Renegade Tech 2.0 – Converted Aerospace Designs

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AEROSPACE FIGHTERS

Format: Mass (tons), Safe Thrust/Thrust/Structural Integrity/Fuel (engine type), Heat Sinks (# and type),
Armour (Mass and type, layout nose/wings/aft)
Armour rows Nose SI rows + A(rmour) rows [damage threshold]
Wings SI + A(rmour) [threshold]
Aft SI rows + A(rmour) rows [threshold]
Armament N(ose), W(ings), A(ft)

NOTATIONS:

Engines:	PFE – Primitive Fusion Engine, SFE – Standard Fusion Engine
	LFE – Light Fusion Engine, XLFE – eXtra-Light Fusion Engine
Heat Sinks:	SHS – Single Heat Sinks, DHS – Double Heat Sinks
Armour:	PA – Primitive Armour (attacker gains +2 bonus on Threshold Critical Checks)
	SA – standard armour (no gameplay changes)
	FAA – Ferro-Aluminium Armour (no gameplay changes)
	RA – Reflective Armour (energy weapon templates reduced one step)
Armament:	SL – Small Laser, ML – Medium Laser, LL – Large Laser
	ERML – Extended-Range Medium Laser, ERLL – Extended Range Laser
	SPL – Small Pulse Laser, MPL – Medium Pulse Laser, LPL – Large Pulse Laser
	LPPC – Light PPC, HPPC – Heavy PPC, + Cap – PPC Capacitor
	BLC – Binary Laser Cannon, iLL – Improved Large Laser
	PDMG – Point-Defence Machine-Gun (ammo in tons)
	XO – XO Station, HXO – Heavy XO Station

‘GENERIC’

TYPE	IOC DATE	SPECS
SB-27 *Sabre*	2572	25t, 11/17/11/5, 10 SHS 4t SA (19/15/15)//4SI+5A [2]/3SI+4A [2]/3SI+4A [2] Armament: N: ML, W: ML
SB-27b *Sabre*	2772?	25t, 11/17/11/5(X), 10 DHS 6t FAA (30/28/21)//4SI+5A [3]/3SI+4A [3]/3SI+4A [3] Armament: N: 2xML, W: 2xML
CNT-1D *Centurion*	2430	30t, 10/15/10/5, 10 SHS, 7.5t SA (30/26/28) Armour rows: 3SI+8A [3]/3SI+7A [3]/3SI+7A [3] Armament: N: ML, W: ML
LTN-G15 *Lightning*	2511	50t, 6/9/6/5, 13 SHS 10.5t SA (65/35/33)//4SI+16A [7]/3SI+9A [4]/3SI+8A [4] Armament: N: AC/20(2), ML, W: ML, A: ML
LTN-G15(oa) *Lightning*	2539	50t, 6/9/6/5, 17 SHS 12.5t SA (72/43/42)//4SI+18A [8]/3SI+11A [5]/3SI+11A [5] Armament: 6 x XO, N: PPC, PDMG(1), W: ML, A: ML
LTN-G15b *Lightning*	2772?	50t, 6/9/6/6(X), 10 DHS 12.5t FAA (66/56/46)//4SI+17A [7]/3SI+14A [6]/3SI+12A [5] Armament: N: GR(1), ML, W: ML, MPL, A: ML

‘GENERIC’ (cont’d)

TYPE	IOC DATE	SPECS
HCT-213 *Hellcat*	2671	60t, 6/9/6/6, 20 SHS 13t SA (75/45/43)//5SI+19A [8]/3SI+11A [5]/5SI+11A [5] Armament: 6 x XO, N: ML, PDMG (½), W: LL, A: ML
EGL-R6 *Eagle*	2601	75t, 6/9/7/5, 24 SHS 14t SA (80/52/40)//6SI+20A [8]/4SI+13A [6]/4SI+10A [4] Armament: 4 x XO, N: LL, PDMG (1), W: LL, A: ML
EGL-R6b *Eagle*	2772?	75t, 6/9/7/5(X), 20 DHS 14.5t FAA (85/65/41)//6SI+21A [9]/4SI+16A [6]/4SI+10A [5] Armament: 14 x XO, N: LPL, 2xPDMG (1), W: LPL, A: 2xML
TRB-D36 *Thunderbird*	2480	100t, 5/8/10/5, 25 SHS 15t SA (86/55/44)//7SI+22A [9]/5SI+14A [6]/5SI+11A [5] Armament: N: LL, 2xLRM/4 (3), W: LL, ML, A: 2xML
TRB-D36b *Thunderbird*	2772?	100t, 5/8/10/5(X), 24 DHS 13.5t FAA (82/57/45)//7SI+21A [9]/5SI+14A [6]/5SI+11A [5] Armament: 14 x XO, N: 2xGR (1), ERLL, W: ERLL, A: 2xML

CAPELLAN CONFEDERATION

TYPE	IOC DATE	SPECS
TR-7 *Thrush*	2798	25t, 12/18/12/5, 10 SHS 1.5t SA (7/6/5)//4SI+2A [1]/3SI+2A [1]/3SI+1A [1] Armament: N: ML, W: ML
TR-7(l) *Thrush*	2826	25t, 12/18/12/5(X), 10 DHS 5t SA (23/20/17)//4SI+6A [3]/3SI+5A [2]/3SI+4A [2] Armament: 5 x XO, N: ML, W: ML
TR-10 *Transit*	2513	50t, 6/9/6/5, 13 SHS 10.5t SA (65/35/33)//4SI+16A [7]/3SI+9A [4]/3SI+8A [4] Armament: N: AC/20 (2), 2xML, W: ML
TR-10(l) *Transit*	2826	50t, 7/11/7/5(X), 10 DHS 12.5t SA (75/42/41)//4SI+19A [8]/3SI+11A [5]/3SI+10A [5] Armament: 6 x XO, N: GR (1), 2xML, W: ML
TR-13 *Transgressor*	2780	75t, 6/9/7/5, 24 SHS 14t SA (82/51/40)//4SI+21A [9]/3SI+13A [6]/3SI+10A [4] Armament: 6 x XO, N: LL, W: LL, A: 2xML
TR-13(l) *Transgressor*	2799	75t, 6/9/7/5(L), 19 DHS 15t SA (86/54/46)//6SI+22A [7]/4SI+14A [6]/4SI+12A [5] Armament: 2 x HXO, 5 x XO, N: ERLL, 2xPDMG (1), W: ERLL, A: 2xML

DRACONIS COMBINE

TYPE	IOC DATE	SPECS
S-2 *Star Dagger*	2333	30t, 8/12/8/5(P), 10 SHS 6t PA (22/15/12)//3SI+6A [3]/3SI+4A [2]/3SI+3A [2] Armament: N: 3xMG (½), W: ML
S-2B *Star Dagger*	2656	30t, 10/15/10/5, 10 SHS 6t SA (34/22/18)//3SI+8A [4]/3SI+6A [3]/3SI+5A [2] Armament: N: ML, PDMG (½), W: ML
SB-27b *Sabre*	2772?	25t, 11/17/11/5(X), 10 DHS 6t FAA (30/28/21)//3SI+8A [3]/3SI+7A [3]/3SI+5A [3] Armament: N: 2xML, W: 2xML
^SL-21 *Sholagar*	2784	35t, 10/15/10/5, 10 SHS 6t SA (30/23/20)//3SI+8A [3]/3SI+6A [3]/3SI+5A [2] Armament: 4 x XO, N: ML, W: ML
« SL-21(k) *Sholagar*	2784	35t, 10/15/10/5(L), 11 DHS 6t SA (30/23/20)//3SI+8A [3]/3SI+6A [3]/3SI+5A [2] Armament: 1 x HXO, 2 x XO, N: ML, PDMG (½), W: ML »
^SL-17 *Shilone*	2777	65t, 6/9/6/5, 23 SHS 11.5t SA (60/44/36)//5SI+15A [6]/3SI+11A [5]/4SI+9A [4] Armament: 10 x XO, N: LL, 2xPDMG (1), W: Lt.PPC, ML, A: ML
« SL-17(k) *Shilone*	2777	70t, 7/11/7/5(X), 16 DHS 14t SA (76/53/42)//5SI+19A [8]/3SI+13A [6]/4SI+11A [5] Armament: 2 x HXO, 4 x XO, N: ERLL, 2xPDMG (2), W: LPPC + Cap, ML, A: ML »
« SL-17(k2) *Shilone*	2812	70t, 7/11/7/5(X), 14 DHS 14t SA (76/53/42)//5SI+19A [8]/3SI+13A [6]/4SI+11A [5] Armament: 2 x HXO, 4 x XO, N: LL, 2xPDMG (1), W: LPPC + Cap, MPL, A: MPL »

TYPE	IOC DATE	SPECS
^SL-15 *Slayer*	2768	80t, 6/9/8/10, 22 SHS 14.5t SA (84/50/48)//7SI+21A [9]/5SI+13A [5]/5SI+12A [5] Armament: 10 x XO, N: PPC, W: 2xML, A: 2xML
« SL-15(k) *Slayer*	2768	80t, 6/9/8/10, 17 DHS 14.5t SA (84/50/48)//7SI+21A [9]/5SI+13A [5]/5SI+12A [5] Armament: 3 x HXO, N: PPC + Cap, PDMG (1), W: 2xML, A: 2xML »

^ Pre-SW profile assembled by foreign intelligence services. « Actual performance profile demonstrated in combat. »

FEDERATED SUNS

TYPE	IOC DATE	SPECS
SB-27b(d) *Sabre*	2821	25t, 11/17/11/5(X), 10 DHS 7t FAA (44/27/27)//4SI+11A [5]/3SI+7A [3]/3SI+7A [3] Armament: 4 x XO, N: ML, W: ML
SPR-H5 *Sparrowhawk*	2520	30t, 10/15/10/5, 10 SHS 7.5t SA (38/24/34)//3SI+10A [4]/3SI+6A [3]/3SI+8A [4] Armament: N: 2xML, W: SL
SPR-H5(d) *Sparrowhawk*	2821	30t, 10/15/10/5(X), 10 DHS 7t RA (36/22/32)//3SI+9A [4]/3SI+6A [3]/3SI+8A [4] Armament: 4 x XO, N: 2 x MPL, 2xPDMG (1)
CNT-2(d) *Centurion*	2826	30t, 10/15/10/5(X), 10 DHS 7.5t RA (30/26/28)//3SI+8A [3]/3SI+7A [3]/3SI+7A [3] Armament: 6 x XO, N: 2xERML, PDMG (½), W: ERML
CSR-V12 *Corsair*	2776	50t, 6/9/6/5, 16 SHS 13.5t SA (73/50/43)//4SI+18A [8]/3SI+12A [5]/3SI+11A [5] Armament: 2 x XO, N: 2xLL, W: ML, A: ML
CSR-V12b *Corsair*	2776	50t, 6/9/6/5, 15 DHS 12.5t FAA (75/52/45)//4SI+19A [8]/3SI+13A [6]/3SI+11A [5] Armament: 6 x XO, N: 2xERLL, W: ML, A: ML
CSR-V12(d) *Corsair*	2821	50t, 7/11/7/5(X), 12 DHS 13t RA (70/48/42)//4SI+18A [7]/3SI+12A [5]/3SI+11A [5] Armament: 1 x HXO, 4 x XO, N: 2xLL, 2xPDMG (1), W: ML, A: ML

TYPE	IOC DATE	SPECS
STU-K5 *Stuka*	2520	100t, 5/8/10/5, 32 SHS 15t SA (84/54/48)//7SI+21A [9]/5SI+14A [6]/5SI+12A [5] Armament: 20 x XO, N: PDMG (1), W: 2xLL, A: 2xML
STU-K5(d) *Stuka*	2811	100t, 5/8/10/6, 24 DHS 17t FAA (104/73/54)//7SI+26A [11]/5SI+18A [8]/5SI+14A [6] Armament: 4 x HXO, N: 2xERPPC, 2xPDMG (1), W: LL, A: MPL

FREE WORLDS LEAGUE

TYPE	IOC DATE	SPECS
F-10 *Cheetah*	2630	25t, 12/18/12/4, 10 SHS 3t SA (13/11/13)//4SI+3A [2]/3SI+3A [2]/3SI+3A [2] Armament: N: SL, W: ML
F-10(m) *Cheetah*	2827	25t, 12/18/12/5(L), 10 DHS 3t FAA (15/12/14)//4SI+4A [2]/3SI+3A [2]/3SI+4A [2] Armament: 2 x XO, N: 2 x SL, PDMG (½), W: ML
F-90 *Stingray*	2748	60t, 6/9/6/5, 20 SHS 11.5t SA (60/45/34)//5SI+15A [6]/3SI+11A [5]/4SI+9A [4] Armament: 4 x XO, N: PPC, W: LL
F-90(m) *Stingray*	2827	60t, 7/11/7/5(X), 13 DHS 12.5t FAA (72/43/42)//5SI+18A [8]/3SI+11A [5]/4SI+11A [5] Armament: 1 x HXO, 4 x XO, N: ERPPC, PDMG (½), W: LPL
F-100 *Riever*	2815	100t, 5/8/10/5, 25 SHS 16t SA (86/61/48)//7SI+22A [9]/5SI+15A [7]/5SI+12A [5] Armament: 2 x HXO, 6 x XO, N: AC/20(2), W: 3xSRM/2(6)
F-100(m) *Riever*	2815	100t, 5/8/10/5, 21 DHS 16t SA (86/61/48)//4SI+22A [9]/3SI+15A [7]/3SI+12A [5] Armament: 3 x HXO, 4 x XO, N: LPL, 2xPDMG (1½), W: HPPC, A: 2 x MPL, 2xPDMG

LYRAN COMMONWEALTH

TYPE	IOC DATE	SPECS
SYD-Z1 *Seydlitz*	2605	20t, 11/17/11/3, 10 SHS 2t SA (10/6/10)//4SI+3A [1]/3SI+24A [1]/3SI+3A [1] Armament: N: LL
SYD-Z1(s) *Seydlitz*	2803	20t, 12/18/12/5(X), 10 DHS 2.5t FAA (13/9/13)//4SI+3A [2]/3SI+2A [1]/3SI+3A [2] Armament: ERLL
SL-25 *Samurai*	2582?	50t, 7/11/7/8, 19 SHS 9.5t SA (53/33/33)//4SI+13A [6]/3SI+8A [4]/3SI+8A [4] Armament: N: 3xML, SL, W: ML, SL, A: ML, SL
SL-26 *Samurai*	2713?	50t, 7/11/7/8(X), 15 DHS 8.5t FAA (53/33/33)//4SI+13A [6]/3SI+8A [4]/3SI+8A [4] Armament: 3 x XO, N: 2xML, PDMG (½), W: ERLL, A: ML
SL-26(s) *Samurai*	2796	50t, 7/11/7/8(L), 11 DHS 10t FAA (63/41/37)//4SI+16A [7]/3SI+10A [5]/3SI+9A [4] Armament: 10 x XO, N: 2xML, PDMG (½), W: iLL, A: ML
LCF-R15 *Lucifer*	2523	65t, 6/9/6/5, 22 SHS 12t SA (65/43/41)//5SI+16A [7]/3SI+11A [5]/4SI+10A [5] Armament: 10 x XO, N: 2xLL, PDMG (½), W: ML, A: ML
LCR-R15(s) *Lucifer*	2819	65t, 6/9/6/5(L), 14 DHS 13.5t FAA (84/53/51)//4SI+21A [9]/3SI+13A [6]/3SI+13A [6] Armament: 2 x HXO, 3 x XO, N: 2xLPL, 2xPDMG (1), W: ML, A: ML, PDMG, GECM

TYPE	IOC DATE	SPECS
TFN-2A *Typhoon*	2461*	80t, 5/8/8/6, 26 SHS 11.5t SA (65/43/33)//6SI+16A [7]/4SI+11A [5]/4SI+8A [4] Armament: N: LL, 2xLRM/2 (2), W: PPC, A: ML
TFN-3A *Typhoon*	2470*	80t, 5/8/8/6, 26 SHS 12.5t SA (74/43/40)//6SI+18A [8]/3SI+11A [5]/3SI+10A [4] Armament: N: AC/10(2), ML, W: PPC, A: ML
TFN-3M *Typhoon*	2476*	80t, 5/8/8/6, 26 SHS 11.5t SA (65/43/33)//4SI+16A [7]/3SI+11A [5]/3SI+8A [4] Armament: N: 3xLRM/2 (3), W: PPC
RPR-100 *Rapier*	2590	85t, 6/9/8/5, 12 DHS 12t SA (63/40/49)//7SI+16A [7]/5SI+10A [4]/5SI+12A [5] Armament: 12 x XO, N: GR(1), 2xPPC
RPR-100b *Rapier*	????	85t, 6/9/8/5(X), 17 DHS 13.5t FAA (78/58/47)//7SI+20A [8]/5SI+15A [6]/5SI+12A [5] Armament: 16 x XO, N: 2xERPPC, GR (1), 2xPDMG (1), A: GECM, CASE
RPR-100b(s) *Rapier*	2819	85t, 6/9/8/5, 12 DHS 12t FAA (73/46/50)//7SI+18A [8]/5SI+12A [5]/5SI+13A [5] Armament: 2 x HXO, 2 x XO, N: 2xPPC, GR (1)
CHP-W5 *Chippewa*	2577	90t, 5/8/9/5, 28 SHS 9.5t SA (55/36/41)//6SI+14A [6]/4SI+9A [4]/4SI+10A [5] Armament: 18 x XO, N: SRM/3(3), W: 2xLL*, A: 2xML
CHP-W5b *Chippewa*	2772?	90t, 6/9/6/5(X), 25 DHS 8.5t FAA (47/35/35)//7SI+12A [5]/5SI+9A [4]/5SI+9A [4] Armament: 16 x XO, N: 2xSRM/3*(3), W: 2xERLL, A: 2xML
CHP-W5(s) *Chippewa*	2817	90t, 5/8/9/5, 25 DHS 11.5t FAA (65/44/53)//6SI+16A [7]/4SI+11A [5]/4SI+13A [6] Armament: 3 x HXO, 2 x XO, N: 2xPDMG (1), GECM, BAP-P, W: ERLL, LPL, A: 2xMPL, PDMG

STAR LEAGUE DEFENCE FORCE

TYPE	IOC DATE	SPECS
TRN-3T *Trident*	2717	20t, 12/18/12/3, 10 SHS 2t FAA (10/10/5)//4SI+3A [1]/3SI+3A [1]/3SI+1A [1] Armament: N: ML, W: ML, A: SL
SWF-606 *Swift*	2682	25t, 13/20/13/3, 10 SHS 2t FAA (10/10/5)//4SI+3A [7]/3SI+3A [6]/3SI+3A [5] Armament: N: ML, SL
SPD-502 *Spad*	2709	30t, 7/11/7/5, 10 SHS 8t SA (46/25/32)//3SI+12A [5]/3SI+6A [3]/3SI+8A [4] Armament: N: PPC, ML, SL
ZRO-114 *Zero*	2703	35t, 6/9/6/5, 10 SHS 10t SA (61/28/43)//3SI+15A [7]/3SI+7A [3]/3SI+11A [5] Armament: N: LRM/2 (1), LL, ML
RGU-133E *Rogue*	????	40t, 7/11/7/5, 10 DHS 6.5t FAA (39/35/26)//4SI+10A [4]/3SI+9A [4]/3SI+7A [3] Armament: 6 x XO, N: ML, W: LRM/2 (2), A: ML
THK-63 *Tomahawk*	2680	45t, 8/12/8/5, 10 DHS 10t FAA (57/42/38)//4SI+14A [6]/3SI+11A [5]/3SI+10A [4] Armament: 5 x XO, W: LL
HCT-213B *Hellcat II*	2710	50t, 7/11/7/5, 10 DHS 12t FAA (68/51/45)//4SI+17A [7]/3SI+13A [6]/3SI+11A [5] Armament: 10 x XO, N: BAP, W: LL, A: ML

STAR LEAGUE DEFENCE FORCE (cont'd)

TYPE	IOC DATE	SPECS
GTHA-500 *Gotha*	2657	60t, 6/9/6/6, 13 DHS 12.5t FAA (72/52/46)//5SI+18A [8]/3SI+13A [6]/4SI+12A [5] Armament: 12 x XO, N: PPC, 2xML, PDMG (½), W: MPL, A: 2xML, GECM
IRN-SD1 *Ironsides*	????	65t, 6/9/6/5, 10 DHS 11.5t SA (61/36/51)//5SI+15A [7]/3SI+9A [6]/4SI+13A [5] Armament: N: 2xPPC, W: ML, 2xSRM/2* (4)
HMR-HD *Hammerhead*	????	75t, 7/11/7/5(X), 10 DHS 11.5t FAA (76/50/30)//6SI+19A [8]/4SI+13A [5]/4SI+8A [3] Armament: 14 x XO, N: GR (1), ML, W: LL, A: MPL
RPR-100 *Rapier*	2590	85t, 6/9/8/5, 12 DHS 12t SA (63/40/49)//7SI+16A [7]/5SI+10A [4]/5SI+12A [5] Armament: 12 x XO, N: GR (1), 2xPPC
AHB-443 *Ahab*	2691	90t, 5/8/9/5, 10 DHS 15.5t SA (84/59/46)//6SI+21A [9]/4SI+15A [6]/4SI+12A [5] Armament: 18 x XO, N: LL, 2xArt-IV, PDMG (1), W: LRM/4 (6), SRM/3 (2), A: 2xML

PERIPHERY POWERS

MM-1 *Dragonfly*	2574	40t, 5/8/5/4, 18 SHS 6t SA (32/24/16)//3SI+8A [4]/2SI+6A [3]/2SI+4A [2] Armament: 4 x XO, N: ML, W: LL, ML
MM-2 *Dragonfly*	2583	40t, 6/9/6/5, 12 DHS 6t SA (32/24/16)//4SI+8A [4]/3SI+6A [3]/3SI+4A [2] Armament: 6 x XO, N: LL, W: LL
VLC-3N *Vulcan*	2525	80t, 5/8/8/5(P), 13 SHS 17.5t PA (66/44/33)//6SI+17A [7]/4SI+11A [5]/4SI+8A [4] Armament: N: ML, SRM/3(1), W: AC/10 (2), A: ML
VLC-3N(a) *Vulcan*	2562	80t, 5/8/8/5(P), 23 SHS 17.5t PA (66/44/33)//6SI+17A [7]/3SI+11A [5]/3SI+8A [4] Armament: 12 x XO, N: ML, W: PPC, A: ML
VLC-5N *Vulcan*	2650	80t, 5/8/8/5, 22 SHS 13.5t SA (75/51/39)//6SI+19A [8]/4SI+13A [6]/4SI+10A [4] Armament: 10 x XO, N: AC/10 (2), SRM/2(2), W: LL, A: 2xML
VLC-5N(a) *Vulcan*	2650	80t, 5/8/8/5, 20 SHS 13.5t SA (75/51/39)//4SI+19A [8]/3SI+13A [6]/3SI+10A [4] Armament: 16 x XO, N: LL, W: PPC, A: 2xML
VLC-6N *Vulcan*	2770?	80t, 5/8/8/5, 13 SHS 13.5t SA (75/51/39)//4SI+19A [8]/3SI+13A [6]/3SI+10A [4] Armament: 12 x XO, N: LL, W: GR (2), A: ML
VLC-6N(a) *Vulcan*	2770?	80t, 5/8/8/6, 23 DHS 13.5t SA (75/51/39)//4SI+19A [8]/3SI+13A [6]/3SI+10A [4] Armament: 16 x XO, N: LL, 2xPDMG (2), W: ERPPC, A: 2xML

PERIPHERY POWERS (Cont'd)

TAF-132 *Viper* (NON-CANON)	2573	40t, 7/11/7/5(P), 10 SHS 7.5t PA (30/20/10)//4SI+8A [3]/3SI+5A [2]/3SI+3A [1] Armament: 5 x XO, N: LL, PDMG (½), W: ML
TAF-143 *Viper* (NON-CANON)	2761	40t, 7/11/7/5, 13 SHS 8.5t SA (44/34/24)//4SI+11A [5]/3SI+9A [4]/3SI+6A [3] Armament: 5 x XO, N: LL, PDMG (½), W: ML
TAF-145 *Viper* (NON-CANON)	????	40t, 7/11/7/5(L), 11 DHS 9.5t SA (50/36/30)//4SI+12A [5]/3SI+9A [4]/3SI+8A [3] Armament: 5 x XO, N: ERLL, PDMG (½), W: LPPC

CONVERTED DROPSHIPS AND GUNSHIPS (TRO:3057R)

Avenger GunShip (Federated Suns only)

Developed to provide FedSuns frontier worlds with a relatively cheap and numerous defensive GunShip to patrol and protect far-flung corners of their star-systems, the *Avenger* is lighter and slightly slower than the formidable Draconian *Achilles*, but faster to build. *Avengers* present little threat to most capital ships, save in large numbers, but possess ample firepower for their primary roles of customs-patrol and piracy-suppression.

Avenger: Very Small, 7/11, SI 2 rows, armour 8 rows/7 rows/6 rows, 160t fuel;
Armament (Mark I): N: V. Sml. SCL1, Mil-PD-4, 2 x Civ-PD-2, W: Civ-PD-4, A: Civ-PD-4
Armament (Mark II): N: V. Sml. SCL1, 3 x Civ-PD-5*, W: Civ-PD-5*, A: Civ-PD-5*

Claymore 'Light Attack Craft' (Lyran Commonwealth only)

Designed as a light picket craft and introduced shortly after the Amaris Coup, the *Claymore* has fought in almost every space-battle along the Commonwealth's borders since the Exodus. Institutional inexperience in large-scale engagements led to heavy casualties among LAC contingents in the early phases of the (First) Succession War; ever since, their crews have blackly joked that 'we're like bacon — first to fry'. Nonetheless, *Claymores* are integral to the layered defences of most LCN task-forces and system-defence forces, and it's hoped that newly-improved PD suites will redress the survivability issues.

Claymore: Very Small, 6/9, SI 2 rows, armour 8 rows/7 rows/5 rows, 150t fuel;
Armament (Block I): N: V. Sml. SCM, 4 x Civ-PD-5*, W: 2 x Civ-PD-5*, W(R): Civ-PD-5*, A: 2 x Civ-PD-5*
Armament (Block II): N: V. Sml. SCM, Mil-PD-1, Mil-PD-4, 2 x Mil-PD-3, W: Mil-PD-1, Civ-PD-2, W(R): Mil-PD-3, A: Mil-PD-4, Mil-PD-3
Armament (Block III): N: V. Sml. SCM, 2 x Mil-PD-4, 2 x Mil-PD-3*, W: Mil-PD-4, Mil-PD-3*, W(R): Mil-PD-3*, A: 2 x Mil-PD-4

Confederate (all IS/Periphery nations)

The standard 'Mech lance-transport of the SLDF, the *Confederate* has been a rare sight in the Inner Sphere since the Exodus, but after being in production for almost two centuries before that time, it still turns up in all manner of places. It is notable for having better crew accommodations than the *Leopard*, although volume is still at a premium owing to the 'Mech facilities taking first priority.

Confederate: Very Small, 4/6, SI 2 rows, armour 6 rows/5 rows/4 row, 135t fuel;
Armament: N: Civ-PD-4*, FR/FR: Civ-PD-4*, AL/AR: Civ-PD-4*, A: Civ-PD-4*

Leopard/*Leopard-CV* (all IS/Periphery nations)

Introduced during the late Age of War, the *Leopard* is produced and widely used in almost all of the known states. The 'Mech-transport version is popular with smaller raiding commands, while the *Leopard-CV* can operate a flight of fighters in support of such a raid.

Leopard: Very Small, 4/6, SI 1 row, armour 5 rows/4 rows/3 rows, 150t fuel;
Armament: N: Civ-PD-5, W: Civ-PD-4, A: Civ-PD-4

Leopard-GunShip (MAF, export sales) [NON-CANON]

A relatively hasty adaptation of a design produced by Majesty Metals' orbital facilities at Dunianshire, the *Leopard-GunShip* has gone from a hurried domestic stopgap to a firm favourite across most of the Inner Sphere. *Leopards* being so popular across human space, and parts being readily available to service and maintain the design, it was almost inevitable that other nations would copy the conversion for their own navies, and licence revenues from those that actually bothered with the related legal niceties have been a great boon to MMM and the Magistracy's economy. Now almost as ubiquitous as its design-cousins, the *Leopard-GunShip* is a common sight in fleets from Thraxa to Alpheratz, despite the fact that its internal arrangements have been specialised for purely spacebound operations and cannot be converted for landing on planetary surfaces.

Leopard-GunShip: Very Small, 6/9, SI 2 rows, armour 8 rows/6 rows/5 rows, 200t fuel
Armament: N: V. Sml. SCL1 (or V. Sml. Cap-Missile), 3 x Civ-PD-5*, W: Civ-PD-5*, A: 3 x Civ-PD-5*; Small NCSS (MAF only)

Fury (all IS/Periphery nations)

A smaller transport intended to carry an infantry company and two platoons of light armour, the *Fury* is favoured for commando-style raiding actions.

Fury: Very Small, 4/6, SI 1 row, armour 4 rows/4 rows/4 rows, 140t fuel;
Armament: N: Civ-PD-5, W: Civ-PD-4, A: Civ-PD-5

Gazelle (all IS/Periphery nations)

Although it carries a company of heavy armour, the *Gazelle* is notorious for its cramped vehicle-bay and the bottleneck created by its RO/RO ramp. Loading or unloading troops in a 'hot LZ' is a special nightmare for most *Gazelle* crews.

Gazelle: Small, 4/6, SI 1 row, armour 5 rows/4 rows/4 rows, 220t fuel;
Armament: N: Civ-PD-3*, W: Civ-PD-4*, A: Civ-PD-4*

Lung Wang GunShip (CCN only)

The *Lung Wang* mounts dense layered defences to deal with nuclear-tipped missiles. Most are retained as screening vessels for the CCN's few remaining WarShips, as originally designed, but some have been used as commerce raiders in less-protected systems.

Lung Wang: Small, 5/8, SI 3 rows, armour 7 rows/6 rows/6 rows, 75t fuel;
Armament (Tranche I): N: 2 x V. Sml. SCM, Mil-PD-1, 2 x Mil-PD-4, FL/FR: Mil-PD-1, 2 x Mil-PD-4, AL/AR: Mil-PD-4, 2 x Mil-PD-2, A: 2 x Mil-PD-1
Armament (Tranche II): N: 2 x V. Sml. SCM, 2 x Mil-PD-1, 2 x Civ-PD-5*, FL/FR: Mil-PD-1, 2 x Civ-PD-5*, AL/AR: 2 x Civ-PD-5*, A: 2 x Mil-PD-1, 2 x Civ-PD-5*

Intruder (all IS/Periphery nations)

An infantry transport that can operate as a company-level raider, battalion command-post, and even a field hospital, the *Intruder* carries a pair of fighters or small-craft for marine operations and can configure its cargo bay to hold (though not repair) light combat vehicles.

Intruder: Small, 4/6, SI 2 rows, armour 6 rows/5 rows/5 rows, 300t fuel;
Armament: N: Civ-PD-5, FL/FR: Civ-PD-5, AL/AR: Civ-PD-5, A: Civ-PD-4

Buccaneer (all IS/Periphery nations)

A cargo transport introduced in the early twenty-eighth century, the *Buccaneer* is common across the space-lanes of the Inner Sphere and Periphery. Minimally armed, the *Buccaneer* is often easy prey if unescorted.

Buccaneer: Small, 3/5, SI 1 row, armour 2 rows/2 rows/2 rows, 160t fuel;
Armament: N: Civ-PD-4*, A: Civ-PD-3

Union/*Union-CV* (all IS/Periphery nations)

The premier company-level BattleMech transport across the Inner Sphere, the *Union* was introduced at the start of the twenty-eighth century and has spawned a range of modifications and yard-built variants, including cargo-haulers, fighter-carriers, and even GunShips.

Union: Small, 3/5, SI 2 rows, armour 6 rows/6 rows/3 rows, 215t fuel;
Armament: N: 2 x Civ-PD-4*, Civ-PD-5, FL/FR: 2 x Civ-PD-4*, Civ-PD-5, AL/AR: Civ-PD-4, A: Civ-PD-4*

Taurus-class DropShip (TDF) [NON-CANON]

The *Union*-class 'Mech-transport DropShip is used throughout the Inner Sphere, and the *Taurus* variant on this ubiquitous hull is the perhaps-inevitable Taurian repurposing of another symbol of Star League oppression and exploitation as an icon of their renewed rights of self-determination. Imported from Inner Sphere manufacturers during the Star League era and redesigned by TTI to reflect Concordat Army doctrine, the *Taurus* carries no fighters, devoting that portion of its volume to additional supplies and repair materials to sustain a 'Mech squadron on extended operations.

As the new, indigenously-built *Minotaurs* take their place in the 'Mech-transport role, the superseded *Taurus* hulls are being rebuilt again. The first such rebuild is a transport for light combat vehicles, which typically hauls two squadrons of hovercraft for scouting and harassment duties, or two artillery batteries and their support elements; the other is a system-patrol GunShip, faster than the base *Union*/*Taurus* and mounting a pair of light-capital lasers in its bow, which protects the space-lanes over Taurian worlds and escorts DropShip convoys bound for hostile landing-zones.

Taurus: Small, 3/5, SI 2 rows, armour 5 rows/5 rows/4 rows, 200t fuel
Armament: N: 2 Civ-PD-5*, FL/FR: 2 Civ-PD-5*, AL/AR: 2 Civ-PD-5*, A: 2 Civ-PD-5*; carries 12 'Mechs

Taurus-LST: Small, 3/5, SI 2 rows, armour 5 rows/5 rows/4 rows, 200t fuel
Armament: N: 2 Civ-PD-5*, FL/FR: 2 Civ-PD-5*, AL/AR: 2 Civ-PD-5*, A: 2 Civ-PD-5*; carries 36 light vehicles

Taurus-GunShip: Small, 5/8, SI 4 rows, armour 10 rows/8 rows/6 rows, 360t fuel
Armament: N: 2 x V. Sml. SCL1, 4 x Civ-PD-5*, FL/FR: 4 x Civ-PD-5*, AL/AR: 4 x Civ-PD-5*, A: 4 x Civ-PD-5*; carries 2 small-craft, 20 marines.

Seeker (all IS/Periphery nations)

The *Seeker* has room for an entire battalion of light armour and its command platoon, though many units choose to underload their vehicle-decks to carry a few BattleMechs instead. One of the fastest troop-transports in the Inner Sphere, the *Seeker* has four independent fusion reactors and needs only two of them to maintain all shipboard functions and transit thrust, allowing the other reactor(s) to be shut down for in-flight maintenance; it is also known for the relative luxury of its troop accommodations, including an extensive medical facility capable of dealing with most emergencies.

Seeker: Small, 5/8, SI 2 rows, armour 5 rows/4 rows/4 rows, 389t fuel;
Armament: FL/FR: Civ-PD-5*, AL/AR: Civ-PD-4, A: Civ-PD-4*

Achilles (DCA, ComStar/TerraSec)

Arguably the most dangerous GunShip of the pre-Amaris period, the *Achilles* set the bar that all later GunShip designs strove to clear, often fruitlessly. Faster than many fighters and more heavily armed than entire squadrons, flotillas of *Achilles* are arguably the best possible weapon to degrade fleet screening elements. *Achilles* and their production-facilities were naturally primary targets in the (First) Succession War, and the Galileo Instruments yard over Schuyler is the only one known to have survived outside of the Terra system.

Achilles: Small, 8/12, SI 3 rows, armour 10 rows/9 rows/6 rows, 300t fuel;
Armament (Series I): N: 2 x V. Sml. SCM, Civ-PD-5, 2 x Civ-PD-4, W: V. Sml. SCL1, Civ-PD-5, W(R): Civ-PD-4*, A: Civ-PD-4*
Armament (Series II): N: 2 x V. Sml. SCM, 3 x Civ-PD-5*, W: V. Sml. SCL1, 2 x Civ-PD-5*, W(R): 2 x Civ-PD-5*, A: 2 x Civ-PD-5*
Armament (TerraSec/unconfirmed): N: 2 x V. Sml. SCM, 3 x Mil-PD-4*, W: V. Sml. SCL1, 2 x Mil-PD-4*, W(R): 2 x Mil-PD-4*, A: 2 x Mil-PD-4*; Small NCSS

Condor (all IS/Periphery nations)

Carrying a battalion of infantry and a reinforced company of light vehicles, the *Condor* is favoured by mechanised-infantry formations.

Condor: Small, 3/5, SI 2 rows, armour 5 rows/4 rows/4 rows, 208t fuel;
Armament: N: Civ-PD-4, W: Civ-PD-4*, A: Civ-PD-4*

Monarch (all IS/Periphery nations)

A passenger-transport popular with many civilian shipping-concerns, the *Monarch* is known for the comfort of its appointments. A purely civilian vessel, it is unarmed, rendering it completely helpless in the face of hostile intent.

Monarch: Small, 3/5, SI 1 row, armour 2 row/1 row/1 row, 112t fuel;
Armament: None

Triumph (all IS/Periphery nations)

Thinly armoured and lightly armed, the *Triumph* can deliver an entire battalion of heavy armour onto a planet, but is desperately vulnerable if it finds itself in contested territory.

Triumph: Medium, 3/5, SI 2 rows, armour 5 rows/4 rows/4 rows, 383t fuel;
Armament: N: Civ-PD-5, W: Civ-PD-4, A: Civ-PD-4

Fortress (LCAF)

Produced for the LCAF by Semier Systems, the *Fortress* can deploy an entire 'Mech company and a supporting company of armour and infantry onto a battlefield, then provide fire-support with a nose-mounted artillery piece, giving it devastating potential as part of an assault landing's first wave.

Fortress: Medium, 3/5, SI 2 rows, armour 7 rows/7 rows/5 rows, 400t fuel;
Armament: N: 2 x Mil-PD-4*, 2 x Mil-PD-2, FL/FR: Mil-PD-1, Mil-PD-2, AL/AR: Mil-PD-1, Mil-PD-3, A: 2 x Mil-PD-1

Minotaur-class DropShip (TDF) [NON-CANON]

Licenced to TTI from the Lyran Commonwealth's Semier Systems as a variant of the *Fortress*-class around the time of the formal dissolution of the Star League, the *Minotaur* is quickly becoming the symbol of the Taurian military's Serious Interest in a matter, much as the *Overlord* was/is to the militaries of the Inner Sphere. With base acceleration 33% greater than the *Taurus*, better armour and weapons, and more cargo space to support its complement of embarked war-machines, the *Minotaur* is slated to completely replace the *Taurus* in the 'Mech-transport role within twenty years.

The sole *Minotaur* sub-variant to date is the *Minotaur-CV*, which is currently replacing the *Leopard-CV* in TDF service. This renovated hull houses a single division of aerospace fighters and the fuel and supplies to operate them for extended deployments.

Minotaur: Medium, 4/6, SI 4 rows, armour 10 rows/8 rows/7 rows;
Armament: N: 2 x Civ-PD-5*, 2 x Mil-PD-1, FL/FR: 2 x Civ-PD-5*, 2 x Mil-PD-1, AL/AR: 2 x Civ-PD-5*, 2 x Mil-PD-1, A: 2 x Civ-PD-5*, 2 x Mil-PD-1; carries 12 'Mechs
Minotaur-CV: Medium, 4/6, SI 4 rows, armour 10 rows/8 rows/7 rows;
Armament: N: 2 x Civ-PD-5*, 2 x Mil-PD-1, FL/FR: 2 x Civ-PD-5*, 2 x Mil-PD-1, AL/AR: 2 x Civ-PD-5*, 2 x Mil-PD-1, A: 2 x Civ-PD-5*, 2 x Mil-PD-1; carries 8 ASFs

Lion (all IS/Periphery nations)

An older combat-transport primarily used by the SLDF, the *Lion* has been a rare sight since the Exodus. Carrying two 'Mech lances and a full company of light vehicles, it finds a home in many combined-arms forces.

Lion: Medium, 4/6, SI 2 rows, armour 7 rows/6 rows/6 rows, 210t fuel;
Armament: N: 2 x Civ-PD-4, FL/FR: 2 x Civ-PD-4, AL/AR: 2 x Civ-PD-4, A: 2 x Civ-PD-4

Overlord (all IS/Periphery nations)

The preferred battalion-transport for BattleMech formations, the *Overlord* has a number of alternate configurations across the various nations. Its presence usually signals that an operation on the regimental scale is underway, and its value as a target means that it is usually heavily defended.

Overlord: Large, 3/5, SI 3 rows, armour 7 rows/7 rows/5 rows, 306t fuel;
Armament: N: 2 x Civ-PD-5*, FL/FR: Civ-PD-4, Civ-PD-5*, AL/AR: Civ-PD-4, A: Civ-PD-4, Civ-PD-4*

Overlord-CV (all IS nations) [NON-CANON]

First promulgated to redress the horrific attrition suffered by *Titan* carriers in the (First) Succession War, the *Overlord-CV* carries only a single reinforced squadron, four flights of fighters, but includes ample storage for consumables and munitions, as well as a dense array of lasers and missile-launchers to fend off hostile fighters and missile attacks. (Some nations, including the Lyran Commonwealth, supplement those systems with a number of (sub-)capital missile systems.)

Overlord-CV: Large, 4/6, SI 5 rows, armour 12 rows/9 rows/6 rows, 300t fuel;
Armament: N: 4 x Civ-PD-4, 2 x Civ-PD-2*, FL/FR: 4 x Civ-PD-4, 2 x Civ-PD-2*, AL/AR: 4 x Civ-PD-4, 2 x Civ-PD-2*, A: 4 x Civ-PD-4, 2 x Civ-PD-2*

Fenris Medium Attack Craft (LCN) [NON-CANON]

The Commonwealth has chosen to standardise much of its DropShip production on the *Overlord* base hull, including its new 'escort GunShip'. Carrying a full squadron of fighters for a screening force (and three shuttles for its company of marines), bristling with capital missile-launchers and sub-capital lasers, and sheathed in thick layers of ferro-aluminium armour, the *Fenris* can decimate entire flotillas of DropShips in short order and poses a credible threat to lighter WarShips.

Fenris: Large, 6/9, SI 5 rows, armour 12 rows/9 rows/6 rows, 400t fuel;
Armament: N: Med. SCL2, Med. Cap-Missile (3 x AR-8), 2 x Mil-PD-4, 2 x Mil-PD-3*,
FL/FR: Med. SCL2, Med. Cap-Missile (3 x AR-8), Mil-PD-4, 2 x Mil-PD-3*,
AL/AR: Mil-PD-4, 2 x Mil-PD-3*,
A: 2 x Mil-PD-4, 2 x Mil-PD-3*; carries 18 fighters, 3 shuttles, 84 marines

Mule (all IS/Periphery nations)

One of the more popular mid-sized bulk freighters of the late Star League period.

Mule: Very Large, 3/5, SI 2 rows, armour 2 rows/3 rows/2 rows, 319t fuel;
Armament: N: Civ-PD-4*, FL/FR: Civ-PD-4*, AL/AR: Civ-PD-4*, A: Civ-PD-4*

Titan (DCA, ComStar/TerraSec)

Bearing an entire squadron of fighters and the storage to operate them for some time, the *Titan* is one of the primary carrier-DropShips of the Inner Sphere. The flaws in SLDF conceits about their invulnerability to attack were brutally demonstrated by Amaris forces during Operation CHIEFTAIN, and their numbers in House fleets also plummeted during the (First) Succession War. A few remain in the DCA inventory, but the AFFS has phased their few surviving examples out of service, selling them to ComStar and TerraSec forces and replacing them with designs like the *Overlord-CV* and *Jumbo-CV*.

Titan: Very Large, 3/5, SI 3 rows, armour 8 rows/8 rows/8 rows, 420t fuel;
Armament: N: 2 x Civ-PD-4, 2 x Civ-PD-2*, W: 2 x Civ-PD-4, Civ-PD-2*, A: 2 x Civ-PD-4, Civ-PD-2*

Excalibur (DCA)

One of the largest combined-arms transports in the Inner Sphere, the *Excalibur* carries an entire regiment of armoured vehicles and a company of BattleMechs for support. However, it is also lightly armed, meaning that airspace and ground security are pre-requisites for their landing.

Excalibur: Very Large, 3/5, SI 2 rows, armour 7 rows/6 rows/5 rows, 300t fuel;
Armament: N: Civ-PD-5*, FL/FR: Civ-PD-5*, AL/AR: Civ-PD-4*, A: Civ-PD-4*

Mammoth (all IS/Periphery nations)

The largest DropShip capable of landing on a planet, the *Mammoth* carries massive amounts of cargo and is sometimes used by the military as a fleet tender on extended deployments.

Mammoth: Super-Large Bulk Carrier, 3/5, SI 3 rows, armour 3 rows/2 rows/2 rows, 420t fuel;
Armament: N: Civ-PD-4*, AL/AR: Civ-PD-4*, A: Civ-PD-3

Behemoth (all IS/Periphery nations)

Incapable of generating enough thrust to lift off from most planets, the *Behemoth* is used purely for space-to-space cargo transport.

Behemoth: Ultra-Large Bulk Carrier, 2/3, SI 5 rows, armour 2 rows/2 rows/2 rows, 600t fuel;
Armament: FL/FR: Civ-PD-4*, AL/AR: Civ-PD-4*, A: Civ-PD-3

CONVERTED DROPSHIPS AND GUNSHIPS (TRO:3075)

Manatee (all IS/Periphery nations, obsolescent)

The first BattleMech lance-lander deployed by the Hegemony, the *Manatee* was really more of a 'learning experience' than an actual combat-transport. Certainly it is distinctly unimpressive by later standards.

Manatee: Very Small, 3/5, SI 2 rows, armour 3 rows/2 rows/2 rows, 135t fuel;
Armament: N: Civ-PD-4*, FL/FR: Civ-PD-4*, AL/AR: Civ-PD-4*, A: Civ-PD-4*

Pentagon GunShip (Federated Suns, ComStar/TerraSec, Free Worlds League)

Entering service with the THAF slightly before the *Congress* frigate it was designed to escort and support, the *Pentagon* was the first purpose-built GunShip design introduced by any of the major powers. Kerensky licenced the design to the Federated Suns as part of support-operations for Operation CHIEFTAIN; it is suspected that Free Worlds League production of the type stems from a striking success by SAFE.

Pentagon (THAF): Small, 7/11, SI 4 rows, armour 12 rows/11 rows/9 rows, 600t fuel;
Armament: N: 2 x Sml. SCL1, 2 x Mil-PD-1*, 2 x Mil-PD-4*, FL/FR: Sml. SCM, 2 x Mil-PD-1*, 2 x Mil-PD-4*, AL/AR: 2 x Mil-PD-1*, Mil-PD-4*, A: 2 x Mil-PD-1*

Pentagon (AFFS): Small, 7/11, SI 4 rows, armour (FAA) 14 rows/12 rows/10 rows, 600t fuel;
Armament: N: 2 x Sml. SCL2, 4 x Civ-PD-5*, FL/FR: Sml. SCM, 4 x Civ-PD-5*, AL/AR: 3 x Civ-PD-5*, A: 4 x Civ-PD-5*

Pentagon (FWLM): Small, 7/11, SI 4 rows, armour (FAA) 13 rows/12 rows/11 rows, 600t fuel;
Armament: N: 2 x Sml. SCL1, 2 x Mil-PD-4, 2 x Mil-PD-3*, FL/FR: Sml. SCM, 2 x Mil-PD-4, 2 x Mil-PD-3*, AL/AR: 2 x Mil-PD-4, Mil-PD-3*, A: 2 x Mil-PD-4, 2 x Mil-PD-3*

Pentagon (TerraSec/unconfirmed): Small, 7/11, SI 4 rows, armour (FAA) 13 rows/12 rows/11 rows, 600t fuel;
Armament: N: 2 x Mil-PD-4, 2 x Mil-PD-3*, FL/FR: Sml. SCL1, 2 x Mil-PD-4, 2 x Mil-PD-3*, AL/AR: Sml SCM, 2 x Mil-PD-4, Mil-PD-3*, A: 2 x Mil-PD-4, 2 x Mil-PD-3*

Dictator (all IS/Periphery nations)

Designed in response to the lessons of the Reunification War, the *Dictator* entered service too late to fight in that conflict, but proved reliable and effective in the ensuing centuries. Many were destroyed during Operation CHIEFTAIN; the Exodus Fleet preferred to retain *Overlords,* abandoning most of the surviving *Dictators* to militias in the Hegemony or units that chose to stay behind.

Dictator: Large, 3/5, SI 2 rows, armour 7 rows/6 rows/5 rows, 150t fuel;
Armament: N: 2 x Civ-PD-4*, Civ-PD-2, FR/FR: 2 x Civ-PD-4*, Civ-PD-2, AL/AR: 2 x Civ-PD-4*, A: 2 x Civ-PD-4*

Model 96 "Elephant" (ComStar/TerraSec)

The *Elephant* is a heavy-duty tug meant to facilitate forward-area repair operations and perform counter-assault operations in defence of those same forward-area repair-bases. The handful that survived the Amaris Civil War either left with the Exodus Fleet or serve with ComStar forces protecting the Terra system.

Model 96 (SLDF): Very Large, 5/8, SI 4 rows, armour 12 rows/11 rows/9 rows, 700t fuel;
Armament: N: 2 x Mil-PD-1, 2 x Mil-PD-4*, FR/FR: 2 x Mil-PD-1, 2 x Mil-PD-4*, AL/AR: 2 x Mil-PD-1*, A: 2 x Mil-PD-1*

Model 96 (TerraSec/unconfirmed): Very Large, 5/8, SI 4 rows, armour 12 rows/11 rows/9 rows, 700t fuel;
Armament: N: 4 x Mil-PD-4*, FR/FR: 4 x Mil-PD-4*, AL/AR: 4 x Mil-PD-4*, A: 2 x Mil-PD-4*

Colossus (ComStar/TerraSec)

Carrying a combined-arms regiment, the *Colossus* was intended as part of the SLDF's Regimental Combat Teams. Most were destroyed during the Amaris Civil War, and the SLDF was in the process of replacing the design with the *Excalibur* when the order for Exodus came.

Colossus (SLDF): Small Bulk Carrier, 3/5, SI 3 rows, armour 8 rows/8 rows/6 rows, 375t fuel;
Armament: N: 2 x Mil-PD-1*, 2 x Mil-PD-2, FR/FR: 2 x Mil-PD-1*, 2 x Mil-PD-2, AL/AR: 2 x Mil-PD-1*, 2 x Mil-PD-2, A: 2 x Mil-PD-1*, 2 x Mil-PD-2

Colossus (TerraSec/unconfirmed): Small Bulk Carrier, 3/5, SI 3 rows, armour 8 rows/8 rows/6 rows, 375t fuel;
Armament: N: 2 x Mil-PD-1, 2 x Mil-PD-1*, FR/FR: 2 x Mil-PD-1, 2 x Mil-PD-1*, AL/AR: 2 x Mil-PD-1, 2 x Mil-PD-1*, A: 2 x Mil-PD-1, 2 x Mil-PD-1*

Vulture (All IS nations – favoured by Draconis Combine, Capellan Confederation)

Although a number of tactical disasters have led to the *Vulture*'s troop- and vehicle-space going under-utilised, the class has an enviable reputation for reliability, durability, and low maintenance burden. The recent introduction of the *Seeker* has seen several squadrons of *Vultures* being pensioned off to mercenary commands, Periphery states, and even to commercial shipping-concerns.

Vulture: Small, 4/6, SI 2 rows, armour 5 rows/4 rows/3 rows, 300t fuel;
Armament: N: Civ-PD-2*, FR/FR: Civ-PD-2*, AL/AR: Civ-PD-2*, A: Civ-PD-3

Vampire (Federated Suns)

Small and fast, the *Vampire* was often mistaken for a heavy fighter, facilitating the deployment of its infantry contingent to a chosen point. Many AFFS special-forces units favoured the type for para-drop operations, but the destruction of Markeson Aeronautics may have doomed the class to slow extinction.

Vampire: Very Small, 6/9, SI 2 rows, armour 4 rows/4 rows/3 rows, 38t fuel;
Armament: N: Civ-PD-3, W: Civ-PD-2*, A: Civ-PD-3

CONVERTED DROPSHIPS AND GUNSHIPS (Historical: Reunification War)

DroST-IIa (all IS/Periphery nations, obsolescent)

One of the first military transport DropShips ever developed, the *DroST-IIa* was soon passed down to the civilian market because economic and political factors made it easier to produce new ships rather than overhaul existing ones. Though superseded as a military vessel, original-run *DroST-IIa* hulls and innumerable knock-offs remain common sights along the shipping-lanes, especially those favouring rugged-yet-cheap 'tramp freighters'. Indeed, their unique engine-layout, which allows this otherwise aerodyne-design to land and take off vertically, makes them exceedingly popular in places where spaceport facilities are underdeveloped or non-existent.

DroST-IIa: Medium, 5/8, SI 3 rows, armour 5 rows/5 rows/4 rows, 200t fuel;
Armament: N: Civ-PD-4*, LW/RW: Civ-PD-4*, LW(R)/RW(R): Civ-PD-3, A: Civ-PD-4*

Jumbo (all IS/Periphery nations, obsolescent)

More of a class of freighter, rather than a single distinct design, the *Jumbo* debuted in the early twenty-fifth century, in the earliest days of DropShip technology. Relatively rugged and possessed of a very respectable cargo capacity, *Jumbos* soldiered on for several centuries before being progressively replaced in first-rate service by newer, more cost-effective designs, often as they became too worn-out to economically operate. Nonetheless, they can still be found in service throughout the Inner Sphere and Periphery.

Jumbo: Very Large, 3/5, SI 2 rows, armour 5 rows/4 rows/3 rows, 400t fuel;
Armament: N: Civ-PD-4*, FL/FR: Civ-PD-4*, AL/AR: Civ-PD-3, A: Civ-PD-3
Jumbo-CV [NON-CANON]: Very Large, 3/5, SI 2 rows, armour 5 rows/4 rows/3 rows, 400t fuel;
Armament: N: 3 x Civ-PD-5*, FL/FR: 3 x Civ-PD-5*, AL/AR: 3 x Civ-PD-5*, A: 3 x Civ-PD-5*; carries 18 fighters, 4 small-craft

CONVERTED DROPSHIPS AND GUNSHIPS (XTRO: Primitives 2)

Black Eagle (all IS/Periphery nations, obsolescent)

Building on lessons learned from the *Manatee*, the *Black Eagle* could be constructed in three different variants, one of which omitted a mid-deck and allowed it to carry a full company of 'Mechs. Quickly becoming the standard for assault-transports, the *Black Eagle* lent much of its design to the later *Lion* and *Union* designs, as well as the *Pentagon* GunShip.

Black Eagle: Small, 4/6, SI 3 rows, armour 6 rows/6 rows/4 rows, 250t fuel;
Armament: N: 2 x Civ-PD-4, FL/FR: 2 x Civ-PD-4, AL/AR: Civ-PD-4, A: Civ-PD-4

CONVERTED DROPSHIPS AND GUNSHIPS (XTRO: Primitives 3)

Czar (all IS/Periphery nations, obsolescent)

Based on Deimos Clipperships' proven *Clippership-IV* hull, the *Czar* was a response to an HAF RfP for an infantry transport incorporating the then-new docking collar technology. Soon after their introduction in 2468, the new *Czars* – each carrying a full infantry regiment of four battalions – became the foundation of the HAF's designated assault brigades, each teaming four fully-laden *Czars* with a *Liberty*-class JumpShip. The *Czar* would serve the THAF for almost three centuries before eventually being superseded by larger dedicated troop- and cargo-ships, and decommissioned examples would remain operating in civilian hands for even longer.

Czar: Medium, 3/5, SI 1 row, armour 3 rows/2 rows/2 rows, 150t fuel;
Armament: N: Civ-PD-4*, 2 x Civ-PD-3, FL/FR: Civ-PD-4*, 2 x Civ-PD-3, AL/AR: Civ-PD-4*, 2 x Civ-PD-3, A: Civ-PD-4*, 2 x Civ-PD-3

CAPITAL VESSELS NOTATION EXAMPLES:

ESSEX 'DESTROYER' (LIGHT CRUISER)

```
(SLDF) SI: 5 rows; Armour: 7 rows [4]/7 rows [4]/7 rows [4]/7 rows [4];
(CLAN) SI: 5 rows, HarJel; Armour: 7 rows [4]/7 rows [4]/7 rows [4]/7 rows [4]; LFB
Turrets: Fore:    2 CMAC20/2, 2 NL35/2
         FL/FR:   2 CMAC20/2, 1 AR6/3
         LBS/RBS: 2 M-NPPC/2, 1 NL35/2
         AL/AR:   2 M-NPPC/2, 1 NL35/2
         Aft:     2 CMAC20/2, 1 AR6/3

SI = structural integrity rows; 'HarJel' imposes a -1 penalty on Critical Hit rolls resulting from hits to SI
Armour = armour rows [threshold value]
     (P)   = Primitive armour (provides +2 bonus on Critical Hit rolls resulting from Threshold hits or nukes)
     (FA)  = Ferro-Aluminium armour (no effect on Critical Hit rolls)
     (FC)  = Ferro-Carbide armour (imposes -1 penalty on Critical Hit rolls resulting from Threshold hits or nukes)
     (LFC) = Lamellor Ferro-Carbide armour (imposes -2 penalty on Critical Hit rolls resulting from Threshold hits or nukes)

DC# = number of docking collars; DS# = number of DropShuttle bays; F# = number of fighters; SC# = number of small-craft
LFB = Lithium-Fusion Battery

2 CMAC20/2 = two CMAC turrets, each housing twin CMAC20s (no slash indicates single-mount)
2 NL35/2 = two NL turrets, each housing twin NL35s
1 AR6/3 = one capital-missile turret, housing three AR6 tubes
```

CONVERTED JUMPSHIPS (3057R):

SCOUT

SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC1
Turrets: None

MERCHANT

SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC2
Turrets: None

INVADER

SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC3
Turrets: FL/FR: 2 Civ-PD-4* (Laser variant) or 2 Civ-PD-5* (PPC Variant)

MAGELLAN

SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC1
Turrets: Fore: 2 Mil-PD-4*
FL/FR: 2 Mil-PD-4*
AL/AR: 2 Mil-PD-4*
Aft: 2 Mil-PD-4*

CHIMEISHO

SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC2
Turrets: Fore: 2 Civ-PD-5*
FL/FR: 2 Civ-PD-5*
AL/AR: 2 Civ-PD-5*
Aft: 2 Civ-PD-5*

TRAMP

```
SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC3
Turrets: Fore:    2 Mil-PD-1*
         FL/FR:   2 Mil-PD-1*
         AL/AR:   2 Mil-PD-1*
         Aft:     2 Mil-PD-1*
```

STAR LORD

```
SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC6
Turrets: None
```

MONOLITH

```
SI: 1 row; Armour: 1 row [2]/1 row [2]/1 row [1]; DC9
Turrets: None
```

HUNTER

```
SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC1
Turrets: Fore:    2 Mil-PD-3*
         FL/FR:   2 Mil-PD-3*
         AL/AR:   2 Mil-PD-3*
```

ODYSSEY

```
SI: 1 row; Armour: 1 row [2]/1 row [2]/1 row [2]; DC4
Turrets: Fore:    2 Mil-PD-1, 1 Mil-PD-3*
         FL/FR:   2 Mil-PD-1, 1 Mil-PD-3*
         AL/AR:   2 Mil-PD-1, 1 Mil-PD-3*
         Aft:     2 Mil-PD-1, 1 Mil-PD-3*
```

COMITATUS

```
SI: 1 row; Armour: 1 row [2]/1 row [2]/1 row [2]; DC1
Turrets: Fore:    2 Mil-PD-4, 2 Mil-PD-3*
         FL/FR:   2 Mil-PD-4, 2 Mil-PD-3*
         AL/AR:   2 Mil-PD-4, 2 Mil-PD-3*
         Aft:     2 Mil-PD-4, 2 Mil-PD-3*
```

CONVERTED JUMPSHIPS (TRO3075)

EXPLORER

```
SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]
Turrets: None
```

CONVERTED JUMPSHIPS (XTRO: Primitives 3)

LIBERTY

```
SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]; DC4
Turrets: None
```

CONVERTED WARSHIPS (TRO3057R)

FOX CORVETTE

```
SI: 8 rows; Armour: 12 rows [7]/12 rows [7]/12 rows [7]; DC5, LFB
Turrets: Fore:    1 AR6, 2 CMAC10, 2 Mil-PD-3*
         FL/FR:   1 AR6, 2 NL45/2, 1 CMAC10, 2 Mil-PD-3*
         AL/AR:   1 AR6, 2 NL45/2, 1 CMAC10, 2 Mil-PD-3*
         Aft:     1 AR6, 2 CMAC10, 2 Mil-PD-3*
```

IMPAVIDO DESTROYER

```
SI: 5 rows; Armour: 9 rows [5]/9 rows [6]/9 rows [5]; DC2, LFB
Turrets: Fore:    1 CMAC20/2, 1 L-NPPC/2, 2 Mil-PD-1, 1 Civ-PD-1
         FL/FR:   2 NL45/2, 1 CMAC20/2, 2 Mil-PD-1, 1 Civ-PD-1
         AL/AR:   2 NL45/2, 1 CMAC20/2, 2 Mil-PD-1, 1 Civ-PD-1
         Aft:     1 CMAC20/2, 1 L-NPPC/2, 2 Mil-PD-1, 1 Civ-PD-1
```

SUFFREN 'DESTROYER' (LIGHT CRUISER)

```
SI: 5 rows; Armour: 9 rows [8]/8 rows [7]/8 rows [6]/8 rows [7]; DC4, LFB
Turrets: Fore:    2 CMAC40, 1 H-NPPC/2, 2 Mil-PD-1, 1 Civ-PD-1
         FL/FR:   1 NL45/3, 2 Mil-PD-1
         LBS/RBS: 1 CMAC40, 1 H-NPPC/2, 2 Mil-PD-1, 1 Civ-PD-1
         AL/AR:   1 NL45/3, 2 Mil-PD-1
         Aft:     2 CMAC40, 2 Mil-PD-1, 1 Civ-PD-1
```

KYUSHU 'FRIGATE' (LIGHT CRUISER)

```
SI: 6 rows; Armour: 12 rows [14]/10 rows [9]/9 rows [7]/11 rows [11]; DC4, LFB
Turrets: Fore:    2 CMAC20/3, 2 M-NPPC/2, 2 Mil-PD-1*, 1 Civ-PD-2
         FL/FR:   1 CMAC20/3, 1 NL35/2, 2 Mil-PD-1*, 1 Civ-PD-2
         LBS/RBS: 1 CMAC20/3, 1 M-NPPC/2, 2 Mil-PD-1*, 1 Civ-PD-2
         AL/AR:   1 CMAC20/3, 1 NL35/2, 2 Mil-PD-1*, 1 Civ-PD-2
         Aft:     2 CMAC20/3, 2 M-NPPC/2, 2 Mil-PD-1*, 1 Civ-PD-2
```

KIRISHIMA HEAVY CRUISER

SI: 7 rows; Armour (FC): 17 rows [20]/15 rows [16]/14 rows [14]/15 rows [15]; DC3, LFB
Turrets: Fore: 1 CMAC20/2, 2 M-NPPC/2, 2 Mil-PD-4*, 1 Mil-PD-3*
FL/FR: 2 CMAC20/2, 2 M-NPPC/2, 2 Mil-PD-4*, 1 Mil-PD-3*
LBS/RBS: 3 N-PPC (ea. 2 x M-NPPC), 2 Mil-PD-4*, 1 Mil-PD-3*
AL/AR: 2 CMAC20/2, 2 M-NPPC/2, 2 Mil-PD-4*, 1 Mil-PD-3*
Aft: 1 CMAC20/2, 2 M-NPPC/2, 2 Mil-PD-4*, 1 Mil-PD-3*

FREDASA CORVETTE

SI: 3 rows (HarJel); Armour (LFC): 5 rows [4]/5 rows [3]/5 rows [4]; DC1, LFB
Turrets: Fore: 1 CMAC40, 1 NL45/2, 2 Mil-PD-1*
FL/FR: 1 CMAC10/2, 2 Mil-PD-1*
AL/AR: 1 NL45/2, 2 Mil-PD-1*
Aft: 1 NL45/2, 2 Mil-PD-1*

*** VINCENT MK.1 'CORVETTE' (DESTROYER) [2432 – NON-CANON]**

SI: 4 rows; Armour: 7 rows [2]/7 rows [2]/7 rows [2]; Small NCSS
Turrets: Fore: 2 AR3/2, 2 Civ-PD-4*
FL/FR: 2 NL35/2, 2 Civ-PD-4*
AL/AR: 2 NL35/2, 2 Civ-PD-4*

VINCENT MK.39/MK.42 'CORVETTE' (DESTROYER) [2750]

(SLDF/Mk.39) SI: 4 rows; Armour (FC): 7 rows [2]/7 rows [2]/7 rows [2]; Large NCSS
(Clan/Mk.42) SI: 4 rows (HarJel); Armour (LFC): 7 rows [2]/7 rows [2]/7 rows [2]; Large NCSS, LFB
Turrets: Fore: 2 AR6/2, 2 Civ-PD-4*
FL/FR: 2 NL35/3, 2 Civ-PD-4*
AL/AR: 2 NL35/3, 2 Civ-PD-4*

WHIRLWIND 'DESTROYER' (LIGHT CRUISER)

(SLDF) SI: 5 rows; Armour: 8 rows [5]/7 rows [4]/7 rows [3]/7 rows [4]
(Clan) SI: 5 rows; Armour (FC): 9 rows [10]/8 rows [7]/8 rows [7]/9 rows [8]; LFB, HarJel
Turrets: Fore: 2 CMAC25/2, 2 NL45/3, 2 Mil-PD-1*
FL/FR: 2 NL45/3
LBS/RBS: 4 NL45/3, 2 Mil-PD-1*
Aft: 2 CMAC25/2, 2 Mil-PD-1*

YORK 'DESTROYER' (LIGHT CRUISER)

SI: 5 rows; Armour (LFC): 10 rows [12]/9 rows [10]/9 rows [10]/10 rows [12]; DC2, LFB, HarJel
Turrets: Fore: 2 CMAC40, 2 M-NPPC/2, 2 Civ-PD-2*
FL/FR: 2 NL45/2, 2 Civ-PD-2*
LBS/RBS: 1 CMAC40, 2 Civ-PD-2*
AL/AR: 2 NL45/2, 2 Civ-PD-2*
Aft: 4 NL45/2, 2 Civ-PD-2*

ESSEX 'DESTROYER' (LIGHT CRUISER)

(SLDF) SI: 5 rows; Armour: 7 rows [4]/7 rows [4]/7 rows [4]/7 rows [4];
(CLAN) SI: 5 rows; Armour: 7 rows [4]/7 rows [4]/7 rows [4]/7 rows [4]; LFB, HarJel
Turrets: Fore: 2 CMAC20/2, 2 NL35/2
FL/FR: 2 CMAC20/2, 1 AR6/3
LBS/RBS: 2 M-NPPC/2, NL35/2
AL/AR: 2 M-NPPC/2, 1 NL35/2
Aft: 2 CMAC20/2, 1 AR6/3

LOLA-III 'DESTROYER' (LIGHT CRUISER)

(SLDF) SI: 4 rows; Armour (FC): 7 rows [5]/7 rows [5]/7 rows [5]/7 rows [5]
(CLAN) SI: 4 rows (HarJel); Armour (FC): 7 rows [5]/7 rows [5]/7 rows [5]/7 rows [5]; LFB
Turrets: Fore: 2 NL55/3
FL/FR: 2 NL55/3, 1 AR8/3
LBS/RBS: 1 CMAC10/4, 2 NL55/3, 1 AR8/3
AL/AR: 1 CMAC10/4, 2 NL55/3
Aft: 2 NL55/3, 1 AR8/3

AEGIS HEAVY CRUISER [2372]

SI: 7 rows; Armour (FC): 13 rows [10]/13 rows [11]/13 rows [11]/13 rows [10]
Turrets: Fore: 1 CMAC10/4
FL/FR: 1 CMAC10/4, 1 NL55/3, 2 AR3/2 (later AR4/2)
LBS/RBS: 3 CMAC10/4, 1 NL55/3, 1 AR3/2 (later AR4/2)
AL/AR: 2 CMAC10/4, 1 NL55/3, 1 AR3/2 (later AR4/2)
Aft: 1 CMAC10/4, 1 NL55/3, 1 AR3/2 (later AR4/2)

AEGIS HEAVY CRUISER [2750/CLAN]

(SLDF) SI: 7 rows; Armour (FC): 13 rows [10]/13 rows [11]/13 rows [11]/13 rows [10]; DC4
(CLAN) SI: 7 rows (HarJel); Armour (FC): 13 rows [10]/13 rows [11]/13 rows [11]/13 rows [10]; DC4, LFB
Turrets: Fore: 1 CMAC35/2
FL/FR: 1 CMAC35/2, 1 NL55/3, 2 AR8/3
LBS/RBS: 2 CMAC35/2, 2 CMAC20/3, 1 NL55/3, 1 AR8/3
AL/AR: 2 CMAC20/3, 1 NL55/3, 1 AR8/3
Aft: 2 CMAC35/2, 1 NL55/3, 1 AR8/3

VOLGA HEAVY CRUISER

(SLDF) SI: 7 rows; Armour: 14 rows [12]/14 rows [11]/14 rows [11]/14 rows [12]; DC4
(Clan) SI (HarJel): 7 rows; Armour: 15 rows [15]/14 rows [14]/14 rows [14]/15 rows [14]; DC4, LFB
Turrets: Fore: 1 NGR20/2, 2 NL45/2, 3 x Mil-PD-4*
FL/FR: 1 NGR20/2, 2 NL45/2, 3 x Mil-PD-4*
LBS/RBS: 1 NGR20/2, 2 NL45/2, 3 x Mil-PD-4*
AL/AR: 2 NL45/2, 3 x Mil-PD-4*
Aft: 1 NGR20/2, 2 NL45/2, 3 x Mil-PD-4*

CONGRESS 'FRIGATE' (HEAVY CRUISER) [THAF/2542]

SI: 7 rows; Armour (FC): 13 rows [8]/12 rows [8]/12 rows [8]/13 rows [8]; DC2, Large NCSS
Turrets: Fore: 2 AR4/3, 2 NL55/3, 3 Civ-PD-4*
FL/FR: 1 CMAC30/2, 2 NL55/3, 3 Civ-PD-4*
LBS/RBS: 1 CMAC30/2, 2 AR4/3, 2 NL55/3, 3 Civ-PD-4*
AL/AR: 1 CMAC30/2, 2 NL55/3, 3 Civ-PD-4*
Aft: 1 CMAC30/2, 2 NL55/3, 3 Civ-PD-4*

CONGRESS 'FRIGATE' (HEAVY CRUISER) [SLDF/2644]

```
(SLDF) SI: 7 rows (FC); Armour: 13 rows [8]/12 rows [8]/12 rows [8]/13 rows [8]; DC2, Large NCSS
(CLAN) SI (HarJel): 7 rows (FC); Armour: 13 rows [8]/12 rows [8]/12 rows [8]/13 rows [8]; DC2, LFB, Large NCSS
Turrets: Fore:    2 AR10/3, 2 NL55/3, 4 Mil-PD-1*
         FL/FR:   1 CMAC30/2, 2 NL55/3, 4 Mil-PD-1*
         LBS/RBS: 1 CMAC30/2, 2 AR10/3, 2 NL55/3, 4 Mil-PD-1*
         AL/AR:   1 CMAC30/2, 2 NL55/3, 4 Mil-PD-1*
         Aft:     1 CMAC30/2, 2 NL55/3, 4 Mil-PD-1*
```

BLACK LION-II 'BATTLECRUISER' (HEAVY CRUISER)

```
(SLDF) SI: 7 rows; Armour (FC): 15 rows [16]/16 rows [17]/16 rows [17]/15 rows [16]; DC4
(CLAN) SI: 7 rows (HarJel); Armour (LFC): 15 rows [16]/16 rows [17]/16 rows [17]/15 rows [16]; DC4, LFB
Turrets: Fore:    2 NGR30
         FL/FR:   2 NGR30, 2 AR8/4
         LBS/RBS: 2 CMAC20/4, 2 AR8/4
         AL/AR:   2 CMAC20/4, 2 AR8/4
         Aft:     2 NGR30, 2 AR8/4
```

SOVIETSKII SOYUZ HEAVY CRUISER

```
(SLDF) SI: 8 rows; Armour: 12 rows [8]/13 rows [9]/13 rows [9]/12 rows [7]; DC4
(CLAN) SI: 8 rows (HarJel); Armour: 12 rows [8]/13 rows [9]/13 rows [9]/12 rows [7]; DC5, LFB
Turrets: Fore:    2 AR10/4
         FL/FR:   2 AR10/4, 3 NL45/4
         LBS/RBS: 1 CMAC20/3, 2 M-NPPC/2
         AL/AR:   2 AR10/4, 1 CMAC20/3, 2 M-NPPC/2
```

LIBERATOR HEAVY CRUISER

```
SI: 8 rows (HarJel); Armour (FC): 19 rows [24]/15 rows [11]/15 rows [11]/19 rows [23]; DC6, LFB
Turrets: Fore:    2 NL45/4, 3 Mil-PD-1*
         FL/FR:   2 H-NPPC/2, 3 Mil-PD-1*
         LBS/RBS: 2 NGR40/2, 4 H-NPPC/2, 3 Mil-PD-1*
         AL/AR:   2 H-NPPC/2, 3 Mil-PD-1*
         Aft:     2 NL45/2, 3 Mil-PD-1*
```

CAMERON 'BATTLECRUISER' (HEAVY CRUISER)

```
(SLDF) SI: 8 rows; Armour (FC): 14 rows [12]/14 rows [13]/14 rows [13]/14 rows [12]; DC2
(CLAN) SI: 8 rows (HarJel); Armour (FC): 14 rows [12]/14 rows [13]/14 rows [13]/14 rows [12]; DC2, LFB
Turrets: Fore:    2 H-NPPC/2, 1 NL55/4
         FL/FR:   2 H-NPPC/2, 2 AR10/3
         LBS/RBS: 2 CMAC25/2, 1 NL55/4
         AL/AR:   2 CMAC25/2, 2 H-NPPC/2, 2 AR10/3
         Aft:     2 H-NPPC/2, 1 NL55/4
```

NIGHTLORD BATTLESHIP

```
SI: 8 rows (HarJel); Armour (LFC): 23 rows [35]/22 rows [32]/21 rows [29]/21 rows [30]; FC4, LFB
Turrets: Fore:    1 NGR20/2, 2 H-NPPC/3, 1 NL45/3, 4 Mil-PD-4*
         FL/FR:   2 NGR20/2, 1 H-NPPC/3, 1 NL45/3, 4 Mil-PD-4*
         LBS/RBS: 1 NGR20/2, 2 H-NPPC/3, 1 NL45/3, 4 Mil-PD-4*
         AL/AR:   2 NGR20/2, 1 H-NPPC/3, 1 NL45/3, 4 Mil-PD-4*
         Aft:     1 NGR20/2, 2 H-NPPC/3, 1 NL45/3, 4 Mil-PD-4*
```

POTEMKIN BATTLESHIP

```
(SLDF) SI: 8 rows; Armour (FC): 16 rows [18]/17 rows [21]/17 rows [21]/15 rows [16]; DC25
(CLAN) SI: 8 rows (HarJel); Armour (FC): 16 rows [18]/17 rows [21]/17 rows [21]/15 rows [16]; DC25, LFB
Turrets: Fore:    4 NL45/3
         FL/FR:   4 AR6/3, 2 NL45/3
         LBS/RBS: 2 H-NPPC/3
         AL/AR:   2 H-NPPC/3, 2 NL45/3
         Aft:     4 AR6/3, 2 NL45/3
```

TEXAS BATTLESHIP

```
(SLDF) SI: 8 rows; Armour (LFC): 19 rows [24]/22 rows [35]/22 rows [35]/19 rows [24]; DC6
(CLAN) SI: 8 rows (HarJel); Armour (LFC): 19 rows [24]/22 rows [35]/22 rows [35]/19 rows [24]; DC6, LFB
Turrets: FL/FR:   2 H-NPPC/4, 2 AR10/5, 1 NGR/40
         LBS/RBS: 3 NL45/4, 2 AR10/5
         AL/AR:   2 H-NPPC/4, 3 NL45/4, 2 AR10/5
```

MCKENNA 'BATTLESHIP' (DREADNAUGHT)

```
(SLDF) SI: 10 rows; Armour (FC): 20 rows [20]/21 rows [25]/21 rows [25]/18 rows [15]; DC6, LFB
(CLAN) SI: 10 rows (HarJel); Armour (FC): 20 rows [20]/21 rows [25]/21 rows [25]/18 rows [15]; DC6, LFB
Turrets: Fore:    2 NL55/4, 1 NGR40/2
         FL/FR:   2 NL55/4, 2 NGR40/2, 3 AR10/6
         LBS/RBS: 3 H-NPPC/4
         AL/AR:   3 H-NPPC/4
         Aft:     2 NGR40/2, 2 NL55/4, 3 AR10/6
```

NIGHTWING CORVETTE

```
SI: 5 rows; Armour: 8 rows [3]/8 rows [3]/8 rows [3]; Small NCSS
Turrets: Fore:    1 M-NPPC/2
         FL/FR:   1 CMAC20, 2 NL45/2
         AL/AR:   1 CMAC20, 2 NL45/2
         Aft:     1 M-NPPC/2
```

TRACKER CORVETTE

```
SI: 3 rows; Armour: 5 rows [2]/5 rows [2]/5 rows [2]; DC2
Turrets: Fore:    1 NL45/2
         FL/FR:   2 Civ-PD-5*
         Aft:     1 AR3/2 (later AR4/2, later AR6/2)
```

VIGILANT CORVETTE

```
SI: 3 rows; Armour: 4 rows [2]/4 rows [2]/3 rows [2]
Turrets: Fore:    1 AR3/2 (later AR4/2, later AR8/2), 2 Civ-PD-4*
         FL/FR:   1 NL35/2, 2 Civ-PD-4*
         AL/AR:   1 NL35/2, 1 AR3/2 (later AR4/2, later AR8/2), 2 Civ-PD-4*
         Aft:     1 NL35/2, 2 Civ-PD-4*
```

PINTO CORVETTE

```
SI: 2 rows; Armour: 4 rows [2]/3 rows [2]/3 rows [2]; DC1
Turrets: Fore:    2 L-NPPC/2, 2 Civ-PD-4*
         FL/FR:   2 NL35/2, 1 CMAC10, 2 Civ-PD-4*
         AL/AR:   1 AR3/2 (later AR6/2), 1 NL35/2, 2 Civ-PD-4*
         Aft:     2 NL35/2
```

MAKO CORVETTE

```
SI: 4 rows; Armour: 6 rows [4]/6 rows [4]/6 rows [4]
Turrets: Fore:    1 CMAC25, 2 L-NPPC/2, 2 Mil-PD-1*
         FL/FR:   2 CMAC25, 1 L-NPPC/2, 2 Mil-PD-1*
         AL/AR:   Mil-PD-1*
         Aft:     2 L-NPPC/2, 2 x Mil-PD-1*
```

BONAVENTURE CORVETTE

```
SI: 3 rows; Armour: 5 rows [3]/5 rows [2]/5 rows [2]; Small NCSS
Turrets: Fore:    2 Civ-PD-2*
         FL/FR:   1 NL35/2, 1 Civ-PD-4*
         AL/AR:   1 Civ-PD-4*
         Aft:     1 Civ-PD-2*
```

SYLVESTER 'TRANSPORT' (CORVETTE)

```
SI: 2 rows; Armour: 2 rows/2 rows/2 rows
Turrets: Fore:    2 NL35/2, 2 Civ-PD-2*
         FL/FR:   2 NL35/2, 1 CMAC20, 2 Civ-PD-2*
         AL/AR:   1 NL35/2, 2 Civ-PD-2*
         Aft:     2 NL35/2, 2 Civ-PD-2*
```

CARRACK CLAN MERCHANTMAN (CORVETTE)

```
SI: 1 row; Armour: 2 rows [1]/2 rows [1]/2 rows [1]
Turrets: Fore:    2 Mil-PD-1, 1 Mil-PD-3*
         FL/FR:   2 Mil-PD-1, 1 Mil-PD-3*
         AL/AR:   2 Mil-PD-1, 1 Mil-PD-3*
         Aft:     2 Mil-PD-1, 1 Mil-PD-3*
```

BARON DESTROYER

```
SI: 4 rows; Armour: 6 rows [4]/6 rows [3]/6 rows [3]/6 rows [3]
Turrets: Fore:    2 NL35/3
         FL/FR:   2 NL35/3, 1 CMAC10/2, 1 AR4/2 (later AR8/2)
         AL/AR:   2 NL35/3, 1 CMAC10/2
         Aft:     1 NL35/3, 1 AR4/2 (later AR8/2)
```

CARSON 'DESTROYER' (LIGHT CRUISER)

```
SI: 3 rows; Armour: 5 rows [5]/5 rows [4]/5 rows [4]/5 rows [4]
Turrets: Fore:    1 M-NPPC/2, 2 AR8/2
         FL/FR:   2 NL45/2
         LBS/RBS: 2 CMAC30
         AL/AR:   1 CMAC30, 1 NL45/2
         Aft:     1 NL45/2, 1 AR8/2
```

DAVION-I 'DESTROYER' (LIGHT CRUISER)

```
SI: 5 rows; Armour: 8 rows [5]/8 rows [5]/8 rows [5]/7 rows [3]
Turrets: Fore:    2 CMAC25/2, 2 NL45/2, 2 Civ-PD-5*
         FL/FR:   2 NL45/2
         LBS/RBS: 4 NL45/2, 2 Civ-PD-5*
         Aft:     2 CMAC25/2, 2 Civ-PD-5*
```

DAVION-II 'DESTROYER' (LIGHT CRUISER)

```
SI: 5 rows; Armour (FC): 10 rows [11]/9 rows [9]/9 rows [9]/9 rows [8]; DC2
Turrets: Fore:    2 CMAC25/2, 2 NL45/2, 2 Civ-PD-5*
         FL/FR:   1 CMAC25/2, 2 NL45/2, 2 Civ-PD-5*
         LBS/RBS: 1 CMAC25/2, 2 NL45/2, 2 Civ-PD-5*
         AL/AR:   1 CMAC25/2, 2 NL45/2, 2 Civ-PD-5*
         Aft:     2 CMAC25/2, 2 Civ-PD-5*
```

NAGA 'DESTROYER' (LIGHT CRUISER)

```
SI: 6 rows; Armour: 8 rows [2]/8 rows [2]/8 rows [2]/8 rows [2]
Turrets: Fore:    1 CMAC10/2
         FL/FR:   1 CMAC10/2, 1 AR8/2
         LBS/RBS: 1 CMAC10/2, 1 NL35/3, 1 L-NPPC/2
         AL/AR:   1 NL35/3, 1 L-NPPC/2
         Aft:     1 AR8/2
```

WAGON WHEEL 'FRIGATE' (LIGHT CRUISER)

```
SI: 4 rows; Armour: 7 rows [5]/7 rows [5]/7 rows [5]/6 rows [4]; DC2
Turrets: Fore:    1 NL45/3, 2 L-NPPC/2, 2 Civ-PD-5*
         FL/FR:   2 AR3/3, 2 NL45/3, 2 Civ-PD-5*
         LBS/RBS: 2 CMAC35/2, 2 Civ-PD-5*
         AL/AR:   2 AR3/3, 2 NL45/3, 2 Civ-PD-5*
         Aft:     2 L-NPPC/2, 2 Civ-PD-5*
```

LOLA-I 'DESTROYER' (LIGHT CRUISER)

```
SI: 4 rows; Armour: 7 rows [5]/7 rows [5]/7 rows [5]/7 rows [5]
Turrets: Fore:    2 NL55/2, 1 CMAC10/2, 2 Civ-PD-4*
         FL/FR:   1 NL55/2, 1 CMAC10/2, 2 Civ-PD-4*
         LBS/RBS: 1 NL55/2, 2 CMAC10/2, 2 Civ-PD-4*
         AL/AR:   1 NL55/2, 1 CMAC10/2, 2 Civ-PD-4*
         Aft:     2 NL55/2, 2 Civ-PD-4*
```

LOLA-II 'DESTROYER' (LIGHT CRUISER)

```
SI: 4 rows; Armour: 7 rows [5]/7 rows [5]/7 rows [5]/7 rows [5]
Turrets: Fore:    2 NL55/2, 1 AR6/2
         FL/FR:   1 NL55/2, 1 CMAC10/2
         LBS/RBS: 1 NL55/2, 1 AR6/2
         AL/AR:   1 NL55/2, 1 CMAC10/2
         Aft:     2 NL55/2, 1 AR6/2
```

DART LIGHT CRUISER [2305]

```
SI: 8 rows; Armour: 12 rows [11]/12 rows [9]/12 rows [9]/12 rows [8]
Turrets: Fore:    1 CMAC10/4, 1 L-NPPC/2, 2 NL45/2, 2 AR3/4
         FL/FR:   1 CMAC10/4, 2 NL45/2
         LBS/RBS: 2 CMAC10/4, 1 L-NPPC/2
         AL/AR:   1 CMAC10/4, 2 NL45/2
         Aft:     1 CMAC10/4, 2 NL45/2
```

DART LIGHT CRUISER [2527]

```
SI: 8 rows; Armour: 12 rows [11]/12 rows [9]/12 rows [9]/12 rows [8]; DC6
Turrets: Fore:    1 CMAC20/2, 1 L-NPPC/2, 2 NL45/2, 2 AR4/4 (later AR10/4)
         FL/FR:   1 CMAC20/2, 2 NL45/2
         LBS/RBS: 2 CMAC20/2, 1 L-NPPC/2
         AL/AR:   1 CMAC20/2, 2 NL45/2
         Aft:     1 CMAC20/2, 2 NL45/2
```

WINCHESTER HEAVY CRUISER

```
SI: 7 rows; Armour: 12 rows [5]/11 rows [5]/11 rows [5]/11 rows [5]; DC3 (added during refit)
Turrets: Fore:    2 NL45/3, 2 Civ-PD-4*
         FL/FR:   2 NL45/3, 1 CMAC10/3, 2 Civ-PD-4*
         LBS/RBS: 2 NL45/3, 2 CMAC10/3), 2 Civ-PD-4*
         AL/AR:   1 NL45/3, 2 Civ-PD-4*
         Aft:     2 CMAC10/3, 2 Civ-PD-4*
```

RIGA 'FRIGATE' (HEAVY CRUISER)

```
SI: 7 rows; Armour (FC): 11 rows [7]/11 rows [7]/11 rows [7]/11 rows [7]; DC2
Turrets: Fore:    2 L-NPPC/2, 1 CMAC20/3
         FL/FR:   1 L-NPPC/2, 1 CMAC20/3
         LBS/RBS: 2 L-NPPC/2, 1 CMAC20/3
         AL/AR:   1 L-NPPC/2, 1 CMAC20/3
         Aft:     2 L-NPPC/2
```

KIMAGURE 'PURSUIT' (HEAVY) CRUISER

```
SI: 7 rows; Armour (FC): 15 rows [18]/14 rows [15]/14 rows [14]/13 rows [12]; DC2, LFB
Turrets: Fore:    2 M-NPPC/4, 2 Mil-PD-1*
         FL/FR:   1 M-NPPC/4, 2 Mil-PD-1*
         LBS/RBS: 3 M-NPPC/4, 2 Mil-PD-1*
         AL/AR:   1 M-NPPC/4, 2 Mil-PD-1*
         Aft:     1 CMAC10/2, 2 Mil-PD-1*, 2 Mil-PD-3*
```

QUIXOTE 'FRIGATE' (HEAVY CRUISER)

```
SI: 7 rows; Armour: 15 rows [14]/14 rows [13]/14 rows [13]/14 rows [12]; DC6
Turrets: Fore:    2 AR3/4 (later AR4/4, later AR10/4)
         FL/FR:   1 CMAC30, 1 NL55/2, 3 AR3/4 (later AR4/4, later AR10/4)
         LBS/RBS: 3 AR3/4 (later AR4/4, later AR10/4)
         AL/AR:   1 CMAC30), 1 NL55/2, 3 AR3/4 (later AR4/4, later AR10/4)
         Aft:     2 NL55/2
```

AVATAR HEAVY CRUISER

```
SI: 8 rows; Armour: 14 rows [11]/14 rows [10]/14 rows [10]/14 rows [9]; DC6, LFB
Turrets: Fore:    2 NL45/3, 2 H-NPPC/2
         FL/FR:   1 CMAC20/2, 2 H-NPPC/2, 1 AR4/3 (later AR10/3), 2 NL45/3, 2 Civ-PD-2
         LBS/RBS: 1 CMAC20/2, 2 H-NPPC/2, 1 AR4/3 (later AR10/3), 2 NL45/3, 2 Civ-PD-2
         AL/AR:   1 CMAC20/2, 2 H-NPPC/2, 1 AR4/3 (later AR10/3), 2 NL45/3, 2 Civ-PD-2
         Aft:     2 NL45/3, 2 Civ-PD-2
```

LUXOR HEAVY CRUISER

```
SI: 8 rows; Armour: 15 rows [16]/15 rows [16]/15 rows [16]/15 rows [15]; DC4, LFB
Turrets: Fore:    1 NGR20/2, 1 NL55/4, 2 M-NPPC/2
         FL/FR:   1 NGR20/2, 3 M-NPPC/2
         LBS/RBS: 2 NGR20/2, 2 M-NPPC/2, 2 NL55/4
         AL/AR:   1 NGR20/2, 3 M-NPPC/2
         Aft:     1 NGR20/2, 1 NL55/4, 2 M-NPPC/2
```

ATREUS 'BATTLESHIP' (BATTLECRUISER)

```
SI: 9 rows; Armour: 18 rows [21]/17 rows [19]/17 rows [19]/17 rows [17]; DC2
Turrets: Fore:    1 CMAC20/2, 2 H-NPPC/2, 2 Civ-PD-4*
         FL/FR:   2 CMAC20/2, 1 CMAC35/2, 2 H-NPPC/2, 1 Civ-PD-1
         LBS/RBS: 2 CMAC20/2, 1 CMAC35/2, 1 H-NPPC/2, 1 NL45/4, 1 Civ-PD-1
         AL/AR:   1 CMAC20/2, 2 Civ-PD-4*
         Aft:     1 CMAC20/2, 1 NL45/4, 1 Civ-PD-1
```

MONSOON BATTLESHIP [2368 – NON-CANON]

```
SI: 9 rows; Armour: 17 rows [19]/16 rows [16]/16 rows [16]/17 rows [17]
Turrets: Fore:    1 CMAC35/2, 2 M-NPPC/3, 1 AR3/4 (later AR4/4)
         FL/FR:   1 CMAC35/2, 2 M-NPPC/3, 1 AR3/4 (later AR4/4)
         LBS/RBS: 3 CMAC35/2
         AL/AR:   1 CMAC35/2, 2 H-NPPC/3
         Aft:     1 CMAC35/2, 2 H-NPPC/3
```

MONSOON BATTLESHIP [POST-REUNIFICATION WAR]

```
SI: 9 rows; Armour: 17 rows [19]/16 rows [16]/16 rows [16]/17 rows [17]; DC6, LFB (in some)
Turrets: Fore:    1 CMAC35/2, 2 M-NPPC/3, 1 AR8/4
         FL/FR:   1 CMAC35/2, 2 M-NPPC/3, 1 AR8/4
         LBS/RBS: 3 CMAC35/2
         AL/AR:   1 CMAC35/2, 2 H-NPPC/3
         Aft:     1 CMAC35/2, 2 H-NPPC/3
```

FARRAGUT 'BATTLESHIP' (DREADNAUGHT) [2448 – NON-CANON]

```
SI: 10 rows; Armour: 19 rows [20]/21 rows [25]/21 rows [25]/18 rows [15]
Turrets: Fore:    2 H-NPPC/4, 1 AR3/5, 2 Civ-PD-4*
         FL/FR:   2 CMAC40, 2 H-NPPC/4, 2 AR3/5, 2 Civ-PD-4*
         LBS/RBS: 2 CMAC40, 2 H-NPPC/4, 2 AR3/5, 2 Civ-PD-4*
         AL/AR:   2 CMAC40, 2 H-NPPC/4, 2 AR3/5, 2 Civ-PD-4*
         Aft:     2 CMAC40, 2 H-NPPC/4, 1 AR3/5, 2 Civ-PD-4*
```

FARRAGUT 'BATTLESHIP' (DREADNAUGHT) [REUNIFICATION WAR/2750]

```
SI: 10 rows; Armour (FC): 19 rows [20]/21 rows [25]/21 rows [25]/18 rows [15]; DC2
Turrets: Fore:    2 H-NPPC/4, 1 AR4/5 (later AR10/5), 2 Civ-PD-4*
         FL/FR:   2 CMAC40, 2 H-NPPC/4, 2 AR4/5 (later AR10/5), 2 Civ-PD-4*
         LBS/RBS: 2 CMAC40, 2 H-NPPC/4, 2 AR4/5 (later AR10/5), 2 Civ-PD-4*
         AL/AR:   2 CMAC40, 2 H-NPPC/4, 2 AR4/5 (later AR10/5), 2 Civ-PD-4*
         Aft:     2 H-NPPC/4, 1 AR4/5 (later AR10/5), 2 Civ-PD-4*
```

CONVERTED WARSHIPS (TRO3067)

ZECHETINU-I CORVETTE

SI: 1 row; Armour (LFC): 3 rows [3]/3 rows [3]/3 rows [2]; DC1, LFB
Turrets: Fore: 1 CMAC20, 1 NL35/2, 2 Mil-PD-1
FL/FR: 1 CMAC20, 1 NL35/2, 2 Mil-PD-1
AL/AR: 1 NL35/2, 2 Mil-PD-1
Aft: 1 NL35/2, 2 Mil-PD-1

ZECHETINU-II CORVETTE

SI: 1 row; Armour (LFC): 3 rows [3]/3 rows [3]/3 rows [2]; DC1, LFB
Turrets: Fore: 1 CMAC20, 1 AR8/2, 2 Mil-PD-1
FL/FR: 1 CMAC20, 1 NL35/2, 1 AR8/2, 2 Mil-PD-1
AL/AR: 1 NL35/2, 1 AR8/2, 2 Mil-PD-1
Aft: 1 NL35/2, 1 AR8/2, 2 Mil-PD-1

INAZUMA CORVETTE

SI: 4 rows; Armour: 6 rows [3]/6 rows [3]/6 rows [3]; DC3, LFB
Turrets: Fore: 1 M-NPPC/2, 2 Civ-PD-5*, 2 Mil-PD-1*
FL/FR: 2 CMAC20, 1 M-NPPC/2, 2 Civ-PD-5*, 2 Mil-PD-1*
AL/AR: 1 CMAC20, 2 Civ-PD-5*, 2 Mil-PD-1*
Aft: 1 CMAC20, 2 Civ-PD-5*, 2 Mil-PD-1*

TATSUMAKI 'DESTROYER' (LIGHT CRUISER)

SI: 4 rows; Armour: 7 rows [7]/7 rows [7]/7 rows [7]/7 rows [6]; DC2, LFB
Turrets: Fore: 1 NGR40, 2 M-NPPC/2, 3 Civ-PD-5*
FL/FR: 1 CMAC20, 2 M-NPPC/2, 3 Civ-PD-5*
LBS/RBS: 1 CMAC20, 2 M-NPPC/2, 3 Civ-PD-5*
AL/AR: 2 CMAC20, 1 M-NPPC/2, 3 Civ-PD-5*
Aft: 1 M-NPPC/2, 3 Civ-PD-5*

DANTE 'FRIGATE' (LIGHT CRUISER)

```
SI: 4 rows; Armour (FC): 8 rows [10]/8 rows [9]/8 rows [8]/7 rows [7]; DC2, LFB
Turrets: Fore:    1 CDMC30/2, 2 AR10/4, 2 Mil-PD-3, 2 Mil-PD-3*
         FL/FR:   1 CDMC30/2, 2 AR10/4, 2 Mil-PD-3, 2 Mil-PD-3*
         LBS/RBS: 2 CDMC30/2, 2 AR10/4, 2 Mil-PD-3, 2 Mil-PD-3*
         AL/AR:   1 CMAC30/2, 2 AR10/4, 2 Mil-PD-3, 2 Mil-PD-3*
         Aft:     2 Mil-PD-3, 2 Mil-PD-3*
```

EAGLE 'FRIGATE' (LIGHT CRUISER)

```
SI: 4 rows; Armour: 6 rows [4]/6 rows [4]/6 rows [4]/6 rows [4]; DC4, LFB
Turrets: Fore:    2 CMAC20, 1 NGR40, 1 NL45/2, 4 Mil-PD-3*
         FL/FR:   1 CMAC20, 1 NL45/2, 4 Mil-PD-3*
         LBS/RBS: 2 NGR40, 1 NL45/2, 4 Mil-PD-3*
         AL/AR:   1 CMAC20, 1 NL45/2, 4 Mil-PD-3*
         Aft:     2 CMAC20, 1 Mil-PD-1*, 4 Mil-PD-3*
```

AVALON HEAVY CRUISER

```
SI: 11 rows; Armour (LFC): 25 rows [35]/24 rows [31]/24 rows [31]/23 rows [28]; DC6, LFB
Turrets: Fore:    1 CMAC40, 1 NL45/4, 2 AR10/4, 4 Civ-PD-2*
         FL/FR:   1 NGR20/2, 2 NL45/4, 2 AR10/4, 4 Civ-PD-2*
         LBS/RBS: 1 NGR20/2, 2 NL45/4, 4 Civ-PD-2*
         AL/AR:   1 NGR20/2, 2 NL45/4, 1 AR10/4, 4 Civ-PD-2*
         Aft:     1 CMAC4), 1 NL45/4, 4 Civ-PD-2*
```

AGAMEMNON HEAVY CRUISER

```
SI: 4 rows; Armour: 8 rows [6]/8 rows [6]/8 rows [6]/8 rows [6]; DC4, LFB
Turrets: Fore:    2 CMAC30/2, 2 NL55/2, 4 Mil-PD-4*
         FL/FR:   1 CMAC30/2, 1 NL55/2, 4 Mil-PD-4*
         LBS/RBS: 2 CMAC30/2, 1 NGR40/2, 2 NL55/2, 4 Mil-PD-4*
         AL/AR:   1 CMAC30/2, 1 NL55/2, 4 Mil-PD-4*
         Aft:     2 CMAC30/2, 2 NL55/2, 4 Mil-PD-4*
```

THERA CARRIER (BATTLECRUISER)

```
SI: 10 rows; Armour (LFC): 22 rows [30]/22 rows [30]/21 rows [29]/22 rows [30]; DC4, LFB
Turrets: Fore:    1 CMAC30/2, 1 NL55/2, 2 Mil-PD-1*, 2 Mil-PD-3
         FL/FR:   1 CMAC30/2, 1 NL55/2, 1 AR6/3, 2 Mil-PD-1*, 2 Mil-PD-3
         LBS/RBS: 2 CMAC30/2, 1 NGR40/2, 2 NL55/2, 2 Mil-PD-1*, 2 Mil-PD-3,
         AL/AR:   1 CMAC30/2, 1 NL55/2, 1 AR6/3, 2 Mil-PD-1*, 2 Mil-PD-3
         Aft:     1 CMAC30/2, 1 NL55/2, 1 AR6/3, 2 Mil-PD-1*, 2 Mil-PD-3
```

FENG HUANG 'CRUISER' (BATTLECRUISER)

```
SI: 10 rows; Armour (LFC): 22 rows [31]/22 rows [30]/22 rows [29]/21 rows [28]; DC6, LFB
Turrets: Fore:    2 NL45/3, 2 Mil-PD-1*, 2 Mil-PD-4*, 2 1 Mil-PD-3*
         FL/FR:   2 M-NPPC/3, 1 NL45/3, 2 Mil-PD-1*, 2 Mil-PD-4*, 2 1 Mil-PD-3*
         LBS/RBS: 3 M-NPPC/3, 2 NL45/3, 2 Mil-PD-1*, 2 Mil-PD-4*, 2 1 Mil-PD-3*
         AL/AR:   2 M-NPPC/3, 1 NL45/3, 2 Mil-PD-1*, 2 Mil-PD-4*, 2 1 Mil-PD-3*
         Aft:     2 NL45/3, 2 Mil-PD-1*, 2 Mil-PD-4*, 2 1 Mil-PD-3*
```

MJOLNIR 'BATTLECRUISER' (BATTLESHIP)

```
SI: 13 rows; Armour (FC): 33 rows [51]/32 rows [48]/32 rows [48]/32 rows [48]; DC4
Turrets: Fore:    2 CMAC40/2, 2 NGR40, 2 H-NPPC/3, 2 AR10/4, 2 Mil-PD-1, 2 Civ-PD-2*
         FL/FR:   1 CMAC40/2, 1 H-NPPC/3, 1 AR10/4, 2 Mil-PD-1, 2 Civ-PD-2*
         LBS/RBS: 3 CMAC40/2, 1 H-NPPC/3, 2 Mil-PD-1, 2 Civ-PD-2*
         AL/AR:   1 CMAC40/2, 1 H-NPPC/3, 1 AR10/4, 2 Mil-PD-1, 2 Civ-PD-2*
         Aft:     1 CMAC40/2, 2 H-NPPC/3, 2 AR10/4, 2 Mil-PD-1, 2 Civ-PD-2*
```

CARRACK TRANSPORT (CORVETTE)

```
SI: 1 row (HarJel); Armour: 2 rows [1]/2 rows [1]/2 rows [1]; DC2
Turrets: Fore:    2 CMAC10, 2 NL35/2, 2 Mil-PD-1*, 2 Mil-PD-3*
         FL/FR:   2 CMAC10, 2 NL35/2, 2 Mil-PD-1*, 2 Mil-PD-3*
         AL/AR:   2 CMAC10, 2 NL35/2, 2 Mil-PD-1*, 2 Mil-PD-3*
         Aft:     2 CMAC10, 2 NL35/2, 2 Mil-PD-1*, 2 Mil-PD-3*
```

CONQUEROR CARRIER (HEAVY CRUISER)

```
SI: 7 rows (HarJel); Armour (LFC): 16 rows [22]/16 rows [21]/14 rows [16]/14 rows [15]; DC2, LFB
Turrets: Fore:    3 CMAC35/2, 1 L-NPPC/2, 1 AR6/2, 2 Mil-PD-1*, 2 Mil-PD-3*
         FL/FR:   2 NL45/3, 3 Civ-PD-2*
         LBS/RBS: 3 CMAC35/2, 2 L-NPPC/2, 1 AR6/2, 2 Mil-PD-1*, 2 Mil-PD-3*
         AL/AR:   2 NL45/3, 3 Civ-PD-2*
         Aft:     1 CMAC (2 x CMAC/35), 1 AR6/2, 2 Mil-PD-1*, 2 Mil-PD-3*
```

LEVIATHAN 'TRANSPORT' (DREADNAUGHT)

```
SI: 10 rows (HarJel); Armour (FC): 20 rows [25]/20 rows [25]/20 rows [25]/18 rows [20]; DC8, LFB
Turrets: Fore:    1 NGR30/2, 2 M-NPPC/2, 1 AR10/2, 3 Mil-PD-1*, 3 Mil-PD-3*
         FL/FR:   1 NGR30/2, 1 M-NPPC/2, 1 AR10/2, 3 Mil-PD-1*, 3 Mil-PD-3*
         LBS/RBS: 2 NL55/4, 3 Mil-PD-1*, 3 Mil-PD-3*
         AL/AR:   1 NGR30/2, 1 AR10/2, 3 Mil-PD-1*, 3 Mil-PD-3*
         Aft:     1 M-NPPC/2, 1 AR10/2, 3 Mil-PD-1*, 3 Mil-PD-3*
```

CONVERTED WARSHIPS (TRO3075)

SAMARKAND-I CARRIER (DESTROYER)

```
SI: 7 rows; Armour: 11 rows [5]/10 rows [4]/10 rows [4]; DC3
Turrets: Fore:    1 M-NPPC/2, 2 Civ-PD-5*
         FL/FR:   1 M-NPPC/2, 1 CMAC10, 2 Civ-PD-5*
         AL/AR:   1 NL45/2, 2 Civ-PD-5*
         Aft:     1 NL45/2, 2 Civ-PD-5*
```

SAMARKAND-II CARRIER (DESTROYER)

```
SI: 7 rows; Armour (FC): 12 rows [10]/11 rows [7]/12 rows [8]; DC4
Turrets: Fore:    1 M-NPPC/3, 3 Civ-PD-5*
         FL/FR:   1 M-NPPC/3, 1 CMAC20, 3 Civ-PD-5*
         AL/AR:   1 NL45/2, 3 Civ-PD-5*
         Aft:     1 NL45/2, 3 Civ-PD-5*
```

BLOCK I ROBINSON 'ASSAULT TRANSPORT' (DESTROYER)

```
SI: 8 rows; Armour: 12 rows [6]/12 rows [5]/12 rows [5]; DC4
Turrets: Fore:    1 CMAC30/2, 2 M-NPPC/2
         FL/FR:   2 M-NPPC/2, 2 Civ-PD-4
         AL/AR:   1 NL45/2, 2 Civ-PD-4
         Aft:     1 NL45/2, 1 M-NPPC/2, 2 Civ-PD-4
```

BLOCK II ROBINSON 'ASSAULT TRANSPORT' (DESTROYER)

```
SI: 8 rows; Armour (FC): 13 rows [11]/13 rows [10]/13 rows [9]; DC4
Turrets: Fore:    1 CMAC30/2, 2 M-NPPC/2, 2 Civ-PD-5
         FL/FR:   2 M-NPPC/2, 2 Civ-PD-5
         AL/AR:   1 NL45/2, 2 Civ-PD-5
         Aft:     1 NL45/2, 1 M-NPPC/2, 2 Civ-PD-5
```

DU SHI WANG 'BATTLESHIP' (HEAVY CRUISER)

```
SI: 14 rows; Armour: 25 rows [24]/22 rows [14]/22 rows [14]/21 rows [12]; DC2 (after refit)
Turrets: Fore:    2 H-NPPC/4
         FL/FR:   2 NL45/3
         LBS/RBS: 3 NL45/3
         AL/AR:   2 NL45/3
         Aft:     2 H-NPPC/4
```

THARKAD 'BATTLECRUISER' (HEAVY CRUISER)

```
SI: 8 rows; Armour (FC): 15 rows [15]/15 rows [14]/15 rows [14]/14 rows [13]; DC6
Turrets: Fore:    1 NL45/4, 2 M-NPPC/3, 1 CMAC35/2, 2 AR10/4, 4 Civ-PD-4, 2 Civ-PD-2
         FL/FR:   2 H-NPPC/3, 2 NGR40/2
         LBS/RBS: 1 NL45/4, 2 CMAC35/2, 1 H-NPPC/3, 4 Civ-PD-4, 2 Civ-PD-2
         AL/AR:   1 NL45/4, 2 M-NPPC/3, 4 Civ-PD-4, 2 Civ-PD-2
         Aft:     2 NL45/4, 2 H-NPPC/3, 1 CMAC35/2
```

CONVERTED WARSHIPS (HISTORICAL: REUNIFICATION WAR)

CONCORDAT 'FRIGATE' (DESTROYER)

```
SI: 6 rows; Armour: 9 rows [5]/9 rows [5]/9 rows [4]; DC4
Turrets: Fore:    2 NL45/2, 1 CMAC20/2, 2 x Civ-PD-5, 2 x Civ-PD-3
         FL/FR:   2 NL45/2, 2 CMAC20/2, 2 x Civ-PD-5, 2 x Civ-PD-3
         AL/AR:   1 CMAC20/2, 2 x Civ-PD-5, 2 x Civ-PD-3
         Aft:     1 CMAC20/2, 2 x Civ-PD-5, 2 x Civ-PD-3
```

NEW SYRTIS CARRIER (BATTLECRUISER)

```
SI: 7 rows; Armour: 12 rows [8]/12 rows [8]/12 rows [8]/11 rows [7]; DC2
Turrets: Fore:    2 NL45/2, 1 CMAC20/3, 3 x Civ-PD-4, 1 x Civ-PD-1
         FL/FR:   1 CMAC10/2, 1 AR3/2, 3 x Civ-PD-4, 1 x Civ-PD-1
         LBS/RBS: 2 M-NPPC/2, 1 CMAC20/3, 3 x Civ-PD-4, 1 x Civ-PD-1
         AL/AR:   1 CMAC10/2, 1 AR3/2, 3 x Civ-PD-4, 1 x Civ-PD-1
         Aft:     1 CMAC10/2, 3 x Civ-PD-4, 1 x Civ-PD-1
(Note: AR-3/2 launchers replaced with AR-6/2s in refits during the Star League era.)
```

DREADNOUGHT 'BATTLESHIP' (BATTLECRUISER)

```
SI: 7 rows; Armour: 12 rows [9]/12 rows [9]/12 rows [8]/12 rows [8]
Turrets: Fore:    2 CMAC20/3, 2 AR3/4 (later AR4/4), 4 Civ-PD-2*
         FL/FR:   2 CMAC10/2, 2 AR3/4 (later AR4/4), 4 Civ-PD-2*
         LBS/RBS: 2 CMAC20/3, 4 Civ-PD-2*
         AL/AR:   2 CMAC10/2, 4 Civ-PD-2*
         Aft:     2 CMAC20/3, 2 AR3/4 (later AR4/4), 4 Civ-PD-2*
```

CONVERTED WARSHIPS (XTRO: Primitives 1)

AQUILLA TRANSPORT (CORVETTE)

SI: 1 row; Armour (Primitive): 1 row [1]/1 row [1]/1 row [1]; Primitive KF drive (15 LY range)
Turrets: Fore: 1 Civ-PD-1 (later 2 Civ-PD-2*)
FL/FR: 1 Civ-PD-1 (later 2 Civ-PD-2*)
AL/AR: 1 Civ-PD-1 (later 2 Civ-PD-2*)
Aft: 1 Civ-PD-1 (later 2 Civ-PD-2*)

AQUILLA ARMED MERCHANTMAN (PRIMITIVE CORVETTE) [NON-CANON]

Primitive KF drive (15 LY range), Thrust: 3/5, SI: 40, Armour: 19/14/14/13 primitive
SI: 3 rows; Armour (Primitive): 4 rows [2]/3 rows [2]/3 rows [2]; Primitive KF drive (15 LY range)
Turrets: Fore: 1 Civ-PD-1 (later 2 Civ-PD-2*)
FL/FR: 1 SCL2P/3, 2 AR1/2 (or AR2/2 or AR3/2), 1 Civ-PD-1 (later 2 Civ-PD-2*)
AL/AR: 1 SCL2P/3, 2 AR1/2 (or AR2/2 or AR3/2), 1 Civ-PD-1 (later 2 Civ-PD-2*)
Aft: 1 Civ-PD-1 (later 2 Civ-PD-2*)

AQUILLA ARMED MERCHANTMAN (CORVETTE) [NON-CANON]

Compact KF drive (30 LY range), Thrust: 3/5, SI: 50, Armour: 22/18/18/16 standard
SI: 4 rows; Armour: 6 rows [3]/6 rows [2]/6 rows [2]
Turrets: Fore: 2 AR3/2, 2 Civ-PD-2*
FL/FR: 1 NL35/3, 2 AR3/2, 2 Civ-PD-2*
AL/AR: 1 NL35/3, 2 AR3/2, 2 Civ-PD-2*
Aft: 2 Civ-PD-2*

CONVERTED WARSHIPS (FR:2765:CCAF)

BLACK LION I 'BATTLECRUISER' [THAF/2315]

```
SI: 7 rows; Armour: 12 rows [8]/13 rows [9]/13 rows [9]/12 rows [8]
Turrets: Fore:    2 x CMAC20/3, 2 Civ-PD-2*
         FL/FR:   1 x CMAC20/3, 1 AR3/3 (later AR4/3), 2 Civ-PD-2*
         LBS/RBS: 2 x CMAC20/3, 2 Civ-PD-2*
         AL/AR:   1 x CMAC20/3, 1 AR3/3 (later AR4/3), 2 Civ-PD-2*
         Aft:     2 x CMAC20/3, 2 Civ-PD-2*
```

BLACK LION I 'BATTLECRUISER' [Great House refits]

```
SI: 7 rows; Armour: 12 rows [8]/13 rows [9]/13 rows [9]/12 rows [8]
Turrets: Fore:    2 CMAC20/3, 2 Civ-PD-2*
         FL/FR:   1 CMAC20/3, 1 AR10/3, 2 Civ-PD-2*
         LBS/RBS: 2 CMAC20/3, 2 Civ-PD-2*
         AL/AR:   1 CMAC20/3, 1 AR10/3, 2 Civ-PD-2*
         Aft:     2 CMAC20/3, 2 Civ-PD-2*
```

SOYAL 'CRUISER' (BATTLESHIP)

```
SI: 11 rows; Armour: 19 rows [14]/19 rows [14]/19 rows [14]/18 rows [14]; DC3
Turrets: Fore:    Spinal-mount Medium Mass Driver, 2 NGR40/2
         FL/FR:   1 CMAC30, 2 CMAC20/2, 2 NL45/3
         LBS/RBS: 1 CMAC30, 2 CMAC20/2, 2 AR10/3
         AL/AR:   1 CMAC30, 2 CMAC20/2, 2 AR10/3
         Aft:     2 NGR40/2, 2 NL45/3
```

CONVERTED WARSHIPS (FR:2765:DCMS)

NARUKAMI BLOCK I 'DESTROYER' (CRUISER) [DCA/2380]

SI: 4 rows; Armour: 7 rows [8]/7 rows [8]/6 rows [7]/6 rows [7]; DC3
Turrets: Fore: 2 M-NPPC/3, 2 Civ-PD-4*
FL/FR: 1 M-NPPC/2, 1 CMAC20/2, 1 NGR30, 2 Civ-PD-4*, 2 Civ-PD-3
LBS/RBS: 2 CMAC20/2, 1 NGR30, 2 Civ-PD-4*, 2 Civ-PD-3
AL/AR: 1 CMAC20/2, 1 NGR30, 2 Civ-PD-4*, 2 Civ-PD-3
Aft: 4 Civ-PD-4*, 4 Civ-PD-3

NARUKAMI BLOCK II 'DESTROYER' (CRUISER) [DCA/2770]

SI: 4 rows; Armour (FC): 7 rows [8]/7 rows [8]/6 rows [7]/6 rows [7]; DC3
Turrets: Fore: 2 M-NPPC/3, 2 Civ-PD-5*
FL/FR: 1 M-NPPC/2, 1 CMAC20/2, 1 NGR30, 2 Civ-PD-4*, 4 Civ-PD-5*
LBS/RBS: 2 CMAC20/2, 1 NGR30, 4 Civ-PD-5*
AL/AR: 1 CMAC20/2, 1 NGR30, 4 Civ-PD-5*
Aft: 4 Civ-PD-4*, 4 Civ-PD-5*

CRUISER 'CRUISER' (DESTROYER) [THAF/2325]

SI: 7 rows; Armour: 12 rows [7]/12 rows [6]/12 rows [6]
Turrets: Fore: 2 CMAC10/3, 2 AR3/3
FL/FR: 3 CMAC10/3, 2 AR3/3
AL/AR: 3 CMAC10/3, 2 AR3/3
Aft: 2 CMAC10/3, 2 AR3/3

CONVERTED WARSHIPS (FR:2765:AFFS)

DEFENDER BATTLECRUISER [FSNS/2360]

```
SI: 5 rows; Armour: 8 rows [6]/8 rows [5]/8 rows [5]/8 rows [5];
Turrets: Fore:    2 CMAC20/3, 2 Civ-PD-4*
         FL/FR:   2 CMAC20/3, 2 Civ-PD-4*
         LBS/RBS: 2 CMAC20/3, 2 Civ-PD-4*
         AL/AR:   4 Civ-PD-4*
         Aft:     4 Civ-PD-4*
```

CONGRESS-D 'FRIGATE' (HEAVY CRUISER) [FSNS/2542]

```
SI: 7 rows; Armour: 13 rows [8]/12 rows [8]/12 rows [8]/13 rows [8]; DC2
Turrets: Fore:    2 NL45/4, 2 AR3/3 (later AR8/3), 4 Civ-PD-4* (later Mil-PD-4*)
         FL/FR:   2 NL45/4, 1 CMAC25/2, 4 Civ-PD-4* (later Mil-PD-4*)
         LBS/RBS: 1 CMAC25/2, 2 AR3/3 (later AR8/3), 4 Civ-PD-4* (later Mil-PD-4*)
         AL/AR:   2 NL45/4, 1 CMAC25/2, 4 Civ-PD-4* (later Mil-PD-4*)
         Aft:     2 NL45/4, 2 AR3/3 (later AR8/3), 4 Civ-PD-4* (later Mil-PD-4*)
```

CONVERTED WARSHIPS (FR:2765:FWLM)

LEAGUE-I 'DESTROYER' (LIGHT CRUISER) [FWLM/2368]

```
SI: 4 rows; Armour: 6 rows [4]/6 rows [5]/6 rows [5]/6 rows [4]; DC1, DS2, F12
Turrets: Fore:    2 CMAC20, 2 Civ-PD-4*
         FL/FR:   1 CMAC10, 1 NL35/3, 2 Civ-PD-4*
         LBS/RBS: 1 CMAC40, 2 Civ-PD-4*
         AL/AR:   1 CMAC10, 1 NL35/3, 2 Civ-PD-4*
         Aft:     2 CMAC20 2 Civ-PD-4*
```

LEAGUE-II 'DESTROYER' (LIGHT CRUISER) [FWLM/2768]

```
SI: 4 rows; Armour: 7 rows [6]/7 rows [7]/7 rows [7]/7 rows [5]; DC2, F12
Turrets: Fore:    2 NGR20, 2 Civ-PD-4*
         FL/FR:   1 NGR20, 1 NL35/3, 2 Civ-PD-4*
         LBS/RBS: 2 NGR20, 2 Civ-PD-4*
         AL/AR:   1 NGR20, 1 NL35/3, 2 Civ-PD-4*
         Aft:     2 NGR20, 2 Civ-PD-4*
```

CONVERTED WARSHIPS (FR:2765:LCAF)

COMMONWEALTH-I LIGHT CRUISER [LCN/2375]

```
SI: 4 rows; Armour: 8 rows [8]/8 rows [8]/8 rows [8]/8 rows [8]; DC6, SC22
Turrets: Fore:    1 NL55/4, 2 AR10/2, 1 Civ-PD-1
         FL/FR:   2 NL35/4, 2 AR8/3, 1 Civ-PD-1
         LBS/RBS: 2 NL55/4, 1 CMAC35/2
         AL/AR:   2 NL35/4, 2 AR8/3, 1 Civ-PD-1
         Aft:     1 NL55/4, 1 Civ-PD-1
```

COMMONWEALTH-II LIGHT CRUISER [LCN/2765]

```
SI: 4 rows; Armour: 8 rows [8]/8 rows [8]/8 rows [8]/8 rows [8]; DC6, F18/SC4
Turrets: Fore:    1 NL55/4, 2 AR10/2, 2 Civ-PD-1
         FL/FR:   2 NL35/4, 2 AR6/4, 2 Civ-PD-1
         LBS/RBS: 2 NL55/4, 1 CMAC35/2
         AL/AR:   2 NL35/4, 2 AR6/4, 2 Civ-PD-1
         Aft:     1 NL55/4, 2 Civ-PD-1
```

CONVERTED SPACE-STATIONS (3057R):

SMALL FACTORY

Small, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: None

MEDIUM/LARGE FACTORY

Small, SI: 1 row; Armour: 2 rows [3]/2 rows [3]/2 rows [3]/2 rows [3]
Turrets: Fore: 1 Civ-PD-1
FL/FR: 1 Civ-PD-1
AL/AR: 1 Civ-PD-1
Aft: 1 Civ-PD-1

SMALL HABITAT

Medium, SI: 1 row; Armour: 1 row [2]/1 row [2]/1 row [2]/1 row [2]; DC2
Turrets: None

LARGE HABITAT

Large, SI: 5 rows; Armour: 5 rows [1]/5 rows [1]/5 rows [1]/5 rows [1]; DC8
Turrets: Fore: 1 Civ-PD-1
FL/FR: 1 Civ-PD-1
AL/AR: 1 Civ-PD-1
Aft: 1 Civ-PD-1

OLYMPUS RECHARGE STATION

Large, SI: 10 rows; Armour: 10 rows [1]/10 rows [1]/10 rows [1]/10 rows [1]; DC4
Turrets: Fore: 2 Civ-PD-4, 2 Civ-PD-5*
FL/FR: 2 Civ-PD-4, 2 Civ-PD-5*
AL/AR: 2 Civ-PD-4, 2 Civ-PD-5*
Aft: 2 Civ-PD-4, 2 Civ-PD-5*

SMALL PRESSURISED YARD

Small, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: None

LARGE PRESSURISED YARD

Small, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: None

SMALL UNPRESSURISED YARD

Small, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: None

LARGE UNPRESSURISED YARD

Small, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: None

BASTION SYSTEM-DEFENCE STATION

Medium, SI: 2 rows; Armour: 3 rows [2]/3 rows [2]/3 rows [2]/3 rows [2]; DC1
Turrets: Fore: 2 Civ-PD-4*, 2 Civ-PD-5*
FL/FR: 2 Civ-PD-4*, 2 Civ-PD-5*
AL/AR: 2 Civ-PD-4*, 2 Civ-PD-5*
Aft: 2 Civ-PD-4*, 2 Civ-PD-5*

CAPITOL SYSTEM-DEFENCE STATION

Small, SI: 1 row; Armour: 2 rows [3]/2 rows [3]/2 rows [3]/2 rows [3]; DC1
Turrets: Fore: 2 NL35, 1 NGR10, 4 Mil-PD-1*
FL/FR: 2 NL35, 1 NGR10, 4 Mil-PD-1*
AL/AR: 2 NL35, 1 NGR10, 4 Mil-PD-1*
Aft: 2 NL35, 1 NGR10, 4 Mil-PD-1*

BATTLESAT SYSTEM-DEFENCE STATION

Small, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: Fore: 1 NL55

CONVERTED SPACE-STATIONS (STRATEGIC OPERATIONS):

ALLIANCE SPACE STATION

Medium, SI: 1 row; Armour: 1 row [1]/1 row [1]/1 row [1]/1 row [1]
Turrets: Fore: 1 Civ-PD-4*, 1 Civ-PD-5*
FL/FR: 1 Civ-PD-4*, 1 Civ-PD-5*
AL/AR: 1 Civ-PD-4*, 1 Civ-PD-5*
Aft: 1 Civ-PD-4*, 1 Civ-PD-5*

CONVERTED SPACE-STATIONS (HANDBOOK: MAJOR PERIPHERY STATES):

SNOWDEN MINING FACILITY

Medium, SI: 1 row; Armour: 2 rows [3]/2 rows [3]/2 rows [3]/2 rows [3]
Turrets: Fore: 1 Civ-PD-4*
FL/FR: 1 Civ-PD-4*
AL/AR: 1 Civ-PD-4*
Aft: 1 Civ-PD-4*

CONVERTED SPACE-STATIONS (HISTORICAL: LIBERATION OF TERRA, VOLUME 1):

M-9 PAVISE SDS BATTLE-STATION

Large, SI: 15 rows; Armour: 33 rows [55]/33 rows [55]/33 rows [55]/33 rows [55]
Turrets: Fore: 2 NGR40/2, 4 H-NPPC/4, 6 NL55/4, 4 AR10/6, 4 Mil-PD-1*, 4 Mil-PD-2, 4 Mil-PD-3*, 4 Mil-PD-4*
FL/FR: 2 NGR40/2, 4 H-NPPC/4, 6 NL55/4, 4 AR10/6, 4 Mil-PD-1*, 4 Mil-PD-2, 4 Mil-PD-3*, 4 Mil-PD-4*
AL/AR: 2 NGR40/2, 4 H-NPPC/4, 6 NL55/4, 4 AR10/6, 4 Mil-PD-1*, 4 Mil-PD-2, 4 Mil-PD-3*, 4 Mil-PD-4*
Aft: 2 NGR40/2, 4 H-NPPC/4, 6 NL55/4, 4 AR10/6, 4 Mil-PD-1*, 4 Mil-PD-2, 4 Mil-PD-3*, 4 Mil-PD-4*