

DARKHELM — TECHNICAL & ORDNANCE CATALOG (TEC)

TERRAN NAVY · EARTH FEDERATION — Volume V.

Nominal manufacturer ratings. Equipment is listed by ascending Mark.

TEC-1 Component Catalog

Reactors & Power Sources

Designation	Name	Mk	Type	Output Max	Spool Rate	Fuel	Heat Output Max	Integrity Max
FR-1	Promethean HR-1 Fusion Reactor	Mk I	fusion	350 MW	100	deuterium	3	80
AR-1	Karman AM-1 Antimatter Core	Mk I	antimatter	9.0 GW	1500	antimatter	8	100
FR-C1	Vesta MX-1 Microfusion Core	Mk I	fusion	900 MW	250	deuterium	2	40
FR-2	Promethean HR-2 Fusion Reactor	Mk II	fusion	420 MW	112	deuterium	2.82	88
AR-2	Karman AM-2 Antimatter Core	Mk II	antimatter	10.8 GW	1650	antimatter	7.6	110
FR-C2	Vesta MX-2 Microfusion Core	Mk II	fusion	1.2 GW	300	deuterium	2.4	46
FR-3	Promethean HR-3 Fusion Reactor	Mk III	fusion	508 MW	124	deuterium	2.64	96
AR-3	Karman AM-3 Antimatter Core	Mk III	antimatter	13.1 GW	1800	antimatter	7.2	120
FR-4	Promethean HR-4 Fusion Reactor	Mk IV	fusion	612 MW	136	deuterium	2.46	104
AR-4	Karman AM-4 Antimatter Core	Mk IV	antimatter	15.8 GW	1950	antimatter	6.8	130

Designation	Name	Mk	Type	Output Max	Spool Rate	Fuel	Heat Output Max	Integrity Max
FR-5	Promethean HR-5 Fusion Reactor	Mk V	fusion	735 MW	148	deuterium	2.28	112
AR-5	Karman AM-5 Antimatter Core	Mk V	antimatter	18.9 GW	2100	antimatter	6.4	140
FR-6	Promethean HR-6 Fusion Reactor	Mk VI	fusion	875 MW	160	deuterium	2.1	120
AR-6	Karman AM-6 Antimatter Core	Mk VI	antimatter	22.5 GW	2250	antimatter	6	150
FR-7	Promethean HR-7 Fusion Reactor	Mk VII	fusion	1.0 GW	172	deuterium	1.92	128
AR-7	Karman AM-7 Antimatter Core	Mk VII	antimatter	27.0 GW	2400	antimatter	5.6	160
FR-8	Promethean HR-8 Fusion Reactor	Mk VIII	fusion	1.2 GW	184	deuterium	1.74	136
AR-8	Karman AM-8 Antimatter Core	Mk VIII	antimatter	32.4 GW	2550	antimatter	5.2	170

Coolant Pumps

Designation	Name	Mk	Cooling Rate	Power Draw Max	Integrity Max
CP-1	Thermal Dynamics CP-1 Coolant Pump	Mk I	60	150 MW	80
CP-C1	Thermal Dynamics CCM-1 Compact Coolant Pump	Mk I	34	50 MW	40
CP-2	Thermal Dynamics CP-2 Coolant Pump	Mk II	69	180 MW	86
CP-3	Thermal Dynamics CP-3 Coolant Pump	Mk III	79	220 MW	92
CP-4	Thermal Dynamics CP-4 Coolant Pump	Mk IV	91	265 MW	98
CP-5	Thermal Dynamics CP-5 Coolant Pump	Mk V	105	315 MW	104
CP-6	Thermal Dynamics CP-6 Coolant Pump	Mk VI	121	375 MW	110
CP-7	Thermal Dynamics CP-7 Coolant Pump	Mk VII	139	450 MW	116
CP-8	Thermal Dynamics CP-8 Coolant Pump	Mk VIII	160	530 MW	122

Radiators

Designation	Name	Mk	Radiator Rate	Integrity Max
RD-1	Thermal Dynamics RB-1 Radiator Bank	Mk I	52	100
RD-C1	Thermal Dynamics CBm-1 Compact Radiator	Mk I	30	40
RD-2	Thermal Dynamics RB-2 Radiator Bank	Mk II	60	108
RD-3	Thermal Dynamics RB-3 Radiator Bank	Mk III	69	116
RD-4	Thermal Dynamics RB-4 Radiator Bank	Mk IV	79	124
RD-5	Thermal Dynamics RB-5 Radiator Bank	Mk V	91	132
RD-6	Thermal Dynamics RB-6 Radiator Bank	Mk VI	105	140
RD-7	Thermal Dynamics RB-7 Radiator Bank	Mk VII	121	148
RD-8	Thermal Dynamics RB-8 Radiator Bank	Mk VIII	139	156

Emergency Cooling

Designation	Name	Mk	Cooling Rate	Integrity Max
CE-1	Thermal Dynamics EC-1 Emergency Coolant	Mk I	14	80
CE-C1	Thermal Dynamics ECm-1 Compact Emergency Coolant	Mk I	8	40
CE-2	Thermal Dynamics EC-2 Emergency Coolant	Mk II	17	85
CE-3	Thermal Dynamics EC-3 Emergency Coolant	Mk III	20	90
CE-4	Thermal Dynamics EC-4 Emergency Coolant	Mk IV	23	95
CE-5	Thermal Dynamics EC-5 Emergency Coolant	Mk V	26	100

Impulse Drives

Designation	Name	Mk	Power Draw Max	Heat Output Max	Integrity Max
IM-1	Helios IT-1 Impulse Drive	Mk I	300 MW	6	100
IM-C1	Kestrel TL-1 Light Impulse Thruster	Mk I	120 MW	3	40
IM-2	Helios IT-2 Impulse Drive	Mk II	360 MW	5.7	106
IM-C2	Kestrel TL-2 Sport Impulse Thruster	Mk II	180 MW	3.6	44
IM-3	Helios IT-3 Impulse Drive	Mk III	435 MW	5.4	112
IM-4	Helios IT-4 Impulse Drive	Mk IV	525 MW	5.1	118
IM-5	Helios IT-5 Impulse Drive	Mk V	630 MW	4.8	124
IM-6	Helios IT-6 Impulse Drive	Mk VI	750 MW	4.5	130

Designation	Name	Mk	Power Draw Max	Heat Output Max	Integrity Max
IM-7	Helios IT-7 Impulse Drive	Mk VII	900 MW	4.2	136
IM-8	Helios IT-8 Impulse Drive	Mk VIII	1.1 GW	3.9	142

Hyperdrives

Designation	Name	Mk	Power Draw Max	Heat Output Max	Integrity Max
HD-1	Voss FS-1 Hyperdrive	Mk I	2.6 GW	5	100
HD-2	Voss FS-2 Hyperdrive	Mk II	3.1 GW	4.75	106
HD-3	Voss FS-3 Hyperdrive	Mk III	3.8 GW	4.5	112
HD-4	Voss FS-4 Hyperdrive	Mk IV	4.5 GW	4.25	118
HD-5	Voss FS-5 Hyperdrive	Mk V	5.5 GW	4	124
HD-6	Voss FS-6 Hyperdrive	Mk VI	6.5 GW	3.75	130
HD-7	Voss FS-7 Hyperdrive	Mk VII	7.8 GW	3.5	136
HD-8	Voss FS-8 Hyperdrive	Mk VIII	9.2 GW	3.25	142

Shield Generators

Designation	Name	Mk	Power Draw Max	Regen Rate	Integrity Max
SG-1	Meridian DF-1 Shield Generator	Mk I	2.0 GW	8	100
SG-C1	Bulwark LS-1 Light Screen	Mk I	150 MW	5	40
SG-2	Meridian DF-2 Shield Generator	Mk II	2.4 GW	9	108
SG-C2	Bulwark LS-2 Combat Screen	Mk II	220 MW	8	46
SG-3	Meridian DF-3 Shield Generator	Mk III	2.9 GW	10	116
SG-C3	Bulwark LS-3 Assault Screen	Mk III	300 MW	11	52
SG-4	Meridian DF-4 Shield Generator	Mk IV	3.5 GW	11.2	124
SG-5	Meridian DF-5 Shield Generator	Mk V	4.2 GW	12.6	132
SG-6	Meridian DF-6 Shield Generator	Mk VI	5.0 GW	14.1	140
SG-7	Meridian DF-7 Shield Generator	Mk VII	6.0 GW	15.8	148
SG-8	Meridian DF-8 Shield Generator	Mk VIII	7.1 GW	17.7	156

Sensor Suites

Designation	Name	Mk	Power Draw Max	Passive Range	Active Range	Scan Rate	Integrity Max
SN-1	Argus SA-1 Sensor Array	Mk I	80 MW	50000	150000	0.6	80
SN-C1	Argus SCm-1 Compact Sensor Suite	Mk I	30 MW	20000	60000	0.5	40
SN-2	Argus SA-2 Sensor Array	Mk II	96 MW	57500	172500	0.65	85
SN-3	Argus SA-3 Sensor Array	Mk III	116 MW	66125	198375	0.7	90
SN-4	Argus SA-4 Sensor Array	Mk IV	140 MW	76044	228131	0.74	95
SN-5	Argus SA-5 Sensor Array	Mk V	168 MW	87450	262351	0.79	100
SN-6	Argus SA-6 Sensor Array	Mk VI	200 MW	100568	301704	0.84	105
SN-7	Argus SA-7 Sensor Array	Mk VII	240 MW	115653	346959	0.89	110
SN-8	Argus SA-8 Sensor Array	Mk VIII	284 MW	133001	399003	0.94	115

Battery Banks

Designation	Name	Mk	Capacity	Discharge Max	Charge Max	Armoured	Integrity Max
BT-1	Ampere PC-1 Power Cell	Mk I	907200	100 MW	20 MW	Yes	120
BT-C1	Ampere PCm-1 Compact Power Cell	Mk I	226800	20 MW	10 MW	No	60
BT-2	Ampere PC-2 Power Cell	Mk II	1088640	44 MW	22 MW	Yes	128
BT-3	Ampere PC-3 Power Cell	Mk III	1306368	48 MW	24 MW	Yes	136
BT-4	Ampere PC-4 Power Cell	Mk IV	1567642	53 MW	27 MW	Yes	144
BT-5	Ampere PC-5 Power Cell	Mk V	1881170	59 MW	29 MW	Yes	152
BT-6	Ampere PC-6 Power Cell	Mk VI	2257404	64 MW	32 MW	Yes	160

Designation	Name	Mk	Capacity	Discharge Max	Charge Max	Armoured	Integrity Max
BT-7	Ampere PC-7 Power Cell	Mk VII	2708885	70 MW	35 MW	Yes	168
BT-8	Ampere PC-8 Power Cell	Mk VIII	3250662	77 MW	38 MW	Yes	176

ECM Suites

Designation	Name	Mk	Power Draw Max	Integrity Max
ECM-1	Spectra EW-1 ECM Suite	Mk I	2.8 GW	70
ECM-2	Spectra EW-2 ECM Suite	Mk II	3.1 GW	75
ECM-3	Spectra EW-3 ECM Suite	Mk III	3.4 GW	80

Subspace Transceivers

Designation	Name	Mk	Power Draw Max	Subspace Range Ly	Integrity Max
ST-1	Aether ST-1 Subspace Transceiver	Mk I	2.4 GW	15	70
ST-2	Aether ST-2 Subspace Transceiver	Mk II	2.6 GW	20	75
ST-3	Aether ST-3 Subspace Transceiver	Mk III	2.9 GW	25	80

Weapon Arrays (point-defence / arrays)

Designation	Name	Mk	Power Draw Max	Integrity Max
WA-1	Tarsus FC-1 Fire-Control Computer	Mk I	2.5 GW	100
WA-C1	Tarsus FCm-1 Compact Fire-Control	Mk I	100 MW	40
WA-2	Tarsus FC-2 Fire-Control Computer	Mk II	3.0 GW	106
WA-C2	Tarsus FCm-2 Compact Fire-Control	Mk II	160 MW	46
WA-3	Tarsus FC-3 Fire-Control Computer	Mk III	3.6 GW	112
WA-4	Tarsus FC-4 Fire-Control Computer	Mk IV	4.4 GW	118
WA-5	Tarsus FC-5 Fire-Control Computer	Mk V	5.2 GW	124
WA-6	Tarsus FC-6 Fire-Control Computer	Mk VI	6.2 GW	130
WA-7	Tarsus FC-7 Fire-Control Computer	Mk VII	7.5 GW	136
WA-8	Tarsus FC-8 Fire-Control Computer	Mk VIII	8.9 GW	142

Life Support

Designation	Name	Mk	Power Draw Max	Integrity Max
LS-1	Vitalis LS-1 Life Support	Mk I	10 MW	90
LS-2	Vitalis LS-2 Life Support	Mk II	10 MW	96
LS-3	Vitalis LS-3 Life Support	Mk III	10 MW	102

Communications

Designation	Name	Mk	Power Draw Max	Integrity Max
CM-1	Nexus CM-1 Comms Suite	Mk I	5 MW	80
CM-2	Nexus CM-2 Comms Suite	Mk II	5 MW	85
CM-3	Nexus CM-3 Comms Suite	Mk III	5 MW	90

Console Suites

Designation	Name	Mk	Power Draw Max	Integrity Max
CN-1	Nexus CN-1 Bridge Consoles	Mk I	6 MW	80
CN-2	Nexus CN-2 Bridge Consoles	Mk II	6 MW	85
CN-3	Nexus CN-3 Bridge Consoles	Mk III	6 MW	90

TEC-2 Weapons

Beam

Designation	Name	Damage	Range	Charge Time	Damage Type	Armor Piercing	Tracking
BL-1	Halcyon PL-1 Pulse Laser	34	4800	2.2	conventional	0	0.3
BM-1	Halcyon BC-1 Beam Cannon	50	6000	2.4	conventional	0	0.2
BH-1	Halcyon HL-1 Heavy Lance	68	7000	2.7	conventional	0	0.1
BM-C1	Vulcan LP-1 Light Pulse Cannon	40	4500	2	conventional	0	0.79
BL-2	Halcyon PL-2 Pulse Laser	40	5400	2.07	conventional	0	0.3

Designation	Name	Damage	Range	Charge Time	Damage Type	Armor Piercing	Tracking
BM-2	Halcyon BC-2 Beam Cannon	59	6700	2.26	conventional	0	0.2
BH-2	Halcyon HL-2 Heavy Lance	80	7800	2.54	conventional	0	0.1
BM-C2	Vulcan LP-2 Heavy Pulse Cannon	60	5000	2.6	conventional	0	0.79
BL-3	Halcyon PL-3 Pulse Laser	47	6000	1.94	conventional	0	0.3
BM-3	Halcyon BC-3 Beam Cannon	70	7500	2.12	conventional	0	0.2
BH-3	Halcyon HL-3 Heavy Lance	95	8800	2.39	conventional	0	0.1
BL-4	Halcyon PL-4 Pulse Laser	56	6700	1.83	conventional	0	0.3
BM-4	Halcyon BC-4 Beam Cannon	82	8400	1.99	conventional	0	0.2
BH-4	Halcyon HL-4 Heavy Lance	112	9800	2.24	conventional	0	0.1
BL-5	Halcyon PL-5 Pulse Laser	66	7600	1.72	conventional	0	0.3
BM-5	Halcyon BC-5 Beam Cannon	97	9400	1.87	conventional	0	0.2
BH-5	Halcyon HL-5 Heavy Lance	132	11000	2.11	conventional	0	0.1
BL-6	Halcyon PL-6 Pulse Laser	78	8500	1.61	conventional	0	0.3
BM-6	Halcyon BC-6 Beam Cannon	114	10600	1.76	conventional	0	0.2
BH-6	Halcyon HL-6 Heavy Lance	156	12300	1.98	conventional	0	0.1
BL-7	Halcyon PL-7 Pulse Laser	92	9500	1.5	conventional	0	0.3
BM-7	Halcyon BC-7 Beam Cannon	134	11900	1.65	conventional	0	0.2
BH-7	Halcyon HL-7 Heavy Lance	184	13800	1.85	conventional	0	0.1
BL-8	Halcyon PL-8 Pulse Laser	109	10600	1.39	conventional	0	0.3

Designation	Name	Damage	Range	Charge Time	Damage Type	Armor Piercing	Tracking
BM-8	Halcyon BC-8 Beam Cannon	158	13300	1.54	conventional	0	0.2
BH-8	Halcyon HL-8 Heavy Lance	217	15400	1.72	conventional	0	0.1

Missile

Designation	Name	Damage	Range	Charge Time	Damage Type	Armor Piercing	Tracking
MT-1	Halcyon ML-1 Missile Launcher		30000				
MT-C1	Hornet RP-1 Rocket Pod		18000				
MT-2	Halcyon ML-2 Missile Launcher		30000				
MT-3	Halcyon ML-3 Missile Launcher		30000				

Point Defence

Designation	Name	Damage	Range	Charge Time	Damage Type	Armor Piercing	Tracking
PD-1	Halcyon PD-1 Point-Defence		3200				0.6
PD-C1	Halcyon PDm-1 Compact Point-Defence		2800				0.6
PD-2	Halcyon PD-2 Point-Defence		3600				0.6
PD-3	Halcyon PD-3 Point-Defence		4000				0.6

TEC-3 Consumables & Ordnance

Conventional Missiles & Torpedoes

Designation	Name	Warhead	Speed	Tracking	Endurance	Type	AP
MSL-S	Ares SRM-1 Strike Missile	120	1500	25	30	conventional	0
MSL-H	Ares HVM-1 Heavy Missile	280	900	14	35	conventional	0

Designation	Name	Warhead	Speed	Tracking	Endurance	Type	AP
MSL-W	Vespa SWM-1 Swarmer	55	2600	45	20	conventional	0
MSL-C	Vespa CLM-1 Cluster Munition	38	2400	52	16	conventional	0
MSL-T	Vulcan PLT-1 Plasma Torpedo	420	700	10	40	conventional	0.2
MSL-G	Vulcan SGT-1 Siege Torpedo	640	560	8	46	conventional	0.45
MSL-AP	Ares APL-1 Lance Penetrator	160	1400	22	30	conventional	0.6
MSL-LR	Ares LRM-1 Longbow	200	1800	20	56	conventional	0.7
MSL-E	Ion DSR-1 Disruptor	40	1600	28	28	emp	0

Nuclear Ordnance

Four warhead types of escalating yield, launched from dedicated tubes under a multi-station launch authorisation. Each detonates with an area blast and a sensor-blinding electromagnetic pulse; all are carried safed until armed and authorised. Listed by ascending yield.

Designation	Name	Yield	Speed
MSL-N1	Titan TN-1 Stiletto	5 kT	2200
MSL-N2	Titan HVN-2 Hammer	50 kT	2100
MSL-N3	Titan HVN-3 Hammerhead	1.0 MT	1900
MSL-N4	Titan HVN-4 Skybreaker	5.0 MT	1700

Countermeasures

Designation	Name	Against	Break Chance	Radius Km	Cooldown	Desc
CM-C	Chaff Cloud	missile	0.7	5000	4	Bursts a radar-reflective cloud. Inbound missiles homing on us within the cloud roll to lose their lock and fly ballistic.
CM-D	ECM Decoy	lock		7000	7	Launches an active decoy. Knocks down hostile weapon locks on us and can spoof inbound missiles into flying ballistic.

Fuels

Designation	Name	Units	Note
FUEL-AM	Antimatter	g	High-density antimatter for the main reactor.
FUEL-D	Deuterium	kg	Fusion fuel for the aux reactors.

Designation	Name	Units	Note
FUEL-T	Tritium	kg	Premium fusion fuel — higher yield aux burn.

TEC-4 Hull-Code Reference

Type letters and the guided-missile modifier:

Code	Meaning
C	Cruiser / Carrier line (large combatant)
V	Aviation — fixed-wing carrier
B	Battleship / battle line (heaviest gun combatant)
D	Destroyer (escort / line)
F	Frigate (escort, lighter than a destroyer)
P	Patrol (small combatant)
L	Amphibious / landing (assault, marines, boarding)
A	Auxiliary (support / non-combatant)
G	MODIFIER — Guided missile (e.g. DD -> DDG, FF -> FFG, C -> CG)
T-	PREFIX — Civilian / contractor-crewed auxiliary (e.g. T-AK)

Combatant classes:

Code	Class	Description
CV	Fleet Carrier	Fleet carrier; strike-craft platform and flagship. Largest combatant.
BB	Battleship	Battle-line combatant built around the heaviest direct-fire batteries and armour.
BC	Battlecruiser	Battleship-grade guns on a faster, lighter-armoured hull.
CG	Guided-Missile Cruiser	Large multi-role combatant; heavy missile and beam batteries, command capable.
CA	Heavy Cruiser	Heavy gun cruiser; long-range line combatant.
CL	Light Cruiser	Lighter, faster cruiser; screening and independent patrol.
DDG	Guided-Missile Destroyer	Destroyer with a designed guided-missile system; backbone line escort.
DD	Destroyer	Fast gun escort and screen combatant.
FFG	Guided-Missile Frigate	Frigate with a designed missile system; workhorse escort.
FF	Frigate	Light escort warship, smaller than a destroyer.
PC	Patrol Corvette	Small patrol combatant; the lightest crewed warship.

Code	Class	Description
PG	Gunboat	Small, heavily-gunned short-range patrol craft.
LHD	Assault Carrier (multipurpose)	Amphibious assault ship; carries marines/boarding craft, some strike capacity.
LHA	Assault Carrier (general)	General-purpose amphibious assault ship.

TEC-5 Ship Data Sheets

All registered Navy and auxiliary classes, by service. Dimensions are nominal (class scale). Crew is a nominal complement. *Carrier* = fitted with a strike-craft hangar (Flight Operations, STA 45).

Belt Coalition

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
FF	Frigate	Warden	Convoy Guard	145 × 28 × 26	128	14	—	2× Beam Cannon (fwd), 1× Aft Pulse Laser, 1× Missile Tube, Point Defence
PG	Gunboat	Prospector	Patrol Gunboat	115 × 24 × 22	150	13	—	2× Pulse Laser (fwd), Point Defence

Earth Federation

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
AS	Tender	Bastion	Fleet Tender	260 × 60 × 55	100	20	—	2× Beam Cannon (fwd), Aft Pulse Laser, 2× Point Defence
BB	Battleship	Sovereign	Battle Line Flagship	700 × 120 × 105	95	42	—	4× Heavy Lance + 4× Beam Cannon (fwd), port/stbd Beam Cannon broadsides, 2× Aft Pulse Laser, 6× Missile Tubes, 6× Point Defence
CG	Cruiser	Aegis	Fleet Cruiser	380 × 64 × 56	112	26	—	2× Heavy Lance + 2× Beam Cannon (fwd), port/stbd Beam Cannon broadside, Aft Pulse Laser, 4× Missile Tubes, 3× Point Defence

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
CV	Carrier	Ascendant	Fleet Carrier	600 × 110 × 90	96	38	Yes	8× Point Defence belt, 2× Beam Cannon (fwd), port/stbd Beam, 2× Missile Tube — fights through its wing
DDG	Destroyer	Vanguard	Line Combatant	220 × 38 × 34	130	18	—	1× Heavy Lance + 2× Beam Cannon (fwd), 1× Aft Pulse Laser, 2× Missile Tubes, 2× Point Defence
FFG	Frigate	Sentinel	Escort	145 × 28 × 26	155	14	—	2× Beam Cannon (fwd), 1× Aft Pulse Laser, 1× Missile Tube, Point Defence
PC	Corvette	Darkhelm	Patrol	90 × 18 × 16	200	11	—	—

Free Traders

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
PC	Armed Clipper	Outrider	Convoy Escort	95 × 20 × 18	178	12	—	2× Pulse Laser (fwd), Point Defence.
T-AK	Bulk Freighter	Caravan	Cargo Hauler	320 × 80 × 75	92	23	—	Point Defence only — unarmed merchantman.
T-AO	Oiler	Cistern	Fleet Tanker	340 × 90 × 80	84	24	—	Point Defence only — unarmed fleet tanker.

Helios Combine

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
AC	Armed Clipper	Argosy	Security Hauler	95 × 20 × 18	108	12	—	2x Beam Cannon (concealed), 1x Missile Tube, 3x Point Defence
BB	Battleship	Bulwark	Capital Asset	700 × 120 × 105	96	42	—	3x Heavy Lance + 4x Beam Cannon (fwd), port/stbd Beam broadside, 2x Aft Pulse Laser, 5x Missile Tubes, 5x Point Defence

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
CA	Cruiser	Magnate	Fleet Cruiser	380 × 64 × 56	118	26	—	2x Heavy Lance + 4x Beam Cannon (fwd), Aft Pulse Laser, 4x Missile Tubes, 3x Point Defence
CC	Corvette	Sentinel	Security Patrol	90 × 18 × 16	175	11	—	2x Beam Cannon (fwd), Aft Pulse Laser, 1x Missile Tube, Point Defence
CV	Carrier	Corona	Fleet Carrier	600 × 110 × 90	96	38	Yes	8× Point Defence belt, 2× Beam Cannon (fwd), port/stbd Beam, 2× Missile Tube — fights through its wing
DD	Destroyer	Enforcer	Security Destroyer	220 × 38 × 34	148	18	—	3x Beam Cannon (fwd), Aft Pulse Laser, 2x Missile Tubes, 2x Point Defence

Independent

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
FF	Frigate	Freelancer	Mercenary	145 × 28 × 26	150	14	—	2× Beam Cannon (fwd), 1× Aft Pulse Laser, 1× Missile Tube, Point Defence
PC	Corvette	Vagrant	Scout / Courier	90 × 18 × 16	182	11	—	1× Pulse Laser (fwd), Point Defence

Mars Republic

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
BC	Battlecruiser	Conqueror	Capital Striker	520 × 78 × 70	120	33	—	4× Heavy Lance + 2× Beam Cannon (fwd), port/stbd Beam Cannon broadside, Aft Pulse Laser, 4× Missile Tubes, 4× Point Defence
CA	Cruiser	Warlord	Heavy Cruiser	380 × 64 × 56	124	26	—	4× Heavy Lance + 2× Beam Cannon (fwd), port/stbd Beam Cannon broadside, Aft Pulse

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
								Laser, 2× Missile Tubes, 3× Point Defence
CV	Carrier	Olympus	Fleet Carrier	600 × 110 × 90	96	38	Yes	8× Point Defence belt, 2× Beam Cannon (fwd), port/stbd Beam, 2× Missile Tube — fights through its wing
DDG	Destroyer	Basilisk	Strike Destroyer	220 × 38 × 34	148	18	—	2× Heavy Lance (fwd), 2× Beam Cannon (fwd), 1× Aft Pulse Laser, 2× Missile Tubes, Point Defence
FFG	Frigate	Talon	Fast Attack	145 × 28 × 26	168	14	—	2× Beam Cannon (fwd), 1× Aft Pulse Laser, 1× Missile Tube, Point Defence

Outer Colonies Coalition

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
CA	Cruiser	Bastion	Coalition Flagship	380 × 64 × 56	108	26	—	2x Heavy Beam + 4x Beam Cannon (fwd), Aft Pulse Laser, 3x Missile Tubes, 3x Point Defence
CC	Corvette	Ranger	Militia Patrol	90 × 18 × 16	158	11	—	2x Beam Cannon (fwd), Aft Pulse Laser, 1x Missile Tube, 2x Point Defence
DD	Destroyer	Homestead	Line Defender	220 × 38 × 34	124	18	—	3x Beam Cannon (fwd), Aft Pulse Laser, 2x Missile Tubes, 2x Point Defence
FF	Frigate	Pioneer	Frontier Escort	145 × 28 × 26	140	14	—	1x Heavy Beam + 2x Beam Cannon (fwd), Aft Pulse Laser, 1x Missile Tube, 2x Point Defence
T- AK	Bulk Freighter	Mule	Armed Hauler	320 × 80 × 75	90	23	—	2x Beam Cannon, Aft Pulse Laser, 2x Missile Tubes, 3x Point Defence

Pirates

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
FF	Frigate	Marauder	Raider	145 × 28 × 26	140	14	—	2× Pulse Beam (fwd), 1× Aft Beam, 1× Missile Tube, Point Defence
PC	Patrol Corvette	Cutter	Interceptor	82 × 16 × 14	175	11	—	2× Pulse Beam (fwd), Point Defence
PG	Gunboat	Gunship	Missile Boat	115 × 24 × 22	125	13	—	2× Missile Tube, 1× Pulse Beam, Point Defence

Raider Clan

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
CA	Cruiser	Dreadnought	Raider Flagship	380 × 64 × 56	116	26	—	3× Heavy Lance + 3× Beam Cannon (fwd), port/stbd Pulse Laser broadside, 3× Missile Tubes, 3× Point Defence
DD	Destroyer	Raider Destroyer	Line Combatant	220 × 38 × 34	110	18	—	2× Heavy Beam (fwd), 1× Aft Beam, 2× Missile Tube, 2× Point Defence
FF	Frigate	Raider Corsair	Assault	145 × 28 × 26	135	14	—	3× Heavy Beam, 1× Missile Tube, Point Defence

Solar Dominion

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
BB	Battleship	Dominus	Battle Line Flagship	700 × 120 × 105	94	42	—	4x Heavy Lance + 4x Beam Cannon (fwd), port/stbd Beam broadside, 2x Aft Pulse Laser, 4x Missile Tubes, 6x Point Defence
BH	Heavy Battleship	Inquisitor	Dominion Heavy Battleship	820 × 135 × 118	82	48	—	6x Heavy Lance + 6x Beam Cannon (fwd), port/stbd Beam broadside, 2x Aft Pulse Laser, 6x Missile Tubes, 8x Point Defence

Hull	Class	Name	Role	L×B×H (m)	Max Spd (km/s)	Crew	Carrier	Armament
CA	Cruiser	Tribune	Battle Cruiser	380 × 64 × 56	112	26	—	3x Heavy Lance + 2x Beam Cannon (fwd), port/stbd Beam broadside, Aft Pulse Laser, 3x Missile Tubes, 3x Point Defence
CV	Carrier	Aquila	Fleet Carrier	600 × 110 × 90	96	38	Yes	8× Point Defence belt, 2× Beam Cannon (fwd), port/stbd Beam, 2× Missile Tube — fights through its wing
DD	Destroyer	Praetor	Strike Destroyer	220 × 38 × 34	126	18	—	2x Heavy Lance + 2x Beam Cannon (fwd), port/stbd Beam, Aft Pulse Laser, 2x Missile Tubes, 2x Point Defence
FF	Frigate	Lictor	Line Picket	145 × 28 × 26	150	14	—	2x Heavy Beam + 2x Beam Cannon (fwd), Aft Pulse Laser, 1x Missile Tube, 2x Point Defence