



# **WARSHIPS OF BABYLON 5**



**BABYLON 5 CREATED BY J. MICHAEL STRACZYNSKI**

# **TRAVELLER**

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# WARSHIPS OF BABYLON 5

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# INTRODUCTION

One of the most impressive parts of the Babylon 5 universe are the diverse ships gracing the screen. As first introduced to the *Traveller* roleplaying game system in *The Universe of Babylon 5* sourcebook, the warships of Babylon 5 work perfectly well within the *Traveller* rules set.

This book is a collection of Babylon 5's most iconic starships which can be found throughout the setting, serving as the instruments of war between intergalactic governments. They are designed using the ship design rules found in the *Traveller* core rulebook, *Traveller Book 2: High Guard* and *The Universe of Babylon 5* sourcebook.

The ship sections are divided into the following categories:

## **Ships of the Earth Alliance**

The youngest of the spacefaring races in the galaxy has its strengths and weaknesses. Earth Alliance vessels are bulky, utilitarian and generally slow. Built like the naval ships of their pre-space age, human engineers rarely leave a firing arc empty and make allowances for the large amount of ammunition they tend to use during engagements. Believers in the effectiveness of the broadside salvo, they are built with overlapping weapon systems that line the hull of a vessel. Unlike most other races, humans still largely rely on munitions-based weaponry.

## **Ships of the Narn Regime**

The Narn originally used the Centauri's own weapons against them in their first war of liberation, but soon reverse engineered their own technologies. The Narn created a fleet of warships designed to kill their age-old enemy – the Centauri. It was not long before the Narn became a galactic power and rose to the top of the arms trade. Their ships are large, bulky and covered with weaponry. Narn warships and their weapon systems are designed to be straightforward. Large warships keep their best weapons to the fore of the ship in order to focus their massive firepower upon a single target until it is destroyed. Faster ships generally come garrisoned with zealous soldiers trained to board their enemies' ships and overcome their crews. Every third crewman aboard a Narn ship is trained as a boarding marine, making every one of their ships a flying barracks.

## **Ships of the Centauri Republic**

The Centauri were one of the first races of the Third Age to understand the function of jumpgates and hyperspace well enough to create an entire industry from it. From the early years of space travel, the

Centauri soon ventured into the galaxy to conquer new worlds. Any alien species unlucky enough to be in their path became part of their growing empire. It was during the years following their conquests that shipbuilding technologies were perfected. Using captured alien sciences, they made advances in weapon systems – making their fleet well rounded and diverse. The Centauri fleet of the 23<sup>rd</sup> Century has evolved into a mix of small warships which hunt in packs and massive battlecruisers which pound their enemies into scrap.

## **Ships of the Minbari Federation**

One of the oldest and most powerful of the spacefaring races, the Minbari are the designers of some of the most fearsome and deadly spacecraft to grace the spacelanes of the Third Age. Their hulls are awe inspiring to witness and are capable of untold levels of destruction. Armed with precision neutron energy-based weaponry, the Minbari war vessels are vastly superior to anything humans, Narns or Centauri have ever built. Minbari ships use enhanced radiation wavelengths and focussed sensor suites as jammers, making their vessels all but invisible from enemy targeting systems. The technology of the Minbari has baffled outsiders over the centuries, and few can claim to have ever bested a Minbari war fleet.

## **Ships of the League of Non-Aligned Worlds**

There are several smaller governments in the galaxy who combined into one organisation, known as the League of Non-Aligned Worlds. Each of these individual governments develop their own technologies and unique ship designs. From the defence-minded Abbai and corporate entity of the Brakiri, to the aggressive Drazi and enigmatic Vree; the League offers a myriad of vessels which ply the space lanes.

## **Mysterious Ships of the Galaxy**

Throughout the history of Babylon 5, there have been starships appearing mysteriously, using unknown technologies to defeat their enemies. Ancient forces, First One technologies and elite crews make the ships in this chapter terrible to behold. These ships are rare, powerful and are seen by the average galactic citizen as a complete mystery.

Raiders also prowl the spacelanes, backed by one or other of the galactic powers or operating independently. Their favoured fighter is included here to provide another foe for travellers in the Babylon 5 universe.

# EARTH ALLIANCE

## HERMES-CLASS TRANSPORT

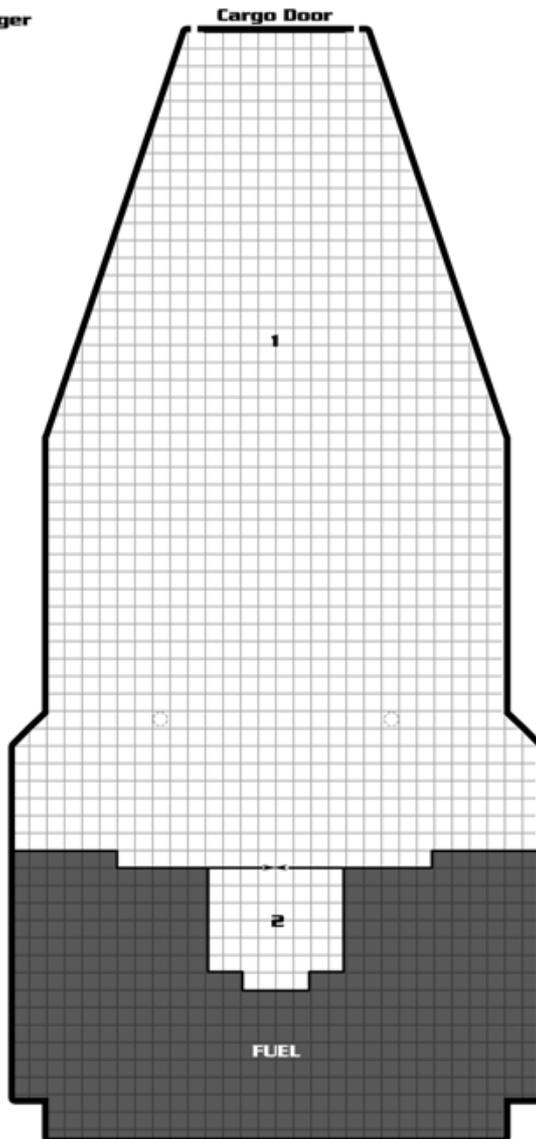
The Hermes was designed to ferry critical war supplies and personnel to the galactic frontlines. It is a capable warship, fitted with lethal missile racks in addition to numerous particle beams. The ship houses a flight of Starfuries for its own defence and is also capable of opening a jump point into hyperspace. The Hermes' success in the Earth Alliance military made it an attractive choice for civilian service as well, and many of these stalwart ships now travel space as independent freighters, passenger carriers and mercenary escorts.

The normal crew consists of a captain, 2 pilots, navigator, 6 fighter crew, 2 engineers, 8 gunners. There are another 15 staterooms for passengers or marines.

Hermes Transport			Tons	Price (MCr)
Hull	1,400 tons	Hull 28 Structure 28 Streamlined		140
Armour	Crystaliron	4 points	70	30.8
Artificial Gravity		None	–	–
Jump Point Generator		Jump 2	140	20
Manoeuvre Drive V		Thrust 5	39	80
Power Plant V		Rating 5	61	160
Bridge			40	7
Computer	Core / 6 fib	Rating 30	–	30
Electronics	Very Advanced	DM +2	5	4
Weapons	Turrets	6 x Interceptors (Triple Sandcaster)	6	10.5
		2 x Triple Missile Rack	2	6.5
		6 x Double Light Pulse Cannon	6	15
Ammunition		60 missiles	5	–
		900 Interceptor rounds (sandcaster barrels)	45	–
Fuel	120 tons	Two Jump 2 – Four weeks of operation	120	–
Cargo	539 tons		539	–
35 Staterooms			140	17.5
0 Low Berths			–	–
Craft	1 20-ton Launch	Standard Hangar	26	18.769
	6 Starfury Heavy Fighters	Standard Hangars	156	186.3
Software	Manoeuvre/0		–	–
	Intellect	Rating 10	–	1
	Library		–	–
	Evade/2	Rating 15	–	2
	Fire Control/3	Rating 15	–	6
	Jump Control/2	Rating 10	–	0.2
Maintenance Cost (monthly)				0.0628
Life Support Cost (monthly)				0.07
Total Tonnage & Cost			1,400	749.569

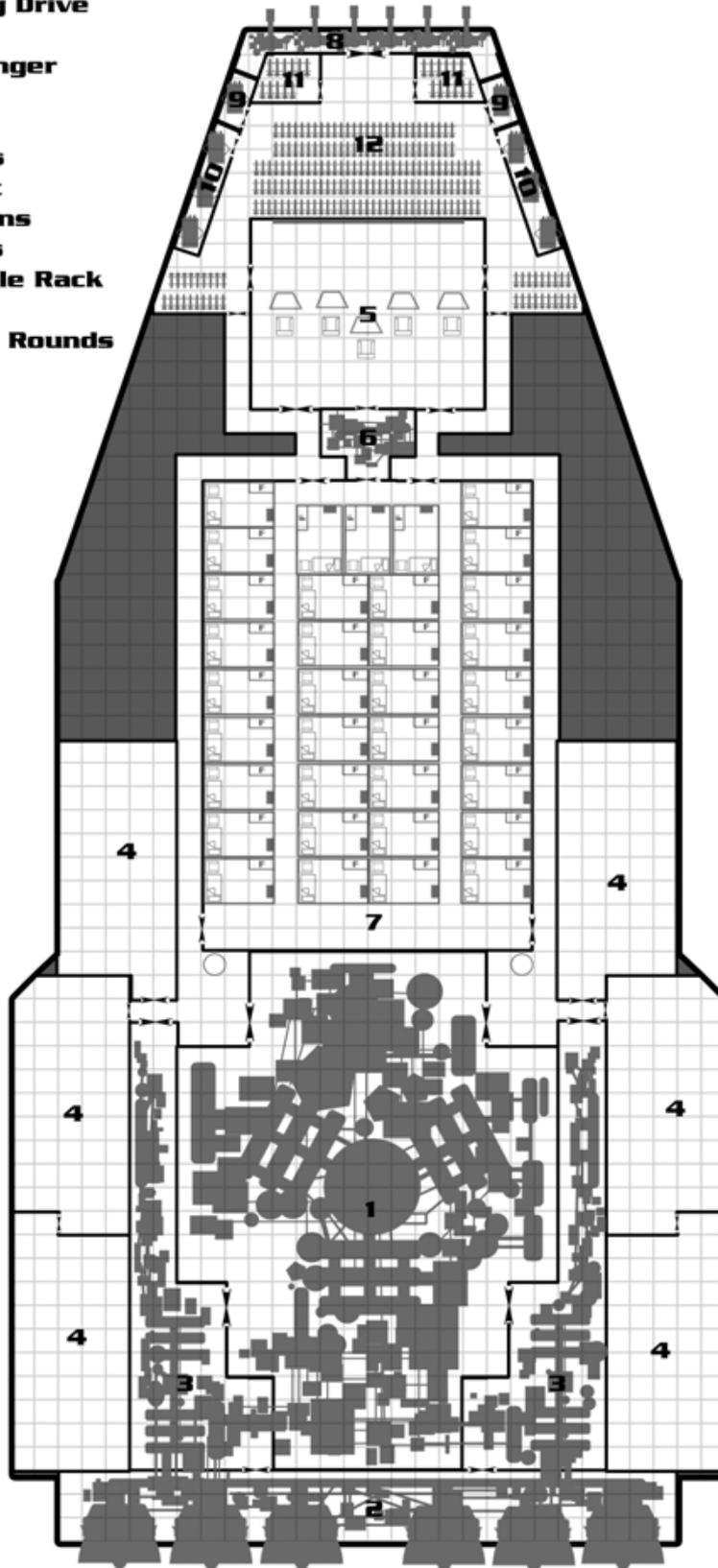


**Key**  
**1** Cargo  
**2.** Launch Hanger



**Key**

- 1. Jump Drive**
- 2. Maneuvering Drive**
- 3. Power Plant**
- 4. Starfury Hanger**
- 5. Bridge**
- 6. Electronics**
- 7. State Rooms**
- 8. Double Light Pulse Cannons**
- 9. Interceptors**
- 10. Triple Missile Rack**
- 11. Missiles**
- 12. Interceptor Rounds**



## ***HYPERION-CLASS HEAVY CRUISER***

A dependable design which has served the Earth Alliance fleet well over many years, these vessels have been slowly replaced by newer and larger designs, such as the Omega. Nevertheless, they are still popular and capable ships, whether operating independently or as part of a task force. Hardy and well-armoured, Hyperions are solid vessels still serving as the core of many Earth fleets. Several models of Hyperion have appeared throughout the history of the vessel, but the basic heavy cruiser is by far the most common. Its heavy laser battery to the fore is the primary reason for the Hyperion's success, despite its lack of artificial gravity and cramped quarters.

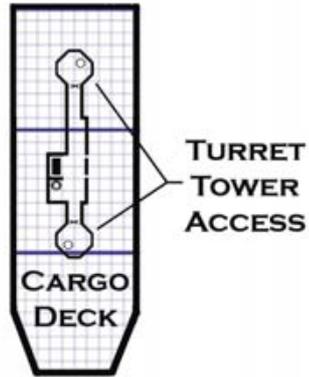
Hyperion Heavy Cruiser			Tons	Price (MCr)
Hull	75,000 tons 4 sections each	Cylinder Hull 385 Structure 383		7,500
		Reinforced Hull	7,500	750
		Reinforced Structure (double)	7,500	1,500
		Partially Streamlined		–
Armour	Crystaliron	10 points	9,375	3,750
Artificial Gravity		None	–	–
Jump Point Generator		Jump 3	7,500	30
Manoeuvr Drive		Thrust 4	1,312.5	656.25
Power Plant		Rating 4	2,250	5,625
		Emergency Power	225	562.5
Bridge		4 Command Modules	1,500	1,500
Computer	Core / 7 fib	Rating 80		105
Electronics	4 x Countermeasures	DM +4	28	24
Weapons	Bays	6 x Heavy Laser Cannon	306	24
	Barbettes	22 x Heavy Pulse Cannon	110	44
		8 x Medium Plasma Cannon	40	24
	Turrets	16 x Twin Light Pulse Cannon	16	40
		18 x Interceptors (Triple Sandcaster)	18	31.5
Ammunition		2,700 Interceptor rounds (Sandcaster barrels)	135	–
Fuel	15,180 tons	6 Jump 3 – 20 weeks of operation	15,180	–
Cargo	14,760 tons	(3000 tons set aside for spares)	14,760	–
321 Staterooms			1,284	160.5
0 Low Berths			–	–
Extras	5 x Briefing Rooms		20	2.5
	20 x Armoury		40	10
	Luxuries	Steward x 10	10	1
	Probe Drones x 10		2	1
	321 Escape Pods		160.5	32.1
	Repair Drones		750	150
	Armoured Bulkheads	Drives	1128.75	225.75
		Weapons	49	9.8
		Ammunition	13.5	2.7
Craft	2 x 50-ton Cutter	Standard Hangars	130	64.916
	6 Starfury Heavy Fighters	Standard Hangars	156	204.3
	Cobra Bays	Launch Tube for Starfuries	500	250
Software	Manoeuvr/o		–	–
	Intellect	Rating 10	–	1
	Library		–	–
	Evade/2	Rating 15	–	2
	Fire Control/4	Rating 20	–	8
	Auto-Repair/2	Rating 20	–	10
	Jump Control/3	Rating 15	–	0.3

Maintenance Cost (monthly)	1.9418
Life Support Cost (monthly)	0.642
Total Tonnage & Cost	74,999.5      23,302.12

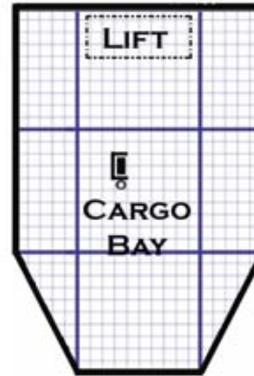
Department	Crew	Crew Damage Track
Command	38	Dead (-)
Engineering	113	Survivors (-4)
Gunnery	52	Skeleton (-2)
Flight	16	Half (-1)
Troops	120	Weakened
Service	150	Full
Frozen Watch	0	Battle – Starting Position
Total	489	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Amidships		Main		Forward	
Hull	385		385		385		385	
Structure	383		383		383		383	
Roll	Internal	External	External	Internal	External	Internal	External	Internal
2	Crew	Hull	Hull	Crew	Hull	Crew	Hull	Crew
3	Jump Point Generator	4 x Lt Pulse Cannon	4 x Interceptor	Structure	4 x Lt Pulse Cannon	Bridge	4 x Plasma Cannon	Structure
4	P-Plant	M-Drive	Cobra Bays	Fuel	Sensors	Computer	Sensors	Hold
5	Heavy Laser	4 x Lt Pulse Cannon	4 x Heavy Pulse	Fuel	4 x Heavy Pulse	2 x Heavy Laser	2 x Heavy Pulse	Hold
6	Structure	Hull	Hull	Structure	Hull	Structure	Hull	Structure
7	Hold	Armour	Armour	Hold	Armour	Hold	Armour	Hold
8	Structure	Hull	Hull	Structure	Hull	Structure	Hull	Structure
9	Heavy Laser	3 x Interceptor	4 x Lt Pulse Cannon	Fuel	4 x Lt Pulse Cannon	2 x Heavy Laser	4 x Interceptor	Hold
10	Jump Point Generator	M-Drive	4 x Interceptor	6 x Star Fury	4 x Heavy Pulse	2 x Cutters	2 x Heavy Pulse	Hold
11	P-Plant	2 x Heavy Pulse	4 x Heavy Pulse	Fuel	3 x Interceptor	Fuel	4 x Plasma Cannon	Structure
12	Critical	Hull	Hull	Critical	Hull	Critical	Hull	Critical

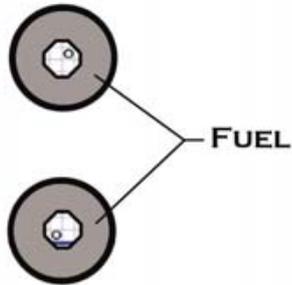




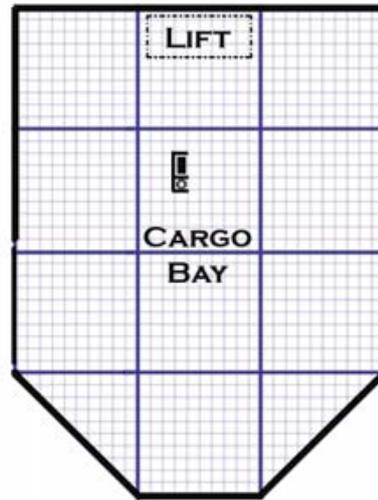
CARGO DECK 1  
(LEVEL 3)



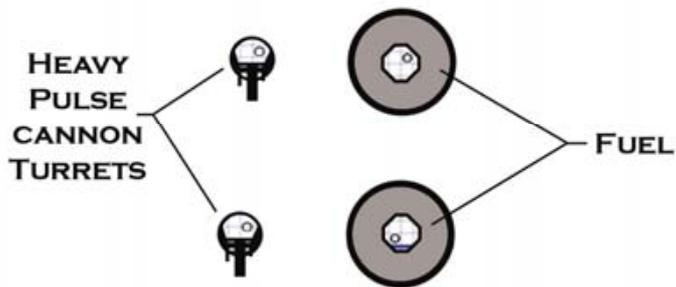
CARGO DECK 2  
(LEVEL 4)



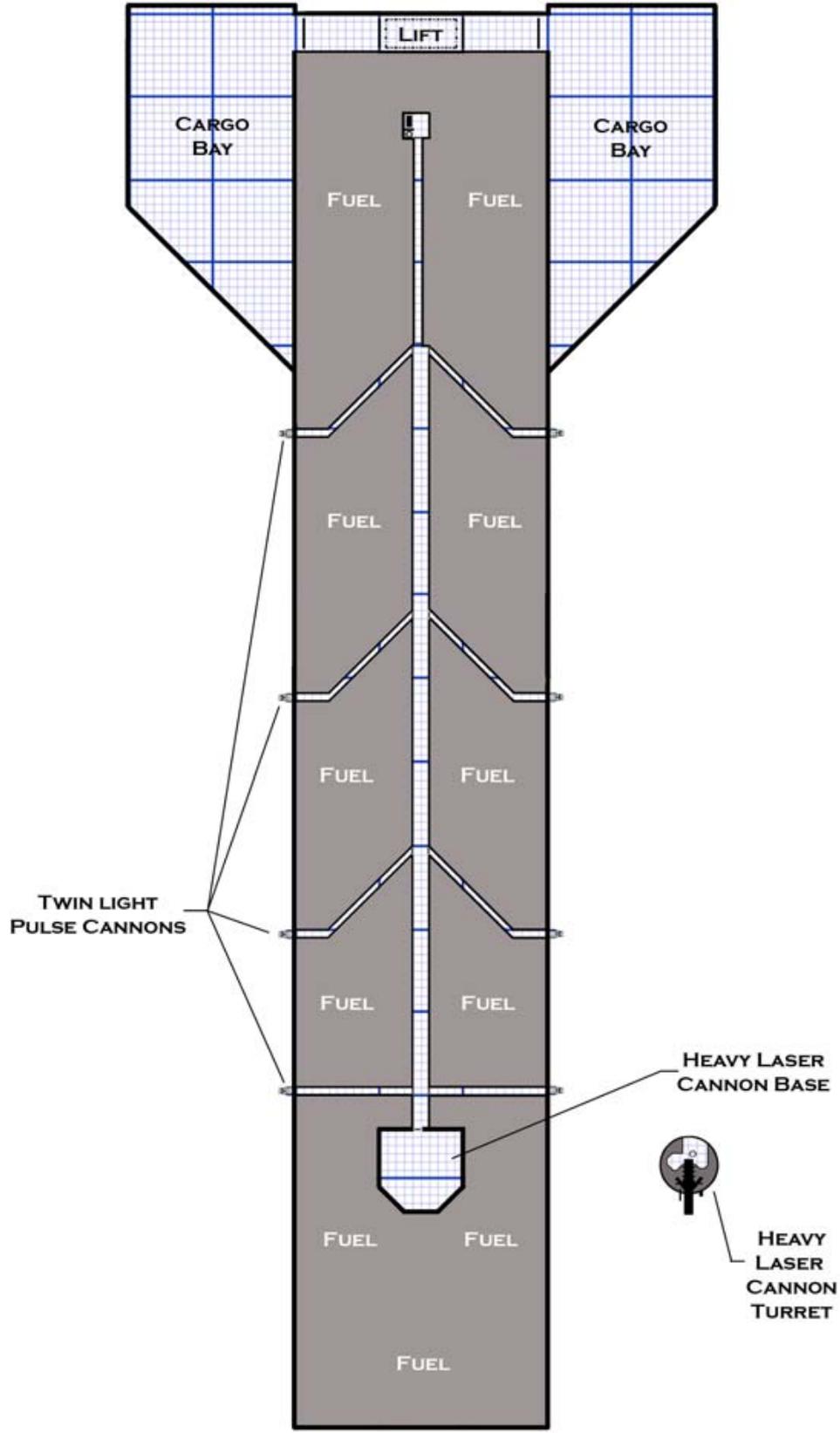
TOWER BASE DECK  
(LEVEL 2)



CARGO DECK 3  
(LEVEL 5)

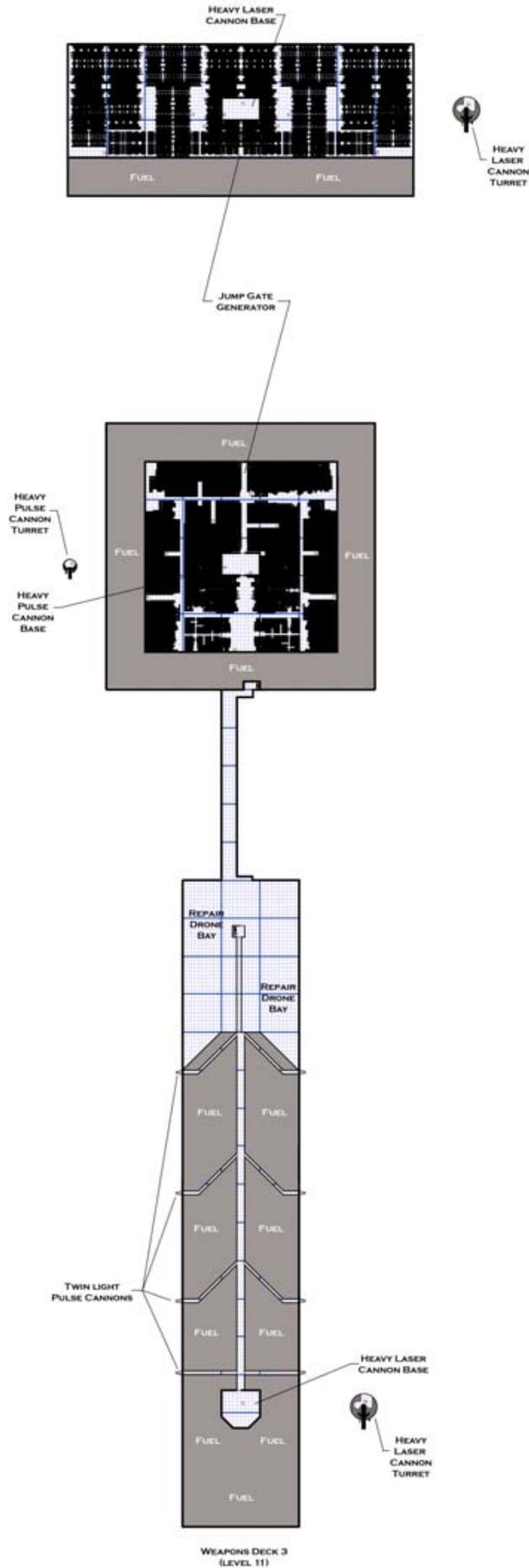


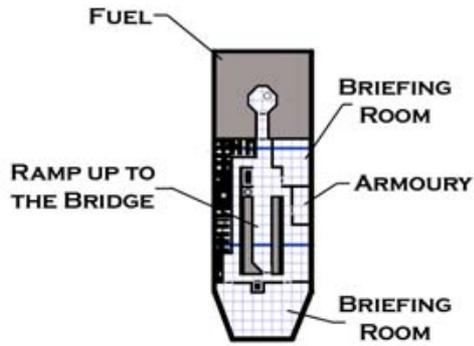
HEAVY PULSE CANNON TOWER DECK  
(LEVEL 1)



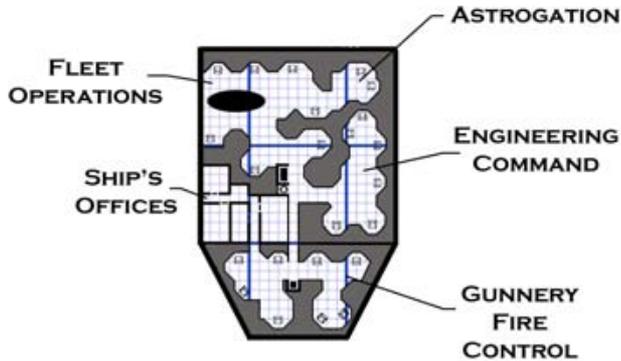
WEAPONS DECK 1  
(LEVEL 6)



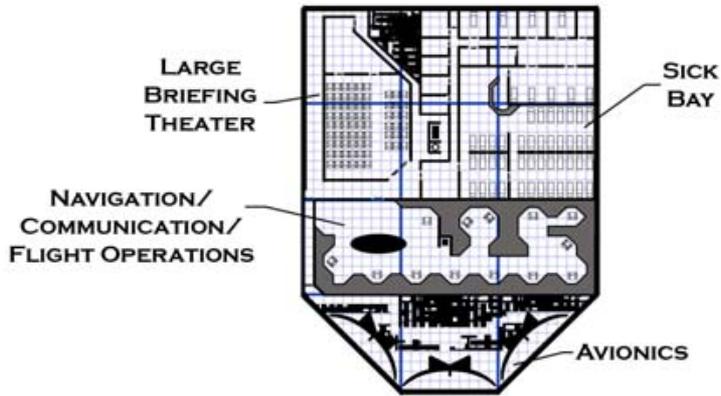




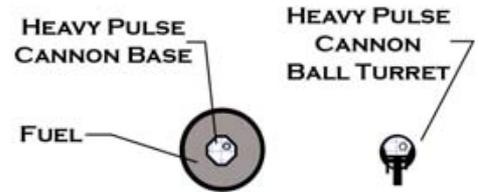
CONTROL DECK 1  
(LEVEL 14)



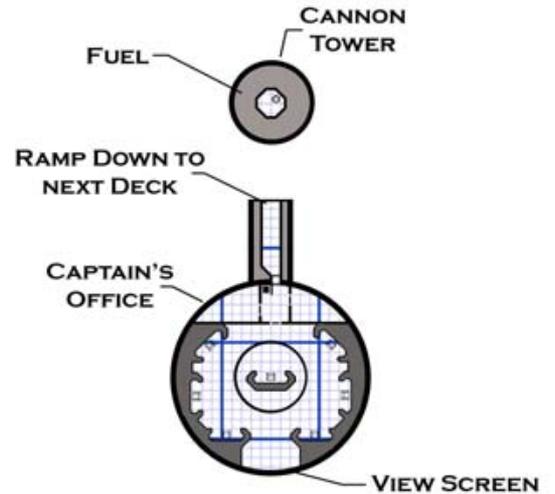
COMMAND DECK 2  
(LEVEL 13)



COMMAND DECK 1  
(LEVEL 12)



HEAVY PULSE CANNON TOWER  
(LEVEL 16)



BRIDGE DECK  
(LEVEL 15)

## ***NOVA-CLASS DREADNOUGHT***

A mainstay of the Earth Alliance fleet, the Nova is a formidable warship capable of defeating most of the threats it is likely to face. The long, cylinder-shaped superstructure allowed for an internal hangar bay capable of housing two full squadrons of Aurora fighters. It was only later that the 'Cobra' bays were retro-fitted to better launch newer models. In battle, the slow speed and poor manoeuvrability of the Nova is compensated by its deadly broadside. Enemies rarely escape from fighting a pair of Novas unscathed.

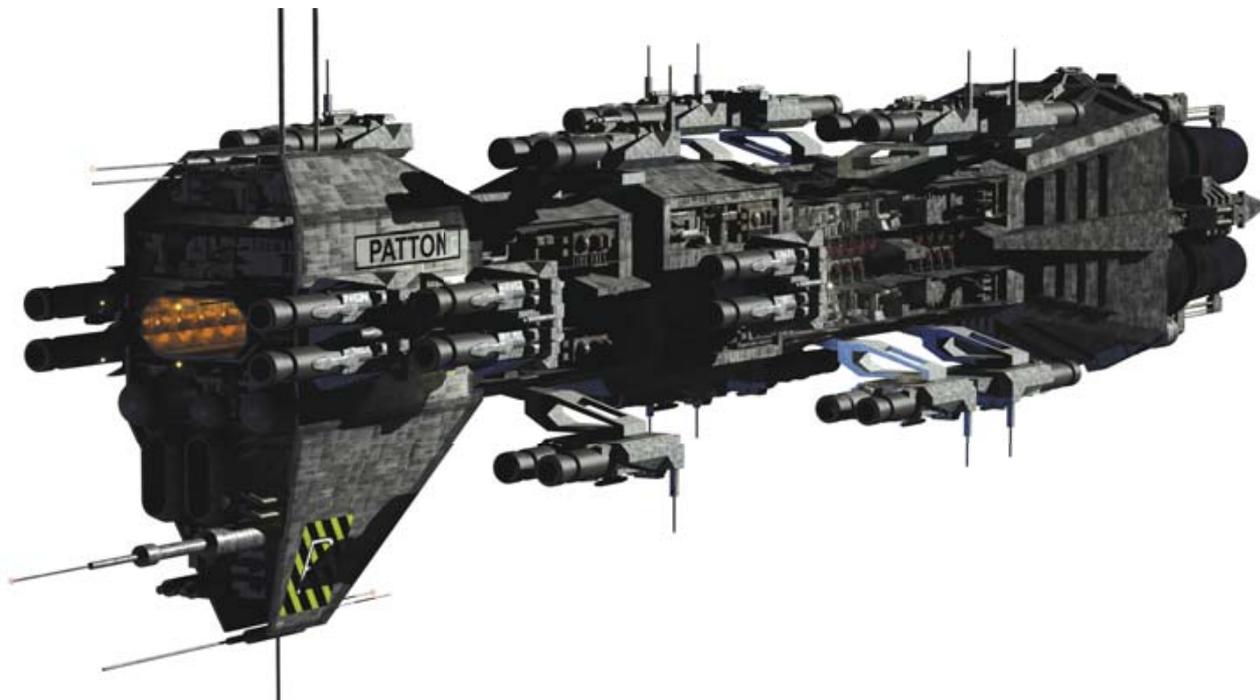
The main armament of quad heavy pulse cannons of the Nova is unique. The power required to achieve the firepower wanted by naval commanders was beyond the capacity of the early power plant systems available to the prototype vessels. A series of advances and design adjustments finally gave the broadside desired, and the Nova has served the fleet well over the years. The weaponry consists of huge, twin barbettes, with each barrel being fed by two pulse generators, increasing the firepower significantly. The barrels need replacing far more frequently as a result, due to the increased stress and wear this causes.

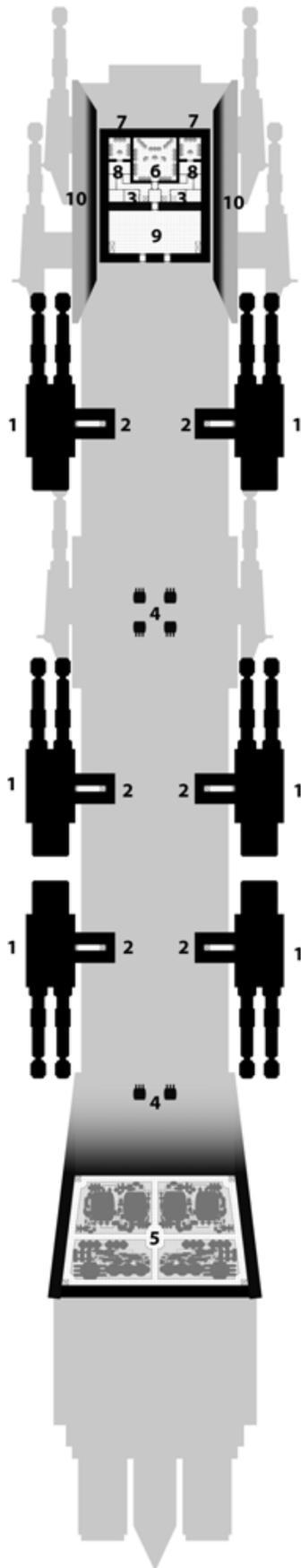
<b>Nova Dreadnought</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	140 ktons 5 sections each	Close Structure Hull 568 Structure 566		12,600
		Reinforced Hull	14,000	1,400
		Double Reinforced Structure	14,000	2,800
		Partially Streamlined		
Armour	Crystaliron	10 pts	17,500	6,300
Artificial Gravity		None	–	–
Jump Point Generator		Jump 2	14,000	20
Manoeuvre Drive		Thrust 3	2,100	1,050
Power Plant		Rating 4	4,200	10,500
		Emergency Power	420	1,050
Bridge		5 Command Modules	3,500	3,500
Computer	Core / 7 fib	Rating 80	–	120
Electronics		Countermeasures x 4 (DM+4)	28	24
Weapons	Double Barbettes	20 x Quad Heavy Pulse Cannon	400	105
	Turrets	18 x Interceptors (Triple Sandcaster)	18	31.5
Ammunition		2,700 Interceptor rounds (sandcaster barrels)	135	–
Fuel	33,680 tons	4 Jump 2 and 24 weeks of operation	33,680	–
Cargo	27,414 tons	(7,000 tons set aside for spares)	27,414	–
604 Staterooms			2,416	302
o Low Berths			–	–
Extras	Briefing Room x 7		28	3.5
	Armoury x 26		52	13
	Luxuries	Steward x 20	20	2
	Probe Drones x 10		2	1
	604 Escape Pods		302	60.4
	Repair Drones		1,400	280
	Armoured Bulkheads	Drives	2,072	414.4
		Bridge and Sensors	352.8	70.56
		Weapons	41.8	8.36
		Ammunition	13.5	2.7
Craft	4 x 50-ton Cutter	Standard Hangars	260	129.832
	4 x 100-ton shuttles	Standard Hangars	520	198.8
	24 Starfury Heavy Fighters	Standard Hangars	624	817.2
	Cobra Bay	Launch Tube for Starfuries	500	250
Software	Manoeuvre/o		–	–
	Intellect	Rating 10	–	1
	Jump Control/2	Rating 10	–	0.2

Auto-Repair/2	Rating 20	-	10
Library		-	-
Evade/2	Rating 15	-	2
Fire Control/4	Rating 20	-	8
Maintenance Cost (monthly)			3,5049
Life Support Cost (monthly)			1.208
Total Tonnage & Cost		139,999.1	42,058.452

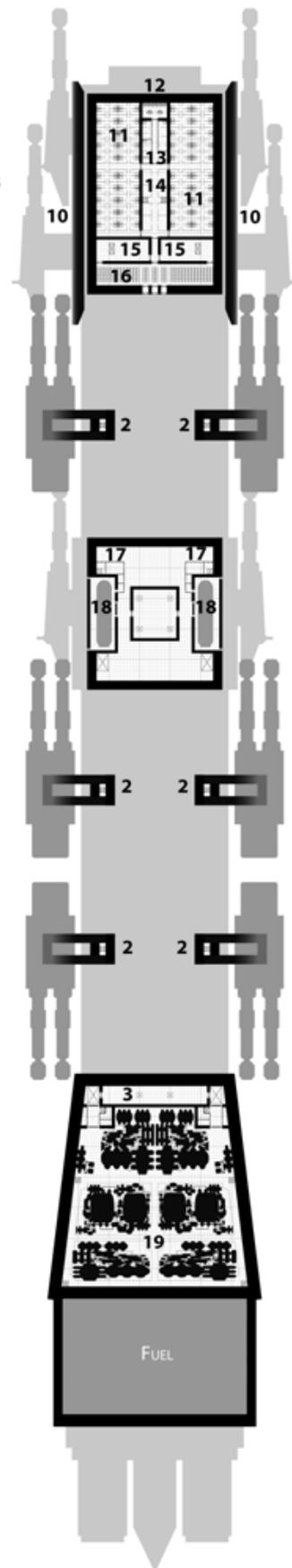
Department	Crew	Crew Damage Track
Command	85	Dead (-)
Engineering	252	Survivors (-4)
Gunnery	36	Skeleton (-2)
Flight	64	Half (-1)
Troops	80	Weakened
Service	339	Full
Frozen Watch	0	Battle
Total	876	Overstrength – Starting Position
Passenger Staterooms	40	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Aft		Amidships		Main		Forward	
Hull	568		568		568		568		568	
Structure	566		566		566		566		566	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Hull	Crew	Hull	Crew	Hull	Crew
3	Jump Point Generator	6 x Sand caster	Hull	6 x Sandcaster Turrets	Hull	2 x Cutter	Hull	6 x Starfury	Hull	6 x Sand caster Turrets
4	P-Plant	M-Drive	P-Plant	M-Drive	Fuel	2 x Cutter	Hold	6 x Starfury	Fuel	Launch Tube
5	Fuel	2 x Quad Heavy Pulse	Fuel	Hull	Hold	2 x Quad Heavy Pulse	Hangar	6 x Starfury	Hold	2 x Quad Heavy Pulse
6	Structure	Hull	Structure	Hull	Hull	Structure	Hull	Structure	Hull	Structure
7	Hold	Armour	Hold	Armour	Armour	Hold	Armour	Hold	Armour	Hold
8	Structure	Hull	Structure	Hull	Hull	Structure	Hull	Structure	Hull	Structure
9	Fuel	2 x Quad Heavy Pulse	Fuel	2 x Quad Heavy Pulse	Hold	2 x Quad Heavy Pulse	Hangar	2 x Quad Heavy Pulse	Hold	2 x Quad Heavy Pulse
10	Jump Point Generator	M-Drive	Repair Drones	M-Drive	P-Plant	2 x Shuttle	Bridge	6 x Starfury	Bridge	Sensors
11	P-Plant	Hull	Hull	2 x Quad Heavy Pulse	Fuel	2 x Shuttle	Com puter	Structure	Hull	2 x Quad Heavy Pulse
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



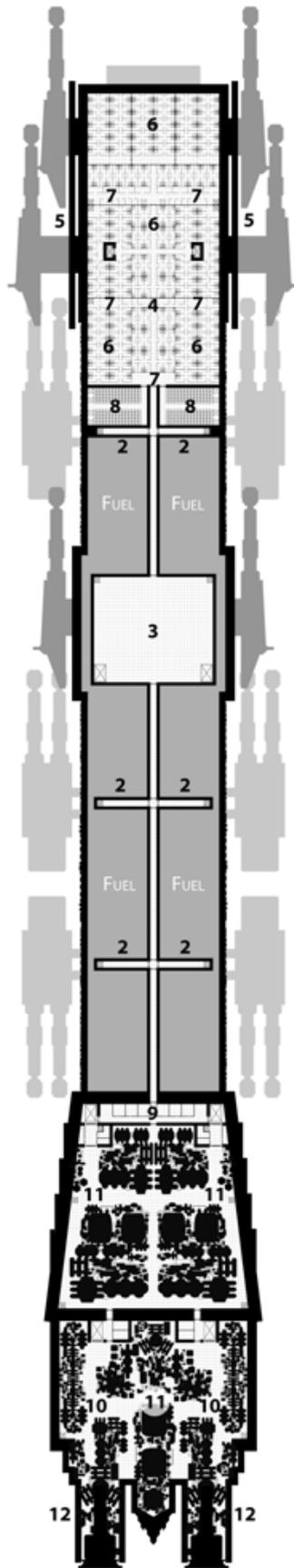


COMMAND  
(DECK 1)

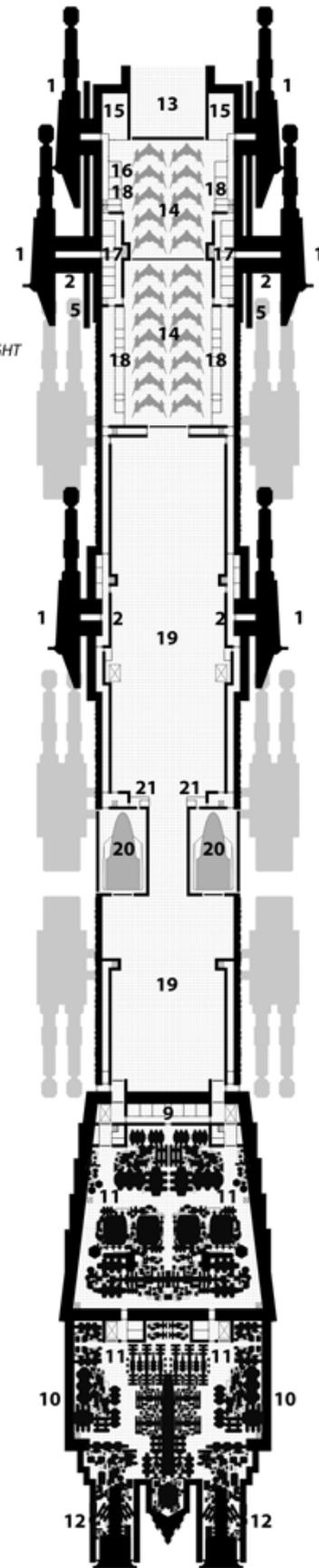


UPPER CREW AREAS  
(DECK 2)

1. QUAD HEAVY PULSE CANNON
2. CANNON MOUNT AND ACCESS WAY
3. INTERCEPTOR MAGAZINE AND ACCESS TO INTERCEPTOR TURRET (ABOVE)
4. INTERCEPTOR TURRETS
5. ENGINEERING WALKWAYS AROUND UPPER JUMP POINT GENERATOR
6. BRIDGE
7. GUNNERY CONTROL CENTER
8. ON-DUTY OFFICER LOUNGES, MEETING AND BRIEFING ROOMS
9. REPAIR DRONE STORE AND LAUNCH AREA
10. FORWARD ARMOUR PLATE (PROTECTING KEY CREW AREAS)
11. UPPER CREW QUARTERS (160 STATEROOMS)
12. AUXILIARY BRIDGE
13. CAPTAIN AND SENIOR OFFICER STATEROOMS, LOUNGES AND OFFICES
14. CREW MESS, GALLEY AND RECREATION AREAS
15. CREW EQUIPMENT AND PROVISIONS STORE
16. ESCAPE PODS
17. CUTTER DOCKING CONTROL AND EMBARKATION LOUNGE
18. CUTTER DOCKING BAY
19. JUMP POINT GENERATOR



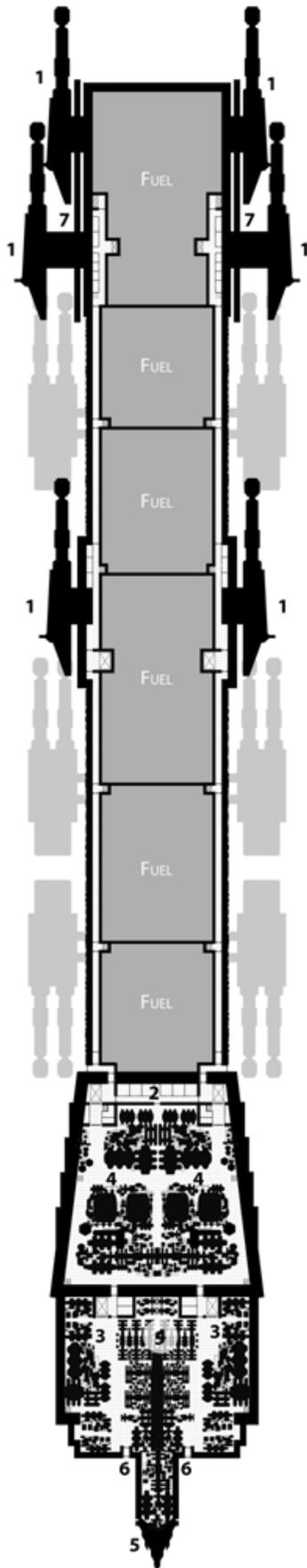
**MAIN CREW AREA  
(DECK 3)**



**HANGAR  
(DECK 4)**

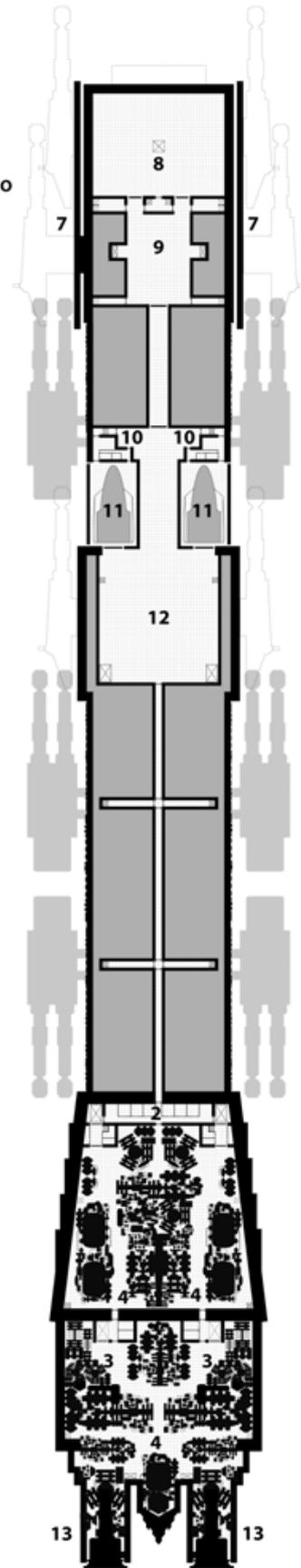
*NOTE: DECK 4 IS DOUBLE HEIGHT  
(TYPICALLY 6 METRE CEILING)*

1. QUAD HEAVY PULSE CANNON
2. CANNON ACCESS WAY
3. CREW CARGO HOLD (SPARES, STORES)
4. SICKBAY
5. FORWARD ARMOUR PLATE (PROTECTING KEY CREW AREAS)
6. MAIN CREW QUARTERS (441 STATEROOMS)
7. CREW MESS, GALLEY, LOUNGES, BRIEFING ROOMS AND ARMOURIES
8. ESCAPE PODS
9. ENGINEERING WORKSHOPS AND STORES
10. POWER PLANT
11. JUMP POINT GENERATOR
12. MANOEUVRE DRIVE
13. FAST-LAUNCH TUBE
14. HEAVY FIGHTER HANGAR (SPLIT INTO TWO AREAS, ALLOWING RAPID LAUNCH FROM THE FORWARD AREA WHILE MAINTAINING INTEGRITY OF REAR HANGAR AREA)
15. FIGHTER PARTS STORE
16. LAUNCH CONTROL CENTRE
17. PILOT BRIEFING ROOMS AND EQUIPMENT STORES
18. FIGHTER MAINTENANCE AREAS, WORKSHOPS AND MUNITIONS STORES
19. UPPER PRIMARY CARGO HOLD
20. SHUTTLE DOCKING BAY
21. SHUTTLE LAUNCH CONTROL ROOM AND EMBARKATION AREA

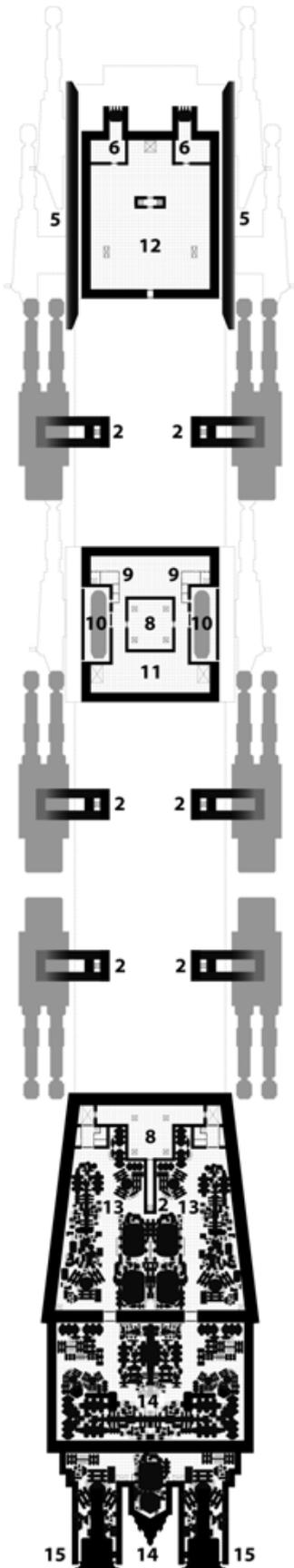


**MAIN DRIVE  
(DECK 5)**

**LOWER CARGO  
(DECK 6)**

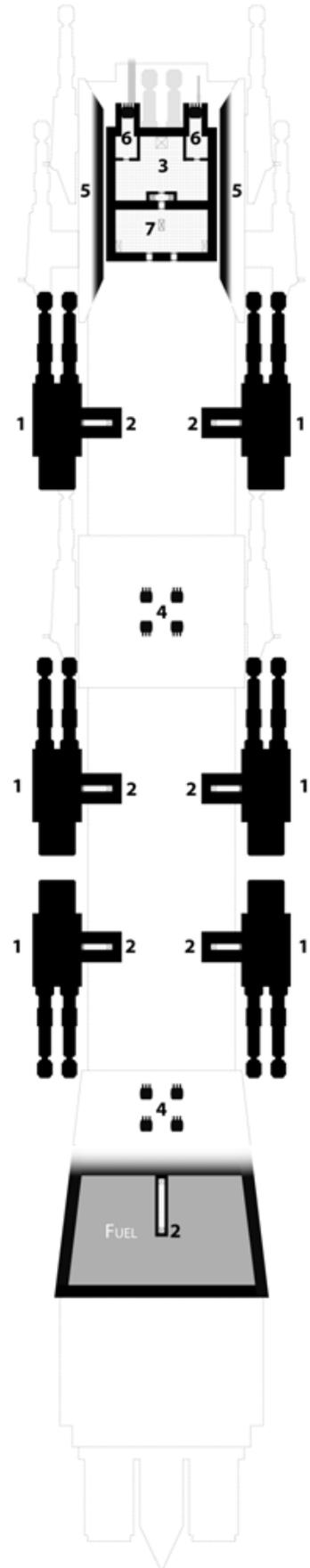


1. QUAD HEAVY PULSE CANNON
2. ENGINEERING WORKSHOPS AND STORES
3. POWER PLANT
4. JUMP POINT GENERATOR
5. JUMP POINT FOCUS GENERATOR
6. ENGINEERING AIRLOCKS
7. FORWARD ARMOUR PLATE (PROTECTING KEY CREW AREAS)
8. FORWARD STORES
9. CARGO HOLDING AREA
10. SHUTTLE LAUNCH CONTROL ROOM AND EMBARKATION AREA
11. SHUTTLE DOCKING BAY
12. MID CARGO HOLD
13. MANOEUVRE DRIVE

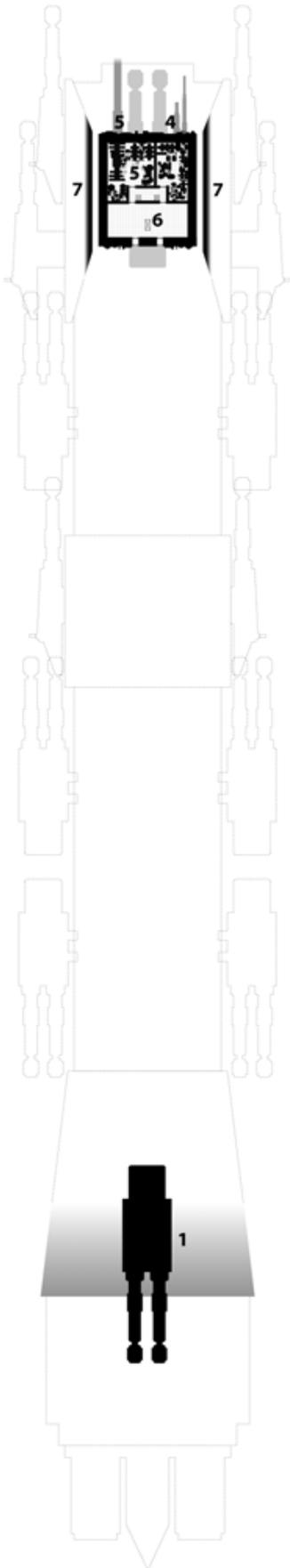


LOWER ENGINEERING  
(DECK 7)

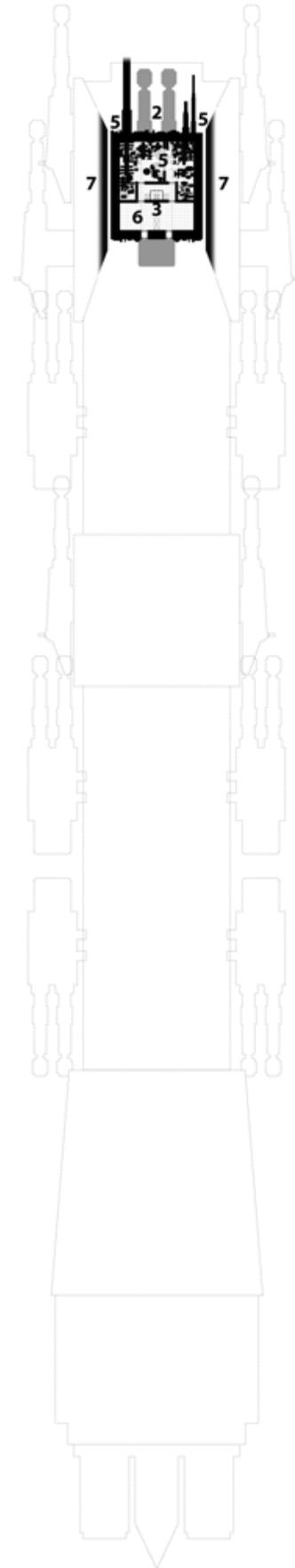
LOWER CANNONS  
(DECK 8)



1. QUAD HEAVY PULSE CANNON
2. CANNON SUPPORT STRUT AND ACCESS WAY
3. DORSAL CARGO HOLD (SPARES, STORES)
4. INTERCEPTOR TURRETS
5. FORWARD ARMOUR PLATE (PROTECTING KEY CREW AREAS)
6. INTERCEPTOR TURRET AND MAGAZINE
7. REPAIR DRONE STORE AND LAUNCH AREA
7. CREW MESS, GALLEY, LOUNGES, BRIEFING ROOMS AND ARMOURIES
8. INTERCEPTOR MAGAZINE (WITH ACCESS TO INTERCEPTOR TURRETS BELOW)
9. CUTTER LAUNCH CONTROL AND EMBARKATION AREA
10. CUTTER DOCKING BAY
11. CARGO HOLDING AREA
12. FORWARD EQUIPMENT AND SPARES STORE
13. POWER PLANT
14. JUMP POINT GENERATOR
15. MANOEUVRE DRIVE



COUNTERMEASURES  
(DECK 9)



SENSORS  
(DECK 10)

1. QUAD HEAVY PULSE CANNON (DORSAL)
2. QUAD HEAVY PULSE CANNON (DORSAL, BELOW)
3. CANNON ACCESS LIFT
4. ELECTRONIC COUNTERMEASURES BAY
5. SENSOR SUITES AND PRIMARY ANTENNAS
6. REPAIR DRONE STORAGE AND LAUNCH AREA
7. FORWARD ARMOUR PLATE (PROTECTING KEY CREW AREAS)

## OMEGA-CLASS DESTROYER

The Omega destroyer became the primary warship of the Earth Alliance during the naval reconstruction after the Earth-Minbari War. The conflict forced the Earthers to rebuild their forces, and while the Omega is not the equal of a Minbari warship, it formed the vanguard of the new fleet. The Omega was designed along similar lines as the Nova, but with higher technology. This ship uses a heavier weapons load and a rotating command section that generates artificial gravity for most of the crewed areas of the vessel, making it the primary command vessel in Earth Alliance fleets for many decades after the Earth-Minbari War.

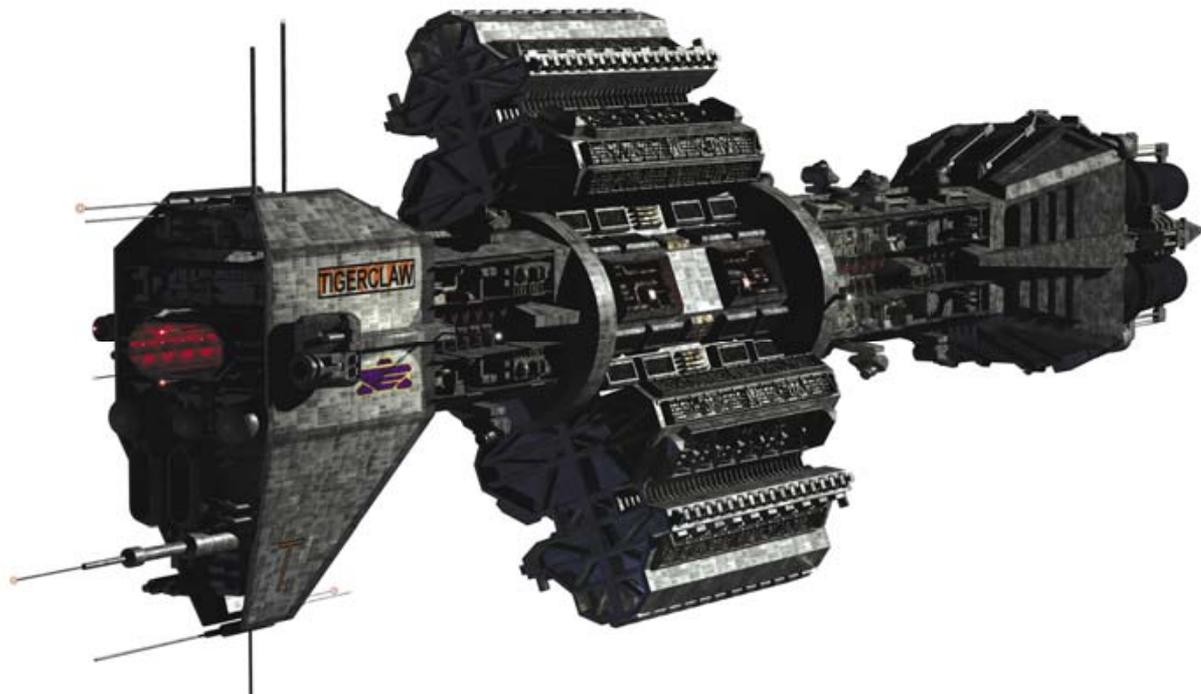
While Starfuries are normally embarked, the Omega is capable of swapping them all for Thunderbolts.

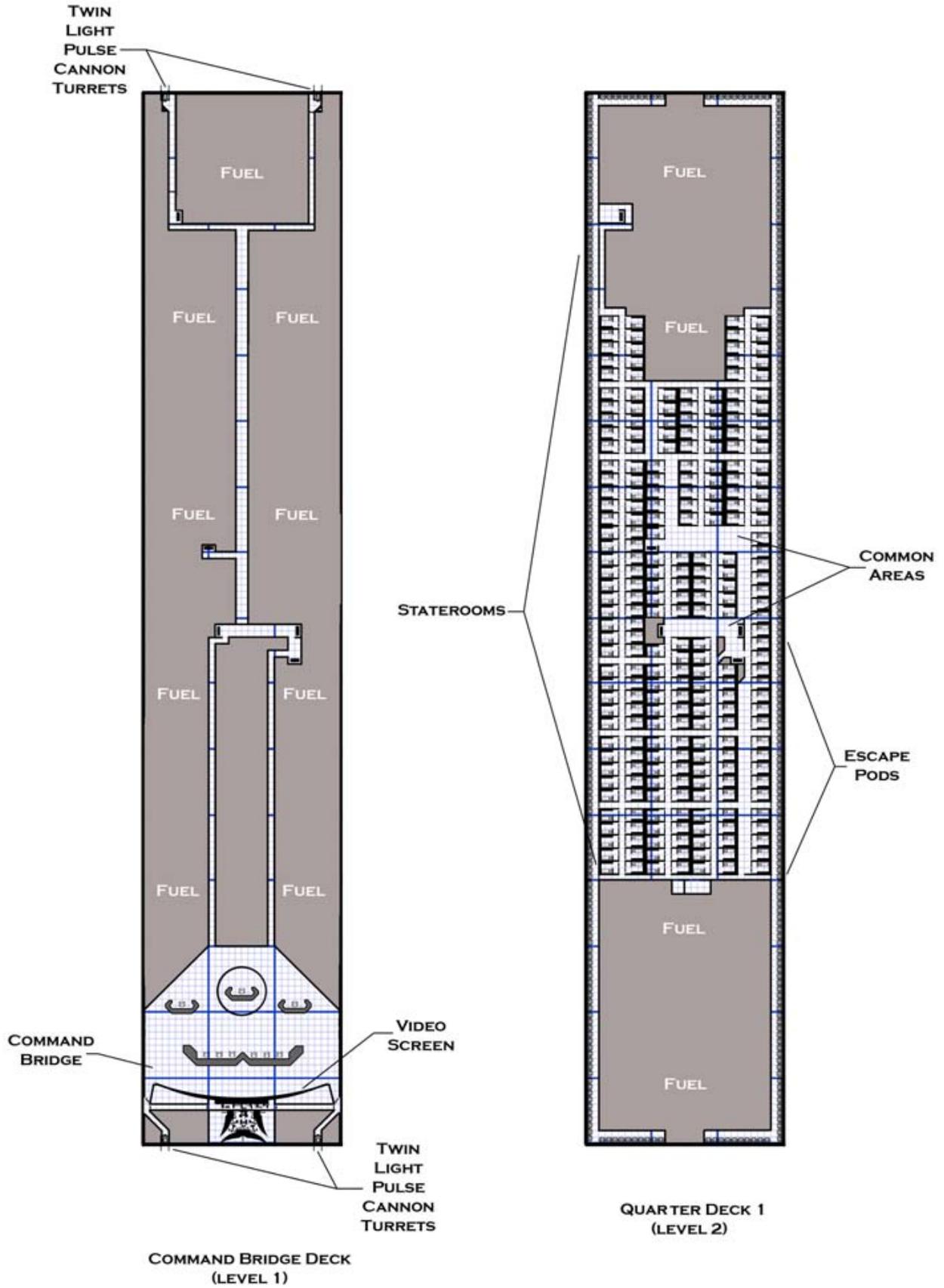
Omega Destroyer			Tons	Price (MCr)
Hull	150 ktons 5 sections each	Close Structure Hull 600 Structure 600 Partially Streamlined		13,500
Armour	Crystaliron	12 pts	22,500	8,100
Artificial Gravity		30% Hull Coverage from Rotating Section	11,250	56,250
Jump Point Generator		Jump 3	15,000	30
Manoeuvre Drive		Thrust 3	2,250	1125
Power Plant		Rating 5	6,000	15,000
		Emergency Power	600	1,500
Bridge		4 Command Modules	3,750	3,750
		Command Bridge	400	600
Computer	Core /7 fib	Rating 80	–	105
Electronics		Countermeasures x 4 (DM+4)	28	24
Weapons	Bays	10 x Heavy Laser Cannon	510	40
	Barbettes	56 x Heavy Pulse Cannon	280	112
	Turrets	8 x Light Laser Cannon	8	9.6
		80 x Twin Light Pulse Cannon	80	200
		30 x Interceptors (Triple Sandcaster)	30	52.5
Ammunition		4,500 Interceptor rounds (sandcaster barrels)	225	–
Fuel	48,180 tons	Six Jump 3 – 24 weeks of operation	48,180	–
Cargo	27,999 tons	(7,500 tons set aside for spares)	27,999	–
738 Staterooms			2,952	369
o Low Berths			–	–
Extras	Probe Drones x 20		4	2
	Armoury x 37		74	18.5
	Briefing Room x 9		36	4.5
	Luxuries	Steward x 30	30	3
	738 Escape Pods		369	73.8
	Repair Drones		1,500	300
	Armoured Bulkheads	Drives	2,385	477
		Bridges and Sensors	417.8	66.96
		Weapons	90.8	18.96
		Ammunition	22.5	4.5
Craft	4 x Shuttles	Standard Hangars	520	198.8
	4 x Cutters		260	129.832
	24 Starfury Heavy Fighters		1,248	942
	Cobra Bays	Launch Tube for Thunderbolts	1,000	500
Software	Manoeuvre/o		–	–
	Intellect	Rating 10	–	1
	Library		–	–
	Evade/2	Rating 15	–	2
	Jump Control/3	Rating 15	–	0.3
	Auto-Repair/2	Rating 20	–	10
	Fire Control/4	Rating 20	–	8

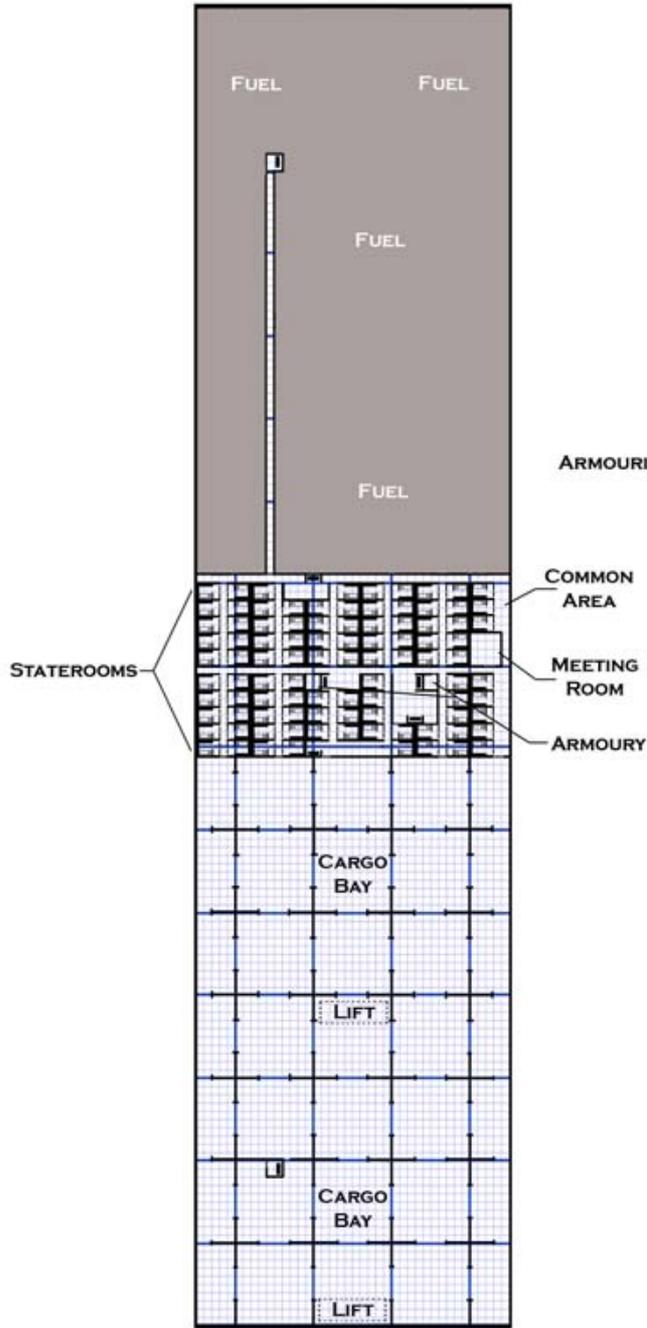
Maintenance Cost (monthly)	8.6286
Life Support Cost (monthly)	1.476
Total Tonnage & Cost	149,999.1      103,543.752

Department	Crew	Crew Damage Track
Command	91	Dead (-)
Engineering	290	Survivors (-4)
Gunnery	97	Skeleton (-2)
Flight	64	Half (-1)
Troops	160	Weakened
Service	363	Full
Frozen Watch	0	Battle
Total	1,065	Overstrength – Starting Position
Passenger Staterooms	60	Massively Overstrength
Low Berth Passengers	0	

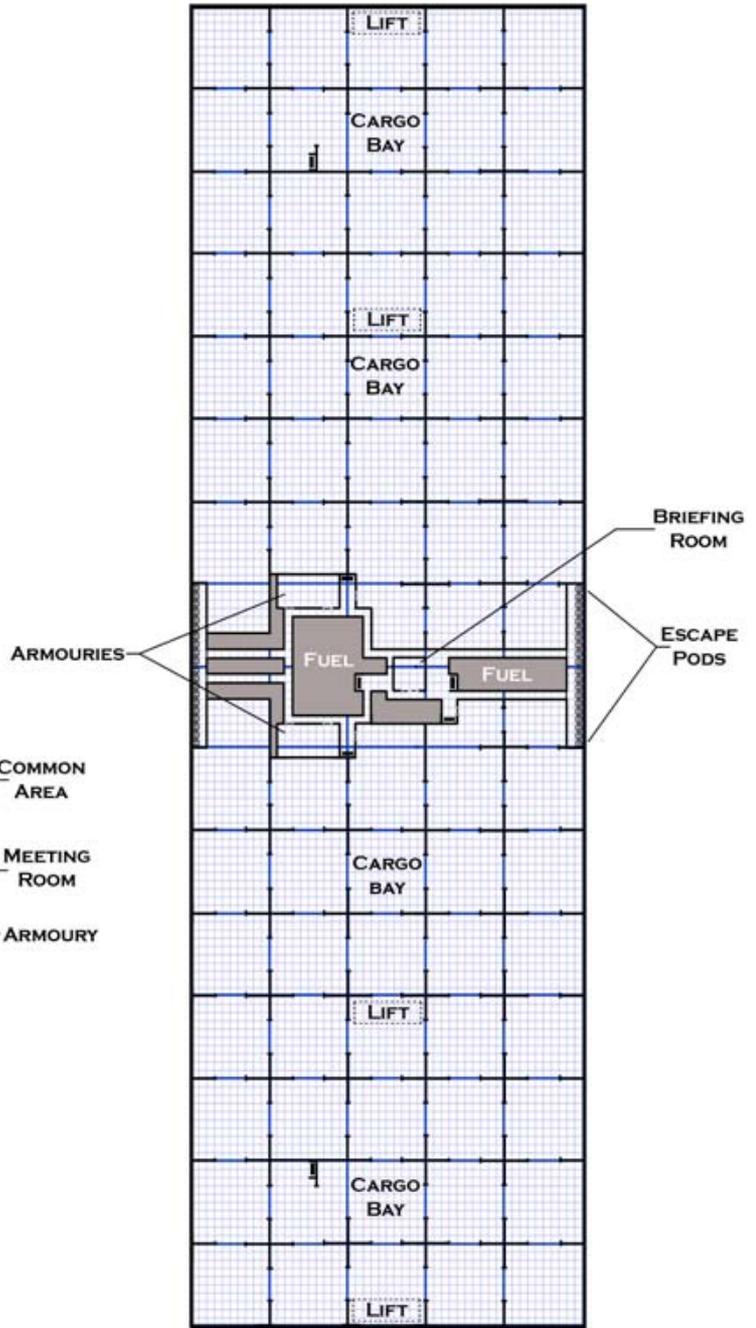
	Engineering		Aft		Amidships		Main		Forward	
Hull	600		600		600		600		600	
Structure	600		600		600		600		600	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	2 x Hvy Pulse	Cargo	6 x Interceptors	Command Bridge	4 x Hvy Pulse	Artificial Gravity	4 x Hvy Pulse	Hold	4 x Hvy Pulse
4	P-Plant	M-Drive	P-Plant	10 x Light Pulse	Fuel	6 x Interceptors	6 x Starfury	6 x Starfury	4 x Shuttle	10 x Light Pulse
5	2 x Heavy Laser	6 x Interceptors	Fuel	6 x Interceptors	Fuel	6 x Interceptors	Hold	6 x Starfury	2 x Heavy Laser	4 x Light Laser
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	2 x Heavy	10 x Light Pulse	Cargo	10 x Light Pulse	Hold	4 x Light Laser	Hold	6 x Starfury	2 x Heavy Laser	10 x Light Pulse
10	Jump Point Generator	M-Drive	Repair Drones	10 x Light Pulse	Computer	10 x Light Pulse	Hold	10 x Light Pulse	4 x Cutter	Cobra Bay
11	P-Plant	2 x Hvy Pulse	P-Plant	Sensors	Bridge	4 x Hvy Pulse	Hold	4 x Hvy Pulse	2 x Heavy Laser	4 x Hvy Pulse
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



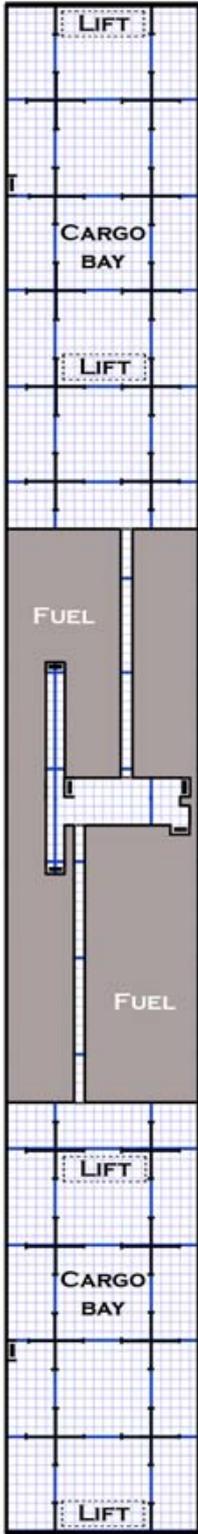




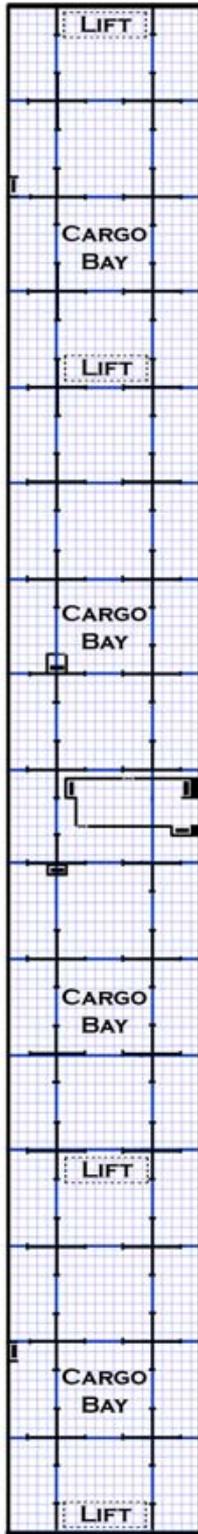
CARGO DECK 1  
(LEVEL 3)



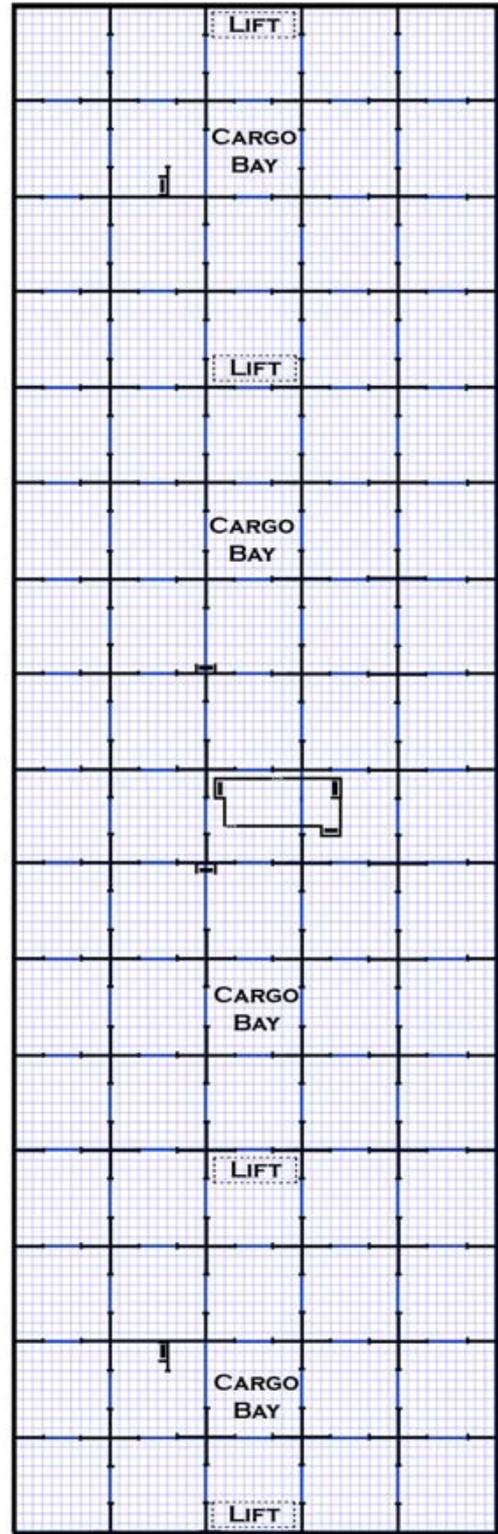
CARGO DECK 2  
(LEVEL 4)



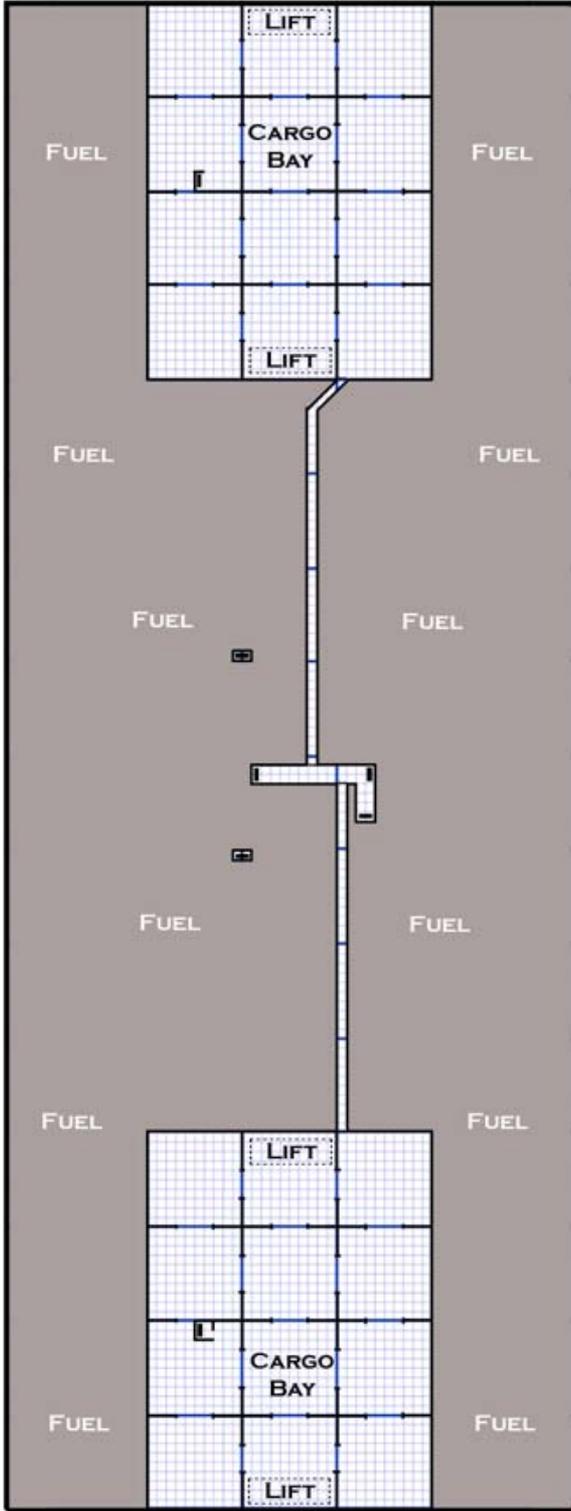
CARGO DECK 3  
(LEVEL 5)



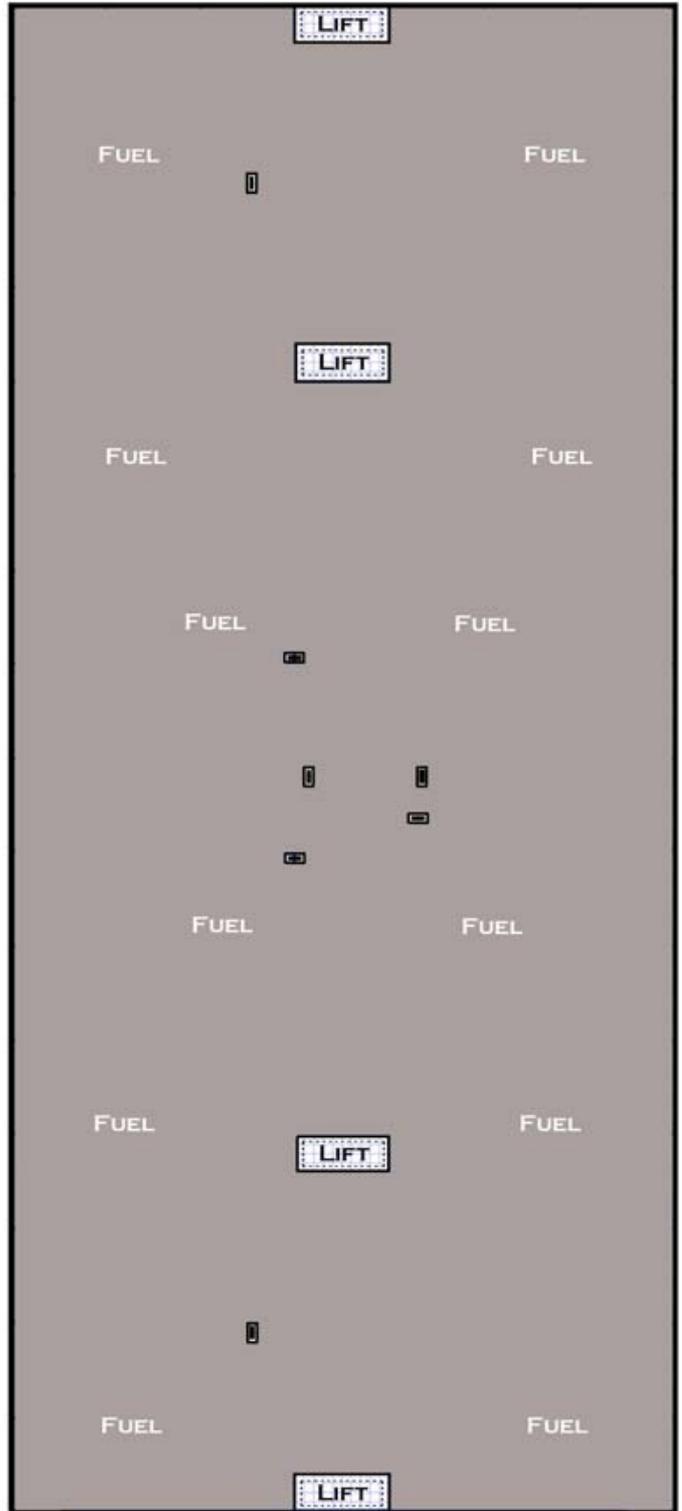
CARGO DECK 4  
(LEVEL 6)



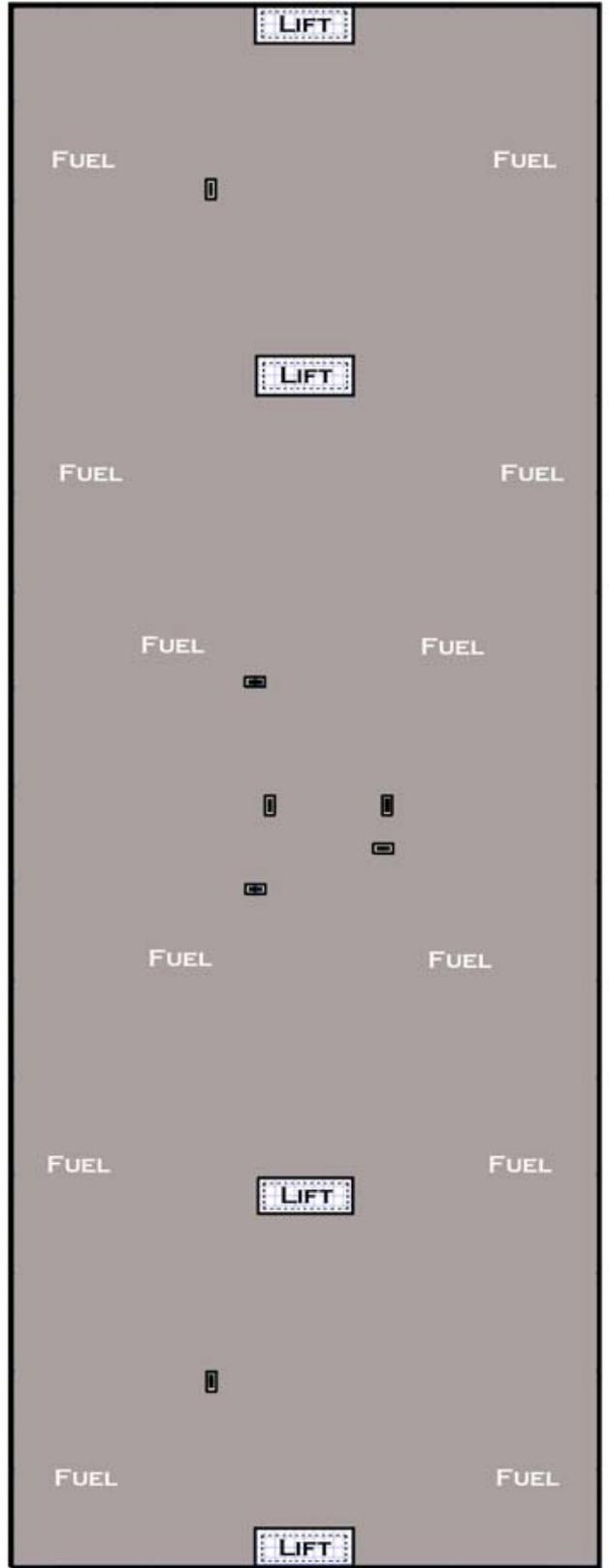
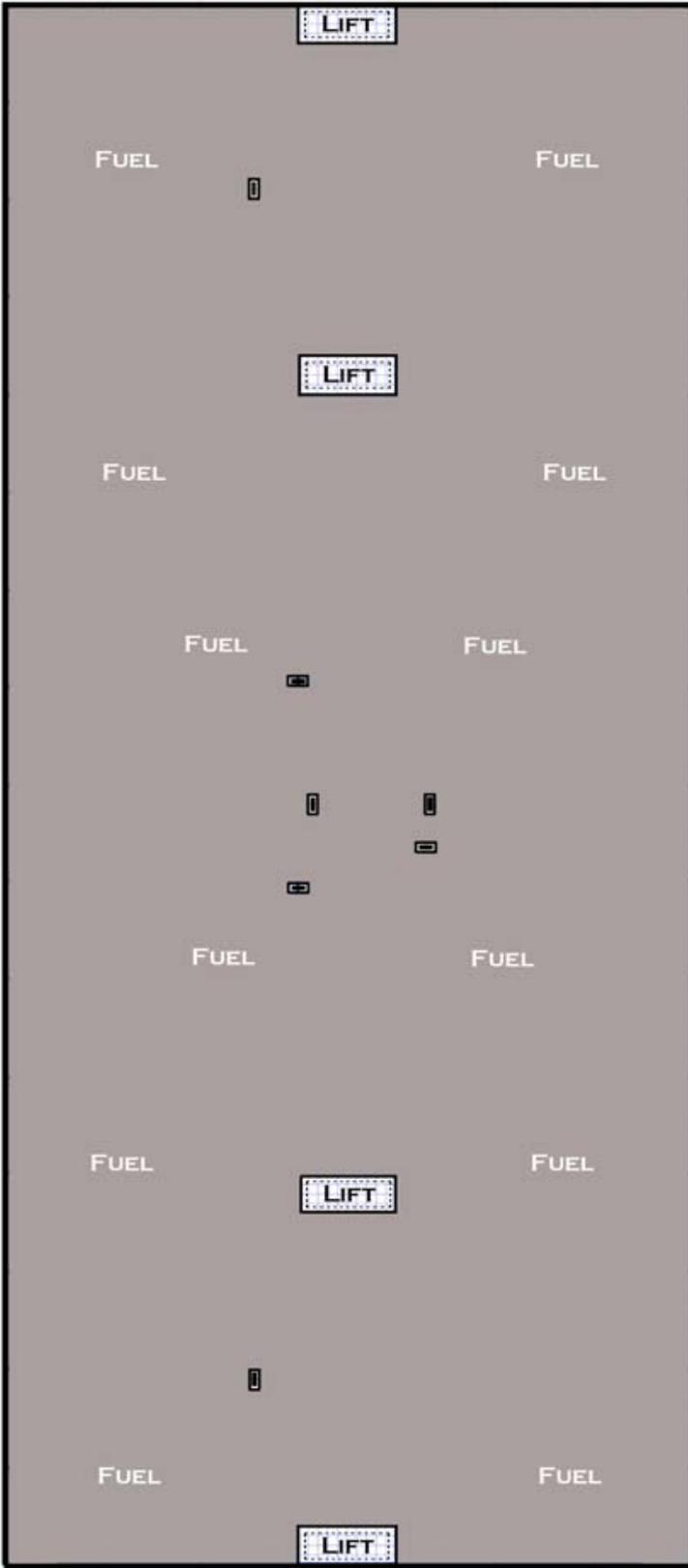
CARGO DECK 5  
(LEVEL 7)

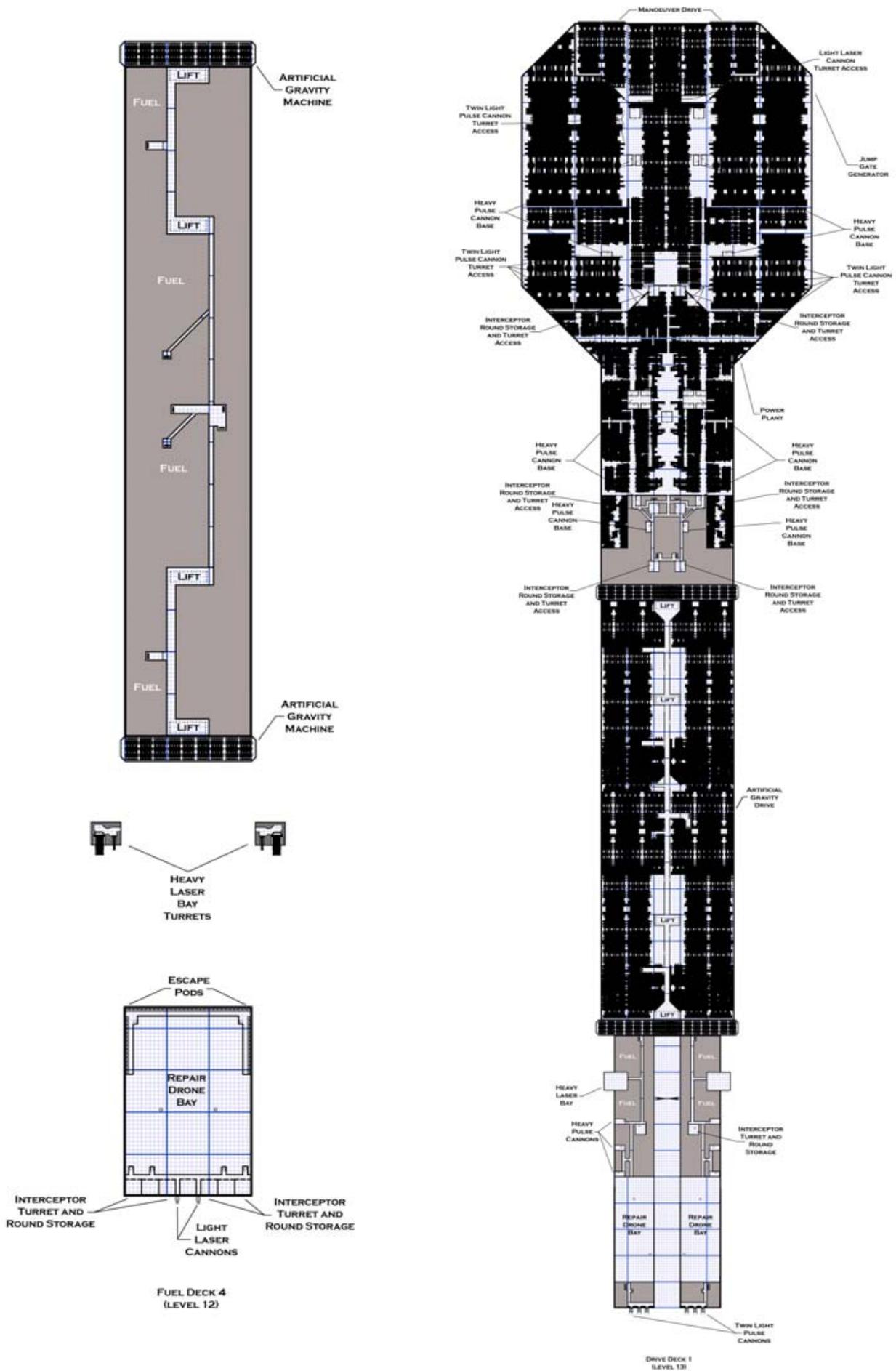


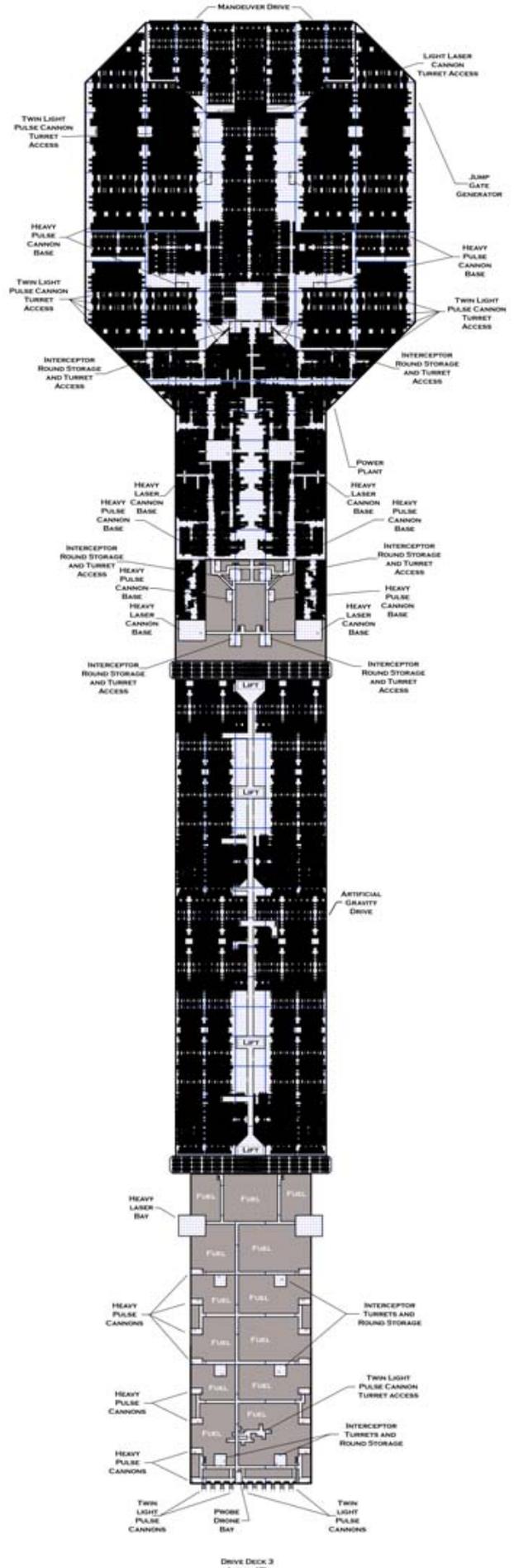
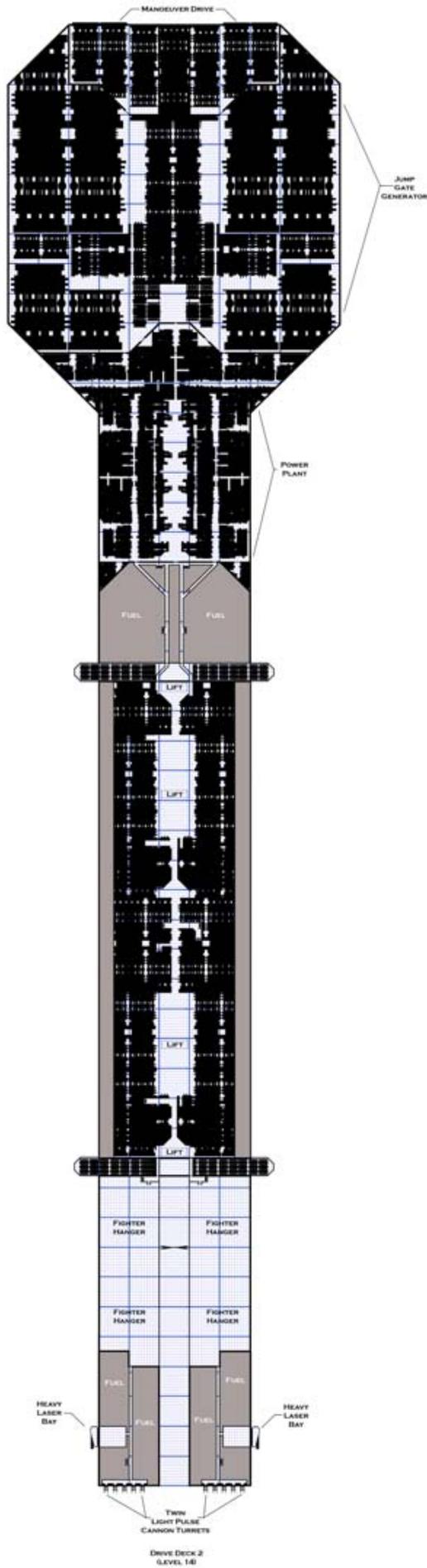
CARGO DECK 6  
(LEVEL 8)

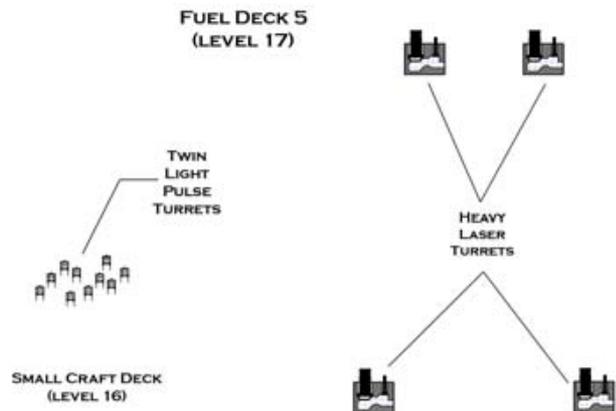
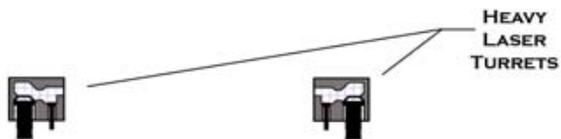
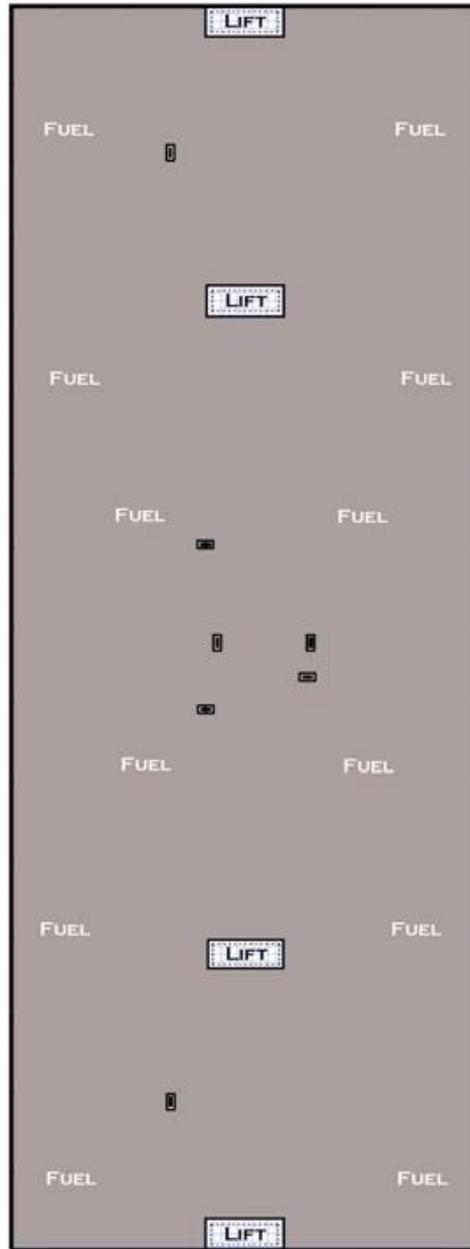
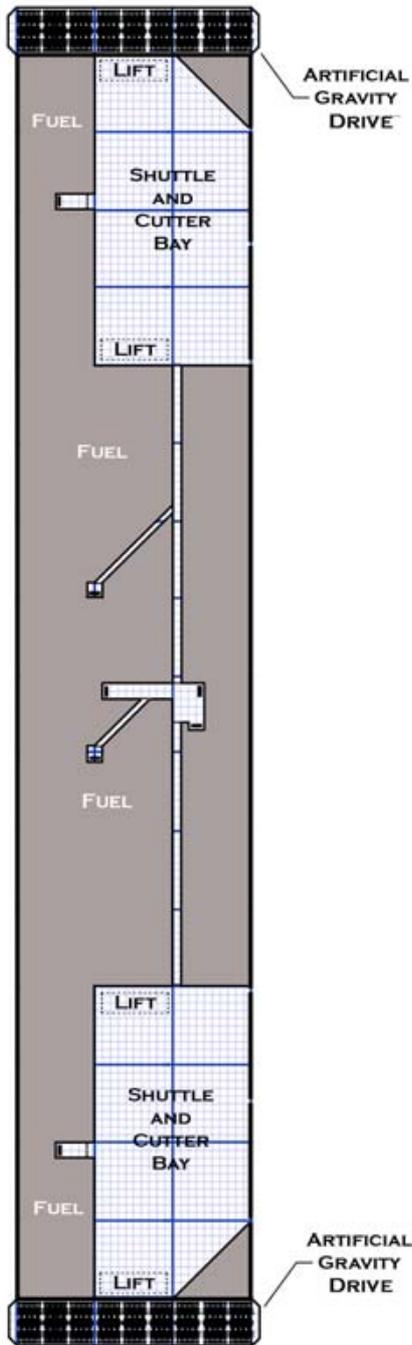


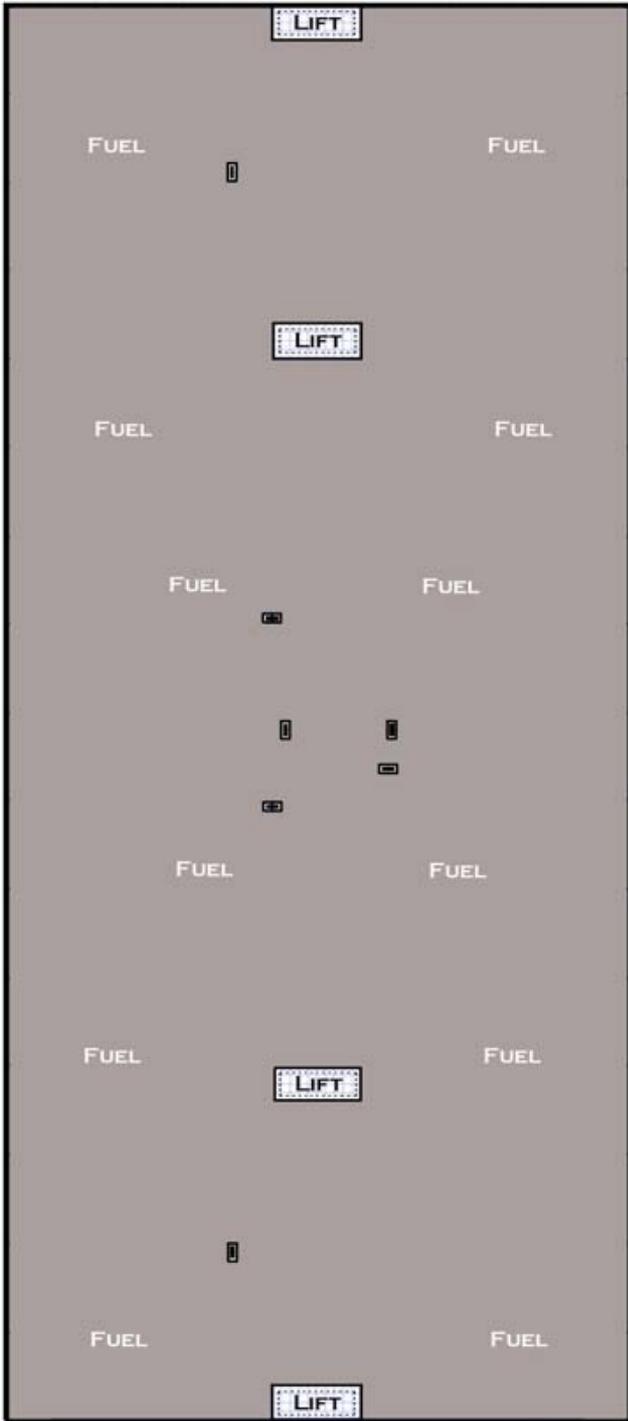
FUEL DECK 1  
(LEVEL 9)



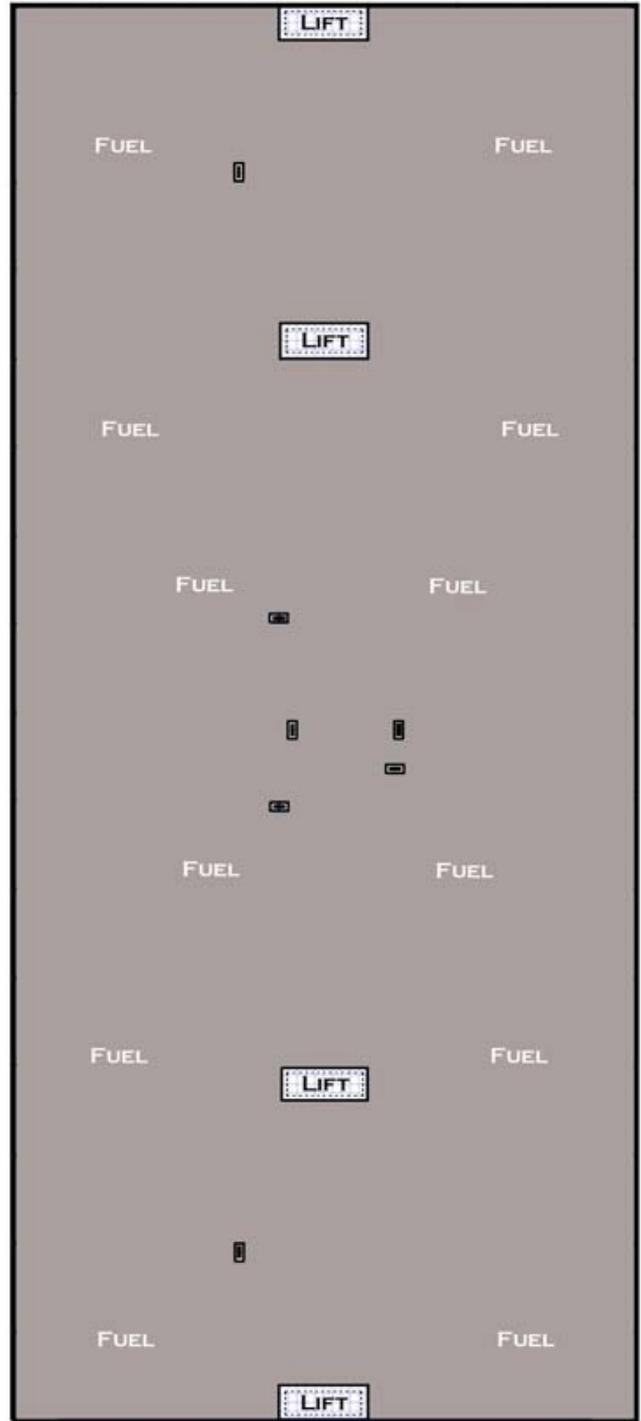




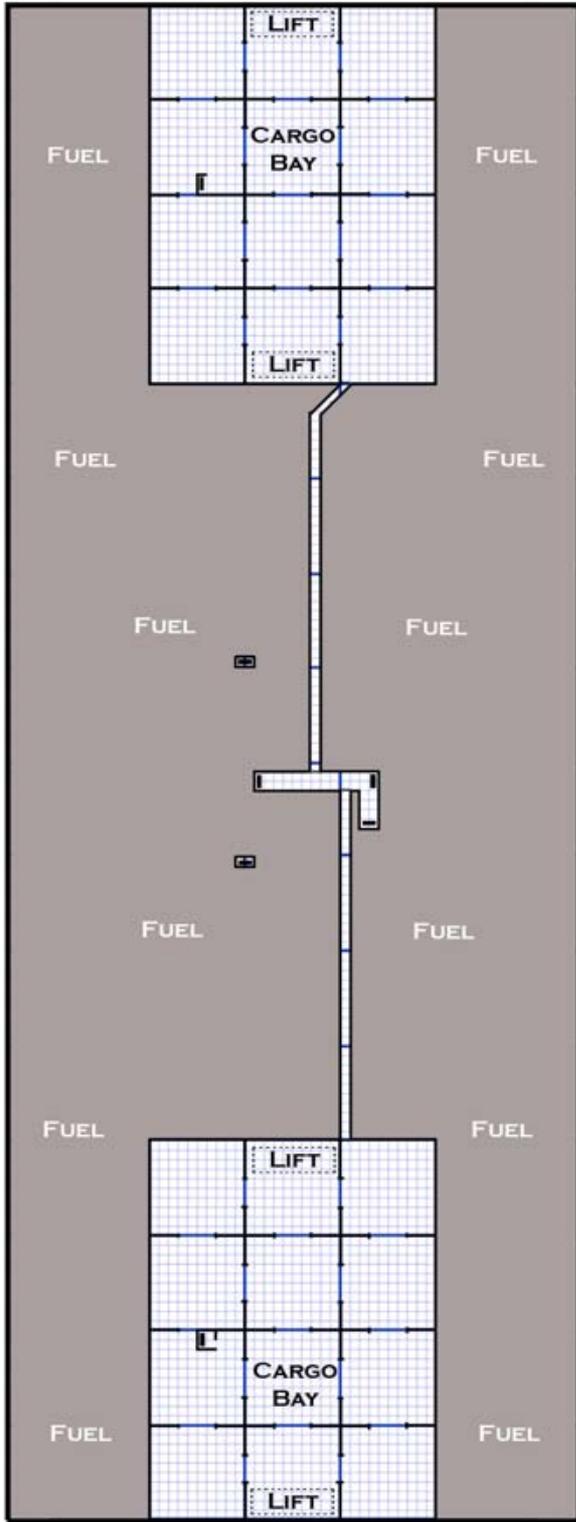




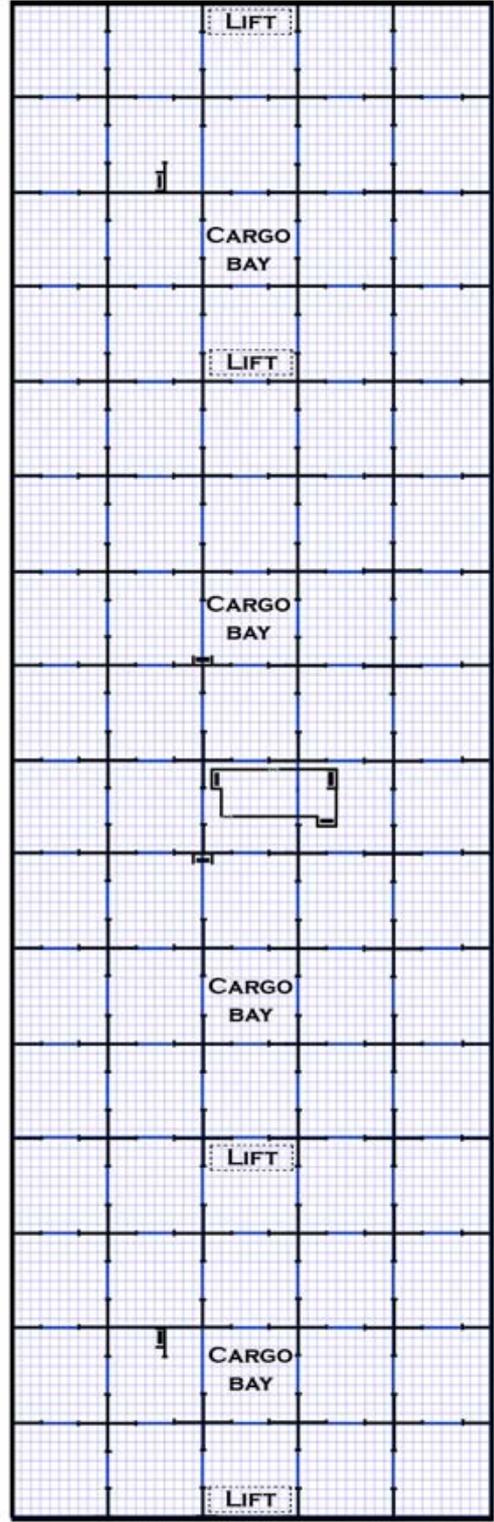
FUEL DECK 6  
(LEVEL 18)



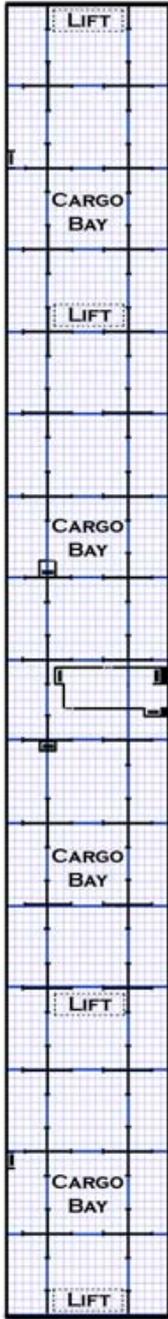
FUEL DECK 7  
(LEVEL 19)



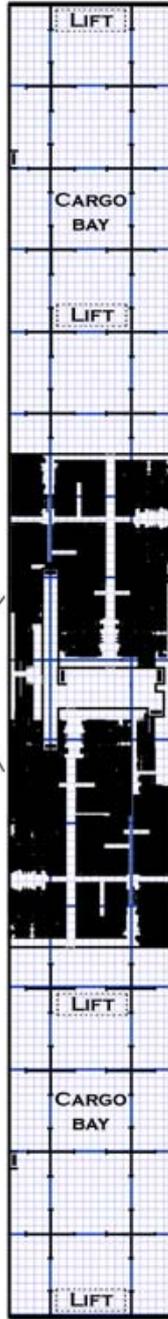
CARGO DECK 7  
(LEVEL 20)



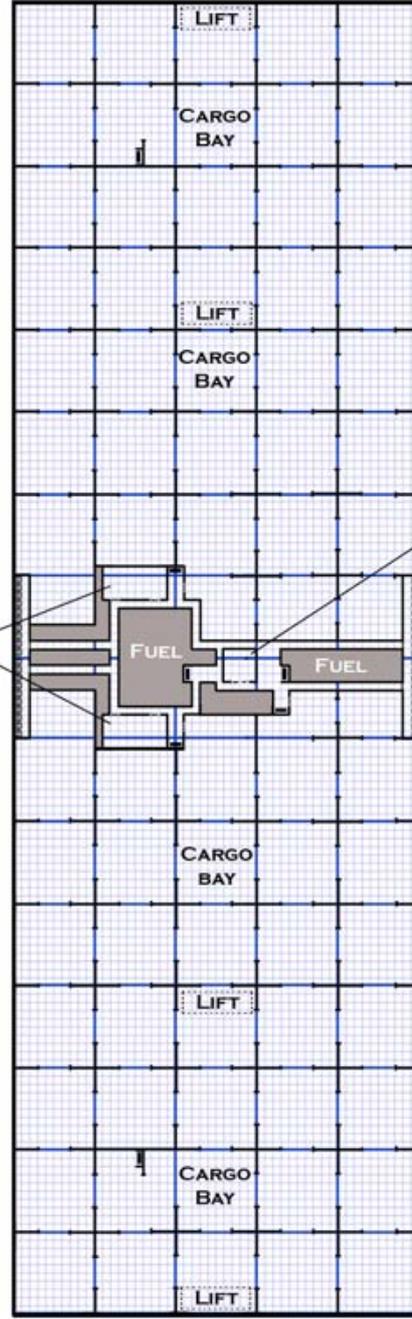
CARGO DECK 8  
(LEVEL 21)



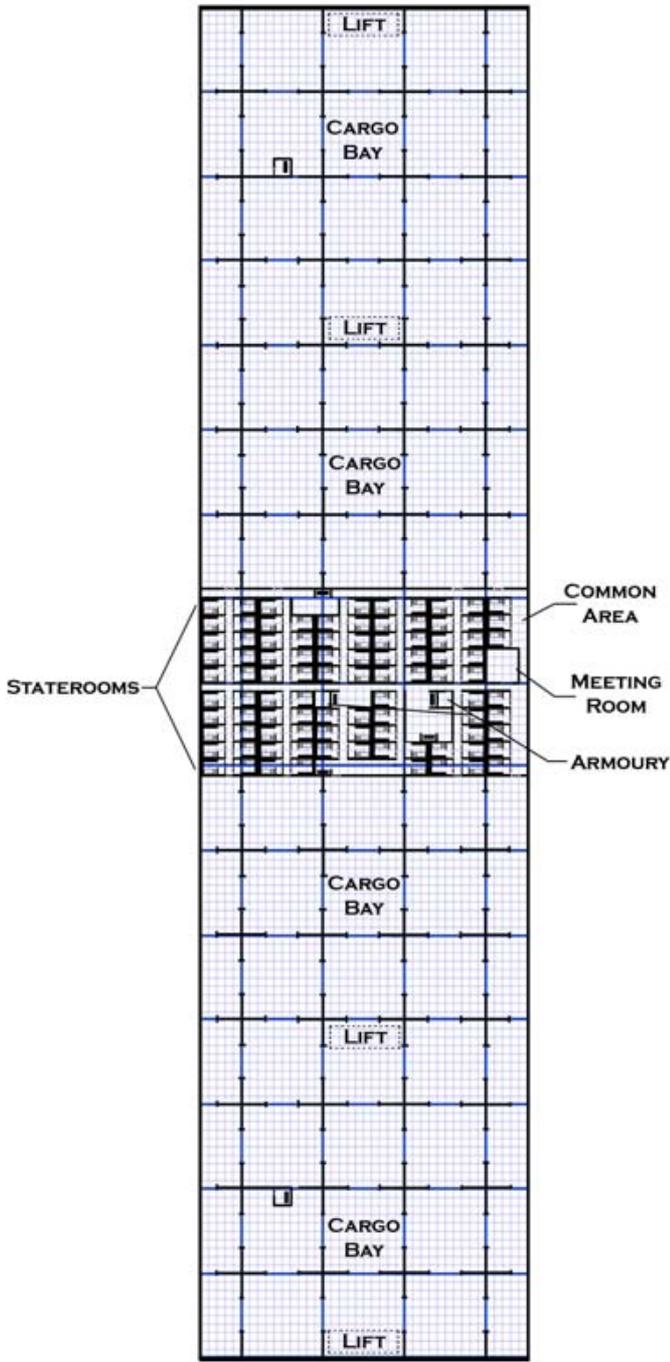
CARGO DECK 9  
(LEVEL 22)



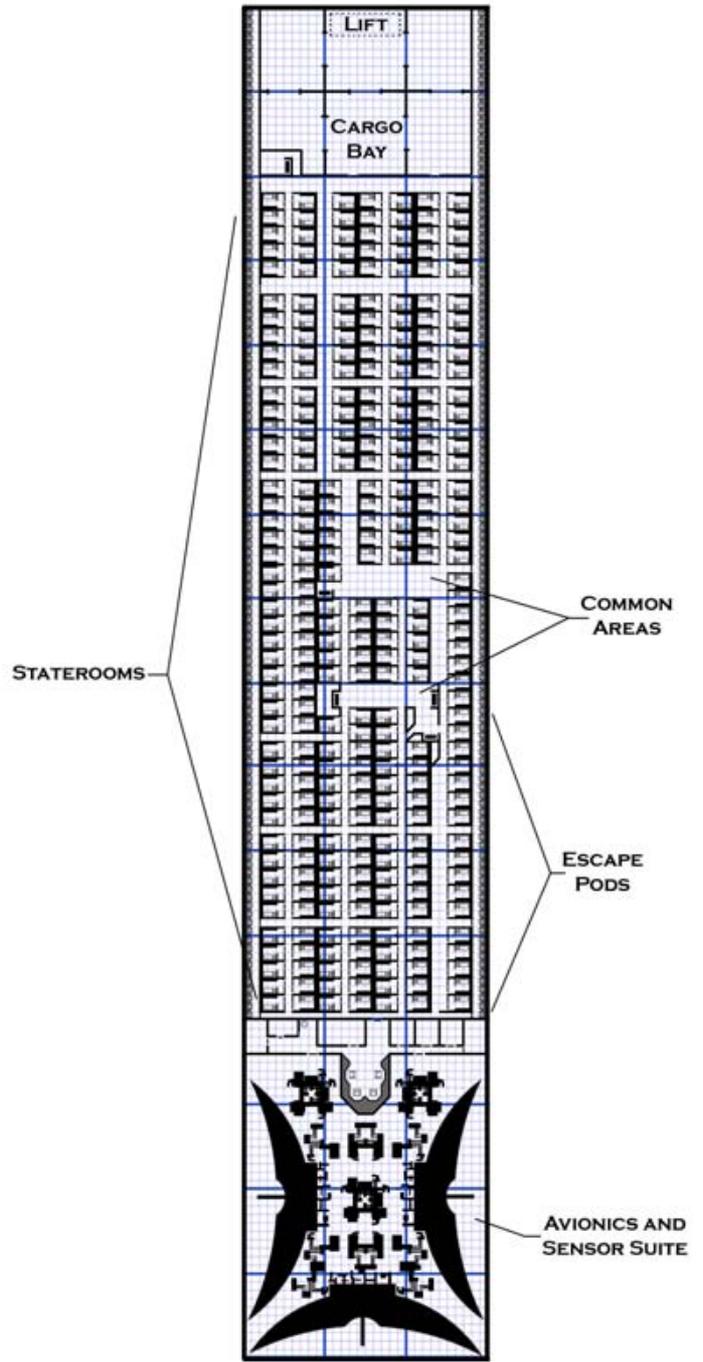
EMP DECK  
(EMERGENCY POWER DECK)  
(LEVEL 23)



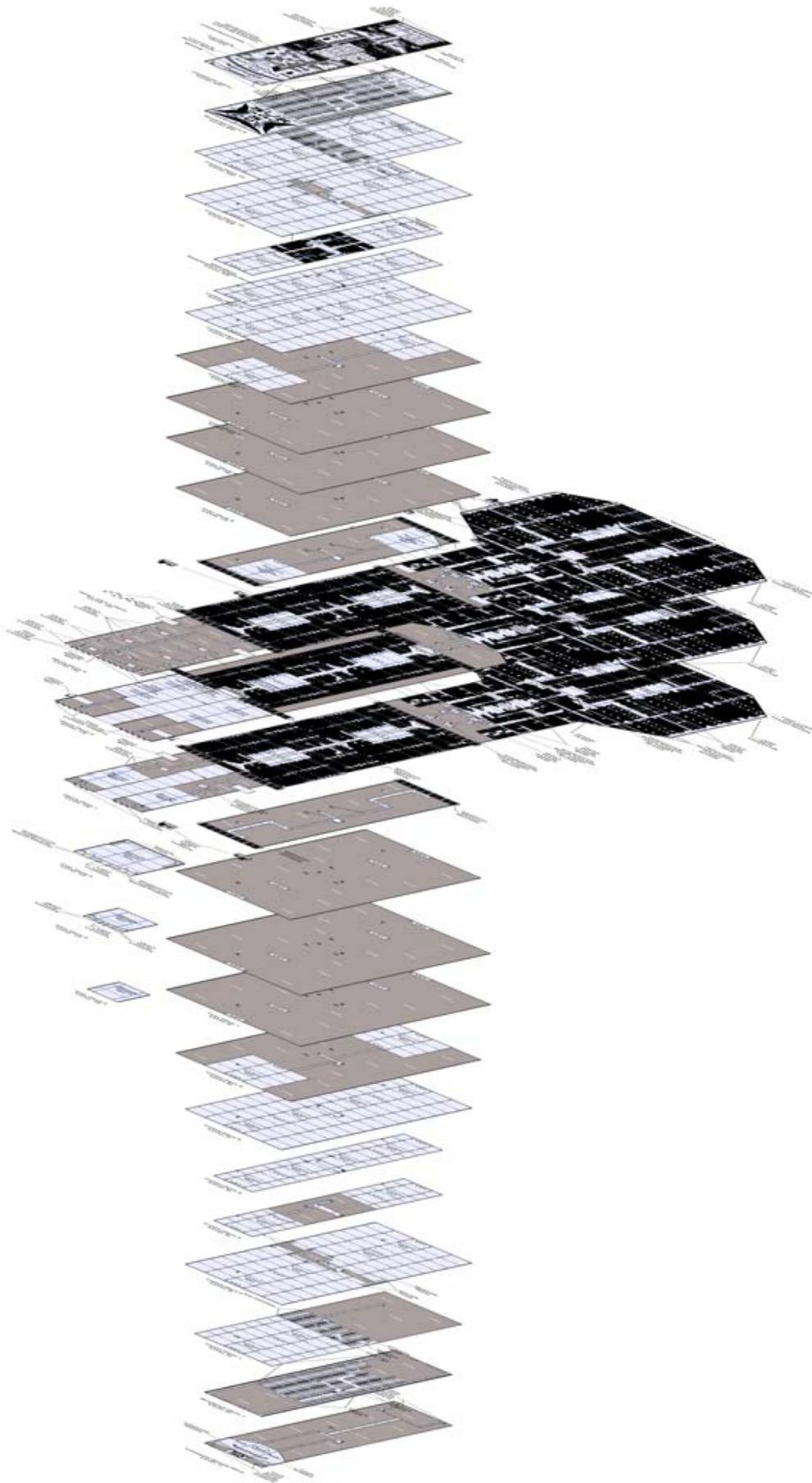
CARGO DECK 10  
(LEVEL 24)



CARGO DECK 12  
(LEVEL 25)



QUARTER DECK 2  
(LEVEL 26)



## **WARLOCK-CLASS ADVANCED DESTROYER**

The Earth Alliance's latest advanced warship is a combination of Shadow and Earth technologies, married originally by secret projects under President Clark and finished by President Luchenko. EarthForce had decided it needed a new class of warship, one with the power to deal with alien threats throughout the galaxy. The Warlock is the most devastating war vessel ever produced by the Alliance. It uses a powerful artificial gravity system acquired from their new friends in the ISA, tremendously powerful weaponry and the most advanced armour. With a handful of Warlocks at their disposal, the Earth Alliance fleet has been transformed into a state-of-the-art engine of war.

The Warlock is also immensely popular with the crews who serve within these ships. With the advent of artificial gravity a significant portion of tonnage has been put aside to improve living conditions. A fully equipped gym, proper galley and interior firing range have all helped to make the Warlock the most sought after posting in the fleet, with correspondingly high morale.

<b>Warlock Advanced Destroyer</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	160 ktons 5 sections each	Standard Hull 640		16,000
		Structure 640 Partially Streamlined		–
Armour	Crystaliron	12 pts	24,000	9,600
Artificial Gravity		Internal Gravity Field (as Minbari & Centauri)	–	–
Jump Point Generator		Jump 4	16,000	40
Manoeuvre Drive		Thrust 4	2,800	1,400
Power Plant		Rating 6	8,000	20,000
		Emergency Power	800	2,000
Bridge		4 Command Modules	4,000	4,000
		Command Bridge	400	600
		Holographic Controls		1,150
Computer	Core / 8 fib	Rating 90	–	150
Electronics		Countermeasures x 4 (DM+4)	28	24
Weapons	Bays	6 x Heavy Particle Cannon (as Improved Neutron Laser)	606	300
		6 x Missile Banks	306	72
		12 x Railgun Bays	612	360
	Barbettes	64 x Heavy Pulse Cannon	320	128
	Turrets	80 x Twin Light Pulse Cannon	80	200
		50 x Interceptors (Triple Sandcaster)	50	87.5
Ammunition		6,000 railgun rounds	300	–
		3,600 missiles	300	–
		9,000 Interceptor rounds (sandcaster barrels)	450	–
Fuel	64,240 tons	6 Jump 4 – 24 weeks of operation	64,240	–
Cargo	23,761 tons	(8000 tons set aside for spares)	23,761	–
890 Staterooms			3,560	445
o Low Berths			–	–
Extras	Repair Drones		1,600	320
	Armoury x 46		92	23
	Briefing Room x 9		36	4.5
	Probe Drones x 20		4	2
	Luxuries	Steward x 800	800	80
	890 Escape Pods		445	89
	Armoured Bulkheads	Drives	2,760	552
		Bridge and Sensors	4425.8	88.56
		Weapons	197.4	39.48
		Ammunition	105	21

Craft	4 x Shuttles	Standard Hangars	520	198.8
	4 x Cutters		260	129.832
	24 Thunderbolt Heavy Fighters		1,248	2,360.88
	Cobra Bays	Launch Tube for Thunderbolts	1,000	500
Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Library		-	-
	Evade/2	Rating 15	-	2
	Auto-Repair/2	Rating 20	-	10
	Jump Control/4	Rating 20	-	0.4
	Fire Control/5	Rating 25	-	10
Maintenance Cost (monthly)				5.0824
Life Support Cost (monthly)				1.78
Total Tonnage & Cost			159,999.6	60,988.952

Department	Crew	Crew Damage Track
Command	97	Dead (-)
Engineering	344	Survivors (-4)
Gunnery	158	Skeleton (-2)
Flight	88	Half (-1)
Troops	240	Weakened
Service	388	Full
Frozen Watch	0	Battle
Total	1,315	Overstrength – Starting Position
Passenger Staterooms	60	Massively Overstrength
Low Berth Passengers	0	

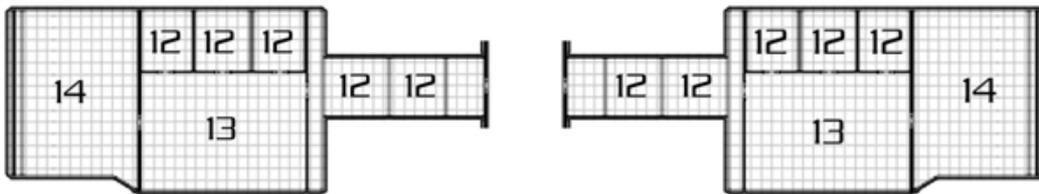
	Engineering		Amidships		Main		Forward	
Hull	640		640		640		640	
Structure	640		640		640		640	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	16 x Twin Pulse Cannon	Command Bridge	16 x Twin Pulse Cannon	Artificial Gravity	4 x Cutter	3 x Railgun Bays	12 x Thunderbolt
4	P-Plant	M-Drive	Hold	Sensors	Hangar	4 x Shuttle	Hangar	Sensors
5	2 x Heavy Laser	8 x Heavy Pulse Cannon	Fuel	10 x Heavy Pulse Cannon	3 x Missile Banks	10 x Heavy Pulse Cannon	3 x Heavy Particle Cannon	Cobra Bays
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	2 x Heavy	18 x Interceptors	3 x Heavy Particle Cannon	10 x Heavy Pulse Cannon	3 x Missile Banks	16 x Interceptors	3 x Railgun Bays	16 x Interceptors
10	Jump Point Generator	M-Drive	Computer	8 x Heavy Pulse Cannon	Luxuries	8 x Heavy Pulse Cannon	Fuel	12 x Thunderbolt
11	P-Plant	16 x Twin Pulse Cannon	Bridge	16 x Twin Pulse Cannon	3 x Railgun Bays	10 x Heavy Pulse Cannon	3 x Railgun Bays	16 x Twin Pulse Cannon
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



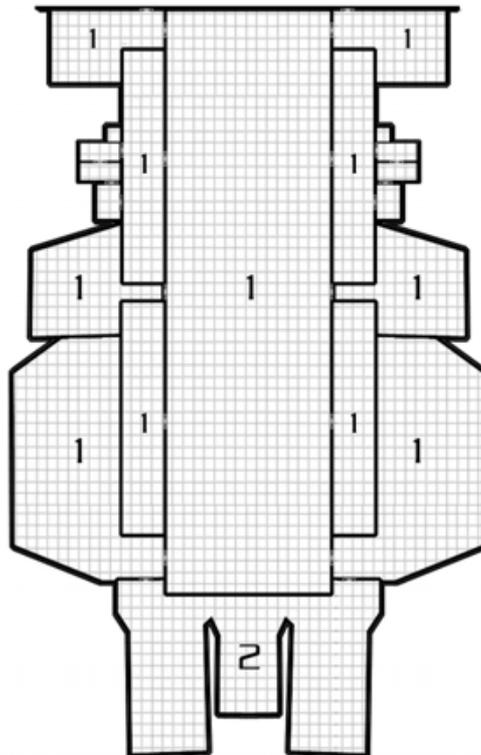
Left Arm

Right Arm

9m high. Access via deck 10

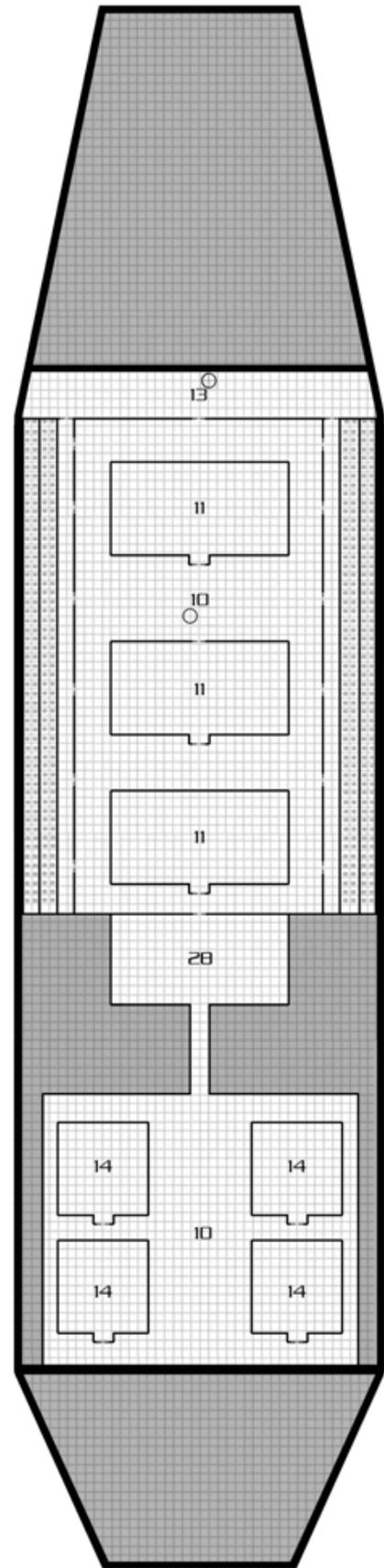
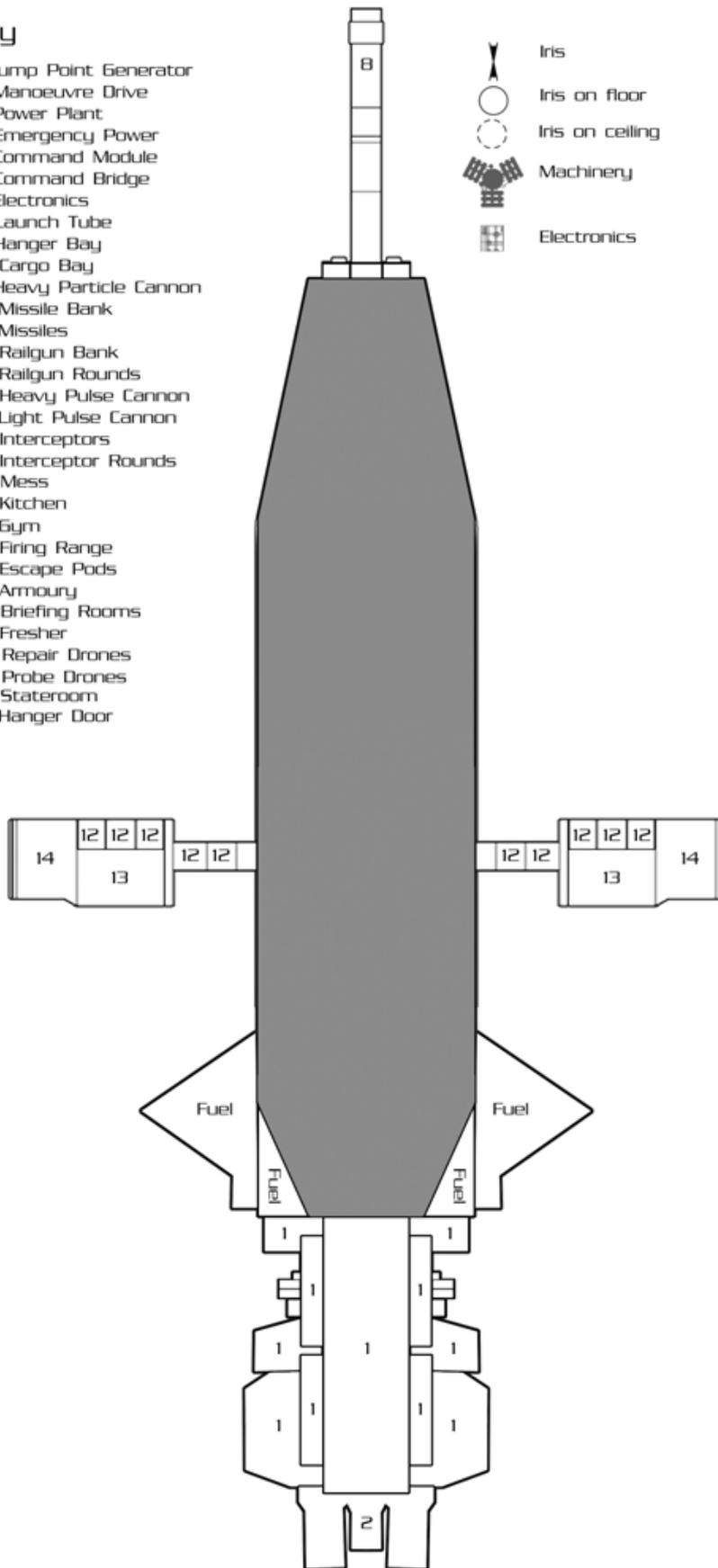
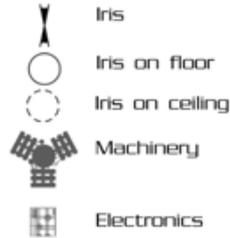


Up to 54m high. Access via decks 18 and 20 only.

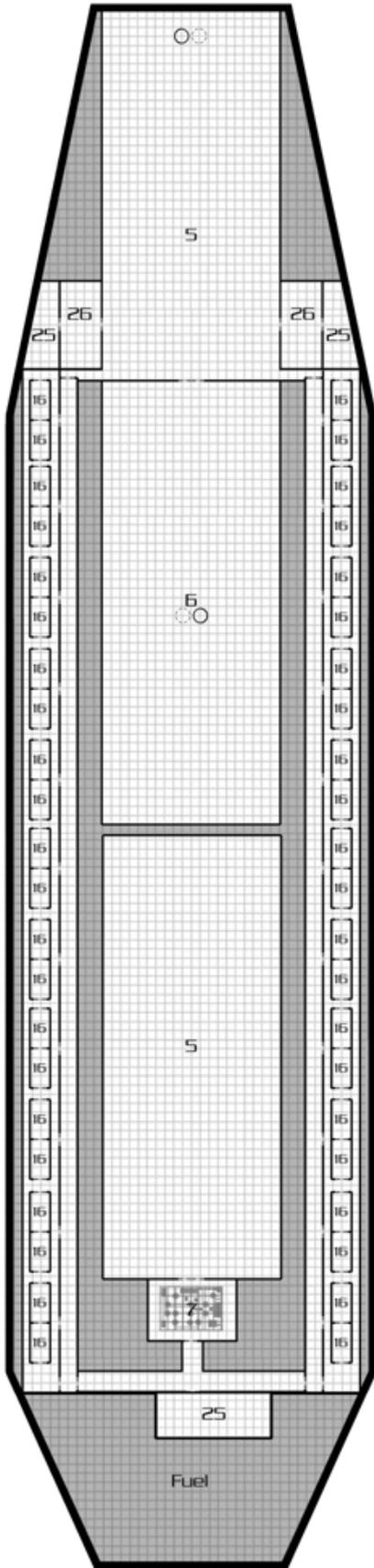


Key

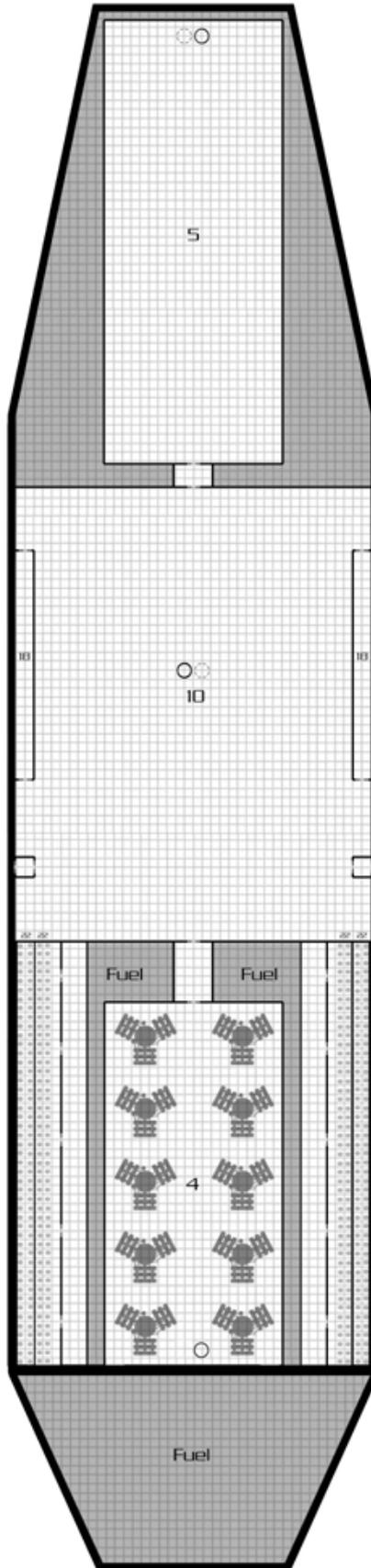
1. Jump Point Generator
2. Manoeuvre Drive
3. Power Plant
4. Emergency Power
5. Command Module
6. Command Bridge
7. Electronics
8. Launch Tube
9. Hanger Bay
10. Cargo Bay
11. Heavy Particle Cannon
12. Missile Bank
13. Missiles
14. Railgun Bank
15. Railgun Rounds
16. Heavy Pulse Cannon
17. Light Pulse Cannon
18. Interceptors
19. Interceptor Rounds
20. Mess
21. Kitchen
22. Gym
23. Firing Range
24. Escape Pods
25. Armoury
26. Briefing Rooms
27. Fresher
28. Repair Drones
29. Probe Drones
30. Stateroom
31. Hanger Door



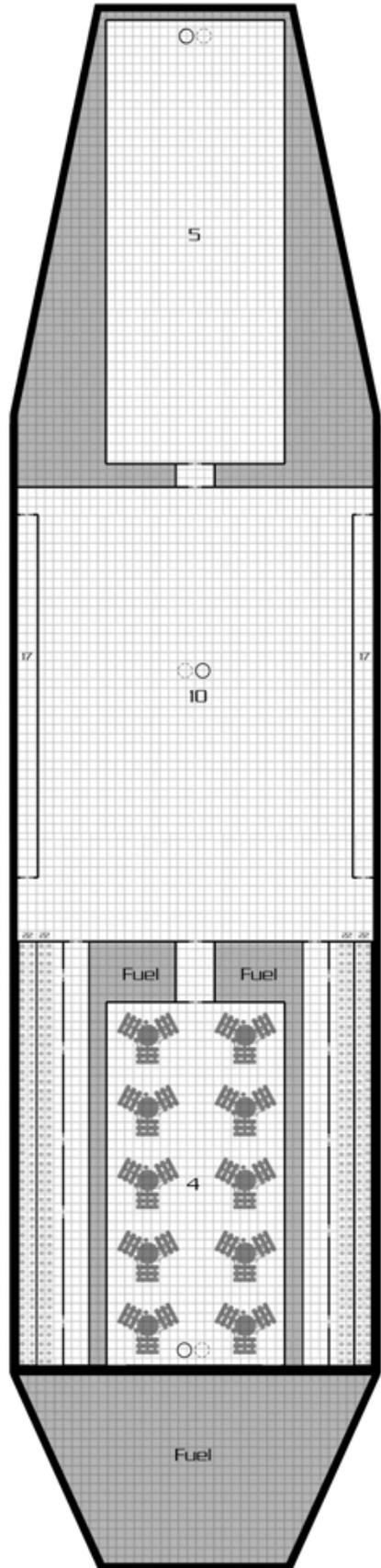
Deck 1 (top)



Deck 2

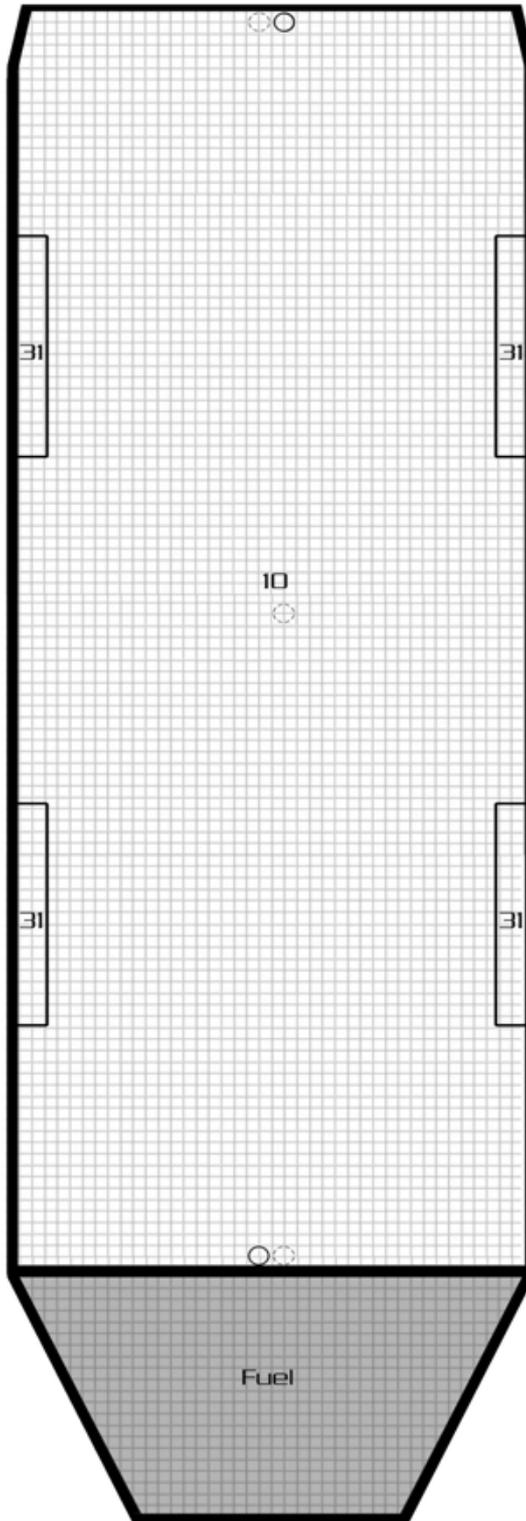


Deck 3

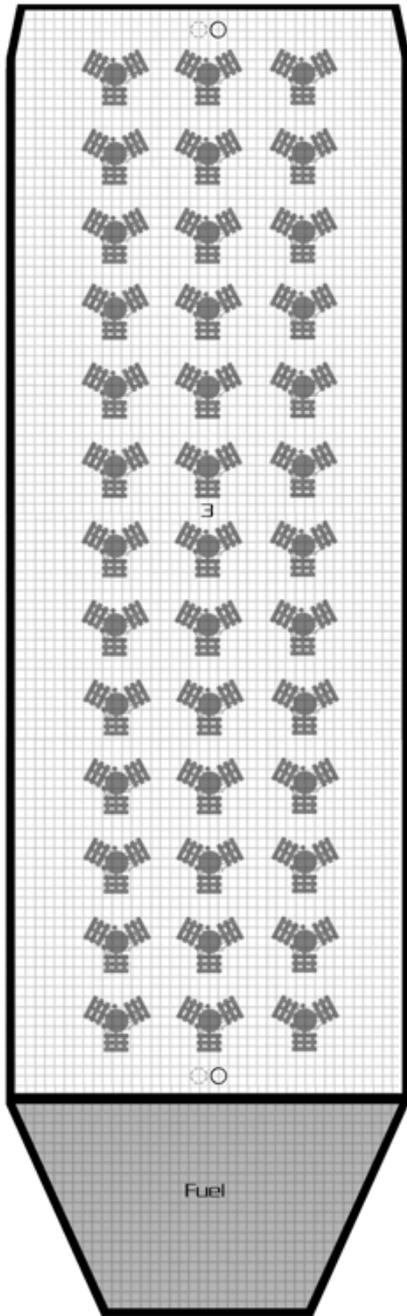


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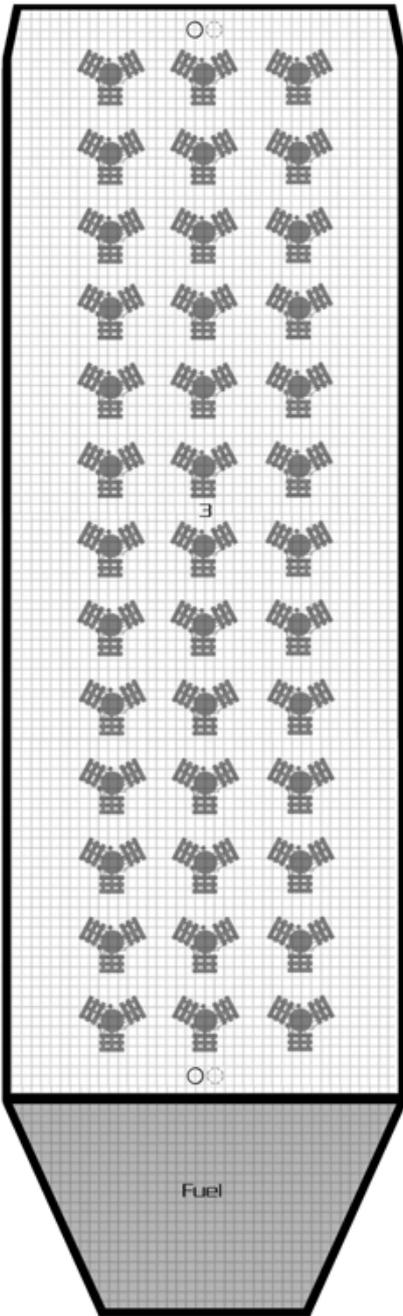
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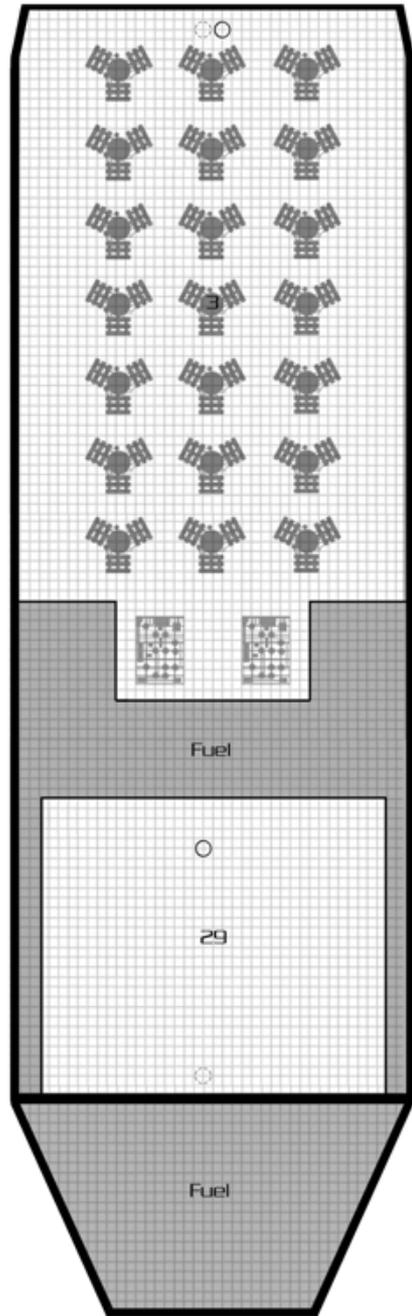
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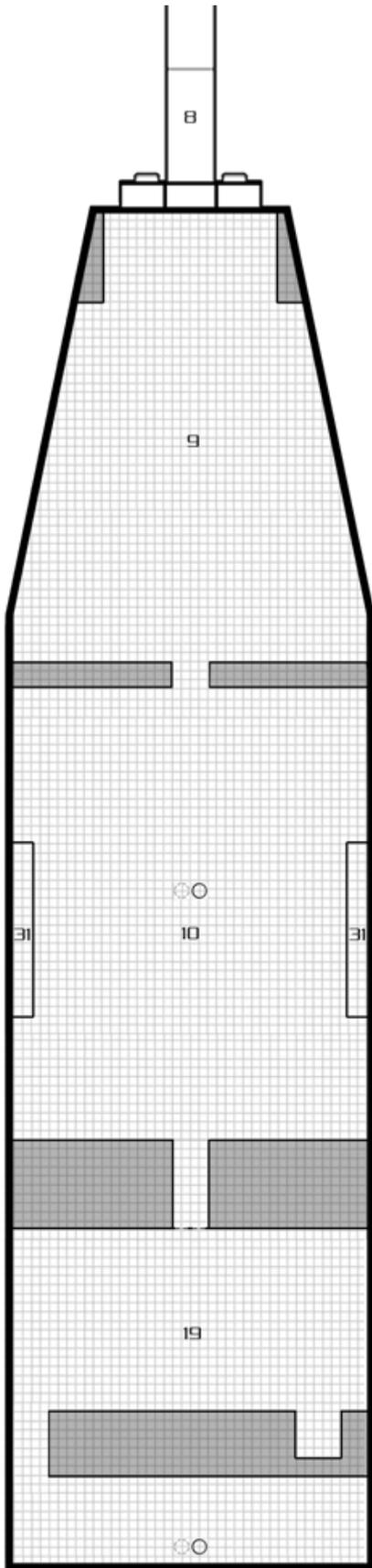
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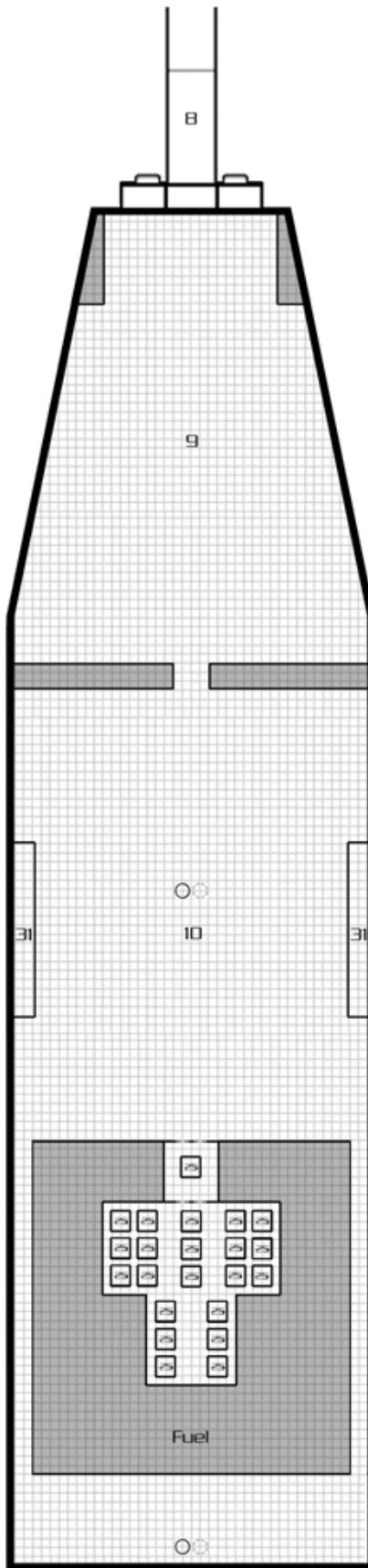
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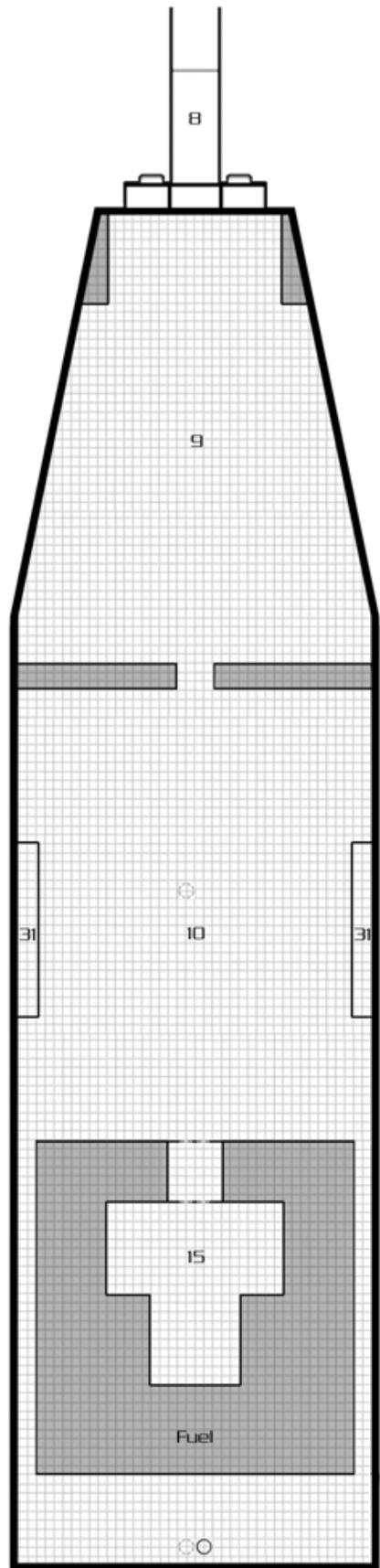
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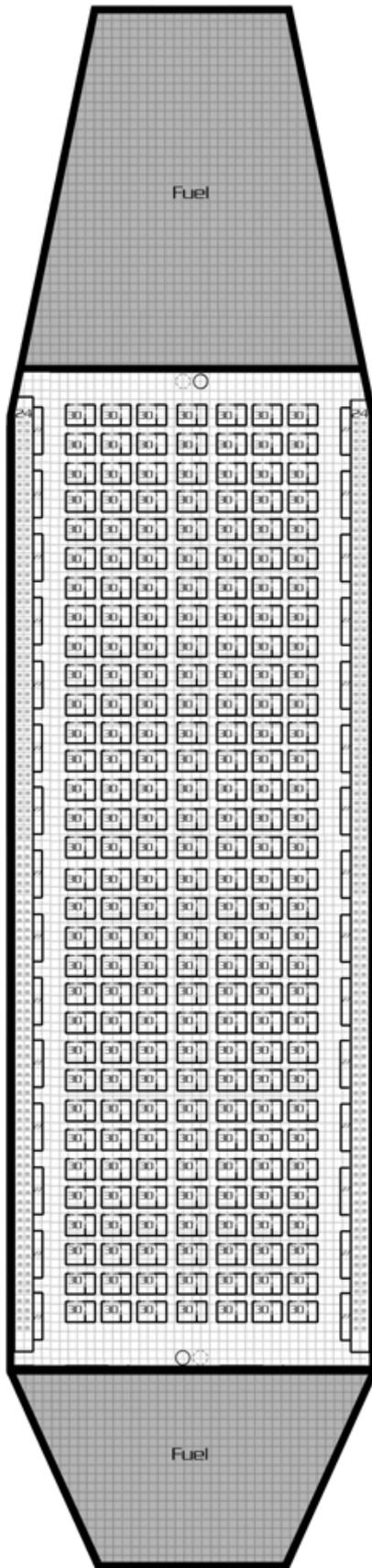
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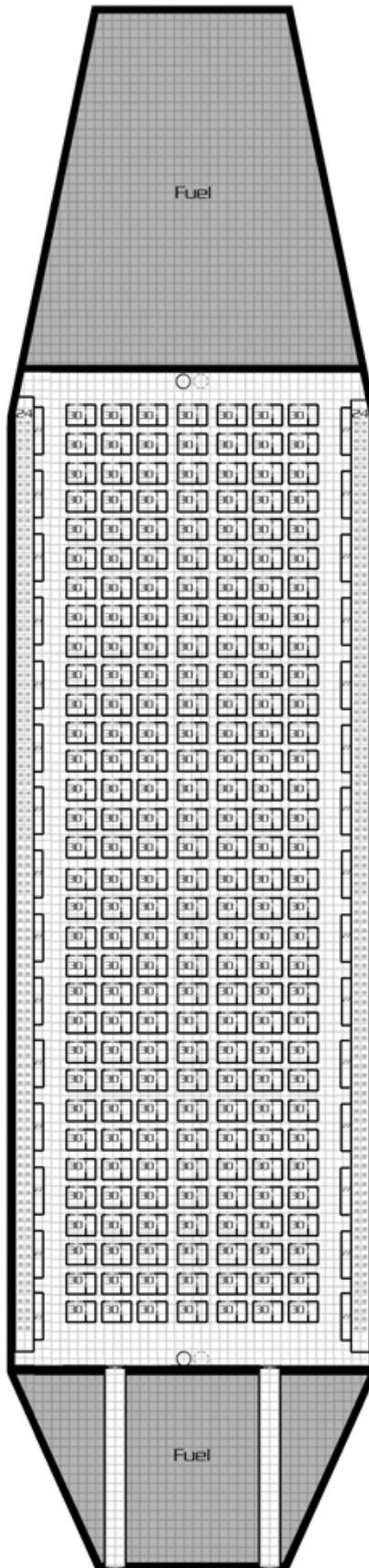
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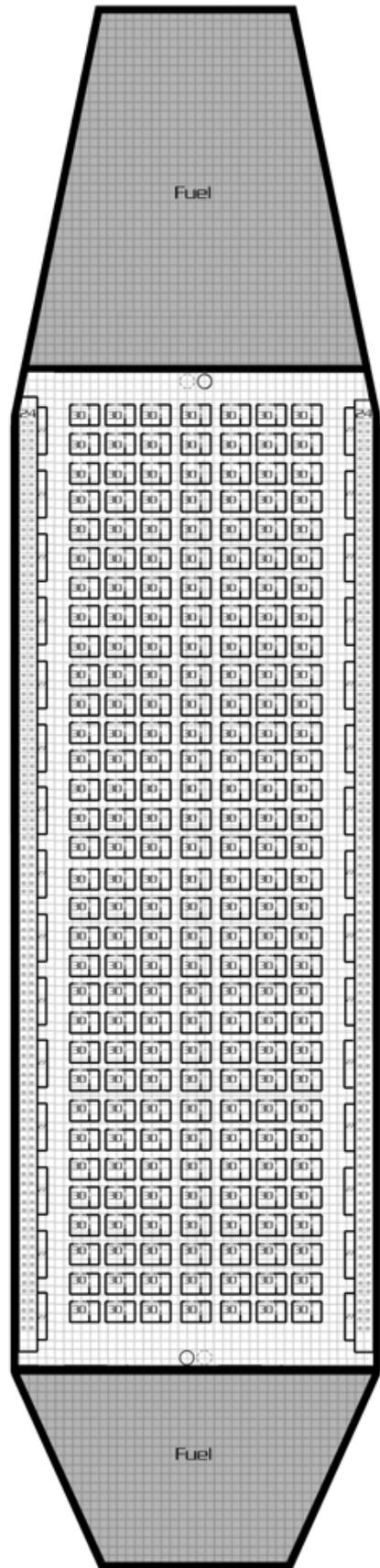
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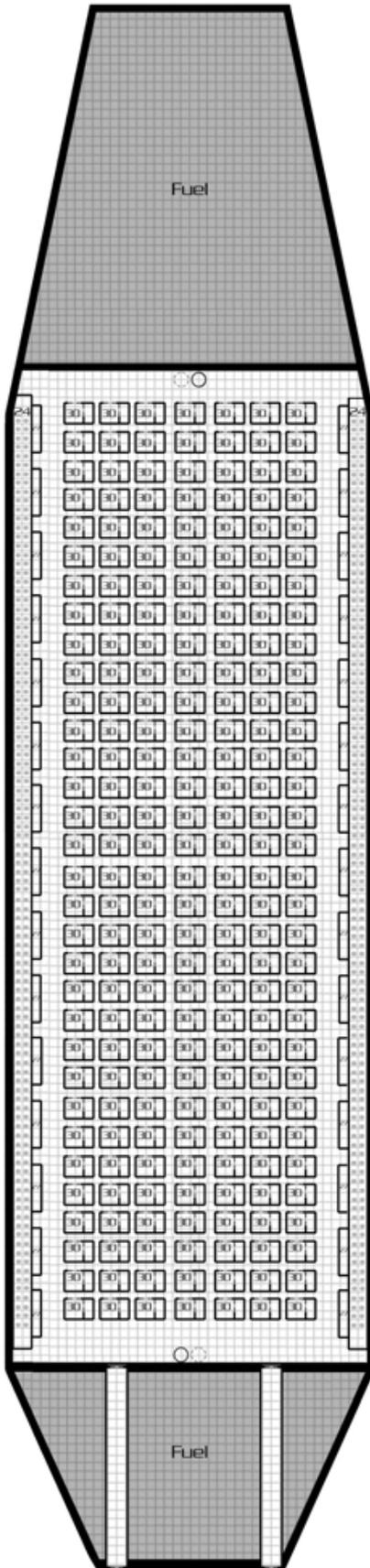
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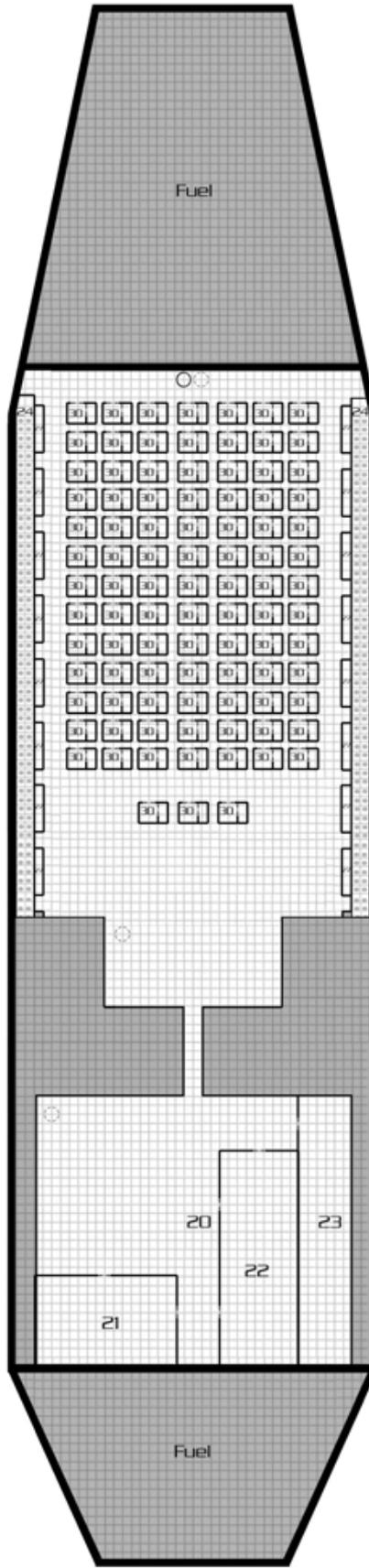
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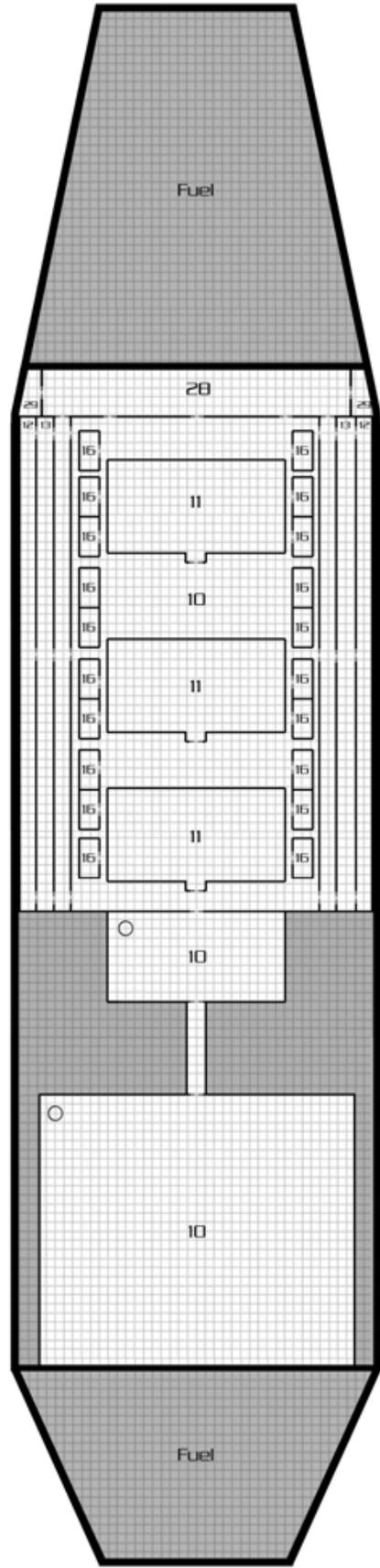
Deck 19



Deck 20



Deck 21



Deck 22

# NARN REGIME

## DAG'KAR MISSILE FRIGATE

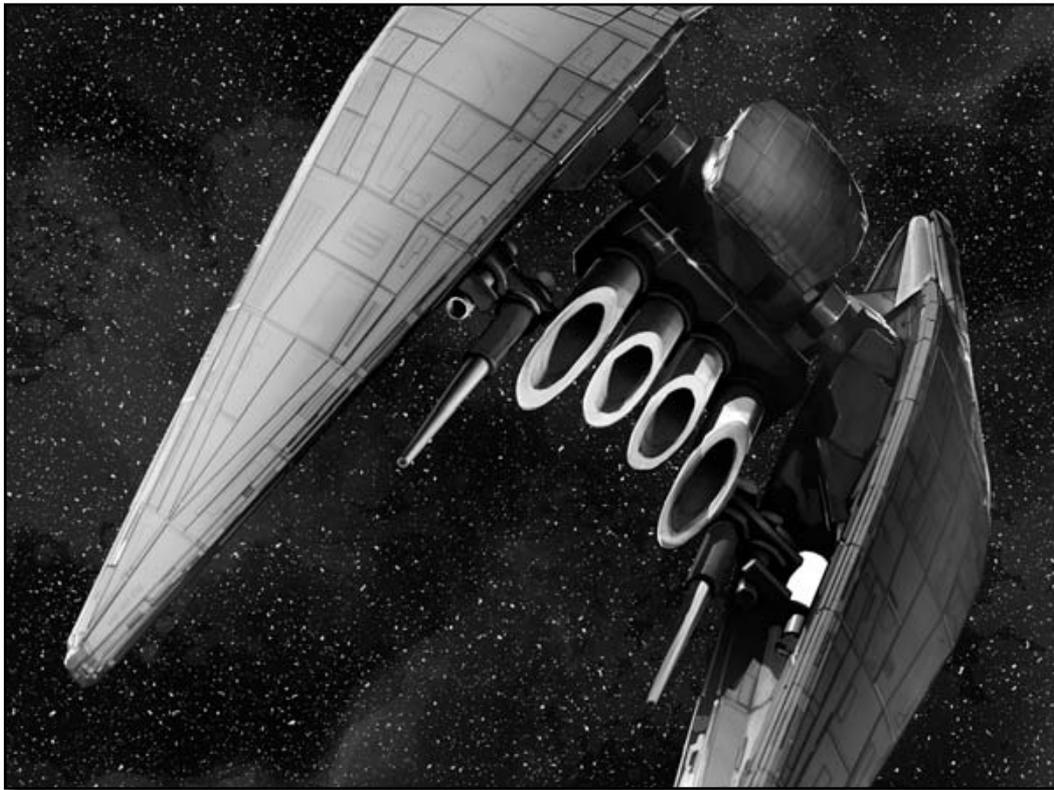
Equipped with massive destructive capability for a vessel of its size, the Dag'Kar represents unequalled long-range firepower in the Narn naval forces. Enemies often open fire on them as soon as they can, even in preference to easier targets, to silence the missile frigate's weapon systems. The Dag'Kar can loose a staggering number of energy mine and ion torpedo salvos. The offensive power of a Dag'Kar is great, but its lack of secondary weapons has proven all too often to be the Dag'Kar's undoing.

Serving as a crewman on a Dag'Kar comes with mixed feelings for most Narn. They rarely see close encounters, meaning that a crew will not likely see a boarding action – if they ever leave the rear echelons at all.

Dag'Kar Missile Frigate			Tons	Price (MCr)
Hull	3,000 tons 2 sections each	Wedge Hull 30 Structure 30 Streamlined		360
Armour	Crystaliron	8 points	300	144
Artificial Gravity		None	–	–
Jump Point Generator		None	–	–
Manoeuvre Drive		Thrust 3	45	22.5
Power Plant		Rating 3	75	187.5
Bridge		2 Command Modules	30	30
Computer	Core / 6 fib	Rating 70	–	75
Electronics		Countermeasures x 2 (DM+4)	14	12
Weapons	Bays	10 x Missile Banks	510	120
Ammunition		6,300 missiles (2,700 Energy Mines and 3,600 Ion Torpedoes)	525	–
Fuel	400 tons	16 weeks of operation	400	–
Cargo	361 tons	(90 tons set aside for spares etc)	361	–
111 Staterooms			444	55.5
o Low Berths			–	–
Extras	2 x Briefing Rooms		8	1
	17 x Armouries		34	8.5
	111 Escape Pods		55.5	11.1
	Armoured Bulkheads	Missile Banks and Ammunition	103.5	20.7
	Repair Drones		30	6
Craft	1 50-ton Cutter	Standard Hangar	65	32.458
Software	Manoeuvre/0		–	–
	Intellect		–	1
	Library		–	–
	Evade/2		–	2
	Auto-Repair/2		–	10
	Fire Control/3		–	6
Maintenance Cost (monthly)				0.0617
Life Support Cost (monthly)				0.222
Total Tonnage & Cost			3,000	740.258

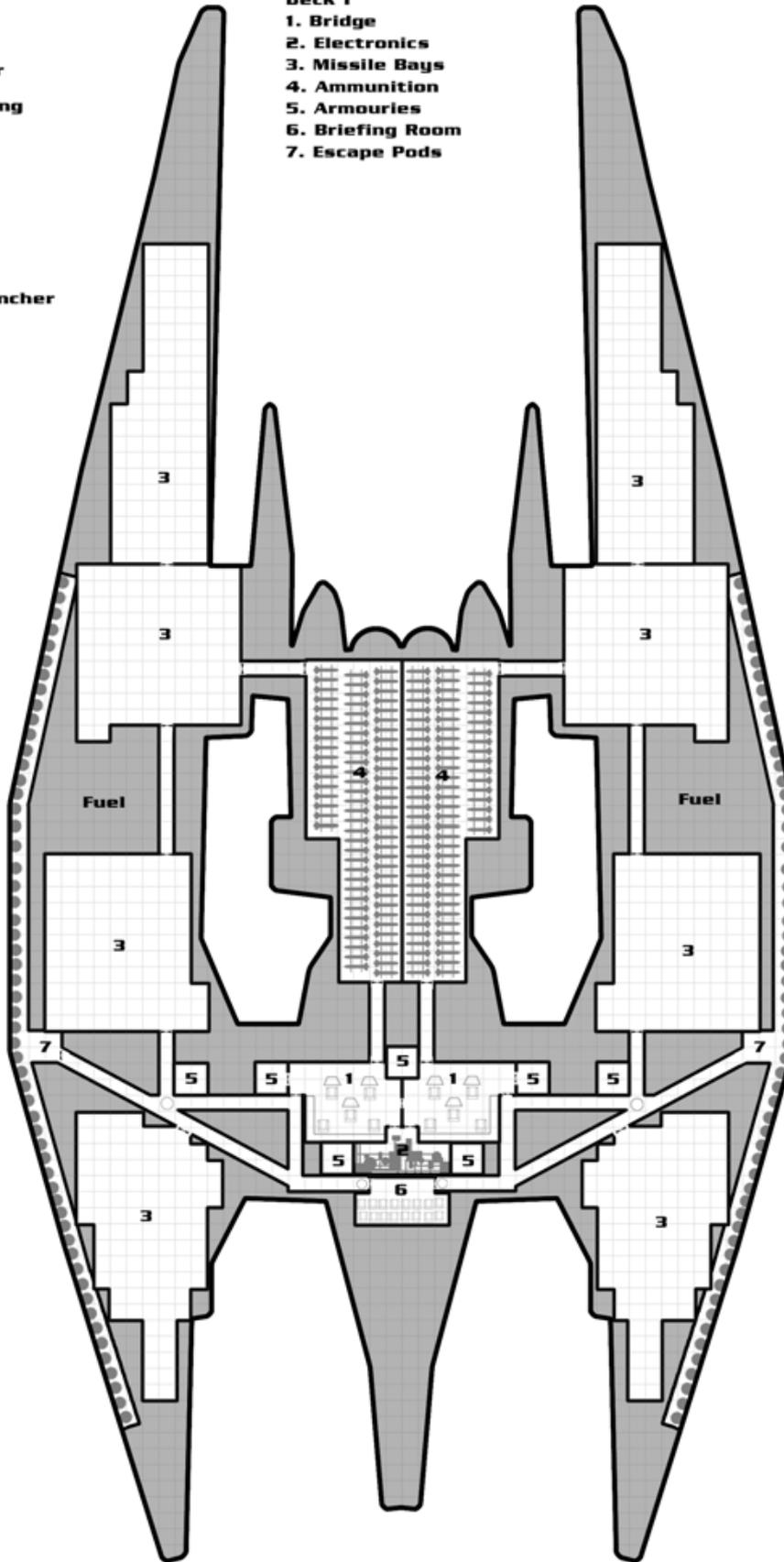
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	2	Survivors (-4)
Gunnery	20	Skeleton (-2)
Flight	3	Half (-1)
Troops	160	Weakened
Service	6	Full
Frozen Watch	0	Battle – Starting Position
Total	200	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Forward	
Hull	50		50	
Structure	50		50	
Roll	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull
3	Structure	Countermeasure	Energy Mine Ammunition	2 x Missile Bank
4	P-Plant	M-Drive	Computer	Cutter
5	Hangar	2 x Missile Bank	Hold	Missile Bank
6	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull
9	Fuel	2x Missile Bank	Ion Torpedo Ammunition	Missile Bank
10	Structure	M-Drive	Hangar	2 x Missile Bank
11	P-Plant	Hull	Command Bridge	Countermeasure
12	Critical	Hull	Critical	Hull



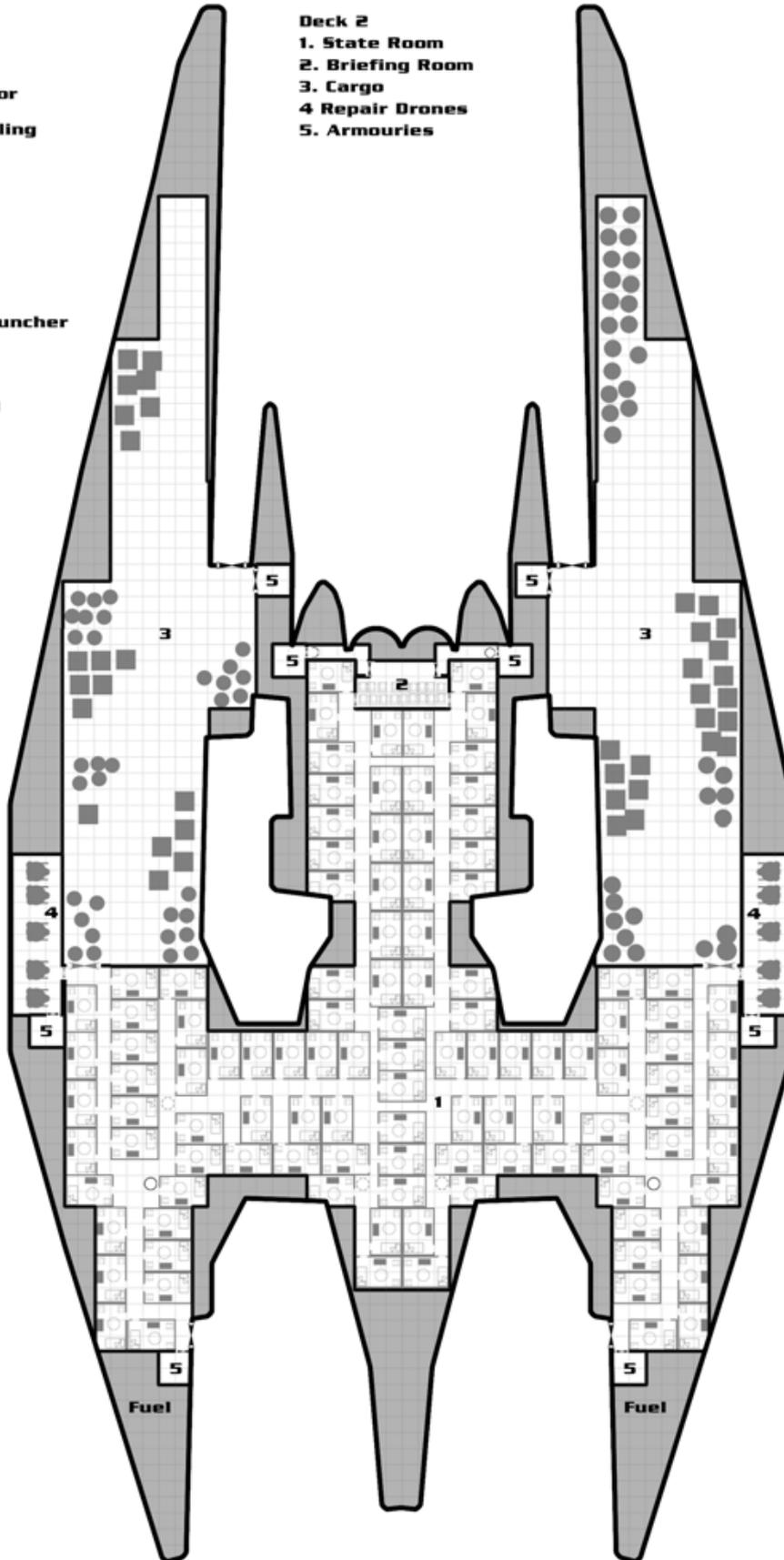
- Key**
-  Iris
  -  Iris on floor
  -  Iris on Ceiling
  -  Bed
  -  Chair
  -  Locker
  -  Missiles
  -  Missile Launcher
  -  Console
  -  Machinery

- Deck 1**
- 1. Bridge
  - 2. Electronics
  - 3. Missile Bays
  - 4. Ammunition
  - 5. Armouries
  - 6. Briefing Room
  - 7. Escape Pods



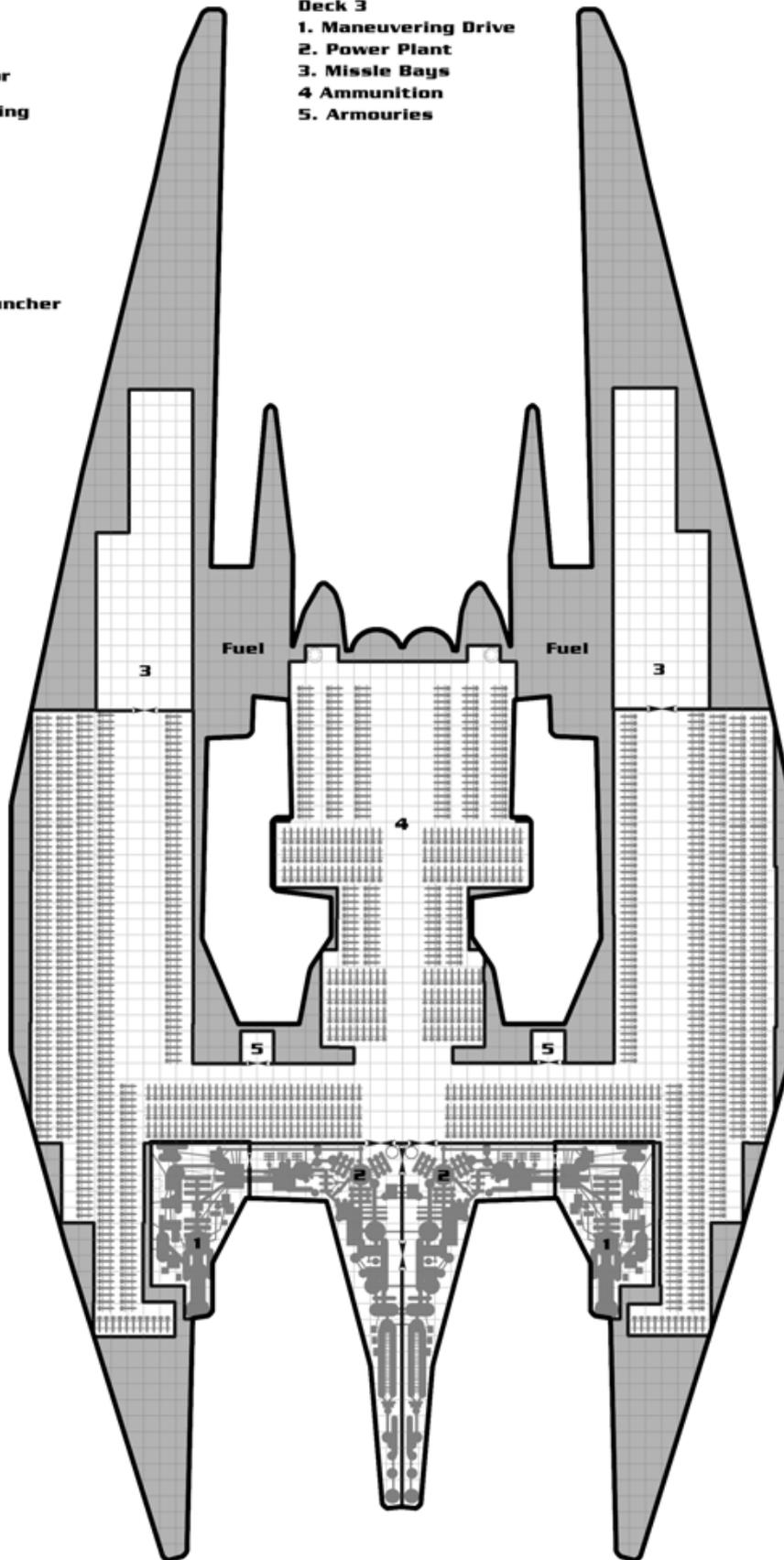
- Key**
-  Iris
  -  Iris on floor
  -  Iris on Ceiling
  -  Bed
  -  Chair
  -  Locker
  -  Missiles
  -  Missile Launcher
  -  Console
  -  Machinery

- Deck 2**
- 1. State Room**
  - 2. Briefing Room**
  - 3. Cargo**
  - 4. Repair Drones**
  - 5. Armouries**

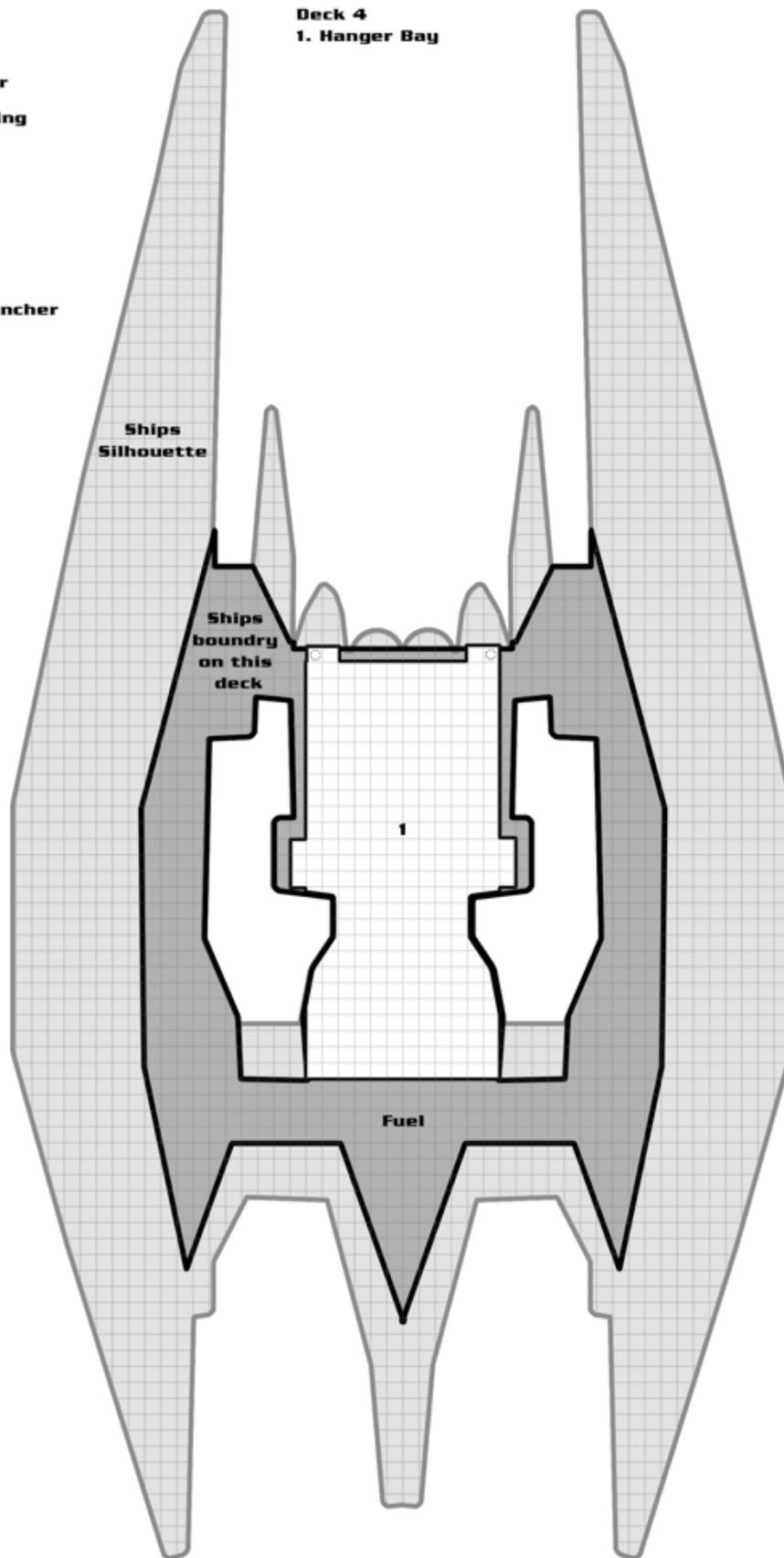


- Key**
-  Iris
  -  Iris on floor
  -  Iris on Ceiling
  -  Bed
  -  Chair
  -  Locker
  -  Missiles
  -  Missile Launcher
  -  Console
  -  Machinery

- Deck 3**
1. Maneuvering Drive
  2. Power Plant
  3. Missile Bays
  4. Ammunition
  5. Armouries



- Key
- Iris
- Iris on floor
- Iris on Ceiling
- Bed
- Chair
- Locker
- Missiles
- Missile Launcher
- Console
- Machinery



## **G'QUAN HEAVY CRUISER**

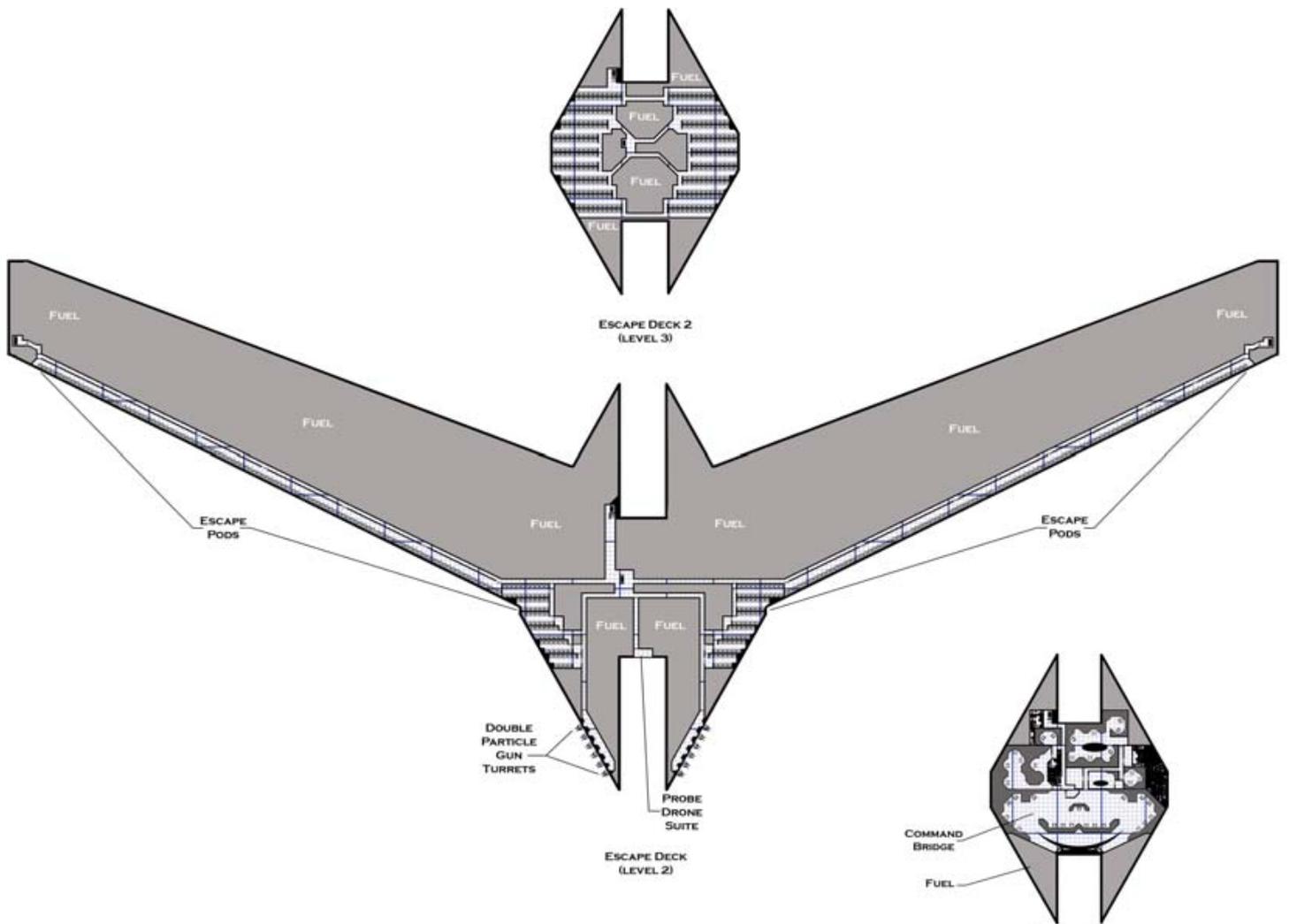
The most common major unit in the Narn order of battle, the G'Quan heavy cruiser can be found in the vanguard of any Narn fleet. Although the Narn regime is technologically behind races such as the Minbari and Centauri, the G'Quan makes up for it in brutal simplicity. The heavy laser cannons of the G'Quan are its primary weapons and its twin energy mine bays give it a long-ranged punch, relying on numerous ion and pulse cannons to deal with those who draw too near. While the G'Quan may not be as 'advanced' as the Sharlin or Omega, it remains the heart of the Narn war machine.

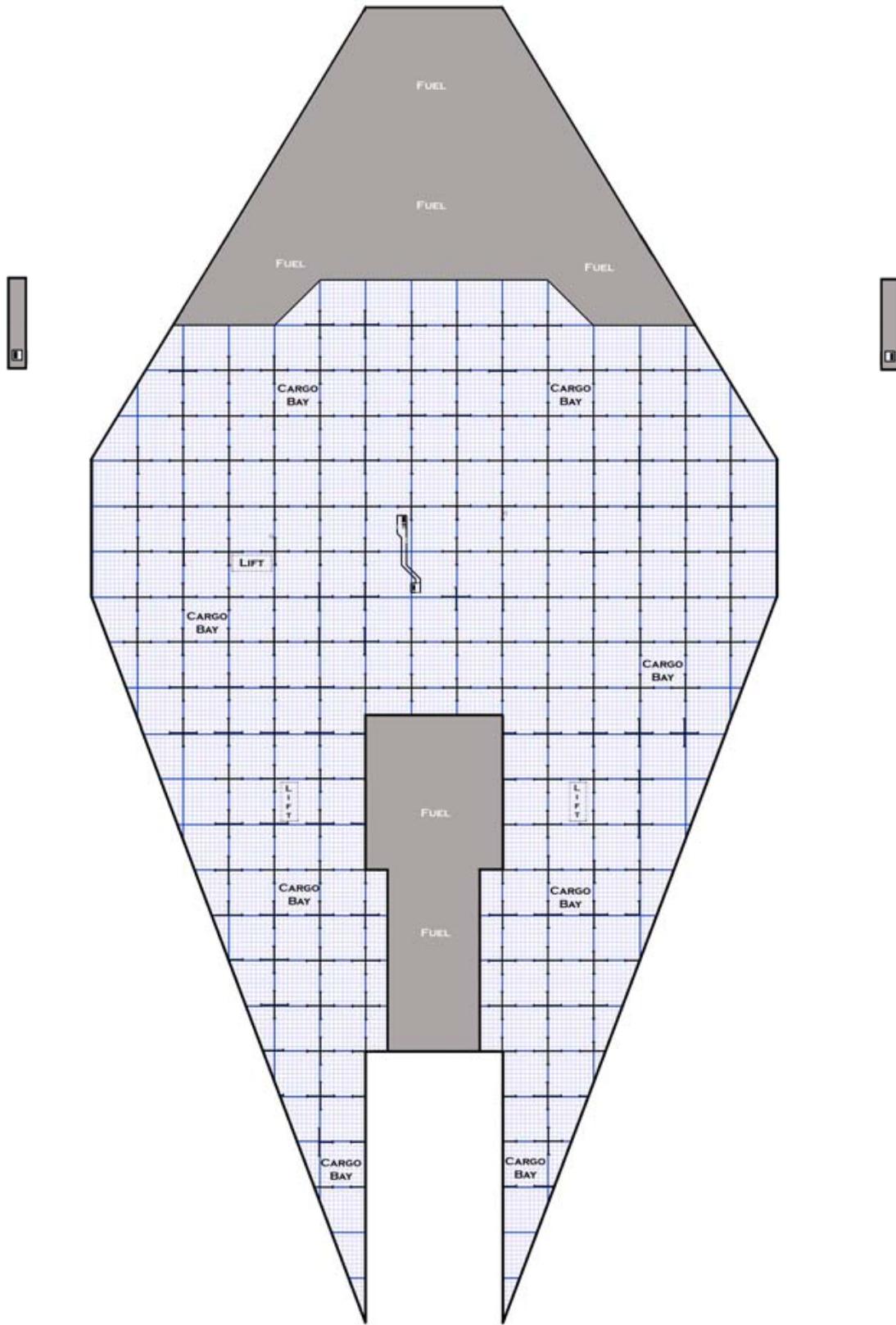
<b>G'Quan Heavy Cruiser</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	140 ktons 5 sections each	Standard Hull 560 Structure 560 Partially Streamlined		14,000
Armour	Crystaliron	12 pts	21,000	8,400
Artificial Gravity		None	–	–
Jump Point Generator		Jump 4	14,000	40
Manoeuvre Drive		Thrust 3	2,100	1,050
Power Plant	Centauri	Rating 5	4,200	17,325
Bridge		Emergency Power	420	1,732.5
		5 Command Modules	3,500	3,500
		Command Bridge	400	600
Computer Electronics	Core / 7fib	Holographic Controls		1,025
		Rating 80	–	105
Weapons	Bays	Countermeasures x 4 (DM +4)	28	24
		4 x Heavy Laser Cannon	204	16
	Turrets	6 Missile Banks	306	72
		24 x Double Light Pulse Cannon	24	60
		80 x Double Light Ion Cannon	80	160
Ammunition		12 x Double Particle Gun	12	42
		1,440 Missiles (Energy Mine)	120	–
Fuel	50,640 tons	6 Jump 4 – 36 weeks of operation	50,640	–
Cargo	33,977 tons	(11,200 tons set aside for spares)	33,977	–
738 Staterooms			2,952	369
o Low Berths			–	–
Extras	Briefing Rooms x 6		24	3
	Armoury x 49		98	24.5
	Luxuries	Steward x 10	10	1
	20 Probe Drones		4	2
	738 Escape Pods		369	73.8
	Repair Drones		1,400	280
	Armoured Bulkheads	Drives	2,072	414.4
	Bridge & Sensors	392.8	78.56	
	Weapons & Ammunition	74.6	14.92	
Craft	4 Cutters	Standard Hangars	260	129.832
	4 Shuttles		520	198.8
	12 Frazi Heavy Fighters	Standard Hangars	312	738
		Launch Tube	500	250

Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Evade/1	Rating 10	-	1
	Jump Control/4	Rating 20	-	0.4
	Fire Control/4	Rating 20	-	8
	Auto-Repair/2	Rating 20	-	10
Maintenance Cost (monthly)				4.2291
Life Support Cost (monthly)				1.476
Total Tonnage & Cost			139,999.4	50,749.712

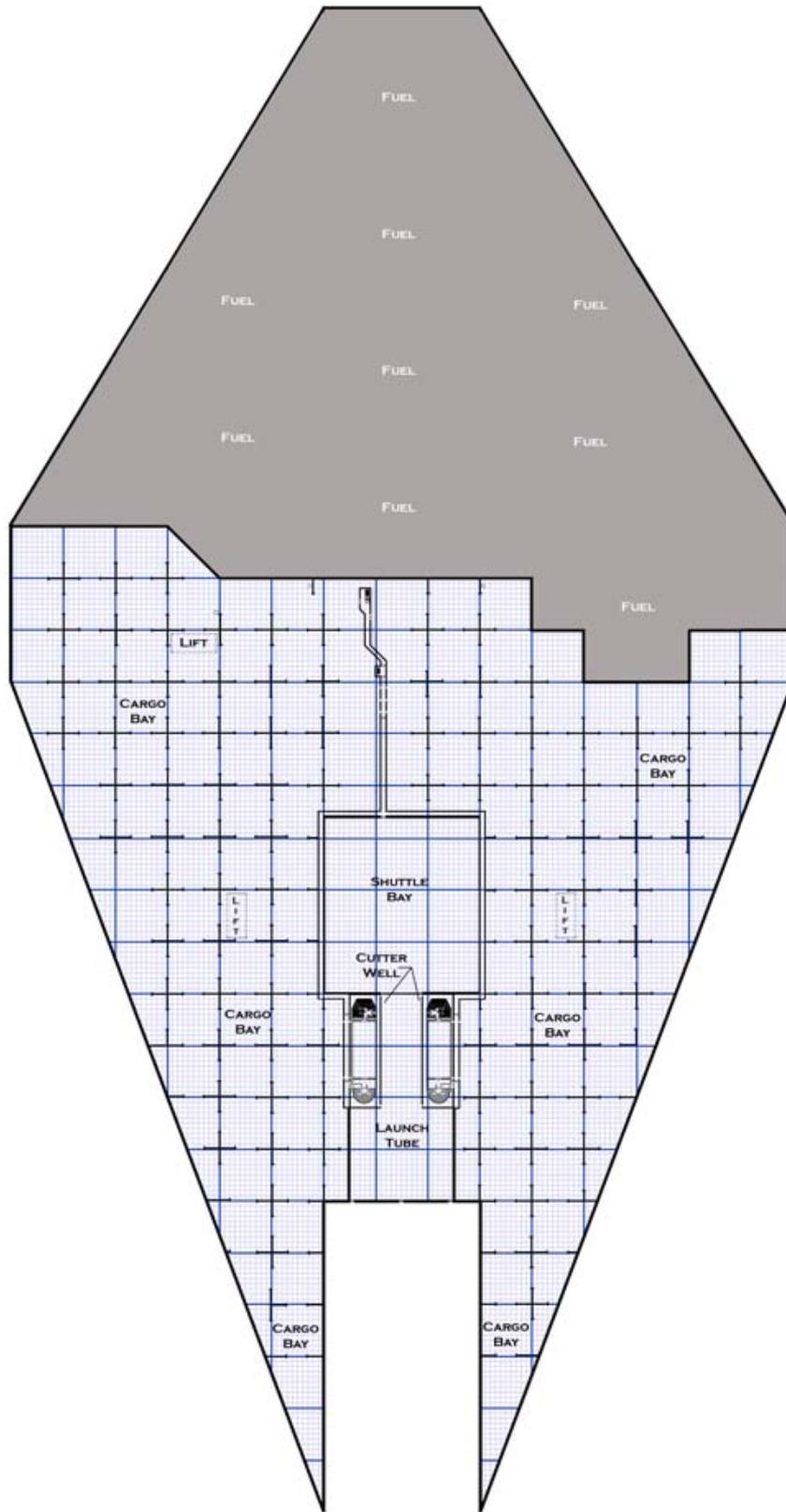
Department	Crew	Crew Damage Track
Command	85	Dead (-)
Engineering	252	Survivors (-4)
Gunnery	107	Skeleton (-2)
Flight	40	Half (-1)
Troops	320	Weakened
Service	339	Full
Frozen Watch	0	Battle
Total	1,183	Overstrength – Starting Position
Passenger Staterooms	40	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Aft		Amidships		Main		Forward	
Hull	560		560		560		560		560	
Structure	560		560		560		560		560	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	6 x Ion Cannon	Hangar	Hold	Bridge	6 x Ion Cannon	Hold	6 x Ion Cannon	2 x Laser Cannon	6 x Ion Cannon
4	P-Plant	M-Drive	Structure	4 x Ion Cannon	Computer	4 x Ion Cannon	6 x Frazi	4 x Ion Cannon	2 x Cutter	Launch Tube
5	Fuel	6 x Pulse Cannon	Hold	4 x Particle Gun	Fuel	4 x Particle Gun	2 x Missile Bank	4 x Pulse Cannon	2 x Missile Bank	4 x Pulse Cannon
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Fuel	4 x Ion Cannon	Hold	4 x Ion Cannon	Fuel	4 x Particle Gun	2 x Cutter	4 x Pulse Cannon	2 x Missile Bank	4 x Ion Cannon
10	Jump Point Generator	M-Drive	Repair Drones	4 x Ion Cannon	Fuel	Sensors	6 x Frazi	4 x Ion Cannon	2 x Shuttle	4 x Ion Cannon
11	P-Plant	6 x Ion Cannon	Fuel	Structure	Command Bridge	4 x Ion Cannon	2 x Shuttle	4 x Ion Cannon	2 x Laser Cannon	6 x Ion Cannon
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

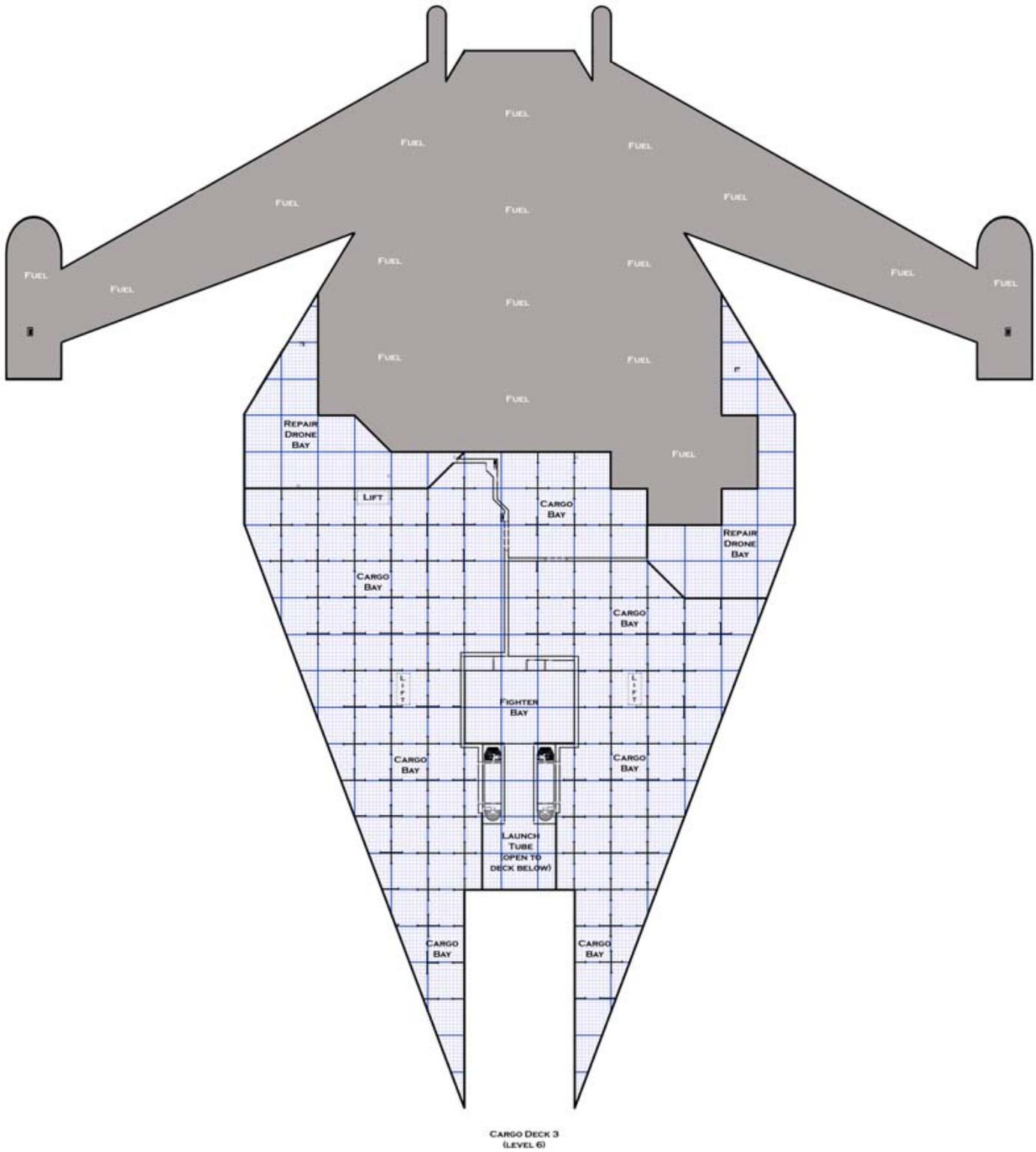




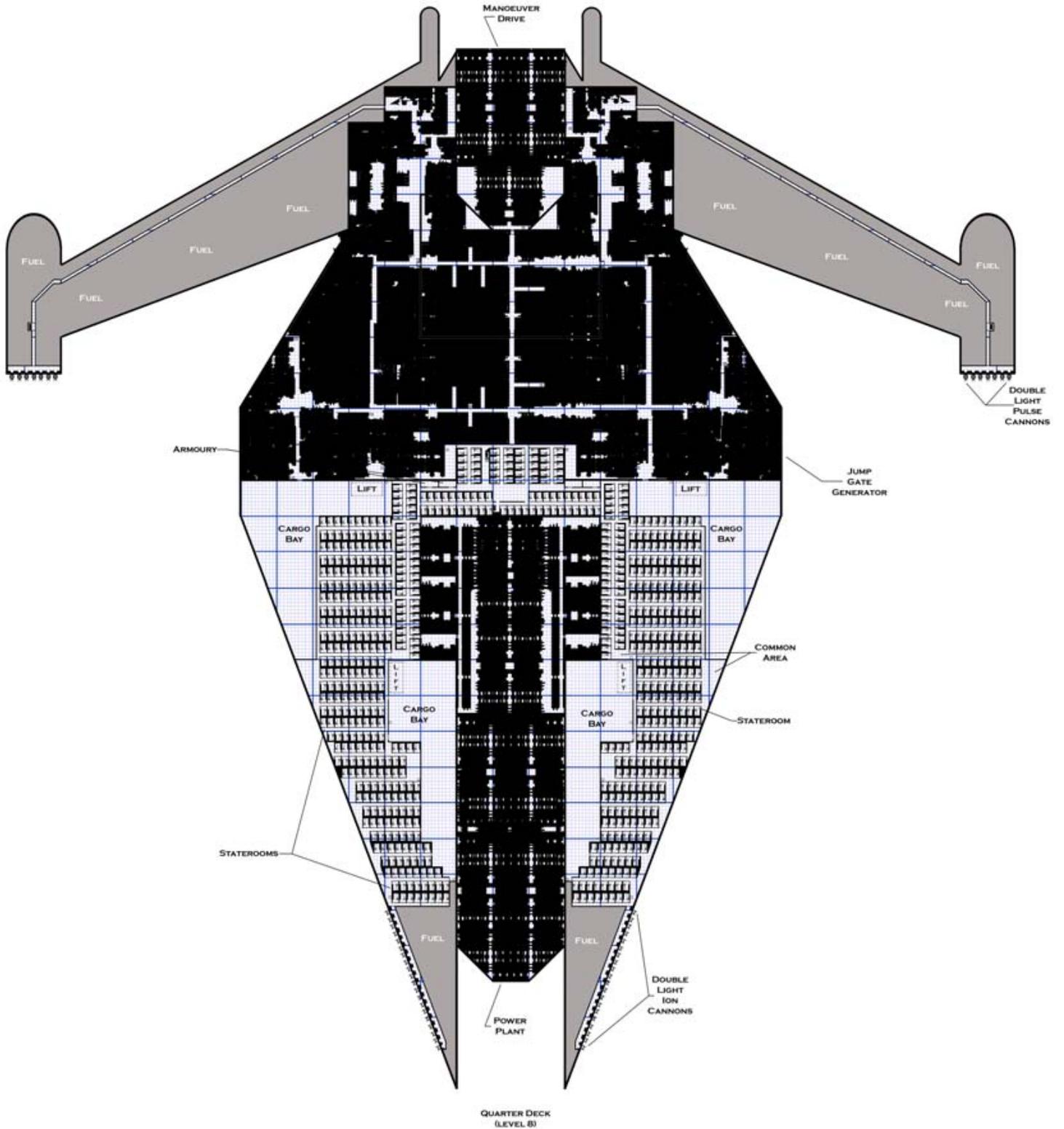
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(LEVEL 4)

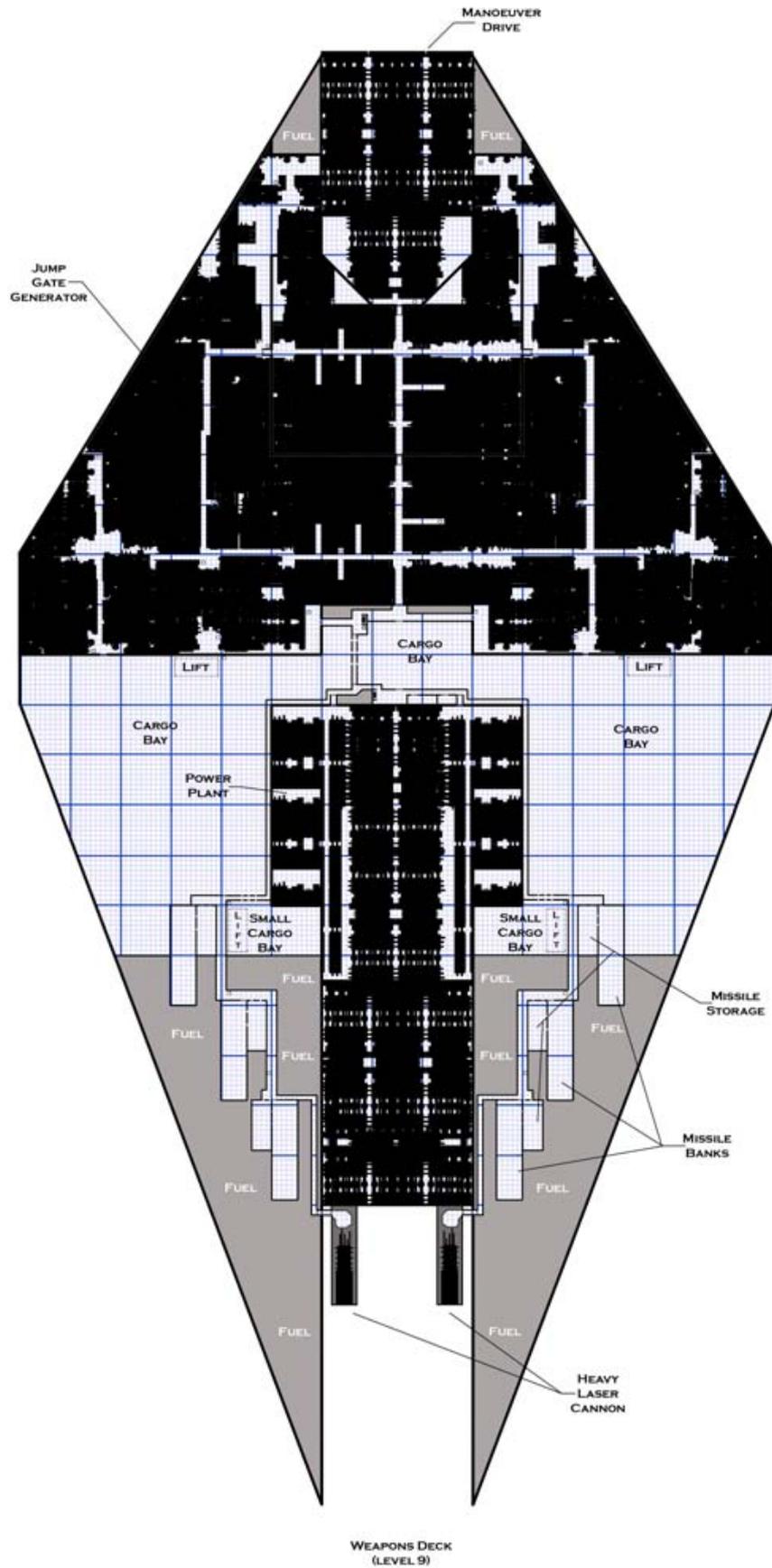


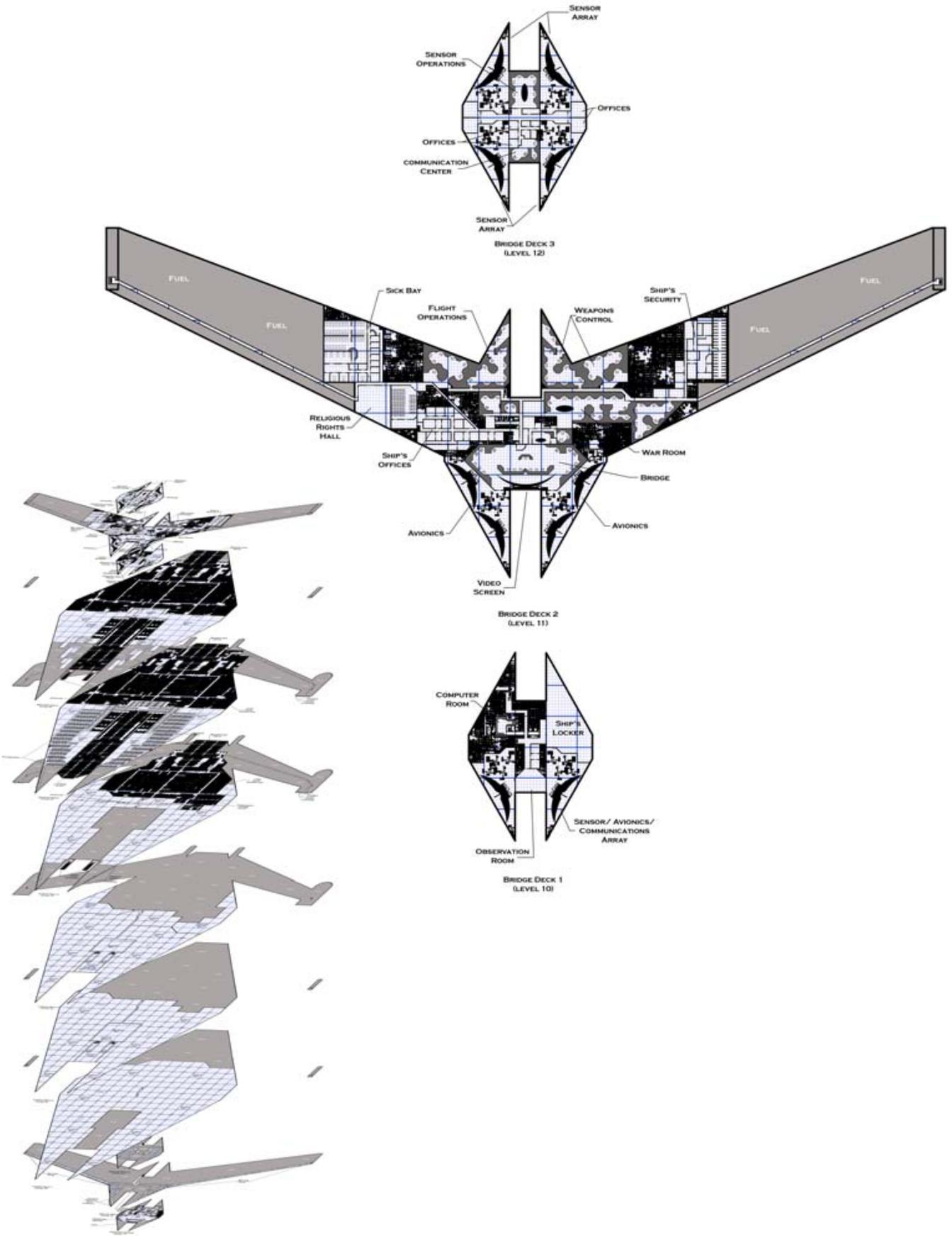
CARGO DECK 2  
(LEVEL 5)











## SHO'KOS PATROL CUTTER

The Sho'Kos is a short-ranged cutter with decent firepower and fast engines built upon a frame designed to maximise its agility. The Sho'Kos is used to enforce Narn law and protect merchant traders in the space lanes from raider activity. Sho'Kos are not designed for long-term missions; instead they are primarily deployed for short patrols. They are rarely part of wartime fleets as they are not a frontline warship, performing secondary roles in any conflict, mostly as escorts to supply ships.

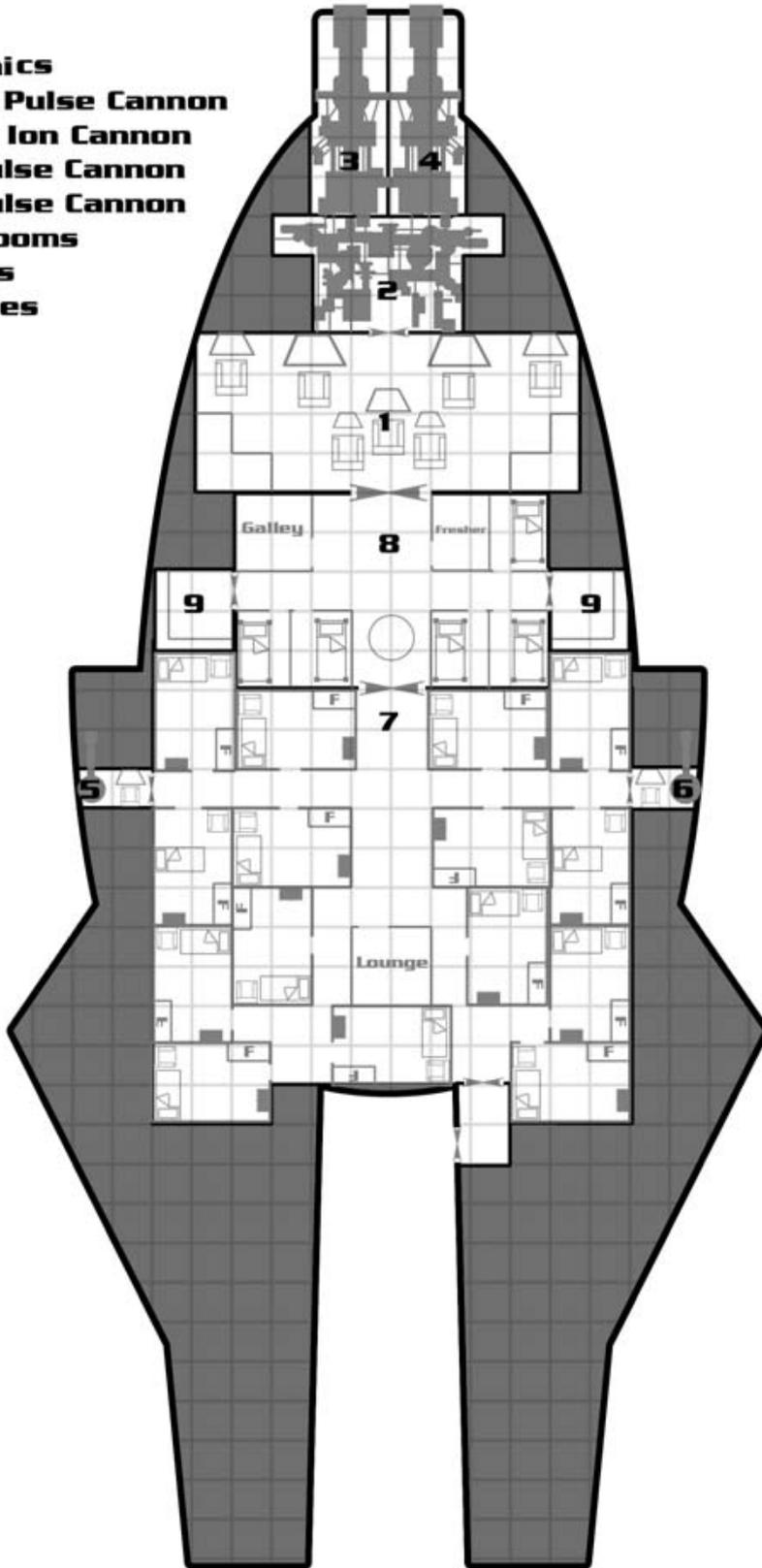
The crew consists of the captain, 2 pilots (one of whom also operates the ship's boat), navigator, two engineers and 4 gunners. For boarding operations up to 20 marines are embarked. Cells are provided for up to 10 individuals found breaking Narn law.

Sho'Kos Patrol Cutter			Tons	Price (MCr)
Hull	400	Hull 13 Structure 8		16
		Reinforced Hull	40	4
Armour	Crystaliron	8 pts	40	6.4
Artificial Gravity		None	–	–
Jump Point Generator		None	–	–
Manoeuvre Drive M		Thrust 6	23	48
Power Plant M		Rating 6	37	96
Bridge			20	2
Computer	Model 4/ fib	Rating 20	–	7.5
Electronics	Basic Military	Countermeasures Suite, (DM +4)	7	6
Weapons	Hardpoint #1	Fixed Mount Medium Ion Cannon (Burst Beam)	5	1.5
	Hardpoint #2	Fixed Mount Medium Pulse Cannon	5	3
	Hardpoint #3	Double Turret Light Pulse Cannon	1	2.5
	Hardpoint #4	Double Turret Light Pulse Cannon	1	2.5
Fuel	48 tons	Six weeks of operation	72	–
Cargo	25 tons		35	–
15 Staterooms			60	7.5
0 Low Berths			–	–
Barracks		Room for 10	20	1
Extras		2 Armouries	4	1
Small Craft		Ship's Boat	30	17.964
Software	Manoeuvre/0		–	–
	Intellect	Rating 10	–	1
	Evade/2	Rating 10	–	2
	Fire Control/3	Rating 15	–	6
Maintenance Cost (monthly)				0.0193
Life Support Cost (monthly)				0.04
Total Tonnage & Cost			400	231.364

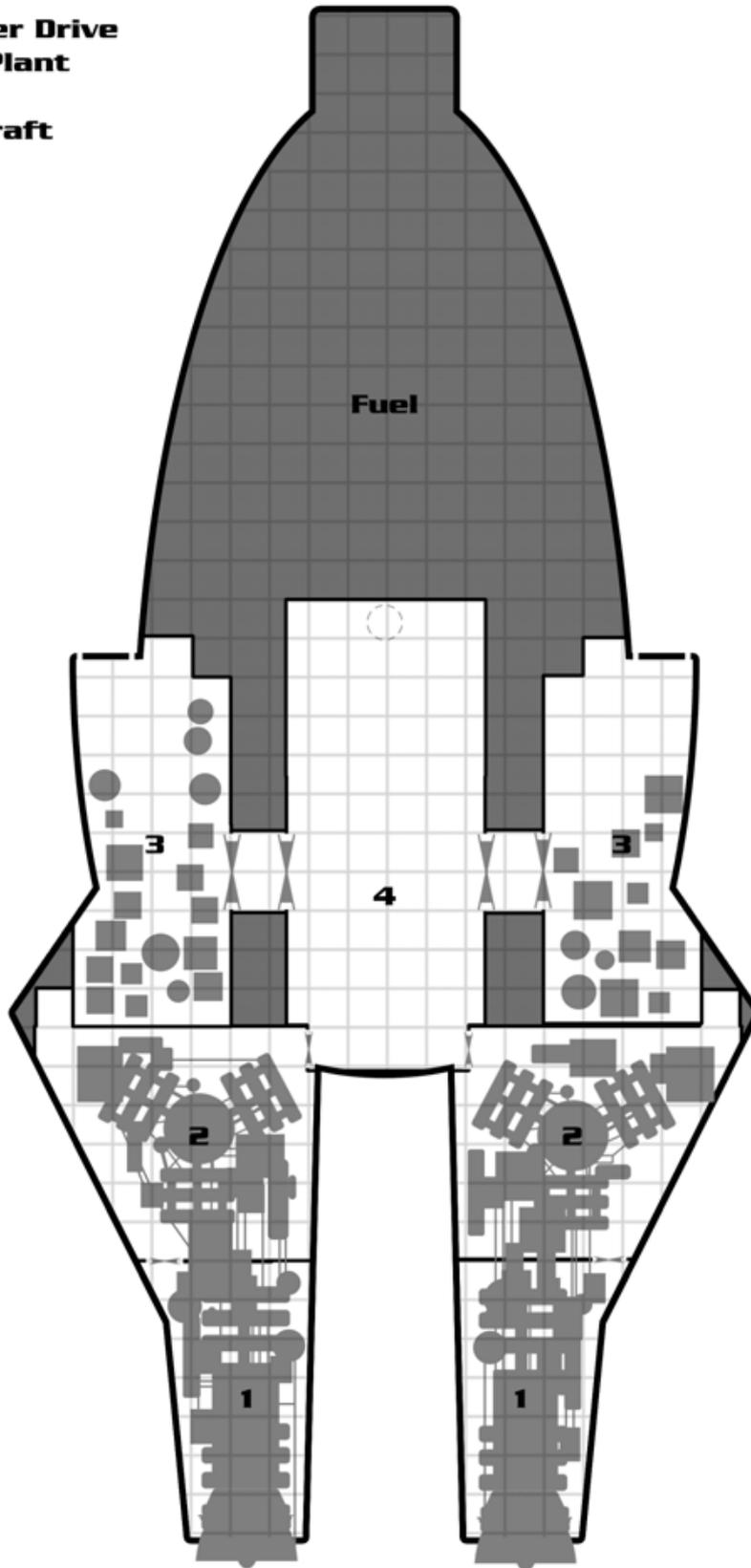


**Key**

- 1 Bridge**
- 2 Electronics**
- 3 Medium Pulse Cannon**
- 4 Medium Ion Cannon**
- 5 Light Pulse Cannon**
- 6 Light Pulse Cannon**
- 7 State Rooms**
- 8 Barracks**
- 9 Armouries**



- Key**  
**1** Maneuver Drive  
**2** Power Plant  
**3** Cargo  
**4** Small Craft



## T'LOTH ASSAULT CRUISER

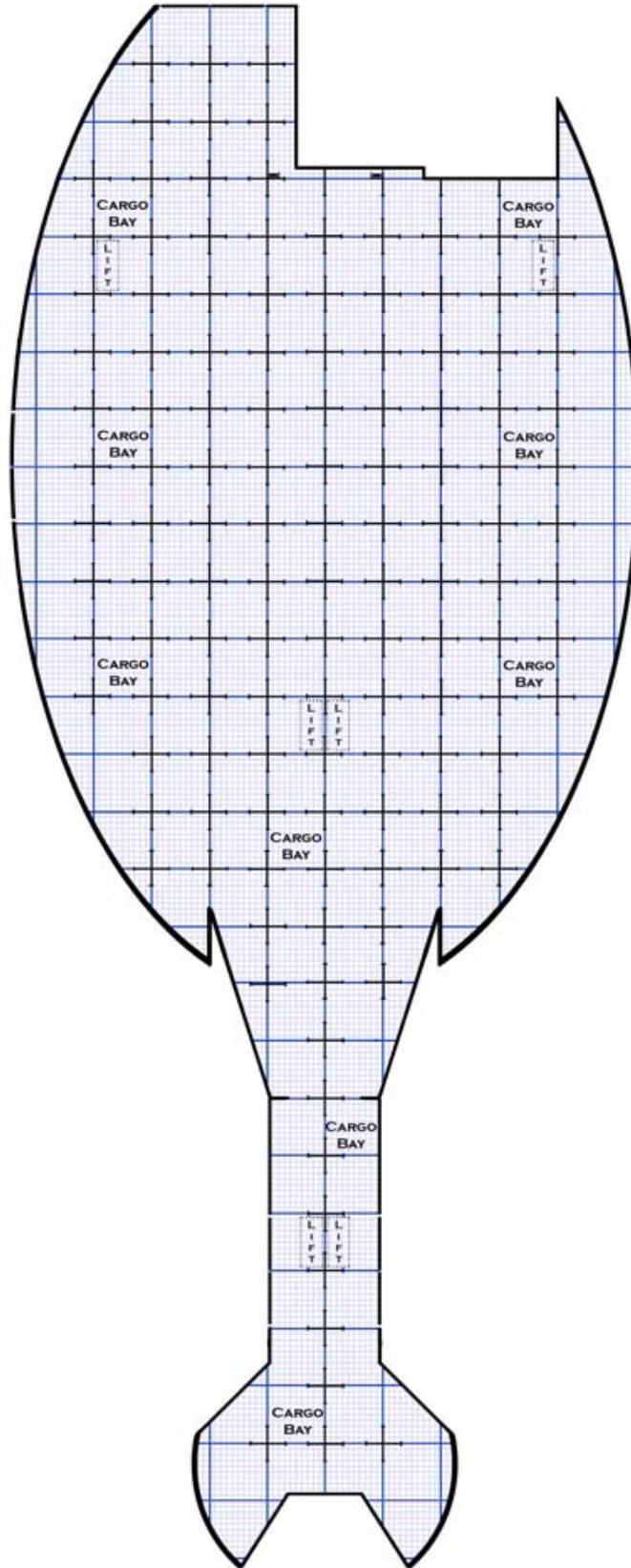
The T'Loth is a massive assault vessel that was designed to bring an entire regiment of Narn troops to battle, whether on a space station, planet or enemy starship. Built to both support and spearhead an attack, the gargantuan T'Loth can perform the same roles as any major warship, so long as the fleet admiral takes its ponderous movement and heavy reliance on supplies into account. The ship's ageing design and technology is lacking when compared to mainstay flagships like the G'Quan, preventing it from being the first choice of Narn admirals.

T'Loth Assault Cruiser			Tons	Price (MCr)
Hull	160 ktons 5 sections each	Dispersed Structure Hull 640 Structure 640		9,600
Armour	Crystaliron	10 pts	20,000	4,000
Artificial Gravity		None	–	–
Jump Point Generator		Jump 4	16,000	40
Manoeuvre Drive		Thrust 3	2,400	1,200
Power Plant		Rating 5 Emergency Power	6,400 640	16,000 1,600
Bridge		5 Command Modules	4,000	4,000
Computer	Core / 7 fib	Rating 80	–	105
Electronics		Countermeasures x 4 (DM +4)	28	24
Weapons	Bays	5 x Heavy Plasma Cannon	255	25
	Turrets	40 x Twin Light Pulse Cannon	40	100
Fuel	68,506.67 tons	Six Jump 4 – 32 weeks of operation	68,507	–
Cargo	28,639 tons	(11,200 tons set aside for spares)	28,639	–
1,260 Staterooms			5,040	630
o Low Berths			–	–
Extras	Repair Drones		1,600	320
	Armoury x 139		278	69.5
	Luxuries	Steward x 10	10	1
	Briefing Room x 6		24	3
	20 Probe Drones		4	2
	1,260 Escape Pods		630	126
	Armoured Bulkheads	Drives	2,544	508.8
		Bridge & Sensors	402.8	80.56
		Weapons	29.5	5.9
Craft	4 Cutters	Standard Hangars	260	129.832
	4 Shuttles		520	198.8
	12 Boarding Craft		936	985.08
	12 Frazi Heavy Fighters		312	738
		Launch Tube	500	250
	Flight Barracks	Room for 20 Pilots/Passengers	40	2
Software	Manoeuvre/0		–	–
	Evade/1	Rating 10	–	1
	Jump Control/4	Rating 20	–	0.4
	Intellect	Rating 10	–	1
	Auto-Repair/2	Rating 20	–	10
	Fire Control/3	Rating 15	–	6
Maintenance Cost (monthly)				3.4634
Life Support Cost (monthly)				2.52
Total Tonnage & Cost			159.999.3	41,560.872

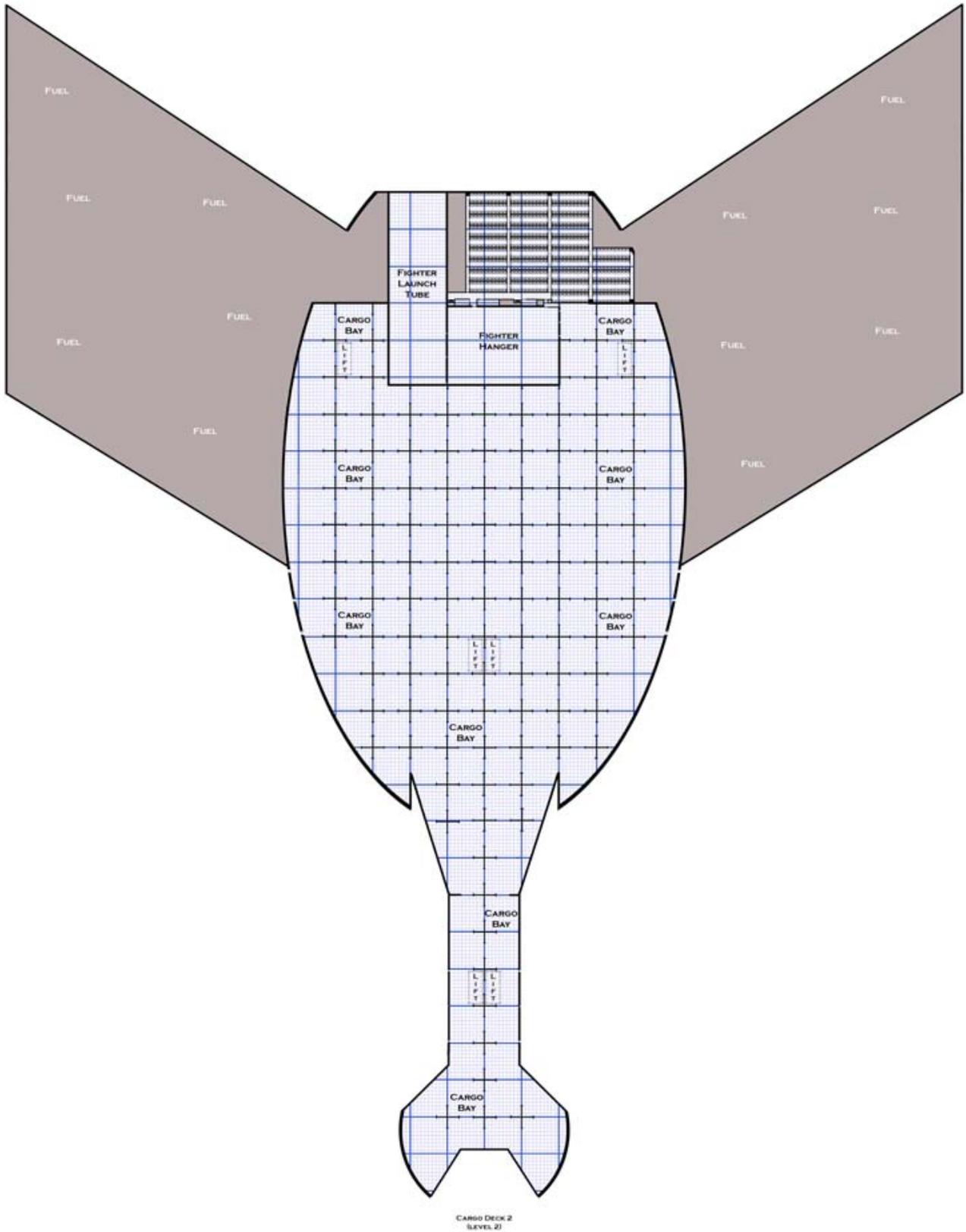
Department	Crew	Crew Damage Track
Command	97	Dead (-)
Engineering	309	Survivors (-4)
Gunnery	61	Skeleton (-2)
Flight	76	Half (-1)
Troops	1,200	Weakened
Service	388	Full
Frozen Watch	0	Battle
Total	2,131	Overstrength – Starting Position
Passenger Staterooms	40	Massively Overstrength
Low Berth Passengers	0	

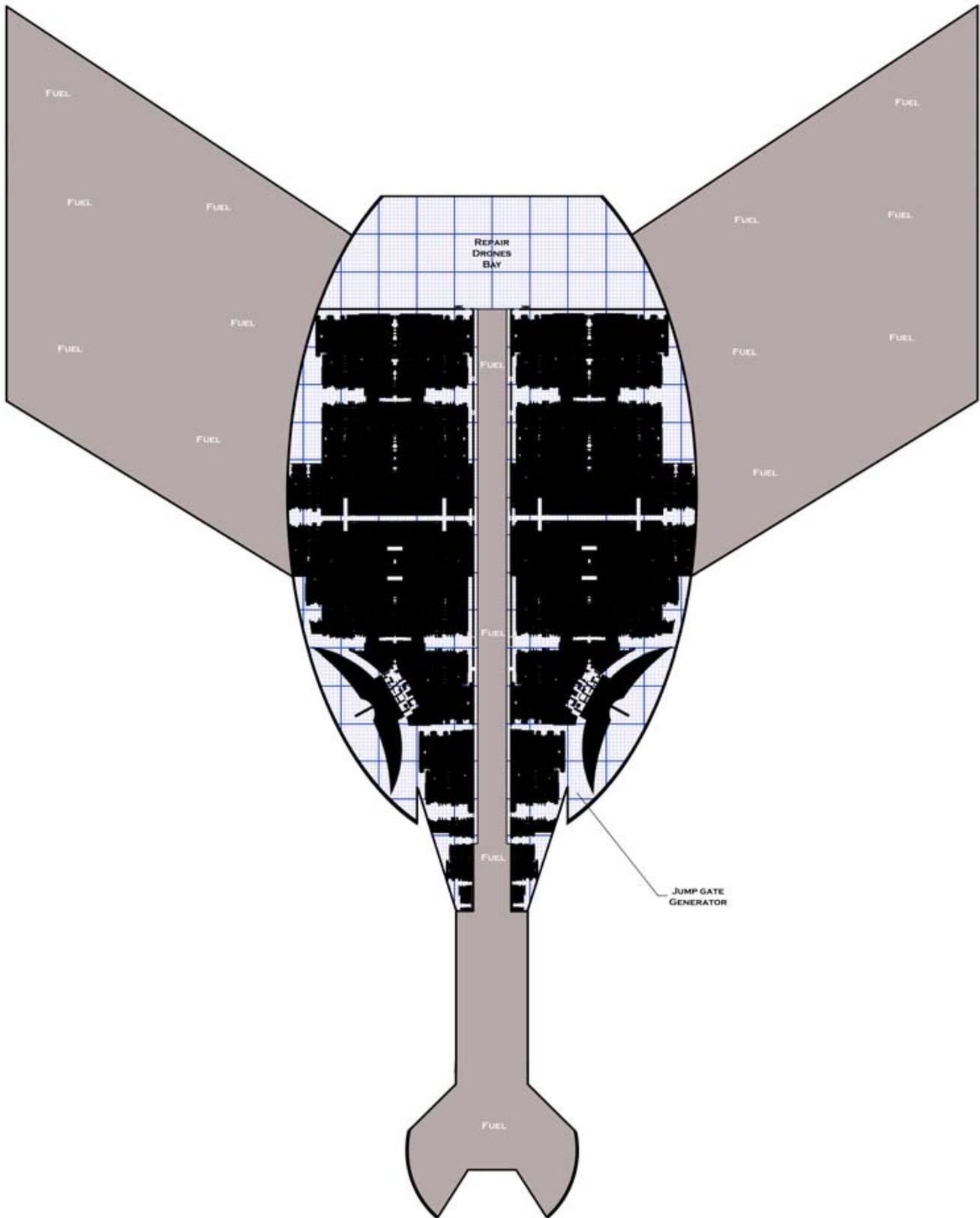
	Engineering		Aft		Amidships		Main		Forward	
Hull	640		640		640		640		640	
Structure	640		640		640		640		640	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	2 x Lt Pulse	Hangar	Hold	Fuel	2 x Lt Pulse	Hold	2 x Lt Pulse	Bridge	2 x Lt Pulse
4	P-Plant	M-Drive	Structure	Hull	6 x Assault Shuttles	2 x Lt Pulse	6 x Frazi	Launch Tube	Computer	Sensors
5	Fuel	2 x Lt Pulse	Hold	2 x Lt Pulse	Fuel	2 x Lt Pulse	Hold	2 x Lt Pulse		Plasma Cannon
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Fuel	2 x Lt Pulse	Hold	2 x Lt Pulse	Fuel	2 x Lt Pulse	Hold	2 x Lt Pulse	2 x Shuttles	2 x Plasma Cannon
10	Jump Point Generator	M-Drive	Repair Drones	2 x Lt Pulse	6 x Assault Shuttles	2 x Lt Pulse	6 x Frazi	2 x Lt Pulse	2 x Shuttles	2 x Plasma Cannon
11	P-Plant	2 x Lt Pulse	Fuel	Structure	Fuel	2 x Lt Pulse	Hold	2 x Lt Pulse	2 x Cutter	2 x Lt Pulse
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull





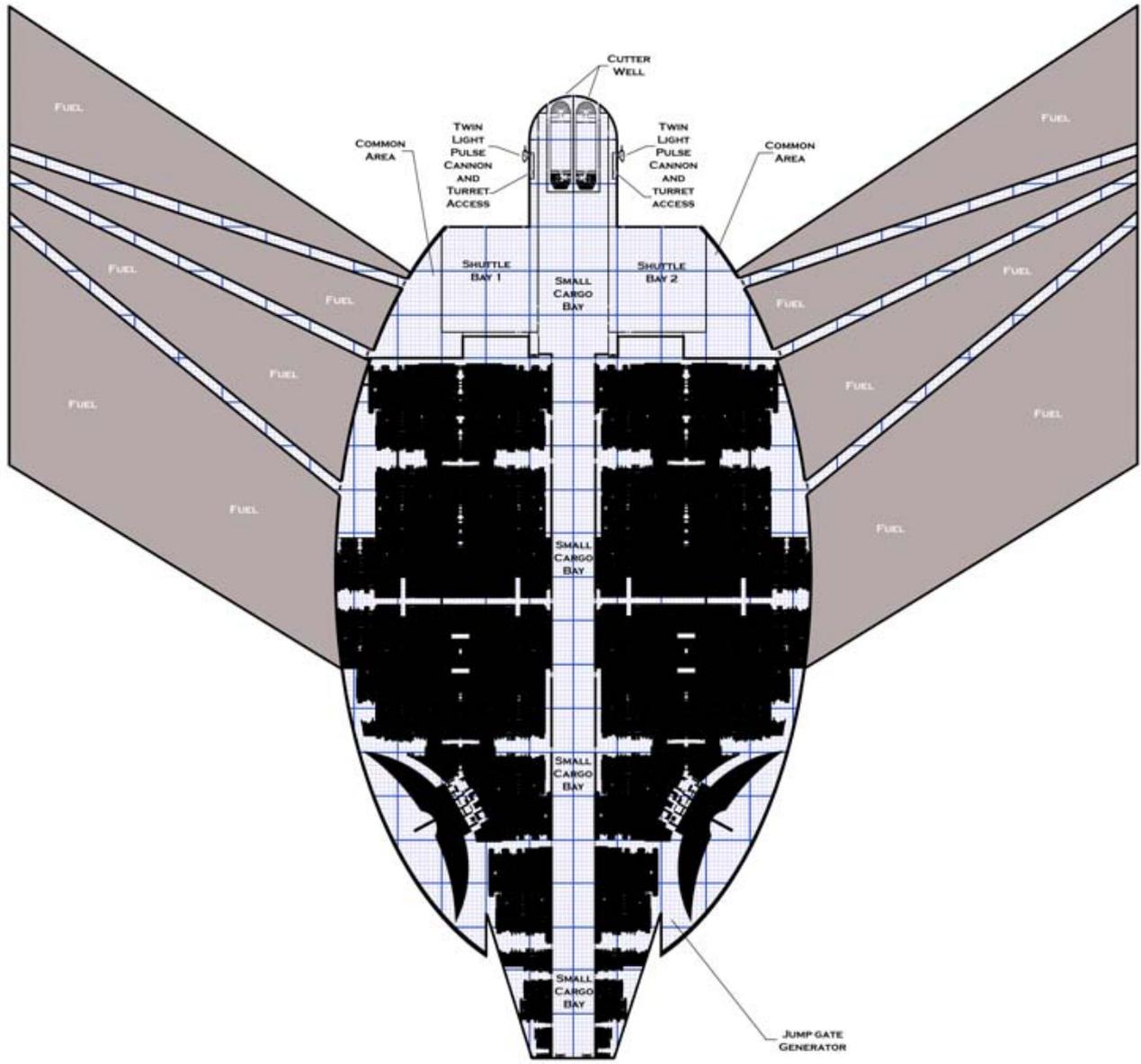
CARGO DECK 1  
(LEVEL 1)

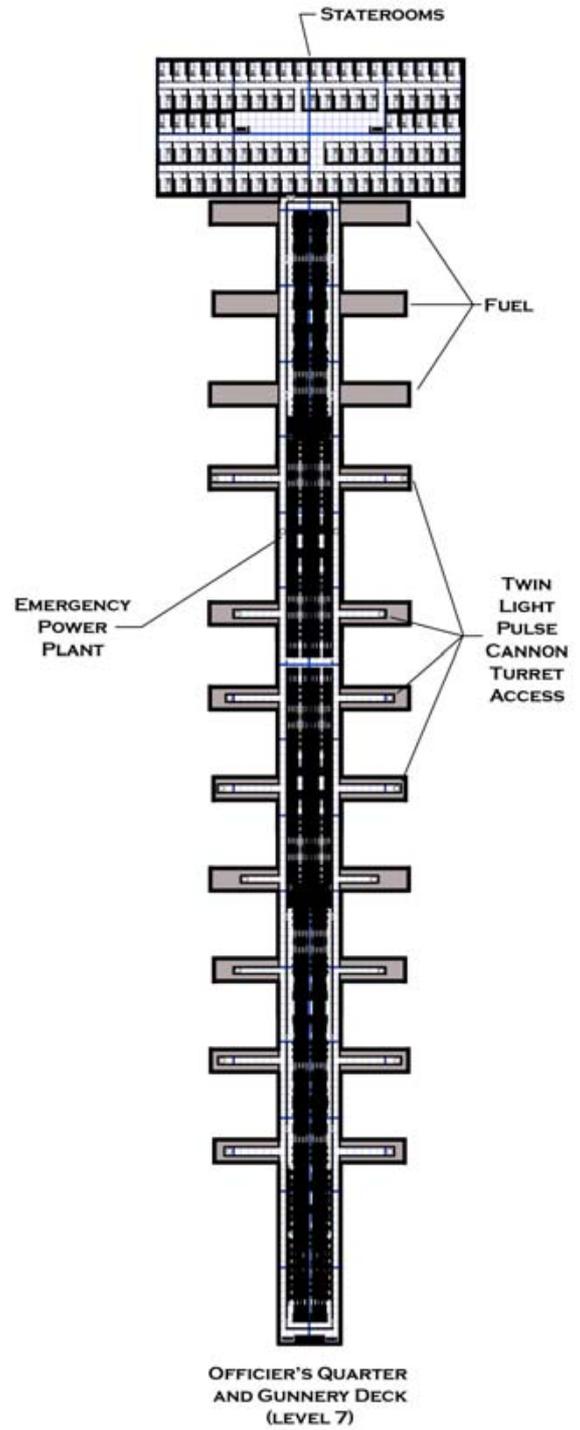
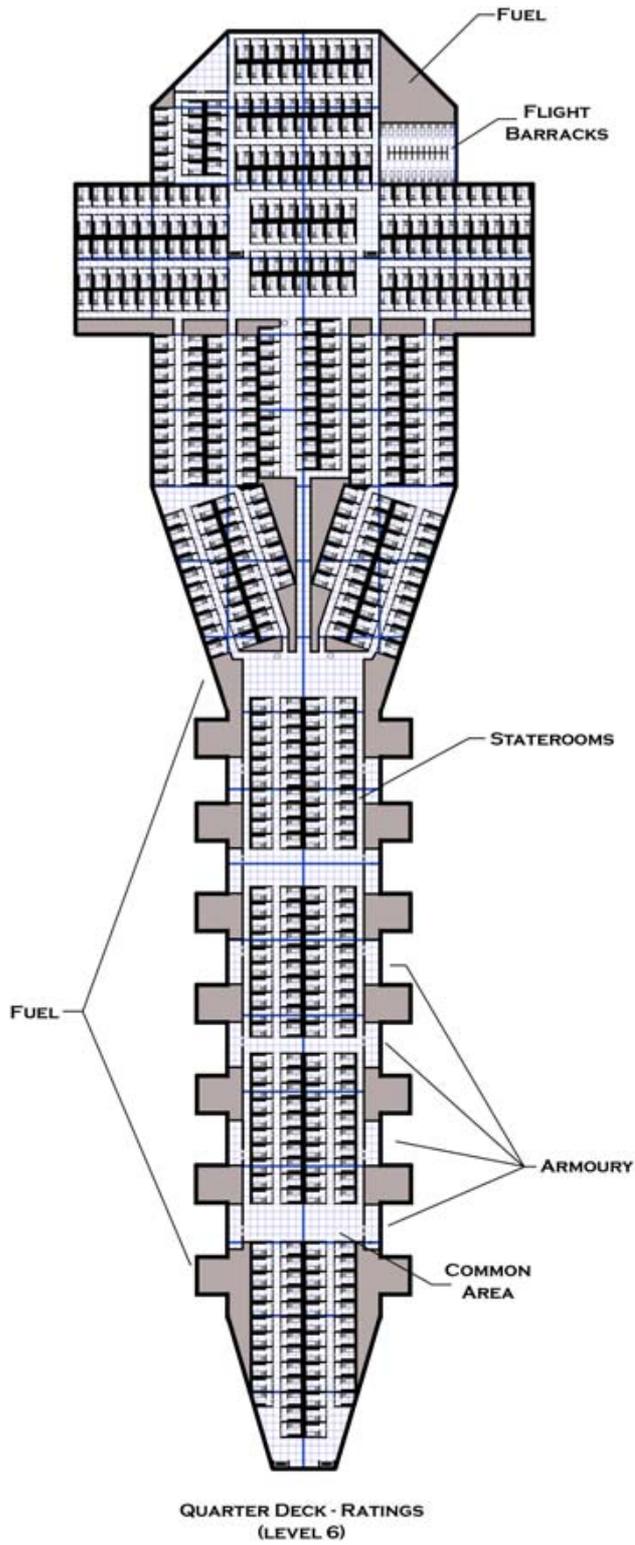


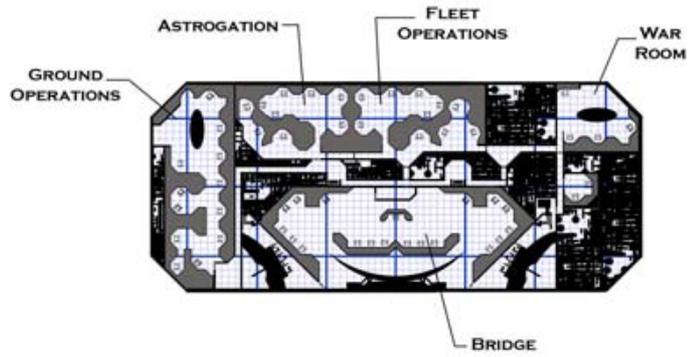


JUMP GATE GENERATOR DECK 1  
(LEVEL 3)

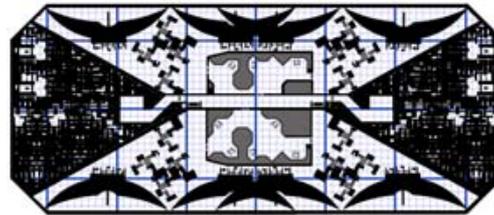




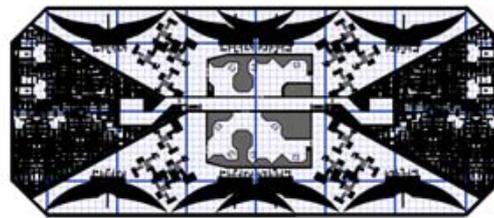




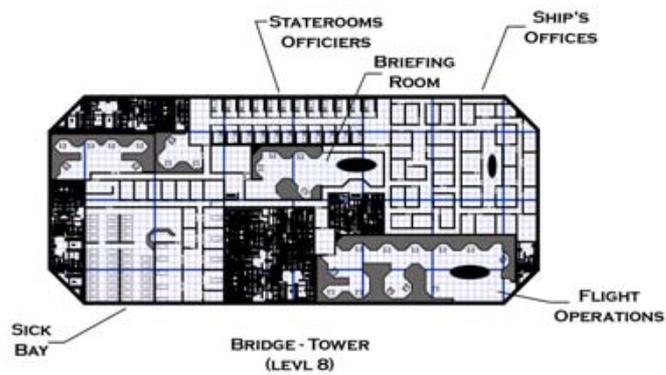
BRIDGE - COMMAND DECK  
(LEVEL 11)



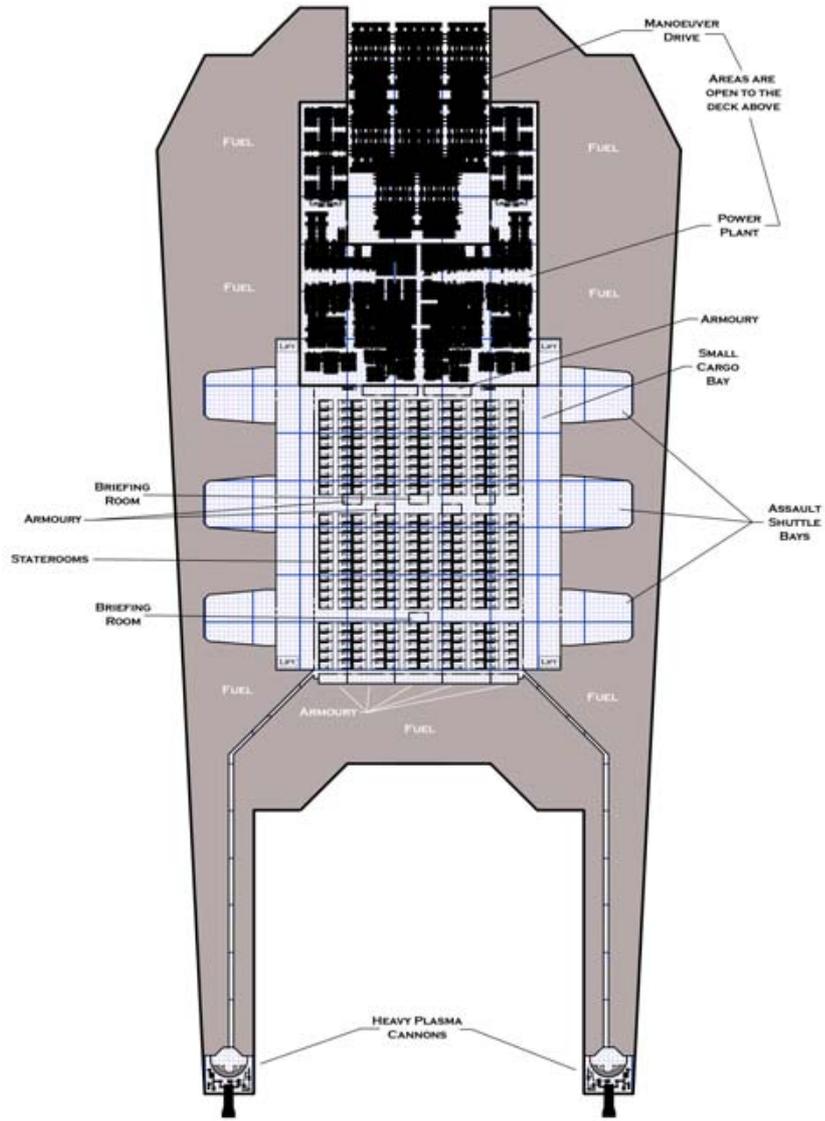
BRIDGE - AVIONICS DECK 2  
(LEVEL 10)



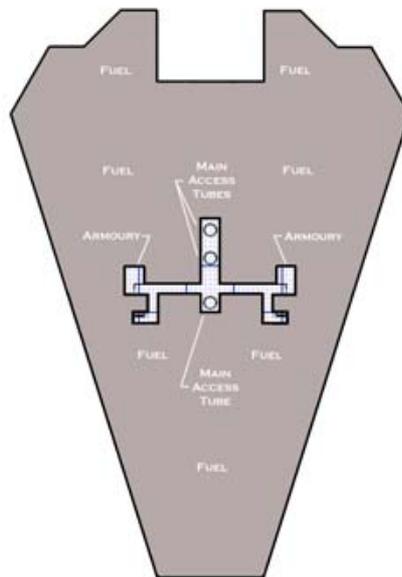
BRIDGE - AVIONICS DECK 1  
(LEVEL 9)



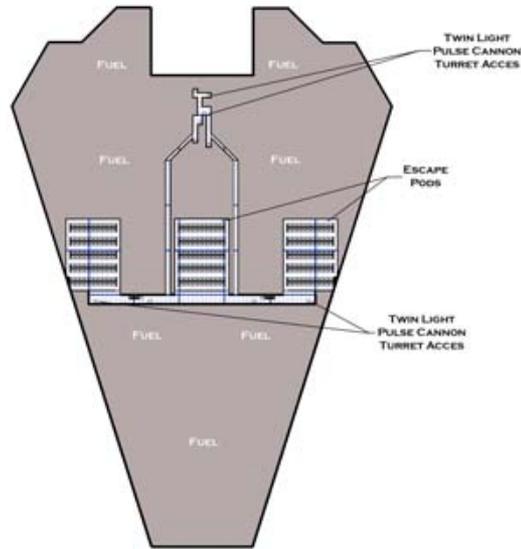
BRIDGE - TOWER  
(LEVEL 8)



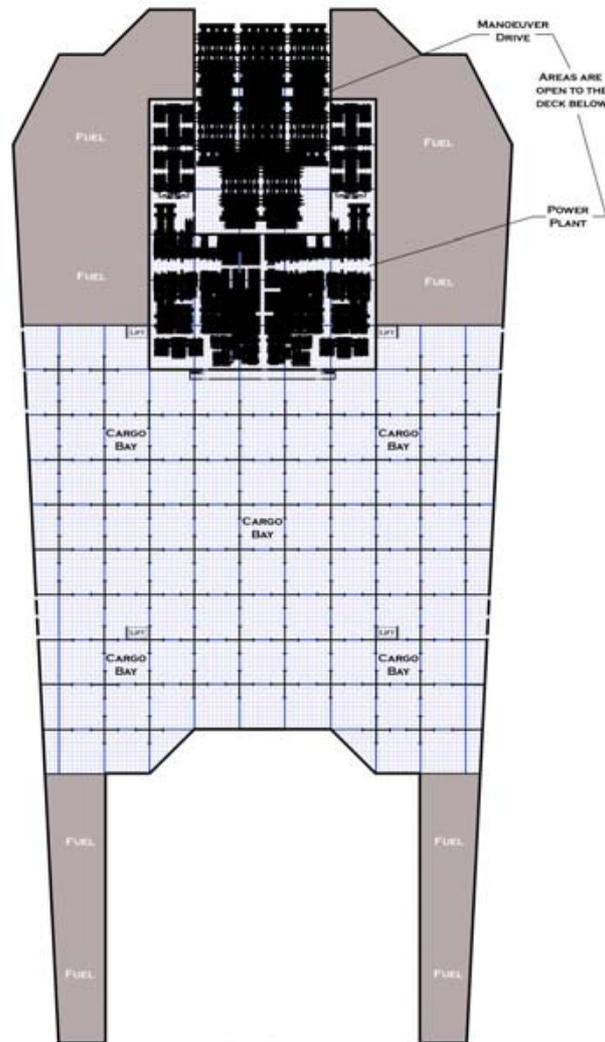
QUARTER DECK  
(WING POD LEVEL 2)



FUEL AND ACCESS DECK  
(WING POD LEVEL 1)



ESCAPE POD DECK  
(WING POD LEVEL 4)



CARGO DECK  
(WING POD LEVEL 3)

# CENTAURI REPUBLIC

## DEMOS WARSHIP

The Demos is an update to the Vorchan and everything said about the Vorchan applies equally to the Demos. The update features a revised, more flexible, weapons fit. The Demos is used primarily as a commerce raider though it is fully capable of facing larger warships when organised into massed squadrons, in a role similar to its illustrious forebear.

Vorchan Warship			Tons	Price (MCr)
Hull	12,000 tons 3 sections each	Wedge Hull 80 Structure 80 Streamlined		1,440
		Aerofins	600	60
Armour	Crystaliron	10 points	1,500	720
Artificial Gravity		Centauri Gravitic Matrix	–	–
Jump Point Generator		Jump 4	1,200	40
Manoeuvre Drive	Centauri	Thrust 8	81.6	1,504.5
Power Plant	Centauri	Rating 8	630	2,165.625
Bridge		3 Command Modules	180	180
Computer	Core / 7 fib	Rating 80	–	105
Electronics	3 x Countermeasures	DM +4	21	18
Weapons	Bays	3 x Missile Banks (Ballistic Torpedoes)	153	36
	Barbettes	20 x Medium Ion Cannon	100	30
	Turrets	12 x Interceptors (Triple Sandcaster)	12	21
	Ammunition	1,800 ballistic torpedoes	150	–
		1,800 interceptor rounds (sandcaster barrels)	90	–
Fuel	5,200 tons	4 Jump 4 – 24 weeks of operation	5,200	–
Cargo	1,152 tons	(600 tons dedicated for spares)	1,122	–
90 Staterooms			360	45
o Low Berths			–	–
Extras	Briefing Rooms x3		12	1.5
	Armoury x 5		10	2.5
	Probe Drones x5		1	0.5
	Repair Drones		120	24
	90 Escape Pods		45	9
	Luxuries x 10	Steward x 10	10	1
	Armoured Bulkheads	Drives	221.16	44.232
		Weapons	26.5	5.3
		Magazines	24	4.8
Craft	2 50-ton Cutters	Standard Hangars	130	64.916

Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Library		-	-
	Evade/3	Rating 25	-	3
	Fire Control/4	Rating 20	-	8
	Auto-Repair/2	Rating 20	-	10
	Jump Control/4	Rating 20	-	0.4
Maintenance Cost (monthly)				0.5454
Life Support Cost (monthly)				0.18
Total Tonnage & Cost			11,999.26	6,545.273

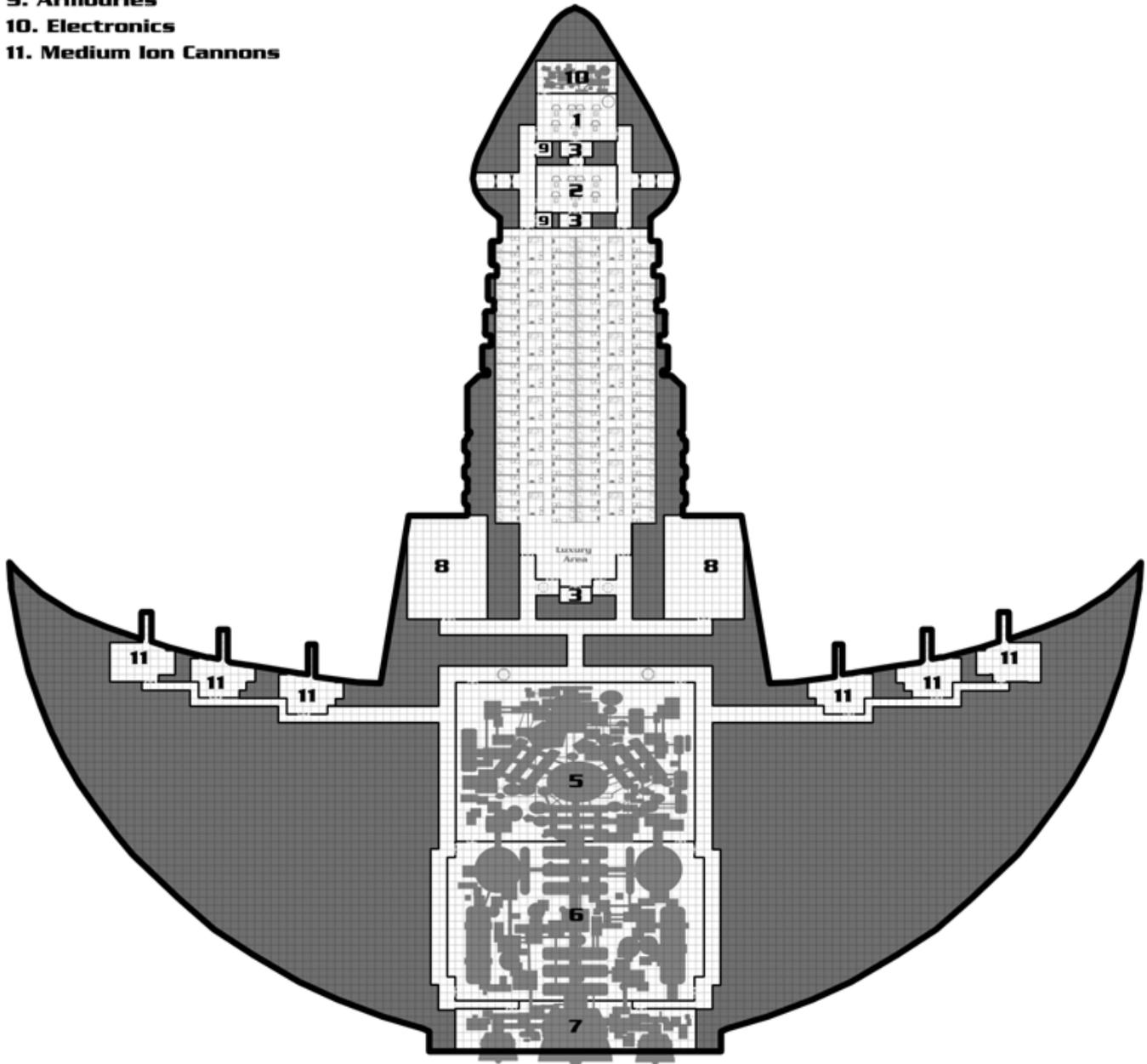
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	20	Survivors (-4)
Gunnery	20	Skeleton (-2)
Flight	6	Half (-1)
Troops	40	Weakened
Service	24	Full
Frozen Watch	0	Battle – Starting Position
Total	120	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Main		Forward	
Hull	80		80		80	
Structure	80		80		80	
Roll	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew
3	Structure	Jump Point Generator	3 x Ion Cannon	Hold	Structure	Hold
4	M-Drive	Power Plant	3 x Ion Cannon	Hangar	3 x Interceptors	Computer
5	3 x Interceptors	Fuel	4 x Ion Cannon	Hold	Sensors	Missile Bank
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	3 x Interceptors	Fuel	4 x Ion Cannon	Hold	3 x Interceptors	Missile Bank
10	M-Drive	Jump Point Generator	3 x Ion Cannon	Hold	Structure	Missile Bank
11	Structure	Power Plant	3 x Ion Cannon	Hold	Structure	Bridge
12	Hull	Critical	Hull	Critical	Hull	Critical

# THE DEMOS DECK 1

**Key**

- 1. Bridge, Forward Command Module
- 2. Bridge, Rear Command Module
- 3. Briefing room
- 4. Staterooms with Luxuries
- 5. Jump Drive
- 6. Powerplant
- 7. Maneuver Drive
- 8. Hanger
- 9. Armouries
- 10. Electronics
- 11. Medium Ion Cannons

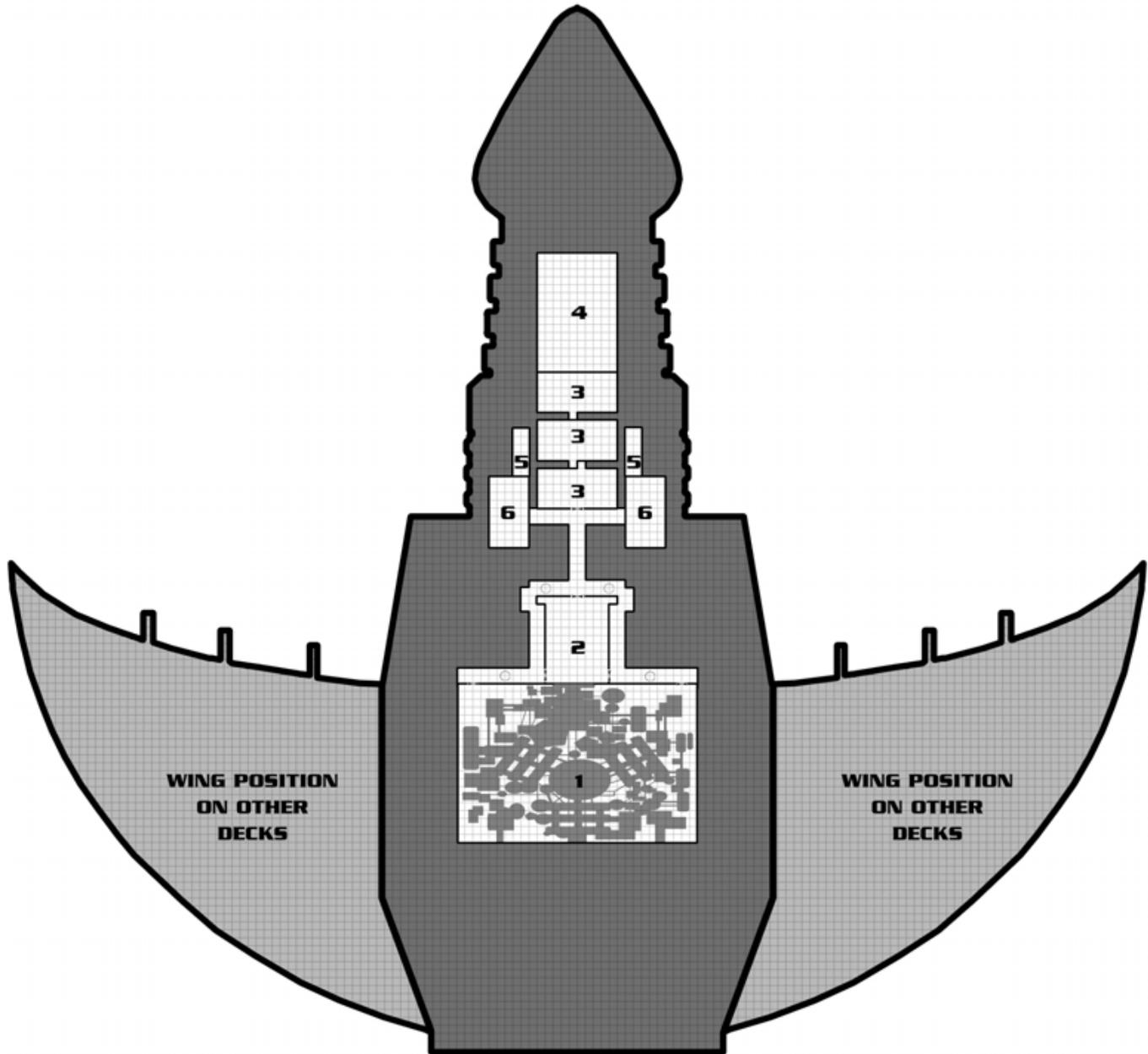


**Key**

- 1. Jump Drive**
- 2. Escape Pods**
- 3. Ballistic Missile Banks**
- 4. Ballistic Torpedos**
- 5. Sandcaster Interceptors**
- 6. Sandcaster Barrels**

# THE DEMOS

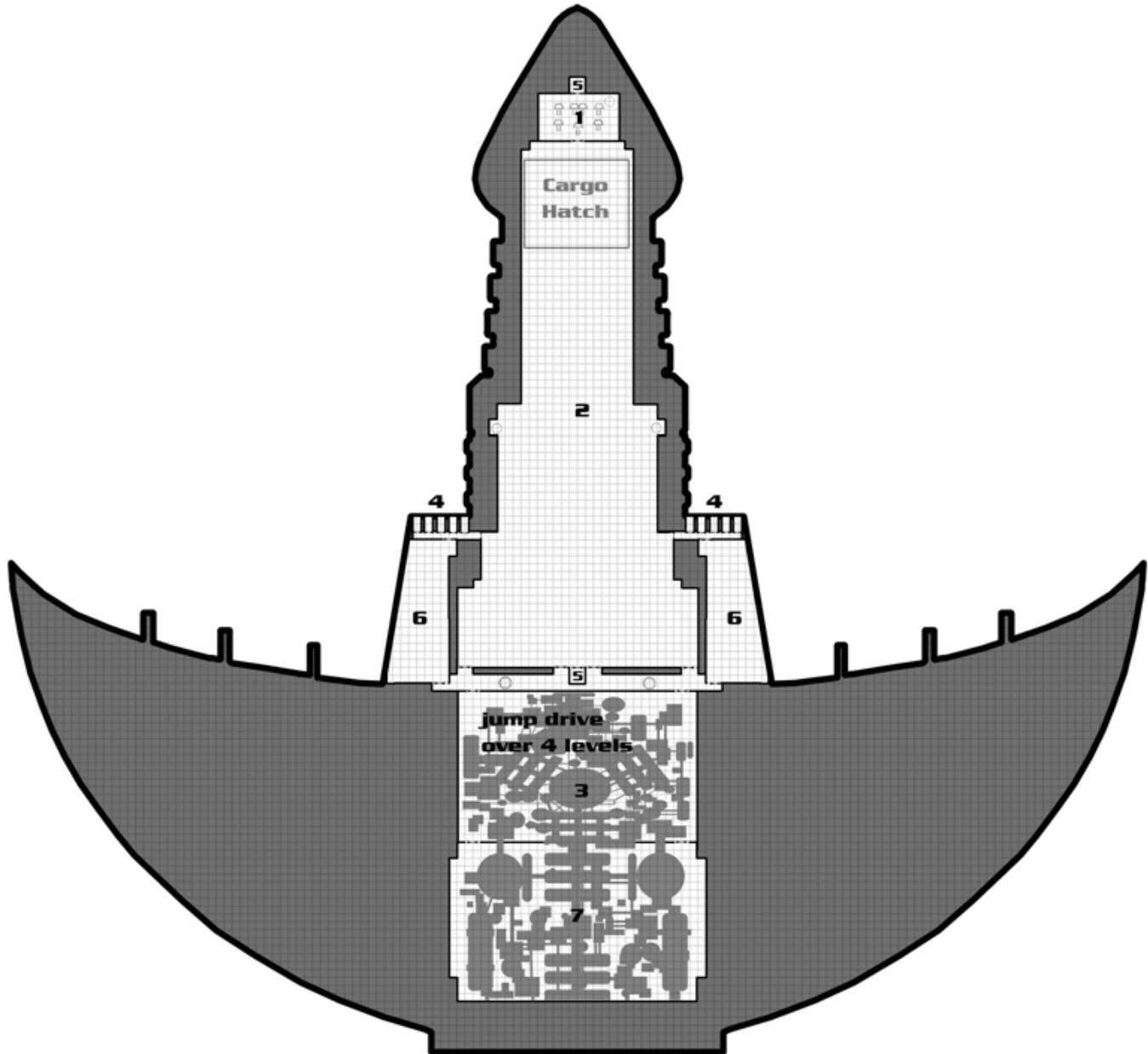
## DECK 2



# THE DEMOS SUB DECK 1

**Key**

- 1. Bridge, Sub Command Module
- 2. Cargo Bay
- 3. Jump Drive
- 4. Probe Drones
- 5. Armouries
- 6. Repair Drones
- 7. Powerplant

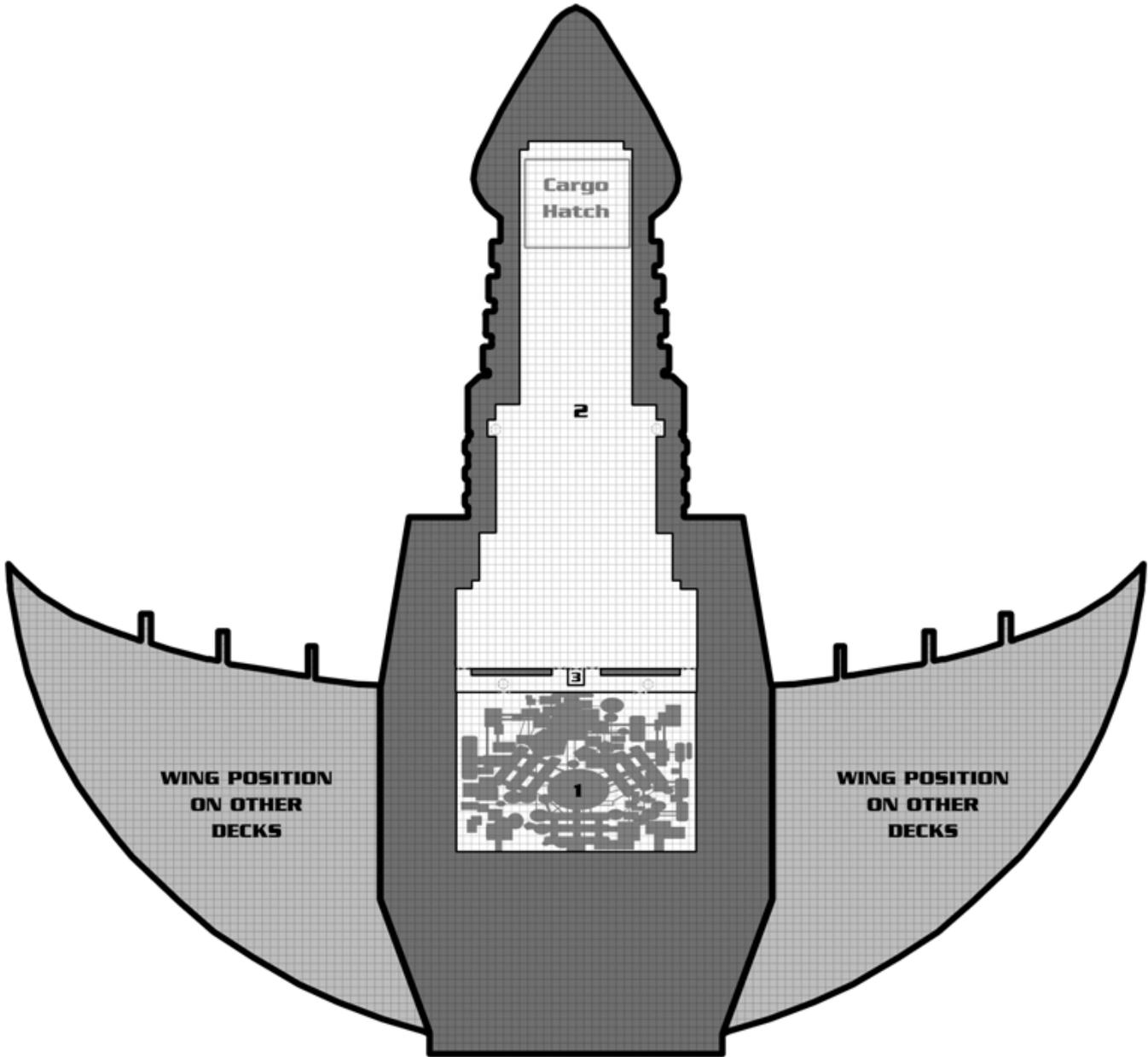


**Key**

- 1. Jump Drive**
- 2. Cargo Bay**
- 3. Armouries**

# THE DEMOS

## SUB DECK 2



## **PRIMUS BATTLECRUISER**

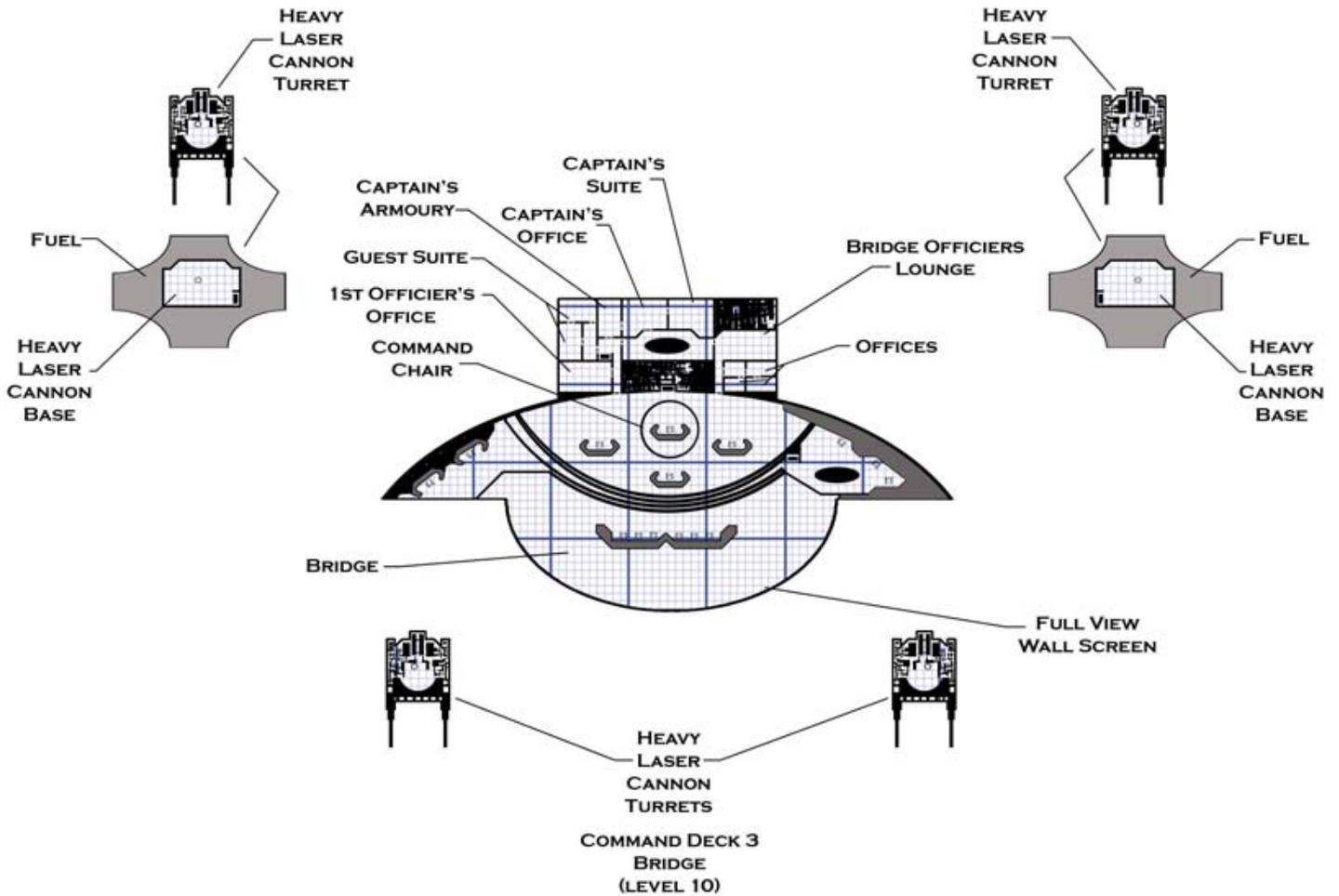
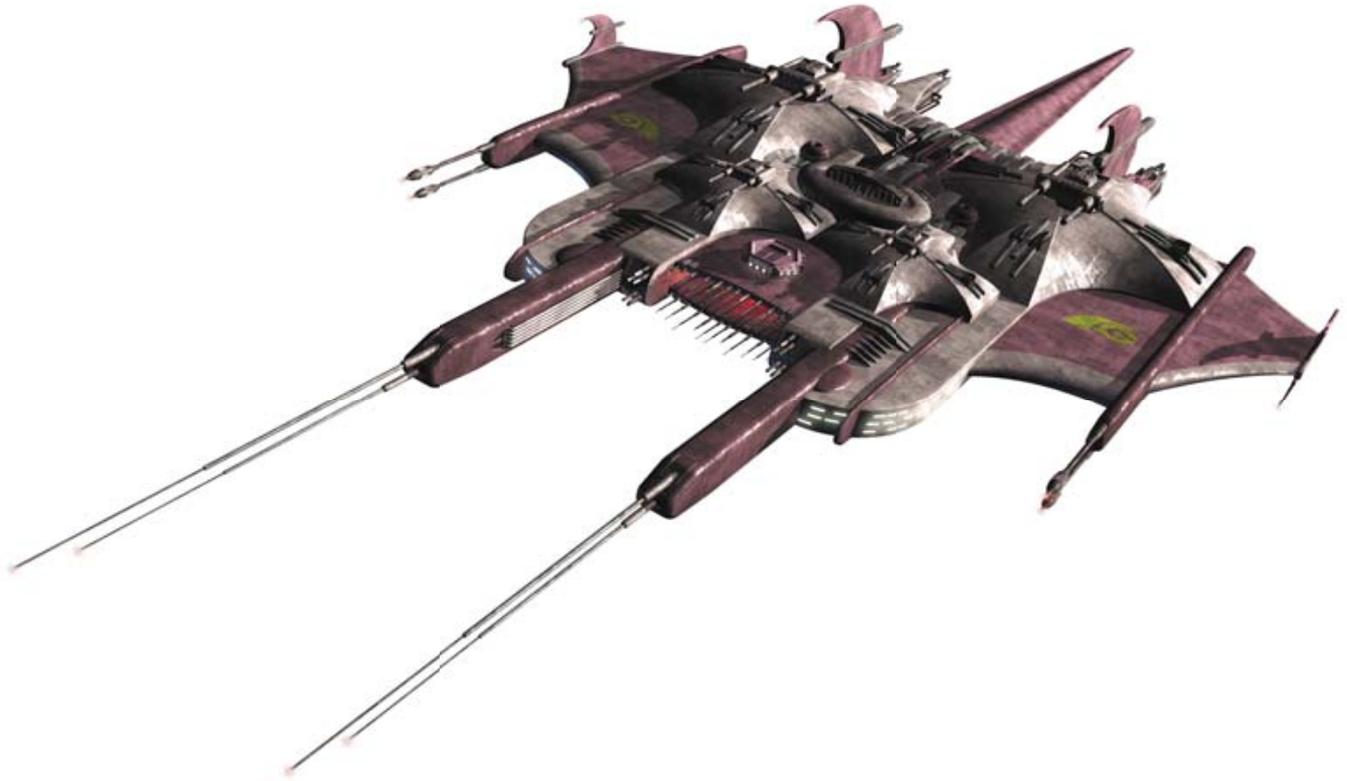
The Primus is the flagship of the Centauri navy and commonly deployed throughout the fleet. It is one of the strongest frontline vessels designed by the younger races, mounting a vast array of weapons. This design mentality permits them to engage nearly any enemy vessel at different ranges and vectors. Using powerful battle lasers, the Primus cripples enemies with precision attacks before tearing them to pieces with its rows of ion cannons. This ship was the first choice when it came to construct the Emperors' personal cruisers throughout the 22<sup>nd</sup> Century and it has since become one of the most recognisable ships in the Republic's fleet.

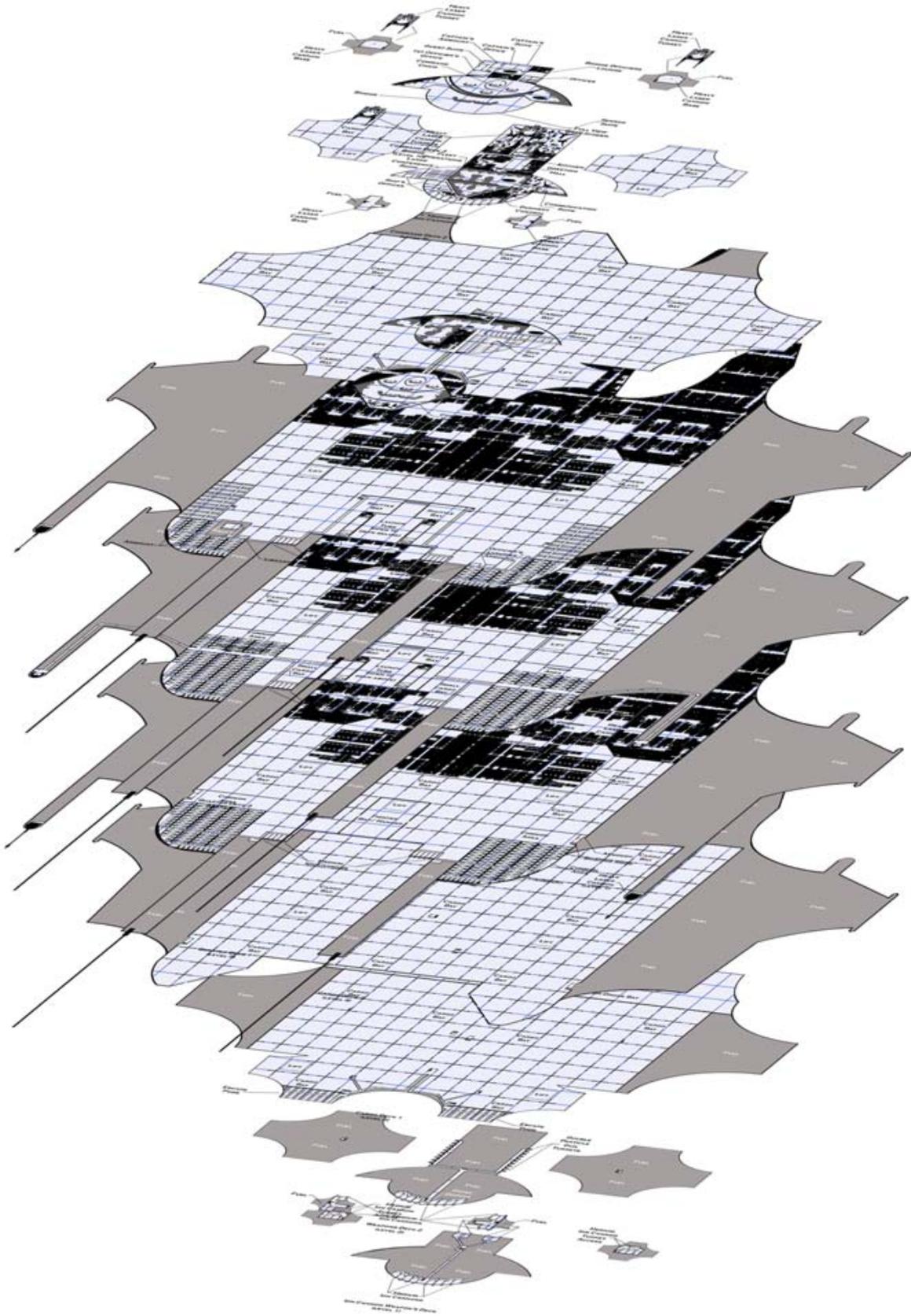
<b>Primus Battlecruiser</b>			<b>Tons</b>	<b>Price (MCr)</b>	
Hull	175 ktons 5 sections each	Standard Hull 700 Structure 700 Partially Streamlined		17,500	
Armour	Crystaliron	12 pts	26,250	10,500	
Artificial Gravity		Centauri Gravitic Matrix	–	–	
Jump Point Generator		Jump 4	17,500	40	
Manoeuvre Drive	Centauri	Thrust 4	437.5	8,066.4062	
Power Plant	Centauri	Rating 6	6,562.5	22,558.593	
Bridge		Emergency Power	656.25	2,255.8593	
		5 Command Modules	4,375	4,375	
		Command Bridge	400	600	
Computer	Core / 8 fib	Holographic Controls	–	1,243.75	
		Rating 100	–	150	
Electronics		Countermeasures x 4 (DM+4)	28	24	
Weapons	Bays	6 x Heavy Laser Cannon (Battle Laser)	306	24	
	Barbettes	76 x Medium Ion Cannon	380	114	
	Turrets	20 x Double Particle Gun	20	70	
Fuel	70,240 tons	Six Jump 4 – 32 weeks of operation	70,240	–	
Cargo	38,702 tons	(12,250 tons set aside for spares)	37,652	–	
804 Staterooms			3,216	402	
o Low Berths			–	–	
Extras	Vault		12	6	
	Armoury x 39		78	19.5	
	Briefing Room x6		24	3	
	Library x2		8	8	
	Luxuries	Steward x 40	40	4	
	20 Probe Drones		4	2	
	804 Escape Pods		402	80.4	
	Repair Drones		1,750	350	
	Armoured Bulkheads		Drives	2,515.625	503.125
			Bridge and Sensors	480.3	96.06
Weapons			70.6	14.12	
Craft	4 50 ton Cutters	Standard Hangars	260	129.832	
	4 Shuttles		520	198.8	
	12 Senti Medium Fighters		312	573.96	
		Launch Tube	500	250	

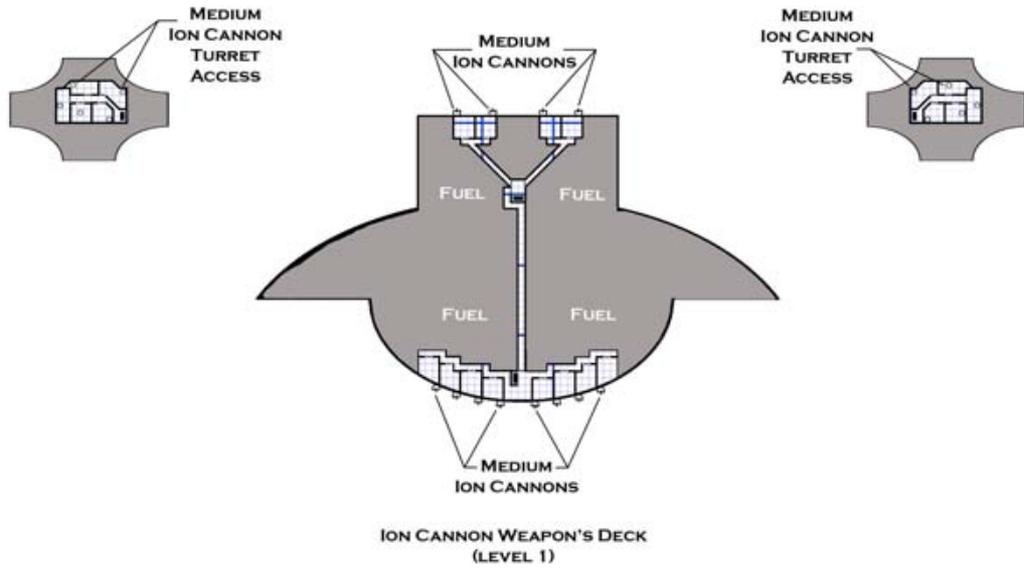
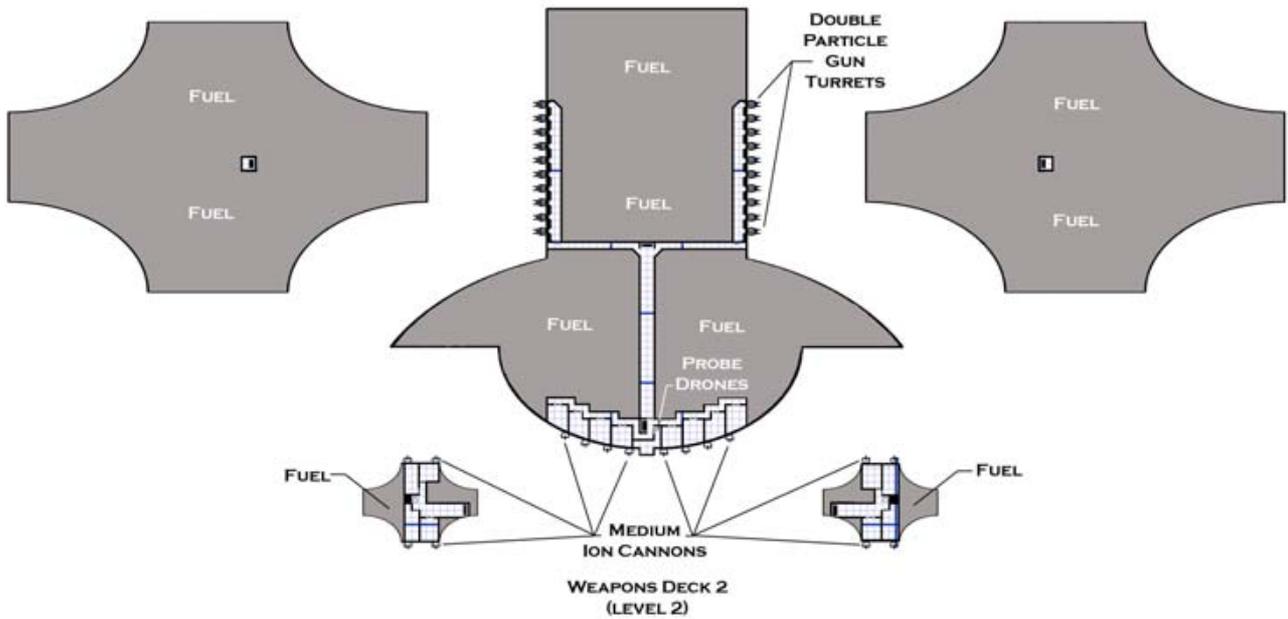
Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Evade/2	Rating 15	-	2
	Jump Control/4	Rating 20	-	0.4
	Fire Control/5	Rating 25	-	10
	Auto-Repair/2	Rating 20	-	10
Maintenance Cost (monthly)				5.8488
Life Support Cost (monthly)				1.608
Total Tonnage & Cost			174,999.8	70, 185.41

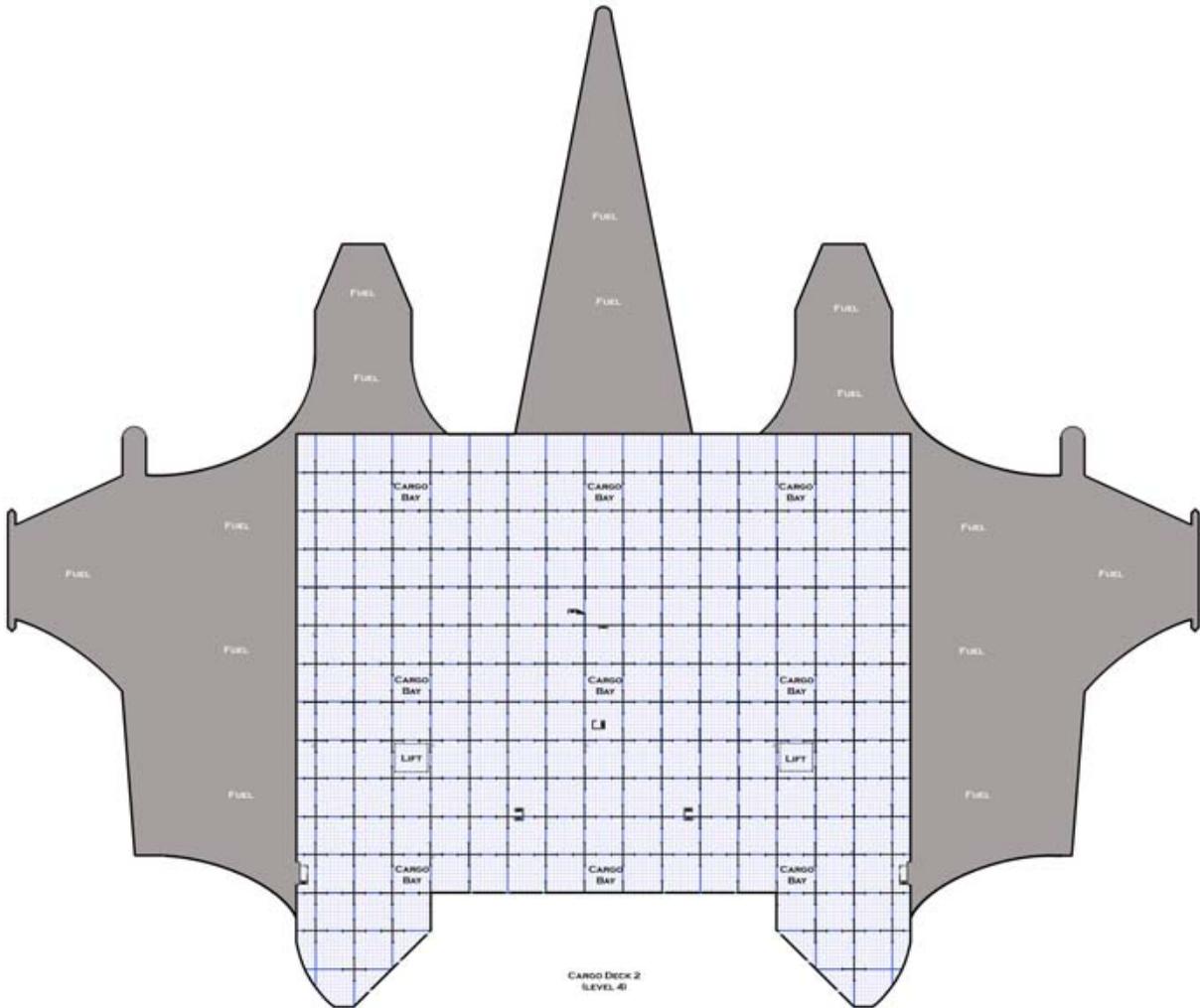
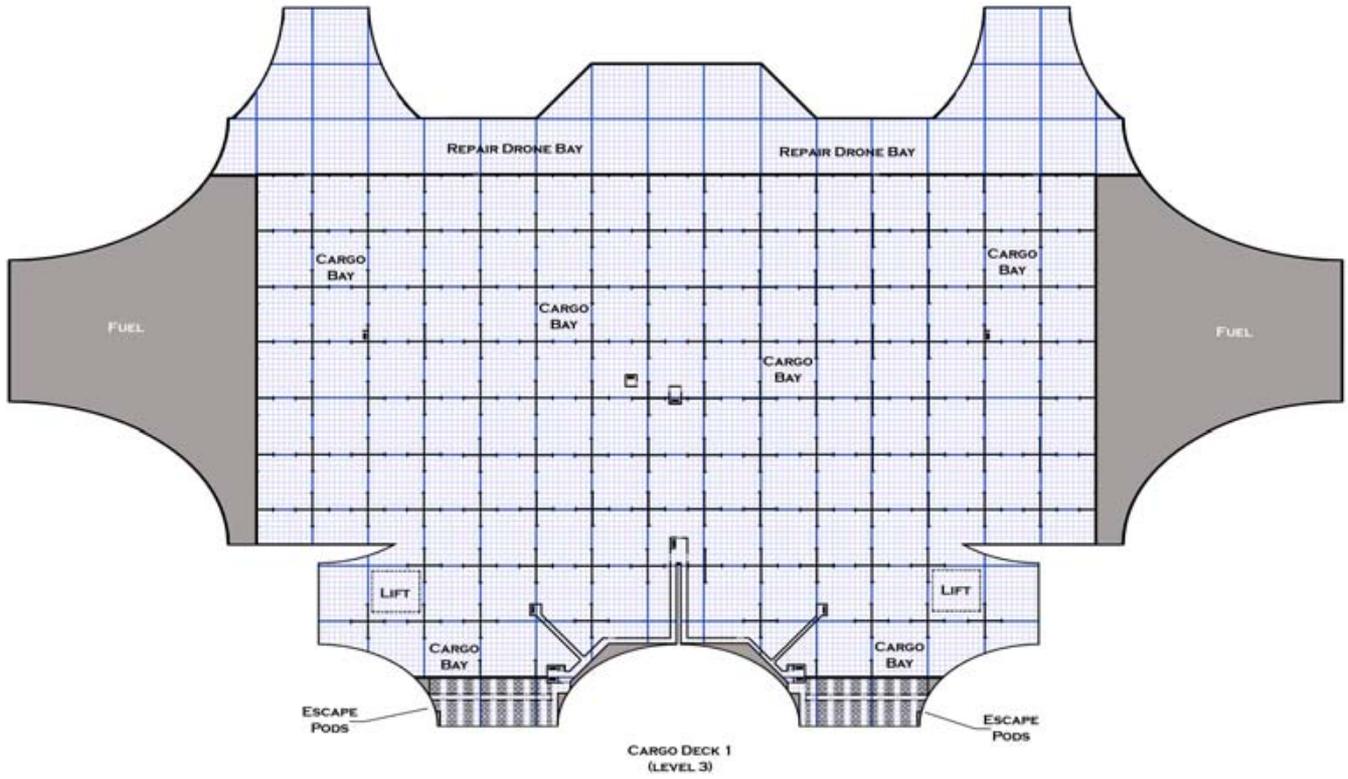
Department	Crew	Crew Damage Track
Command	106	Dead (-)
Engineering	305	Survivors (-4)
Gunnery	67	Skeleton (-2)
Flight	88	Half (-1)
Troops	200	Weakened
Service	424	Full
Frozen Watch	0	Battle
Total	1,142	Overstrength – Starting Position
Passenger Staterooms	80	Massively Overstrength
Low Berth Passengers	0	

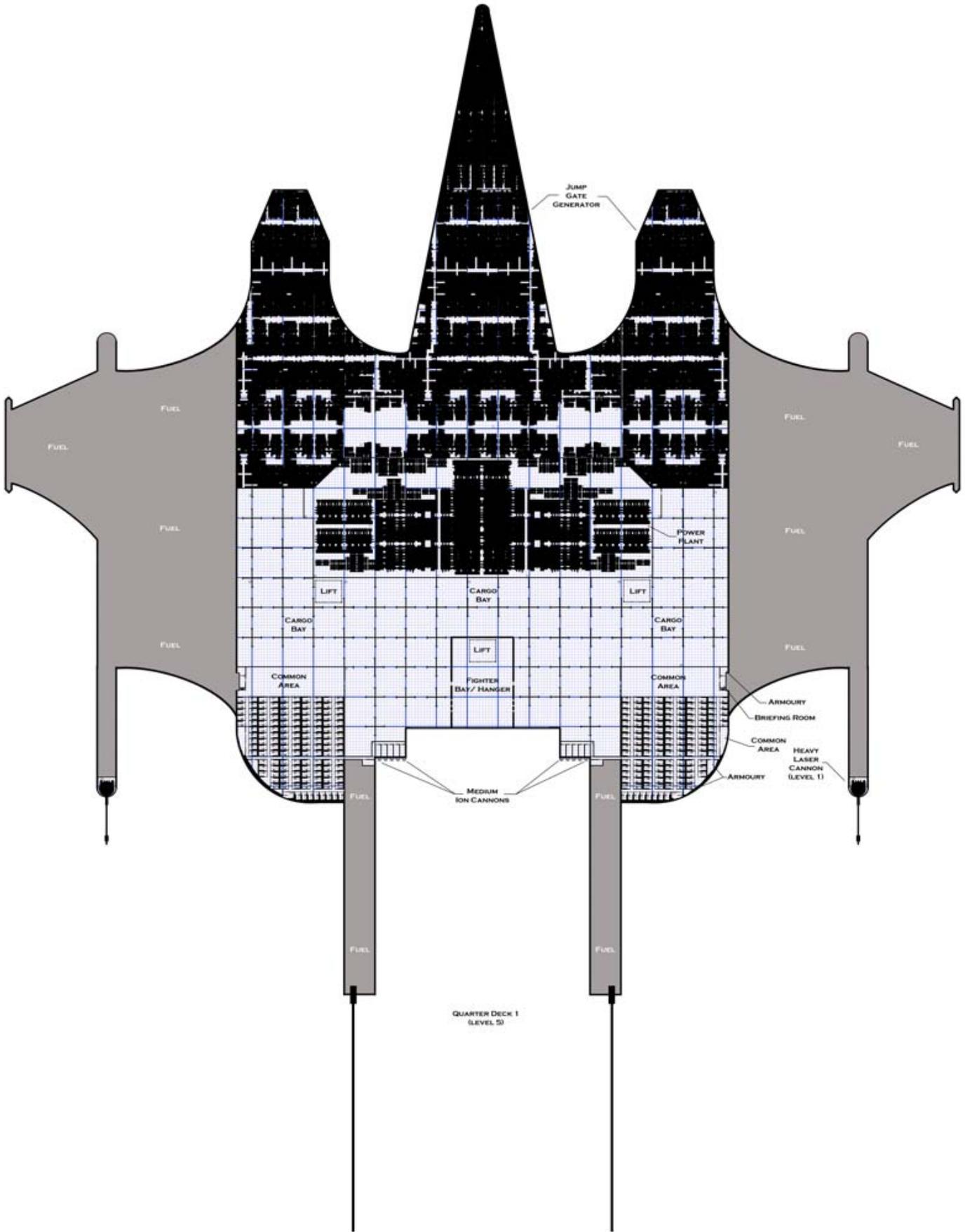
	Engineering		Aft		Amidships		Main		Forward	
Hull	700		700		700		700		700	
Structure	700		700		700		700		700	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	Hull	Hangar	5 x Ion Cannon	Bridge	5 x Ion Cannon	Hold	5 x Ion Cannon	Hold	5 x Ion Cannon
4	P-Plant	M-Drive	Structure	5 x Ion Cannon	Fuel	5 x Ion Cannon	2 x Shuttle	5 x Ion Cannon	6 x Senti	Launch Tube
5	Fuel	5 x Ion Cannon	Fuel	5 x Ion Cannon	Fuel	5 x Particle Gun	2 x Shuttle	5 x Particle Gun	Hold	2 x Heavy Laser Cannon
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Fuel	5 x Ion Cannon	Fuel	Hull	Fuel	5 x Particle Gun	2 x Cutter	5 x Particle Gun	Hold	2 x Heavy Laser Cannon
10	Jump Point Generator	M-Drive	Repair Drones	Sensors	Fuel	5 x Ion Cannon	2 x Cutter	5 x Ion Cannon	6 x Senti	2 x Heavy Laser Cannon
11	P-Plant	Hull	Fuel	Structure	Bridge	5 x Ion Cannon	Hold	5 x Ion Cannon	Hold	6 x Ion Cannon
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

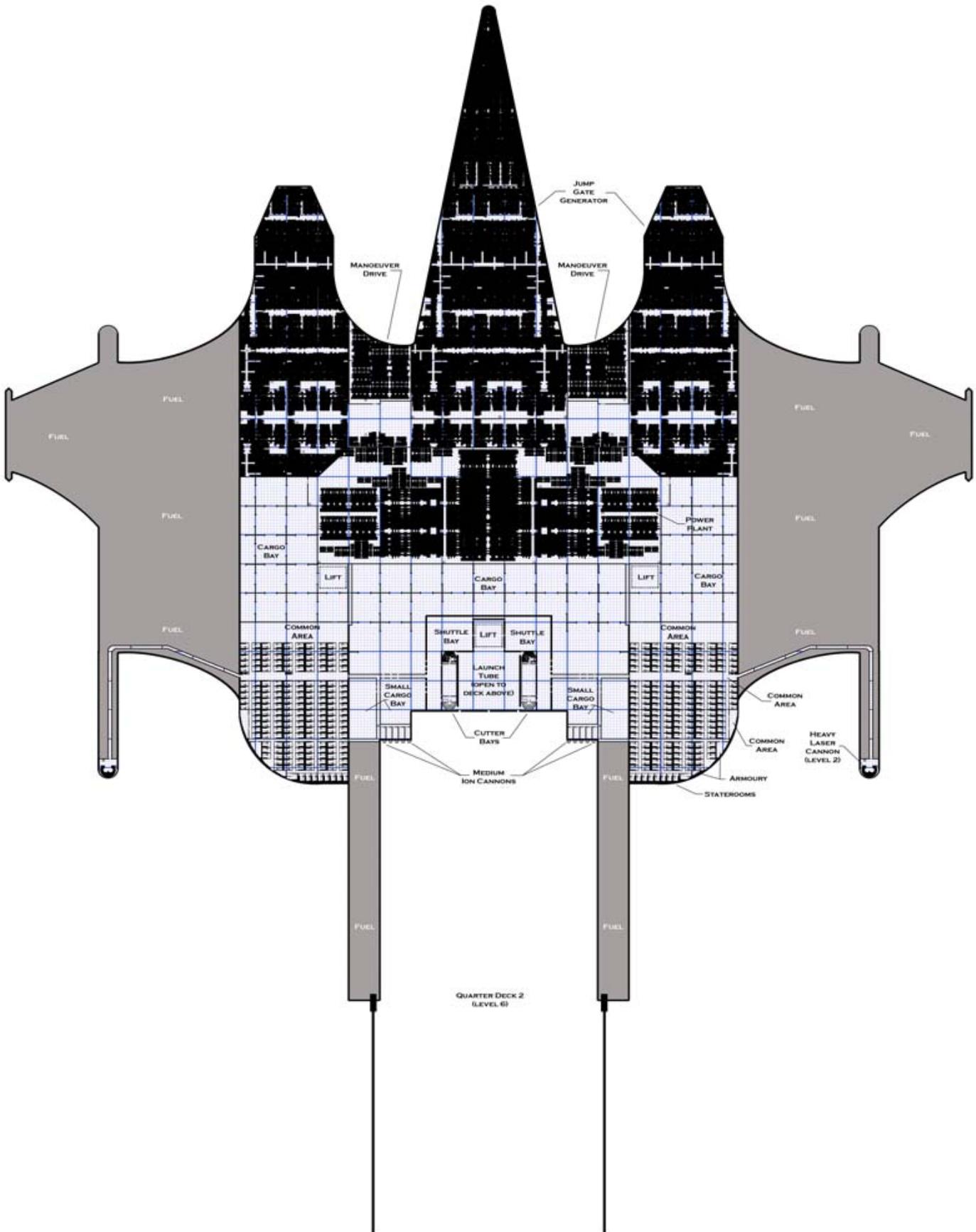


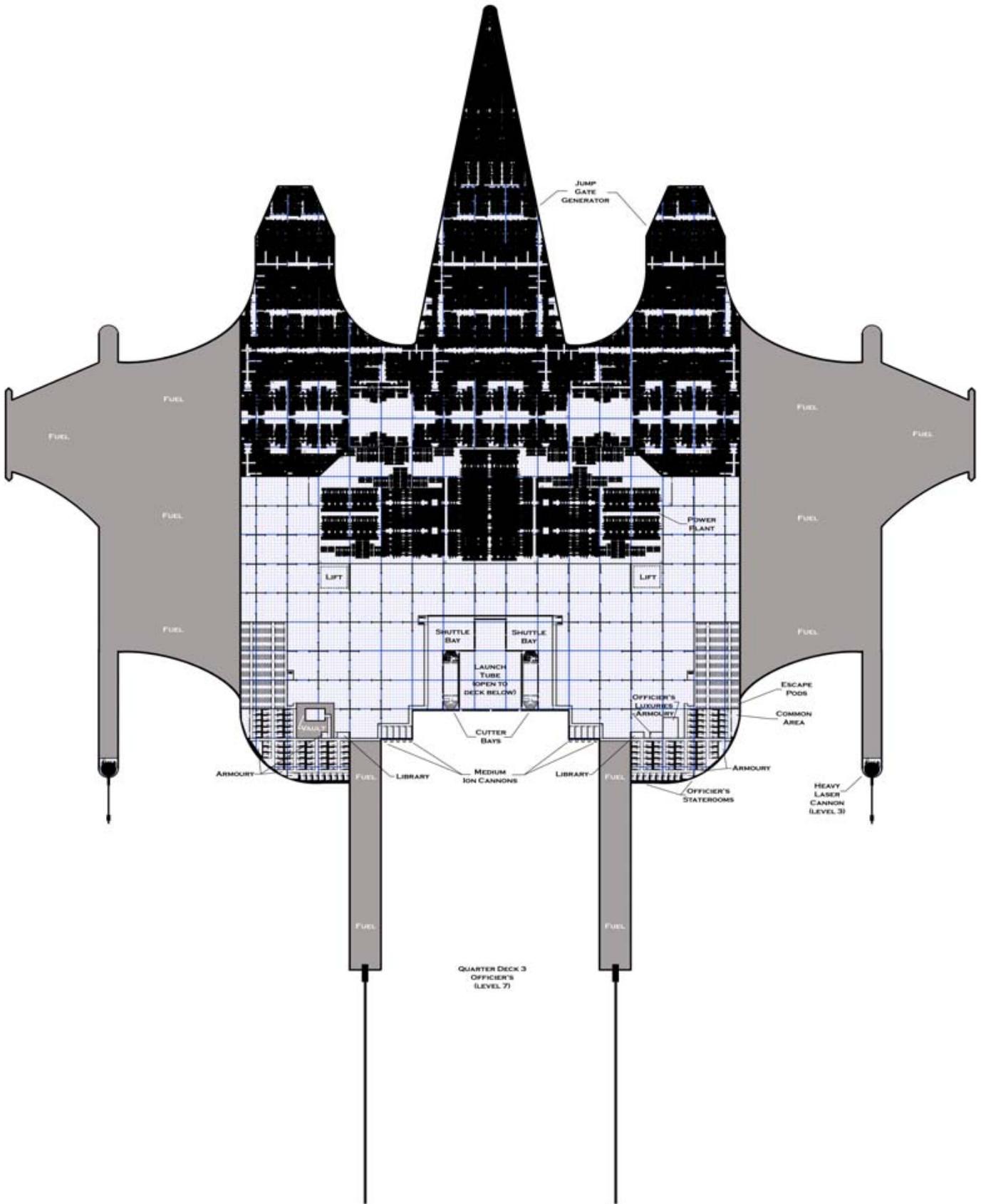


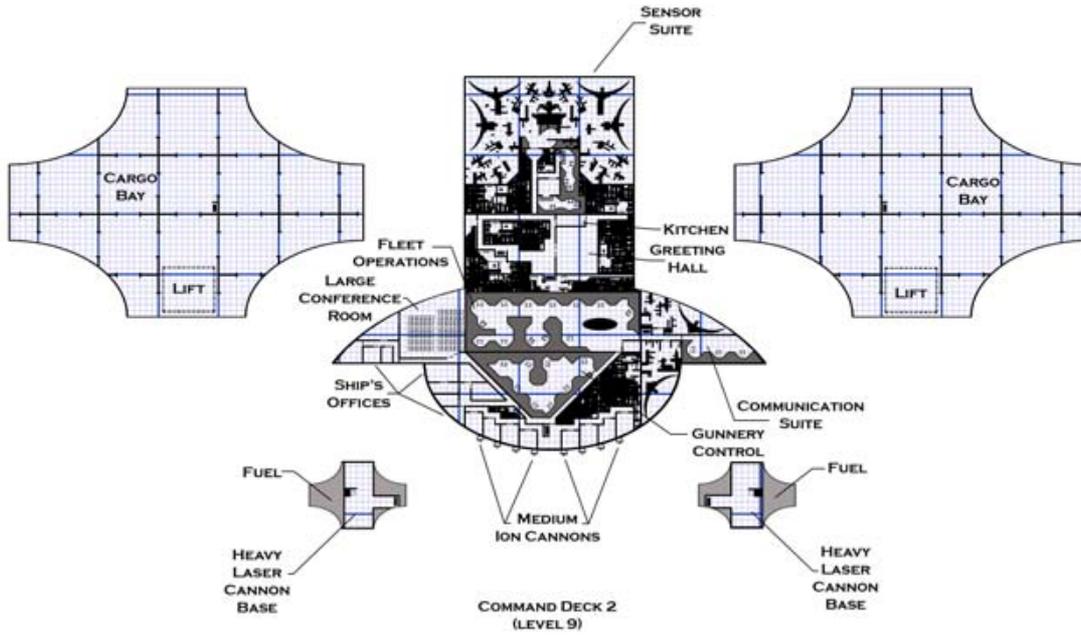
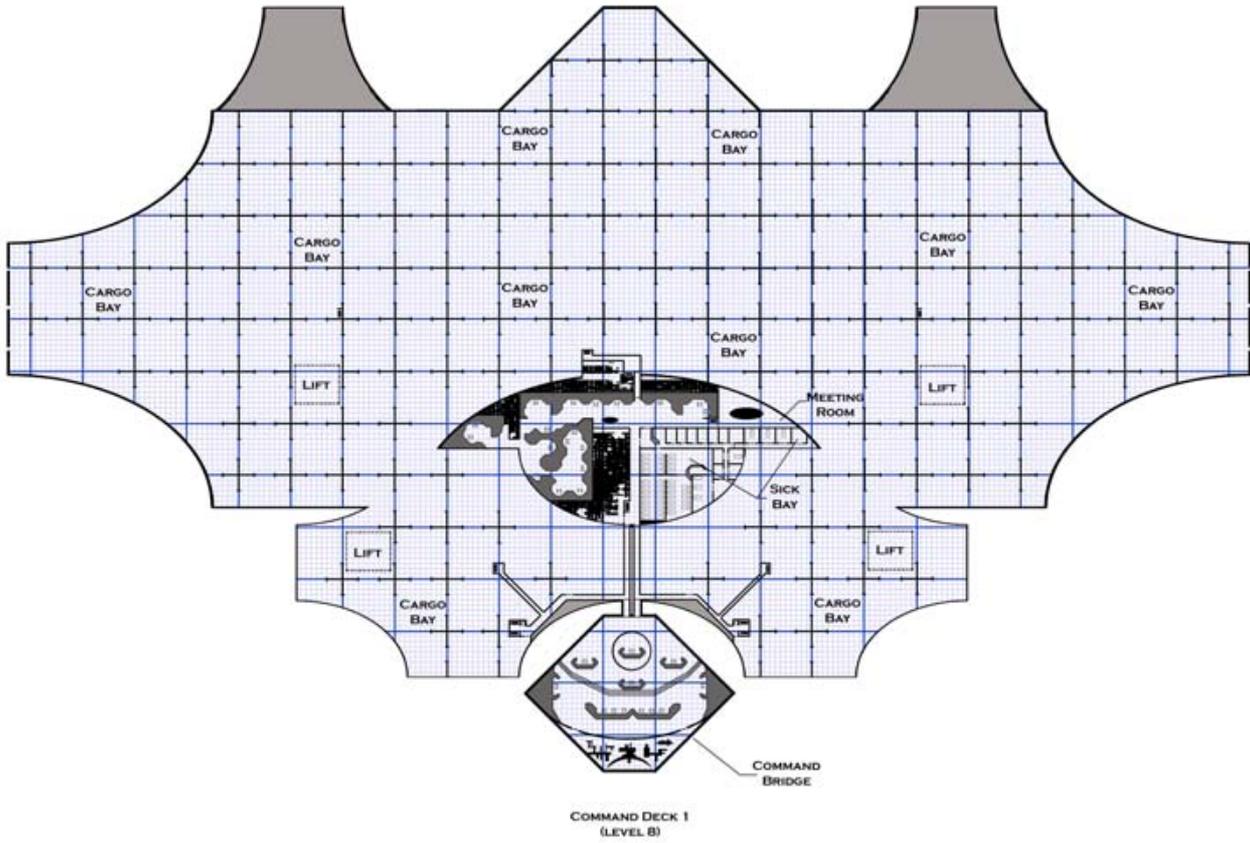










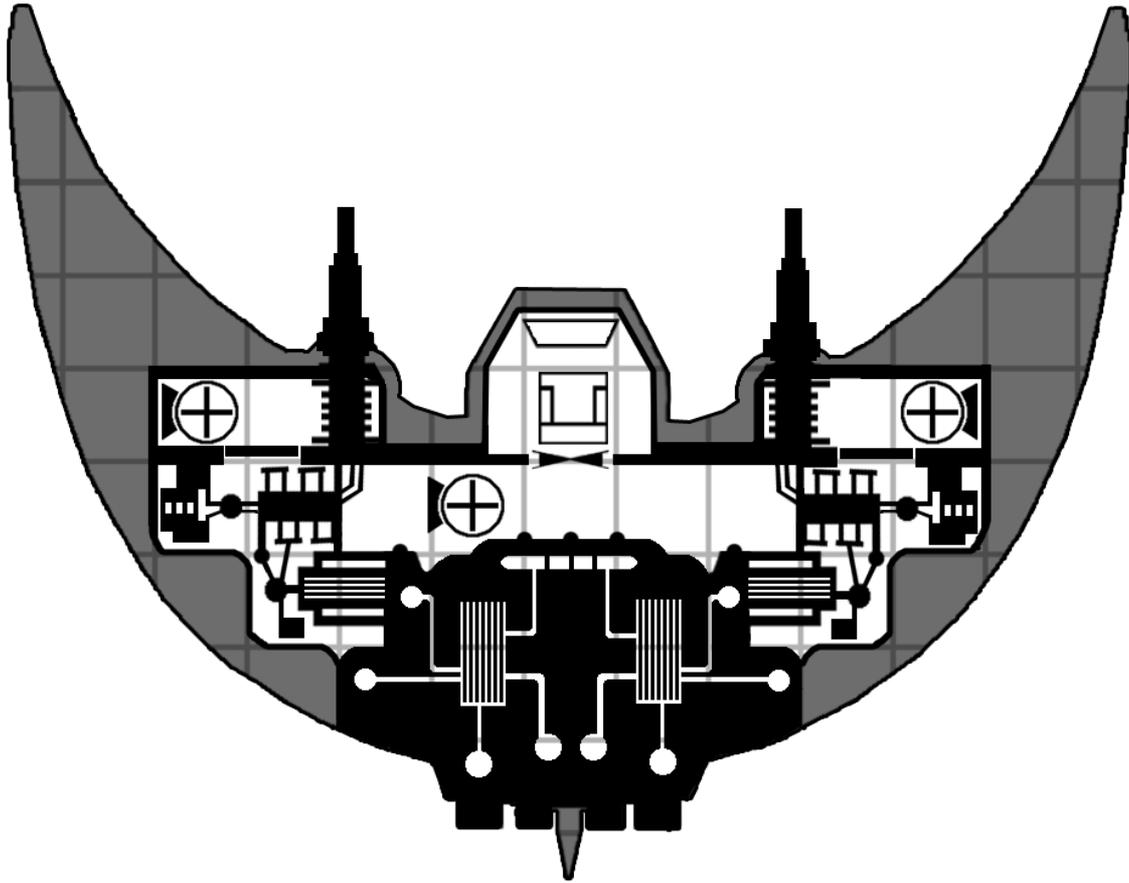


### Sentri Medium Fighter

The main strike craft of the Centauri fighter program, the Sentri is instantly recognisable due to its crescent hull shape and is armed with a pair of particle guns. The Sentri has superior manoeuvrability, accuracy and pilot controls for dogfighting. Designed to deal with the bigger and slower craft of the Narn, the Sentri nullifies most of the Narn fighters' strengths. Even though the Sentri is a fine fighter, officer duty within Sentri wings is not a terribly prestigious role for a naval pilot due to how easily they can be overwhelmed by enemy fighters.

Sentri Medium Fighter			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.20
	Streamlined	Structure 1		0.12
	Aerofins		1	0.1
Armour	Crystaliron	6 points	1.5	0.36
Manoeuvre Drive	sK	Thrust 10	5	11
Power Plant	sK	Rating 10	3.9	7.5
Bridge	Cockpit for 1		1.5	0.1
Computer	Model 5	Rating 25	–	10
Electronics	Advanced	DM +1	3	2
Weapons	Fixed Mounting (front)	Particle Gun x 2	1	3.25
Fuel	1 ton	One week of operation	1	–
Cargo	2 ton		2	–
Software	Manoeuvre/0		–	–
	Evade/3	Rating 25	–	3
	Fire Control/2	Rating 10	–	4
Total Tonnage & Cost			19.9	42.63





# CENTAURI SENTRI FIGHTER

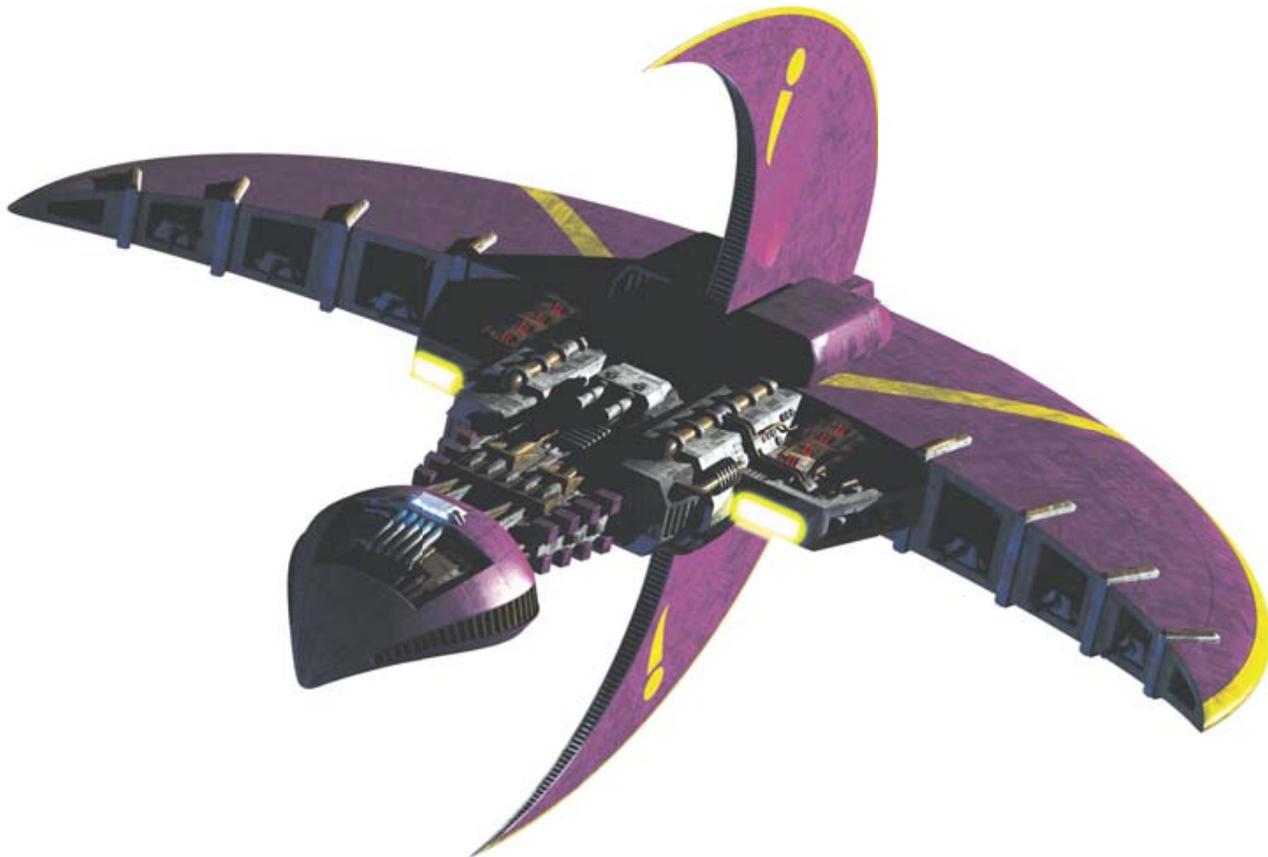
## VORCHAN WARSHIP

The most common ship available to the Republic, the Vorchan is easily recognised for its twin perpendicular crescent aerofins. Designed to resemble a Centauri Prime bird of prey, the Vorchan mounts a deadly plasma accelerator as its primary armament and several twin particle guns to finish off crippled foes and auxiliary craft. These ships are built to be the pack hunters of the Centauri navy. In battle, Vorchans are massed into large squadrons, using their speed and agility to swing around and pound enemy flanks as the fleet battlecruisers come into range. Service aboard a Vorchan is a prized role for many young nobles, seeing many of them decorated in their service. Most members of the admiralty praise its flexibility and endurance on patrol, holding it as the staple vessel of the Republic.

Vorchan Warship			Tons	Price (MCr)
Hull	12,000 tons 3 sections each	Wedge Hull 80 Structure 80 Streamlined		1,440
		Aerofins	600	60
Armour	Crystaliron	10 points	1,500	720
Artificial Gravity		Centauri Gravitic Matrix	–	–
Jump Point Generator		Jump 4	1,200	40
Manoeuvre Drive	Centauri	Thrust 8	81.6	1,504.5
Power Plant	Centauri	Rating 8	630	2,165.625
Bridge		3 Command Modules	180	180
Computer	Core / 7 fib	Rating 80	–	105
Electronics	3 x Countermeasures	DM +4	21	18
Weapons	Bays	4 x Heavy Plasma Cannon (Plasma Accelerator)	200	20
	Barbettes	16 x Medium Ion Cannon	80	24
Fuel	5,200 tons	Four Jump 4 – 24 weeks of operation	5,200	–
Cargo	1,407 tons	(600 tons dedicated for spares)	1,377	–
88 Staterooms			352	44
o Low Berths			–	–
Extras	Briefing Rooms x3		12	1.5
	Armoury x 6		12	3
	Probe Drones x5		1	0.5
	88 Escape Pods		44	8.8
	Repair Drones		120	24
	Luxuries x 10	Steward x 10	10	1
	Armoured Bulkheads	Drives	221.16	44.232
		Weapons	28	5.6
Craft	2 50-ton Cutters	Standard Hangars	130	64.916
Software	Manoeuvre/0		–	–
	Intellect	Rating 10	–	1
	Library		–	–
	Evade/3	Rating 25	–	3
	Fire Control/4	Rating 20	–	8
	Auto-Repair/2	Rating 20	–	10
	Jump Control/4	Rating 20	–	0.4
Maintenance Cost (monthly)				0.5414
Life Support Cost (monthly)				0.176
Total Tonnage & Cost			11,999.7	6,497.073

Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	20	Survivors (-4)
Gunnery	16	Skeleton (-2)
Flight	6	Half (-1)
Troops	40	Weakened
Service	24	Full
Frozen Watch	0	Battle – Starting Position
Total	116	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

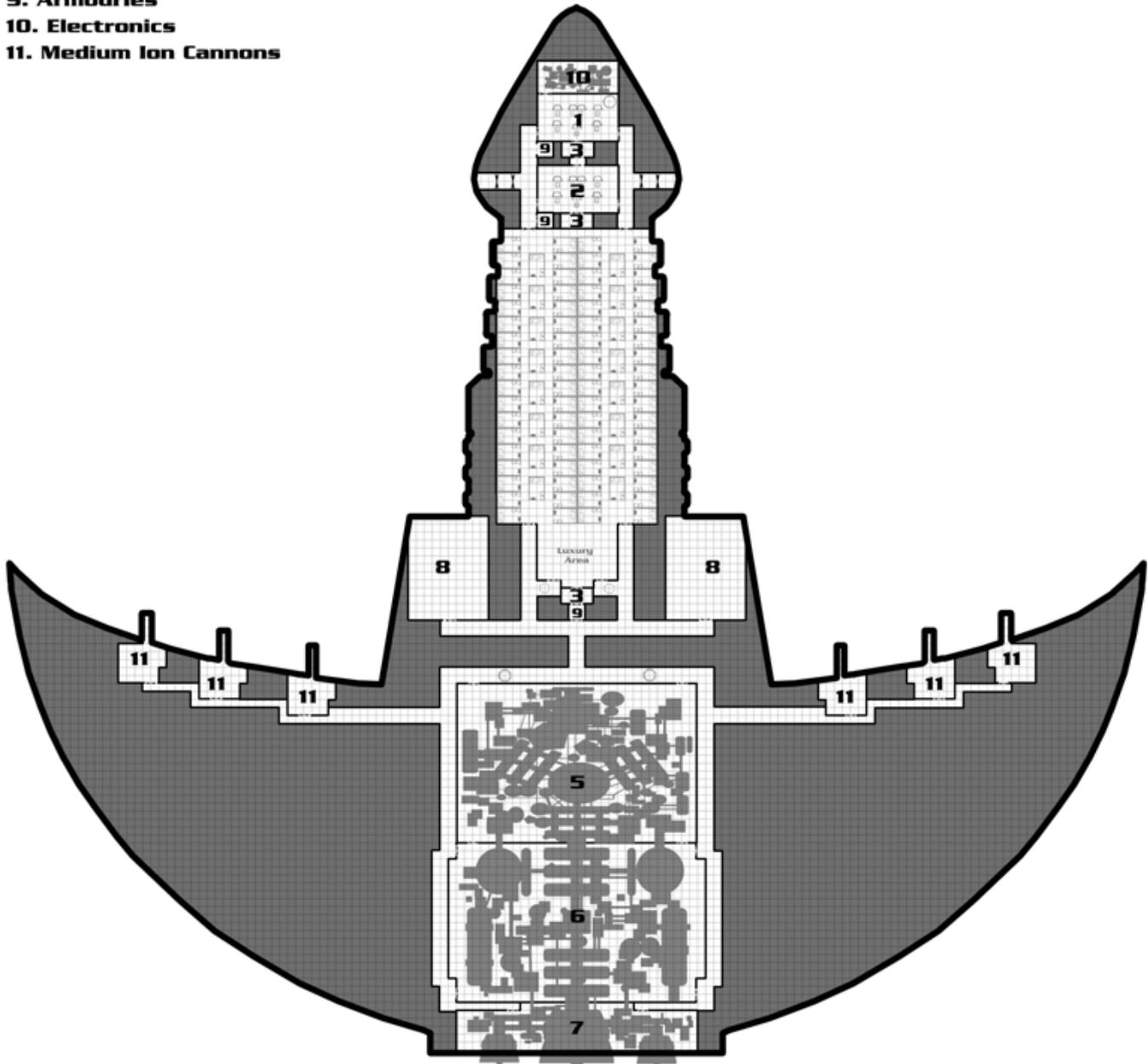
	Engineering		Main		Forward	
Hull	80		80		80	
Structure	80		80		80	
Roll	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew
3	Structure	Jump Point Generator	Structure	Hold	Structure	Hold
4	M-Drive	Power Plant	4 x Ion Cannon	Hangar	Structure	Computer
5	Structure	Fuel	4 x Ion Cannon	Hold	Sensors	2 x Plasma Accelerator
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	Structure	Fuel	4 x Ion Cannon	Hold	Structure	2 x Plasma Accelerator
10	M-Drive	Jump Point Generator	4 x Ion Cannon	Hold	Structure	Hold
11	Structure	Power Plant	Structure	Hold	Structure	Bridge
12	Hull	Critical	Hull	Critical	Hull	Critical



# THE VORCHAN DECK 1

**Key**

- 1. Bridge, Forward Command Module
- 2. Bridge, Rear Command Module
- 3. Briefing room
- 4. Staterooms with Luxuries
- 5. Jump Drive
- 6. Powerplant
- 7. Maneuver Drive
- 8. Hanger
- 9. Armouries
- 10. Electronics
- 11. Medium Ion Cannons

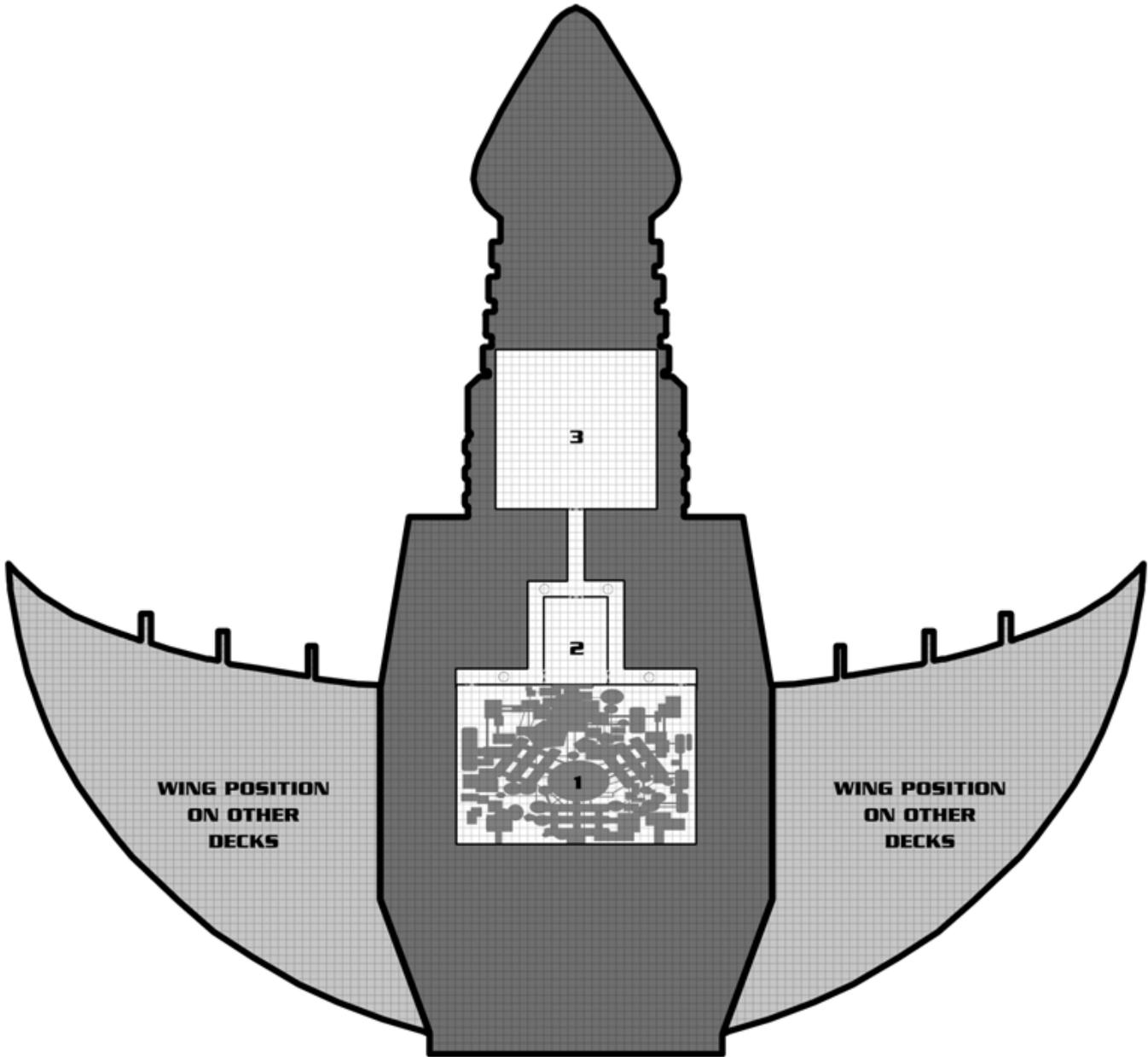


**Key**

- 1. Jump Drive**
- 2. Escape Pods**
- 3. Plasma Accelerator**

# THE VORCHAN

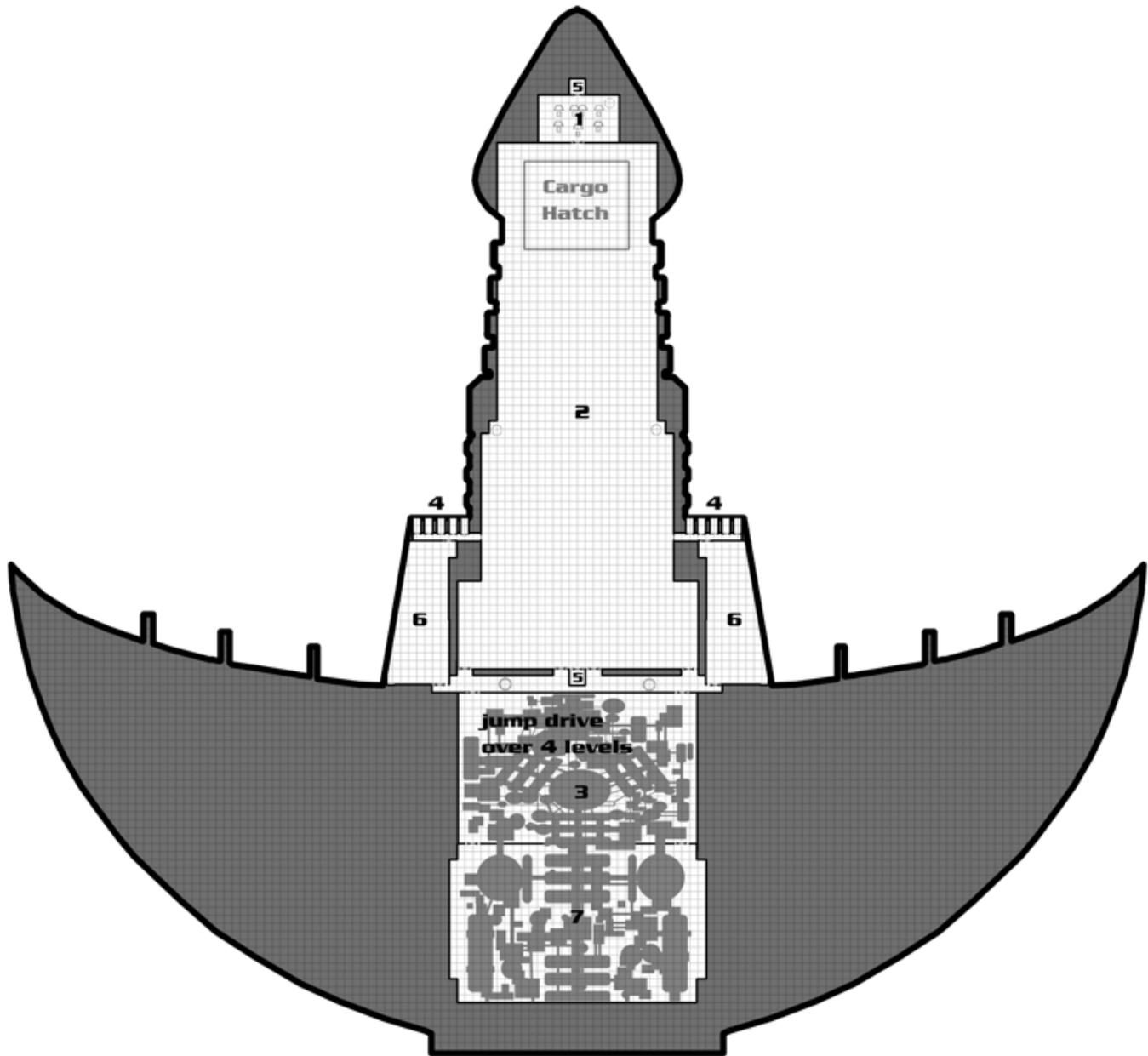
## DECK 2



# THE VORCHAN SUB DECK 1

**Key**

- 1. Bridge, Sub Command Module
- 2. Cargo Bay
- 3. Jump Drive
- 4. Probe Drones
- 5. Armouries
- 6. Repair Drones
- 7. Powerplant

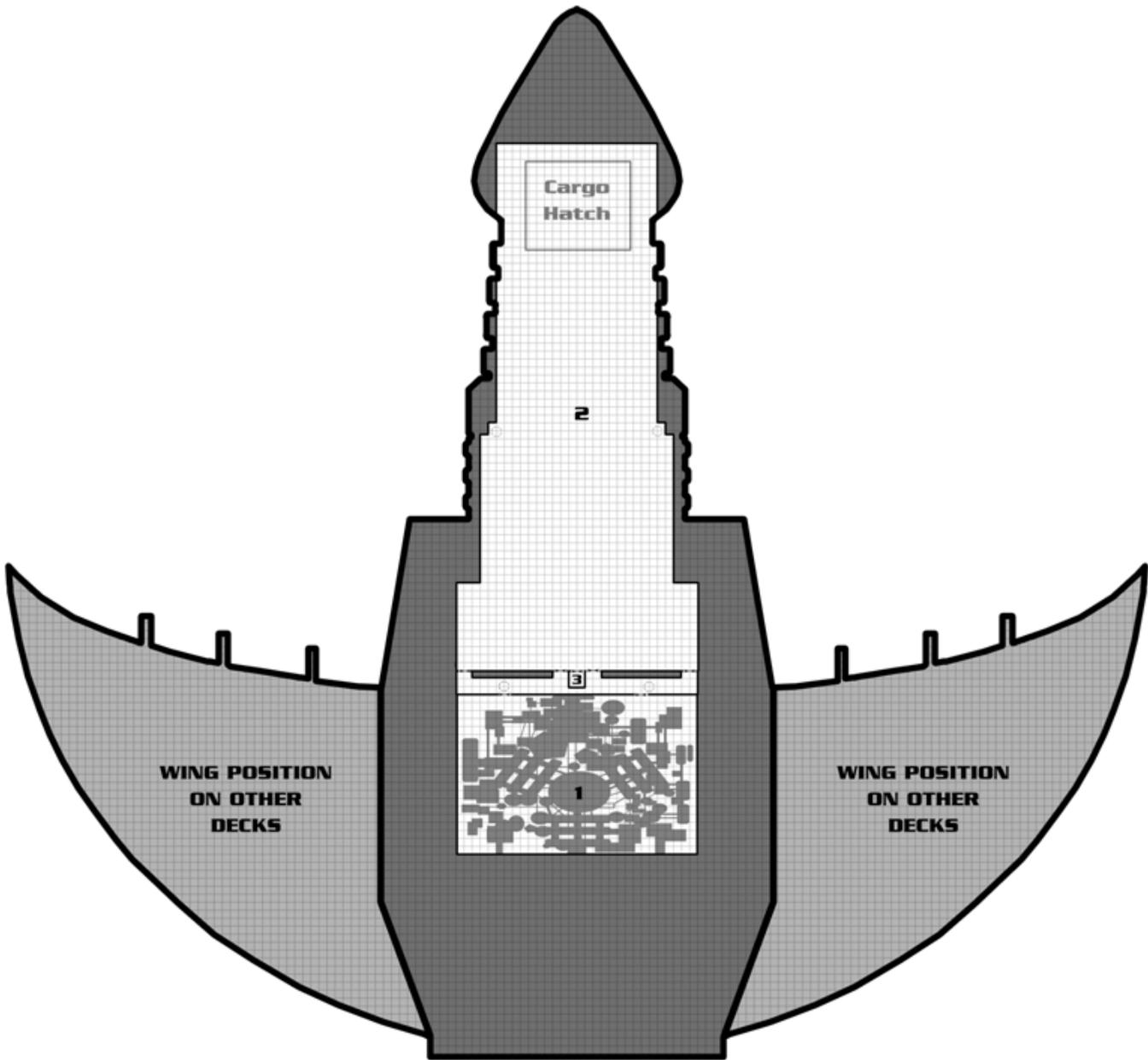


**Key**

- 1. Jump Drive**
- 2. Cargo Bay**
- 3. Armouries**

# THE VORCHAN

## SUB DECK 2



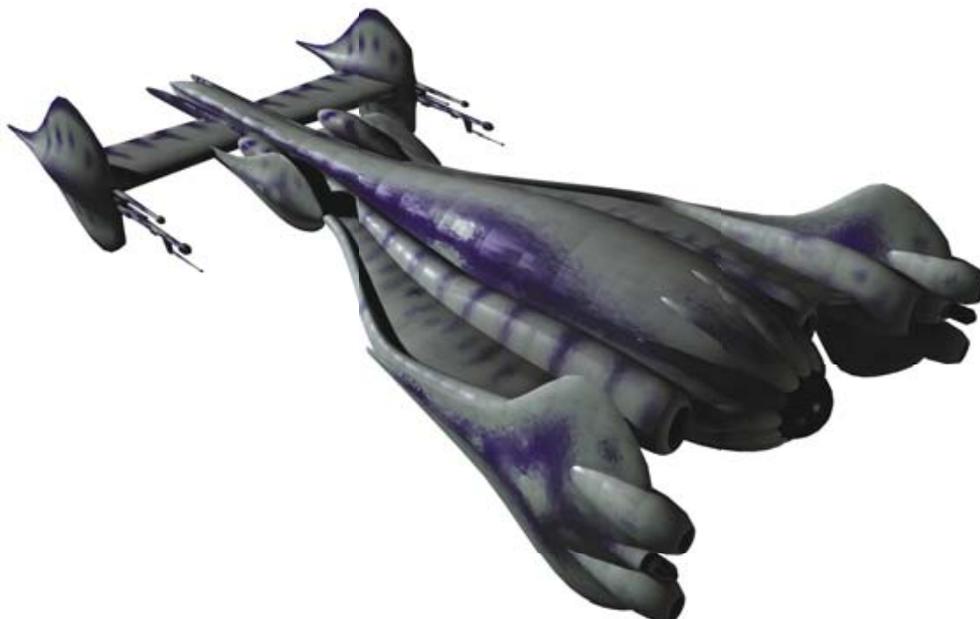
# MINBARI FEDERATION

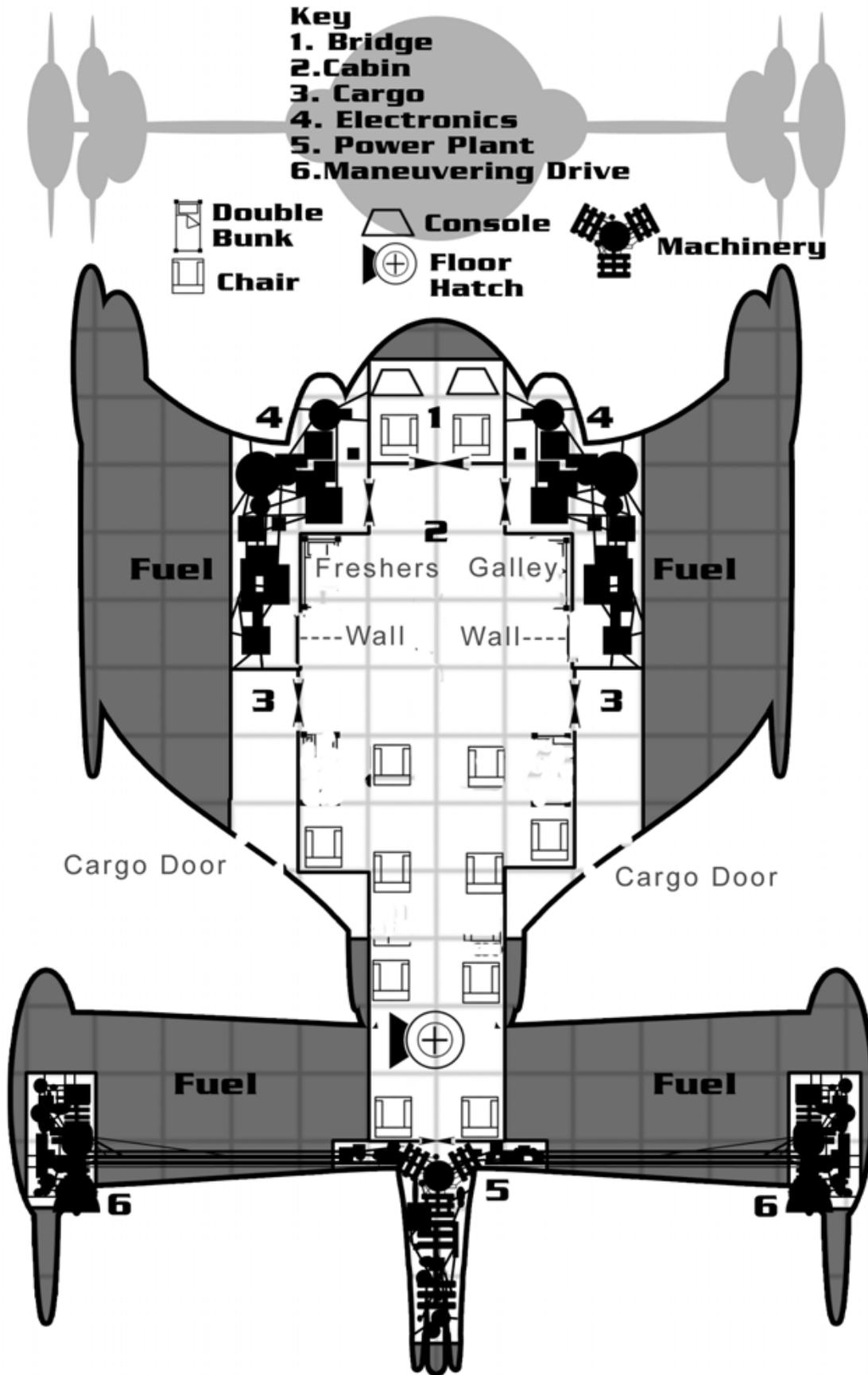
## Minbari Combat Flyer

The combat flyer is the most common Minbari spacecraft seen outside heavily travelled space lanes. Built like a fighter, it is armed with a pair of light fusion cannons for defence against enemy ships. With a skilled pilot at the controls, the flyer can serve as a match for many of the front line fighters used by other races.

The primary use of the flyer is to facilitate the safe passage of couriers or important individuals through short stretches of space. Its intelligent computer system allows a completely unskilled passenger to inform the flyer's core of the destination and all navigational procedures are performed for them.

Minbari Combat Flyer			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.2
	Streamlined	Structure 1		0.12
	Stealth Hull		–	3
Armour	Bonded Superdense	4 points	1.0	0.4
Manoeuvre Drive	sH	Thrust 5	2	16
Power Plant	sH	Rating 5	2.7	8.5
Bridge	Cockpit for 2		1.5	0.05
Computer	Model 5/fib	Rating 25	–	15
Electronics	Very Advanced	DM +2	5	4
Passengers	Cabin for 10		15	0.75
Weapons	Fixed Mounting (front)	Light Fusion Cannon x 2	–	2
Fuel	0.75 ton	One week of operation	0.75	–
Cargo	2 ton		2	–
Additional Equipment	Minbari gravitational field		–	–
Software	Manoeuvre/0		–	–
	Library		–	–
	Intellect	Rating 10	–	1
	Evade/3	Rating 25	–	3
	Fire Control/2	Rating 10	–	4
Total Tonnage & Cost			29.95	59.22





## **SHARLIN WARCRUISER**

The Sharlin warcruiser is a massive and breathtaking sight; its crystalline blue hull radiates power and is the source of thousands of humans' nightmares. The primary frontline warship of the Minbari Federation for generations, the Sharlin is arguably the most powerful vessel designed by the younger races, fully capable of defeating an entire fleet of ships using its superior technology, size and offensive capability. Once they have been committed to a battle there is little capable of stopping one of these graceful engines of destruction.

<b>Sharlin Warcruiser</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	200 ktons	Wedge (TL 15)		36,000
	5 sections each	Hull 1,143 Structure 1,143 Streamlined		–
		Stealth Hull	–	20,000
Armour	Bonded Superdense	12 pts	20,000	24,000
Artificial Gravity		Minbari Gravitic Field Generator	–	–
Jump Point Generator		Jump 6	20,000	60
Manoeuvre Drive	Minbari	Thrust 4	500	7,375
Power Plant	Minbari	Rating 8	10,500	28,875
		Emergency Power	1,050	2,887.5
Bridge		5 Command Modules	5,000	5,000
		Command Bridge	400	600
		Holographic Controls		1,400
Computer	Core / 9 fib	Rating 100	–	195
Electronics		Military Countermeasures x 5 (DM+6)	100	125
		Enhanced Signal Processing	10	40
Weapons	Bays	14 x Neutron Lasers	714	350
		32 x Heavy Fusion Cannon	1,632	192
	Turrets	60 x Double Light Fusion Cannon (accurate)	60	180
Fuel	98,480 tons	8 Jump 6 – 28 weeks of operation	98,480	–
Cargo	29,609 tons	(12,000 tons set aside for spares)	29,609	–
845 Staterooms			3,380	422.5
o Low Berths			–	–
Extras	Repair Drones		2,000	400
	40 x Probe Drones		8	4
	845 Escape Pods		422.5	84.5
	Armoury x 41		82	20.5
	Briefing Room x 8	Holographic Viewing Screens	32	4
	Laboratory x 10		40	10
	Library x 4		16	16
	Luxuries	Steward x 40	40	4
	Vault x2		24	12
	Armoured Bulkheads	Drives	3,205	641
		Weapons	234.6	46.92
		Bridge and Sensors	540	108
Craft	10 Combat Flyers	Standard Hangars	390	670.2
	24 Nial Heavy Fighters	Standard Hangars	780	1,803.84
		Launch Tube	750	375

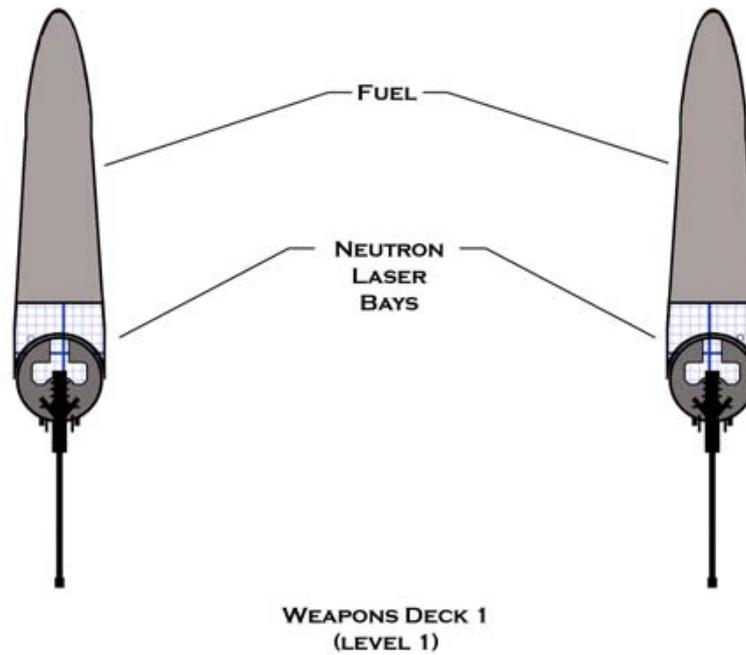
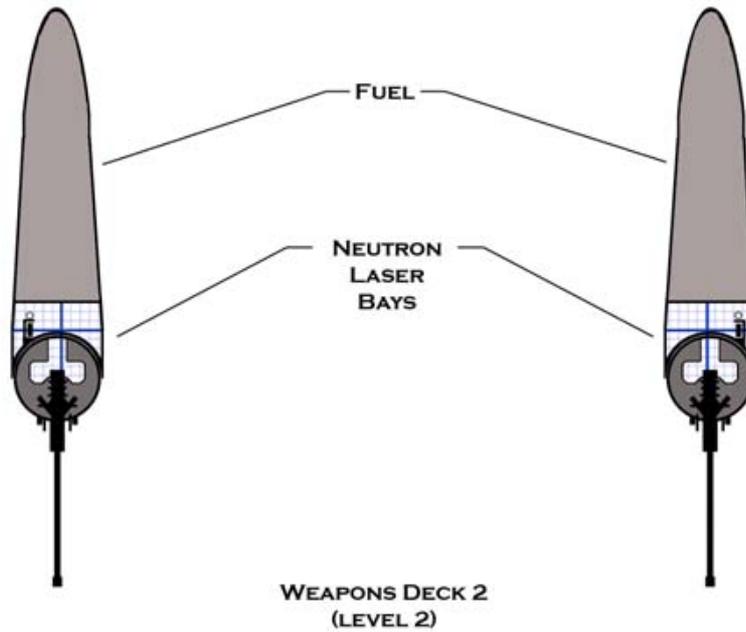
Software	Manoeuvre/o		-	-
	Intellect		-	1
	Library		-	-
	Jump Control/6	Rating 30	-	0.6
	Auto-Repair/2	Rating 20	-	10
	Evade/2	Rating 20	-	2
	Fire Control/5	Rating 25	-	10
Maintenance Cost (monthly)				10.9938
Life Support Cost (monthly)				1.69
Total Tonnage & Cost			199,999.1	131,925.56

Department	Crew	Crew Damage Track
Command	100	Dead (-)
Engineering	321	Survivors (-4)
Gunnery	120	Skeleton (-2)
Flight	68	Half (-1)
Troops	200	Weakened
Service	400	Full
Frozen Watch	0	Battle – Starting Position
Total	1,209	Overstrength
Passenger Staterooms	80	Massively Overstrength
Low Berth Passengers	0	

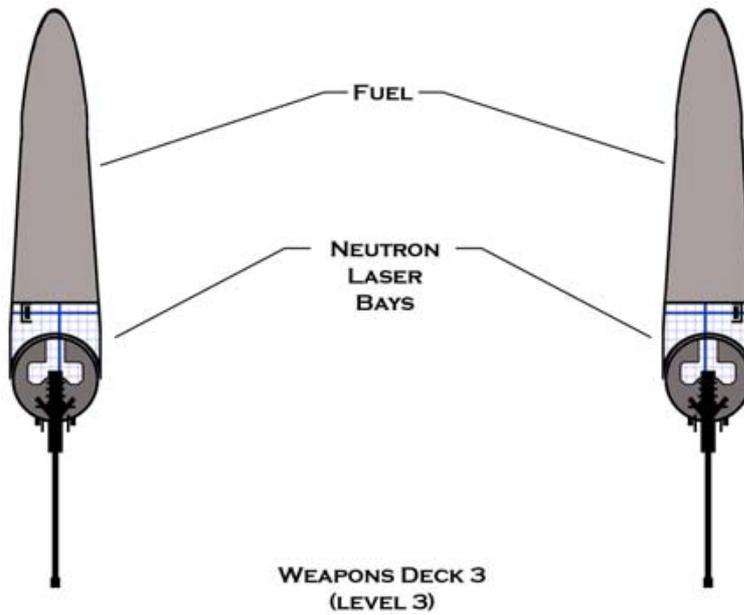
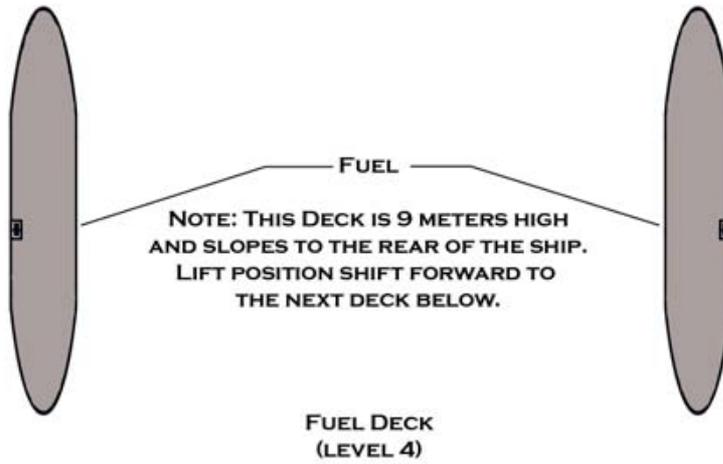
	Engineering		Aft		Amidships		Main		Forward	
Hull	1,143		1,143		1,143		1,143		1,143	
Structure	1,143		1,143		1,143		1,143		1,143	
Roll	Internal	External	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	Hull	2 x Neutron Laser	Hull	Bridge	Hull	2 x Neutron Laser	Hull	3 x Neutron Laser	Hull
4	P-Plant	M-Drive	4 x Hvy Fusion	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion	12 x Nial	Launch Tube
5	Neutron Laser	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion	Fuel	3 x Lt Fusion	Fuel	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Neutron Laser	3 x Lt Fusion	Fuel	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion	4 x Hvy Fusion	3 x Lt Fusion
10	Jump Point Generator	M-Drive	4 x Hvy Fusion	3 x Lt Fusion	Computer	3 x Lt Fusion	10 x Flyers	Sensors	12 x Nial	Sensors
11	P-Plant	3 x Lt Fusion	2 x Neutron Laser	3 x Lt Fusion	Command Bridge	3 x Lt Fusion	2 x Neutron Laser	3 x Lt Fusion	3 x Neutron Laser	3 x Lt Fusion
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

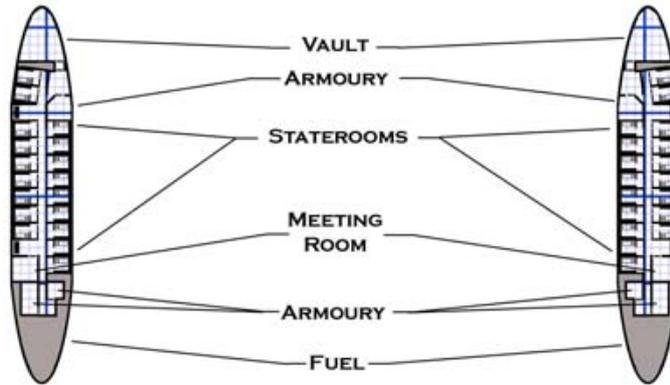


TO CONSERVE SPACE, AEROFINS ARE NOT SHOWN. AEROFINS CONSIST OF FUEL AND ARMOUR PLATING.

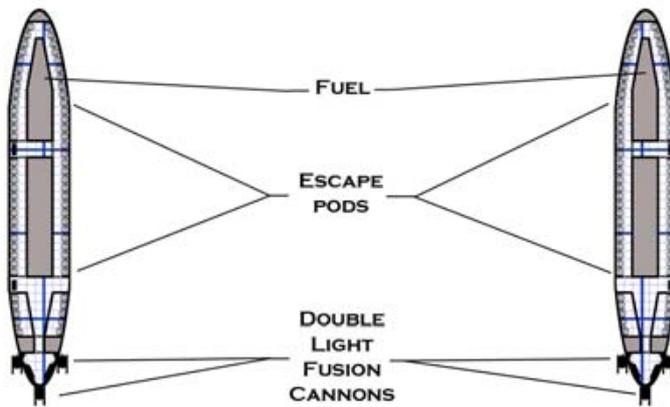


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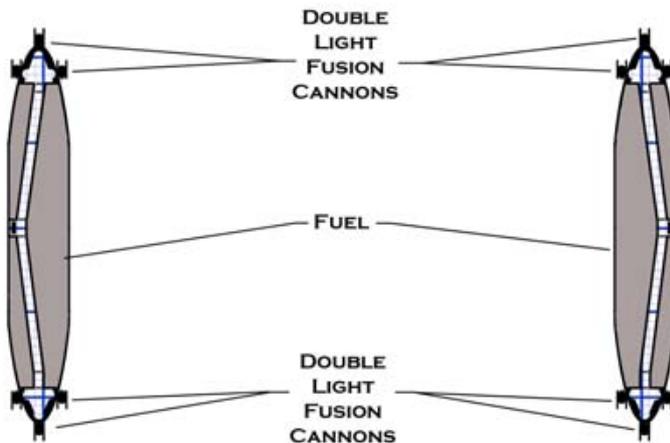




QUARTER DECK 1  
(LEVEL 7)

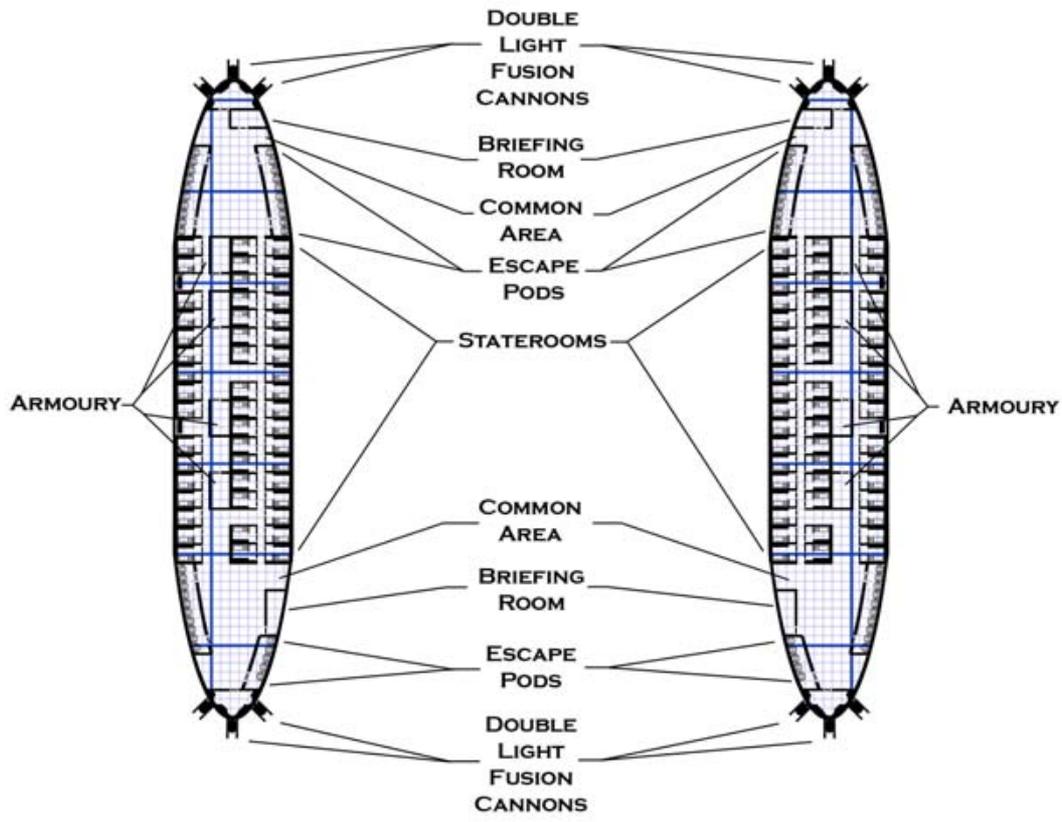


WEAPONS DECK 5  
(LEVEL 6)

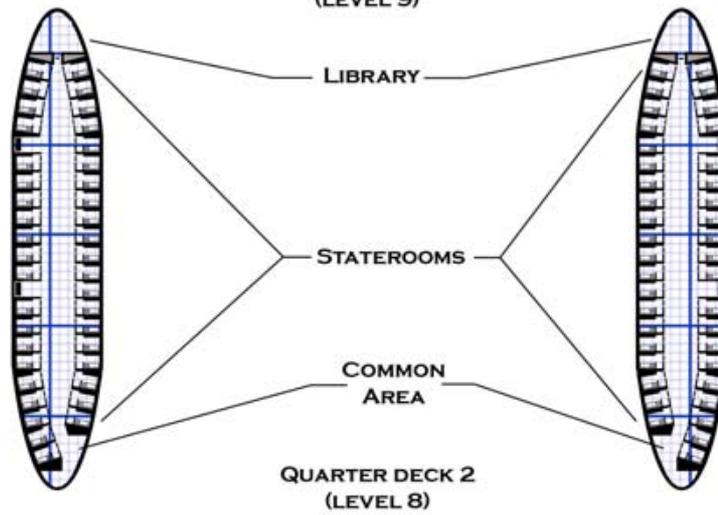


WEAPONS DECK 4  
(LEVEL 5)

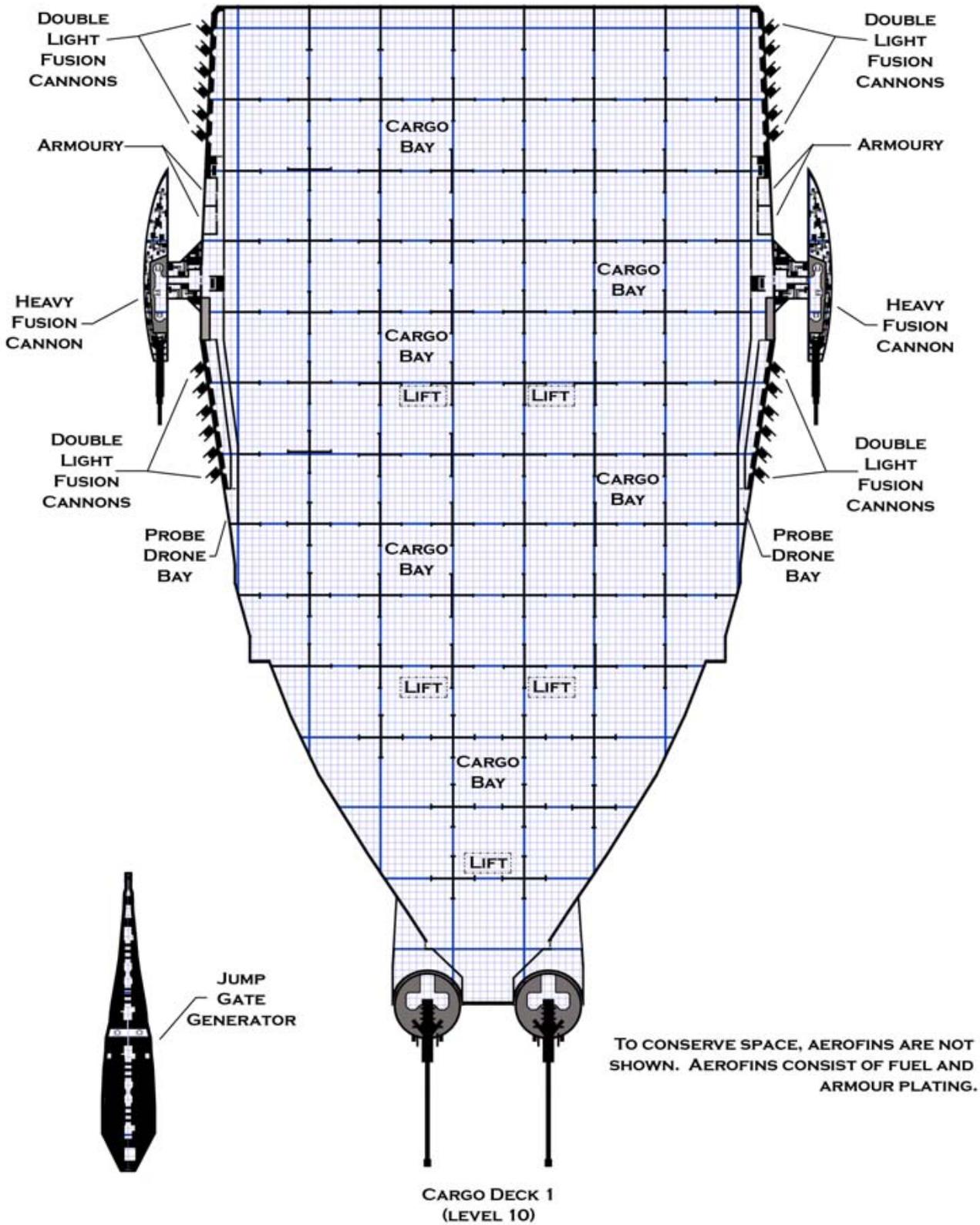
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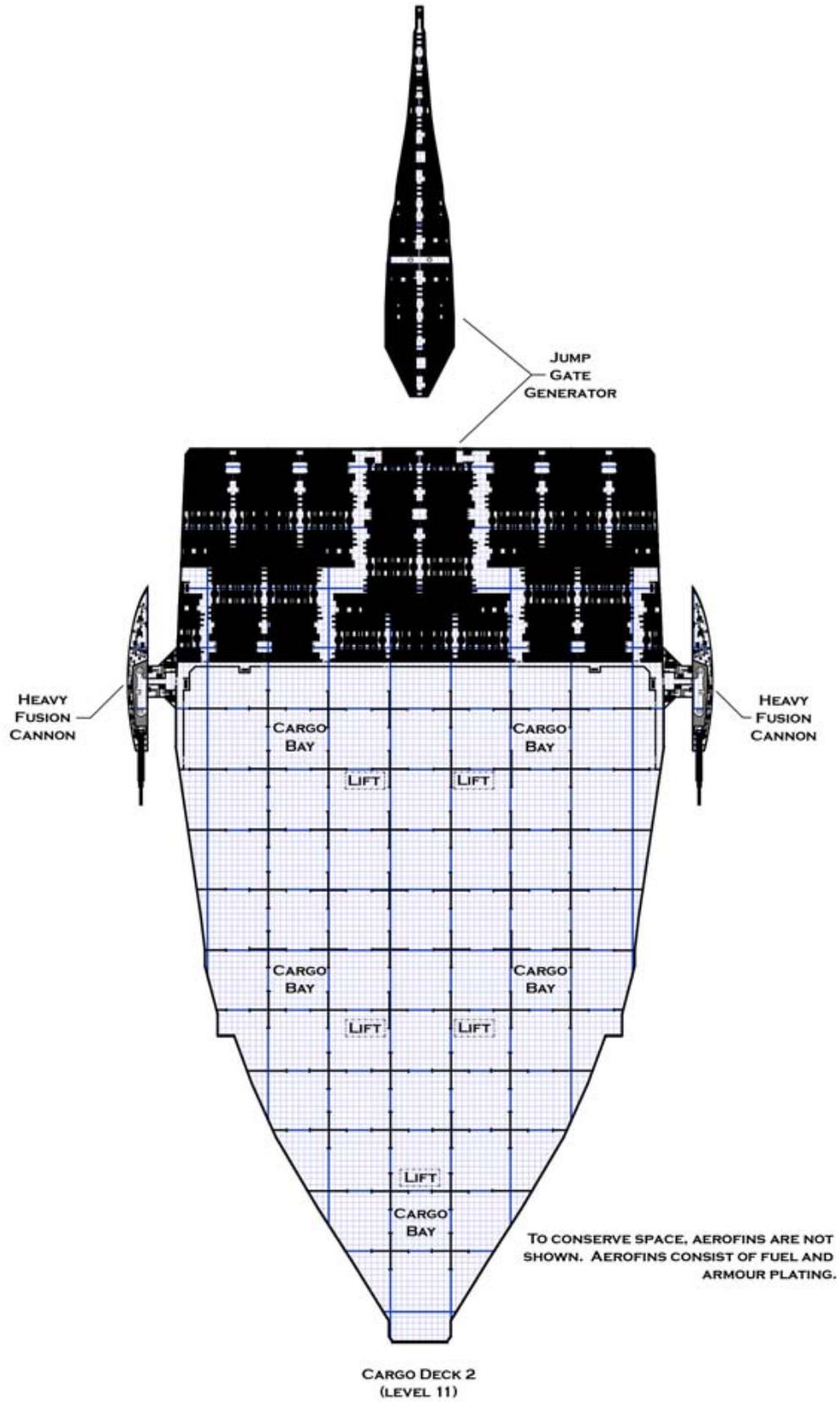


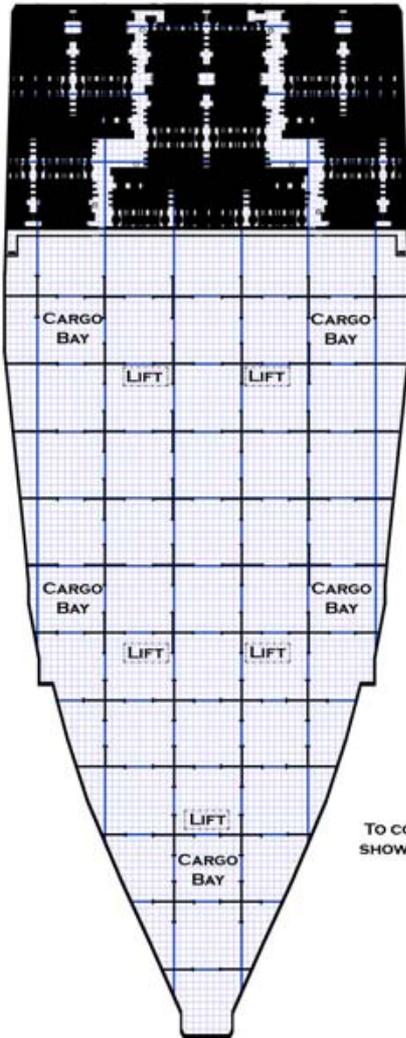
QUARTER DECK 3  
(LEVEL 9)



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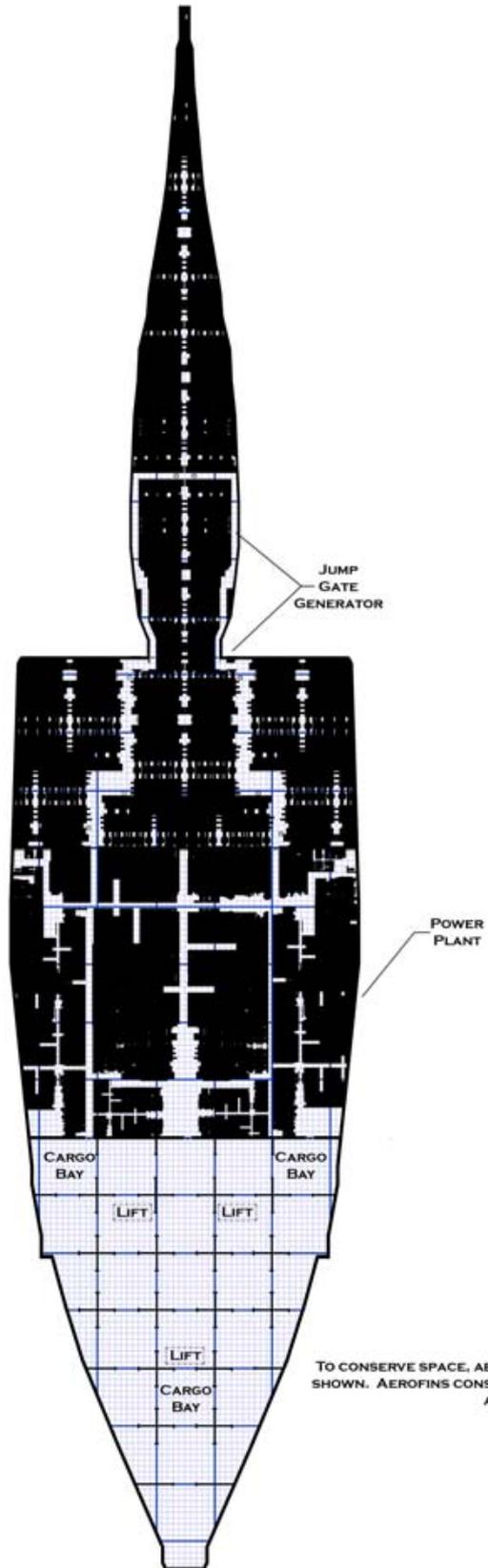






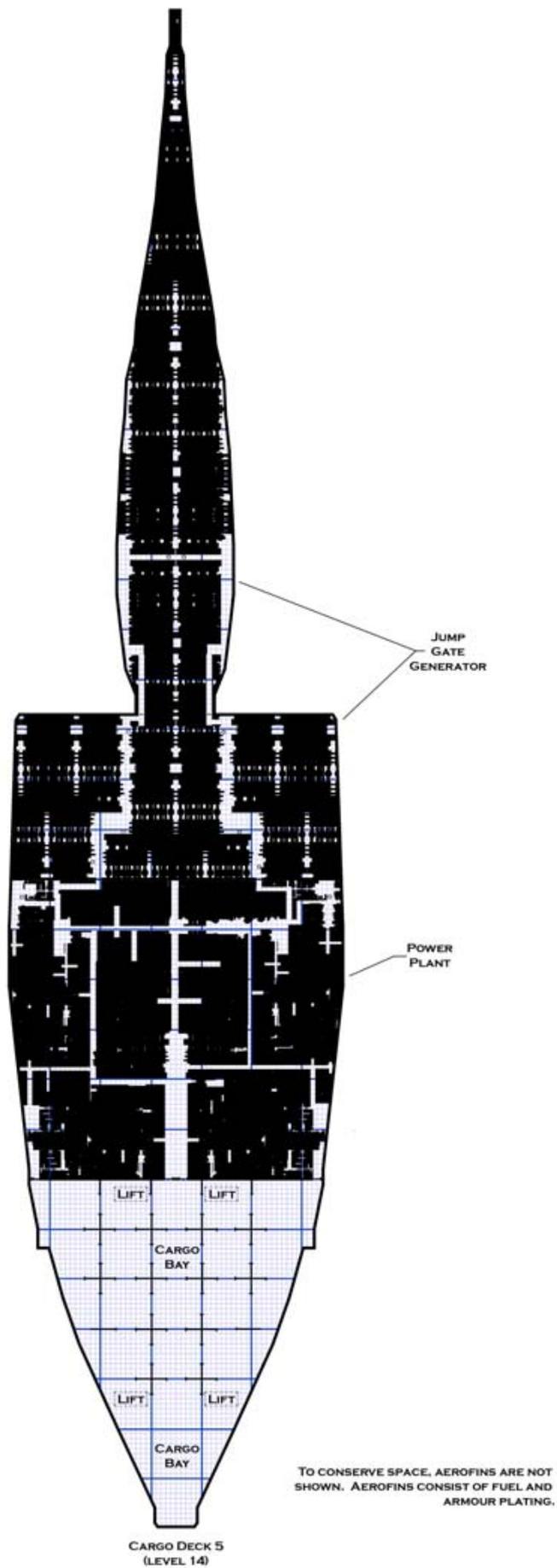
CARGO DECK 3  
(LEVEL 12)

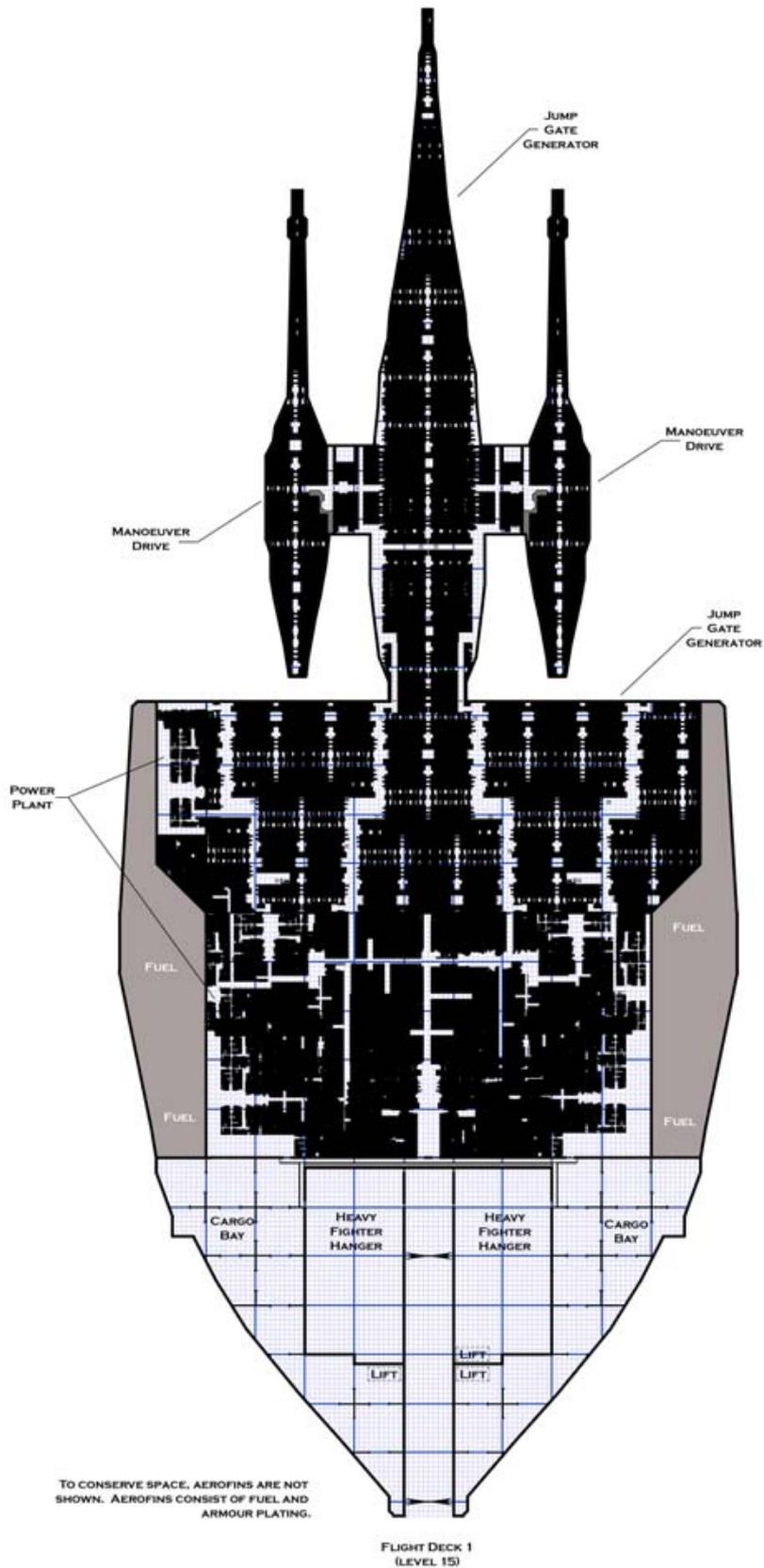
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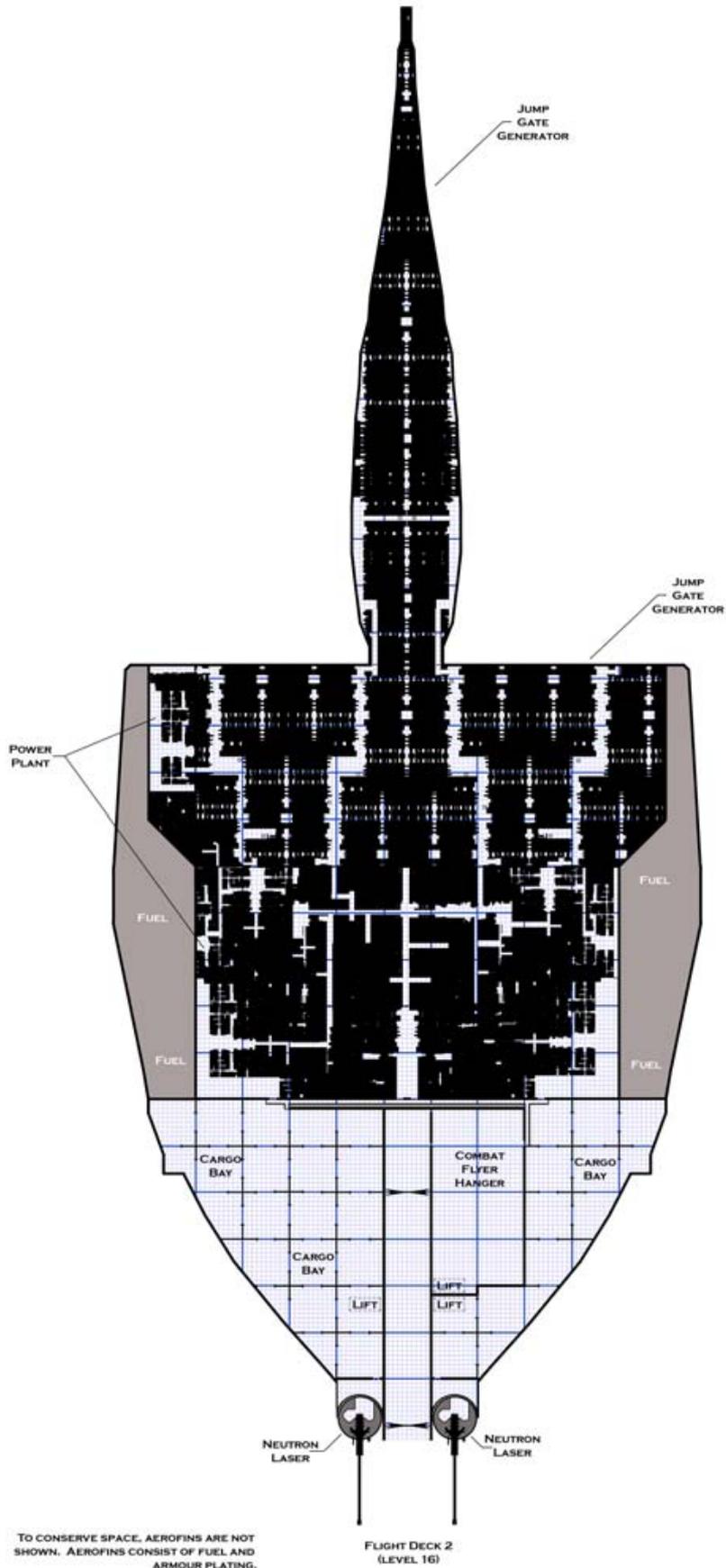


CARGO DECK 4  
(LEVEL 13)

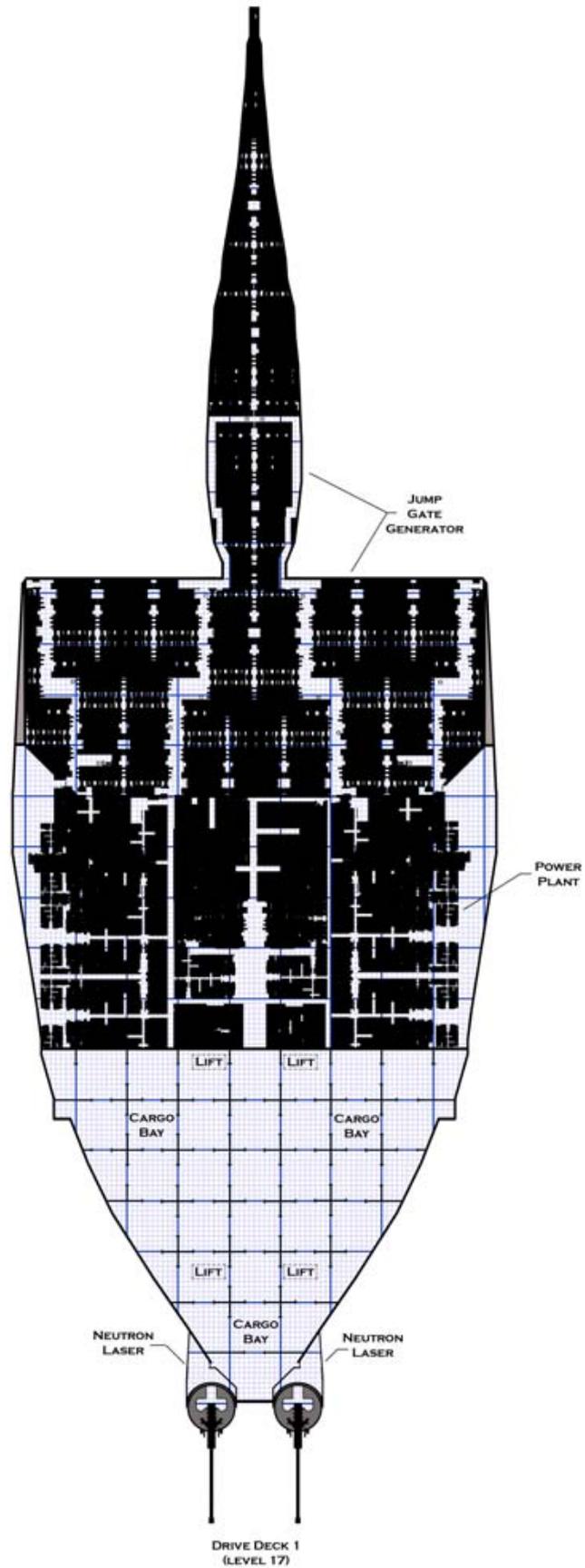
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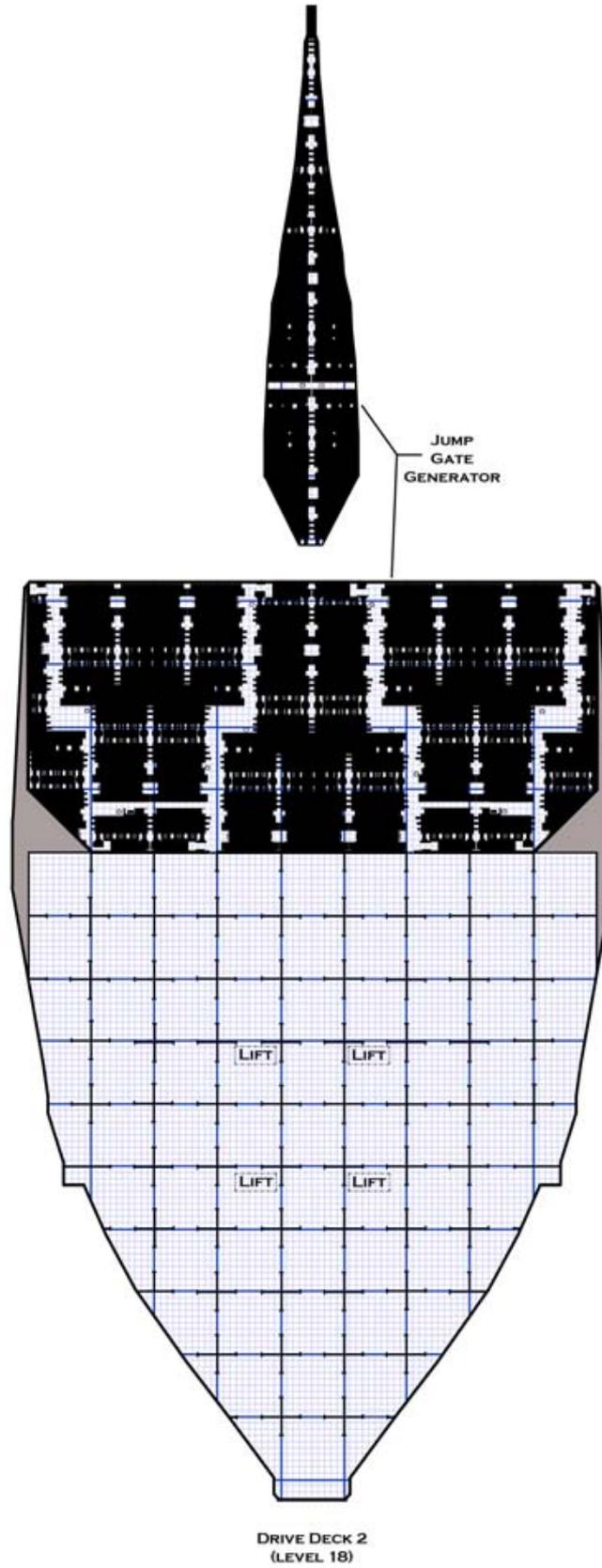




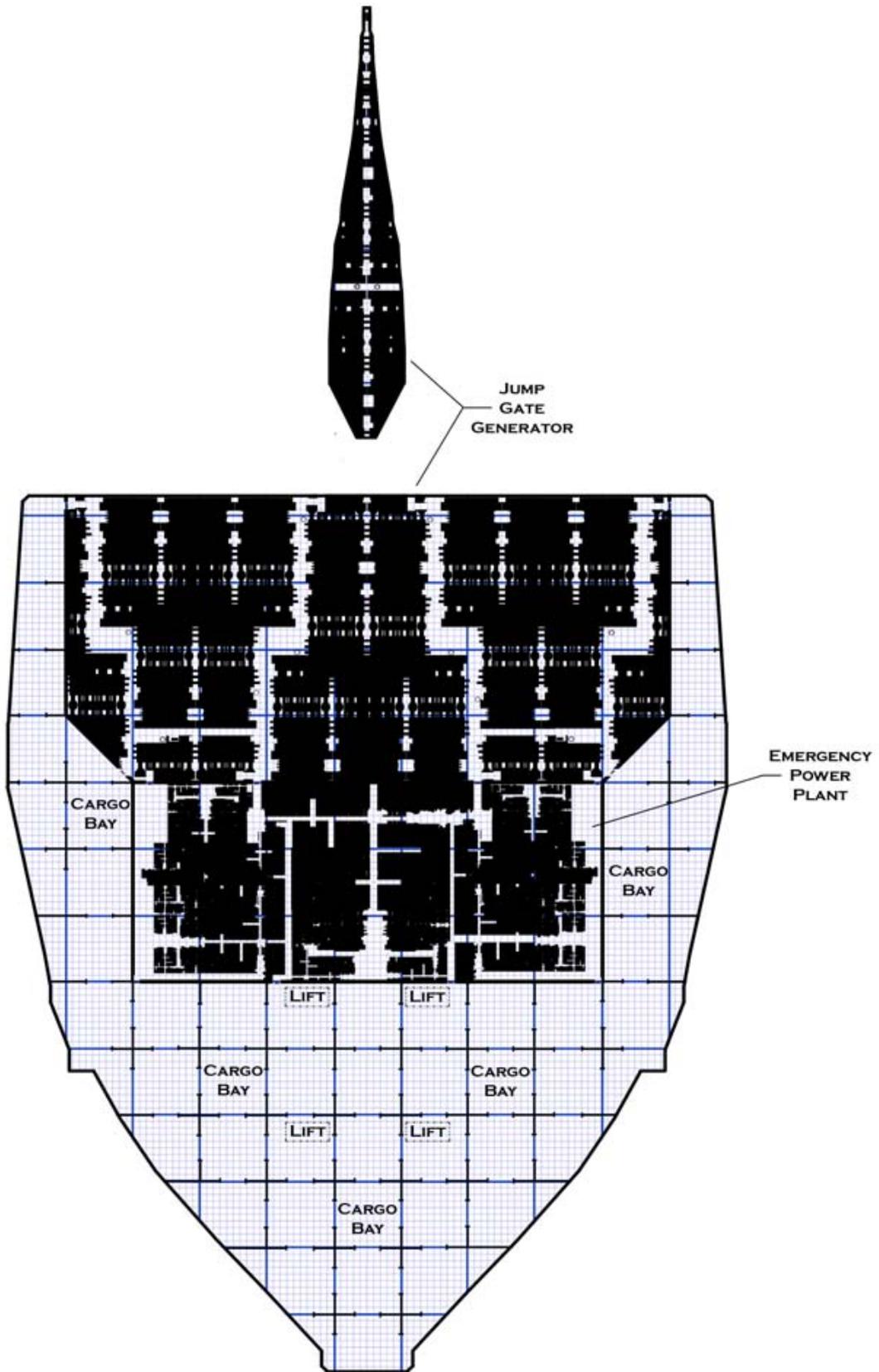
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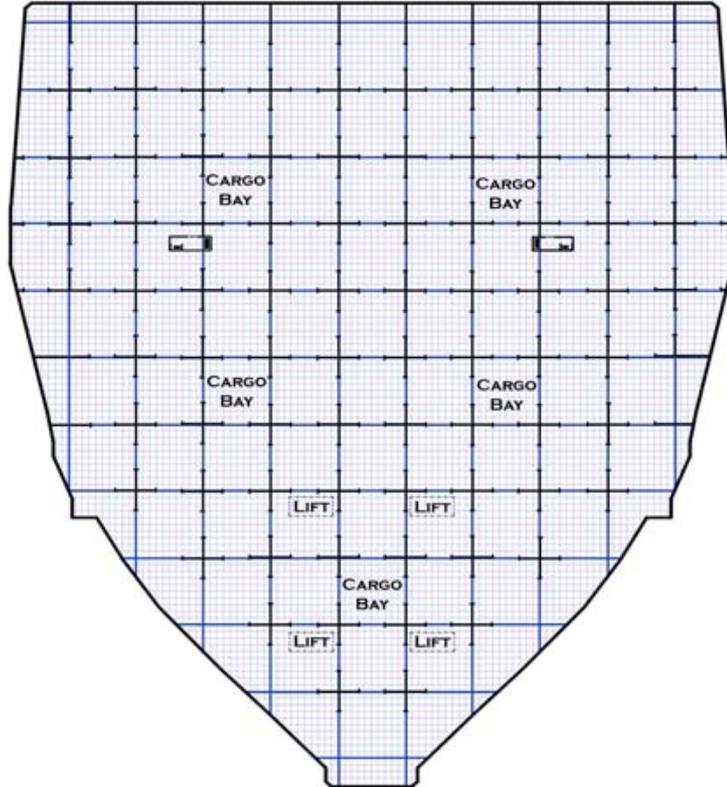
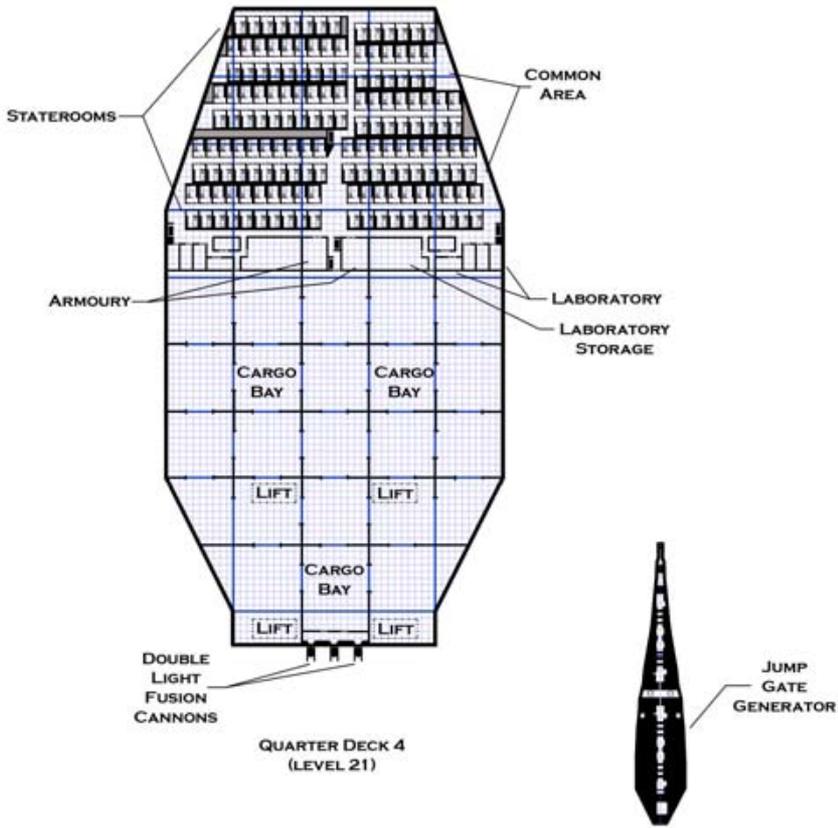
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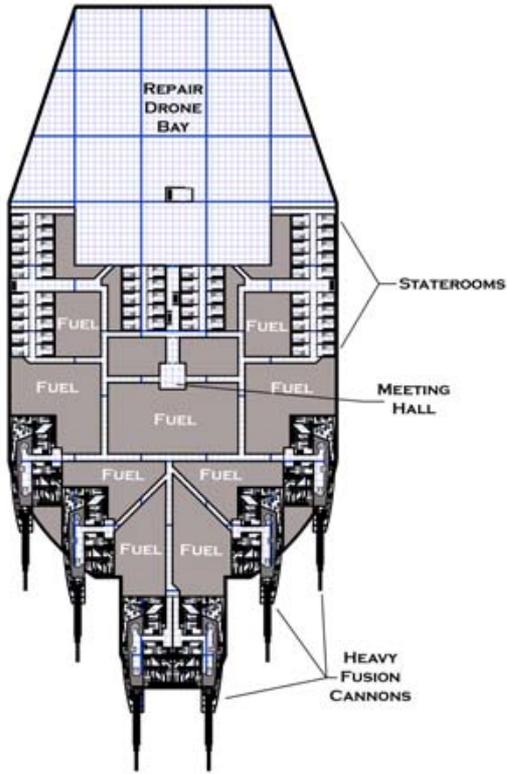
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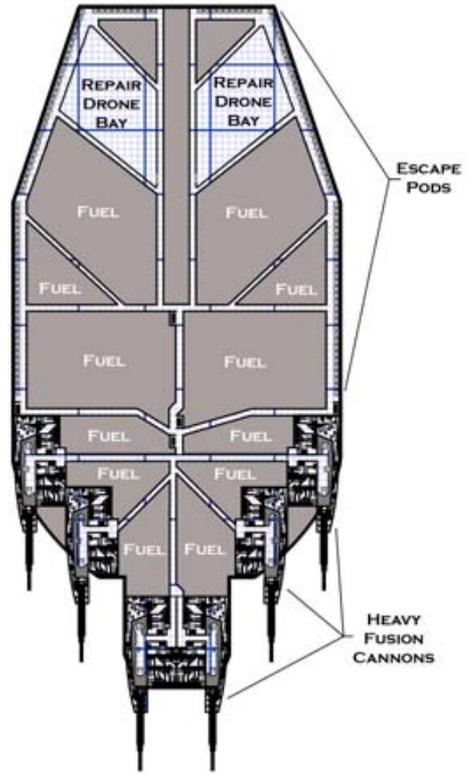
DRIVE DECK 3  
(LEVEL 19)



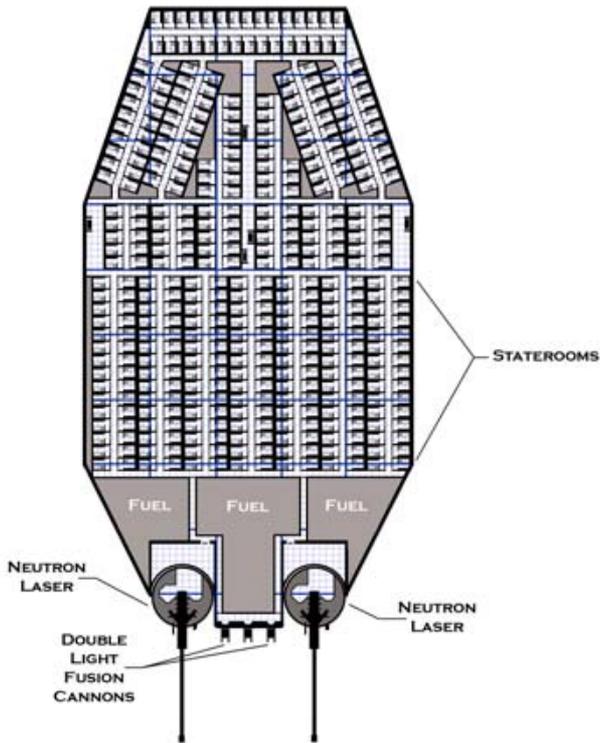
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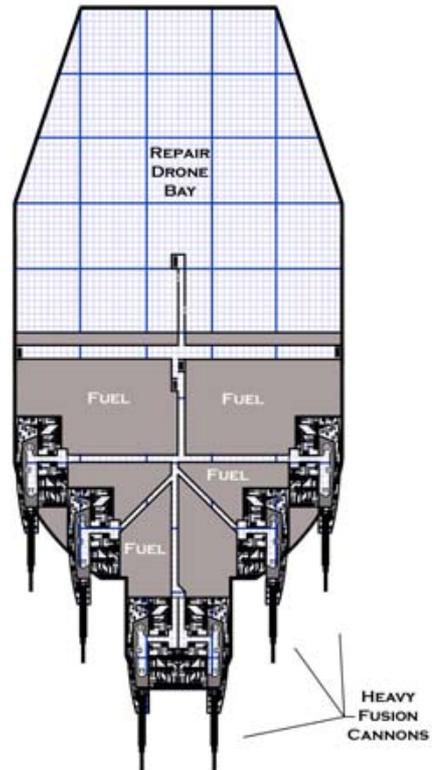
WEAPONS DECK 6  
(LEVEL 23)



WEAPONS DECK 8  
(LEVEL 25)

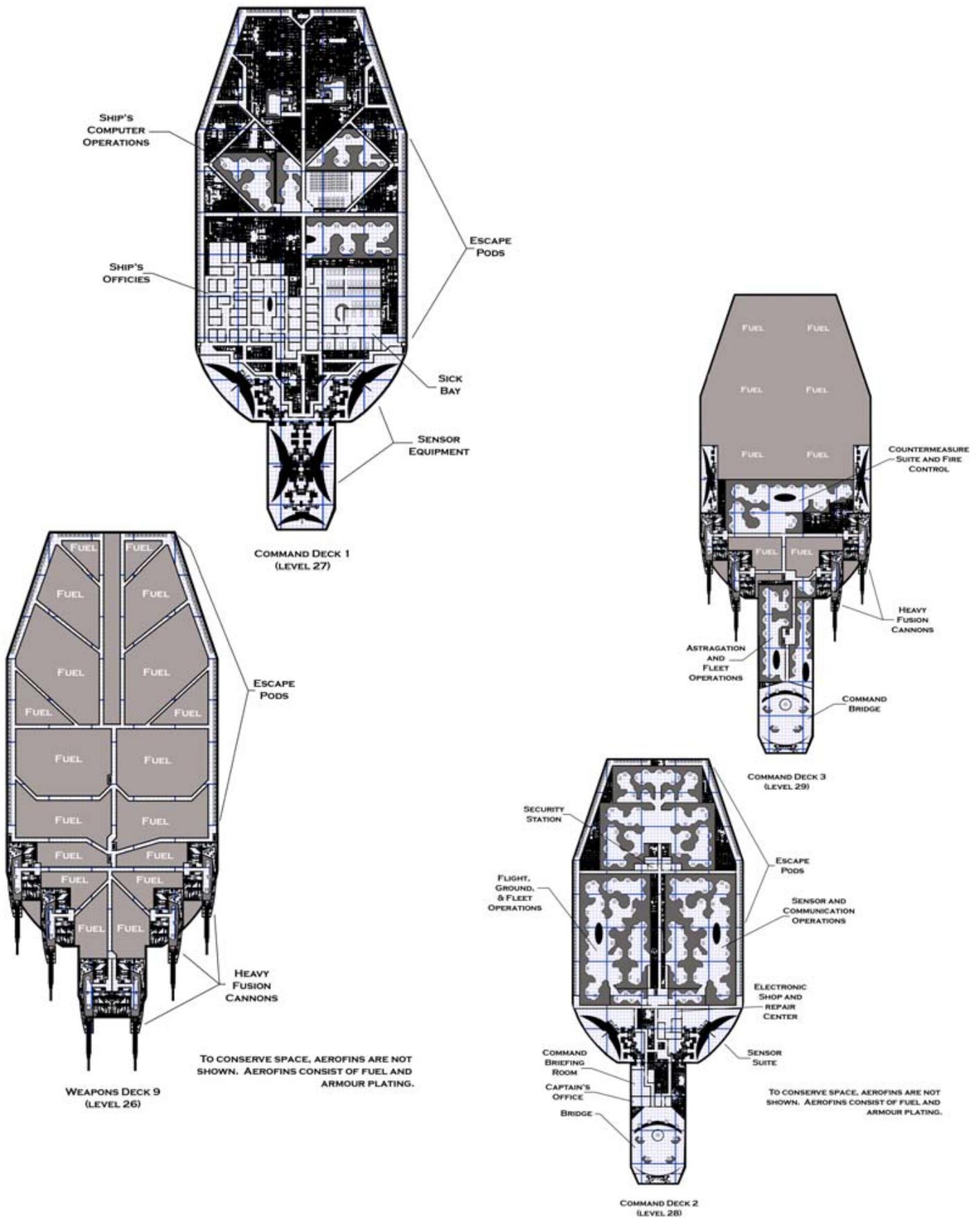


QUARTER DECK 5  
(LEVEL 22)



WEAPONS DECK 7  
(LEVEL 24)

TO CONSERVE SPACE, AEROFINS ARE NOT SHOWN. AEROFINS CONSIST OF FUEL AND ARMOUR PLATING.



## **TIGARA ATTACK CRUISER**

Smaller than the mighty Sharlin, the Tigara is a superb vessel in its own right, being used on missions where deployment of the former is unwarranted. Tigara cruisers are capable of taking and maintaining control over a sizeable area of a battlefield with their advanced weaponry, and make good use of the screen of fighters carried within their hangars. The Federation covers a large area of space, making the Tigara a good long-ranged defence vessel as well as a spearhead warship.

<b>Tigara Attack Cruiser</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	80,000 tons 4 sections each	Wedge (TL-15) Hull 571 Structure 571 Streamlined		14,400
		Stealth	–	8,000
Armour	Bonded Superdense	10 points	6,666.67	8,000
Artificial Gravity		Minbari Gravitic Field Generator	–	–
Jump Point Generator		Jump 6	8,000	60
Manoeuvre Drive	Minbari	Thrust 7	456	6,726
Power Plant	Minbari	Rating 7	3,600	9,900
		Emergency Power	360	990
Bridge		4 Command Modules	1,600	1,600
		Command Bridge	320	480
		Holographic Controls	–	520
Computer	Core / 9 fib	Rating 100	–	195
Electronics		Military Countermeasures x 4 (DM+6)	88	132
		Enhanced Signal Processing		
Weapons	Spinal Mount	3 x Antimatter Converter	9,000	60
	Bays	18 x Molecular Disruptor	918	270
		16 x Heavy Fusion Cannon	816	96
	Turrets	16 x Twin Light Fusion Cannon (accurate)	16	40
Fuel	34,080 tons	8 Jump 6 – 28 weeks of operation	34,080	–
Cargo	7,700 tons	(4,000 tons set aside for spares)	7,700	–
428 Staterooms			1,712	214
o Low Berths			–	–
Extras	Repair Drones		800	160
	Armoury x 23		46	11.5
	Briefing Room x 5	Holographic Viewing Screens	20	2.5
	Luxuries	Steward x 20	20	2
	Vault x 2		24	12
	Library x 2		8	8
	Laboratory x 8		32	8
	Probe Drones x 40		8	4
	428 Escape Pods		214	42.8
	Armoured Bulkheads	Drives	1,241.6	248.32
		Weapons	1,075	215
		Bridge and Sensors	200.8	40.16
Craft	4 Combat Flyer	Standard Hangars	156	268.08
	6 Nial Heavy Fighters	Standard Hangars	195	450.96
	Launch tube		625	312.5

Software	Manoeuvre/o		-	-
	Intellect	Rating 10	-	1
	Library		-	-
	Evade/3	Rating 25	-	3
	Fire Control/4	Rating 25	-	10
	Auto-Repair/2	Rating 20	-	10
	Jump Control/6	Rating 30	-	0.6
Maintenance Cost (monthly)				4.4577
Life Support Cost (monthly)				0.856
Total Tonnage & Cost			79,998.067	53,492.42

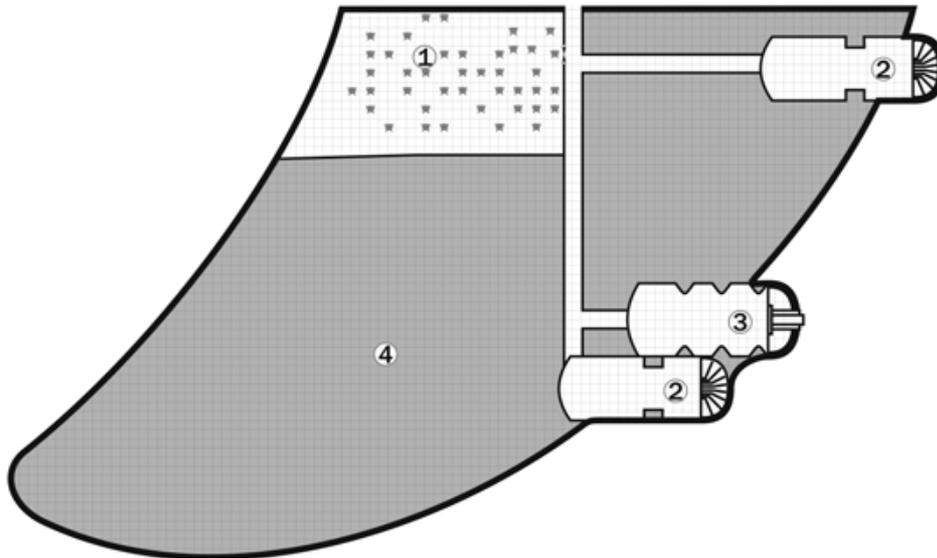
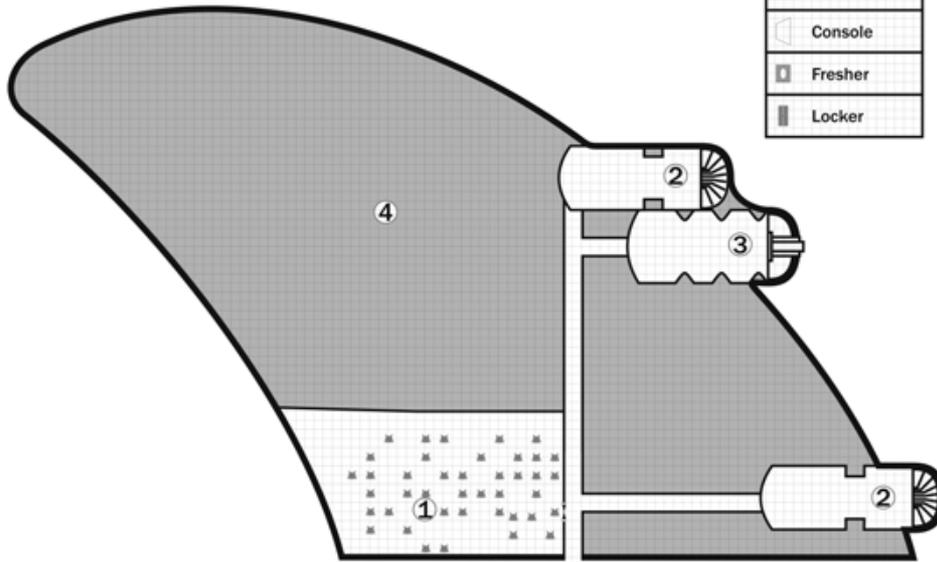
Department	Crew	Crew Damage Track
Command	40	Dead (-)
Engineering	131	Survivors (-4)
Gunnery	174	Skeleton (-2)
Flight	20	Half (-1)
Troops	120	Weakened
Service	160	Full
Frozen Watch	0	Battle – Starting Position
Total	645	Overstrength
Passenger Staterooms	40	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Amidships		Main		Forward	
Hull	571		571		571		571	
Structure	571		571		571		571	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	Hull	4 x Molecular Disruptor	Hull	Command Bridge	Hull	3 x Molecular Disruptor	Hull
4	P-Plant	M-Drive	Antimatter Converter	Hull	Antimatter Converter	Hull	Antimatter Converter	Sensors
5	4 x Molecular Disruptor	2 x Lt Fusion	2 x Heavy Fusion	2 x Lt Fusion	2 x Heavy Fusion	2 x Lt Fusion	2 x Heavy Fusion	2 x Lt Fusion
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	4 x Heavy Fusion	2 x Lt Fusion	2 x Heavy Fusion	2 x Lt Fusion	2 x Heavy Fusion	2 x Lt Fusion	2 x Heavy Fusion	2 x Lt Fusion
10	Jump Point Generator	M-Drive	4 x Flyers	Hull	Computer	Hull	6 x Nials	Launch Tube
11	P-Plant	Hull	4 x Molecular Disruptor	Hull	Bridge	Hull	3 x Molecular Disruptor	Hull
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



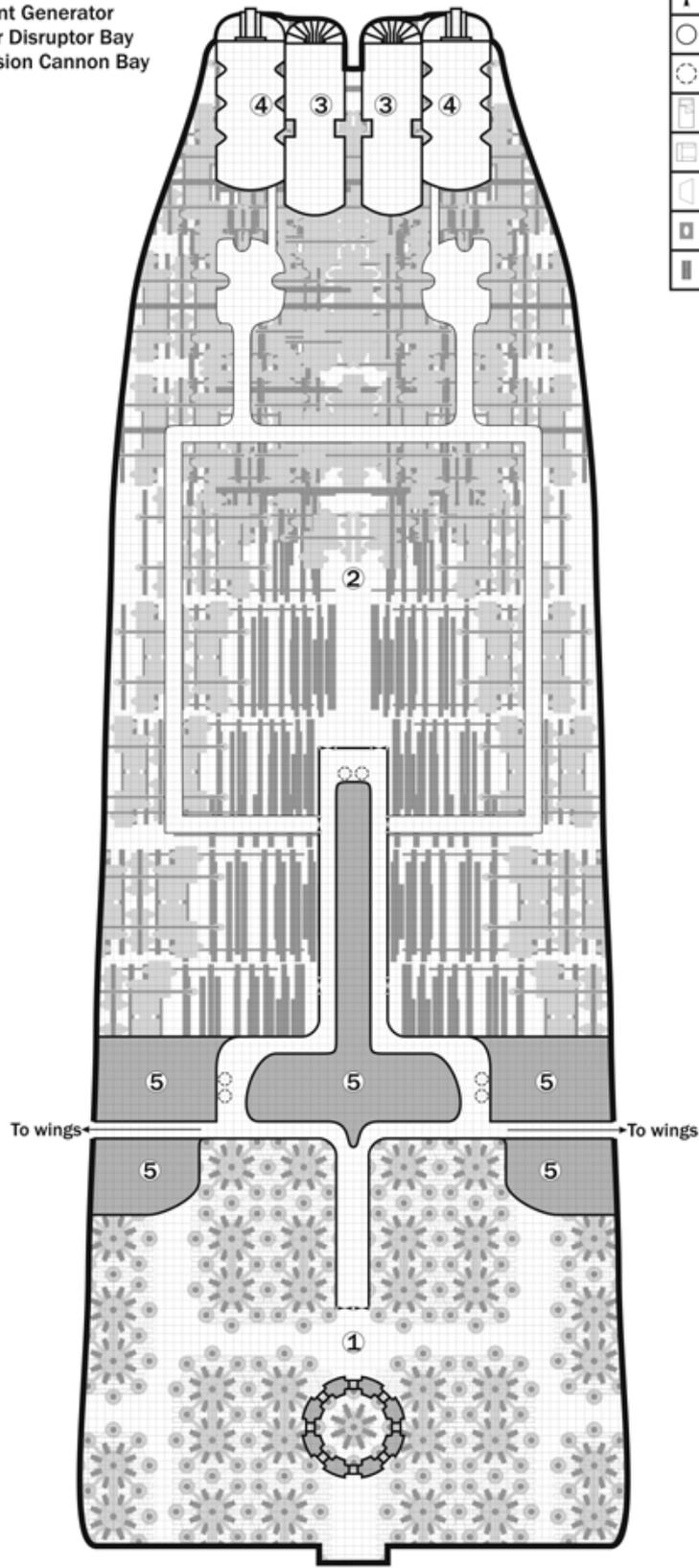
- 1 - Repair Droids
- 2 - Molecular Disruptor Bay
- 3 - Heavy Fusion Cannon Bay
- 4 - Fuel

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



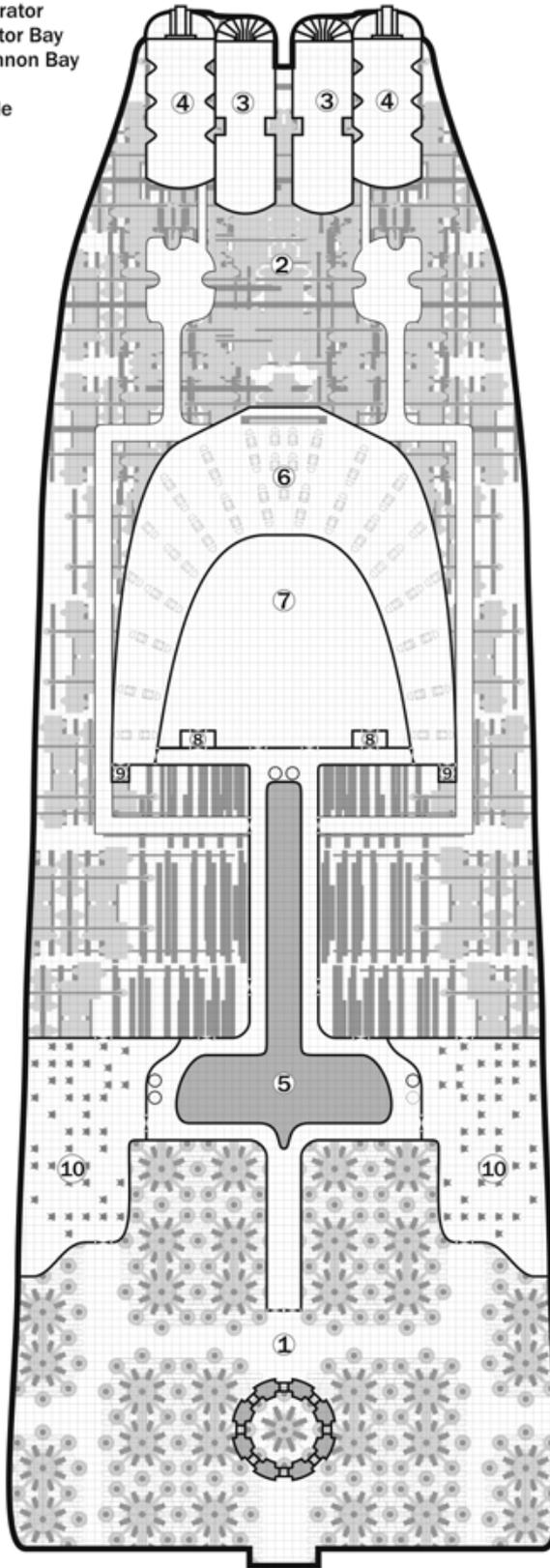
- 1 - Power Plant
- 2 - Jump Point Generator
- 3 - Molecular Disruptor Bay
- 4 - Heavy Fusion Cannon Bay
- 5 - Fuel

Iris
Iris on floor
Iris on ceiling
Bed
Chair
Console
Fresher
Locker



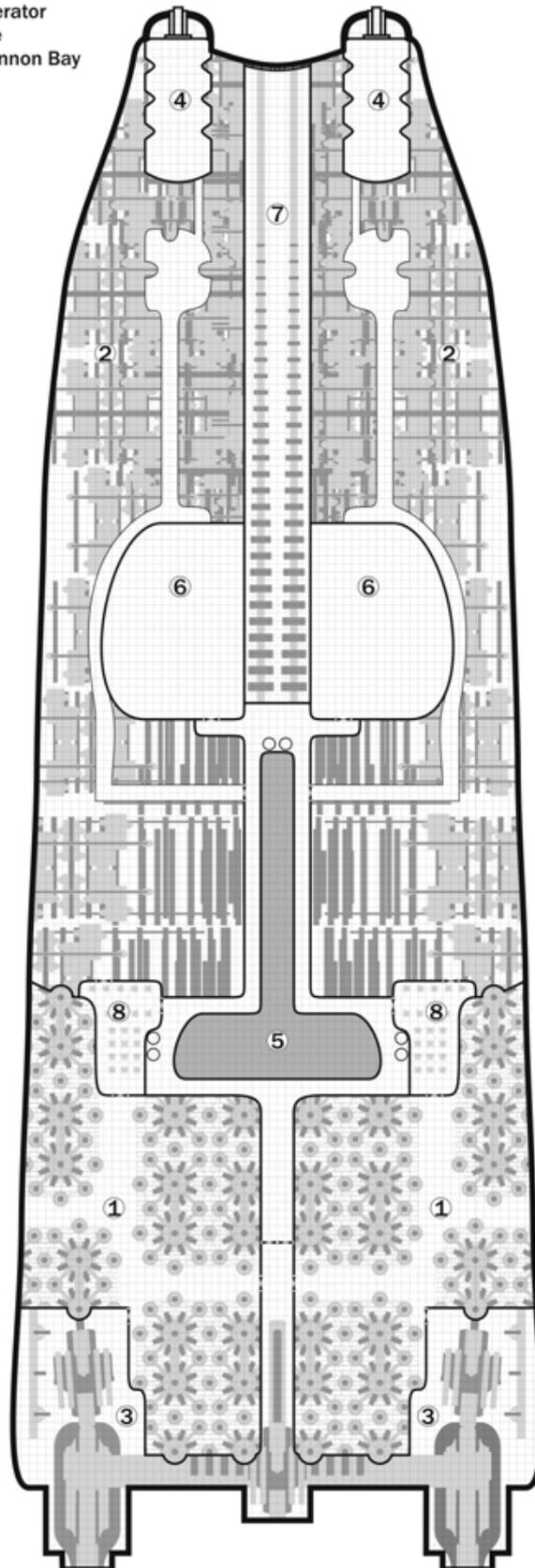
- 1 - Power Plant
- 2 - Jump Point Generator
- 3 - Molecular Disruptor Bay
- 4 - Heavy Fusion Cannon Bay
- 5 - Fuel
- 6 - Command Module
- 7 - Fighter Bay
- 8 - Briefing Room
- 9 - Armoury
- 10 - Repair Droids

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



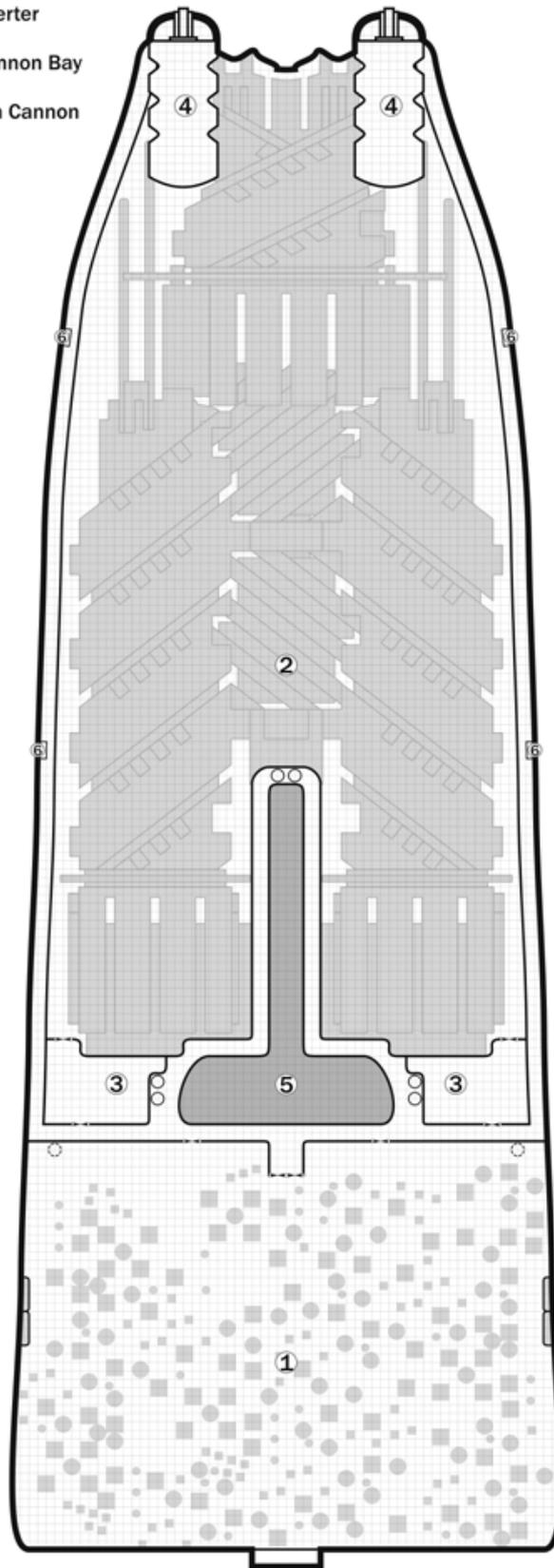
- 1 - Power Plant
- 2 - Jump Point Generator
- 3 - Manoeuvre Drive
- 4 - Heavy Fusion Cannon Bay
- 5 - Fuel
- 6 - Fighter Bay
- 7 - Launch Tube
- 8 - Repair Droids

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



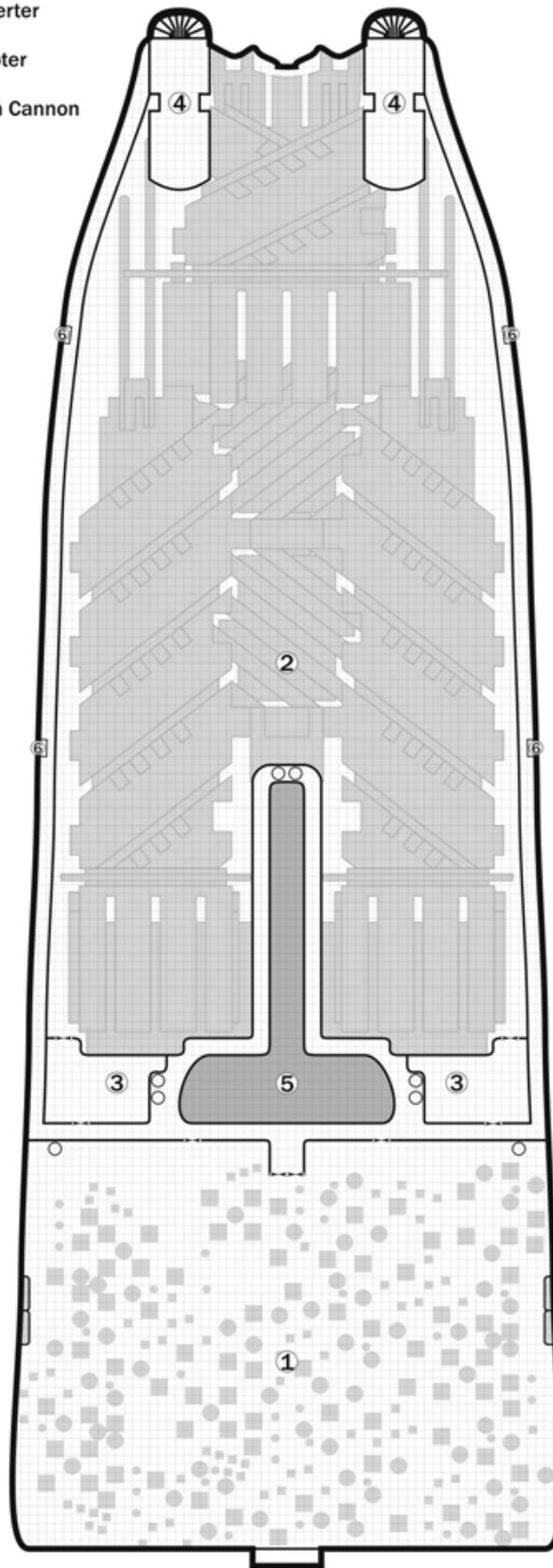
- 1 - Cargo Hold
- 2 - Antimatter Converter
- 3 - Repair Droids
- 4 - Heavy Fusion Cannon Bay
- 5 - Fuel
- 6 - Twin Light Fusion Cannon Turret

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



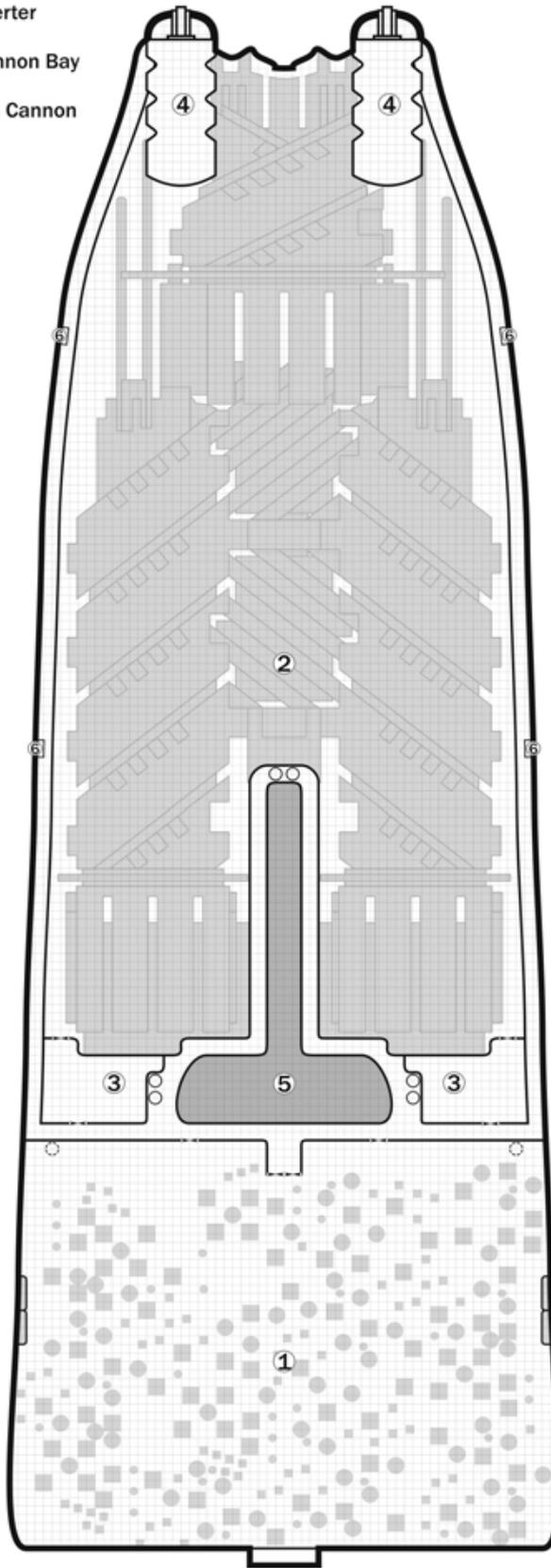
- 1 - Cargo Hold
- 2 - Antimatter Converter
- 3 - Repair Droids
- 4 - Molecular Disrupter
- 5 - Fuel
- 6 - Twin Light Fusion Cannon Turret

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



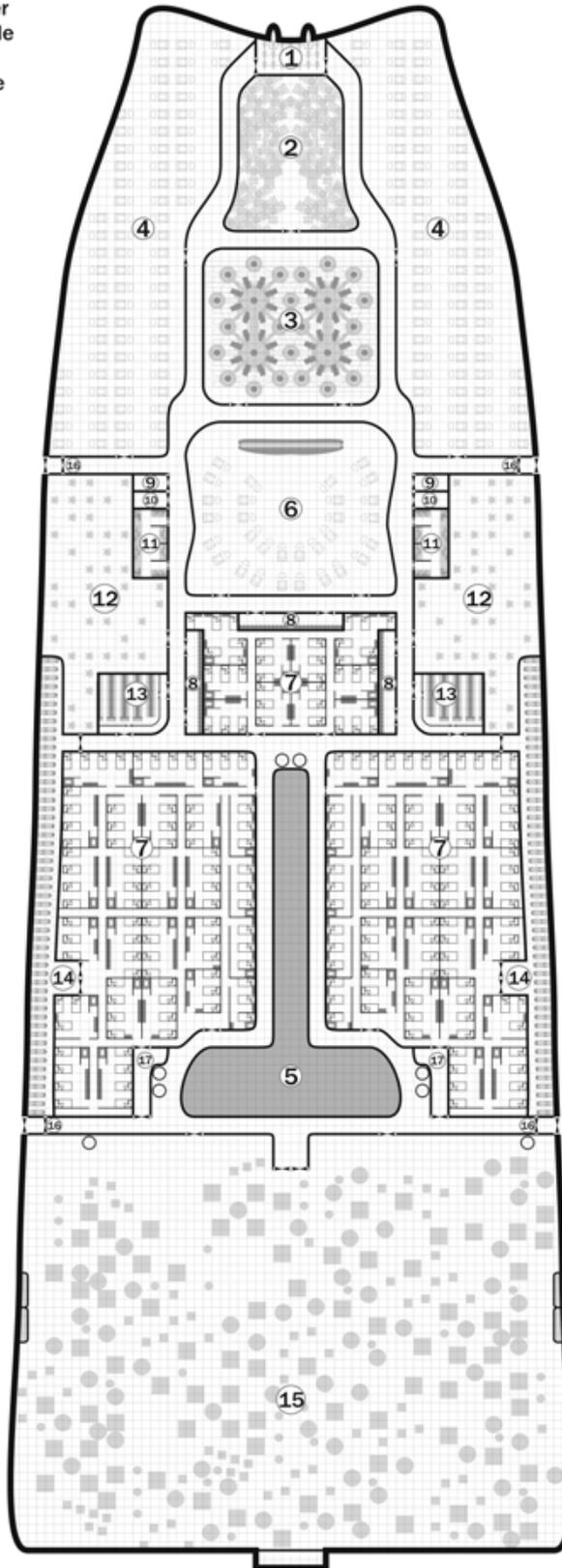
- 1 - Cargo Hold
- 2 - Antimatter Converter
- 3 - Repair Droids
- 4 - Heavy Fusion Cannon Bay
- 5 - Fuel
- 6 - Twin Light Fusion Cannon Turret

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



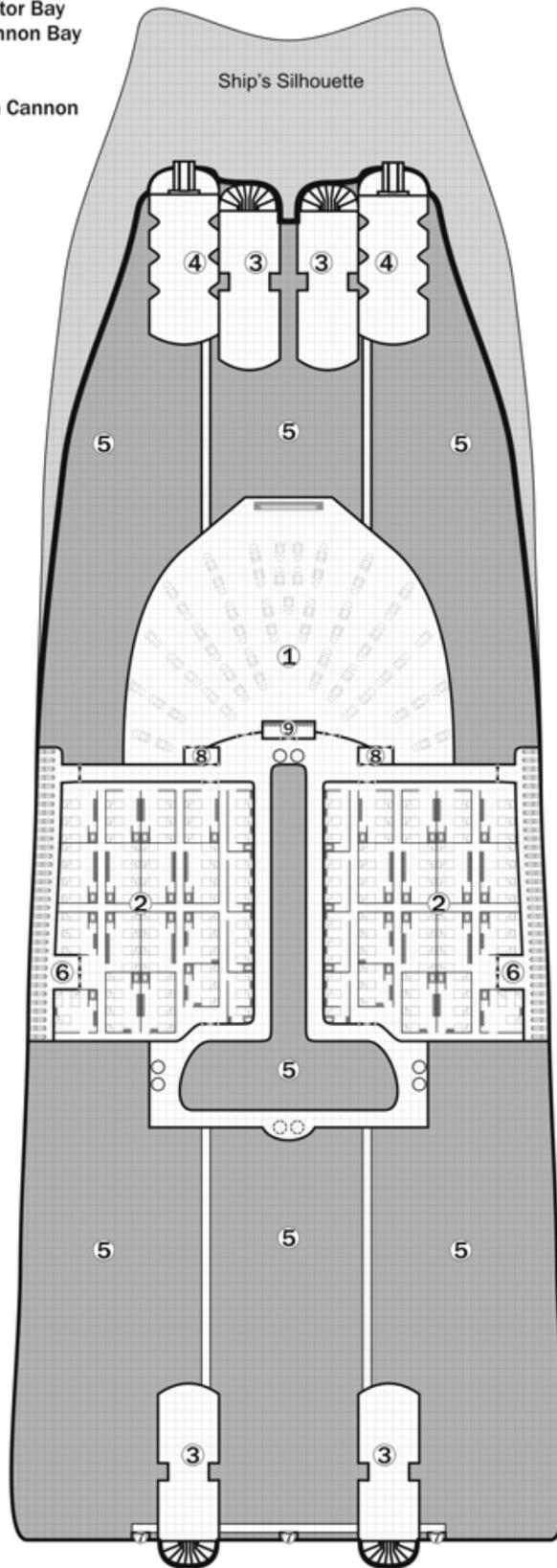
- 1 - Probes
- 2 - Electronics
- 3 - Emergency Power
- 4 - Command Module
- 5 - Fuel
- 6 - Command Bridge
- 7 - Staterooms
- 8 - Armoury
- 9 - Briefing Room
- 10 - Library
- 11 - Laboratory
- 12 - Repair Droids
- 13 - Vault
- 14 - Escape Pods
- 15 - Cargo
- 16 - Airlock
- 17 - Luxuries

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



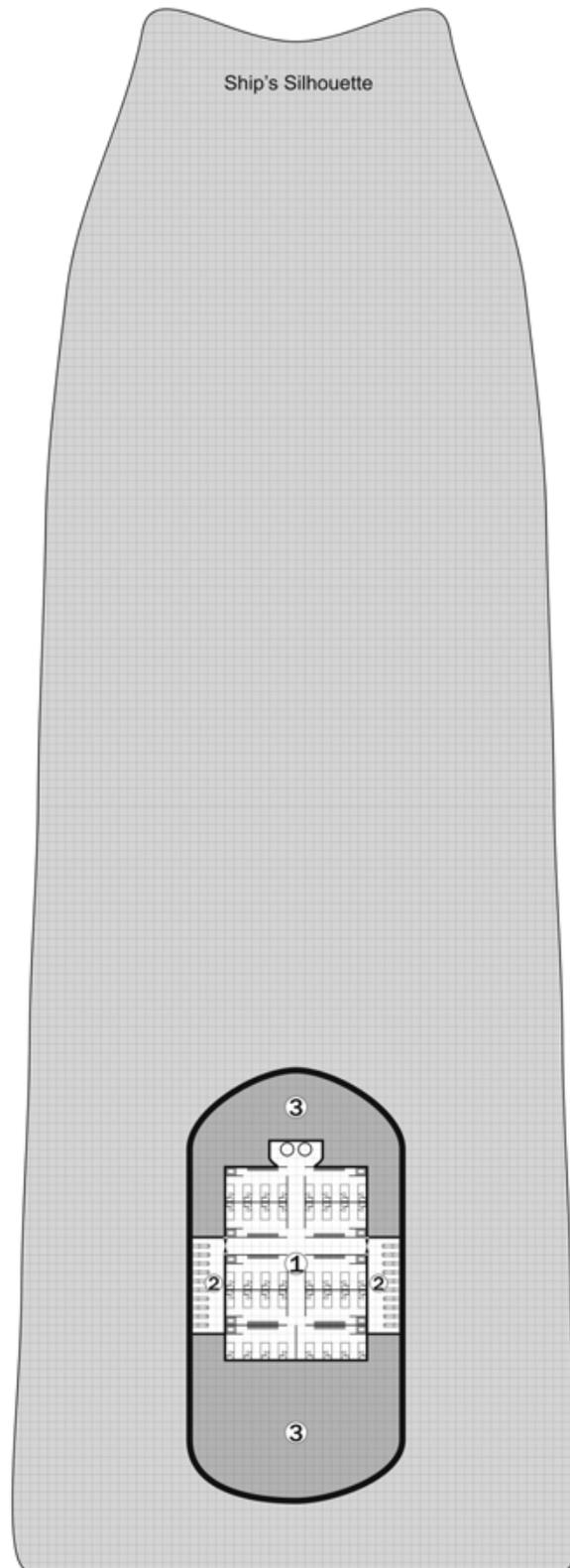
- 1 - Command Module
- 2 - Staterooms
- 3 - Molecular Disruptor Bay
- 4 - Heavy Fusion Cannon Bay
- 5 - Fuel
- 6 - Escape Pods
- 7 - Twin Light Fusion Cannon Turret
- 8 - Briefing Room
- 9 - Armoury

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



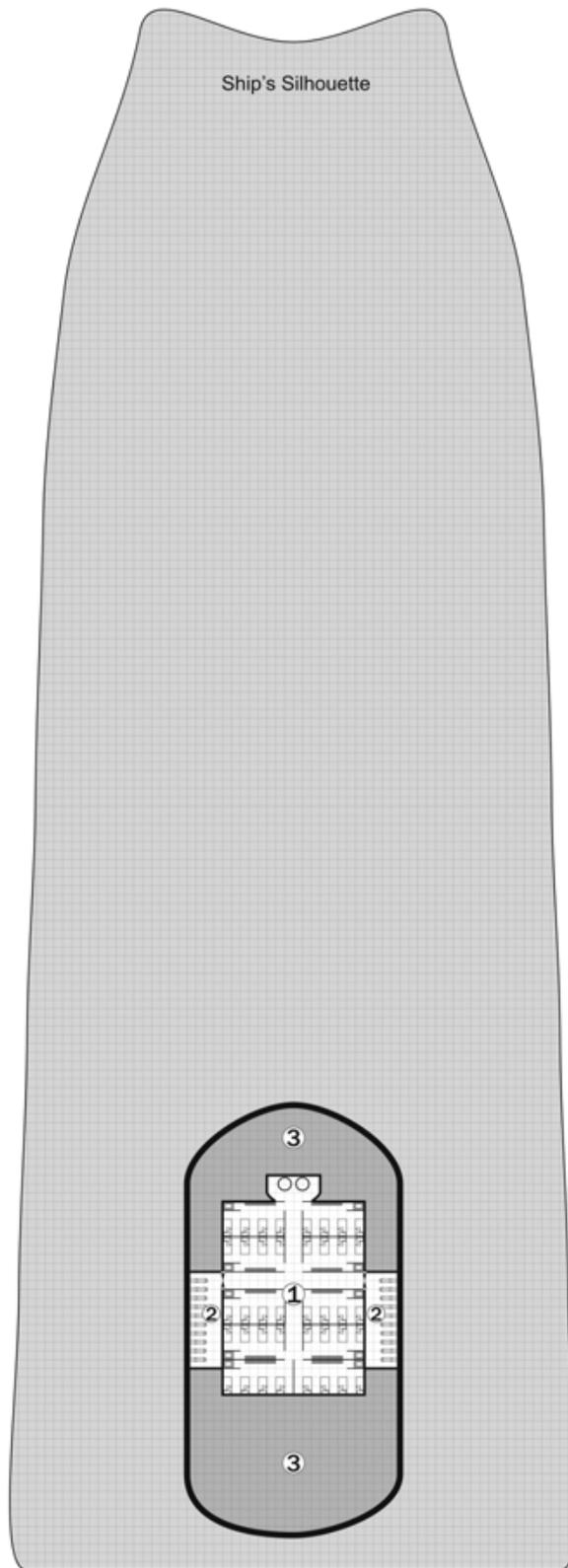
- 1 - Staterooms
- 2 - Escape Pods
- 3 - Fuel

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



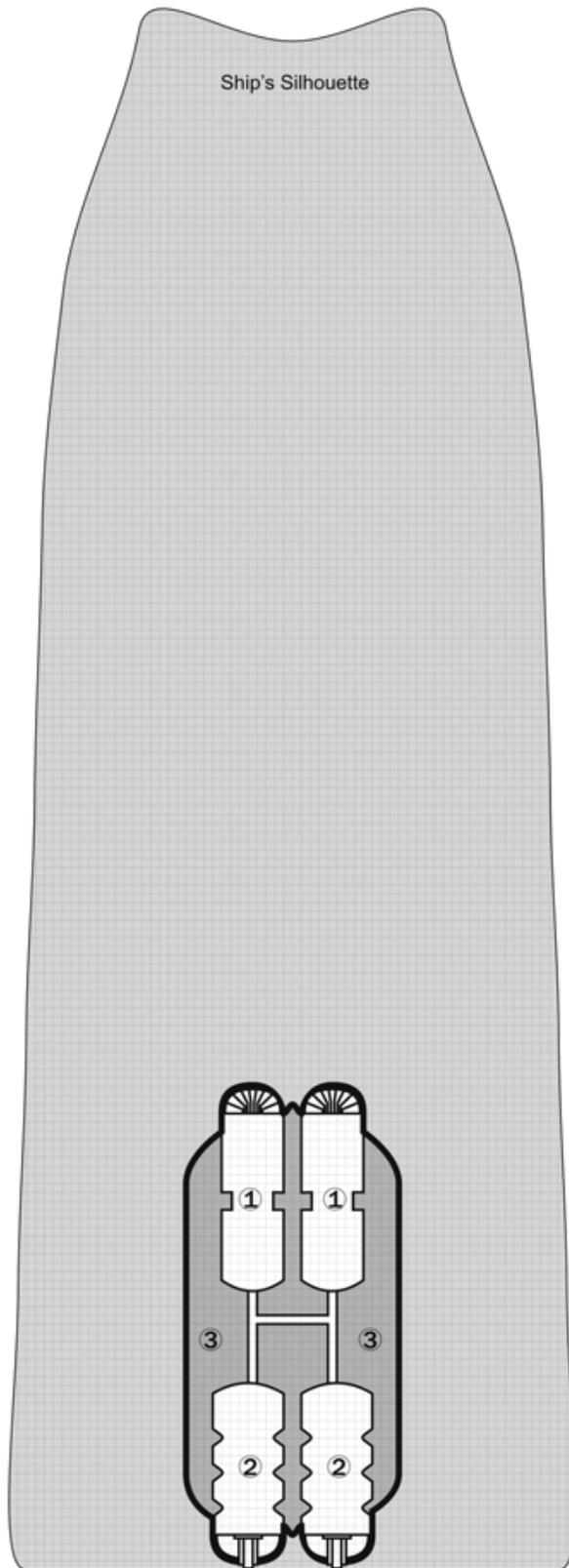
- 1 - Staterooms
- 2 - Escape Pods
- 3 - Fuel

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



- 1 - Molecular Disruptor Bay
- 2 - Heavy Fusion Cannon Bay
- 3 - Fuel

	Iris
	Iris on floor
	Iris on ceiling
	Bed
	Chair
	Console
	Fresher
	Locker



## **TOROTHA ASSAULT FRIGATE**

Among the fastest capital ships in the Minbari Federation, the Torotha is a deadly warship often deploying in advance of the larger warcruisers. The assault frigate will quickly sweep in to attack its target, with its molecular disruptors shredding the hull before its fusion cannons finish them off. Relying on speed to avoid enemy fire, the armour of a Torotha is made lighter than other Minbari ships, a weakness that can be exploited by the right enemy.

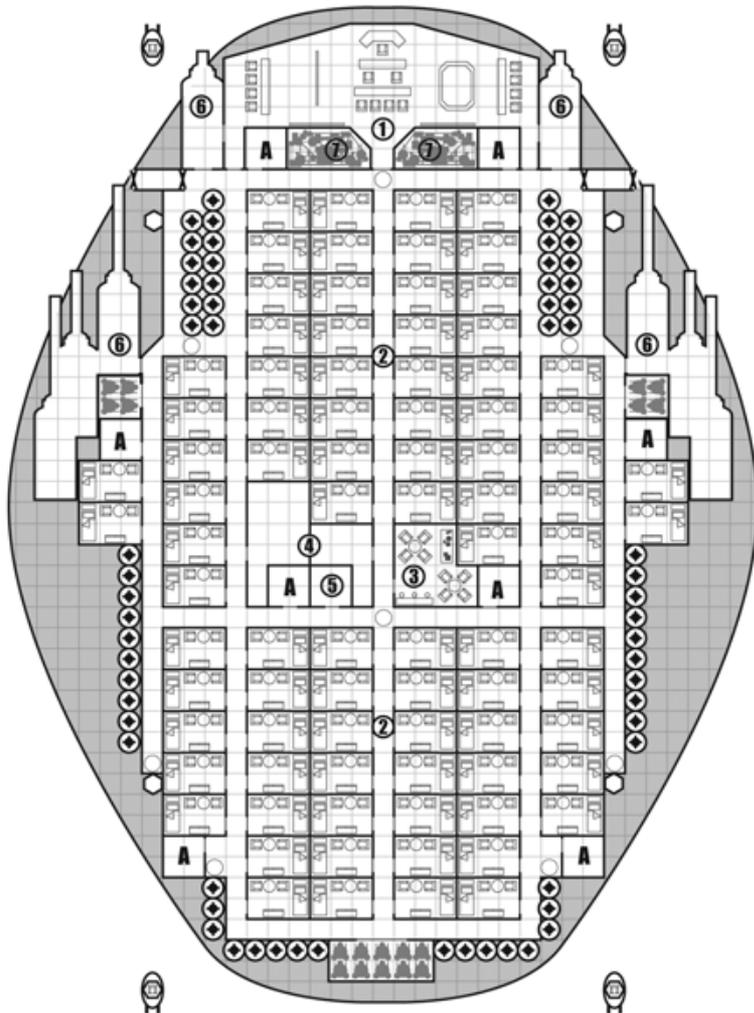
The crew consists of a captain, executive officer, logistics officer, navigator, 3 pilots, 7 engineers, 2 small craft crew, 18 gunners and 120 marines. 4 passengers can be carried

<b>Torotha Assault Frigate</b>		<b>Tons</b>	<b>Price (MCr)</b>
Hull	2,000	Hull 50 Structure 50 TL 14 material	250
		Streamlined	25
		Stealth	250
Armour	Bonded Superdense	9 pts	150
Artificial Gravity		Minbari Gravitic Field Generator	–
Jump Point Generator		Jump 5	200
Manoeuvre Drive DD		Thrust 6	23
Power Plant DD		Rating 6	98
Bridge		Holographic Command	40
Computer	Model 7 fib	Rating 35	–
Electronics	Countermeasures	DM +4	7
Weapons	Bays	4 x Molecular Disruptor	202
	Barbettes	8 x Medium Fusion Cannon	40
	Turrets	6 x Twin Light Fusion Cannon (accurate)	6
Fuel	548 tons	Two Jump 5 - Twenty weeks of operation	430
Cargo	179.4 tons		229
86 Staterooms			344
o Low Berths			–
Extras	86 Escape Pods		43
	Armoury x13		26
	Repair Drones		20
	Luxuries	Steward x 2	2
	Combat Flyer x 2	Standard Hangars	78
	Armoured Bulkheads	Drives	32.1
		Bridge & Sensors	4.7
		Weapons	24.8
Software	Manoeuvre/0		–
	Library		–
	Intellect	Rating 10	–
	Auto-Repair/2	Rating 10	–
	Evade/3	Rating 25	–
	Fire Control/5	Rating 25	–
	Jump Control/5	Rating 25	–
Maintenance Cost (monthly)			0.1481
Life Support Cost (monthly)			0.172
Total Tonnage & Cost			1,999.6
			1,777.16



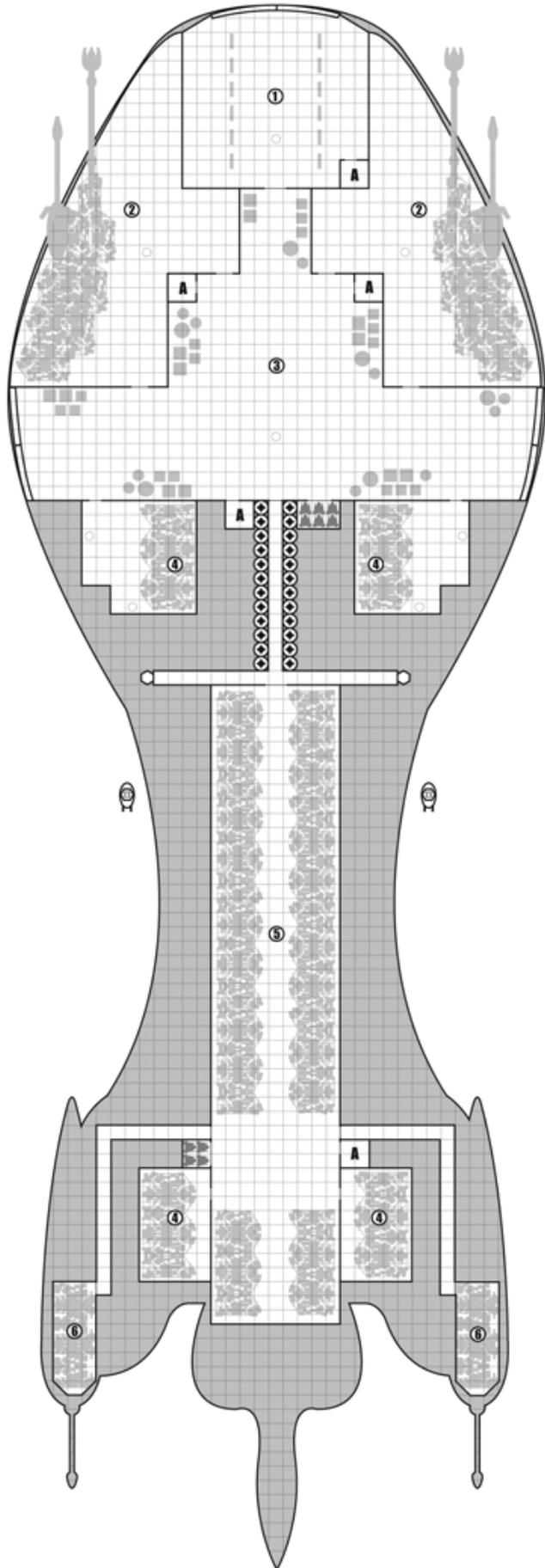
**DECK 1**

- 1 - Bridge
- 2 - Staterooms
- 3 - Galley
- 4 - Freshers
- 5 - Meditation Room
- 6 - Medium Fusion Cannons
- 7 - Electronics: Countermeasures
- A - Armoury
- ⊕ - Drop pods
- ⬡ - Turret Access
- ⦿ - Turret - Twin Light Fusion Cannon
- ✈ - Repair drone
- ⌘ - Iris valve
- - Iris valve floor
- ◌ - Iris valve ceiling
- 🪑 - Chair
- 🛏 - Bed



**DECK 2**

- 1 - Hangar
- 2 - Molecular Disruptor
- 3 - Cargo
- 4 - Power Plant
- 5 - Jump Point Generator
- 6 - Manoeuvre Drive
- A - Armoury
- ◆ - Drop pods
- ⬡ - Turret Access
- ⦿ - Turret: Twin light fusion cannon
- ✈ - Repair drone
- - Iris valve ceiling
- ⚙ - Machinery



# LEAGUE OF NON-ALIGNED WORLDS

## AVIOKI HEAVY CRUISER

The Brakiri designed this awkward-looking war cruiser to serve as their mainstay battle ship, packing its cross-bar frame with powerful weaponry. A familiar shape in the spacelanes beyond Brakiri space, these vessels often travel in small squadrons, often seeking out pirates and raiders who threaten the lucrative trade routes serviced by their mercantile concerns. The Brakiri have built a powerful vessel in the Avioki, requiring massive funds to finance; luckily the Syndicracy is very wealthy and the massive hold the ships contain can double as a mercantile transit – if needs be.

### New Brakiri Weaponry

Weapon	Race	Optimum Range	Damage	Mounting Size	Cost (MCr)	Special	Notes
Graviton Beam	Brakiri	Long	4D6+Crew Hit	100 ton bay	20	Armour Piercing	Ignores First 3 Points of Armour; must have a gravitic engine
Graviton Pulsar	Brakiri	Short	1D6+2	5 ton barbette	5	Armour Piercing	Ignores First 2 Points of Armour , +1 DM to Gunnery Roll; must have a gravitic engine

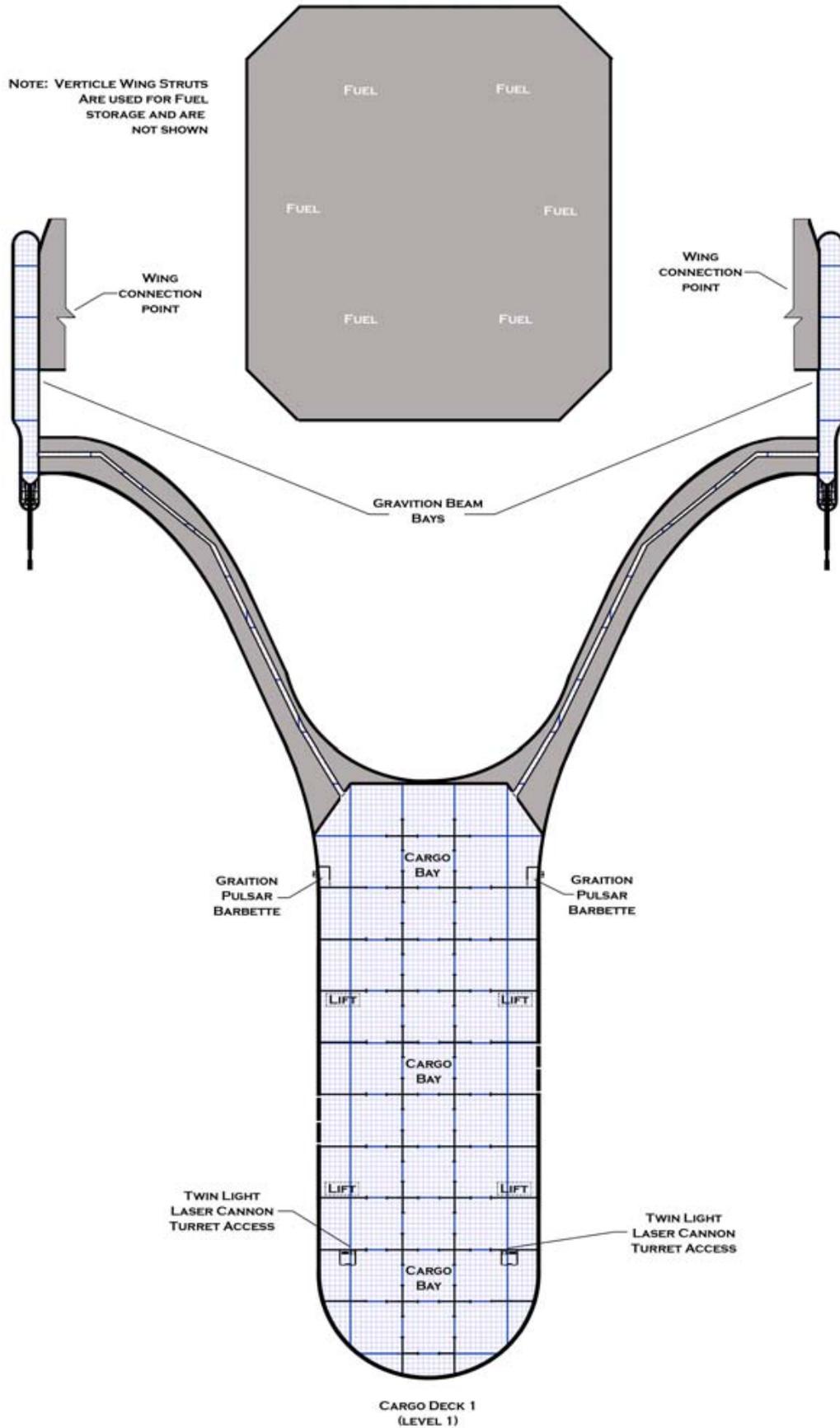
Avioki Heavy Cruiser			Tons	Price (MCr)
Hull	75 ktons 4 sections each	Dispersed Structure Hull 385 Structure 383		3,750
	Reinforced Hull		7,500	750
	Reinforced Structure x2		7,500	1,500
Armour	Crystaliron	12 pts	11,250	2,250
Artificial Gravity		Brakiri Graviton Core (100%)	–	–
Jump Point Generator		Jump 4	7,500	40
Manoeuvre Drive		Thrust 3	1,125	562.5
Power Plant		Rating 4	2,250	5,625
Bridge		4 Command Modules Main Command Bridge	1,500 320	1,500 480
Computer	Core / 7 fib	Rating 80		105
Electronics		Countermeasures x 4 (DM +4)	28	24
Weapons	Bays (Fore)	8 x Graviton Beam	808	160
	Barbettes	30 x Graviton Pulsar	150	150
	Turrets	16 x Twin Light Laser Cannon	16	40
Fuel	12,160 tons	Four Jump 4 – 16 weeks of operation	12,160	–
Cargo	19,841 tons	(2,250 tons set aside for spares)	19,841	–
373 Staterooms			1492	186.5
o Low Berths			–	–
Extras	Repair Drones		750	150
	373 Escape Pods		186.5	37.3

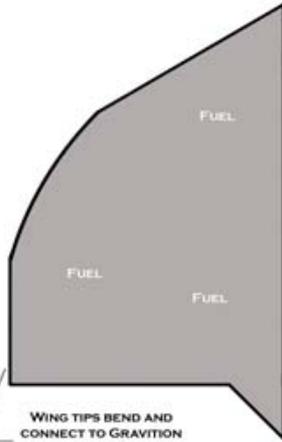
	Armoury x 22		44	11
	Briefing Room x 5		20	205
	Luxuries x25		25	2.5
	Vault x3		36	18
Craft	2 Assault Shuttles	Standard Hangars	234	151.744
	4 Cutters	Standard Hangars	260	129.832
Software	Manoeuvre/0		-	-
	Intellect		-	1
	Library		-	-
	Evade/1		-	1
	Jump Control/4		-	0.4
	Auto-Repair/2		-	10
	Fire Control/3		-	6
Maintenance Cost (monthly)				1.4705
Life Support Cost (monthly)				0.746
Total Tonnage & Cost			74,999.5	17,646.246

Department	Crew	Crew Damage Track
Command	38	Dead (-)
Engineering	109	Survivors (-4)
Gunnery	62	Skeleton (-2)
Flight	18	Half (-1)
Troops	160	Weakened
Service	150	Full
Frozen Watch	0	Battle - Starting Position
Total	537	Overstrength
Passenger Staterooms	50	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Amidships		Main		Forward	
Hull	385		385		385		385	
Structure	383		383		383		383	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	Hull	Structure	4 x Laser Cannon	Computer	Hull	Structure	4 x Laser Cannon
4	P-Plant	M-Drive	Computer	3 x Graviton Pulsar	Assault Shuttle	4 x Graviton Pulsar	Fuel	4 x Graviton Pulsar
5	Brakiri Graviton Core	4 x Graviton Pulsar	2 x Graviton Beam	4 x Graviton Pulsar	Assault Shuttle	Hull	2 x Graviton Beam	Hull
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Fuel	Hull	2 x Graviton Beam	Hull	Bridge	4 x Graviton Pulsar	2 x Graviton Beam	4 x Graviton Pulsar
10	Jump Point Generator	M-Drive	Repair Drones	3 x Graviton Pulsar	2 x Cutters	Hull	Structure	Hull
11	P-Plant	Hull	Structure	4 x Laser Cannon	2 x Cutters	Sensors	Counter measures	4 x Laser Cannon
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull

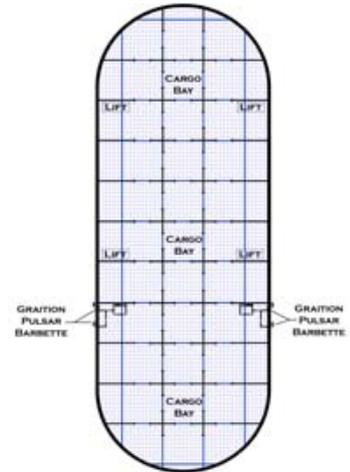
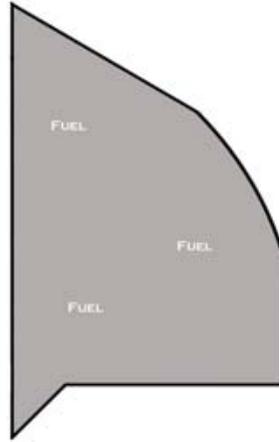






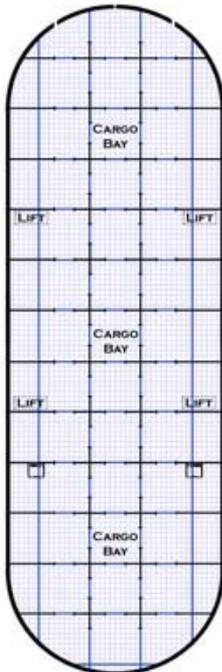
WING TIPS BEND AND CONNECT TO GRAVITON BEAM BAY WEAPONS ON THE NEXT LEVEL DOWN

WING SECTIONS ARE LESS THAN A METER THICK.

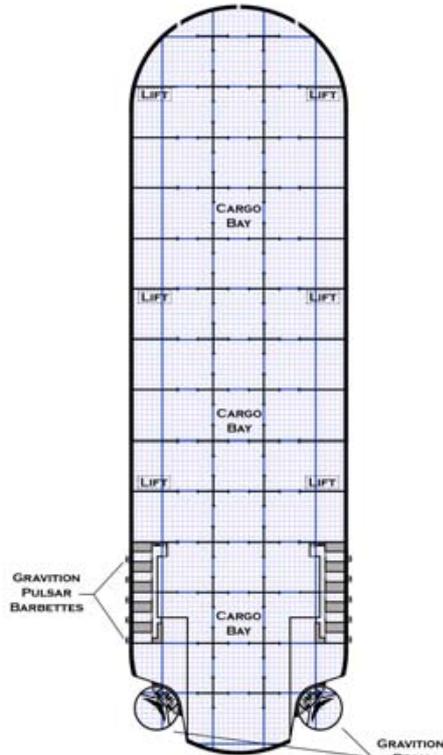


CARGO DECK 2 (LEVEL 2)

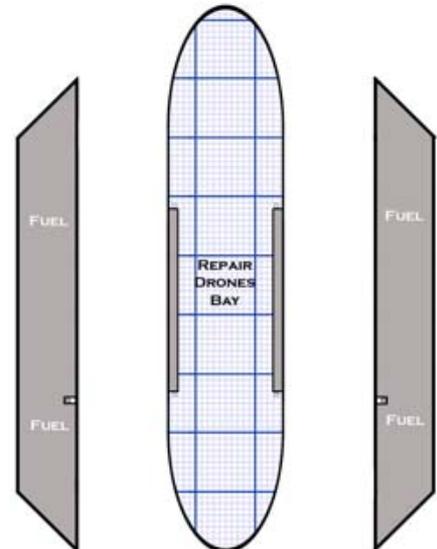
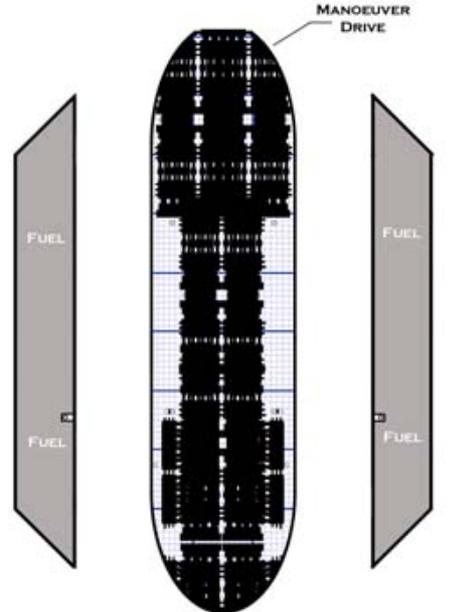
NOTE: VERTICAL WING STRUTS ARE USED FOR FUEL STORAGE AND ARE NOT SHOWN

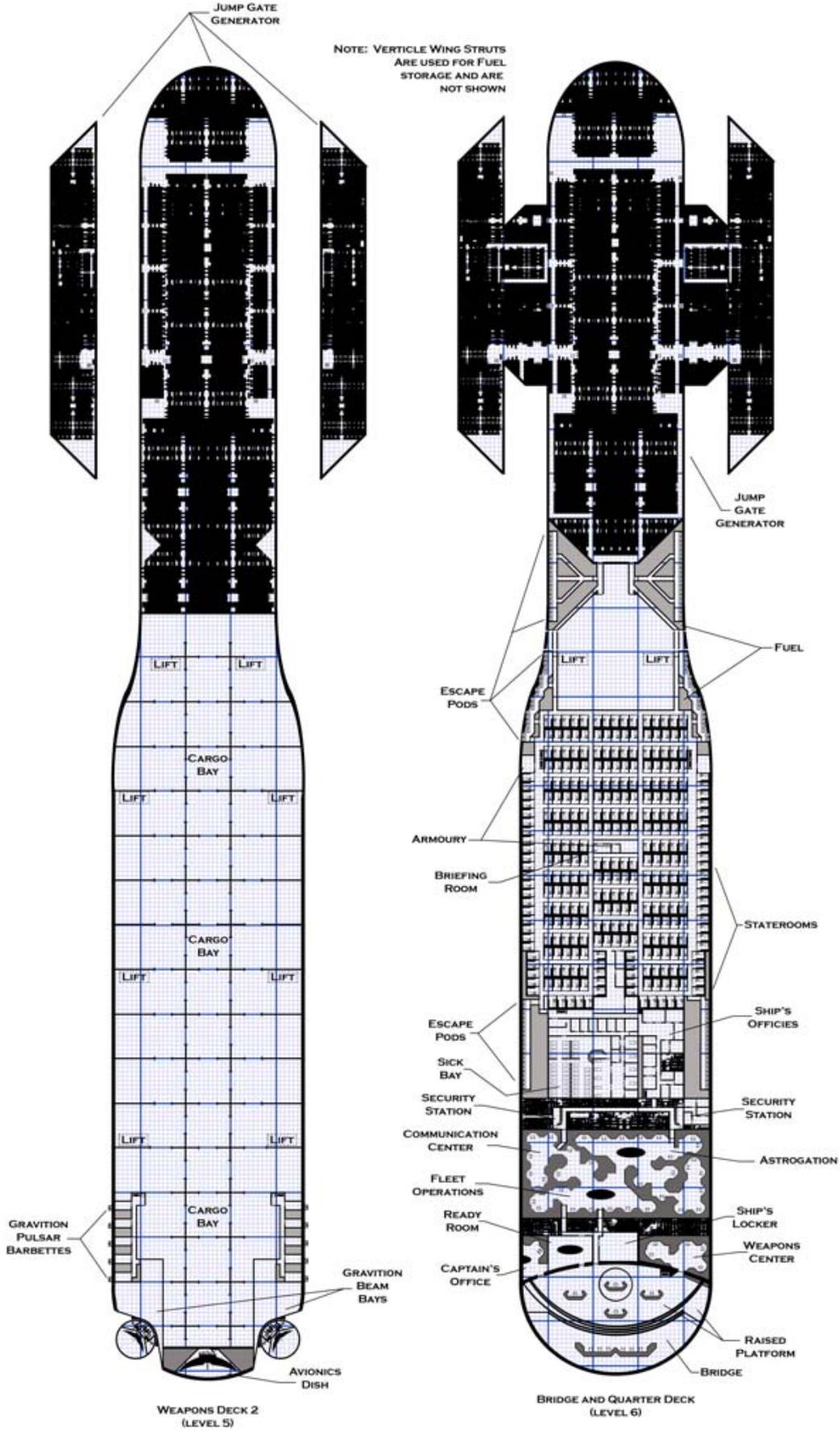


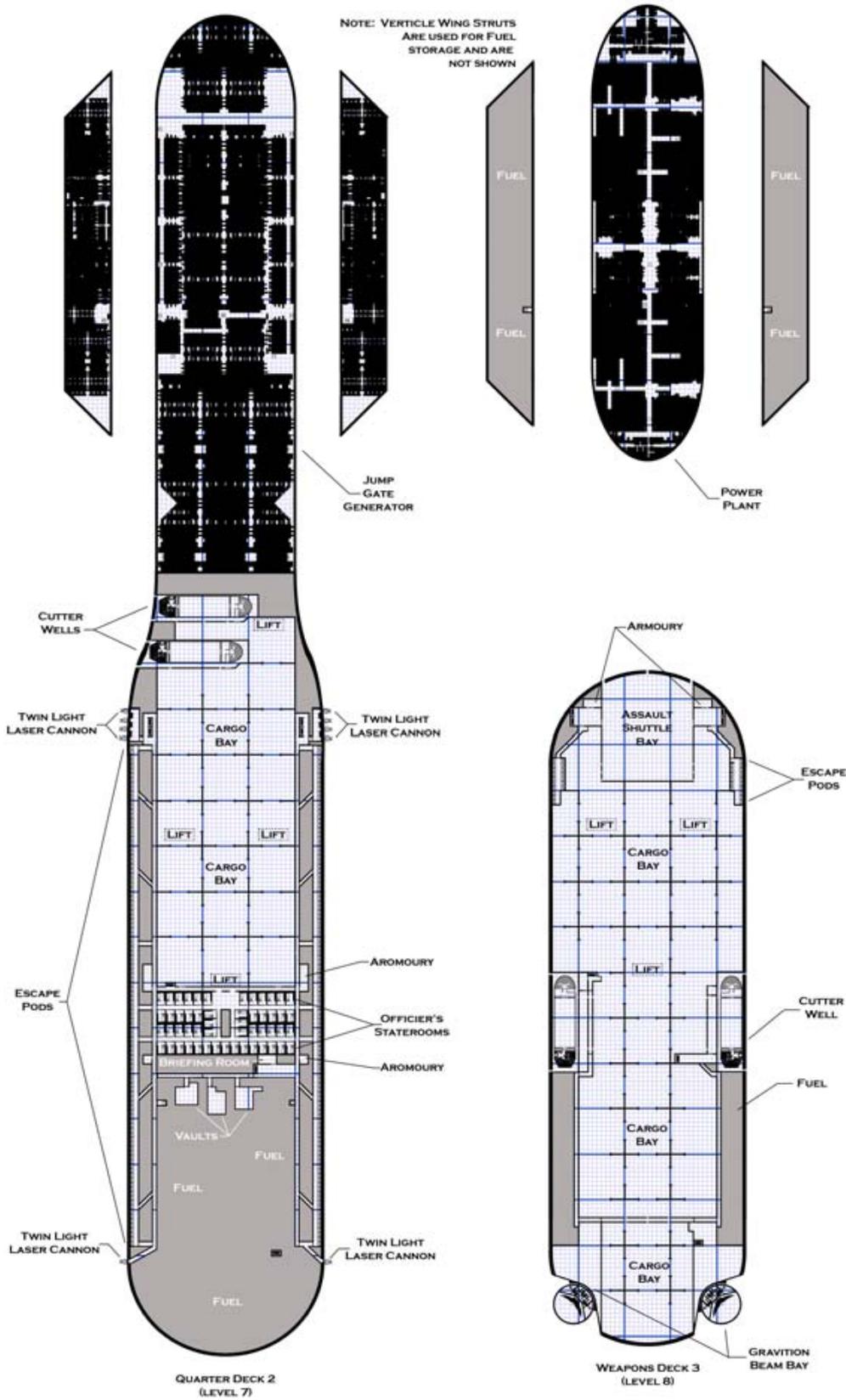
CARGO DECK 3 (LEVEL 3)



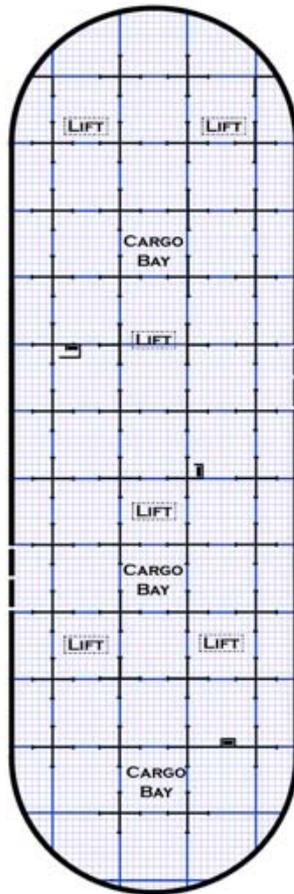
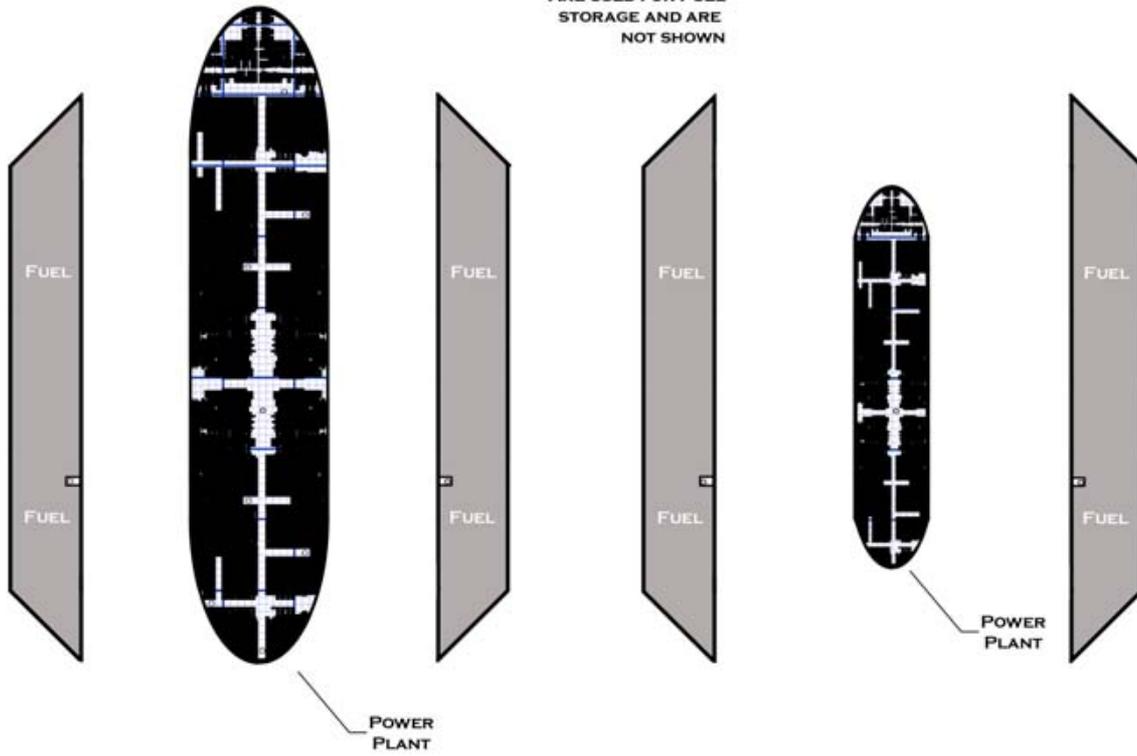
WEAPONS DECK 1 (LEVEL 4)



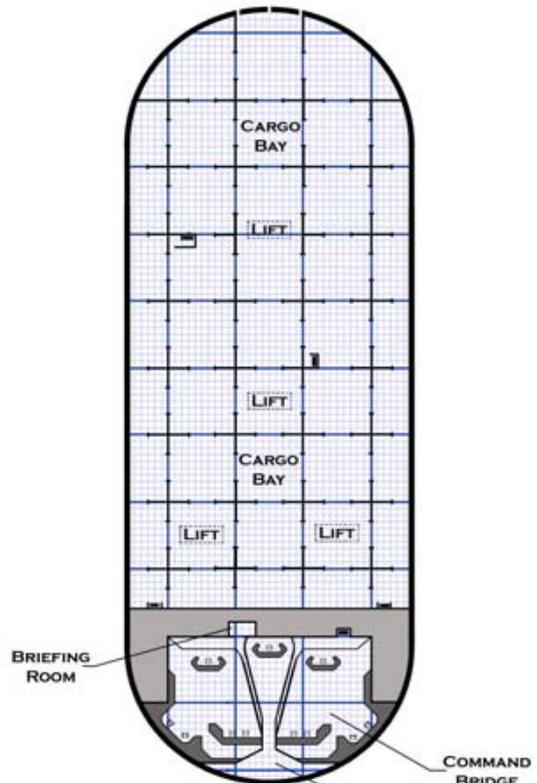




NOTE: VERTICLE WING STRUTS  
ARE USED FOR FUEL  
STORAGE AND ARE  
NOT SHOWN

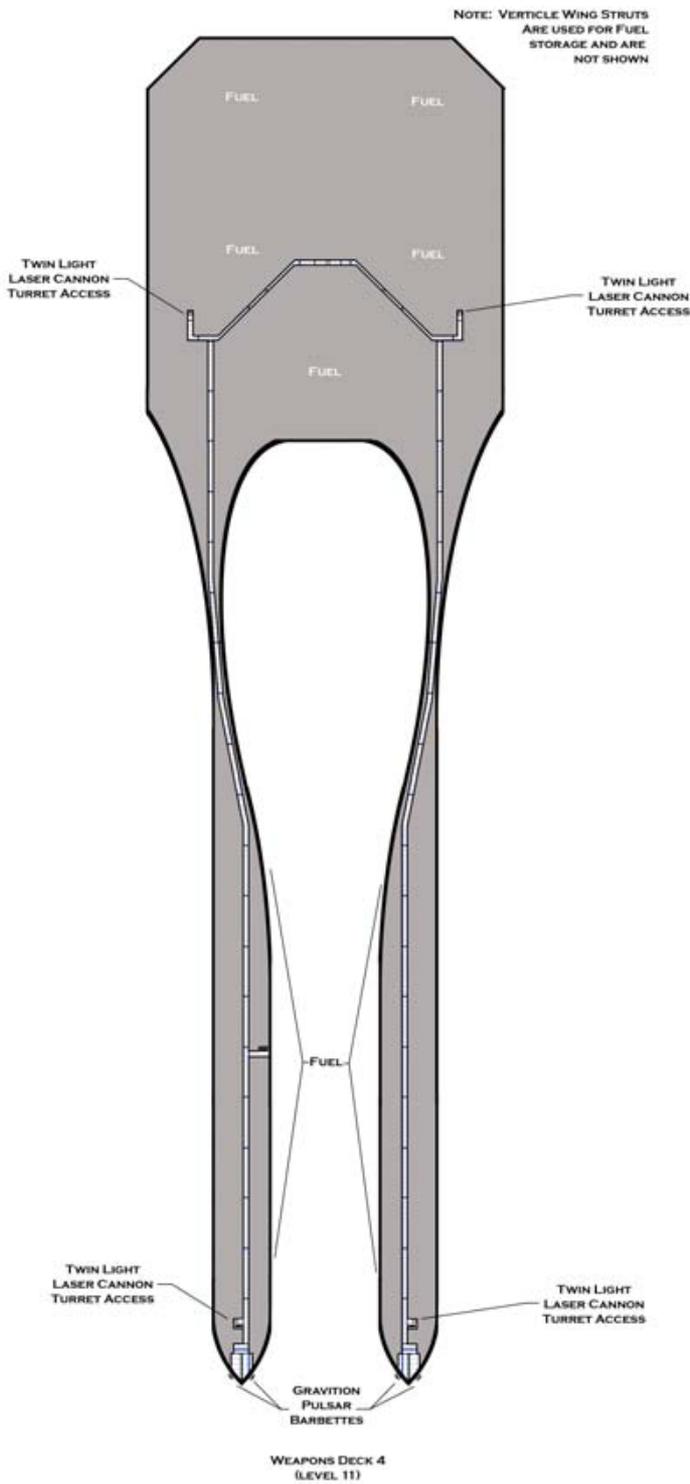


CARGO DECK 4  
(LEVEL 9)



COMMAND BRIDGE DECK  
(LEVEL 10)

BRIEFING ROOM  
COMMAND BRIDGE  
RAISED PLATFORM



## **BIMITH DEFENDER**

One of the main vessels in the Abbai Matriarchate's fleet, the Bimith is a large, flat battleship designed to slowly cruise into an area of space and deny enemy ships the ability to move through it unscathed. Rows of special quad array gun ports line the ship on all sides, giving it remarkable firepower at short ranges. Solid gravitic shielding and fast-reacting interceptor turrets protect the ship itself, while the Abbai crewwomen inside make sure the Bimith protects any vessel it has been ordered to escort.

<b>Bimith Defender</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	80 ktons 4 sections each	Standard Hull 420 Structure 408 Partially Streamlined		8,000
		Double Reinforced Hull	16,000	1,600
		Double Reinforced Structure	8,000	1,600
Armour	Crystaliron	10 pts	10,000	4,000
Artificial Gravity		Abbai Floatation Gravitics	–	–
Jump Point Generator		None	–	–
Manoeuvre Drive		Thrust 3	1,200	600
Power Plant		Rating 4 Emergency Power	2,400 240	6,000 600
Bridge		4 Command Modules Hardened	1,600	1,600 400
Computer	Core / 7 fib	Rating 80	–	105
Electronics		Countermeasures x 4 (DM +4)	28	24
Weapons	Barbettes	96 Heavy Pulse Cannons	480	192
	Turrets	60 x Double Particle Guns	60	210
		10 x Interceptors (Triple Sandcaster)	10	17.5
	Screens	Force Field Generator 2 (as Black Globe in flicker mode only)	40	400
Ammunition		12,000 Interceptor rounds (sandcaster barrels)	600	–
Fuel	19,200 tons	24 weeks of operation	19,200	–
Cargo	17,728 tons	(4,000 tons set aside for spares)	17,231	–
259 Staterooms			1,036	129.5
o Low Berths			–	–
Extras	Armoury x 14		28	7
	10 Probe Drones		2	1
	259 Escape Pods		129.5	25.9
	Repair Drones		800	160
	Briefing Room x 4		16	2
	Laboratory x 3	Medical and Rescue Gear	12	1.5
	Luxuries	Steward x 25	25	2.5
	Armoured Bulkheads	Drives	384	76.8
		Weapons	55	11
		Bridge & Sensors	162.8	32.56
Craft	4 50-ton Cutters	Standard Hangars	260	129.832

Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Library		-	-
	Evade/1	Rating 10	-	1
	Auto-Repair/2	Rating 20	-	10
	Fire Control/3	Rating 15	-	6
Maintenance Cost (monthly)				2.1622
Life Support Cost (monthly)				0.518
Total Tonnage & Cost			79,999.3	25,946.092

Department	Crew	Crew Damage Track
Command	40	Dead (-)
Engineering	39	Survivors (-4)
Gunnery	52	Skeleton (-2)
Flight	8	Half (-1)
Troops	80	Weakened
Service	160	Full
Frozen Watch	0	Battle – Starting Position
Total	379	Overstrength
Passenger Staterooms	50	Massively Overstrength
Low Berth Passengers	0	

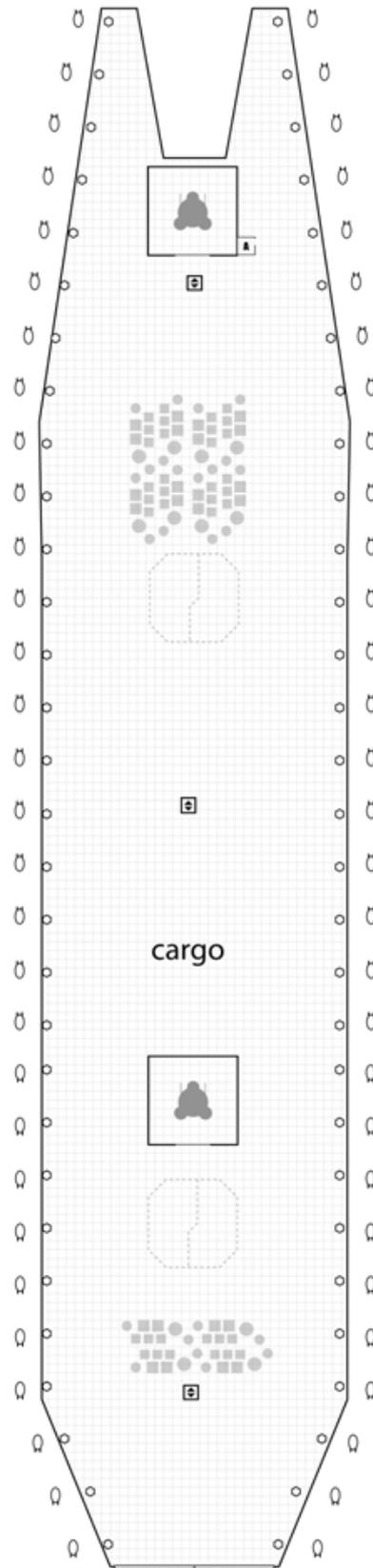
	Engineering		Amidships		Main		Forward	
Hull	420		420		420		420	
Structure	408		408		408		408	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3		8 x Heavy Pulse Cannons	Force Field	8 x Heavy Pulse Cannons	Structure	8 x Heavy Pulse Cannons	Bridge	8 x Heavy Pulse Cannons
4	P-Plant	M-Drive	Structure	8 x Heavy Pulse Cannons	Structure	Sensors	Computer	8 x Heavy Pulse Cannons
5	Fuel	9 x Particle Gun	Hold	5 x Interceptor	Hold	8 x Particle Gun	Structure	9 x Particle Gun
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Fuel	9 x Particle Gun	Hold	5 x Interceptor	Hold	8 x Particle Gun	Structure	9 x Particle Gun
10	Fuel	M-Drive	Structure	8 x Heavy Pulse Cannons	4 x Cutters	8 x Particle Gun	Structure	8 x Heavy Pulse Cannons
11	P-Plant	8 x Heavy Pulse Cannons	Structure	8 x Heavy Pulse Cannons	Structure	8 x Heavy Pulse Cannons	Structure	8 x Heavy Pulse Cannons
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull





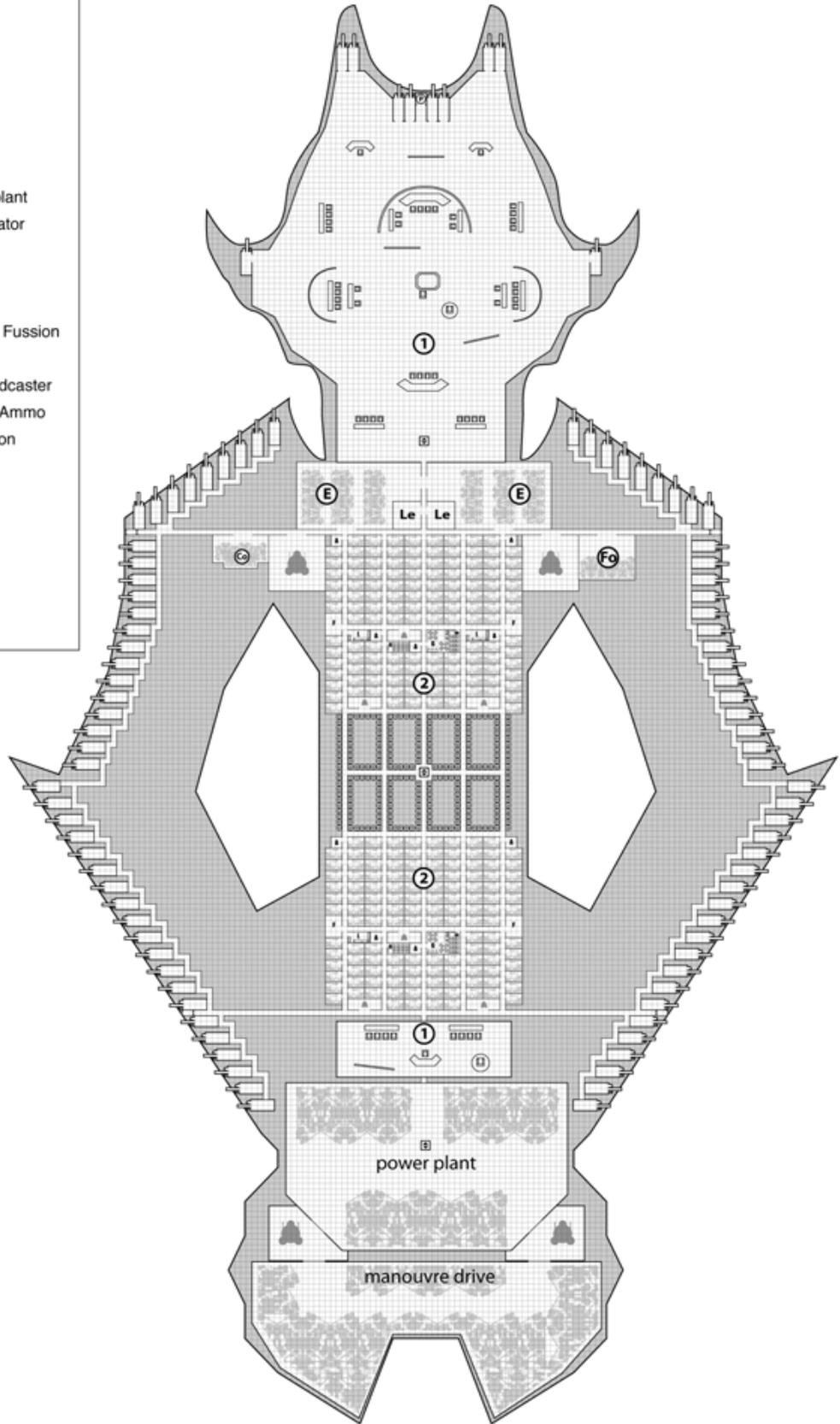
DECK 2

- 1 - Bridge
- 2 - Staterooms
- G - Galley
- F - Freshers
- Le - Leisure room
- L - Laboratory
- B - Briefing room
- E - Emergency power plant
- Fo - Force Field Generator
- Co - Countermeasures
- ⊕ - Escape pods
- ⬡ - Turret Access
- ⊖ - Turret - Twin Light Fusion Cannon
- ⊖ - Turret - Triple Sandcaster
- ⊖ - Triple Sandcaster Ammo
- ⊖ - Heavy pulse cannon
- P - Probe drones
- ▶ - Repair drone
- X - Iris valve
- ⬆ - Elevator
- ⊖ - Machinery
- ⊖ - Chair
- ⊖ - Bed



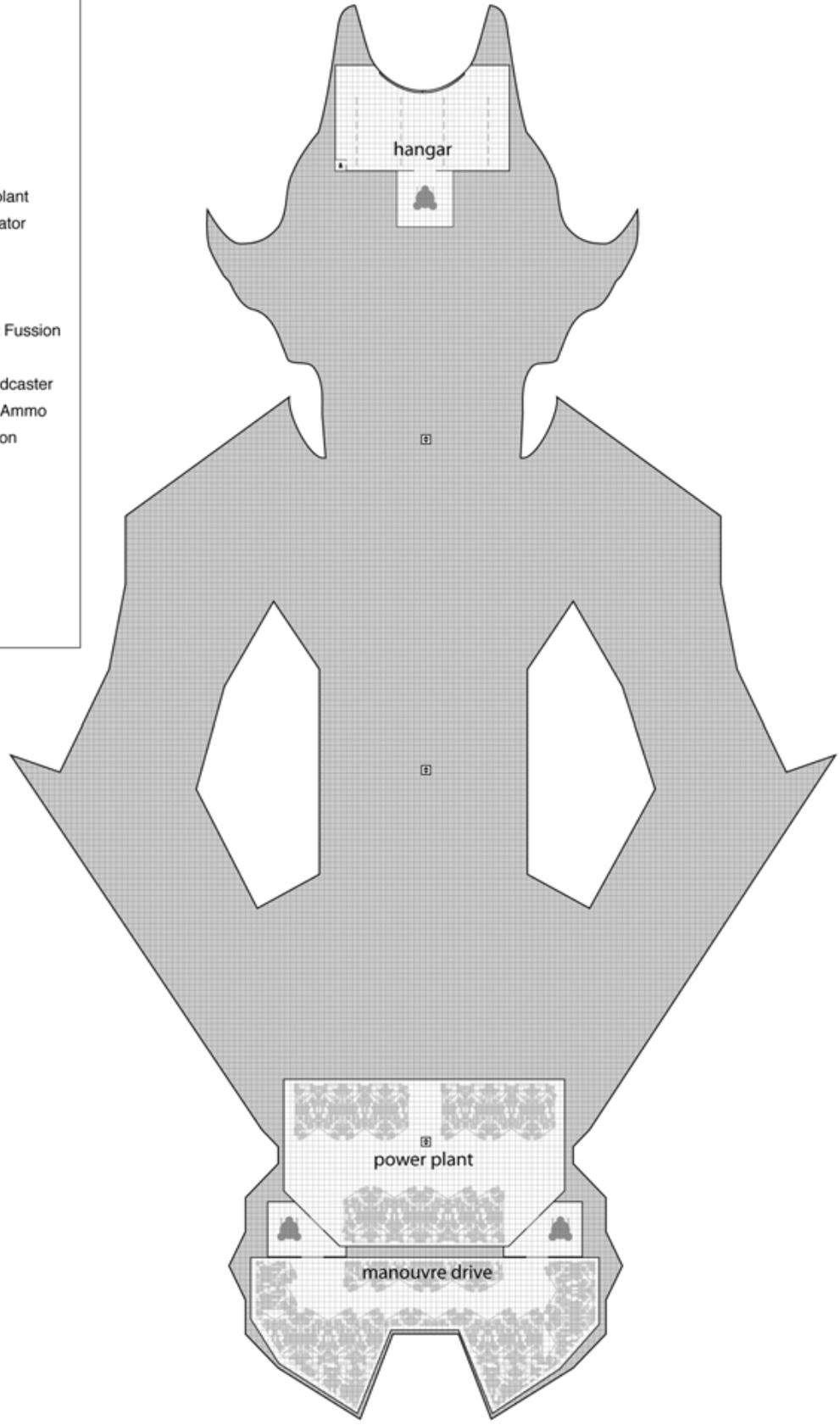
DECK 3

- 1 - Bridge
- 2 - Staterooms
- G - Galley
- F - Freshers
- Le - Leisure room
- L - Laboratory
- B - Briefing room
- E - Emergency power plant
- Fo - Force Field Generator
- Co - Countermeasures
- ⊕ - Escape pods
- ⬡ - Turret Access
- ⦶ - Turret - Twin Light Fussion Cannon
- ⦶ - Turret - Triple Sandcaster
- ⦶ - Triple Sandcaster Ammo
- ⦶ - Heavy pulse cannon
- P - Probe drones
- ⦶ - Repair drone
- X - Iris valve
- ⬡ - Elevator
- ⦶ - Machinery
- ⦶ - Chair
- ⦶ - Bed



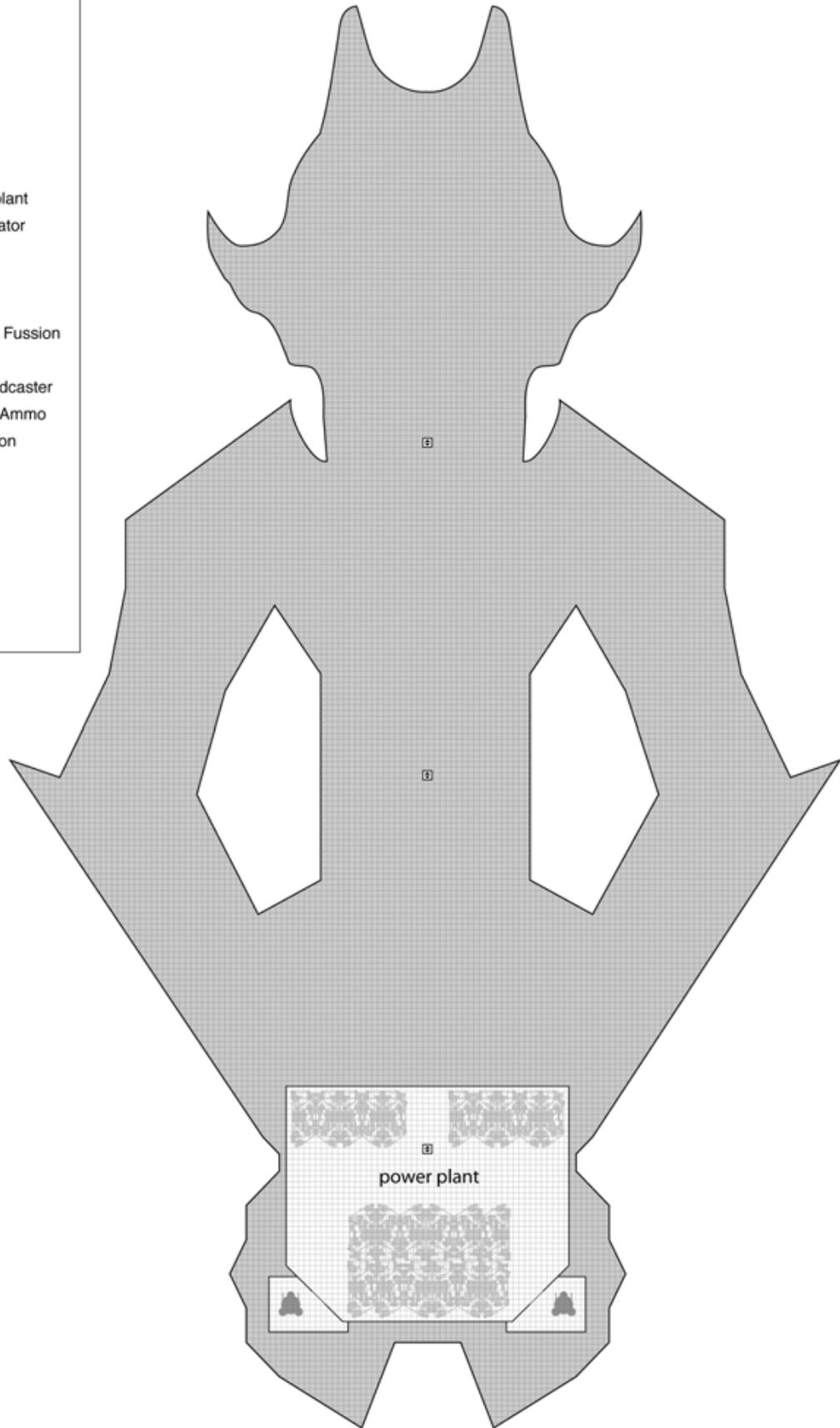
DECK 4

- 1 - Bridge
- 2 - Staterooms
- G - Galley
- F - Freshers
- Le - Leisure room
- L - Laboratory
- B - Briefing room
- E - Emergency power plant
- Fo - Force Field Generator
- Co - Countermeasures
- ⊕ - Escape pods
- ⬡ - Turret Access
- ⦶ - Turret - Twin Light Fusion Cannon
- ⦶ - Turret - Triple Sandcaster
- ⦶ - Triple Sandcaster Ammo
- ⦶ - Heavy pulse cannon
- P - Probe drones
- ▶ - Repair drone
- ⌘ - Iris valve
- ⬢ - Elevator
- ⦶ - Machinery
- ⦶ - Chair
- ⦶ - Bed



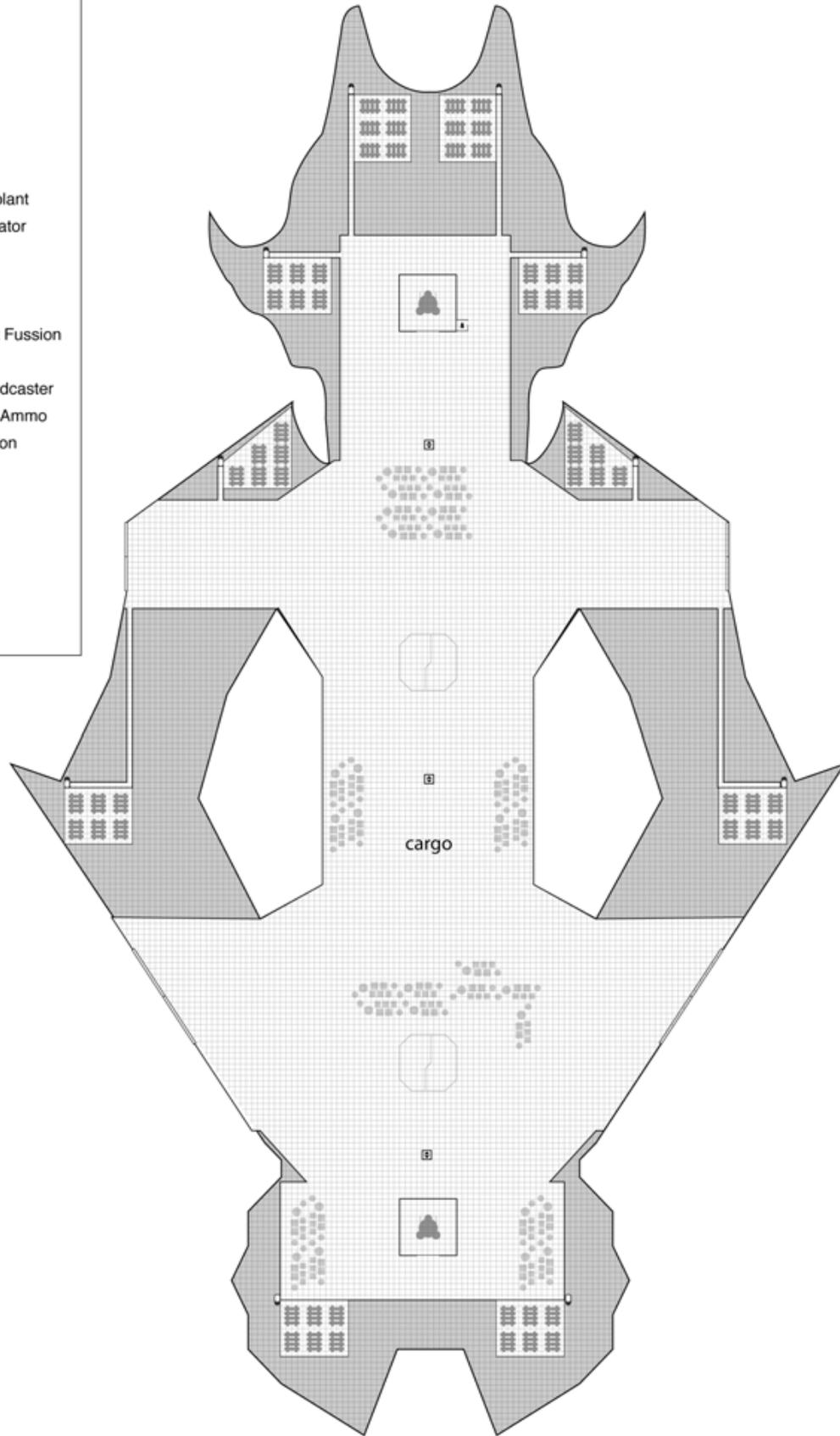
DECK 5

- 1 - Bridge
- 2 - Staterooms
- G - Galley
- F - Freshers
- Le - Leisure room
- L - Laboratory
- B - Briefing room
- E - Emergency power plant
- Fo - Force Field Generator
- Co - Countermeasures
- ⊙ - Escape pods
- - Turret Access
- ⦿ - Turret - Twin Light Fusion Cannon
- ⦿ - Turret - Triple Sandcaster
- ▧ - Triple Sandcaster Ammo
- ⦿ - Heavy pulse cannon
- P - Probe drones
- ⦿ - Repair drone
- X - Iris valve
- ⬆️ - Elevator
- ⦿ - Machinery
- ⦿ - Chair
- ⦿ - Bed



DECK 6

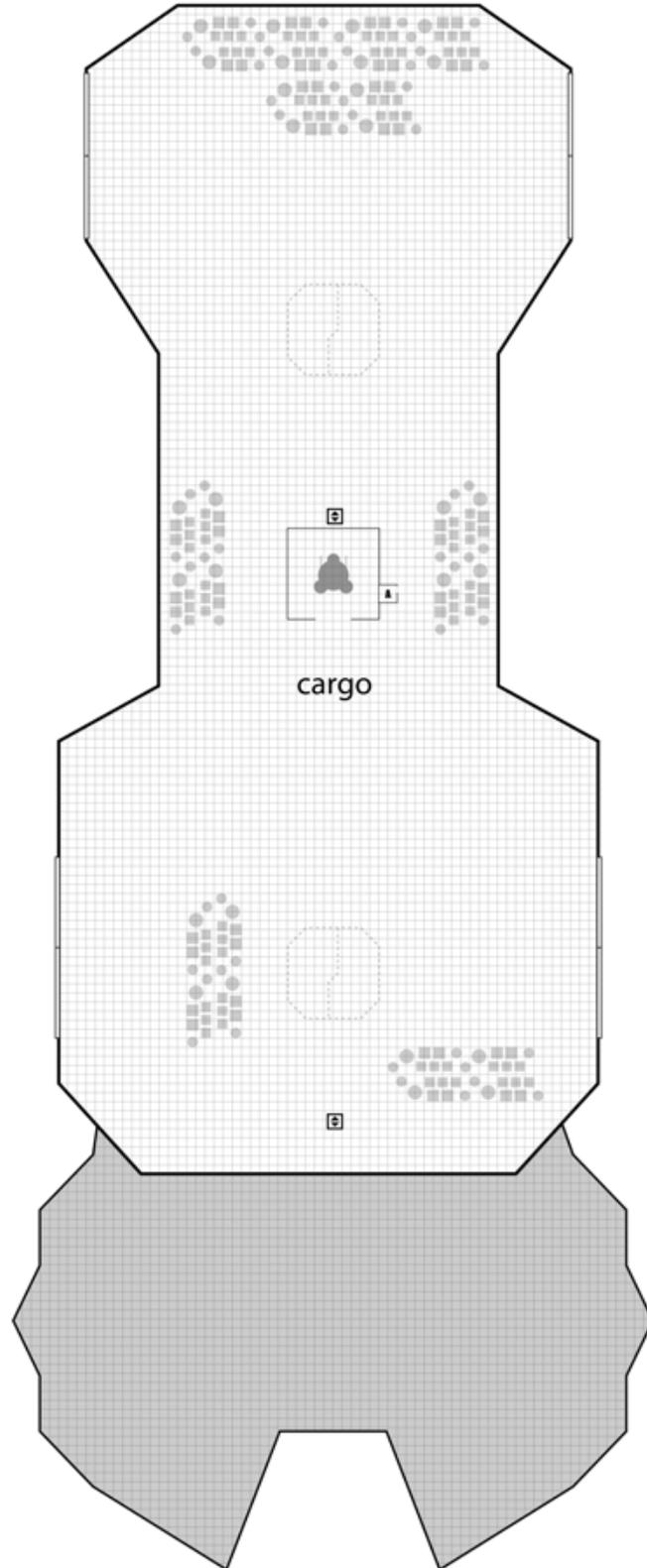
- 1 - Bridge
- 2 - Staterooms
- G - Galley
- F - Freshers
- Le - Leisure room
- L - Laboratory
- B - Briefing room
- E - Emergency power plant
- Fo - Force Field Generator
- Co - Countermeasures
- ⬇ - Escape pods
- ⬆ - Turret Access
- ⬆ - Turret - Twin Light Fusion Cannon
- ⬆ - Turret - Triple Sandcaster
- ⬆ - Triple Sandcaster Ammo
- ⬆ - Heavy pulse cannon
- P - Probe drones
- ▶ - Repair drone
- ⌘ - Iris valve
- ⬆ - Elevator
- ⬆ - Machinery
- ⬆ - Chair
- ⬆ - Bed



DECK 7

- 1 - Bridge
- 2 - Staterooms
- G - Galley
- F - Freshers
- Le - Leisure room
- L - Laboratory
- B - Briefing room
- E - Emergency power plant
- Fo - Force Field Generator
- Co - Countermeasures
- ⦿ - Escape pods
- ⬡ - Turret Access
- ⦿ - Turret - Twin Light Fusion Cannon
- ⦿ - Turret - Triple Sandcaster
- ⦿ - Triple Sandcaster Ammo
- ⦿ - Heavy pulse cannon
- P - Probe drones
- ⦿ - Repair drone
- ⦿ - Iris valve
- ⦿ - Elevator
- ⦿ - Machinery
- ⦿ - Chair
- ⦿ - Bed

**Note:** This deck is double heighted so each square represents a whole ton.



### **Sky Serpent Heavy Assault Fighter**

As might be expected from the pugnacious Drazi, the Sky Serpent is not a sleek fighter, swooping in to deal with opposing ships in a dogfight, but a relatively clumsy craft, barely able to hold its own even in the hands of an experienced pilot. What it does have, however, is both impressive firepower and durability for a vessel of its size. Ideal for engaging smaller capital ships the Sky Serpent has a fearsome reputation throughout known space.

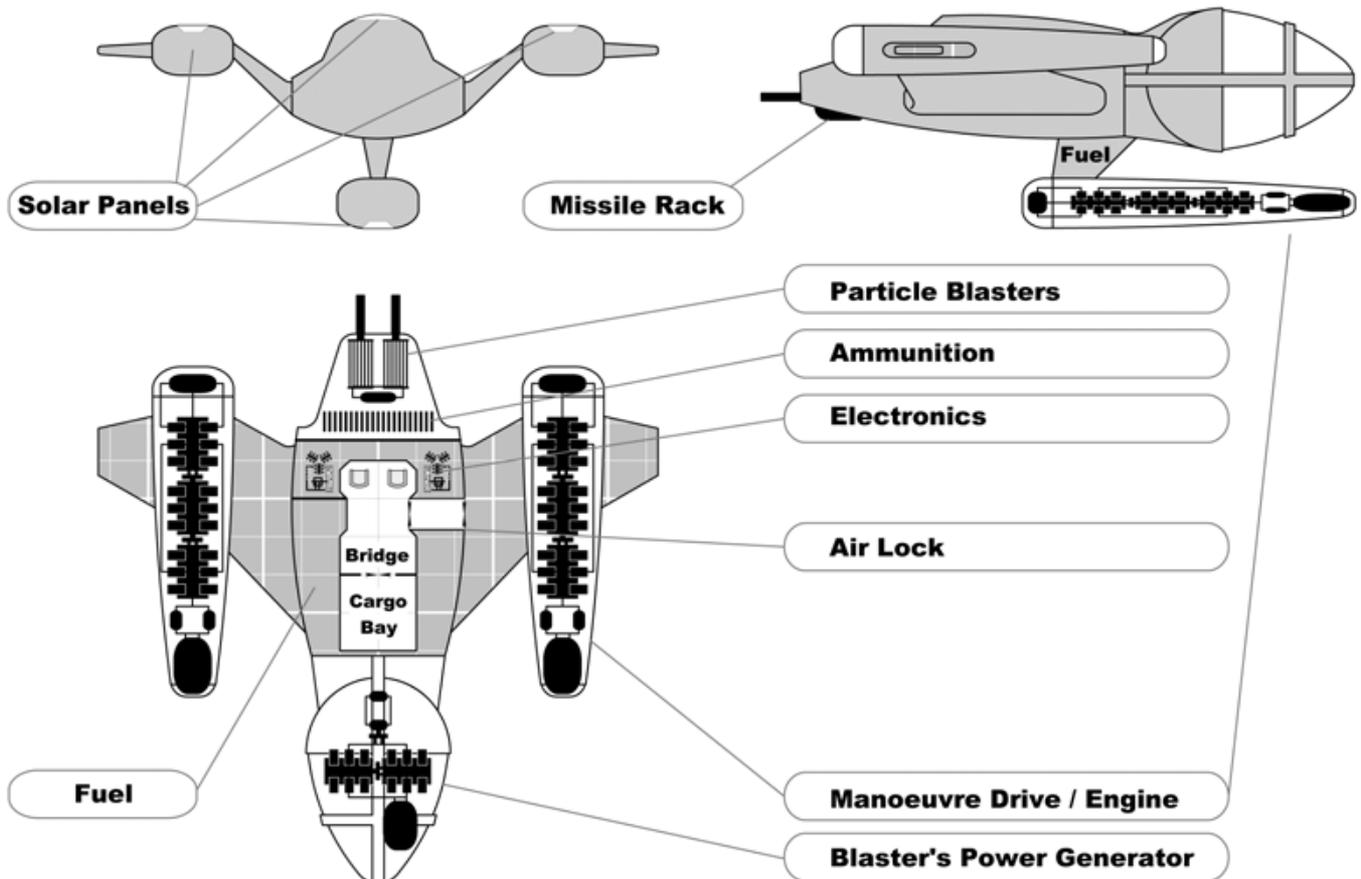
#### **New Drazi Weaponry**

<b>Weapon</b>	<b>Race</b>	<b>Optimum Range</b>	<b>Damage</b>	<b>Cost (MCr)</b>	<b>Special</b>	<b>Notes</b>
Particle Blaster	Drazi	Short	1D6+1	8	–	Adds 5 tons to vessel due to fusion bulb

<b>Sky Serpent Heavy Assault Fighter</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	80 Tons	Hull 4 Structure 2		1.8
	Aerofins		4	0.4
	Reinforced Hull		8	0.8
	Reinforced Structure		4	0.8
	Streamlined		–	0.18
Armour	Crystaliron	10 points	10	0.9
Manoeuvre Drive	sN	Thrust 4	8	16
Power Plant	sV	Rating 6	9.9	24
	Solar Panels		0.99	0.099
Bridge	Control cabin for 2		3	0.4
Computer	Model 5/fib	Rating 25	–	15
Electronics	Advanced	DM +1	3	2
Weapons	Fixed Mount (Forward)	2 x Particle Blaster	10	16
	Turret - Fixed	2 x Missile Rack	2	1.75
Ammunition		48 Missiles	4	–
Fuel	9 tons	Three weeks of operation	9.9	–
Cargo	2.1 tons		2.1	–
Extras	Air Lock		1	0.2
Software	Manoeuvre/o		–	–
	Intellect	Rating 10	–	1
	Library/o		–	–
	Evade/2	Rating 10	–	2
	Fire Control/2	Rating 10	–	4
<b>Total Tonnage &amp; Cost</b>			<b>79.89</b>	<b>87.329</b>



## SKY SERPENT - Heavy Assault Fighter



## WARBIRD CRUISER

One of the most versatile of all Drazi vessels, the Warbird is a favourite among their Admirals. Though individually weaker than comparable ships found among the fleets of the major races, the Warbird is lethal when fielded in massed squadrons. Combining a devastating punch with the speed and agility to bring its particle cannon into play, the Warbird is a superb strike vessel.

### New Drazi Weaponry

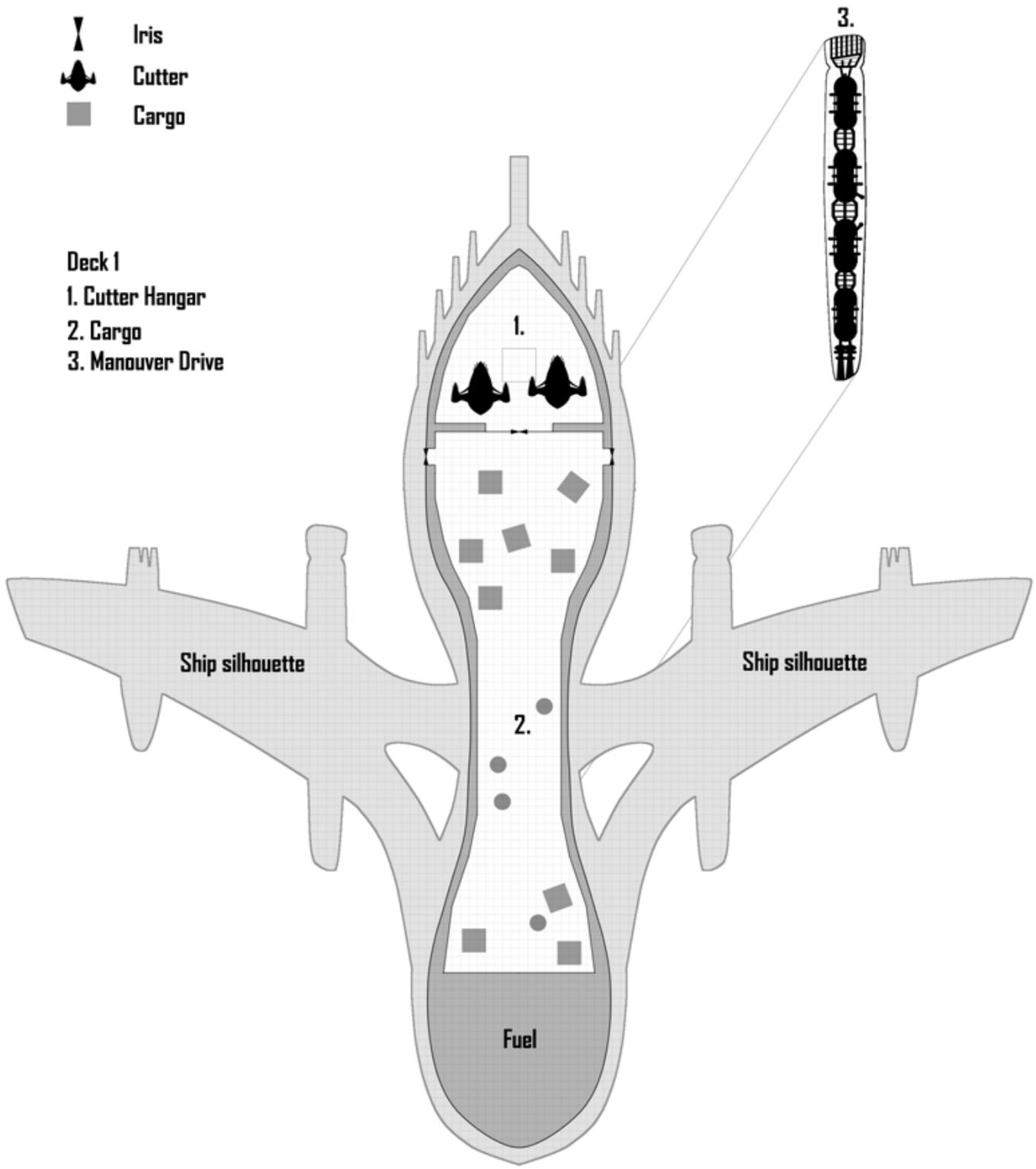
Weapon	Race	Optimum Range	Damage	Cost (MCr)	Special	Notes
Particle Cannon	Drazi	Long	5D6	15	Armour Piercing	Ignores First 2 Points of Armour; adds 50 tons to vessel due to fusion bulb
Particle Repeater	Drazi	Short	1D6	6	–	Shoots 3 times per attack; adds 5 tons to vessel due to fusion bulb

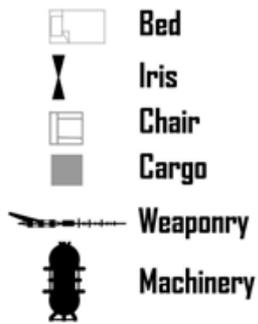
Warbird Cruiser				Tons	Price (MCr)
Hull	6,000 tons 2 sections each	Wedge Hull 60 Structure 60 Streamlined			720
		Aerofins	300	30	–
Armour	Titanium Steel	9 points	1,350	162	
Artificial Gravity		None	–	–	
Jump Point Generator		None	–	–	
Manoeuvre Drive		Thrust 7	240	120	
Power Plant		Rating 7	360	900	
Bridge		2 Command Modules	60	60	
Computer	Core / 6 fib	Rating 70	–	75	
Electronics	2 x Countermeasures	DM +4	14	12	
Weapons	Fixed Mounting (Fore)	1 x Particle Cannon 24 x Particle Repeater	50 120	15 144	
Fuel	1,920 tons	16 weeks of operation	1,920	–	
Cargo	848 tons	(180 tons set aside for spares)	848	–	
97 Staterooms			388	48.5	
o Low Berths			–	–	
Extras	2 x Briefing Rooms		8	1	
	Armoury x 13		26	6.5	
	97 Escape Pods		48.5	9.7	
	Repair Drones		60	12	
	Armoured Bulkheads	Drives Weapons	60 17	12 3.4	
Craft	2 50-ton Cutter	Standard Hangars	130	64.916	
Software	Manoeuvre/o		–	–	
	Intellect	Rating 10	–	1	
	Evade/3	Rating 25	–	3	
	Fire Control/3	Rating 15	–	6	
	Auto-Repair/2	Rating 20	–	10	
Maintenance Cost (monthly)					0.2013
Life Support Cost (monthly)					0.194
Total Tonnage & Cost			5,999.5		2,416.016

Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	6	Survivors (-4)
Gunnery	14	Skeleton (-2)
Flight	6	Half (-1)
Troops	120	Weakened
Service	12	Full
Frozen Watch	0	Battle – Starting Position
Total	168	Overstrength
Passenger Staterooms	10	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Forward	
Hull	60		60	
Structure	60		60	
Roll	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull
3	Structure	Hull	Computer	Particle Cannon
4	P-Plant	M-Drive	Fuel	Cutter
5	2 x Armoury	Hull	Fuel	6 x Particle Repeater
6	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull
9	Hold	Particle Cannon	Hangar	6 x Particle Repeater
10	Structure	M-Drive	Structure	6 x Particle Repeater
11	P-Plant	Hull	Bridge	6 x Particle Repeater
12	Critical	Hull	Critical	Hull

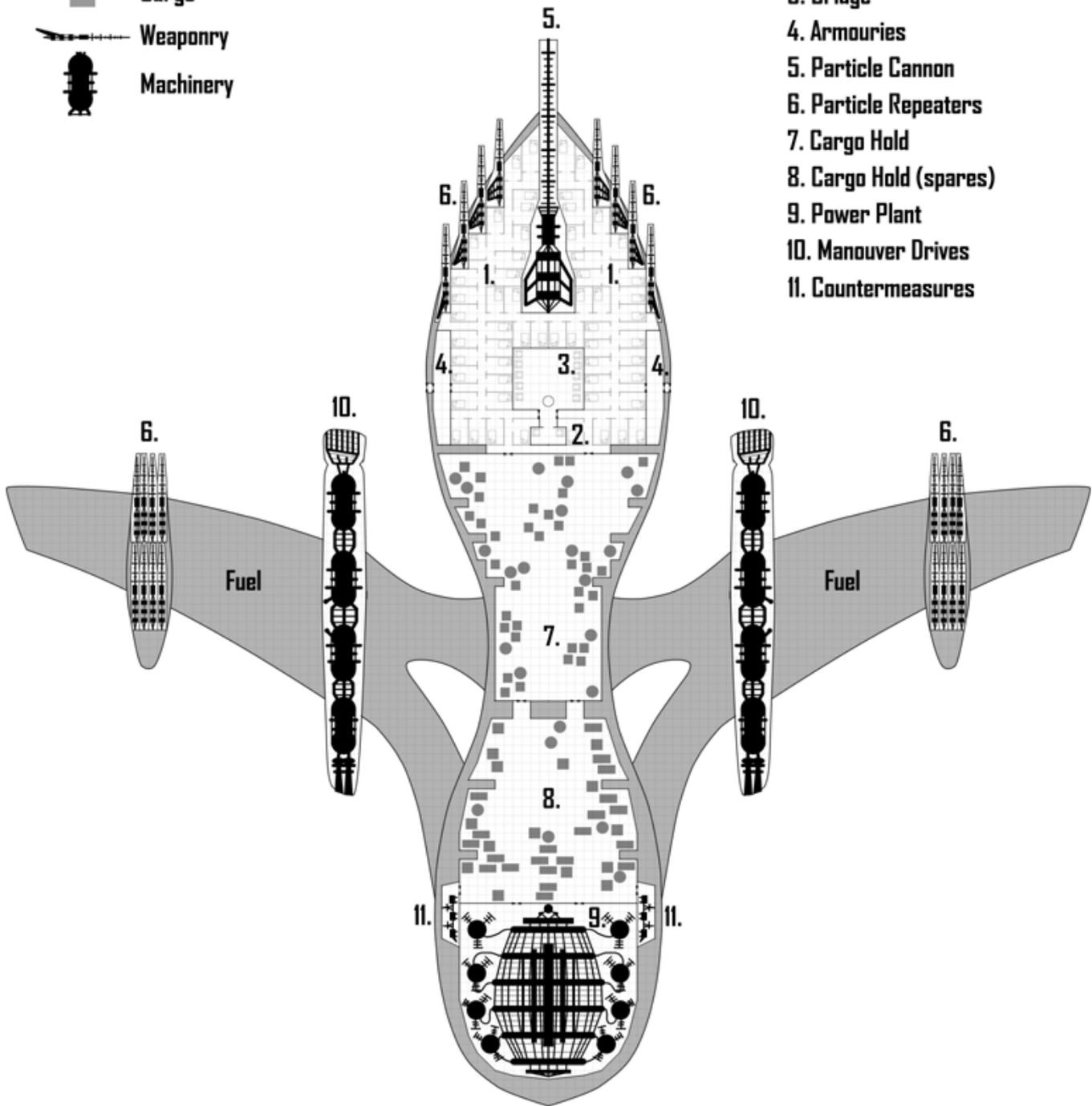






Deck 2

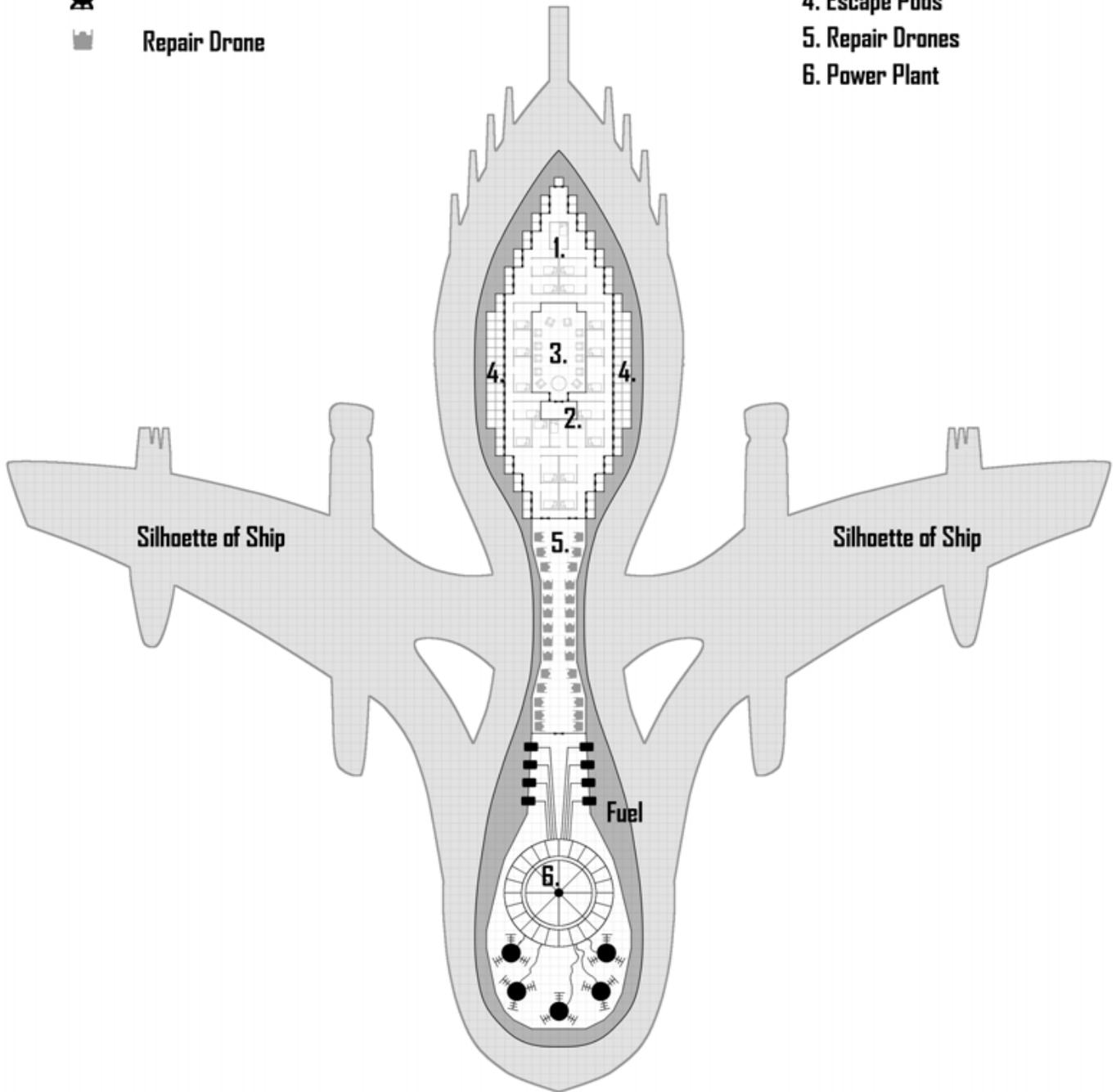
- 1. State Rooms
- 2. Briefing Room
- 3. Bridge
- 4. Armouries
- 5. Particle Cannon
- 6. Particle Repeaters
- 7. Cargo Hold
- 8. Cargo Hold (spares)
- 9. Power Plant
- 10. Manouver Drives
- 11. Countermeasures



-  Bed
-  Iris
-  Chair
-  Machinery
-  Repair Drone

**Deck 3**

- 1. State Rooms**
- 2. Briefing Room**
- 3. Bridge**
- 4. Escape Pods**
- 5. Repair Drones**
- 6. Power Plant**



## **XILL BATTLE SAUCER**

Built on a standard spinning-disc chassis, the Xill battle saucer is the chief warship and trade lane protector of the Vree Spacer's Guild. Combining manoeuvrability and antimatter fuelling systems into one seamless mixture of power and agility, the Xill is feared by raiders and other enemies of the Vree across the galaxy.

### **New Vree Weaponry**

<b>Weapon</b>	<b>Race</b>	<b>Optimum Range</b>	<b>Damage</b>	<b>Mounting</b>	<b>Cost (MCr)</b>	<b>Special</b>	<b>Notes</b>
Antiproton Gun	Vree	Short	2D6-1	5 ton barbette	5	Armour Piercing	Ignores First 1 Point of Armour; must be attached to antimatter power plant
Antimatter Cannon	Vree	Medium	4D6-2+Crew Hits	50 ton Bay	30	Armour Piercing	Ignores First 4 Points of Armour; must be attached to antimatter power plant
Antimatter Shredder	Vree	Medium	6D6-3+Crew Hit	100 ton bay	50	Armour Piercing	Ignores First 2 Points of Armour; must be attached to antimatter power plant

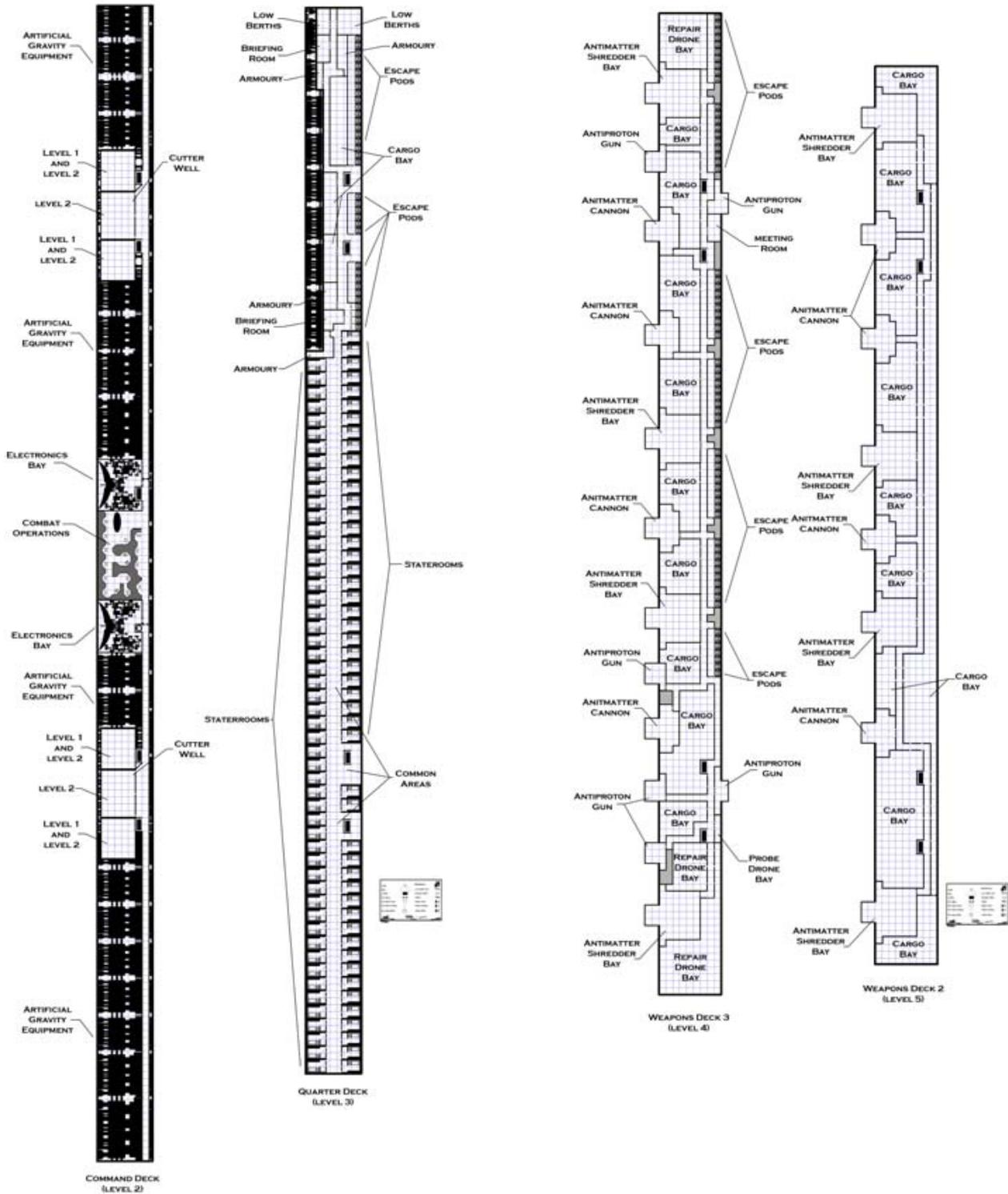
<b>Xill Battle Saucer</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	10 ktons 3 sections each	Disc-Hull Hull 80 Structure 72 Partially Streamlined		900
	Reinforced Hull		2,000	200
	Reinforced Structure		1,000	200
Armour	Bonded Superdense	10 pts	833.33	750
Artificial Gravity		50% Crewed Areas from Spinning Hull Design	1,000	5,000
Jump Point Generator		Jump 5	1,000	50
Manoeuvre Drive		Thrust 5	250	125
Power Plant	Antimatter Plant	Rating 5	400	1,000
Bridge		3 Command Modules - Hardened	150	187.5
Computer	Core / 8 fib	Rating 90	-	150
Electronics		Military Countermeasures x 3 (DM+6)	60	75
Weapons	Barbettes	16 x Antiproton Gun	80	80
	Bay	4 x Antimatter Cannon	200	120
	Large Bay	4 x Antimatter Shredder	400	200
Fuel	400 tons	Eight Jump 5 – Four weeks of operation from anti-matter power plant	400	-
Cargo	1,522 tons		1,464	-
101 Staterooms			404	50.5
20 Low Berths			10	1
Extras	Armoured Bulkheads	Power Plant	40	8
	3 Briefing Rooms		12	1.5
	7 Armouries		14	3.5
	10 Probe Drones		2	1
	Repair Drones		100	20
	101 Escape Pods		50.5	10.1
Craft	2 Cutters	Standard Hangars	130	64.916

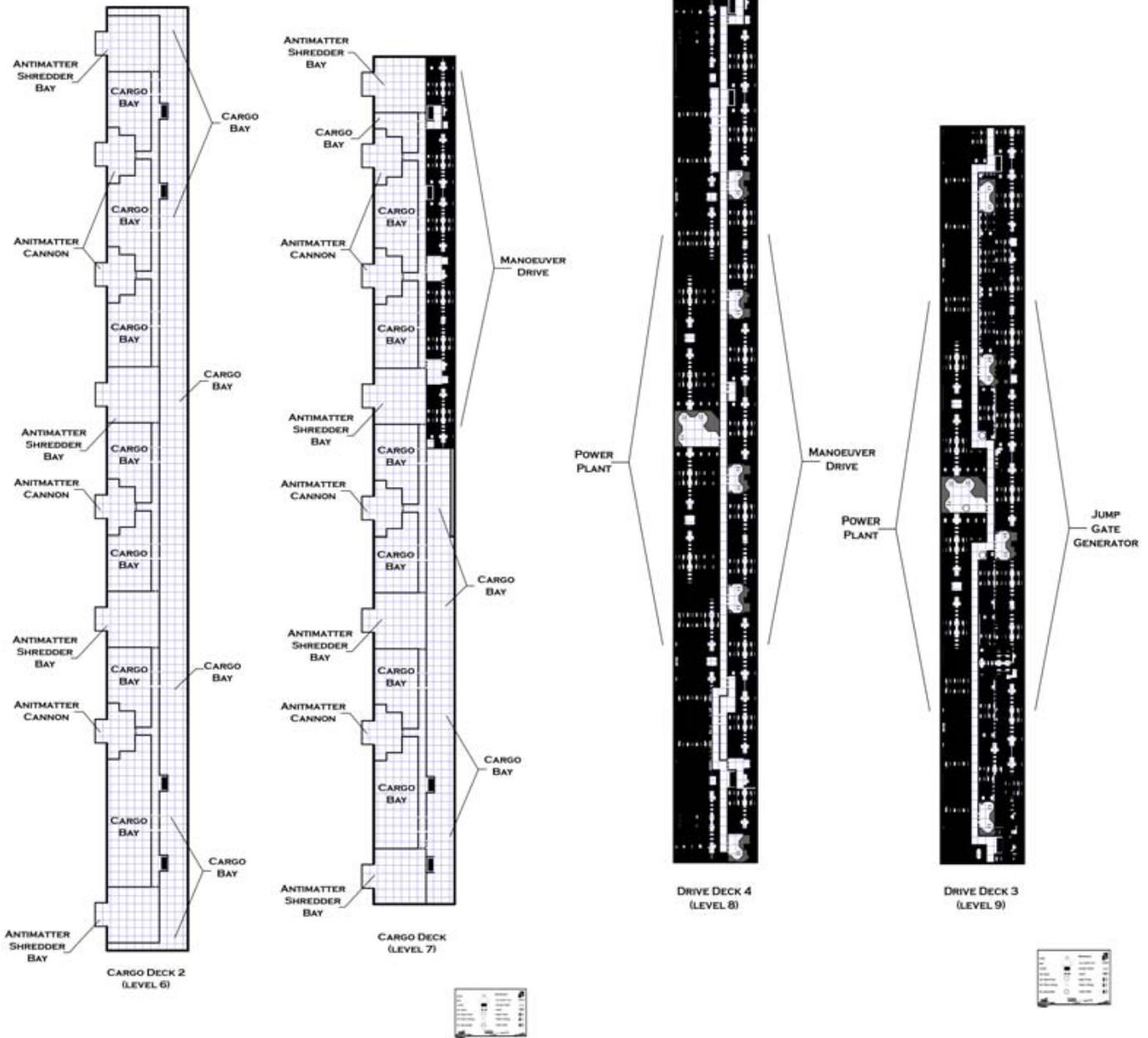
Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Library		-	-
	Evade/3	Rating 15	-	3
	Jump Control/5	Rating 25	-	0.5
	Auto-Repair/2	Rating 20	-	10
	Fire Control/4	Rating 20	-	8
Maintenance Cost (monthly)				0.8517
Life Support Cost (monthly)				0.204
Total Tonnage & Cost			9,999.8	10,220,516

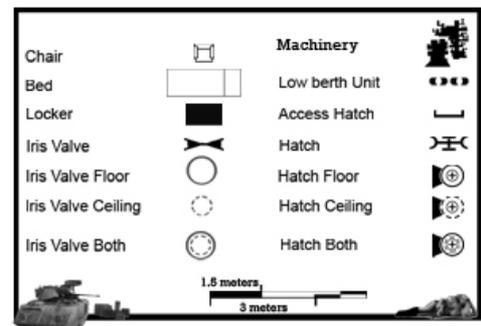
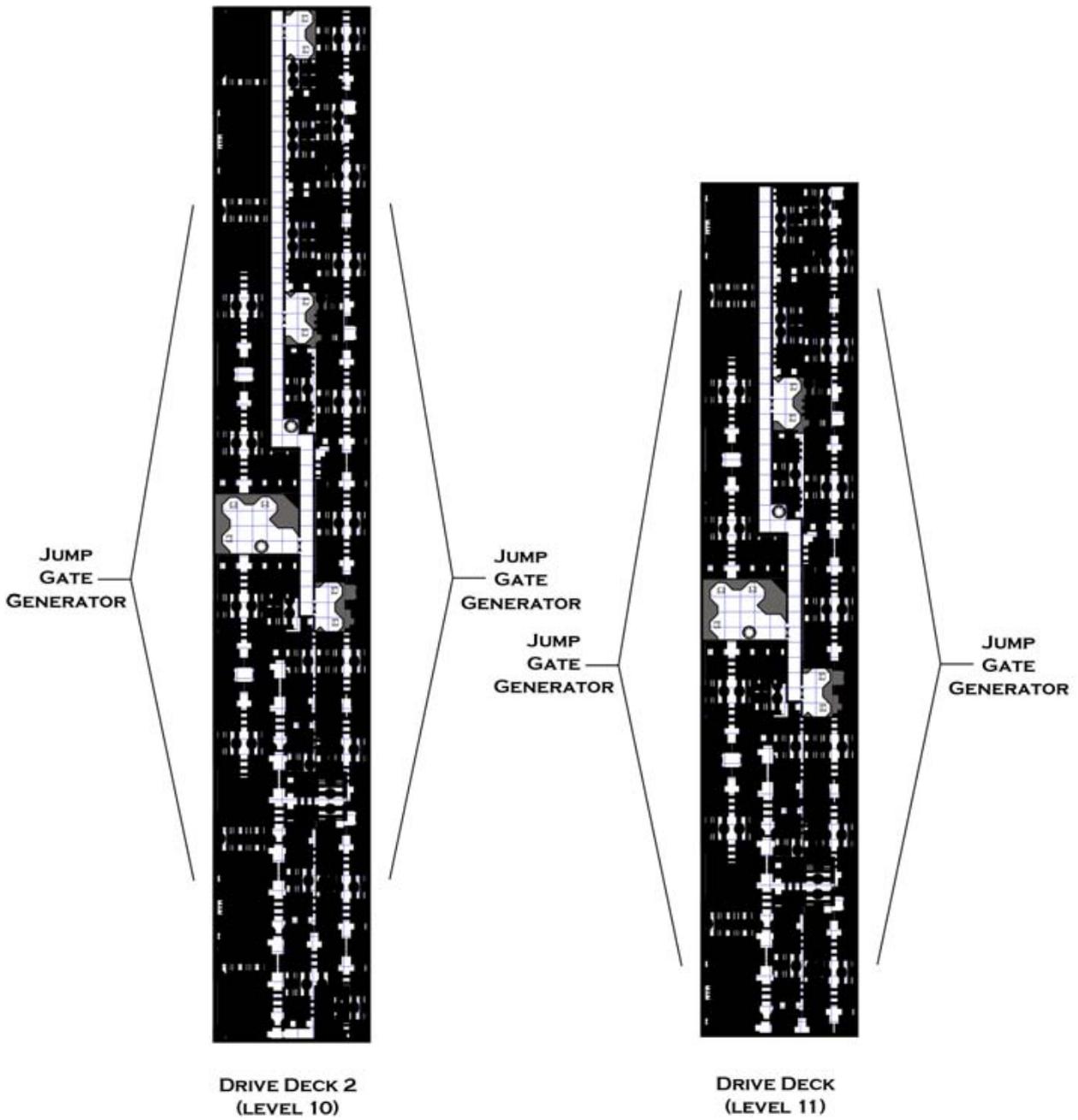
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	17	Survivors (-4)
Gunnery	32	Skeleton (-2)
Flight	6	Half (-1)
Troops	40	Weakened
Service	40	Full - Starting Position
Frozen Watch	0	Battle
Total	145	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	20	

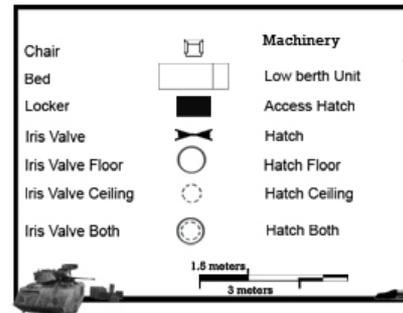
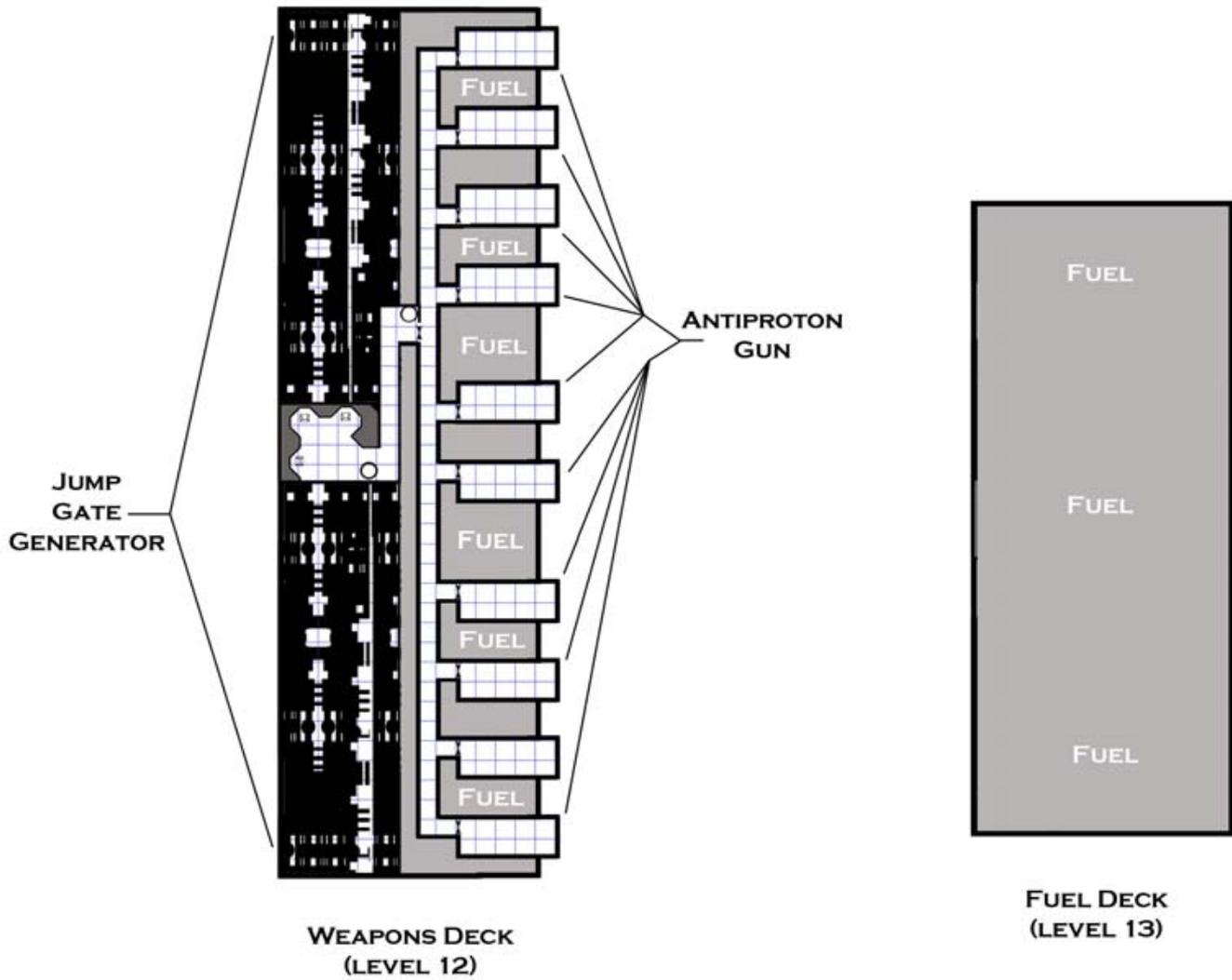
	Engineering		Main		Forward	
Hull	80		80		80	
Structure	72		72		72	
Roll	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull
3	Jump Point Generator	3 x Antiproton Gun	Command Bridge	2 x Antiproton Gun	Repair Drones	2 x Antimatter Cannon
4	P-Plant	M-Drive	Fuel	Hull	Fuel	Hull
5	Gravity Induction System	Hull	Antimatter Shredder	2 x Antimatter Cannon	Barracks	3 x Antiproton Gun
6	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull
9	Hangar	2 x Antiproton Gun	Hangar	Cutter	Antimatter Shredder	2 x Antiproton Gun
10	Jump Point Generator	M-Drive	Antimatter Shredder	2 x Antimatter Cannon	Antimatter Shredder	2 x Antimatter Cannon
11	P-Plant	2 x Antiproton Gun	Computer	Cutter	2 x Antiproton Gun	Sensors
12	Critical	Hull	Critical	Hull	Critical	Hull











# MYSTERIOUS SHIPS OF THE GALAXY

## Drakh Light Raider

The primary attack vessel of the Drakh Entire, the Raider – called *Ria'stor* in the Drakh spoken tongue – is fast and powerful for its size. It is thin and compact, driven by a combination of gravitics and bio-fusion, created by ancient Shadow technologies and packing a very powerful neutron cannon that can punch holes in most opposition. A swarm of Raiders can tear even the mighty White Stars of the Interstellar Alliance to pieces in a few minutes of combat. Normal crew consists of the Captain, executive officer, 3 pilots, 3 engineers, 6 gunners, 1 small craft pilot and 20 marines.

## New Drakh Weaponry

Weapon	Race	Optimum Range	Damage	Tonnage	Cost (MCr)	Special	Notes
Medium Neutron Cannon	Drakh	Medium	3D6+Crew Hit	50 tons	Est. 20	Armour Piercing	Ignores the first 4 Points of Armour

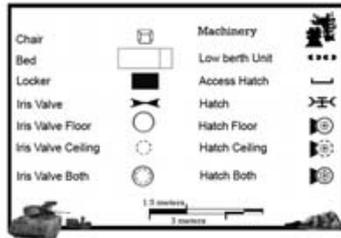
Drakh Raider	Tons	Price (MCr)
Hull	800 Tons	100
	Aerofins	40
	Streamlined	10
Armour	Bio-Lattice	80
Artificial Gravity	Bio-Lattice Framework (100%)	–
Manoeuvre Drive DD	Thrust 7	23
Power Plant DD	Bio-Fusion	98
Bridge	Holographic Controls	20
Computer	Model 7/fib	45
Electronics	Counter Measures	7
Weapons	Bays	102
	Screens	100
Fuel	140 tons	140
Cargo	28.5 tons	28.5
19 Staterooms		76
Extras	Repair Drones	8
	Armoury x 2	4
	19 Escape Pods	9.5
	Armoured Bulkheads	12.1
	Drives	10.2
	Weapons	2.7
	Bridge & Sensors	0.54
Small Craft	30 ton Ships Boat	39
	Standard Hanger	25.629

## MYSTERIOUS SHIPS OF THE GALAXY

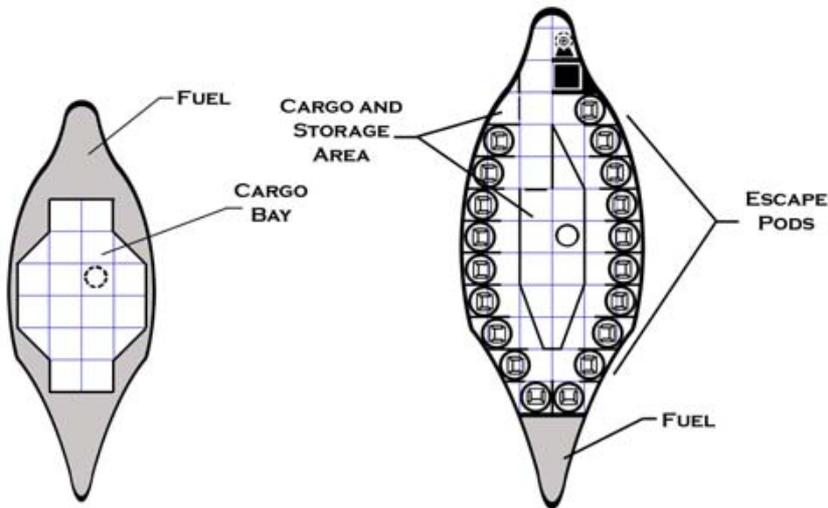
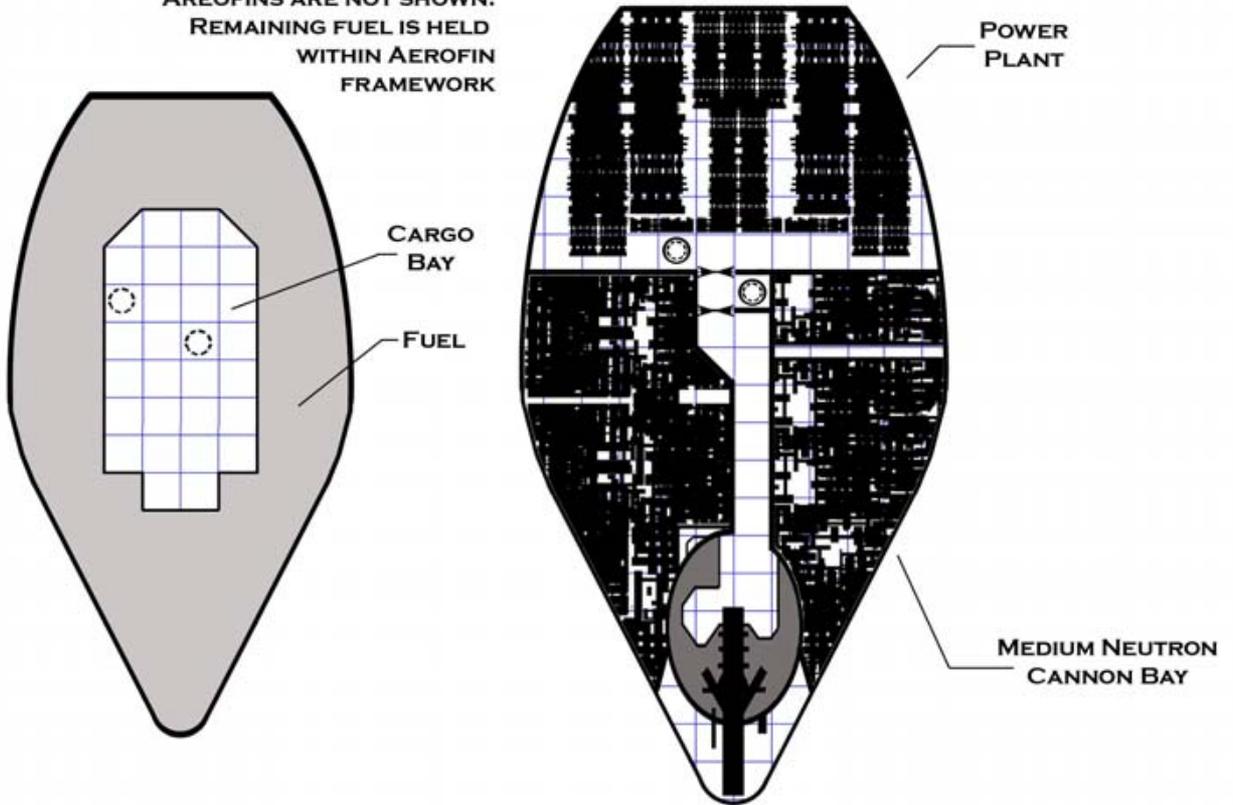
Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	1
	Library/0		-	-
	Auto-Repair/2	Rating 20	-	10
	Evade/3	Rating 25	-	3
	Fire Control/5	Rating 25	-	10
Maintenance Cost (monthly)				0.09984
Life Support Cost (monthly)				0.054
Total Tonnage & Cost*			800	1198.129

\* Costs based upon ISA estimates using comparable technology.



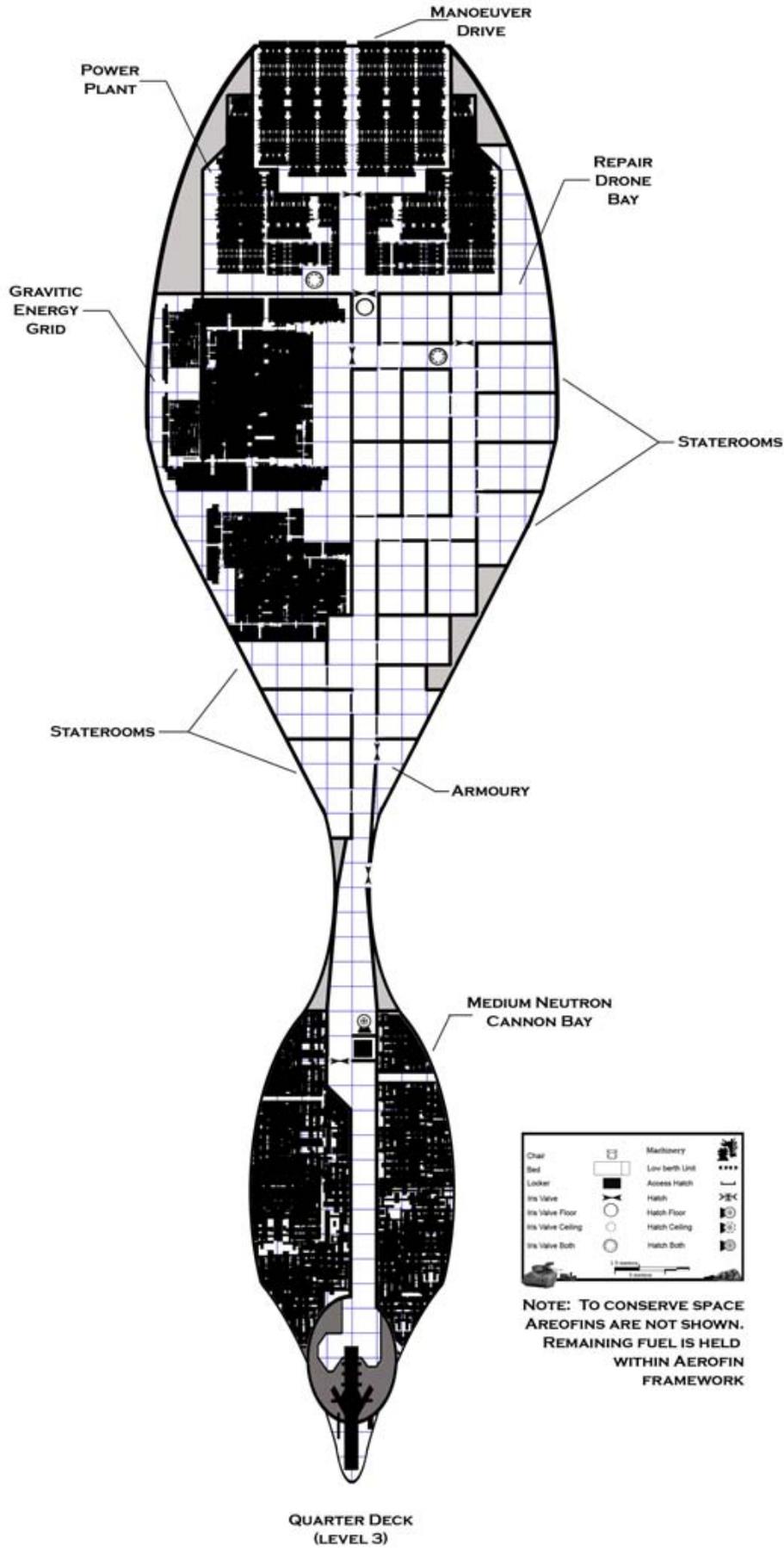


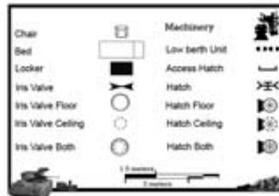
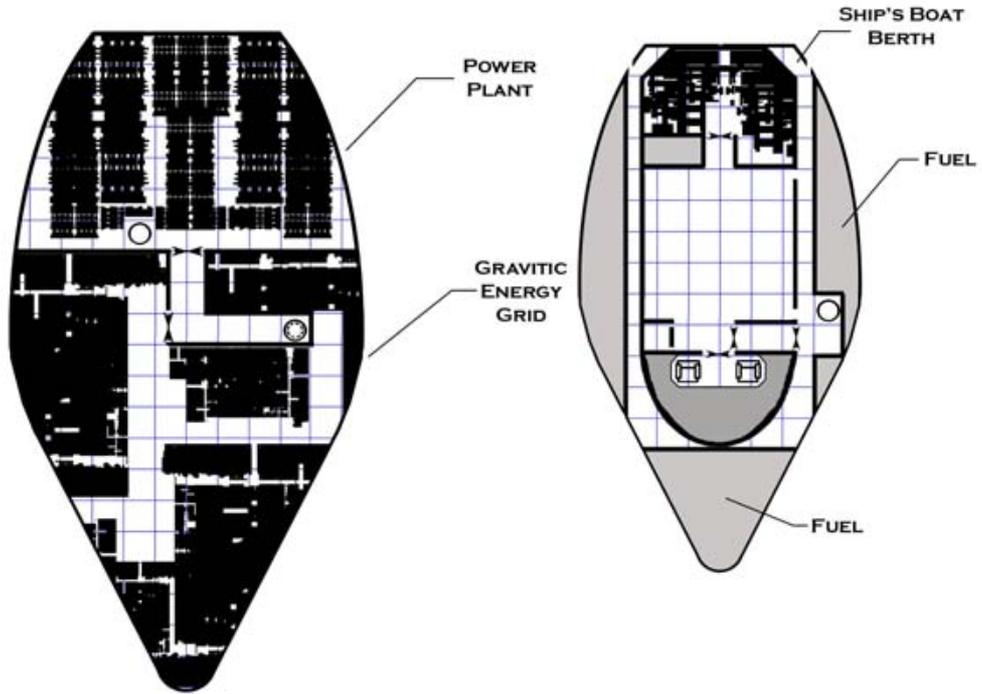
NOTE: TO CONSERVE SPACE AREOFINS ARE NOT SHOWN. REMAINING FUEL IS HELD WITHIN AEROFIN FRAMEWORK



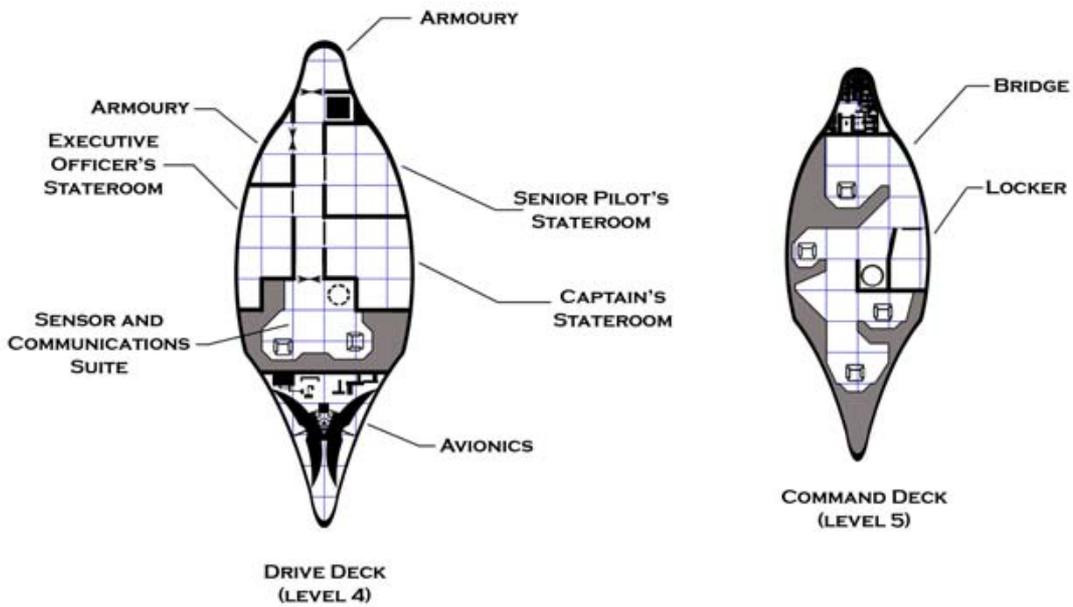
CARGO DECK (LEVEL 1)

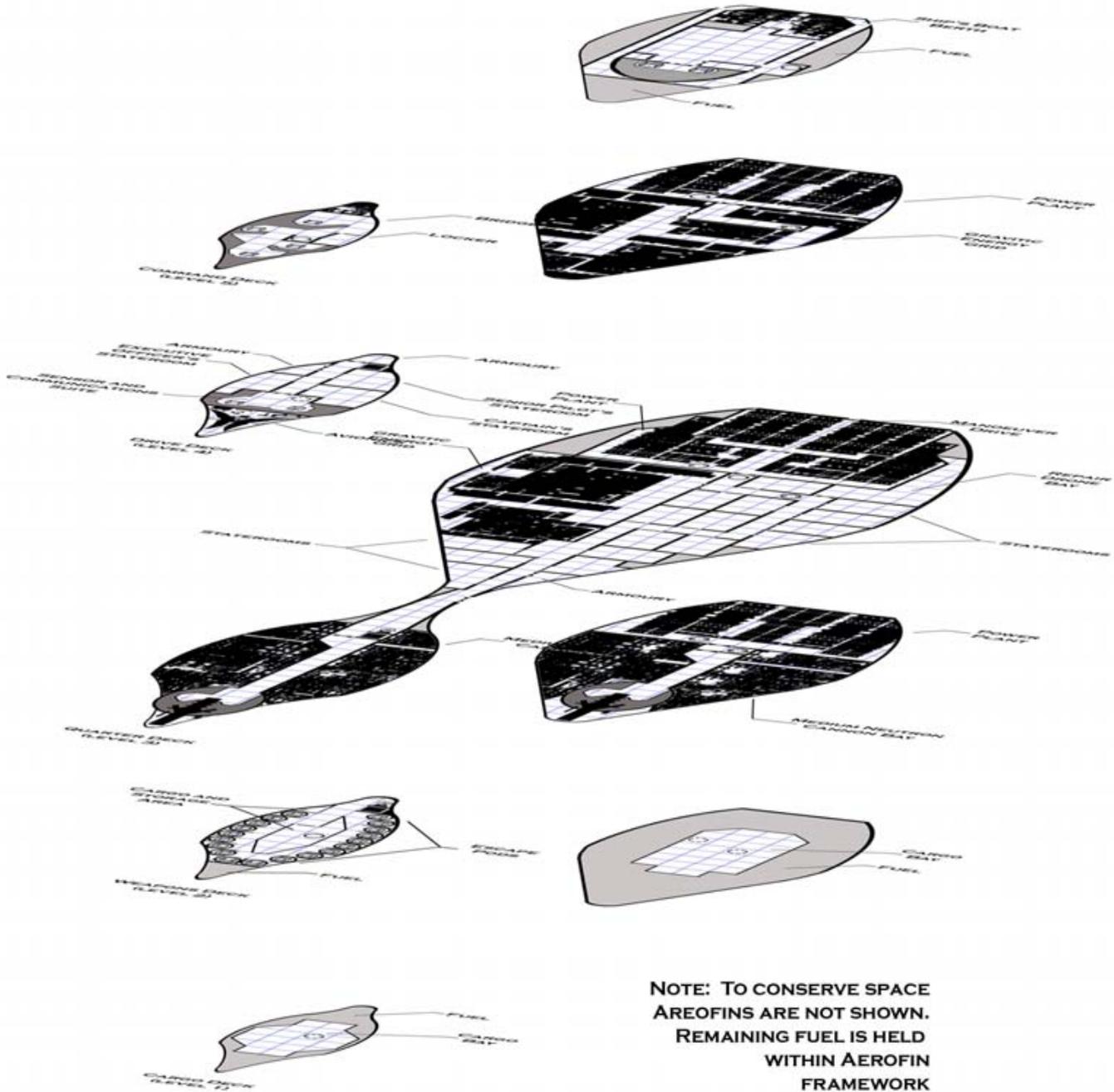
WEAPONS DECK (LEVEL 2)





NOTE: TO CONSERVE SPACE AREOFINS ARE NOT SHOWN. REMAINING FUEL IS HELD WITHIN AEROFIN FRAMEWORK





NOTE: TO CONSERVE SPACE  
AREOFINS ARE NOT SHOWN.  
REMAINING FUEL IS HELD  
WITHIN AEROFIN  
FRAMEWORK

## SHADOW CRUISER

Perhaps the most feared ship in the galaxy, the Shadow Cruiser is a large, black nightmare of a vessel that does not rocket across the heavens so much as slices through the darkness of space. It is the main war vessel of the enigmatic and deadly Shadows; capable of cutting an entire enemy warship into floating debris in seconds. The psychic scream that it emits when passing through the emptiness of the void is painful and unforgettable. Crewed by a single pilot hardwired into the living entity which is the ship itself, the Shadow Cruiser contains ancient and powerful weapons.

### New Shadow Weaponry

Weapon	Race	Optimum Range	Damage	Tonnage	Cost (MCr)	Special	Notes
Jump Disruptor	Shadow	Medium	N/A	1,000	Priceless	-	Closes/Cancels Jump Point Access
Molecular Slicer Beam	Shadow	Long	600	10,000	Priceless	-	Spinal Mount

Shadow Cruiser			Tons	Price (MCr)
Hull	100 ktons 4 sections each	Close (advanced material) Hull 1,000 Structure 1,000 Partially Streamlined		-
		Aerofins	5,000	-
Armour	Bio-Lattice	21 pts	8,750	-
Artificial Gravity		-	-	-
Jump Point Generator		Shadow Phase Generator (Jump 6, Fast Cycle, Stealth equivalent)	10,000	-
Manoeuvre Drive	Shadow	Thrust 5	180	-
Power Plant	Shadow Bio-Fusion	Rating 7 Emergency Power	2,250 225	-
Bridge		Hardwired Command Couch	2,000	-
Computer	Core / 12 fib	Rating 130	-	-
Electronics		Military Countermeasures x 4 DM +6 Survey Sensors Enhanced Signal Processing	100 10 10	-
Weapons	Spinal Mount	Molecular Slicer Beam Jump Disruptor	10,000 1,000	-
	Screens	Force Field Generator x 6 (consider as flicker only Black Globe with no effect on outward fire)	120	-
Fuel	37,200 tons Internal Fuel Generation	20 Jump 6 – 48 Weeks of Operation Full Refuel in Two Days	37,200 9,300	-
Cargo	4,235 tons		4,235	-
40 Low Berths			20	-
Extras	Repair Parasites		1,000	-
	40 Probe Parasites		8	-
	Armoured Bulkheads	Drives Weapons Command Node and Bridge Hangar	1,265.5 1,612 212 500.2	-
Craft	36 Shadow Fighters 2 Cutters	Standard Hangars Standard Hangars	1,872 130	-
		Fighter Dispersal Tube (Launch Tube x 3)	3,000	-

## MYSTERIOUS SHIPS OF THE GALAXY

Software	Manoeuvre/o		-	-
	Intellect	Rating 10	-	-
	Library		-	-
	Auto-Repair/6	Rating 60	-	-
	Evade/3	Rating 20	-	-
	Fire Control/6	Rating 30	-	-
	Jump Control/6	Rating 30	-	-
Maintenance Cost (monthly)				-
Life Support Cost (monthly)				-
Total Tonnage & Cost			99,999.7	Priceless

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

	Engineering		Amidships		Main		Forward	
Hull	1,000		1,000		1,000		1,000	
Structure	1,000		1,000		1,000		1,000	
Roll	Internal	External	Internal	External	Internal	External	Internal	External
2	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull
3	Phase Generator	Hull	Fuel	Hull	Command Node	Hull	Fuel	Hull
4	P-Plant	M-Drive	Fuel	Hull	2 x Cutter	Hull	12 x Fighters	Sensors
5	Slicer	Hull	Slicer	Hull	Slicer	Hull	Slicer	Hull
6	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
7	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour
8	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull
9	Disrupter	Hull	Disrupter	Hull	Disrupter	Hull	Disrupter	Hull
10	Phase Generator	M-Drive	Fuel	Hull	12 x Fighters	Hull	12 x Fighters	Dispersal Tube
11	P-Plant	Hull	Force Field	Hull	Fuel Generator	Hull	Fuel	Hull
12	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull



## SHADOW FIGHTER

Launched from a Shadow Cruiser in a cluster, each Shadow fighter is an intelligent drone controlled by its parent. The Cruiser commands the fighters as they are launched and can then act independently of these deadly fighters as they swarm around the battlefield, engaging enemy small craft and providing support against larger targets.

Unlike other small craft, the Shadow's mastery of hyperspace technology enables them to fit jump drive into their fighters and to do so with a far reduced amount of fuel being required. The organic nature of the technology involved in the construction of shadow fighters leads to them to degrade very rapidly upon destruction. Fragments of these ships which have been recovered post-battle have, as a result of this feature, provided no clues as to the exact technology used to construct them.

### New Shadow Weaponry

Weapon	Race	Optimum Range	Damage	Cost (MCr)	Special	Notes
Polarity Cannon	Shadow	Short	2D6+Crew Hit	Est. 10	Armour Piercing	Ignores the first 5 Points of Armour

Shadow Fighter (Drone)				Tons	Cost (MCr.)
Hull	40 tons	Hull 1 Structure 1			-
	Streamlined				--
Armour	Bio-Lattice	12 points		3	-
Manoeuvre Drive	sR	Thrust 8		4.25	-
Power Plant	sV; Bio-Fusion	Rating 10		6.6	-
Jump Drive	Shadow jump mastery	Rating 4		4	-
Fuel	2 Jump 4 and three weeks of operations			14.5	-
Drone Command Unit	TL 17			2	-
Computer	Model/7	Rating 35		-	-
Software	Manoeuvre/o			-	-
	Jump Control/4	Rating 20		-	-
	Evade/2	Rating 15		-	-
	Fire Control/4	Rating 20		-	-
Electronics	Ancient	DM +4		3	-
Armament	Polarity Cannon			2	-
Cargo	None			-	-
Other Features	Internal Fuel Generation	Full refuel in two days		-	-
Total Tonnage and Cost				39.35	Priceless



## VORLON TRANSPORT

Whilst the frequency of encountering any Vorlon vessel is almost vanishingly small, the type of vessel most likely to be seen is the Vorlon Transport. The ship is actually a living creature, the Vorlon Transport piloting and maintaining itself under the instructions of its masters. It is capable of carrying a limitless number of energy-based lifeforms (which Vorlons are) and a score of cryogenically frozen organics in living cocoons, protecting important mortal lives indefinitely – or until the Vorlons need to thaw them out for their own inscrutable reasons. Vorlon technology is far beyond that of the younger races and their systems are a fraction of the size of even Minbari technology.

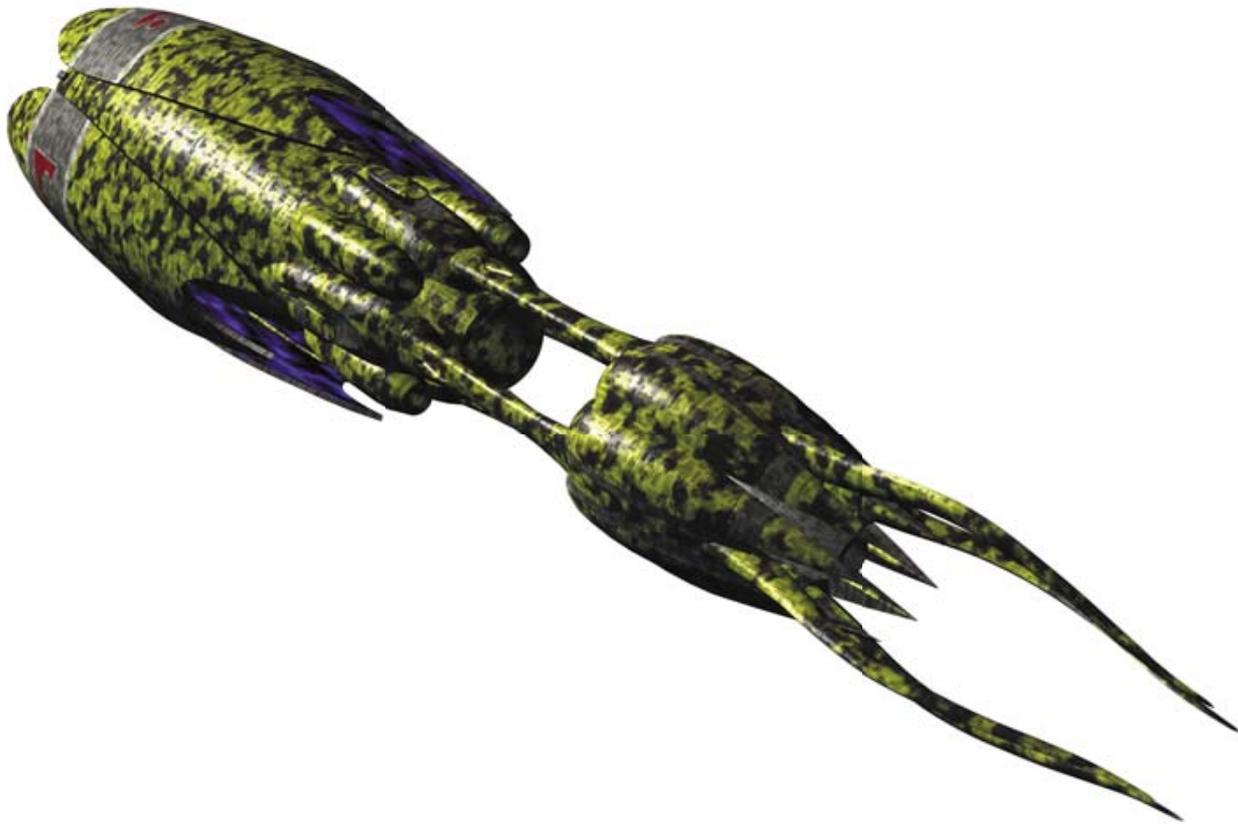
### New Vorlon Weaponry

Weapon	Race	Optimum Range	Damage	Size	Cost (MCr)	Special	Notes
Medium Discharge Gun	Vorlon	Long	6D6+Crew Hit	50	Priceless	Armour Piercing	Ignores first 5 Points of Armour
Light Discharge Gun	Vorlon	Medium	3D6+Crew Hit	5	Priceless	Armour Piercing	Ignores first 5 Points of Armour, +1 to hit
Lightning Cannon	Vorlon	Long	500	10,000	Priceless	Rapid Firing	Spinal Mount

Vorlon Transport			Tons	Price (MCr)
Hull	600 tons	Standard, Hull 24, Structure 24		–
		Partially Streamlined		–
Armour	Bio-Lattice	18 pts	45	–
Artificial Gravity		–	–	–
Jump Point Generator		Jump 8	30	–
Manoeuvre Drive T	Vorlon	Thrust 6	5	–
Power Plant T	Vorlon Bio-Fusion	Rating 6	28	–
		Emergency Power	2.8	
		Solar Panels	2.8	
Bridge		Living Ship Nexus	20	–
20 Low Berths			10	–
Computer	Core / 9	Rating 100		–
Electronics		Survey Sensors	5	–
		Military Countermeasures (DM +6)	10	
		Enhanced Signal Processing	2	
Weapons	Bay	Medium Discharge Gun x 2	102	–
	Barbettes	Light Discharge Gun x 4	20	–
Fuel	174 tons	4 Jump 6	120	–
		Six Weeks of Operation	54	
	Internal Fuel Generation	Full Refuel in Two Days	–	–
Cargo	137.4 tons		137.4	–

## MYSTERIOUS SHIPS OF THE GALAXY

Extras	Repair Parasites		6	-
Software	Manoeuvre/0		-	-
	Intellect	Rating 10	-	-
	Auto-Repair/5	Rating 50	-	-
	Evade/3	Rating 20	-	-
	Jump Control/6	Rating 30	-	-
	Fire Control/7	Rating 35	-	-
Maintenance Cost (monthly)				-
Life Support Cost (monthly)				-
Total Tonnage & Cost			600	Priceless



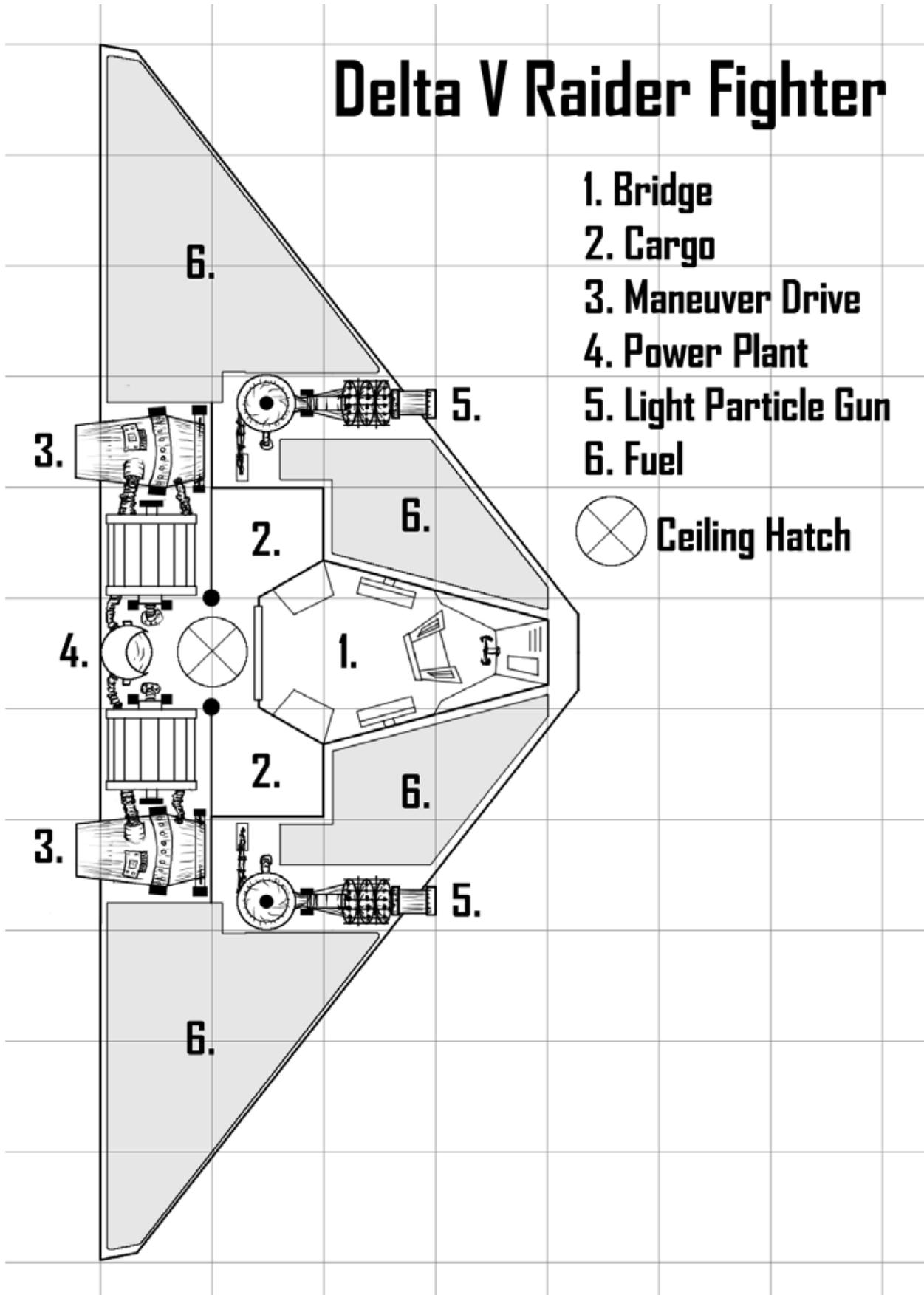
**Delta-V Raider Fighter**

This small fighting craft is favoured by raiders and smaller forces and can be found throughout the galaxy. Though lacking the strengths of the heavy fighters from the main races, the Delta-V is capable of atmospheric flight, thus greatly increasing its utility for minor military powers. Its low cost is another point in its favour, although it is outclassed by most heavier fighter craft.

<b>Delta-V Fighter</b>			<b>Tons</b>	<b>Price (MCr)</b>
Hull	10 Tons	Hull 0		1
	Streamlined	Structure 1		0.10
	Aerofins		0.5	0.05
Armour	Titanium Steel	Armour 4	0.5	0.1
Manoeuvre Drive	sC Reaction Drive	Thrust 6	0.75	1.5
Power Plant	sC	Rating 6	1.8	4
Bridge	Cockpit for 1		1.5	0.05
Computer	Model 2	Rating 10		0.16
Electronics	Standard	DM-4		
Weapons	Fixed Mount	Light Particle Gun x 2 (use mini pulse cannon)	1	1.75
P-Plant Fuel	0.05 tons	Twelve hours of operation	0.05	
Manoeuvre Fuel	3 tons	2 Hours at 6G	3	
Cargo	0.9 tons		0.9	
Extras	None			
Software	Manoeuvre/0			
	Fire control/1	Rating 5		2
	Evade/1	Rating 10		1
<b>Total Tonnage &amp; Cost</b>			<b>10</b>	<b>11.71</b>



# Delta V Raider Fighter





## **WARSHIPS OF BABYLON 5**

From the humble Hermes to the mighty Victory-class advanced destroyer, this book features many of the ships found in the Babylon 5 universe, provides all the rules you need to use them in Traveller and features extensive deck plans for them! Whether you need a small frigate for players to crew or a terrifying Sharlin warcruiser for them to escape from, everything you need to ply the space lanes of the Babylon 5 universe can be found here.

Inside this book you will find:

Earth Alliance: Hermes, Hyperion, Nova, Omega, Warlock.

Minbari Federation: Combat Flyer, Sharlin, Tigara, Torotha.

Centauri Republic: Demos, Primus, Senti, Vorchan .

Narn Regime: Dag'Kar, G'Quan, Sho'Kos, T'Loth.

League of Non-Aligned Worlds: Avioki, Bimith, Sky Serpent, Warbird, Xill, Drahk Light Raider, Raider Delta-V, Shadow Cruiser, Shadow Fighter, Vorlon Transport.

To use this supplement, a Referee will require the Traveller core rules.



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