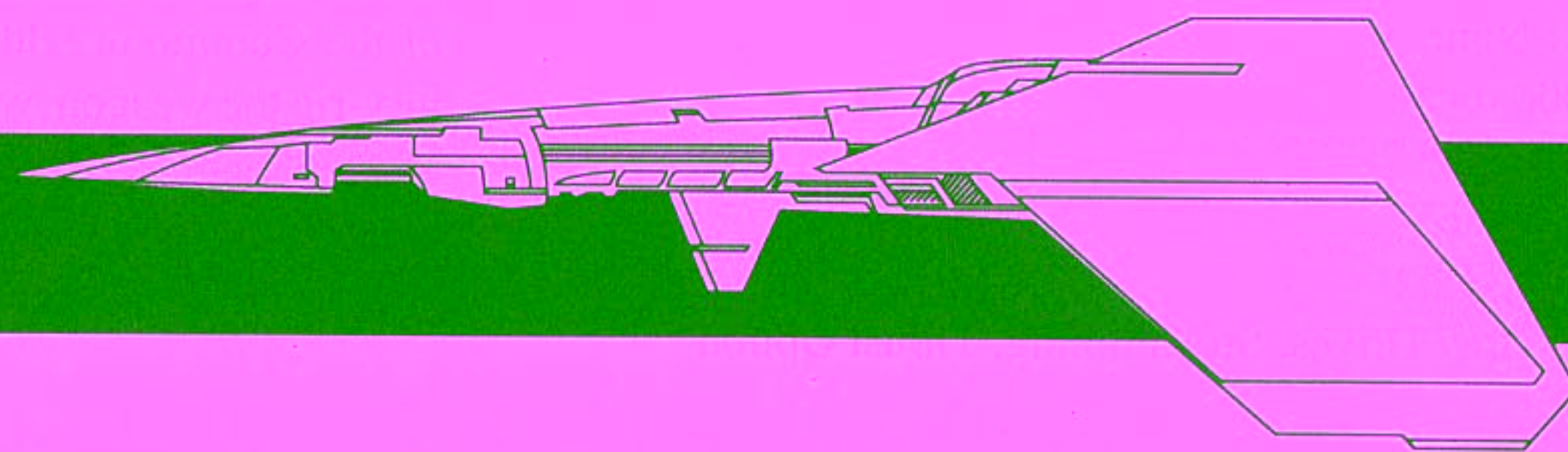


long, thin wings are used to fly faster than the speed of sound. The aircraft is designed to be invisible to radar, and it is capable of flying at altitudes of up to 50,000 feet. The aircraft is also capable of carrying a large payload of weapons, and it is designed to be able to fly for long periods of time without the need for refueling.

The aircraft is designed to be able to fly at speeds of up to Mach 5, and it is capable of carrying a large payload of weapons. The aircraft is also designed to be able to fly for long periods of time without the need for refueling. The aircraft is also capable of flying at altitudes of up to 50,000 feet.

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Class: Destroyer

Mass: 786,799 tons

Cost: 4,167,627,020 talents

Engines: Right Engine Rating 20,000
Center Engine Rating 10,000
Left Engine Rating 20,000

Thrust: 5

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
25 37.5/30	R	7	6	6	5	4	4
25 37.5/30	L	7	6	6	5	4	4
25 37.5/20	F	6	5	4	4	3	3
25 37.5/20	A	6	5	4	4	3	3
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type G Missile System 3 Shots at 50 Points

Fighters: 12 at 300 tons

Small Craft: None

Cargo: 25,000 tons

Crew: 633

Passengers: None

Marines: 10

Extras: Anti-Grav Drives, Streamlining, Thrust Option

Overview:

Begun as a joint effort between the Renegade Legion and the KessRith, the *Potemkin* Class destroyer is the outcome of many concessions by all parties involved. Even the Naram engineers from the Commonwealth Royal Navy have concluded that the merging of different approaches was successful with this ship.

At present, this ship is manufactured on ten Commonwealth planets. Since 6750, it has made its way into service, first with the Renegade Legion and then the Commonwealth Navy. There are now even some customized KessRith versions. The *Potemkin's* narrow, streamlined profile has become familiar to units engaged along the Commonwealth/TOG front lines.

The *Potemkin* follows the Renegade Legion/Commonwealth logic that a faster ship is a better ship. Sacrificing weaponry for thrust, this ship is one of the fastest and most maneuverable ships of its weight.

Because of its reduced weapons, this ship can be an inviting target. The *Potemkin* has a significant bite if engaged, however. Its laser weapons have extended reach, which is one of the ship's noteworthy features. The *Potemkin* can hold at a distance many ships of the same size, making it a better all-around fighting tool.

The *Potemkin* recently showed its worth once more in the Talleho System of Rift County when two TOG *Seadler* destroyer-class carriers raided the orbital repair facilities. Because the system sensors announced the TOG approach, the two *Potemkins* defending the systems were able to close fast on the light carriers, while remaining outside the enemy's deadly missile range. Eventually, both TOG ships withdrew before their fighters had been launched, knowing that the *Potemkins* could easily cripple their raid.

Capabilities:

Designed by a Renegade Legion/KessRith team, the popular *Potemkin* Class destroyer is a sleek and dangerous foe able to perform in several capacities.

The Type A spinal mount is of KessRith design, and though it is reliable, replacement parts are difficult to find in many areas of the Commonwealth. Repair crews at spaceports must often jury-rig the weapon, which will remain that way for months until repair parts make their way from the KessRith factories. A facility to provide the much-needed parts is currently under construction in Wayne County.

Two fighter-launch facilities are located amidships on the port and starboard sides. Each *Potemkin* carries a complement of twelve fighters, usually consisting of one light and one heavy squadron. The recovery facilities are set directly between the two launch tubes, making turnaround time on re-launch quick and effective.

The *Potemkin's* design allocates more power to thrust, limiting the power available to its laser weapons. The most powerful lasers on the ship are the two 25-gun bays of Curtis Innovative Technologies Model II 37.5/30 lasers. Located along the sides of the vessel, these bays are reliable and accurate when interfaced with the Fractil V Battle Computer.

The two 25-gun bays of Martinson Long Range Modified 3.75/20 lasers also perform well. Because of these lasers' reliability on the *Potemkin* Class, KessRith ship designers have begun to incorporate them in plans for some new vessels.

The Burkeman Type G missile battery on the *Potemkin* is accurate, but has begun to show problems at long ranges within the past year. Some commanders believe that TOG has developed electronic countermeasures to disrupt the arming mechanism of the warheads. There is no hard evidence thus far, but combined Renegade/Commonwealth intelligence efforts are investigating the theory.

Only ten marines are assigned to this destroyer class, an abnormally low number for the nature of some of the *Potemkin's* missions. To rectify the problem, the class is scheduled for modifications that would add 20 staterooms for marines at the expense of the cargo-hold areas in the ship's aft.

Potemkin destroyers are equipped with streamlining and anti-grav devices that allow for operational landing at virtually all Commonwealth/Renegade Legion ground facilities.

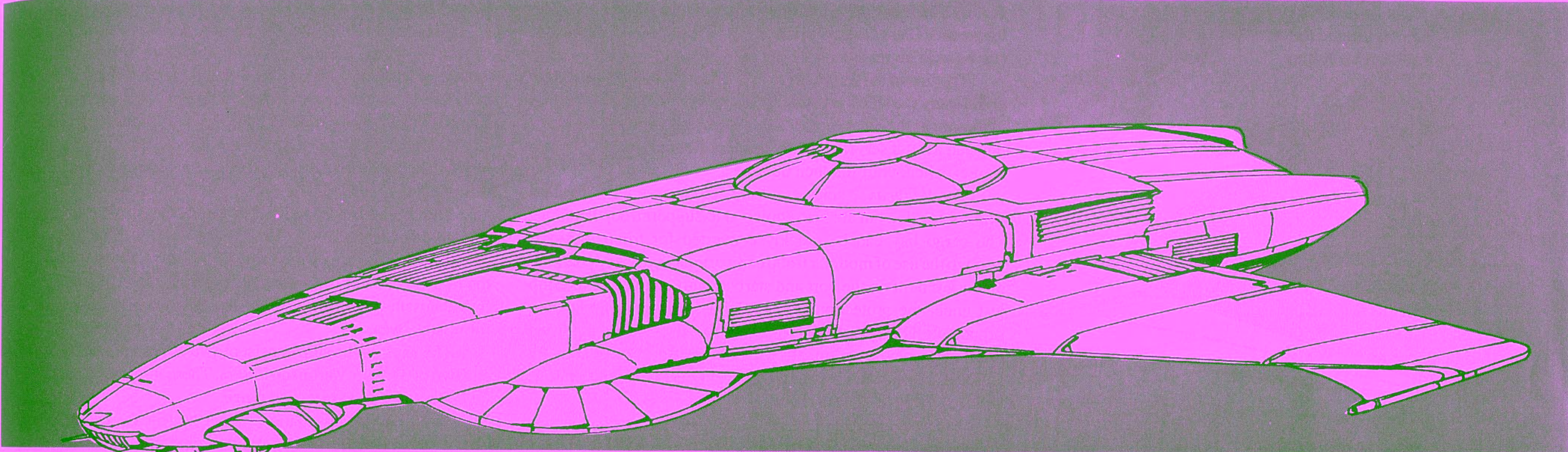
Deployment:

The *Princess Patrice* is one of the best-known *Potemkin* Class destroyers in service. Attached to the Renegade 5077th Squadron, this ship rammed a TOG *Hipper* Class frigate at the Battle of New Dogger Bank, forcing the larger ship to withdraw. The bold actions of "The Princess P" earned her crack crew a reputation for taking daring and incalculable risks in combat.

One-third of most line squadrons in Rift and Shannadam Counties have *Potemkins* in their ranks. Other squadrons operating in Pembroke County also make use of this ship.

REPUBLIC HANCHO

As a result of the Republic's defeat in the Clone Wars, the Galactic Empire was established. The Empire's primary goal was to maintain order and control over the galaxy. The Empire's military was the most powerful force in the galaxy, and it was responsible for the destruction of the Jedi Order. The Empire's rule was characterized by fear and oppression, and it was eventually overthrown by the Rebel Alliance.



The Republic Hanchō was a massive starship that served as the primary command and control vessel for the Galactic Republic. It was designed to be a floating city, capable of housing thousands of people and serving as a mobile headquarters for the Republic's government. The ship was built using advanced technology, including a powerful hyperdrive and a sophisticated communication system. It was the Republic's most powerful weapon, and it played a crucial role in the Republic's defense against the rising threat of the Sith.

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Class: Destroyer

Mass: 507,725 tons

Cost: 2,886,063,924 talents

Engines: Right Engine Rating 20,000
Center Engine Rating 10,000
Left Engine Rating 20,000

Thrust: 4

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
10 37.5/25	R	3	2	2	2	2	1
10 37.5/25	L	3	2	2	2	2	1
10 37.5/20	R	2	2	2	2	1	1
10 37.5/20	L	2	2	2	2	1	1
10 22.5/10	F	1	1	1			
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type C Missile System 1 Shot at 100 Points

Fighters: None

Small Craft: None

Cargo: 7,000 tons

Crew: 393

Passengers: 40

Marines: 175

Extras: Streamlining

Overview:

The *Kruger* Class destroyer has served well in the Commonwealth Royal Navy, and the creation of the *Vengeance* Class destroyer is not an effort to replace it, but to supplement it. The *Vengeance* Class destroyer has the missile capability for confrontations with larger enemy ships.

The first of the *Vengeance* Class ships was launched in 6821, and already the ship's popularity has soared. Though nowhere as numerous as the older *Kruger* Class ships, it is seeing more front-line and assault service, mostly because its configuration makes it an excellent craft for such duties.

The *Vengeance* ships are designed to serve with standard ships of the line but are also equipped to support troop landings. The cargo bay can be quickly converted for troop transport through the use of modular troop compartments. Large debarking ramps are built on the port and starboard aft quarters of the ship just under the protection of the engine housings. The landing support struts on the ships of this class are also heavily modified to adapt to uneven terrain, allowing this destroyer to be not only a useful ship in orbit, but a massive and deadly assault craft as well.

The best known ship of this class is the *Reprisal*, launched in 6825 from the Urbannus II Shipyards in the Manchester Grand Dukedom. The *Reprisal* was assigned escort duty in Pembroke County and was shuttling the 7068th Marine Assault Regiment to the contested world of Mohe when it was ambushed by a raiding TOG destroyer. The TOG ship was quickly wounded. It broke off the action and accelerated for a nearby moon. The Commonwealth vessel took up the pursuit, but was unable to intercept the TOG ship as it had vanished behind the moon.

Suddenly the *Reprisal* found itself facing three *Hipper* Class frigates. The *Reprisal* maintained a distance from the *Hippers*, letting her missile system cripple one of them. Always keeping the enemy at a distance, the commander pounded the other ships with a prolonged bombardment.

In a stunning move, the *Reprisal's* commander, Yarlman Shaker, suddenly dove in on the slower frigates. After mauling one with close-range fire, he rammed his ship into the side of the other *Hipper*, leaving the *Reprisal* heavily damaged but still somewhat operational. The marines from the 7068th immediately swarmed the TOG vessel and quickly took control of the ship. Commander Shaker navigated the captured *Hipper* and the battered hulk of the *Reprisal* back to the safety of Commonwealth

space, a shining testimony to the firepower of the smaller destroyer under his command.

Capabilities:

Firepower was clearly the priority for the designers of the *Vengeance* Class. This ship has little defense against fighters with most systems designed for fighting larger ships.

The Yippman Spinal Mount is the standard weapon for a ship this size. It is accurate and poses few difficulties in maintenance. The fire-control systems for this weapon are mounted forward of the bridge, and there are five maintenance access stations along the mount.

The Burkeman Missile System is the strongest system available for a destroyer. This system uses a laser targeting device, letting the tracking system of the ship's computers modify the flight vectors of the projectiles. Backed up with a strong on-board missile guidance system, the Burkeman missiles are a formidable weapon.

The bays on the ship consist of two 10-gun bays of 37.5/20 and two of 37.5/25 Martinson Lasers. These impressive weapons give the *Vengeance* extended range.

The Combat Information Center is near the center of the vessel, not far from the power couplings between the three Westing Yor Industries Model 1 sublight engines. The *Vengeance* Class ships have substantial protection for the engine systems.

The lack of fighter craft on this destroyer is cited as a weakness, but the mass-to-firepower ratio and its long-range capability make the *Vengeance* a threat even without fighters.

The most common tactic for commanders of this type of ship is to maintain a substantial distance from the enemy; using the long-range lasers to cripple their opponents. After a prolonged encounter with the enemy, a *Vengeance* will close range and inflict as much damage as possible with its missiles and spinal mount. This ship lacks heavy forward firepower, however, carrying only the 10-gun 22.5/10 bay and the spinal mount, with the long-range firepower concentrated on the broadsides.

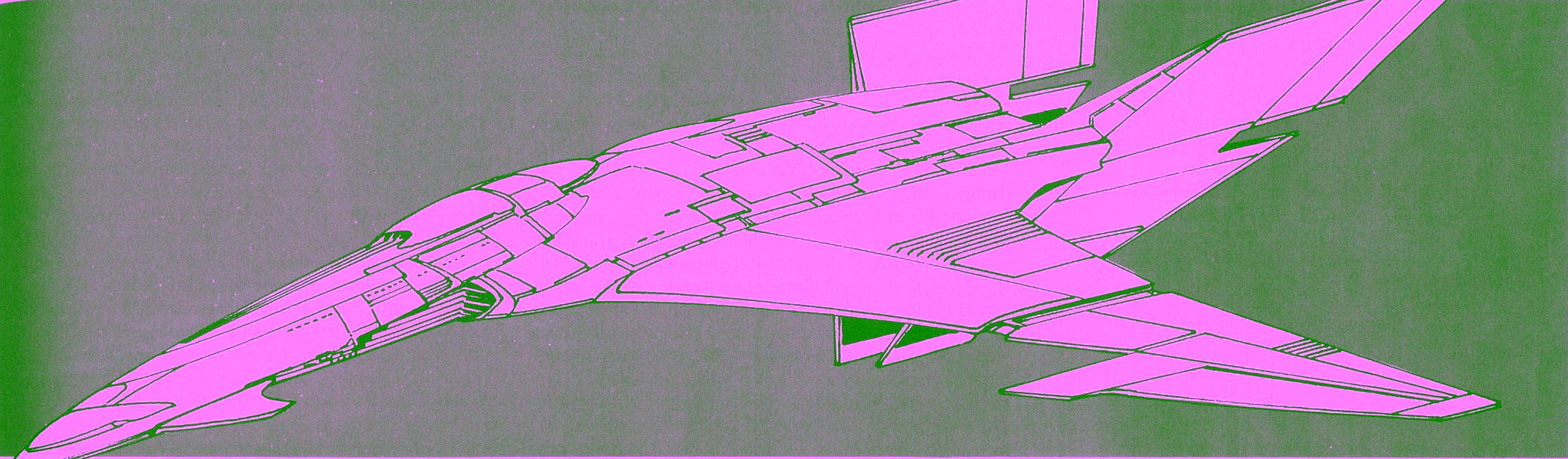
Deployment:

The *Vengeance* Class is relatively new, but it is showing up along the entire TOG/Commonwealth front. The most widespread use is in Shannedam and Pembroke Counties.

PROWING

With its sleek, aerodynamic design, the Prowing aircraft is a testament to advanced aviation technology. Its unique wing structure allows for unparalleled maneuverability and speed, making it a formidable force in the skies.

The aircraft's advanced avionics and sensor suite provide pilots with real-time data and situational awareness, ensuring they are always one step ahead of the competition.



The Prowing's advanced engine system provides exceptional thrust and efficiency, allowing it to maintain high speeds even at high altitudes. Its stealth capabilities make it a difficult target for enemy radar and missile systems.

The aircraft's advanced sensor suite includes a powerful radar system and a variety of electronic warfare capabilities. These features enable the Prowing to detect and track targets with precision, while also protecting itself from potential threats.

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Class: Destroyer

Mass: 600,641 tons

Cost: 3,241,200,614 talents

Engines: Right Engine Rating 14,000
Center Engine Rating 13,000
Left Engine Rating 14,000

Thrust: 4

Shields:		Armor:	
Forward	2	Forward	50
Left Forward	2	Left Forward	50
Left Aft	2	Left Aft	50
Right Forward	2	Right Forward	50
Right Aft	2	Right Aft	50
Aft	2	Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
25 30/15	L	4	4	3	3	2	
25 30/15	R	4	4	3	3	2	
50 15/30	L	10	9	8			
50 15/30	R	10	9	8			
50 15/20	F	8	6	5			
25 7.5/20	A	3	3				
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type C Missile System 1 Shot at 100 Points

Fighters: 24 at 300 tons

Small Craft: 6 at 1,000 tons

Cargo: 5,000 tons

Crew: 538

Passengers: 100

Marines: 102

Extras: Anti-Grav Drives, Streamlining

Overview:

The *Warder* has been a mainstay of the Commonwealth Royal Navy for more than 75 years. It is produced regularly and abundantly by several shipyards, one on Bansi in Wayne County and two on Eli in Magog County.

Released in 6751, the *Warder* was sent to the front lines along the fringes of the Cavelil Grand Dukedom. Though the liberation of the Dukedom was a foregone conclusion by that time, *Warders* began to harass TOG destroyers and patrol craft. When TOG launched its attacks on the Somm Trau Grand Dukedom a few years later, *Warders* gained a reputation for their daring hit-and-run raids of rear supply areas. With a destroyer's lower profile in T-space, *Warder* Class ships staged numerous surprise raids on systems in Cavelil. Entering the system at high speed, the *Warder* would launch its fighters and loop around the sun. The fighters would hit their target while the *Warder* conducted a single pass at another installation. On the outbound trip, the fighters would rendezvous with the *Warder*, which then made a quick transition back into T-space. The speed and surprise of these attacks made them successful. Additional TOG units were posted to assist in defending these supply areas, which slightly slowed the invasion into Somm Trau. Even when resistance was stiffened, however, *Warders* still made occasional passes to snipe at the vulnerable supply lines of the TOG advance.

The *Warder* was designed to operate alone or in the company of other smaller capital ships. The Type A spinal mount is the ship's main weapon, but its broadsides are effective enough against smaller ships. With laser bays mounted all around the ship, approaching fighters have no "safe" line of attack. When combined with battleships and cruisers, the *Warder* serves as an anti-fighter platform, normally protecting the more vulnerable flanks of these larger ships. The ship's Barbey 10 missile system is among the best on any destroyer in the Commonwealth Royal Navy. Although the Barbey lacks reloads, its one potent punch can mean the difference between victory and defeat.

Capabilities:

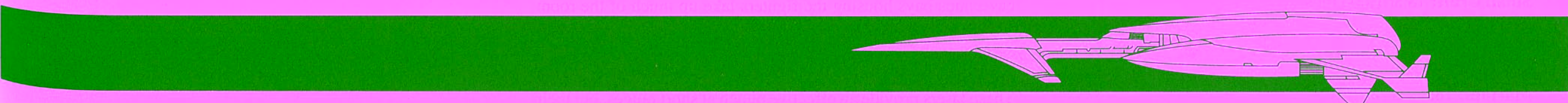
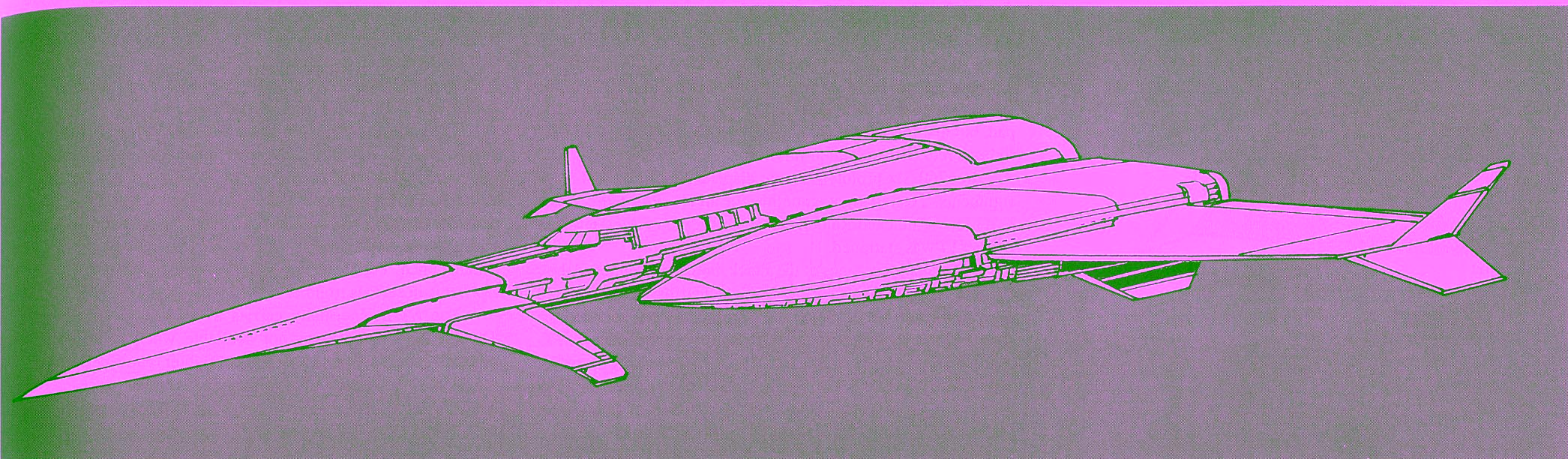
Because the Type A spinal mount is effective only within a limited range, most TOG commanders report that *Warders* use it only after the broadsides or front-mounted laser bays have damaged the target. Tactically, this makes good sense. The crowbar leaves an impressive crater on the armor of its target, but the Type A does not have the range to make it an effective system.

The broadsides are composed of mixed bays of 25-gun 30/15 lasers backed by 50-gun 15/30 lasers. The 25 longer-ranged, lighter-striking, 30/15 laser bays are usually the weapons the *Warder* uses. With a practical range of slightly over 1,100 kilometers, these lasers can often cause damage while staying out of reach of the heavier systems of other ships. When the range decreases, the added power of the 50-gun 15/30 laser bays can come into play. Despite a range limitation of 450 kilometers, the *Warder* can use the system effectively if the commander chooses his targets carefully. When used in combination, these two systems provide an effective punch. A forward bay has 50-gun 15/20 lasers, and aft are the small and short-ranged 25-gun 7.5/20 lasers, used almost exclusively against fighter attacks.

The Type C missile system can deliver a host of HELL missiles in a matter of minutes. Although the system is powerful, it carries no reloads. Because of this, the attack is normally reserved until the end of any engagement. If the *Warder* has gained the upper hand, the missile system is used to deliver the haymaker. A single salvo can easily overwhelm a destroyer or frigate. If the *Warder* is attempting to disengage or is on the brink of destruction, the commander often fires a point-blank barrage at his biggest attacker. This abrupt display of firepower has caused more than one faint-hearted enemy commander to let the damaged *Warder* off the hook.

Deployment:

To many citizens of the Commonwealth, the word destroyer means *Warder*. The craft is so plentiful that even reserve squadrons have begun to receive delivery. The ship is used in every element of the Commonwealth and Renegade Navies. With assignments ranging from battleship squadrons through independent commerce raiding, the *Warder* has seen and done it all. Within Shannedam County, more squadrons contain *Warders* than not. Renegades also favor the design, using the ship's firepower and atmospheric capabilities to great effect in their ground operations.



Class: Destroyer Class Carrier

Mass: 516,212 tons

Cost: 2,287,612,880 talents

Engines: Right Engine Rating 12,000
Center Engine Rating 12,000
Left Engine Rating 12,000

Thrust: 4

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range				
		1	2-3	4-6	7-10	11-15 16-20
50 15/20	L	8	6	5		
50 15/20	R	8	6	5		
50 15/20	L	8	6	5		
50 15/20	R	8	6	5		
25 15/15	F	3	3	2		
25 15/15	A	3	3	2		
		0	1	2	3	
Turrets	L	3	3	2	1	
	R	3	3	2	1	

Type B Missile System 1 Shot at 50 Points

Fighters: 144 at 300 tons

Small Craft: 18 at 1,000 tons

Cargo: 5,000 tons

Crew: 1,054

Passengers: 120

Marines: 188

Extras: Anti-Grav Drives, Streamlining

Overview:

The *Hornet* was conceived as a means to launch fighters as quickly and as inexpensively as possible. Its initial design achieved both goals. At a cost of slightly more than two billion talents, the *Hornet* is one of the cheaper capital ships in the Royal Navy. It possesses only moderate speed for its class, and its weapons system lacks both range and power. Opponents of the *Hornet* stated that the craft was, indeed, an outstanding launch pad, but that it would make a miserable landing pad by the time fighters returned from their mission.

In 6760, six prototypes were dispersed to their combat assignments. Testing went smoothly for all six until 6762, when TOG forces attacked Reidell, in the Dukedom of Alesia, where *Hornet VI* was stationed.

In the opening stages of the attack, both sides launched their fighters. As the captain of the *Hornet* watched his *Space Gulls* and *Guardians* fade out of range, the warning klaxons sounded the alert. Within seconds, a single TOG destroyer appeared out of T-space. By executing a micro-burn at a slower speed, the destroyer arrived almost on top of the *Hornet*. Behind enemy lines, the TOG destroyer prepared to deprive Reidell's defenders of their fighter platform. As the Commonwealth destroyer *Lemiah* changed course to help in the defense, the TOG destroyer leapt to the attack. In a furious exchange, the TOG ship closed to minimum range and began trading shots with the *Hornet*. By the time the *Lemiah* could intervene, the fight was over. The TOG ship was limping away, already accelerating for a long retreat through T-space.

When the Procurement Board received reports of the *Hornet's* successful defense against a ship it was never supposed to beat, they instantly decided in favor of the ship. Within six months, the *Hornet* was in full production.

Capabilities:

The *Hornet* is literally built around the fighter bays. The huge bays can support the operations of two complete groups of fighters, 144 ships in all. The weapons systems to protect these fighters are 15/20 and 15/15 lasers exclusively. Because the cavernous bays housing the fighters take up much of the room normally allocated for a spinal mount, the *Hornet* is unable to carry even the smallest crowbar. The ship's main weapon systems are, therefore, the twin bays of 50-gun 15/20 lasers, on the sides. These lasers provide an effective punch at short ranges, but their

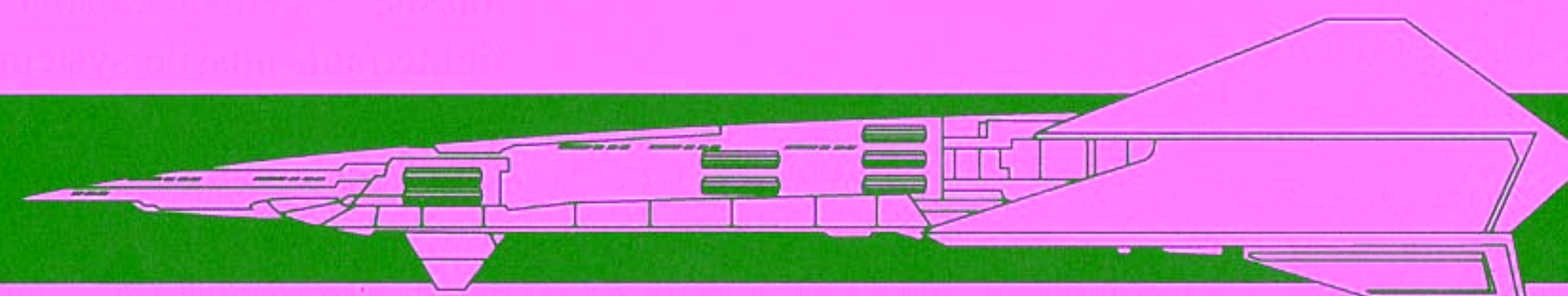
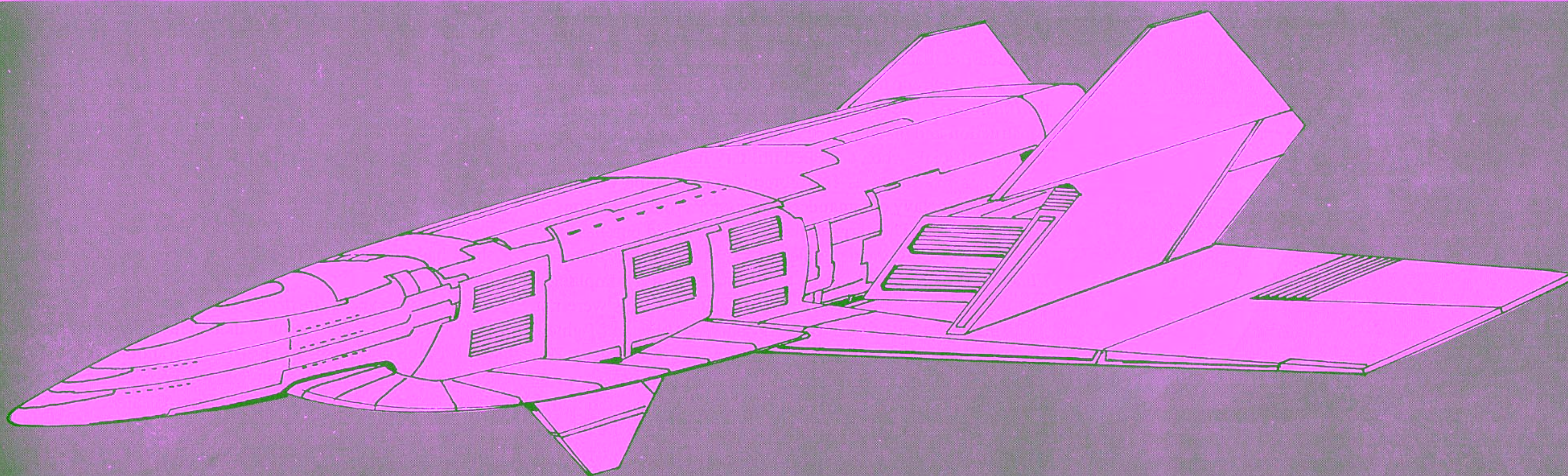
range is limited to 450 kilometers. This lack of range is the *Hornet's* main flaw. Though capable of an effective salvo when the enemy is close, these weapons are fired only rarely. They are effective as anti-fighter batteries, but these lasers were never intended to give the *Hornet* true fighting ability. The front and aft sections of the ship are protected by bays of 25-gun 15/15 lasers. Neither long-ranged nor especially powerful, these weapons are not as effective as the turret defense system.

The single-shot missile system of the *Hornet* is normally fired at the first sign of trouble. With a range of 750 kilometers, it is the longest-range weapon system on the ship. Designers attempted to upgrade the missiles to a Type C system, but the demands of the fighter bays took up every square meter of space within the destroyer. The system provides the *Hornet* with a good initial punch, but if an opponent survives the onslaught, the *Hornet* is in serious trouble.

The *Hornet* normally carries a wide range of fighters. Though the *Cheetah* was not available when the craft was originally commissioned, that class of fighter is now its preferred type. Unless a particular mission requires a higher percentage of heavy fighters, the *Hornet* commonly carries twelve squadrons of light fighters, mostly *Cheetahs* and *Falcons*. The remainder of the craft carried are split evenly between heavy and medium fighters. *Fluttering Petals* and *Guardians* are common, but *Space Gulls* still see considerable action aboard *Hornets* not bound for atmospheric flight.

Deployment:

Since its original deployment, the *Hornet's* popularity has grown by leaps and bounds. Due to its low cost, several of these ships are currently assigned permanently to battleship squadrons operating in the Alaric March Grand Dukedom. The carrier normally takes the place of one of the destroyers or one of the patrol craft. Should this arrangement prove successful, the policy might well be implemented throughout the county. Those *Hornets* not assigned to these permanent squadrons are temporarily assigned to worlds currently being contested, including Defiance, Farside, Gotland, and Troy.



Class: Destroyer Class Carrier

Mass: 376,398 tons

Cost: 1,788,198,443 talents

Engines: Right Engine Rating 14,000
Center Engine Rating 14,000
Left Engine Rating 14,000

Thrust: 5

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
50 15/10	F	5	4	3			
50 15/10	R	5	4	3			
50 15/10	L	5	4	3			
50 15/10	R	5	4	3			
50 15/10	L	5	4	3			
50 15/10	A	5	4	3			
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Type B Missile System 1 Shot at 50 Points

Fighters: 144 at 300 tons

Small Craft: 4 at 1,000 tons

Cargo: 5,000 tons

Crew: 922

Passengers: 100

Marines: 100

Extras: Thrust Option

Overview:

The *Illustrious* Class is the smallest class of carriers in the Commonwealth Navy. First constructed in 6803, the *Illustrious* was designed by The Silver Bullets, an independent firm, and built by Pagham Ltd. The class was designed to be the smallest viable carrier that could be produced. With a thrust that few other ships can match and the ability to deliver 24 squadrons into battle, the *Illustrious* Class seemed successful as a design for combat. Its construction and maintenance costs also endeared it to the government officials who controlled military funding.

When the ship was first commissioned, some Commonwealth Royal Navy commanders expressed strong objections to the small vessel. They argued that the Navy could purchase one larger *County* Class carrier, able to carry more fighters than two *Illustrious* vessels, for the same total cost. They also complained that the *Illustrious* was poorly armed. The laser bays were not well-suited for attacks on enemy craft, nor were the anti-fighter/anti-missile systems much better at engaging their targets. The missile armament, capable of only one salvo, was barely worth the cost to keep the weapons operational. A single salvo might vaguely annoy a destroyer-sized target, but was little use against anything larger. The armor and shielding are also weak for a ship of its size, providing little or no protection. Even the speed, the class's strong point, came under fire. What good was it to arrive speedily at the battle scene if the ship could barely put up a fight once it got there? The *Illustrious* carries the 144 fighters standard for most battleships. Even most destroyer task forces carry as many fighters as does the *Illustrious*.

Capabilities:

The *Illustrious* seems to push the limits of a warship, but appearances are deceiving. An external view shows no fewer than six major gun bays, an extensive missile system, and vast anti-fighter/anti-missile defenses. In reality, those six "major" gun bays consist of nothing more than 50-gun 15/10 lasers, two to each side, and one front and aft. Their range is only 450 kilometers, and they can inflict only minute amounts of damage. The missile system is capable of only one salvo. The "vast" anti-fighter/anti-missile systems are nearly useless, as the main fire control computers cannot track enough targets to be worthwhile. The fighter complement of this carrier can hardly make up for all of its shortcomings.

In 6808, the Commonwealth Royal Navy received its first major shipment of *Illustrious* Class carriers. At first, most of these "baby" carriers were assigned to patrol rear areas or to shuttle fighters to planetary garrisons. *Illustrious* crews began to despise the class. In order to pack all the needed equipment into such a small hull, the designers reduced the crew quarters and recreation areas to even less than a bare minimum. Depending on how much extra materiel and provisions were on board, some crewmembers had to go without bunks. Further, the mess facilities could seat only about a fifth of the crew at one time. Instead of the usual nine-meal rotation (three each of breakfast, lunch, and dinner, or one for each of the three watches), there was a 15-meal rotation (three meals times five sittings). If that were not enough, many of the ships had problems with leaky plumbing, creating treacherous areas.

For three years, *Illustrious* crews put up with this misery. In 6811, Grand Marshal Anton Valkar, a member of the Commonwealth High Command, had just received another shipment of the "useless" *Illustrious* class, and was mulling over where to assign them. Reflecting on the design's inappropriateness for fleet actions, he realized that with its high acceleration, the *Illustrious* might be ideal for hit-and-run raids against lightly defended targets. After considering this suggestion, the senior High Command officers ordered several trial strikes to determine the plan's feasibility.

The strikes were a great success, with the *Illustrious* able to destroy multiple TOG targets while losing very few Commonwealth fighters. In further strike actions, the *Illustrious* continued to perform with equal success. Crews of the class now began to be more good-natured about the class's overcrowded conditions and leaky plumbing because they could respect the *Illustrious*'s ability to strike back at the tyranny of the Terran Overlord Government.

Deployment:

Illustrious Class carriers are produced in large numbers, as they show up in almost every embattled region of the Commonwealth. Many are deployed along the TOG-Commonwealth border, ferrying fighters to and from planets or bases. Even more are assigned to conduct deep-penetration raids into the heart of TOG.

Class: Destroyer Class Carrier

Mass: 520,096 tons

Cost: 2,423,537,663 talents

Engines: Right Engine Rating 20,000
Center Engine Rating 10,000
Left Engine Rating 20,000

Thrust: 5

Shields:

Forward	2
Left Forward	2
Left Aft	2
Right Forward	2
Right Aft	2
Aft	2

Armor:

Forward	50
Left Forward	50
Left Aft	50
Right Forward	50
Right Aft	50
Aft	50

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
50 37.5/5	R	8	6	5	4	3	1
50 37.5/5	L	8	6	5	4	3	1
25 30/20	F	5	4	4	3	3	
25 30/20	A	5	4	4	3	3	
		0	1	2	3		
Turrets	L	3	3	2	1		
	R	3	3	2	1		

Fighters: 144 at 300 tons

Small Craft: None

Cargo: 45,000 tons

Crew: 980

Passengers: 20

Marines: 250

Extras: Anti-Grav Drives, Streamlining, Thrust Option

Overview:

The concept of a light, fast carrier is far from new, but with the release of the TOG *Seeadler* Class in 6745, Renegade Legion commanders decided it was time for their own new ship of the same class. After Grand Admiral Pov Hammond made a tour to study the TOG vessel, his report significantly influenced the design of the *Lexington* destroyer class light carrier.

This ship has been a stunning success in blitz raids into TOG space. Where the *Seeadler* Class destroyer stressed weapons systems at the expense of space for fighters, the *Lexington* carries the maximum number of fighters possible for its hull size.

Carrying 144 fighters aboard ship is not without its price. The *Lexington* sacrifices both defensive and offensive capabilities to achieve it. The ship does carry strong firepower but is no match for *Moltke* Class vessels in a one-on-one fight.

The *Lexington* mounts no missiles, which dramatically affects its ability to defend against fighter waves or ships of the same weight class or greater. It does, however, have high thrust. By distributing the excess power from the three engines, the carrier can usually evade most vessels of the same weight class.

Fitzugh Industries, the manufacturer of the ship, currently sells more than three-quarters of its production to the Renegade Legion. Though the Commonwealth Royal Navy favors ships of this type, they are not as skilled in raiding tactics as the Renegades. They have, thus far, been unable to use the *Lexington* to its full potential, usually assigning it to patrol squadrons rather than sending it on raids.

Capabilities:

Raids are the lifeblood of the *Lexington* Class. Its design was intended to bring the ship into a system carrying as many fighters as possible, then to attack and get out before the enemy has time to regroup. The *Lexington* succeeds in its mission, even surpassing its designers' expectations.

Fighters are the focus of this class of ship. The *Lexington* carries two full groups. Within the Renegade Legion, only two to three squadrons of these are light, usually used for recon missions and diversionary attacks. The remaining fighters are medium to heavy class. Renegade *Lexingtons* tend to favor a large number of *Na'Ctka Moqukas* (*Fluttering Petals*) in their heavy squadrons.

The launch and recovery bays on the *Lexington* number 24, allowing the ship to deploy four full squadrons at once. This faster deployment was recommended by Grand Admiral Hammond

after careful examination of captured *Seeadler* Class vessels.

The ship's superstructure has been a problem, with tremendous strain in key areas after numerous atmospheric landings. Only half the superstructures of the *Lexingtons* in service have been properly repaired, mainly because the time needed is three to eight weeks.

Though the *Lexington* carries no missile systems, its firepower has an extended range and is reasonably strong. The Rathie Armories 37.5/5 laser bays are the core of the ship's weaponry. With a total of 50 lasers in each bay on the sides of the vessel, the *Lexington* can cause havoc at both long and close ranges.

The forward and aft batteries constitute one-third of the ship's firepower. These consist of Rathie Armories' older 30/20 lasers, with each bay holding 25. These systems require nearly twice the maintenance of the larger bays because they were modified extensively for the hull of the *Lexington*.

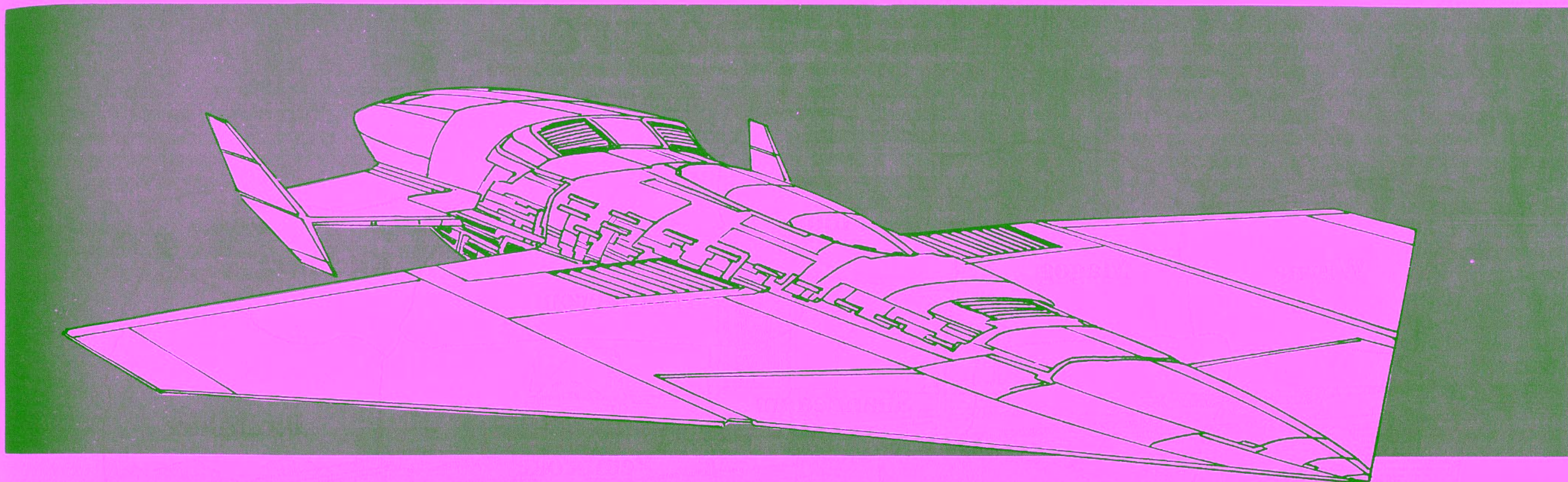
The *Lexington* carries 250 marines. Because the Renegades use the ship for its intended mission of raiding, theirs usually carry enough internal firepower to defend against a TOG marine boarding action. The *Lexingtons* in use by the Royal Navy do not often participate in raid operations, however, and so carry only about 100 marines, using the extra space for provisional storage.

To support ground operations, the *Lexington* is equipped with both anti-grav drives and hull streamlining for atmospheric landings. After years of use, a problem has developed in a frequency conflict between the Astair shield generators and the anti-grav drives. When the anti-grav drives must operate for more than three hours of continuous use (a rarity), they tend to disable the flicker controls on the port and starboard aft sections of the ship. If use is continued, the generators in these areas of the vessel will burn out altogether.

Deployment:

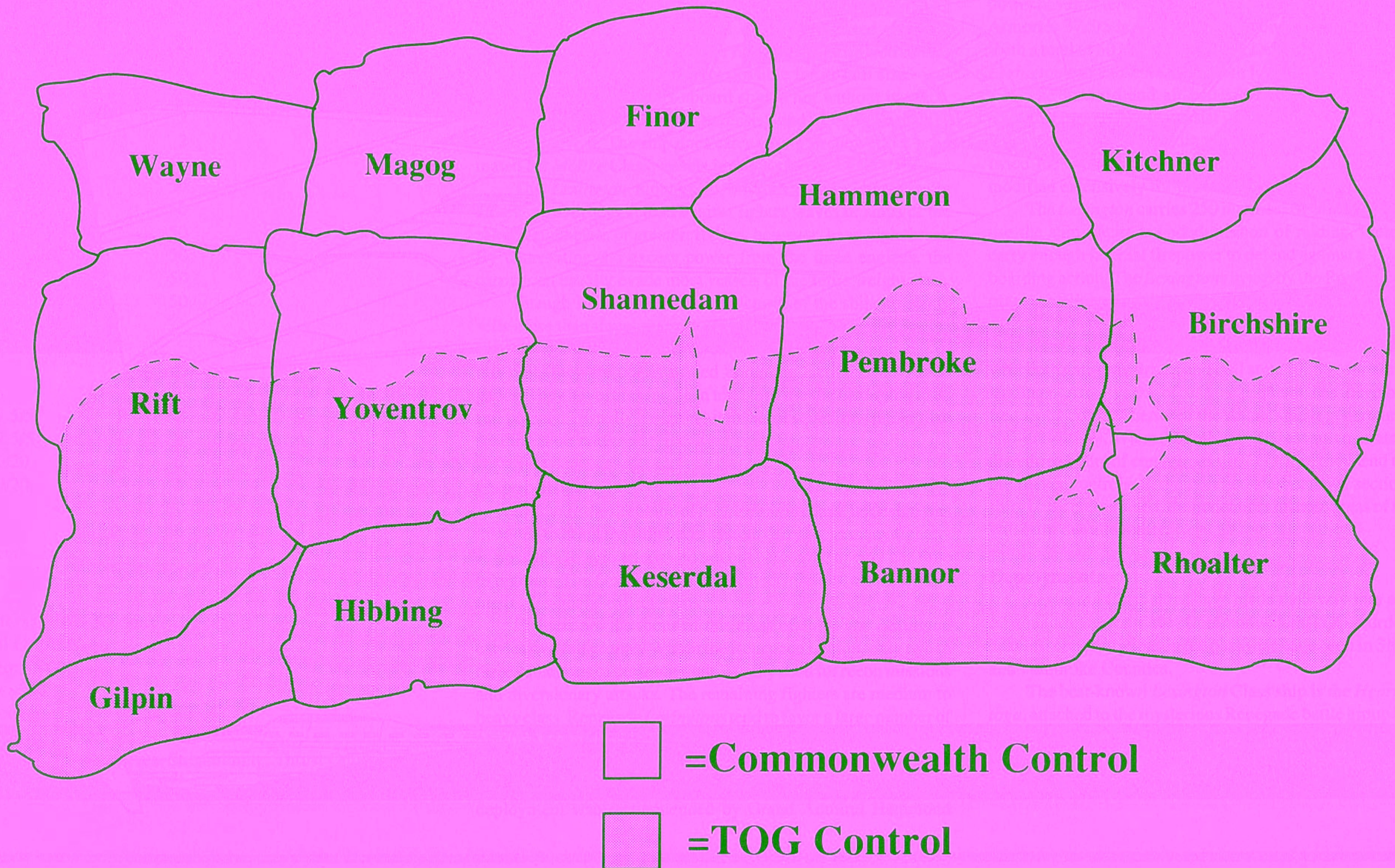
Lexington Class ships have made their way into a majority of squadrons along the Commonwealth/TOG border. Their heaviest concentrations in the past year have been in Shannadam and Pembroke Counties.

The best-known *Lexington* Class ship is the *Heart of Saratoga*, attached to the mysterious Renegade battle group known as The Grand Illusion in Rift County.

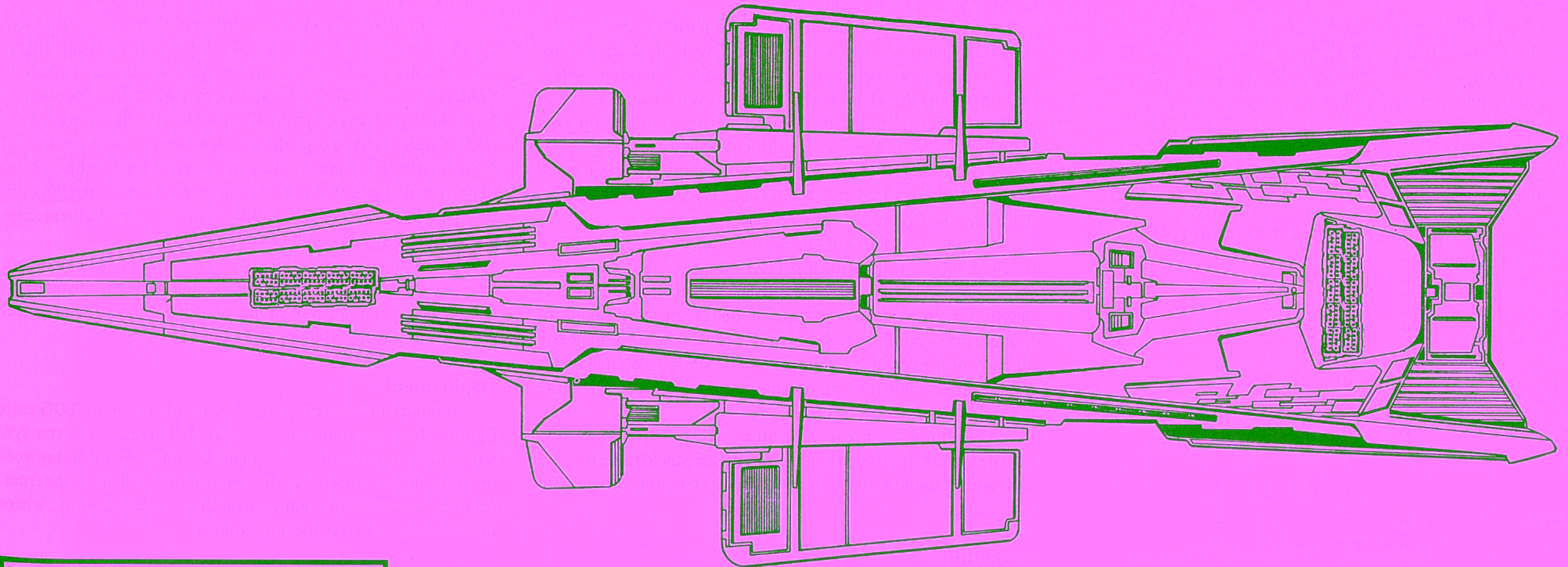


Frontline Counties

Alaric Theatre



Frigates generally serve as escorts for larger capital ships. Ample speed and acceleration, combined with enlarged cargo and weapons space, make this class of ships ideal for long-range patrols and scouting missions. Frigate-class carriers are cramped for space, but nonetheless do allow for rapid deployment of a fighter wing.



TOG FRIGATE
1.25 km

Class: Frigate

Mass: 966,620 tons

Cost: 5,883,678,300 talents

Engines: Right Engine Rating 25,000
Center Engine Rating 25,000
Left Engine Rating 25,000

Thrust: 3

Shields:

Forward	3
Left Forward	3
Left Aft	2
Right Forward	3
Right Aft	2
Aft	3

Armor:

Forward	80
Left Forward	80
Left Aft	80
Right Forward	80
Right Aft	80
Aft	80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
25 37.5/20	F	6	5	4	4	3	3
25 37.5/20	L	6	5	4	4	3	3
25 37.5/20	R	6	5	4	4	3	3
25 37.5/20	A	6	5	4	4	3	3
50 15/30	L	10	9	8			
50 15/30	L	10	9	8			
50 15/30	R	10	9	8			
50 15/30	R	10	9	8			
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Fighters: 48 at 300 tons

Small Craft: 4 at 1,000 tons

Cargo: 5,000 tons

Crew: 931

Passengers: 121

Marines: 200

Overview:

The *Bantha* was originally built in the Naram Republic prior to annexation by TOG in 6726. An older design, the *Bantha* was initially underpowered and under-armed. TOG designers spent the better part of a year rebuilding the engine compartments and weapons bays of two *Banthas* submitted for testing. The result was a craft more in line with standard TOG tactics.

Though the design retained the overall flexibility of the original, key changes made the frigate a more potent machine. The spinal mount was upgraded to a Type B. The laser bays were decreased in size but increased in firepower, with the addition of higher quality weapons. The craft's original speed was retained, with the center engine upgraded. The *Bantha* is named after a relentless Naram predator as a TOG gesture of goodwill toward the newest members of the empire.

When preliminary testing was completed, the newly redesigned frigate was crewed almost exclusively by Narams. Not long after, a mutiny occurred aboard the *Reborn*, a *Bantha* Class ship, in which rebel elements of the new crew overwhelmed loyal TOG officers and threw them out the airlocks. The ship then attempted to flee to Commonwealth-controlled space. In several weeks of running battles, the *Reborn* was finally destroyed when it refused to yield to the 6071st TOG Battleship Squadron patrolling the Commonwealth border.

Despite these early ill omens, the *Bantha* class has gone on to serve successfully with the TOG Navy. TOGSOG (Terran Overlord Government Strategy and Operations Group) considers the ship a cost-effective means of delivering two flights of fighters into a conflict, and shipyards produce *Banthas* in nearly all parts of the realm. The simple Naram design also makes the *Bantha* an easy ship for regional shipyards to construct, spreading the use of the class even further.

The ship has no real weak areas, except for the lack of a missile system. It suffers from a lower flicker shield rate in the left and right aft sections of the ship, but this is a common problem for all frigates.

Capabilities:

The *Bantha* can perform a variety of duties well. Its overall mix of weapons, fighters, and speed provides it with excellent tactical flexibility. The main weapon system is the Type B spinal mount, which has twice the range of a Type A and a heavier projectile. Supplementing the spinal mount are the 25-gun 37.5/

20 laser bays mounted fore, aft, and along the sides of the ship. They provide all-around firepower that allows the *Bantha* to operate independently. The primary advantage to the 37.5/20 lasers is their increased range. Able to strike at opponents to a range of 1,500 kilometers, the guns of the *Bantha* are normally blazing away as the ship maneuvers. Also along the broadsides are twin bays of 50-gun 15/30 lasers. Though these weapons lack the long range of the larger 37.5s, they are more potent at a shorter range, providing the *Bantha* with increased firepower as far away as 450 kilometers.

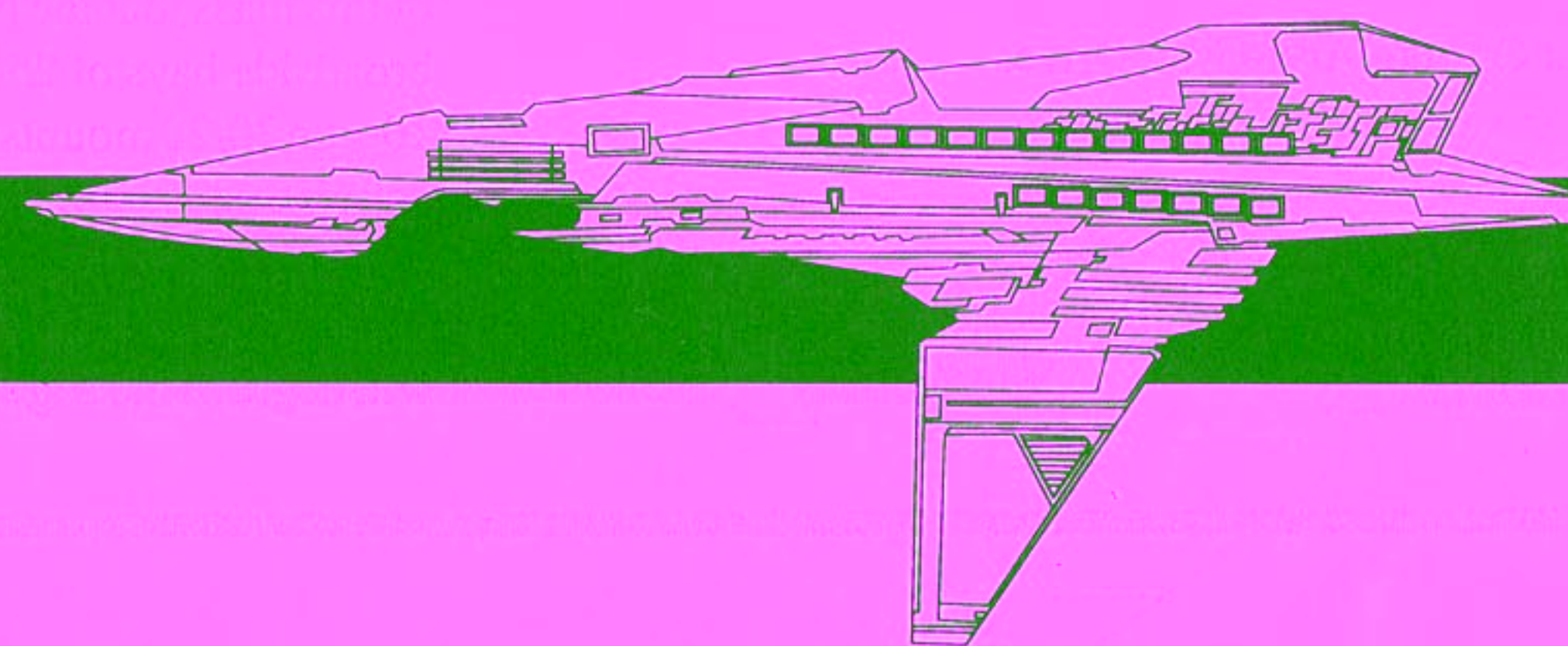
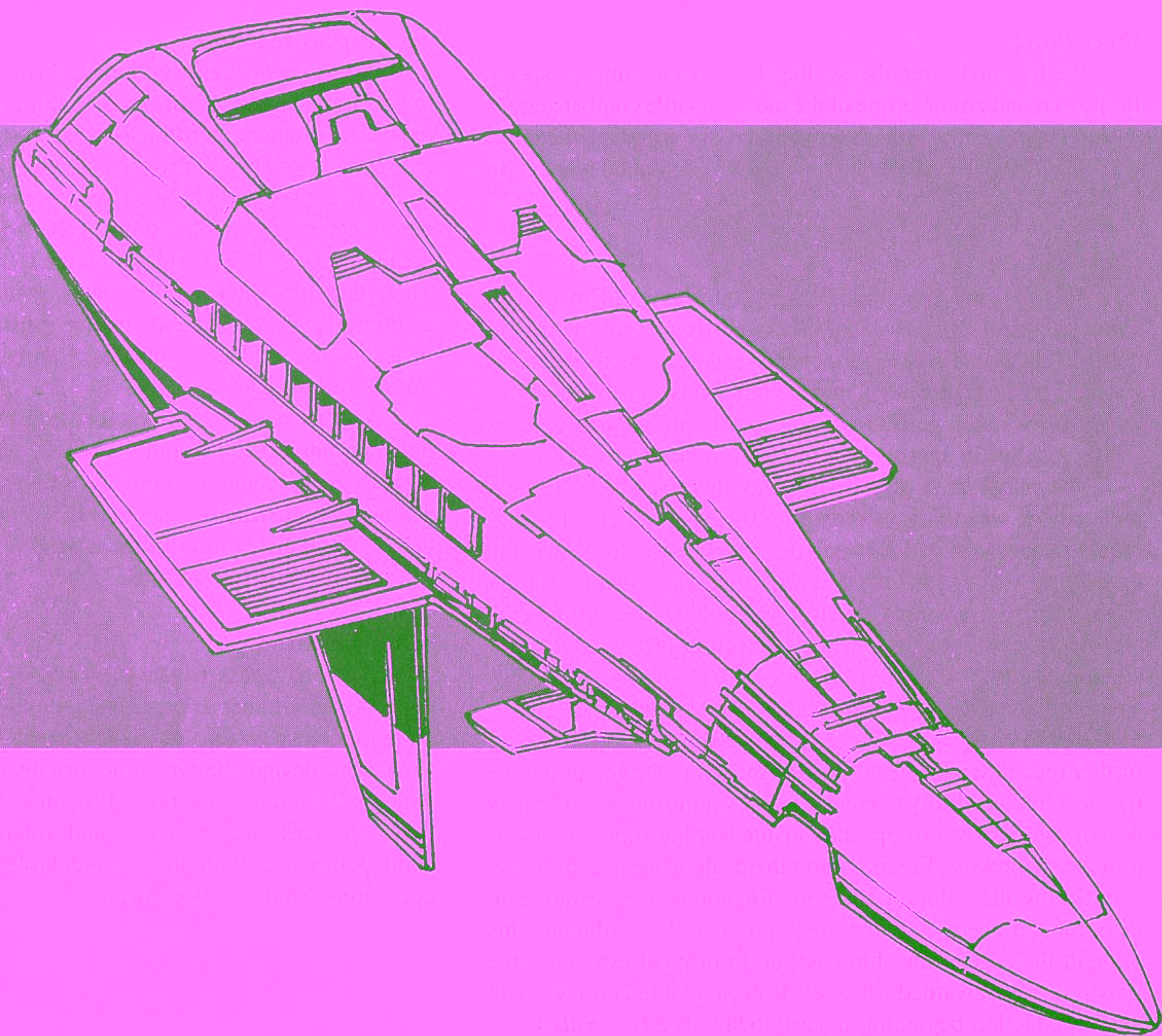
The original Naram design contained a Class B missile system, but it was eliminated to make room for the larger 15/30 laser bays mounted on the sides. After test runs, commanders reported that the modification was efficient. The lack of a missile system occasionally limits the *Bantha's* deployment.

The *Bantha* carries two full flights of fighters and sufficient missile reloads to arm both flights for three sorties. Fighter flights are normally a mixed lot, with greater numbers of medium fighters, such as the *Spiculum* and the *Pilum*. Standard equipment for a *Bantha* usually contains a full flight of *Pilums*, two squadrons of *Spiculums*, a squadron of *Arcuses*, and a squadron of *Arcubalistas*. Four small craft assist with normal fighter operations, rescuing disabled fighters and serving as transport shuttles when the *Bantha* is docked. Unlike many small craft, these ships do not normally engage in boarding actions.

The *Bantha* is often called upon to act as an official escort, ferrying important TOG officials or dignitaries to distant systems. The larger number of cabins also allows the most important politicians to travel with their normal entourage.

Deployment:

Banthas now serve in increasing numbers among TOG units fighting the Commonwealth. Constructed in numerous star systems, these craft usually arrive in the Commonwealth as replacements for losses suffered in the bitter fighting all along the front. *Banthas* are especially numerous in Shannedam County, where they serve with two battleship groups.



Class: Frigate

Mass: 759,836 tons

Cost: 4,861,294,839 talents

Engines: Right Engine Rating 25,000
Center Engine Rating 25,000
Left Engine Rating 25,000

Thrust: 4

Shields:

Forward	3	Forward	80
Left Forward	3	Left Forward	80
Left Aft	2	Left Aft	80
Right Forward	3	Right Forward	80
Right Aft	2	Right Aft	80
Aft	3	Aft	80

Armor:

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
10 30/20	F	2	2	2	1	1	
25 22.5/10	R	3	3	2	1		
25 22.5/25	R	5	4	4	3		
25 22.5/10	L	3	3	2	1		
25 22.5/25	L	5	4	4	3		
10 30/20	A	2	2	2	1	1	
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Type G Missile System 3 Shots at 50 Points

Fighters: 48 at 300 tons

Small Craft: 18 at 1,000 tons or 9 at 2,000 tons

Cargo: 6,000 tons

Crew: 723

Passengers: 250 troops

Marines: 225

Extras: Thrust Option, Anti-Grav Drives

Overview:

Well-named after the scythe, the *Falx* combines speed, firepower, and armor as one of the most versatile combat vessels ever designed. Only the high cost of production and maintenance prevent it from becoming the most widely deployed warship in the TOG Navy.

Capabilities:

The *Falx* was designed and built by Maxwell-Bowen Dynamics. In designing the *Falx*, Maxwell-Bowen refused to cut corners. State-of-the-art components and manufacturing techniques went into the design, making it the most capable but most expensive warship in its class. Some cost-cutting compromises finally resulted in approval for limited production.

The major area of redesign was the laser bays. Having reduced the weaponry to meet the TOG Navy's cost-per-unit requirements, Maxwell-Bowen's designers had to decide what to do with the extra space. One idea was to use it to construct a larger small-craft bay. This bay would be completely reconfigurable, allowing the ship to carry a wide selection of available craft. Computer-design studies suggested a novel approach. The bay could be fitted to hold several standard TOG assault boat designs, a feature the original designers had not anticipated. The study further recommended installing an Anti-Grav Drive, giving the frigate a limited ability to enter planetary atmospheres. The new design could deliver troops into hostile landing zones as well as provide suppressive fire to support them, all in one neat package.

Seeing the value of these modifications, the design team incorporated them into the final product. Even though this brought the cost of the ship back up to original estimates, the Imperial Navy awarded Maxwell-Bowen a large contract, with mass production beginning in early 6782. The first *Falx* Class frigates were deployed with TOG fleets operating against both the KessRith and the Commonwealth. Since then, the *Falx* has served in every corner of the TOG Empire.

The spinal mount and the missile system are typical of ships of this mass, but the bay weaponry is considered inadequate. The broadside bays of 25-gun 22.5/10 and 22.5/25 lasers, along with 10-gun 30/20 mounts fore and aft, can do damage at all ranges, but are less powerful at shorter ranges than other heavy frigates in TOG service. Any modifications intended to increase the *Falx*'s firepower must come at the expense of some other system, which will degrade the frigate's overall performance and force the use of

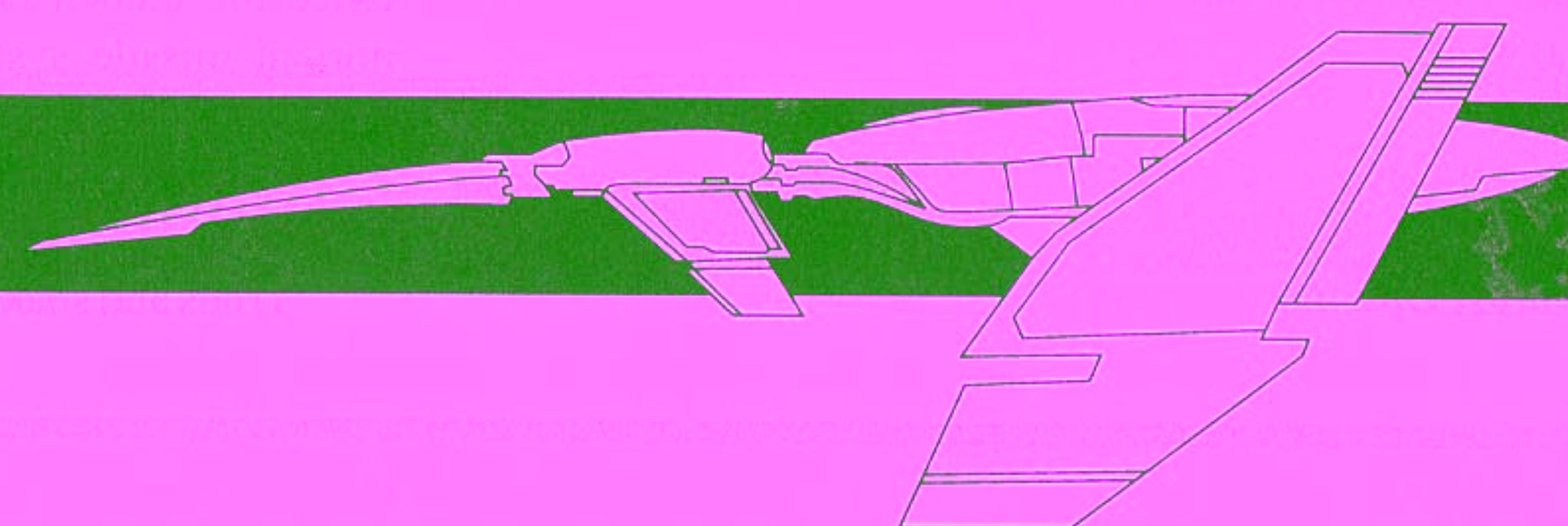
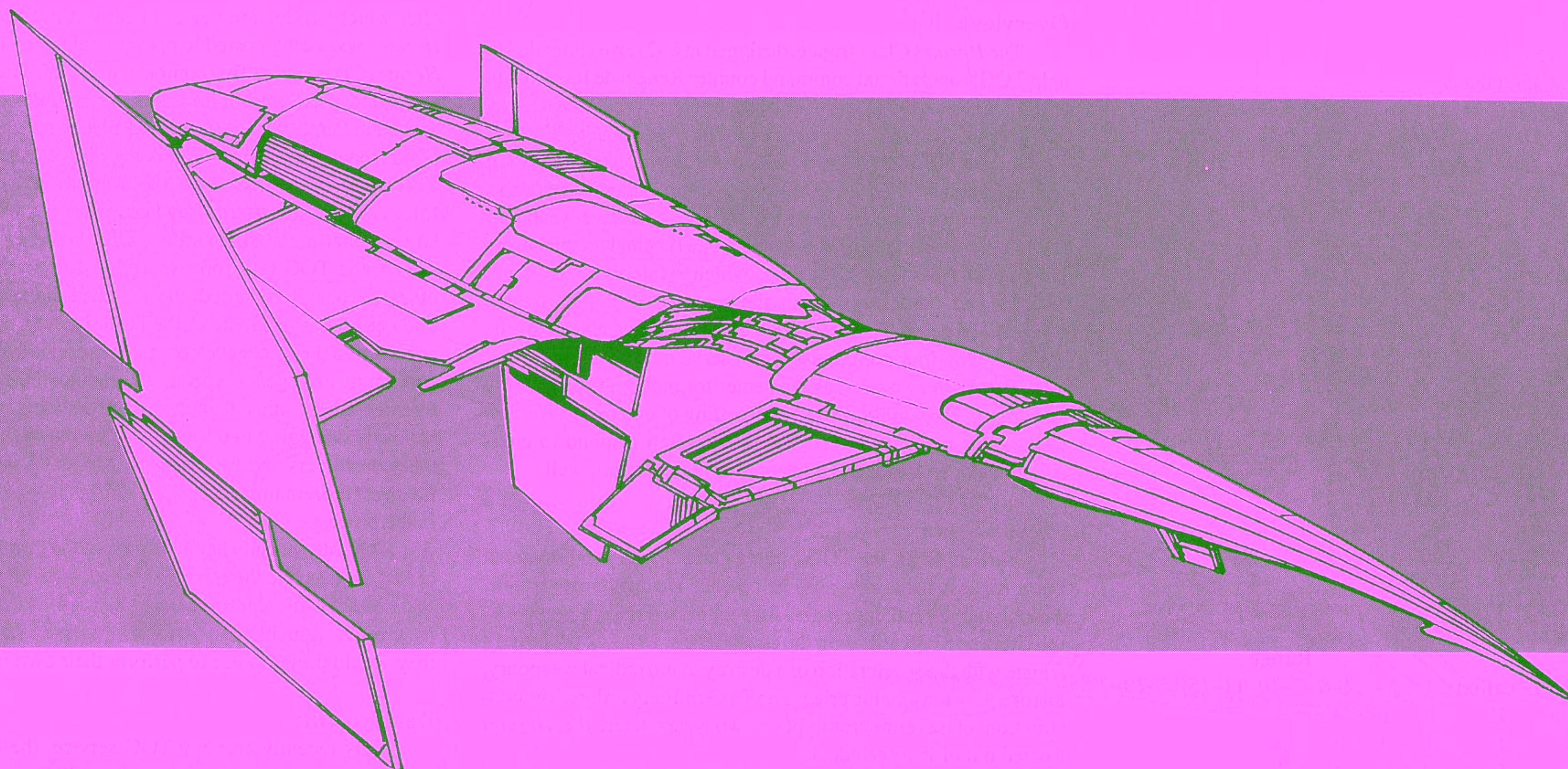
more expensive lasers.

Where the *Falx* clearly shines is in its mobility and its ability to perform a variety of missions. A third of the power normally devoted to weapons is channeled to the engines instead, giving the frigate the speed of a destroyer. This mobility, combined with its ability to deploy its 48 fighters rapidly, makes the *Falx* a dangerous opponent to smaller ships. TOG commanders frequently deploy groups of *Falx* frigates on the flanks of invasion fleets. There they form hunter-killer teams, which seek out and eliminate enemy destroyers and smaller ships that could attack the invasion fleet's support vehicles. Combat reports indicate the *Falx* is successful in this role.

Another standard mission for the *Falx* Class frigate is troop-insertion into hostile landing zones. Though the *Falx* can only carry a small amount of troops and equipment compared with an assault transport, the frigate's ability to protect its cargo and deliver immediate close-in fire support during all phases of the insertion run make up for that.

Deployment:

The *Falx* Class frigate is primarily deployed in forward combat zones, either as part of a battleship group or as part of a system-defense group. Given the frigate's high cost of operation and unique design, the *Falx* is not usually seen on routine patrol, which falls to more generalized frigates. The largest concentration of *Falxes* is currently in and about the Commonwealth combat theaters, with the second largest group involved in operations against the KessRith.



Class: Frigate

Mass: 677,491 tons

Cost: 3,962,162,454 talents

Engines: Right Engine Rating 21,000
Center Engine Rating 21,000
Left Engine Rating 21,000

Thrust: 4

Shields:

Forward	3
Left Forward	3
Left Aft	2
Right Forward	3
Right Aft	2
Aft	3

Armor:

Forward	80
Left Forward	80
Left Aft	80
Right Forward	80
Right Aft	80
Aft	80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
10 15/15	F	1	1	1			
10 22.5/15	R	2	1	1	1		
10 22.5/15	L	2	1	1	1		
10 15/15	A	1	1	1			
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Type E Missile System 3 Shots at 150 Points

Fighters: 48 at 300 tons

Small Craft: 5 at 1,000 tons

Cargo: 5,000 tons

Crew: 690

Passengers: 100

Marines: 200

Extras: Thrust Option

Overview:

The *Hermes* Class frigate, designed in 6821, was intended to help TOG's operational command counter Renegade hit-and-run raids. The Renegades, using high-thrust ships, were penetrating behind TOG lines to cause major damage.

Production of the *Hermes* addressed the problem because it was designed with speed in mind. Able to accelerate as fast as many destroyers, the *Hermes* also carries impressive weaponry for its class. Especially of note are its Type B spinal mount and its massive missile-delivery system, which rivals those on many cruisers and battleships. Both the armor and shields on the *Hermes* are good. The bay lasers are the real weakness of the *Hermes*, with four popgun bays that serve no purpose.

The *Hermes* is used as the center for mobile, fast-response squadrons. These units, usually consisting of one or two *Hermes* Class ships and four to six destroyers, often respond to crisis situations or to Renegade raids, duties they perform well.

Capabilities:

Early in 6821, the TOG Strategy and Operations Group put out a request for a new ship to counter Renegade deep raids. Among the several companies that submitted design proposals, the Urudine Shipyards won the competition. Urudine proposed a frigate with the acceleration of a destroyer and radical weaponry, all for a very reasonable price. The TOG military ordered the construction of several prototypes. Two years later, the *Hermes* floated out of its space dock.

The *Hermes* Class is one of the fastest accelerating frigates in any navy. Equipped with three large engines, the *Hermes* can obtain the same acceleration as most destroyers without significant reduction in the frigate's weaponry.

The *Hermes* is built around a Type B mass-driver system, with a range of more than 400 kilometers and the ability to ravage most smaller opponents. The *Hermes*' bay weaponry is weak, with only four 10-gun bays.

The most noteworthy item on the *Hermes* is the Urudine 1000 missile system. Designed for the *Hermes*, this system has twice the launch rate and nearly three times the accuracy of normal missile systems, giving the *Hermes* effective missile power equal to that of the largest cruisers and battleships. The large magazines also give the *Hermes* as much staying power as possible.

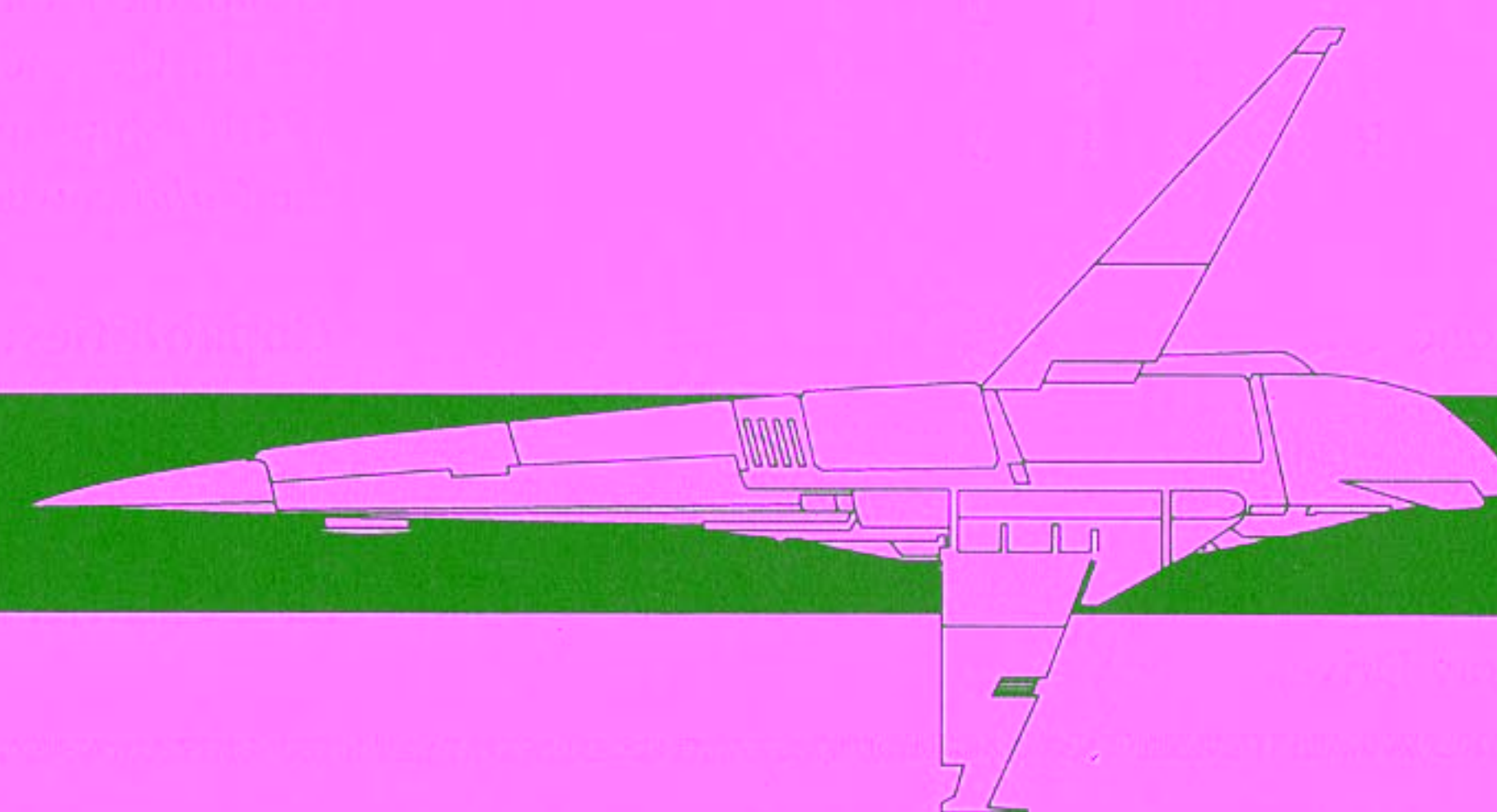
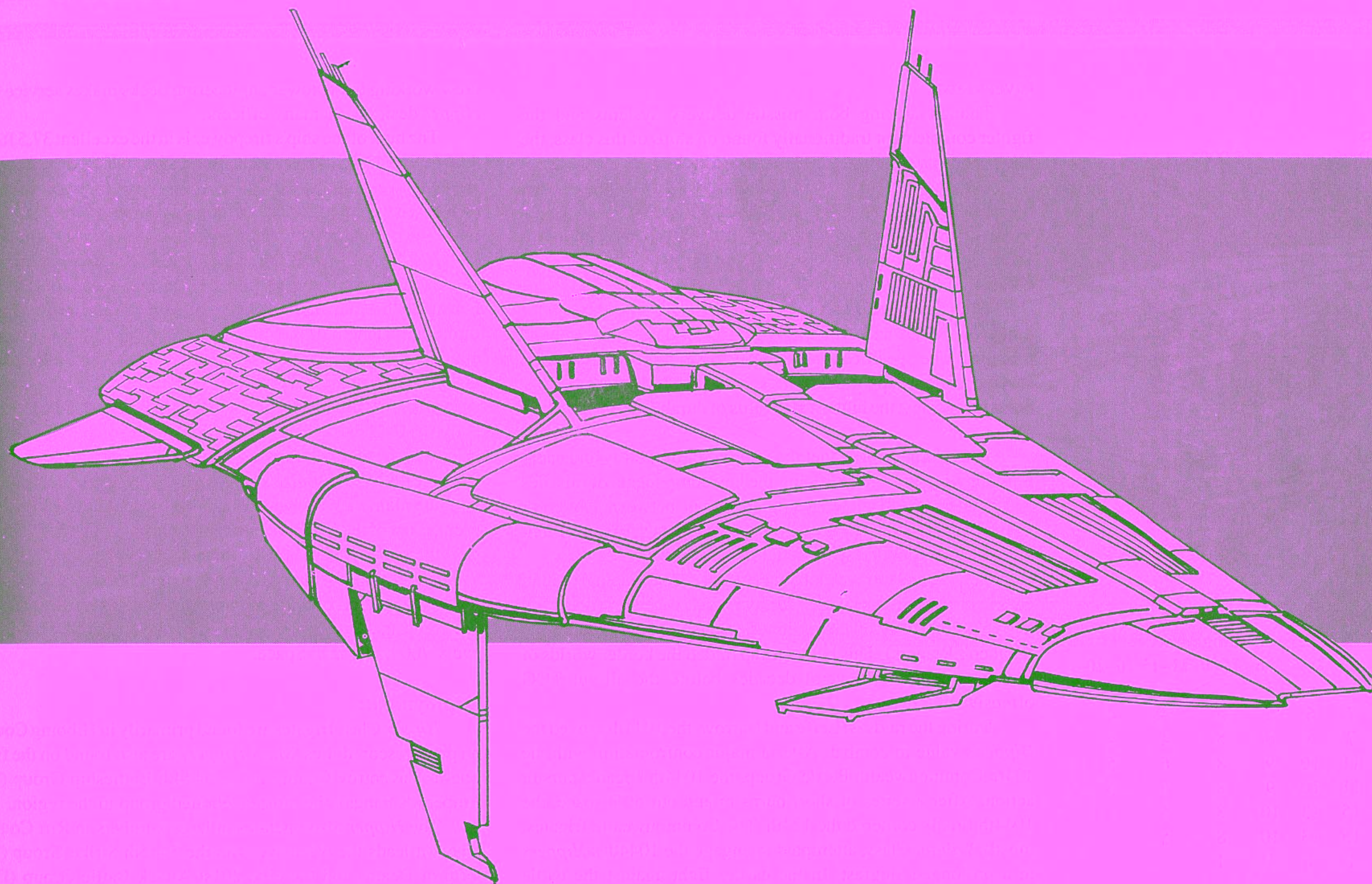
Trials and shakedown of the *Hermes* took nearly three years,

after which production began in earnest in 6824. By 6826, the *Hermes* was being posted to operational fleets. In late 6828, the *Hermes* Class saw its first combat when TOG intelligence picked up a T-Doppler trace of a Renegade force heading for the Dunedi system in Pembroke County. TOG Fleet Command dispatched a rapid response task force consisting of two *Hermes* frigates and three *Serpens* destroyers to the system. When the Renegade forces arrived in system, they headed for a VLCA station and a large crystal-processing facility. Disgorging fighters to act as a screen, the TOG task force closed in for combat. Seeing their objective heavily guarded, the Renegades attempted to outrace the enemy, as usual. Instead, the TOG ships continued to close the gap even as the Renegade commander continued to accelerate at maximum emergency speed. At about 1,000 kilometers, the *Hermes* Class ships launched a devastating missile barrage, seriously damaging two Renegade destroyers and crippling two other destroyers and two frigates. The TOG ships moved in to finish off the remaining Renegade ships, taking only light damage in the process.

TOG has recently begun to imitate the Commonwealth's use of fast frigates like the *Hermes* for deep-penetration, hit-and-run raids. Much to the Commonwealth's dismay, they have had to pull back many valuable ships to guard against these threats, ships they would prefer to use to perform their own raids.

Deployment:

Only recently entering TOG service, the *Hermes* Class is one of the most desirable ships in the TOG inventory. The vast majority of the class has been assigned to guard against Renegade hit-and-run raids or to perform their own raids. Because of the *Hermes*' relatively weak bay weapons, few have been assigned to fleet operations. Some reports indicate, however, that the *Hermes* occasionally acts as escort for *Mars* Class battlecruisers.



Class: Frigate

Mass: 1,111,963 tons

Cost: 6,655,503,745 talents

Engines: Right Engine Rating 25,000
Center Engine Rating 25,000
Left Engine Rating 25,000

Thrust: 3

Shields:

Forward 4
Left Forward 3
Left Aft 2
Right Forward 3
Right Aft 2
Aft 2

Armor:

Forward 80
Left Forward 80
Left Aft 80
Right Forward 80
Right Aft 80
Aft 80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
25 37.5/30	R	7	6	6	5	4	4
25 37.5/30	L	7	6	6	5	4	4
50 37.5/20	R	11	10	9	8	6	5
50 37.5/20	L	11	10	9	8	6	5
100 30/10	F	15	13	10	8	5	
100 30/10	A	15	13	10	8	5	
10 30/5	A	1	1	1	1		
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Fighters: None

Small Craft: None

Cargo: 3,000 tons

Crew: 889

Passengers: None

Marines: 75

Extras: Anti-Grav Drives

Overview:

Though lacking both missile delivery systems and the fighter complement traditionally found on ships of this class, the *Hipper* boasts an impressive amount of firepower.

Though its weapons configuration is vastly different from the norm for the TOG Navy, the *Hipper* is a deadly vessel. Since its first deployment in 6752, its ease of handling and ability to make tight turns have earned it praise for being "graceful" in combat.

The TOG Naval Procurement Board had initially called for a heavily armed and armored frigate able to sustain extended missions. The specifications also called for a vessel that could survive without support facilities and supplies. All ship's components had to meet the highest standards of durability and performance.

Though the *Hipper* met the criteria for durability and capability, it was only by sacrificing the key components of missiles and fighters. Still, after several meetings between Governor Tollis Baurus II and the Naval Procurement Board, Empire Technologies Incorporated won the lucrative contract.

Relying on laser weapons and a Type B Upton spinal mount, the *Hipper* has shown itself a worthy vessel. When first deployed in 6752, 23 *Hippers* were assigned to the 1044th Battle Group (Romeo's Raiders). This battle group raided the border worlds of Bannor County for several decades before the all-out TOG offensive of 6791.

During the raids on Lefte and Carrow, the 1044th proved the *Hipper's* value in combat. After a major confrontation with the 124th Commonwealth Battle Group, the 1044th began a pursuit action. After a series of short burns in and out of T-space, the 1044th finally cornered the 124th. The Commonwealth frigates, mostly *Valiant* Class, attempted to engage the 1044th's *Hippers* in a prolonged slugfest. In the earlier fight against the battle group, the *Valiant* Class ships had exhausted their missile batteries. In the end, the *Hippers'* weapons won out, battering the 124th's ships into slag metal. Two of the *Hippers*, the *Ryan* and the *Culdi*, sustained barely any damage.

Capabilities:

The heart of the *Hipper* Class consists of its three Empire Technologies Model VI sub-light engines. These engine systems run more efficiently than those on most TOG frigates and also have a heavier internal shielding rating. This extra protection for

crew working in the lower engineering decks makes service on a *Hipper* desirable to many officers.

The bulk of the ship's firepower is in the excellent 37.5 Regal Armaments lasers. Mounted in four different batteries, these exceptional weapons have excellent beam focus for good targeting and long-range penetration of targets. Furthermore, they have twice the normal maintenance cycle.

The Upton Type B spinal mount is also a marvel of maintenance. After every twelve hours in normal space, the internal housing of the main mount vents a blast of compressed hydrogen through the length of the mount. This hydrogen blast clears out any loose ions or other charged particles that can collect in the housing joists of the weapon. This feature reduces the layovers in spacedock for normal mount cleaning and maintenance.

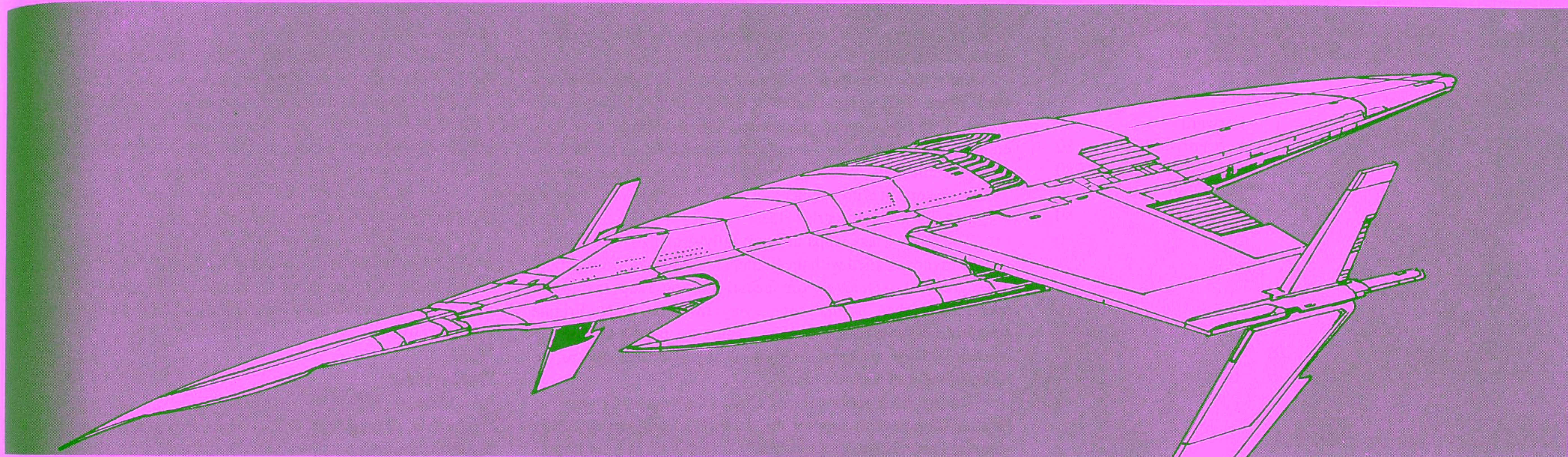
The CIC, or Combat Information Center, of the *Hipper* Class is located in the lower forward portion of the vessel and deviates from the typical centralized TOG layout. The layout is triangular, with the main viewing screens against the longer front walls. In each corner of the CIC is an emergency turbo-elevator. Two route directly up to the backup CIC three decks higher.

The *Hipper's* Marcus shield generators are an effective defensive system. Because of some difficulties with the shimmer-heat venting apparatus, the generators have to be serviced after every 700 hours in T-Space.

Deployment:

Hipper Class frigates are found primarily in Hibbing County on patrol/escort duties. Many *Hippers* are also found on the front line in Yoventrov County in the 5444th Battleship Group (The Emperor's Fangs), the most celebrated group in the region.

The *Hipper* also operates in large numbers in Rift County, where it leads the offensive with the 3445th Strike Group (The Grip of Death) and the elite 201st Attack Battle Group (Dark Revenge).



Class: Frigate**Mass:** 1,044,274 tons**Cost:** 5,928,001,430 talents

Engines: Right Engine Rating 25,000
 Center Engine Rating 25,000
 Left Engine Rating 25,000

Thrust: 3

Shields:		Armor:	
Forward	3	Forward	80
Left Forward	3	Left Forward	80
Left Aft	2	Left Aft	80
Right Forward	3	Right Forward	80
Right Aft	2	Right Aft	80
Aft	3	Aft	80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
25 37.5/30	R	7	6	6	5	4	4
10 30/30	R	3	2	2	2	2	
25 37.5/30	L	7	6	6	5	4	4
10 30/30	L	3	2	2	2	2	
10 22.5/10	A	1	1	1	1		
10 22.5/10	A	1	1	1	1		
25 37.5/30	F	7	6	6	5	4	4
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Type B Missile System 1 Shot at 50 Points

Fighters: 48 at 300 tons**Small Craft:** 6 at 1,000 tons**Cargo:** 5,000 tons**Crew:** 995**Passengers:** 100**Marines:** 400**Overview:**

The *Octil* Class frigate is the ship that Imperial Design Systems came up with in 6793 to win a contract to build a frigate class that could outfight any other vessel of the type. The standard TOG preference for larger, more heavily armed ships has no better example than the *Octil* Class.

Only top-of-the-line equipment has been installed on the *Octil* Class. This vessel started at the top of the frigate power rating at 75,000, spread over three standard Imperatrix 25K engines. Extra cargo and storage areas have been provided for extended missions. With crew accommodations exceptional by TOG standards, it is no wonder that postings to the *Octil* Class are very popular in the Imperial Fleet.

The *Octil* Class ships are normally organized into frigate squadrons or assigned with the lighter ships in a battleship group. They are used extensively for special-mission assignments and spend more than normal time away from the fleet. Frigate squadrons composed of *Octil* Class ships are usually at about 75 percent of their assigned strength at any one time due to the redeployment of various vessels.

During fleet actions, *Octil* Class ships normally serve as heavier firepower to support the destroyer flotillas and lighter vessels. They also do extensive duty as heavy escorts for important convoys and invasion groups as well as close support for supply and repair fleets.

Capabilities:

The *Octil* Class is an exceptionally powerful frigate that has proved to be a match for many Commonwealth light cruisers in one-on-one engagements. It is also a versatile vessel. With its offensive firepower centered on a Type B spinal mount, it has effective forward-firing ability when coupled with a long-range 25-gun 37.5/30 bay. Its long-range broadside firepower is provided by a 25-gun 37.5/30 bay and a 10-gun 30/30 bay on each side. Two shorter-ranged 10-gun 22.5/10 bays provide less than adequate aft-firing potential, but most commanders of *Octil* Class ships do not seem concerned about the problem. Armament is completed with a standard frigate turret array and Type B missile system.

The *Octil* Class carries up to two full flights of fighters. These 48 fighters may be up to 300 tons each. They are used extensively when ships of the class are assigned to detached duty for such missions as long-range reconnaissance and scouting.

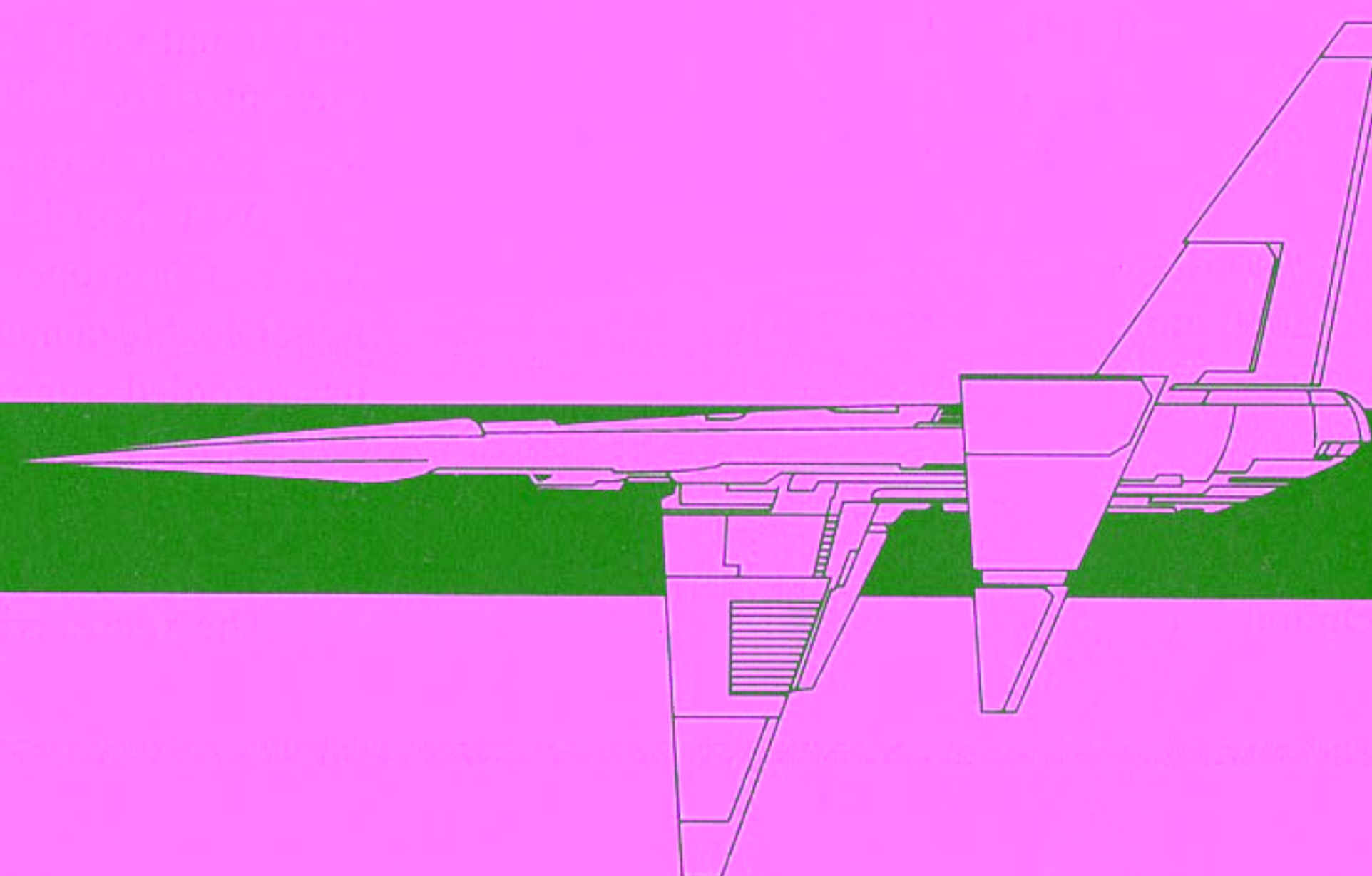
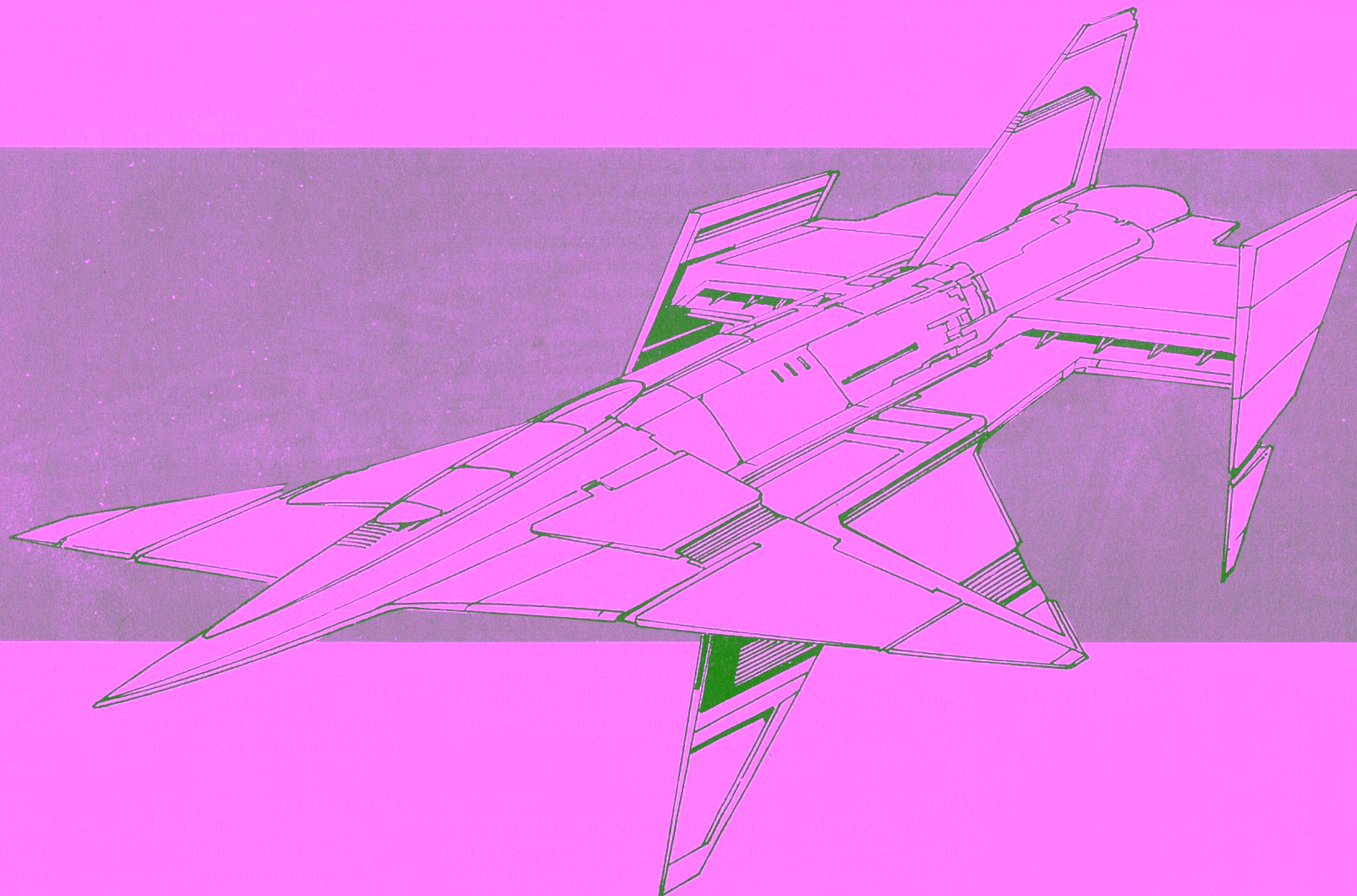
They also provide ample close-in protection when enemy small craft engage the ship. The *Octil* also carries six auxiliary craft of up to 1,000 tons. These small craft vary from standard ship's cutters to specialized FTL-capable courier craft and marine assault/boarding craft.

Cargo capacity on the *Octil* Class is considered exceptional and is put to effective use for extended duty away from the fleet. The *Octil* Class can also carry 100 passengers comfortably, or more if the mission demands. These passenger billets are unusually comfortable by TOG frigate standards and are normally used by supernumerary personnel for crew replacements on extended duty missions, or as VIP accommodations on missions such as diplomatic contacts or placement of operatives.

The marine contingent of 400 is exceptionally large for a frigate, mainly because so many of the *Octil*'s operations occur away from any support. As an ad hoc landing force or assault group, the marines aboard *Octil* Class ships have proven remarkably effective.

Deployment:

More than 5,000 *Octil* Class ships are on active duty throughout all areas of TOG. Numerous frigate squadrons and battleship groups contain vessels of this class. Still in production, the *Octil* Class should remain a mainstay of TOG frigate forces for decades to come.



Class: Frigate Class Carrier
Mass: 872,008 tons
Cost: 3,244,470,230 talents
Engines: Right Engine Rating 17,000
Center Engine Rating 16,000
Left Engine Rating 17,000

Thrust: 4
Shields:
Forward 3
Left Forward 3
Left Aft 2
Right Forward 3
Right Aft 2
Aft 3

Armor:
Forward 80
Left Forward 80
Left Aft 80
Right Forward 80
Right Aft 80
Aft 80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
50 30/5	F	6	5	4	3	1	
50 30/5	L	6	5	4	3	1	
50 30/5	L	6	5	4	3	1	
50 30/5	R	6	5	4	3	1	
50 30/5	R	6	5	4	3	1	
10 30/5	A	1	1	1	1		
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Fighters: 360 at 300 tons
Small Craft: 6 at 1,000 tons
Cargo: 5,000 tons
Crew: 2,016
Passengers: 92
Marines: 300
Extras: Thrust Option

Overview:
Introduced by TOG in 6786, the *Xerxes* frigate class carrier is a nimble vessel with additional engine power to make her more maneuverable than most other frigate-sized vessels. With its triple Tri-Flex supercharged engines, the *Xerxes* can keep up with the fastest ships in the TOG fleet. Transporting a full wing of 360 fighters, the *Xerxes* Class is known for its ability to get into a battle zone, launch its fighter wing, and then get out under protection of its escorts. This vessel also excels at returning to the combat zone to recover its fighters.

The *Xerxes* Class is considered a cramped ship whose fighter wing and support personnel must be packed in tightly. This makes the class unpopular with fighter pilots.

The *Xerxes* mounts intermediate offensive/defensive laser weaponry, but ships of the class still need extensive escort strength to stay in a battle area for any length of time. Many weapon variations have been tried, but most have only added problems to flight operations rather than improving the ship's fighting ability.

Xerxes Class vessels operate either as part of a full TOG Carrier Group or as part of their own light carrier squadron. They have also served as base ships for extended-duty garrisons in far-flung systems of the Empire. In such cases, an individual *Xerxes* Class carrier plus one or two destroyers are stationed semi-permanently in one system, with fighters from the wing patrolling the area and marines from all ships setting up a surface base on one of the system's more habitable worlds.

Capabilities:
The *Xerxes* Class was designed to be an efficient fighter-launch platform. Though the design succeeds, the price was that the 2,000 crewmen and pilots for whom the *Xerxes* was designed find it unlivable for any extended time period. This has not prevented the TOG High Command from sending numerous *Xerxes* Class frigate carriers on just such long missions.

As a short-haul unit of a TOG battle group, however, the *Xerxes* Class operates remarkably well. Containing the traditional double launch-and-recovery-tube arrangement, the *Xerxes* has recorded some of the fastest scramble times in the history of the TOG Imperial Navy. Many *Xerxes* Class commanders like to boast that they can launch and then *recover* all their fighters in the time it takes larger carriers to prepare for launch.

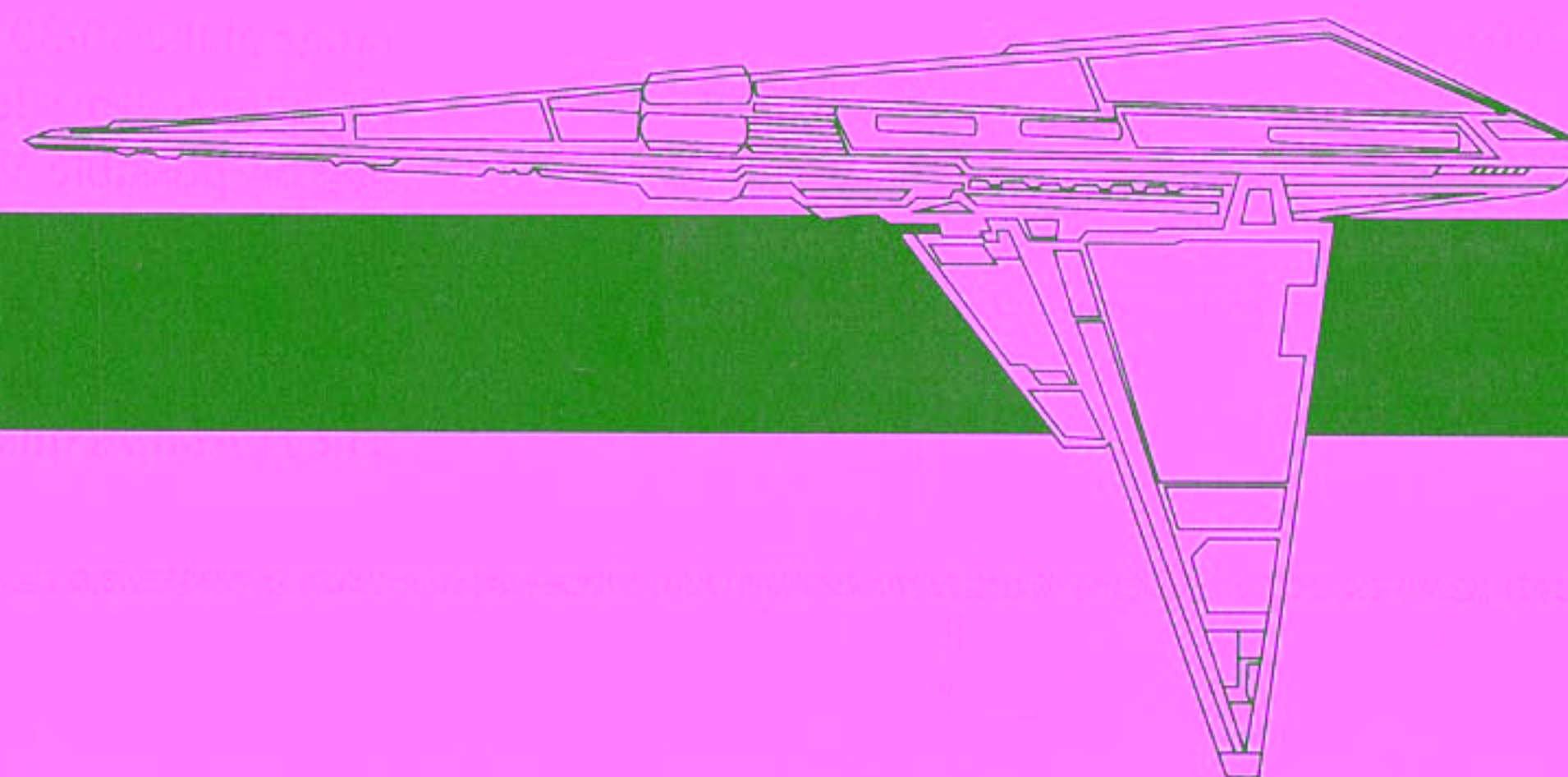
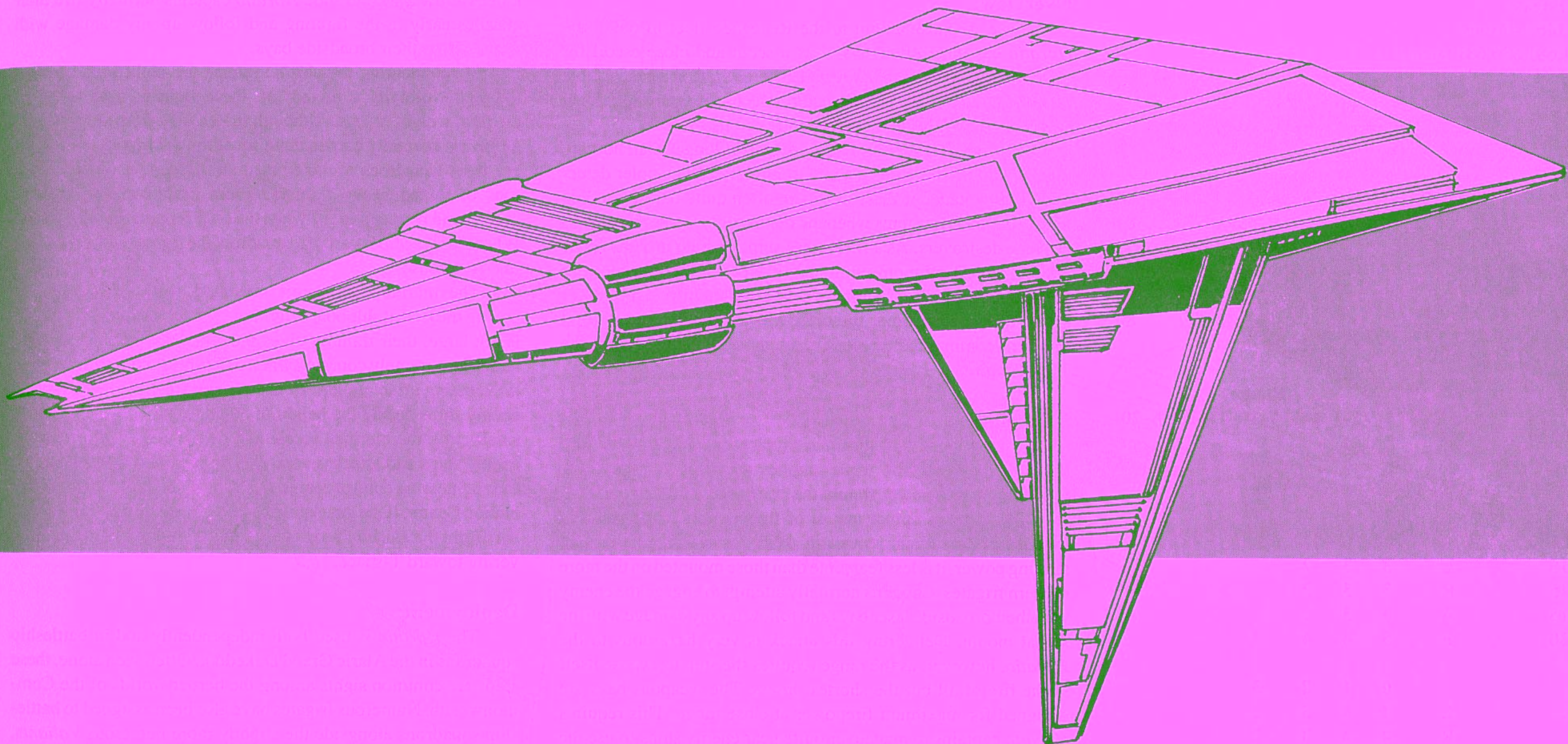
The *Xerxes* is rated for a full wing of 360 fighters, which can

be any type, including the biggest 300-ton variations. Noted for their arrogance toward ship and support crews, TOG fighter pilots loathe serving on carriers like the *Xerxes* because it puts them in such close proximity with the rest of the ship's complement. Normal fighter-pilot amenities, such as the private quarters and separate mess facilities of larger fleet carriers, are nonexistent. Members of many fighter wings consider assignment to a *Xerxes* ship to be a form of punishment (which it sometimes is).

The laser armament is effective to intermediate range, though the ship needs support by escorting vessels in any engagement. Five standard 50-gun 30/5 bays are emplaced, one on the ship's fore and two on each side. The aft section is defended weakly by a single 10-gun 30/5 bay. Standard frigate turret systems are emplaced throughout the hull. The ship carries no missile system.

The *Xerxes* Class can also use its improved triple Tri-Flex supercharged engines for its defense. With the maneuverability and increased acceleration, *Xerxes* ships can usually escape from any situation they cannot handle. Most *Xerxes* commanders also have operational plans that allow them to use their fighter wings in the ship's defense. TOG fighter wing commanders are, however, normally hesitant about playing a defensive role for their mothership, because they believe they will always find a landing on *some* carrier somewhere in the battle area. Six small craft of 1,000 tons are also carried in the hangar area. These ships usually include planetary assault/scout craft, ship's boats, and FTL couriers for ships on extended duty.

Deployment:
Xerxes Class ships usually operate with Imperial fleets on the offensive in Commonwealth space. They are part of light carrier squadrons of ten or fewer vessels and also part of carrier groups for specific missions. In addition, the class performs many extended-duty assignments in garrison systems around the Empire. Normally escorted by at least two destroyers, these missions can continue for up to five standard years until a relief ship arrives or the garrison station is canceled.



Class: Frigate

Mass: 746,747 tons

Cost: 4,681,536,681 talents

Engines: Right Engine Rating 24,000
Center Engine Rating 24,000
Left Engine Rating 24,000

Thrust: 3

Shields:

Forward	3	Forward	80
Left Forward	3	Left Forward	80
Left Aft	2	Left Aft	80
Right Forward	3	Right Forward	80
Right Aft	2	Right Aft	80
Aft	3	Aft	80

Armor:

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
25 30/30	L	6	6	5	4	4	
25 30/30	R	6	6	5	4	4	
50 15/20	L	8	6	5			
50 15/20	R	8	6	5			
25 15/15	L	3	3	2			
25 15/15	R	3	3	2			
25 15/15	A	3	3	2			
25 15/30	F	5	4	4			
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Type A Missile System 2 Shots at 50 Points

Fighters: 48 at 300 tons

Small Craft: 6 at 1,000 tons

Cargo: 10,000 tons

Crew: 810

Passengers: 120

Marines: 168

Overview:

Since its introduction to the Renegade fleet in 6690, the *Horatio* has most often served as a scout and close escort for larger capital ships. The *Horatio* can accelerate at a respectable rate, and its added cargo space is normally used to store additional supplies, giving the ship longer range and patrol time.

Because of its ability to stay on patrol longer than normal, the *Horatio* often operates alone to minimize T-Doppler detection. The captains of these ships are often quite daring, raiding lightly defended systems when the opportunity arises and attacking lone destroyers. As a rule, these ships operate in TOG space without direct Commonwealth supply. A patrol, as these missions are designated in the Commonwealth, is often of five months or more. During that time, the craft will attempt to raid several different commercial targets clustered in a general area of the TOG Empire.

Capabilities:

In many ways, the *Horatio* is a typical example of Renegade naval technology. The triple engines are large for the class, providing ample power should the craft need a little extra.

The Type A spinal mount of the *Horatio* is the smallest produced in the Commonwealth. With limited range and light striking power, it is less fearsome than those mounted on the more modern frigates. Captains normally attempt to engage the enemy with their broadside laser bays and follow up any damage with the spinal mount. Delivering this attack is very hazardous to the *Horatio*, however, as the range requires the ship to expose itself to the fire of all but the shortest lasers. The weapons bays are designed for maximum firepower at close range. This requires *Horatio* captains to maneuver quite near enemy ships to use the bulk of their firepower. The primary broadside weapons of the ship are bays of twenty-five 30/30 lasers, one to a side. These bays have the longest range of any weapon on the ship at 1,125 kilometers. As the range falls, the bays of fifty 15/20 and twenty-five 15/15 lasers can begin to fire, but these have less than half the range of the 30/30 lasers. Experienced TOG captains can keep the *Horatio* at arm's length and destroy it at leisure, though this may not be possible when engaging a squadron. The fore and aft sections of the ship are not well defended. The back mounts a puny twenty-five 15/15 lasers, making it only marginally less defended than the front, which mounts twenty-five 15/30 lasers. The *Horatio*'s missile system does not have great firepower, but

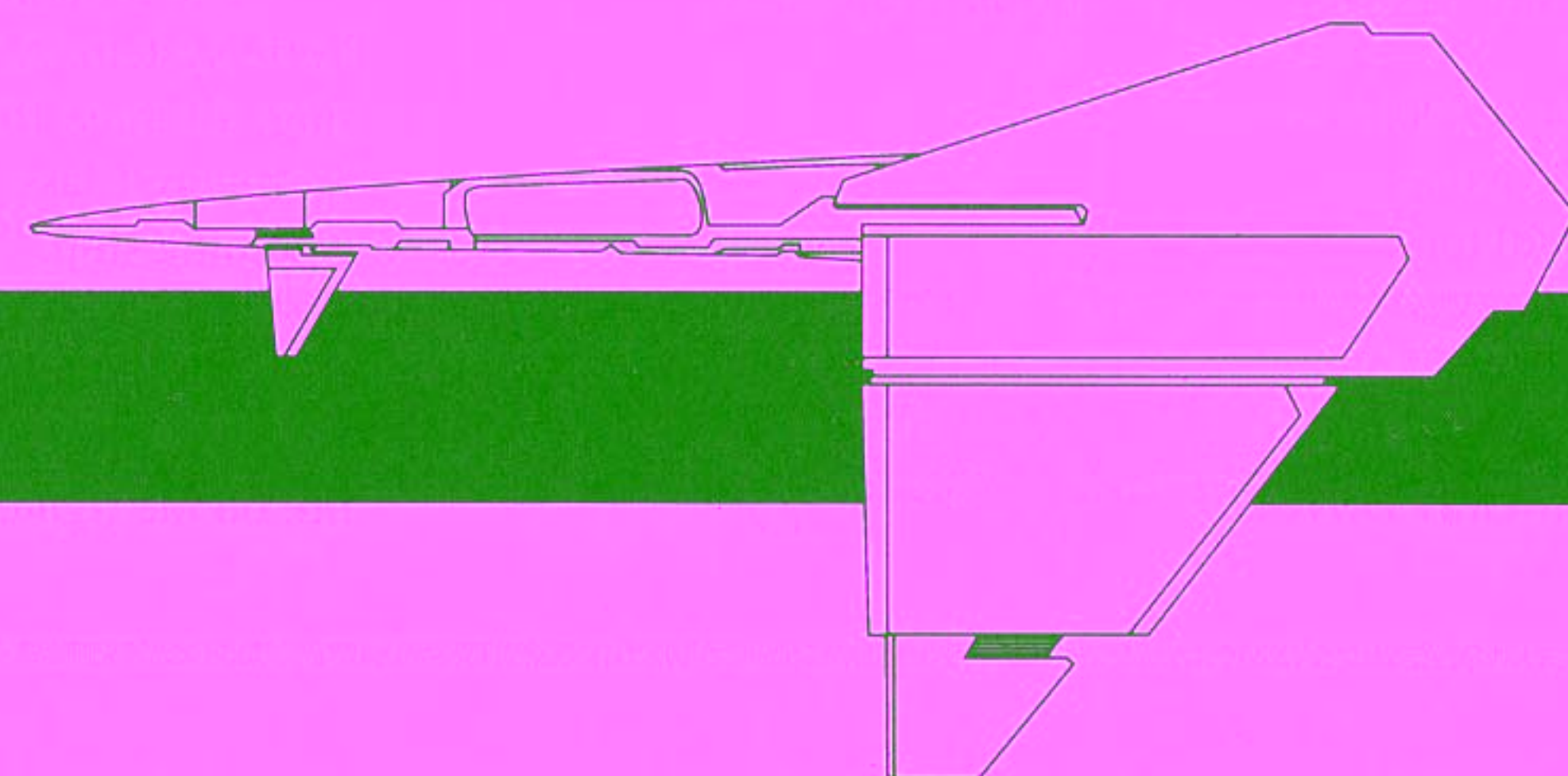
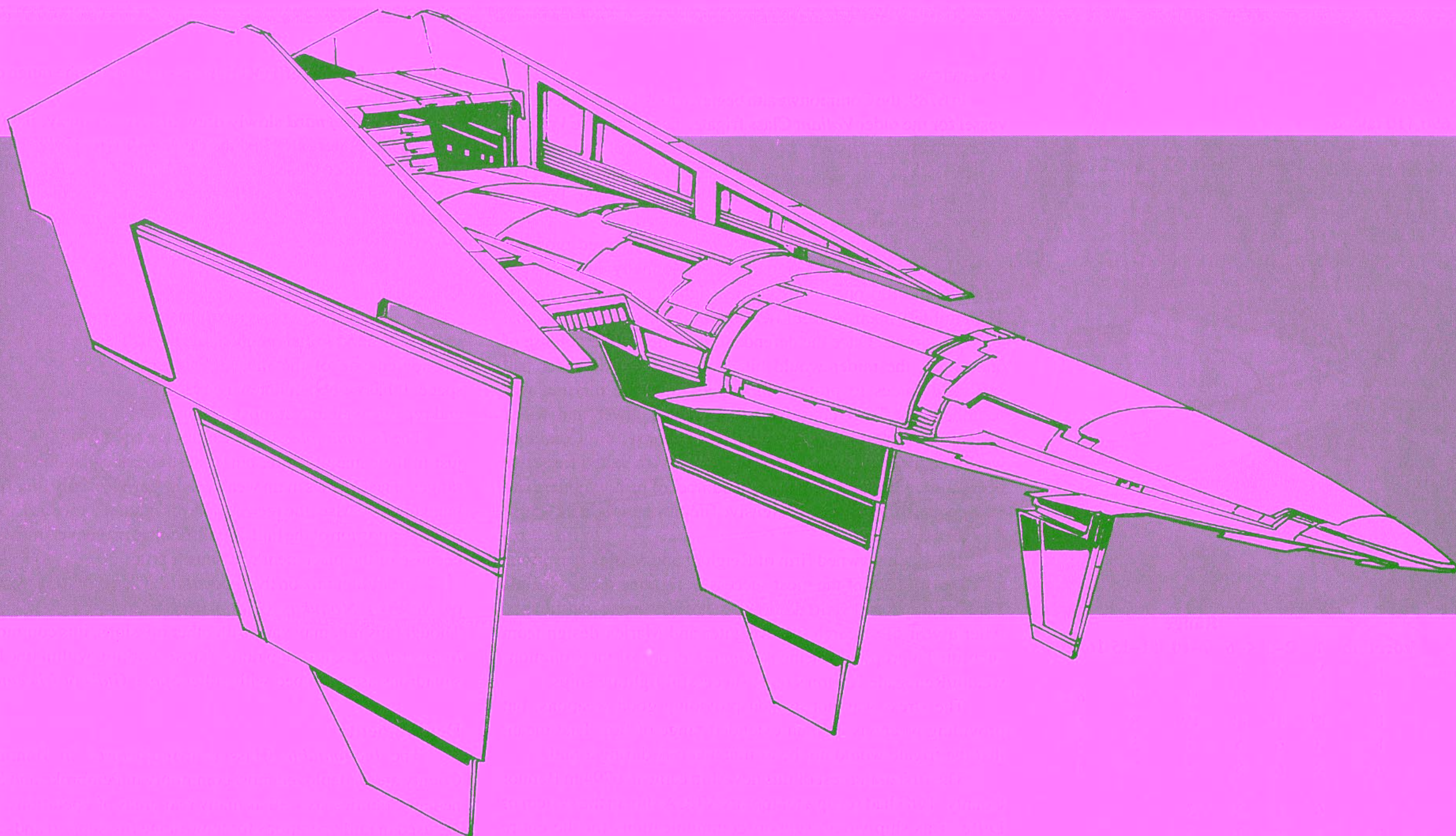
it does allow a second shot. *Horatio* captains normally fire their missiles early in the fighting and follow up any damage with attacks from their broadside bays.

Supplementing the ship's systems are eight squadrons of fighters. Normally a mixed lot, these fighters tend to be of medium weight or less. Although mixes vary from ship to ship, a *Horatio* normally carries three squadrons of mixed light fighters, three squadrons of mixed medium fighters, and two squadrons of mixed heavy fighters. These craft perform separate raiding and recon missions when the craft is operating as a raider. When the *Horatio* is part of a squadron, the fighter wave is its first line of defense.

The marine contingents stationed aboard *Horatios* are among the best at shipboard fighting. Though the unit size of 168 is not large, their training gives them an edge in close assault, which is extremely common when defending or boarding. *Horatio* captains often attempt to use marines to take over crippled enemy ships during the height of an engagement. Using the six small craft, the marines accelerate toward damaged or smaller enemy ships and attack several targets at once. Squads head for the engineering control center, the bridge, and the Combat Information Center. If the attacks are successful, additional crewmembers from the *Horatio* board the captured ship and begin maneuvering toward T-space.

Deployment:

The *Horatio* is used both independently and in battleship squadrons in the Alaric Grand Dukedom. Often seen alone, these ships are common sights among the border worlds of the Commonwealth. Numerous frigates have also been assigned to battleship squadrons alongside the slightly more numerous *Valiants*. Because the *Horatio* frequently raids TOG territory, many TOG naval officers stationed near the fringes of the fighting can easily recognize its profile.



Class: Frigate**Mass:** 1,128,740 tons**Cost:** 6,776,690,410 talents

Engines: Right Engine Rating 30,000
 Center Engine Rating 15,000
 Left Engine Rating 30,000

Thrust: 3**Shields:**

Forward 2
 Left Forward 3
 Left Aft 3
 Right Forward 3
 Right Aft 3
 Aft 2

Armor:

Forward 80
 Left Forward 80
 Left Aft 80
 Right Forward 80
 Right Aft 80
 Aft 80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
50 37.5/30	R	14	13	11	10	9	8
50 37.5/30	L	14	13	11	10	9	8
50 37.5/5	F	8	6	5	4	3	1
50 37.5/5	A	8	6	5	4	3	1
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Type D Missile System 3 Shots at 100 Points

Fighters: 24 at 300 tons**Small Craft:** None**Cargo:** 31,000 tons**Crew:** 963**Passengers:** 40**Marines:** 200**Extras:** Anti-Grav Drives**Overview:**

In 6789, the Commonwealth began to look for a replacement vessel for the older *Valiant* Class frigate. To replace the *Valiant*, a versatile frigate capable of filling a wider range of duties would be needed. These missions would range from system sentry duty and picket patrols to supporting raids into TOG space. To meet the need, the *Indomitable* Class was conceived.

Commonwealth naval vessels formerly stressed mobility over firepower in their designs, because so many engagements were hit-and-run operations against lightly defended systems. Their military doctrine would assign a raider to maneuver against multiple targets. Once the defender committed to the defense of one target, the raider would hit another. If the defender had sufficient forces to protect all targets, then the mission was scrubbed. As TOG consolidated its gains, fewer and fewer systems were so lightly defended. In response, the Commonwealth commanders saw the need for a design suited for strike operations: a frigate able to carry a number of heavy fighters and with enough offensive and defensive firepower to fight its way to a target.

The Naram-owned firm of Reighter and Marlex performed an in-depth study of the most successful fighting tactics against TOG, with several retired admirals brought in as consultants. After a year of research, the Reighter and Marlex design team submitted a proposal for the *Indomitable*, one of the Commonwealth/Renegade Legion's most successful fighting ships.

The stress was not just on providing good weapons, but providing weapons with an extended range of fire. That meant that the frigate would not be as much at risk during a raid.

The first major test of this new ship came in 6794 in Bannor County. TOG had set up a temporary VLCA ship in the system of Leffe. This ship would support communications for the entire TOG offensive in that county until the completion of a new omni-VLCA.

The *Indomitable* Class *Vanguard* led a daring raid into the Leffe system. As the ship entered the outskirts of the defensive ring, all three flights of TOG defending fighters, along with a *Tyrannus* Class cruiser, positioned themselves to engage the incoming ship.

The fighter launch went slowly, but the *Vanguard* let loose two missile volleys at the approaching TOG fighters, wiping out most of them in a matter of moments. The ship concentrated its fire on the fighters, distancing itself from the *Tyrannus* cruiser.

Soon, only a handful of TOG fighters could reach the range of the deadly turrets.

As the *Vanguard* slowly drew the cruiser away, the Commonwealth fighters attacked the fleeing VLCA ship, destroying it. As the cruiser closed in for a kill, the *Vanguard's* missiles knocked out its forward shield generators, forcing the TOG ship to withdraw. In its first test of combat, the *Indomitable* Class proved its worth.

Capabilities:

The *Indomitable* design emphasizes long-range firepower, with the Roland spinal mount at the heart. This Type B mount is considered one of the most reliable manufactured in Naram space. It has a good maintenance record, with replacement parts and repairs available at most Commonwealth facilities.

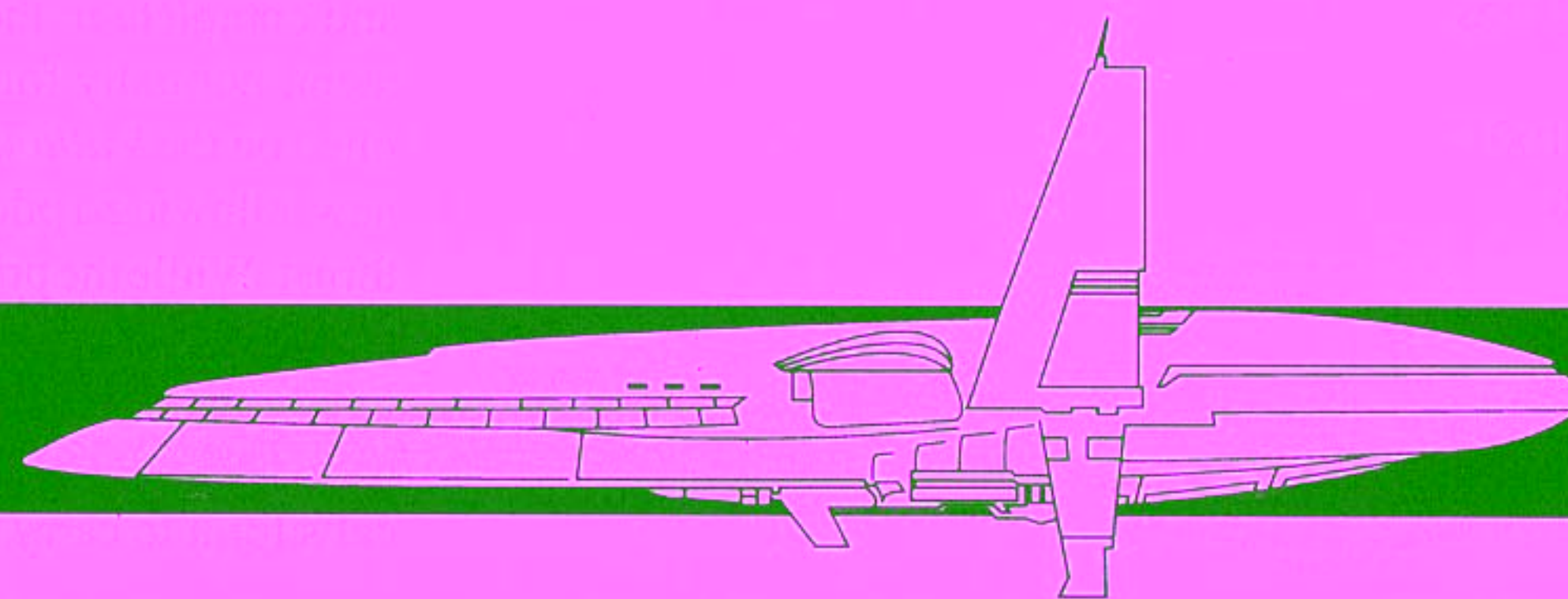
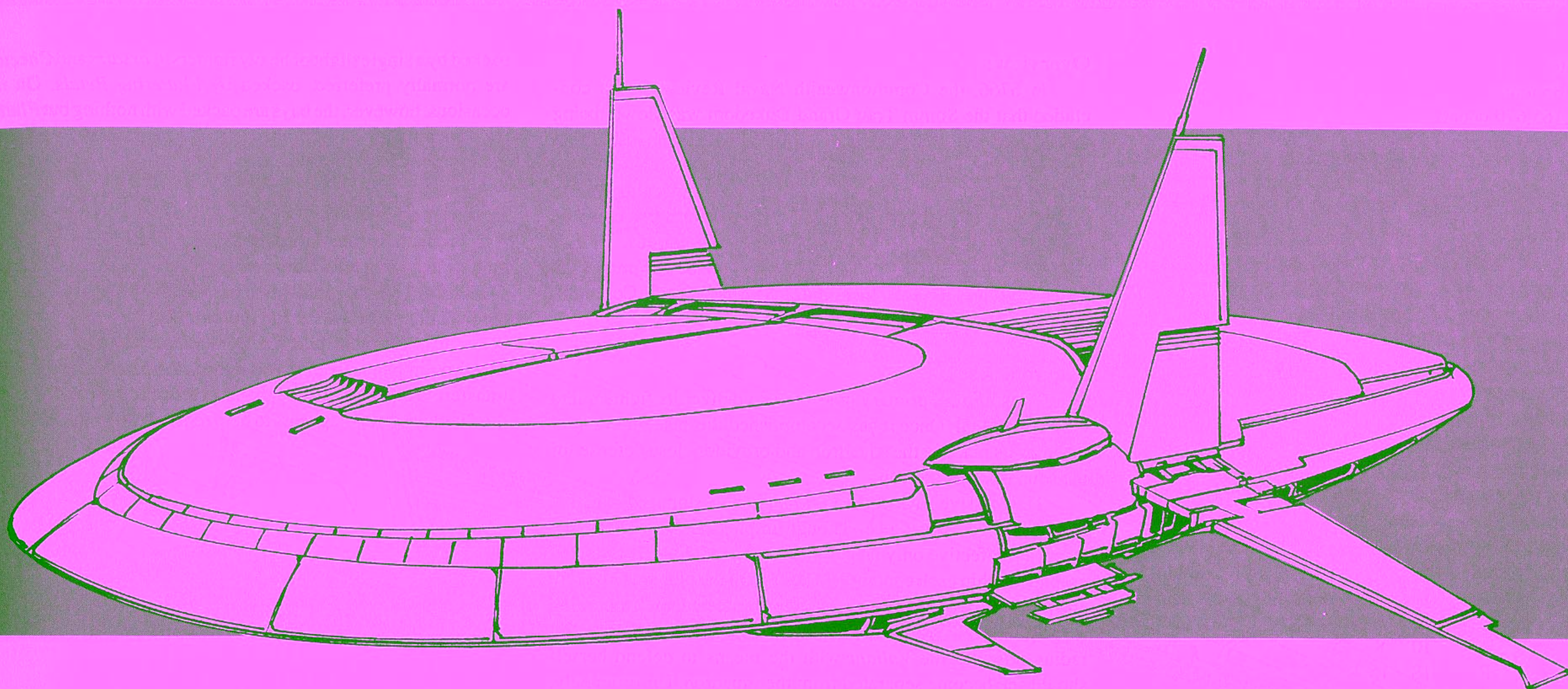
The *Indomitable's* bay weapons are equally impressive, not just in their manufacture, but in destructive capabilities at long ranges. The frigate's main weakness is that it has only four fighter launch tubes. Also, the recovery bay is mounted forward, toward the lower portion of the hull. It is difficult to maneuver into the bay because of the placement of a sensor array.

The fighter mix on the *Indomitable* Class is usually made up of *Na'Ctka Moqukas* (*Fluttering Petals*) and *Penetrators*. Though this mix may vary with other missions, it is common for *Indomitables* assigned to raids. Those working within line battle squadrons are equipped with either *Space Gulls* or *Cheetahs*.

Deployment:

The *Indomitable* Class is manufactured in Hammeron County and is deployed most commonly in Pembroke and Shan-nedam Counties, as well as many rear areas of operations. Most are used in raid operations for long-range fire support and carrier protection.

Because of its successes, the *Indomitable* Class has begun to be assigned to standard battle squadrons. So far, they have earned a reputation for toughness in such elite squadrons as the 7865th (Ram's Horns), the 6977th (Faygo's Foolish), and the 2410th (Regan's Hope).



Class: Frigate

Mass: 341,485 tons

Cost: 2,758,165,670 talents

Engines: Right Engine Rating 19,000
Center Engine Rating 20,000
Left Engine Rating 19,000

Thrust: 3

Shields:		Armor:	
Forward	3	Forward	80
Left Forward	3	Left Forward	80
Left Aft	2	Left Aft	80
Right Forward	3	Right Forward	80
Right Aft	2	Right Aft	80
Aft	3	Aft	80

Weapons:

Type	Location	Range				
		1	2-3	4-6	7-10	11-15 16-20
100 22.5/10	L	13	10	8	5	
100 22.5/10	R	13	10	8	5	
100 15/10	L	10	8	5		
100 15/10	R	10	8	5		
100 15/10	F	10	8	5		
100 15/10	A	10	8	5		
100 7.5/30	F	18	15			
100 7.5/30	A	18	15			
		0	1	2	3	
Turrets	L	4	4	3	2	
	R	4	4	3	2	

Type G Missile System 3 Shots at 50 Points

Fighters: 48 at 300 tons

Small Craft: 5 at 1,000 tons

Cargo: 5,000 tons

Crew: 715

Passengers: 100

Marines: 100

Overview:

In 6766, the Commonwealth Naval Review Board concluded that the Somm Trau Grand Dukedom was slowly being lost, in part, because the Commonwealth had been unable to find a consistently successful method of dealing with massed TOG fighter attacks on capital ships. The Commonwealth was in desperate need of an efficient anti-fighter platform that could be used in conjunction with existing battleship squadrons.

Regilus Designs responded with plans for the *Valiant*, which tested well and soon entered production throughout the Commonwealth.

Capabilities:

The *Valiant*'s primary mission is to deliver its fighters into the engagement. Once it has accomplished this task, the *Valiant* resumes its place in the squadron and provides close defense for the squadron's battleship.

The massive bays of the *Valiant* give the ship its distinctive and deceptive appearance. Though impressive in number, the lasers are effective only at short range. The eight bays mounted around the ship each contain 100 lasers. On the plus side, the fore and aft sections of the ship are very well protected, each mounting a 100-gun 15/10 bay and a 100-gun 7.5/30 bay. This effective fire radius provides the *Valiant* with the means to defend herself should she become separated from the squadron. Unfortunately, the ship must always attempt to close with the enemy, providing a wily opponent with the opportunity to escape or attack at an extended range.

Initially smaller, the missile system of the *Valiant* was redesigned three times. The current missile system is a serious threat to ships of equal or smaller size. Although the system lacks the single blast of larger systems, the quantity of reloads gives the *Valiant* captain multiple opportunities to strike at the same target.

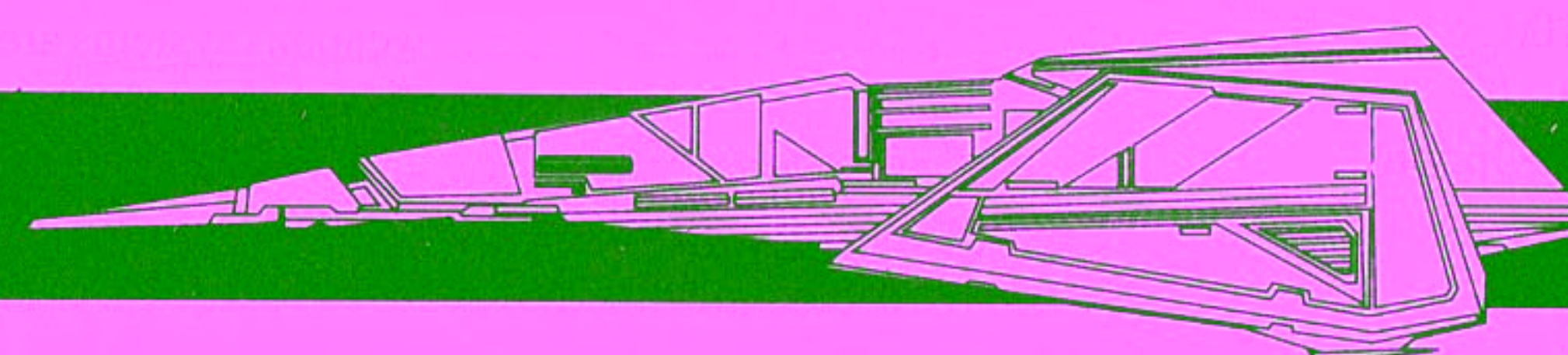
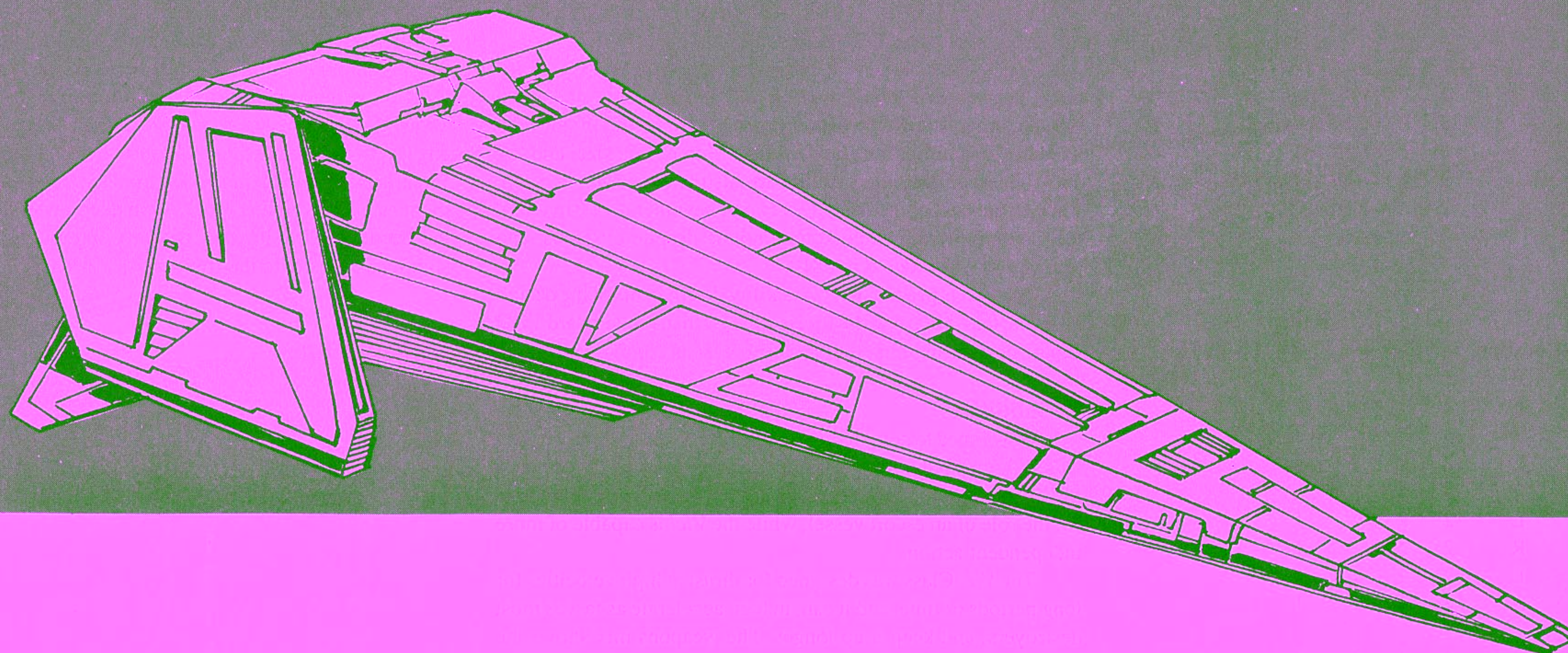
The fighter bays of the *Valiant* are among the most modern and complete in the Commonwealth. Complete refitting equipment, normally found only on installations and carriers, is supplied on the *Valiant*. The fighter-launching system is completely new, allowing a pilot to augment the launch with his own fighter's thrust. While the principle is not new, it is the first system in which "hot launch" of fighters has not eventually worn away the protective lining of the launch cylinder.

The *Valiant* carries two flights of fighters. Common practice calls for it to carry two medium and two light fighter squadrons,

backed by a single flight of heavy fighters. *Corsairs* and *Cheetahs* are normally preferred, backed by *Fluttering Petals*. On rare occasions, however, the bays are packed with nothing but *Fluttering Petals* and *Avengers*, a sure signal the Renegades are preparing for an extensive battle.

Deployment:

Produced in the Alaric Grand Dukedom, *Valiants* are a common sight among both Commonwealth and Renegade battleship squadrons. Thus far, production has remained ahead of losses, so the overall rate of use for the *Valiant* has climbed in the last 15 years. It is common practice for *Valiants* to be assigned to a squadron in pairs. Even if reassigned, the pair will normally be transferred together. Although this practice is still new, the use of this "buddy system" appears to help reduce losses for the *Valiant*.



Class: Frigate

Mass: 642,605 tons

Cost: 4,039,260,337 talents

Engines: Right Engine Rating 23,000
Center Engine Rating 23,000
Left Engine Rating 23,000

Thrust: 4

Shields:

Forward	3	Forward	80
Left Forward	3	Left Forward	80
Left Aft	2	Left Aft	80
Right Forward	3	Right Forward	80
Right Aft	2	Right Aft	80
Aft	3	Aft	80

Armor:

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
10 22.5/15	F	2	1	1	1		
25 30/20	R	5	4	4	3	3	
10 30/20	L	2	2	2	1	1	
10 30/20	R	5	5	4	3	3	3
25 30/20	L	2	2	2	1	1	
10 22.5/15	R	2	1	1	1		
10 22.5/15	L	2	1	1	1		
10 22.5/15	A	2	1	1	1		
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Type F Missile System 2 Shots at 100 Points

Fighters: 48 at 300 tons

Small Craft: 5 at 1,000 tons

Cargo: 5,000 tons

Crew: 739

Passengers: 100

Marines: 100

Extras: Thrust Option

Overview:

The *Vici* Class frigate stands at the "high end" of the Commonwealth's recently developed high-low ship procurement program. It is designed to serve in independent, quick-strike missions. As an expensive, top-of-the-line ship, it is deployed in only top-priority areas. The class was first produced in late 6812, following a two-year development period.

The *Vici* was to have a high acceleration and strong weaponry. Its weapons would include the spinal mount and good missile armament. Bay weaponry would also be important. The shielding and armor are standard for a ship of this size, and the anti-fighter/anti-missile systems are also adequate for the job. Though the cost of the design escalated beyond the original bid, the Commonwealth decided to continue despite overruns, and production was ordered in 6812.

The *Vici* is prized for its versatility. Proponents of the design also note that the cost of the *Vici* is still less than the standard TOG frigate designs and that the ship is at least as combat-worthy.

Capabilities:

Developed to complement the *Valiant* Class frigate, the *Vici* was assigned to the "high end" of the Commonwealth's program for a good high-low mix of frigates. The *Valiant* was designed to fill the role of an escort vessel, while the *Vici* is capable of more independent action.

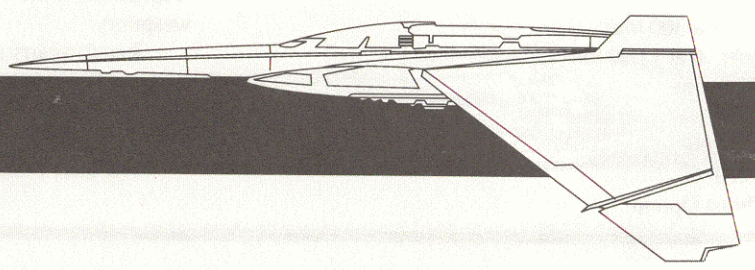
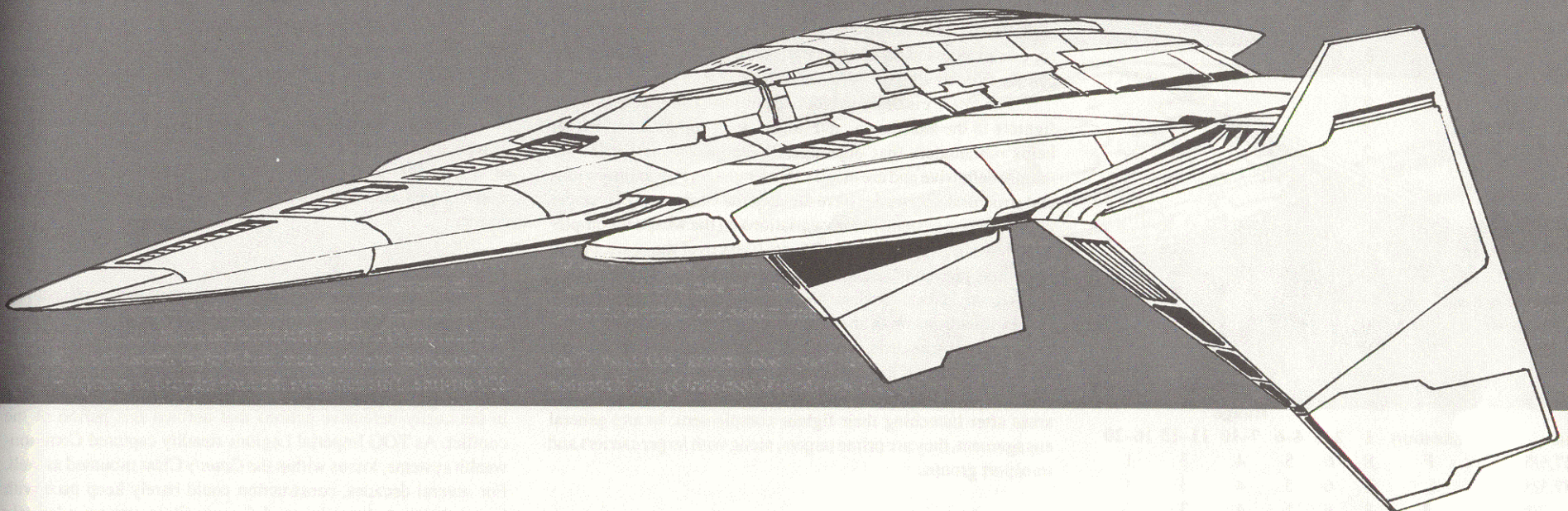
The *Vici* Class was designed for thrust at high velocities for long periods of time, and it can, in fact, accelerate as fast as most destroyers, and keep it up longer. The weapons mix shows the primary mission of the vessel well. Its main gun is a Hughes-Trenchard Type A spinal mount, which can inflict impressive amounts of damage. The *Vici*'s missile system is also impressive. A single salvo from this awesome system can destroy most frigate-class or smaller vessels. The bay weaponry is good for a ship of this class, with 10-gun 22.5/15 laser bays fore, aft, and mounted along the broadsides. The real punch of the ship, however, is in the four 30/20 laser bays along the broadsides. These excellent bays can do considerable damage out to a range of more than 1,000 kilometers. The anti-fighter/anti-missile weapons systems are slightly below standard, but this was one of the prices paid for such an otherwise outstanding ship. The *Vici* also carries up to 48 fighters of varying tonnage and five small shuttles.

Because of the *Vici*'s high thrust, the Commonwealth High

Command put the ship to work on deep-penetration raids into the TOG rear areas. Able to outrun anything larger than a destroyer and then to outfight the latter, the *Vici* is the perfect choice for such missions.

Deployment:

The *Vici* Class frigate is deployed almost entirely along the TOG-Commonwealth border. Rarely attached to a major fleet, most are assigned to deep-penetration or to rapid-response groups aimed at stabilizing emergency situations. As more and more new frigate designs make their way into the TOG inventories, more *Vici* Class ships are being pulled from the front-lines for reassignment as guards against TOG's own deep-penetration raids. This has become a dire situation, for the Commonwealth needs every ship it can muster to the front lines.



Class: Frigate Class Carrier

Mass: 910,650 tons

Cost: 3,502,643,320 talents

Engines: Right Engine Rating 18,000
Center Engine Rating 18,000
Left Engine Rating 18,000

Thrust: 4

Shields:

Forward 3
Left Forward 3
Left Aft 2
Right Forward 3
Right Aft 2
Aft 3

Armor:

Forward 80
Left Forward 80
Left Aft 80
Right Forward 80
Right Aft 80
Aft 80

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
50 37.5/5	F	8	6	5	4	3	1
50 37.5/5	L	8	6	5	4	3	1
50 37.5/5	R	8	6	5	4	3	1
25 7.5/30	L	4	4				
25 7.5/30	R	4	4				
10 7.5/30	F	2	2				
10 7.5/30	A	2	2				
10 7.5/30	A	2	2				
		0	1	2	3		
Turrets	L	4	4	3	2		
	R	4	4	3	2		

Fighters: 360 at 300 tons

Small Craft: 10 at 1,000 tons

Cargo: 5,000 tons

Crew: 2,058

Passengers: 100

Marines: 250

Extras: Thrust Option

Overview:

The *County* Frigate Class carrier is a typical Commonwealth Royal Navy design. It uses the abundant power from its triple Balcock Engines to increase its maneuverability, enabling the ship to keep up with lighter forces within a fleet and also aiding its defense. The *County* Class has cramped fighter facilities, but many pilots claim that the tight conditions force a pilot to hone his skill. Indeed, the *County* Class makes an excellent training vessel for carrier pilots, who say that if you can fly from a *County*, you can fly from anything.

The *County* is designed for one purpose, to deliver a wing of fighters to the battle area, and its weapons complement neither helps nor hinders that objective. Weapons on the carrier are mainly defensive and are mostly shorter-range. Power limitations and structural necessities have dictated the choice and placement of the weapon systems. Many variations on the weapons complement have been tested on the *County* Class over the years, but no variations proved outstanding enough to become widespread.

County Class carriers are normally organized into light carrier squadrons or as an additional element in a carrier group. Protected by squadrons and flotillas of cruisers, frigates, and destroyers, ships of the *County* Class do not usually travel alone.

During fleet actions, *County* Class carriers remain in the rear areas after launching their fighter complement. In any general engagement, they are prime targets, along with larger carriers and transport groups.

Capabilities:

The *County* Class was designed as simply as possible to speed up its production time. Designed and built in the 6720s during the first crisis period of the Commonwealth-TOG conflict, its construction time was one of the fastest ever recorded for a frigate-sized craft.

The *County* Class carries out her mission of fighter transportation remarkably well. Considered an extremely sturdy design, the entire ship is built around a single massive hangar and launch area, similar to the way most warships are built around their spinal weaponry.

Rated to carry an entire wing of 360 fighters of 300 tons, the *County* Class is one of the most cramped carriers within the Royal Navy. With its single hangar area, the ship is susceptible to catastrophic damage if not properly protected by its escorts.

The laser armament aboard *County* Class carriers is mini-

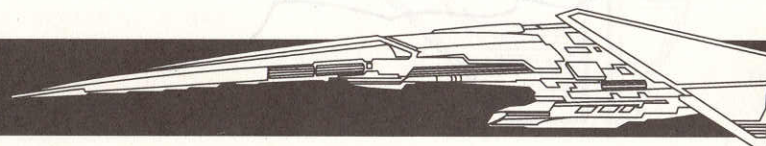
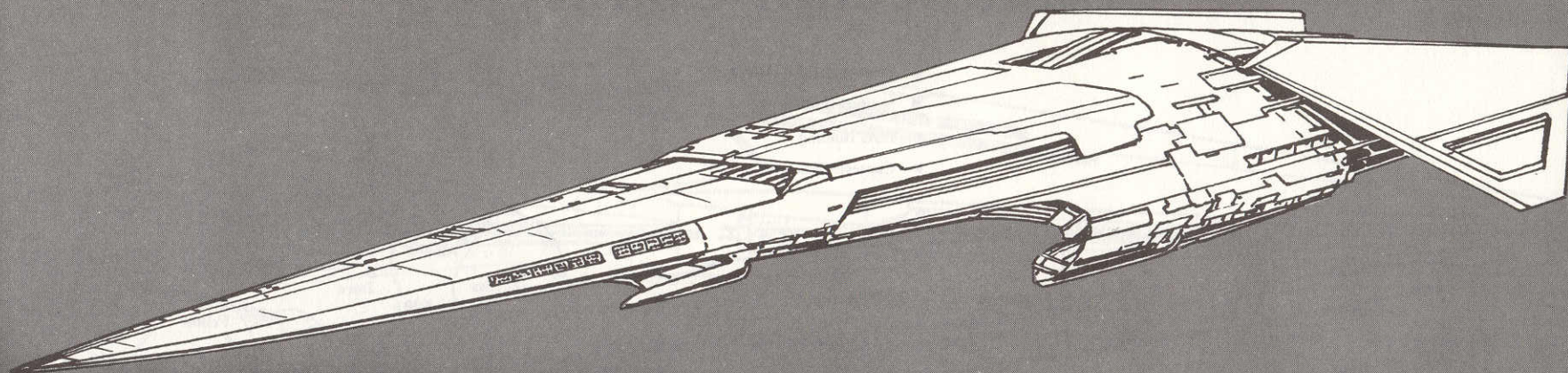
mal, as it was designed to rely on the defensive fire of other escorting vessels. Single 50-gun 37.5/5 bays are located on the fore hull section and on each side. The broadside battery is enhanced by two 25-gun 7.5/30 bays, one on each side. Additional 10-gun 7.5/30 bays are emplaced on the fore and aft section of the hull. A standard frigate turret array completes the weapons carried.

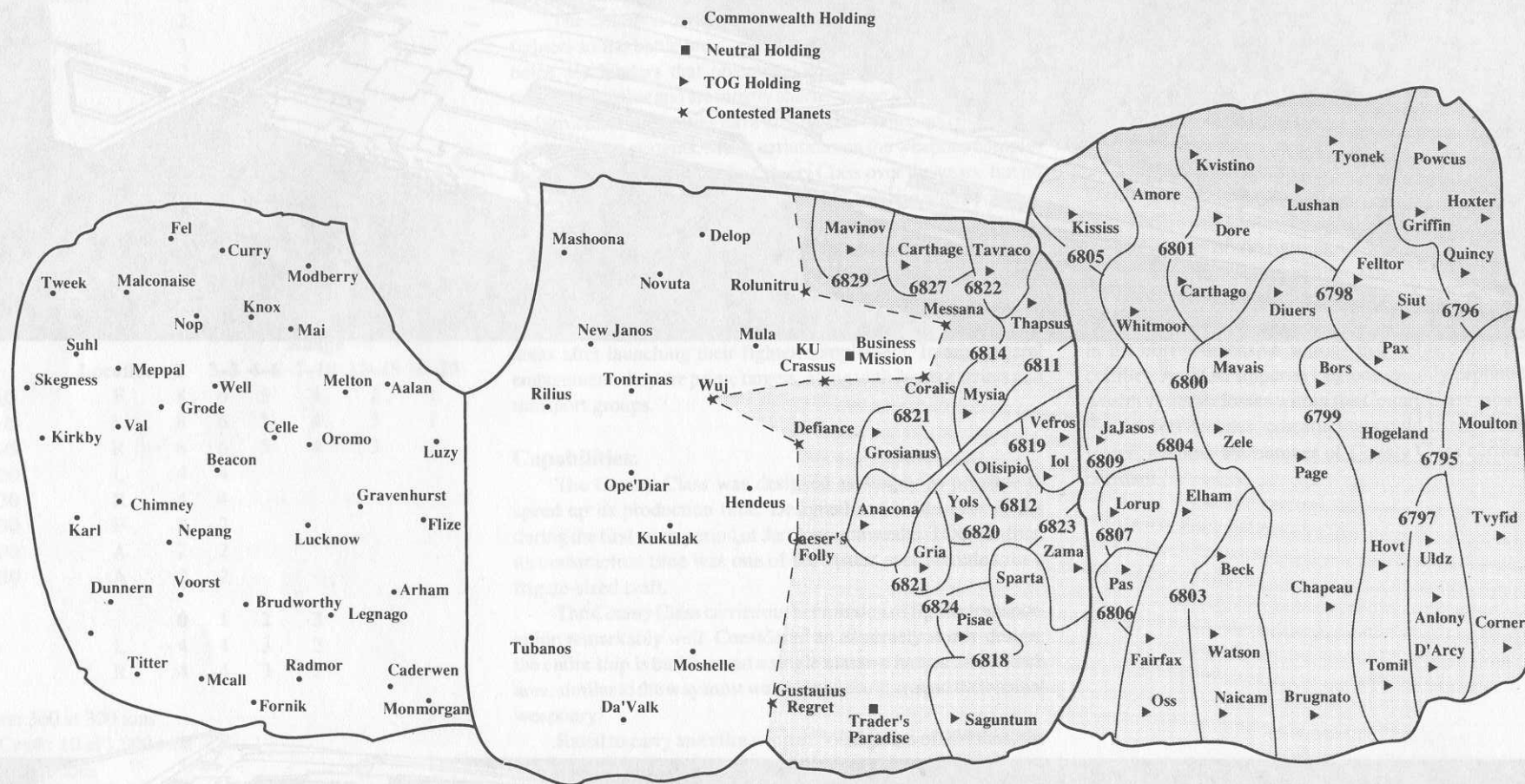
The *County* Class also has super-powered Balcock engines for added thrust potential. This gives it the speed and maneuverability of destroyer-sized vessels, but with the added power and tonnage of a frigate.

Ample cargo and passenger accommodations are included, as well as an adequate marine contingent of 250. Ten small craft of up to 1,000 tons are also carried. These small craft include ship's cutters and gigs, marine landing craft, and FTL-capable couriers.

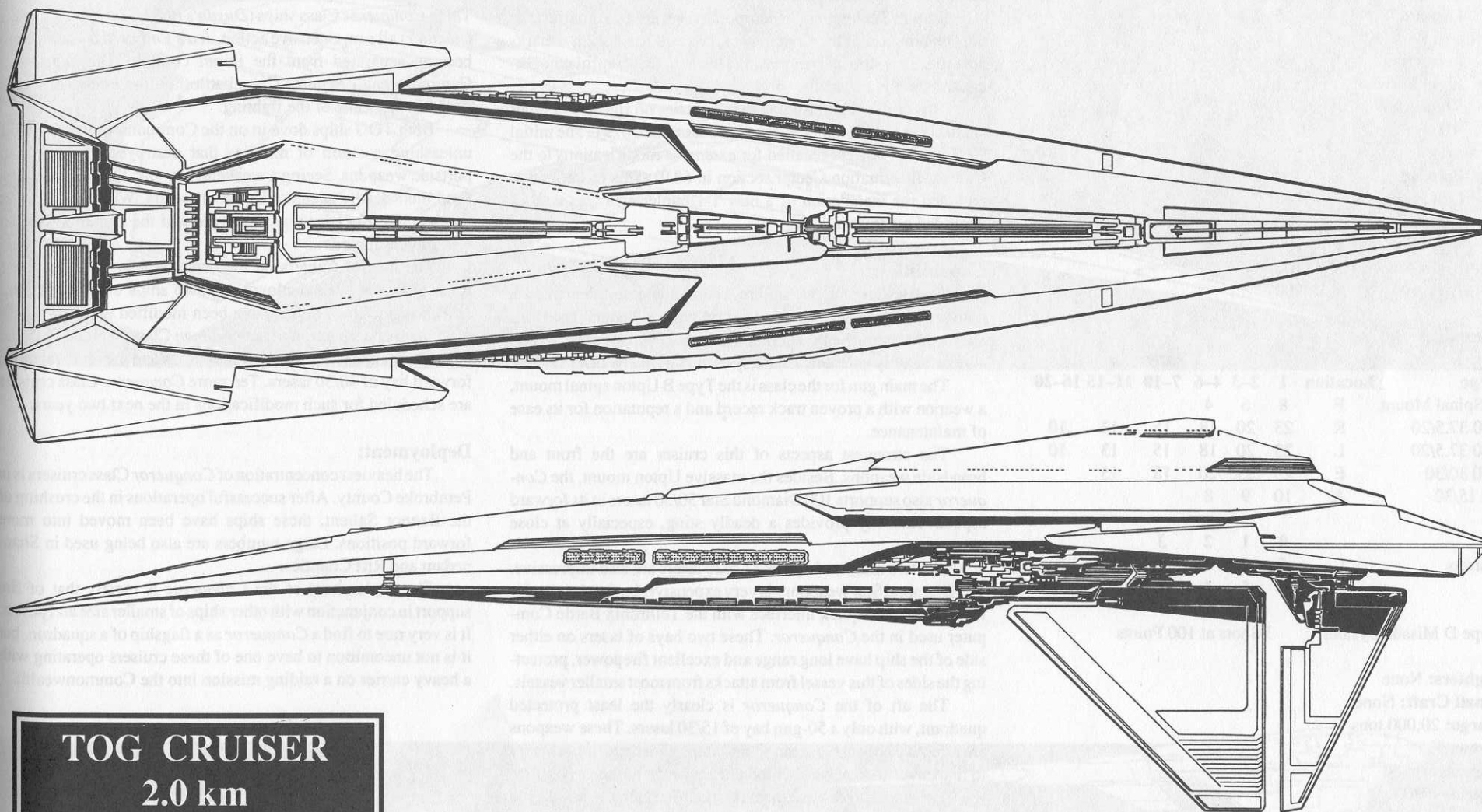
Deployment:

The *County* Class was designed as an emergency measure in the early years of the fighting between TOG and the Commonwealth. Rushed into production to stem the rising losses within the Royal Navy, the first ships of this class came into service in 6728. They were immediately in action all over the front, engaged in the costly defensive actions that defined this period of the conflict. As TOG Imperial Legions steadily captured Commonwealth systems, losses within the *County* Class mounted as well. For several decades, construction could barely keep pace with losses, keeping the number of *County* Class carriers relatively constant.





A heavier class of capital ship with increased firepower, cruisers sacrifice the speed and maneuverability that would allow them to operate alone in a raiding capacity. For this reason, cruisers are most often deployed as part of a larger battle group or are held back for planet system defense.



TOG CRUISER
2.0 km

Class: Cruiser

Mass: 2,033,762 tons

Cost: 14,217,807,497 talents

Engines: Right Engine Rating 50,000
Left Engine Rating 50,000

Thrust: 2

Shields:

Forward	5
Left Forward	3
Left Aft	3
Right Forward	3
Right Aft	3
Aft	3

Armor:

Forward	100
Left Forward	100
Left Aft	100
Right Forward	100
Right Aft	100
Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
100 37.5/20	R	23	20	18	15	13	10
100 37.5/20	L	23	20	18	15	13	10
100 30/30	F	25	23	20	18	15	
50 15/30	A	10	9	8			

		0	1	2	3
Turrets	L	5	5	4	3
	R	5	5	4	3

Type D Missile System 3 Shots at 100 Points

Fighters: None

Small Craft: None

Cargo: 20,000 tons

Crew: 535

Passengers: 50

Marines: 200

Extras: Anti-Grav Drives

Overview:

The *Conqueror* Class cruiser is something of a marvel in the modern TOG Navy. Along with the *Tyrannus* Class, these two ships have begun to replace the older *Syracuse* Class vessels. The *Conqueror* has several design characteristics that make it stand out from other cruisers, causing it to be the subject of debate among the TOG naval staff.

Empire Technologies Incorporated secured the contract for the construction of the *Conqueror* Class and has done a remarkable job. This ship incorporates the latest in fire-control computers and tracking systems.

This cruiser is unusual in that it carries no fighters or other small craft. The *Conqueror* began production in 6791. The initial 92 *Conquerors* were recalled for extensive modifications to the Combat Information Center section in 6810. This modification included the installation of a new T-Doppler array, as well as upgraded computers.

Capabilities:

The design staff at Empire Technologies implemented a number of changes from the standard cruiser design. The *Conqueror* has many subtle alterations, such as wider corridors and a more heavily shielded sensor system than many TOG ships.

The main gun for the class is the Type B Upton spinal mount, a weapon with a proven track record and a reputation for its ease of maintenance.

The strongest aspects of this cruiser are the front and broadside weapons. Besides the massive Upton mount, the *Conqueror* also supports 100 Diamond Star 30/30 lasers in its forward aspect. This bay provides a deadly sting, especially at close range.

The two massive bays of 37.5/20 lasers are also impressive. The Diamond Star weaponry is very expensive, but it is known for its accuracy and quick interface with the Telltronix Battle Computer used in the *Conqueror*. These two bays of lasers on either side of the ship have long range and excellent firepower, protecting the sides of this vessel from attacks from most smaller vessels.

The aft of the *Conqueror* is clearly the least protected quadrant, with only a 50-gun bay of 15/30 lasers. These weapons are effective only at close range, and ships with better mobility try to maneuver themselves behind a *Conqueror* for an easy kill.

The ship also carries a heavily modified Hermanski Missile Launch System (Model XLV Alpha). Empire Technologies

purchased the original hardware and software for the system, then modified it to link with the Telltronix Battle Computer.

The system was thoroughly tested during the initial thrust into Yoventrov County. At the Battle of Lyon in 6806, the TOG 903rd Battleship Group (Rebel Routers) engaged the 2055th Commonwealth Battleship Group. In a drawn-out confrontation, these two fleets staged one of the longest battles of the offensive. Three *Conqueror* Class ships (*Dustin's Bane*, *Jea's Folly*, and the *Cavalier*) all saw extensive action. *Jea's Folly* and *Dustin's Bane* became separated from the initial conflict. They spotted a Commonwealth *Repulse* Class battleship, the *Backfire*, slowly flanking the scene of the fighting.

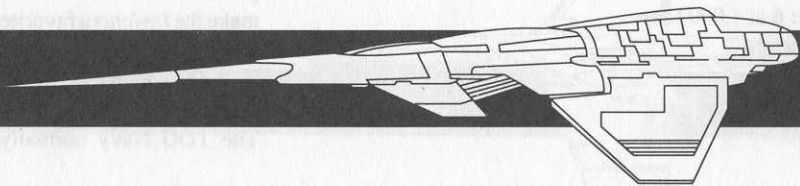
Both TOG ships dove in on the Commonwealth battleship, unleashing a storm of missiles that destroyed almost all its portside weapons. Seeing a weakened enemy, the two *Conquerors* fired their deadly accurate Upton crowbars. Within a matter of minutes, the *Backfire* was destroyed and the Commonwealth's task force crippled.

The lack of fighters on the *Conqueror* is often seen as a limiting factor in its deployment. Two ships of this class, the *Luwanda* and the *Salome*, have been modified to allow for the placement of a squadron of new *Fulman* Class fighters. This was done at the expense of massive alterations and the removal of the forward bay of 30/30 lasers. Ten more *Conqueror* Class cruisers are scheduled for such modifications in the next two years.

Deployment:

The heaviest concentration of *Conqueror* Class cruisers is in Pembroke County. After successful operations in the crushing of the Bannor Salient, these ships have been moved into more forward positions. Large numbers are also being used in Shan-nedam and Rift Counties.

The deployment of the *Conqueror* is mostly that of fire support in conjunction with other ships of smaller size and power. It is very rare to find a *Conqueror* as a flagship of a squadron, but it is not uncommon to have one of these cruisers operating with a heavy carrier on a raiding mission into the Commonwealth.



Class: Cruiser

Mass: 1,175,609 tons

Cost: 7,570,458,850 talents

Engines: Right Engine Rating 30,000
Center Engine Rating 30,000
Left Engine Rating 30,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	100
Left Forward	3	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	3	Right Forward	100
Right Aft	3	Right Aft	100
Aft	4	Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
25 37.5/20	F	6	5	4	4	3	3
25 22.5/15	F	4	3	3	2		
100 37.5/5	L	15	13	10	8	5	4
100 15/15	L	13	10	8			
100 7.5/25	L	15	13				
50 30/10	L	8	6	5	4	3	
100 37.5/5	R	15	13	10	8	5	4
100 15/15	R	13	10	8			
100 7.5/25	R	15	13				
50 30/10	R	8	6	5	4	3	
25 37.5/20	A	6	5	4	4	3	
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type C Missile System 1 Shot at 50 Points

Fighters: 72 at 300 tons

Small Craft: 6 at 1,000 tons

Cargo: 7,000 tons

Crew: 1,195

Passengers: 100

Marines: 250

Overview:

The *Invictus* is a standard TOG heavy cruiser design, seen in almost every corner of TOG space. Its combination of speed, firepower, and protection provides a balance that accounts for the design's long life and is a benchmark for newer cruiser designs. The ship is so widely deployed that the sight of a patrolling *Invictus*, more than any other ship, has come to symbolize the might of the Imperial Navy.

The *Invictus* is an old design, dating to the initial TOG offensives against the Commonwealth in the 6720s. Since then, the cruisers have spread to fleets throughout TOG space. More than 500 naval shipyards across the empire still manufacture the *Invictus*, making it one of the most widely subcontracted warships in TOG history. In fact, the original manufacturer, Haskell-McLaughlin Defense Industries, no longer makes the *Invictus*, instead licensing the design to others.

Capabilities:

Because the *Invictus* has become so commonplace, the design has come to be regarded as the "normal" cruiser. Its weapons are considered standard, with the possible exception of the missile system, which critics consider light for a cruiser. The laser bays and spinal mounts do significant damage, enabling the *Invictus* to make its contribution on the battle lines. On the other hand, mobility is only average, limiting missions to set-piece battles, planetary invasions, routine patrols, and other operations not requiring special agility.

One key reason the *Invictus* has lasted so long is its reliability. The cruiser is one of the easiest to service and maintain in the TOG Navy, both in and out of combat. Components are easy to repair and replace. With one exception, all systems were based on standard, proven models of equipment already in service. The designer's intent was to build a rugged, simple ship. The cruiser's longevity is a testament to its success. Though none of these systems could be considered state-of-the-art, even when originally installed, the fact that the *Invictus* has one of the highest readiness rates in TOG history has endeared this ship to naval planners and sailors alike. These maintenance characteristics make the *Invictus* a favorite posting in frontier regions and distant combat zones, where sophisticated repair facilities are scarce.

The spinal mount used on the *Invictus* is a good example of this philosophy. The unit is based on a captured KessRith design. The TOG Navy normally disdains alien technology, but the

rugged simplicity of the design, as well as its low operating cost, so impressed TOG designers that they decided to try a version on the *Invictus*. The weapon has lived up to its reputation and is one of the most cost-effective spinal mounts in the TOG inventory.

Defensive systems are equally rugged. Based on the old *Scutum* Class frontier cruisers of the previous century, the shields, armor, and other defenses are as reliable as any in recent history. The vessel's shields are considered among the finest in the fleet, outperforming even those of newer vessels. Strangely, the shields do not perform as well when installed on other ships. *Invictus* crews point out that it is the total package that counts, not part of it.

The one area that uses state-of-the-art components is the command and control system. The *Invictus* uses the Excubitor 3000 series computers to run the operations center, the flag bridge, and the main bridge. From these positions, the system has total control over the ship. This advanced system was one of the finest of its time and can still hold its own today. Some say that the Excubitor, built by Ferguson Computer Systems, is the heart of the *Invictus*.

The only problem with the *Invictus* is its age. Approaching its 111th year of service, the ships are beginning to wear out. Some components that were once standard are now considered obsolete. As a result, the *Invictus* has been withdrawn from front-line combat service and is serving out its remaining tenure on less demanding assignments. An ongoing staff study was begun ten years ago to find a replacement for the *Invictus*. Several designs emerged, but none has found favor with the Naval High Command.

Deployment:

The *Invictus* is commonly deployed in support of a battleship group or on routine patrol duty. Other missions for the *Invictus* include system-defense and carrier escort. Most *Invictus* cruisers are assigned to reserve fleets.

Class: Cruiser

Mass: 1,410,579 tons

Cost: 8,985,139,142 talents

Engines: Right Engine Rating 31,000
Center Engine Rating 30,000
Left Engine Rating 31,000

Thrust: 2

Shields:

Forward	4
Left Forward	3
Left Aft	3
Right Forward	3
Right Aft	3
Aft	4

Armor:

Forward	100
Left Forward	100
Left Aft	100
Right Forward	100
Right Aft	100
Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
50 37.5/15	L	10	9	8	6	5	4
50 37.5/15	R	10	9	8	6	5	4
25 37.5/30	A	7	6	6	5	4	4
100 30/20	L	20	18	15	13	10	
100 30/20	R	20	18	15	13	10	
100 7.5/30	F	18	15				
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type D Missile System 3 Shots at 100 Points

Fighters: 72 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 10,000 tons

Crew: 1,438

Passengers: 200

Marines: 253

Overview:

The *Seneca* is one of the newest ships in the TOG Navy. Designed from plans approved in late 6817, the *Seneca* experienced a complicated series of growing pains before finally reaching the first-line units in the spring of 6826. Built to replace the *Syracuse*, the *Seneca* avoids some of the basic design flaws that limited its predecessor. With both standard speed and armor, the *Seneca* usually serves in battleship squadrons. The addition of a forward bay, which supplements the Type C spinal mount, and the single aft bay provide the *Seneca* with additional protection and the ability to strike out on its own if necessary. The ship itself is not large, but it has a high power requirement. This increase in power and decrease in size has given Commonwealth captains some difficulty.

Although the weapons systems are not as massive as those of older designs, the diversity of the weapons is seen as an acceptable tradeoff for the heavier hitting power of a single array of lasers within a bay. Captains praise the improved missile-delivery system on the *Seneca* as its single greatest improvement.

Capabilities:

The *Seneca* does most of its fighting at medium range. The weapons array is built around the Type C spinal mount. The compactness of the *Seneca* has caused unforeseen difficulties when it fires its spinal weapon. The spinal mount strains the entire structure of the ship. This prompted designers to install a second set of braces along the main shaft of the weapon. This bulky support network has given the servicing technicians nightmares, as normally accessible openings are now obstructed by 100 tons of steel. A spinal mount is expected to take up much room on a capital ship, but on the *Seneca*, it makes up almost one-third of the mass. Supporting any damage caused by the spinal mount is a bay of 100-gun 7.5/30 lasers. These "stubbies" provide an excellent attack, but the short range limits their usefulness.

The broadsides of the *Seneca* were designed for twin bays of complementing lasers. The 50-gun 37.5/15 laser bays have a range of 1,500 kilometers. At a range of 1,150 kilometers, the 100-gun 30/20 laser bays triple the attack strength. The aft section mounts a single bay of 25-gun 37.5/30 lasers. Though their range is exceptional, the aft lasers are not deployed in sufficient numbers to provide the *Seneca* with a credible deterrent. The bays do allow the captain to snipe at careless Renegade targets attempting to register a cheap shot on the cruiser's aft.

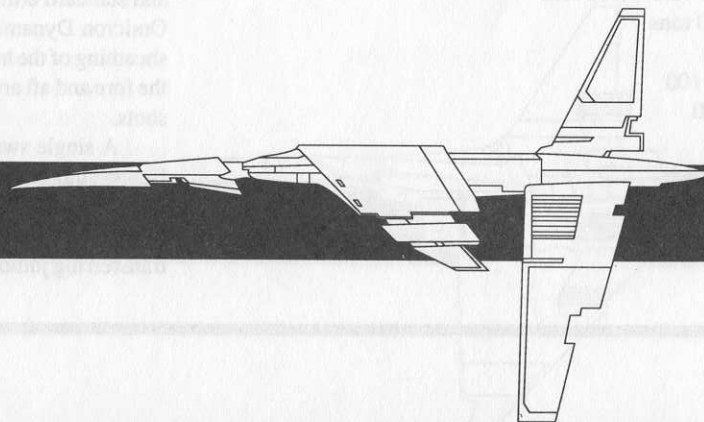
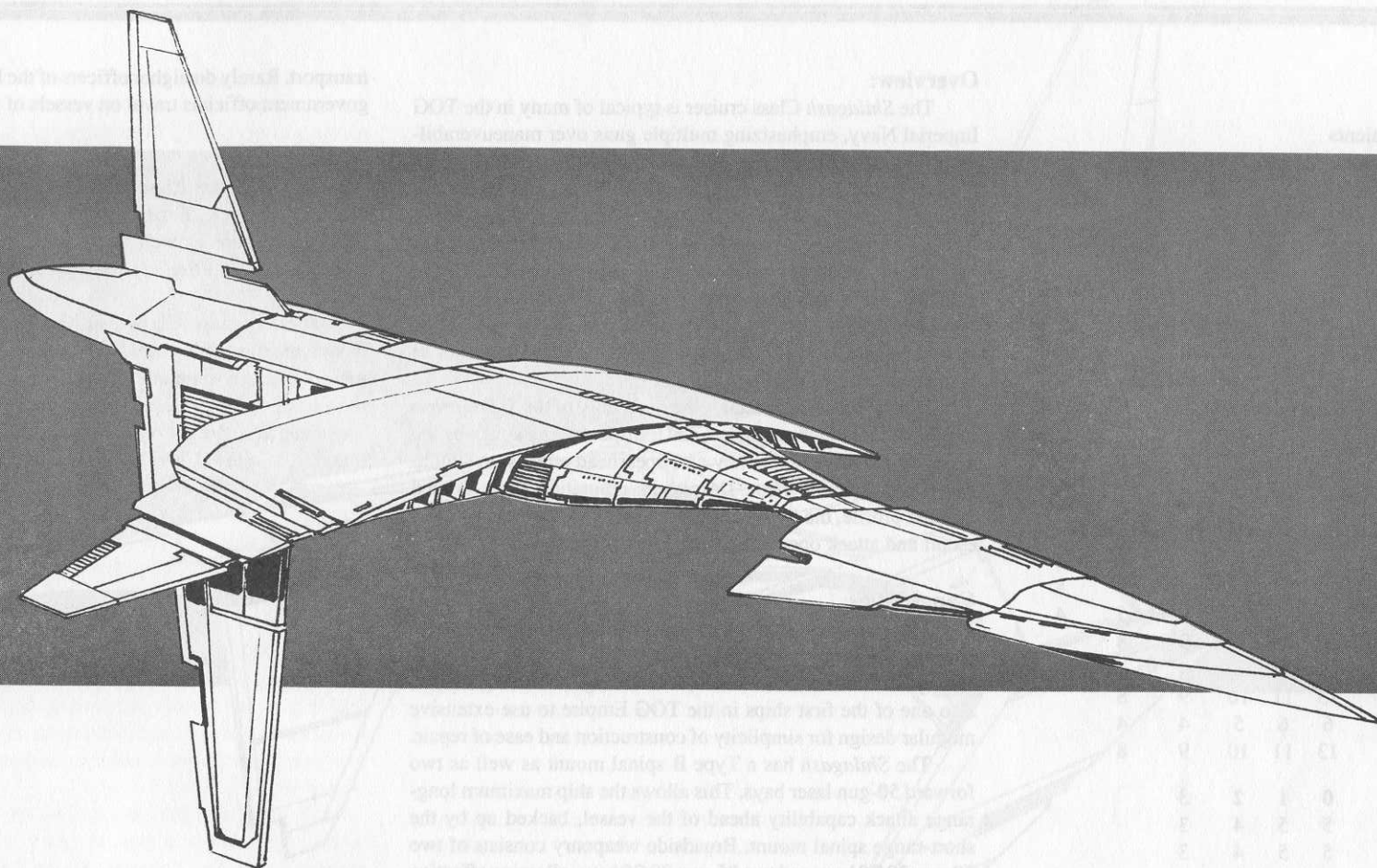
The missile system is considered first-rate. Even though heavier systems are available, they invariably suffer from severe maintenance problems in any class lighter than a battleship. The original design called for the heavier Type E missile system. Though designers had confidence in their system, they reluctantly agreed to downgrade it to provide better access to maintenance points.

The fighter bays of the *Seneca* take advantage of every available technological advancement. With sophisticated and flexible maintenance equipment, the *Seneca* can house the most modern fighters available. On a normal patrol, the *Seneca* carries twelve squadrons of mixed *Spatha* and *Gladius* fighters. Because of TOG fighters' heavy reliance on missiles, the *Seneca* carries enough reloads for four sorties.

During normal combat operations, these fighters move ahead of the cruiser, serving as a screening force for enemy fighters. These fighters often engage a separate target, leaving the cruiser to engage larger ships. The twelve small craft are used for standard messenger duties, as well as fighter support and search-and-rescue operations.

Deployment:

As a new design, only 40 of these new cruisers have been delivered to their duty assignments. Of those delivered, 32 have been posted to the Commonwealth front. Thus far, no *Senecas* have been lost in combat. As the months have passed, squadrons have come to regard these ships as luck charms.



Class: Cruiser

Mass: 1,582,066 tons

Cost: 10,114,662,413 talents

Engines:	Right Engine Rating	30,000
	Center Engine Rating	40,000
	Left Engine Rating	30,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	100
Left Forward	3	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	3	Right Forward	100
Right Aft	3	Right Aft	100
Aft	4	Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
50 37.5/30	F	14	13	11	10	9	8
50 37.5/15	F	10	9	8	6	5	4
50 30/30	R	13	11	10	9	8	
25 30/30	R	6	6	5	4	4	
50 30/30	L	13	11	10	9	8	
25 30/30	L	6	6	5	4	4	
50 30/30	A	13	11	10	9	8	
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type B Missile System 1 Shot at 50 Points

Fighters: 54 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 5,000 tons

Crew: 1,560

Passengers: 100

Marines: 400

Overview:

The *Shilagash* Class cruiser is typical of many in the TOG Imperial Navy, emphasizing multiple guns over maneuverability. Fighters and marine assault craft are also carried to broaden the vessel's operational adaptability.

Shilagash cruisers are normally attached to battleship squadrons or carrier groups. They also serve as destroyer leaders in major actions involving fleets of smaller vessels. On occasion, ships of the *Shilagash* Class perform extended operations, leaving the fleet for a specific mission. This does not occur as often as with other classes of ships because the *Shilagash* is not as versatile as many other designs.

During battleship actions, the main duty of the *Shilagash* is to protect ships such as carriers and transports from attack by the enemy's lighter vessels. They also spearhead attacks on similar ships in the enemy fleet. Despite its reputation for a limited mission profile, the *Shilagash* Class can carry out these types of escort and attack operations well.

Capabilities:

The *Shilagash* Class was designed as a weapons platform for combined fleet operations. As such, the class carries a heavy laser battery armament relative to her power rating. The *Shilagash* was also one of the first ships in the TOG Empire to use extensive modular design for simplicity of construction and ease of repair.

The *Shilagash* has a Type B spinal mount as well as two forward 50-gun laser bays. This allows the ship maximum long-range attack capability ahead of the vessel, backed up by the short-range spinal mount. Broadside weaponry consists of two 50-gun 30/30 bays and two 25-gun 30/30 bays, allowing effective mid-range offensive capability. A single 50-gun 30/30 bay faces aft to deter pursuit.

The *Shilagash* Class also mounts a Type B missile system and standard cruiser turret systems all along the hull. Improved Omicron Dynamax shield generators protect the fully armored sheathing of the hull. This shield system has been strengthened in the fore and aft areas of the ship as a safety margin against raking shots.

A single sway-backed dorsal hangar deck houses the nine fighter squadrons and twelve small craft.

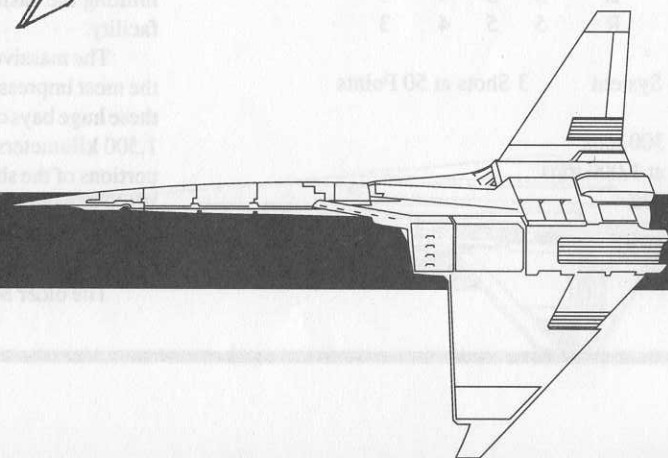
The *Shilagash* Class can carry up to 100 passengers in relative comfort, but these accommodations are usually used by transferring junior personnel or TOG citizens requiring military

transport. Rarely do higher officers of the Imperial Navy or TOG government officials travel on vessels of this type.

Deployment:

The *Shilagash* Class cruiser is one of the more numerous classes in the TOG Imperial Navy. These vessels serve in most battleship groups as well as in many reserve fleets. Commissioned in 6742, the *Shilagash* Class continued in production until 6820.

The *Shilagash* Class also has the dubious distinction of having the most ships accidentally blow up, either in combat or merely through some unexplained weakness or problem. Since the inception of the class, more than 200 vessels have been vaporized in such explosions. This problem is one of the reasons that the *Shilagash* Class has gone out of production.



Class: Cruiser

Mass: 1,627,276 tons

Cost: 9,128,136,370 talents

Engines:	Right Engine Rating	28,000
	Center Engine Rating	29,000
	Left Engine Rating	28,000

Thrust: 2

Shields:

Forward	4
Left Forward	3
Left Aft	3
Right Forward	3
Right Aft	3
Aft	4

Armor:

Forward	100
Left Forward	100
Left Aft	100
Right Forward	100
Right Aft	100
Aft	100

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
100 37.5/30	L	28	25	23	20	18	15
100 37.5/30	R	28	25	23	20	18	15
50 22.5/10	L	6	5	4	3		
50 22.5/10	R	6	5	4	3		
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type G Missile System 3 Shots at 50 Points

Fighters: 72 at 300 tons

Small Craft: 8 at 1,000 tons

Cargo: 10,000 tons

Crew: 1,665

Passengers: 200

Marines: 200

Overview:

The *Syracuse* Class cruiser was one of the first designed after the formation of the Terran Republic in 6574. When the class was new, the spinal mount was more powerful than others available, and the ship carried a large number of lasers compared to other designs. The arrangement of this ship, at massive cost overruns, allowed for one group of fighters and a marginal missile system, the Hermanski I.

The main weakness that has shown up over time is the ship's overall lack of mobility. The three TOPS-Techno sub-light engines are below the rating usually associated with a cruiser, and the *Syracuse* shows it. In clashes against comparable Royal Navy ships, such as the *Inflexible* or *Lion* Class, the *Syracuse* is no match.

The strength of the ship is its support features, which increase its value when working with other ships as part of a squadron. Its broadside laser bays have great range, and its older Model 88 Jankowski spinal mount can still inflict crippling damage.

Capabilities:

On its own, the *Syracuse* is considered something of an easy target for a destroyer squadron. The superior mobility of the Commonwealth and Renegade forces has all but driven the *Syracuse* from raiding missions unless it is attached to larger task forces.

The bulk of the ship's firepower is from the Model 88 Jankowski spinal mount, one of the first big ship-mounted mass drivers that Jankowski Industries constructed. The accelerator coils have proven to be short-lived with heavy use and require replacement of their cowlings every two years. This procedure requires five weeks of work at a qualified starbase facility, limiting the basing of the ship to systems with an extensive fleet facility.

The massive bays of 100 Luanda Class VIX 37.5/5 lasers are the most impressive feature of the *Syracuse*. The devastation that these huge bays can deliver makes them a threat to any ship within 1,500 kilometers of a *Syracuse*. In contrast, the forward and aft portions of the ship are inadequately protected, especially the aft. With only two 50-gun bays of 22.5/10 Luanda Model XXIs, these sections of the ship are considered the best avenues of approach for enemy fighter attacks.

The older Magnuson shield generators are very reliable and

are one of the few areas of the *Syracuse* that have not undergone refitting in its long history. The shield flicker rate on this vessel is concentrated on the front and aft portions, adding protection where there is limited firepower.

The *Syracuse* has a total of twelve launch and six recovery bays for its 72 fighters, allowing it to deploy two entire squadrons at a time. The fighter bay is directly under the center engine, which has caused difficulties. If the center engine is severely damaged in combat, the entire recovery section of the vessel might be cut off, stranding fighters in space.

The missiles that the *Syracuse* carries are limited in scope and damage potential, but they are reliable. The Hermanski Missile Works was founded on the manufacture of the Hermanski I missile deployment system for the then-new *Syracuse* Class cruiser. Over the years, it phased out production of these systems except in its facilities on New Rouge. This small, older facility manufactures enough of this older version of its popular line of missiles to meet the needs of the entire Imperial Navy.

The flag bridge on the ship was moved from the bow during the last refit of the battle computer system, relocated far aft. This is due to the fact that the new computer system took up much more space, a rare commodity aboard a *Syracuse*.

Most officers consider the Combat Information Center on this ship to be its most satisfactory component. This center is heavily shielded deep within the structure of the ship. Emergency evacuation tubes to the small-ship landing bays are located at the rear of the CIC.

Several dozen ships of this class have undergone extensive modifications as part of a test program, including more powerful engines and added firepower to the fore and aft of the ship. Examples of these new modifications are the *Sharona's Glee* and *Turavara's Wrath*.

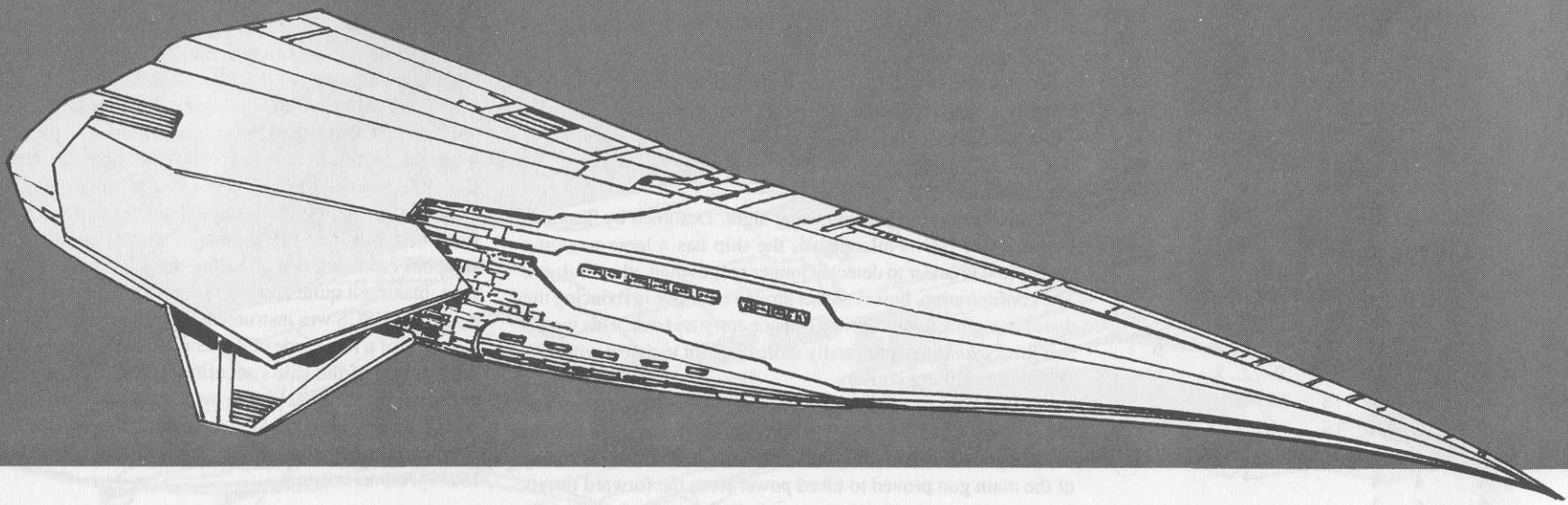
Deployment:

The most widely known *Syracuse* is the *Kyna's Ire*. In the defense of the Vicks system in Gilpin County, it took on three faster *Kruger* destroyers that were attempting to knock out the system's VLCA and resupply several Renegade resistance cells operating on the southern continent. Though the supply effort succeeded, all three *Krugers* were forced to withdraw before they could engage the VLCA.

A Tyrannus Class ship has twelve fighter launch bays. The ship is the largest in the fleet. Recovery bays are located in the forward part of the ship. Recovery bays are located in the forward part of the ship. Recovery bays are located in the forward part of the ship.

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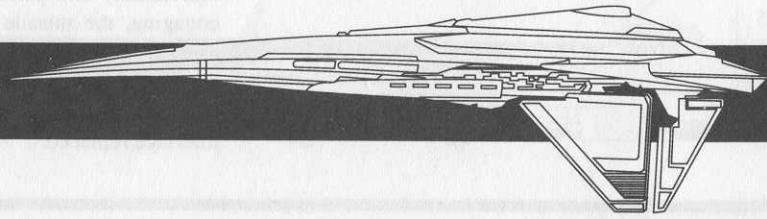
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Class: Cruiser

Mass: 2,560,625 tons

Cost: 16,075,286,769 talents

Engines: Right Engine Rating 50,000
Left Engine Rating 50,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	100
Left Forward	3	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	3	Right Forward	100
Right Aft	3	Right Aft	100
Aft	4	Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	6	4	4		
50 37.5/25	L	13	11	10	9	8	6
50 37.5/25	R	13	11	10	9	8	6
100 37.5/20	R	23	20	18	15	13	10
100 37.5/20	L	23	20	18	15	13	10
25 7.5/30	F	4	4				
25 7.5/30	A	4	4				
100 7.5/6	F	5	3				
100 7.5/6	A	5	3				
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type C Missile System 1 Shot at 100 Points

Fighters: 70 at 300 tons

Small Craft: None

Cargo: 35,090 tons

Crew: 1,865

Passengers: 10

Marines: 25

Extras: Anti-Grav Drives

Overview:

The *Tyrannus* Class cruiser has been a standard element of TOG task forces for more than 40 years. Its emphasis on fire-power over speed is characteristic of most TOG ships. It is produced on 18 worlds and has earned a reputation for being a deadly opponent.

The ship mounts two Tsprazis Class V 50,000 engines for sublight propulsion. These systems are some of the most reliable in use by the TOG Navy, and the Naval Procurement Board recently ordered that many of its older ships be refitted with the Tsprazis.

Capabilities:

The *Tyrannus* is an imposing sight. Designed by Tsprazis Industries of New Philadelphia, the ship has a large targeting profile and is easier to detect at longer ranges than other cruisers. The configuration, however, has proven effective in reducing the disruption of tachyons during T-space entry and exit. This means that the *Tyrannus* is marginally more difficult to detect with a T-Doppler than other cruisers.

A Jankowski Model XXI spinal mount is the heart of the ship's firepower. During the first production run of these vessels in the Tsprazis orbital shipyards of Doral's World, the test firing of the main gun proved to bleed power from the forward turrets for several seconds after the weapon's discharge. Redesign of the system delayed production for nearly a year, but the result is a clean-firing spinal mount with a record for accuracy.

The most important part of the bay weaponry is the 37.5/20 Bishta Harneth (Death Grip) laser system. Two 100-gun bays of these deadly weapons are poised on the port and starboard sides of the ship. These systems are manufactured on the planet Bishta VIII, a conquered KessRith world. Light-diffraction dampers have been installed on all barrels to improve the beam focus.

The Hermanski Missile Batteries installed on the *Tyrannus* are a constant source of problems, not so much with the missiles as with their targeting system's interface with the on-board battle computer. During trial runs, each of the ship's systems was tested individually and performed well. In battle, with all weapons engaging, the missile targeting computer becomes slow and almost non-responsive. This was not discovered until the loss of the *Roberts* three years into the production life of the class. Since that time, all but 10 percent of the *Tyrannus* ships have had this interface replaced.

A *Tyrannus* Class ship has twelve fighter launch bays, all located in the forward part of the ship. Recovery bays are located behind, with the hangar bays and repairing docks between the two sections. A typical fighter contingent on a *Tyrannus* varies with each assignment, but these cruisers usually carry a mix of *Lancea* and *Verutum* fighters.

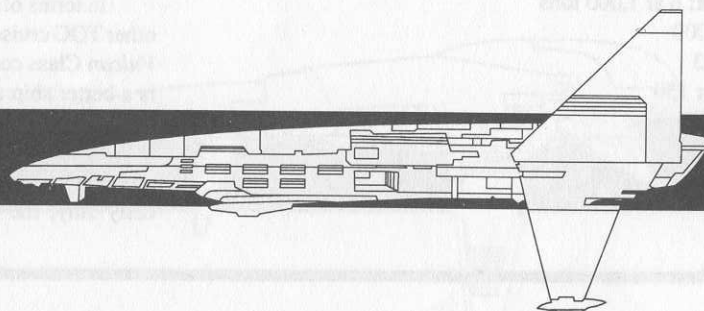
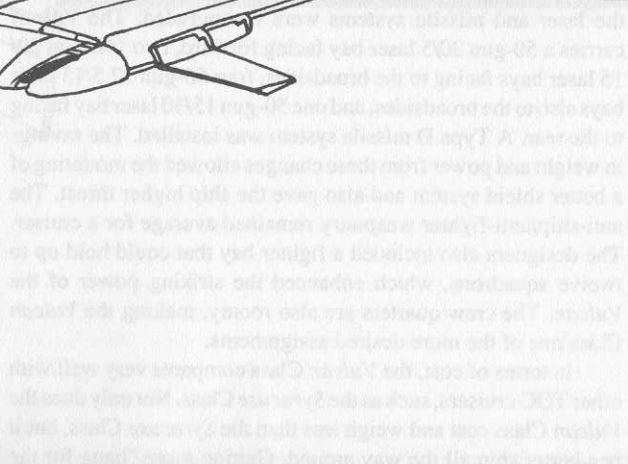
The *Tyrannus* has anti-gravity drives installed throughout the ship, rare for a vessel this size. This cruiser is one of the few large ships in any navy that has the ability to land.

The *Tyrannus* Class cruiser carries only 25 marines aboard most ships. Though this is a definite weakness on paper, in reality it speaks highly of the ship's Nokows Intruder and Security Control System (NISCS). This system employs sensors and concealed weapon systems throughout the ship and is monitored from a station just off the main bridge. From this position, weapons can be trained on half of the ship's interior at any given time, making it quite costly to attempt to board the *Tyrannus*.

The NISCS was instrumental in thwarting a hijacking when elements of a Renegade cell attempted to seize the *Orion's Bow*. All but two of the ship's security officers died in the first few moments of the attack. The two remaining officers used the NISCS to wound or kill 80 Renegades. Because of this system's effectiveness, armed boarding parties have only been able to take four *Tyrannus* cruisers.

Deployment:

Tyrannus Class cruisers serve in most front-line battleship squadrons in the Imperial Navy. In the past three years, Grand Admiral Andrew D. MacLeod has created a number of specialized cruiser squadrons. Instead of assigning a battleship as the core to a squadron, he has created several successful squadrons with three *Tyrannus* Class cruisers as the focal firepower. These battle squadrons have become known as *Tyrannus* Maximum groups.



Class: Cruiser

Mass: 1,139,140 tons

Cost: 7,955,259,321 talents

Engines: Right Engine Rating 31,000
Center Engine Rating 31,000
Left Engine Rating 31,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	100
Left Forward	3	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	3	Right Forward	100
Right Aft	3	Right Aft	100
Aft	4	Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
50 30/5	F	6	5	4	3	1	
100 30/15	R	18	15	13	10	8	
100 30/15	L	18	15	13	10	8	
50 22.5/15	R	8	6	5	4		
50 22.5/15	L	8	6	5	4		
50 22.5/15	R	8	6	5	4		
50 22.5/15	L	8	6	5	4		
50 15/30	A	10	9	8			
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type D Missile System 3 Shots at 100 Points

Fighters: 72 at 300 tons

Small Craft: 6 at 1,000 tons

Cargo: 10,000

Crew: 1,183

Passengers: 150

Marines: 200

Overview:

After a long and difficult development, the *Vulcan* Class cruiser made its operational debut in the TOG Navy in 6812. Originally envisioned in early 6799, the *Vulcan* was to be a new breed of ship, a Space Denial Ship, the ultimate weapon against the Commonwealth and Renegade navies. It was to combine heavy weaponry, shields, and armor with good speed and staying power. The designers at Trans-Dimensional Engineering tried to meet the specifications, but the result was a cruiser design that cost as much as some battleships and had the combat power of only an average cruiser.

The Procurement Board gave up on the Space Denial Ship, but TDE did not. In 6810, the Procurement Board again put out the call for a cruiser that could serve in a battle line or independently as part of a smaller squadron. TDE offered the latest version of the design that had been rejected ten years before. This time, the design was accepted, with some modifications. Within two years, the ship progressed from a prototype to full production.

Capabilities:

Ten years after this initial failure, the Space Denial Ship design reappeared as the *Vulcan*, whose armament is much more in line with its size. The Type C spinal mount was retained, but the laser and missile systems were downgraded. The *Vulcan* carries a 50-gun 30/5 laser bay facing forward, two 100-gun 30/15 laser bays facing to the broadsides, four 50-gun 22.5/15 laser bays also to the broadsides, and one 50-gun 15/30 laser bay facing to the rear. A Type D missile system was installed. The savings in weight and power from these changes allowed the mounting of a better shield system and also gave the ship higher thrust. The anti-ship/anti-fighter weaponry remained average for a cruiser. The designers also included a fighter bay that could hold up to twelve squadrons, which enhanced the striking power of the *Vulcan*. The crew quarters are also roomy, making the *Vulcan* Class one of the more desired assignments.

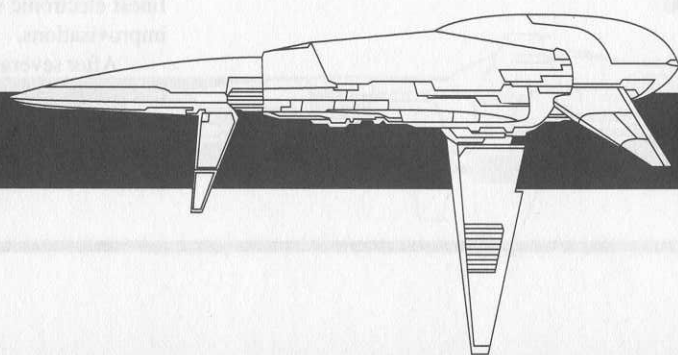
In terms of cost, the *Vulcan* Class compares very well with other TOG cruisers, such as the *Syracuse* Class. Not only does the *Vulcan* Class cost and weigh less than the *Syracuse* Class, but it is a better ship all the way around. Getting more "bang for the talent" has meant large orders for the cruiser.

In early 6818, TOG made a major effort to capture the planet of Lexton, and many major naval engagements took place. In early July, the Commonwealth sent in a cruiser squadron to

resupply the planet and to harass TOG naval forces. A TOG cruiser squadron containing three *Syracuse* cruisers and three frigates was sent out to intercept the Commonwealth squadron. The Renegade squadron consisted of two *Carthage* Class cruisers and three frigates. After the battle, one *Syracuse* cruiser and one frigate limped away badly damaged, with all the rest of the TOG ships either destroyed or captured. Two weeks later, another Commonwealth resupply squadron arrived. This effort consisted of one *Repulse* Class battleship, two *Carthage* Class cruisers, and three frigates. Again TOG sent out forces to intercept the Renegades. This time, the forces consisted of two *Vulcan* Class cruisers and three frigates. After two hours of combat, the Commonwealth forces limped away minus their *Repulse* Class battleship, one *Carthage* cruiser, and two frigates. TOG losses consisted of one badly damaged *Vulcan* Class cruiser, one badly damaged frigate, and one destroyed frigate. The *Vulcan* simply outperformed the *Syracuse*.

Deployment:

The *Vulcan* has been in service for more than 18 years and is common in many areas and roles. Most of the vessels are reserved for front-line combat because of their durability and firepower. The *Vulcan* is also a favorite for independent command because the ship is so self-reliant.



Class: Cruiser

Mass: 1,518,091 tons

Cost: 11,588,010,537 talents

Engines: Right Engine Rating 46,000
Left Engine Rating 46,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	100
Left Forward	3	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	3	Right Forward	100
Right Aft	3	Right Aft	100
Aft	4	Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
50 22.5/15	F	8	6	5	4		
100 30/15	R	18	15	13	10	8	
100 30/15	L	18	15	13	10	8	
100 22.5/15	R	15	13	10	8		
100 22.5/15	L	15	13	10	8		
100 22.5/15	R	15	13	10	8		
100 22.5/15	L	15	13	10	8		
10 22.5/20	R	2	2	1	1		
10 22.5/20	L	2	2	1	1		
50 22.5/15	A	8	6	5	4		
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Fighters: 72 at 300 tons

Small Craft: 8 at 1,000 tons

Cargo: 10,000 tons

Crew: 1,333

Passengers: 100

Marines: 100

Overview:

In 6792 things were looking pretty grim for the Commonwealth armed forces. They had just been pushed out of the Medina Grand Dukedom, and just one year before TOG had taken control of the Mission Stars Grand Dukedom. In early 6793 the Commonwealth High Command put out the call for a new cruiser design that could stand up to any existing TOG design. Speed was of minor importance. Coventry Armaments won the contract. As all ship designers know, triple engines are more efficient than single or double engines because of the space and tonnage saved. Unfortunately, the largest producer of small starship engines had been captured in Medina Grand Dukedom. Lacking smaller engines, the designers at Coventry took two larger battleship-class engines and mounted them in the *Apollo*. When the Coventry designers could not turn up a suitable missile system for the cruiser, they decided not to mount a missile system.

Capabilities:

The *Apollo* Class cruiser is one of the older designs in the Commonwealth inventory. Using spare battleship engines, the cruiser has respectable thrust and plenty of power for weapons and shields. The original design specifications called for a Type B spinal mount and a large missile system. For two months, Coventry investigated possible sources of the missile system, all to no avail. Finally, the chief designer decided to give up on the missile system in favor of upgrading the spinal mount to a Type C and enhancing the bay weaponry. The broadside weaponry consists of one 100-gun 30/15 laser battery, two 100-gun 22.5/15 laser batteries, and one 10-gun 22.5/20 laser battery per side. The destructive power of one of the broadsides is enormous. The *Apollo* also carries one 50-gun 22.5/15 laser battery forward and aft. The anti-fighter/anti-missile weaponry is excellent, able to defeat most attacks within 225 kilometers.

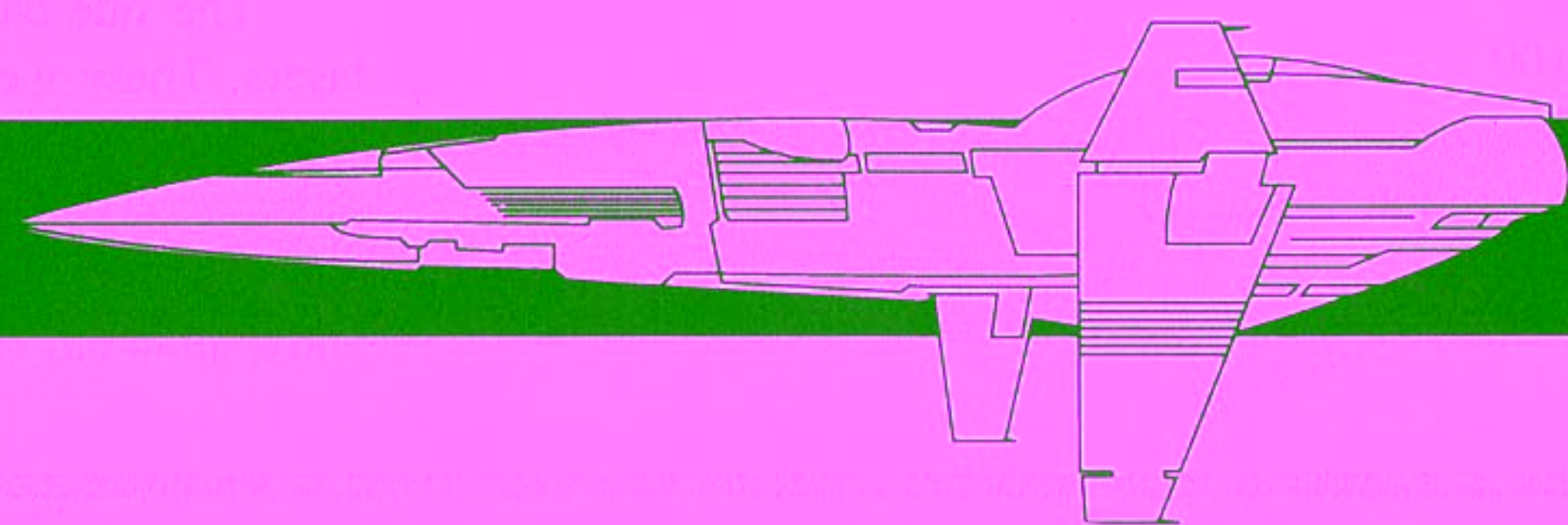
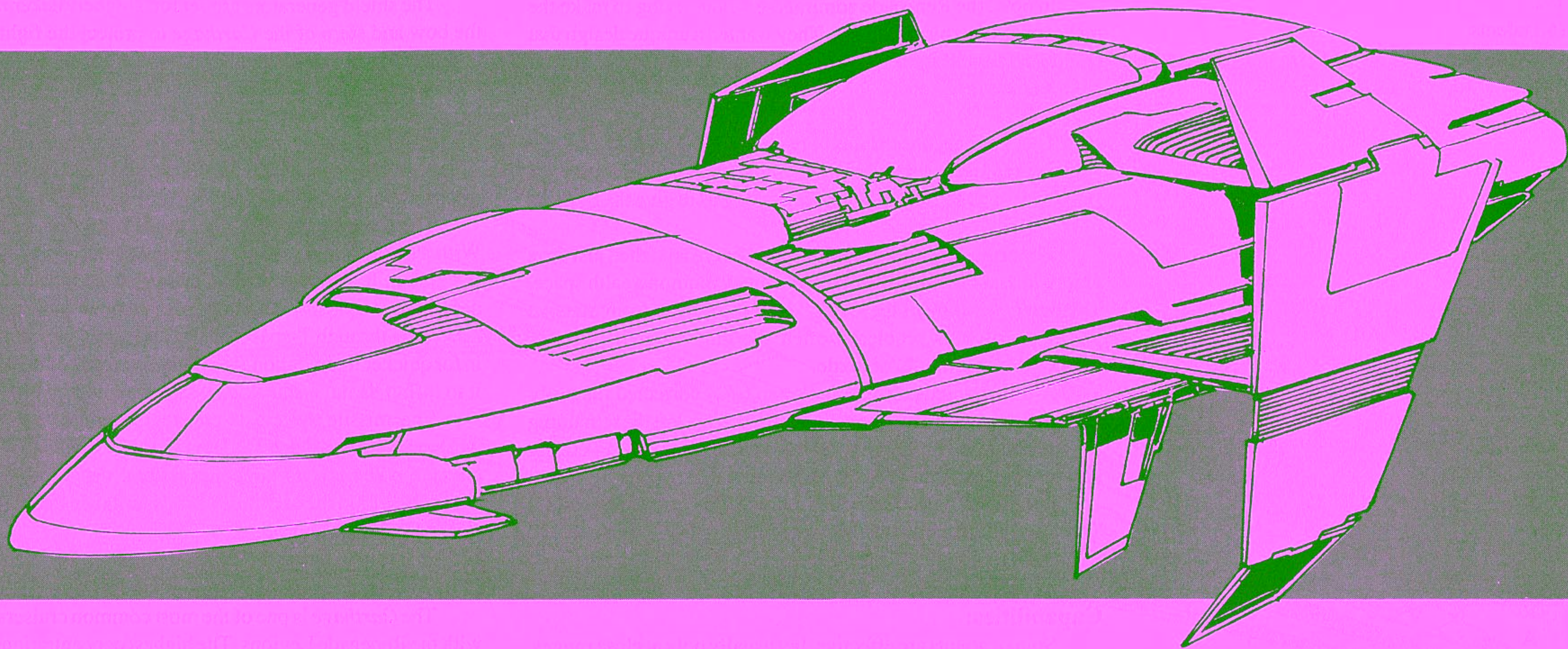
The shielding is also very good, provided by six 2,700-ton generators manufactured by Coventry Armaments. The *Apollo* carries 12 squadrons of fighters for additional firepower. The finest electronic suite was installed to make up for some of the improvisations.

After several of the *Apollo* Class had come off the assembly lines, they were grouped together and sent into the fracas around the planet Chase, the target for a TOG invasion fleet. The naval commander in charge of the defense of Chase formulated a brilliant, but risky plan. Using the heavily armed, but slower

Apollo Class cruisers to lure off the TOG naval elements guarding the invasion fleet, he assigned the faster Commonwealth vessels to surprise the TOG forces from behind. In their shiny new cruisers, the Commonwealth commanders prepared to do battle. Seeing the small groups of new cruisers, the TOG commander assumed that these would be highly maneuverable and lightly armed. He assigned most of his ships to disperse in an attempt to catch the cruisers. Just as the battle was beginning, the faster elements of the Commonwealth swept in and destroyed a sizable portion of the TOG transports and support ships. Unable to catch the swift Commonwealth raiders, the TOG commander took out his frustrations on the unlucky Commonwealth decoy force. Unfortunately for the TOG commander, his surprises for the day were not over. Instead of crushing lightly armed ships, he ran right into the first operational deployment of the *Apollo* Class cruiser. As the battle raged around him, the TOG commander, knowing that he had lost both this battle and the planet, destroyed his own ship, taking one of the new *Apollo* Class cruisers with him.

Deployment:

The *Apollo* Class cruiser can be found in most Commonwealth and Renegade fleets along the TOG-Commonwealth border. It is a favorite ship for newly promoted cruiser officers, as it is extremely durable and forgiving. The recent economic crunch has reduced orders for the *Apollo* Class in favor of newer and cheaper designst.



Class: Cruiser**Mass:** 1,253,365 tons**Cost:** 7,522,814,260 talents

Engines: Right Engine Rating 33,000
 Center Engine Rating 12,000
 Left Engine Rating 33,000

Thrust: 3**Shields:**

Forward	4	Forward	100
Left Forward	3	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	3	Right Forward	100
Right Aft	3	Right Aft	100
Aft	4	Aft	100

Armor:

Forward	100
Left Forward	100
Left Aft	100
Right Forward	100
Right Aft	100
Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
A Spinal Mount	F	5	3				
100 37.5/20	L	23	20	18	15	13	10
100 37.5/20	R	23	20	18	15	13	10
50 37.5/5	F	8	6	5	4	3	1
50 37.5/5	L	8	6	5	4	3	1
50 37.5/5	R	8	6	5	4	3	1
50 37.5/5	A	8	6	5	4	3	1
10 37.5/10	F	2	2	1	1	1	1
10 37.5/10	A	2	2	1	1	1	1
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type A Missile System 2 Shots at 50 Points

Fighters: 72 at 300 tons**Small Craft:** 10 at 1,000 tons**Cargo:** 10,000 tons**Crew:** 1,552**Passengers:** 100**Marines:** 100**Extras:** Thrust Option**Overview:**

In 6692 the Renegade admirals set about trying to make the most powerful cruiser in space. They wanted a unique design that could serve well in established battle squadrons, replacing the older vessels that were out of date when the Legions left TOG ten years earlier.

The original concept was to build a ship lacking the massive spinal mount carried by most cruisers and concentrating its firepower in huge bays of lasers. The idea was to give the Legions a cruiser with long-range weapons.

The original *Carthage* Class vessels were launched just days before the start of the TOG offensive into Commonwealth space. The first generation of these ships proved to suffer from massive power distribution problems, often shorting out entire bays of weapons in the middle of battle.

A refit and redesign beginning in 6724 corrected the problem by eliminating a number of laser bays. This left the remaining weapons spread throughout the bay space, often giving enemy sensors readings that the ship had far more lasers than it does.

Removing these lasers left much engine power untapped. The redesign channeled this energy to extra thrust. Thus began the Renegade tradition of faster ships.

Capabilities:

Spinal mounts are effective, but usually only at close ranges. Except for the larger ones mounted on battleships, these weapons do the most damage within ranges of 750 kilometers or less. Tactical doctrine usually held smaller vessels out of this range during maneuvers against enemy squadrons, so the Renegade Legion decided to forgo such a large crowbar and equip this class of ship with long-range laser batteries. The Abrinski Spinal Mount is the smallest mounted on a Commonwealth/Renegade cruiser.

The nucleus of firepower on this ship is the massive bays of 100 37.5/20 RO-Crush-OR lasers, the only large lasers manufactured by this firm. On smaller ships, they require difficult maintenance, but the roomy bays of a *Carthage* simplify service.

The side bays also mount 50-gun Rathie Armories 37.5/5 lasers. These weapons do not have nearly the same impact at longer ranges, but they help make up for the lack of a large spinal mount at close ranges.

Forward fire control also maintains 50 Rathie 35.5/5 lasers and a small bay of 37.5/10 lasers, which are primarily used in an

anti-fighter capacity.

The shield generators are set for a higher flicker rate toward the bow and stern of the *Carthage* to protect the fighter landing and recovery bays and the small-craft bays at the aft of the vessel.

The *Carthage* Class carries a total of 72 fighters, whose mix varies with the mission. The most common fighters are the *Gau* Class, with smaller fighters used in a recon capacity. The *Carthage* also carries ten 1,000-ton craft. These ships debark troops as part of landing operations or supply runs.

The *Carthage* has a higher thrust ratio than most cruisers. With a small spinal mount, this mobility often plays a vital role in combat. It also makes the *Carthage* a good patrol vessel for defending a system. As T-Doppler stations pick up ships approaching through T-space, a fast *Carthage* Class ship can move in for quicker interception. The extended range of its lasers allows it to inflict damage and skip away for another approach.

The missile system is considered one of the *Carthage*'s weaknesses. This older TD Hopkons 311 has limited range and damage potential. Its targeting system, despite three software upgrades within the last three years, is still considered the easiest for TOG capital ships to jam.

Deployment:

The *Carthage* is one of the most common cruisers in service with the Renegade Legions. The highest concentrations along the border with TOG are in Rift and Pembroke Counties, though the recent reassignment of three squadrons to Shannedam County dramatically increases the number there.

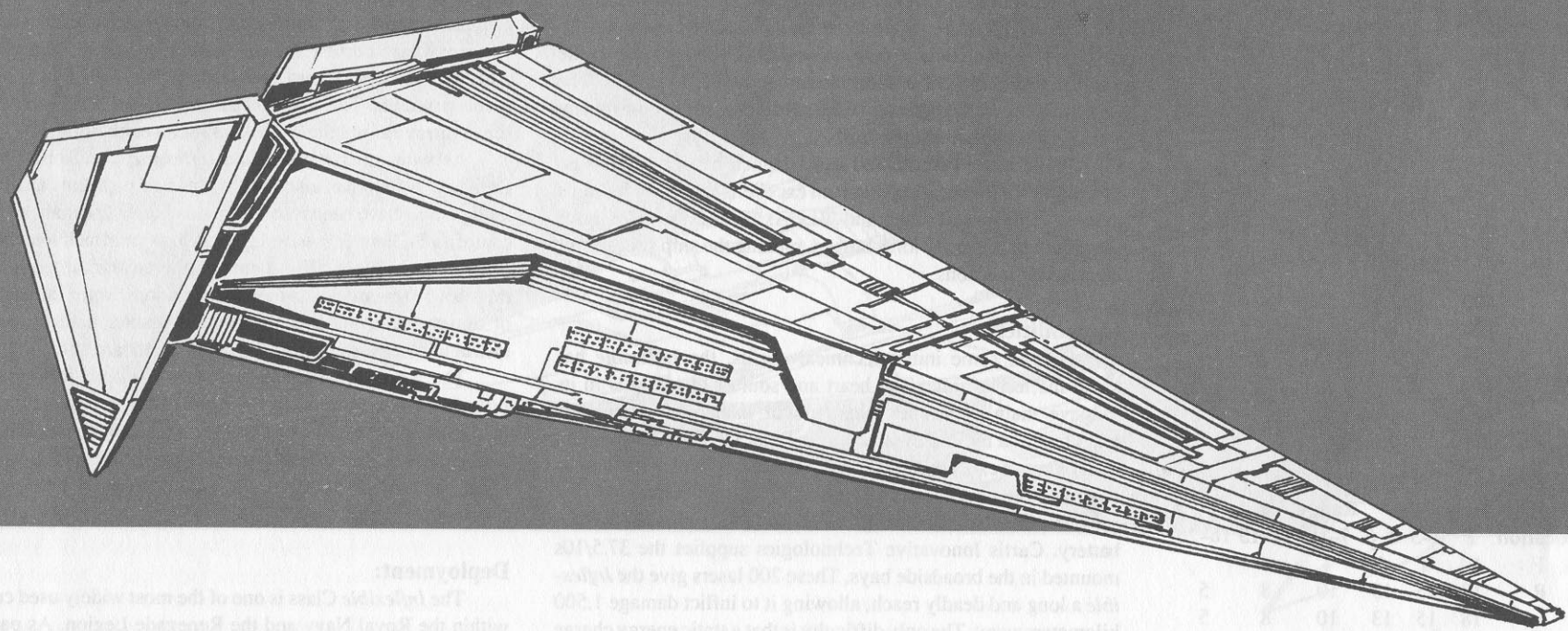
The *Carthage* splits its duties between patrol and missions with battle squadrons.

Class: Cruiser
Displacement: 2,000 tons
Length: 110m
Beam: 17m
Height: 12m

Overview:

One of the more modern vessels used by the Royal Navy, the Inflexible Class is a versatile and powerful warship.

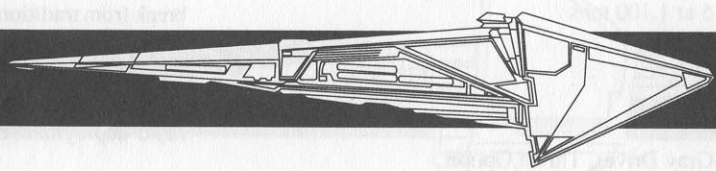
In the front of the ship, the mainmast is located. The ship's mainmast is a tall, slender structure that supports the ship's radar and communication equipment.



Speed (knots)	Range (nautical miles)	Endurance (days)	Complement (crew)
100.0	10,000	15	1,000
100.0	10,000	15	1,000
100.0	10,000	15	1,000
100.0	10,000	15	1,000
100.0	10,000	15	1,000

Type F Missile System - 2 Shots in 100 Poles

Figure 11 in 300 tons
 Small Class - 2 in 100 tons



The front and back of the ship carry the mainmast. The mainmast is a tall, slender structure that supports the ship's radar and communication equipment. The ship's mainmast is a tall, slender structure that supports the ship's radar and communication equipment.

Deployment:

The Inflexible Class is one of the most widely used cruisers in the Royal Navy. It is a versatile and powerful warship that can be deployed in a variety of roles. The ship's mainmast is a tall, slender structure that supports the ship's radar and communication equipment.

Class: Cruiser

Mass: 2,099,600 tons

Cost: 14,006,722,485 talents

Engines: Right Engine Rating 50,000
Left Engine Rating 50,000

Thrust: 3

Shields:

Forward	5
Left Forward	3
Left Aft	3
Right Forward	3
Right Aft	3
Aft	3

Armor:

Forward	100
Left Forward	100
Left Aft	100
Right Forward	100
Right Aft	100
Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
100 37.5/10	R	18	15	13	10	8	5
100 37.5/10	L	18	15	13	10	8	5
100 22.5/15	F	15	13	10	8		
100 22.5/15	A	15	13	10	8		
25 22.5/10	R	3	3	2	1		
25 22.5/10	L	3	3	2	1		
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type F Missile System 2 Shots at 100 Points

Fighters: 72 at 300 tons

Small Craft: 5 at 1,100 tons

Cargo: 52,000 tons

Crew: 1,406

Passengers: 70

Marines: 250

Extras: Anti-Grav Drives, Thrust Option

Overview:

One of the more menacing cruisers used by the Royal Navy is the *Inflexible* Class. Since its introduction in 6720, it has accounted for more TOG kills than any other ship of its class.

The *Inflexible* is often cited as a classic Commonwealth design approach. It is a fast cruiser, allocating power to the engines for more acceleration instead of to the laser bays. The *Inflexible* carries the most powerful spinal mount possible for any vessel smaller than a battleship.

While somewhat limited in its launch capacity, this ship does carry 72 fighters, making it an excellent candidate for raids against TOG installations and VLCAs. The *Inflexible's* laser weapons are primarily long-ranged, making the ship suitable for a variety of missions.

Capabilities:

Despite some initial technical snafus, the *Inflexible* has stood the test of time. The heart and soul of this ship is in its massive main gun. The spinal mount launch mechanism is manufactured by Pudlow-Techno in Finor County. This system underwent an extensive software upgrade in 6830 that has shown a remarkable improvement in the accuracy of the gun.

The laser bays on the *Inflexible* are as dangerous as its main battery. Curtis Innovative Technologies supplies the 37.5/10s mounted in the broadside bays. These 200 lasers give the *Inflexible* a long and deadly reach, allowing it to inflict damage 1,500 kilometers away. The only difficulty is that a static energy charge tends to build in the cooling coils during prolonged engagements, shorting out the targeting controls.

The front and back of the ship carry Curtis Innovative Technologies Model IV 22.5/10 lasers. Though these weapons have shorter range, they still pack a deadly punch. The *Inflexible* Class also has two smaller reserve 22.5/10 bays manufactured by Leonardo Industries of Wayne. These smaller weapons are ineffective except at close range.

The shield generators on the *Inflexible* Class are set for a much higher flicker rate at the front of the ship than in any other place. This extra protection in this location allows the ship to break from traditional combat formations and move directly at an enemy instead of relying on broadside defenses.

The *Inflexible* carries 72 fighters in a wide mix of types, varying with the mission. The twelve launch bays give the cruiser rapid-deployment capability that has come into use many times

in the long career of this ship.

Loading/landing bays have been provided for five 1,100-ton vessels, which are berthed to the aft, below the main sublight engine thrust ports. Oftentimes, assault boats are stored there for ground-support operations. On specialized raids, modified *Pegasus* Class corvettes have been stored there, allowing the cruiser to enter a system and deploy five other FTL ships for secondary raids. This can confuse T-Doppler stations and other sensor arrays along the TOG/Commonwealth border.

As with other parts of the *Inflexible*, the Acban Missile Delivery System has also had its share of problems in the past, though most have been resolved at this point. The main difficulty came in a T-Damper used to suppress low-yield tachyons after the re-entry to N-space. The dampers altered the targeting of the missiles by several dozen meters, at random. Since the discovery of the problem, the Royal Navy has issued field orders with instructions how to correct the problem aboard ship.

The Renegade Legion has shown a keen interest in the *Inflexible* Class, purchasing them at a substantial rate. Somewhat bolder in their use of this cruiser than the Royal Navy, the Renegades have used them on several penetrating raids into TOG space, usually on supply runs to worlds that have fallen to TOG but have loyal partisans.

Deployment:

The *Inflexible* Class is one of the most widely used cruisers within the Royal Navy and the Renegade Legion. As part of a lend-lease program, a dozen of these ships have worked their way into KessRith hands as well.

Inflexibles fill many different roles. They are excellent ground-support vessels, work well in battle squadrons, and have unique capabilities that allow them to work in a raiding capacity. In more remote locations, *Inflexible* Class cruisers serve as flagships for squadrons.



KARDEESH B'ARKAHHR (BONE CRUSHER)

92

Class: Cruiser

Mass: 1,347,086 tons

Cost: 9,332,892,928 talents

Engines: Right Engine Rating 33,000
Center Engine Rating 32,000
Left Engine Rating 33,000

Thrust: 2

Shields:

Forward 5
Left Forward 3
Left Aft 3
Right Forward 3
Right Aft 3
Aft 3

Armor:

Forward 100
Left Forward 100
Left Aft 100
Right Forward 100
Right Aft 100
Aft 100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
100 30/25	L	23	20	18	15	13	
100 30/25	R	23	20	18	15	13	
50 15/30	F	10	9	8			
50 22.5/15	L	8	6	5	4		
50 22.5/15	R	8	6	5	4		
100 7.5/25	A	15	13				
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type E Missile System 3 Shots at 150 points

Fighters: 72 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 16,000 tons

Crew: 1,378

Passengers: 220

Marines: 245

Overview:

A KessRith cruiser of impressive power and weaponry, the *Kardeesh B'Arkahr* was integrated into the Commonwealth Navy in 6808. The *Bone Crusher* is produced in only a handful of KessRith shipyards within the Commonwealth, and combat losses often exceed production. Despite this, the *Kardeesh* is becoming an increasingly important part of front-line battleship squadrons. It is not as nimble as many Commonwealth cruisers, and so this prized ship is rarely deployed alone. With so few available, it is rare for two of these ships to operate in the same squadron.

Command of a *Kardeesh* normally rests on the massive front shoulders of a KessRith Clan Chief. Given the aggressive tendency of these huge beings, it is small wonder that these cruisers average one month in the repair docks for every two months on active duty. When in service, however, a *Bone Crusher* delivers an impressive amount of firepower, based on the powerful 30/25 laser. This weapon is deadly at all but the most extreme ranges, but KessRith commanders prefer the brutality of a close-in slugfest. The supplemental weapon systems of the class are only slightly less impressive. As is the KessRith standard, the cruiser packs a potent punch from all angles, although the range of the rear-firing 7.5/25 laser bay is negligible. The missile system is normally found only on battleships. When coupled with the group of heavy fighters and the Class C spinal mount, the weaponry lets the *Bone Crusher* live up to its name.

Capabilities:

The *Kardeesh* is power-rated at 98,000, near the top of the cruiser classification. Despite this impressive array of engines, the ship is somewhat sluggish to control. The shielding system of the cruiser is unlike any other mounted by the Commonwealth. The front flicker generators are massive, providing the armored nose with an added measure of protection. This additional protection is achieved at the expense of the rear quarter, but the KessRith seem to like the arrangement. When working with other ships of the squadron, the *Bone Crusher* will maneuver to bring the Class C spinal mount into play as quickly as possible. Though the range is not as great as that of the two broadsides, this direct confrontation is more the style of the KessRith. A single strike from this weapon at close range will open a gaping hole in any TOG cruiser currently in service. KessRith commanders follow up such attacks with fire from the broadside laser bays. The weakest attack

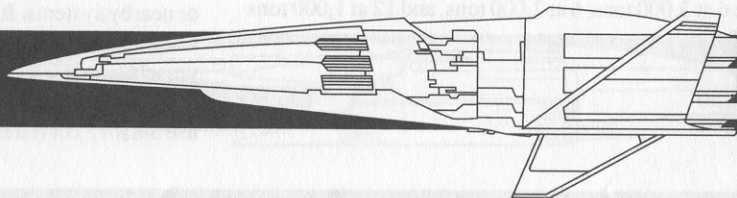
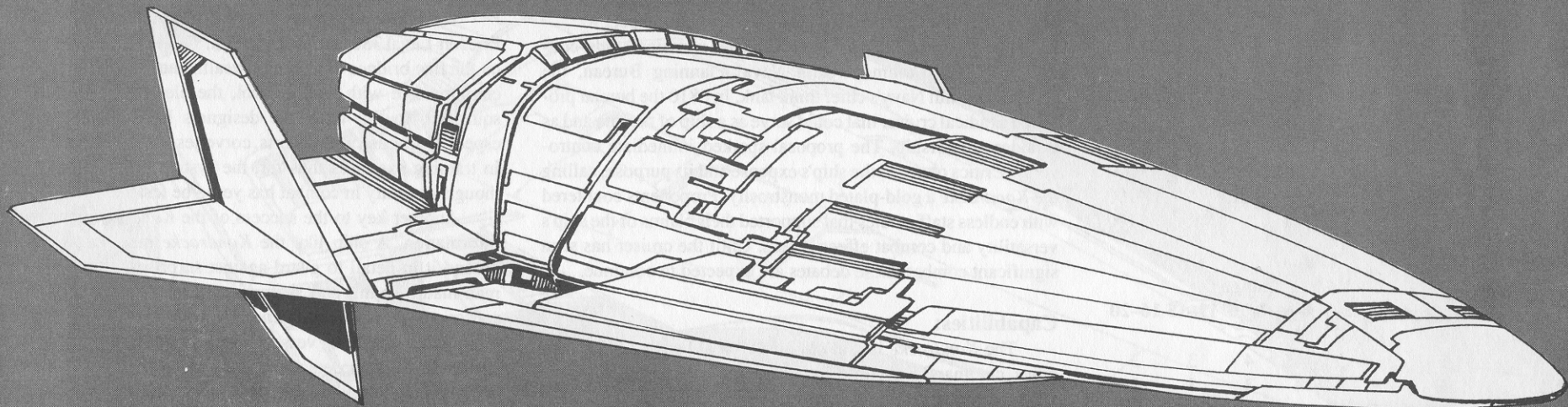
area of the cruiser is, like other KessRith designs, the back. It is somewhat surprising that the 7.5/25 lasers are installed at all. Effective only at close range, the weapons are rarely used.

Supplementing the lasers and spinal mount is the largest missile delivery system mounted on any Renegade or Commonwealth ship. This massive system can deliver three salvos of ship-killer HELL missiles at a range of more than 1,000 kilometers. Normally, KessRith commanders launch these salvos as soon as possible. Rather than attack other cruisers or battleships with these missile barrages, however, the KessRith seem to prefer to use them to strip away smaller capital ships. A single barrage can gut a frigate, even with the anti-missile systems firing as fast as possible.

Fighters carried by *Bone Crushers* are always heavies. The KessRith willingly sacrifice speed to provide an extra measure of firepower or protection. *Fluttering Petals* are common, as are *Avengers*. Likewise, the twelve small craft housed in the ship's bays are all heavily armed and armored. They perform all of the functions normally required by the ship's boats on other cruisers, but these craft are specially designed to carry squads of KessRith marines.

Deployment:

The *Bone Crusher* has never been available in quantity due to the small number of production facilities. At present rates, ten new *Crushers* become available every year. Should the KessRith choose to release details of the design and its construction, however, this number would increase dramatically. Six of the Renegade battleship squadrons currently serving in Shannedam County use the *Kardeesh*, but this is an unusually high percentage. Most counties within the Commonwealth have from one to five of these ships assigned to a permanent battleship squadron and another one or two for use as reinforcements. Many of these ships will be in for repairs, however, due to the blunt fighting style of their KessRith commanders.



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Class: Cruiser

Mass: 1,276,015 tons

Cost: 8,746,635,827 talents

Engines: Right Engine Rating 32,000
Center Engine Rating 32,000
Left Engine Rating 32,000

Thrust: 2

Shields:

	Forward	Left Forward	Left Aft	Right Forward	Right Aft	Aft
Armor:	4	3	3	3	3	4
	Forward	Left Forward	Left Aft	Right Forward	Right Aft	Aft
	100	100	100	100	100	100

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15	16-20
B Spinal Mount	F	8	6	4			
25 37.5/20	F	6	5	4	4	3	3
25 37.5/15	F	5	4	4	3	3	2
100 15/20	L	15	13	10			
50 15/15	L	6	5	4			
50 30/20	L	10	9	8	6	5	
50 30/20	R	10	9	8	6	5	
100 15/20	R	15	13	10			
50 15/15	R	6	5	4			
25 30/20	R	5	4	4	3	3	
25 30/20	L	5	4	4	3	3	
25 37.5/20	A	6	5	4	4	3	3
10 37.5/15	A	2	2	2	1	1	1

		0	1	2	3
Turrets	L	5	5	4	3
	R	5	5	4	3

Type D Missile System 3 Shots at 100 Points

Fighters: 72 at 300 tons

Small Craft: 6 at 3,000 tons, 6 at 2,000 tons, and 12 at 1,000 tons

Cargo: 8,000 tons

Crew: 1,317

Passengers: 150

Marines: 325

Overview:

The *Kondracke* Class heavy cruisers have only recently come into service, but they are already causing a stir in TOG naval planning circles. The cruiser's unusual configuration and expected deployment give Commonwealth and Renegade forces a new way to attack TOG systems when they least expect it.

The *Kondracke* Class evolved out of a design study conducted by the Commonwealth Naval Planning Bureau, the Commonwealth Navy's chief think tank. In 6810 the bureau proposed a radical cruiser that could serve as a ship of the line and as a raider mothership. The proposal sparked immediate controversy. Critics opposed the ship's expense and its purpose, calling the *Kondracke* a gold-plated monstrosity. Proponents countered with endless staff studies that supported their claims of the ship's versatility and combat effectiveness. Until the cruiser has seen significant combat, these debates are expected to continue.

Capabilities:

The *Kondracke* is laid out as a typical heavy cruiser. Engines, command and control systems, armament, and defensive systems are all configured along conventional lines. Standard components are used throughout to increase the reliability of the vessel and to speed construction. The *Kondracke* is manufactured at facilities in the Island Stars, Havershom, and Masada Grand Dukedoms, with the primary contractor being Bristol Naval Construction of the Havershom Grand Dukedom.

The weapons suite on the *Kondracke* is average for a cruiser its size. The spinal mount is the lighter of the two normally mounted on cruisers, but the missile system and the bay weapons can both inflict substantial damage. Opting for reliability over innovation, the designers installed only proven, easily repaired weapons systems in the *Kondracke*.

What makes the *Kondracke* unique is its small-ship bay. With a mass of 210,000 tons, this huge bay can be reconfigured to carry everything from 1,000-ton shuttles to 3,000-ton FTL escorts. The most commonly carried are the *Solstice* Class and the *Pegasus* Class. This gives the cruiser the ability to attack a system, while using the corvettes to raid other targets in the same or nearby systems. It could also hide in an uninhabited system or deep space and serve as a tender for the raiding patrol class vessels.

Another option available to *Kondracke* commanders is to use *Solstice* corvettes to lift all or part of the fighter complement

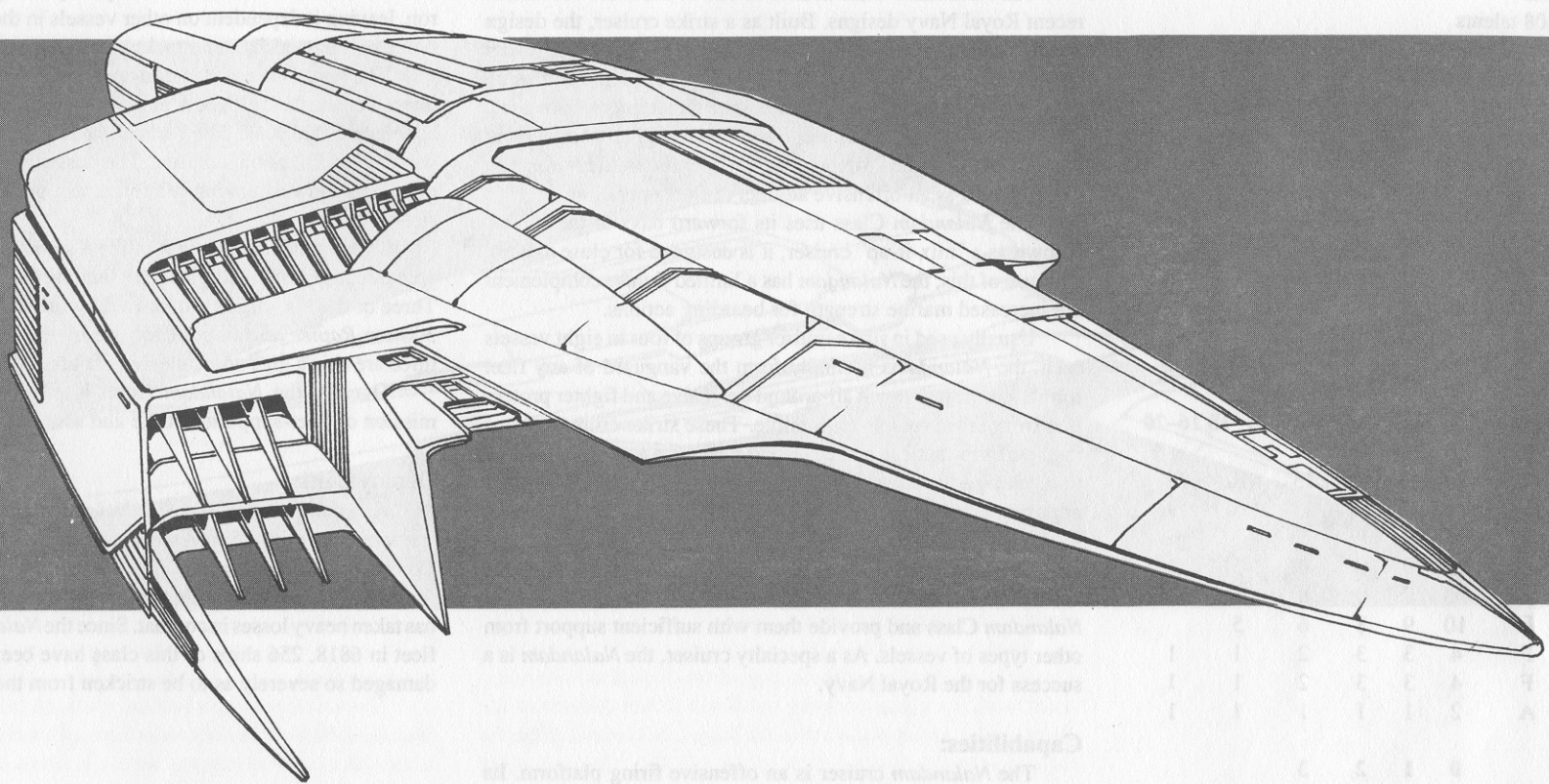
into the target system separately. They can then enter the system undetected, and the fighters could then enter the fray at a time and direction of their choosing. If the corvettes can distract the enemy, the unexpected reinforcements could turn the tide of a battle.

To control all this activity, then if detected, the fighters can use the Ericson-Laval 380 computer system on the flag bridges of Commonwealth *Kondracke* uses a modified communication system to control, manage, and coordinate the unit. This unit is normally found in a squadron. In this case, the *Kondracke* is used to especially for use with escorts, coordinate the elements of a battleship. In training exercises thus far, fighters have adapted the unit though its utility in combat has yet to be tested.

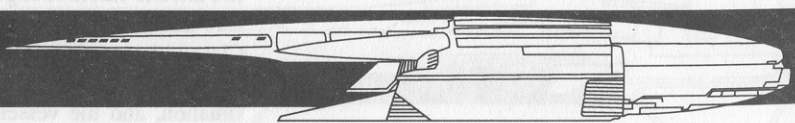
Another key to the success of the system has performed well, information. A ship like the *Kondracke* is to be tested. around it in detail to guard against the *Kondracke*'s mission is man-made. To this end, the *Kondracke* must know the area sensor suite. These are generalist surprises, either natural or intelligence-gathering vessels. One carries a Koppel Eagle-Eye the Eagle-Eye can detect and track found on scout ships and solar system, providing the *Kondracke* of the finest sensor systems, that warships do not usually enjoy any fighter-size object in a solitary deployment, the added expense of the *Kondracke* with a degree of security deemed necessary. Given the cruiser's generally poor sense of the sensor system was

Deployment:

The *Kondracke* is just entering service. Its deployment plan has yet to be worked out. Currently, the ships are assigned to Theater Reserve Fleet service, so its final deployment operations. Currently, the ships are out. Currently, the ships are assigned to Theater Reserve Fleet service, so its final deployment operations. Currently, the ships are out. Currently, the ships are assigned to Theater Reserve Fleet service, so its final deployment operations.



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



Class: Cruiser

Mass: 1,490,606 tons

Cost: 11,193,882,208 talents

Engines: Right Engine Rating 45,000
Left Engine Rating 45,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	100
Left Forward	4	Left Forward	100
Left Aft	3	Left Aft	100
Right Forward	4	Right Forward	100
Right Aft	3	Right Aft	100
Aft	2	Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
100 37.5/15	R	20	18	15	13	10	9
100 37.5/15	L	20	18	15	13	10	9
50 30/20	R	10	9	8	6	5	
50 30/20	L	10	9	8	6	5	
50 30/20	R	10	9	8	6	5	
50 30/20	L	10	9	8	6	5	
25 37.5/5	F	4	3	3	2	1	1
25 37.5/5	F	4	3	3	2	1	1
10 37.5/5	A	2	1	1	1	1	1
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type A Missile System 2 Shots at 50 Points

Fighters: 6 at 300 tons

Small Craft: 6 at 300 tons

Cargo: 5,000 tons

Crew: 1,179

Passengers: 100

Marines: 300

Overview:

The *Nalandam* Class cruiser is one of the more successful recent Royal Navy designs. Built as a strike cruiser, the design attempts to project increased offensive firepower forward, giving the vessel more attack capability in this arc than some battleship designs. With this advantage come some dangerous weaknesses. The class has very little aft firepower, and its fighter complement is small. Not designed for independent operations, the *Nalandam* Class is used as an offensive adjunct to fleet operations.

The *Nalandam* Class uses its forward bays to the fullest. Known as a "mix-it-up" cruiser, it is designed for close assault. Because of this, the *Nalandam* has a limited fighter complement but increased marine strength for boarding actions.

Usually used in strike cruiser groups of four to eight vessels each, the *Nalandams* normally form the vanguard of any fleet formation, with as much all-around defensive and fighter protection from other vessels as possible. These strike cruiser groups then perform tactical maneuvers to penetrate an enemy formation, taking advantage of any weakness or tactical blunder by the opposing admiral.

Nalandams are most efficient when they have a specific mission, such as the attack of a particular capital ship or flag vessel. Fleet admirals must remember the limitations of the *Nalandam* Class and provide them with sufficient support from other types of vessels. As a specialty cruiser, the *Nalandam* is a success for the Royal Navy.

Capabilities:

The *Nalandam* cruiser is an offensive firing platform. Its Type C spinal mount, coupled with two 25-gun 37.5/5 forward-firing bays, give the vessel respectable punch. Larger 100-gun 37.5/15 broadside bays offer an increase in firepower as the range closes or multiple targets present themselves. With four additional 50-gun 30/20 broadside bays, the vessel can more than hold its own in pitched battle. Increased shield strength on all fore parts of the ship also help it complete its offensive mission.

The major weakness of the *Nalandam* Class is the lack of rear weapons and protection. Only a single 10-gun 37.5/5 bay can fire aft, and shield strength is at its weakest here. Most admirals take this into account by providing the ships of the *Nalandam* Class with enough support and defensive firepower to aid them in combat. Unfortunately, not even good planning can control every situation, and the vessels sometimes take fire from the rear,

sustaining heavy damage in the process.

The *Nalandam* Class can carry only a single fighter squadron, leaving it dependent on other vessels in the fleet for protection from massed fighter attacks.

The vessel carries standard cruiser-weight armor, as well as turret weapons and a Type A missile system. Cargo capacity is an adequate 5,000 tons. The *Nalandam* also can carry up to 100 passengers, but not in comfort. The passenger accommodations often carry lower-ranking reinforcement personnel to far-flung fleet stations.

The marine complement of the *Nalandam* Class is considered adequate for small planetary landing and boarding parties. Three of the six small craft carried by the *Nalandam* Class are 300-ton *Rapier* assault craft for use by the marines. The other three are ship's gigs and cutters of standard designs.

Overall, the *Nalandam* Class is efficient in its specific mission of fleet-supported strike and assault.

Deployment:

As a newer cruiser type, the *Nalandam* Class is still entering service. Currently, 4,800 vessels of this type are scattered among Commonwealth fleets, and 320 serve with Renegade Legion forces. Because of its unique mission profile, the *Nalandam* Class has taken heavy losses in combat. Since the *Nalandam* entered the fleet in 6818, 256 ships of this class have been lost in battle or damaged so severely as to be stricken from the active list.

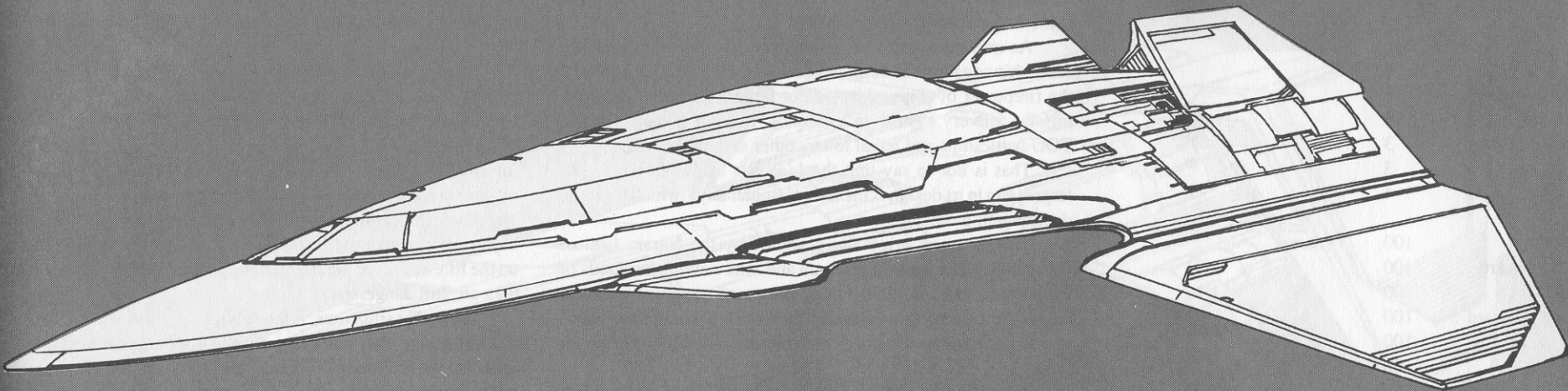
Class: Cruise
Mass: 1,750 tons
Cost: 11,280,000,000 yen

Overview:

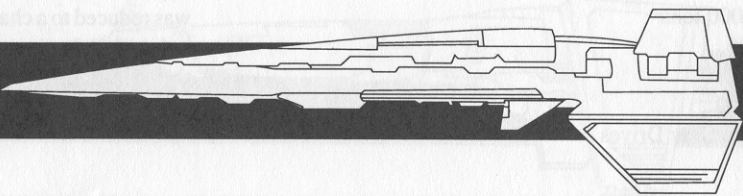
"I can not say child, all but the Lion. For it is the king, and a rule supreme, not with compromise, but with power and a

Capabilities:

The key to this ship's success is its emphasis on speed. The power over all other concerns. This vessel's Maritime Type



Type	Location	1-3	4-6	7-10	11-15	16-20
C Spinal Mount	R	10	8	6	2	
100 37.5M	R	20	18	15	13	10
100 37.5M	L	20	18	15	13	10
50 30.0M	R	13	11	10	9	8
50 30.0M	L	13	11	10	9	8
Turrets	L	2	3	4	3	
	R	2	3	4	3	
Type B Missile System						2 Spot at 150 Points



The first volley from the Tiger's spinal mount struck the already battle-weary TOD vessel and crippled its main drive. As the battlegroup tried to pull away for repairs, the Tiger pursued, just as it seemed that the Green White Shark broke free from the main battle and attacked the TOD ship with three consecutive missile salvos. In a matter of moments, the TOD ship was reduced to a charred hull, drifting in space, leaving their charge

The Lion Class presently numbers 18,122 on active duty within the Royal Navy, with several thousand more serving with the Renegade I region. Almost all these ships serve in a patrol system-defense capacity or with standard battlegroup squadrons. Only a handful of Lion ever serve on deep raids into TOD space.

Deployment:

Lion cruisers are frequently overdue for repairs. Cause this condition requires the computer facilities of a support and their flicker controls must be recalibrated frequently. Because the shield generator systems on the Lion are of older design, troop landings, a duty that the Lion often does. 1,200 tons. These gunboats and cruisers can provide support to

regions that proved the ship's value.

During the eighth battle for Yord in 6792 in Hibrow County, the 40th Battlegroup Squadron (Dorchester's Renegades) used two Lion Class cruisers, the Green White Shark and the Tiger. At the peak of the battle, the Tiger broke ranks from the Renegade battle column and closed on a TOD battlegroup making a slow retreat. The two ships became separated from the rest of the battle, fighting a private war.

Class: Cruiser

Mass: 1,767,688 tons

Cost: 11,589,589,403 talents

Engines: Right Engine Rating 25,000
Center Engine Rating 50,000
Left Engine Rating 25,000

Thrust: 2

Shields:

Forward	4
Left Forward	3
Left Aft	3
Right Forward	3
Right Aft	3
Aft	4

Armor:

Forward	100
Left Forward	100
Left Aft	100
Right Forward	100
Right Aft	100
Aft	100

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
C Spinal Mount	F	10	8	6	4		
100 37.5/15	R	20	18	15	13	10	9
100 37.5/15	L	20	18	15	13	10	9
50 30/30	F	13	11	10	9	8	
50 30/30	A	13	11	10	9	8	
		0	1	2	3		
Turrets	L	5	5	4	3		
	R	5	5	4	3		

Type E Missile System 3 Shots at 150 Points

Fighters: None

Small Craft: 3 at 1,200 tons

Cargo: 38,000 tons

Crew: 1,206

Passengers: 10

Marines: 150

Extras: Anti-Grav Drives

Overview:

"Fear not, my child, all but the *Vitak*. For it is the king, and it rules supreme, not with compromise, but with power and a mighty roar." So states Maka in the Naram children's tale of Maka and the King. The same warning holds true for the Naram-designed *Vitak (Lion)* Class cruiser used by the Royal Navy and some Renegade Legion squadrons.

As cruisers go, this ship is designed to operate as part of a battleship squadron. In conjunction with other ships, it can match the firepower of ships of its size or larger. It has the strongest missile-delivery system in existence, making it dangerous to TOG battleships and lethal to any other ship in space.

That is not to say that the *Lion* has no weaknesses. The largest gap in its design is the lack of fighter bays, which limits its deployment dramatically.

The ship was originally designed by the Naram firm of Harquarth. After years of research and interviewing hundreds of humanoid and KessRith officers, Harquarth proposed a radical design for a Commonwealth cruiser. The ship would have maximum spinal-mount weaponry and missiles, sacrificing space for fighters.

By 6706, the Royal Navy was testing 300 *Lion* Class cruisers. Surprisingly, it was the 100 operated by the Renegade Legions that proved the ship's value.

During the eighth battle for Verol in 6792 in Hibbing County, the 4044th Battleship Squadron (Dorothea's Reapers) used two *Lion* Class cruisers, the *Great White Shark* and the *Tigress*. At the peak of the battle, the *Tigress* broke ranks from the Renegade battle column and closed on a TOG battleship making a slow combat turn. The two ships became separated from the rest of the battle, fighting a private war.

The first volley from the *Tigress*'s spinal mount struck the already battle-weary TOG vessel and crippled its mass driver. As the battlewagon tried to pull away for repairs, the *Tigress* pursued, falling prey to more than 200 fighters protecting the TOG ship. Just as all seemed lost, the *Great White Shark* broke free from the main battle and attacked the TOG ship with three consecutive missile salvos. In a matter of moments, the TOG ship was reduced to a charred hulk, adrift in space. Seeing their charge reduced to slag in a matter of seconds, the TOG fighters broke off their attack on the *Tigress*.

Capabilities:

The key to this ship's success is its emphasis on sheer firepower over all other concerns. This vessel's Martinson Type C spinal mount has proven to be a deadly weapon at short ranges.

Even from distances of 7,500 kilometers, destroyers and other smaller ships usually avoid slow closings with a *Lion*. If they are not fast, this ship can cripple them before they can fire their weapons.

Missiles are also important to the *Lion*'s success. The complex By-Tor-La (Night Flame) missile system is a tribute to the Naram who designed it. The fire-control system supports its own independent backup center in case of damage to the Combat Information Center. The missiles can then be launched manually by gunnery officers, even when the ship is otherwise crippled.

Carlas Innovations Inc. (CII) designed the 200 large laser bays along the sides of the ship. CII also provided the 30/30 lasers on the fore and aft of the ship. Though these have a shorter range, they are still dangerous.

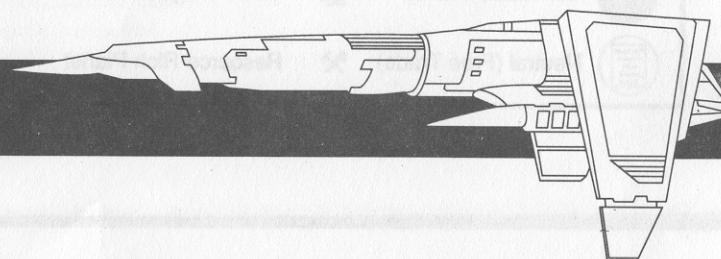
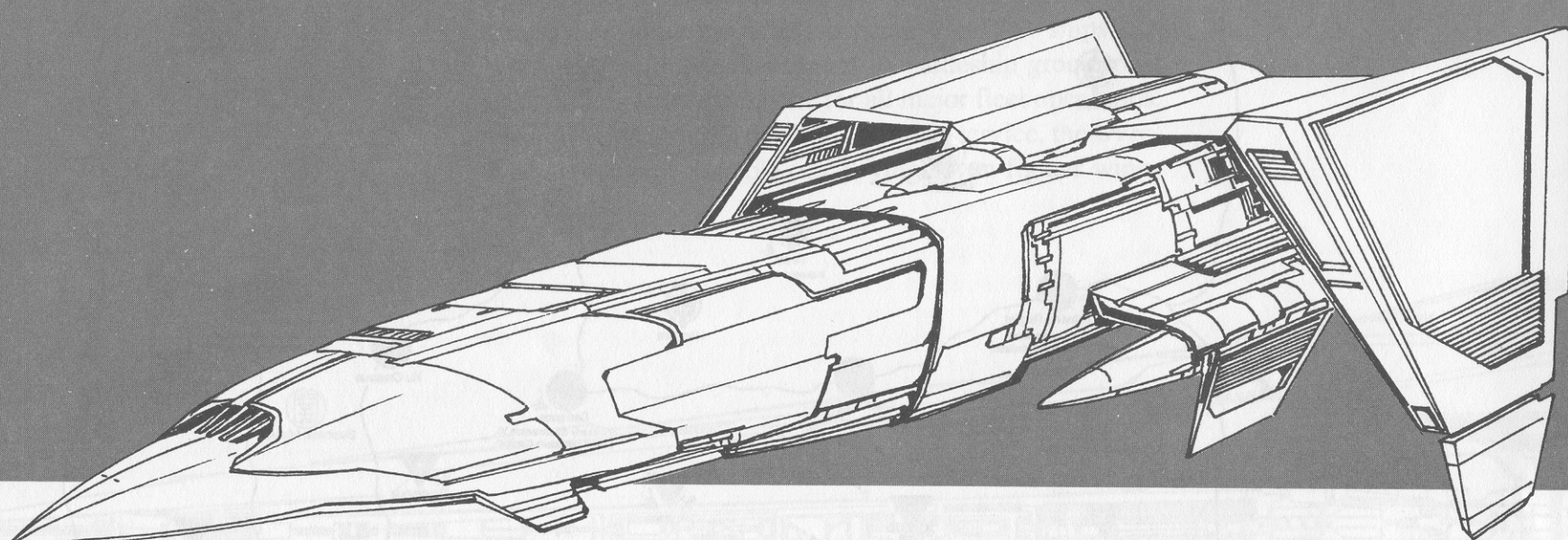
In combat situations, if the sublight engines are overheated due to damage, they can cause a static discharge problem in the area near the FTL drive. This static has killed dozens of engineering personnel over the years, and it often throws the TOOWEL 200 off-line. This can leave the *Lion* trapped in enemy territory.

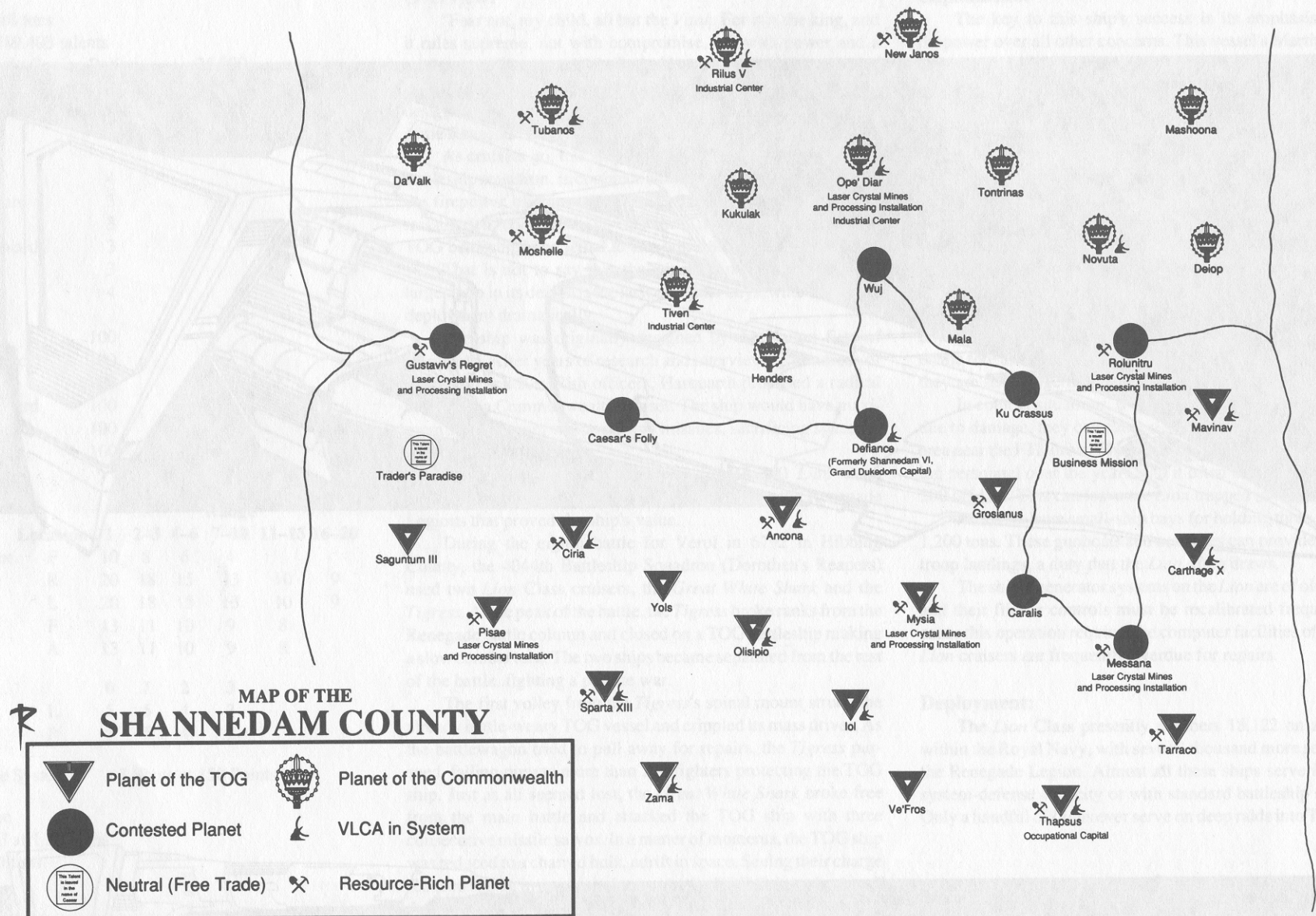
All *Lions* have small-ship bays for holding three ships up to 1,200 tons. These gunboats and corvettes can provide support to troop landings, a duty that the *Lion* often draws.

The shield generator systems on the *Lion* are of older design, and their flicker controls must be recalibrated frequently. Because this operation requires the computer facilities of a starport, *Lion* cruisers are frequently overdue for repairs.

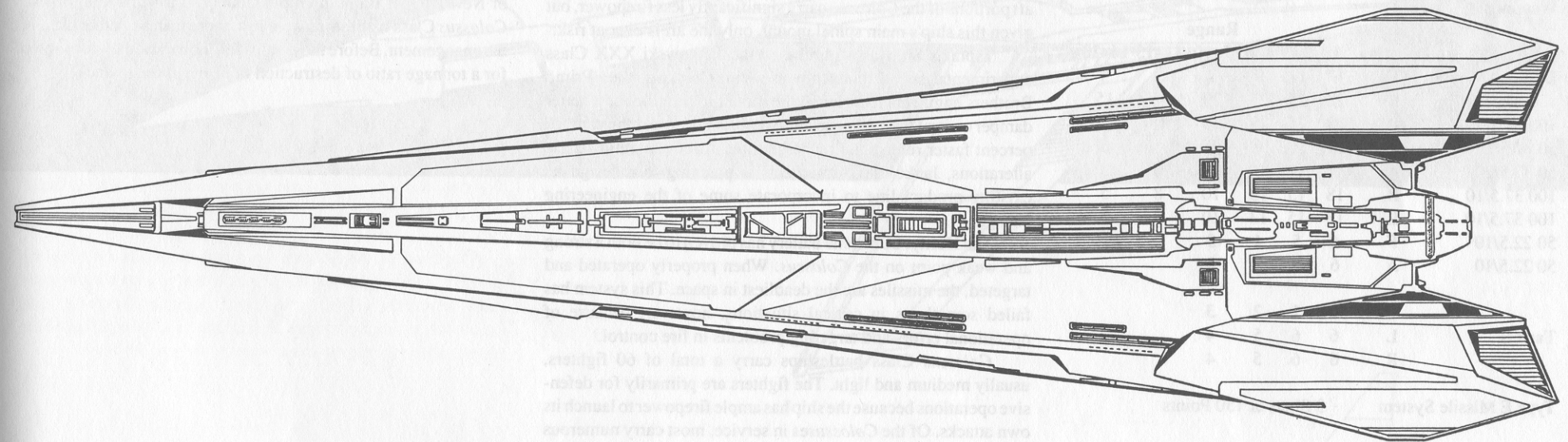
Deployment:

The *Lion* Class presently numbers 18,122 on active duty within the Royal Navy, with several thousand more serving with the Renegade Legion. Almost all these ships serve in a patrol/system-defense capacity or with standard battleship squadrons. Only a handful of *Lions* ever serve on deep raids into TOG space.





Battleships are the behemoths of starship design, with a single ship having as much size and tonnage as twelve destroyers. Loaded down with awesome laser bays, multiple-reload missile systems, and substantial fighter contingents, any battleship packs a punch that few ships can withstand, and none can ignore. A battleship group most often serves as the backbone for all major fleet operations. A battleship carrier is the largest ship in service, the *Overlord* alone being capable of carrying seven fighter wings into combat.



RENEGADE BATTLESHIP
2.5 km

Class: Battleship

Mass: 2,810,091 tons

Cost: 18,935,622,274 talents

Engines: Right Engine Rating 45,000
Center Engine Rating 45,000
Left Engine Rating 45,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
D Spinal Mount	F	13	11	9	7		
100 37.5/30	R	28	25	23	20	18	15
100 37.5/30	L	28	25	23	20	18	15
50 37.5/20	F	11	10	9	8	6	5
50 37.5/20	A	11	10	9	8	6	5
100 37.5/10	R	18	15	13	10	8	5
100 37.5/10	L	18	15	13	10	8	5
50 22.5/10	F	6	5	4	3		
50 22.5/10	A	6	5	4	3		
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type E Missile System 3 Shots at 150 Points

Fighters: 60 at 300 tons

Small Craft: 15 at 1,200 tons

Cargo: 60,000 tons

Crew: 2,322

Passengers: 500

Marines: 600

Overview:

The *Colossus* Class battleship is considered one of TOG's deadliest space vessels. Its focus is clearly firepower, with an incredible amount of destructive potential in a single broadside.

Though the ship is considered slow and awkward, it is very dangerous. Even at intermediate range (750 kilometers), a full volley from a *Colossus* broadside bombardment can strip three-fourths of the armor off a destroyer. At closer ranges, the damage is usually fatal.

Capabilities:

All the Bishta Harneth laser bays on the *Colossus* Class battleship are impressive. The 100-gun 37.5/30 bays are the largest possible on a capital ship. Mounted in tandem with these are two bays of 37.5/10 lasers, also in arrays of 100. The fore and aft portions of the *Colossus* carry significantly less firepower, but given this ship's main spinal mount, only the aft is ever at risk.

Tsprazis Shipyards purchased the Jankowski XXX Class experimental spinal mount for use with *Colossus*, then Primo Brothers engineers redesigned the mount to provide for a better damper control over the accelerator coils, and more important, 20 percent faster reload and recharge time. After examining these alterations, Jankowski Armaments is planning to redesign its existing product line to incorporate some of the engineering changes.

The Hurltyr 20 missile battery has proven to be both a strong and weak point on the *Colossus*. When properly operated and targeted, the missiles are the deadliest in space. This system has failed sometimes in critical situations, however, because of operational errors and targeting problems in fire control.

Colossus Class battleships carry a total of 60 fighters, usually medium and light. The fighters are primarily for defensive operations because the ship has ample firepower to launch its own attacks. Of the *Colossuses* in service, most carry numerous *Manubalistas* and *Spiculum*s.

The brain of this ship is the massive Marxum 200 battle computer. With relay stations throughout the ship and a system that constantly diverts core backups to remote sections of the ship, the Marxum 200 is actually able to repair damage and still maintain the most current combat information. It is located directly aft of the Combat Information Center.

The flag bridge of the *Colossus* is impressive in that it can, in times of emergency, operate as a lifeboat. If the bulkheads

rupture near the flag bridge, it automatically seals itself off from the rest of the ship. With its own armored protection and the fact that it is built for breakaway if the superstructure is destroyed, the flag bridge can often survive the near-destruction of the ship, with officers intact. This is one of the many reasons that many Grand Admirals select *Colossus* Class ships as their command vessels.

Deployment:

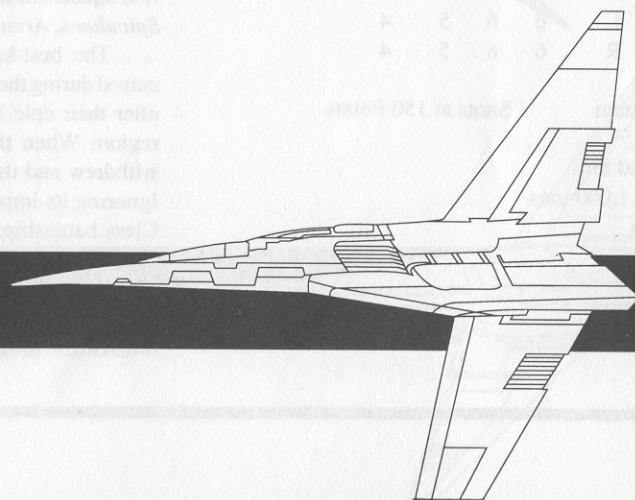
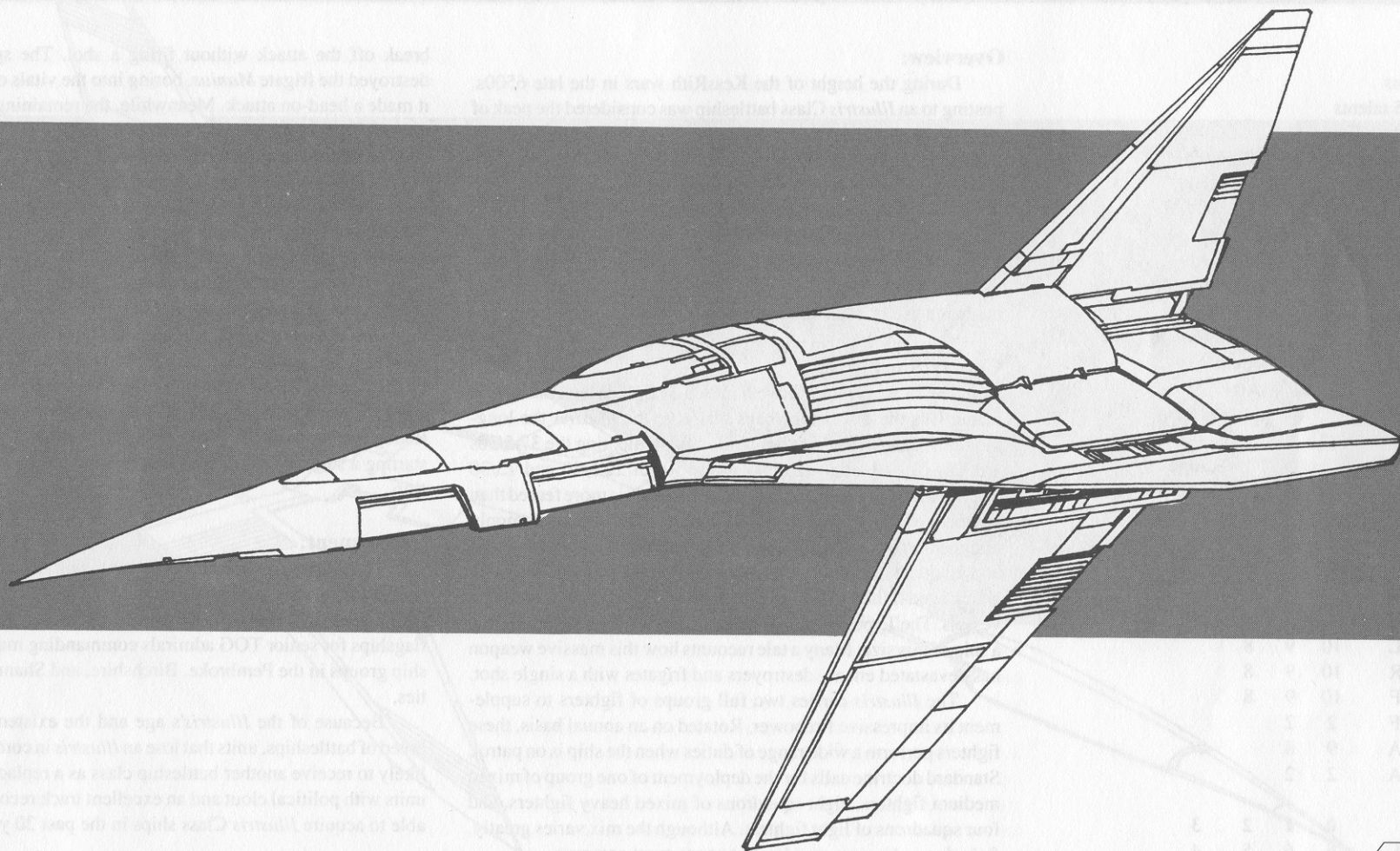
Though the *Colossus* is not nearly as widely distributed as the *Shiva* Class, it is becoming equally popular with the TOG High Command. At present, *Shivas* that are damaged and in need of repair are being replaced with *Colossuses*, so that larger numbers now appear in front-line areas of Rift and Shannedam Counties.

The ship's performance in combat is admirable. At the Battle of New Dogger Bank in Gilpin County in 6795, a total of five *Colossus* Class battleships were lost, more than any other class in the engagement. Before these ships fell, however, they accounted for a tonnage ratio of destruction of nearly three to one.

break off the attack without firing a shot. The squid mount destroyed the frigates *Albatross*, leaving the vital of the ship as it made a head-on attack. Meanwhile, the remaining TCG ships

During the begin of the Korean war in the late 1950s, the TCG ships were considered the best of

Class: *Albatross*
Main: 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000



ships for the TCG which command multiple battle groups in the Pacific. The ship's age and the existence of a new

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ships for the TCG which command multiple battle groups in the Pacific. The ship's age and the existence of a new

Class: Battleship

Mass: 14,162,809 tons

Cost: 60,098,810,085 talents

Engines: Right Engine Rating 56,000
Center Engine Rating 56,000
Left Engine Rating 56,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
E Spinal Mount	F	15	13	11	9	7	
100 37.5/30	L	28	25	23	20	18	15
100 37.5/30	R	28	25	23	20	18	15
50 22.5/30	L	11	10	9	8		
50 22.5/30	R	11	10	9	8		
50 15/30	L	10	9	8			
50 15/30	R	10	9	8			
50 15/30	F	10	9	8			
10 7.5/30	F	2	2				
50 7.5/30	A	9	8				
10 7.5/30	A	2	2				
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type E Missile System 3 Shots at 150 Points

Fighters: 144 at 300 tons

Small Craft: 18 at 1,000 tons

Cargo: 15,000 tons

Crew: 5,350

Passengers: 250

Marines: 761

Overview:

During the height of the KessRith wars in the late 6500s, posting to an *Illustris* Class battleship was considered the peak of a Terran Republic naval military career. This massive ship, whose huge laser bays could strip enemy ships of their armor with a single broadside, was always in the forefront of any fighting.

Though considered to be in its decline, the *Illustris* is only reluctantly giving way to such newer battleship classes as the *Shiva*. For sheer firepower, however, the *Illustris* knows no match, but the rising cost of the war with the Commonwealth has made the use of such an enormous ship almost prohibitive.

Capabilities:

The *Illustris* mounts two hundred 37.5/30 lasers, the largest made. It is these weapons bays that give the *Illustris* the long-range firepower that is its hallmark. Supplementing the 37.5/30s are half-bays (battlewagon slang for 50) of 22.5/30 and 15/30 lasers. An attack by this devastating broadside is more feared than anything else in the TOG arsenal. Unlike other ships commonly assigned to fleet duty, the *Illustris* packs a surprisingly potent fore and aft attack capability that allows it to fend off a concentrated attack even if the battleship becomes separated from its attendant vessels. The Type E spinal mount is the largest available, as befits a ship of this size. Many a tale recounts how this massive weapon has devastated enemy destroyers and frigates with a single shot.

The *Illustris* carries two full groups of fighters to supplement its impressive firepower. Rotated on an annual basis, these fighters perform a wide range of duties when the ship is on patrol. Standard doctrine calls for the deployment of one group of mixed medium fighters, eight squadrons of mixed heavy fighters, and four squadrons of light fighters. Although the mix varies greatly, *Spiculums*, *Arcuses*, and *Verutums* are most common.

The best-known engagement involving the *Illustris* occurred during the defection of the Renegade Legions in 6682, just after their epic battle with the KessRith in the Frawtaw's Star region. When the TOG fleet suddenly arrived, the KessRith withdrew and the Renegade forces were momentarily stunned. Ignoring its impending doom, the *Liberty*, a Renegade *Illustris* Class battleship, stood to when attacked by a fleet composed mostly of frigates and destroyers and led by the heavy cruiser *Octavius*. As Caesar's own leaped in for the kill, the *Liberty* dropped its shields and fired every weapon it had. The twin broadsides savaged the converging frigates, forcing three to

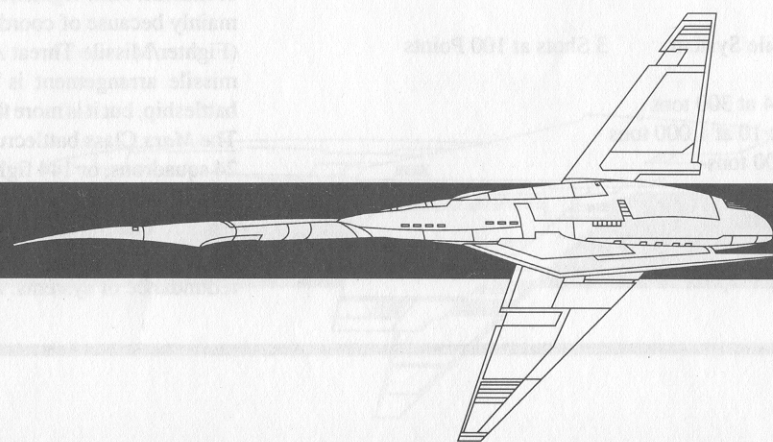
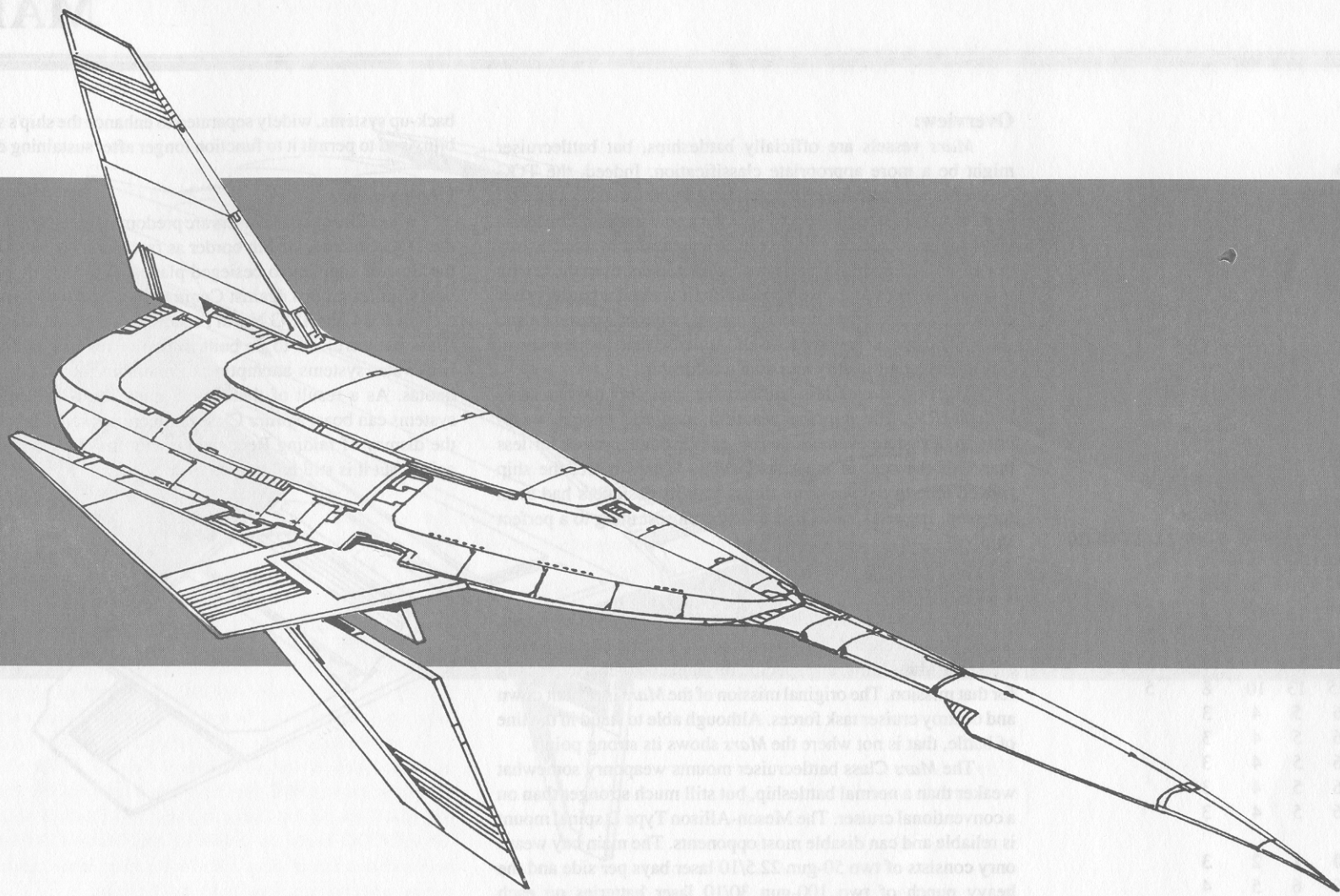
break off the attack without firing a shot. The spinal mount destroyed the frigate *Manius*, boring into the vitals of the ship as it made a head-on attack. Meanwhile, the remaining TOG ships poured fire into the *Liberty*. The few breaches were not serious, and the Renegade commander refused to flee.

In the next hours, the damaged *Liberty* and *Octavius* began a dangerous dance of position and counter-position. Constantly hampered by the remaining frigates and destroyers, the *Liberty* extracted a terrible toll on the smaller ships. Finally, the Captain of the *Octavius* made a critical mistake and allowed the *Liberty* to close. At the reduced range, the *Liberty* hit the cruiser time after time with its heavy lasers. Although the *Octavius* gave almost as good as it got, in the end it was reduced to a floating hulk, gutted by the *Liberty*. At the moment of the *Liberty*'s apparent victory, however, the Imperial destroyer *Noble Incus* struck the damaged Renegade ship from the flank. The single broadside proved fatal, starting a series of explosions that broke the spine of the battleship.

Deployment:

The *Illustris* is not an uncommon sight among battleship squadrons serving on the Commonwealth front. In every county of the Alaric Grand Dukedom, these battleships serve as the flagships for senior TOG admirals commanding multiple battleship groups in the Pembroke, Birchshire, and Shannedam counties.

Because of the *Illustris*'s age and the existence of a new breed of battleships, units that lose an *Illustris* in combat are more likely to receive another battleship class as a replacement. Only units with political clout and an excellent track record have been able to acquire *Illustris* Class ships in the past 20 years.



Class: Battleship

Mass: 1,616,470 tons

Cost: 11,925,630,076 talents

Engines: Right Engine Rating 40,000
Center Engine Rating 40,000
Left Engine Rating 40,000

Thrust: 3

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
D Spinal Mount	F	13	11	9	7		
50 22.5/10	F	6	5	4	3		
100 30/10	R	15	13	10	8	5	
100 30/10	L	15	13	10	8	5	
100 30/10	R	15	13	10	8	5	
100 30/10	L	15	13	10	8	5	
50 22.5/10	R	6	5	4	3		
50 22.5/10	L	6	5	4	3		
50 22.5/10	R	6	5	4	3		
50 22.5/10	L	6	5	4	3		
50 22.5/10	A	6	5	4	3		
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type D Missile System 3 Shots at 100 Points

Fighters: 144 at 300 tons

Small Craft: 10 at 1,000 tons

Cargo: 10,000 tons

Crew: 1,676

Passengers: 200

Marines: 400

Extras: Thrust Option

Overview:

Mars vessels are officially battleships, but battlecruiser might be a more appropriate classification. Indeed, the TOG Naval Procurement Board originally called for a vessel that cost less than a battleship, but could outfought a conventional cruiser, in short, a battlecruiser. The Procurement Board wanted a battlecruiser fast enough to catch Renegade cruisers, even those with higher-than-normal thrust. In addition, it wanted a battlecruiser that could destroy the cruisers it caught, without assistance and with only minimal damage to itself. Added to that, the new vessel was to cost significantly less than a battleship.

The first *Mars* Class battlecruiser came off the assembly lines in 6752. The ship was beautiful, mounting enough weaponry to devastate even the largest conventional cruiser for less than half the cost of most battleships. What's more, the ship proved able to deliver more thrust than its designers had even foreseen. Imperial Yards had built the closest thing to a perfect ship.

Capabilities:

The *Mars* Class battlecruiser is a perfect blend of speed, armor, firepower, and cost effectiveness. It is also one of the few classes of ships built for a specific mission and then used mostly for that mission. The original mission of the *Mars* is to hunt down and destroy cruiser task forces. Although able to stand in the line of battle, that is not where the *Mars* shows its strong points.

The *Mars* Class battlecruiser mounts weaponry somewhat weaker than a normal battleship, but still much stronger than on a conventional cruiser. The Meson-Allison Type D spinal mount is reliable and can disable most opponents. The main bay weaponry consists of two 50-gun 22.5/10 laser bays per side and the heavy punch of two 100-gun 30/10 laser batteries on each broadside. Anti-fighter/anti-missile defenses are also excellent, mainly because of coordination by the sophisticated FMTAWS (Fighter/Missile Threat Analysis Warning System). The *Mars*'s missile arrangement is somewhat smaller than on a regular battleship, but it is more than adequate against Renegade cruisers. The *Mars* Class battlecruiser also carries a fighter contingent of 24 squadrons, or 144 fighters, double the amount on any cruiser. The thrust available to the *Mars* is also impressive, being roughly equal to that of a normal frigate.

Another unique advantage of the *Mars* Class is the triple redundancy of systems. All major units have at least two major

back-up systems, widely separated to enhance the ship's survivability and to permit it to function longer after sustaining damage.

Deployment:

Mars Class battlecruisers are predominantly deployed along the TOG/Commonwealth border as fast raiders used to interdict the flow of supplies to besieged planets. They are also used as hunter-killer groups against Commonwealth cruiser groups.

In 6784, the TOG Naval Procurement Board ordered *Mars* Class battlecruisers to be built in lieu of regular battleships in backwater systems attempting to maintain their naval-support quotas. As a result of that order, many third- and fourth-rate systems can boast a *Mars* Class battlecruiser squadron, much to the dismay of raiding Renegade squadrons. This class may be aging, but it is still holding its own.

Class: Battleship

Mass: 4,212,757 tons

Cost: 26,102,205,500 talents

Engines: Right Engine Rating 50,000
Center Engine Rating 50,000
Left Engine Rating 50,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
E Spinal Mount	F	15	13	11	9	7	
100 37.5/20	L	23	20	18	15	13	10
100 37.5/20	L	23	20	18	15	13	10
100 37.5/20	R	23	20	18	15	13	10
100 37.5/20	R	23	20	18	15	13	10
25 37.5/25	F	6	6	5	4	4	3
25 37.5/25	L	6	6	5	4	4	3
25 37.5/25	L	6	6	5	4	4	3
25 37.5/25	R	6	6	5	4	4	3
25 37.5/25	R	6	6	5	4	4	3
25 37.5/25	A	6	6	5	4	4	3
50 22.5/5	F	5	4	3	1		
50 22.5/5	A	5	4	3	1		
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type E Missile System 3 Shots at 150 Points

Fighters: 72 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 10,000 tons

Crew: 2,717

Passengers: 200

Marines: 500

Overview:

The *Shiva* is a good example of the excellent designs recently produced by the TOG Naval Planning Board offices. As one of the larger battleship classes in the Imperial Fleet, the *Shiva* combines all standard weapon systems with state-of-the-art construction.

The *Shiva* Class was designed to perform as a mainstay of TOG battleship groups for years to come. It is usually the center of any battle fleet and often serves as fleet flagship. Construction of this class began in 6800, when it was touted as the battleship of the century. So far, it has lived up to that name.

Shiva Class vessels rarely travel alone, usually shepherding hundreds of escort vessels and support ships. Assigned to areas of heavy fighting, the *Shiva* always participates in the main fray of any fleet action. *Shiva* Class battleship groups are normally found in advancing assault fleets and only rarely in defensive operations.

Shiva Class vessels are assigned to battleship groups three to five at a time unless being used as fleet flagships. These battleship groups are usually escorted by two to four cruiser squadrons and four to eight frigate and destroyer squadrons.

Shiva Class ships have also served in various high-velocity system raids because of their massive firepower. When only one pass at a target is possible, the *Shiva* Class battleship can almost guarantee the target's destruction as well as its own survival.

Capabilities:

The *Shiva* Class was designed as a powerful offensive weapons platform, a function it achieves with deadly accuracy. Its various weapon systems are some of the most powerful in the Imperial Navy. The Type E spinal mount throws the largest crowbar in any ship yet constructed and is the weapon of choice for mass destruction. Additional forward-firing weapons include a 25-gun 37.5/25 bay for long-range action and a 50-gun 22.5/5 bay for mid-range combat.

The main broadside firepower comes from four 100-gun 37.5/20 bays and four 25-gun 37.5/25 bays. This combination allows intense fire at any range. Aft-firing weapons consist of another 25-gun 37.5/25 bay and a 50-gun 22.5/5 bay.

One of the few drawbacks in the *Shiva* design is the relative weakness of fore or aft firepower. Though this battleship can project enormous destruction from its broadside bays, it needs the protection of its escorting ships to avoid having its "T" crossed

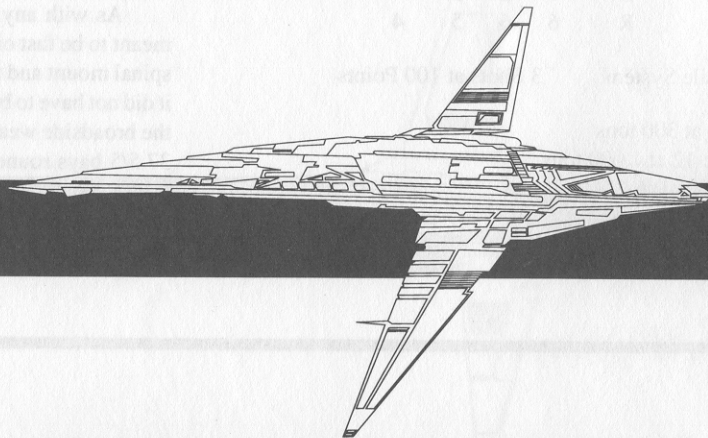
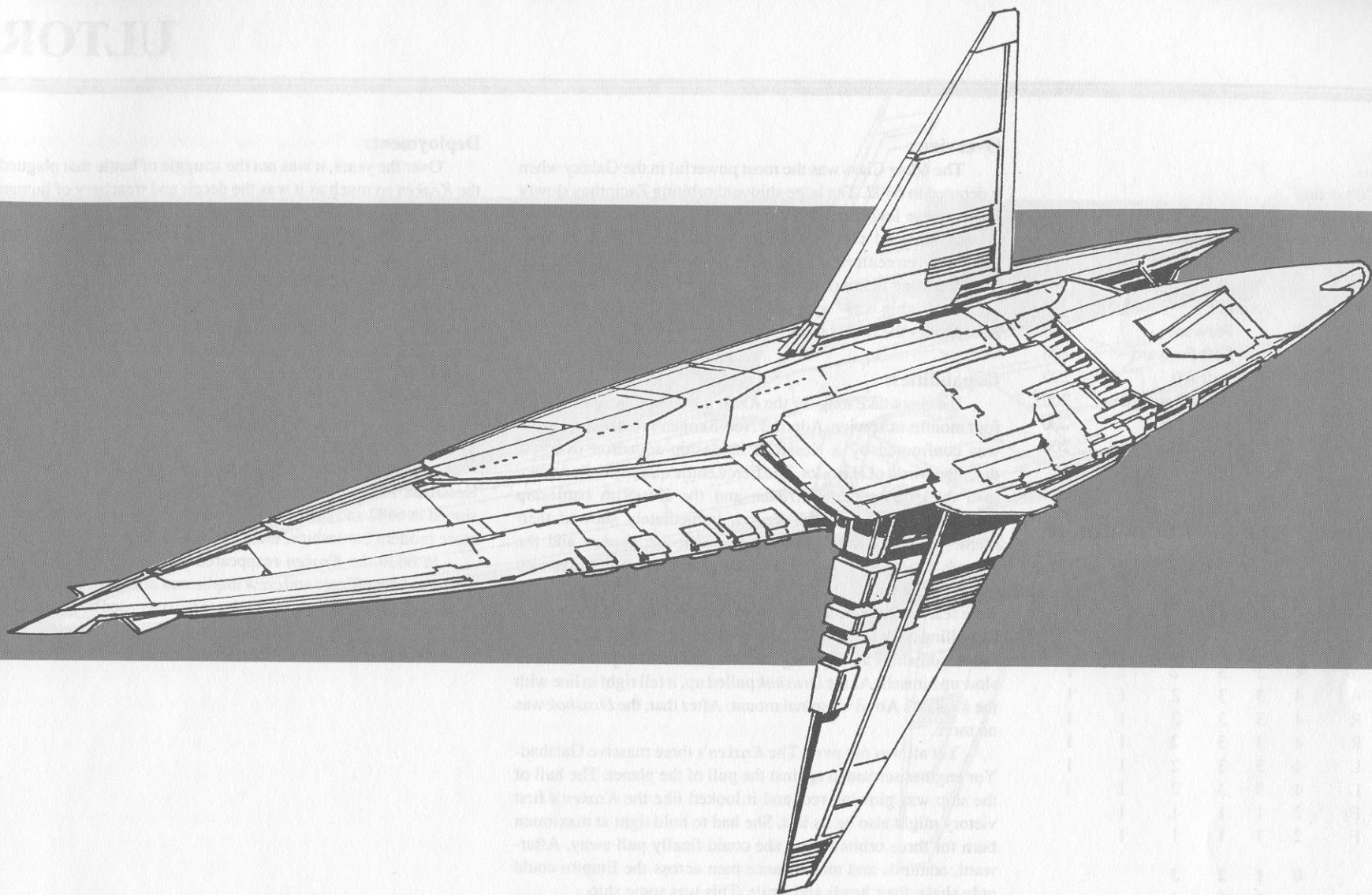
from either end. Because of this problem, the *Shiva* Class normally operates in strict line-of-battle formations and rarely leaves that position once battle is engaged.

The vertical launching tubes of the Type E missile battery are emplaced along both sides of the spinal mount, and the *Shiva*'s extensive battleship turret system serves for close-range defensive fire. The class also carries 72 fighters of 300 tons or less for combined offensive/defensive operations. Berthed in the ship's hangar are twelve small craft of various types, each of 1,000 tons or less. These range from ship's cutters and shuttles to search-and-rescue boats and marine assault craft.

The *Shiva* Class can carry up to 10,000 tons of cargo as well as 200 passengers. These passengers are usually top-level TOG officials and their staffs or high-level military personnel. The *Shiva* is well-known for its luxurious passenger accommodations, making it in demand by senior officers needing transport. The marine contingent of 500 men is trained in all forms of honor-guard work as well as performing special bodyguard duties for notable guests, even when these individuals have their own security teams on board.

Deployment:

The first *Shiva* Class battleship entered service in 6809. Because it is a relatively new class, not all battleship groups have been able to obtain this vessel yet. Intensive construction has continued unabated at dozens of shipyards around the Orion and Mochov Districts and will likely do so for decades to come. Currently, only 6,000 *Shiva* Class vessels are on active duty in the Imperial Fleet, with at least that many more under construction. Though TOG keeps its record of ship losses top-secret, it is believed that fewer than 100 *Shivas* have been destroyed by enemy action or accident in the last 20 years.



Class: Battleship

Mass: 2,495,040 tons

Cost: 17,926,828,900 talents

Engines: Right Engine Rating 45,000
Left Engine Rating 45,000
Center Engine Rating 45,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
D Spinal Mount	F	13	11	9	7		
100 37.5/25	R	25	23	20	18	15	13
100 37.5/25	R	25	23	20	18	15	13
100 37.5/25	L	25	23	20	18	15	13
100 37.5/25	L	25	23	20	18	15	13
25 37.5/5	A	4	3	3	2	1	1
25 37.5/5	A	4	3	3	2	1	1
25 37.5/5	R	4	3	3	2	1	1
25 37.5/5	R	4	3	3	2	1	1
25 37.5/5	L	4	3	3	2	1	1
25 37.5/5	L	4	3	3	2	1	1
10 37.5/5	F	2	1	1	1	1	
10 37.5/5	F	2	1	1	1	1	
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type D Missile System 3 Shots at 100 Points

Fighters: 48 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 30,000 tons

Crew: 2,137

Passengers: 250

Marines: 200

Overview:

The *Ultor* Class was the most powerful in the Galaxy when it debuted in 6602. The huge shipyard orbiting Zacinthus slowly forged these leviathans until the late 67th century, when other classes replaced them. Many ships continued in service for decades, even centuries. The *Ultor* Class was obviously designed with one thing in mind. In the words of the marines stationed on board, this ship was "born to kill." Commissioned in 6657, the *Kraken* was the most famous ship of the *Ultor* Class.

Capabilities:

It did not take long for the *Kraken* legend to take hold. Just four months in service, Admiral Nels Skogen's *Kraken* squadron was confronted by a KessRith battleship squadron over the disputed world of Haroska. The fierce battle quickly boiled down to a duel between the *Kraken* and the KessRith battleship *Drashok*. Skogen and the *Kraken* immediately showed their mettle by pinning the *Drashok* between the *Kraken* and the planet's atmosphere. With the *Kraken* right above it, the enemy seemed doomed to vanish in a re-entry burn. Both ships' hulls were searing from the heat build-up, and the *Drashok* moved first by pulling back hard on its engines. Skogen was ready for such a move, somehow anticipating the abrupt maneuver just in time to slow up himself. As the *Drashok* pulled up, it fell right in line with the *Kraken*'s Anvil VI spinal mount. After that, the *Drashok* was no more.

Yet all was not over. The *Kraken*'s three massive Galahad-Yor engines screamed against the pull of the planet. The hull of the ship was glowing red, and it looked like the *Kraken*'s first victory might also be its last. She had to hold tight at maximum burn for three orbits before she could finally pull away. Afterward, admirals and maintenance men across the Empire could only shake their heads and smile. This was some ship.

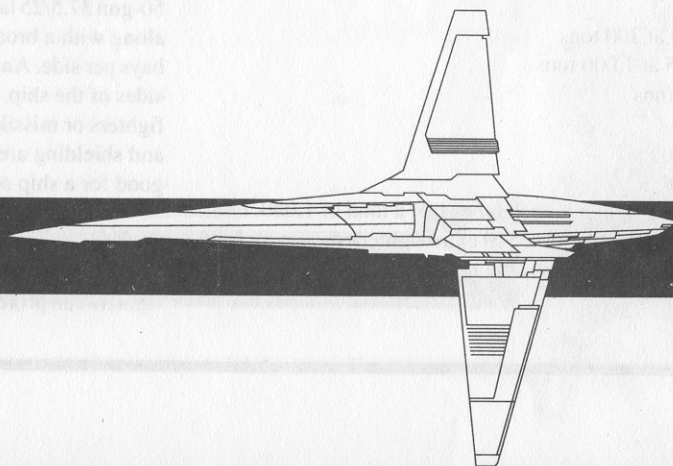
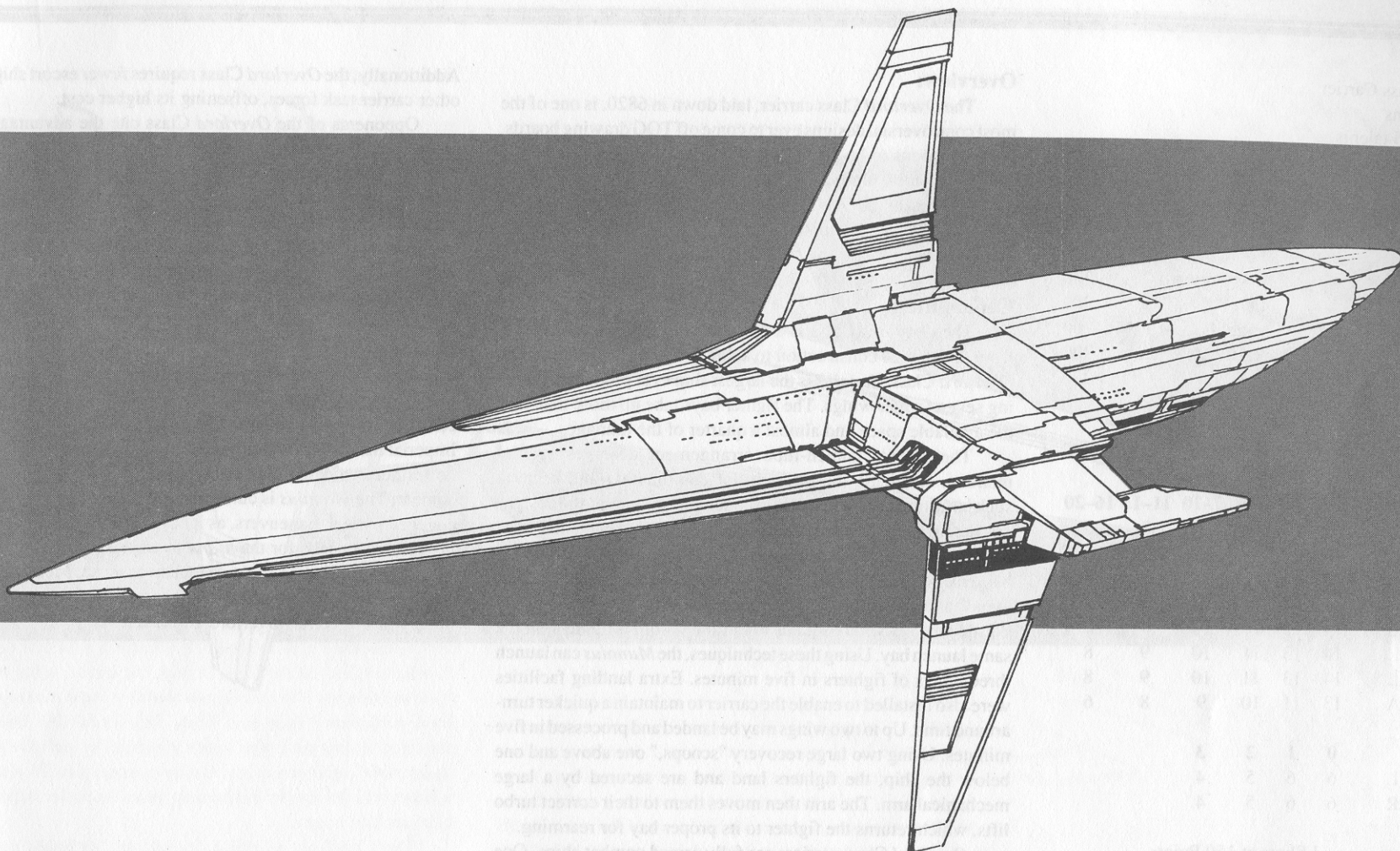
As with any ship of the *Ultor* Class, the *Kraken* was not meant to be fast or mobile. The logic went that with an Anvil VI spinal mount and four broadside bays of 100-gun 37.5/25 lasers, it did not have to be. Twin 25-gun bays of 37.5/5 lasers backed up the broadside weaponry, as well as the aft section, while 10-gun 37.5/5 bays rounded out the arsenal up front. Add to all this a HELL-D missile system and two flights of heavy fighters, and it is plain why the *Kraken* demanded respect from friend and foe alike.

Deployment:

Over the years, it was not the struggle of battle that plagued the *Kraken* so much as it was the deceit and treachery of human nature. Two years after his victory over the *Drashok*, Admiral Skogen dutifully exposed widespread corruption throughout the governmental bureaucracy. His efforts were rewarded with betrayal. Officers loyal to the victims of the Admiral's honesty passed mission plans for the *Kraken* over to KessRith agents. An ambush was set up. In the supposedly safe Shok Latail star system, six KessRith battleship squadrons quickly overwhelmed the *Kraken*. Admiral Skogen was killed, and the pride of the Republic's fleet was all but destroyed. For more than 20 years it remained an empty, floating wreck.

However, with the defection of the Renegade Legion, TOG suddenly found itself in desperate need of ships to fight the KessRith. After extensive repairs, the *Kraken* was recommissioned in 6682 and saw extensive action. With the appearance of more modern battleships, the *Kraken* was mothballed in 6709.

In 6829 the *Kraken* reappeared as part of a "punishment squadron" for officers and crew implicated in an anti-government cabal. Rear Admiral Luther Catalus, a hero accused of treason, led the *Kraken* and its squadron on an impossible mission deep behind the enemy lines of Shannedom County.



Along with a broadside consisting of three 50-gun-37.5mm laser guns, the Overlord Class carries a fully armed combat ship. One 50-gun-37.5mm laser gun is mounted in the fore and aft of the ship. Along with a broadside consisting of three 50-gun-37.5mm laser guns, the Overlord Class carries a fully armed combat ship. One 50-gun-37.5mm laser gun is mounted in the fore and aft of the ship. Along with a broadside consisting of three 50-gun-37.5mm laser guns, the Overlord Class carries a fully armed combat ship. One 50-gun-37.5mm laser gun is mounted in the fore and aft of the ship.

Additionally, the Overlord Class carries a variety of other ships, including a carrier task group, a battle group, and a fleet of other ships.

The Overlord Class is one of the most powerful ships in the fleet, capable of launching a variety of weapons and carrying a large number of crew members.

The Overlord Class is a highly advanced ship, capable of launching a variety of weapons and carrying a large number of crew members.

Class: Battleship Class Carrier

Mass: 19,993,503 tons

Cost: 74,932,537,085 talents

Engines: Right Engine Rating 56,000
Center Engine Rating 56,000
Left Engine Rating 56,000

Thrust: 2

Armor:

Shields:		Forward	200
Forward	4	Left Forward	200
Left Forward	4	Left Aft	200
Left Aft	4	Right Forward	200
Right Forward	4	Right Aft	200
Right Aft	4	Aft	200
Aft	4		

Weapons:

Type	Location	1	2-3	4-6	7-10	11-15	16-20
50 37.5/25	F	13	11	10	9	8	6
50 37.5/30	R	14	13	11	10	9	8
50 37.5/30	L	14	13	11	10	9	8
50 37.5/30	R	14	13	11	10	9	8
50 37.5/30	L	14	13	11	10	9	8
50 37.5/30	R	14	13	11	10	9	8
50 37.5/30	L	14	13	11	10	9	8
50 37.5/25	A	13	11	10	9	8	6
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type E Missile System 3 Shots at 150 Points

Fighters: 2,520 at 300 tons

Small Craft: 15 at 1,000 tons

Cargo: 50,000 tons

Crew: 16,983

Passengers: 500

Marines: 4,000

Extras: 660 extra fighter launch tubes (for a total of 1,080, or 3 wings) able to take off per turn. 510 extra fighter-recovery tubes (for a total of 720, or 2 wings) able to be recovered per turn.

Overview:

The *Overlord* Class carrier, laid down in 6820, is one of the most controversial designs ever to come off TOG drawing boards. It also happens to be the largest ship ever constructed, massing 19,993,503 tons, almost five times that of the *Shiva* Class battleship. The cost of the *Overlord* is also immense, almost three times that of the *Shiva*. Indeed, the price tag of 74,932,537,085 talents does not even include the cost of the fighters carried on board.

Capabilities:

The *Overlord* Class is a massive ship that takes ten years from the start of construction to achieve operational status. The *Overlord* Class *Mannius* is the largest ship ever produced, carrying seven fighter wings. The fighter bays take up more than half the available space and almost a quarter of the tonnage.

The fighter launch-tube arrangement deserves special mention. Realizing the difficulty of coordinating and keeping such large numbers of fighters in coherent formations, the designers determined that each squadron should be launched as a complete entity. Placing six launch tubes side by side in a single bay enabled a whole squadron to launch at the same time. To avoid having to build more than 2,000 launch tubes, the designers decided to "stack" six squadrons, or a total of 36 fighters, in the same launch bay. Using these techniques, the *Mannius* can launch three wings of fighters in five minutes. Extra landing facilities were also installed to enable the carrier to maintain a quicker turnaround time. Up to two wings may be landed and processed in five minutes. Using two large recovery "scoops," one above and one below the ship, the fighters land and are secured by a large mechanical arm. The arm then moves them to their correct turbo lifts, which returns the fighter to its proper bay for rearming.

Overlord Class carriers are fully armed combat ships. One 50-gun 37.5/25 laser bay is mounted in the fore and aft of the ship, along with a broadside consisting of three 50-gun 37.5/30 laser bays per side. Anti-fighter/anti-missile batteries run along all the sides of the ship. These batteries are so densely packed that few fighters or missiles can get through. The missile systems' armor and shielding are also massive. Maneuverability is surprisingly good for a ship of this size, equaling that of most battleships.

Many argue that the *Mannius* is too vulnerable a ship for its high price. Though it is true that the *Mannius* is not more resistant to damage than a normal battleship-size carrier, its many more fighters can protect it from such damage while scoring more hits.

Additionally, the *Overlord* Class requires fewer escort ships than other carrier task forces, offsetting its higher cost.

Opponents of the *Overlord* Class cite the advantages that several smaller carriers would have over one larger one. They say that the *Overlord* can only be in one place at a time, while two or more smaller carriers could cover multiple threats. Proponents retort that the *Overlord* Class was not built to "cover threats," but to eliminate them. This, they say, the *Overlord* Class could do easily. While the controversy rages on, funds have been withheld from the construction of further *Overlord* models.

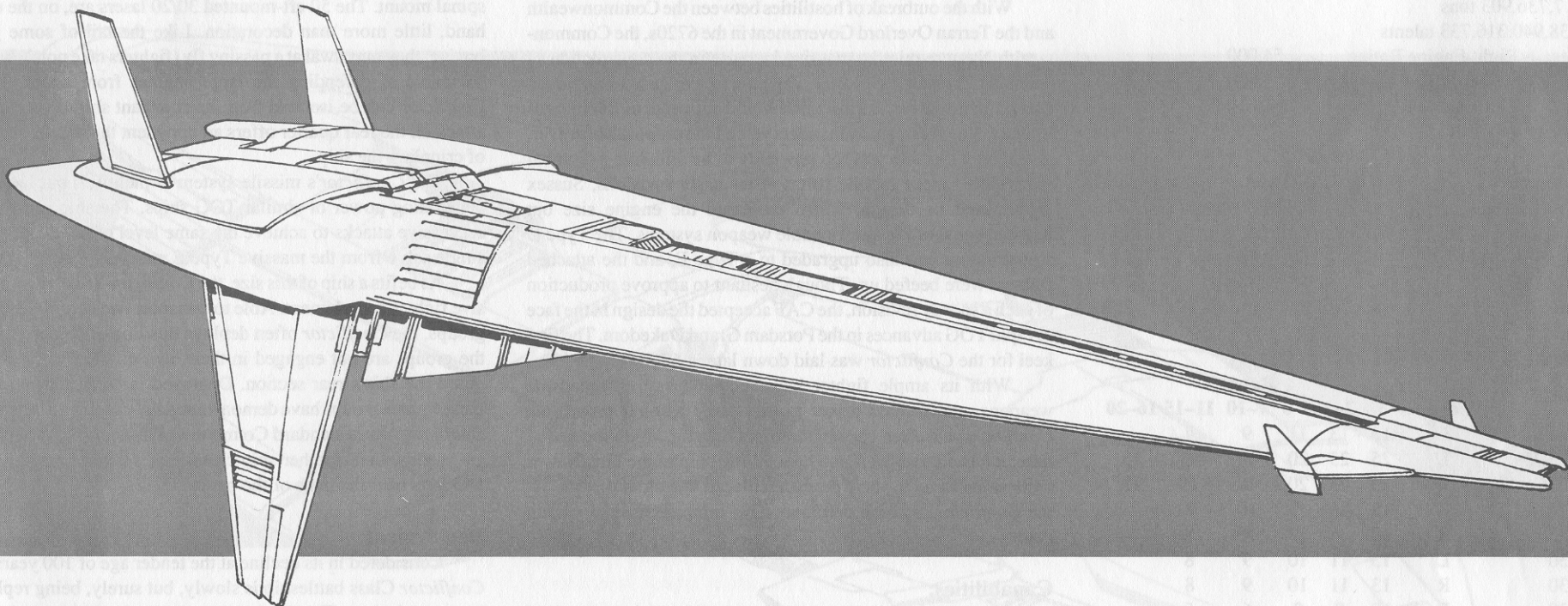
Deployment:

As of 6830, the *Mannius* is the only operational *Overlord* Class battleship carrier. One additional unit is currently under construction, but is several years away from completion. The Imperial Senate is withholding funds from the project until it can be further evaluated, preferably with a test of the *Mannius* in combat. The *Mannius* is currently stationed in the Terra system, engaged in fleet maneuvers, as it has been since its commission. Despite many calls for the *Mannius* to be sent into combat, the TOG High Command seems reluctant to do so. Meanwhile, this untried vessel is the most discussed and photographed ship in the history of the Terran Overlord Government.

Class: Battlestar
Mass: 1,130 tons
Cost: \$2.94 billion (1985 dollars)

Overview:

With the outbreak of hostilities between the Commonwealth and the Texas Overlord Government in the 6730s, the Con-

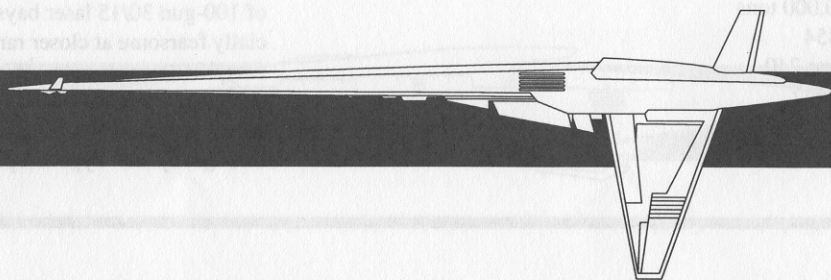


The Conflictor is designed to serve with other capital ships in defending Commonwealth systems. With their powerful guns, these ships are most likely to lead the charge against TOG attackers, seeking the largest ships and ducting it out, too. Because it is weak in air-mounted weapons, the Conflictor requires the presence of other capital ships to help defend its Achilles' heel. Against the big guns of TOG battleships, these defending craft often suffer devastating losses. In encounters with the Conflictor, a common TOG tactic is to mount a flank attack with destroyers or frigates to cripple the rear gunner, while heavier ships engage the Conflictor directly.

With its powerful 100-gun 37.5/25 laser, backed by a pair of 100-gun 30/15 laser bays, this battleship's production is costly. However, at closer ranges, Add to that the smaller bay of

Conflictor Class battleships, but surely, being replaced by newer designs. The ship is not unworthy, but its history has not been particularly dramatic. Thus far, production has barely managed to keep pace with losses, resulting in a relatively stable number of Conflictors in active duty over the past 50 years. This number will decline in the coming years as newer class battleships replace losses.

The Conflictor is still a favorite of battleship groups in Shannahan County, however. The 87th Battleship Group, for example, was only Conflictors to lead its squadron. The ship is also heavily deployed by the 314th Battleship Group and the 3472nd Battleship Group.



Type D Missile System: 3 Shot at 100 Points

Engines: 1-44 at 300 tons
Small Craft: 18 at 1,000 tons
Cargo: 20,000
Crew: 2,824

Turns: L 6 5 4 R 6 5 4

50 30/20 10 9 8 7 6 5 4 3 2 1
50 30/20 10 9 8 7 6 5 4 3 2 1
50 30/20 10 9 8 7 6 5 4 3 2 1
50 30/20 10 9 8 7 6 5 4 3 2 1

Class: Battleship

Mass: 7,736,903 tons

Cost: 38,940,316,733 talents

Engines: Right Engine Rating 54,000
Center Engine Rating 53,000
Left Engine Rating 54,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
E Spinal Mount	F	15	13	11	9	7	
100 37.5/25	L	25	23	20	18	15	13
100 37.5/25	R	25	23	20	18	15	13
100 30/15	L	18	15	13	10	8	
100 30/15	R	18	15	13	10	8	
50 30/30	L	13	11	10	9	8	
50 30/30	R	13	11	10	9	8	
50 30/20	F	10	9	8	6	5	
50 30/20	F	10	9	8	6	5	
50 30/20	A	10	9	8	6	5	
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type D Missile System 3 Shots at 100 Points

Fighters: 144 at 300 tons

Small Craft: 18 at 1,000 tons

Cargo: 20,000 tons

Crew: 3,854

Passengers: 240

Marines: 642

Overview:

With the outbreak of hostilities between the Commonwealth and the Terran Overlord Government in the 6720s, the Commonwealth Navy required a massive increase in the construction of warships. Sussex Shipyards was among the first to submit a design for a new battlecruiser that would outweigh most others of its class. Royal Navy commanders vetoed the proposal, however, stating that the ship was too unwieldy to be effective in combat with TOG's more mobile force. After hasty revisions, Sussex resubmitted its design, which increased the engine size but reduced some of the questionable weapon systems. The Type D spinal mount was also upgraded to a Type E, and the attached fighters were beefed up. Though hesitant to approve production of such a speedy revision, the CAF accepted the design in the face of rapid TOG advances in the Potsdam Grand Dukedom. The first keel for the *Conflictor* was laid down late in 6724.

With its ample fighter bays, potent array of broadside weapons, and a mass driver to make any admiral proud, the *Conflictor* was often chosen as a fleet flagship. With the test of time, it has proved itself as a dependable ship of the line. Newer battleships have, to some degree, replaced this older design, but the *Conflictor* is still a common sight in nearly every warring county.

Capabilities:

The *Conflictor* is designed to serve with other capital ships in defending Commonwealth systems. With their powerful punch, these are the ships most likely to lead the charge against TOG attackers, seeking the largest ships and dueling it out, toe to toe. Because it is weak in aft-mounted weapons, the *Conflictor* requires the presence of other capital ships to help defend its Achilles' heel. Against the big guns of TOG battleships, these defending craft often suffer devastating losses. In encounters with the *Conflictor*, a common TOG tactic is to mount a flank attack with destroyers or frigates to cripple the rear quarter, while heavier ships engage the *Conflictor* directly.

With its powerful 100-gun 37.5/25 lasers, backed by a pair of 100-gun 30/15 laser bays, this behemoth's broadside is especially fearsome at closer ranges. Add to that the smaller bays of fifty 30/30 lasers, and only heavy cruisers and other battleships should attempt to close. The 100 front-mounted 30/20 lasers serve as a moderately effective back-up to exploit any breakthrough by the Type E spinal mount. Though not a threat in

themselves, they become significant when combined with the spinal mount. The 50 aft-mounted 30/20 lasers are, on the other hand, little more than decoration. Like the tail of some giant bovine, they may swat at a passing fly (fighters take note!) but are incapable of defending the large engines from attack. If the *Conflictor* can be isolated from its attendant ships, a concerted attack on the rear quarter offers an opponent the greatest chance of crippling the ship.

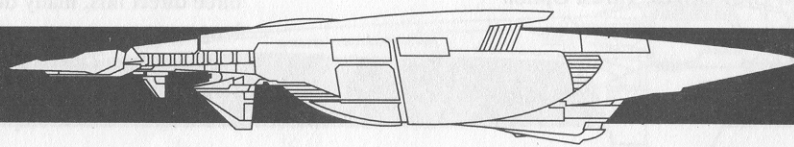
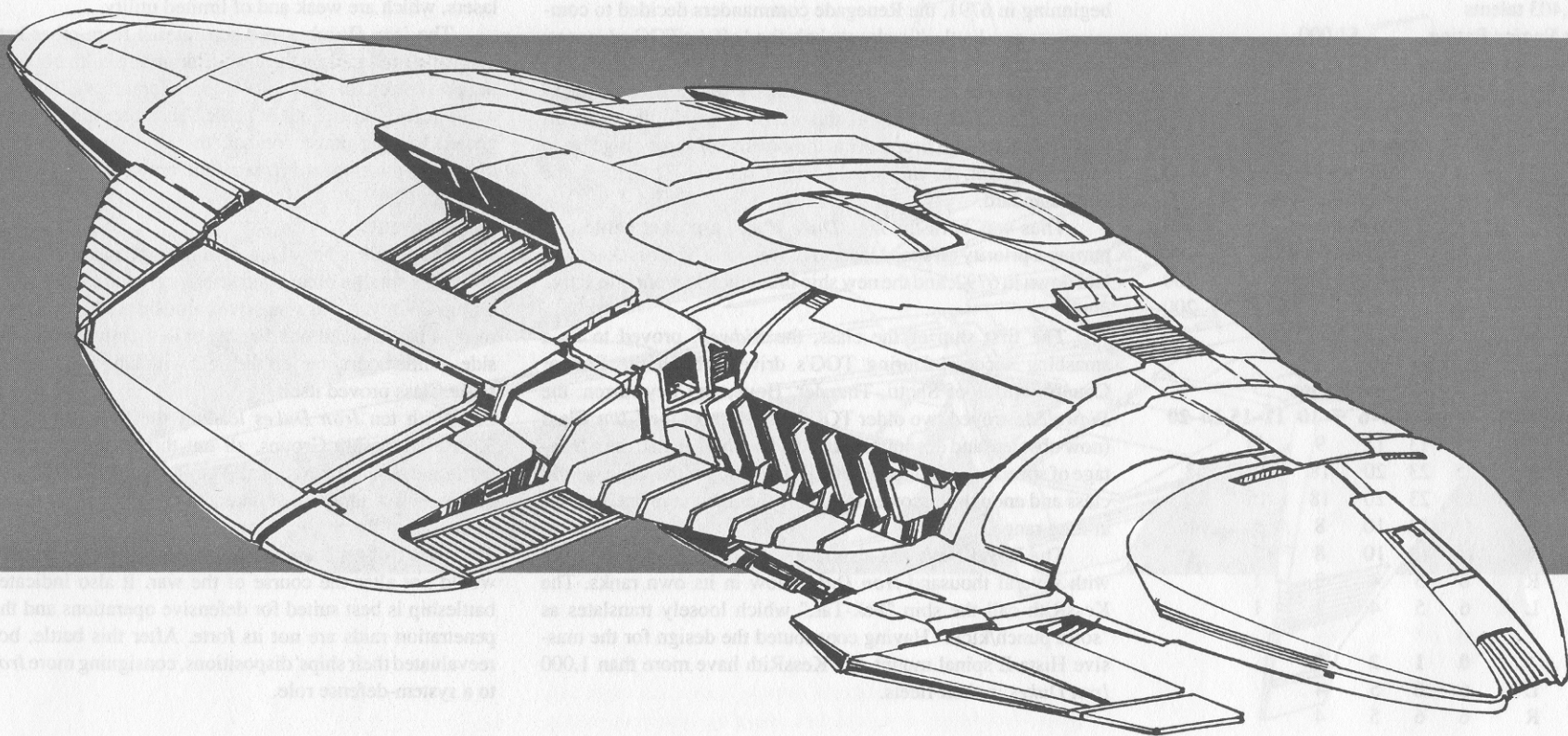
The *Conflictor*'s missile system is plentiful, but lacks the penetrating power of similar TOG ships. The ship must make successive attacks to achieve the same level of penetration as a single salvo from the massive Type E missile system.

As befits a ship of this size, the *Conflictor* houses an impressive fighter complement. Able to transport two complete fighter groups, the *Conflictor* often deploys this line of defense first. If the groups are not engaged in their own mission, they usually guard the ship's rear section. Deployed in sufficient numbers, these fighter groups have demonstrated their ability to defend the *Conflictor*. As is standard Commonwealth doctrine, these fighters shadow their mother ship closely, preferring to engage any attackers near the guns of the battleship.

Deployment:

Considered in its decline at the tender age of 100 years, the *Conflictor* Class battleship is slowly, but surely, being replaced by newer designs. The ship is not unworthy, but its history has not been particularly dramatic. Thus far, production has barely managed to keep pace with losses, resulting in a relatively stable number of *Conflictors* in active duty over the past 50 years. This number will decline in the coming years as newer class battleships replace losses.

The *Conflictor* is still a favorite of battleship groups in Shannadam County, however. The 871st Battleship Group, for example, uses only *Conflictors* to lead its squadrons. The ship is also heavily deployed by the 214th Battleship Group and the 3472nd Battleship Group.



Class: Battleship
 Mass: 6,121,400 tons
 Cost: 32,012,500,000 credits

Overview:
 With 100% accuracy, the Iron Duke
 battleship is the most powerful ship in the
 fleet, and its main gun is the most powerful
 in the galaxy.

Class: Battleship
 Mass: 6,121,400 tons
 Cost: 32,012,500,000 credits

Type: Battleship
 Length: 84 m
 Width: 12 m
 Height: 12 m
 Mass: 6,121,400 tons
 Cost: 32,012,500,000 credits
 Main Gun: 100 m
 Secondary Gun: 100 m
 Tertiary Gun: 100 m
 Quaternary Gun: 100 m
 Quinary Gun: 100 m
 Senary Gun: 100 m
 Septenary Gun: 100 m
 Octonary Gun: 100 m
 Nonary Gun: 100 m
 Decary Gun: 100 m

Capabilities:
 The firepower of the Iron Duke Class is impressive, to say
 the least. The most powerful main gun in the entire Republic
 fleet, the Kaelin-designed 100 m, is the core. The
 weapon has its own fire-control system that can act independently
 of the Central Information Center in case of emergency, though
 targeting the weapon when in this mode is somewhat limited.
 In addition to its massive main gun, the Iron Duke
 supports two pairs of 100 Kaelin Annotor 37.5/25 lasers. After
 three decades, many designers have built more advanced

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 In addition to its massive main gun, the Iron Duke
 supports two pairs of 100 Kaelin Annotor 37.5/25 lasers. After
 three decades, many designers have built more advanced

Class: Battleship

Mass: 6,131,400 tons

Cost: 32,015,967,403 talents

Engines: Right Engine Rating 53,000
Center Engine Rating 53,000
Left Engine Rating 53,000

Thrust: 3

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
E Spinal Mount	F	15	13	11	9	7	
100 37.5/25	R	25	23	20	18	15	13
100 37.5/25	L	25	23	20	18	15	13
100 37.5/5	F	15	13	10	8	5	4
100 37.5/5	A	15	13	10	8	5	4
50 30/5	R	6	5	4	3	1	
50 30/5	L	6	5	4	3	1	
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type D Missile System 3 Shots at 100 Points

Fighters: 84 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 70,000 tons

Crew: 2,855

Passengers: 300

Marines: 600

Extras: Anti-Grav Drives, Thrust Option

Overview:

With TOG's Blitzkrieg-like attacks into Bannor County beginning in 6791, the Renegade commanders decided to commission a new battleship class to help fend off the TOG advances. Many of their capital ships were showing the effects of age.

The new battleship would emphasize speed, a feature lacking in most TOG vessels of this class. It would also support massive long-range firepower at the expense of short-range bays. More important, the ship would carry more than 72 fighters, the TOG standard.

Thus was born the *Iron Duke* Class, a pocket battleship, putting a priority on speed instead of weapons. The first keel was laid down in 6792, and the new ship immediately went into active duty.

The first ship of the class, the *Bidwell*, proved to be a smashing success. During TOG's drive through the Bannor County worlds of Shetti, Thunder, Hove, and Feywarren, the *Bidwell* destroyed two older TOG battleships of the *Ultor* Class (now obsolete and decommissioned). The *Bidwell* had the advantage of speed over the slower TOG battleships of the same weight class and enough firepower to cripple them with repeated passes at long range.

The Royal Navy has also taken a strong liking to the ship, with several thousand *Iron Dukes* now in its own ranks. The KessRith call the ship "Fek-Tar," which loosely translates as "solid punch/kick." Having contributed the design for the massive Hista E spinal mount, the KessRith have more than 1,000 *Iron Dukes* in their fleets.

Capabilities:

The firepower of the *Iron Duke* Class is impressive, to say the least. The most powerful main gun in the entire Renegade Legion fleet, the KessRith-designed Hista 400, is the core. The weapon has its own fire-control system that can act independently of the Combat Information Center in case of emergencies, though targeting the weapon when in this mode is somewhat limited.

In addition to its massive spinal mount, the *Iron Duke* supports two bays of 100 Rathie Armories 37.5/25 lasers. After three direct hits, many destroyers have little armor left, even at long ranges.

The *Iron Duke's* fore and aft are protected by the smaller Hodge Industrial Laser Concepts 37.5/5s arrayed in bays of 100. The weakest area of ship's defense are the laser bays dedicated to

close-range anti-fighter roles, just beyond the range of the turrets. For this purpose, the class has only two bays of 50 Hodge 30/5 lasers, which are weak and of limited utility.

The *Iron Duke's* speed separates it from other battleships that patrol and raid on the TOG/Commonwealth border. Diverting power from the Regaulta engines for thrust allows the ship to move quickly in and out of battle. Also, because its weapons are geared to long-range combat, the *Iron Duke* can maintain a distance from standard frigates and cruisers.

Deployment:

The Battle of New Dogger Bank took place on November 6, 6801, at a small, uninhabited star system dubbed DGR-19003 in Gilpin County. It was a massive battle by modern standards, with over 14 battle squadrons directly or indirectly involved on either side. While both sides left the field with bloodied noses, the *Iron Duke* Class proved itself.

With ten *Iron Dukes* leading the Renegade 1214th and 3099th Battleship Groups, all but three survived the five-day battle and remain operational. They accounted for the destruction of nearly six times their mass, some of the most impressive figures from the battle.

New Dogger Bank showed that massive ship confrontations would not alter the course of the war. It also indicated that a battleship is best suited for defensive operations and that deep-penetration raids are not its forte. After this battle, both sides reevaluated their ships' dispositions, consigning more *Iron Dukes* to a system-defense role.

Class: Battleship

Mass: 3,360,770 tons

Cost: 15,790,000,000 credits

Overview:

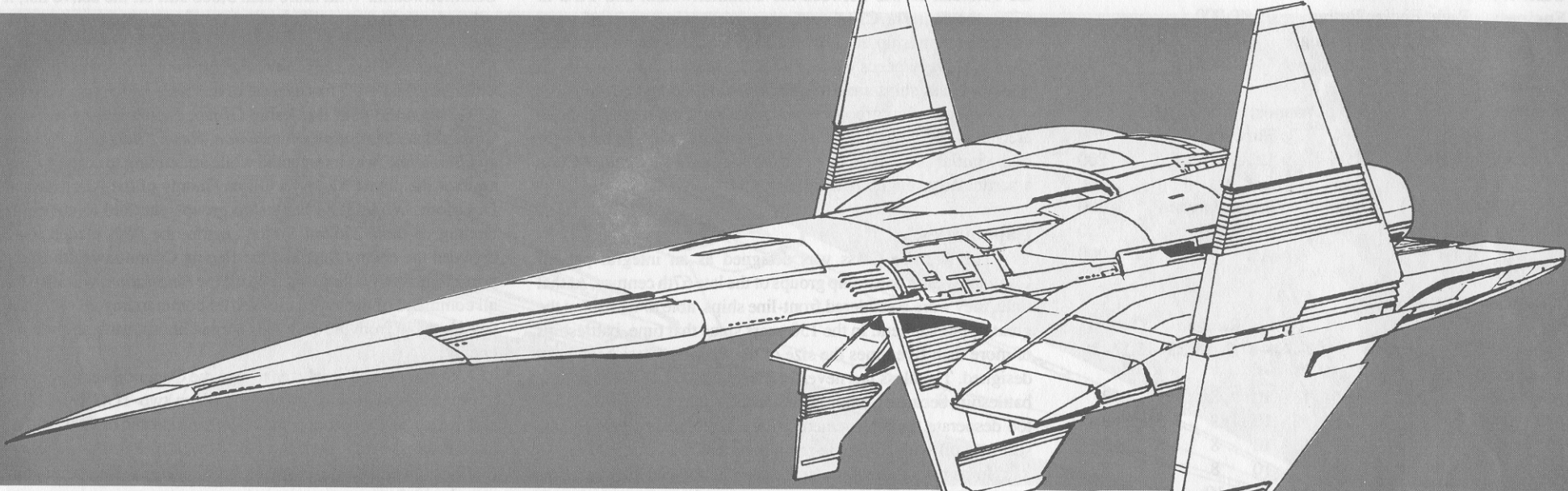
One of the

the most

Deployment:

The Repulse Class serves in every front-line area of the

Commonwealth. With more than 5,000 still on the active list, it



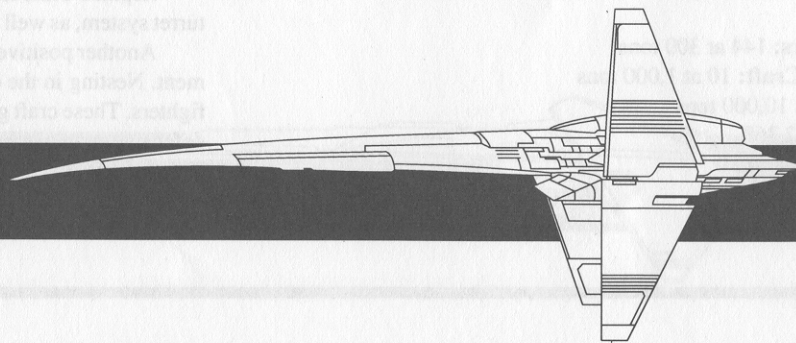
type 13 optical mount was more than adequate, though today's weapons supersede it. Designed for long-range fire, the four 100-gun 37.5" bows mounted on the broadside provided plenty of accurate fire. Two additional 50-gun 37.5" bows complement the main broadside battery. These six bows will function effectively in today's battles, one of the main reasons that the Repulse is still viable.

Fore and aft fire, although limited, is provided by one 50-gun 37.5" bow and one 35-gun 37.5" bow at either end of the ship. These mountings allow for additional long-range fire and some close-in coverage but are inadequate by today's standards.

Repulse Class ships are equipped with a standard battleship turret system, as well as a state-of-the-art Type E missile system. Another positive note is the unusually large fighter complement. Nestled in the expansive hangar are two full groups, 144 fighters. These craft give the Repulse versatility in offensive and

Type E Missile System 3 Shot at 150 Points

Efficiency: 1-4 at 300
Small Craft: 10 at 100
Cargo: 1,000 tons



Class: Battleship

Mass: 2,393,570 tons

Cost: 15,336,217,400 talents

Engines: Right Engine Rating 40,000
Center Engine Rating 40,000
Left Engine Rating 40,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
D Spinal Mount	F	13	11	9	7		
100 37.5/5	L	15	13	10	8	5	3
100 37.5/5	L	15	13	10	8	5	3
100 37.5/5	R	15	13	10	8	5	3
100 37.5/5	R	15	13	10	8	5	3
50 37.5/30	F	14	13	11	10	9	8
50 37.5/30	L	14	13	11	10	9	8
50 37.5/30	R	14	13	11	10	9	8
50 37.5/30	A	14	13	11	10	9	8
25 22.5/15	F	4	3	3	2		
25 22.5/15	A	4	3	3	2		

		0	1	2	3
Turrets	L	6	6	5	4
	R	6	6	5	4

Type E Missile System 3 Shots at 150 Points

Fighters: 144 at 300 tons

Small Craft: 10 at 1,000 tons

Cargo: 10,000 tons

Crew: 2,368

Passengers: 50

Marines: 300

Overview:

One of the last battleship classes still in service since before the outbreak of war between the Commonwealth and TOG in 6720, the *Repulse* Class cannot compete with many of more advanced battleship designs that have since appeared. Because the Royal Navy needs every ship it can muster, however, many *Repulse* Class ships are still on active duty along the front.

No battleship group ever receives more than one. Considered an expendable ship, it must often lead the line to take most of the initial fire. These tactics have not made the *Repulse* Class a particularly sought-after billet.

Capabilities:

The *Repulse* Class was designed as an integral part of Commonwealth battleship groups of the late 67th century. At that time, they were considered front-line ships, able to withstand the greatest punishment. In the 150 years since that time, battleships of more than five times the size of the *Repulse* Class have been designed. The class has never been reclassified as a second-line battleship, because Commonwealth battleship groups are usually too desperate for replacements. Thus do *Repulse* Class vessels still face off with ships one-tenth their age.

In its prime, the *Repulse* Class mounted considerable firepower. The Type D spinal mount was more than adequate, though today's weapons supersede it. Designed for long-range fire, the four 100-gun 37.5/5 bays mounted on the broadsides provided plenty of accurate fire. Two additional 50-gun 37.5/30 bays complement the main broadside battery. These six bays still function effectively in today's battles, one of the main reasons that the *Repulse* is still viable.

Fore and aft fire, although limited, is provided by one 50-gun 37.5/30 bay and one 25-gun 22.5/15 bay at either end of the ship. These mountings allow for additional long-range fire and some close-in coverage but are inadequate by today's standards.

Repulse Class ships are equipped with a standard battleship turret system, as well as a state-of-the-art Type E missile system.

Another positive note is the unusually large fighter complement. Nesting in the expansive hangar are two full groups, 144 fighters. These craft give the *Repulse* versatility in offensive and defensive strategies and can go to the aid of other ships in the fleet if necessary.

Deployment:

The *Repulse* Class serves in every front-line area of the Commonwealth. With more than 5,000 still on the active list, it will be several decades before battle damage and attrition take their full toll.

Repulse Class ships have been involved in many notable actions against TOG forces. One of the more famous occurred in 6791, when the 95th Battleship Group, containing the *Repulse* Class ships *Retaliation*, *Retribution*, *Resor*, *Rondalia*, *Ragire*, and *Runholme*, was intercepted while attempting to cover evacuation of the planet Nandy in Gilpin County of the Alaric Grand Dukedom. While TOG battleship groups attacked to cover the landing of their 2562nd Strike Legion, the 95th placed itself between the enemy fleet and the fleeing Commonwealth transports. Admiral Wallingford, aboard the *Retaliation*, was in overall command of the evacuation. After commanding all escorting vessels away from the 95th, he charged his six battleships at the enemy.

Outnumbered nearly ten to one, the Commonwealth vessels took massive punishment but took down two TOG battleships and three cruisers before being overwhelmed and destroyed. The last battleship to fall silent and drifting was the *Retaliation*, which finally exploded near a TOG *Shilagash* Class cruiser, taking that vessel with her.

Class: Battleship

Mass: 4,001,330 tons

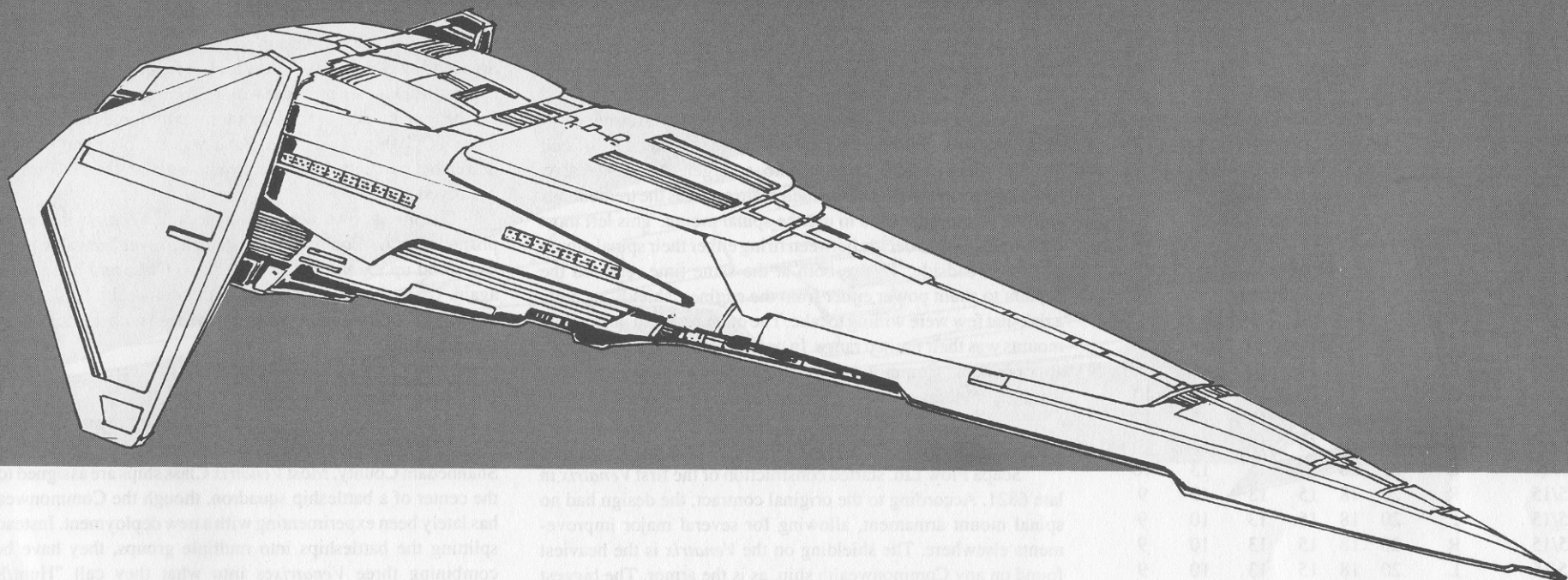
Cost: \$2,305,412,500 (est.)

Overview:

The Venatrix battleship was first commissioned in 6812 as a replacement for the Commonwealth's aging Republic Class.

and cruiser.

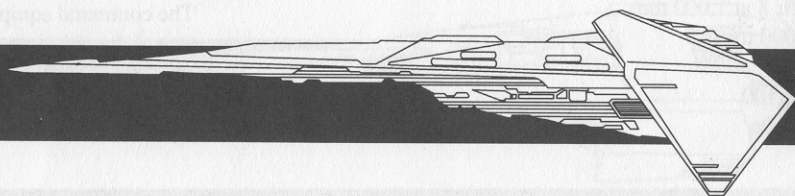
allowing it to keep up with more nimble Commonwealth battleships. Though a new design, the Venatrix Class has already been in



the center of a battleship squadron, though the Commonwealth has lately been experimenting with a new deployment. Instead of splitting the battleships into multiple groups, they have been combining three Venatrixes into what they call "Hawkish Groups." This tactic has worked fairly well in the past few months, but it has stopped some from the units of battleship groups. These new groups are generally smaller than normal TOG battleship squadrons. The Hawkish Group is seen in to take out the TOG battleships in the center of the squadron. The Commonwealth commanders are to ignore other enemy ships except the lead battleship.

According to the original contract, the design had no special mount armament, allowing for several major improvements elsewhere. The shielding on the Venatrix is the heaviest found on any Commonwealth ship, as is the armor. The biggest improvement was in the bay weaponry. Consisting of one 100-gun 37.5/15 laser bay, one 100-gun 37.5/20 laser bay, and two 100-gun 37.5/15 laser bays each on the port and starboard, the Venatrix Class battleships may well be the largest anywhere in the Galaxy. The fore and aft of the ship are also well armed, with two 100-gun 37.5/15 laser bay ships. The anti-aircraft missile weaponry is also excellent. The Type B missile system is nothing short of terrific, not able to destroy all but the largest battleships with one salvo. The Venatrix is also equipped to carry up to 24 squadrons of the Commonwealth's heavier fighters.

The command equipment is the most modern available and



Class: Battleship

Mass: 4,061,938 tons

Cost: 26,303,485,680 talents

Engines: Right Engine Rating 50,000
Center Engine Rating 50,000
Left Engine Rating 50,000

Thrust: 2

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
100 37.5/10	F	18	15	13	10	8	5
100 37.5/10	F	18	15	13	10	8	5
100 37.5/25	R	25	23	20	18	15	13
100 37.5/25	L	25	23	20	18	15	13
100 37.5/20	R	23	20	18	15	13	10
100 37.5/20	L	23	20	18	15	13	10
100 37.5/15	R	20	18	15	13	10	9
100 37.5/15	L	20	18	15	13	10	9
100 37.5/15	R	20	18	15	13	10	9
100 37.5/15	L	20	18	15	13	10	9
100 37.5/10	A	18	15	13	10	8	5
100 37.5/10	A	18	15	13	10	8	5

Turrets	Location	0	1	2	3
		6	6	5	4
	R	6	6	5	4

Type E Missile System 3 Shots at 150 Points

Fighters: 144 at 300 tons

Small Craft: 8 at 1,000 tons

Cargo: 10,000 tons

Crew: 3,446

Passengers: 100

Marines: 400

Overview:

The *Venatrix* battleship was first commissioned in 6825 as a replacement for the Commonwealth's aging *Repulse* Class. Scapa Flow Ltd. had done some intensive studies on deep-space combat and decided that spinal mounts were a waste of space, energy, and money. They claimed that Commonwealth ships had not even fired their spinal mounts in 79 percent of the battles studied. When ships had fired their spinal mounts, only 22 percent scored hits.

There were several reasons for the poor performance of these weapons. One was the poor arc of fire that made it difficult for the spinal mount to lock onto a target. Another reason commanders tended not to fire their main gun was the tremendous amount of power needed to use the spinal mount. This left most captains having to decide between firing either their spinal mount or their broadside. To fire both at the same time required the captain to shunt power either from the engines, shields, or both, a risk that few were willing to take. The other problem with spinal mounts was their limited range. In order to get close enough to hit an opponent, Commonwealth ships often took considerable damage, sometimes enough to put them at a disadvantage.

Capabilities:

Scapa Flow Ltd. started construction of the first *Venatrix* in late 6821. According to the original contract, the design had no spinal mount armament, allowing for several major improvements elsewhere. The shielding on the *Venatrix* is the heaviest found on any Commonwealth ship, as is the armor. The biggest improvement was in the bay weaponry. Consisting of one 100-gun 37.5/25 laser bay, one 100-gun 37.5/20 laser bay, and two 100-gun 37.5/15 laser bays each on the port and starboard, the *Venatrix* Class broadside may well be the largest anywhere in the Galaxy. The fore and aft of the ship are also well-armed, with two 100-gun 37.5/10 laser bays apiece. The anti-ship/anti-missile weaponry is also excellent. The Type E missile system is nothing short of terrifying, able to destroy all but the largest battleships with one salvo. The *Venatrix* is also equipped to carry up to 24 squadrons of the Commonwealth's heaviest fighters.

The command equipment is the most modern available and can control the ship in any emergency. The electronic counter-measures system is the most sophisticated available to the Commonwealth and is one of the main defensive systems aboard the ship. The *Venatrix* also has good acceleration for its size,

allowing it to keep up with most other Commonwealth battleships and cruisers.

Though a new design, the *Venatrix* Class has already seen its fair share of combat. In late 6828, a *Venatrix* Class ship and its battleship squadron was escorting a convoy through to the besieged Pumbal system in Pembroke County, when they were attacked by a TOG battleship squadron, including one of TOG's dreaded new *Shiva* Class battleships. A fierce melee ensued as the two battleships slugged it out within 75 kilometers of one another. By the time the rest of the Commonwealth forces had driven the other TOG ships away, the *Shiva* was crippled and could not outrun her pursuers. Less than two hours later, the TOG ship was destroyed.

Despite its own heavy damage, the *Venatrix* had accomplished what no Commonwealth ship had ever been able to do. It had stood up to, and defeated, a *Shiva* Class and lived to fight again. Up to that point, no other Commonwealth battleship had survived a confrontation with a *Shiva*, even with the help of other friendly ships.

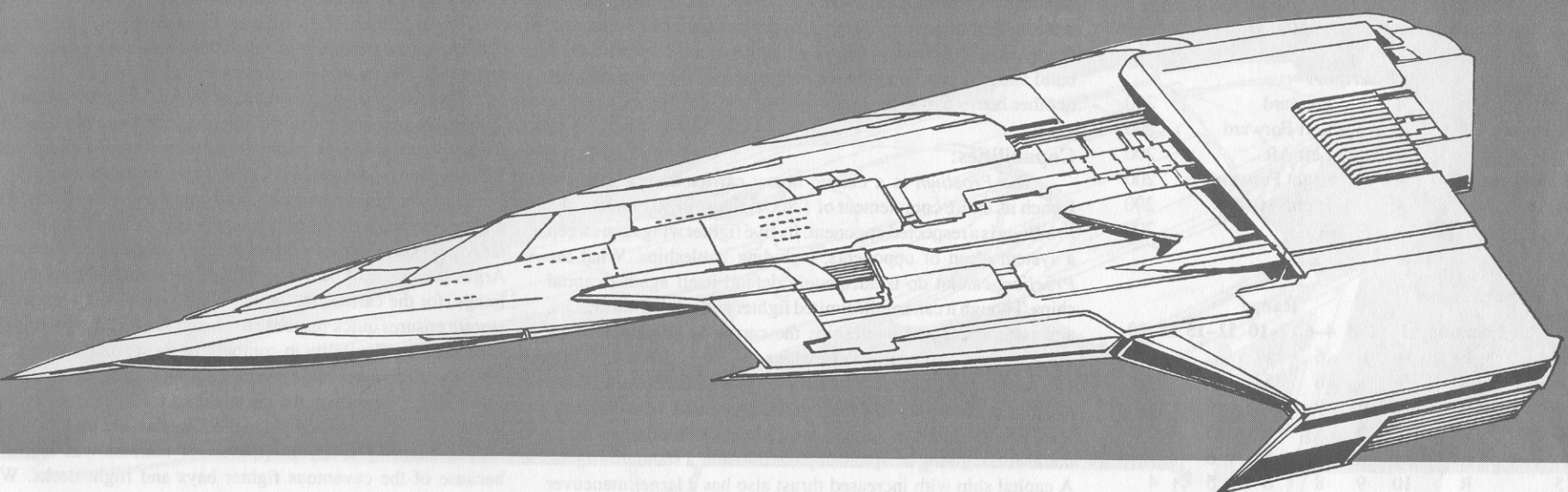
Deployment:

Because it is a relatively new ship, deployment of the *Venatrix* is still limited, with the largest allocations currently in Shannadam County. Most *Venatrix* Class ships are assigned to be the center of a battleship squadron, though the Commonwealth has lately been experimenting with a new deployment. Instead of splitting the battleships into multiple groups, they have been combining three *Venatrixes* into what they call "Hunt/Kill Groups." This tactic has worked fairly well in the past few months, but it has stripped some front-line units of battleship groups. These new groups are generally used when a normal TOG battleship squadron is spotted. The Hunt/Kill Group is sent in to take out the TOG battleship at the center of the squadron. The Commonwealth commanders are to ignore other enemy ships except the lead battleship.

regarding escort vessels it is to survive in a combat zone while its fighters are engaged. One of the Proelium's most interesting features is the large

Overview:
The Proelium is one of the largest battleship carriers ever. The Proelium's main armament consists of a large

Class: Battleship-Class Carrier
Mass: 2,100 tons
Crew: 2,500

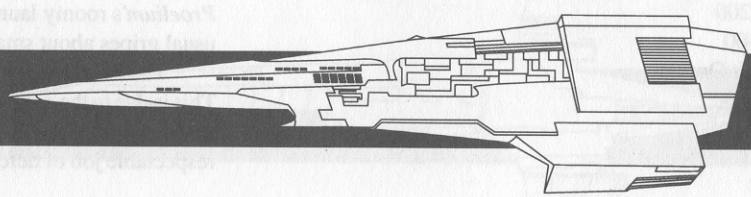


because of the cavernous fighter bays and fighter decks. With 1,500 fighters attached to the Proelium, the ship is well-provided against all enemy bombers. The complement also serves as a first reserve if needed for special missions.

A capital ship with increased thrust also has a larger maneuver sphere, making it a more difficult target to attack or defend against. This increased agility and large fighter complement make the class an exceptional weapons platform. The Helmski engines are also the source of numerous maintenance headaches. This has contributed to a substantial maintenance rate.

The fighter-launch facilities are the ship's offensive arm. They are based on standard designs that are reliable. The fighter bays can handle any design up to 300 tons, allowing the Proelium to carry any fighter currently in service. The fighter bays have mobile walls, enabling ground crews to set up the bays into the configuration most suited to the currently assigned fighter complement. Both fighter and ground crews report favorably on the Proelium's ready launch and recovery bays, in contrast to their usual airbases.

Deployment:
The Proelium is typically deployed as part of a carrier battle group or in support of battleship squadrons. The ship is used almost exclusively for system-wide invasions. When not involved in campaigns, Proeliums are commonly found in key systems, their fighter wings supplementing local system defenses.



Type E Missile System
3 Shots at 150 Pounds
Fighters: 1,500 at 300 tons
Small Craft: 12 at 1,000 tons
Cargo: 10,000 tons
Crew: 2,500
Passengers: 200
Maximum: 2,100 tons

Class: Battleship Class Carrier

Mass: 5,436,845 tons

Cost: 26,939,680,384 talents

Engines: Right Engine Rating 50,000
Center Engine Rating 50,000
Left Engine Rating 50,000

Thrust: 3

Shields:		Armor:	
Forward	4	Forward	200
Left Forward	4	Left Forward	200
Left Aft	4	Left Aft	200
Right Forward	4	Right Forward	200
Right Aft	4	Right Aft	200
Aft	4	Aft	200

Weapons:

Type	Location	Range					
		1	2-3	4-6	7-10	11-15	16-20
50 22.5/20	F	9	8	6	5		
50 22.5/20	F	9	8	6	5		
50 37.5/20	L	11	10	9	8	6	5
50 37.5/15	L	10	9	8	6	5	4
50 37.5/20	R	11	10	9	8	6	5
50 37.5/15	R	10	9	8	6	5	4
50 22.5/20	A	9	8	6	5		
50 22.5/20	A	9	8	6	5		
		0	1	2	3		
Turrets	L	6	6	5	4		
	R	6	6	5	4		

Type E Missile System 3 Shots at 150 Points

Fighters: 1,800 at 300 tons

Small Craft: 12 at 1,000 tons

Cargo: 10,000 tons

Crew: 9,302

Passengers: 200

Marines: 1,500

Extras: Thrust Option

Overview:

The *Proelium* is one of the largest battleship carriers currently in Commonwealth service. The *Proelium* Class is critical to the success of planetary invasions, and ambitious commanders consider it a prestige command. Fast and reasonably well-armed, these battleship carriers accomplish their assigned missions with deadly skill. On the negative side, the *Proelium* is expensive to build and maintain, keeping the procurement rate low compared to other heavy carriers.

Capabilities:

The *Proelium* is a classic heavy carrier design. Able to launch its entire complement of 1,800 fighters in 30 minutes, the *Proelium* is a respected opponent. Its five fighter wings can sweep a system clean of opponents, including battleships. What the *Proelium* cannot do is adequately defend itself against capital ships. Though it can handle limited fighter and small-ship attacks, against cruisers and battleships the carrier is vulnerable if its fighter wings are occupied elsewhere.

The key difference between the *Proelium* and earlier large carriers is its mobility. The *Proelium* is fitted with Belenski StarFire 360 engines, which can reroute additional power to themselves, giving a capital ship the thrust of a standard frigate. A capital ship with increased thrust also has a larger maneuver sphere, making it a more difficult target to attack or defend against. This increased agility and large fighter complement make the class an exceptional weapons platform.

The Belenski engines are also the source of numerous maintenance headaches. This has contributed to a substandard readiness rate.

The fighter-launch facilities are the ship's offensive arm. They are based on standard designs that are reliable. The fighter bays can handle any design up to 300 tons, allowing the *Proelium* to carry any fighter currently in service. The fighter bays have mobile walls, enabling ground crews to set up the bays into the configuration most suited to the currently assigned fighter complement. Both fighter and ground crews report favorably on the *Proelium*'s roomy launch and recovery bays, in contrast to their usual gripes about smaller ships.

The *Proelium*'s weapon suite is a bit light for a heavy carrier. This is due to the engine thrust modification, which diverts a third of the power normally allocated to weapons. The weapons do a respectable job of defending the ship, however. The carrier does

require escort vessels if it is to survive in a combat zone while its fighters are engaged.

One of the *Proelium*'s most interesting features is the large missile system, usually installed only on battleships. The monstrous Type E missiles are capable of inflicting grievous harm on even the largest vessels, and the *Proelium* can launch three salvos of these beasts. Designers installed the missiles at the last-minute to give the carrier some additional teeth.

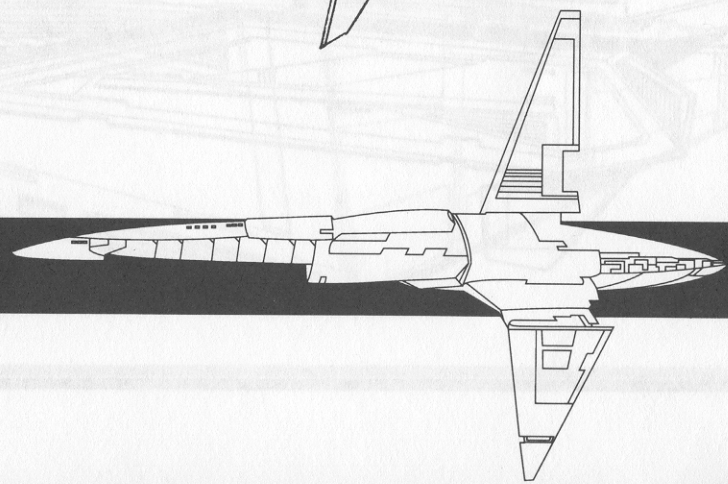
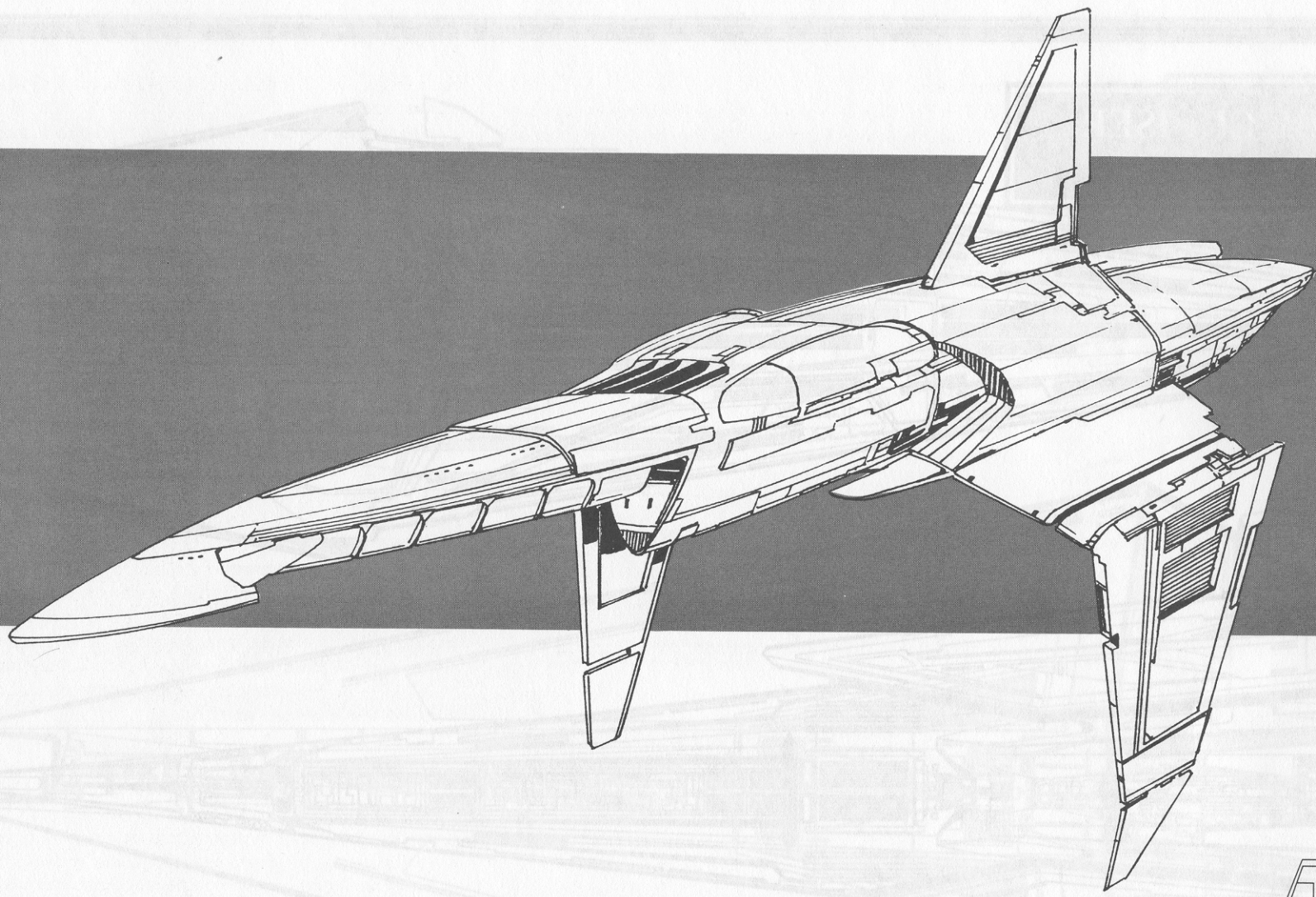
Defensive systems are standard for a vessel of this class. One potential problem area is the shield generators. The Harding-Burleson model is state-of-the-art but requires constant attention. If not regularly maintained, it is prone to malfunction.

The *Proelium*'s command and control system is one of the most advanced in the Commonwealth Navy. Based on the popular Argus 6000 system installed on the *Shiva* class battleships, the Argus is capable of handling all communications, from voice to image, for the carrier, its fighter wings, and escort vessels. The system ensures quick response to changes in orders and gives the commander a flexibility in combat that most would envy.

The *Proelium*'s large marine contingent also deserves note. Three times larger than the standard force assigned to most battleships, marines assigned to the *Proelium* are mainly used in an anti-boarding role. The number of marines was increased because of the cavernous fighter bays and flight decks. With 1,500 marines attached to the *Proelium*, the ship is well-protected against all enemy boarders. The complement also serves as a fleet reserve if needed for special missions.

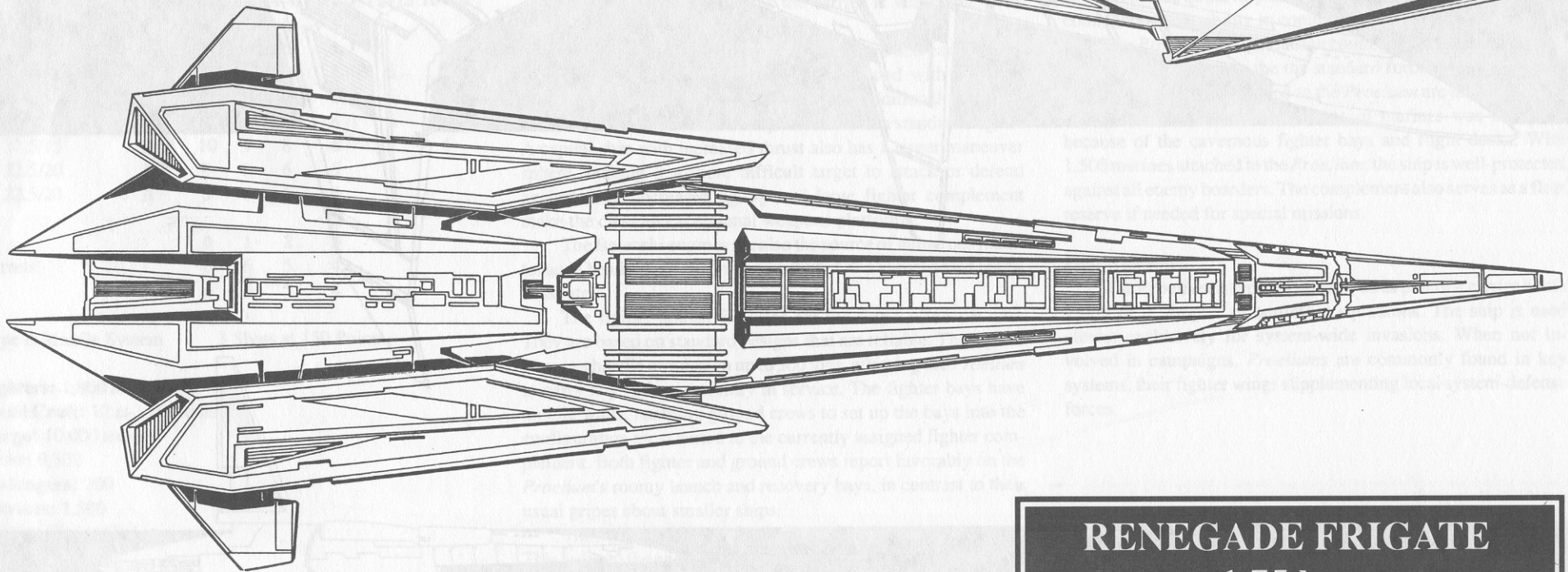
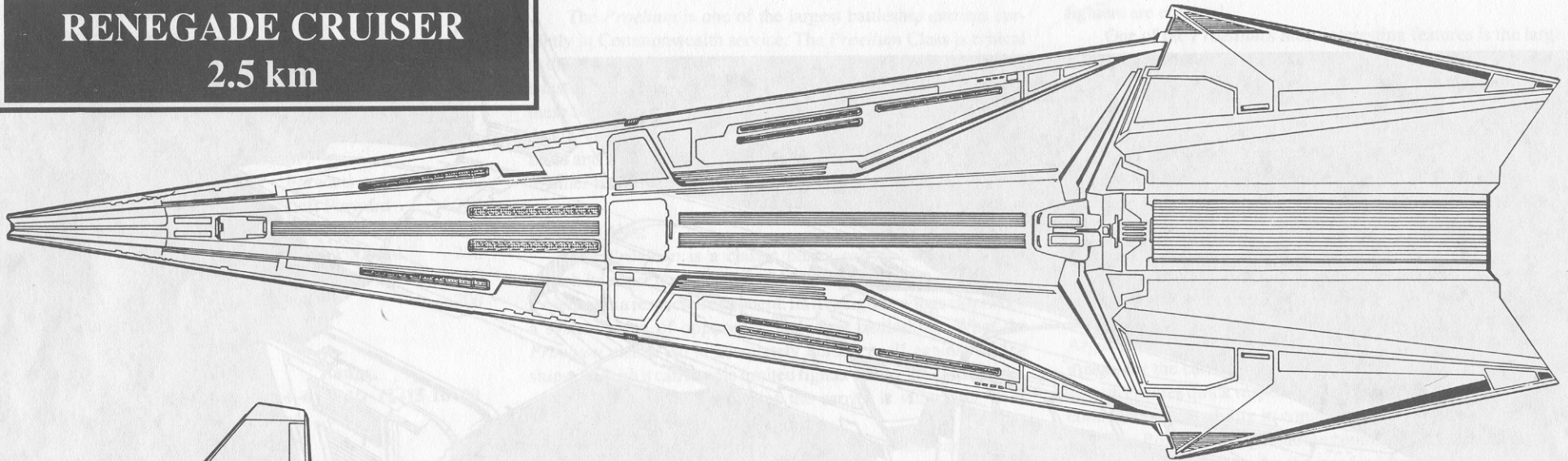
Deployment:

The *Proelium* is typically deployed as part of a carrier battle group or in support of battleship squadrons. The ship is used almost exclusively for system-wide invasions. When not involved in campaigns, *Proeliums* are commonly found in key systems, their fighter wings supplementing local system-defense forces.



RENEGADE CRUISER

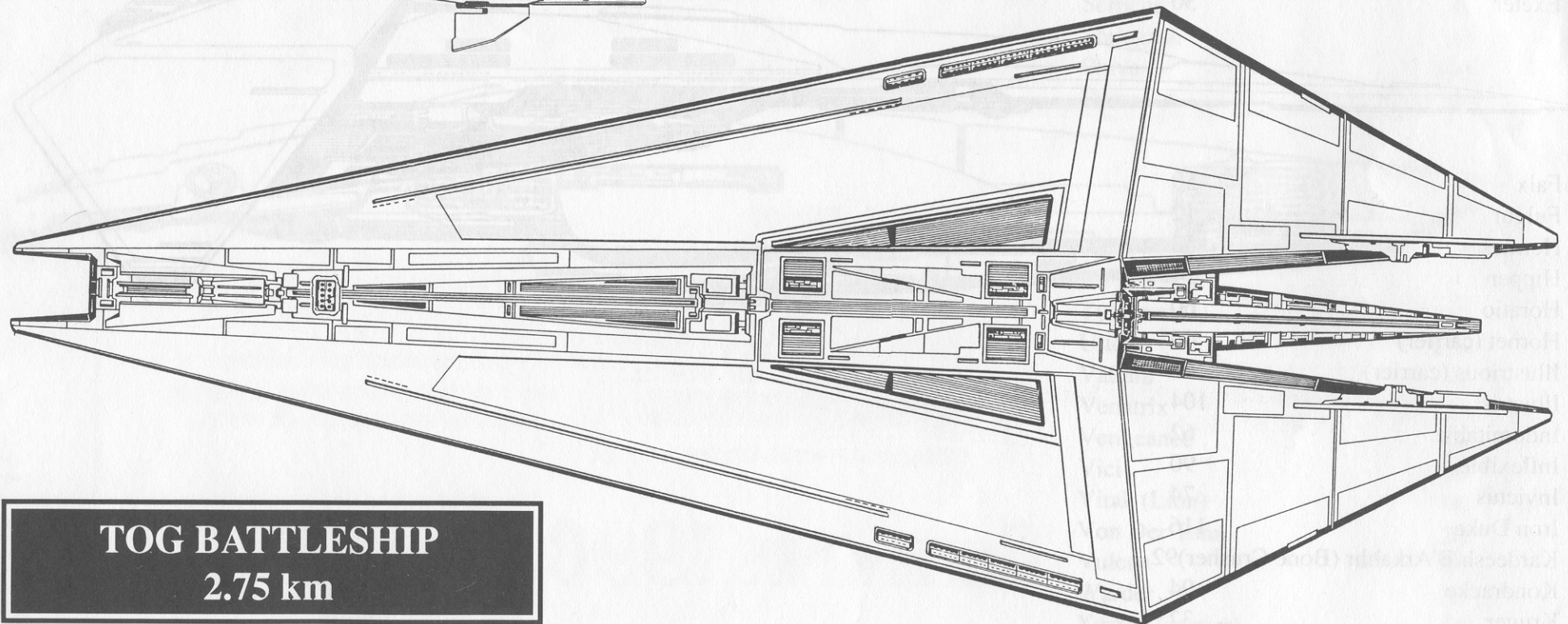
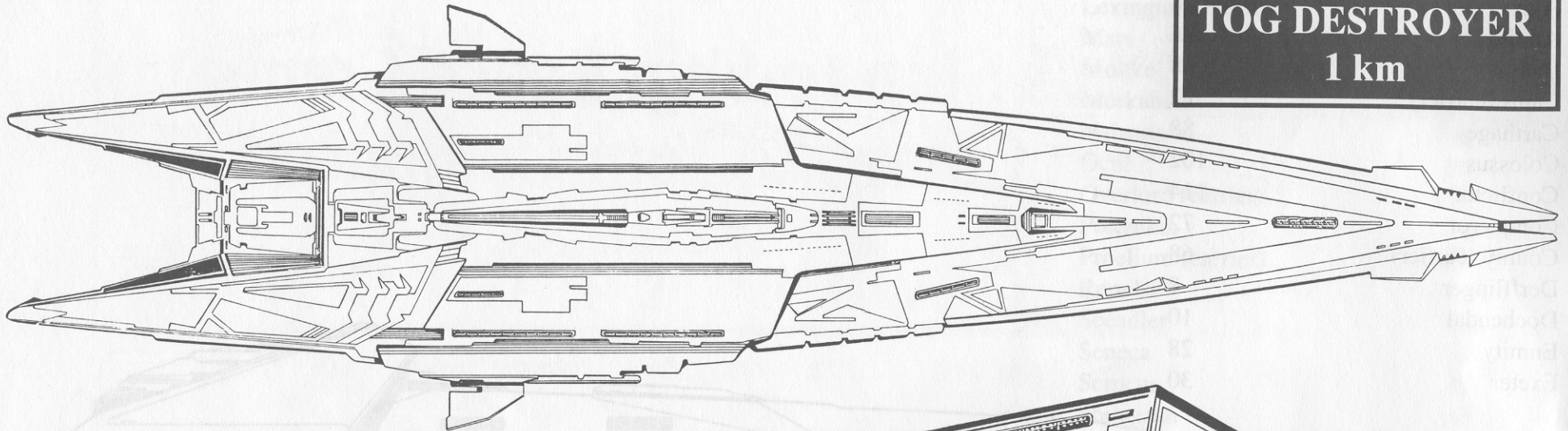
2.5 km



RENEGADE FRIGATE

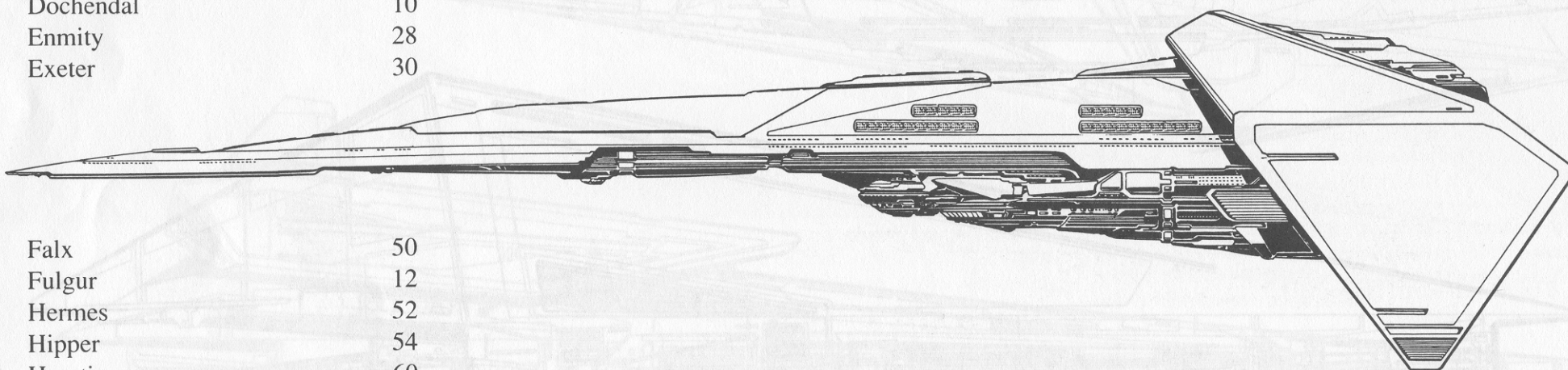
1.75 km

TOG DESTROYER
1 km



TOG BATTLESHIP
2.75 km

Ajax	26
Apollo	86
Bantha	48
Canis (carrier)	22
Carthage	88
Colossus	102
Conflictor	114
Conqueror	72
County (carrier)	68
Derfflinger	8
Dochendal	10
Enmity	28
Exeter	30

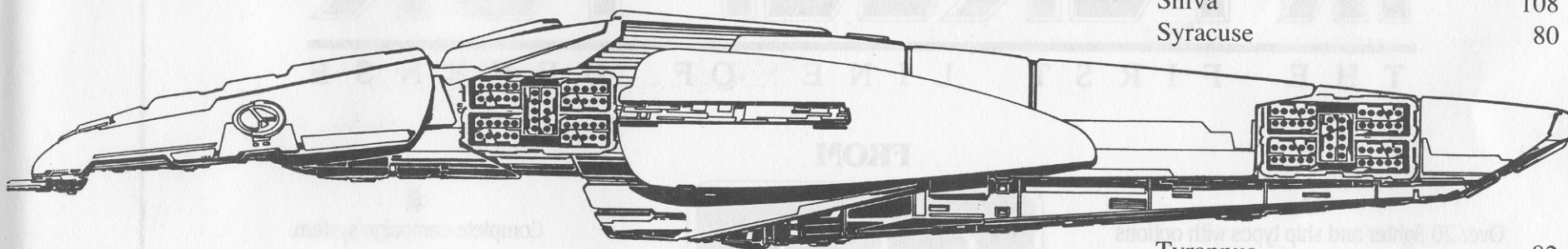


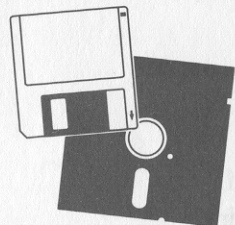
Falx	50
Fulgur	12
Hermes	52
Hipper	54
Horatio	60
Hornet (carrier)	40
Illustrious (carrier)	42
Illustris	104
Indomitable	62
Inflexible	90
Invictus	74
Iron Duke	116
Kardeesh B'Arkahr (Bone Crusher)	92
Kondracke	94
Kruger	32

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Lexington (carrier)	44
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Moltke	14
Morkanium	16
Nalandam	96
Octil	56
Overlord (carrier)	112
Potemkin	34
Proelium (carrier)	122
Repulse	118
Seeadler	24
Seneca	76
Serpens	18
Shilagash	78
Shiva	108
Syracuse	80

Tyrannus	82
Ultor	110
Valiant	64
Venatrix	120
Vengeance	36
Vici	66
Vitak (Lion)	98
Von Der Tann	20
Vulcan	84
Warder	38
Xerxes (carrier)	58





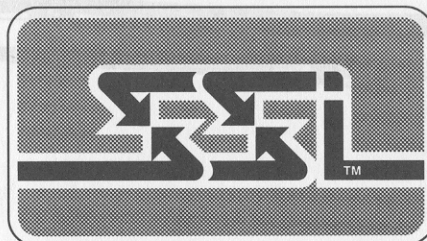
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