

FOR THE BETTERMENT OF HUMANITY

The Uplift-Exile Universe adapted for Voidstriker

By Ross L Hart (murtalianconfederacy) (July 2022)

In 2018 I created the Uplift-Exile Universe for the Unity Edition of Starmada. Ever since then (including during Lockdown 1, when I rebooted and, hopefully, rationalised the setting throughout the three eras) I've been trying to do various things with the setting—notably an attempt to back-convert the ships for VBAM: SX so I could run a campaign. However, another thing (or things) I've wanted to do is convert the setting for other rulesets—notably, That Other Ruleset, and Voidstriker (one of the rulesets I'd encountered before finding Starmada, and one for which I'd designed several ships for my own settings). Then, after finding, and finishing working on, the Kerradin Cluster, I decided to attempt the Uplift-Exile Universe in Voidstriker.

One thing that was much easier in Voidstriker is, with the small craft design rules, you can have small craft with long-ranged weapons, which allowed me to design fighters as light craft and the gunboat flotillas as superheavy craft, using grapples to allow heavier units to carry them and allowing hangars to either operate fighters or gunboats. Initially I had intended to have all Sublight Capital Ships carried with grapples by Hyperspace-Drive Vessels, but after generating the Archaic-era I re-read the rules and realised I'd have needed to calculate the remass figures, and rather than do that I thought and realised that, with the technobabble found in the Uplift-Exile Guidelines, that the SCSs aren't *physically* carried by the HDVs, merely piggybacking on the hyperdrive's field bubble—thus, as long as the HDVs pay for the jump drive, the SCSs could be 'carried' along by the HDVs. Yes, it could be considered a slight cheat, but the restrictions I'd created for HDVs was intended to calculate how many ships could be transported for a rules system that doesn't allow ships to be carried by other ships, and Voidstriker calculates jump drives differently, allocating just a cost to the basic jump drives. By stating that HDVs must pay for double their amount of hulls (so a hull-72 light minotaur must pay for 144 hulls) but can then transport a number of ships equal to their hull rating, it means that HDVs occupy the position I envisioned—a combination of mobile base, heavy battleship and carrier.

Please note that there are quite a lot of acronyms in the following document. I've had to do this, and I've tried to provide the full term first and then the acronym thereafter, but jumping in without reading the text before might result in confusion...

Background and Rules Changes to Voidstriker (with explanations)

A Short History of the Uplift-Exile Universe

At some point in the early 21st Century, a benevolent elder species known as the Preservers arrived in the Sol system. They informed us that their principle goal, after eons of expansion, consolidation and eventual withdrawal from inter-galactic affairs, was to try and help all non-Berserker species achieve interstellar flight, by interfering if necessary should potential civilisation-ending activity be detected, within certain constrained boundaries. They announced that our civilisation had passed that point in several ways, not limited to the potential for spontaneous destructive AI development (known to them as 'Berserkers'), disastrous climate change and various other factors. They said they'd help uplift the human species into a space-faring species. However, because of the multiple issues that they couldn't help with without going beyond their boundaries, Earth would be restricted access. Only human groups willing to live without technology more advanced than the 19th century would be allowed to live on Earth, as this would fall below the threshold levels of the destructive AIs already theorised to be in existence. Those groups that stayed would be given the ability to call for evacuation should they require it, but once they left Earth, they would be unable to return. Human historians quickly dubbed the events the 'Uplift-Exile'.

The first few decades post-Uplift-Exile are a confused time. Several groups set out for pastures new, eager to separate themselves from the wider human universe. Some of them ignored the warnings of the Preservers and took various technologies from Earth after the Exile, without the necessary quarantine procedures, leading to a state of affairs whereby any abandoned colonies must be explored by archaeological survey teams ready to suicide should destructive AIs reside therein. But, on the whole, humanity stayed together in a region of the Milky Way. Political boundaries shifted such that within three hundred years the major political entities that existed prior to the Uplift-Exile had evaporated, to be replaced by new entities. This became known as the Archaic Era. The Archaic Era was troubled in a way with the widespread use of orbital bombers deployed by SDVs, using either tactical or CABINET weapons. While not exactly known, it is estimated that several dozen minor political entities were effectively or completely wiped out by these attacks. The exact number is unknown mainly because of the difficulties in distinguishing between asteroid impacts and tactical bombing of single colonies.

The Archaic Era transitioned into the Obsolete Era in about half a century, during which the major incidents were the introduction of the independently-operating hyperspace-drive unit and the *de facto* ending of the Barnard-Centauri War. The Obsolete Era was a long period of time with a gradual transition to the Modern Era, with the turning point agreed by the largest number of historians (though, of course, far short of a majority) being the creation of the Anti-Berserker Space Command.

FTL Travel in the Uplift-Exile Universe

Because of the nature of FTL travel in the Uplift-Exile Universe, human-occupied space is split up into several regions known as Clusters, containing multiple star systems. These systems are connected via **permanent hyperspace portals**, which allow instantaneous travel between two systems. However, each portal only links to one other, and have a maximum range of 10 LY. Generally speaking systems would only link to a few others within that range. Permanent portals are deployed by specialist Portal Installation Vessels. For the purposes of identifying PIVs, the Voidstriker Long-Range Scanner is used, which takes up six system hulls and adds 90 to the Misc Value.

Inter-Cluster FTL travel for most units rely upon **mega-portals**. Unlike portals, which are relatively easy to construct, and are only limited both by deployment issues including physical space and interference issues, mega-portals are very difficult to construct, requiring either a significant gravity well or an expensive and difficult-to-construct artificial stellar-mass gravity well generator. However, they do have several advantages—being able to link to normal portals without breaking their link to other portals, and having a maximum range of 30 LY. Typically speaking, the most massive star in the Cluster would have a mega-portal, and this system becomes the hub for travel between the Cluster and the wider world. The only Clusters where this is not the case are the ‘capital’ sectors of the few major powers and Sol, which, even though the Uplift-Exile negated much of the need to travel to Sol, is still important for cultural reasons.

However, these are not the only means of interstellar travel. A method most often used by military units is the **catapult**, which allows lighter units to instantly jump into another system without the need for a receiving platform. However, as the units tend not to be capable of FTL travel themselves, this is only used as part of a military campaign.

Temporary portals can also be deployed, and are similar to permanent portals, but do not have the internal structures required to survive the forces unleashed by portal generation for more than 200 times. Temporary portals and catapults can, and are, carried by SDVs and HDVs.

Finally, there are genuine FTL vessels, which fall into two types—the **Slipspace-Drive Vessel (SDV)** and the **Hyperspace-Drive Vessel (HDV)**.

SDVs were the primary unit in the Archaic Era, relegated to supporting roles in the Obsolete and Modern eras as HDVs were introduced. SDVs are slow strategically, not very effective in the line of battle due to their inability to fire forward or aft, and limited due to their unique construction, involving the use of what, for want of a better term, is called a ‘linear singularity’. However, they are stealthy at long and short ranges and they can carry a lot of fighters and NIUs. In the Archaic Era, they typically were used to establish forward bases for SCSs, SIUs and NIUs to launch an invasion, but in the Obsolete and Modern eras they focused mainly on the operational/strategic strike role, launching fighter and orbital bomber strikes from the outer reaches of a target system.

HDVs were introduced at the end of the Archaic Era, and due to their more normal construction quickly found their role as the primary strike unit. To give a rough analogy, SDVs are ballistic submarines while HDVs are a combination of battleship and carrier. The size of HDVs is due to the hyperspace-drive’s primary restriction: a very high minimum mass requirement, which is almost as large as a light cruiser.

Weapons of Mass Destruction

After the Uplift-Exile a series of treaties were signed that ostensibly prohibit the construction and deployment of WMDs. Nuclear weapons were removed from the WMD category as much more destructive ordnance was in use or projected, but other technologies were added. Eventually seven technologies were known as WMDs, which are now known by the acronym CABINET. While prohibited, however, it is 'known' that all major powers and several minor powers have stockpiles of CABINET weapons—but it is also 'known' that deploying them against human or non-genocidal alien powers will lead to retaliation in kind...

The CABINET techs are broken down further into two categories—Viral tech (those that have a long-lasting impact) and Explosive tech (those which are short-duration). Viral tech is denoted by a (V), Explosive by a (X).

Seven WMD techs:

Letter	Type	Viral/Explosive
C	Chemical	(V)
A	Artificial Intelligence Bomb	(V)
B	Biological	(V)
I	Intra-Atomic Bond Neutralisers [commonly known as 'sludgers']	(X)
N	Nanotech Swarm [commonly known as 'swarmtec']	(V)
E	Energy-Release (Total) Beams [commonly known as 'nuclear beams']	(X)
T	Tachyon-Tardyon Oscillator Beam [commonly known as 'cracker beams']	(X)

Axial Mounts

In the Uplift-Exile Universe, heavy units mount a number of axial batteries rather than a single spinal mount. With this in mind, there are no Spinal Mounts. Instead, ships use Axial Mounts which are the equivalent of Spinal Mount-1s. The primary difference is that Axial Mounts can be mounted in dual, triple or quad mounts and can be mounted in forward or aft arcs. This really only affects HDVs—not even the largest SCS has enough main hardpoints to warrant two axial mounts. For ships with multiple Axial Mounts, they may be affected by the 'Fixed Weapon' Internal Damage result as well as the 'Spinal Mount' Core Damage result. Ships with only one Axial Mount treat them as Spinal Mounts as normal.

Electronic Warfare in the Uplift-Exile Universe

In Voidstriker, ships with EW points may use them for Stealth, counteracting another ship's Stealth or for Aiming. In the Uplift-Exile Universe, SDVs are extremely stealthy but aren't any more effective at detecting other SDVs or at targeting ships. So, Uplift-Exile Universe ships may *only* purchase Stealth Points with their EW points.

Aside: some ships in the document have asterisks () next to them. These are either next to endurance figures or the number of burns.*

In the case of the former, it's because the endurance figure calculated had no remainder, as this figure is the amount of cargo divided by the supply rating (just referred to as Supply), and most of the time there would be a remainder for repairs but, for some units, this doesn't occur. In these cases, they nominally have an endurance figure listed, but in actuality would be one month less with a good reservoir for repairs.

In the case of the latter, it's where the unit doesn't need the remass to conduct thruster burns, but has remass. This is purely for SDVs in the Ancient and Obsolete eras.

Ship Classification

There are six classifications of units in the Uplift-Exile Universe: Fighters; Non-Independent Units; Semi-Independent Units; Sublight Capital Ships; Slipspace-Drive Vessels; and Hyperspace-Drive Vessels. Powers utilise these in varying amounts but, generally speaking, the latter two types of units are used only by regional superpowers or greater.

In Voidstriker terms, the six classifications are:

Fighters: Light Small Craft only.

Non-Independent Units (NIUs): Heavy/Superheavy Small Craft only. Orbital bombers are the only heavy small craft.

Semi-Independent Units (SIUs): intermediate between NIUs and SCSs. Not classified as SCSs due to their short operational range.

- Corvette: 6 hulls
- Light NIU Tender: 6 hulls

Sublight Capital Ships (SCS)

- Destroyer: 12 hulls
- Scout Cruiser: 15 hulls
- Light Cruiser: 18 hulls
- Medium Cruiser: 21 hulls
- Heavy Cruiser: 24 hulls
- Battleship: 27 hulls (*Obsolete/Modern*)
- Heavy Battleship: 30 hulls (*Modern era only*)

All units listed above may NOT mount FTL of any type. They require either: a carrying unit (SDV or HDV for fighters and NIUs, or HDVs only for SIUs or SCSs); hyperspace portals (of either a permanent or temporary nature); or catapults for FTL travel.

Slipspace-drive Vessels (SDV) *[note: to model SDVs accurately in Voidstriker they would need some form of cloaking system, which unfortunately is not available. To model SDVs in Voidstriker requires the assumption that SDVs on the field of battle have been detected somehow, or simply aren't making an effort to remain undetected—but they're still quite difficult to target...]*

- Orc: 30 hulls
- Troll: 60 hulls
- Ogre: 45 hulls

Hyperdrive-capable Vessels (HDV)

- Light Minotaur: 72 hulls
- Minotaur: 90 hulls
- Pocket Juggernaut: 108 hulls (*Obsolete/Modern*)
- Light Juggernaut: 126 hulls (*Obsolete/Modern*)
- Juggernaut: 144 hulls (*Obsolete/Modern*)
- Heavy Juggernaut: 180 hulls (*Modern era only*)
- Superheavy Juggernaut: 216 hulls (*Modern era only*)

Naval Classification

The primary lesson learned from the Archaic Era was this: you can live however you want, but if you wish to keep living however you want, you need some form of defence. Some powers have a non-physical mode of defence (such as the Omnibanking Consortia of Nova Adriatica, which can make it extremely expensive for anyone foolish enough to attack them), but most systems can't rely on being indispensable to the rest of known space...

Most political entities have at least a **system-defence force (SDF)** consisting of NIUs and SIUs which can patrol near-solar space and provide at least some measure of protection against conventional invasions or SDV-launched strategic bombing missions.

Larger political entities (those with either territorial holdings or business interests spreading across more than one system) have a **cluster defence navy (CDN)**. Generally speaking this consists of SCSs with some SDVs as support, but some powers have been known to have an all-SDV CDN and others an all-SCS CDN. But most naval officers in CDNs realise that SDVs can deploy temporary portals and catapults, allowing the SCSs to patrol throughout their cluster, so generally the first units an aspiring CDN would construct or purchase would be one or two SDVs to operate as the combined strategic strike force/fleet support network, along with squadrons of SCSs. CDNs are both offensive and defensive in nature—the transformation of a SDF to a CDN will make certain neighbours nervous, as will the acquisition of more than the normal number of SDVs, especially since the most offensive use of SDVs is the deployment of orbital bombers equipped with either conventional or CABINET weapons.

The major political entities, such as the Glorious Interstellar Protectorates of the Parathanes, have a **Grand Fleet (GF)**, which includes at least one HDV battlegroup supporting various CDNs. HDV battlegroups consist of a single HDV with multiple SCS/SIU escorts and embarked NIUs. Unlike CDNs, HDV battlegroups are purely offensive—they have the operational range to launch missions far from their home base. A political entity acquiring even one HDV will definitely attract notice in the neighbouring clusters and will more than likely trigger a naval arms race, whether the powers can, from a purely economic viewpoint, afford them...

It should be noted that the number of conflicts between two powers with fleets considered Grand Fleets is extremely low (and at least half of these were between powers that only just achieved this level), and can be counted on the fingers of one hand if the criteria is reduced to two powers, each with more than one HDV battlegroup...and the Parathanes have been involved in two.

The Archaic Era

Civilians have low-efficiency drives, while military units have medium-efficiency drives. Chainguns are the primary direct-fire weapon for most units, with plasma guns as the heavy battery and missiles and torpedoes employed as strike batteries. HDVs have plasma repeaters and axial railguns, the latter of which were used primarily as orbital artillery. One major restriction during the era was the inability of any unit to fire in their aft arcs due to drive interference.

SDVs are the only unit that have reactionless drives, and it's due to their unique construction. Because they typically operate as carriers and/or tenders, SDVs in the Archaic/Obsolete Eras have remass tanks despite not requiring remass, specifically to refuel their carried craft.

Civilians

Micro-Freighter/Free Trader: Streamlined Heavy Craft, 12 burns, Thrust: 1/1, 2 actions, 2 hits, TS: -2, Life-Support, 10pts Cargo, PdG. *Cost: 23*

Prospector: Streamlined Heavy Craft, 12 burns, Thrust: 1/1, 2 actions, 2 hits, TS: -2, Life-Support, 5pts Cargo, Radiator, Light Laser. *Cost: 23*

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

Freighter

Off: 62, Def: 50, Misc: 139, CV: 84

Hull Data

12 Hulls (4 UDST, 3 Remass, 4 Containment, 1 Hangar). TS: 0
Armour: 4 (4)
Structure: 12 (6/6)
C C C C H R
R R A A A A
Frame: 3

0 Troops

Cargo: 206, Supply: 6, Endurance: 34 months

Small Craft: 4

4 Light Grapples

Performance

4 actions

Weak Thrusters

Thrust Ratio: 1/2

Remass: 156pts, 13 burns

No jump engine

Weapons

1 MRS-10

1 Single PdG (FPS)

2 Dual Heavy Arms (FPS, FPS)

Fuel Tanker

Off: 62, Def: 50, Misc: 134, CV: 82

Hull Data

12 Hulls (4 UDST, 6 Remass, 1 Containment, 1 Hangar). TS: 0
Armour: 4 (4)
Structure: 12 (6/6)
C H R R R R
R R A A A A
Frame: 3

0 Troops

Cargo: 50, Supply: 6, Endurance: 8 months

Small Craft: 4

4 Light Grapples

Performance

4 actions

Weak Thrusters

Thrust Ratio: 1/2

Remass: 312pts, 26 burns

No jump engine

Weapons

1 MRS-10

1 Single PdG (FPS)

2 Dual Heavy Arms (FPS, FPS)

Civilian Orc (SDV)

Off: 426, Def: 118, Misc: 254, CV: 266

Hull Data

30 Hulls (6 UDST, 6 Remass, 12 Containment, 6 Hangars). TS: +1

Armour: 12 (10/2)

Structure: 30 (10/10/10)

C C C C C C C C C C

C C H H H H H H R R

R R R R U A A A A A

Frame: 8

2 Troops

Cargo: 580, Supply: 19, Endurance: 30 months

Small Craft: 24

2 Light Grapples

Performance

5 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

Remass: 330pts, 11 burns*

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

2 Single Medium Chainguns (P, S)

2 Single Light Chainguns (P, S)

2 Single PdG (P, S)

Civilian Portal Installation Vessel (SDV)

Off: 426, Def: 118, Misc: 300, CV: 282

Hull Data

30 Hulls (6 UDST, 6 Remass, 6 Containment, 6 Hangars, 6 System). TS: +1

Armour: 12 (10/2)

Structure: 30 (10/10/10)

C C C C C C H H H H

H H R R R R R R S S

S S S S U A A A A A

Frame: 8

4 Troops

Cargo: 260, Supply: 20, Endurance: 13 months*

Small Craft: 24

2 Light Grapples

Long-Range Scanner

Performance

5 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

Remass: 330pts, 11 burns*

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

2 Single Medium Chainguns (P, S)

2 Single Light Chainguns (P, S)

2 Single PdG (P, S)

Military

Fighters

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

Superiority Fighter: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, 1 MRS-3, PdG. *Cost: 20*

Attack Fighter: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Light Chaingun, 1 MRS-3. *Cost: 20*

Bomber: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 2 SRRP-6, PdG. *Cost: 19*

Assault Shuttle: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, PdG, 1 Squad. *Cost: 22*

Non-Independent Units

Gunboat: Streamlined Superheavy Craft, 18 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Medium Chaingun, PdG. *Cost: 52*

Patrol Gunboat: Streamlined Superheavy Craft, 18 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Dual Light Chaingun, PdG, 1 Squad. *Cost: 56*

Escort Gunboat: Streamlined Superheavy Craft, 18 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Dual Light Chaingun, Dual PdG. *Cost: 54*

Missile Gunboat: Streamlined Superheavy Craft, 18 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, MRS-10, PdG. *Cost: 51*

Assault Lander: Streamlined Superheavy Craft, 18 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, 2 MRRP-4, PdG, 2 Squads. *Cost: 55*

Orbital Bomber: Streamlined Heavy Craft, 24 burns, Thrust: 2/1, 2 actions, 3 hits, TS: -1, Heavy Armour, Dual Iron Bomb, EW Suite. *Cost: 47*

(note: orbital bombers would generally be used as a scenario objective. Their method of attack would be to accelerate as much as possible, launch their iron bombs towards a planet or base, then scuttle to deny any information as to the launchers of the orbital strike)

Corvette

Off: 91, Def: 78, Misc: 167, CV: 112

Hull Data

6 Hulls (4 UDST, 2 Remass). TS: 0

Armour: 12 (6/6)

Structure: 6 (6)

R R A A A A

Frame: 2

2 Troops

Cargo: 14, Supply: 5, Endurance: 2 months

Small Craft: 0

Streamlined

Performance

4 actions

Normal Retrothrusters

Thrust Ratio: 1/2

Remass: 72pts, 24 burns

No jump engine

Weapons

1 Heavy Chaingun (F)

1 MRS-10

1 Dual PdG (FPS)

1 Dual Light Chaingun (FPS)

Light NIU Tender

Off: 44, Def: 78, Misc: 174, CV: 99

Hull Data

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

Armour: 12 (6/6)

Structure: 6 (6)

C R A A A A

Frame: 2

2 Troops

Cargo: 32, Supply: 5, Endurance: 6 months

Small Craft: 0

Streamlined

4 Light Grapples

Performance

4 actions

Normal Retrothrusters

Thrust Ratio: 1/2

Remass: 54pts, 18 burns

No jump engine

Weapons

1 MRS-10

1 Dual PdG (FPS)

Light NIU tenders in the Archaic Era also supported Corvettes. They sometimes transported fighters with their grapples, but only rarely.

Destroyer

Off: 331, Def: 204, Misc: 198, CV: 245

Hull Data

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

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

Structure: 12 (6/6)

C R R R A A

U U A A A A

Frame: 3

2 Troops

Cargo: 48, Supply: 9, Endurance: 5 months

Small Craft: 0

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 144pts, 24 burns

No jump engine

Weapons

1 Dual Heavy Chaingun (F)

1 LRS-40

2 Dual Medium Chainguns (FPS)

2 Dual PdG (FPS)

2 Dual LLR Torpedoes

1 Chaff Pod

Scout Cruiser

Off: 389, Def: 234, Misc: 203, CV: 276

Hull Data

15 Hulls (10 UDST, 3 Remass, 2 Containment). TS: 0

Armour: 30 (8/8/8/6)

Structure: 15 (8/7)

C C R R R A A A

U U U U A A A

Frame: 4

2 Troops

Cargo: 80, Supply: 11, Endurance: 7 months

Small Craft: 0

1 Light Grapple

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 165pts, 22 burns

No jump engine

Weapons

1 Dual Heavy Chaingun (F)

1 LRS-40

1 Single Heavy Plasma Gun (FPS)

2 Dual Medium Chainguns (FPS)

2 Dual PdG (FPS)

2 Dual LLR Torpedoes

1 Chaff Pod

Light Cruiser

Off: 407, Def: 240, Misc: 234, CV: 294

Hull Data

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

Armour: 30 (6/6/6/6/6)

Structure: 18 (6/6/6)

C C C H R R

R R U A A A

U U U A A A

Frame: 5

4 Troops

Cargo: 112, Supply: 14, Endurance: 8 months*

Small Craft: 4

1 Light Grapple

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 216pts, 24 burns

No jump engine

Weapons

1 Dual Heavy Chaingun (F)

1 LRS-40

1 Single Heavy Plasma Gun (FPS)

2 Dual Medium Chainguns (FPS)

2 Dual PdG (FPS)

2 Dual LLR Torpedoes

1 Chaff Pod

Medium Cruiser

Off: 511, Def: 286, Misc: 264, CV: 354

Hull Data

21 Hulls (12 UDST, 5 Remass, 3 Containment, 1 Hangar). TS: +1

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

Structure: 21 (7/7/7)

C C C H R R R

R R U U A A A

U U U A A A A

Frame: 6

4 Troops

Cargo: 129, Supply: 16, Endurance: 8 months

Small Craft: 4

FCS-1

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 252pts, 24 burns

No jump engine

Weapons

1 Dual Heavy Chaingun (F)

1 LRS-40

1 Dual Heavy Plasma Gun (FPS)

2 Dual Medium Chainguns (FPS)

2 Triple PdG (FPS)

2 Triple LLR Torpedoes

1 Chaff Pod

Heavy Cruiser

Off: 653, Def: 292, Misc: 283, CV: 410

Hull Data

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

Armour: 36 (8/8/8/8/4)

Structure: 24 (8/8/8)

C C C H R R R R

R R M M U A A A

U U U U A A A A

Frame: 6

6 Troops

Cargo: 126, Supply: 17, Endurance: 7 months

Small Craft: 4

FCS-1

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 288pts, 24 burns

No jump engine

Weapons

1 Dual Heavy Chaingun (F)

1 Heavy Missile Bay (w/ 100 LRMs)

1 Dual Heavy Plasma Gun (FPS)

2 Dual Medium Chainguns (FPS)

2 Triple PdG (FPS)

2 Triple LLR Torpedoes

1 Chaff Pod

Light Fleet Carrier/NIU Tender

Off: 114, Def: 184, Misc: 277, CV: 192

Hull Data

18 Hulls (8 UDST, 4 Remass, 3 Containment, 3 Hangars). TS: +1

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

Structure: 18 (6/6/6)

C C C H H H

R R R R A A

U U A A A A

Frame: 5

2 Troops

Cargo: 132, Supply: 15, Endurance: 8 months

Small Craft: 12, 1 Fighter Catapult

4 Light Grapples

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/4

Remass: 216pts, 24 burns

No jump engine

Weapons

4 LRS-10

2 Triple PdG (FPS)

Carriers and Tenders are very similar, differing only in what small craft they carry. Unlike their more combat-oriented cousins, carriers and tenders are designed to lurk at the rear of a battle, using their seekers to discourage too close an approach.

Fleet Carrier/NIU Tender

Off: 162, Def: 268, Misc: 326, CV: 252

Hull Data

24 Hulls (10 UDST, 6 Remass, 4 Containment, 4 Hangars). TS: +1

Armour: 30 (8/8/8/6)

Structure: 24 (8/8/8)

C C C C H H H H

R R R R R R A A

U U U U A A A A

Frame: 6

6 Troops

Cargo: 176, Supply: 21, Endurance: 8 months

Small Craft: 16, 1 Fighter Catapult

4 Light Grapples

Performance

6 actions

Normal Thrusters

Thrust Ratio: 1/5

Remass: 288pts, 24 burns

No jump engine

Weapons

6 LRS-10

2 Triple PdG (FPS)

1 Chaff Pod

Escort Destroyer

Off: 232, Def: 336, Misc: 198, CV: 256

Hull Data

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

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

Structure: 12 (6/6)

C R R R A A

U U A A A A

Frame: 3

2 Troops

Cargo: 48, Supply: 9, Endurance: 5 months

Small Craft: 0

FCS-2

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 144pts, 24 burns

No jump engine

Weapons

2 LRS-10

2 Dual Medium Chainguns (FPS)

4 Dual PdG (FPS)

3 Chaff Pods

Escort destroyers' secondary role is providing targeting information for fleet formations.

Missile Destroyer

Off: 468, Def: 222, Misc: 198, CV: 296

Hull Data

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

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

Structure: 12 (6/6)

C R R R A A

U U A A A A

Frame: 3

2 Troops

Cargo: 48, Supply: 9, Endurance: 5 months

Small Craft: 0

FCS-2

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 144pts, 24 burns

No jump engine

Weapons

2 LRS-40

2 Dual MLR Torpedoes

3 Dual PdG (FPS)

1 Dual Light Chaingun (FPS)

1 Chaff Pod

Missile variants are armed with heavier torpedoes to enable sublight formations an attack option against HDVs, and have a valuable secondary role of providing targeting information. While not an absolute, most powers operated three-unit squadrons consisting of a missile variant as a command unit with two standard units providing the direct-fire support. Strangely, there is no Archaic Era missile variant of the scout cruiser.

Light Missile Cruiser

Off: 518, Def: 330, Misc: 231, CV: 360

Hull Data

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

Armour: 30 (6/6/6/6/6)

Structure: 18 (6/6/6)

C C C H R R

R R U A A A

U U U A A A

Frame: 5

4 Troops

Cargo: 112, Supply: 14, Endurance: 8 months*

Small Craft: 4

FCS-2

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 216pts, 24 burns

No jump engine

Weapons

2 LRS-40

2 Dual MLR Torpedoes

3 Triple PdG (FPS)

1 Dual Medium Chaingun (FPS)

2 Chaff Pods

Medium Missile Cruiser

Off: 566, Def: 408, Misc: 264, CV: 413

Hull Data

21 Hulls (12 UDST, 5 Remass, 3 Containment, 1 Hangar). TS: +1

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

Structure: 21 (7/7/7)

C C C H R R R

R R U U A A A

U U U A A A A

Frame: 6

4 Troops

Cargo: 129, Supply: 16, Endurance: 8 months

Small Craft: 4

FCS-3

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 252pts, 24 burns

No jump engine

Weapons

2 LRS-40

2 Dual MLR Torpedoes

3 Triple PdG (FPS)

1 Dual Medium Chaingun (FPS)

3 Chaff Pods

Heavy Missile Cruiser

Off: 708, Def: 414, Misc: 283, CV: 469

Hull Data

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

Armour: 36 (8/8/8/8/4)

Structure: 24 (8/8/8)

C C C H R R R R

R R M M U A A A

U U U U A A A A

Frame: 6

6 Troops

Cargo: 126, Supply: 16, Endurance: 7 months

Small Craft: 4

FCS-3

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 288pts, 24 burns

No jump engine

Weapons

1 LRS-40

1 Heavy Missile Bay (w/ 100 LRMs)

2 Dual MLR Torpedoes

3 Triple PdG (FPS)

1 Dual Medium Chaingun (FPS)

3 Chaff Pods

Orc (SDV)

Off: 496, Def: 482, Misc: 352, CV: 444

Hull Data

30 Hulls (12 UDST, 6 Remass, 6 Containment, 6 Hangars). TS: +1

Armour: 24 (10/10/4)

Structure: 30 (10/10/10)

C C C C C C H H H H

H H R R R R R R A A

U U U U U A A A A A

Frame: 8

6 Troops

Cargo: 240, Supply: 27, Endurance: 8 months

Small Craft: 24, 1 Fighter Catapult

FCS-1

2 Heavy EW Suites (120pts = EW Rating: 2)

Performance

7 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

Remass: 330pts, 22 burns*

Q-I jump engine

Speed 1, 60 actions to jump

Weapons

2 Dual Medium Chainguns (P, S)

2 Dual Light Chainguns (P, S)

2 Single Light Plasma Guns (P, S)

2 Triple PdG (P, S)

SDVs are not designed for combat duties as their drive system limits fire in either the fore or aft arcs. Their primary missions are covert—either launching orbital strikes or deploying portals for an SCS-led assault. If a SDV is in combat, someone goofed.

(Note: those who have the SUE and SUE-RA versions of the Uplift-Exile Universe might know that a special class of SDVs could have heavier weapons but, as there are only four basic arcs in Voidstriker, there are no 'toadstool' SDVs in this supplement)

Ogre (SDV)

Off: 761, Def: 754, Misc: 438, CV: 651

Hull Data

Shields: 6 (Generator-1 and 3 emitter-2s)

45 Hulls (16 UDST, 9 Remass, 10 Containment, 10 Hangars). TS: +2

Armour: 32 (12/12/8)

Structure: 45 (12/12/12/9)

C C C C C C C C C C H H

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

R R R R R U U A A A A A

U U U U U U A A A

Frame: 12

8 Troops

Cargo: 420, Supply: 40, Endurance: 10 months

Small Craft: 40, 1 Fighter Catapult

FCS-2

3 Heavy EW Suites (180pts = EW Rating: 2)

Performance

8 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/7

Remass: 495pts, 22 burns*

Q-I jump engine

Speed 1, 90 actions to jump

Weapons

4 Dual Medium Chainguns (2x P, 2x S)

2 Dual Light Chainguns (P, S)

2 Single Light Plasma Guns (P, S)

2 Triple PdG (P, S)

Troll (SDV)

Off: 992, Def: 1112, Misc: 568, CV: 891

Hull Data

Shields: 24 (Generator-1 and 12 emitter-2s)

60 Hulls (24 UDST, 12 Remass, 12 Containment, 12 Hangars). TS: +2

Armour: 48 (15/15/15/3)

Structure: 60 (15/15/15/15)

C C C C C C C C C C C C C H H H

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

R R R R R R U U U U A A A A A

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

Frame: 15

8 Troops

Cargo: 520, Supply: 52, Endurance: 10 months*

Small Craft: 48, 2 Fighter Catapults

FCS-2

4 Heavy EW Suites (240pts = EW Rating: 2)

Performance

10 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/8

Remass: 660pts, 22 burns*

Q-I jump engine

Speed 1, 120 actions to jump

Weapons

4 Triple Medium Chainguns (2x P, 2x S)

2 Dual Light Chainguns (P, S)

2 Single Light Plasma Guns (P, S)

2 Triple PdG (P, S)

Light Minotaur (HDV)

Off: 2767, Def: 972, Misc: 718, CV: 1486

Hull Data

72 Hulls (40 UDST, 16 Remass, 12 Containment, 4 Hangars). TS: +2

Armour: 120 (15/15/15/15/15/15/15/15)

Structure: 72 (15/15/15/15/12)

C C C C C C C C C C C C C H H H

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

R R U U U U U U U U A A A A A

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

U U U U U U U U A A A

Frame: 18

8 Troops

Cargo: 528, Supply: 52, Endurance: 10 months

Small Craft: 16, 2 Fighter Catapults

FCS-3

18 Light Grapples

Performance

13 actions

Weak Retrothrusters

Thrust Ratio: 1/9

Remass: 864pts, 24 burns

Q-III jump engine (rated for 144 hulls)

Speed 3, 48 actions to jump

Weapons

2 Axial Railguns (2 F)

3 LRS-40

2 Triple Heavy Plasma Repeaters (FPS)

5 Dual MLR Torpedoes

5 Dual Light Plasma Repeaters (FPS)

6 Triple PdG (FPS)

4 Chaff Pods

The light minotaur was the original HDV, designed for a combination of missions: combat, carrier and assault transport. Capable of transporting a small flotilla of NIUs in addition to four squadrons of fighters, the light minotaur suffered only in lacking any batteries firing aft, a universal problem during this era.

Minotaur (HDV)

Off: 3459, Def: 1156, Misc: 810, CV: 1809

Hull Data

90 Hulls (48 UDST, 20 Remass, 16 Containment, 6 Hangars). TS: +2

Armour: 144 (18/18/18/18/18/18/18/18)

Structure: 90 (18/18/18/18/18)

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

Frame: 23

10 Troops

Cargo: 710, Supply: 65, Endurance: 10 months

Small Craft: 24, 2 Fighter Catapults

FCS-3

20 Light Grapples

Performance

14 actions

Weak Retrothrusters

Thrust Ratio: 1/10

Remass: 1080pts, 24 burns

Q-III jump engine (rated for 180 hulls)

Speed 3, 60 actions to jump

Weapons

2 Axial Railguns (2 F)

4 LRS-40

4 Dual Heavy Plasma Repeaters (FPS)

5 Dual MLR Torpedoes

5 Triple Light Plasma Repeaters (FPS)

8 Triple PdG (FPS)

4 Chaff Pods

The minotaur has 50% more fighter squadrons than the light minotaur, but the main difference, apart from size, is a change from a pair of heavy turrets to multiple heavy turrets, intended as the HDV's role during early development changed from being focused on anti-HDV duels to dealing with multiple lighter threats.

The Obsolete Era

Civilians have high-efficiency drives, while military have very-high efficiency. Chainguns in most cases have been substituted for plasma repeaters, and axial pulse lasers give SCSs some measure of anti-HDV firepower that doesn't rely on torpedoes. HDVs, meanwhile, have swapped plasma repeaters for pulse lasers. Obsolete-era units also managed to overcome the drive interference issue enabling weapons to fire in the aft arc, although for most cases only lighter batteries were employed in this manner. HDVs gained an improved PD ability in the introduction of PdPLs.

Civilians

Micro-Freighter/Free Trader: Streamlined Heavy Craft, 12 burns, Thrust: 1/1, 2 actions, 2 hits, TS: -2, Life-Support, 15pts Cargo, Light Chaingun, PdG. *Cost: 26*

Prospector: Streamlined Heavy Craft, 12 burns, Thrust: 1/1, 2 actions, 2 hits, TS: -2, Life-Support, 10pts Cargo, Radiator, Light Laser, PdG. *Cost: 25*

Orbital Shuttle: Streamlined Light Craft, 18 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 15pts Cargo, PdG. *Cost: 15*

Armed Shuttle: Streamlined Light Craft, 18 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 5pts Cargo, Dual Heavy Arms, 1 MRS-3, PdG. *Cost: 18*

Freighter

Off: 69, Def: 53, Misc: 174, CV: 99

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: 266, Supply: 6, Endurance: 44 months

Small Craft: 4

4 Light Grapples

Performance

4 actions

Weak Thrusters

Thrust Ratio: 1/2

Remass: 96pts, 24 burns

No jump engine

Weapons

1 LRS-10

1 Single PdG (360)

2 Dual Heavy Arms (FPS, FPS)

Fuel Tanker

Off: 69, Def: 53, Misc: 220, CV: 114

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: 6, Endurance: 18 months

Small Craft: 4

4 Light Grapples

Performance

4 actions

Weak Thrusters

Thrust Ratio: 1/2

Remass: 252pts, 63 burns

No jump engine

Weapons

1 LRS-10

1 Single PdG (360)

2 Dual Heavy Arms (FPS, FPS)

Civilian Orc (SDV)

Off: 430, Def: 150, Misc: 361, CV: 314

Hull Data

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

Armour: 16 (10/6)

Structure: 30 (10/10/10)

C C C C C C C C C C

C C H H H H H H R R

R R U U A A A A A A

Frame: 8

2 Troops

Cargo: 600, Supply: 21, Endurance: 28 months

Small Craft: 24, 1 Fighter Catapult

3 Light Grapples

Performance

6 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

Remass: 210pts, 21 burns*

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

2 Dual Medium Chainguns (P, S)

2 Triple PdG (P, S)

Civilian Portal Installation Vessel (SDV)

Off: 426, Def: 118, Misc: 300, CV: 282

Hull Data

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

Armour: 16 (10/6)

Structure: 30 (10/10/10)

C C C C C C H H H H

H H R R R R S S S S

S S U U A A A A A A

Frame: 8

4 Troops

Cargo: 280, Supply: 22, Endurance: 12 months

Small Craft: 24, 1 Fighter Catapult

2 Light Grapples

Long-Range Scanner

Performance

6 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

Remass: 210pts, 21 burns*

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

2 Dual Medium Chainguns (P, S)

2 Triple PdG (P, S)

Military

Fighters

Interceptor: Streamlined Light Craft, 24 burns, Thrust: 4/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, PdG, 1 LRS-3. *Cost: 21*

Superiority Fighter: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Light Chaingun, 1 LRS-3, PdG. *Cost: 22*

Attack Fighter: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Radiator, Dual Light Plasma Gun, 1 LRS-3. *Cost: 22*

Bomber: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 1 SRRP-25, PdG. *Cost: 21*

Assault Shuttle: Streamlined Light Craft, 24 burns, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, PdG, 1 SRRP-6, 1 Squad. *Cost: 23*

Non-Independent Units

Gunboat: Streamlined Superheavy Craft, 24 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Radiator, Light Plasma Repeater, PdG. *Cost: 58*

Patrol Gunboat: Streamlined Superheavy Craft, 24 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Dual Light Chaingun, PdG, 2 Squads. *Cost: 62*

Escort Gunboat: Streamlined Superheavy Craft, 24 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Dual Light Chaingun, Triple PdG. *Cost: 58*

Missile Gunboat: Streamlined Superheavy Craft, 24 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, LRS-10, Dual PdG. *Cost: 57*

Torpedo Boat: Streamlined Superheavy Craft, 24 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Triple LLR Torpedo, Dual PdG. *Cost: 72*

Assault Lander: Streamlined Superheavy Craft, 24 burns, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, 2 MRRP-4, PdG, 3 Squads. *Cost: 60*

Orbital Bomber: Streamlined Heavy Craft, 32 burns, Thrust: 2/1, 2 actions, 3 hits, TS: -1, Heavy Armour, Triple Iron Bomb, EW Suite. *Cost: 51*

Corvette

Off: 126, Def: 83, Misc: 190, CV: 133

Hull Data

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

Armour: 12 (6/6)

Structure: 6 (6)

C R A A A A

Frame: 2

4 Troops

Cargo: 30, Supply: 6, Endurance: 5 months*

Small Craft: 0

Streamlined

Performance

4 actions

Normal Retrothrusters

Thrust Ratio: 1/2

Remass: 72pts, 24 burns

No jump engine

Weapons

1 Heavy Plasma Repeater (F)

1 LRS-10

1 Dual PdG (360)

1 Dual Light Chaingun (FPS)

Light NIU Tender

Off: 51, Def: 83, Misc: 196, CV: 111

Hull Data

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

Armour: 12 (6/6)

Structure: 6 (6)

C R A A A A

Frame: 2

2 Troops

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

Small Craft: 0

Streamlined

4 Light Grapples

Performance

4 actions

Normal Retrothrusters

Thrust Ratio: 1/2

Remass: 54pts, 18 burns

No jump engine

Weapons

1 LRS-10

1 Dual PdG (360)

Destroyer

Off: 470, Def: 214, Misc: 202, CV: 296

Hull Data

12 Hulls (8 UDST, 2 Remass, 1 Containment, 1

Hangar). TS: 0

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

Structure: 12 (6/6)

C H R R A A

U U A A A A

Frame: 3

2 Troops

Cargo: 70, Supply: 11, Endurance: 6 months

Small Craft: 4

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 72pts, 24 burns

No jump engine

Weapons

1 Axial Pulse Laser (F)

1 LRS-40

2 Dual Light Plasma Repeaters (FPS)

2 Dual PdG (360)

2 Dual LLR Torpedoes

1 Chaff Pod

Scout Cruiser

Off: 528, Def: 253, Misc: 209, CV: 330

Hull Data

15 Hulls (10 UDST, 2 Remass, 2 Containment, 1

Hangar). TS: 0

Armour: 30 (8/8/8/6)

Structure: 15 (8/7)

C C H R R A A A

U U U U A A A

Frame: 4

2 Troops

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

Small Craft: 4

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 90pts, 24 burns

No jump engine

Weapons

1 Axial Pulse Laser (F)

1 LRS-40

1 Single Heavy Plasma Gun (FPS)

2 Dual Light Plasma Repeaters (FPS)

1 Triple PdG (360)

1 Dual PdG (360)

2 Dual LLR Torpedoes

1 Chaff Pod

Light Cruiser

Off: 703, Def: 292, Misc: 262, CV: 419

Hull Data

18 Hulls (12 UDST, 2 Remass, 3 Containment, 1 Hangar). TS: +1

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

Structure: 18 (6/6/6)

C C C H R R

U U U A A A

U U A A A A

Frame: 5

4 Troops

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

Small Craft: 4

FCS-1

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 108pts, 24 burns

No jump engine

Weapons

1 Axial Pulse Laser (F)

1 LRS-40

1 Dual Heavy Plasma Repeater (FPS)

2 Dual Light Plasma Repeaters (FPA, FSA)

2 Triple PdG (360)

2 Dual LLR Torpedoes

1 Chaff Pod

Medium Cruiser

Off: 721, Def: 322, Misc: 269, CV: 438

Hull Data

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

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

Structure: 21 (7/7/7)

C C C H R R R

U U U U A A A

U U U A A A A

Frame: 6

4 Troops

Cargo: 155, Supply: 18, Endurance: 8 months

Small Craft: 4

FCS-1

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 126pts, 24 burns

No jump engine

Weapons

1 Axial Pulse Laser (F)

1 LRS-40

1 Dual Heavy Plasma Repeater (FPS)

2 Dual Light Plasma Repeaters (FPA, FSA)

2 Triple PdG (360)

2 Dual LLR Torpedoes

1 Chaff Pod

Heavy Cruiser

Off: 1046, Def: 380, Misc: 322, CV: 583

Hull Data

24 Hulls (16 UDST, 3 Remass, 4 Containment, 1 Hangar). TS: +1

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

Structure: 24 (8/8/8)

C C C C H R R R

U U U U A A A A

U U U U A A A A

Frame: 6

6 Troops

Cargo: 170, Supply: 21, Endurance: 8 months

Small Craft: 4

FCS-1

Performance

8 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 144pts, 24 burns

No jump engine

Weapons

1 Axial Pulse Laser (F)

2 LRS-40

1 Dual Heavy Plasma Repeater (FPS)

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

4 Dual PdG (360)

4 Dual LLR Torpedoes

1 Chaff Pod

Battleship

Off: 1079, Def: 458, Misc: 329, CV: 622

Hull Data

27 Hulls (18 UDST, 3 Remass, 5 Containment, 1 Hangar). TS: +1

Armour: 54 (9/9/9/9/9/9)

Structure: 27 (9/9/9)

C C C C C H R R R

U U U U U A A A A

U U U U U A A A A

Frame: 7

6 Troops

Cargo: 205, Supply: 23, Endurance: 8 months

Small Craft: 4

FCS-1

Performance

8 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 162pts, 24 burns

No jump engine

Weapons

1 Axial Pulse Laser (F)

2 LRS-40

1 Dual Heavy Plasma Repeater (FPS)

1 LRS-10

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

4 Dual PdG (360)

4 Dual LLR Torpedoes

2 Chaff Pods

Battleships were introduced in the Obsolete Era as a heavier escort for juggernauts, but quickly found their place as command ships of defence fleets.

Light Fleet Carrier/NIU Tender

Off: 233, Def: 220, Misc: 278, CV: 244

Hull Data

18 Hulls (10 UDST, 2 Remass, 3 Containment, 3 Hangars). TS: +1

Armour: 30 (6/6/6/6/6)

Structure: 18 (6/6/6)

C C C H H H

R R U A A A

U U U A A A

Frame: 5

2 Troops

Cargo: 140, Supply: 17, Endurance: 8 months

Small Craft: 12, 1 Fighter Catapult

FCS-2

4 Light Grapples

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 108pts, 24 burns

No jump engine

Weapons

5 LRS-10

2 Triple PdG (360)

Fleet Carrier/NIU Tender

Off: 299, Def: 332, Misc: 364, CV: 332

Hull Data

24 Hulls (12 UDST, 3 Remass, 5 Containment, 4 Hangars). TS: +1

Armour: 36 (8/8/8/8/4)

Structure: 24 (8/8/8)

C C C C C H H H

H R R R U A A A

U U U U A A A A

Frame: 6

6 Troops

Cargo: 220, Supply: 25, Endurance: 9 months

Small Craft: 16, 1 Fighter Catapult

FCS-2

4 Light Grapples

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 144pts, 24 burns

No jump engine

Weapons

7 LRS-10

4 Dual PdG (360)

1 Chaff Pod

Missile Destroyer

Off: 719, Def: 237, Misc: 202, CV: 386

Hull Data

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

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

Structure: 12 (6/6)

C R R M A A

U U A A A A

Frame: 3

2 Troops

Cargo: 70, Supply: 9, Endurance: 7 months

Small Craft: 0

FCS-2

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/3

Remass: 72pts, 24 burns

No jump engine

Weapons

1 LRS-40

3 LRS-10

1 Torpedo Tube (w/ 6 MLR Torpedoes)

1 Dual MLR Torpedo

3 Dual PdG (360)

1 Dual Light Chaingun (FPS)

1 Chaff Pod

Scout Missile Cruiser

Off: 737, Def: 267, Misc: 209, CV: 405

Hull Data

15 Hulls (10 UDST, 2 Remass, 2 Containment, 1 Magazine). TS: 0

Armour: 30 (8/8/8/6)

Structure: 15 (8/7)

C C R R M A A A

U U U U A A A

Frame: 4

2 Troops

Cargo: 105, Supply: 11, Endurance: 9 months

Small Craft: 0

FCS-2

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 90pts, 24 burns

No jump engine

Weapons

1 LRS-40

3 LRS-10

1 Torpedo Tube (w/ 6 MLR Torpedoes)

1 Dual MLR Torpedo

3 Dual PdG (360)

1 Dual Light Chaingun (FPS)

1 Chaff Pod

Light Missile Cruiser

Off: 953, Def: 368, Misc: 262, CV: 528

Hull Data

18 Hulls (12 UDST, 2 Remass, 3 Containment, 1 Magazine). TS: +1

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

Structure: 18 (6/6/6)

C C C R R M

U U U A A A

U U A A A A

Frame: 5

4 Troops

Cargo: 120, Supply: 14, Endurance: 8 months

Small Craft: 0

FCS-2

Performance

6 actions

Normal Retrothrusters

Thrust Ratio: 1/4

Remass: 108pts, 24 burns

No jump engine

Weapons

2 LRS-40

1 Torpedo Tube (w/ 6 MLR Torpedoes)

2 Dual MLR Torpedoes

4 Dual PdG (360)

1 Dual Light Plasma Repeater (FPS)

1 Dual Light Chaingun (APS)

2 Chaff Pods

Medium Missile Cruiser

Off: 971, Def: 398, Misc: 269, CV: 546

Hull Data

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

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

Structure: 21 (7/7/7)

C C C R R R M

U U U U A A A

U U U A A A A

Frame: 6

4 Troops

Cargo: 155, Supply: 16, Endurance: 9 months

Small Craft: 0

FCS-2

Performance

7 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 126pts, 24 burns

No jump engine

Weapons

2 LRS-40

1 Torpedo Tube (w/ 6 MLR Torpedoes)

2 Dual MLR Torpedoes

4 Dual PdG (360)

1 Dual Light Plasma Repeater (FPS)

1 Dual Light Chaingun (APS)

2 Chaff Pods

Heavy Missile Cruiser

Off: 1240, Def: 499, Misc: 322, CV: 687

Hull Data

24 Hulls (16 UDST, 3 Remass, 4 Containment, 1 Magazine). TS: +1

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

Structure: 24 (8/8/8)

C C C C R R R M

U U U U A A A A

U U U U A A A A

Frame: 6

6 Troops

Cargo: 170, Supply: 19, Endurance: 8 months

Small Craft: 0

FCS-3

Performance

8 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 144pts, 24 burns

No jump engine

Weapons

3 LRS-40

1 Torpedo Tube (w/ 6 MLR Torpedoes)

3 Dual MLR Torpedoes

5 Dual PdG (360)

1 Triple Light Plasma Repeater (FPS)

2 Dual Light Chainguns (FPA, FSA)

3 Chaff Pods

Missile Battleship

Off: 1306, Def: 577, Misc: 329, CV: 738

Hull Data

27 Hulls (18 UDST, 3 Remass, 5 Containment, 1 Magazine). TS: +1

Armour: 54 (9/9/9/9/9/9)

Structure: 27 (9/9/9)

C C C C C R R R M

U U U U U A A A A

U U U U U A A A A

Frame: 7

6 Troops

Cargo: 205, Supply: 21, Endurance: 9 months

Small Craft: 0

FCS-3

Performance

8 actions

Normal Retrothrusters

Thrust Ratio: 1/5

Remass: 162pts, 24 burns

No jump engine

Weapons

3 LRS-40

1 Torpedo Tube (w/ 6 MLR Torpedoes)

3 Dual MLR Torpedoes

5 Dual PdG (360)

2 Dual Light Plasma Repeaters (FPS)

2 Dual Light Chainguns (FPA, FSA)

4 Chaff Pods

Orc (SDV)

Off: 530, Def: 482, Misc: 389, CV: 467

Hull Data

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

Armour: 24 (10/10/4)

Structure: 30 (10/10/10)

C C C C C C C C H H

H H H H R R R R A A

U U U U U A A A A A

Frame: 8

6 Troops

Cargo: 345, Supply: 27, Endurance: 12 months

Small Craft: 24, 1 Fighter Catapult

FCS-1

2 Heavy EW Suites (120pts = EW Rating: 2)

Performance

7 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

Remass: 225pts, 30 burns*

Q-I jump engine

Speed 1, 60 actions to jump

Weapons

2 Dual Light Plasma Repeaters (P, S)

2 Triple Light Chainguns (P, S)

2 Triple PdG (P, S)

Ogre (SDV)

Off: 839, Def: 754, Misc: 519, CV: 704

Hull Data

Shields: 6 (Generator-1 and 3 emitter-2s)

45 Hulls (16 UDST, 5 Remass, 14 Containment, 10 Hangars). TS: +2

Armour: 32 (12/12/8)

Structure: 45 (12/12/12/9)

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

C C H H H H H H H H H H

R R R R R U U A A A A A

U U U U U U A A A

Frame: 12

12 Troops

Cargo: 605, Supply: 42, Endurance: 14 months

Small Craft: 40, 1 Fighter Catapult

FCS-2

3 Heavy EW Suites (180pts = EW Rating: 2)

Performance

8 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/7

Remass: 270pts, 24 burns*

Q-I jump engine

Speed 1, 90 actions to jump

Weapons

4 Dual Light Plasma Repeaters (2x P, 2x S)

2 Triple Light Chainguns (P, S)

2 Triple PdG (P, S)

Troll (SDV)

Off: 1102, Def: 1112, Misc: 664, CV: 960

Hull Data

Shields: 24 (Generator-1 and 12 emitter-2s)

60 Hulls (24 UDST, 6 Remass, 18 Containment, 12 Hangars). TS: +2

Armour: 48 (15/15/15/3)

Structure: 60 (15/15/15/15)

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

C C C H H H H H H H H H H H H H

R R R R R R U U U U A A A A A

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

Frame: 15

12 Troops

Cargo: 780, Supply: 52, Endurance: 14 months

Small Craft: 48, 2 Fighter Catapults

FCS-2

4 Heavy EW Suites (240pts = EW Rating: 2)

Performance

10 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/8

Remass: 360pts, 24 burns*

Q-I jump engine

Speed 1, 120 actions to jump

Weapons

4 Triple Light Plasma Repeaters (2x P, 2x S)

2 Triple Light Chainguns (P, S)

2 Triple PdG (P, S)

Light Minotaur (HDV)

Off: 3158, Def: 1050, Misc: 796, CV: 1668

Hull Data

72 Hulls (40 UDST, 8 Remass, 16 Containment, 8 Hangars). TS: +2

Armour: 120 (15/15/15/15/15/15/15/15)

Structure: 72 (15/15/15/15/12)

C C C C 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 U U U U U U U U A A A A A

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

U U U U U U U U A A A

Frame: 18

12 Troops

Cargo: 720, Supply: 62, Endurance: 11 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

18 Light Grapples

Performance

13 actions

Weak Retrothrusters

Thrust Ratio: 1/9

Remass: 432pts, 24 burns

Q-III jump engine (rated for 144 hulls)

Speed 3, 48 actions to jump

Weapons

2 Axial Pulse Lasers (2 F)

3 LRS-40

2 Triple Heavy Pulse Lasers (FPS)

5 Dual MLR Torpedoes

5 Dual Light Pulse Lasers (360)

6 Triple PdPL (360)

4 Chaff Pods

The light minotaur benefitted from the improvements in thruster technology by doubling the amount of hangar space, which did add enormously to the supply requirements. However, while heavier HDVs focused on the system assault role, the light minotaur found herself occupying an intermediate role of distant support element to heavier HDVs and command element of larger cluster defence navies—hence her various designers' decision to maintain the two triple heavy turrets for anti-minotaur and –juggernaut duties.

Minotaur (HDV)

Off: 4375, Def: 1590, Misc: 864, CV: 2277

Hull Data

Shields: 24 (Generator-2 and 8 emitter-3s)

90 Hulls (56 UDST, 9 Remass, 17 Containment, 8 Hangars). TS: +2

Armour: 168 (18/18/18/18/18/18/18/18/18/6)

Structure: 90 (18/18/18/18/18)

C C C C C 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 A A

U 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 U A A A A

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

Frame: 23

12 Troops

Cargo: 730, Supply: 78, Endurance: 9 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

20 Light Grapples

Performance

15 actions

Weak Retrothrusters

Thrust Ratio: 1/10

Remass: 540pts, 24 burns

Q-III jump engine (rated for 180 hulls)

Speed 3, 60 actions to jump

Weapons

3 Axial Pulse Lasers (2 F, 1 A)

6 LRS-40

4 Dual Heavy Pulse Lasers (FPS)

7 Dual MLR Torpedoes

5 Triple Light Pulse Lasers (360)

8 Triple PdPL (360)

4 Chaff Pods

The smallest 'true' HDV, the minotaur does suffer from the increased logistic pressures of the larger airwing, but at the time increased throw-weight was considered more important than endurance. The minotaur, and larger HDVs, also benefitted from the ability to fire in the aft arc by mounting at least one axial pulse laser aft, providing the ability to attack anything trying to attack from a 'safe' arc.

Pocket Juggernaut (HDV)

Off: 5262, Def: 1968, Misc: 964, CV: 2732

Hull Data

Shields: 48 (Generator-3 and 16 emitter-3s)

108 Hulls (68 UDST, 11 Remass, 21 Containment, 8 Hangars). TS: +3

Armour: 204 (22/22/22/22/22/22/22/22/22/22/6)

Structure: 108 (22/22/22/22/20)

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

Frame: 27

14 Troops

Cargo: 920, Supply: 91, Endurance: 10 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

24 Light Grapples

Performance

16 actions

Weak Retrothrusters

Thrust Ratio: 1/11

Remass: 648pts, 24 burns

Q-III jump engine (rated for 216 hulls)

Speed 3, 72 actions to jump

Weapons

4 Axial Pulse Lasers (3 F, 1 A)

7 LRS-40

5 Dual Heavy Pulse Lasers (FPS)

8 Dual MLR Torpedoes

6 Triple Light Pulse Lasers (360)

8 Triple PdPL (360)

5 Chaff Pods

Light Juggernaut (HDV)

Off: 6254, Def: 2304, Misc: 1091, CV: 3217

Hull Data

Shields: 72 (Generator-2 and 24 emitter-3s)

126 Hulls (80 UDST, 13 Remass, 25 Containment, 8 Hangars). TS: +3

Armour: 240 (21/21/21/21/21/21/21/21/21/21/21/9)

Structure: 126 (21/21/21/21/21/21)

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C C C C C C C C C C C C C C 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 R R R U 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 U U U U A A A A
U U U U U U U U U U U U U U U U A A A A A
U U U U U U U U U U U U U U U U A A A A A
```

Frame: 32

16 Troops

Cargo: 1110, Supply: 104, Endurance: 10 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

27 Light Grapples

Performance

18 actions

Weak Retrothrusters

Thrust Ratio: 1/12

Remass: 756pts, 24 burns

Q-III jump engine (rated for 252 hulls)

Speed 3, 84 actions to jump

Weapons

3 Dual Axial Pulse Lasers (2 F, 1 A)

8 LRS-40

6 Dual Heavy Pulse Lasers (FPS)

8 Dual MLR Torpedoes

8 Triple Light Pulse Lasers (360)

8 Triple PdPL (360)

5 Chaff Pods

Juggernaut (HDV)

Off: 6826, Def: 2598, Misc: 1216, CV: 3547

Hull Data

Shields: 90 (Generator-2 and 30 emitter-3s)

144 Hulls (88 UDST, 15 Remass, 29 Containment, 12 Hangars). TS: +3

Armour: 264 (24/24/24/24/24/24/24/24/24/24/24)

Structure: 144 (24/24/24/24/24/24)

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

Frame: 36

16 Troops

Cargo: 1320, Supply: 120, Endurance: 11 months*

Small Craft: 48, 3 Fighter Catapults

FCS-3

28 Light Grapples

Performance

19 actions

Weak Retrothrusters

Thrust Ratio: 1/13

Remass: 864pts, 24 burns

Q-III jump engine (rated for 288 hulls)

Speed 3, 96 actions to jump

Weapons

3 Dual Axial Pulse Lasers (2 F, 1 A)

10 LRS-40

6 Dual Heavy Pulse Lasers (FPS)

10 Dual MLR Torpedoes

8 Triple Light Pulse Lasers (360)

8 Triple PdPL (360)

6 Chaff Pods

The common view of the juggernaut as a 'fleetship' began with the introduction of the Obsolete Era juggernaut. Capable of transporting several flotillas of NIUs and twelve squadrons of fighters to conduct a long-range strike and still maintain a constant CSP, backed up by multiple axial batteries and turreted batteries, the juggernaut was designed to be capable of dealing with multiple threats simultaneously, and her defensive abilities, both passive and active, are designed to ablate or intercept an enemy defensive fleet.

The Modern Era

The Modern Era was notable for the introduction of reactionless drives for both civilian and military ships. Chainguns have now been relegated to small craft in most cases, and have been substituted for plasma repeaters in other cases. Plasma repeaters in the Obsolete Era have been substituted for pulse lasers. Axial pulse lasers have also been substituted for axial beam lasers due to the full impact of CABINET-derived technology. Very long-range seekers and torpedoes were also introduced for missile-oriented SCSs and HDVs. SCSs gained improved PD in the form of PdPLs. Finally, HDVs gained an improved PD ability in the form of PdBLs.

Civilians

Micro-Freighter/Free Trader: Streamlined Heavy Craft, Reactionless Drives, Thrust: 1/1, 2 actions, 2 hits, TS: -2, Life-Support, 15pts Cargo, Light Chaingun, PdG. *Cost: 25*

Prospector: Streamlined Heavy Craft, Reactionless Drives, Thrust: 1/1, 2 actions, 2 hits, TS: -2, Life-Support, 10pts Cargo, Radiator, Light Laser, PdG. *Cost: 24*

Orbital Shuttle: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 15pts Cargo, PdG. *Cost: 11*

Armed Shuttle: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 5pts Cargo, Dual Heavy Arms, 1 LRS-3, PdG. *Cost: 14*

Freighter

Off: 151, Def: 63, Misc: 243, CV: 153

Hull Data

12 Hulls (6 UDST, 6 Containment). TS: 0

Armour: 6 (6)

Structure: 12 (6/6)

C C C C C C

U A A A A A

Frame: 3

0 Troops

Cargo: 312, Supply: 6, Endurance: 52 months*

Small Craft: 4

6 Light Grapples

Streamlined

Performance

5 actions

Weak Reactionless Drives

Thrust Ratio: 1/2

No remass

No jump engine

Weapons

1 LRS-10

1 Single PdPL (360)

2 Dual (AP) Energy Weapons (FPS, FPS)

Civilian Orc (SDV)

Off: 494, Def: 488, Misc: 360, CV: 448

Hull Data

30 Hulls (12 UDST, 12 Containment, 6 Hangars). TS: +1

Armour: 24 (10/10/4)

Structure: 30 (10/10/10)

C C C C C C C C C C C

C C H H H H H H A A

U U U U U A A A A A

Frame: 8

2 Troops

Cargo: 610, Supply: 25, Endurance: 24 months

Small Craft: 24, 1 Fighter Catapult

6 Light Grapples

FCS-1

2 Heavy EW Suites (120pts: EW Rating: 2)

Performance

6 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

No remass

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

2 Dual Light Plasma Repeaters (P, S)

2 Triple PdPL (P, S)

Civilian Portal Installation Vessel (SDV)

Off: 494, Def: 488, Misc: 406, CV: 463

Hull Data

30 Hulls (12 UDST, 6 Containment, 6 Hangars, 6 System). TS: +1

Armour: 24 (10/10/4)

Structure: 30 (10/10/10)

C C C C C C H H H H

H H S S S S S S A A

U U U U U A A A A A

Frame: 8

4 Troops

Cargo: 290, Supply: 26, Endurance: 11 months

Small Craft: 24, 1 Fighter Catapult

6 Light Grapples

FCS-1

Long-Range Scanner

2 Heavy EW Suites (120pts: EW Rating: 2)

Performance

6 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

No remass

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

2 Dual Light Plasma Repeaters (P, S)

2 Triple PdPLs (P, S)

Civilian Ogre (SDV)

Off: 803, Def: 760, Misc: 565, CV: 710

Hull Data

Shields: 6 (Generator-1 and 3 emitter-2s)

45 Hulls (16 UDST, 17 Containment, 6 Hangars, 6 System). TS: +2

Armour: 32 (12/12/8)

Structure: 45 (12/12/12/9)

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

C C C C C H H H H H H S

S S S S S U U A A A A A

U U U U U U A A A

Frame: 12

6 Troops

Cargo: 835, Supply: 31, Endurance: 26 months

Small Craft: 24, 1 Fighter Catapult

6 Light Grapples

FCS-2

Long-Range Scanner

3 Heavy EW Suites (180pts: EW Rating: 2)

Performance

8 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/7

No remass

Q-I jump engine

Speed-1, 60 actions to jump

Weapons

4 Dual Light Plasma Repeaters (2x P, 2x S)

2 Triple PdPL (P, S)

The civilian ogre was designed when the calls both for orcs and PIVs were growing louder and louder.

Capable of both deploying permanent portals and transporting large numbers of micro-freighters and large bulk cargoes, the ogre was quickly established as a major unit in civilian transportation.

Military

Fighters

Interceptor: Streamlined Light Craft, Reactionless Drives, Thrust: 4/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, PdG, 1 LRS-3. *Cost: 15*

Superiority Fighter: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Light Chaingun, 1 LRS-3, PdG. *Cost: 16*

Attack Fighter: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Radiator, Dual Light Plasma Gun, 1 LRS-3. *Cost: 16*

Bomber: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 1 SRRP-25, PdG. *Cost: 15*

Torpedo Bomber: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, 2 SRRP-6, 1 LLR Torpedo, PdG. *Cost: 20*

Assault Shuttle: Streamlined Light Craft, Reactionless Drives, Thrust: 3/1, 2 actions, 1 hit, TS: -3, Dual Heavy Arms, PdG, 1 SRRP-6, 1 Squad. *Cost: 17*

Non-Independent Units

Gunboat: Streamlined Superheavy Craft, Reactionless Drives, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Radiator, Light Pulse Laser, Dual PdG. *Cost: 60*

Patrol Gunboat: Streamlined Superheavy Craft, Reactionless Drives, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Medium Chaingun, PdG, 2 Squads. *Cost: 60*

Escort Gunboat: Streamlined Superheavy Craft, Reactionless Drives, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Medium Chaingun, Triple PdG. *Cost: 56*

Missile Gunboat: Streamlined Superheavy Craft, Reactionless Drives, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, LRS-10, Triple PdG. *Cost: 57*

Torpedo Boat: Streamlined Superheavy Craft, Reactionless Drives, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, Life-Support, Triple LLR Torpedo, Triple PdG. *Cost: 72*

Assault Lander: Streamlined Superheavy Craft, Reactionless Drives, Thrust: 1/2, 4 actions, 4 hits, TS: -1, Heavy Armour, Two-Seat, MRRP-15, PdG, 3 Squads. *Cost: 61*

Orbital Bomber: Streamlined Heavy Craft, Reactionless Drives, Thrust: 2/1, 2 actions, 3 hits, TS: -1, Heavy Armour, Quad Iron Bomb, EW Suite. *Cost: 48*

Corvette

Off: 251, Def: 99, Misc: 124, CV: 158

Hull Data

6 Hulls (4 UDST, 1 Containment, 1 Magazine). TS: 0
Armour: 15 (6/6/3)
Structure: 6 (6)
C M A A A A
Frame: 2

2 Troops

Cargo: 38, Supply: 5, Endurance: 7 months
Small Craft: 0
Streamlined

Performance

4 actions
Normal Retro-Reactionless Drives
Thrust Ratio: 1/2
No remass
No jump engine

Weapons

1 Heavy Pulse Laser (F)
1 Light Missile Bay (w/ 48 LRMs)
1 Dual PdPL (360)
1 Dual Light Chaingun (FPS)

Light NIU Tender

Off: 51, Def: 83, Misc: 196, CV: 111

Hull Data

6 Hulls (4 UDST, 1 Containment, 1 Hangar). TS: 0
Armour: 15 (6/6/3)
Structure: 6 (6)
C H A A A A
Frame: 2

0 Troops

Cargo: 56, Supply: 6, Endurance: 9 months
Small Craft: 4
Streamlined
2 Light Grapples

Performance

4 actions
Normal Retro-Reactionless Drives
Thrust Ratio: 1/2
No remass
No jump engine

Weapons

1 Heavy Pulse Laser (F)
1 LRS-10
1 Dual PdPL (360)

Destroyer

Off: 778, Def: 198, Misc: 159, CV: 379

Hull Data

12 Hulls (8 UDST, 2 Containment, 2 Magazines). TS: 0
Armour: 30 (6/6/6/6/6)
Structure: 12 (6/6)
C C M M A A
U U A A A A
Frame: 3

2 Troops

Cargo: 92, Supply: 9, Endurance: 10 months
Small Craft: 0

Performance

6 actions
Normal Retro-Reactionless Drives
Thrust Ratio: 1/3
No remass
No jump engine

Weapons

1 Axial Beam Laser (F)
1 Heavy Missile Bay (w/ 100 LRMs)
2 Dual Light Pulse Lasers (FPS)
2 Dual PdPL (360)
2 Dual LLR Torpedoes

Light Escort Carrier

Off: 501, Def: 252, Misc: 159, CV: 304

Hull Data

12 Hulls (8 UDST, 2 Containment, 2 Hangars). TS: 0
Armour: 30 (6/6/6/6/6)
Structure: 12 (6/6)
C C H H A A
U U A A A A
Frame: 3

2 Troops

Cargo: 92, Supply: 13, Endurance: 7 months
Small Craft: 8
FCS-3

Performance

6 actions
Normal Retro-Reactionless Drives
Thrust Ratio: 1/3
No remass
No jump engine

Weapons

1 LRS-40
2 Dual Light Pulse Lasers (FPS)
4 Dual PdPL (360)

Scout Cruiser

Off: 840, Def: 280, Misc: 185, CV: 435

Hull Data

15 Hulls (10 UDST, 3 Containment, 2 Magazines). TS: 0

Armour: 37 (8/8/8/8/5)

Structure: 15 (8/7)

C C C M M A A A

U U U U A A A

Frame: 4

4 Troops

Cargo: 125, Supply: 12, Endurance: 10 months

Small Craft: 0

FCS-1

Performance

6 actions

Normal Retro-Reactionless Drives

Thrust Ratio: 1/4

No remass

No jump engine

Weapons

1 Axial Beam Laser (F)

1 Heavy Missile Bay (w/ 100 LRMs)

2 Dual Light Pulse Lasers (FPS)

2 Dual PdPL (360)

2 Dual LLR Torpedoes

1 Chaff Pod

In a change from Obsolete Era thinking, Modern SCSs dropped hangar space on direct-combat units and instead focused on internal missiles rather than external swarmer packs. In addition, Modern Era military units benefitted from the introduction of advanced materials for armour plate, effectively increasing armour protection by 25%.

Escort Carrier

Off: 558, Def: 334, Misc: 185, CV: 359

Hull Data

15 Hulls (10 UDST, 3 Containment, 2 Hangars). TS: 0

Armour: 37 (8/8/8/8/5)

Structure: 15 (8/7)

C C C H H A A A

U U U U A A A

Frame: 4

4 Troops

Cargo: 125, Supply: 16, Endurance: 7 months

Small Craft: 8

FCS-3

Performance

6 actions

Normal Retro-Reactionless Drives

Thrust Ratio: 1/4

No remass

No jump engine

Weapons

1 LRS-40

1 LRS-10

2 Dual Light Pulse Lasers (FPS)

4 Dual PdPL (360)

1 Chaff Pod

Lighter Modern carriers and escorts were combined into one unit, as the NIU tender role focused on the light NIU tender or the heavy NIU tender.

Light Cruiser

Off: 998, Def: 390, Misc: 216, CV: 535

Hull Data

18 Hulls (12 UDST, 3 Containment, 3 Magazines). TS: +1

Armour: 45 (6/6/6/6/6/6/6/3)

Structure: 18 (6/6/6)

C C C M M M

U U U A A A

U U A A A A

Frame: 5

4 Troops

Cargo: 128, Supply: 14, Endurance: 9 months

Small Craft: 0

FCS-1

Performance

7 actions

Normal Reactionless Drives

Thrust Ratio: 1/4

No remass

No jump engine

Weapons

1 Axial Beam Laser (F)

1 Heavy Missile Bay (w/ 150 LRMs)

1 Dual Heavy Pulse Laser (FPS)

1 Dual Light Pulse Laser (360)

2 Triple PdPL (360)

2 Dual LLR Torpedoes

2 Chaff Pods

The modern light cruiser is unusual in having 50% more missile capacity than her larger sisters, as a result of the feeling that hangar space would not make sense in an era of standardising fighter deployment.

Heavy Escort Carrier

Off: 645, Def: 444, Misc: 216, CV: 435

Hull Data

18 Hulls (12 UDST, 3 Containment, 3 Hangars). TS: +1

Armour: 45 (6/6/6/6/6/6/6/3)

Structure: 18 (6/6/6)

C C C H H H

U U U A A A

U U A A A A

Frame: 5

4 Troops

Cargo: 128, Supply: 20, Endurance: 6 months

Small Craft: 12

FCS-3

Performance

7 actions

Normal Reactionless Drives

Thrust Ratio: 1/4

No remass

No jump engine

Weapons

1 LRS-40

1 LRS-10

1 Dual Heavy Pulse Laser (FPS)

1 Dual Light Pulse Laser (360)

2 Triple PdPL (360)

2 Dual PdPL (360)

2 Chaff Pods

Medium Cruiser

Off: 1318, Def: 486, Misc: 247, CV: 684

Hull Data

21 Hulls (16 UDST, 3 Containment, 2 Magazines). TS:
+1

Armour: 60 (7/7/7/7/7/7/7/7/4)

Structure: 21 (7/7/7)

C C C M M A A

U U U U A A A

U U U U A A A

Frame: 6

4 Troops

Cargo: 131, Supply: 18, Endurance: 7 months

Small Craft: 0

FCS-2

Performance

8 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Axial Beam Laser (F)

1 Heavy Missile Bay (w/ 100 LRMs)

1 Dual Heavy Pulse Laser (FPS)

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

4 Dual PdPL (360)

3 Dual LLR Torpedoes

2 Chaff Pods

Heavy Cruiser

Off: 1463, Def: 520, Misc: 257, CV: 747

Hull Data

24 Hulls (18 UDST, 4 Containment, 2 Magazines). TS:
+1

Armour: 67 (8/8/8/8/8/8/8/8/3)

Structure: 24 (8/8/8)

C C C C M M A A

U U U U U A A A

U U U U U A A A

Frame: 6

4 Troops

Cargo: 184, Supply: 20, Endurance: 9 months

Small Craft: 0

FCS-2

Performance

8 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Axial Beam Laser (F)

1 Heavy Missile Bay (w/ 100 LRMs)

1 Dual Heavy Pulse Laser (FPS)

5 Dual Light Pulse Lasers (FPS, 2x FPA, 2x FSA)

4 Dual PdPL (360)

4 Dual LLR Torpedoes

2 Chaff Pods

Battleship

Off: 1619, Def: 606, Misc: 314, CV: 847

Hull Data

27 Hulls (20 UDST, 5 Containment, 2 Magazines). TS:
+1

Armour: 75 (9/9/9/9/9/9/9/9/3)

Structure: 27 (9/9/9)

C C C C C M M A A

U U U U U U A A A

U U U U U A A A A

Frame: 7

6 Troops

Cargo: 217, Supply: 23, Endurance: 9 months

Small Craft: 0

FCS-2

Performance

9 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Axial Beam Laser (F)

1 Heavy Missile Bay (w/ 100 LRMs)

1 Triple Heavy Pulse Laser (FPS)

5 Dual Light Pulse Lasers (FPS, 2x FPA, 2x FSA)

4 Dual PdPL (360)

5 Dual LLR Torpedoes

3 Chaff Pods

Heavy Battleship

Off: 1721, Def: 667, Misc: 340, CV: 910

Hull Data

30 Hulls (22 UDST, 6 Containment, 2 Magazines). TS:
+1

Armour: 82 (10/10/10/10/10/10/10/10/2)

Structure: 30 (10/10/10)

C C C C C C M M A A

U U U U U U U A A A

U U U U U U A A A A

Frame: 8

8 Troops

Cargo: 250, Supply: 26, Endurance: 9 months

Small Craft: 0

FCS-2

Performance

9 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Axial Beam Laser (F)

1 Heavy Missile Bay (w/ 100 LRMs)

1 Triple Heavy Pulse Laser (FPS)

1 Triple Light Pulse Laser (360)

4 Dual Light Pulse Lasers (2x FPA, 2x FSA)

5 Dual PdPL (360)

5 Dual LLR Torpedoes

3 Chaff Pods

Fleet Carrier/NIU Tender

Off: 428, Def: 412, Misc: 299, CV: 380

Hull Data

24 Hulls (14 UDST, 5 Containment, 5 Hangars). TS: +1

Armour: 52 (8/8/8/8/8/8/4)

Structure: 24 (8/8/8)

C C C C C H H H

H H U U U A A A

U U U U A A A A

Frame: 6

4 Troops

Cargo: 234, Supply: 26, Endurance: 9 months*

Small Craft: 20, 1 Fighter Catapult

FCS-2

4 Light Grapples

Performance

7 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 LRS-40

7 LRS-10

4 Dual PdPL (360)

1 Chaff Pod

Missile Destroyer

Off: 1296, Def: 321, Misc: 159, CV: 592

Hull Data

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

Armour: 30 (6/6/6/6/6/6)

Structure: 12 (6/6)

C C M M A A

U U A A A A

Frame: 3

2 Troops

Cargo: 92, Supply: 9, Endurance: 10 months

Small Craft: 0

FCS-3

Performance

6 actions

Normal Retro-Reactionless Drives

Thrust Ratio: 1/3

No remass

No jump engine

Weapons

1 Torpedo Tube (w/ 12 MLR Torpedoes)

2 Dual MVR Torpedoes

3 Dual PdPL (360)

2 Chaff Pods

Modern missile variants focused primarily on the carrying of internally- and externally-launched torpedoes with the secondary role of squadron defence. Externally-launched torpedoes were capable of launch at much longer ranges, meaning missile vessels typically launched a single alpha strike followed by continuous fire at closer range.

Scout Missile Cruiser

Off: 1353, Def: 403, Misc: 185, CV: 647

Hull Data

15 Hulls (10 UDST, 3 Containment, 2 Magazines). TS: 0

Armour: 37 (8/8/8/8/5)

Structure: 15 (8/7)

C C C M M A A A

U U U U A A A

Frame: 4

4 Troops

Cargo: 125, Supply: 12, Endurance: 10 months

Small Craft: 0

FCS-3

Performance

6 actions

Normal Retro-Reactionless Drives

Thrust Ratio: 1/4

No remass

No jump engine

Weapons

1 LRS-10

1 Torpedo Tube (w/ 12 MLR Torpedoes)

2 Dual MVR Torpedoes

3 Dual PdPL (360)

3 Chaff Pods

Light Missile Cruiser

Off: 1796, Def: 477, Misc: 216, CV: 830

Hull Data

18 Hulls (12 UDST, 3 Containment, 3 Magazines). TS: +1

Armour: 45 (6/6/6/6/6/6/6/3)

Structure: 18 (6/6/6)

C C C M M M

U U U A A A

U U A A A A

Frame: 5

4 Troops

Cargo: 128, Supply: 14, Endurance: 9 months

Small Craft: 0

FCS-3

Performance

6 actions

Normal Reactionless Drives

Thrust Ratio: 1/4

No remass

No jump engine

Weapons

2 Torpedo Tubes (w/ 18 MLR Torpedoes)

2 Triple MVR Torpedoes

3 Triple PdPL (360)

3 Chaff Pods

Like her standard half-sister, the light missile cruiser has a larger torpedo magazine, which does increase the risk of having torpedoes unfired if the light missile cruiser is destroyed...

Medium Missile Cruiser

Off: 2108, Def: 630, Misc: 247, CV: 995

Hull Data

21 Hulls (16 UDST, 3 Containment, 2 Magazines). TS:
+1

Armour: 60 (7/7/7/7/7/7/7/7/4)

Structure: 21 (7/7/7)

C C C M M A A

U U U U A A A

U U U U A A A

Frame: 6

4 Troops

Cargo: 131, Supply: 18, Endurance: 7 months

Small Craft: 0

FCS-3

Performance

8 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Dual HVR Torpedo

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

3 Triple MVR Torpedoes

4 Triple PdPL (360)

4 Chaff Pods

Heavy Missile Cruiser

Off: 2427, Def: 703, Misc: 257, CV: 1129

Hull Data

24 Hulls (18 UDST, 4 Containment, 2 Magazines). TS:
+1

Armour: 67 (8/8/8/8/8/8/8/8/3)

Structure: 24 (8/8/8)

C C C C M M A A

U U U U U A A A

U U U U U A A A

Frame: 6

4 Troops

Cargo: 184, Supply: 20, Endurance: 9 months

Small Craft: 0

FCS-3

Performance

8 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Triple HVR Torpedo

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

5 Dual MVR Torpedoes

5 Triple PdPL (360)

4 Chaff Pods

Missile Battleship

Off: 2454, Def: 837, Misc: 314, CV: 1202

Hull Data

27 Hulls (20 UDST, 5 Containment, 2 Magazines). TS:
+1

Armour: 75 (9/9/9/9/9/9/9/9/3)

Structure: 27 (9/9/9)

C C C C C M M A A

U U U U U U A A A

U U U U U A A A A

Frame: 7

6 Troops

Cargo: 217, Supply: 23, Endurance: 9 months

Small Craft: 0

FCS-3

Performance

9 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Triple HVR Torpedo

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

5 Dual MVR Torpedoes

5 Triple PdPL (360)

6 Chaff Pods

Heavy Missile Battleship

Off: 2496, Def: 862, Misc: 340, CV: 1233

Hull Data

30 Hulls (22 UDST, 6 Containment, 2 Magazines). TS:
+1

Armour: 82 (10/10/10/10/10/10/10/10/2)

Structure: 30 (10/10/10)

C C C C C C M M A A

U U U U U U U A A A

U U U U U U A A A A

Frame: 8

8 Troops

Cargo: 250, Supply: 26, Endurance: 9 months

Small Craft: 0

FCS-3

Performance

9 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

1 Triple HVR Torpedo

2 Torpedo Tubes (w/ 12 MLR Torpedoes)

5 Dual MVR Torpedoes

1 LRS-10

6 Triple PdPL (360)

5 Chaff Pods

Assault Carrier/NIU Tender

Off: 641, Def: 559, Misc: 372, CV: 524

Hull Data

30 Hulls (18 UDST, 7 Containment, 5 Hangars). TS: +1

Armour: 67 (10/10/10/10/10/10/7)

Structure: 30 (10/10/10)

C C C C C C C H H H

H H U U U U A A A A

U U U U U U A A A A

Frame: 8

6 Troops

Cargo: 320, Supply: 31, Endurance: 10 months

Small Craft: 20, 1 Fighter Catapult

FCS-3

6 Light Grapples

Performance

8 actions

Normal Reactionless Drives

Thrust Ratio: 1/5

No remass

No jump engine

Weapons

3 LRS-40

8 LRS-10

5 Dual PdPL (360)

2 Chaff Pods

Orc (SDV)

Off: 544, Def: 512, Misc: 354, CV: 470

Hull Data

30 Hulls (12 UDST, 10 Containment, 8 Hangars). TS: +1

Armour: 30 (10/10/10)

Structure: 30 (10/10/10)

C C C C C C C C C C

H H H H H H H H A A

U U U U U A A A A A

Frame: 8

6 Troops

Cargo: 470, Supply: 31, Endurance: 15 months

Small Craft: 32, 1 Fighter Catapult

FCS-1

2 Heavy EW Suites (120pts = EW Rating: 2)

Performance

7 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/5

No remass

Q-I jump engine

Speed 1, 60 actions to jump

Weapons

2 Dual Light Pulse Lasers (P, S)

2 Triple Light Chainguns (P, S)

2 Triple PdPL (P, S)

The freedom from remass was also felt by SDVs which, freed from the need to transport fuel for embarked craft, suddenly gained both increased hangar space and larger cargo bays. This, ironically, meant that SDVs began to enjoy a more active role in cluster defence as fighter carriers, and a supplementary role in assault missions.

Ogre (SDV)

Off: 867, Def: 792, Misc: 505, CV: 722

Hull Data

Shields: 6 (Generator-1 and 3 emitter-2s)

45 Hulls (16 UDST, 17 Containment, 12 Hangars). TS: +2

Armour: 40 (12/12/12/4)

Structure: 45 (12/12/12/9)

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

C C C C C H H H H H H H H

H H H H H U U A A A A A A

U U U U U U A A A

Frame: 12

12 Troops

Cargo: 775, Supply: 46, Endurance: 16 months

Small Craft: 48, 1 Fighter Catapult

FCS-2

3 Heavy EW Suites (180pts = EW Rating: 2)

Performance

8 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/7

No remass

Q-I jump engine

Speed 1, 90 actions to jump

Weapons

4 Dual Light Pulse Lasers (2x P, 2x S)

2 Triple Light Chainguns (P, S)

2 Triple PdPL (P, S)

Troll (SDV)

Off: 1142, Def: 1166, Misc: 720, CV: 1010

Hull Data

Shields: 24 (Generator-1 and 12 emitter-2s)

60 Hulls (24 UDST, 24 Containment, 12 Hangars). TS:

+2

Armour: 60 (15/15/15/15)

Structure: 60 (15/15/15/15)

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

C C C C C C C C C H H H H H H

H H H H H H U U U U A A A A A

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

Frame: 15

16 Troops

Cargo: 1100, Supply: 56, Endurance: 19 months

Small Craft: 48, 2 Fighter Catapults

FCS-2

4 Heavy EW Suites (240pts = EW Rating: 2)

Performance

10 actions

Weak Retro-Reactionless Drives

Thrust Ratio: 1/8

No remass

Q-I jump engine

Speed 1, 120 actions to jump

Weapons

4 Triple Light Pulse Lasers (2x P, 2x S)

2 Triple Light Chainguns (P, S)

2 Triple PdPL (P, S)

Light Minotaur (HDV)

Off: 4494, Def: 1758, Misc: 785, CV: 2346

Hull Data

Shields: 32 (Generator-3 and 8 emitter-4s)

72 Hulls (48 UDST, 16 Containment, 8 Hangars). TS: +2

Armour: 180 (15/15/15/15/15/15/15/15/15/15/15/15)

Structure: 72 (15/15/15/15/12)

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

C H H H H H H H H 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

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

Frame: 18

12 Troops

Cargo: 752, Supply: 70, Endurance: 10 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

18 Light Grapples

Performance

14 actions

Weak Reactionless Drives

Thrust Ratio: 1/9

No remass

Q-III jump engine (rated for 144 hulls)

Speed 3, 48 actions to jump

Weapons

2 Axial Beam Lasers (2 F)

4 VRS-40

2 Quad Heavy Pulse Lasers (FPS)

6 Dual MVR Torpedoes

6 Dual Light Pulse Lasers (360)

6 Triple PdBL (360)

4 Chaff Pods

Minotaur (HDV)

Off: 6181, Def: 2348, Misc: 874, CV: 3135

Hull Data

Shields: 60 (Generator-3 and 15 emitter-4s)

90 Hulls (64 UDST, 18 Containment, 8 Hangars). TS: +2

Armour: 240 (18/18/18/18/18/18/18/18/18/18/18/18/18/18/18/18/6)

Structure: 90 (18/18/18/18/18)

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

H H H H H H H H U U U U U U U A A A A

U 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 U A A A A

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

Frame: 23

12 Troops

Cargo: 870, Supply: 86, Endurance: 10 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

20 Light Grapples

Performance

16 actions

Weak Reactionless Drives

Thrust Ratio: 1/10

No remass

Q-III jump engine (rated for 180 hulls)

Speed 3, 60 actions to jump

Weapons

4 Axial Beam Lasers (3 F, 1 A)

6 VRS-40

5 Dual Heavy Pulse Lasers (FPS)

8 Dual MVR Torpedoes

8 Dual Light Pulse Lasers (360)

8 Triple PdBL (360)

4 Chaff Pods

Pocket Juggernaut (HDV)

Off: 7169, Def: 2789, Misc: 1012, CV: 3657

Hull Data

Shields: 88 (Generator-3 and 22 emitter-4s)

108 Hulls (76 UDST, 24 Containment, 8 Hangars). TS: +3

Armour: 285 (22/22/22/22/22/22/22/22/22/22/22/22/21)

Structure: 108 (22/22/22/22/20)

C
C C H H H H H H H H 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 U U U U A A A A A
U U U U U U U U U U U U U U U U U A A A A A
U U U U U U U U U U U U U U U U U A A A

Frame: 27

16 Troops

Cargo: 1148, Supply: 100, Endurance: 11 months

Small Craft: 32, 2 Fighter Catapults

FCS-3

24 Light Grapples

Performance

17 actions

Weak Reactionless Drives

Thrust Ratio: 1/11

No remass

Q-III jump engine (rated for 216 hulls)

Speed 3, 72 actions to jump

Weapons

5 Axial Beam Lasers (4 F, 1 A)

7 VRS-40

4 Triple Heavy Pulse Lasers (FPS)

8 Dual MLR Torpedoes

1 Triple Light Pulse Laser (360)

9 Dual Light Pulse Lasers (360)

8 Triple PdBL (360)

5 Chaff Pods

Juggernaut (HDV)

Off: 9235, Def: 3760, Misc: 1283, CV: 4760

Hull Data

Shields: 144 (Generator-3 and 36 emitter-4s)

144 Hulls (100 UDST, 32 Containment, 12 Hangars). TS: +3

Armour: 375 (24/24/24/24/24/24/24/24/24/24/24/24/24/24/15)

Structure: 144 (24/24/24/24/24/24)

C
C C C C C C C C H H H H H H H H H H H H A A A A
U A A A A
U A A A A
U A A A A
U A A A A

Frame: 36

20 Troops

Cargo: 1544, Supply: 134, Endurance: 11 months

Small Craft: 48, 3 Fighter Catapults

FCS-3

28 Light Grapples

Performance

20 actions

Weak Reactionless Drives

Thrust Ratio: 1/13

No remass

Q-III jump engine (rated for 288 hulls)

Speed 3, 96 actions to jump

Weapons

3 Dual Axial Beam Lasers (2 F, 1 A)

10 VRS-40

5 Triple Heavy Pulse Lasers (FPS)

10 Dual MVR Torpedoes

10 Triple Light Pulse Lasers (360)

10 Triple PdBL (360)

6 Chaff Pods

