

THE KERRADIN CLUSTER

A Voidstriker Sourcebook

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Unfortunately, the reason for this sourcebook's genesis escapes me. I know that I had intended to use two or all four of the factions here in a VBAM campaign, but somehow I decided instead to do a Voidstriker sourcebook. I created the maps just over a year ago, and a few days later generated the ships, but I don't know *why* I didn't write them up sooner. I did generate a structure chain generator to enable me to write out larger ships around this time, but somehow something must have nudged me onto a different course shortly after generating the ships.

However, here is the Voidstriker sourcebook of the Kerradin Cluster, named after the homeworld of the only sentient species, Kerradin Prime, itself named after the continent on which the first faction to achieve space-flight heralded from. The homeworld is split between four major powers and an assortment of minor powers, and the Cluster mirrors this.

A condensed history of the pre-space era of Kerradin Prime

The species that would become the primary sentient species in the Cluster evolved on the continent of Atura’Kerrad (‘New Kerradin’) and, via multiple different migratory routes, eventually settled on every major continent and island chain across the planet. About ten thousand years prior to the current era, the continent of Kerradin became the birthplace for several different civilisations around the Radin Sea, a large inland body of water. Spreading out from this central location, Kerradin civilisation became slightly fractured, but not to a great degree, until the era known as the Wars of Freedom and Consolidation, where the major imperium of the era fractured into civil war, from which sprang the two primary powers of Kerradin: the Vichale Federation and the Tourvanesce Commonwealth. It should be noticed, of course, that these were not their names at the time—both being very similar to the Kerradin Empire before them—but they evolved into them over the course of the next six thousand years. The region between the two new empires gained their freedom from the Kerradin Empire and the Vichale and Tourvanesce, a state of affairs that, for the most part, remained the same.

Both the Vichale and Tourvanesce had dreams of becoming the solo inheritor of the Imperial mantle, but both realised they had little chance without finding something to elevate them. Thus the Great Civilisational March (as the contemporary Kerradin scholars called it) began. Initially they struck out for Atura’Kerrad, encountering nothing more than hunter-gatherer or farming communities. However, eventually the Kerradin powers, including the Twin Empires, encountered the aboriginal civilisations of Atura’Kerrad—the Marahon and the Loguezan. Initially the Marahon and Loguezan fell back, their lower level of technology (not having mastered gunpowder yet) meaning they came off second-best in the majority of encounters even with the smaller Kerradin powers, but eventually they achieved their goal of freezing the frontiers and, indeed, pushing back slightly.

Kerradin explorers then headed north and east, discovering the continent of Vila’Kerrad (‘Counter-Kerradin’, so named because, at the time, cosmological thinkers believed that landmasses needed to be mirrored across the equatorial bulge so as to prevent the planet toppling) and Tokil’Kerrad (‘Hope of Kerradin’). Vila’Kerrad had no civilisations and so was easily assimilated (although that aspersion has been questioned lately through archaeological expeditions that suggest the presence of some civilisations that overlapped with the era of assimilation), and initially the assimilation of Tokil’Kerrad seemed to be going the same way, although eventually the Kerradin encountered Marahon and Loguezan colonies. In the dark days of the earlier era, the Marahon and Loguezan had looked for new territories to escape to should it prove that the Kerradin would over-run them. Having set out and never looking back, and having captured explorers who carried maps of Atura’Kerrad, they promptly realised that their homes were still free and re-united with their homelands.

From then on the history of Kerradin Prime seemed to stabilise into two worlds—the Kerradin world, comprising Kerradin, Vila’Kerrad, the western half of Tokil’Kerrad and the eastern half of Atura’Kerrad; and the Marahon-Loguezan world comprising the rest of the world. It seemed, at the start of what some call the Pre-Modern Era, that eventually the latter would be subsumed by the former. However, the non-aligned Kerradin powers began to co-operate with the Loguezan and Marahon, bringing them up to an equivalent tech level in exchange for support against the Twin Empires. This not only ensured their freedoms, it also accelerated the pace of technological growth. One thousand years after the Marahon/Loguezan Re-Unification, the Kerradin civilisation had become space-faring. Two hundred years later, they became star-faring, and two thousand years after the first space flight, the Kerradin Cluster had been fully claimed.

Ship and Fighter Designs of the Kerradin Cluster

Kerradin Civilians

Quantum-I drives, low-efficiency thrusters and low-tech weaponry. Ships with grapples tend to carry shuttlecraft, and most ships, with the exception of the Mobile Trading Post, exclusively carry shuttlecraft. Free Traders and Prospectors tend to rely on the Mobile Trading Post for interstellar travel, but can use other ships.

Shuttlecraft: Streamlined Light Craft, 12 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 10pts Cargo, PdG. Cost: 13

Free Trader: Streamlined Superheavy Craft [Bulky], 12 burns, Thrust: 1/2, 4 actions, 3 hit, TS: -1, Life Support, 15pts Cargo, Two-Seat, PdG. Cost: 40

Prospector: Superheavy Craft [Bulky], 9 burns, Thrust: 1/2, 4 actions, 3 hit, TS: -1, Life Support, Radiator, Two-Seat, 10pts Cargo, Light Laser, PdG. Cost: 37

Light Freighter

Off: 24, Def: 44, Misc: 111, CV: 60

Hull Data

6 Hulls (3 UDST, 1 Remass, 2 Containment). TS: 0

Armour: 3 (3)

Structure: 6 (6)

C C R A A A

Frame: 2

0 Troops

Cargo: 102, Supply: 3, Endurance: 34 months

Small Craft: 0

2 Light Grapples

Streamlining

Performance

3 actions

Weak Thrusters

Thrust Ratio: 1/1

Remass: 54pts, 9 burns

Quantum-I jump engine

Speed-1, 12 actions to jump

Weapons

2 Single PdG (FPA, FSA)

Heavy Freighter

Off: 69, Def: 80, Misc: 212, CV: 121

Hull Data

12 Hulls (4 UDST, 2 Remass, 5 Containment, 1 Hangar). TS: 0

Armour: 4 (4)

Structure: 12 (6/6)

C C C C C H

R R A A A A

Frame: 3

0 Troops

Cargo: 254, Supply: 5, Endurance: 50 months

Small Craft: 4

2 Solar Panels

Streamlining

Performance

4 actions

Weak Thrusters

Thrust Ratio: 1/2

Remass: 108pts, 9 burns

Quantum-I jump engine

Speed-1, 24 actions to jump

Weapons

1 Heavy Chaingun (F)

4 Single PdG (2x FPS, 2x APS)

Fuel Barge

Off: 69, Def: 80, Misc: 216, CV: 122

Hull Data

12 Hulls (4 UDST, 5 Remass, 2 Containment, 1 Hangar). TS: 0

Armour: 4 (4)
Structure: 12 (6/6)
C C H R R R
R R A A A A
Frame: 3

0 Troops
Cargo: 110, Supply: 5, Endurance: 22 months
Small Craft: 4
2 Solar Panels
Streamlining

Performance

4 actions
Weak Thrusters
Thrust Ratio: 1/2
Remass: 252pts, 21 burns
Quantum-I jump engine
Speed-1, 24 actions to jump

Weapons

1 Heavy Chaingun (F)
4 Single PdG (2x FPS, 2x APS)

Passenger Liner

Off: 113, Def: 84, Misc: 256, CV: 151

Hull Data

12 Hulls (6 UDST, 3 Remass, 2 Containment, 1 Hangar). TS: 0

Armour: 6 (6)
Structure: 12 (6/6)
C C H R R R
U A A A A A
Frame: 3

2 Troops
Cargo: 86, Supply: 8, Endurance: 22 months
Small Craft: 4
2 Solar Panels
Streamlining
1 Medium Grapple

Performance

5 actions
Weak Thrusters
Thrust Ratio: 1/2
Remass: 156pts, 13 burns
Quantum-I jump engine
Speed-1, 24 actions to jump

Weapons

1 Heavy Chaingun (F)
2 Medium Chainguns (FPA, FSA)
4 Single PdG (2x FPS, 2x APS)

Mobile Trading Post

Off: 600, Def: 296, Misc: 559, CV: 485

Hull Data

48 Hulls (16 UDST, 12 Remass, 12 Containment, 8 Hangar). TS: +2

Armour: 32 (12/12/8)

Structure: 48 (12/12/12/12)

C C C C C C C C C C C C C

H H H H H H H H R R R R

R R R R R R R R A A A A

U U U U U U U U A A A A

Frame: 12

6 Troops

Cargo: 564, Supply: 30, Endurance: 18 months

Small Craft: 32

8 Solar Panels

2 Fighter Catapults

Performance

8 actions

Weak Thrusters

Thrust Ratio: 1/7

Remass: 624pts, 13 burns

Quantum-I jump engine

Speed-1, 96 actions to jump

Weapons

4 LRS-40

2 Quad Medium Chainguns (360)

4 Dual PdG (FPS, FPA, FSA, APS)

Kerradin Raiders

Quantum-I drives, medium-efficiency thrusters and low-tech weaponry. Raider Carriers can carry Fire-Support Platforms, but both the Light Raider and Heavy Raider carry Assault Shuttles only. Independent raiders are typically found operating from small bases.

Assault Shuttle: Streamlined Light Fighter, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, LRS-3, Light Chaingun, 1 Squad. Cost: 22

Independent Raider: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Life-Support, Two-Seat, Dual Light Chaingun, PdG, 2 Squads. Cost: 52

Fire-Support Platform: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Two-Seat, 3 LRS-3, Dual Light Chaingun, PdG. Cost: 46

Light Raider

Off: 47, Def: 62, Misc: 161, CV: 90

Hull Data

6 Hulls (4 UDST, 1 Remass, 1 Containment). TS: 0

Armour: 8 (6/2)

Structure: 6 (6)

C R A A A A

Frame: 2

2 Troops

Cargo: 41, Supply: 5, Endurance: 8 months

Small Craft: 0

2 Light Grapples

Streamlining

Performance

4 actions

Weak Thrusters

Thrust Ratio: 1/2

Remass: 45pts, 15 burns

Quantum-I jump engine, 1 Light Impeller

Speed-2, 6 actions to jump

Weapons

1 Medium Chaingun (F)

2 LRS-3

1 Dual PdG (FPS)

Heavy Raider

Off: 105, Def: 90, Misc: 259, CV: 152

Hull Data

12 Hulls (6 UDST, 2 Remass, 3 Containment, 1

Hangar). TS: 0

Armour: 12 (6/6)

Structure: 12 (6/6)

C C C H R R

U A A A A A

Frame: 3

4 Troops

Cargo: 132, Supply: 10, Endurance: 13 months

Small Craft: 4

Streamlining

Performance

5 actions

Normal Thrusters

Thrust Ratio: 1/2

Remass: 90pts, 15 burns

Quantum-I jump engine, 2 Light Impellers

Speed-2, 12 actions to jump

Weapons

1 Heavy Chaingun (F)

4 LRS-3

1 Dual PdG (FPS)

Raider Carrier

Off: 246, Def: 116, Misc: 416, CV: 260

Hull Data

24 Hulls (8 UDST, 4 Remass, 8 Containment, 4 Hangar). TS: +1

Armour: 8 (8)

Structure: 24 (8/8/8)

C C C C C C C C

H H H H R R R R

U U A A A A A A

Frame: 6

16 Troops

Cargo: 248, Supply: 24, Endurance: 10 months

Small Craft: 16

1 Fighter Catapult

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/3

Remass: 216pts, 18 burns

Quantum-I jump engine, 1 Medium Impeller

Speed-2, 24 actions to jump

Weapons

1 Heavy Chaingun (F)

2 Dual Medium Chainguns (2x FPS)

4 LRS-3

2 Dual PdG (2x FPS)

Kerradin Non-Aligned Powers

Quantum-II drives, medium-efficiency thrusters, mid-tech weapons. This section also includes unique ships for the Marahon Empire and Loguezan Celestial Kingdom, which in addition to these units use all other non-aligned powers' ships and fighters.

Interceptor: Streamlined Light Fighter, 24 burns, Thrust: 4/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, PdG. Cost: 19

Bomber: Streamlined Medium Fighter, 20 burns, Thrust: 2/1, 2 actions, 1 hit, TS: -2, 1 MRRP-15, PdG. Cost: 21

Variant: Replace MRRP-15 with LRS-10. Cost: 20

Variant: Replace MRRP-15 with triple LLR torpedo. Cost: 35

Gunboat: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Two-Seat, Life-Support, Light Railgun, Dual PdG. Cost: 47

Patrol Boat: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Two-Seat, Life-Support, Triple Light Chaingun, PdG, 1 Squad. Cost: 50

Corvette

Off: 274, Def: 130, Misc: 182, CV: 196

Hull Data

8 Hulls (6 UDST, 2 Remass). TS: 0

Armour: 12 (4/4/4)

Structure: 8 (4/4)

R R A A

U A A A

Frame: 2

0 Troops

Cargo: 36, Supply: 6, Endurance: 6 months

Small Craft: 0

Streamlining

Performance

5 actions

Strong Retrothrusters

Thrust Ratio: 1/1

Remass: 72pts, 18 burns

Quantum-II jump engine, 1 Light Impeller

Speed-3, 6 actions to jump

Weapons

1 Heavy Coilgun (F)

1 Dual Light Plasma Repeater (FPS)

2 LLR Torpedoes

1 Dual PdG (FPS)

1 Chaff Pod

Patrol Corvette

Off: 254, Def: 128, Misc: 200, CV: 194

Hull Data

10 Hulls (6 UDST, 2 Remass, 1 Containment, 1 Hangar). TS: 0

Armour: 18 (5/5/5/3)

Structure: 10 (5/5)

C H R R A

U A A A A

Frame: 3

0 Troops

Cargo: 70, Supply: 8, Endurance: 8 months

Small Craft: 4

Streamlining

Performance

5 actions

Strong Retrothrusters

Thrust Ratio: 1/2

Remass: 90pts, 18 burns

Quantum-II jump engine, 1 Light Impeller

Speed-3, 7 actions to jump

Weapons

1 Heavy Coilgun (F)

1 Dual Light Plasma Repeater (FPS)

2 Dual PdG (2x FPS)

Frigate

Off: 436, Def: 252, Misc: 281, CV: 323

Hull Data

12 Hulls (8 UDST, 2 Remass, 2 Containment). TS: 0

Armour: 24 (6/6/6/6)

Structure: 12 (6/6)

C C R R A A

U U A A A A

Frame: 3

4 Troops

Cargo: 104, Supply: 10, Endurance: 10 months

Small Craft: 0

Streamlining

FCS-1

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 108pts, 18 burns

Quantum-II jump engine, 2 Light Impellers

Speed-3, 8 actions to jump

Weapons

Spinal Coilgun-1

1 Dual Heavy Plasma Repeater (FPS)

2 LRS-10

2 Dual PdG (FPA, FSA)

2 Chaff Pods

Patrol Frigate

Off: 381, Def: 196, Misc: 331, CV: 303

Hull Data

15 Hulls (8 UDST, 3 Remass, 3 Containment, 1 Hangar). TS: 0

Armour: 16 (8/8)

Structure: 15 (8/7)

C C C H R R R A

U U A A A A A

Frame: 4

6 Troops

Cargo: 105, Supply: 13, Endurance: 8 months

Small Craft: 4

Streamlining

FCS-2

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/3

Remass: 150pts, 20 burns

Quantum-II jump engine, 2 Light Impellers

Speed-3, 10 actions to jump

Weapons

1 Dual Heavy Coilgun (F)

2 Dual Light Plasma Repeaters (FPS)

3 Dual PdG (FPS, FPA, FSA)

1 Chaff Pod

Light Cruiser

Off: 593, Def: 334, Misc: 256, CV: 395

Hull Data

20 Hulls (12 UDST, 4 Remass, 3 Containment, 1 Hangar). TS: +1

Armour: 36 (7/7/7/7/7/1)

Structure: 20 (7/7/6)

C C C H R R R

R U U A A A A

U U U A A A

Frame: 5

4 Troops

Cargo: 130, Supply: 16, Endurance: 8 months

Small Craft: 4

FCS-2

Performance

7 actions

Normal Thrusters

Thrust Ratio: 1/4

Remass: 200pts, 20 burns

Quantum-II jump engine, 1 Medium Impeller

Speed-3, 14 actions to jump

Weapons

Spinal Coilgun-1

1 Dual Heavy Plasma Repeater (FPS)

4 LRS-10

2 Dual LLR Torpedoes

3 Dual PdG (FPS, FPA, FSA)

2 Chaff Pods

Heavy Cruiser

Off: 1140, Def: 564, Misc: 320, CV: 675

Hull Data

30 Hulls (20 UDST, 5 Remass, 4 Containment, 1 Hangar). TS: +1

Armour: 60 (10/10/10/10/10/10)

Structure: 30 (10/10/10)

C C C C H R R R R R

U U U U U U A A A A

U U U U U A A A A A

Frame: 8

4 Troops

Cargo: 170, Supply: 24, Endurance: 7 months

Small Craft: 4

FCS-3

Performance

9 actions

Normal Thrusters

Thrust Ratio: 1/5

Remass: 270pts, 18 burns

Quantum-II jump engine, 3 Light Impellers

Speed-3, 20 actions to jump

Weapons

Spinal Coilgun-1

1 LRS-40

2 Dual Heavy Plasma Repeaters (2x FPS)

3 LRS-10

2 Triple Light Plasma Repeaters (FPA, FSA)

2 Dual LLR Torpedoes

4 Dual PdG (2x FPS, FPA, FSA)

4 Chaff Pods

Battlecruiser

Off: 1993, Def: 716, Misc: 380, CV: 1030

Hull Data

40 Hulls (24 UDST, 7 Remass, 5 Containment, 2 Magazine, 2 Hangar). TS: +1

Armour: 72 (10/10/10/10/10/10/10/2)

Structure: 40 (10/10/10/10)

C C C C C H H R R R

R R R R M M U A A A

U U U U U U U A A A

U U U U U U A A A A

Frame: 10

6 Troops

Cargo: 220, Supply: 31, Endurance: 7 months

Small Craft: 8

FCS-3

Performance

10 actions

Normal Thrusters

Thrust Ratio: 1/6

Remass: 360pts, 18 burns

Quantum-II jump engine, 2 Medium Impellers

Speed-3, 27 actions to jump

Weapons

Spinal Coilgun-1

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

2 Dual Heavy Plasma Repeaters (2x FPS)

5 LRS-10

2 Triple Light Plasma Repeaters (FPA, FSA)

4 Dual LLR Torpedoes

6 Dual PdG (2x FPS, 2x FPA, 2x FSA)

5 Chaff Pods

Patrol Carrier

Off: 277, Def: 328, Misc: 260, CV: 289

Hull Data

20 Hulls (10 UDST, 4 Remass, 3 Containment, 3 Hangar). TS: +1

Armour: 30 (7/7/7/7/2)

Structure: 20 (7/7/6)

C C C H H H R

R R R U A A A

U U U A A A

Frame: 5

2 Troops

Cargo: 150, Supply: 17, Endurance: 8 months

Small Craft: 12

FCS-2

1 Fighter Catapult

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/4

Remass: 200pts, 20 burns

Quantum-II jump engine, 1 Medium Impeller

Speed-3, 14 actions to jump

Weapons

1 LRS-40

3 LRS-10

4 Dual PdG (2x FPS, FPA, FSA)

2 Chaff Pods

Light Battlecarrier

Off: 727, Def: 516, Misc: 350, CV: 531

Hull Data

30 Hulls (16 UDST, 5 Remass, 5 Containment, 4 Hangar). TS: +1

Armour: 48 (10/10/10/10/8)

Structure: 30 (10/10/10)

C C C C C H H H H R

R R R R U U A A A A

U U U U U U A A A A

Frame: 8

4 Troops

Cargo: 220, Supply: 26, Endurance: 8 months

Small Craft: 16

FCS-3

1 Fighter Catapult

Performance

8 actions

Normal Thrusters

Thrust Ratio: 1/5

Remass: 270pts, 18 burns

Quantum-II jump engine, 3 Light Impellers

Speed-3, 20 actions to jump

Weapons

2 Dual Heavy Plasma Repeaters (2x FPS)

7 LRS-10

4 Dual PdG (2x FPS, FPA, FSA)

4 Chaff Pods

Fleet Carrier

Off: 425, Def: 354, Misc: 330, CV: 370

Hull Data

30 Hulls (12 UDST, 5 Remass, 6 Containment, 7 Hangar). TS: +1

Armour: 36 (10/10/10/6)

Structure: 30 (10/10/10)

C C C C C C H H H H

H H H R R R R R A A

U U U U U A A A A A

Frame: 8

4 Troops

Cargo: 270, Supply: 28, Endurance: 9 months

Small Craft: 28

FCS-2

1 Fighter Catapult

Performance

7 actions

Normal Thrusters

Thrust Ratio: 1/5

Remass: 270pts, 18 burns

Quantum-II jump engine, 3 Light Impellers

Speed-3, 20 actions to jump

Weapons

2 LRS-40

5 LRS-10

3 Dual PdG (FPS, FPA, FSA)

2 Chaff Pods

Light Missile Cruiser

Off: 1397, Def: 328, Misc: 226, CV: 651

Hull Data

20 Hulls (10 UDST, 4 Remass, 3 Containment, 3 Magazine). TS: +1

Armour: 30 (7/7/7/7/2)

Structure: 20 (7/7/6)

C C C R R R R

M M M U A A A

U U U A A A

Frame: 5

4 Troops

Cargo: 130, Supply: 12, Endurance: 10 months

Small Craft: 0

FCS-3

Performance

7 actions

Normal Thrusters

Thrust Ratio: 1/4

Remass: 200pts, 20 burns

Quantum-II jump engine, 1 Medium Impeller

Speed-3, 14 actions to jump

Weapons

2 Torpedo Tubes (w/ 18 MLR Torpedoes)

1 Triple Light Plasma Repeater (FPS)

4 Dual PdG (2x FPS, FPA, FSA)

2 Chaff Pods

Heavy Missile Cruiser

Off: 2039, Def: 516, Misc: 290, CV: 949

Hull Data

30 Hulls (16 UDST, 5 Remass, 4 Containment, 1 Hangar, 4 Magazine). TS: +1

Armour: 48 (10/10/10/10/8)

Structure: 30 (10/10/10)

C C C C H R R R R R

M M M M U U A A A A

U U U U U U A A A A

Frame: 8

4 Troops

Cargo: 170, Supply: 20, Endurance: 8 months

Small Craft: 4

FCS-3

Performance

8 actions

Normal Thrusters

Thrust Ratio: 1/5

Remass: 270pts, 18 burns

Quantum-II jump engine, 3 Light Impellers

Speed-3, 20 actions to jump

Weapons

Spinal Coilgun-1

4 Torpedo Tubes (w/ 24 MLR Torpedoes)

3 LRS-10

2 Dual Light Plasma Repeaters (FPS)

4 Dual PdG (2x FPS, FPA, FSA)

4 Chaff Pods

Assault Frigate

Off: 966, Def: 196, Misc: 347, CV: 503

Hull Data

15 Hulls (8 UDST, 3 Remass, 3 Containment, 1 Magazine). TS: 0

Armour: 16 (8/8)

Structure: 15 (8/7)

C C C R R R M A

U U A A A A A

Frame: 4

8 Troops

Cargo: 85, Supply: 12, Endurance: 7 months

Small Craft: 0

Streamlining

FCS-2

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/3

Remass: 150pts, 20 burns

Quantum-II jump engine, 2 Light Impellers

Speed-3, 10 actions to jump

Weapons

1 Bomb Launcher (w/ 10 Iron Bombs and 15 Xraser Bombs)

1 LRS-40

2 Dual Light Plasma Repeaters (FPS)

3 Dual PdG (FPS, FPA, FSA)

1 Chaff Pod

Loguezan Celestial Kingdom

The Loguezan likes to throw a lot of torpedoes at the enemy battleline, and the Plumbaran has deep enough magazines to enable her to launch several heavy punches...

Plumbaran-class Battleship

Off: 3609, Def: 1202, Misc: 512, CV: 1775

Hull Data

64 Hulls (40 UDST, 10 Remass, 8 Containment, 4 Magazine, 2 Hangar). TS: +2

Armour: 120 (16/16/16/16/16/16/16/8)

Structure: 64 (16/16/16/16)

C C C C C C C C H H R R R R R R
R R R R M M M M U U U U A A A A
U U U U U U U U U U U U A A A A
U U U U U U U U U U U A A A A A

Frame: 16

8 Troops

Cargo: 340, Supply: 48, Endurance: 7 months

Small Craft: 8

FCS-3

Performance

13 actions

Normal Thrusters

Thrust Ratio: 1/8

Remass: 544pts, 17 burns

Quantum-II jump engine, 1 Heavy, 1 Medium Impeller

Speed-3, 43 actions to jump

Weapons

Spinal Pulse Laser-2

2 Torpedo Tubes (w/ 24 MLR Torpedoes)

4 Dual Heavy Plasma Repeaters (2x FPS, 2x APS)

8 LRS-10

4 Triple Light Plasma Repeaters (2x FPA, 2x FSA)

7 Dual LLR Torpedoes

9 Dual PdG (3x FPS, 3x FPA, 3x FSA)

9 Chaff Pods

Marahon Empire

The Marahon use their battleship class as support for fighter flights, designing her to be capable of shrugging off all but the heaviest weaponry. It does cut into her performance, somewhat...

Ventipilun-class Battleship

Off: 2855, Def: 1266, Misc: 496, CV: 1539

Hull Data

64 Hulls (40 UDST, 10 Remass, 8 Containment, 2 Magazine, 4 Hangar). TS: +2

Armour: 160 (16/16/16/16/16/16/16/16/16/16)

Structure: 64 (16/16/16/16)

C C C C C C C C H H H H R R R R
R R R R R R M M U U U U A A A A
U U U U U U U U U U U A A A A
U U U U U U U U U U A A A A A

Frame: 16

6 Troops

Cargo: 360, Supply: 51, Endurance: 7 months

Small Craft: 16

FCS-3

Performance

13 actions

Normal Thrusters

Thrust Ratio: 1/9

Remass: 544pts, 17 burns

Quantum-II jump engine, 1 Heavy, 1 Medium Impeller

Speed-3, 43 actions to jump

Weapons

Spinal Pulse Laser-2

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

2 Quad Heavy Plasma Repeaters (2x FPS)

8 LRS-10

3 Quad Light Plasma Repeaters (FPS, FPA, FSA)

8 Dual LLR Torpedoes

9 Dual PdG (3x FPS, 3x FPA, 3x FSA)

7 Chaff Pods

Vichale and Tourvanesce

Quantum-III drives, high-efficiency thrusters and high-tech weaponry. The cracking of high-efficiency drives has enabled a lot more fighter craft to be employed and freeing up of space to concentrate on Weapons or cargo. In addition, because the Vichale and Tourvanesce don't need to generalise, and because they like to use torpedoes, they focus most of their fighters on dedicated carriers, relying on grapples on-board most battle-line units to carry small craft, and enabling most vessels to have rack-mounted and, if space permits, magazine-mounted torpedoes.

However, they don't use dedicated missile cruisers, preferring instead to have all battle-line units capable of launching torpedoes and not just a few which could be lost to a single unlucky strike. In addition, while they have pulse lasers, they haven't yet been able to crack the problems of mounting spinal mounts in anything smaller than their heavy battle-line units—and, with the long-range advantage of the coilgun over the pulse laser, it seems there's not that great an effort to try. For larger units, however, the need for a spinal mount that can easily target smaller, more agile units is necessary.

Interceptor: Streamlined Light Fighter, 18 burns, Thrust: 4/1, 2 actions, 1 hit, TS: -3, Dual Light Chaingun, PdG. Cost: 19

Superiority Fighter: Streamlined Medium Fighter, 30 burns, Thrust: 2/1, 3 actions, 1 hit, TS: -2, Dual Light Chaingun, 1 MRRP-4, PdG. Cost: 35

Variant: Replace MRRP-4 with LRS-3. Cost: 35

Variant: Replace MRRP-4 with LLR torpedo. Cost: 41

Light Fighter: Streamlined Light Fighter, 18 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Light Chaingun, 1 MRRP-4, PdG. Cost: 20

Variant: Replace MRRP-4 with LRS-3. Cost: 20

Variant: Replace MRRP-4 with LLR torpedo. Cost: 26

Patrol Gunboat: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Two-Seat, Life-Support, Light Railgun, Triple PdG. Cost: 48

Patrol Boat: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Two-Seat, Life-Support, Radiator, Light Pulse Laser, PdG, 1 Squad. Cost: 53

Heavy Bomber: Streamlined Heavy Fighter [Bulky], 24 burns, Thrust: 1/1, 3 actions, 2 hits, TS: -2, Two-Seat, 1 MRRP-15, Dual PdG. Cost: 40

Variant: Replace MRRP-15 with LRS-10. Cost: 39

Variant: Replace MRRP-15 with triple LLR torpedo. Cost: 54

Gunboat: Streamlined Superheavy Fighter [Bulky], 18 burns, Thrust: 1/2, 4 actions, 3 hits, TS: -1, Two-Seat, Radiator, Light Pulse Laser, Triple PdPL. Cost: 50

Corvette

Off: 304, Def: 134, Misc: 191, CV: 210

Hull Data

8 Hulls (6 UDST, 1 Remass, 1 Containment). TS: 0

Armour: 12 (4/4/4)

Structure: 8 (4/4)

C R A A

U A A A

Frame: 2

0 Troops

Cargo: 52, Supply: 6, Endurance: 8 months

Small Craft: 0

Streamlining

Performance

5 actions

Strong Retrothrusters

Thrust Ratio: 1/1

Remass: 56pts, 21 burns

Quantum-III jump engine, 1 Light Impeller

Speed-4, 4 actions to jump

Weapons

1 Heavy Coilgun (F)

1 Dual Light Pulse Laser (FPS)

2 LLR Torpedoes

1 Dual PdPL (FPS)

1 Chaff Pod

Frigate

Off: 492, Def: 260, Misc: 296, CV: 350

Hull Data

12 Hulls (8 UDST, 2 Remass, 2 Containment). TS: 0

Armour: 24 (6/6/6/6)

Structure: 12 (6/6)

C C R R A A

U U A A A A

Frame: 3

4 Troops

Cargo: 76, Supply: 10, Endurance: 7 months

Small Craft: 0

Streamlining

FCS-1

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 96pts, 24 burns

Quantum-III jump engine, 2 Light Impellers

Speed-4, 6 actions to jump

Weapons

Spinal Coilgun-1

1 Dual Heavy Pulse Laser (FPS)

2 LRS-10

2 Dual PdPL (FPA, FSA)

2 Chaff Pods

Light Cruiser

Off: 680, Def: 370, Misc: 268, CV: 440

Hull Data

20 Hulls (14 UDST, 3 Remass, 3 Containment). TS: +1

Armour: 42 (7/7/7/7/7/7)

Structure: 20 (7/7/6)

C C C R R R A

U U U U A A A

U U U A A A

Frame: 5

4 Troops

Cargo: 120, Supply: 16, Endurance: 7 months

Small Craft: 0

FCS-2

2 Light Grapples

Performance

7 actions

Normal Thrusters

Thrust Ratio: 1/4

Remass: 160pts, 24 burns

Quantum-III jump engine, 1 Medium Impeller

Speed-4, 10 actions to jump

Weapons

Spinal Coilgun-1

1 Dual Heavy Pulse Laser (FPS)

5 LRS-10

2 Dual LLR Torpedoes

3 Dual PdPL (FPS, FPA, FSA)

2 Chaff Pods

Heavy Cruiser

Off: 1934, Def: 558, Misc: 334, CV: 942

Hull Data

30 Hulls (20 UDST, 4 Remass, 4 Containment, 2 Magazine). TS: +1

Armour: 60 (10/10/10/10/10/10)

Structure: 30 (10/10/10)

C C C C R R R R M M

U U U U U U A A A A

U U U U U A A A A A

Frame: 8

4 Troops

Cargo: 160, Supply: 22, Endurance: 7 months

Small Craft: 0

FCS-3

2 Light Grapples

Performance

9 actions

Normal Thrusters

Thrust Ratio: 1/5

Remass: 230pts, 23 burns

Quantum-III jump engine, 3 Light Impellers

Speed-4, 15 actions to jump

Weapons

Spinal Coilgun-1

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

2 Dual Heavy Pulse Lasers (2x FPS)

2 Triple Light Pulse Lasers (FPA, FSA)

2 Dual LLR Torpedoes

3 Dual PdPL (FPS, FPA, FSA)

4 Chaff Pods

Variant: replace triple light pulse lasers with 6 LRS-10.

Off: 1748, CV: 880

Battlecruiser

Off: 2357, Def: 788, Misc: 408, CV: 1185

Hull Data

40 Hulls (28 UDST, 5 Remass, 5 Containment, 2 Magazine). TS: +1

Armour: 84 (10/10/10/10/10/10/10/10/4)

Structure: 40 (10/10/10/10)

C C C C C R R R R R

M M U U U U U A A A

U U U U U U A A A A

U U U U U U A A A A

Frame: 10

4 Troops

Cargo: 220, Supply: 30, Endurance: 7 months

Small Craft: 0

FCS-3

4 Light Grapples

Performance

11 actions

Normal Thrusters

Thrust Ratio: 1/6

Remass: 280pts, 21 burns

Quantum-III jump engine, 2 Medium Impellers

Speed-4, 20 actions to jump

Weapons

Spinal Coilgun-1

1 LRS-40

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

2 Dual Heavy Pulse Lasers (2x FPS)

4 LRS-10

3 Triple Light Pulse Lasers (FPS, FPA, FSA)

4 Dual LLR Torpedoes

6 Dual PdPL (2x FPS, 2x FPA, 2x FSA)

5 Chaff Pods

Light Carrier

Off: 302, Def: 298, Misc: 292, CV: 298

Hull Data

20 Hulls (8 UDST, 3 Remass, 4 Containment, 5 Hangar). TS: +1

Armour: 24 (7/7/7/3)

Structure: 20 (7/7/6)

C C C C H H H

H H R R R A A

U U A A A A

Frame: 5

4 Troops

Cargo: 150, Supply: 20, Endurance: 8 months

Small Craft: 20

FCS-2

1 Fighter Catapult

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/4

Remass: 160pts, 24 burns

Quantum-III jump engine, 1 Medium Impeller

Speed-4, 10 actions to jump

Weapons

1 LRS-40

2 LRS-10

3 Dual PdPL (FPS, FPA, FSA)

2 Chaff Pods

Fleet Carrier

Off: 485, Def: 366, Misc: 338, CV: 397

Hull Data

30 Hulls (12 UDST, 4 Remass, 6 Containment, 8 Hangar). TS: +1

Armour: 36 (10/10/10/6)
Structure: 30 (10/10/10)
C C C C C C H H H H
H H H H R R R R A A
U U U U U A A A A A
Frame: 8

4 Troops
Cargo: 260, Supply: 30, Endurance: 8 months
Small Craft: 32
FCS-2
1 Fighter Catapult

Performance

7 actions
Normal Thrusters
Thrust Ratio: 1/5
Remass: 230pts, 23 burns
Quantum-III jump engine, 3 Light Impellers
Speed-4, 15 actions to jump

Weapons

2 LRS-40
5 LRS-10
3 Dual PdPL (FPS, FPA, FSA)
2 Chaff Pods

Assault Frigate

Off: 1024, Def: 208, Misc: 376, CV: 536

Hull Data

15 Hulls (8 UDST, 2 Remass, 4 Containment, 1 Magazine). TS: 0

Armour: 16 (8/8)
Structure: 15 (8/7)
C C C C R R M A
U U A A A A A
Frame: 4

10 Troops
Cargo: 100, Supply: 13, Endurance: 7 months
Small Craft: 0
Streamlining
FCS-2

Performance

6 actions
Normal Thrusters
Thrust Ratio: 1/3
Remass: 115pts, 23 burns
Quantum-III jump engine, 2 Light Impellers
Speed-4, 8 actions to jump

Weapons

1 Bomb Launcher (w/ 10 Iron Bombs and 15 Xraser Bombs)
1 LRS-40
2 Dual Light Pulse Lasers (FPS)
3 Dual PdPL (FPS, FPA, FSA)
1 Chaff Pod

Vichale Federation

An uncompromising battleship, the Baryphile can launch a heavy alpha-strike with strikers and rack-mounted torpedoes, followed up by multiple salvos of heavier torpedoes, and she still has space for a heavy direct-fire weapons suite.

Baryphile-class Battleship

Off: 4861, Def: 1576, Misc: 612, CV: 2350

Hull Data

80 Hulls (56 UDST, 10 Remass, 10 Containment, 4 Magazine). TS: +2

Armour: 168 (16/16/16/16/16/16/16/16/16/16/8)

Structure: 80 (16/16/16/16/16)

C C C C C C C C C C R R R R R R
R R R R M M M M U U U U U A A A
U U U U U U U U U U U A A A A
U U U U U U U U U U U A A A A
U U U U U U U U U U U A A A A

Frame: 20

8 Troops

Cargo: 440, Supply: 60, Endurance: 7 months

Small Craft: 0

FCS-3

Performance

15 actions

Normal Thrusters

Thrust Ratio: 1/9

Remass: 560pts, 21 burns

Quantum-III jump engine, 1 Heavy, 1 Medium Impeller

Speed-4, 40 actions to jump

Weapons

Spinal Pulse Laser-3

3 Torpedo Tubes (w/ 24 MLR Torpedoes)

4 Triple Heavy Pulse Lasers (2x FPS, 2x APS)

11 LRS-10

6 Triple Light Pulse Lasers (2x FPS, 2x FPA, 2x FSA)

5 Quad LLR Torpedoes

12 Dual PdPL (4x FPS, 4x FPA, 4x FSA)

10 Chaff Pods

Tourvanesce Commonwealth

In contrast to the Vichale, the Tourvanesce views their heavy battle unit as a battlecarrier, able to command space and using bombers to augment their alpha-strike capability. However, they can still launch a number of respectable torpedo salvoes...

Panbucculo-class Battlecarrier

Off: 3600, Def: 1384, Misc: 640, CV: 1875

Hull Data

80 Hulls (48 UDST, 10 Remass, 12 Containment, 8 Hangar, 2 Magazine). TS: +2

Armour: 144 (16/16/16/16/16/16/16/16/16)

Structure: 80 (16/16/16/16/16)

C	C	C	C	C	C	C	C	C	C	C	C	C	H	H	H	H
H	H	H	H	R	R	R	R	R	R	R	R	R	R	M	M	M
U	U	U	U	U	U	U	U	U	U	U	U	U	A	A	A	A
U	U	U	U	U	U	U	U	U	U	U	U	U	A	A	A	A
U	U	U	U	U	U	U	U	U	U	U	U	U	A	A	A	A

Frame: 20

8 Troops

Cargo: 540, Supply: 68, Endurance: 7 months

Small Craft: 32

FCS-3

1 Fighter Catapult

Performance

14 actions

Normal Thrusters

Thrust Ratio: 1/9

Remass: 560pts, 21 burns

Quantum-III jump engine, 1 Heavy, 1 Medium Impeller

Speed-4, 40 actions to jump

Weapons

Spinal Pulse Laser-3

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

3 Triple Heavy Pulse Lasers (3x FPS)

8 LRS-10

5 Triple Light Pulse Lasers (5x FPS)

4 Quad LLR Torpedoes

12 Dual PdPL (4x FPS, 4x FPA, 4x FSA)

8 Chaff Pods

DefSATS

Because of the fractured nature of the Cluster, no really large military bases are used. Large civilian bases are used, but the military knows how vulnerable bases are to long-range strikes, especially since all factions have assault frigates...

Light DefSAT

Off: 232, Def: 143, Misc: 88, CV: 155

Hull Data

6 Hulls (5 UDST, 1 Containment). TS: 0

Armour: 15 (6/6/3)

Structure: 6 (6)

C U A A A A

Frame: 2

2 Troops

Cargo: 36, Supply: 6, Endurance: 6 months

Small Craft: 0

Performance

5 actions

No Thrusters

Thrust Ratio: N/A

Remass: Opts, 0 burns

No jump engine

Weapons

1 VRS-40

1 Dual Light Coilgun (360)

1 Dual LVR Torpedo

1 Dual PdG (360)

1 Chaff Pod

Heavy Missile DefSAT

Off: 2384, Def: 442, Misc: 175, CV: 1001

Hull Data

15 Hulls (8 UDST, 2 Containment, 1 Hangar, 4 Magazine). TS: 0

Armour: 32 (8/8/8/8)

Structure: 15 (8/7)

C C H M M M M A

U U A A A A A

Frame: 4

4 Troops

Cargo: 75, Supply: 12, Endurance: 6 months

Small Craft: 4

FCS-3

Performance

6 actions

No Thrusters

Thrust Ratio: N/A

Remass: Opts, 0 burns

No jump engine

Weapons

2 Torpedo Tubes (w/ 24 MVR Torpedoes)

4 Dual PdG (360)

4 Chaff Pod

DefSAT Control Centre

Off: 473, Def: 506, Misc: 189, CV: 390

Hull Data

15 Hulls (12 UDST, 2 Containment, 1 Hangar). TS: 0

Armour: 48 (8/8/8/8/8/8)

Structure: 15 (8/7)

C C H U A A A A

U U U U A A A

Frame: 4

2 Troops

Cargo: 95, Supply: 15, Endurance: 6 months

Small Craft: 4

FCS-3

Performance

7 actions

No Thrusters

Thrust Ratio: N/A

Remass: 0pts, 0 burns

No jump engine

Weapons

1 Triple Heavy Coilgun (360)

6 VRS-10

4 Dual PdG (360)

4 Chaff Pod