

# Ships of the Imperial & Colonial Fleets

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The following Ships and Small Craft are available IMTU:

## **BattleStars (Imperial Navy Only)**

Hull Type: non-streamlined with wrap or jump drives along with maneuver drives, they are heavily armed and armored

Tech Levels: 11-15 Tonnage: 500,000 to 1,000,000 dTons (between 100,000 & 400,000 dTons of free space used for ship's boats including shuttles, runabouts, starfighters, assault lighters, gunships and Marine units)

Drives: Jump 6 (J-6) [or for TL-15 Warp 8 (W-8)] and Maneuver 4 (M-4)

Spinal-Mounted Prime Weapon: meson, particle accelerator, mass driver, super-laser or proton beam weapons

Turret/Bay Weapons: an assortment of bay and turret-mounted lasers and missiles

Point Defenses: zoned high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors), super-dense reactive armor, nuclear dampers, meson shield and ECM suite

Ship's Craft: they carry 8 to 16 squadrons of 24 Starfighters each along with 2 to 6 squadrons of Shuttlecraft, Assault Lighters (G-Carriers), Assault Gunships, Scout-Couriers and several 1,000-Ton Fuel Skimmers.

Marines: carries a Imperial Marine regiment of 4,800 aboard with most in cryo-berths

Crew: carries between 10,000 (500,000 dTons) and 20,000 (1,000,000 dTons) with half in cryo-berths

Commanding Officer: Commodore (O-07)

Primary Missions: Interdiction, Fleet Defense, Strike/Counter-Strike

## **BattleRiders (Colonial Star Patrol Only)**

Hull Type: non-streamlined with maneuver drives, heavily armed and armored

Tech Levels: 11-15 (Discontinued at TL-13)

Tonnage: 100,000 to 250,000 dTons (between 10,000 to 25,000 dTons of free space used for ship's boats and Marine unit)

Drives: J-0 and M-4/5

Spinal-Mounted Prime Weapon: meson, particle accelerator, mass driver, super-laser or proton beam weapons

Turret/Bay Weapons: an assortment of bay and turret-mounted lasers and missiles

Point Defenses: zoned high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors), super-dense reactive armor, nuclear dampers, meson shield and ECM suite

Ship's Craft: they carry 2 to 4 squadrons of 18-24 Starfighters each along with 2 to 4 squadrons of Shuttlecraft, Assault Lighters, Assault Gunships and Scout-Couriers. Each also carries dual 1,000 dTon Refueling Skimmers.

Marines: carries a Imperial Marine battalion of 1,200 aboard with most in cryo-berths

Crew: carries between 4,000 (100,000 dTons) and 10,000 (250,000 dTons) with half in cryo-berths

Commanding Officer: Commander (O-05)

Primary Missions: Interdiction, Fleet Defense, Strike/Counter-Strike

BattleRiders are an obsolete concept and only used by the Colonial fleets.

The initial concept behind the battlerider was that a 100,000 to 200,000 dTon battletender containing a massive jump and maneuver section with J-4/5 and M-3/4 with each carrying three to five battleriders (described above). Each also carries dual 1,000 dTon Refueling Skimmers. The Battletender jumps in and drop off its complement of Battleriders and then retreats to the rear of the formation, since they're vulnerable due to limited point defense weapons. While there it would refuel, function as a command

& control ship for the battle and afterwards be ready to pickup any remaining Battleriders for the jump home. When the Imperial Navy abandoned the concept these ships were transferred to the Colonial fleets. Battletenders are commanded by a Commander and has a crew complement of several hundred along with a platoon of Imperial Marines for security.

### **Fleet Carriers (Imperial Navy)**

Hull Type: non-streamlined with maneuver drives with limited armor and armaments

Tech Levels: 11-15

Tonnage: 100,000 to 250,000 dTons

Drives: J-4 and M-2

Point Defenses: limited high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-Directional energy repulsors), limited reactive armor and ECM suite

Ship's Craft: they carry 4 to 6 squadrons of 18-24 Starfighters each along with 2 to 4 squadrons of Shuttlecraft, Assault Lighters, Assault Gunships and Scout-Couriers. Each also carries four 1,000 dTon Refueling Skimmers.

Marines: carries a small contingent of Marines for security.

Crew: carries between 6,000 (100,000 dTons) and 16,000 (250,000 dTons) with half in cryo-berths

Commanding Officer: Captain (O-06)

Primary Missions: Support of Fleet Operations

Carriers do not fair well on the front line. They stay hundreds of kilometers behind the battle and lend their greater small craft to the battle.

### **Cruisers** (Cruisers are often classified as either a Patrol (Light) or Strike Cruiser (Heavy))

Hull Type: non-streamlined with jump and maneuver drives, heavily armed and armored

Tech Level: 11-15 (TL 12 and below have been transferred to the Colonial fleets)

Tonnage: 100,000 to 250,000 dTons (between 10,000 to 25,000 dTons of free space used for ship's boats and Marine unit)

Drives: J-4/5/6 [or TL-15 W-8] and M-5/6

Spinal-Mounted Prime Weapon: none

Turret/Bay Weapons: an assortment of bay and turret-mounted lasers and missiles

Point Defenses: zoned high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors), super-dense reactive armor, nuclear dampers, meson shield and ECM suite

Ship's Craft: carry one squadron of Shuttlecraft, Assault Lighters, Assault Gunships, Scout-Couriers. Each cruiser also carries 2 to 4 1,000 dTon Refueling Skimmers.

Marines: carry a Imperial Marine company of 200 aboard with most in cryo-berths

Crew: carry between 4,000 (100,000 dTons) and 10,000 (250,000 dTons) with half in cryo-berths

Command: Commander (O-05)

Primary Missions: Interdiction, Fleet Defense, Strike/Counter-Strike

### **Destroyers**

Hull Type: non-streamlined with jump and maneuver drives, moderately armed and armored

Tech Level: 11-15 (TL 11 and below destroyers have been transferred to the Colonial fleets)

Tonnage: 50,000 to 100,000 dTons (between 10,000 to 25,000 dTons of free space used for ship's boats and Marine unit)

Drives: J-6 [at TL-15 W-8] and M-5/6

Spinal-Mounted Prime Weapon: none

Turret/Bay Weapons: an assortment of bay and turret-mounted lasers and missiles

Point Defenses: zoned high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors), super-dense reactive armor, nuclear dampers, meson shield and ECM suite

Ship's Craft: may carry 1 squadron of multi-purpose small craft, but no Starfighters

Marines: carry a Imperial Marine platoon of 40 aboard with most in cryo-berths  
Crew: carry between 2,000 (50,000 dTons) and 4,000 (100,000 dTons) with half in cryo-berths  
Commanding Officer: Lieutenant Commander (O-04)  
Primary Missions: Close Escort to Cruisers, Carriers and BattleStars, Anti-Piracy Operations

### **Frigates**

Hull Type: non-streamlined with jump and maneuver drives, moderately armed and armored  
Tech Level: 11-15 (TL 11 and below have been transferred to the Colonial fleets)  
Tonnage: 10,000 to 50,000 dTons (between 2,000 to 10,000 dTons of free space used for ship's boats and Marine unit)  
Drives: J-6 or [at TL-15 W-8] and M-5/6  
Spinal-Mounted Prime Weapon: none  
Turret/Bay Weapons: an assortment of bay and turret-mounted lasers and missiles  
Point Defenses: zoned high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors), super-dense reactive armor, nuclear dampers, meson shield and ECM suite  
Ship's Craft: they carry 4 to 8 multi-purpose shuttlecraft and runabouts, but no starfighters  
Marines: carries a Imperial Marine squad of 16 aboard (none in cryo-berths)  
Crew: carries between 400 (10,000 dTons) and 2,000 (50,000 dTons) with half in cryo-berths  
Commanding Officer: Lieutenant (O-03)  
Primary Missions: Close Escort Duty, Spaceborne Early Warning (Picket Duty), Anti-Piracy, Search & Rescue

### **System Defense Boats (SDBs)**

Hull Type: armed and armored atmospheric streamlining with either atmospheric or grav drives  
Some SDBs are capable of aquatic propulsion while submersed  
Tech Level: 11-15  
Tonnage: 250 to 1,000 dTons (between 60 to 200 dTons of free space used for ship's boats and inspection or security elements)  
Drives: J-0 and M-5/6  
Weapons: an assortment of pop turret-mounted lasers, plasma guns and missile launchers  
Point Defenses: forward looking high-energy shields, sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors), dense reactive armor and ECM suite  
Ship's Craft: carry 1 to 2 multi-purpose shuttlecraft and runabouts, but no starfighters  
Marines: carry no Imperial Marines since they are Colonial and Planetary assets  
Crew: carry between 40 (1,000 dTons) and 200 (5,000 dTons) plus limited inspection team and security personnel  
Commanding Officer: Lieutenant (O-03)  
Primary Missions: customs inspection, search & rescue, system defense, anti-piracy / smuggling operations, while SDBs are primarily used for system defense  
Assigned only to Colonial and Planetary forces. Some SDBs are hidden in underwater ocean bases which provide both protection and non detectably capability.

### **Scout/Courier**

Hull Type: lightly armed and armored atmospheric streamlining with either atmospheric and/or grav drives  
Tech Level: 11-15 (both Imperial, Colonial and Planetary forces build these ships)  
Tonnage: 100 to 250 dTons (between 40 & 120 dTons of free space)  
Drives: J-2/3/4/5 and M-6/7/8  
Weapons: an assortment of small pop turret-mounted lasers, plasma guns and missile launchers  
Point Defenses: forward looking high-energy shields, sandcasters, VFR gauss cannons, wipers

(multi-directional energy repulsors), standard armor and ECM pods  
Ship's Craft: none  
Crew: 5 (captain-pilot / co-pilot-navigator / engineer / gunner / medic, sensor specialist  
or cargomaster — depending upon mission) plus limited passengers  
Commanding Officer: Lieutenant (O-03)  
Primary Duty: fleet surveillance and courier duties

### **Fuel Skimmers**

Hull Type: non-armed or armored atmospheric streamlining and either atmospheric or grav drives  
Tech Level: 11-15  
Tonnage: 1,000 dTons  
Drives: J-0 and M-4  
Prime Weapons: none  
Turret/Bay Weapons: none  
Point Defenses: sandcasters, VFR gauss cannons, wipers (multi-directional energy repulsors),  
dense reactive armor and ECM pods  
Ship's Craft: none  
Marines: none  
Crew: 6 (captain-pilot; co-pilot-navigator; crew chief-flight engineer; senior gunner; gunner; and  
refueling specialist)  
Commanding Officer: Sub-Lieutenant (O-02)  
Primary Missions: Only duty is to find, recover and refine hydrogen-based fuel for starships  
and ship's boats. Starship that are warp capable do not use hydrogen-based fuel for star  
drives, but they still need it for their maneuver drives and ship's boats

### **Assault Lighters (also called G-Carriers)**

Hull Type: heavily armored and armed atmospheric streamlining with either atmospheric or  
grav drives  
Tech Level: 11-15 (both Imperial & Colonial forces built these boats)  
Tonnage: 100 to 400 dTons (between 70 & 300 dTons of cargo space)  
Drives: J-0 and M-5/6/7  
Weapons: an assortment of nose or wing-mounted lasers, VRF gauss guns, and anti-armor smart  
missiles and various precision guided ordnance / cluster sub-munitions  
Point Defenses: reactive armor, chaff, flares and ECM pods  
Crew: 4/5/6 (captain-pilot; co-pilot-navigator; crew chief-senior gunner; gunner; senior medic;  
medic — depending upon mission)  
Command: Sub-Lieutenant (O-02)  
Primary Missions: delivery of combat troops or marines and their vehicles to the planetary surface  
and medical evacuation of wounded while under combat conditions

### **Shuttlecraft**

Hull Type: lightly armed and armored atmospheric streamlining with either atmospheric or grav drives  
Tech Level: 11-15 (both Imperial, Colonial and Planetary forces built these boats)  
Tonnage: 50 to 100 dTons (between 40 & 90 dTons of cargo space)  
Drives: J-0 and M-4/5/6  
Weapons: an assortment of nose or wing-mounted lasers, VFR gauss guns and smart missiles  
Point Defenses: chaff, flares and ECM pods  
Crew: 4 (captain-pilot; co-pilot-navigator; crew chief-senior gunner; gunner, medic or cargomaster —  
depending upon mission)  
Command: Sub-Lieutenant (O-02)

Primary Missions: vary greatly but since they are lightly armored and armed they are not combat oriented

### **StarFighters**

Hull Type: moderately armored and armed atmospheric streamlining with either atmospheric or grav-drives

Tech Level: 11-15 (both Imperial, Colonial and Planetary forces built these boats)

Tonnage: 20 to 35 dTons

Drives: J-0 and M-6/7/8

Weapons: wing or nose-mounted lasers, gauss guns, plasma cannons and anti-ship missiles

Defenses: reactive armor, chaff, flares and ECM pods

Crew: 1 or 2 (pilot and electronic warfare officer)

Commanding Officer: Sub-Lieutenant (O-02)

Primary Missions: fleet defense, reconnaissance, interdiction, combat patrols

The 20 dTon Mark I is a single seat interceptor version containing 3 hardpoints, 1 softpoint and 1 internal gun bay. Their dual engines are capable of M4. They do not have enhanced armor nor energy screens or shields. Most have been upgraded to Mark III configurations.

The 25 dTon Mark II is a dual seat trainer version with 4 hardpoints, 2 softpoints and 2 internal gun bays. Their dual engines are capable of M4. They do not have armor nor energy screens or shields. The bulk of Mark IIs are assigned to training wings.

The 30 dTon Mark III is a single seat interceptor version and has 6 hardpoints, 2 softpoints and 2 internal gun bays. Their dual engines are capable of M5. They have enhanced armor and navigational screens but no energy shields. These craft are deployed with the Colonial fleet and reserve components.

The 35 dTon Mark IV is a dual seat super-interceptor version with 6 hardpoints, 4 softpoints, 2 internal gun bays and an internal weapons bay with an additional 4 hardpoints. Their dual engines are capable of M6. They have enhanced armor and both navigational screens and energy shields. Most are deployed throughout the Imperial Fleet.

The 40 dTon Mark V is a state-of-the-art dual seat fighter-bomber version with 8 hardpoints, 4 softpoints, 4 internal gun bays and an internal weapons bay with an additional 8 hardpoints. Their triple engines are capable of M7. They have super-dense armor, navigational screens, energy shields and stealth circuitry. Most are deployed throughout the Imperial Fleet.

Hardpoints: Air-to-Surface Missiles, Anti-Radiation Missiles, Ship-to-Ship Missiles, Precision Guided Munitions (PGM), Conventional Dumb Ordnance, Bunker-Buster Ordnance, Nuclear Devices, Anti-Personnel Cluster Munitions, Air-Fuel Explosive Devices, Torpedoes, Napalm Ordnance

Softpoints: Active ECM Pods, Flare Pods, Chaff Pods, Laser Targeting Pods, FLIR Pods, Recon Pods, ELINT Pods

Gun Bays: Dual VRF Gauss Guns, Dual Plasma Cannons, Dual Pulse Lasers

## **Assault Gunships**

Hull Type: heavily armored and armed atmospheric streamlining with either atmospheric or grav-drives

Tech Level: 11-15 (both Imperial, Colonial and Planetary forces built these boats)

Tonnage: 25 to 50 dTons (1 dTon of cargo space)

Drives: J-0 and M-5/6

Weapons: wing or nose-mounted lasers, smart ordnance and VFR gauss guns, anti-armor missiles, cluster bomb munitions, plasma cannon

Defenses: reactive armor, chaff, flares and ECM pods

Crew: 1 or 2 (pilot and / or co-pilot-weapons officer)

Commanding Officer: Sub-Lieutenant (O-02)

Primary Missions: fleet defense, reconnaissance, interdiction, combat patrols