

THE PABALEGOVIAN CLUSTER

A Full Thrust: Project Continuum Sourcebook

By Ross L Hart (designed February 2021, compiled June 2022)

In 2021 I decided to do a revisit of the Balegovian Cluster. I'd designed the ships, done my first attempt at creating the SSDs, and chosen names for the factions and, indeed, had started to finish the SSDs. Then, for some unknown reason, I...stopped. Since March 2021 these ships have been languishing in a rarely-visited corner of the hard drive...

Until now.

There are a number of different factions, with varying 'tech levels'. Some look fairly advanced (to me, anyway) and have advanced tech options such as phasers, advanced FireCons and so on. Some have spin habitats and have standard thrusters, while one or two factions (the 'baseline') are not terribly advanced but have cracked artificial gravity, so have advanced drives but not much else in the field of advanced technology. One thing I decided to do was not use pulse torpedoes, K-Guns or missiles (either MT or SML), focusing instead on weapons using the beam dice mechanism. In addition, I use the standard FT fighter bays of 9 MASS rather than 6 MASS with a number of launch tubes/flight decks.

Note: because of the basis of the design, most factions lack escort-scale hulls, with the smallest FTL hull being hull-40 in most cases. There are generic light units, but they lack FTL and must be transported by FTL tenders, which are civilian designs.

Following all the ship designs is an imperial tech base list (worked out from section 15 of the FT:PC book) which includes the types of fighter available to each faction

For those of you who enjoy correct internal pronunciation:

Ta-Ga-Sar (with a stress on the Ga)

Kans-As-Teg-Sid-On (stress on the Teg)

Hal-Sa-Guerre (no stress)

O-Ser-Tel-Fas (stress on the Ser and Tel)

Ad-Al-Tou-Sri (stress on the Tou)

Re-NO-po-he-heh (stress on the No and Po, but more stress on No)

Ra-Gis-La-Bi-Su (stress on the Gis)

Ru-Hel-O-Heg (stress on Ru)

Fa-Lih-KAR (major stress on Kar)

Federal Republic of Taga-Sar

One of the baseline powers, the Federal Republic is also the largest faction in the Pabalegovian Galactic Cluster.

Gul-Tasar-class fast cruiser

TMF: 50

NPV: 184

CPV: 159

Hull: (4/4/4/3) 3 crew

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Advanced Main Drive: 7

FTL

2 Fire Controls

1 Class-1 Hi-Intensity Graser (F)

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

2 PDS

Adal-Tasar-class light cruiser

TMF: 50

NPV: 182

CPV: 157

Hull: (4/4/4/3) 3 crew

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Advanced Main Drive: 6

FTL

2 Fire Controls

3 Class-2 Beams (F/FP/FS, 2x 360)

3 Class-1 Beams

2 PDS

Adal-Lukar-class light cruiser

TMF: 50

NPV: 191

CPV: 166

Hull: (4/4/4/3) 3 crew

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Advanced Main Drive: 6

FTL

2 Fire Controls

3 Twin Particle Arrays (3x F/FP/FS)

2 Class-1 Beams

2 PDS

Adal-Vitar-class light escort cruiser

TMF: 50

NPV: 184

CPV: 159

Hull: (4/4/4/3) 3 crew

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Advanced Main Drive: 6

FTL

2 Fire Controls

1 ADFC

1 Class-2 Beam (360)

3 Class-1 Beams

5 PDS

Akarol-Tasar-class medium cruiser

TMF: 60

NPV: 218

CPV: 194

Hull: (5/5/4/4) 3 crew

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Advanced Main Drive: 5

FTL

2 Fire Controls

2 Class-3 Beams (2x F/FP/FS)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

3 PDS

Akarol-Tasar-E-class medium cruiser (escort variant)

TMF: 60

NPV: 220

CPV: 196

Hull: (5/5/4/4) 3 crew

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Advanced Main Drive: 5

FTL

2 Fire Controls

1 ADFC

1 Class-3 Beam (F/FP/FS)

1 Class-2 Beam (F/FP/FS)

3 Class-1 Beams

6 PDS

Garol-Tasar-class fast medium cruiser

TMF: 60

NPV: 224

CPV: 200

Hull: (5/5/4/4) 3 crew

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Advanced Main Drive: 6

FTL

2 Fire Controls

2 Class-1 Hi-Intensity Grasers (F/FP/AP, F/FS/AS)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

2 Class-1 Beams

4 PDS

Gyral-Tasar-class fast heavy cruiser

TMF: 80

NPV: 300

CPV: 284

Hull: (6/6/6/6) 4 crew

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Advanced Main Drive: 6

FTL

3 Fire Controls

1 Class-2 Hi-Intensity Graser (F)

2 Class-2 Beams (2x 360)

2 Class-1 Beams

4 PDS

Gyral-Tasar-E-class fast heavy cruiser (escort variant)

TMF: 80

NPV: 292

CPV: 276

Hull: (6/6/6/6) 4 crew

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Advanced Main Drive: 6

FTL

2 Fire Controls

1 ADFC

1 Class-3 Standard Graser (F)

4 Class-1 Beams

8 PDS

Akyral-Tasar-class heavy cruiser

TMF: 80

NPV: 312

CPV: 296

Hull: (6/6/6/6) 4 crew

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Advanced Main Drive: 4

FTL

Level-1 Screens

3 Fire Controls

1 Class-2 Hi-Intensity Graser (F)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

4 PDS

Akyral-Lukar-class heavy cruiser

TMF: 80

NPV: 300

CPV: 284

Hull: (6/6/6/6) 4 crew

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Advanced Main Drive: 4

FTL

Level-1 Screens

3 Fire Controls

2 Class-3 Beams (F/FP/AP, F/FS/AS)

3 Twin Particle Arrays (F/FP/FS, F/FP/AP, F/FS/AS)

4 PDS

Akyral-Lukar-E-class heavy cruiser (escort variant)

TMF: 80

NPV: 305

CPV: 289

Hull: (6/6/6/6) 4 crew

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Advanced Main Drive: 4

FTL

Level-1 Screens

3 Fire Controls

1 ADFC

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

3 Class-1 Beams

8 PDS

Akyral-Vitar-class heavy cruiser

TMF: 80

NPV: 294

CPV: 278

Hull: (6/6/6/6) 4 crew

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Advanced Main Drive: 4

FTL

Level-1 Screens

3 Fire Controls

3 Class-3 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

1 Class-1 Hi-Intensity Graser (F/FP/FS)

4 PDS

Taga-Intera-class patrol cruiser

TMF: 100

NPV: 379

CPV: 379

Hull: (7/7/7/7) 5 crew

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Advanced Main Drive: 3

FTL

Level-1 Screens

3 Fire Controls

Superior Sensors

2 Class-1 Needle Beams (2x F/FP/FS)

4 Twin Particle Arrays (2x FP/AP, 2x FS/AS)

6 Class-1 Beams

4 PDS

1 Fighter Bay

Taga-Inzola-class planetary assault cruiser

TMF: 100

NPV: 341

CPV: 341

Hull: (7/7/7/7) 5 crew

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Advanced Main Drive: 3

FTL

Level-1 Screens

3 Fire Controls

MASS-10 Boat Bay

2 Ortilery Batteries

8 MASS Troop Berthing

6 Class-1 Beams

4 PDS

Taga-Zinta-class battlecruiser

TMF: 100

NPV: 384

CPV: 384

Hull: (8/8/7/7) 5 crew

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Advanced Main Drive: 4

FTL

Level-1 Screens

3 Fire Controls

1 Class-2 Hi-Intensity Graser (F)

1 Class-3 Beam (F/FP/FS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

5 PDS

Taga-Zinta-E-class battlecruiser (escort variant)

TMF: 100

NPV: 386

CPV: 386

Hull: (8/8/7/7) 5 crew

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Advanced Main Drive: 4

FTL

Level-1 Screens

3 Fire Controls

1 ADCF

1 Class-2 Hi-Intensity Graser (F)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

9 PDS

Taga-Gulta-class fast battlecruiser

TMF: 100

NPV: 372

CPV: 372

Hull: (8/8/7/7) 5 crew

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Advanced Main Drive: 6

FTL

3 Fire Controls

1 Class-2 Hi-Intensity Graser (F)

1 Class-3 Beam (F/FP/FS)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

4 PDS

Anhar-Fotar-class light carrier

TMF: 120

NPV: 452

CPV: 476

Hull: (6/6/6/6) 6 crew

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Advanced Main Drive: 4

FTL

Level-2 Screens

2 Fire Controls

2 Twin Particle Arrays (2x F/FP/FS)

4 PDS

4 Fighter Bays

Anutar-Fotar-class fleet carrier

TMF: 200

NPV: 751

CPV: 951

Hull: (10/10/10/10) 10 crew

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Advanced Main Drive: 3

FTL

Level-2 Screens

3 Fire Controls

2 ADFC

2 Class-1 Hi-Intensity Grasers (2x F)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

5 Class-1 Beams

12 PDS

6 Fighter Bays

Anhar-Fotar-E-class light carrier (pure escort)

TMF: 120

NPV: 446

CPV: 470

Hull: (6/6/6/6) 6 crew

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Advanced Main Drive: 4

FTL

Level-2 Screens

1 ADFC

10 PDS

4 Fighter Bays

Anutagar-Fotar-class heavy fleet carrier

TMF: 300

NPV: 1151

CPV: 1751

Hull: (15/15/15/15) 15 crew

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Advanced Main Drive: 3

FTL

Level-2 Screens

5 Fire Controls

2 ADFC

Enhanced Sensors

2 Class-1 Hi-Intensity Grasers (2x F/FP/FS)

6 Twin Particle Arrays (6x 360)

6 Class-1 Beams

16 PDS

8 Fighter Bays

Associated Empire of Kans-Astegsidon

Another large faction, the Empire unfortunately lacks artificial gravity and so is less manoeuvrable than their contenders for #1 in the Cluster. However, just because they can't 'float like a butterfly', it doesn't mean they can't 'sting like a bee'...

Khol-Asteg-class fast cruiser

TMF: 50

NPV: 162

CPV: 137

Hull: (4/4/4/3) 3 crew

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Main Drive: 8

FTL

2 Fire Controls

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

2 PDS

Inkul-Asteg-class light cruiser

TMF: 50

NPV: 169

CPV: 144

Hull: (4/4/4/3) 3 crew

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Main Drive: 6

FTL

2 Fire Controls

1 ADFC

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

5 PDS

Tavol-Asteg-class medium cruiser

TMF: 60

NPV: 205

CPV: 181

Hull: (5/5/4/4) 3 crew

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Main Drive: 5

FTL

2 Fire Controls

1 ADFC

3 Class-2 Beams (F/FP/FS, 2x 360)

3 Class-1 Beams

6 PDS

Khavol-Asteg-class fast heavy cruiser

TMF: 80

NPV: 269

CPV: 253

Hull: (6/6/6/6) 6 crew

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Main Drive: 6

FTL

3 Fire Controls

1 ADFC

4 Class-2 Beams (2x F/FP/FS, 2x 360)

3 Class-1 Beams

6 PDS

Kans-Vol-Asteg-class battlecruiser

TMF: 100

NPV: 345

CPV: 345

Hull: (8/8/7/7) 5 crew

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Main Drive: 4

FTL

3 Fire Controls

1 ADFC

Level-1 Screens

1 Class-3 Graser (F)

5 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS, 2x 360)

4 Class-1 Beams

6 PDS

Tor-Kans-Asteg-class battleship

TMF: 140

NPV: 482

CPV: 538

Hull: (11/11/10/10) 7 crew

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Main Drive: 4

FTL

4 Fire Controls

1 ADFC

Level-1 Screens

1 Class-3 Graser (F)

2 Class-3 Beams (F/FP/AP, F/FS/AS)

4 Class-2 Beams (F/FP/AP, F/FS/AS, 2x 360)

7 Class-1 Beams

6 PDS

Val-Kans-Asteg-class dreadnought

TMF: 220

NPV: 757

CPV: 1021

Hull: (17/17/16/16) 11 crew

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Main Drive: 4

FTL

5 Fire Controls

Enhanced Sensors

1 ADFC

Level-1 Screens

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

4 Class-2 Grasers (2x F/FP/AP, 2x F/FS/AS)

4 Class-2 Beams (4x 360)

8 Class-1 Beams

8 PDS

Khavol-Kans-Asteg-class fast dreadnought

TMF: 240

NPV: 813

CPV: 1149

Hull: (18/18/18/18) 12 crew

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Main Drive: 5

FTL

5 Fire Controls

Enhanced Sensors

1 ADFC

Level-1 Screens

3 Class-3 Beams (F, F/FP, F/FS)

3 Class-2 Grasers (3x F/FP/FS)

4 Class-2 Beams (4x 360)

8 Class-1 Beams

8 PDS

1 Fighter Bay

Sidon-Kans-Asteg-class superdreadnought

TMF: 320

NPV: 1114

CPV: 1818

Hull: (24/24/24/24) 16 crew

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Main Drive: 3

FTL

6 Fire Controls

Enhanced Sensors

1 ADFC

Level-2 Screens

1 Class-3 Graser (F)

4 Class-3 Beams (2x PF/P/PA, 2x SF/S/SA)

4 Class-2 Grasers (2x PF/P/PA, 2x SF/S/SA)

8 Class-2 Beams (8x 360)

11 Class-1 Beams

10 PDS

1 Fighter Bay

(note: the basis of this design had two large turrets, one on each flank. I toyed with having two turrets with two class-3 beams and two class-2 grasers in each, but decided instead to mount them normally)

Tor-Kans-Visteg-class carrier

TMF: 160

NPV: 564

CPV: 660

Hull: (8/8/8/8) 8 crew

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Main Drive: 4

FTL

2 Fire Controls

1 ADFC

Level-1 Screens

6 Class-1 Beams

8 PDS

6 Fighter Bays

Bur-Kans-Visteg-class planetary assault cruiser

TMF: 160

NPV: 528

CPV: 624

Hull: (8/8/8/8) 8 crew

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Main Drive: 4

FTL

2 Fire Controls

1 ADFC

Level-1 Screens

6 Class-1 Beams

8 PDS

2 Fighter Bays

MASS-10 Boat Bay

3 Ortilery Batteries

MASS-12 Troop Berthing

Val-Kans-Visteg-class assault carrier

TMF: 220

NPV: 778

CPV: 1042

Hull: (11/11/11/11) 11 crew

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Main Drive: 4

FTL

4 Fire Controls

Enhanced Sensors

1 ADFC

Level-1 Screens

6 Class-2 Beams (6x 360)

9 Class-1 Beams

10 PDS

6 Fighter Bays

Benevolent Dominion of Halsaguerre

Another faction without artificial gravity, unlike the Empire which relies on larger spin habitats, the Halsaguerre, being from a lighter-gravity homeworld and having a psychological aversion to being crammed together, use multiple lighter spin habitats on their larger units. The Empire is noticeable for using plasma cannons as their primary heavy anti-ship weapons, trusting in the 'hail of fire' rather than in a few heavy punches

Hal-Sanat-class light cruiser

TMF: 50

NPV: 167

CPV: 142

Hull: (5/5/5/5) 3 crew

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Main Drive: 4

FTL

2 Fire Controls

1 Class-2 Plasma Cannon (F/FP/FS)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

3 Class-1 Beams

2 PDS

Hal-Tonat-class medium cruiser

TMF: 60

NPV: 200

CPV: 176

Hull: (6/6/6/6) 3 crew

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Main Drive: 4

FTL

2 Fire Controls

2 Class-2 Plasma Cannons (F/FP/AP, F/FS/AS)

1 Class-2 Beam (F/FP/FS)

3 Class-1 Beams

3 PDS

Hal-Tonat-E-class medium cruiser (escort variant)

TMF: 60

NPV: 202

CPV: 178

Hull: (6/6/6/6) 3 crew

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Main Drive: 4

FTL

2 Fire Controls

1 ADFC

2 Class-2 Beams (F/FP/AP, F/FS/AS)

4 Class-1 Beams

6 PDS

Hal-Kasunat-class battlecarrier

TMF: 120

NPV: 411

CPV: 435

Hull: (9/9/9/9) 6 crew

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Main Drive: 4

FTL

3 Fire Controls

1 Class-3 Plasma Cannon (F)

2 Class-2 Plasma Cannons (F/FP/AP, F/FS/AS)

2 Class-2 Beams (F/FP/AP, F/FS/AS)

3 Class-1 Beam

4 PDS

2 Fighter Bays

Hal-Katunas-class light carrier

TMF: 120

NPV: 418

CPV: 442

Hull: (9/9/9/9) 6 crew

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Main Drive: 3

FTL

2 Fire Controls

1 ADFC

6 Class-1 Beam

8 PDS

4 Fighter Bays

Union of Councils of Osertelfas

In the early history of the Cluster, the Osertelfas were quite low-tech, relying on spin habitats much more than other powers, with the majority of units being long and narrow, with heavier weapon systems having to be mounted axially. Later, improvements in ship design have made their ships much sturdier and near-equals of other ships...but their lighter units still have the same slender lines as those early ships.

Inotelfas-class destroyer

TMF: 40
NPV: 134
CPV: 110
Hull: (3/3/3/3) 2 crew
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Main Drive: 6

FTL

2 Fire Controls
1 Class-3 Beam (F)
4 Class-1 Beams
2 PDS

Irnatelfas-class light cruiser

TMF: 50
NPV: 170
CPV: 145
Hull: (4/4/4/3) 3 crew
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Main Drive: 6

FTL

2 Fire Controls
1 Twin Particle Array (F/FP/FS)
2 Class-2 Beams (2x F/FP/FS)
4 Class-1 Beams
2 PDS

Invatelfas-class light cruiser

TMF: 50
NPV: 167
CPV: 142
Hull: (4/4/4/3) 3 crew
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Main Drive: 6

FTL

2 Fire Controls
1 Class-3 Beam (F)
2 Class-2 Beams (2x F/FP/FS)
3 Class-1 Beams
2 PDS

Onutelfas-class medium cruiser

TMF: 60
NPV: 203
CPV: 179
Hull: (4/4/4/3) 3 crew
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Main Drive: 6

FTL

2 Fire Controls
1 Class-3 Beam (F)
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)
4 Class-1 Beams
3 PDS

Opitelfas-class medium cruiser

TMF: 60
NPV: 203
CPV: 179
Hull: (4/4/4/3) 3 crew
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Main Drive: 6

FTL

2 Fire Controls
2 Class-3 Beams (2x F)
2 Class-2 Beams (F/FP/AP, F/FS/AS)
4 Class-1 Beams
3 PDS

Akatelfas-class heavy cruiser

TMF: 80
NPV: 271
CPV: 255
Hull: (5/5/5/5) 4 crew
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Main Drive: 6

FTL

3 Fire Controls
2 Class-3 Beams (2x F)
4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)
5 Class-1 Beams
4 PDS

Oserka-Telfas-class battleship

TMF: 160

NPV: 561

CPV: 657

Hull: (12/12/12/12) 8 crew

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Main Drive: 5

FTL

4 Fire Controls

2 Class-1 Hi-Intensity Grasers (2x F/FP/FS)

3 Class-3 Beams (3x F/FP/FS)

5 Twin Particle Arrays (F/FP/FS, 2x F/FP/AP, 2x F/FS/AS)

5 Class-1 Beams

8 PDS

Yeska-Telfas-class carrier

TMF: 160

NPV: 554

CPV: 650

Hull: (10/10/10/10) 8 crew

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Main Drive: 5

FTL

2 Fire Controls

1 ADFC

1 Class-3 Beam (F/FP/FS)

2 Twin Particle Arrays (F/FP/AP, F/FS/AS)

12 PDS

4 Fighter Bays

Oskura-Telfas-class dreadnought

TMF: 240

NPV: 848

CPV: 1184

Hull: (18/18/18/18) 12 crew

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Main Drive: 5

FTL

5 Fire Controls

1 Class-2 Hi-Intensity Graser (F)

4 Class-1 Hi-Intensity Grasers (4x F/FP/FS)

3 Class-3 Beams (3x F/FP/FS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

5 Class-1 Beams

8 PDS

1 Fighter Bay

Protectorate of Adaltousri

The Protectorate is a much smaller power than the above four powers, partially because of the sheer size of an individual—imagine a six-limbed orang-utan weighing close to one ton. Their sheer size requires large spin habitats but, perversely, the requirements of their drives means they come close to obtaining the manoeuvrability that artificial gravity-equipped ships enjoy, hence they have advanced drives. Their battlecruiser is more strictly speaking an escort for the larger units, while their battleship is the ‘battlecruiser’ in being faster. Lacking fighters, however, they compensate in having every unit capable of supporting each other with PDS fire, and in being encased in multiple layers of armour to make up for their lack of screens.

Eal-Tousar-class heavy cruiser

TMF: 80

NPV: 301

CPV: 285

Hull: (5/5/5/5) 4 crew

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Advanced Main Drive: 5

FTL

3 Fire Controls

1 ADFC

2 Class-1 Hi-Intensity Grasers (F/FP/AP, F/FS/AS)

4 Class-2 Beams (2x F/FP/AP, 2x F/FS/AS)

7 PDS

6 Armour (1st Layer: 4, 2nd Layer: 2)

Onal-Tousar-class battlecruiser

TMF: 100

NPV: 381

CPV: 381

Hull: (8/8/7/7) 5 crew

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Advanced Main Drive: 3

FTL

3 Fire Controls

1 ADFC

1 Class-3 Beam (F/FP/FS)

2 Class-1 Hi-Intensity Grasers (F/FP/FS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

8 PDS

8 Armour (1st Layer: 5, 2nd Layer: 3)

Ikal-Tousar-class battleship

TMF: 160

NPV: 592

CPV: 688

Hull: (12/12/12/12) 5 crew

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Advanced Main Drive: 4

FTL

4 Fire Controls

1 ADFC

2 Class-3 Beams (F/FP/AP, F/FS/AS)

4 Class-1 Hi-Intensity Grasers (2x F/FP/AP, 2x F/FS/AS)

6 Class-2 Beams (3x F/FP/AP, 3x F/FS/AS)

10 PDS

12 Armour (1st Layer: 7, 2nd Layer: 5)

Utal-Tousar-class dreadnought

TMF: 220

NPV: 831

CPV: 1095

Hull: (17/17/16/16) 11 crew

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Advanced Main Drive: 3

FTL

5 Fire Controls

1 ADFC

4 Class-3 Beams (2x F/FP/AP, 2x F/FS/AS)

6 Class-1 Hi-Intensity Grasers (3x F/FP/AP, 3x F/FS/AS)

6 Twin Particle Arrays (3x F/FP/AP, 3x F/FS/AS)

16 PDS

16 Armour (1st Layer: 10, 2nd Layer: 6)

Adal-Tousar-class superdreadnought

TMF: 320

NPV: 1216

CPV: 1920

Hull: (24/24/24/24) 16 crew

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Advanced Main Drive: 3

FTL

6 Fire Controls

2 ADFC

6 Class-3 Beams (3x F/FP/AP, 3x F/FS/AS)

6 Class-1 Hi-Intensity Grasers (3x F/FP/AP, 3x F/FS/AS)

8 Twin Particle Arrays (4x F/FP/AP, 4x F/FS/AS)

20 PDS

36 Armour (1st Layer: 18, 2nd Layer: 12, 3rd Layer: 6)

Free Union of Renopoheh

A relative newcomer to the Cluster, the Renopoheh are close in tech levels to the Taga-Sar, but are subtly different. However, one thing everyone knows about them is that they seem to have almost no concept of living at peace with their neighbours—it is a rapidly growing form of dark humour that you can tell there are no Renopoheh in the system by the fact they're not screaming at maximum thrust towards you, all beam batteries blazing. The code-names used for the Renopoheh ships don't vary widely amongst the other factions...

"Renegade"-class heavy cruiser

TMF: 80

NPV: 304

CPV: 288

Hull: (5/5/5/5) 4 crew

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Advanced Main Drive: 6

FTL

Level-2 Screens

3 Fire Controls

3 Class-1 Hi-Intensity Grasers (3x F/FP/FS)

4 Class-1 Beams

4 PDS

"Ranger"-class heavy cruiser (escort)

TMF: 80

NPV: 297

CPV: 281

Hull: (5/5/5/5) 4 crew

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Advanced Main Drive: 6

FTL

Level-2 Screens

3 Fire Controls

1 ADFC

7 Class-1 Beams

8 PDS

"Radical"-class battlecruiser

TMF: 120

NPV: 459

CPV: 483

Hull: (8/8/7/7) 6 crew

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Advanced Main Drive: 6

FTL

Level-2 Screens

3 Fire Controls

2 Class-1 Hi-Intensity Grasers (2x F/FP/FS)

4 Twin Particle Arrays (2x F/FP/AP, 2x F/FS/AS)

4 Class-1 Beams

5 PDS

"Rapacious"-class fast dreadnought

TMF: 240

NPV: 929

CPV: 1265

Hull: (15/15/15/15) 12 crew

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Advanced Main Drive: 5

FTL

Level-2 Screens

5 Fire Controls

4 Class-1 Hi-Intensity Grasers (4x F/FP/FS)

12 Twin Particle Arrays (4x F/FP/FS, 4x F/FP/AP, 4x F/FS/AS)

3 Class-2 Beams (F/FP/FS, F/FP/AP, F/FS/AS)

4 Class-1 Beams

9 PDS

Geometric Order of Ragislabisu

An advanced faction, the Geometric Order is so-named because their ships employ radial symmetry—either three-way for the attack ships or four-way for heavier units. Their high TMF is not so much a representation of actual size, but to display the sheer firepower they employ—the Imp is closer in size to a standard destroyer or light cruiser.

Imp-class fast attack vessel

TMF: 100

NPV: 463

CPV: 463

Hull: (8/8/8) 5 crew

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Advanced Main Drive: 6

Advanced FTL

Level-2 Advanced Screens

2 Advanced Fire Controls

Enhanced Sensors

1 Class-2 Phaser (360)

4 Class-1 Phasers (4x 360)

3 PDS

Rascal-class fire support vessel

TMF: 160

NPV: 780

CPV: 876

Hull: (12/12/12) 8 crew

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Advanced Main Drive: 5

Advanced FTL

Level-2 Advanced Screens

3 Advanced Fire Controls

Enhanced Sensors

6 Class-2 Phasers (6x 360)

3 PDS

Daemon-class capital ship

TMF: 240

NPV: 1150

CPV: 1486

Hull: (20/20/20) 12 crew

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Advanced Main Drive: 5

Advanced FTL

Level-2 Advanced Screens

4 Advanced Fire Controls

Enhanced Sensors

1 Class-3 Phaser (360)

5 Class-2 Phasers (5x 360)

6 PDS

Daemon-class capital ship (carrier variant)

TMF: 240

NPV: 1042

CPV: 1378

Hull: (20/20/20) 12 crew

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Advanced Main Drive: 5

Advanced FTL

Level-2 Advanced Screens

4 Advanced Fire Controls

Enhanced Sensors

2 Class-2 Phasers (2x 360)

6 PDS

4 Fighter Bays

Celestial Ascendancy of Ruhel-Oheg

The second advanced faction, the Ascendancy utilise different design philosophies from the Order, but their relationship with each other is complicated. At times other factions report they are friendly towards each other, at other times the only warmth between the two is because of the high intensity weapon fire. Ascendancy ships emit so much light at times that, were someone foolish enough to use the Mk I Eyeball to observe them, they would be blinded...

Ghoul-class light cruiser

TMF: 100

NPV: 467

CPV: 467

Hull: (8/8/8) 5 crew

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Advanced Main Drive: 6

Advanced FTL

Level-2 Advanced Screens

2 Advanced Fire Controls

1 Class-3 Phaser (F)

1 Class-2 Phaser (F/FP/FS)

4 Class-1 Phasers (4x F/FP/FS)

3 PDS

Spectre-class medium cruiser

TMF: 160

NPV: 742

CPV: 838

Hull: (14/14/14) 8 crew

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Advanced Main Drive: 6

Advanced FTL

Level-2 Advanced Screens

3 Advanced Fire Controls

1 Class-3 Phaser (F/FP/FS)

2 Class-2 Phasers (2x F/FP/FS)

4 Class-1 Phasers (4x F/FP/FS)

3 PDS

Vampire-class battlecruiser

TMF: 240

NPV: 1090

CPV: 1426

Hull: (20/20/20) 12 crew

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Advanced Main Drive: 6

Advanced FTL

Level-2 Advanced Screens

3 Advanced Fire Controls

1 Medium Spinal Mount-Beam

4 Class-2 Phasers (4x F/FP/FS)

8 Class-1 Phasers (8x F/FP/FS)

5 PDS

Civilians, Generic Civilian-based Ships and Generic Ships

Civilian ships are constructed by the Falihkar Benevolent Council who, uniquely, managed to solve the issue of communicating with the Renopoheh—simply not to have warships. It seems the Renopoheh categorise aliens as ‘threats’ or ‘not a threat’ depending on whether they possess warships, and the Falihkar simply don’t possess warships—only a system-wide defence net that ensures their homeworld is safe even from a determined Ruhel-Oheg or Ragislabisu fleet. And the Falihkar maintain their independence by being quite happy to build standardised cargo ships for all powers at low prices, allowing the other factions to concentrate on warship construction. Falihkar freighters are found throughout the Cluster. Falihkar light and heavy freighters utilise spin habitats of a super-large size that can be used to house all species at once or be tailored to one specific faction.

The generic ships, meanwhile, are those that, while each faction has their own design preference, are functionally the same throughout the Cluster.

Civilian Free Trader

TMF: 10

NPV: 23

CPV: 14

Hull: (1) 1 crew

[*]

Main Drive: 4

1 Fire Control

1 Class-1 Beam

MASS 5 Cargo Bay

Civilian Light Freighter

TMF: 50

NPV: 103

CPV: 78

Hull: (1/1/1/1/1) 1 crew

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Main Drive: 1

Tug-FTL (Transfer MASS Capacity of 40--enough for

four free traders)

1 Fire Control

2 Class-1 Beams

1 PDS

MASS 25 Cargo Bay

Civilian Heavy Freighter

TMF: 150

NPV: 293

CPV: 368

Hull: (3/3/3/3/3) 3 crew

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Main Drive: 1

Tug-FTL (Transfer MASS Capacity of 120--enough for

twelve free traders)

2 Fire Controls

4 Class-1 Beams

2 PDS

MASS 80 Cargo Bay

Generic Light Fleet Auxiliary/Tender

TMF: 50
 NPV: 103
 CPV: 78
 Hull: (1/1/1/1/1) 3 crew
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Main Drive: 1
 Tug-FTL (Transfer MASS Capacity of 40)
 1 Fire Control
 2 Class-1 Beams
 1 PDS
 MASS 25 Cargo Bay

Generic Heavy Fleet Auxiliary/Tender

TMF: 150
 NPV: 293
 CPV: 368
 Hull: (3/3/3/3/3) 8 crew
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Main Drive: 1
 Tug-FTL (Transfer MASS Capacity of 120)
 2 Fire Controls
 4 Class-1 Beams
 2 PDS
 MASS 80 Cargo Bay

Fleet Auxiliary/Tenders can transport the lighter non-FTL units between systems. Light Fleet Auxiliary/Tenders typically transport the lighter units (inspection lighters and scouts, with the occasional patrol boat or corvette) while the Heavy type has no limitations on types--indeed, several instances have been recorded of a faction transporting twenty-four intra-system scouts for raids or to reinforce a blockade.

Generic Inspection Lighter

TMF: 5
 NPV: 16 (31)
 CPV: 12 (27)
 Hull: (1) 1 crew
 [*]
 Main Drive: 4
 1 Fire Control
 1 Class-1 Transporter Beam
 1 MASS Troop Berthing (3 Marine Boarding Parties)

Generic Patrol Boat

TMF: 10
 NPV: 33 (48)
 CPV: 24 (39)
 Hull: (1/1/1) 1 crew
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 Main Drive: 4
 1 Fire Control
 2 Class-1 Beams
 1 Class-1 Transporter Beam
 1 MASS Troop Berthing (3 Marine Boarding Parties)

Generic Heavy Patrol Boat

TMF: 20
 NPV: 66 (96)
 CPV: 50 (80)
 Hull: (2/2/1/1) 1 crew
 [] []
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 [*]
 Main Drive: 4
 2 Fire Controls
 3 Class-1 Beams
 2 Class-1 Transporter Beams
 1 PDS
 2 MASS Troop Berthing (6 Marine Boarding Parties)

Generic Intra-system Scout

TMF: 5
 NPV: 18
 CPV: 14
 Hull: (1) 1 crew
 [*]
 Main Drive: 8
 1 Fire Control
 1 Class-1 Beam

Generic Corvette

TMF: 10

NPV: 35

CPV: 26

Hull: (1/1/1) 1 crew

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Main Drive: 6

1 Fire Control

2 Class-1 Beams

1 PDS

Generic Frigate

TMF: 20

NPV: 72

CPV: 56

Hull: (2/2/1/1) 1 crew

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Main Drive: 4

2 Fire Controls

2 Class-2 Beams (F/FP/AP, F/FS/AS)

2 Class-1 Beams

2 PDS

Generic Picket Cruiser

TMF: 40

NPV: 133

CPV: 109

Hull: (2/2/2/2) 2 crew

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Main Drive: 2

FTL

1 Fire Control

1 Class-1 Beam

2 PDS

Tuffley Cloak

3 x Superior Sensors

MASS-4 Cargo Bay

Raiders

Raiders are derived from older warships and civilian ships from all factions, and are crewed by multiple species at the same time. Some species are more likely to join raider bands, and conversely some (the Ruhel-Oheg, Ragislabisu and Adaltousri) are much less likely. Raider ships don't have extensive spin habitats (represented by almost every single raider vessel except the Homeship Tender having 1 Crew Factor per 50 MASS rather than 20, which coincidentally means they have much less in the way of DCPs), relying instead on either hidden bases in the outskirts of systems, captured freighters or, if successful, the homeship tender.

Raider Homeship Tender

TMF: 150

NPV: 356/392*

CPV: 431/467*

Hull: (6/6/6/6/6) 8 crew

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Main Drive: 2

FTL

2 Fire Controls

4 Class-1 Beams

3 PDS

MASS-10 Troop Berthing (up to 30 Marines at 5 pts each)

MASS-5 Passenger Berthing (up to 20 extra DCPs at 5 pts each)

MASS-30 Cargo Bay

4 Fighter Bays (typically assault shuttles)

*This ship utilises the 10.2 Critical Hits on Hangar Bays optional rule in the Full Thrust: Project Continuum rulebook. If that rule is not used, use the second figure listed.

This unit is, strictly speaking, not a raider but the support base of any moderately-successful raider faction (i.e., one that doesn't rely on hidden bases to operate in a single system). The military-level crew and the additional DCPs are to depict the fact that this is a mobile base of operations which can stock up her raiders' crew levels, not a true raider unit. However, in a large-scale raid the homeship tender can operate four flights of assault shuttles to capture ships knocked out by her associated raiders.

Raider Destroyer

TMF: 30

NPV: 97 (127)

CPV: 76 (106)

Hull: (1/1/1/1/1) 1 crew

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Main Drive: 6

FTL

2 Fire Controls

1 Class-1 Needle Beam (F/FP/FS)

1 Class-2 Beam (F/FP/FS)

1 Class-1 Beam

2 Class-1 Transporter Beams

1 PDS

MASS-2 Troop Berthing (6 Marines)

Raider Light Cruiser

TMF: 40

NPV: 141

CPV: 117

Hull: (1/1/1/1/1) 1 crew

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Main Drive: 6

FTL

2 Fire Controls

Enhanced Sensors

4 Class-1 Needle Beams (F/FP/FS)

2 Class-1 Beams

1 PDS

Raider Lance Cruiser

TMF: 50

NPV: 185

CPV: 160

Hull: (2/2/2/2/2) 1 crew

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Main Drive: 2

FTL

2 Fire Controls

2 x Superior Sensors

2 Class-3 Needle Beams (F)

3 Class-1 Beams

1 PDS

Raider Strike Cruiser

TMF: 50

NPV: 150 (240)

CPV: 125 (215)

Hull: (2/2/2/2/2) 1 crew

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Main Drive: 6

FTL

3 Fire Controls

3 Class-1 Beams

2 PDS

6 Class-1 Transporter Beams

MASS-6 Troop Berthing (18 Marines)

Raider Carrier

TMF: 60

NPV: 199*

CPV: 175*

Hull: (2/2/2/2/2) 2 crew

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Main Drive: 2

FTL

1 Fire Control

3 Class-1 Beams

2 PDS

3 Fighter Bays

MASS-5 Cargo Bay

*Optional: apply 10.2 Critical Hits on Fighter Bays (-**27pts)***Raider Battlecruiser**

TMF: 80

NPV: 245 (290)

CPV: 229 (274)

Hull: (4/4/4/4/4) 2 crew

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Main Drive: 4

FTL

3 Fire Controls

2 Class-1 Needle Beams (F/FP/FS)

4 Class-2 Beams (2 x F/FP/AP, 2 x F/FS/AS)

4 Class-1 Beams

3 Class-1 Transporter Beams

4 PDS

MASS-3 Troop Berthing (9 Marines)

MASS-5 Cargo Bay

Imperial Tech Base

This section is purely to show off the various factions' tech bases, worked out from section 15 of Full Thrust: Project Continuum. All 0 slot options that are used are not displayed here for simplicity's sake. Tech types used by all factions are basic and are followed by an asterisk (*). In addition, because all powers can use Generic ships, they have three or four additional tech slots than listed below, but three of those tech slots are only for the Picket Cruiser (Superior Sensors, ECM Field and Tuffley Cloak)

Federal Republic of Taga-Sar

Advanced Gravity Drive (3)
PDS (1)*
Screens (1)
Beams: 1-3 (1)*
Standard Grasers (1)
Heavy/Hi-Intensity Grasers (1)
Twin Particle Arrays (1)
Needle Beams (1)
Pulse Torpedoes (1) [Pre-requisite for Torpedo Fighter]
Each Fighter Slot: 1 (6)
-Standard Beam Fighter
-Heavy Fighter
-Long-Range Fighter
-Torpedo Fighter
-Attack Fighter
-Fast Fighter
Superior Sensors (1)
15 tech slots (2 basic)

Fighter Wings Available to the Federal Republic of Taga-Sar

- Heavy Long-Range Attack Fighter (48pts per wing)
- Heavy Torpedo Fighter (42 pts per wing)
- Fast Long-Range Interceptor (30pts per wing)

Associated Empire of Kans-Astegsidon

PDS (1)*
Screens (1)
Beams: 1-3 (1)*
Standard Grasers (1)
Pulse Torpedoes (1) [Pre-requisite for Torpedo Fighter]
Each Fighter Slot: 1 (6)
-Standard Beam Fighter
-Heavy Fighter
-Long-Range Fighter
-Torpedo Fighter
-Attack Fighter
-Assault Shuttles
11 tech slots (2 basic)

Fighter Wings Available to the Associated Empire of Kans-Astegsidon

- Heavy Long-Range Attack Fighter (48pts per wing)
- Heavy Torpedo Fighter (42pts per wing)
- Heavy Assault Shuttle (12pts per wing)

Benevolent Dominion of Halsaguerre

PDS (1)*
Beams: 1-3 (1)*
Plasma Cannons (1)
Pulse Torpedoes (1) [Pre-requisite for Torpedo Fighter]
Each Fighter Slot: 1 (6)
-Standard Beam Fighter
-Heavy Fighter
-Long-Range Fighter
-Fast Fighter
-Torpedo Fighter
-Plasma Fighter
10 tech slots (2 basic)

Fighter Wings Available to the Benevolent Dominion of Halsaguerre

- Heavy Long-Range Plasma Fighter (66pts per wing)
- Heavy Torpedo Fighter (42pts per wing)
- Fast Long-Range Interceptor (30pts per wing)

Union of Councils of Osertelfas

PDS (1)*
Beams: 1-3 (1)*
Standard Grasers (1)
Hi-Intensity Grasers (1)
Twin Particle Arrays (1)
Pulse Torpedo (1) [Pre-requisite for Torpedo Fighter]
Standard Beam Fighter (1)
Long-Range Fighter (1)
Heavy Fighter (1)
Torpedo Fighter (1)
10 tech slots (2 basic)

Fighter Wings Available to the Union of Councils of Osertelfas

- Heavy Torpedo Fighter (42pts per wing)
- Heavy Long-Range Interceptor (42pts per wing)

Protectorate of Adaltousri

Advanced Gravity Drive (3)
Armour (1)
Layered Armour (1)
PDS (1)*
Beams: 1-3 (1)*
Standard Graser (1)
Hi-Intensity Graser (1)
Twin Particle Arrays (1)
10 tech slots (2 basic)

Fighter Wings Available to the Protectorate of Adaltousri

No fighter types available

Free Union of Renopoheheh

Advanced Gravity Drive (3)
Screens (1)
PDS (1)*
Beams: 1-3 (1)*
Standard Grasers (1)
Hi-Intensity Grasers (1)
Twin Particle Arrays (1)
Standard Beam Fighter (1)
Long-Range Fighter (1)
11 tech slots (2 basic)

Fighter Wings Available to the Free Union of Renopoheheh

- Long-Range Interceptor (24pts per wing)

Geometric Order of Ragislabisu

Advanced Hull (1)
Advanced Gravitic Drive (3)
Advanced FTL (1)
PDS (1)*
Screens (1)
Advanced Screens (2)
Advanced FireCon (1)
Beams: 1-3 (1)*
Standard Grasers (1)
Phasers (1)
Standard Beam Fighter (1)
Attack Fighter (1)
Heavy Fighter (1)
Long-Range Fighter (1)
Multi-Role Fighter (3)
20 tech slots (2 basic)

Fighter Wings Available to the Geometric Order of Ragislabisu

- Heavy Long-Range Multi-Role Fighter (54pts per wing)

Celestial Ascendancy of Ruhel-Oheg

Advanced Hull (1)
Advanced Gravitic Drive (3)
Advanced FTL (1)
PDS (1)*
Screens (1)
Advanced Screens (2)
ECM (2) [Pre-Requisite for ECM Gunboats]
Advanced FireCon (1)
Beams: 1-3 (1)*
Standard Grasers (1)
Phasers (1)
Spinal Mount--Beam (1)
Gunboats (1)
-Beam Gunboats
-Graser Gunboats
-ECM Gunboats
Heavy Gunboats (1)
18 tech slots (2 basic)

All gunboats are Heavy Gunboats and Electronic Warfare Gunboats (1 level) (+15 per squadron)

Anti-Ship Squadron: 2 Graser Gunboats, 3 Beam Gunboats, 1 PDS Gunboat (69pts per squadron)

Escort Squadron: 1 Graser Gunboat, 2 Beam Gunboats, 3 PDS Gunboats (69pts per squadron)

Civilians and Generic Ships

PDS (1)*
Beams: 1-3 (1)*
Transporter Beams (1)
Superior Sensors (1)
Stealth Field (1) [Pre-requisite for Tuffley Cloak]
Tuffley Cloak (1)
6 tech slots (2 basic)

Raiders

PDS (1) *
Beams: 1-3 (1)*
Needle Beams (1)
Transporter Beams (1)
Standard Beam Fighter (1)
Assault Shuttles (1)
Superior Sensors (1)
7 tech slots (2 basic)

Fighter Wings Available to Raiders

- Light Fighter (18pts per wing)
- Assault Shuttle (6pts per wing)