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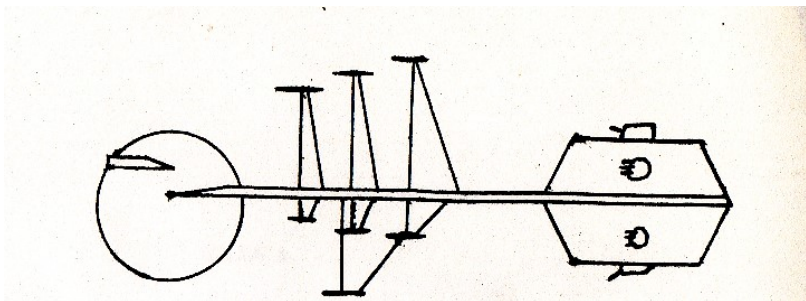
Fighting Ships
of the First Kentron War

Stellar Imperia

The Weekend Traveller Press

Fighting Ships of the First Kentron War

A fanzine supplement for **Traveller** in all it's forms.
By William T. Richards



The Weekend Traveller Press

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Third Edition

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Introduction

This booklet presents an in-depth look at the warships used during the First Kentron War. This war was fought inside of two subsectors of the fallen Talani Empire. It contains data on each of the combatant starship and non-starship classes used by each of the factions during the war. Included are briefings that should provide a good overview of the ships' performance both good and bad, as well as background information as to why or how they were employed.

Standards and Assumptions

The Kentron and Heron subsectors are an unofficial, and small portion of the fictional universe that has been extensively described in the many other **Traveller** products produced in the past twenty five plus years. It is assumed that the player and referee have access to some of these materials to include the original **Traveller (CT)**, **Book5: High Guard**, **Adventure 5:Trillion-Credit Squadron (TCS)**, and **Supplement 9: Fighting Ships**.

Dates

All dates herein correspond to the Kentron calendar. Dates are centered upon the Kentron year zero. Years preceded by a minus sign are before that date; years without a sign or preceded by a plus sign are after that date. Each year consists of 365 days, numbered from 1 to 365. The full date is expressed as DDD-YYYY. For example, 025-0050 is the 25th day of the 50th year. The current year is 0065.

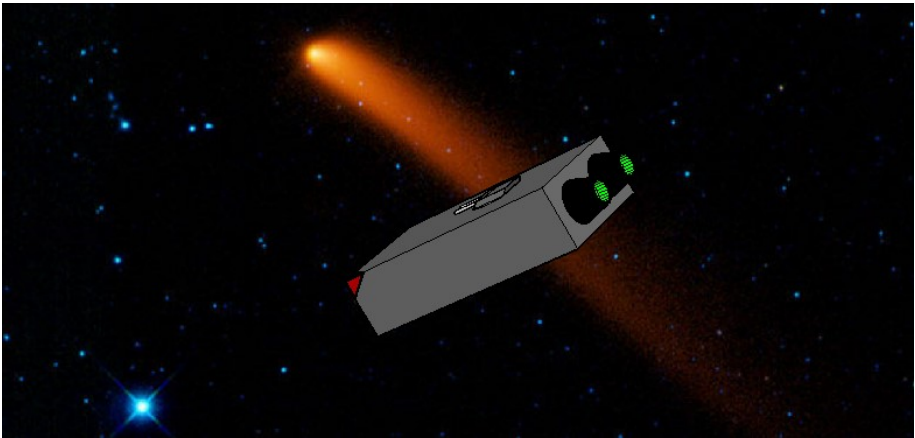
About the Ships

The ships in this Supplement were designed following the rules as described in **Traveller Book5: High Guard**. However, in some instances the rules were slightly altered. This was done in order to provide some form of unpredictability and uncertainty in a **TCS** game that was played during the summer of 1985. Additionally, the fleets were designed using different technology levels and budgets, again to provide flavor and tension to the game. The players in the game designed the ships with various levels of knowledge of High Guard ship designs and tactical capability. While these ships may not survive in a **TCS** tournament, they did provide a great deal of flavor to the game and in latter **Traveller** scenarios and campaigns designed in the same area of space. The artwork on display in this fanzine is obviously not of the highest quality. However, it is hoped that they will provide sufficient visual information about the ships to provide some flavor to any games played in the setting of the Fallen Talani Empire. And if a better artist wishes to provide some better artwork based off these "sketches" then please contact the author!

Heron/Heron:

The Here system always suffered from a lack of Sophont resources for development of industries in the system. To counter this they poured a great deal of time and effort in to researching robotics and computers. This research helped to improve the efficiency of its industrial capability allowing them to quickly out produce nearby systems with far larger populations. Not only did they out produce in quantity, but they were able to get the quality of products to a very high level at a very low cost. Over the years this adversely affected the economies of several nearby systems. These systems then formed a coalition in the Talani Senate that pushed through and passed a resolution banning the mass use of intelligent industrial robots. Once the legislation was enacted, the Here system's economy was wrecked and never recovered until Horatio Esqudray came to power.

Esqudray managed to create a robot factory under the surface of the planet Heron in the outer reaches of the Here system. This factory started out as a small mining facility digging up various materials using legally made maintenance robots. Esqudray would then reprogram the robots to build replacement parts that were then used to build new robots. Once a sufficient number of maintenance robots were built, they were again reprogrammed to build parts for self repairing warbots. These parts were then used to quickly build a vast army of warbots. Once a large enough army was created, several robot brains were installed in available shuttle craft in preparation for the invasion of the system's main world. Throughout the construction of this army, several disaffected former military personnel assisted with the plan, providing the much needed spontaneity that an all robot army would lack. After the Talani Empire fell apart, Esqudray launched his ragtag invasion fleet and conquered the main world of his system. The Home World Defense League was surprised and fell quickly to the military might of the Heron army. Once he conquered the system, Esqudray left the government of the system as it stood, but now all worlds in the system owed him taxes and fealty. In return he guaranteed the protection of the system and a resurgence of their economy. Now that the mass use of robots was "legal", Esqudray quickly turned to building a fleet of warships to project his empire's power to other systems and to defend his home from invasion by the likes of Lord Kentron and other would be empire builders.

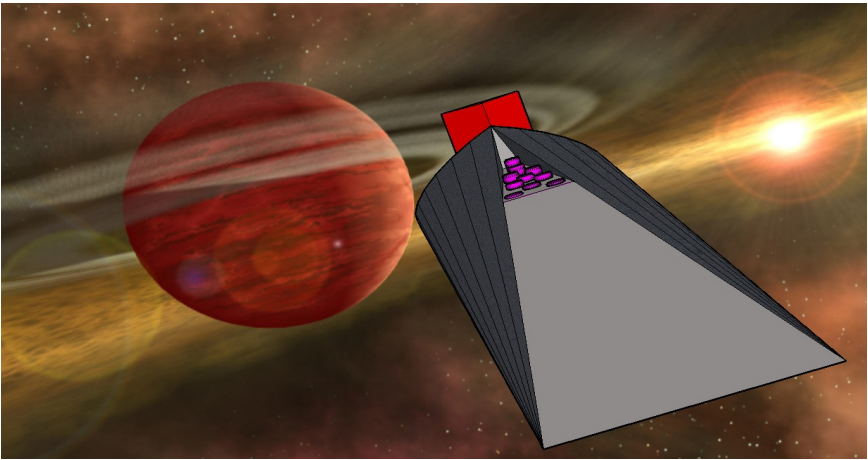


Scout Explorer XS-1631531-600000-04000-0 100tons
 Batteries bearing 1
 Batteries 1
 Fuel=45 tons. EP=5 Agility-0. Tech Level 13, Cargo = 6 tons

Tonnage: 100 tons standard
 Crew: 1 officer
 Performance: Power plant-5, Jump 3, Agility 1.
 Electronics: model 3fib computer.
 Hard points: 1 hard point.
 Armament: 1 dual mounted fusion gun turret.
 Defenses: Armored Hull Factor 6
 Craft: None
 Fuel Treatment: Fuel purification installed

Cost:
 Construction Time: 40 weeks , 32 weeks in quantity
 Number Built: 30

Comments: The Scout Explorer was used by the Heron navy to monitor systems targeted for invasion or that were believed to be targeted for invasion by other navies. To ensure the ship could jump out of a system to relative safety it carried 10 tons of extra fuel. This would be used in an emergency to escape an occupied system where the scout had been detected. The scout would jump into deep space one parsec away from its assigned location and when it did not report back to Heron, a rescue ship would be dispatched to the predetermined location for pick up and or refueling. This adaptation allowed Heron scouts to take on more risky missions while still improving on their survivability. These ships were also used to harass merchant traffic as their fusion turret could quickly damage any small merchant ships that they ran across.



Destroyer Escort DE-A1248G2-700007-08000-0 1000tons

Batteries bearing	1	1
Batteries	1	1

Fuel=280 tons. EP= 100, Agility-4. 13 Marines in low berths. Tech Level 13

Tonnage:	1000 tons standard
Crew:	2 officers and 11 ratings
Performance:	Power plant-7, 100 EP. Jump 2, Agility 4.
Electronics:	model 7fib computer.
Hard points:	10 hard points. 1 100ton
Armament:	10 dual fusion gun turrets,
Defenses:	Hull armor 7, 1 100 ton repulsor bay.
Craft:	None
Fuel Treatment:	Fuel scoops and fuel purification installed
Cost:	1,072.40 Mcr
Construction Time:	120 weeks , 96 weeks in quantity
Number Built:	15

Comments: As is normal for Heron ships, this class was not given a name. Thus this class of ships is referred too simply as Destroyer Escorts. The first ship of this class is referred to as DE0001 and the crew is made up of a combination of humans and robots with the robots making up the ratings and all of the officer slots filled by humans. The major problem with this class of ships is its sort jump distance of only 2 parsecs. This design flaw caused the Heron fleet to be split on to two groups during the war. The first group consisted of the Jump three capable ships and the other contained the Jump two ships. The Jump two ships being smaller and less well armed than their opponents, were almost completely lost at the first battle of Midway Point. Because the available fire power for this fleet was insufficient to finish off the opposing Kentron fleet the Hereon fleet was forced into a defensive posture until better designed ships became available. Additionally, during that same battle it was realized that fusion guns did prove to be a good selection for both defense and offence. However, because the ships could attack with their fusion guns only at close range, the forces of Kentron were able to spot the trend in their tactics, and did everything in their power to keep the Herons at long range while they softened them up with missile and laser fire.



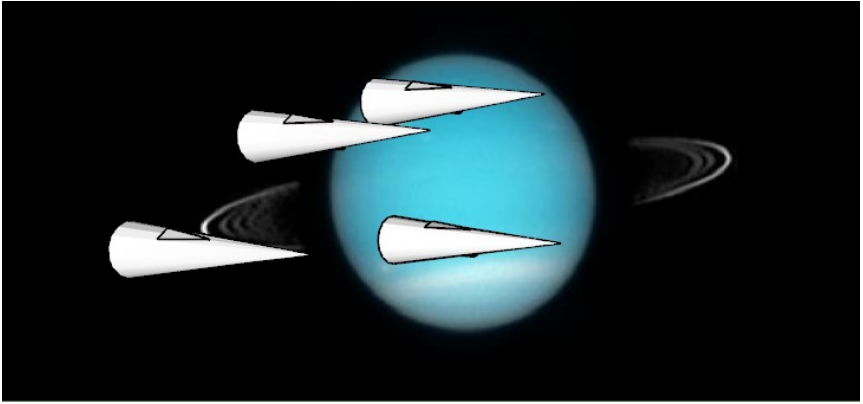
Fighter Carrier FC-A731372-090007-00000-30 1000tons
 Batteries bearing 1 1
 Batteries 1 1
 Fuel=330 tons. EP=30 Agility-1. Tech Level 13 30 fighters

Tonnage: 1000 tons standard
 Crew: 2 officers and 4 ratings
 Performance: Power plant-3, 30 EP. Agility 1.
 Electronics: model 7 computer.
 Hard points: 10 hard points. 1 100 ton bay
 Armament: None
 Defenses: 10 triple sand caster turrets, 1 100-ton repulsor bay.
 Craft: 30 Kamikaze Fighters in three squadrons
 Fuel Treatment: fuel purification installed
 Cargo: 14 Tons
 Cost: 880.66 Mcr. Singly, 704.53 Mcr in Quantity
 Construction Time: 120 weeks, 96 weeks in quantity.
 Number Built: 6

Comments: The Fighter Carrier (FC) class of ships was used not only to transport fighters to battle, but also to collect up the wreckage after the battle. The flotsam and jetsam of battle would be picked up and gathered into large containers hanging off the side of the ship. These were designed to be quickly unfolded and put into use as needed. Many design improvements were gained through this overt method of collecting battlefield intelligence. Once fully loaded with debris, the ship would return to Heron where it would off load its cargo and then rearm with 30 new kamikaze fighters.

One design note for this ship deals with the use of robotic small craft. Because the robot pilots are built in to the kamikaze fighters there is no need to provide them with living space aboard the mother ship. This further reduces the crew requirements as a support crew are not required to attend to the replaced living pilots. This allows the FC to carry far more small craft than would be normal for a ship carrying living pilots.

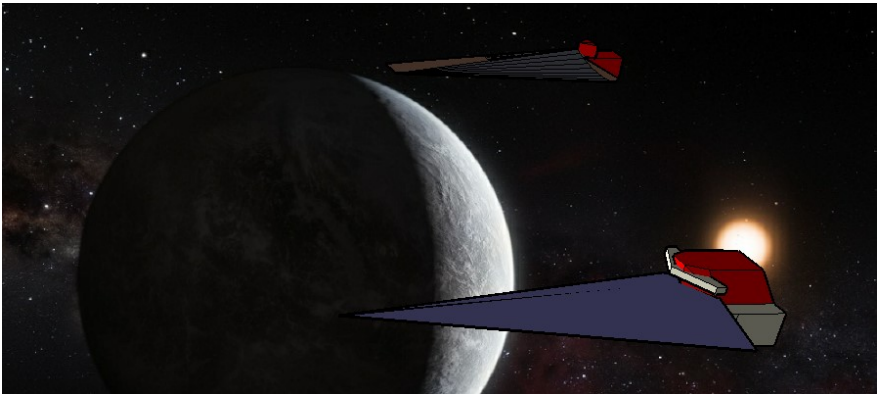
After one of the battles of Midway Point the forces of Kentron got aboard one of these ships and were stunned to find the bodies of only six crewmen. It was at first thought that the rest had been ejected from the ship when its hull was breached in combat. But after looking the ship over, the Intel officer realized there were only four staterooms.



Kamikaze Fighter KF-0106710-000000-00003-0 13 tons
 Squadron Values 000000-00007
 Batteries 1
 Batteries bearing 1
 Fuel=1 tons. EP= 0.91 Agility-5. Tech Level 13

Tonnage: 15 tons standard
 Crew: 1 robotic pilot.
 Performance: Power plant-7, 0.91 EP. Agility 6.
 Electronics: model 1 computer.
 Hard points: 1 hard point.
 Armament: 3 missile launchers
 Defenses: None
 Craft: None
 Fuel Treatment: Fuel Scoops installed, no purification..
 Cost: 15.18 Mcr, 12.14Mcr in Quantity
 Magazine: 42 extra missiles
 Construction Time: 24 weeks, 20 in quantity.
 Number Built: Unknown, assumed to be over one thousand.
 Comments: As originally designed, Kamikaze fighters have no bridge. Instead a built-in robot brain controls them making them fully fledged robots. These robotic fighters would attack an enemy ship until they were almost out of ammunition and then they would perform a suicide run on the target ship attempting to cause as much damage as possible by targeting exhaust ports and or landing bays. As the robot did not fear its own death, it would carry out this mission with great speed and efficiency.

This craft caused a great deal of damage to the Kentron fleet until Kentron teamed up with Opecia. Once working together the Opecians with their heavily armored ships could take the brunt of the Heron kamikazes while the Kentron forces dealt with the rest of the Heron menace. These craft are more responsible for the Kentron/Opecian alliance than any other factor the Kentron Alliance propaganda may suggest.



Battle Cruiser BC-D124AG2-793307-98708-0 4000tons

Batteries 211 1 211 1

Batteries bearing 211 1 211 1

Fuel=1000 tons. EP=200 Agility-1. Tech Level 13 141 marines in low berths.
Cargo 242 Tons, 250 ton Magazine.

Tonnage: 4000 tons standard

Crew: 12 officers and 19 ratings. 141 marines,
including 70 in low berths

Performance: Power plant-5, 200 EP. Agility 4.

Electronics: model 7fib computer.

Hard points: 40 hard points. 1 50 ton Bay 2 100 ton bays

Armament: 1 50 ton missile bay, 1 50ton fusion gun bay,
1 100 ton particle accelerator bay, 2 batteries of 10
triple Laser turrets. 1 battery of 10 dual Plasma
turrets,

Defenses: 2 batteries of 10 triple Sand caster turrets. 1 100
ton repulsor bay, and 1 Nuclear damper.

Craft: None.

Fuel Treatment: Fuel scoops and fuel purification installed

Cost: 2889.28 Mcr, 2311.42 in quantity.

Construction Time: 138 weeks, 111 weeks in quantity

Number Built: One during the war. Many more after the war.

Comments: Completed near the end of the war, these ships
were too late to seriously affect the outcome. However, they did usher in a
new era in combat craft used by the combatants of the first Kentron War.
Ever since, all navies in the area sought to carry as varied an assortment of
weapons as possible. Not only does this reduce the effect of damage to the
weapons systems, but it also increased the likely hood that a ship would
penetrate an opponent's defenses. Additionally, after the appearance of this
ship, both Kentron and Opecia started building much larger and more
powerful ships, stretching the limits of their ship building and technical
capabilities.

Currently several of the Heron BC's are still in service, although
their effectiveness is somewhat suspect as the Opecians have built much
larger ships that can quickly dispatch these ships in simulation.

Kentron/Kentron 0108

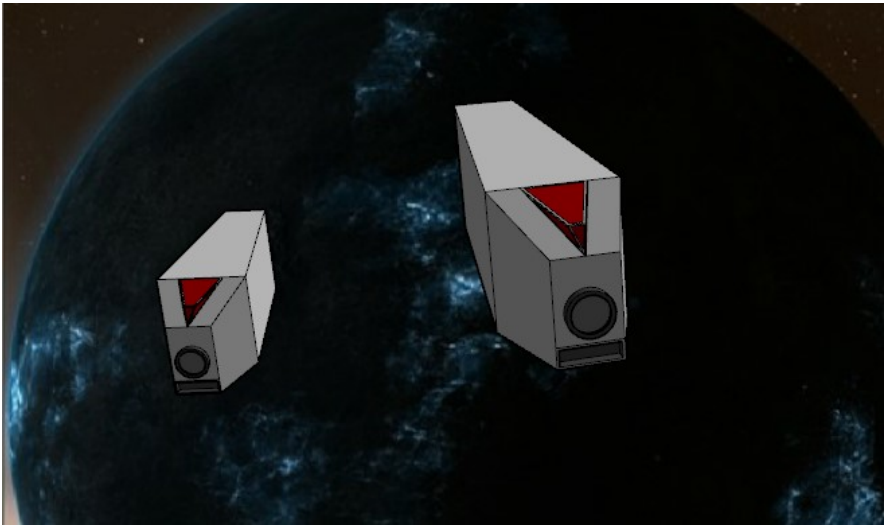
Lord Maxwell von-Kentron was a infamous army general on the Talani frontier, who fought against the Lucasian Horde, during the pacification campaigns (-100 to -15). As the war fizzled out and the Senate's will to continue the fight waned, Kentron was relieved of command due to his tactical decisions and fear of his power. However, just before he received his orders he won a major victory against the Lucasian Horde. Returning home with his loyal troops, Kentron marched victoriously through the Arch of Conquest on the capital of his home world. It is said that the cheers of the populous, which was suffering from mass unemployment, unchecked inflation, and a general distrust of the current government, could be heard even in the depths of space that day. Lord Kentron then seized control of his home world and renamed it after himself. His first order of business was to start a crash program to build an interstellar navy with a strong offensive capability which would defend his empire. To do this he first seized all off world owned assets to pay for the reconstruction of the system's shipyards. Once on a war footing the Kentron economy started to recover and the population's situation improved, fueling the rebuilding of the shipyard and construction of the navy.

As the shipyard was being rebuilt and as its capacity increased, Kentron ordered the construction of small craft such as the Casket fighter. The fighters were then followed by the Roadrunners, Hornets and Wasp's. As those ships were being built the shipyard workers improved their skills on the smaller ships, the scientists and architects were busily reverse engineering the weapon and ship systems taken from the Lucasians and Talani troop transports that Kentron had brought back with him from the front lines.

While this methodology was sound given the situation von Kentron found himself in, it proved to be a large problem on the battlefields. First the small ships were barely a match for the much larger ships in the Opecian navy and while the Kentron fleets could defeat them, it was always a long and hard fought battle that would end up being a bit of a strategic loss as Kentron could not maintain sufficient force to hold the systems that he won in battle. Additionally, if the Opecian fleets had managed to concentrate enough of their forces in one place, then their numbers and size would easily defeat the Kentron fleets by shaking them apart. This forced Kentron to spend more money on research and development that did eventually bear fruit and victory.

The major breakthrough that the Kentron scientists made during this period was the meson gun. This weapon would prove it was more than worth its weight in gold as it provided the fleets that had one, with a massive advantage over any fleet that was unable to defended against it. Meson gun equipped ships very quickly tipped the balance of the war in Kentron's favor in the Heron sector where they were deployed.

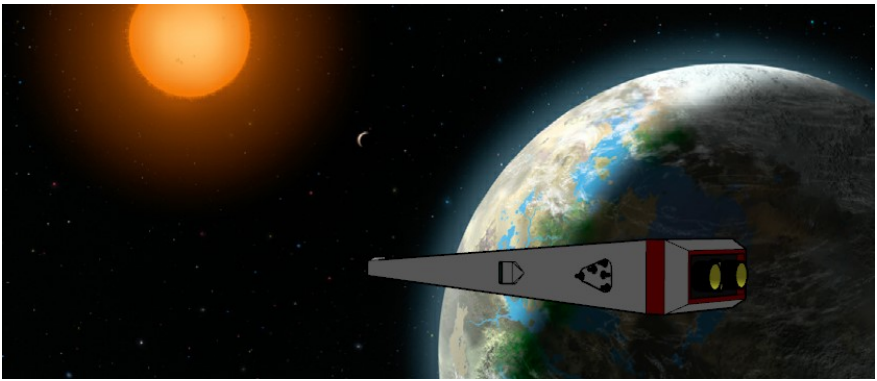
After the war The Kentron scientists continued to work feverishly to improve the Meson guns and have managed to maintain their superiority in that field of weapons research.



Fighter CF-0106621-600000-00003-0 10tons
 Squadron Values 000000-00007
 Batteries 1
 Batteries bearing 1
 Fuel= .6 tons. EP= 1.2 Agility-6. Tech Level 13

Tonnage: 10 tons standard
 Crew: 1 pilot
 Performance: Power plant-6, EP=1.2, Agility 6.
 Electronics: model 1 computer.
 Hard points: 1 turret hard point.
 Armament: 1 triple missile turret
 Defenses: Armored Hull Factor 6
 Magazine: 21 Extra Missiles
 Fuel Treatment: Fuel Scoops installed.
 Cost: 14.93 MCR, 11.94 in quantity
 Construction Time: 24 weeks, 20 weeks in quantity
 Number Built: 600+

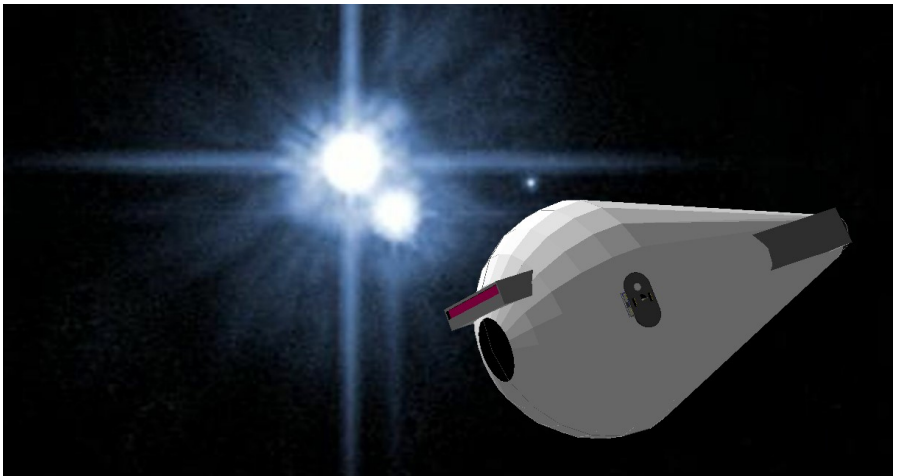
Comments: Casket Fighters are built in the shape of a casket and during the war the pilots were charged to return with their fighter or be entombed in it. Suffering the heaviest casualties of the Kentron fleets the Casket fighters were never short of pilots as the propaganda of Lord Kentron managed to keep the losses under wraps and promoted the idea of glory in combat as a fighter pilot. However, while the Casket Fighter proved to be far superior to the Kamikaze fighters, the Kentron fleet really lacked the numbers necessary to counter them effectively. While there were a number of aces within the Kentron fleet, many of them were lost in the fighting against the robotic fleets.



Battle Cruiser BC-D125AG2-790200-90837-0 3000tons
 Batteries 1 1 1 111
 Batteries bearing 1 1 1 111
 Fuel= 900 tons. EP=300 Agility-2.43. Tech Level 13

Tonnage: 3000tons standard
 Crew: 14 ratings 6 officers, 3 marines
 Performance: Power plant-11, Agility 2.43.
 Electronics: model 7fib computer.
 Hard points: 30 turret hard points. 2 100 ton bays
 Armament: 10 triple missile turrets, 10 triple laser turrets.
 1 100 ton meson gun bay, 1 100 ton Particle Accelerator bay
 Defenses: 10 triple sand caster turrets 1 factor 2 nuclear damper
 Craft: None
 Fuel Treatment: Fuel Scoops and purification plant installed.
 Cost: 3795.77Mcr, 3036.62Mcr in quantity
 Construction Time: 132 weeks, 106 in quantity
 Number Built: 3
 Comments:

The Naught class BC was late to roll off the production lines after the war had started. Used to keep the Heron fleets at bay in the many battles of Midway Point. The use of a nuclear damper caught the Heron fleet off guard as they had previously only encountered Kentron ships without this technology installed. During the first two battles at Midway Point where these ships were employed, the Heron fleets only had nuclear tipped missiles to throw at them. Additionally, the use of the meson accelerator devastated the Heron fleet's larger craft. However, the Kamikaze fighters were able to mitigate this by ramming one of the ships and crippling it. Unfortunately for the Herons, once the attack was complete they had nothing left to capitalize on their marginal success. Truly this ship managed to secure the Heron sector of conflict leaving Lord Kentron to concentrate on his vendetta against Novala.



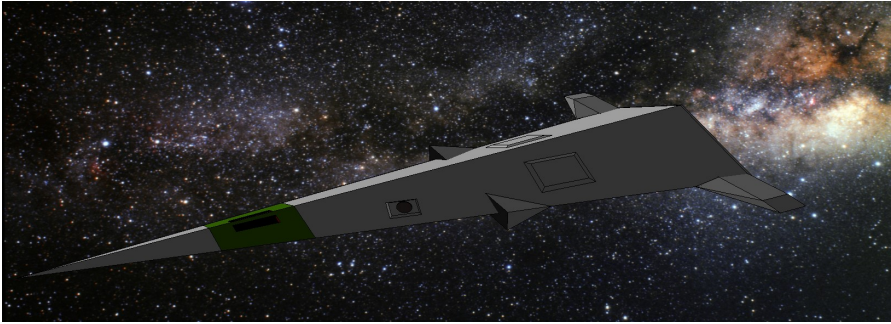
Express Boat XR-15428R1-000000-30002-0 100 tons
 Batteries 1 1
 Batteries bearing 1 1
 Fuel= 28 tons. EP=8 Agility-0. Tech Level 13

Tonnage: 100tons standard
 Crew: 1 rating, 1 officer, and 1 passenger
 Performance: Power plant-7, Agility 0.
 Electronics: model 3-bis computer.
 Hard points: 1 turret hard point.
 Armament: 1 laser and 2 missile launchers in one pop up turret

Defenses: None
 Craft: None
 Fuel Treatment: Fuel Scoops and purification plant installed.
 Cost: 236.44 Mcr, 189.15 Mcr in quantity singly
 Construction Time: 24 weeks , 20 weeks in quantity
 Number Built: 80+

Comments: The Roadrunner class express boat was used for fleet watch missions as well as communications. Several ships of the Roadrunner class even delivered and retrieved special operation forces on enemy worlds. The Roadrunner was built in such numbers that the forces of Kentron were able to quickly gain a tactical advantage as two or more ships could sit in each of the systems within the Heron and Kentron subsectors and quickly return to Kentron to report events in their assigned system. While one ship was on its way to Kentron another was on its way back and two waited in the assigned system itself.

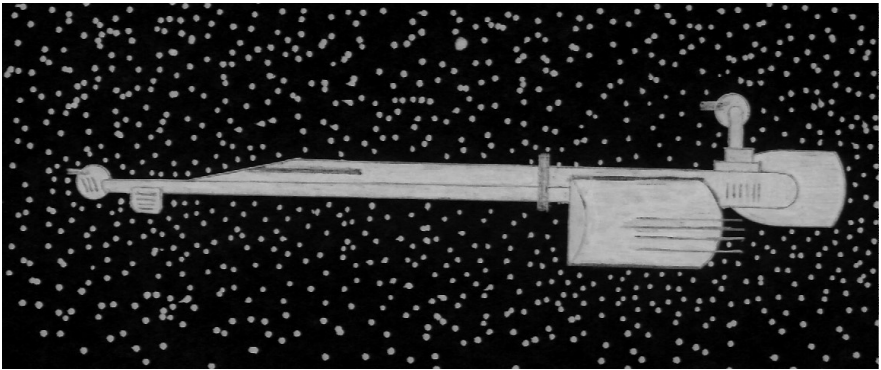
When carrying a passenger, if the passenger out ranked the pilot the pilot usually gave up his stateroom to the passenger and shared the stateroom with the rating.



Missile Frigate MF-21266S1-C00000-00004-0 200 tons
 Batteries 1
 Batteries bearing 1
 Fuel= 52 tons. EP=12 Agility-6. Tech Level 13

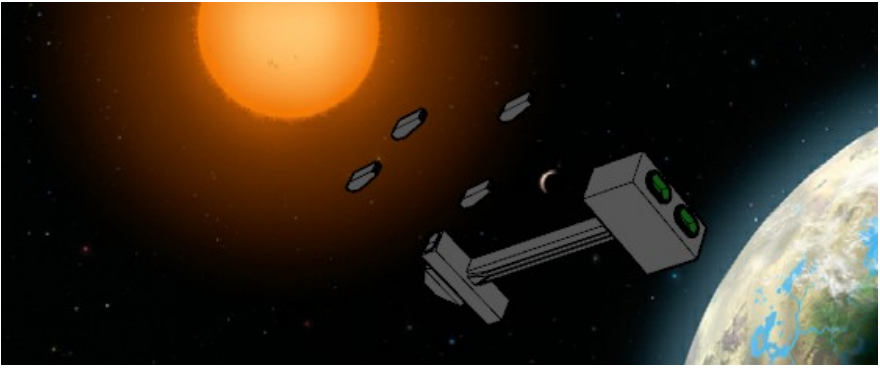
Tonnage: 200tons standard
 Crew: 2 ratings 2 officers
 Performance: Power plant-6, Agility 6.
 Electronics: model 2bis computer.
 Hard points: 2 turret hard points
 Armament: 2 missile launcher turrets
 Defenses: Armored Hull Factor 12
 Craft: None
 Fuel Treatment: Fuel Scoops and purification plant installed.
 Cost: 201.33MCR, 161.06 in quantity
 Construction Time: 48 weeks, 39 in quantity
 Number Built: 10 and 10 Hornets were later converted to this class.

Comments: The Wasp class missile frigates were designed as the main stay of the Kentron fleet. This class was part one of a two part system designed to deliver killing blows on the smaller craft the Kentron fleet was expecting to encounter. The high armor value of the Hornet class protected the ship from much that its adversaries threw at it. However, the ineffective size of the salvos it could deliver, greatly lengthened the battles they were involved in. This lead to such incidents as the ill-advised Operation Sugar Cube, where an Opecian crew of some sixty personnel aboard a fuel tanker where condemned to die of suffocation while the Kentron fleet waited for them to expire.



System Defense Boat SDB-K105BG2-990007-000E0-1 10k tons
 Batteries A A 1
 Batteries bearing A A 1
 Fuel= 1400 tons. EP=1400 Agility-5. Tech Level 13

Tonnage: 10000 tons standard
 Crew: 78 ratings 13 officers, 148 marines in low berths
 Performance: Power plant-11, Agility 5.
 Electronics: model 7fib computer.
 Hard points: 1 Spinal Mount 10 100 ton Bays, 100 turret hard points.
 Armament: 1 Factor E meson gun Spinal Mount
 Defenses: 100 triple sand caster turrets, 10 100 ton repulsor bays. 1 factor 3 nuclear damper, 1 factor 3 meson screen
 Craft: 10 casket fighters launched via a launch tube
 Fuel Treatment: Fuel Scoops and purification plant installed.
 Cost: 12,372.41 MCR, 9897.93MCR in quantity
 Construction Time: 160 weeks Standard 128 in quantity.
 Number Built: 2
 Comments: The Titan class system defense boats assured the security of the Kentron home worlds. Every enemy scout vessel that entered the Kentron system was sure to spot these massive predators of ships. Armed with the deadliest of weapons available during the war. The Titan never had to fire a single shot as it's mere presence was the most effective defense against attack. Still if the Heron fleet had managed to arrive in the Kentron system they surly would have meet their doom in these two ships. No one except the forces of Kentron had developed a defense against meson guns, especially ones so massive as that deployed on the Titans. In later years after the war, Kentron used the knowledge gained from construction of the ships to help in the construction of larger jump capable ships carrying spinal mounted meson guns.



Fighter Carrier FC-57212A2-000000-00000-2 500tons
 Batteries TL: 13
 Batteries bearing
 Crew: 26
 Cargo: 43.0 Fuel: 129.0 EP: 10. Agility: 1

Tonnage: 500tons standard
 Crew: 3 ratings 3 officers, 20 small craft pilots
 Performance: Power plant-2, Agility 1.
 Electronics: model 1 bis computer.
 Hard points: 5 turret hard points.
 Armament: None
 Defenses: None
 Craft: 20 Casket Fighters
 Magazine: 400 Missiles.
 Cargo: 2 Tons
 Fuel Treatment: Fuel purification plant installed.
 Cost: MCr 235.69 in quantity
 Construction Time: 80 weeks, 64 in quantity
 Number Built: 4

Comments: The Pallbearer class is effectively a poor man's battle tender, similar to the much larger ships of the Old Empire. The pallbearer's primary job was to carry Casket Fighters and their pilots to the battle and return them home. The ship even had a limited repair capability for any damaged Casket fighter. After the war many more were built and used for anti-piracy and patrol duties. Additionally, some of the ships have been sold off and converted to subsidized merchants hauling containerized cargo and passengers instead of fighter craft and troops.

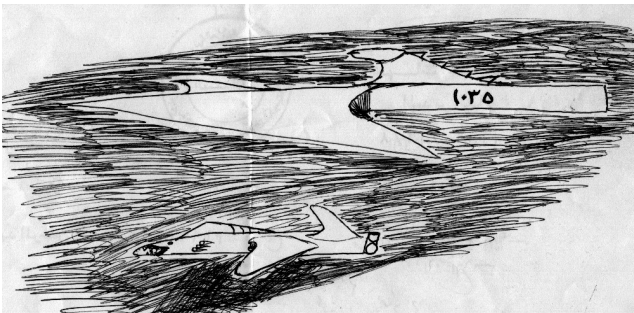
Leven/Kentron

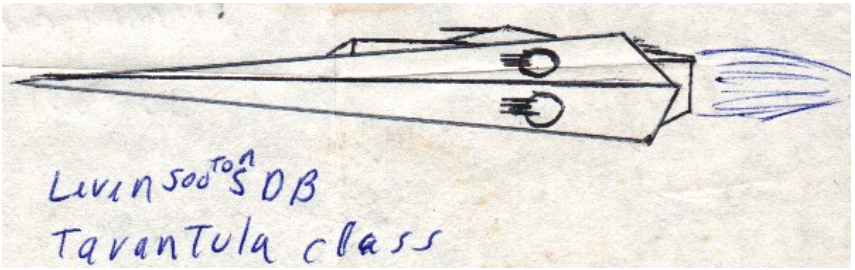
The Leven Defense Fleet has been in existence for many centuries and has remained much the same during that time as innovation and improvements were not of great importance. The system had relied on the protection of the Talani Empire since its founding as a religious center for the sector. However, when the Talani Senate fell apart the Talani Navy destroyed itself in a massive civil war and grab for power by the fleet admirals. Leven found itself No longer protected by the Talani fleet. The LDF continued its mission of customs inspection and anti-piracy patrol within its own system. Not having developed the Jump drive and not having a seat in the Talani senate, Leven was left to stagnate in its technological development.

When the forces of Kentron finally arrived in the system the Leven defenders knew that they could not stand up to them but they did impress Von-Kentron himself by valiantly demanding the fleet submit to a customs inspection in the starport quarantine facility. When the King of the Planet discovered that Von-Kentron was personally leading the fleet and on his planet, He personally greeted the emperor and worked out a deal to allow Kentron to collect a share of the taxes from pilgrims to the system. In addition he would be declared “Protector of the Faith“ giving him legitimacy as ruler over his empire. This would hopefully make it easier for him to increase the size of his empire with the help of the followers of Levenisim.

In return Leven has been given planet based meson guns and advisors to operate the guns to protect the system. Also Kentron will give to Leven surplus ships with which to patrol the system and improve the efficiency of the customs patrol of the system.

It remains to be seen if Kentron’s Legitimacy will hold up to scrutiny or even be accepted by the practitioners of the faith. But for the mean time Leven is under the protection of Kentron and he enjoys the support of the Levenites in his crusade against the robotic Heron Empire.

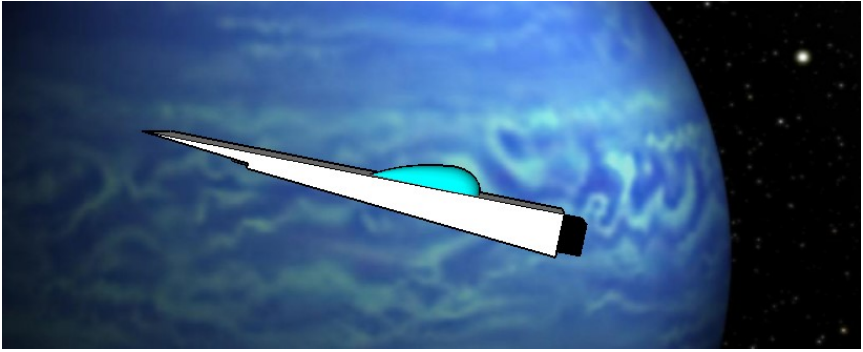




System Defense Boat SDB-51068C2-700000-40003-0 500tons
 Batteries 1 1
 Batteries bearing 1 1
 Fuel=40 tons. EP=40 Agility-4. Tech Level 9

Tonnage: 500tons standard
 Crew: 9 ratings 3 officers
 Performance: Power plant-8, 40 EP. Agility 6.
 Electronics: model 3fib computer.
 Hard points: 5 turret hard points.
 Armament: 3 triple laser turrets organized into 1 battery 2
 triple missile turrets organized into 1 battery
 Defenses: Hull armor factor 7.
 Craft: None
 Fuel Treatment: Fuel Scoops installed.
 Cost: 656.23 MCR, 524.98 MCR in quantity
 Construction Time: 80 weeks 64 weeks in quantity.
 Number Built: 6

Comments: The Tarantula class system defense boat is designed to perform the dual roles of anti-piracy and search and rescue. The few ships that the Levenites are able to produce and maintain, dictate that they are unable to defend against a strong opponent such as the forces of Kentron or Heron. However, against individual pirates these vessels are more than adequate for the task. During the Landar-Jinna incident of 03, the merchant vessel Jinna came under attack by the pirate vessel Landar. The crew of the Landar apparently did not know of the capabilities of Leven or they probably would not have attempted the take over of the Jinna while it was refueling at the system's gas giant. As the pirate crew was boarding the merchant, the SDB Hand of Leven attacked from the Gas Giant, destroyed the pirate, and took the boarding party prisoner for trial.



Strike Fighter SF-01068A1-000000-30000-0 30tons
 Squadron Values 000000-00007
 Batteries 1
 Batteries bearing 1
 Fuel=3 tons. EP=3 Agility=0. Tech Level 9

Tonnage: 30tons standard
 Crew: 1 pilot
 Performance: Power plant-8, 3 EP. Agility 06/0.
 9 tons of capacitors (324 EP)
 Electronics: model 1 fib computer.
 Hard points: 1 turret hard point.
 Armament: 1 triple Laser turret
 Defenses: None.
 Craft: None
 Fuel Treatment: Fuel Scoops installed.
 Cost: 41.7 MCR 33.36 MCR in quantity
 Construction Time: 24 weeks, 20 in quantity
 Number Built: 6

Comments: The Piranha class is used mainly to escort potentially hostile vessels through the controlled space of Leven and ensure that they land or dock in their designated location. When the Kentron Fleet arrived in the system it was the commander of the squadron that greeted the fleet and ordered them to land one at a time in the quarantine facility of the starport. Impressed with the display of bravado despite the overwhelming odds, Lord Kentron conferred the Order of Sainthood for Extreme Heroism (OSEH) upon the commander himself.

“My God! Why is this man not in my Navy?”

**-Lord Maxwell von-Kentron
 Emperor**

Novala/Kentron:

The Novalan fleet fell victim to governmental corruption and after the fall of the Talani Empire it only got worse. Not understanding the requirements of a defense force and how to employ it, the Novalans attempted to build a grand fleet of the stars. But there corrupted government failed to let that happen and instead they were only able to get a few barely space worthy rocks to fly.

Secondly they did not have a good military organization and did not understand that operating a naval vessel by committee would not work. In many cases the crews of the few Novalan ships were so large that they had a great deal of trouble with the life support systems. Having a large cargo space filled with extra oxygen tanks and potable water compensated for this.

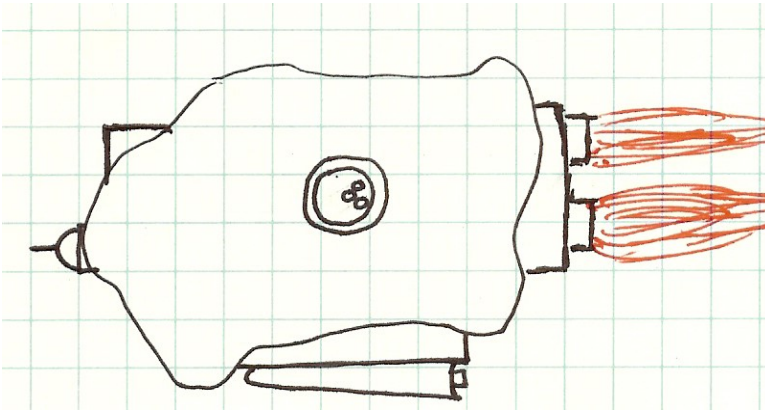
Finally, Novala Enterprises had had enough and in an attempt to rid the government of corruption, increase the profit of the shareholders, and protect the planet, Novala enterprises successfully carried out a coup d'état.

The swiftness of the take over proved that Novala Enterprises was far more capable at running the governmental functions on the planet and proved to be extremely popular among the middle and lower upper classes of the population. After a swift trial, the former government functionaries accused of graft were unceremoniously deposited on an undisclosed newly created prison planet.

Unfortunately the damage had already been done and although the actions of Novala had put the planet in a much stronger position, they simply did not have time to build up a good fleet with which to defend their planet or interest abroad. What they did have was a large fleet of merchant ships that could act as scouts but had no defensive or offensive capability and therefore played no significant part in the First Kentron War.

“I TOLD YOU SO!”

**-Chuck Spears
Reinstated Novalan architect**



Strike Cruiser SC-38213B2-340000-04003-1 300 tons

Batteries bearing 1 1 1

Batteries 1 1 1

Fuel=69 tons. EP=9. Agility-1. 1 Gig. Tech Level 12

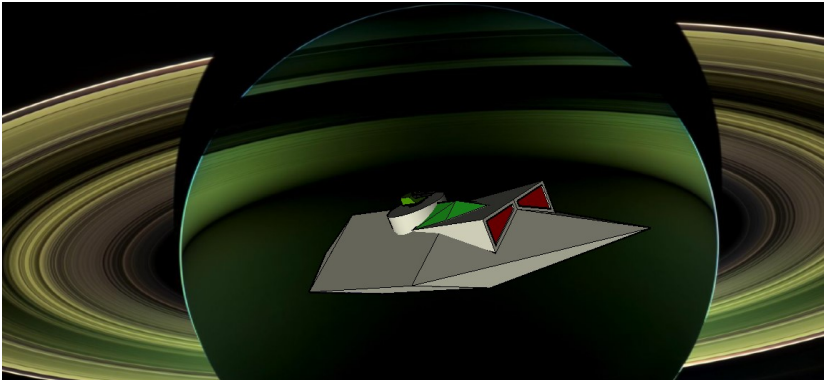
Tonnage: 300-ton planetoid hull
 Crew: 24 corporate personnel
 Performance: Jump-2, Power plant-3, 9 EP. Agility 1.
 Electronics: model 2fib computer.
 Hard points: 3 hard points.
 Armament: One triple Laser turret
 Defenses: 2 triple sand caster turrets organized into two batteries.

Craft: 1 10ton Gig
 (**Traveller** Supplement 9: Fighting Ships)

Fuel Treatment: None.
 Cost: 293.70 Mcr
 Construction Time: 56 weeks 45 in quantity
 Number Built: 3
 Comments: The Chameleon Rock class ship was designed with an under powered computer that was not powerful enough to allow full use of the installed jump drive. After the war all ships of this class were converted to target drones as they were just as useless for merchant activities as they were for military operations. It is rumored that one of these ships was stolen and is now operating as a pirate vessel. Although this is highly regarded as a jump space legend.

“What a piece of Crap!”

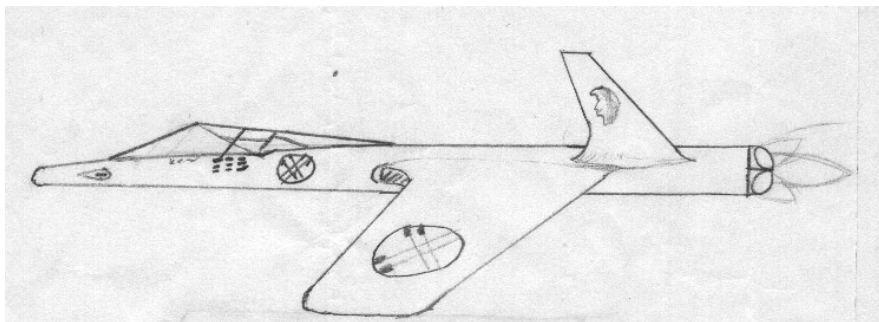
-Anonymous Novalan pilot



Scout Explorer SX-11333B1=000000-04000-0 100 tons
 Batteries 1
 Batteries bearing 1
 Fuel=36tons. EP=3 Agility-3. Tech Level 12

Tonnage: 100 tons standard
 Crew: 2 corporate personnel. 8 low berths for troops or passengers
 Performance: Jump-3, Power plant-3, 3 EP. Agility 3.
 Electronics: model 1Bis computer.
 Hard points: 1 hard point.
 Armament: 1 double fusion gun turret.
 Defenses: None
 Craft: None
 Fuel Treatment: None.
 Cost: 116.70 Mcr 93.36 Mcr in quantity
 Construction Time 40 weeks standard 32 in quantity
 Number Built: 5

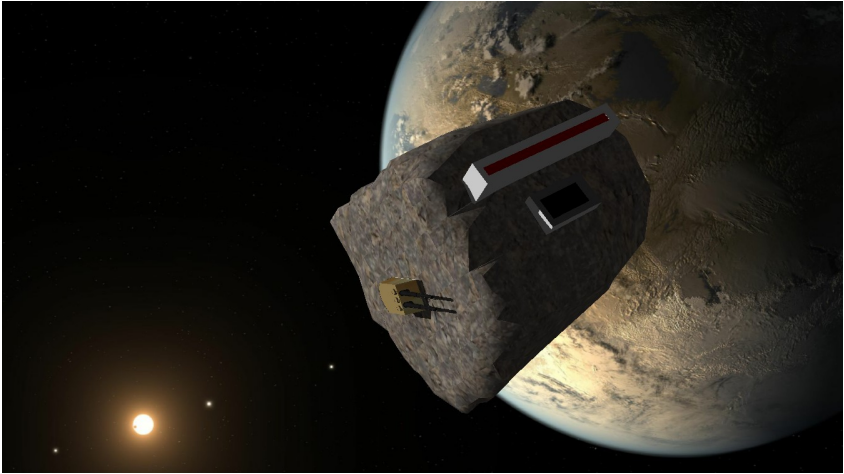
Comments: Rover Political envoy ship and scout had again too small of a computer for the ship to achieve full Jump drive potential. However, as the committee noted, the reduction in computer size saves a few million credits. Purportedly designed by Chuck Spears, the Rover class scout/exploration ship is atypical of Novalan designs. Given its original task the Rover actually succeeds. Designed to be stealthy and monitor planetary transmissions the Rover class was capable of accumulating large amounts of intelligence data from a system and returning it to the Novalan home world undetected. However, at the time of this class's construction the Novalan government was to make it look like they were actually building a capable fleet at as minimal cost as possible. Thus they overlooked the need for putting military grade sensors in the ship preventing the ships from gathering data pertaining to defensive and offensive capabilities of a system. Finally, one item worthy of note is the low number of crew required to pilot the craft, Only two. After the war and with improved sensors this ship became an effective scout.



Fast Fighter FF-0103ER1-000000-20002-0 15 tons
 Squadron Values 000000-00007
 Batteries 1 1
 Batteries bearing 1 1
 Fuel=2.635 tons. EP=2.1 Agility-5. Tech Level 15

Tonnage: 15 tons standard
 Crew: 1 pilot.
 Performance: Power plant-14, 2.1 EP. Agility 3.
 Electronics: model 1bis computer.
 Hard points: 1 hard points.
 Armament: 2 laser beams 1 missile launcher
 Defenses: None
 Craft: None
 Fuel Treatment: Fuel Scoops installed, no purification..
 Cost: 22.168 Mcr
 Construction Time: 24 weeks, 20 in quantity
 Number Built: 60

Comments: The Dragonfly class fighter was the best looking space ship in the sector and it even managed to perform reasonably well. The difference between this craft and the other Novalan craft is who designed and built it. Before the Talani Senate broke apart Novala Enterprises was responsible for shipping large cargos through out the sector. One of these cargos was a large shipment of Dragonfly fighters headed to the front against the Lucasians. As the war ended before these ships arrived, the need for them was suspended and the Talani military refused delivery of the craft. Not knowing what to do with the ships, they ended up in a bone yard on Novala awaiting disposal. During the First Kentron war the far sighted CEO of Novala enterprises purchased these craft and set up a training academy staffed by mercenaries to produce pilots for them. Again, unfortunately the pilots where not ready for combat until after the war.



Battle Station BS-38023B2-330000-04003-2 300 tons
 Batteries 1 1 1
 Batteries bearing 1 1 1
 Fuel=16.2 tons. EP=9 Agility=2. Tech Level 12

Tonnage: 300 ton Planetoid Hull
 Crew: 31 Corporate personnel.
 Performance: Power plant-3, 9 EP. Agility 2.
 Electronics: model 2fib computer.
 Hard points: 3 hard points.
 Armament: 1 triple Laser Beam Turret 1 double fusion gun
 turret 1 single missile launcher turret
 Defenses: Hull Armor factor 3, 2 double Sand Caster turret
 Craft: 2 Dragonfly fighters and one Gig (**Traveller**
 S9)
 Fuel Treatment: None
 Cost: 164.57 Mcr, 131.66 in quantity
 Construction Time: 56 weeks, 45 in quantity
 Number Built: 2
 Comments: The Cerebus class battle stations were the best
 target drones the Opecian fleet ever used. The best tactic the captain of
 the surviving vessel could come up with was to surrender. After the
 quick and violent loss of the first ship of this class to the forces of
 Opecia, and without inflicting any damage to the technologically inferior
 fleet of the Opecians. The captain of the Cherub did just that.

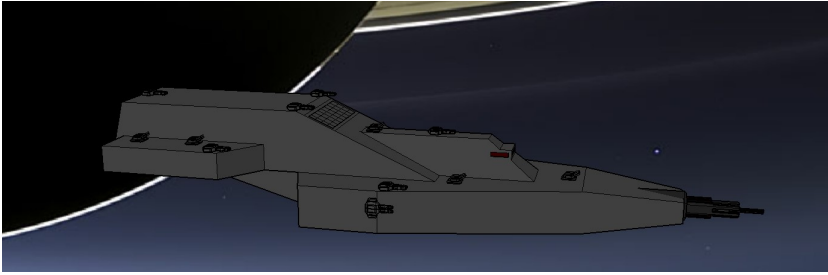
**“Signal our surrender!
 There is no need for us to die.”**
-Captain Peter Zimmerman
Captain of the Cherub

Opecia/Kentron

The Opecian Navy was created by the direct efforts of Jonathan “Flipper” Hornback. Hornback was a renaissance man of sorts that liked to dabble in many things, mostly dealing with space travel. He was known to keep knowledgeable naval architects and engineers near by just so he could have them explore possibilities for him. All the while he continued the work of his father by participating in the Talani Imperial Senate. During his time in the senate he learned about politics and intrigue, two more areas where he seemed to excel. As the senate started to break apart and the empire with it, Hornback organized his minions to capture the one thing his home world did not have. The secret of Jump drive technology. The Talani Empire maintained a strict policy of not giving away Jump technology to its member worlds. They had to discover it for themselves. This policy made for some very interesting technological breakthroughs on some worlds while other nearby worlds floundered as they lacked a creative genius or the drive to explore, so it was with Opecia until the arrival of Hornback. The Opecians had started making strides towards discovering the jump drive on their own, but with little success. After Hornback took control, and as he spent more time in the senate he realized that time was running short and that he had better not leave Opecia’s future up to their scientists. So just prior to the last few days the senate was still functioning Hornback’s minions broke in to the Imperial archives and stole many documents and artifacts related to jump drives, computers, and weapons technology. Interestingly enough the theft of these artifacts and data may have actually caused the final breakup of the senate as many senators started pointing fingers at each other attempting to place the blame on their rivals. However, Hornback was already on his way back to Opecia secure in the knowledge that the senate was tearing itself apart while not bothering to investigate who actually stole the data and destroyed the remaining copies and backups.

Once back on Opecia, Hornback and his associates started a crash program of naval buildup and studying jump drive technology using the stolen plans. Starting small, the Opecians built working models to test out their improved theories and after a few fits and starts managed to build a working Jump drive. Meanwhile they had been building ships to receive the jump drives as soon as they were made ready. In this way the Opecian fleet was mostly complete and already deployed before Lord Kenton started his war for control of the subsector.

You will notice that the Opecian fleet does not have any fighter craft. This was a deliberate oversight by Hornback, as he knew it would not take much time to build fighters once the main ships were complete. However, the war started before he was able to begin the construction of the fighters and the hull for the first fighter was not completed until after a cease-fire had been declared.



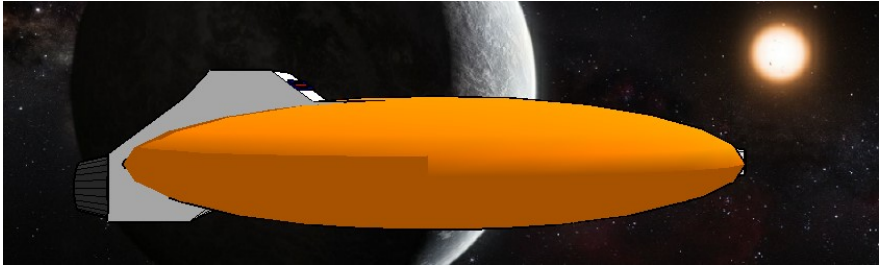
Strike Cruiser SC-B1149D2-390000-60708-0 2000 tons

Batteries	1	2	1	1
Batteries bearing	1	2	1	1

Fuel=369 tons. EP=180 Agility-4. Tech Level 10. Cargo 57 tons.
26 Marines

Tonnage:	2000tons standard
Crew:	58 ratings 11 officers 26 marines
Performance:	Power plant-9, 180 EP. Agility 4.
Electronics:	model 4fib computer.
Hard points:	20 turret hard points. 2 100ton bays
Armament:	10 triple Laser turrets organized in to 1 battery 1 100-ton particle accelerator bay and 1 100-ton missile bay
Defenses:	Hull armor factor 3 and 10 triple sand caster turrets organized in to 1 battery.
Craft:	None
Fuel Treatment:	Fuel Scoops and fuel purification installed.
Cost:	2666.71 MCR 2133.37MCR in quantity
Construction Time:	138weeks, 111 weeks in quantity
Number Built:	3

Comments: Serving as the flagships of the Opecian fleets the Intrepid Class was the epitome of Opecian design. Created with a well balanced weapons array, matched with sufficient defensive capability none of the Scimitars were severely damaged during the war. In fact, Lord Kentron himself was so impressed with this design that when the Opecians were about to mothball them, he offered to purchase them. This was one of the few times that he was refused.



Fuel Tanker TT-K6111D2-400000-00000-0 10ktons
 Fuel=6358 tons. EP=100 Agility-1. Tech Level 10
 Fuel Tanker TTb-K6111D2-490000-00000-0 10ktons
 Batteries A
 Batteries bearing 7
 Fuel=6358 tons. EP=100 Agility-1. 30 Marines. Tech Level 10

Tonnage: 10000 tons standard
 Crew: 52 ratings 11 officers
 TTb:30 Marines in low berths
 Performance: Power plant-1. 100 EP. Agility 1.
 Electronics: model 4fib computer.
 Hard points: 100 turret hard points.
 Armament: None
 Defenses: Armored hull factor 4
 TTb:100 Triple sand caster turrets
 Craft: None
 Fuel Treatment: Fuel Scoops and fuel purification installed.
 Cost: 3363.17 MCR, 2690.54 In quantity
 TTb: 4227.49 MCR, 3381.99 in quantity

Construction Time: 160 weeks 128 weeks in quantity.

Number Built: 2, TTb:1

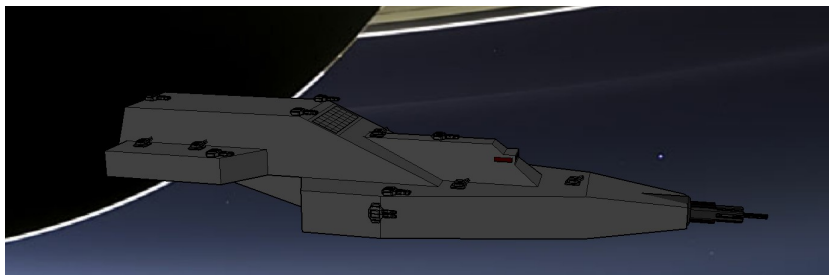
Comments: The Cyclops Class fuel tanker filled a much-needed niche within the Opecian navy. As the Opecians were limited to jumps of just one parsec, they needed to carry a large supply of fuel with them whenever they ventured beyond Opecian space. Operating admirably during the conflict, the Opecians knew that this class of ship needed to carry some form of protection or they could quickly lose their fuel ships to the enemy. Unfortunately, they were not able to resolve this problem before a Kentron Fleet captured two of these vessels. The Milch Cow TTb was upgraded during construction in response to losing one of its sister ships, this class has added sand casters and 30 marines. The success of this move can be seen in the eyewitness accounts of the surviving crew of the Milch Cow who were able to prevent their ship from being captured by the forces of Kentron. However, only 15 personnel from the ship survived to prevent the ship from being taken over by the hostile boarding party.



Scout Courier XY-16166R1-000000-30000-0 100tons
 Batteries 1
 Batteries bearing 1
 Fuel=26 tons. EP=6 Agility-3. Tech Level 10

Tonnage: 100 tons standard
 Crew: 1 rating, 1 officer
 Performance: Power plant-6, 6 EP. Agility 3. Fuel for 2 jumps
 Electronics: model 1bis computer.
 Hard points: 1 turret hard point.
 Armament: 1 Triple Laser beam turret
 Defenses: None.
 Craft: None
 Fuel Treatment: Fuel Scoops and fuel purification installed.
 Cost: 89.35 MCR, 71.48 in quantity
 Construction Time: 40 weeks 32 weeks in quantity.
 Number Built: 10

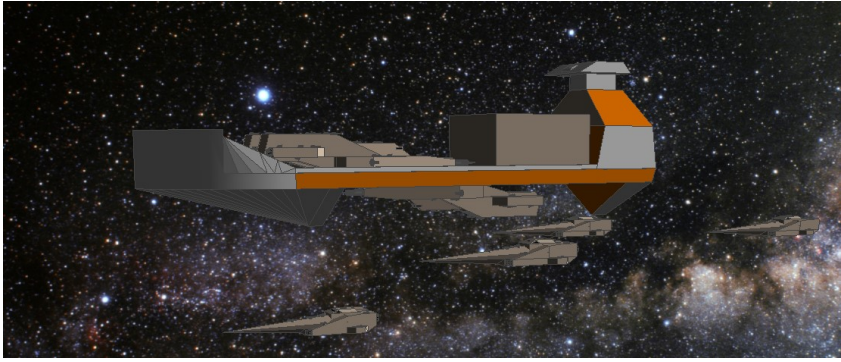
Comments: Originally the Speedy class scouts were built as a working, but scaled down model of the Cyclops class fuel tankers. Hornback wanted to test two concepts at the same time. One concept was testing a functioning jump drive, and the other was the concept and implementation of processes for fleet refueling. Building the 1:100 scale models of the Cyclops class allowed the concepts to be proven without wasting valuable construction time and wasting of hull materials. After the war, the Opecians have reportedly pulled the jump drives out of captured hulks and where possible replaced the drives of the scouts to further test the better drives and improve their scouting capabilities.



Battle Rider BR-B206AD2-600000-80008-0 2k tons.
 Batteries 2 2
 Batteries bearing 2 2
 Fuel=200 tons. EP=200. Agility-6. 50 Marines. Tech Level 10

Tonnage: 2000 tons standard
 Crew: 44 ratings 11 officers, 50 Marines (40 in Low berths)
 Performance: Power plant-10, 200 EP. Agility 6.
 Electronics: model 4fib computer.
 Hard points: 20 turret hard points, 2 100-ton bays.
 Armament: 20 Triple Laser beam turrets organized into 2 batteries.
 2 100ton missile bays
 Defenses: Hull armor factor 6
 Craft: None
 Fuel Treatment: Fuel Scoops installed, no purification..
 Cost: 3198.14 MCR 2558.51 in quantity
 Construction Time: 126 weeks, 101 in quantity
 Number Built: 7

Comments: Looking similar to the Intrepid class, the Scimitar class of battle riders started out as system defense boats. The concept being the SDB's would be delivered to their home system by the Argo class Tenders. However, during the war the admiralty realized the SDB's could be deployed with the main fleet. Once this change in philosophy occurred, the Opecian forces where able to end the stalemate between themselves and the smaller but higher tech fleets of Kentron. This helped force Lord Kentron to pursue a peace treaty with Senator Hornback.



Ship Transport QT-K711142-090002-00000-0 10k tons

Batteries	A	9
Batteries bearing	7	7

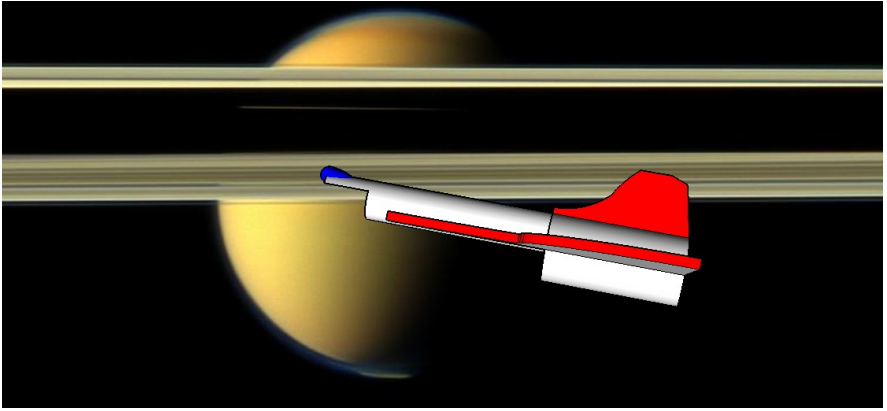
Fuel=1100 tons. EP=100 Agility-1. Tech Level 10

Tonnage:	10,000 tons standard
Crew:	35 ratings 13 officers
Performance:	Power plant-1, 100 EP. Agility .08.
Electronics:	model 4 computer
Hard points:	100 turret hard points, 9 100-ton bays.
Armament:	None
Defenses:	100 Triple sand casters organized into 10 batteries.
	9 100ton repulsor bays
Craft:	Up to 6000 Tons of carried craft.
Fuel Treatment:	Fuel Scoops installed, no purification.
Cost:	2643.62MCR 2114.9MCR in quantity
Construction Time:	160 weeks Standard 128 in quantity.
Number Built:	3

Comments: The Argo class battle tender was unique among the forces involved in the first Kentron war. Built to transport large system defense boats into controlled systems, and to function as a repair ship as needed. The Argo class tenders performed their task admirably. The concept was that as new SDB's were built, they would be ferried to their destination by the Argos and if repairs were needed, the Argo could perform them or return the stricken vessel to Opecia where more extensive repairs could be made. Additionally, during planetary invasions the Argos could shuttle troop transports to the target system. Ironically, the Opecians did not yet have troop transports but then they never needed to assault a planet during the FKW either.

Rabula/Heron 0208:

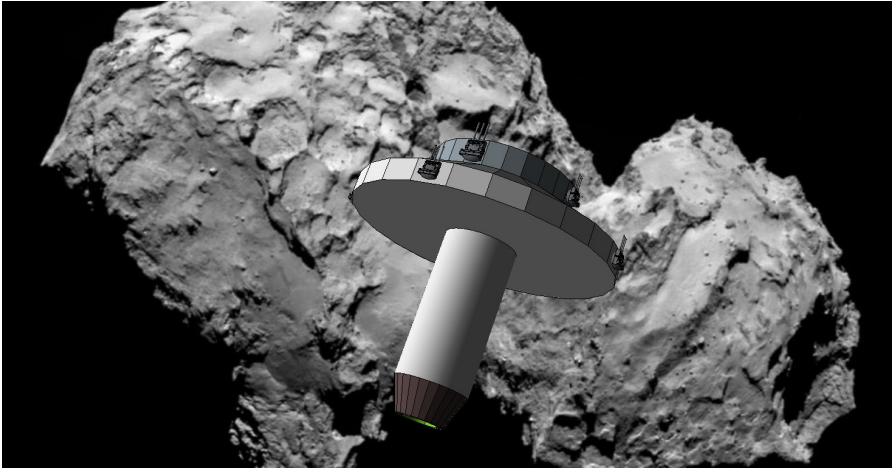
Three years prior to the Fall of the Talani Empire the Duke of Rabula and its senator were assassinated by unknown forces. This left the world under the rule of a young child named Wyatt Renshaw, and in need of a new senator. Duke Wyatt was too young (4 years old) to actually rule the planet effectively. Until he came of age, the world would be ruled by a regent. It took several years for the Rabulan counsel to select a suitable regent. Once he took office the Regent quickly selected a Senator to represent the world on Talon. However, the process had taken so long that Rabula failed to have any representation in the senate for two long years. Arriving late at the final meeting of the Imperial senate, the Rabulan senator was unable to secure any financial grants or even technology for his world. However, the senator was able to meet with other senators from less fortunate worlds and forged an alliance where by they exchanged what technology they did have. Unfortunately, without a large population and with out the much needed grants of cash, the Rabulans were lucky to piece together what they did. The Rabulan Fleet consists of tech level 8 ships of limited size and number. The fleet was able to just barely hold off the Vykn invasion fleet during the battle for Rabula. After the battle, the Rabulans managed to build a jump drive with the information they gained from the other worlds that shared data with them. One of those worlds was in the neighboring system of Kingdomcome, whom they had signed a mutual protection pack with. The Rabulans hope that by sharing their knowledge with the people of Kingdomcome they will be able to improve their technology and perhaps build a fleet of ships that might protect them against Kentron and the Vykn.



Fighter Escort FE-0105511-000000-00002-0 10tons
Squadron Values 000000-00006
Batteries 1
Batteries bearing 1
Fuel=1 tons. EP=0.5 Agility-5 Tech Level 8

Tonnage: 10 tons standard
Crew: 1 pilot.
Performance: Power plant-5, 0.5 EP. Agility 5.
Electronics: model 1 computer.
Hard points: 1 hard point.
Armament: 1 triple missile launcher
Defenses: None
Craft: None
Fuel Treatment: Fuel Scoops installed, no purification..
Cost: 11.185MCR, 8.948MCR in Volume.
Construction Time: 24 weeks Standard 20 in Volume.
Number Built: 40 organized into 4 squadrons

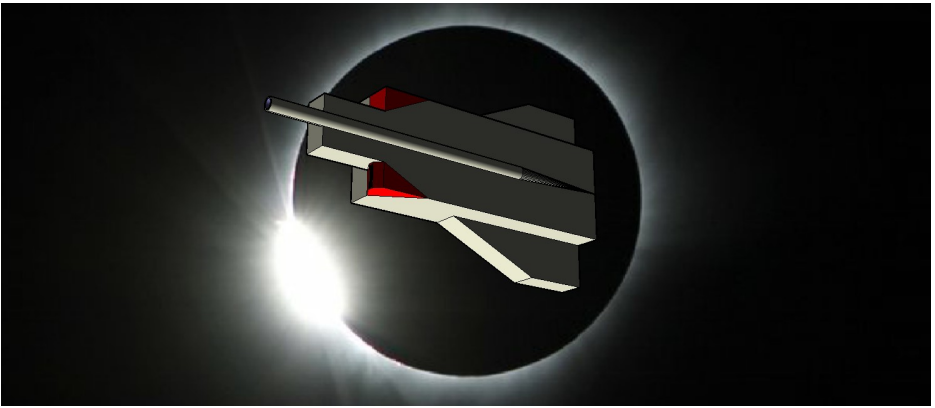
Comments: The F101b's were the mainstay of the Rabulan defenses. Small in size and large in number, the Rabulans used these craft to patrol the system and to monitor merchant traffic. During the battle of Rabula, the fighters that were at the naval base on Sitsue scrambled and followed behind the Cudgel taking advantage of Cudgel's size to shield them from the Vykn sensors. As the Cudgel finally swooped in to supply a cross fire with the Raptors, the f101b's spread out and provided a screen against the Vykn fighters and missiles. While several of the fighters were lost during the engagement, their effectiveness at protecting the main ships was not lost on the tacticians. The use of fighters on that fateful day serves as a standard, which all other fighter operations are measured against through out the subsector.



System Defense Boat MF-A404AB2-030000-30003-0 1000tons
 Batteries 1 1 5
 Batteries bearing 1 1 5
 Fuel=100 tons. EP= 50 Agility-4. 4 Marines. Tech Level 8

Tonnage: 1000 tons standard
 Crew: 12 officers, 7 ratings.
 Performance: Power plant-10. 50 EP. Agility 4.
 Electronics: model 2fib computer.
 Hard points: 10 hard points.
 Armament: 8 triple missile turrets organized into 4 batteries, 1 triple beam laser turret.
 Defenses: 1 triple sand caster turret
 Craft: None
 Fuel Treatment: Fuel Scoops installed, no purification..
 Cost: 1333.62 Mcr. 1066.896 Mcr in Volume
 Construction Time: 120 weeks Standard 96 weeks in Volume
 Number Built: 1

Comments: While the Cudgel is the only ship of its class so far, it is designed to shield from sensors any attack craft that may follow behind it. The Cudgel looks much larger than it is when it moves towards you head on. The Rabulans used this ship as a decoy to distract the Vykn's into thinking that the Rabulans had only one ship defending the system. Only perceiving one ship, the Vykn's ignored it temporarily and proceeded to refuel their fleet. This allowed the Raptor Class ships to attack with surprise as they jumped the Vykn's from behind a small shepherd moon orbiting the Gas Giant Cisab.



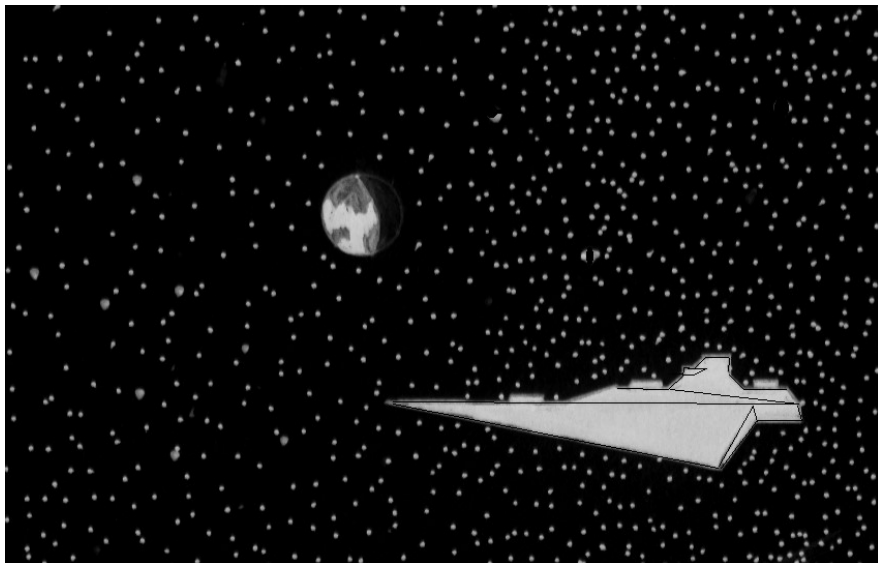
System Defense Boat PF-A404AB2-000000-00603-0 1000tons
 Batteries 1 5
 Batteries bearing 1 5
 Fuel=100 tons. EP=100. Agility-4. 4 Marines. Tech Level 8

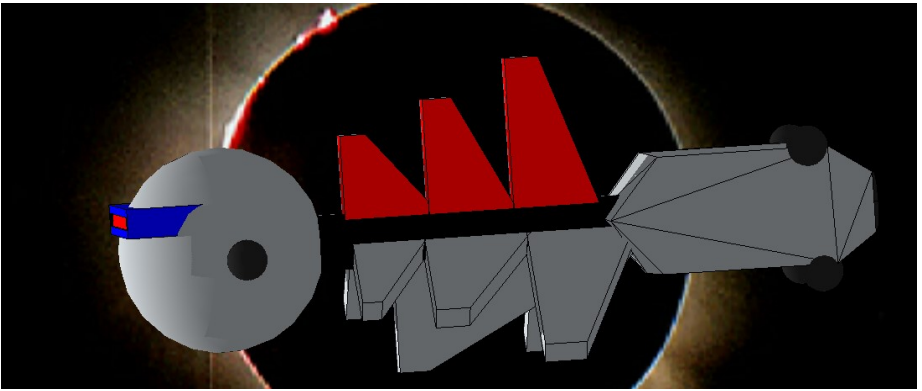
Tonnage: 1000 tons standard
 Crew: 12 officers, 7 ratings.
 Performance: Power plant-10, 100 EP. Agility 4.
 Electronics: model 2fib computer.
 Hard points: 10 hard points. 1 100-ton Bay.
 Armament: 10 triple missile turrets organized into 5 batteries,
 and 1 100-ton particle accelerator bay.
 Defenses: None
 Craft: None
 Fuel Treatment: Fuel Scoops installed, no purification..
 Cost: 1332.12 Mcr. 1065.696 Mcr in Volume
 Construction Time: 120 weeks Standard 96 weeks in Volume
 Number Built: 4

Comments: The Raptor class of SDB was produced quickly by the Rabulans as a stopgap measure for defending their home. As the war progressed, the Rabulans had hoped they would be spared any form of action. Unfortunately, while the forces of Kentron and Heron were content to ignore Rabula, the Vykn's had planned on carving out an empire for themselves and managed to send a fleet to Rabula. However, the Rabulans were prepared and caught the Vykn's off guard while they refueled. The Raptor ships attacked the Vykn's when they were most vulnerable, crippling several of the ships and forcing them to retreat from the system.

Vykn/Kentron: 0101

The Vykn built a small fleet of jump capable ships using weapons systems purchased from Kentron and utilizing jump technology they had gained from repairing a damaged Kentron vessel. While the fleet was able to successfully explore several nearby systems it was severely hampered by the limitations of their jump range and available computer technology. Had the Vykn been able to secure several more powerful computers from Kentron they might have had a fleet that even Kentron would not have been able to defeat. However, when the fleet engaged the Rabulans near the end of the war, they did manage to severely damage several Rabula craft. Unfortunately, they were unable to overcome the Rabulans superior numbers and in the end the Vykn lost several fighters and two starships to the Rabulans. After the war the fleet was used in an anti-piracy role. It currently patrols the Vykn system using its jump drives to move throughout the system in an attempt to keep pirates and commerce raiders from guessing their location and destinations.



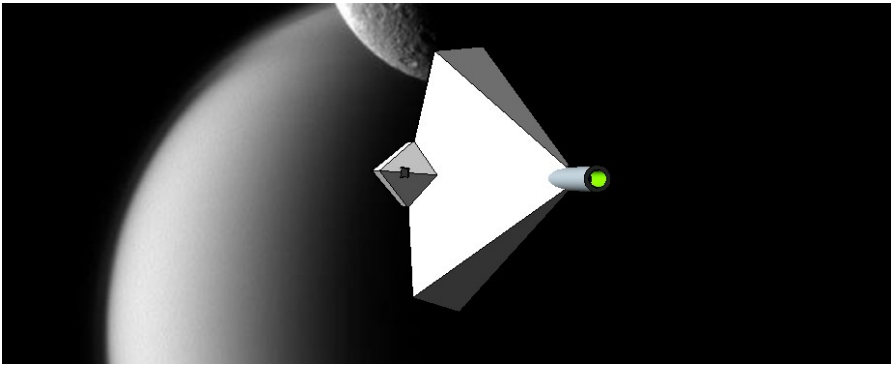


Fighter Carrier FC-6711112-060000-00000-1 600 tons
 Batteries bearing 2
 Batteries 2
 Fuel=126. EP=Agility-1. 10 fighters. Tech Level 9

Tonnage: 600 tons standard
 Crew: 2 officers, 10 Fighter Pilots, 2 ratings.
 Performance: Jump-1, Power plant-1, 6 EP. Agility 1.
 Electronics: model 2 computer.
 Hard points: 6 hard points.
 Armament: none
 Defenses: 6 triple sand caster turrets organized into two batteries.
 Craft: Ten 20ton Ranger class fighters
 Fuel Treatment: No Fuel Scoops, onboard Purification plant.
 Magazine: 2000 Extra Missiles
 Cost: 263.3 Mcr, 210.64Mcr in quantity
 Construction Time: 96 weeks standard 77 weeks in quantity
 Number Built: 20

Comments: Carrying enough fuel for two successive jumps, the Angler class fighter carrier simply served as a small battle tender. Modeled after the Kentron Pall Bearer class carrier, the Angler suffers greatly from its lower tech level. Thus the Angler has a significantly lower capacity to carry small craft despite being 100 tons larger than the Pallbearer. Fortunately, the Angler does have one advantage the Pallbearer does not. It has a defensive capability in the form of six triple sand caster turrets. While this does not give the carrier a direct offensive capability it does allow for the ship to stay longer and not rely as heavily on its fighters as the Pall Bearer does.

During the FKW, several of these vessels were upgraded to carry tech level 13 weaponry which were purchased from Kentron. These ships managed to perform better than the other vessels not so equipped. Additionally, one tactic developed by the Vyknas was to keep the fighters attached during combat, and have them fire their missiles as one salvo. Allowing for a much more effective attack linked to the more powerful computer on the ship.



Monitor MB-M105AC35-080000-80A07-0 30k tons

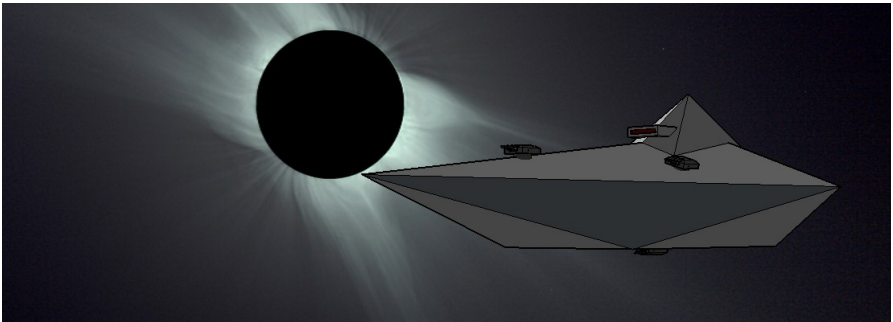
Batteries 1 D 1 X (X=27)

Batteries bearing 1 2 1 Y

Fuel=3000 tons. EP=Agility-5. 2500 Marines. Tech Level 8

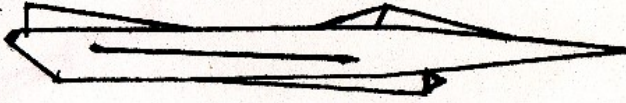
Tonnage: 30000 tons standard
 Crew: 38 officers, 302 ratings.
 Performance: Power plant-10, 3000 EP. Agility 5.
 Electronics: model 5fib computer.
 Hard points: 3000 hard points. 27 100-ton bays,
 1 spinal mount
 Armament: 1 factor 10, Particle accelerator spinal mount, 27
 100-ton missile bays, 13 beam laser
 batteries.
 Defenses: Armored hull factor 0, 1 triple sand caster
 battery
 Craft: None
 Fuel Treatment: Fuel Scoops installed, no purification..
 Cost: Singly 47617.91 MCR, 38094.33 MCR in Quantity
 Construction Time: 180 weeks 134 weeks in quantity
 Number Built: 8
 Comments: The Guardian class monitor was the largest ship
 used by any faction during the war. Had this ship been jump capable, then the
 Vykn would have been the dominant force in the region. Several times
 higher tech fleets entered the Vykn system only to turn tail and run when they
 saw this behemoth heading their way. Only the Kentron fleet stayed long
 enough to negotiate a trade and mutual protection pact. Lord Kentron knew
 that the shipyards of Vykn were a potential asset for his empire. In the years
 that followed the war, Kentron helped the Vykn build a class of battle
 tenders capable of carrying the Guardians and their replacements to other
 systems to help in their defense.

Note: The computers used on these ships were salvaged from ships that had
 battled in this system during the Talani civil war.



Jump Frigate JF-41157C1-300000-40003-1 400 tons
 Batteries 1 3
 Batteries bearing 1 3
 Fuel=108(two jumps). EP=Agility-5. Marines =7. Tech Level 8

Tonnage: 400 tons standard
 Crew: 3 officers, 15 ratings.
 Performance: Jump-1, Power plant-7, 28 EP. Agility 5.
 Electronics: model 3-fib computer.
 Hard points: 4 hard points.
 Armament: 1 triple beam laser turret and 3 triple missile launcher turrets.
 Defenses: Hull Armor Factor 3.
 Craft: 1 20ton Ranger class fighter
 Fuel Treatment: Fuel Scoops and an onboard Purification plant.
 Magazine: 504 extra Missiles.
 Cost: 406.57 MCR Standard, 325.256Mcr in Quantity
 Construction Time: 64 weeks standard 52 weeks in quantity.
 Number Built: 20
 Comments: Carrying enough fuel to perform two jump 1's in succession. Five ships of this class had their weaponry built using tech level 13 equipment purchased from Kentron. The Hunter class Jump Frigate included some 20 vessels at the end of the First Kentron war. The low armor value and low agility of this class meant that the ship could barely stand up to much larger ships or ships of a higher tech level. Still Hunters performed admirably against equal or lower tech ships. Especially when accompanied by a squadron of fighters carried by an Angler class vessel.



Escort Fighter EF-0106611-000000-00002-0 20 tons
Squadron Values 000000-00007
Batteries 1
Batteries bearing 1
Fuel=1.2tons. EP=Agility-6. . Tech Level 8

Tonnage: 20 tons standard
Crew: 1 pilot.
Performance: Power plant-6, 1.2 EP. Agility 6.
Electronics: model 1 computer.
Hard points: 1 hard point.
Armament: 1 triple missile launcher turret.
Defenses: None
Fuel Treatment: Fuel scoops, no purification.
Cost: 14.02 Mcr standard, 11.216 Mcr in quantity
Construction Time 24 weeks singly 20 weeks in quantity.
Number Built: 300

Comments: Utilizing weaponry built using tech level 13 equipment, the Ranger class Escort Fighter included some 300 craft at the end of the First Kentron War. The high agility and computer linked to the bridge of this craft created a formidable obstacle to many other navies during the war. Additionally the Rangers had a larger magazine and crew accommodation for long duration. This allowed the rangers to be used in a system defense role in locations requiring independent deployment from a carrier. So despite the lack of armor and lower tech level as compared to the Casket fighters of Kentron, Rangers actually saw more widespread use after the war as a defensive measure to secure and patrol border systems of the Kentron Empire than the Casket Fighters did.

