



TRAVELLER[®]

Science-Fiction Adventure in the Far Future



TRAVELLER'S AIDE #9

FIGHTING SHIPS

of the SOLOMANI CONFEDERATION

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TRAVELLER'S AIDE #9

Based on the award winning TRAVELLER science fiction universe by Marc Miller

Traveller's Aide #9

Fighting Ships of the Solomani Confederation

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FIGHTING SHIPS of the SOLOMANI CONFEDERATION

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WHAT YOU NEED TO PLAY

Please note that this is not a standalone Supplement. It requires that you have access to a set of Traveller rules. The adventure was created for use with the T20 rules system from QLI and the original Classic Traveller rules, but can easily be converted to other versions of the game or even other rules systems.

Assuming you intend to run this adventure with the T20 rules, you will require at least the T20 Lite rules from QLI. We recommend the following:

- The Traveller's Handbook (T20 Core Rulebook) plus either the T20 Player's Book or a d20 system core rulebook such as the *Dungeons & Dragons™ 3rd Edition Player's Handbook*.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.
- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP* (Generic Roleplaying for Internet Players) will allow a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically in the world. Visit <http://www.RPGRealms.com> for more information.

INTRODUCTION

This supplement details the organization, operation, tactics and fighting ships of the Solomani Confederation Navy during the Solomani Rim War (990-1002). This supplement is primarily compatible with the T20 version of Traveller, but the ship design statistics can easily be converted for use with other Traveller rules. The ship statistics are also completely compatible with High Guard for Classic Traveller.

Referees playing adventures or campaigns in Imperium's "Golden Age" (1105-1116) will be able to make use of these ship designs because some will still be in service at that time, 100 years after the Solomani Rim war.

SOLOMANI CONFEDERATION NAVAL HISTORY

The Solomani Rim war currently raging is the culmination of centuries of disagreement between the Imperium and the Solomani Sphere. Empress Margaret I established the Solomani Autonomous Region (Solomani Sphere) in 704 as a sop to the Solomani Movement which was becoming increasingly vocal in Court. The Imperium still retained theoretical sovereignty over the region, but on a practical level the Solomani Region Government wielded control.

The Imperium then turned its attention to expanding its trailing and spinward frontiers, effectively ignoring the region. In 871 the Region's Government reorganized itself into the Solomani Confederation, an act equivalent to a declaration of independence.

Solomani rule of many client-worlds within the sphere, particularly those with non-Solomani majorities, became overbearing and heavy-handed, forcing those worlds to appeal to the Iridium Throne for redress. Some of these worlds demanded they be ruled directly by the Imperium rather than the Confederation. Empress Margaret II responded to these petitions by dissolving the Autonomous Region in 940. Backed up by the might of the Imperial Navy, those worlds demanding entry back into the Imperium were granted the privilege of doing so. The Solomani Confederation Government protested Imperial meddling in their affairs, and Empress Margaret II responded by reintegrating Terra, Humaniti's homeworld, back into the Imperium.

Hoping to profit from Imperial preoccupation with the Third Frontier War and the disorganization which followed upon the abdication of Styryx in 989, the Solomani reasserted their control over the complete Solomani Sphere, including those portions reabsorbed into the Imperium. The Imperium declared war in 990 in response.

In the preceding 300 years since the creation of the Solomani Autonomous Region and particularly since the formation of the Confederation, the Navy has become a relatively homogenous instrument of the Confederation's ruling Secretariat, through the Confederation's Naval High Command based on Terra.

Originally a rag-tag collection of Naval ships drawn from member states in the Solomani Sphere, the original "Solomani Autonomous Region Navy" embarked on a rationalization and upgrade program to reduce costs, simplify maintenance issues and retire outdated ships. This effort was led by Naval officers from the Wuan Technology Association and Bootean Federation. New ship classes were designed but construction of these ships did not begin in earnest until after the establishment of the Solomani Confederation Navy in 871. Starship construction occurred throughout the Solomani Sphere and accelerated through the 900s. Designs as well as tactics were standardized and strategic control was exercised through the Naval High Command based on Luna, Terra's moon. Support, crew recruitment, maintenance and training were assigned to each Sector Fleet Headquarters, usually based in one system in each Sector, in a similar manner to the Imperial Naval Depots. Because crew recruitment was based locally, squadrons borrowed from local or Terran military history

to re-establish old naming practices and provide a sense of continuity with the old Terran Confederation, the Rule of Man and the golden age of Terra.

SHIPS OF THE SOLOMANI NAVY

Solomani naval ships are based around the following performance characteristics: Jump-3 and Maneuver-5. Ships which do not require high speed, like support elements, Fighter Carriers and tankers generally have Maneuver-2 drives. The new Deep Strike Cruisers and Destroyers have Jump-5 capability enabling deep penetration of enemy territory. The new Fast Dreadnoughts and latest TL-14 cruisers and destroyers are capable of Jump-4. Such Jump-4 ships are often grouped together.

The Solomani prefer energy-based weaponry over missile weaponry, hence the lack of a single Missile Cruiser type in the entire Confederation Navy. Most ships have heavy armaments of beam lasers, plasma and fusion guns and particle accelerators. Missile armaments have their place, especially in planetary assaults, but most ships of the line will have a heavy bias towards energy-based weapons.

A feature of the Solomani Navy is the use of fixed weapon mounts in smaller ships in preference to turrets. While fixed mounts have the disadvantage of requiring the pointing of the entire ship to the target, such mounts do not take up internal volume. Specific rules related to fixed mounts are outlined below.

FIXED WEAPON MOUNTS

One or two lasers, sandcasters, missile launchers, fusion or plasma guns may be mounted per fixed hardpoint (1 per 100 tons).

The number of fixed hardpoints is limited to one per computer model number.

Weapons installed on fixed hardpoints require no internal volume and are fired by the pilot as a free action by aiming the whole ship much like a spinal mount. There is a -2 penalty to hit.

Fixed weapons have to be specified as forward facing or aft facing.

Fixed forward fire weapons cannot be fired while attempting to flee or break off. Some fixed weapons are mounted to fire aft and are commonly called stern chasers and may only be used while fleeing.

Fixed mounts may not mix weapons in a single mount.

The pilot may fire all or any batteries as desired in the same free action.

Fixed mounts do not incur a turret cost, but do have the standard hardpoint cost of Cr100,000.

Solomani ship types are broken down into the following categories.

DREADNOUGHTS AND BATTLECRUISERS

Like any Navy the core of Solomani battle squadrons are its ships of the line – Dreadnoughts and Battlecruisers. Ships of the line invariably mount the most powerful spinal meson or particle accelerator spinal weapon able to be squeezed into the hull.

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A 250,000 ton Solomani Fast Dreadnought has recently entered service, bolstering the primarily Battlecruiser navy. Fast Dreadnoughts have a higher jump capability and more firepower than any other Solomani capital ship.

Battlecruisers are fast and heavily armed but lack armor, sacrificing armor for agility. They generally range from 100,000 to 200,000 tons. The Solomani Navy is primarily a Battlecruiser navy, relying on fast devastating strikes and retaining the initiative, rather than slugging it out toe to toe with the enemy.

Fighter Carriers are able to deploy hundreds of fighters. Slow and not well armored, Fighter Carriers bristle with defensive screens and sandcasters, and are always protected by their own fighters as well as escorts. Fighter Carriers will generally be found operating with Battlecruiser and Fast Dreadnought units.

Solomani Troop Carriers are huge lumbering vessels capable of deploying thousands of marines. The largest Solomani Troop Carrier can deploy 8400 Marines in 700 armored dropships for planetary assaults. Troop carriers generally possess adequate defenses, but also deploy massive numbers of missile and particle accelerator bays for the planetary bombardment role. They also have extensive medical facilities to treat wounded.

CRUISERS

Intermediate sized vessels in the 10,000-80,000 ton range, cruisers are versatile vessels capable of inflicting significant damage on larger ships, while at the same time able to meet a wide variety of demands – independent patrolling, deep strike, missile, escort and interdiction. The Solomani Navy employs Heavy Cruisers for escorting capital units and Strike Cruisers for fast devastating strikes behind enemy lines or in surprise attacks.

High-jump capability Deep Strike Cruisers are designed for long-range penetration of enemy territory attacking commerce, enemy bases and depots, and other targets of opportunity. Deep Strike Cruisers will invariably be escorted by Deep Strike Destroyers with similar jump performance.

Light Cruisers are designed for multi-purpose roles including escorting larger cruisers, carriers and support vessels as well as independent commerce raiding and light strike missions.

The Solomani Navy does not spin off specialist roles to specialist cruisers like the Imperial Navy – mainly due to cost. Planetary bombardment is undertaken by smaller missile-equipped escorts and Troop Carriers with massive numbers of missile bays. System Interdiction is often performed by a mixture of vessels, notably Pocket Carriers and Light Cruisers.

FLEET AND COMMERCE ESCORTS

Light cruisers also fall into this category. Fleet and commerce escorts vary markedly in size and capability but all fulfill similar roles – protection of fleet elements and shipping from enemy escorts, commerce raiders and fighters.

Pocket carriers are a Solomani attempt to deploy small numbers of fighters from a small hull, rather than having to rely on mammoth 100,000+ ton Fighter Carriers. They generally range in size from 5000 to 10,000 tons. They are commonly seen escorting larger fleet units which don't have a Fighter

Carrier attached.

Destroyers are generally in the 2000-5000 ton range and provide protection for cruisers from other small escorts and fighters.

Frigates and corvettes (400-1000 tons) escort destroyers and squadron support vessels, but can often be found operating alone in the patrol role or on special missions.

LONG-RANGE PATROL VESSELS

The Solomani place great emphasis on concentric warfare, attacking both the military and economic base of enemies. Hence commerce raiding both to disrupt trade and sow confusion behind enemy lines is encouraged. While Light Cruisers are used in the commerce raiding and patrol role, and Deep Strike squadrons attack strategic targets deep in enemy territory, long-range patrols and commerce raiding are performed by Heavy Patrol Cruisers, Light Patrol Cruisers and a specialist Commerce Raider type. Although called cruisers, they are more like frigates in size. Such patrol ships are also common throughout Solomani space policing the spacelanes. Designed for missions lasting months at a time and for independent operations, patrol vessels generally do not have the performance of a dedicated Navy vessel of similar tonnage, but often have multiple redundant systems.

SUPPORT VESSELS

Moving a fleet takes a mammoth amount of logistical backup. A Solomani Task Force (made up of 2-10 squadrons) will have millions of tons of vessels, tens of thousands of crew, hundreds if not thousands of fighters and insatiable fuel, missile and stores requirements. Specialist vessels integral to each squadron move with the frontline ships to provide logistical backup. Fleet tankers provide fast refueling capability. Fleet tenders carry hundreds of low berths to provide replacement crew after battles. Most carry tens of thousands of missiles to replace magazines on fighting ships; and provide thousands of tons of cargo space for food stores and replacement parts. Fleet tenders also have extensive hospital facilities to treat the wounded.

Fleet couriers provide a high jump capable ship designed to transmit information quickly between Solomani units in different systems. Each Task Force will deploy multiple numbers of fleet couriers to transmit vital information.

Small Fleet scouts often scout ahead for enemy intelligence and other non-combat roles not suited to larger vessels.

Solsec Recon Frigates also provide vital intelligence on enemy movements although such vessels also spy on their own Navy.

SYSTEM DEFENSE AND SMALL CRAFT

Non-jump capable monitors and system defense boats (SDB's) provide defensive capability within systems. Such ships generally do not move between systems although special jump shuttles and large freighters can easily move them to other systems as required. Monitors and SDB's are generally very well armed and armored due to the fact that their tonnage is not taken up with jump drives and jump fuel.

The effectiveness of fighters is hotly debated. The Solomani use fighters in the system patrol and anti-escort and anti-fighter role, although they have been used in the Rim war

en-masse to attack enemy capital ships. Casualties have been high amongst such craft, especially in fleet actions.

Dropships are heavily armored small craft that retain flight control surfaces to ensure maximum speed within atmospheres as they insert marines into Drop Zones during planetary assaults. Dropships generally have some sort of armament to suppress enemy fire.

FLEET ORGANIZATION AND TACTICS

Commanded by the Solomani Navy Chief of Staff the Navy has, since the inception of the Solomani Autonomous Region in 704, been expanding its fleet, developing more advanced weapons and honing its tactics. A highly visible instrument of the Solomani Confederation Government, member states of the Confederation pay for the fleet in return for political control of local fleet elements in peacetime. During war, control of Confederation Navy elements passes to the Solomani High Command while protection of local trade routes and other routine naval operations are handed to planetary naval forces.

The Solomani Confederation Navy is organized for relatively independent action, emphasizing ship and squadron commander initiative over fleet tactics. That is not to say that the Navy acting as a fleet is ineffective – it is just that Solomani squadron commanders tend to have a greater latitude to make tactical decisions than their Imperial counterparts.

STRATEGIC LEVEL

At a Strategic level, the Solomani Confederation maintains 10 Sector Fleets, named after the sector they are based in. The Fleets are:

Daibei Sector Fleet (also responsible for the defense of Solomani worlds in Reaver's Deep Sector)

Diaspora Sector Fleet

Old Expanses Sector Fleet

Dark Nebula Sector Fleet

Magyar Sector Fleet

Solomani Rim Sector Fleet (Includes the strategic reserve squadrons)

Alpha Crucis Sector Fleet (also responsible for the defense of Solomani worlds in Spica Sector)

Canopus Sector Fleet (also responsible for the defense of Solomani worlds in Ustral Quadrant Sector)

Aldebaran Sector Fleet

Newworld Sector Fleet (also responsible for the defense of Solomani worlds in Langere Sector)

A strategic reserve is maintained in the Solomani Rim Sector under the direct control of the Naval High Command. Units from the strategic reserve are in fact frontline units but are allocated according to strategic objectives. The Solomani Confederation has the luxury of maintaining such a central reserve because of the compact size of the Solomani Sphere, unlike the Imperium which has multiple borders to defend; the Zhodani to spinward, Vargr to coreward, K'Kree to trailing and the Aslan and Solomani to rimward. The Solomani do not need to keep strong forces in the rimward sectors as there are no large powers to keep at bay, so the Navy retains its strongest presence to spinward against the Aslan and coreward against

the Imperium. This enables the Solomani Navy to achieve local superiority of numbers against the Imperial Navy.

SECTOR LEVEL

A Sector Fleet will be commanded by a Sector Admiral and generally consist of 4-16 Fleet Squadrons, 1-4 Carrier Squadrons, 1-2 Assault Squadrons, 2-4 Deep Strike Squadrons 2-4 Heavy Strike Rons and 8 to 16 Patrol Squadrons depending upon circumstances. Some Sector fleets are considerably weaker (like the Newworld Fleet), some stronger (like the Diaspora Fleet for example).

For multiple operations within a sector, temporary command headquarters called "Task Forces" are created on an ad hoc basis. For instance, a Sector Fleet may be tasked with assaulting an enemy to coreward while protecting its trailing border, suppressing pirates in a spinward subsector and patrolling elsewhere. One Task Force would be created for each task.

Solomani Sector Fleets are no match for Imperial Sector Fleets on a one-for-one basis, mainly because Solomani Squadrons invariably have fewer capital ships per squadron. But the Solomani High Command uses its strategic reserve in the Solomani Rim to achieve local superiority in numbers. This was particularly true in the first year of the Rim war, 990, when the Solomani Rim fleet considerably reinforced the Diaspora Fleet in its push into the Diaspora Sector. This explains the early successes the Solomani Navy has had against the Imperial Navy.

SQUADRON LEVEL

The largest tactical unit is the squadron. Each squadron is actually a self-contained unit which also comprises escorts and support vessels. The Solomani Navy Sector Fleets deploy the following types of squadrons, based on mission type. Examples of typical squadron makeup are also given. Note that cruiser and destroyer squadrons (CruRons and DesRons) don't exist in Solomani Naval lexicon. Instead, squadrons are named according to their mission type. So cruisers and destroyers will be found in Fleet Squadrons, Carrier Squadrons, Heavy Strike Squadrons and many other types of units.

Fleet Squadron (FleetRon)

The Fleet Squadron is the principal unit of the Navy – designed to engage and defeat enemy Dreadnoughts and Battleships in the line of battle. Due to the weak nature of Battlecruiser defenses however, FleetRon tactics do not emphasize slugging it out with the enemy - rather maneuver and fast devastating strikes are emphasized. Often a Solomani FleetRon will only engage the enemy for enough time to achieve one firing solution from their spinal mounts, then withdraw waiting for another opportunity to strike. Battlecruiser escort elements are also under command of the FleetRon Commodore or Admiral. Like all Solomani units, the FleetRon also has support units permanently attached. Support units are always escorted by frigates or, rarely, corvettes. Some elite Fleet Squadrons have been equipped with the *Prometheus* class Fast Dreadnought, the largest ship in the Solomani fleet. These enormous vessels are the most potent warships ever built by the Solomani.

A Fleet Squadron normally comprises 2 Battlecruisers, 1 Heavy or Strike Cruiser, 1 Pocket Carrier or Light Cruiser and

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6 destroyers of varying types. The support ships will usually comprise 2 fleet tankers, 2 fleet tenders, 6 frigates, 2-3 fleet couriers and 1-2 fleet scouts. A typical FleetRon will have a total of 16 fighting ships and 8 support ships.

A Solomani FleetRon is smaller than its Imperial counterpart, the BatRon, but has a more integrated command structure. There are also more Solomani FleetRons, particularly in strategic reserve.

Carrier Squadron (CarrierRon)

Based around a large Fighter Carrier, the CarrierRon is designed to provide fighter screens for FleetRons, although a carrier Squadron is a fearsome show of force on its own. A CarrierRon will usually comprise 1 Fighter Carrier, 1 Heavy Cruiser, 1 Light Cruiser and 4 Destroyers. Support ships will usually comprise 1 fleet tanker, 1 fleet tender, 4 frigates, 2-3 fleet couriers and 1-2 fleet scouts. A typical FleetRon will have a total of 11 fighting ships and 6 support ships, plus the scores of fighter/bomber squadrons carried on the Fighter Carrier.

The Imperial equivalent is the CarRon, also based around one Fleet Carrier.

Assault Squadron (AssaultRon)

Tasked for planetary assaults, AssaultRons will usually be centered around 1 Troop Carrier, 1 Heavy or Strike Cruiser, 1 Pocket Carrier, 1 Light Cruiser and 5 Destroyers. The support ships will usually comprise 1 fleet tanker, 1 fleet tender, 4 frigates, 2-3 fleet couriers and 1-2 fleet scouts. A typical AssaultRon will have a total of 13 fighting ships and 6 support ships, plus the squadrons of gunships carried by the Troop Carrier for planetary assault operations.

The overwhelming percentage of destroyers and frigates will be the missile variants, designed to support a planetary bombardment.

The Imperial equivalent has a very similar makeup, centered around one Troop Carrier.

Heavy Strike Squadron (HSRon)

The only unit centered around Cruisers, the Heavy Strike Squadrons are designed for fast, devastating Strike missions, although they have been known to be used as mini FleetRons where none of the latter are available. HSRons are primarily used to support FleetRons in Fleet-sized battles but can also be used for independent special operations. Flag-flying missions outside Solomani territory will invariably use HSRons for instance.

HSRons usually comprise 2 Heavy or Strike Cruisers, 1 Pocket Carrier, 1 Light Cruiser and 6 Destroyers. Support ships will usually comprise 1 fleet tanker, 1 fleet tender, 4 frigates, 2-3 fleet couriers and 1-2 fleet scouts. A typical HSRon will comprise 14 fighting ships and 6 support ships.

The Imperial equivalent of this unit is the CruRon.

Deep Strike Squadron (DSRon)

Tasked for high-jump strategic-level lightning strikes into enemy territory, the Deep Strike Squadron solely comprises special Jump-5 cruisers and destroyers. Such squadrons can operate for long periods of time behind enemy lines, although most missions usually only last for one deep strike before withdrawing into Solomani held territory.

A DSRon will usually comprise 1 Deep Strike Cruiser and 2-3 Deep Strike Destroyers. Support ships will usually be limited to 1 or 2 fleet couriers.

The Imperium retains no formal equivalent, although the new *Azhanti High Lightning* class Fleet Intruder is a perfect example of a Deep Strike Cruiser. The Imperial Navy would normally form ad-hoc units for deep strikes behind enemy lines.

Patrol Squadrons (PatRons)

The most difficult units to define are the Patrol Squadrons. PatRons use ships that are designed for long range anti-piracy, customs and anti-privateer patrols mainly in friendly territory and on the frontiers. In wartime however, they can be pressed into service in the scouting, patrolling and long-range commerce raiding roles in enemy territory. PatRons will usually be allocated a subsector and spread their forces out over that area of space into flights of 2-3 patrol cruisers. Corvettes are sometimes used in the patrol role but lack the range of dedicated patrol cruisers.

A typical PatRon comprises 5 Flights, each with 1 Heavy Patrol Cruiser and 2 Light Patrol Cruisers or Corvettes. Sometimes these units operate alone on patrol. One of the Heavy Patrol Cruisers will be the Squadron command ship. A PatRon is more an administrative and support unit than a tactical fighting unit. Real tactical control in a PatRon is exercised by the Flight Commanders.

Support ships will usually comprise 1-2 fleet couriers. Further logistics support is obtained from Naval Bases in the subsector.

Reserve and Planetary Defense Units

The equivalent to Imperial Colonial or Reserve Fleets do not exist in the Solomani Confederation. Instead individual planetary governments and groups of planets (like trade clusters) provide a reserve of sorts – mostly local system defense boats, fighters and monitors manned by planetary navy personnel. Imperial Navy strategists see this as a strategic weakness as there is a limited pool of trained replacement personnel available should the Solomani Navy take serious losses.

System defense forces guarding Confederation Naval bases are always manned Confederation Naval personnel.

EXAMPLE SOLOMANI ORGANIZATION: ELEMENTS OF THE DIASPORA SECTOR FLEET IN 990

The Solomani Navy retains strong links and traditions to its glorious past as the Terran Confederation Navy that successfully defeated the First Imperium. Many traditions and naming conventions hark back to that Navy from long ago, and even further back into Terra's violent balkanized past. Fleet personnel are drawn from local populations and tend to have strong affiliations with the identities of the cultures they are drawn from. Such cultural diversity is reflected in squadron designations and although considered archaic by some Imperials, are a strong source of unit pride and sense of history. Some squadron designations go back 4000 years to early Terran history. The following is a Table of Organization for the **Diaspora Sector Fleet** in 990 – at the outbreak of the Solomani Rim War.

Based at Alki (Diaspora A-100847-D), the Fleet is

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somewhat smaller than a full sector fleet because Solomani territory in Diaspora Sector is limited to the worlds in the 4 rimward subsectors. The Diaspora Fleet has thus been considerably reinforced by elements from the Solomani Rim Fleet, including the latest Fast Dreadnoughts for its push to retake Solomani Sphere worlds from the Imperium.

The squadron organizations are each part of a larger "Fleet", called in Solomani parlance "Task Forces". Task forces are usually named after the commanding Admiral or Commodore.

TASK FORCE WOLFE

Commanded by Rear Admiral Ivan Wolfe, this task force was tasked with taking the Imperial held worlds of Layne and Depot before conducting a series of deep strikes coreward into the heart of the Imperial Navy's support network in the Diaspora Sector.

1st FleetRon "Old Ironsides"

An elite unit in the Navy, the 1st FleetRon traces its lineage 4000 years back through the Terran Confederation Navy and Terran military history to the 2nd World War around -2580. The American 1st Armored Division was a famous unit from that war and the unit has been active continuously since then. In -2401 the unit was converted to a starship squadron with the US Space Force and became part of the Terran Confederation Navy, fighting in every campaign against the Ziru Sirka. The first unit to re-equip with the new Jump-4 Fast Dreadnought, 1st FleetRon spearheaded the advance into Diaspora Sector. 1st FleetRon is the largest and most powerful squadron in the Solomani Navy. The squadron is a core component of the Diaspora Fleet.

Composition: 4 *Prometheus* class Fast Dreadnoughts, 2 *Normandy* class Heavy Cruisers, 1 *Madrid* class Light Cruiser and 14 *Tau Ceti* class Destroyers plus support ships.

14th FleetRon "The Rann Black Watch"

Named after a famous fighting unit on Rann (Solomani Rim), the Rann Black Watch dates back to the Terran Confederation's wars with the Vilani. The unit was constituted as a system defense squadron and after many successful actions converted to a Terran Confederation fleet unit. The unit was disbanded during the Long Night and reconstituted on Rann as a system defense squadron again during the rise of the Third Imperium. The unit was again converted to a fleet unit with the formation of the Solomani Sphere in 704. Normally part of the Solomani Rim strategic reserve, this squadron has been moved to the Diaspora Fleet for the first strikes of the Solomani Rim War.

Composition: 2 *Prometheus* class Fast Dreadnoughts, 1 *Normandy* class Heavy Cruiser, 1 *Madrid* class Light Cruiser and 6 *Tau Ceti* class Destroyers plus support ships.

22nd FleetRon "The Diaspora Rangers"

Manned by elite naval crews from the Diaspora's rimward subsectors, the Diaspora Rangers has served continuously for over 3000 years firstly for the Terran Confederation, the Rule of Man, the Easter Concord and finally the Solomani Confederation Navy. A unit with high *esprit de corps*, the Rangers is noted for its extremely aggressive tactics.

Composition: 4 *Zeus* class Battlecruisers, 2 *Minsk* class

Heavy Cruisers, 2 *de Gaulle* class pocket Carriers and 12 *Striker* class Destroyers plus support ships.

33rd FleetRon "The Rosicrucians"

A reserve unit from the Solomani Rim Fleet with older equipment, the 33rd FleetRon traces its origins to a naval squadron of the same name raised during the Rule of Man. Named after an ancient Terran secret society which had a resurgence during the Rule of Man, the FleetRon number is also of great importance to the Rosicrucians who believe it is a mystical "master number".

Composition: 2 *Victory* class Battlecruisers, 1 *Minsk* class Heavy Cruiser, 1 *Bremen* class Pocket Carrier and 6 *Striker* class Destroyers plus support ships.

17th CarrierRon "Rim Strikers"

A Solomani Rim Fleet reserve unit moved to Diaspora Sector for the first strikes of the Rim War, the "Rim strikers" is a unit recently constituted in the Albadawi Subsector.

Composition: 1 *Midway* class Fighter carrier - the *Hermes*, 1 *Yamamoto* class Strike Cruiser, 1 *Yarmouth* class Light Cruiser and 4 *Striker* class Destroyers plus support ships.

5th AssaultRon "5th Soviet Guards"

Primarily manned by Solomani of Russian descent, the 5th AssaultRon takes its name from the most famous military unit in Russian military history, the 5th Guards Tank Army, a unit that helped saved the Soviet Union from total annihilation during Terra's 2nd World War. The ground unit carried by the 5th AssaultRon is the "Kursk" Jump Division.

Composition: 1 *Zhukov* class Troop Carrier - the "*Zhukov*", 1 *Normandy* class Heavy Cruiser, 1 *de Gaulle* class Pocket Carrier, 1 *Madrid* class Light Cruiser and 5 *Tau Ceti* class Destroyers plus support ships.

14th AssaultRon "The Jagdtigers"

The 14th AssaultRon is an elite unit with a strong connection to Solomani of Germanic origin. The "Tannenburg" Jump Division takes its name from a famous German victory during Terra's First World War.

Composition: 1 *Zhukov* class Troop Carrier - the "*Manstein*", 1 *Yamamoto* class Strike Cruiser, 1 *Bremen* class Pocket Carrier, 1 *Yarmouth* class Light Cruiser and 5 *Striker* class Destroyers plus support ships.

1st HSRon "Vegan Royal Guard"

Although Vegan in name this Heavy Strike Squadron (indeed the entire Confederation Navy) does not recruit any Vegans. The squadron name hails from a Rule of Man Naval unit that was recruited from various worlds in the Vega Subsector (which ironically included Vegans). This squadron is now permanently stationed in the Diaspora Sector.

Composition: 2 *Minsk* class Heavy Cruisers, 1 *de Gaulle* class Pocket Carrier, 1 *Yarmouth* class Light Cruiser and 7 *Striker* class Destroyers plus support ships.

3rd HSRon "The Tau Ceti Knights"

A squadron from the Solomani Rim strategic reserve, the Tau Ceti Knights takes its name from a Terran Confederation Naval

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Squadron of the same name. The old Terran squadron was famous for a stand against the Ziru Sirka in –2228 in the Tau Ceti system. Using hit-and-run tactics, the squadron held off a vastly superior Vilani task force for eight desperate days before being completely destroyed. The handful of survivors escaped from a Vilani prison planet to tell the story of the old Tau Ceti Knights and their finest hour.

Composition: 2 *Yamamoto* class Strike Cruisers, 1 *Bremen* class Pocket Carrier, 1 *Madrid* class Light Cruiser and 7 *Tau Ceti* class Destroyers plus support ships.

4th DSRon “The Saratov strikers”

A squadron of the Diaspora Fleet, the “Saratov strikers” was the first unit to convert to the *Beijing* class Deep Strike Cruiser and provide cadres for other squadrons to convert to the type.

Composition: 1 *Beijing* class Deep Strike Cruiser (the *Beijing*), 3 *Dingir* class Deep Strike Destroyers and support ships.

16th DSRon “The Knights of Alphanor”

A unit of the Solomani Rim strategic reserve moved to the Diaspora Sector for the Rim War, the squadron was named after a system defense unit in the Alphanor system that was constituted during the Rule of Man.

Composition: 1 *Beijing* class Deep Strike Cruiser (the *Alphanor*) and 3 *Dingir* class Deep Strike Destroyers plus support ships.

23rd DSRon “The ANZACs”

Named after a cruiser squadron from the Terran Confederation Navy, the original unit was renowned for audacious strikes into Ziru Sirka territory during the Nth Interstellar war. Manned primarily by Terrans from Australia and New Zealand, the unit represented a large portion of the contribution from the Terran southern hemisphere to the war effort against the First Imperium.

ANZAC is a phrase first coined in 1915 A.D. when Australian and New Zealand troops fought side by side with the British Empire. It stands for “Australian and New Zealand Army Corps”.

Composition: 1 *Beijing* class Deep Strike Cruiser (the *Melbourne*) and 3 *Dingir* class Deep Strike Destroyers plus support ships.

In addition, the task force contains 3 Patrol Squadrons.

TASK FORCE ONJOU

29th FleetRon “L’steich Ukraine Knights”

Composition: 2 *Victory* class Battlecruisers, 1 *Yamamoto* class Strike Cruiser, 1 *Madrid* class Light Cruiser and 6 *Striker* class Destroyers plus support ships.

3rd CarrierRon “The Jutland Division”

Composition: 1 *Midway* class Fighter Carrier - the *Ark Royal*, 1 *Minsk* class Heavy Cruiser, 1 *Yarmouth* class Light Cruiser and 4 *Tau Ceti* class Destroyers plus support ships.

2nd AssaultRon “The Green Berets”

Primarily manned by Solomani of American descent, the unit traces its name back to special forces used extensively by the

United States of America in the 20th to 22nd centuries A.D. No direct lineage can be traced, but the name was first applied to a regiment of Terran marines during the Nth Interstellar war. After the war ended the unit was expanded to include all ships required to transport a marine regiment. Reorganized around 710, The Green Beret unit was expanded to a FleetRon incorporating the 101st Jump Division, another unit with ties back to a 20th century American airborne division.

Composition: 1 *Zhukov* class Troop Carrier – the “*George C Marshall*”, 1 *Yamamoto* class Strike Cruiser, 1 *Bremen* class Pocket Carrier, 1 *Yarmouth* class Light Cruiser and 4 *Striker* class Destroyers plus support ships.

In addition, the task force contains 1 Patrol Squadron.

TASK FORCE KONIEV

18th FleetRon “The Vahana Hussars”

Composition: 2 *Zeus* class Battlecruisers, 1 *Minsk* class Heavy Cruiser, 1 *Madrid* class Light Cruiser and 6 *Tau Ceti* class Destroyers plus support ships.

8th CarrierRon “Le Invincible”

Composition: 1 *Midway* class Fighter carrier - the *Foch*, 1 *Normandy* Heavy Cruiser, 1 *Madrid* class Light Cruiser and 4 *Striker* class Destroyers plus support ships.

4th HSRon “Remington Star Hussars”

A squadron manned by native Solomani from Remington, the Remington Star Hussars are intent on wresting control of their home system back from the Imperium who have occupied it for the last decade.

Composition: 2 *Yamamoto* class Strike Cruisers, 1 *de Gaulle* class Pocket Carrier, 1 *Yarmouth* class Light Cruiser and 6 *Tau Ceti* class Destroyers plus support ships.

11th AssaultRon “The Mars Highlanders”

The Mars Highlanders are a Solomani Rim Fleet unit moved to the Diaspora Sector for the opening strikes of the Solomani Rim War. Named after a famous Terran Brigade based on Mars in the 22nd Century AD, the squadron carries the 2nd Mars Highlander Jump Division.

Composition: 1 *Zhukov* class Troop Carrier – the “*Sakumer*”, 1 *Yamamoto* class Strike Cruiser, 1 *Bremen* class Pocket Carrier, 1 *Texas* class Light Cruiser and 5 *Striker* class Destroyers plus support ships.

In addition, the task force contains 1 Patrol Squadron.

TASK FORCE TIAJAMA

21st FleetRon “The Aosta Grenadier Guards”

Composition: 2 *Zeus* class Battlecruisers, 1 *Yamamoto* class Strike Cruiser, 1 *Texas* class Light Cruiser and 5 *striker* class Destroyers plus support ships.

7th CarrierRon “The Hokkaido Samurai”

Composition: 1 *Midway* class Fighter carrier - the “*Hokkaido*”, 1 *Minsk* class Heavy Cruiser, 1 *Madrid* class Light Cruiser and 4 *Tau Ceti* Destroyers plus support ships.

In addition, the task force contains 1 Patrol Squadron.

DECISIVE BATTLES

THE STRUGGLE FOR DIASPORA SECTOR (990)

The Diaspora Fleet was considerably reinforced by the Solomani Rim fleet before the outbreak of the Solomani Rim war in 990. Diaspora Sector Admiral Donnovan called on one of his ablest subordinates – Rear Admiral Ivan Wolfe – to draw up plans to retake Solomani Confederation worlds occupied by Imperial forces and deliver a decisive blow to the Imperial Diaspora Fleet. A vital communications route to Core, the Diaspora Sector also held the greatest concentration of Imperial squadrons, and fast decisive blows would be required if the Solomani Diaspora Fleet stood any chance of victory. Wolfe and his staff labored for over a year before submitting the Sector Fleet battle plan to Solomani High Command on Terra.

While other subsector staffs were planning their own attacks to retake Solomani worlds all along the border, Wolfe had a special problem to contend with: to assault the most heavily defended Imperial subsector and assault the Imperial Sector Depot, strategically located just inside the former Solomani/Imperial border. Imperial Depots hold the Sector Navy Headquarters as well as shipyards, tens of thousands of Marines and Sector Navy reserves. Defended by scores of monitors and SDB's, a frontal assault on a Depot could be very costly indeed. But Depot needed to be assaulted in order to strike a decisive blow against the Imperial Navy.

Wolfe and his staff submitted the following plan, which was subsequently approved.

- **A Task Force under Subsector Admiral Koniev**, with two AssaultRons, two CarrierRons, 1 FleetRon, 1 HSRon and a PatRon is to approach from spinward attacking Mogumba and then Remington. A planetary assault is to be undertaken on Remington, the purpose being to draw Imperial forces away from the main axis of attack to trailing. If successful Koniev is to jump to the important high tech system of Arrow Rock and invest that system. If the assault on Arrowrock is successful and Depot has been secured, the Task Force is to jump to Depot for mopping-up operations.

- **A Task Force under Commodore Tiajama**, with a CarrierRon, a FleetRon and a PatRon is to approach from rimward attacking the Mason system. This is to be a diversionary attack designed to draw Imperial Navy elements rimward away from the main attack axis. If this attack is successful the Task Force is to penetrate deeper coreward attacking each system in turn.

- **A Task Force under Subsector Admiral Onjou**, with a CarrierRon, a FleetRon, a PatRon and an AssaultRon is to undertake a long approach route from Amoy and Seagull to trailing. Imperial Navy pickets are to be immediately intercepted and destroyed in an attempt to cover the movement of this task force. From Seagull an assault on the Naval Base in the Veejay System is to be launched. If successful, a further attack will be launched into the Jump system in an attempt to draw Imperial forces away from the main axis of attack by Task Force Wolfe.

- **The main axis of attack, a Task Force under Rear Admiral Ivan Wolfe**, with 4 FleetRons (including 6 Fast Dreadnoughts), a CarrierRon, two AssaultRons, two HSRons,

three DSRons, three PatRons and a fleet of tankers is to undertake a long approach route from Amoy and Seagull to trailing. Imperial Navy pickets are to be immediately intercepted and destroyed in an attempt to cover the movement of this task force. This attack is to commence two weeks after the attacks by Tiajama and Koniev in a bid to bleed off Imperial reinforcements from the main axis of attack and to assist Task Force Onjou in their assault on Veejay.

From Seagull an assault on the strategically important high population Layne system is to be launched one week after the assault on Veejay has been initiated by Task Force Onjou. SolSec Intelligence indicates the Layne attack will be success because the system is only defended by monitors and SDB's.

All Jump-3 capable CarrierRon, HSRon and AssaultRons are to jump to a prepositioned fuel point in deep space 3 parsecs from Depot along with the fleet of tankers, refuel in deep space, and Jump-3 into Depot to assist in the assault along with the Jump-4 units. Working to a tight timetable, the Jump-3 units will only have 48 hours to refuel in deep space before having to jump again to Depot. These Jump-4 squadrons are to wait nine days at Layne refueling and are to Jump at the same pre-designated time into Depot.

The tankers will jump to Veejay to join Task Force Onjou once their task is complete. They will only jump to Veejay if the system has been secured.

Once Depot has been overwhelmed, the three Deep Strike Squadrons and other capital ship elements still operational are to launch a lightning raid on Princess Naval Base further coreward. Depending on the outcome the non-Deep Strike Squadrons will remain at Princess pending the arrival of reinforcements from the Depot system. The three Deep Strike Squadrons will then create an ad-hoc Task Force – Task Force Kirshner and strike deep into the heart of the subsector, attacking targets of opportunity at Feeble, Ekuur Naval Base, Shanni and Kandom before returning to Solomani territory. The aim is to spread confusion amongst the rear areas, disrupt the arrival of Imperial reinforcements and dissipate the Imperial Navy's strength.

DISASTER AT MASON

Commodore Tiajama opened the Solomani offensive at the same time as Task Force Koniev, Tiajama jumping into the Mason system on 86-990. Two Solsec picket ships entered the system first, followed by the 21st FleetRon – The Aosta Grenadier Guards with two Battlecruisers – followed 30 minutes later by the Fighter Carrier *Hokkaido* which immediately deployed fighters. They had a most unpleasant surprise waiting for them. Within seconds of Tiajama's command Strike Cruiser arriving insystem he was assailed by frantic communications from the two SolSec Recon Frigates warning of massive enemy activity in the outer system area. The Recon Frigates went offline after garbled communications indicating they were under attack from fighters. Scans revealed an Imperial CruRon close by. SolSec spies had been unable to relay the intelligence to Task Force headquarters in time. Faced with no chance to break off or jump, Tiajama formed up his two squadrons as best he was able, but it was too late. The 8 *Effendi* class Heavy Cruisers and single 5000 ton Monitor had gained a high guard position and closed to within 20,000km. The cruisers concentrated

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their fire on Tiajama's two *Zeus* class Battlecruisers. A direct hit from one cruiser's spinal mount vaporized one *Zeus*, while the other *Zeus* was pounded by other particle accelerator spinal hits. With its fuel tanks shattered, jump drive destroyed, dampers and meson screen disabled, spinal mount destroyed and heavy bay damage the Battlecruiser fell out of the battle line, trailing debris. A Light Cruiser came alongside to attempt to rescue crew.

Both Battlecruisers returned fire at the same time, both hitting with their heavy meson spinal mounts. One *Effendi* was hit amidships, shattering its fuel tanks, disabling its Jump and maneuver drives and wiping out its fire control system. It was dead in the water.

The other *Zeus* hit home with a devastating strike on the forecastle of another *Effendi*, destroying its bridge and computer system, the explosions raging through the ship until the power plant was destroyed. It too, fell out of the battle line.

Tiajama's flagship, a *Yamamoto* class Strike Cruiser scored a spinal mount hit on another *Effendi*, disabling its jump drive and destroying its fuel tanks and maneuver drive.

Another *Effendi* scored a direct spinal mount hit on Tiajama's flagship, its own spinal weapon being disabled. Multiple hits from the *Effendi*'s particle accelerator bays raked the *Yamamoto*'s surface, wiping out many bay weapons, rupturing its fuel tanks and disabling its maneuver drive. The flagship was a sitting duck.

Tiajama's *Minsk* class Heavy Cruiser was hit by an *Effendi* holing its fuel tankage and hitting its spinal mount, rendering it combat ineffective. The *Madrid* class Light Cruiser was set upon by another *Effendi*, destroying its maneuver drives, its fuel tanks and much of its weaponry. A lowly *Texas* class Light Cruiser managed to make 13 hits on another Imperial cruiser, slowing it but there was little to stop the onslaught.

The damage was done. Within 40 minutes Tiajama retreated into deep space. Three Imperial cruisers out of 8 had been destroyed or abandoned due to massive damage, but the Solomani had lost both Battlecruisers, Tiajama's flagship cruiser, a Heavy Cruiser, a Light Cruiser and several destroyers. The Fighter Carrier had barely deployed its fighters when the order was given to retreat. The Imperial CruRon occupied itself with rescuing survivors from their shattered ships, but by the time they regrouped to hunt down the rest of Tiajama's ships they had jumped out of system back into Solomani territory.

Despite the Heavy losses, Tiajama's feint had succeeded brilliantly, diverting a powerful unit from the real battles to be fought deep in the rear of the CruRon's current position.

ASSAULT ON REMINGTON

At the same time as the Battle for Mason, Admiral Koniev launched his fleet into the grinding task of the assaulting two star systems. After jumping to the Mogumba system and overwhelming the Red Zone blockade of four 400 ton system defense boats, the fleet jumped into Remington, the 4th HSRon in the lead. A Solsec picket ship had already returned with intelligence on dispositions and it appeared there was little activity in the system. But one week can be a long time in war. The Remington Star Hussars used to be based on Remington until the Imperium took over the system as part of its expansion into the Solomani Sphere. Crewed almost exclusively by

natives from the system, the 4th HSRon had a personal score to settle with the Imperials.

The Remington Star Hussars led the assault followed about 30 minutes later by the rest of the fleet. The 11th AssaultRon held back from jumping until the system was secure. But in the preceding week the Imperial 53rd BatRon with 4 *Diaspora* class Battlecruisers and escorts arrived in the system.

By the time the Solomani squadrons had jumped insystem the Imperial BatRon was closing for an all-out assault. Two *Zeus* class Battlecruisers fired on the two lead *Diasporas*, one missing, but one *Diaspora* was instantly vaporized. In the return fire both lead *Diasporas* hit the two *Zeus* Battlecruisers amidships with spinal mounts, causing massive damage. Both *Zeus* bridges and power plants were destroyed. The other lead *Diaspora* was hit by a *Yamamoto* class Strike Cruiser, knocking out its power plant, maneuver drive and meson screen. The ship kept on coming, spiraling out of control towards the Solomani battle line, crashing into one of the *Zeus*'s which was unable to maneuver with its shattered bridge and power plant offline. Both ships ploughed into each other, causing further catastrophic damage.

A third *Diaspora* was caught on its flank by a *Yamamoto*, the particle accelerator spinal mount cutting it clean in two, but not before it had hit a Solomani *Minsk* class Cruiser. That hit set off a tremendous number of internal explosions that ripped the 60,000 ton craft apart in a vast fireball. The fourth *Diaspora* obtained a firing solution on another *Yamamoto* class cruiser, vaporizing it. But Koniev's only *Normandy* class Heavy Cruiser lined up the forth *Diaspora*, crippling its power plant, fuel tankage, fire control system and spinal mount. The *Diasporas*' heavy secondary armament opened up on the Solomani cruisers, crippling the maneuver drive of one *Yamamoto* class Cruiser.

150 squadrons of Solomani fighters converged on the two Arandol class Light Cruisers, completely swamping their defenses. Both the cruisers lost their maneuver drives and started leaking fuel. They were sitting ducks for the heavier Solomani ships.

In 20 minutes, the 53rd Imperial BatRon had ceased to exist, its shattered crews surrendering, but it had extracted a heavy toll on the Solomani task force. Two Solomani Battlecruisers, a Strike Cruiser and a Heavy Cruiser had been destroyed or damaged beyond repair. Only a few Imperial destroyer escorts managed to jump out of system to carry word of the disaster back to fleet headquarters.

The AssaultRon was called insystem and the assault on Remington initiated. After a short three hour bombardment of planetary and orbiting defenses, The *Sakumer* released its Dropships carrying the 2nd Mars Highlander Jump Division. Within an hour the Planetary Government was broadcasting surrender pleas.

Koniev regrouped his remaining forces and jumped on to Arrow Rock. A pitched battle with the *Seydlitz* class Monitors stationed there resulted in the destruction of another *Yamamoto* class Strike Cruiser but the system was secured within a few days. The extensive planetary defenses meant Koniev had to call for reinforcements for a long siege – one AssaultRon simply would not be enough to take the planet.

WOLFE AT LAYNE

The main axis of attack was initiated by Wolfe's massive task force jumping into the heavily populated Layne system. Solsec spies had indicated that the Imperium maintained a BatRon insystem but it had just jumped to another location. Of course, this information was two weeks old before Wolfe received it so he decided to move as soon as possible to secure the system. To his left flank a smaller force under Rear Admiral Onjou was to take on the Naval Base at Veejay, hoping to divert more Imperial forces away from the main axis of attack on Depot.

In the usual manner, two Solomani recon frigates jumped 30-45 minutes ahead of the fleet. As each fleet unit emerged from Jump, tactical data was instantaneously transmitted to the fleet units from the frigates. The news was not good. The Imperial BatRon had returned insystem and was heading for the Solomani fleet as it emerged from Jump.

Fortunately Wolfe had an hour to organize his forces before the Imperial BatRon was in range. He put all his Dreadnought, Battlecruisers and Heavy Cruisers in the line, hoping to overwhelm the BatRon with superior firepower. And so it was to be. Knowing they were outnumbered 3 to 1, the BatRon had little choice but to engage in a futile attempt to slow the advance of what amounted to a subsector fleet. Solomani fighters ranged ahead and to the flanks of the Solomani battle line. Imperial fleet couriers were detected leaving the system, obviously to take word of the assault to Depot and Veejay. The 18th Imperial CarRon deployed its 400 50 ton fighters.

Six *Prometheus* class Fast Dreadnoughts opened fire at long range on the four Imperial *Diasporas* and their *Arandol* Light Cruiser escorts. In the melee that followed, one *Prometheus* and two *Diasporas* were vaporized in shattering explosions, scattering their escorts and fighters far and wide. One *Prometheus* had its maneuver drives and power plant destroyed as well as its boat deck and fuel tankage. Another had its computer system and jump drive destroyed, rendering it combat ineffective. The other two *Diasporas* did not get off lightly. One received a direct bridge hit, also destroying its maneuver system and power plant. The other had its fuel tanks destroyed, its fire control system wiped out and jump drive destroyed.

The two *Arandol* class Light Cruisers were set upon by 4 *Zeus* class Battlecruisers, only for all firing solutions to be foiled by the highly maneuverable *Arandols*. It was left to the five *Minsk* class Heavy Cruiser in the line to finish the *Arandols* off with spinal mount hits, crippling their power plants, spinal mounts, computer systems and jump drives.

The three Solomani *Normandy* class cruisers in the line finished off two 5000 ton system defense monitors, although one monitor scored a spinal hit on a *Normandy*, destroying its maneuver drive. The Imperial fighters slaughtered the Solomani fighters, Wolfe losing over 150 for the loss of only 10 Imperial fighters.

The Imperial fighters covered the withdrawal of the BatRon's escorts that survived. The CarRon jumped for safety as soon as it recovered its fighters. Another Imperial BatRon had been virtually wiped out, all four Battlecruisers being put to the sword. But the cost had been heavy. The 1st FleetRon had lost 50% of its strength, with three Fast Dreadnoughts either destroyed or out of action for months while repairs were effected. Wolfe had little option but to continue with the mission

to Depot. Any delays would mean he could be overwhelmed by Imperial reinforcements. The key was to move as quickly as possible and seize key Imperial systems.

ONJOU AT VEEJAY

Task Force Onjou assaulted Veejay at the same time Wolfe jumped to Layne. A foregone conclusion, the 6 5000 ton monitors defending the system were quickly overwhelmed by the capital ships of Onjou's Task Force. Some damage to a *Minsk* class Cruiser was of little consequence as a three day bombardment of planetary defenses and assault on the naval base was initiated by the 101st Jump Division. A brutal fight with an Imperial Marine Brigade stationed at the Naval base saw heavy casualties on both sides, but close support from the fighter squadrons of the Solomani carrier *Ark Royal* overwhelmed the defenses after a week of brutal close-quarter combat. Onjou then waited at Veejay for the inevitable counterattack from other Imperial squadrons. He did not have to wait long. Within a day of securing the Naval base the remnants of 77th CruRon – 5 *Effendis*, fresh from their victory at Mason jumped insystem. Expecting to find repair facilities and fellow men-at-arms at the Naval Base, the CruRon was horrified to discover the smoking ruins of the base and a lineup of Solomani capital ships. The Solomani ships moved to engage the Heavy Cruisers, who broke off and retreated deep into the outer system. The Solomani ships closed off access to the gas giants. It was obvious the CruRon was in little mood to lose any more of its ships. But they would have to engage the Solomani to get fuel from any of the three gas giants in the system.

ASSAULT ON DEPOT

Fresh from his successes finishing off the *Diasporas* of the 301st BatRon, Wolfe embarked on the second part of his assault. All Jump-3 capable squadrons jumped into deep space 1 parsec from Layne where they were refueled by the a fleet of 18 50,000 ton fleet tankers. Given only 48 hours to refuel, the Jump-3 squadrons then headed for depot.

At the same predesignated time the seriously weakened Jump-4 squadrons – consisting of the 1st FleetRon "Old Ironsides" and the 14th FleetRon "The Rann Black Watch", entered jump space with the intention of arriving at Depot just before, or at a similar time to the Jump-3 squadrons. It was a very risky move. Few navies in known space could successfully take on the defenses of an Imperial Depot and expect to win. But the Solomani were making a calculated gamble. First, the multiple assaults all along the border in Diaspora Sector had stretched Imperial reserves to the limit. Intelligence had indicated that three reserve BatRons had moved from Depot three weeks earlier to shore up the splintering defenses spinward, leaving only one BatRon in Sector reserve. Other incursions, including Koniev's, had siphoned off further reserves, leaving Depot vulnerable. Although the system itself was protected by scores of Monitors and at least a thousand fighters, Wolfe had concentrated serious firepower for the purpose. Second, Solomani spies had been working in the Depot system for some time, as part of the huge labor force there. Although security in the Depot system was very tight, a Solomani sympathizer could not be weeded out except by psionics. The spies were to be given a coded message on a

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certain frequency from a Recon Frigate as it jumped insystem giving the order to engage in certain sabotage activities, including sabotage of the system's C3 (command, control, communications) defense network. How well this would work – if it worked at all, was a moot point.

For the assault, three Recon Frigates jumped in two hours ahead of the main assault force. Jumping into the outer system, they broadcast the single worded code to the Solomani sleepers, scanned the system for tactical data then headed for the Oort cloud as fast as possible. Chased by fighter squadrons that were patrolling the outer system, each frigate was eventually overhauled by fighters and destroyed, but not before they had time to communicate vital tactical data to the vanguard of Task Force Wolfe jumping insystem. The fleet elements all arrived within three hours of each other. Scans revealed over a thousand Imperial fighters, 4 Tiamanmen class Battleships, and at least 24 5000 ton Imperial Monitors. Huge shipyards held further Imperial ships in various states of overhaul and repair. But Wolfe had amassed 27 capital ships over 40,000 tons, plus scores of Light Cruisers, Pocket Carriers, destroyers and 2000 fighters.

Faced with such an armada as well as C3 problems from the sabotage efforts, the Imperial response were uncoordinated. Wolfe had plenty of time to weigh his options and prepare his battle line. Knowing there was no other option, 3 monitor squadrons each of 8 Monitors, backed by 4 Tiamanmens and over 1000 *Grigrot* Strike Fighters formed up to meet the Solomani fleet.

The Imperial fleet moved to close range and threw everything at the Solomani line. Moving to ridiculously close range, one monitor vaporized a *Zeus* class Battlecruiser 30 times its size, but was itself destroyed in a hail of meson gun fire. Two of the three Solomani Fast Dreadnoughts were taken out by *Tiananmens*, their bridges being shattered and fuel tanks ruptured. A *Zeus* was pummeled by another *Tiananmen*, losing its bridge, fire control system and spinal mount. A *Minsk* and a *Yamamoto* also had bridge, power plant and computer systems destroyed. But at point-blank range, the Solomani ships wrought terrible havoc on the smaller monitors as well as the *Tiananmens*. The *Prometheus* and *Zeus* ships took on the enormous *Tiananmens*. One was cut in two by a direct meson gun hit and the other three were shattered by meson gun hits which gutted their bridges, jump drives, power plants and other vital systems. Within 20 minutes, over a million tons of Imperial battleship had been pounded into scrap.

The monitors fared little better. The Solomani cruisers took them on, vaporizing 5 of them and smashing the bridges and power plants of another 4. The remaining 15 monitors were taken on by the secondary armament of the entire Solomani fleet: over 600 particle accelerator bays, 168 missile bays, 350 beam batteries and more. After 267 particle accelerator bay hits and scores of missile and beam hits, every monitor in the Imperial fleet was silenced – their bays and turrets shot to pieces, their maneuver systems and fuel tanks smashed.

Amongst all this carnage, hundreds of fighters engaged each other in close quarter combat. 600 *Grigrot* Strike Fighters took on 1000 Solomani *Viper* class Fighters head-on. With their superior armor and ECM systems, the *Grigrots* ran rings around the Solomani ships, destroying 43 for the loss of none of their own before moving on to the Solomani main

battle line. Another 400 *Grigrots* went directly for the Solomani line, attacking a *Yamamoto* class Strike Cruiser. 64 hits were scored, leaving the Strike Cruiser dead in the water and with multiple weapons and fuel tank hits. The other 600 *Grigrots* followed by attacking a *Minsk* class Heavy Cruiser, destroying its maneuver system and smashing its bridge and computer system before withdrawing.

The Imperial defenses had been smashed. Despite losing two of its three remaining Fast Dreadnoughts as well as another Battlecruiser, the Solomani Task Force had crippled or vaporized every single large naval ship in the system. It remained for the two AssaultRons to jump insystem and assault the Depot's many stations and asteroid bases.

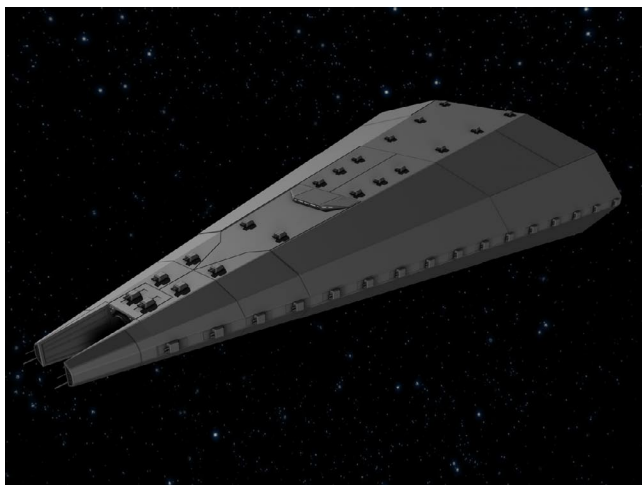
EPILOGUE

Within a day of the Depot victory, Task Force Kirshner under Commodore Ivan Kirshner was ready to execute his part of Wolfe's master plan. The three Deep Strike Squadrons, plus the remaining Fast Dreadnought, 2 *Yamamoto* class Strike Cruisers and all 4 remaining *Minsk* class Heavy Cruisers plus escorts jumped for Princess. They overwhelmed the CruRon stationed there, and despite losing another two *Minsk* class Cruisers in that battle the Deep Strike Squadrons continued coreward to Feeble, the naval base on Ekuur and rimward again to Shanni and Kandom. The DSRons caused havoc in the rear areas, destroying merchant shipping, naval auxiliaries and supply tenders, hitting the naval base on Ekuur hard and driving home the Solomani advantage. However at Kandom they ran into a CruRon of Light Cruisers, losing the *Melbourne* and three destroyers before managing to jump out of the system.

Strategically, Imperial naval power in the central Diaspora area had been smashed. Although massive Imperial reinforcements would eventually arrive the immediate objectives had been achieved. Solomani worlds had been regained, the Imperial Fleet's central supply base for Diaspora Sector had been captured, and the Solomani were advancing on all fronts.

Losses on both sides had been heavy, but the Solomani could afford them less than the Imperium, who maintain the most powerful Navy in all of human history. Solomani losses had been fearful. The 1st FleetRon – Old Ironsides – was in tatters. It had lost all of its mighty Fast Dreadnoughts. Tens of thousands of experienced naval personnel had died. Replacements in men and ships were slow in arriving to the battlefield. The Solomani Naval Reserve was being exposed for what it was – a reserve in name only. The new Solomani fighters had been proven to be toothless in battle. Many problems had to be addressed. It was time to regroup, rebuild and prepare for the next round against the Imperial Navy.

SOLOMANI SHIPS



PROMETHEUS CLASS FAST DREADNOUGHT – TL-14

The largest and most powerful ship in the Solomani Navy, the *Prometheus* class Dreadnought caught the Imperial Navy by surprise when it was first deployed in the Solomani Rim War. Its high Jump capability gave the Dreadnought and its Jump-4 escorts strategic parity with Imperial BatRons. Highly agile for its size, the *Prometheus* class was specifically conceived to give the Solomani the firepower needed to take on the Imperial Navy in devastating fast strikes against strategic targets like Imperial Depots and major supply bases. Although capable of holding its own in the line of battle, the Dreadnought's light armor means the ship will try to use its high agility to maneuver into superior firing solutions. The Solomani will only rarely slug it out with Imperial BatRons – they will inevitably come off second-best. The Solomani Navy practices concentric warfare, even instilling this doctrine into frontline fleet units. A Solomani FleetRon would rather destroy a BatRon's logistical tail and starve it of supplies than defeat it in a head to head battle – assuming the FleetRon can get to the logistical tail.

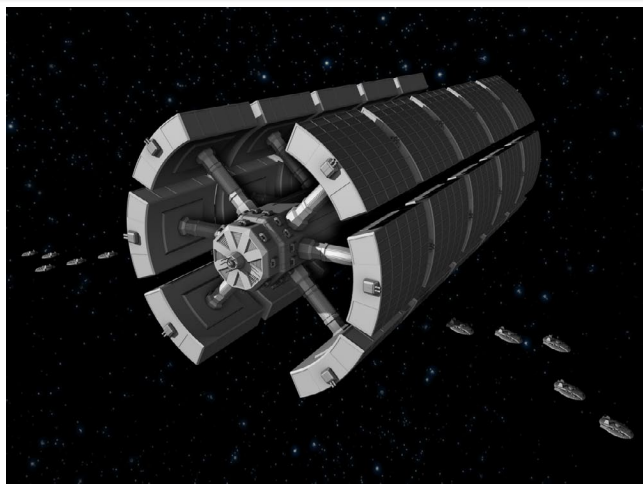
The *Prometheus* class has not lived up to expectations, and the ships' massive size means they are slow to come out of Solomani shipyards. Ambitious Solomani plans to re-equip half the FleetRons in the Navy with the *Prometheus* are viewed with derision by Imperial Naval Analysts. The Confederation simply does not have the economic capacity to undertake such a building program.

Prometheus class Fast Dreadnaught

Class: Starship, Type SBB	EP Output: 31,269 (10,000 extra)	Spinal Mount: Meson Gun, Attack Bonus +26 (+26 USP), Damage 16d20 +16d12 radiation. 100dt Bay: Particle Accelerator (x75), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation. 50dt Bay: Fusion Gun (x25), Attack Bonus +9 (+9 USP), Damage 9d20. Battery 1: Beam Laser (x50), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Sandcaster (x42), Defense Bonus +9 (+9 USP).
Tech Level: 14	Agility: 4	
Size: Gargantuan (250,000dt)	Initiative: +4	
Streamlining: Streamlined (Wedge)	AC: 13 (Agility +4, Armor +3, Gargantuan -4)	
Jump Range: 4	Repulsors: x50 USP8	
Acceleration: 4	Nuclear Dampers: USP6	
Fuel: 131,269	Meson Screens: USP6	
Duration: 4 weeks	Black Globes: None	
Crew: 1730 + 750 Troops	AR: 3	
Staterooms: 1250	SI: 787	
Small Cabins: None	Main Computer: Model/8fib	
Bunks: None	Sensor Range: 1 Parsec (Model/8)	
Couches: None	Comm. Range: System Wide (Model/8)	
Low Berths: None		
Cargo Space: 130	Cost: Mcr155,114.8 in Quantity	
Atmospheric Speeds: NoE = 1175kph Cruising = 3525kph	Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (6hrs for 100,000dt Jump fuel). Hangar for 20x30dt Fighters. Hangar for up to 800dt of Large Craft, 10 Sickbays, 20 Engineering Shops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



MIDWAY CLASS FIGHTER CARRIER – TL-13

Designed by the Bootean Federation Naval Directorate, the relatively new *Midway* class Fighter Carrier is the largest Carrier ever built by the Solomani Confederation. Named after old Terran aircraft carriers the *Midway* class can deploy over a thousand fighters in just a few minutes, representing a formidable threat to any hostile force.

The *Midway's* 200,000 tons displacement means it can carry 1500 30 ton fighters, all able to be launched in a 20 minute period due to the ships' open unstreamlined structure. The *Midway* itself carries a sizeable armament of 50 Particle Accelerator Bays and 25 Fusion Gun Bays giving the ship some offensive capability particularly assisting with planetary assaults. Its formidable defenses include 50 repulsor bays and 25 sandcaster batteries. Clearly the *Midway* cannot enter the line of battle and is normally kept well back from enemy ships. Such a ship has its own squadron of escorts solely tasked with its protection. A 30 year

old design, the *Midway* class replaced a mixture of older, much smaller Solomani carriers. In the first few years of the Solomani Rim War the class and its fighter wings have seen extensive action. The primary units to have seen combat in the Solomani Rim War so far (all part of the Diaspora and Daibei Fleets) are the *Midway*, *Hermes*, *Foch*, *Constellation*, *Kiev*, *Ark Royal* and *Saratoga*.

The *Foch* was heavily damaged in a late 991 engagement in the Diaspora Sector when it was separated from its escorts and set upon by several Imperial *Arandol* class Light Cruisers. The Imperial cruisers were scattered by the arrival of heavy Solomani units, but the fight had catastrophic effects on the *Foch* and its crew, knocking out virtually every major system. Once the system was secure repairs started and are still ongoing as at 001-993.

Midway class Fleet Carrier

Class: Starship, Type SCF	EP Output: 14737 (4000 extra)	100dt Bay: Particle Accelerator (x50), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. 50dt Bay: Fusion Gun (x25), Attack Bonus +8 (+8 USP), Damage 8d20. Battery 1: Beam Laser (x50), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Sandcaster (x25), Defense Bonus +9 (+9 USP).
Tech Level: 13	Agility: 2	
Size: Gargantuan (200,000dt)	Initiative: +2	
Streamlining: Unstreamlined (Dispersed)	AC: 8 (Agility +2, Gargantuan -4)	
Jump Range: 3	Repulsors: x50 USP 7	
Acceleration: 2	Nuclear Dampers: USP 3	
Fuel: 74,737	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 4315 + 600 Troops	AR: 0	
Staterooms: 2475	SI: 775	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 785	Cost: Mcr44,457.4	
Atmospheric Speeds: Cannot fly in atmosphere.		
Other Equipment: Fuel Processor (7hrs for 60,000dt Jump fuel). Space for 1500x30dt Fighters and up to 5000dt of Large Craft (including 4x1000dt fuel Lighters.), 20 Sickbays, 17 Engineering Shops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



ZEUS CLASS BATTLECRUISER – TL-13

The newest Battlecruiser in the Solomani Navy, the *Zeus* class has been specifically designed to be upgraded with TL-14 systems once they become available. A highly agile but poorly armored capital ship, the *Zeus* is a typical Solomani design designed for fast strikes and maximum firepower. The ship cannot hold the line against an Imperial battleship for long due to its poor armor, relying on winning initiative and getting the first devastating strikes in before withdrawing. To ensure the first strikes are decisive the ship is armed with a powerful meson spinal weapon backed by 50 100 ton particle accelerator bays. For further long-range striking power, these primary weapons are backed up by 22 missile bays. Short-range weapons include 25 fusion gun turrets as well as beam laser batteries. The aim of all this offensive weaponry is to cripple the enemy for they have a chance to respond.

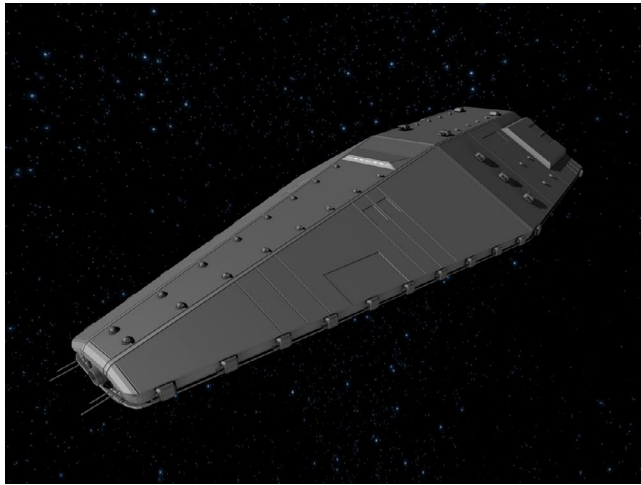
Named after Gods from ancient Terran history, the *Zeus* class has seen extensive action in the Solomani Rim war and suffered as a result. Depending on the tactical situation Solomani tactics have either worked brilliantly or their squadrons have suffered dreadfully. Time will tell whether the Confederation Navy will change its approach to capital ship design and give these enormous vessels a fighting chance against the Imperial Navy by boosting their defensive systems.

Zeus class Battlecruiser

Class: Starship, Type SBC	EP Output: 21,187 (7500 extra)	Spinal Mount: Meson Gun, Attack Bonus +23 (+23 USP), Damage 16d20 +16d12 radiation. 100dt Bay: Particle Accelerator (x50), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. 50dt Bay: Missile (x22), Attack Bonus +8 (+8 USP), Damage 8d6. Battery 1: Beam Laser (x25), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Fusion Gun (x25), Attack Bonus +5 (+5 USP), Damage 5d20. Battery 3: Sandcaster (x40), Defense Bonus +7 (+7 USP).
Tech Level: 13	Agility: 5	
Size: Gargantuan (150,000dt)	Initiative: +5	
Streamlining: Streamlined (Wedge)	AC: 13 (Agility +5, Armor +2, Gargantuan -4)	
Jump Range: 3	Repulsors: x20 USP 7	
Acceleration: 5	Nuclear Dampers: USP 3	
Fuel: 66,187	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 1145 + 450 troops	AR: 2	
Staterooms: 810	SI: 762	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 94	Cost: Mcr85,913.3 in Quantity	
Atmospheric Speeds: NoE = 1175kph Cruising = 3525kph	Maximum = 4700kph	
Other Equipment: 22 Missile Magazines (440 Missiles), Fuel Scoops, Fuel Processor (7hrs for 45,000dt Jump fuel). Hangar for 2x50dt Cutters and up to 1000dt of Large Craft, 6 Sickbays, 10 Engineering Shops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



VICTORY CLASS BATTLECRUISER – TL-13

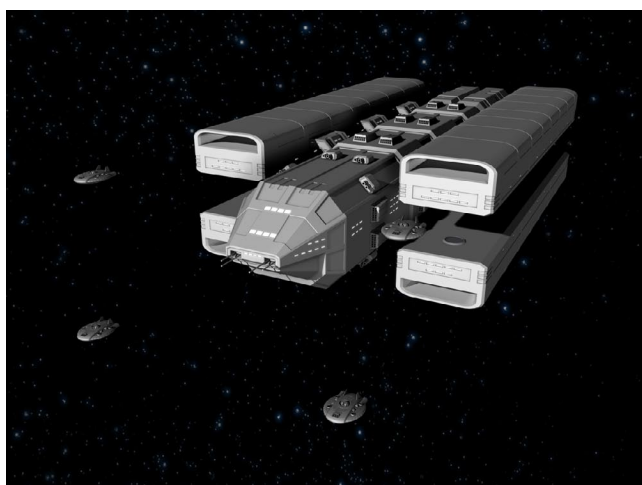
A Solomani design over a century old, the *Victory* class Battlecruisers have emerged from an extensive refit program in the last decade which saw their old TL-12 weapons, computers and power plants upgraded to TL-13 standard. This has extended their service lives considerably – the oldest *Victory* class ship has been in service for 117 years, outlasting virtually every crewmember who has served on her. In keeping with the Navy's offensive doctrine, the Battlecruiser packs a tremendous offensive punch with a Meson Gun spinal Mount backed up by 50 particle accelerator bays. But the class has suffered losses in the Solomani Rim War in similar proportion to the *Zeus* class.

Victory class Battlecruiser

Class: Starship, Type SBC	EP Output: 18,937 (6500 extra)	Spinal Mount: Meson Gun, Attack Bonus +20 (+20 USP), Damage 16d20 +16d12 radiation. 100dt Bay: Particle Accelerator (x50), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. Battery 1: Beam Laser (x30), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Sandcaster (x40), Defense Bonus +7 (+7 USP).
Tech Level: 13	Agility: 5	
Size: Gargantuan (130,000dt)	Initiative: +5	
Streamlining: Streamlined (Wedge)	AC: 14 (Agility +5, Armor +3, Gargantuan -4)	
Jump Range: 3	Repulsors: x22 USP 7	
Acceleration: 5	Nuclear Dampers: USP 3	
Fuel: 57,937	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 951 + 390 Troops	AR: 3	
Staterooms: 680	SI: 757	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 118	Cost: Mcr85,913.3 in Quantity	
Atmospheric Speeds:	NoE = 1175kph Cruising = 3525kph Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (14hrs for 39,000dt Jump fuel). Hangar for 2x50dt Cutters and up to 400dt of Large Craft, 3 Sickbays, 5 Engineering Shops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



ZHUKOV CLASS TROOP CARRIER – TL-13

The companion to the smaller *Hussar* class Light Troop Carrier, the large, slow *Zhukov* class Troop Carrier is designed exclusively to carry marines and support planetary assaults. This massive craft always travels with its escorts and usually with other fleet elements. The ship carries an entire Solomani Jump-Division of 8400 marines along with their transport craft, the *VX* class dropship. The *Zhukov* class itself is capable of undertaking an orbital bombardment with its 30 missile bays and 10 particle accelerator bays. The ship has thousands of missile magazines carrying a staggering 60,000 missiles. A planetary assault will usually only happen under favorable circumstances – ie: only after 90% of all planetary defenses have been neutralized or destroyed. Depending on the size of the operation, a portion of the Jump-Division or all 8400 troops will “drop” from orbit at hypersonic speed in heavily armored Dropships for the fight to obtain a bridgehead on the surface. Ships in orbit will continue to

pour fire onto defenses right up to the main assault. 30 ton fighters - usually from Pocket Carriers - fly “top-cover” to ensure the dropships are not harassed by enemy aerospace fighters.

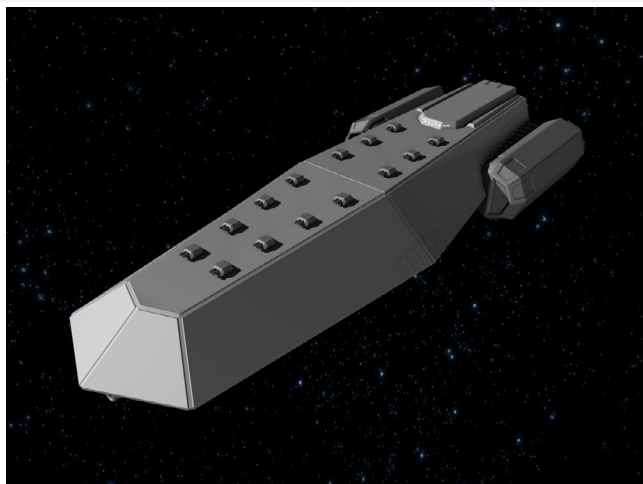
The *Zhukov* class Troop Carrier has been in service for almost 50 years and represents a potent symbol of Solomani Confederation power. The ships have been used several times in the opening years of the Solomani Rim War in highly successful planetary assaults. The class is named after famous generals and field marshals of Terran history.

Zhukov class Troop Carrier

Class: Starship, Type STC	EP Output: 3338 (1 extra)	100dt Bay: Particle Accelerator (x10), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. 50dt Bay: Missile (x30), Attack Bonus +8 (+8 USP), Damage 8d6.
Tech Level: 13	Agility: 0	
Size: Gargantuan (100,000dt)	Initiative: +0	
Streamlining: Unstreamlined (Dispersed)	AC: 6 (-4 size)	
Jump Range: 3	Repulsors: x10 USP 7	
Acceleration: 2	Nuclear Dampers: USP 3	
Fuel: 34,038 (700 excess)	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 2799+8400 troops	AR: 0	
Staterooms: 1406	SI: 750	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 8400		
Cargo Space: 2671 tons	Cost: MCr30,119.44 in Quantity	
Atmospheric Speeds:	Cannot fly in atmospheres	
Other Equipment: 3000 Missile Magazines (60,000 missiles), Fuel Processor (7hrs for 30,000dt), 10 Sick Bays, 2 Maintenance Shops, 4x1000dt fuel shuttles, 700x30dt Dropships.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



NORMANDY CLASS HEAVY CRUISER – TL-14

Named after famous battles of ancient Terran history, the Normandy class Heavy Cruiser is a new TL-14 design bearing the brunt of fighting currently raging on the Solomani Confederation's coreward border. The ship is another sound design from the French Republic Naval Directorate. *Normandy* class Cruisers are deployed with the best units of the Solomani Navy and reports indicate it has fared well in battle. Units deployed in the Diaspora fleet include the *Waterloo*, *Cassino*, *Yorktown*, *Stirling*, *Bannockburn*, *Kursk*, *Suez* and the *Tau Ceti*.

The *Normandys* were specifically designed to operate with and escort the new Jump-4 *Prometheus* class Dreadnoughts and has excelled in this role.

Normandy class Heavy Cruiser

Class: Starship, Type SCH	EP Output: 9000 (2811 extra)	Spinal Mount: Meson Gun, Attack Bonus +17 (+17 USP), Damage 16d20 +16d12 radiation. 50dt Bay: Particle Accelerator (x30), Attack Bonus +5 (+5 USP), Damage 5d12 +5d10 radiation. Battery 1: Beam Laser (x20), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Sandcaster (x20), Defense Bonus +7 (+7 USP).
Tech Level: 14	Agility: 4	
Size: Huge (70,000dt)	Initiative: +4	
Streamlining: Streamlined (Wedge)	AC: 16 (Agility +4, Armor +4, Huge -2)	
Jump Range: 4	Repulsors: x8 USP 8	
Acceleration: 4	Nuclear Dampers: USP 6	
Fuel: 37,000	Meson Screens: USP 6	
Duration: 4 weeks	Black Globes: None	
Crew: 736	AR: 4	
Staterooms: 375	SI: 650	
Small Cabins: 0	Main Computer: Model/8fib	
Bunks: 0	Sensor Range: 1 Parsec (Model/8)	
Couches: 0	Comm. Range: System Wide (Model/8)	
Low Berths: 0		
Cargo Space: 84	Cost: Mcr44,457.4	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: Fuel Scoops, Fuel Processor (6hrs for 28,000dt Jump fuel). Hangar for 10x30dt Fighters and up to 600dt of Large Craft, 3 Sickbays, 5 Engineering Shops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



MINSK CLASS HEAVY CRUISER – TL-13

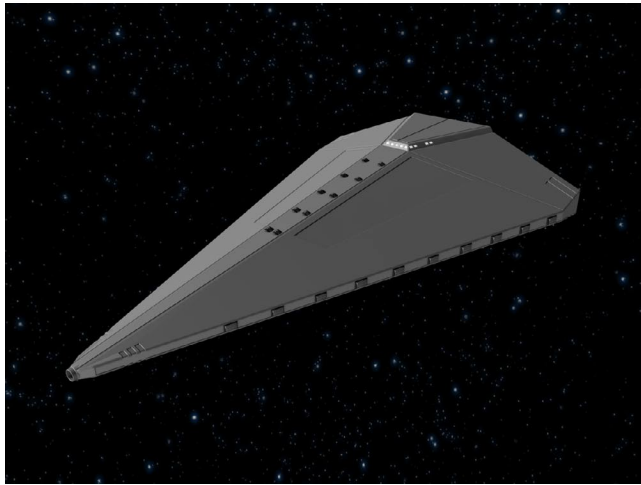
The standard Heavy Cruiser in service with the Solomani Navy, the *Minsk* class is a highly agile design produced in large numbers for the Confederation fleet. Production has been continuing for quarter of a century and shows no sign of slowing. Over 100 have been built and many have been engaged in battle against the Imperial Navy since 990. The design features a powerful meson spinal mount capable of crippling a capital ship with one shot, backed up by 20 particle accelerator bays and 20 beam laser batteries. The class has had notable successes against Imperial capital ships, further bolstering the call by elements in the Solomani High Command to abandon expensive battlecruiser and dreadnought construction in favor of a cruiser/fighter navy more suited to concentric warfare operations.

Minsk class Heavy Cruiser

Class: Starship, Type SCH	EP Output: 9079 (3000 extra)	<p>Spinal Mount: Meson Gun, Attack Bonus +15 (+15 USP), Damage 16d20 +16d12 radiation.</p> <p>100dt Bay: Particle Accelerator (x20), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation.</p> <p>Battery 1: Beam Laser (x20), Attack Bonus +9 (+9 USP), Damage 9d8.</p> <p>Battery 2: Sandcaster (x20), Defense Bonus +7 (+7 USP).</p>
Tech Level: 13	Agility: 5	
Size: Huge (60,000dt)	Initiative: +5	
Streamlining: Streamlined (Wedge)	AC: 16(Agility +5, Armor +3, Huge -2)	
Jump Range: 3	Repulsors: x8 USP 7	
Acceleration: 5	Nuclear Dampers: USP 3	
Fuel: 27,079	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 501 + 120 Troops	AR: 3	
Staterooms: 320	SI: 625	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 42	Cost: Mcr40,853.8 in Quantity	
Atmospheric Speeds:	NoE = 1175kph Cruising = 3525kph Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (7hrs for 18,000dt Jump fuel). Hangar for 20dt Gig and 30dt Ships Boat, 3 Sickbays, 5 Engineering Shops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



YAMAMOTO CLASS STRIKE CRUISER – TL-13

Designed in the traditional Solomani wedge configuration, the *Yamamoto* Class Strike Cruiser is favored by admirals and squadron commanders as command ships due to its extensive command/control/communications. Used extensively throughout the Confederation, the class is designed for fast, decisive strikes deep into enemy territory, either operating alone or as part of an HSRon or larger Task Force. Its main weapon is a huge particle accelerator that runs most of the length of the ship. This weapon is gaining favor amongst the Solomani Navy due to its better accuracy over Meson spinal weapons. The PA spinal mount may not be as devastating to enemy ships, but the nature of Solomani tactics dictate that the first strike is all important, so ensuring a hit first time is more important. This has been demonstrated many times in the first three years of the Rim War.

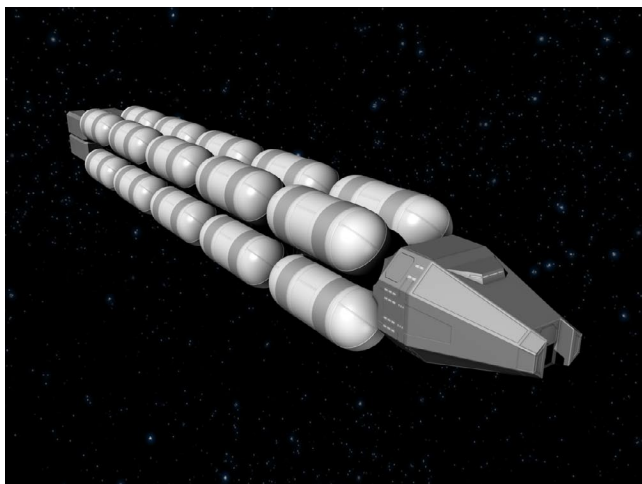
Not usually employed as an escort for capital ships, the design incorporates a reasonably extensive field hospital, engineering shops to make battlefield repairs deep behind enemy lines and a sizeable marine contingent for boardings and ship security. The *Yamamoto* class has acquitted itself well in the Rim War, leading many devastating blows against Imperial Navy assets. The class is named after famous wet and space Navy Admirals of Terran history.

Yamamoto class Strike Cruiser

Class: Starship, Type SCS	EP Output: 6,637 (0 extra)	Spinal Mount Battery: Particle Accelerator, Attack Bonus +25 (+25 USP), Damage 16d12 +16d10 radiation. 50dt Bay: Missile (x20), Attack Bonus +8 (+8 USP), Damage 8d6. Battery 1: Beam Laser (x10), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Sandcaster (x10), Defense Bonus +9 (+9 USP).
Tech Level: 13	Agility: 5	
Size: Huge (50,000dt)	Initiative: +5	
Streamlining: Streamlined (Wedge)	AC: 16 (Agility +5, Armor +3, Huge -2)	
Jump Range: 3	Repulsors: None	
Acceleration: 5	Nuclear Dampers: USP 3	
Fuel: 21,637	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 468+150 Troops	AR: 3	
Staterooms: 320 (2 extra)	SI: 600	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide	
Couches: 0	Comm. Range: System Wide	
Low Berths: 55 emergency		
Cargo Space: 60	Cost: Mcr32,793.354 in Quantity	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 500 Missile Magazines (10,000 Missiles - 20 bay battery reloads). Fuel Scoops, Fuel Processor (7hrs per 2,000 tons), 5 Sickbays, 10 AutoDocs, 8 Engineering Shops, 25 Extra Airlocks, 6x30dt Craft Hangars, 100dt Command C3 Suite.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



WASHINGTON CLASS FLEET TANKER – TL-12

The mainstay of the Confederation Navy tanker fleet, the 50,000 ton *Washington* class Fleet Tanker is essentially one large fueling station. Capable of keeping up with the jump range of most Navy squadrons, one or two fleet tankers are usually assigned per squadron. These giant vessels are always escorted by frigates, having no offensive weaponry of their own. With 23,000 tons of fuel dedicated to refueling other ships, the *Washington* class is capable of refueling up to 5 smaller ships at once (up to 10,000 tons each) or two larger ships (Cruisers, Battlecruisers), one on each flank of the ship. The ship itself consists of 20 separate tanker modules each carrying about 2000 tons of fuel. The bridge and crew quarters are located in a module at the front of the ship. Large fuel scoops ensure collection from gas giants can be undertaken. Along the spine of the ship is a large fuel purification plant capable of processing 40,000 tons of fuel in 8 hours.

The class has been in service for over 100 years and continual upgrades make its second centenary of valuable service highly likely. One upgrade option mooted for the class is the installation of a TL-13 power plant allowing more room for fuel.

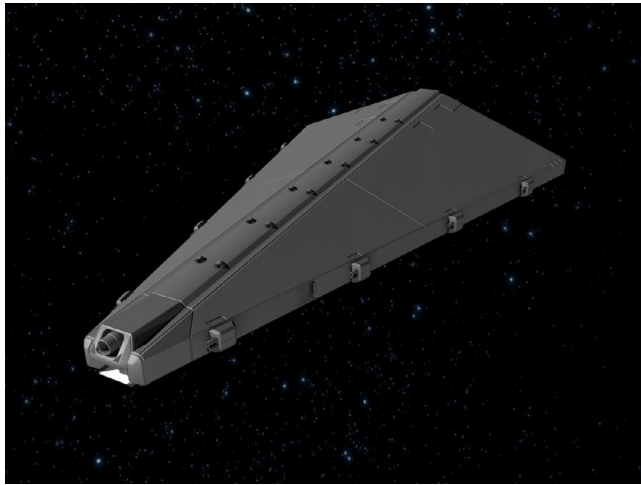
Defensive weapons are restricted to sandcaster batteries and two repulsor bays.

Washington class Fleet Tanker

Class: Starship, Type STF	EP Output: 1523 (500 extra)	Battery 1: Sandcaster (x18), Defense Bonus +7 (+7 USP).
Tech Level: 12	Agility: 1	
Size: Huge (50,000dt)	Initiative: +1	
Streamlining: Partial- Close	AC: 9 (+1 Agility, -2 Huge)	
Jump Range: 3	Repulsors: x2 USP 6	
Acceleration: 2	Nuclear Dampers: None	
Fuel: 39,523 (23,000 excess)	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 293	AR: 0	
Staterooms: 147	SI: 600	
Small Cabins: 0	Main Computer: Model/5	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 0		
Cargo Space: 364	Cost: MCr16,081.612	
Atmospheric Speeds: Cruising = 2625kph NoE = 875kph Maximum = 3500kph		
Other Equipment: Fuel Scoops, Fuel Processor (8hrs for 40,000dt Jump fuel). 8 Hangars each with 1x20dt Lifeboat, 1 Sickbay.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



BEIJING CLASS DEEP STRIKE CRUISER – TL-14

Solomani obsession with maneuver and strategic strikes into enemy territory have reached their zenith with the *Beijing* class Deep Strike Cruiser. Designed operate alone or in concert with special Deep Strike destroyers of the *Dingir* class, the Jump-5 capable *Beijing* class joined the fleet in 981. Performing a similar role to the new Imperial *Azhanti High Lightning* class Fleet Intruders, the *Beijing* class is designed for deep strikes behind enemy lines on strategic objectives, lines of communication and enemy commerce. The cruiser's role is also psychological – the presence of such a large warship deep behind enemy lines is designed to stretch the resources of the enemy. Given the vastness of space disproportionate resources usually have to be used to hunt down such a vessel. Confidential Imperial estimates reveal hunting such vessels requires 10-15 times as much navy tonnage as the target, making the Deep Strike Cruiser concept a useful strategic tool for dispersing enemy resources. The early

months of the Solomani Rim war have validated the Deep Strike concept, with successful raids deep into Imperial territory, even as far as the Massila Sector. A *Beijing* class cruiser is no match for a comparable sized vessel in a head to head fight however, so these ships will hardly ever be seen in the line of battle.

The Deep Strike Cruiser is designed to operate for months at a time away from Solomani supply lines. It carries a massive load of missiles for reloads (3500) as well as engineering shops, maintenance shops for its small craft and extensive sickbays to ensure total self-sufficiency while operating deep behind enemy lines.

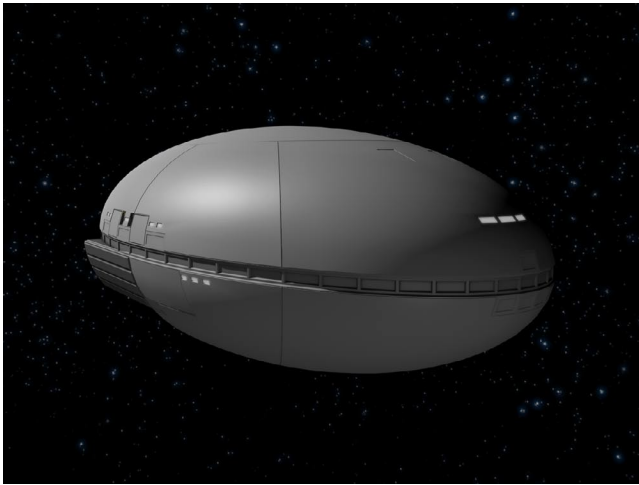
The *Beijing* class mounts a meson gun spinal weapon backed up by 8 particle accelerator bays, 7 missile bays, 10 beam laser batteries and 8 Fusion Gun batteries for close range offense. 6 sandcaster batteries as well as a powerful meson screen and nuclear damper round out the defenses. The class has a small contingent of Marines for boarding actions and ship security as well as two cutters and 10 30 ton Fighters. These ships are deployed one to a squadron along with Deep Strike Destroyers which act as escorts. The Confederation continues to build them at the rate of two per year.

Beijing class Deep Strike Cruiser

Class: Starship, Type SCS	EP Output: 3549 (400 extra)	Spinal Mount: Meson Gun, Attack Bonus +14 (+14 USP), Damage 16d20 +16d12 radiation. 100dt Bay: Particle Accelerator (x8), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation. 50dt Bay: Missile (x7), Attack Bonus +9 (+9 USP), Damage 9d6. Battery 1: Beam Laser (x10), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Fusion Gun (x8), Attack Bonus +9 (+9 USP), Damage 9d20. Battery 3: Sandcaster (x6), Defense Bonus +9 (+9 USP).
Tech Level: 14	Agility: 1	
Size: huge (40,000t)	Initiative: +1	
Streamlining: Streamlined - Wedge	AC: 16 (+7 armor, +1 Agility, -2 Huge)	
Jump Range: 5	Repulsors: None	
Acceleration: 2	Nuclear Dampers: USP 6	
Fuel: 23549	Meson Screens: USP 6	
Duration: 4 weeks	Black Globes: None	
Crew: 298 + 32 Troops	AR: 7	
Staterooms: 171	SI: 575	
Small Cabins: 0	Main Computer: Model/8fib	
Bunks: 0	Sensor Range: Extreme (Model/8)	
Couches: 0	Comm. Range: Extreme (Model/8)	
Low Berths: 165	Emergency Low Berths: 16	
Cargo Space: 150.9	Cost: MCr 23,644.851 with discount	
Atmospheric Speeds: Cruising = 3525 kph NoE = 1175 kph Maximum = 4700 kph		
Other Equipment: 25dt Missile Magazine (x7), 3500 Missiles (10 reloads per bay). Fuel Scoops, Fuel Processor (12hrs for 23,600dt fuel). Hangar for 10x30t fighters, Hangar for 2x50t cutters (4 launch doors), 18dt sandcaster magazine (360 sand canisters), 3 extra airlocks, 4 engineering shops, 2 maintenance shops, 4 sickbays, 20 autodoocs, laboratory.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



SERVANT CLASS FLEET TENDER – TL-12

A valuable ship in the logistical tail of a Solomani naval unit, the 20,000 ton *Servant* class fleet tender is deployed one or two per squadron. Its only role is to provide supplies to replenish Naval ships. The ship carries a vast set of missile magazines for the carriage of up to 10,000 missiles, 800 low berths with naval crew in Low to replace battle casualties, engineering shops and a vehicle shop to repair damaged machinery and small craft, and a large medical facility to handle battle casualties. In addition, the ship has several large cargo hangars able to take a total of 7,315 tons of cargo. A single *Servant* class Fleet Tender can carry over 150 replacement fighters or dropships for example. Mostly however these cargo bays are filled with supplies for the Naval ships.

Because the *Servant* class is sometimes used to carry supplies and even grav-tanks for the Solomani Marines, it is full streamlined and able to deliver its cargo onto a planet's surface.

These valuable vessels have limited defenses – a retrofitted TL-13 nuclear damper and 3 sandcaster batteries – so are always protected by frigate or destroyer-sized escort ships.

Servant class Fleet Tender

Class: Starship, Type STF	EP Output: 603 (140 extra)	Battery 1: Beam Laser (x1), Attack Bonus +8 (+8 USP), Damage 8d8. Battery 2: Sandcaster (x3), Defense Bonus +9 (+9 USP).
Tech Level: 12	Agility: 0	
Size: Huge (20,000dt)	Initiative: +0	
Streamlining: Streamlined – Flattened Sphere	AC: 10 (Armor +2, Huge –2)	
Jump Range: 3	Repulsors: None	
Acceleration: 2	Nuclear Dampers: USP 3	
Fuel: 6603	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 170	AR: 2	
Staterooms: 92	SI: 525	
Small Cabins: 0	Main Computer: Model/5	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 800		
Cargo Space: 7315.5	Cost: MCr7119.12 in Quantity	
Atmospheric Speeds: NoE = 1175kph Cruising = 3525kph Maximum = 4700kph		
Other Equipment: 500 Missile Magazines (10,000 Missiles). Fuel Scoops, Fuel Processor (8hrs for 6,000dt Jump fuel). 5 Hangars each with 1x20dt Lifeboat, 1 Vehicle Shop, 2 Engineering Shops, 4 Sickbays, 40 Autodocs, 20 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



MADRID CLASS LIGHT CRUISER – TL-14

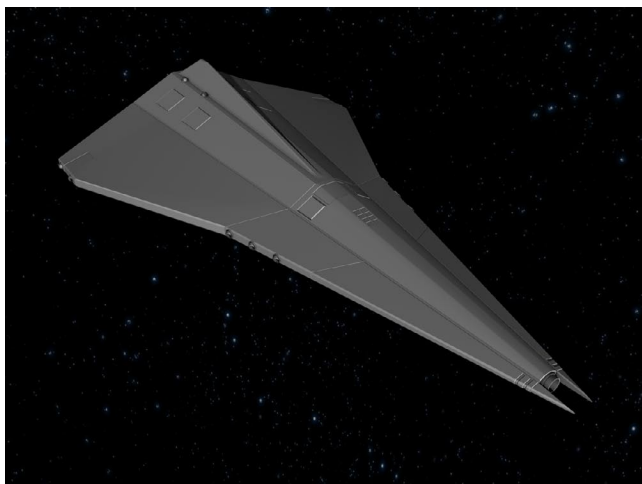
Designed to operate in association with, and escort the *Normandy* class Heavy Cruiser, the *Madrid* class Light Cruiser is a design first tested in the opening moves of the Solomani Rim War. Capable of Jump-4 to enable it to keep up with the *Normandy* and *Prometheus* classes, the ship is too small to mount a spinal mount so two Meson Gun bays were fitted instead. Secondary armament consists of 2 missile bays with extensive reloads available and 6 beam laser batteries as well as sandcasters. The ship has reasonable shielding with a nuclear damper and meson screen as well as reasonable armor. Initial reports from the frontline indicate the class has acquitted itself well in battle.

Madrid class Light Cruiser

Class: Starship, Type CL	EP Output: 1399 (400 extra)	100dt Bay: Meson Gun (x2), Attack Bonus +5 (+5 USP), Damage 5d20 +5d12 radiation. 50dt Bay: Missile (x2), Attack Bonus +9 (+9 USP), Damage 9d6. Battery 1: Beam Laser (x6), Attack Bonus +7 (+7 USP), Damage 7d8. Battery 2: Sandcaster (x3), Defense Bonus +9 (+9 USP).
Tech Level: 14	Agility: 4	
Size: Huge (10,000t)	Initiative: +4	
Streamlining: Streamlined - Wedge	AC: 16 (14 vs meson)	
Jump Range: 4	Repulsors: None	
Acceleration: 4	Nuclear Dampers: USP 6	
Fuel: 5399	Meson Screens: USP 4	
Duration: 4 weeks	Black Globes: None	
Crew: 101 + 10 Troops	AR: 4	
Staterooms: 56	SI: 500	
Small Cabins: 0	Main Computer: Model/8fib	
Bunks: 0	Sensor Range: Extreme (Model/8)	
Couches: 0	Comm. Range: Extreme (Model/8)	
Low Berths: 5 Emergency		
Cargo Space: 45.2	Cost: MCr 6982.407 with discount	
Atmospheric Speeds: NoE = 1175 kph Cruising = 3525 kph	Maximum = 4700 kph	
Other Equipment: 50 Missile Magazines, (1000 Missiles - 10 reloads per bay). Fuel Scoops, Fuel Processor (9hrs for 5,399dt fuel). Hangar for 50dt cutter, 360 sand canisters, 2 airlocks, engineering shop, sickbay, 10 autodocs.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



YARMOUTH CLASS LIGHT CRUISER – TL-13

The standard Light Cruiser in service with the Solomani Navy, the *Yarmouth* class has provided sterling service to the Confederation for over 50 years. Built in a wedge configuration like most other Solomani naval ships, the class has high acceleration, although it is not very agile. It does have a highly unusual feature – an airframe hull enabling it to reach astounding speeds in atmospheres. The wings provide extraordinary stability as well as speed in virtually any atmosphere, giving the *Yarmouth* class a distinctive look different to most other large naval ships of any race. It is one of the most graceful naval ships in service anywhere.

The ship mounts a meson gun spinal weapon capable of delivering powerful, if not fatal blows against enemy ships of its own size or even larger. Several examples have been built for Solomani client states for use as a centerpiece for naval taskforces. Production has recently ceased but cruiser losses in

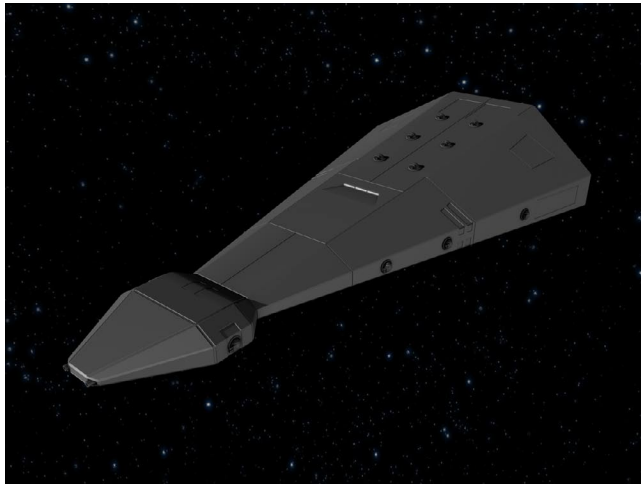
the Rim War mean that decision may be reserved and production restarted.

Yarmouth class Light Cruiser

Class: Starship, Type SCL	EP Output: 1,817 (0 extra)	Spinal Mount: Meson Gun, Attack Bonus +14 (+14 USP), Damage 16d20 +16d12 radiation. 50dt Bay: Missile (x10), Attack Bonus +8 (+8 USP), Damage 8d6. Battery 1: Pulse Laser (x15), Attack Bonus +4 (+4 USP), Damage 4d10. Battery 2: Sandcaster (x10), Defense Bonus +4 (+4 USP).
Tech Level: 13	Agility: 0	
Size: Huge (15,000dt)	Initiative: +0	
Streamlining: Wedge AF	AC: 8 (-2 Huge)	
Jump Range: 3	Repulsors: None	
Acceleration: 6	Nuclear Dampers: USP 3	
Fuel: 6,317	Meson Screens: USP 3	
Duration: 4 weeks	Black Globes: None	
Crew: 203 + 45 Troops	AR: 0	
Staterooms: 133 (2 extra)	SI: 512	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide	
Couches: 0	Comm. Range: System Wide	
Low Berths: 62 emergency		
Cargo Space: 30	Cost: Mcr10,076.32 with discount	
Atmospheric Speeds: Cruising = 4425kph	NoE = 1475kph Maximum = 5900kph	
Other Equipment: 250 Missile Magazines (5,000 missiles), Fuel Scoops, Fuel Purification (7hrs per 1,400 tons), 2xSickbays, 4xAutoDocs, 3xEngineering Shops, 8 Extra Airlocks, 2x30dt Craft Hangars.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



TEXAS CLASS LIGHT CRUISER – TL-12

One of the first Light Cruisers deployed by the Confederation after its creation in 871, the venerable *Texas* class has been in service for over 120 years and is showing its age. No longer used in the frontline by the Confederation Navy, a few still saw service in the Diaspora Sector at the start of the Solomani Rim war. Now relegated to reserve status examples of the ship have been pressed into service with planetary navies, sold to Solomani client states or used as Naval commerce raiders into Imperial territory.

The *Texas* class follows the standard Solomani wedge configuration but cannot keep up with frontline Solomani fleets, only capable of Maneuver-4. Its main failing is its hard-wired computer system, a model/4. It was decided to not upgrade its computer system on the grounds of excessive cost and severe space restrictions on the ship - and instead of receiving gradual upgrades like many capital units of the Confederation Navy, the

class was condemned to gradual obsolescence. However in its current role of commerce raiding reports indicate the class has been successful in diverting precious Imperial Naval units away from the frontlines, and these venerable light cruisers look set to continue in Navy service for a few more years yet.

The ship retains 10 small fighter bays for the old TL-11 *Cato* Class 10 ton light fighter, a useful addition for a commerce raider to have. The *Catos* are normally employed by Solomani planetary navies. The only examples still in Solomani Navy frontline service are embarked aboard the *Texas* class Cruisers.

Texas class Light Cruiser

Class: Starship, Type SCL	EP Output: 500 (82 extra)	100dt Bay: Particle Accelerator (x2), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. Battery 1: Beam Laser (x3), Attack Bonus +5 (+5 USP), Damage 5d8. Battery 2: Missile Rack (x5), Attack Bonus +2 (+2 USP), Damage 2d6. Battery 3: Sandcaster (x3), Defense Bonus +4 (+4 USP).
Tech Level: 12	Agility: 1	
Size: Large (8,000dt)	Initiative: +1	
Streamlining: Streamlined – Wedge	AC: 15 (+1 agility, +5 armor, -1 size)	
Jump Range: 3	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 2900	Meson Screens: None	
Duration: 6 weeks	Black Globes: None	
Crew: 92+31 troops	AR: 5	
Staterooms: 70 double	SI: 425	
Small Cabins: 0	Main Computer: Model/4	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 30 emergency		
Cargo Space: 0	Cost:	
Atmospheric Speeds: NoE = 1175kph Cruising = 3525kph	Maximum = 4700kph	
Other Equipment: Sickbay, 2xAutodoc, Engineering Shop, 10x 10-ton Fighter Bays, 30-ton Boat Hangar, Air/raft bay, G-Carrier Bay, 4x Extra Airlocks, 15 Missile Magazines (300 missiles).		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



DE GAULLE CLASS POCKET CARRIER – TL-13

The *de Gaulle* class Pocket Carrier is an interesting concept in fighter carriage. Designed to provide a low cost fighter screen for individual Solomani squadrons, these light cruiser-sized ships carry 5 squadrons totaling 50 30 ton fighters. The *de Gaulle* class obviously does not have the striking power of the large Fighter Carriers which carry 150 fighter squadrons, but still represent a viable attempt at fighter carriage on a smaller scale. Originally designed by the 3rd Reformed French Confederate Republic Navy the design was “borrowed” by the Confederation in 968 and large numbers laid down, the goal being to eventually deploy one Pocket Carrier per Solomani squadron. Sizeable numbers have been built and thus far in the Solomani Rim war the class has seen few losses, although fighter losses have been high.

The *de Gaulle* class Pocket Carrier deploys and retrieves its fighters from a large pod below the ship’s center line. The pod houses the hangars and launch tube for the fighters. The ship

also has some defensive capability with a nuclear damper, a repulsor bay and sandcasters, but it is not designed to attack enemy ships itself. Although the ship can keep up with all Solomani squadrons it is not very agile – being as it is designed from the ground up to carry fighters and nothing else.

The class has been gradually replacing the older *Bremen* class Pocket Carrier which is being phased out of service.

De Gaulle class Pocket Carrier

Class: Starship, Type SCP	EP Output: 647 (100 extra)	Battery 1: Missile Rack (x5), Attack Bonus +4 (+4 USP), Damage 4d6. Battery 2: Sandcaster (x6), Defense Bonus +7 (+7 USP).
Tech Level: 13	Agility: 1	
Size: Huge (10,000dt)	Initiative: +1	
Streamlining: Partial – Close	AC: 9 (+1 Agility, -2 Huge)	
Jump Range: 3	Repulsors: x1 USP 7	
Acceleration: 5	Nuclear Dampers: USP 3	
Fuel: 3747 (100 excess)	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 262	AR: 0	
Staterooms: 137	SI: 500	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 61	Cost: MCr4217.52 in Quantity	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: 10 Missile Magazines (200 Missiles), Fuel Scoops, Fuel Processor (7hrs for 3,000dt Jump fuel). Hangar for 50x30dt fighters, launch tube for 30dt craft, 1 Sickbay, 1 Maintenance Shop, 10 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



BREMEN CLASS POCKET CARRIER – TL-12

An old Solomani design dating back to the 700s, the 8000 ton *Bremen* class Pocket Carriers are showing their age but can still reliably deploy a sizeable number of 30 ton fighters – 4 squadrons of 10 fighters each. Most have been transferred to Solomani planetary navies or client states but some still soldier on in Solomani naval squadrons. The ships have been built throughout the Solomani Confederation and while production ceased decades ago, they will continue in service in the frontlines until more *de Gaulle* class Pocket Carriers can be deployed.

An unstreamlined configuration, the *Bremens* rely on its own fuel lighter or fleet tankers to take on fuel. Two pods forward of the drive section house the hangars and launch rails for the fighters. A section above the fighter launch and hangar pods houses the main crew area and bridge.

Although capable of 5-G acceleration to keep up with Solomani squadrons the *Bremens* lack any agility and are not designed

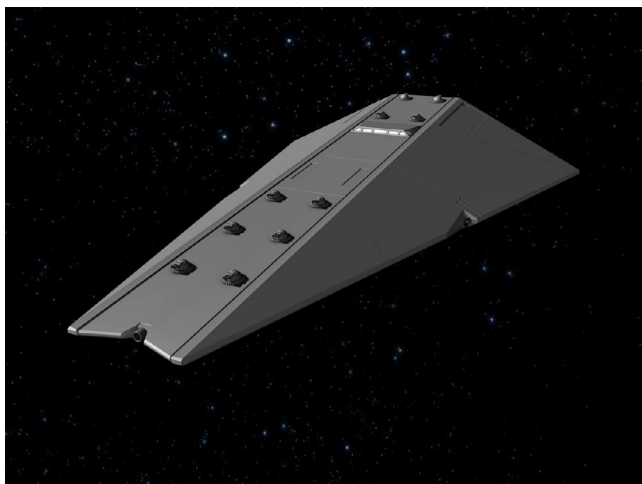
to take on enemy ships of any kind. Early in the Solomani Rim War the *Bremens* have acquitted themselves poorly, taking disproportionately heavy losses.

Bremen class Pocket Carrier

Class: Starship, Type SCP	EP Output: 416 (1 extra)	50dt Bay: Missile (x2), Attack Bonus +8 (+8 USP), Damage 8d6. Battery 1: Sandcaster (x3), Defense Bonus +7 (+7 USP).
Tech Level: 12	Agility: 0	
Size: Large (8000dt)	Initiative: +0	
Streamlining: Unstreamlined (Dispersed)	AC: 9 (-1 Large)	
Jump Range: 3	Repulsors: x1 USP 6	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 2836 (20 excess)	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 198	AR: 0	
Staterooms: 101	SI: 425	
Small Cabins: 0	Main Computer: Model/6fib	
Bunks: 0	Sensor Range: Extreme (Model/6)	
Couches: 0	Comm. Range: Extreme (Model/6)	
Low Berths: 0		
Cargo Space: 17	Cost:	
Atmospheric Speeds:	Cannot enter atmospheres.	
Other Equipment: Fuel Processor (8hrs for 1,800dt Jump fuel). Hangar for 1x500dt fuel lighter, Hangar for 40x30dt Fighters, Maintenance Shop, Sickbay, 100 sand canisters.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



DINGIR CLASS DEEP STRIKE DESTROYER – TL-14

Designed from the ground up to escort the *Beijing* class Deep Strike Cruiser, the *Dingir* class has met with mixed results from its deployment in the Deep Strike Squadrons in the Rim War. Although possessing the same performance as its larger stablemate, the class has suffered from engineering problems with its complex power system overloading from powering up after a long period of “silent running”. Several destroyers have been lost due to such failures deep behind enemy lines. In one case, a destroyer had to be abandoned and scuttled in order to prevent it from falling into Imperial hands.

Many *Beijing* class Cruisers are now making deep strike missions without their intended destroyer escorts while the power overloading issue is resolved. Recent deep strikes have been so successful the Confederation Navy is considering abandoning the need for escorts and grouping the deep strike cruisers in pairs for greater firepower. This will of course leave the high-jump

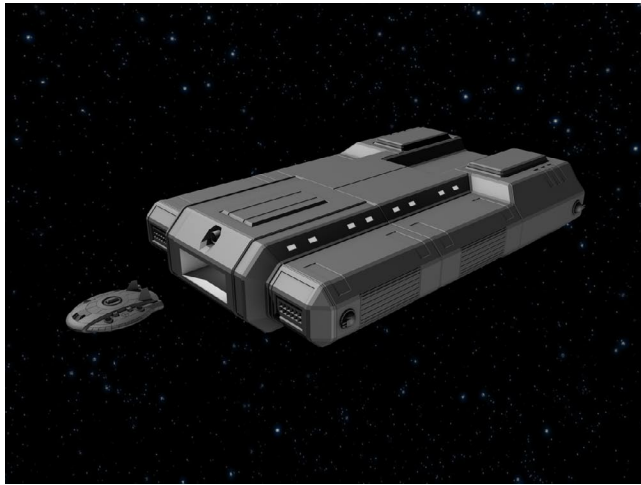
Dingir class without a mission, but given the increasingly desperate nature of fighting in the Solomani Rim War, it is highly likely the class will be pressed into service in some other role. The class is named after systems in the Solomani Rim Sector.

Dingir class Deep Strike Destroyer

Class: Starship, Type SSD	EP Output: 332 (100 extra)	100dt Bay: Particle Accelerator (x1), Attack Bonus +9 (+9 USP), Damage 9d12 +9d10 radiation. 50dt Bay: Plasma (x2), Attack Bonus +6 (+6 USP), Damage 6d12. Battery 1: Beam Laser (x3), Attack Bonus +7 (+7 USP), Damage 7d8. Battery 2: Sandcaster (x5), Defense Bonus +4 (+4 USP).
Tech Level: 14	Agility: 2	
Size: Large (5000dt)	Initiative: +2	
Streamlining: Streamlined – Wedge	AC: 19 (+8 armor, +2 agility, -1 size)	
Jump Range: 5	Repulsors: None	
Acceleration: 2	Nuclear Dampers: None	
Fuel: 2832	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 71	AR: 8	
Staterooms: 60	SI: 350	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 10		
Cargo Space: 98	Cost: MCr2716.46 in Quantity	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: Fuel Scoops, Fuel Processor (6hrs for 2,500dt Jump fuel). 3 hangars for 3x20dt lifeboats or Gigs, 1 Sickbay, 4 extra airlocks, 100 sand canisters, 1 Engineering Shop.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



HUSSAR CLASS LIGHT TROOP CARRIER – TL-13

The *Hussar* class Light Troop Carrier was designed at the same time as the *Zhukov* to provide carriage of a smaller unit of Marines (2 companies) for tactical rather than strategic operations which do not require the deployment of an entire division. The *Hussars* are frequently seen conducting low-intensity operations both inside Solomani borders and outside the Confederation, especially with client states to rimward. In the Rim War the class has been used on raiding missions against small Imperial ground targets both at the front lines and deep in enemy territory. In those situations the class is always escorted by a destroyer and at least 2 or 3 frigates or corvettes. The *Hussars* are not capable of keeping up with fleet units – they were designed for independent operations.

The ship can carry 360 troops with their heavily armored dropships and the ship can provide a limited orbital bombardment capability with its particle accelerator bay and two missile bays. A large missile magazine of 2000 missiles allows a sustained

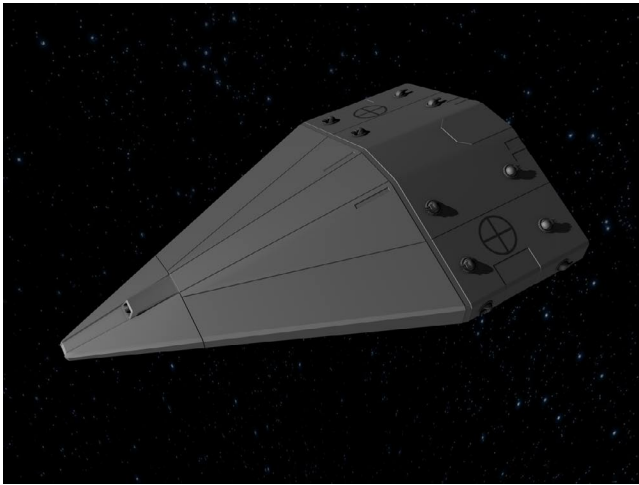
bombardment of surface targets. The design originated from the United States of Quesada Navy and is in use with that navy in considerable numbers.

Hussar class Light Troop Carrier

Class: Starship, Type SCTL	EP Output: 195 (0 extra)	100dt Bay: Particle Accelerator (x1), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. 50dt Bay: Missile (x2), Attack Bonus +8 (+8 USP), Damage 8d6. Battery 1: Sandcaster (x5), Defense Bonus +4 (+4 USP).
Tech Level: 13	Agility: 0	
Size: Large (5000dt)	Initiative: +0	
Streamlining: Partial- Close	AC: 12 (+3 armor, -1 Large)	
Jump Range: 3	Repulsors: None	
Acceleration: 2	Nuclear Dampers: USP 3	
Fuel: 1725 (30 excess)	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 154+360 Troops	AR: 3	
Staterooms: 83	SI: 350	
Small Cabins: 0	Main Computer: Model/6fib	
Bunks: 0	Sensor Range: Extreme (Model/6)	
Couches: 0	Comm. Range: Extreme (Model/6)	
Low Berths: 360		
Cargo Space: 41	Cost: MCr1813.316 in Quantity	
Atmospheric Speeds: Cruising = 2625kph NoE = 875kph Maximum = 3500kph		
Other Equipment: 100 Missile Magazines (2,000 missiles), Fuel Scoops, Fuel Processor (7hrs for 1600dt Jump fuel). 5 hangars for 30x30dt Dropships total (5 launched per turn), 1 Sickbay, 1 Maintenance Shop, 60 sand canisters, 3 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



TAU CETI CLASS DESTROYER – TL-13

Designed to stay with the fleet and screen cruisers, destroyers take on other escorts of similar size and fighters. The *Tau Ceti* class destroyer was specifically designed to escort the new Jump-4 *Prometheus* and *Normandy* class ships. Deployed throughout Confederation fleets, the *Tau Ceti*s are reasonably fast and agile, pack a punch with their particle accelerator bay and have given sterling service to the Confederation in the 20 years since service entry. They are sometimes seen operating alone on long-range patrols but are much more common in the Solomani Naval fleets.

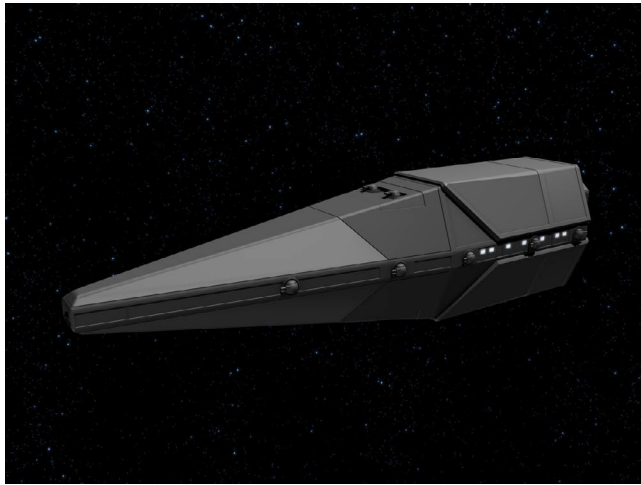
The *Tau Ceti* class are due for upgrading to TL-14 standard in the next 20 years during their mid-life refits.

Tau Ceti class Destroyer

Class: Starship, Type SDD	EP Output: 337(120 extra)	100dt Bay: Particle Accelerator, Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. Battery 1: Beam Laser (x3) Attack Bonus +6 (+6USP), Damage 6d8. Battery 2: Sandcaster (x3) Defense Bonus +7 (+7USP).
Tech Level: 13	Agility: 4	
Size: Large (3000dt)	Initiative: +4	
Streamlining: Streamlined (Wedge)	AC: 16 (Agility +4, Armor +3, Large -1)	
Jump Range: 4	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 1573	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 40 + 9 Troops	AR: 3	
Staterooms: 32	SI: 275	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 28	Cost: Mcr1978	
Atmospheric Speeds: NoE = 1175kph Cruising = 3525kph	Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (7hrs for 1200dt Jump fuel). 20dt Gig.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



STRIKER CLASS DESTROYER – TL-12

The venerable *Striker* class destroyer hull has been built by the Solomani for the last 150 years. Beginning life as a TL-11 destroyer for the 3rd French Republic, the *Striker* design was adopted by the Confederation Navy in 872 and now serves with many planetary and Confederation member navies in TL-11, TL-12 and TL-13 versions.

Like other TL-12 fleet units, the *Striker* class is gradually being upgraded with TL-13 systems. The fuel processor, particle accelerator bay, missile racks and beam lasers have all been brought up to TL-13 standard. The next upgrade due for this class of destroyer is the fitting of fiber optic backup to the model/6 computer. A prototype upgrade has already been completed.

The *Striker* class destroyer has been built in the hundreds and is likely that the *Tau Ceti* class destroyer will only complement the *Striker* class rather than supplanting it completely.

Striker class Destroyer

Class: Starship, Type SDD	EP Output: 335 (91 extra)	100dt Bay: Particle Accelerator (x1), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. Battery 1: Beam Laser (x1), Attack Bonus +9 (+9 USP), Damage 9d8. Battery 2: Missile Rack (x1), Attack Bonus +5 (+5 USP), Damage 5d10 (Bomb-Pumped Laser). Battery 3: Sandcaster (x5), Defense Bonus +4 (+4 USP).
Tech Level: 12	Agility: 3	
Size: Large (3000dt)	Initiative: +3	
Streamlining: streamlined – Cone	AC: 14 (Agility +3, Armor +2, Large –1)	
Jump Range: 3	Repulsors: None	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 1403	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 55	AR: 2	
Staterooms: 28	SI: 300	
Small Cabins: 0	Main Computer: Model/6	
Bunks: 0	Sensor Range: Extreme (Model/6)	
Couches: 0	Comm. Range: Extreme (Model/6)	
Low Berths: 0		
Cargo Space: 8	Cost: MCr2200.526 in Quantity	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: 4 Missile Magazines (80 Missiles) Fuel Scoops, Fuel Processor (7hrs for 800dt Jump fuel). Hangar for 1 30dt Slow Boat, 2 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



VALIANT CLASS MONITOR – TL-13

The standard Confederation Navy Monitor, this tough nut is deployed in squadrons of 4-8 vessels to defend strategic bases (like Depots, supply and Naval bases) as well as serving with high-tech planetary navies who can afford them. Very well armored and highly agile, the *Valiant* class Monitor also mounts two particle accelerator bays for taking on larger ships.

Unusually for Solomani Navy ships, the accommodation is spacious with one stateroom per crewmember. This ensures that long patrols are not as arduous as would normally be the case.

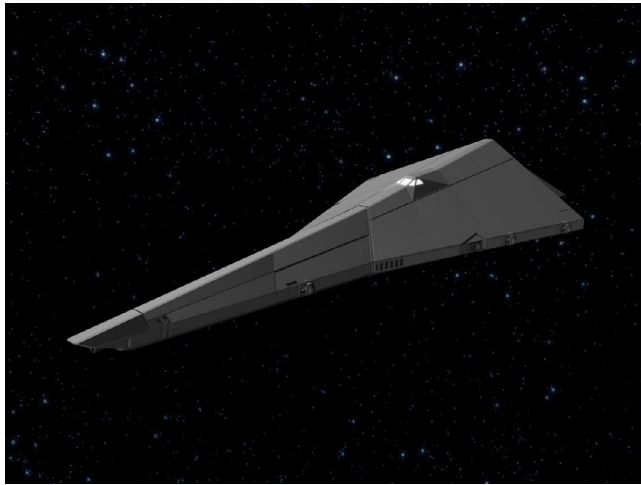
Valiant class Monitor

Class: Starship, Type SM	EP Output: 500 (180 extra)	100dt Bay: Particle Accelerator (x2), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. Battery 1: Beam Laser (x1), Attack Bonus +7 (+7 USP), Damage 7d8. Battery 2: Sandcaster (x5), Defense Bonus +4 (+4 USP).
Tech Level: 13	Agility: 6	
Size: Large (3000dt)	Initiative: +6	
Streamlining: Streamlined – Flattened Sphere	AC: 26 (+11 armor, +6 agility, -1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 500	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 66	AR: 11	
Staterooms: 66	SI: 300	
Small Cabins: 0	Main Computer: Model/6fib	
Bunks: 0	Sensor Range: Extreme (Model/6)	
Couches: 0	Comm. Range: Extreme (Model/6)	
Low Berths: 0		
Cargo Space: 139	Cost: MCr1894.58 in Quantity	
Atmospheric Speeds: NoE = 1175 Cruising = 3525 Maximum = 4700		
Other Equipment: 200 Sand canisters, Fuel Scoops, Hangar for 2x20dt lifeboats, 3 extra airlocks, 1 Sickbay, 1 Engineering Shop.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

KORMORAN



KORMORAN CLASS COMMERCE RAIDER – TL-13

In keeping with the Solomani Navy's concentric warfare doctrine, the *Kormoran* class Commerce Raider was specifically designed to take on enemy shipping to cripple their economic power. This class has a long jump range, is reasonably agile to enable quick firing solutions on slower merchants, and packs an enormous offensive punch with its single particle accelerator bay. Entering service in 968 the class also has a powerful computer system also designed to enhance its chances of a successful first strike against enemy merchants. The *Kormorans* are designed to operate alone for long periods of time. Many of these Commerce Raiders were prepositioned at the start of the Solomani Rim War to enter quickly into Imperial territory. Some penetrated into Reaver's Deep, some into Daibei Sector and some into the Old Expanses and even further coreward into the Glimmerdrift Reaches and Ley Sectors. They have been causing concern in Imperial Navy circles way out of proportion to their numbers – in

other words, they have been successful in their role so far.

Kormoran class Commerce Raider

Class: Starship, Type RC	EP Output: 227 (80 extra)	100dt Bay: Particle Accelerator (x1), Attack Bonus +8 (+8 USP), Damage 8d12 +8d10 radiation. Battery 1: Sandcaster (x3) Defense Bonus +7 (+7USP).
Tech Level: 13	Agility: 4	
Size: Large (2000dt)	Initiative: +4	
Streamlining: Streamlined (Wedge)	AC: 15 (Agility +4, Armor +2, Large -1)	
Jump Range: 4	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 1027	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 29 + 6 Troops	AR: 2	
Staterooms: 25	SI: 275	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 16	Cost: Mcr1354.708 in Quantity	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (7hrs for 800dt Jump fuel), 2 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



TIGER CLASS FRIGATE – TL-12

Mainstay of the escort fleet, the old *Tiger* class Frigate has been in service for over a century and has recently received upgrades to its weapons systems, notably its beam lasers and missile racks to bring them up to TL-13 standards. Solomani frigates are tasked with escorting destroyers and support ships as well as convoys of merchants in wartime. In Imperial vernacular they would be termed destroyer escorts. The *Tiger* Class can also be found operating alone. A few have been rumored to be operating in the commerce raiding role but their cramped crew accommodation does not make them useful vessels in that role.

Tiger class Frigate

Class: Starship, Type SF	EP Output: 116 (42 extra)	Battery 1: Beam Laser (x1), Attack Bonus +8 (+8 USP), Damage 8d8. Battery 2: Missile Rack (x1), Attack Bonus +3 (+3 USP), Damage 3d10 (Bomb-Pumped Laser). Battery 3: Sandcaster (x2), Defense Bonus +4 (+4 USP).
Tech Level: 12	Agility: 4	
Size: Large (1000dt)	Initiative: +4	
Streamlining: Partial – Close	AC: 17 (+4 Agility, +4 Armor, -1 Large)	
Jump Range: 3	Repulsors: None	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 416	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 19	AR: 4	
Staterooms: 10	SI: 250	
Small Cabins: 0	Main Computer: Model/5fib	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 6		
Cargo Space: 13	Cost: MCr730.788 in Quantity	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: 2 Missile Magazines (40 Missiles), 60 sand canisters, Fuel Scoops, Fuel Processor (8hrs for 400dt Jump fuel), Hangar for 1 G-Carrier, 3 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



VEZINA CLASS MISSILE FRIGATE – TL-13

Armed solely with missile racks, the *Vezina* class Missile Frigate is a radical departure from the Solomani obsession with energy and laser weapons. Although the class can sometimes be found in the traditional destroyer and support ship escort role, the *Vezinas* are most commonly found operating with Troop Carrier squadrons where its missile armament can be used for planetary bombardment.

The ship carries 200 reloads for its missile turrets, meaning that in an intensive engagement it may quickly run short of ammunition. Although many *Vezinas* have been built it is unlikely the Solomani Navy will replace the ships with something similar when they come to their end of their service lives.

Vezina class Missile Frigate

Class: Starship, Type SFM	EP Output: 107 (50 extra)	Battery 1: Missile (x10), Attack Bonus +3 (+3 USP), Damage 3d10 (Bomb-Pumped Laser).
Tech Level: 13	Agility: 5	
Size: Large (1000dt)	Initiative: +5	
Streamlining: Streamlined (Cone)	AC: 19 (Agility +5, Armor +5, Large -1)	
Jump Range: 3	Repulsors: None	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 407	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 22	AR: 5	
Staterooms: 12	SI: 250	
Small Cabins: 0	Main Computer: Model/7fib	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 13	Cost: Mcr744.7	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: 10 Missile Magazines (200 Missiles) - 30 Shots per turret). Fuel Scoops, Fuel Processor (5.25hrs for 300dt Jump fuel). Hangar for 20dt Gig.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



the escort role in 993 after heavy losses of escort ships.

SAMURAI CLASS HEAVY PATROL CRUISER – TL-12

Although the terms “heavy” and “cruiser” could hardly apply to these 1000 ton vessels, the ubiquitous *Samurai* class Heavy Patrol Cruiser is used throughout Solomani space in the patrol role. Based on a standard design that has been used for centuries, the class is built throughout the Confederation and is used by planetary navies and client states as well as in Confederation Navy PatRons (Patrol Squadrons). The Cruiser is designed for long-range patrols and has reasonable armor, a powerful beam laser battery and some sandcaster defenses. With 4-G acceleration the ship is capable of overhauling most civilian vessels. 2 50 ton cutters and 10 Marines provide the ability to board vessels for searches, should that be necessary. The class has an engineering shop and sickbay allowing the ship to stay on-station for long periods of time.

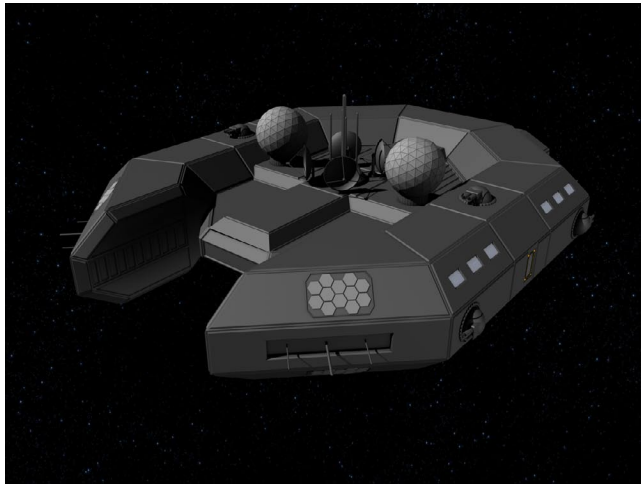
Although not designed to escort larger ships as part of a naval fleet, some units of the class have been pressed into service in

Samurai class Heavy Patrol Cruiser

Class: Starship, Type STH	EP Output: 64 (0 extra)	Battery 1: Beam Laser (x1), Attack Bonus +7 (+7 USP), Damage 7d8. Battery 2: Sandcaster (x3), Defense Bonus +4 (+4 USP).
Tech Level: 12	Agility: 0	
Size: Large (1000dt)	Initiative: +0	
Streamlining: Streamlined - Wedge	AC: 13 (+4 armor, -1 size)	
Jump Range: 3	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 364	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 19+10 Troops	AR: 4	
Staterooms: 23	SI: 250	
Small Cabins: 0	Main Computer: Model/5	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 0		
Cargo Space: 35	Cost: MCr594.628 in Quantity	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (8hrs for 200dt). Hangar for 2 50dt Cutters, 1 Engineering Shop, 1 Sickbay, 40 Sand canisters, 2 extra airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



PURITYCLASS SOLSEC RECON FRIGATE – TL-13

Solsec, the Solomani Secret Police, maintains its own army and navy. Its vessels do not engage the enemy in battle, rather they collect enemy intelligence as well as spying on the Solomani Navy.

Purity class Recon Frigates bristle with communications and sensor arrays as well as ECM and ECCM systems. With Jump-3 and 5-g acceleration they are capable of keeping up most Solomani squadrons and also have a reasonable weapons suite for self defense. Typically one *Purity* class Recon Frigate will tail a Solomani Naval Squadron in peacetime, engaging in SIGINT (signals intel) gathering, spying on all squadron communications and squadron movements. Shore leave is also monitored. In wartime Recon Frigates perform their usual duties but also engage in long range reconnaissance missions into enemy territory, utilizing their extensive sensors to maximum advantage. The *Purity* class Recon Frigate can power down selected systems

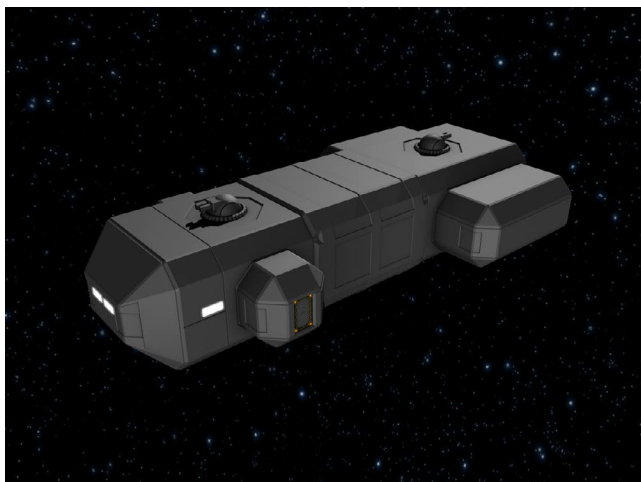
to minimise chances of detection.

Purity class Recon Frigate

Class: Starship, Type SFR	EP Output: 69 (0 extra)	Battery 1: Beam Laser (x2), Attack Bonus +5 (+5 USP), Damage 5d8. Battery 2: Sandcaster (x2), Defense Bonus +5 (+5 USP).
Tech Level: 13	Agility: 0	
Size: Large (1000dt)	Initiative: +0	
Streamlining: Partial- Close	AC: 12 (+3 Armor, -1 Large)	
Jump Range: 4	Repulsors: None	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 469	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 20	AR: 3	
Staterooms: 20	SI: 250	
Small Cabins: 0	Main Computer: Model/7	
Bunks: 0	Sensor Range: System Wide (Model/7)	
Couches: 0	Comm. Range: System Wide (Model/7)	
Low Berths: 0		
Cargo Space: 38	Cost: MCr546.616 in Quantity	
Atmospheric Speeds: Cruising = 2625kph NoE = 875kph Maximum = 3500kph		
Other Equipment: Fuel Scoops, Fuel Processor (7hrs for 400dt Jump fuel). Hangar for 1x20dt Lifeboat, 2 extra airlocks, 60 sand canisters.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



DEFENDER CLASS LIGHT PATROL CRUISER – TL-13

The standard Patrol Cruiser guarding Solomani spacelanes throughout the Confederation, the 400 ton *Defender* class Light Patrol Cruiser is a standard design built at TL-11, 12 and 13 shipyards. The example shown is a TL-13 version. Possessing a high jump capability and good maneuverability, light patrol cruisers are found singly as well as with Confederation Navy PatRons (Patrol Squadrons). Armed with a mix of weaponry, the ship also embarks 10 Marines for boarding actions and also has a sickbay and engineering shop for minor repairs to both men and systems. Living quarters are very cramped, a seemingly standard feature of smaller Confederation warships.

Defender class Light Patrol Cruiser

Class: Starship, Type ST	EP Output: 30 (6 extra)	Battery 1: Beam Laser (x1), Attack Bonus +4 (+4 USP), Damage 4d8. Battery 2: Pulse Laser (x1), Attack Bonus +3 (+3 USP), Damage 3d10. Battery 3: Missile Rack (x1), Attack Bonus +3 (+3 USP), Damage 3d10 (Bomb-Pumped Laser). Battery 4: Sandcaster (x1), Defense Bonus +4 (+4 USP).
Tech Level: 13	Agility: 2	
Size: Medium (400dt)	Initiative: +2	
Streamlining: Partial – Close	AC: 12 (+2 agility)	
Jump Range: 4	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 190	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 9+10 troops	AR: 0	
Staterooms: 8	SI: 145	
Small Cabins: 0	Main Computer: Model/4bis	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 10 emergency		
Cargo Space: 19.2	Cost: 223.588 in Quantity	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: 3 Missile Magazines (60 missiles), sickbay, engineering shop, 1 extra airlock.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



SORENSEN CLASS CORVETTE – TL-13

The *Sorensen* class Corvette represents a successful attempt to bolster the strike power of Solomani PatRons (Patrol Squadrons). Although Patrons utilize the Light and Heavy Patrol Cruisers they needed a proper warship to provide more strike power. The *Sorensen* class corvette, although virtually useless in fleet actions, has provided a useful addition to PatRon strength since its service entry in 940. Also capable of keeping up with frontline Navy squadrons, the corvette is sometimes used in place of frigates to escort destroyers and support ships. This trend has accelerated with the heavy losses Solomani frigates have suffered since 990.

The *Sorensen* class is a typical Solomani design with beam lasers in two fixed mounts as well as another beam battery in a triple turret and a triple sandcaster turret. The class has good armor for a Solomani ship but the crew quarters are cramped – double occupancy being the norm. A speeder is carried for fast

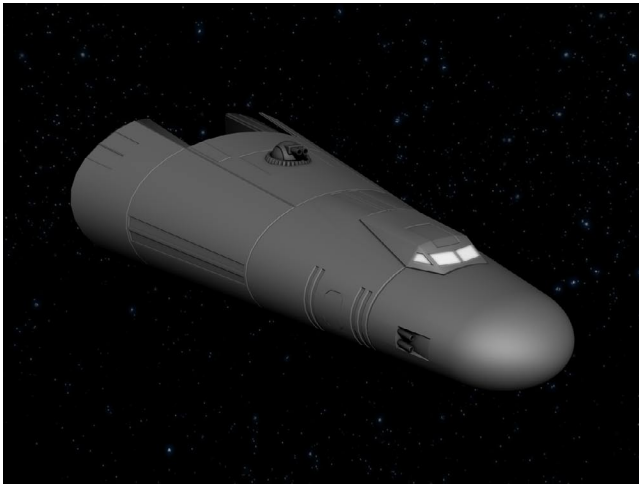
transport of personnel from orbit to planet surface.

Sorensen class Corvette

Class: Starship, Type SC	EP Output: 46 (16 extra)	Battery 1: Beam Laser – Fixed Mount Mount forward facing (x2), Attack Bonus +3 (+3 USP), Damage 3d8. Battery 2: Beam Laser (x1), Attack Bonus +4 (+4 USP), Damage 4d8. Battery 3: Sandcaster (x1), Defense Bonus +4 (+4 USP).
Tech Level: 13	Agility: 4	
Size: Medium (400dt)	Initiative: +4	
Streamlining: Streamlined - Close	AC: 19 (+5 armor, +4 agility)	
Jump Range: 3	Repulsors: None	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 166	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 12	AR: 5	
Staterooms: 7	SI: 145	
Small Cabins: 0	Main Computer: Model/5	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 0		
Cargo Space: 1	Cost: MCr261.744 in Quantity	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: 20 Sand canisters, Fuel Scoops, Fuel Processor (7hrs for 200dt), Speeder, Hangar for Speeder.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



STANDARD SYSTEM DEFENSE BOAT – TL-13

The standard Solomani system defense boat is the 300 ton “standard” boat. Built throughout the Confederation, the 300 ton SDB has excellent armor, high agility and a powerful mix of short and long range weaponry. The short range fusion battery is located in a fixed mount while the SDB has a long-range standoff capability with its Bomb-Pumped Laser Missile system.

Lower tech versions (TL 9, 10, 11 and 12) are also built. The TL-12 version has 12 armor, a Factor-2 missile battery and agility 5, while its power plant is larger and takes up all the cargo space. Other versions have different armament depending on need and tech level. System Defense Boats rely on stealth and surprise attacks on enemy targets. They can be found lurking in gas giants, under oceans, in asteroid fields or in orbit around the main world of a system.

Solomani Standard System Defense Boat

Class: Large Craft, Type SDB	EP Output: 47 (18 extra)	Battery 1: Fusion – Fixed Mount Mount forward facing (x1), Attack Bonus +5 (+5 USP), Damage 5d20. Battery 2: Missile Rack – (x1), Attack Bonus +3 (+3 USP), Damage 3d10 (Bomb-Pumped Laser).
Tech Level: 13	Agility: 6	
Size: Medium (300dt)	Initiative: +6	
Streamlining: Streamlined – Cone	AC: 29 (+13 armor, +6 agility)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 47	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 10	AR: 13	
Staterooms: 6	SI: 130	
Small Cabins: 0	Main Computer: Model/5	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 0		
Cargo Space: 18	Cost: MCr219.804 in Quantity	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: 2 Missile Magazines (40 missiles), Fuel Scoops, 1 extra airlock.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



FLEET COURIER – TL-13

The Solomani Navy's standard courier is the 200 ton Fleet Courier. Built by the hundred, the same basic hull design has been used for centuries, with progressive upgrades to its sensors, computers and jump capability. The current version makes use of TL-13 Jump-4 technology to give the fleet courier a dramatic increase in range over its Jump-3 predecessor. The Fleet Courier is used to transmit vital information, priority cargo and important passengers between fleet elements and Solomani bases. It has a small 9 ton cargo hold as well as one stateroom reserved for 1 or 2 passengers.

Most Fleet Couriers are armed with a triple beam laser turret and a triple sandcaster turret for self-defense, but they are by no means fighting machines. Their sole purpose is the fast movement of vital information, cargo or people from one place to another.

Solomani Fleet Courier

Class: Starship, Type SCF	EP Output: 11 (0 extra)	Battery 1: Beam Laser (x1), Attack Bonus +4 (+4 USP), Damage 4d8. Battery 2: Sandcaster (x1), Defense Bonus +4 (+4 USP).
Tech Level: 13	Agility: 0	
Size: Medium (200dt)	Initiative: +0	
Streamlining: Streamlined Wedge	AC: 10	
Jump Range: 4	Repulsors: None	
Acceleration: 3	Nuclear Dampers: None	
Fuel: 91	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 7	AR: 0	
Staterooms: 8	SI: 115	
Small Cabins: 0	Main Computer: Model/4	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 0		
Cargo Space: 9	Cost: MCr119.34 in Quantity	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (7hrs for 200dt).		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



VX CLASS DROPSHIP – TL-13

Designed for rapid penetration of atmospheres to land or recover a squad of marines in a contested drop zone, Solomani dropships are deployed from Troop Carriers of all sizes. They are heavily armored and have airframes to reach very high speeds in all kinds of atmospheres. The troop section allows the transport of 12 fully equipped marines. The Dropship mounts a single missile rack in a fixed mount with 3 ready missiles, and has a dual barrel autocannon in a remote automated turret in the nose to provide suppressive fire at the drop zone. The autocannon is controlled with a TL-13 advanced synaptic targeting computer. The endless ammunition belt of 1,000 rounds contains the spent shell casings within the turret. Belt reloads each cost Cr5,000 and take up 0.5tons in shipping crates. The autocannon may fire at 100 rounds per minute to conserve ammo doing 6D10 damage (1D10 vs vehicles), or double that at 200 rounds per minute for a more lethal attack doing 7D10 damage (2D10 vs vehicles). The

turret is capable of 180 degrees horizontal traverse and 45 degrees of declination. Armored drop doors at the rear allow rapid deployment or recovery of troops and extra armor on the belly protects the Dropship from even heavy surface fire.

The VX class Dropship is a progressive development of the older TL-12 VU class Dropship.

VX class Dropship

Class: Smallcraft, Type SSD	EP Output: 2.4 (1.2 extra)	Battery 1: Missile Rack – Fixed Mount forward facing (x1), Attack Bonus +2 (+2 USP), Damage 2d6.
Tech Level: 13	Agility: 4	
Size: Small (30dt)	Initiative: +4	
Streamlining: Airframe – Flattened Sphere Airframe	AC: 26 (+11 armor, +4 agility, +1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 0.6 tons	Meson Screens: None	
Duration: 1 week	Black Globes: None	
Crew: 2	AR: 11	
Staterooms: 0	SI: 80	
Small Cabins: 0	Main Computer: Model/2	
Bunks: 0	Sensor Range: Short (Model/2)	
Couches: 12	Comm. Range: Short (Model/2)	
Low Berths: 0		
Cargo Space: 0	Cost: MCr17.68 in Quantity	
Atmospheric Speeds: NoE = 1400kph Cruising = 4200kph Maximum = 5600kph		
Other Equipment: 1 Autocannon in remote automated turret, hardwired TL-13 advanced synaptic targeting computer, 1000 rounds of ammunition, 3 ready missiles in missile rack, couches.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)



VIPER CLASS FIGHTER/BOMBER – TL-13

Using the standard V class hull, like the VX class Dropship but less heavily armored, the new Viper Fighter and Viper Bomber replaced several older TL-11 and TL-12 fighter designs and is destined to remain the standard Fighter/Bomber for many years to come. The Fighter and Bomber use many of the same systems making maintenance easier and allowing cannablizing parts between them. Carried by most cruisers and Battlecruisers in small numbers Vipers are also deployed on the mammoth Midway class Fighter Carriers as well as the Pocket Carriers of the Solomani Fleet. The Viper class is manufactured throughout the Confederation and is also found in planetary navies on system-wide patrols.

Fighters are of little use deployed on their own. In fleet actions Viper Fighters are used for flank patrols as well as attacks on escorts and fighters. A single Midway class carrier can deploy 1500 Vipers capable, in theory, of causing significant damage to

the enemy.

The Viper Fighter carries a single plasma gun and matched powerplant in the hardpoint module socket. The Viper Bomber carries a triple missile rack and 30 round magazine module with room for a loader. Other configurations have also been tested, a recent version developed fits a smallcraft stateroom and 6 days extra fuel capacity in place of a weapon for extended non-combat missions. All Viper types include 0.7tons of cargo space around the helm. Fighters and bombers are invariably deployed together, the standard mix on a Midway class carrier being 1000 fighters and 500 bombers.

The Viper Fighter module costs MCr4.0 in quantity. The Viper Bomber module costs MCr2.74 in quantity. The extended non-combat mission module costs MCr0.2 in quantity.

Viper class Fighter/Bomber

Class: Smallcraft, Type SFB	EP Output: 4.6 (1.8 extra)	Fighter Version Battery 1: Plasma (x1), Attack Bonus +3 (+3 USP), Damage 3d12. OR Bomber Version Battery 1: Missile (x1), Attack Bonus +3 (+3 USP), Damage 3d6. Magazine x30 missiles.
Tech Level: 13	Agility: 6	
Size: Small (30dt)	Initiative: +6	
Streamlining: Airframe – Flattened Sphere	AC: 26 (+9 armor, +6 agility, +1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 0.5 tons	Meson Screens: None	
Duration: 3 days	Black Globes: None	
Crew: 2	AR: 9	
Staterooms: 0	SI: 80	
Small Cabins: 0	Main Computer: Model/3	
Bunks: 0	Sensor Range: Medium (Model/3)	
Couches: 2	Comm. Range: Medium (Model/3)	
Low Berths: 0		
Cargo Space: 0.7 tons	Cost: Fighter: MCr46.744 in Quantity Bomber: 45.064MCr in Quantity	
Atmospheric Speeds: Cruising = 3525kph NoE = 1175kph Maximum = 4700kph		
Other Equipment: 3 ton Modular Weapon Socket		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

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