

DARKHELM — MINIMUM EQUIPMENT LIST (MEL)

TERRAN NAVY · EARTH FEDERATION — Volume IV.

Generic across all classes. The equipment *fit* (number of reactors, weapons, coolant units, etc.) varies by class — see the Ship Data Sheets (Volume V). An item marked **Required** is a critical load and the ship is not dispatched with it inoperative. Others *may be inoperative* subject to the operational (o) / maintenance (m) provisos in Remarks.

System	Bus	Dispatch	Remarks
Subspace Transceiver	MAIN	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Antimatter Reactor	MAIN	Required	Critical load — never shed; ship is not dispatched with it inoperative.
Fusion Reactor	A/B	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Battery Bank	EMERGENCY	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Emergency Coolant Unit	EMERGENCY	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Coolant Pump	A/B	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Radiator	—	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Impulse Drive	A/B	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Hyperdrive	MAIN	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Shield Generator	MAIN	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.

System	Bus	Dispatch	Remarks
Fire-Control / Weapons	MAIN	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Life Support	EMERGENCY	Required	Critical load — never shed; ship is not dispatched with it inoperative.
Sensor Array	A/B	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Communications	EMERGENCY	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
ECM Suite	MAIN	May be inoperative	(o) Confirm the load is shed or rerouted and the bus is protected. Where the class fits more than one, dispatch is permitted with one unit inoperative provided the remainder carry the load.
Bridge Consoles	EMERGENCY	Required	Critical load — never shed; ship is not dispatched with it inoperative.