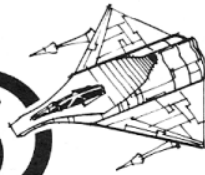


Observer's Directory & Identification Manual

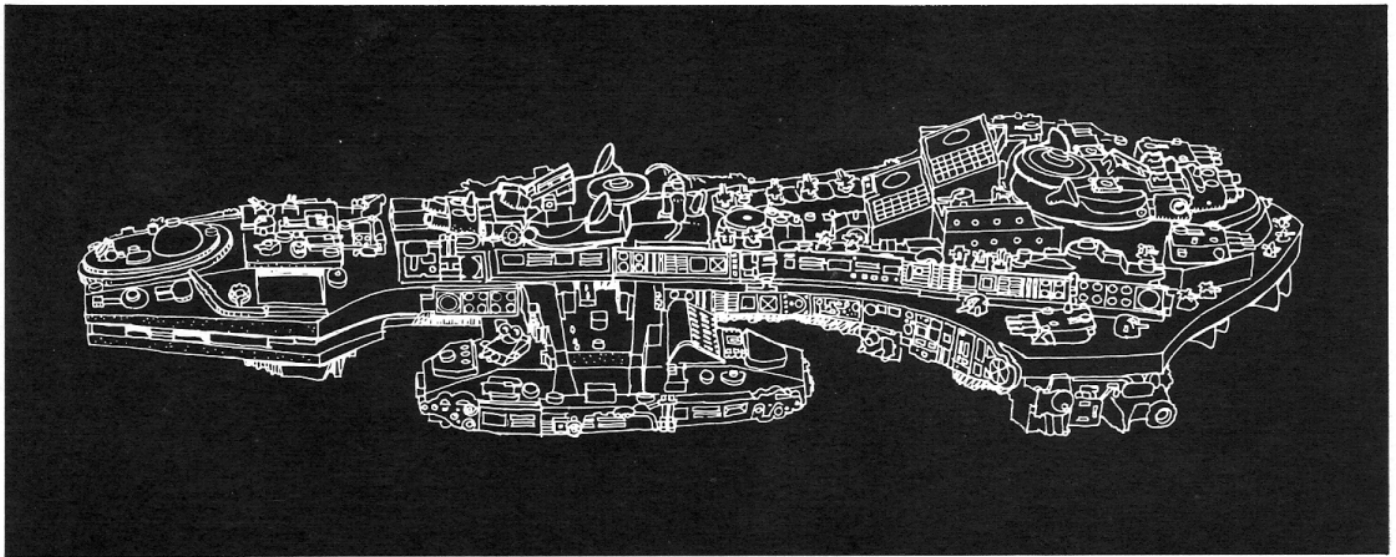
STARSHIPS



Section 1



OP-10-SS (1080)
R8/OGI 79
Serial No. 91053



RESTRICTED

Office of Galactic Intelligence — Identification & Characteristics Section

RESTRICTED

Power units & factors for Superior Models newest starships

Order No.	Type Ship	Class	No. in Class	Power Units	Off. Def. Fac.	Att. Def. Fac.	CIDS Factor	Attack Craft	Speed	Particle Weapons	Factor	Reloads
TS-08	SS	MORNING STAR	90	4	5	30% (9)	—	1	2	8	2	8
TS-09	SS	STAR FORTRESS	—	38	*3	—	24% (4)	0	3	8	3	8
TS-10	SDL	SAMURAI	—	—	—	—	—	—	—	—	—	—
ES-27	SS	WEB	REFER TO STARWARS RULEBOOK #2									
ES-28	GB	ROACH	56	4	—	28% (6)	—	0	1	2	2	6
ES-29	SS	MANDIBLE	80	3	4	20% (8)	—	—	1	2	2	6
AS-47	GAC	VULTURE	130	7	—	54% (13)	36	—	—	2	2	8
AS-48	SDL	SCREECH OWL	36	2	4	22% (4)	—	—	1	3	3	9
AS-49	SS	EGG	85	4	5	28% (9)	—	—	1	2	2	6
WS-68	SDL	TIGERSHARK	30	2	4	20% (3)	0	—	1	2	2	6
WS-69	SS	WAVE	80	3	5	25% (8)	—	—	—	—	—	—
CS-87	GD	HELLCAT	225	9	13	60% (23)	4	—	—	6	6	16
CS-88	GB	TOMCAT	110	7	—	40% (11)	0	—	—	6	6	12
CS-89	SDL	PUMA	38	3	3	25% (4)	—	—	—	4	4	12
CS-90	SS	RAT	83	2	4	20% (8)	—	—	1	4	4	12

* ALL VALUES LISTED REFLECT NEW TECHNICAL INFORMATION

FIRING TABLE ATTACKERS' SPEED

DEFENDERS' SPEED	1	2	3	4	5
1	56	52	48	44	40
2	51	47	43	39	35
3	46	42	38	34	30
4	41	37	33	29	25
5	36	32	28	24	20

AT 1/2 RANGE FOR ALL LASER AND PARTICLE WEAPONS SUBTRACT 10 FROM YOUR DIE ROLL

POSSESSION OF THIS MANUAL GIVES THE PLAYER OF SUPERIOR MODELS "STARFLEET WARS" THE RIGHT TO ADD 5% TO ALL OF THAT PLAYERS DIE ROLLS. THIS REFLECTS AN INCREASED PROBABILITY OF ACHIEVING HITS AT CLOSE RANGE. PLAYERS NOT USING THIS MANUAL MUST USE THE NORMAL FIRING TABLE ENCLOSED IN THE GAME "STARFLEET WARS".

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Intergalactic Starships

- 1) The OGI 79 series has undergone continuous changes as a result of current wartime conditions. Although ship types may not have changed drastically through the past few decades, their reconstruction and upgraded sensor and armament components warranted this new recognition manual. As new data becomes available, supplemental pages will be issued to keep the manual up to date.
- 2) Previous recognition manuals contained coverage of ground effect vehicles as well as the galaxies' major starships. These are now covered in a separate publication because of the tremendous numbers of new vehicles that all Five Powers have introduced.

- 3) OGI 79 has prepared from the best available information. It is based upon published material and reconnaissance photographs. It is expected that future revisions will be based on additional photographs, audio-collected material and combat experience.
- 4) The OGI 79 Series is issued as RESTRICTED. As with all recognition manuals, this one has been made available to all combat computers under the IFF heading. Responsible officers may feel free to exercise such latitude and discretion as to ensure a familiarity on the part of our officers and enlisted men with the combat units of the other star powers.

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INDEX OF ABBREVIATIONS

GD Galactic Dreadnought
GAC Galactic Attack Carrier
GB Galactic Battlecruiser
SC Stellar Cruiser
SD Stellar Destroyer
SD Stellar Destroyer Leader
SGD Super Galactic Dreadnought
GTP Galactic Transport
SS Space Station
SF Star Fighter Attack Craft
CAPTAC Captive Towed Tactical Missile
SAPS Star Armored Pursuit Ship

In reply refer to
initials and no.
OP-10-SS (1079)
R8-1/OGI 79/80
Serial #91053
RESTRICTED

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TERRANS

Much of Old Earth's technology was interrupted and destroyed by the last World War in 1987. While this period remains shrouded in mystery due to the loss of many records, enough data has survived to be able to trace mankind's development through the post-atomic era. The war started among several minor countries in what is now the Mediterranean Cultural and Recreational Center, spread to Africa and Asia and eventually drew the empires of North America, Eurasia, and the European continent into conventional warfare. It remains unclear as to who fired the first thermonuclear missile; but what is clear, is that few people survived its effects.

Our short rebuilding period was due largely to help from the Avarian culture. Most of Earth was now uninhabitable due to radiation levels left over from the 20th Century as well as the residue of the Entomalian massacre. For twenty years we labored to build a new Earth but our most important population centers and manufacturing sites had to be located on Luna and Mars. At the same time our first primitive intergalactic battlefleet was constructed on the nearly weightless environs of Luna.

AVARIANS

Their small, dusty planets have a gravity of 0.89 compared to Earth's 1.0. This varies of course, but the home planets closely follow this formula. Vegetation is plentiful with many farms to develop the tremendous amounts of protein the Avarian's diet and metabolism require. Much of the planet's surface is cultivated with fast growing grains that must be continuously irrigated because of the lack of surface water. This lack of water on the planet's surface or in shallow underground reservoirs ruins our long held evolutionary theory that life must evolve in a water environment. Even the Avarians are unable to explain with any scientific certainty how their ancestors survived the rigors of their planets.

Cities are usually built high and are spaced far apart to allow the maximum land area to be devoted to agriculture and protein farms. The architecture is simple in detail but complicated in design and form. Thin spires rising hundreds of meters into the atmosphere support their graceful cities as the legs support the

weaving body of a spider. The flow and sweep of their building lines have few flat panels to mar the sculptured effect of these trade centers.

The Avarians are somewhat shorter than we are with a light, hollow bone structure. Internal organs are similar to ours with the exceptions of a duplicate liver, minor heart system and an organ of unknown function placed anteriorly to the pancreas. Their fast metabolism gives them only a marginally reduced lifespan compared to ours because their advanced medical technology has been able to compensate for the rapid degeneration typical of a species with a high metabolic rate.

ENTOMALIANS

Entomalian lifestyles are the most structured in the galaxy. Three classes of individuals exist on their jungle planets. The Office of Galactic Intelligence (OGI) has classified 76% of the population as workers, 3% as the ruling or managerial class (code named drones) and the remaining 21% are performing military duties. Their society is strongly influenced by the military; a continuous state of war with someone is their way of life. Living quarters and 40% of the manufacturing sites are buried deep underground. The principal energy processing centers are located on the surface, along with extensive agricultural sites. All large animals (principally mammalian!) have been ruthlessly exterminated.

The Entomalian chitinous exoskeleton serves as body armor but is not as protective as our armored infantry's form-fitted plate. Their internal organs are bathed in a green mucoprotein solution that oxygenates the body's cells. Oxygen transfer takes place through pores in the thorax making them susceptible to suffocation when operating in a smoky, gaseous or liquid atmosphere. With four arms to bear weapons, plus their large numbers of soldiers, a fusillade of concentrated firepower can be directed against any target. They tend to be a little slower afoot than we, but utilization of underground trams in their tunnel complexes has caught our troops by surprise on more than one occasion.

CARNIVORES

The Carnivores have been very adaptive to temperature and clim-

ate extremes but their original home planets were largely desert and rock, ensuring that only the toughest individuals would survive. The Carnivores range in height from 1 meter to 2.3 meters with the average individual closer to 2.1 m tall. They suffer from being muscle bound, very strong but not very agile. They have tremendous staying time in extended battle, usually they are capable of effective action twice as our troops.

The combat troops are all seasoned veterans because of constant bickering between city states. Armor is not used but each individual is helmeted, not to provide protection, but to give the commanding officers better tactical control on the battlefield. Principal weapons are the stun pistol and energy axe. Only the heavy assault troops are equipped with laser rifles and mortars. Close combat is the order of the day with individuals keen to engage where their teeth and claws can be used to advantage.

AQUARIANS

The Aquarians live in a watery environment along the equatorial regions of their planets. All major cities, manufacturing plants, and defense sites are situated in at least 70 meters of water. This naturally defensive environment nullifies our ground and atmospheric forces, making it impossible to capture any major sites on their planets. We can bomb these sites but shattered machinery precludes economic exploitation of any victory.

The cities are massive domed structures, the domes being field generated screens similar to those on our starships. When it becomes necessary to enlarge a city, additional power is connected to the generators expanding the dome shielding. Power is derived from geothermal energy with nuclear plants and solar collectors providing auxiliary and back-up power supplies. The domes are 30 meters tall

Pècis

with most of the cities structures extending deep beneath the sea floor. Aquabots do 98% of the servicing and maintenance for these structures and their attendant machinery, freeing the organic population for other duties.

The physical structure of the Aquarians is quite different from our own. They are capable of extracting oxygen from seawater as well as breathing in the atmosphere. In fact, their breathing organs allow them to filter hazardous gases in any environment that might disable them. Their metabolism is much slower than ours making their lifespan considerably longer than any of the other powers. This slow metabolic rate does not hamper their battle speed but does preclude any operational effectiveness in colder environments.

Combat troops are well trained and may be armed with a variety of weapons including laser pistols, beam daggers or swords, particle beam rifles and tactical mortars. Armor is not widely employed. If fitted, it consists solely of a breastplate. Like the Carnivores the Aquarians enjoy close combat using their powerful claws and muscular tail as additional weapons.

Their government is highly centralized. One family has held rule over the Alliance for fourteen generations. This established monarchy has achieved a great deal for its citizens securing their undying devotions. Each city has a ruling body that is responsible to the crown city on the crown planet. While these councils are elected by the people they may be overruled at any time by the monarchy, effectively depriving the citizens of any real voice in their own destiny.

Biological Unit



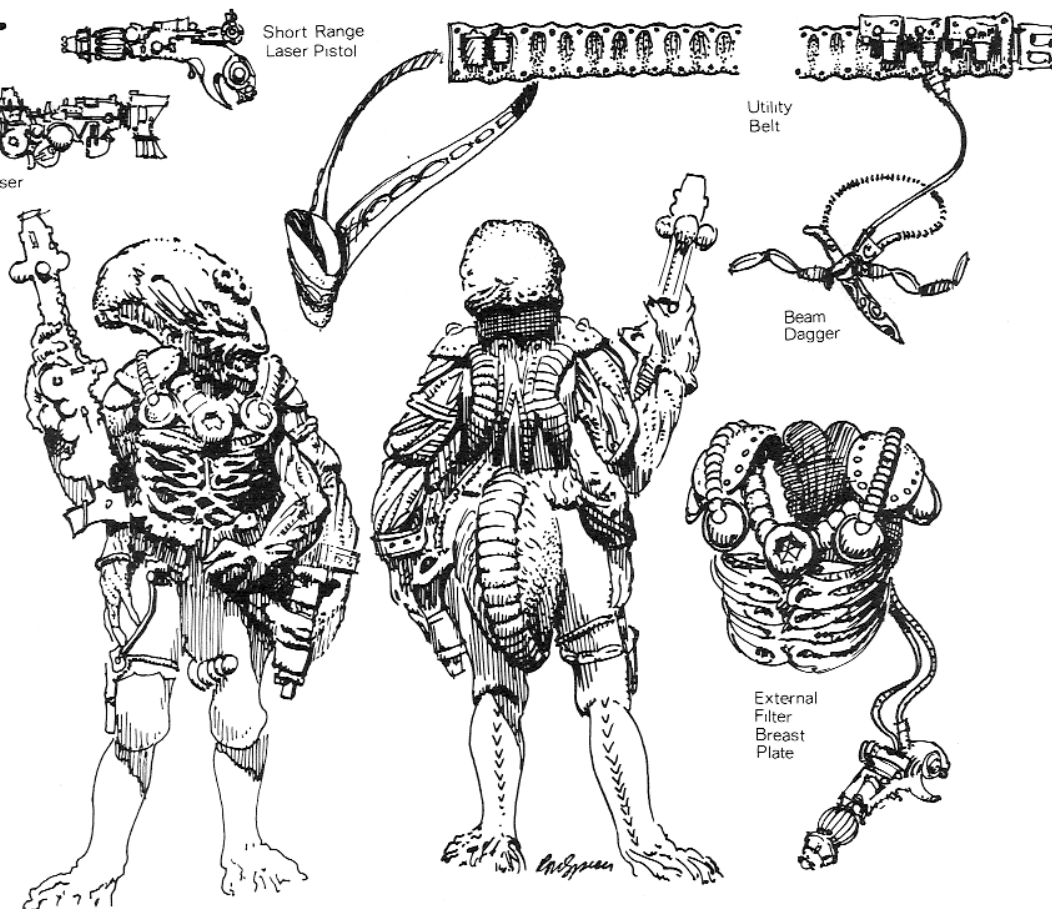
Entomalian Empire VENNOS High Clan Warrior

High Clan Warrior Vennos is the Entomalian leading tactician as well as its most sadistic conquerer. His legend has grown with each star system that he has captured. Entire populations have been systematically annihilated, not just to make room for the Entomalian hordes but for their more important agricultural sites. Without additional food centers the Entomalian cannot support their far flung empire and teeming population.

Vennos is depicted in the full battle dress of an Entomalian warrior. His outfit of weapons include a heavy laser rifle, a short range laser pistol hung on his left hip, and a beam dagger on his right lower thigh. More insidious than these is his 80cm stinger that causes instant paralysis. With this natural weapon and four arms to bear an assortment of manufactured weapons, it is inadvisable to try close combat with any Entomalian warrior.

Additional power packs for his weapons are hung on his utility belt. A radio transmitter and receiver is implanted in the top of the head in the shape of the Entomalian power symbol. Every Bug has this device implanted at birth, giving them instantaneous communication with each other. The chest is covered with external filters allowing the Bugs to breathe in adverse atmospheres. As with all insects oxygen transfer takes place through pores in the thorax making them susceptible to suffocation in liquid or toxic gas atmospheres.

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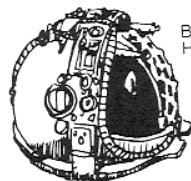
Terran Federation D. SMITH Star Pilot

D. Smith — a name ranked with Alexander and Julius Caesar. He was the Chosen by the Old Ones, destined to defeat all of Terrans natural and supernatural enemies in the Fourth Interstellar Conflict. Orphaned at the age of nine when Vennos overran the planet Empass, he spent the next eight years under the tutelage of Karsti the Sorceress. At 17 he joined the Academy, graduating in only two years, and was commissioned as a fighter pilot.

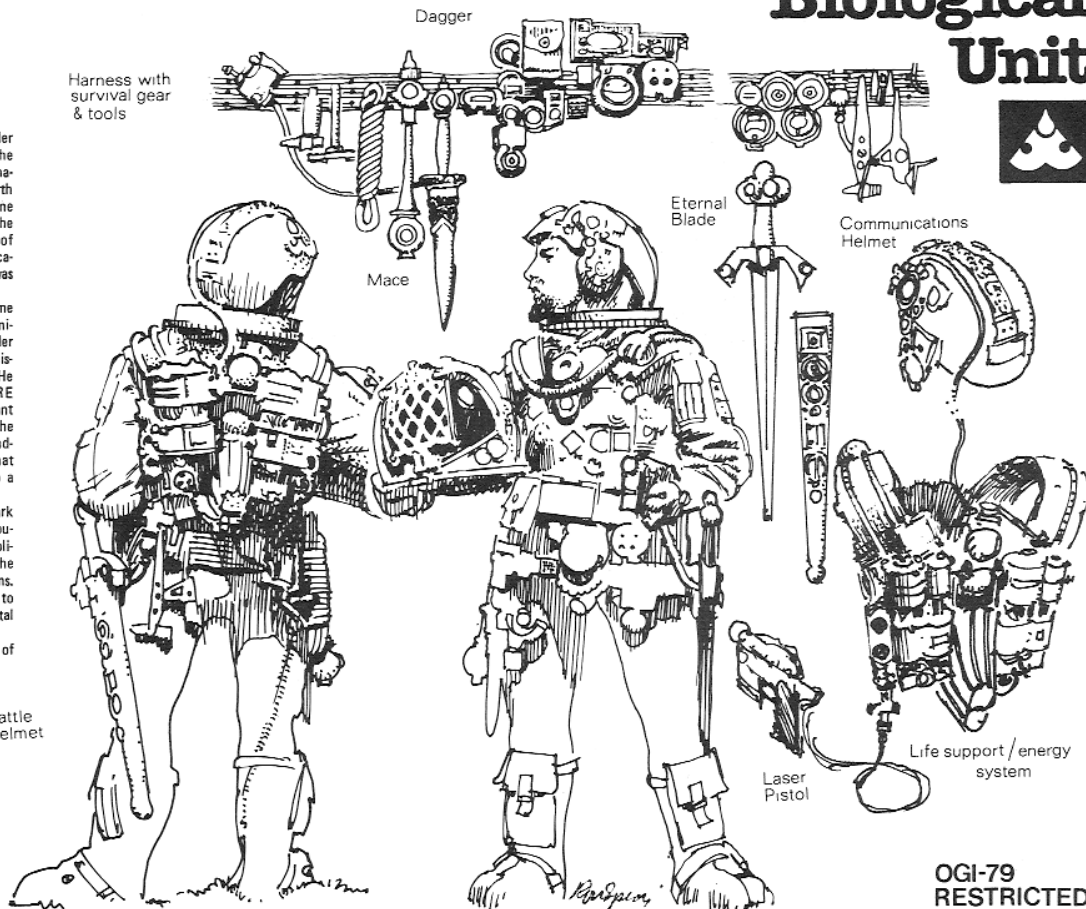
Smith quickly climbed the ranks and became known for his daring exploits against the Carnivores and Entomalian. He was the commander of 13 Squadron when REVENGE was commissioned and immediately sent into action. He later became the captain of the GUERRIERE (VICTORY Class SGD) in the Alpha Quadrant fighting the Entomalian. It was here that he gained immortality by defeating Vennos in hand-to-hand combat. Smith was the driving force that exposed the traitors in the Senate leading to a purge of the entire government.

His final victory was that against the dark forces that had controlled the galaxy for thousands of years. With the help of Karsti he obliterated the Black Castle of Weltisell, breaking the spells that had bound the entire galaxy for eons. This victory gave the command of the galaxy to D. Smith, the first Star Lord, a mere mortal who was Destined.

Smith is depicted in the combat fatigues of a Terran star pilot.



Battle Helmet



Biological Unit



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Biological Unit



CARNIVORE EMPIRE

SCARR

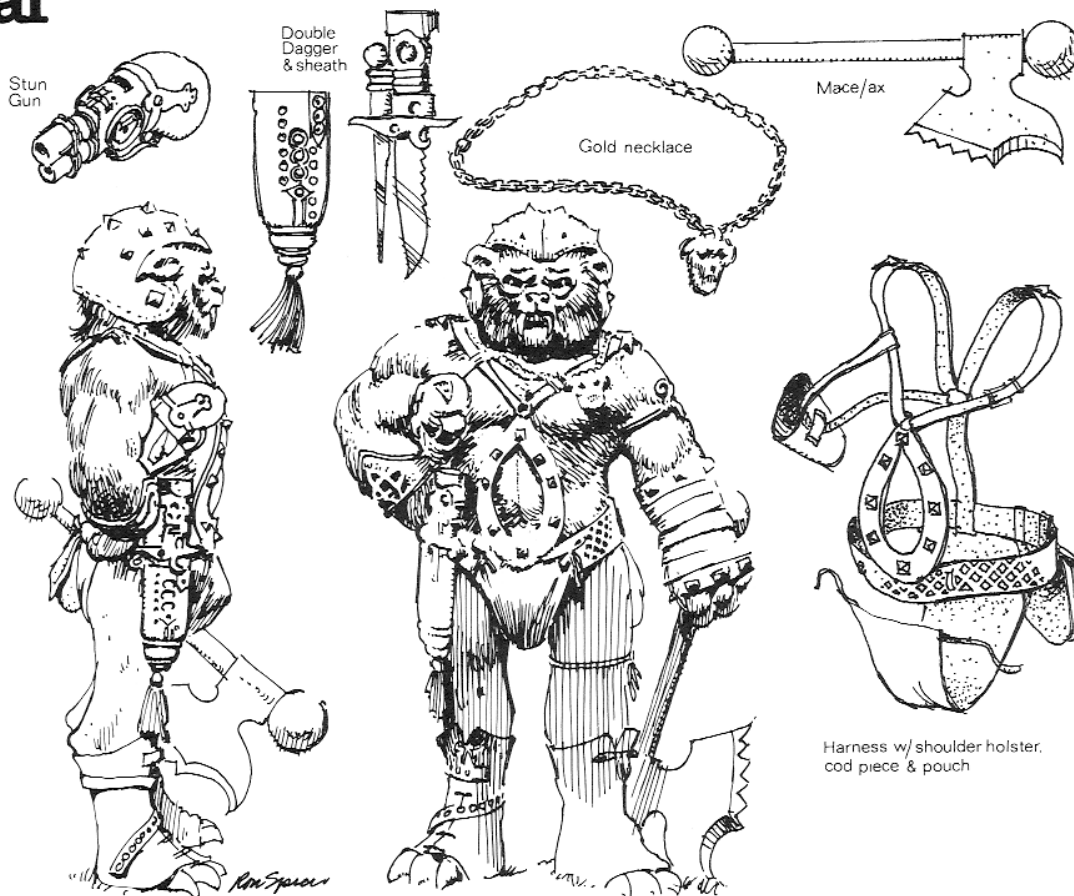
CAPTAIN GENERAL
OF GROUND FORCES

Upon seeing Scarr, one can get a good idea of the environment in which he functions. His body expresses the fierce strength necessary to survive on the desolate planet of his origin — a planet of high ore and energy resource content but of little known vegetation making reports of cannibalism a strong probability.

His weapons — the stun gun and heavy mace/ax — are both designed for close-in fighting and he has been known to all but discard these in the heat of battle and use his canines and claws.

His uniform is almost primitive in its simplicity consisting only of metal studded leather helmet and chest harness, leather waist belt and cloth cod-piece. Cloth leg hose in various colors is popular. Boots with wrap-around straps are leather.

He wears an articulated metal gauntlet, gold necklace and shoulder stars plus other decorative jewelry.



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Biological Unit



Avarian United Worlds

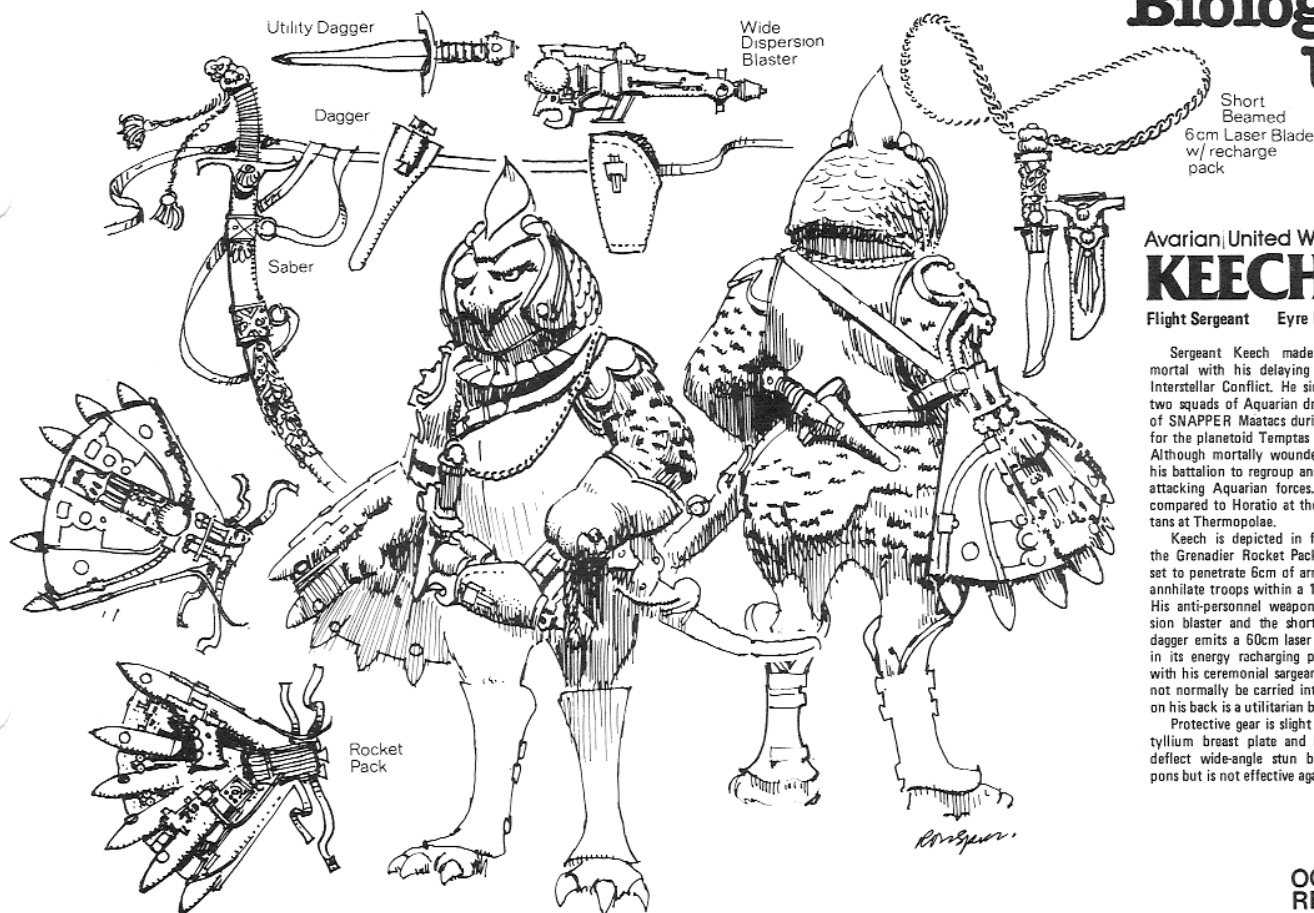
KEECH

Flight Sergeant Eyre Division Grenadiers

Sergeant Kech made the Grenadiers immortal with his delaying action in the Third Interstellar Conflict. He singlehandedly held off two squads of Aquarian dragoons and a platoon of SNAPPER Maates during the savage fighting for the planetoid Temptas in the sixth quadrille. Although mortally wounded he gained time for his battalion to regroup and destroy the counter-attacking Aquarian forces. His action has been compared to Horatio at the Bridge and the Spartans at Thermoplae.

Kech is depicted in full uniform including the Grenadier Rocket Pack. The missiles can be set to penetrate 6cm of armor at 2000 meters or annihilate troops within a 100 meter blast radius. His anti-personnel weapons are his wide-dispersion blaster and the short-beamed dagger. The dagger emits a 60cm laser blade and is sheathed in its energy recharging pack. Kech is shown with his ceremonial sergeants saber which would not normally be carried into combat. The dagger on his back is a utilitarian blade used for eating.

Protective gear is slight consisting of a Thwar-tyllium breast plate and leg grooves. This will deflect wide-angle stun beams and blade weapons but is not effective against direct laser hits.



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Biological Unit



Aquarian Alliance

TORC

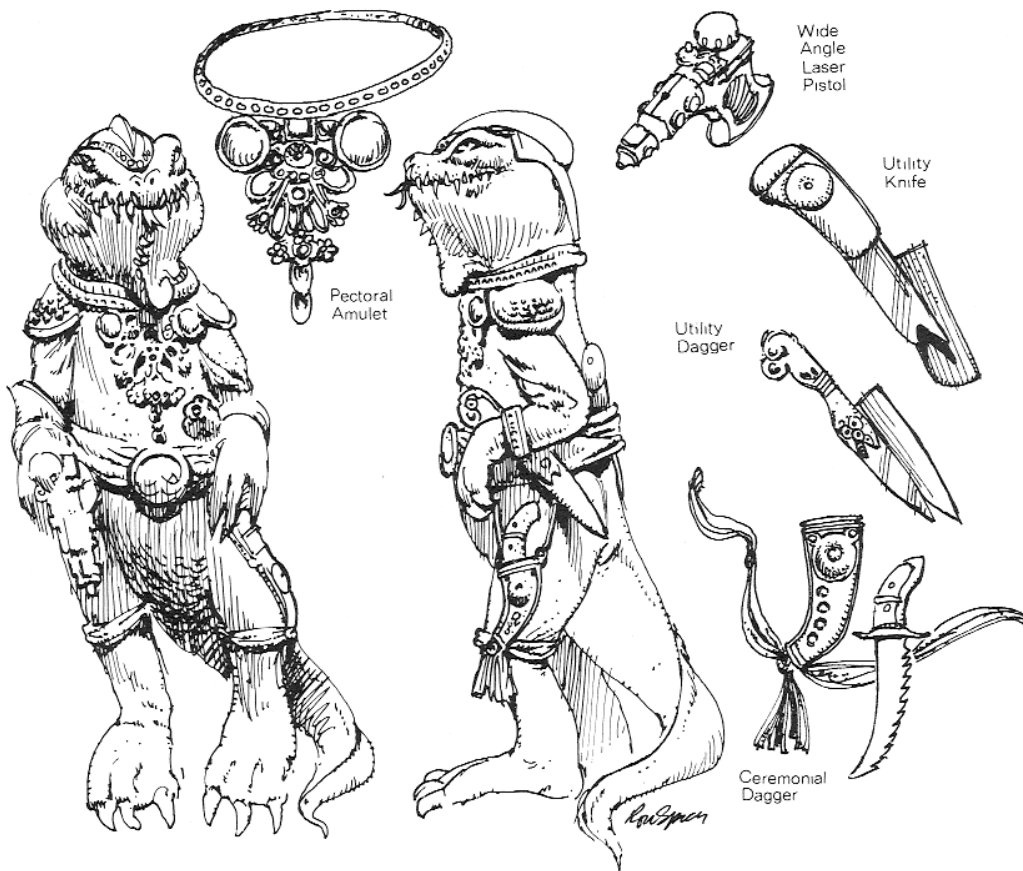
GROUND DEFENSE CHIEF

Third of the five empires, Torc is only one of many species of aquarian and the least adaptable to fighting outside its planet environment, but a fierce defender of the home soil.

He possesses a lumbering mobility that is as difficult to stop as it is to start but he has the lightning reflexes of a snake.

His red eyes shine from his massive head. His skin color varies from lime green to dark forest green. The teeth, claws and the spikes of his chin sac are ivory. He wears a brown leather helmet and chain mail shoulder protection along with a red leather glove. The silk waist sash holds two daggers and a buckle showing the aquarian crest. A ceremonial dagger hangs along the left leg and is fastened at the knee with gold cord. Gold cord also circles the right knee. His rank is shown by the pectoral amulet set with jewels.

His weapon, the wide angle laser pistol, is used strictly for defense.



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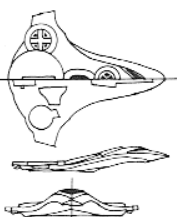
Weight: 31,700 kg
Dimensions: 20.9 x 19.3 x 3.6
Speed: 0.75 Light
Crew: 2
Protection: Short range plasma screens and light Imperium around the engine compartment.
Armament: Three swivel-mount forward lasercannon. The circular mount aft carries the sensor and guidance gear for radon bombs which are mounted on under-wing racks.

Machinery: One main and two auxiliary turbothrusters with the main engine fitted with an afterburner. These engines are fueled with the unstable by-products of the infusion hydrogen propulsion system.

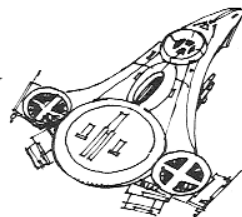
Sensors: Fitted with the usual attack computers as well as tactical microprocessors for use in any combat environment. The range and response time of these instruments remain secret but is assumed to be in the nanosecond (3rd generation) series.

Comments: These attack craft are relatively slow and unmaneuverable space ships but provide excellent protection for their pilots. As with all Aquarian craft these ships are well protected and sturdily constructed necessitating many hits to assure their destruction. The "droop nose" feature of this craft gives it a speed and visibility advantage over most other atmospheric craft when flying in dense atmosphere or water. The lack of rear weapon mounts makes this craft vulnerable to rear approaches within a 90° cone off the center axis.

PIKE



SF



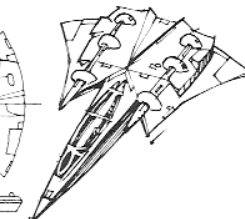
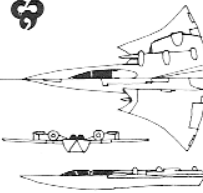
Weight: 34,550 kg
Dimensions: 22.0 x 18.5 x 3.5
Speed: 0.70 Light
Crew: 1
Protection: Energy shielding only; no ablative armor plate fitted.
Armament: One forward and one after fixed lasers. Two nuclear darts or additional sensors or fuel tanks may be carried on the wing positions.

Machinery: Dual peaking circuit engines with cross-feed radial beam tubing. Afterburner not fitted.

Sensors: Third generation mid and short range scanners. Second generation data-link capability. Automatic programming for attack and defense built into all Entomalian craft.

Comments: Because of the nature of the Entomalians themselves (4 arms) they felt a second pilot was unnecessary. Unfortunately that one pilot is too preoccupied with flight techniques to make microsecond tactical decisions. The computer system is intended to overcome this grave deficiency but it is not up to our tactical standards. Nevertheless, it is difficult to take advantage of the single pilot with the traditional stern approach because of the tail mounted laser cannon.

MOSQUITO



Weight: 39,800 kg
Dimensions: 20.1 x 19.0 x 4.3
Speed: 0.77 Light
Crew: 3
Protection: Built entirely out of armor plate with light energy shields only on the forward bearings.

Armament: Two wing edge servo-laser guns. Two 1100kg implosion missiles carried when equipped as an attack craft.

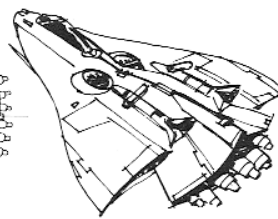
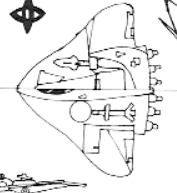
Machinery: Six solid-fuel replaceable engine pods.

Sensors: Primitive search and fire control sensors that are tactically useful at short ranges only.

Comments: These weighty craft are critically underpowered and have a flight time of short duration. Pilot space is

cramped with the two copilots operating the sensors and implosion missiles. Because of their heavy construction and inability to maneuver in tight high-G turns it is best to approach the BOBCAT with high speed passes and radical maneuvering.

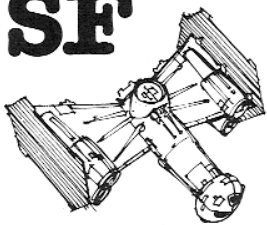
BOBCAT



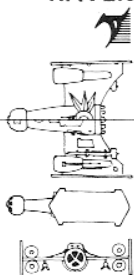
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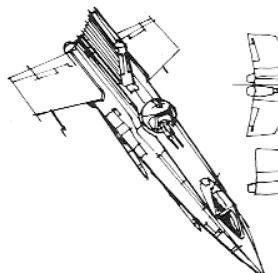
RAVEN



Weight: Unknown
Dimensions: Unknown
Speed: 0.9 Light
Crew: 1
Protection: Short range plasma projectors and armor on the cockpit dome.
Armament: One forward laser cannon and two light lasers in the turret. Two 500 kg anti-matter missiles or they can be replaced by two additional weapons packs or long range sensors.
Machinery: Four turbofans burning magmalyte plasma with afterburners.

Sensors: Unlike earlier starfighters with the stratispherical guidance pod the RAVEN has every conceivable tactical and strategic computer on board. This starfighter is the equal of any other in micro-electronic programming and capabilities.
Comments: Until recently this was thought to be the culmination of the Avarian's technology. The pilot is in the armored sphere away from the high radiation engines. The sphere is also his lifepod.

should his craft be damaged and contains all the necessary supplies and homing beacons for long and short term rescue. The side projections were thought to be wings or rudders for atmospheric flight but are in reality hyper-thermal dissipator vanes to dissipate heat from the engines. The laser turret is automatically controlled by the computer which makes all the decisions concerning target acquisition and firing.



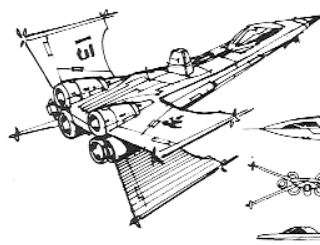
COMET



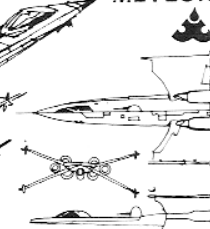
Weight: 32,400 kg
Dimensions: 22.6 x 13.4 x 3.9
Speed: 0.88 Light
Crew: 2
Protection: Two short range screens and light armor around the cockpit.
Armament: Two forward firing fixed lasercannons and two lasercannons in the turret. Four 500 kg neutron torpedoes are slung under the fuselage. These may be replaced by additional sensor pods or fuel tanks.

Machinery: Twin turbofans burning enriched sodium fuel provide her with adequate power. With afterburners humming she will approach light-speed.
Sensors: One TACSEN mounted in pilots compartment. It has 360° potential or the range can be doubled by concentrating on the forward 90° bearing. The TAC-puter is programmed for attack and defense and can be used to free the pilot and navigator for other duties. It has pico-second response capability and is programmed for all tactical possibilities.

Comments: This advanced craft is responsible for the defense of many stations and planets. The pilot is responsible for tactical flight and the navigator mans the remote controlled turret and fires the torpedoes as well as having duplicate controls. Since the introduction of the new METEOR this class has been used for long range attack and recon missions. While not as maneuverable it can carry a heavier payload further than the METEOR. It is very tough and can withstand an amazing amount of damage.



METEOR

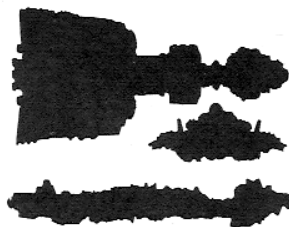


Weight: 34,000 kg
Dimensions: 21.4 x 13.8 x 3.9
Speed: 0.91 Light
Crew: 2
Protection: Short range screens and light armor around the cockpit.
Armament: Two fixed forward firing lasercannons and two lasercannons in the turret. Four 500 kg torpedoes fitted on the wing edges.

Machinery: Six turbofans fueled by enriched sodium. The two mid-wing engines are used for maneuvering only. Afterburners fitted.
Sensors: One TACSEN and accompanying TAC-puter.
Comments: Used almost exclusively in interdiction missions because of its maneuverability. With its increased engine power it doesn't have the range of the COMET but can be fitted with additional

fuel tanks. This two place fighter represents a high point in our technology. Her micro-electronics provide her with an answer for almost every tactical situation. With her high degree of automation and autopiloting it seems that carrying crew members may become a concept of the past.

OGI-79 RESTRICTED



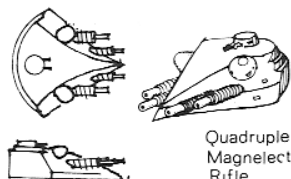
GRYPHON CLASS

Weight: Unknown
Dimensions: 1391.5 x 665.5 x 242
Speed: Hyperdrive and sustained sublight
Crew: 1100 Officers, 3700 enlisted men, 1300 servotechs
Protection: Unlike earlier Avarian Starships, the underbody of the GRYPHON is completely enclosed by elastic plate. Reputed to carry 16cm of Thwartyllium armor over the entire ship but the first defense barrier is the plasma screen generators.

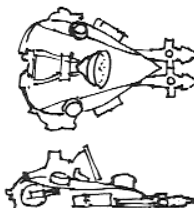
Armament: The Avarians have also departed from the practice of mounting the heaviest armament on the upper hull by placing two mammoth laser turrets below the main body and one above the sensor dome. When sweeping down on an opponent all three of these mounts will bear on a target. Only three of the quadruple magnelectronic rifle turrets are carried but 15 medium particle projectors make up the difference. Only 37 CIDS mountings have been spotted (most on the upper hull) giving rise to speculation that she may carry disappearing mounts. The anti-matter missile launchers are located amidships on project-

ing platforms as well as on the after hull edges. Two hanger bays for the 28 starfighters normally embarked are placed on the upper hull above the engineering spaces.
Machinery: There is no hard data available on her propulsion system but from the known size of the GRYPHON and extrapolating data from known power utilization curves, at least 8 phased hyperion generators are contained in the large afterbody. The tremendous size of the boom allows enough space for auxiliary reactors to be located close to the antimatter missile launchers. The hangers are ideally placed to receive a direct and uninterrupted supply of magmalyte fuel from the hyperion generators.
Sensors: Combat directors literally cover the hull. The sensor dome is equipped with

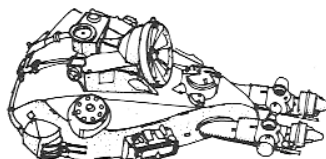
four long range active sensors and two fixed passive sensors. One large rotary navigational director is located under the dome. The anti-matter missiles have individual guidance directors above and below the launching platform. Next to the afterbody in the angular corners are two fixed array passive sensors and their complementary active radomes. The tall tower structures on the hangers house the starfighter directors and the IFF complex.



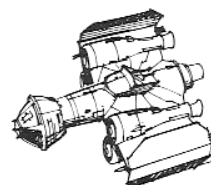
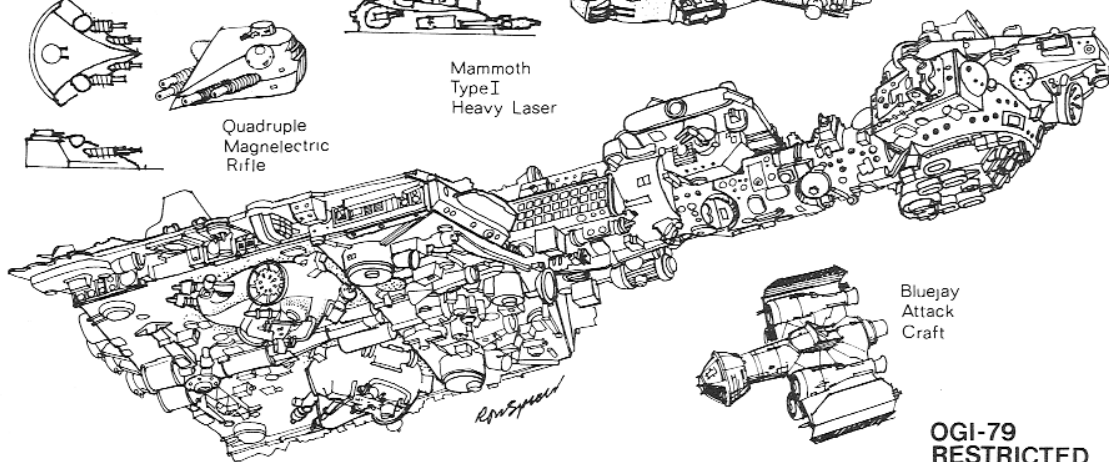
Quadruple Magnelectronic Rifle



Mammoth Type I Heavy Laser



Mammoth Type II Heavy Dbl. Laser



Bluejay Attack Craft

SGD

SUPER GALACTIC DREADNOUGHT

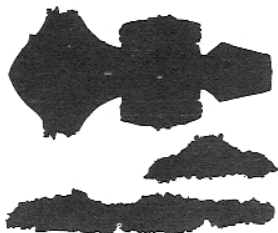


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SUPER GALACTIC DREADNOUGHT



POLECAT CLASS

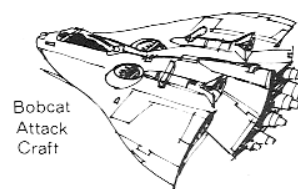
Weight: 935,000 metric tons
Dimensions: 1331.00 x 665.50 x 242.00 meters
Speed: Sublight/hyperdrive
Crew: 225 Cats (Officers), 2,850 EM, 4,200 Robocats, 24 Pilots

Protection: Forced to develop this class after the other galactic powers had ventured into the field. The POLECAT only outclasses the Entomalian SGD "Swarm" class in its capabilities: 3 cm Thermoplastic hull covering 10 cm of Pyrophylact plate, plus a mass elemental magnetic field deflection screen coupled with her energy damping beam.

Armament: Three heavy double laser "Katabole" turrets placed fore and aft topside and one underside aft. Eight "Bolide" triple cannon, two medium twin "Bilanx" laser cannon. Forty high velocity implosion weapons sites make up the close-in defense system. Eighteen attack craft operate from the two prominent pods underslung on port and starboard sides amidship.

Machinery: Eight, four million hp thermionic grid emission rocket engines. Power for systems is acquired through solar panels located on top forward of the aft heavy laser turret, coupled with VDG synchrotron chambers for storage and auxiliary power.

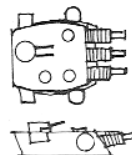
Sensors: Forward nose dome contains long range search and telemetry diffraction transmission sensors. Combat and altazimuth starfighter directors are located atop the port and starboard pods. Four aelotropic cyma coupled abnormal sensors for independent automatic Robocat direction.



Bobcat Attack Craft



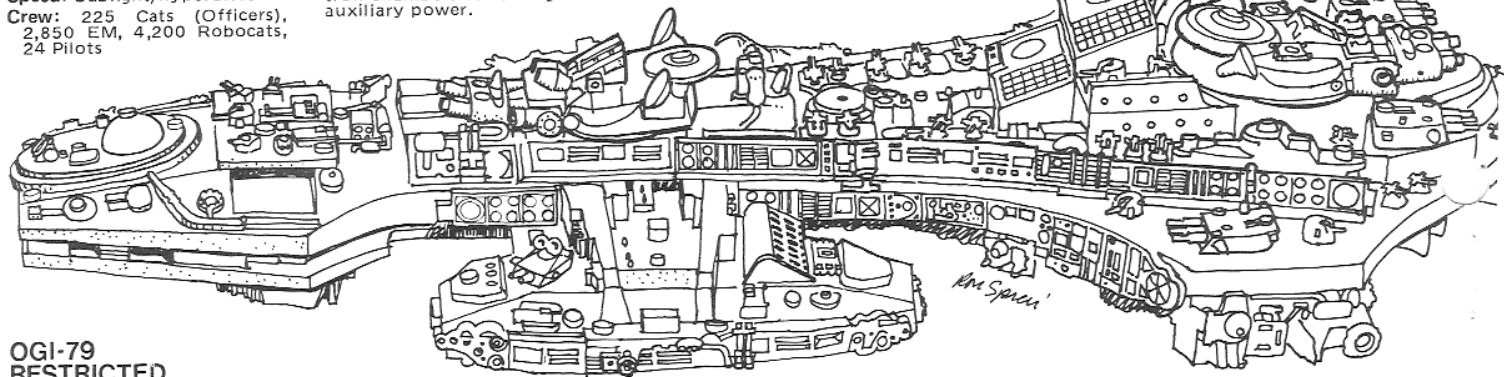
Katabole Heavy Double Laser



Bolide Heavy Triple Cannon

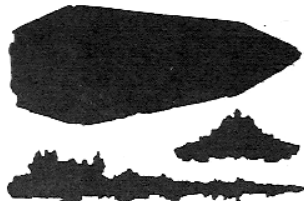


Twin Bilanx Laser Cannon



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VICTORY CLASS

Weight: Classified
Dimensions: 1482.2 x 636.4 x 333.7
Speed: Sublight and Stardrive
Crew: 1287 officers; 3930 enlisted men 1200 marines 1034 mechtecs

Protection: This imposing vessel is equipped with a triple hull. Twelve cm of Impervium on the outer hull and 3cm on each of the inner hulls plus her heavy field-generated screens make this ship almost impenetrable. In addition 2.3m of cellulytic deternium lie between each hull, giving her the most complete protection our scientists could devise. VICTORY is the first Terran ship to have the armored overlapping skirt on the hull bottom.

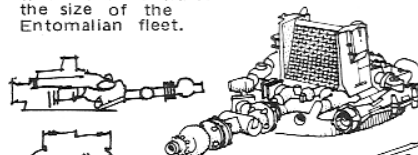
Armament: The firepower of this ship takes a quantum leap over that of her predecessors. Four of the new Mk 91 'Starbuster' mounts plus nine of the reliable Mk 73 Heavy laser turrets are mounted with clear arcs of fire for each mount. The secondary is composed of sixteen Mk 57 medium turrets. Four are mounted on towers underneath the hull to improve their fire zones. Thirty-eight Mk 82 'Blazer' mounts plus 36 of the new Mk 87 triple laser-cannon

give this class complete protection against attack craft. Thirty METEOR starfighters are housed in hanger bays alpha and omega. In addition twelve 14-man shuttle craft and four 8-man shuttles provide atmospheric transport for her crew and the 1200 marines normally embarked. Torpedo ports line the hull edge along with the sensor and guidance systems.

Machinery: Ten matter-anti-matter reactors coupled with four particle accelerators plus the usual fusion chambers provide the electrical needs for this ship.

Sensors: No domes are in evidence to indicate previously known scanning units. This matter has been classified so there is no way to know if a new type sensor is carried or the starfighters are used for long range reconnaissance. Some new and very large combat directors have been fitted on the superstructure.

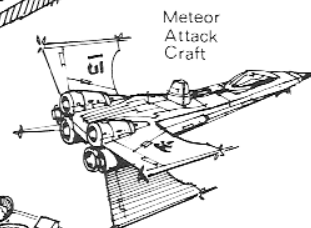
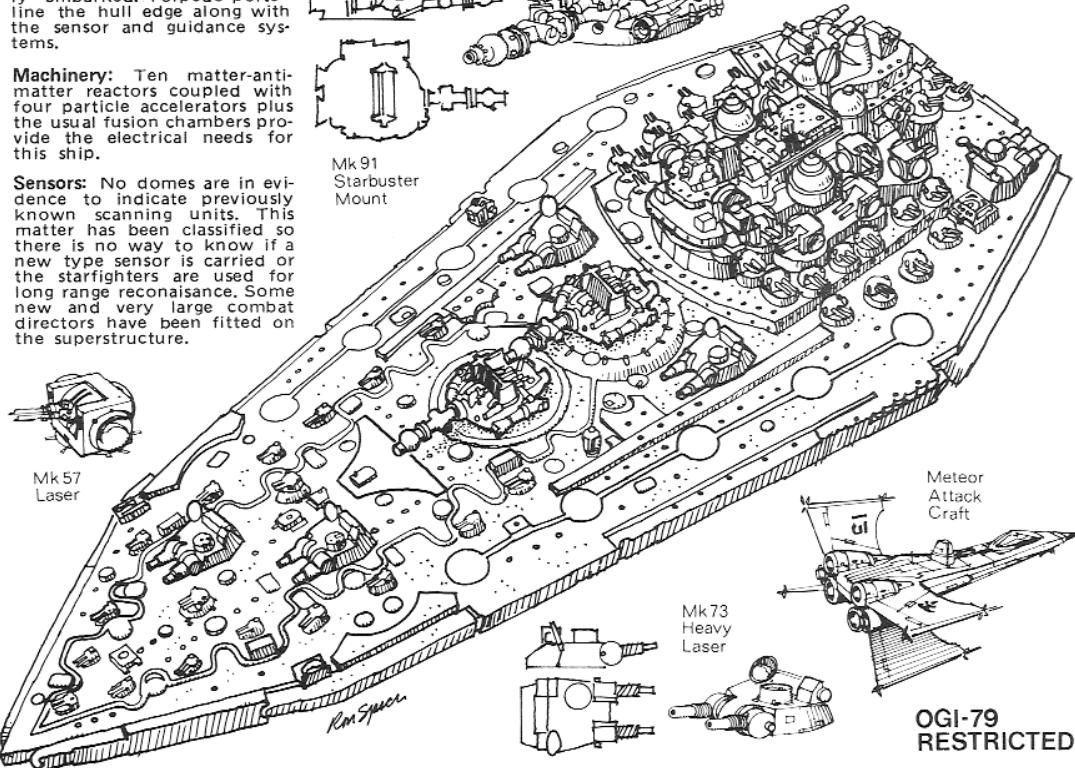
Comments: Her firepower is sufficient to take on 3 dreadnoughts, a necessity when one considers the size of the Entomalian fleet.



Mk 91 Starbuster Mount



Mk 57 Laser



Meteor Attack Craft



Mk 73 Heavy Laser

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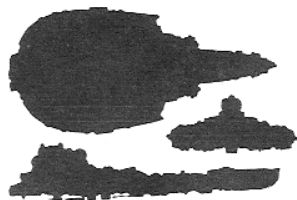


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DREADNOUGHT**



TYPHOON CLASS

Weight: 820,000 metric tons (estimated)

Dimensions: 1346.13 x 635.25 x 272.25 meters

Speed: Sublight/Megalight

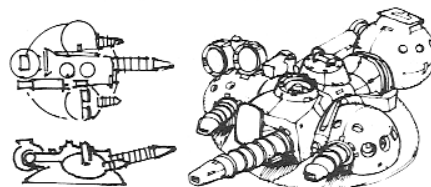
Crew: 132 Aqualeaders, 2,075 Aquanauts, 625 Aquabots

Protection: Designed in answer to the Terran "Victory" class. TYPHOON is a formidable weapon. The superstructure is light glaucinium steel. The hull is armored with 9 cm of overlapping atheniate oxinel plate. But her first line of defense is the Mantellum defensive screen.

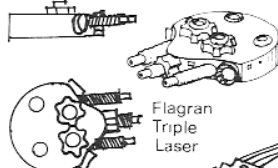
Armament: Four heavy lasers; two "Spathe" triple cannons universally mounted topside and bottom amidship. Two "Magnus" single laser turrets abreast topside. Forty-five particle and small laser mounts positioned mostly around the citadel type superstructure, provide close-in defense along with four 5-tube missile launchers. Twenty attack craft, one positioned in a ready launch in the bow at all times.

Machinery: Dual oscillating neutron propulsion — confined aft to the underside of the hull. Despite its small size, it produces more than enough power to drive the engines and life support systems.

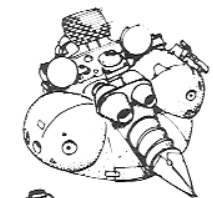
Sensors: Central Concom complex contains main fire control sensors. The prominent ball dome houses celestial sonar and data reduction sensors. Other sites house de-gaussing and bathymetry units. The forward dome houses the Astro compass and altazimuth discs.



Spathe Triple Cannon



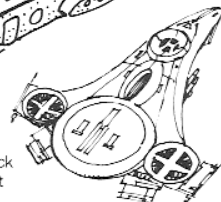
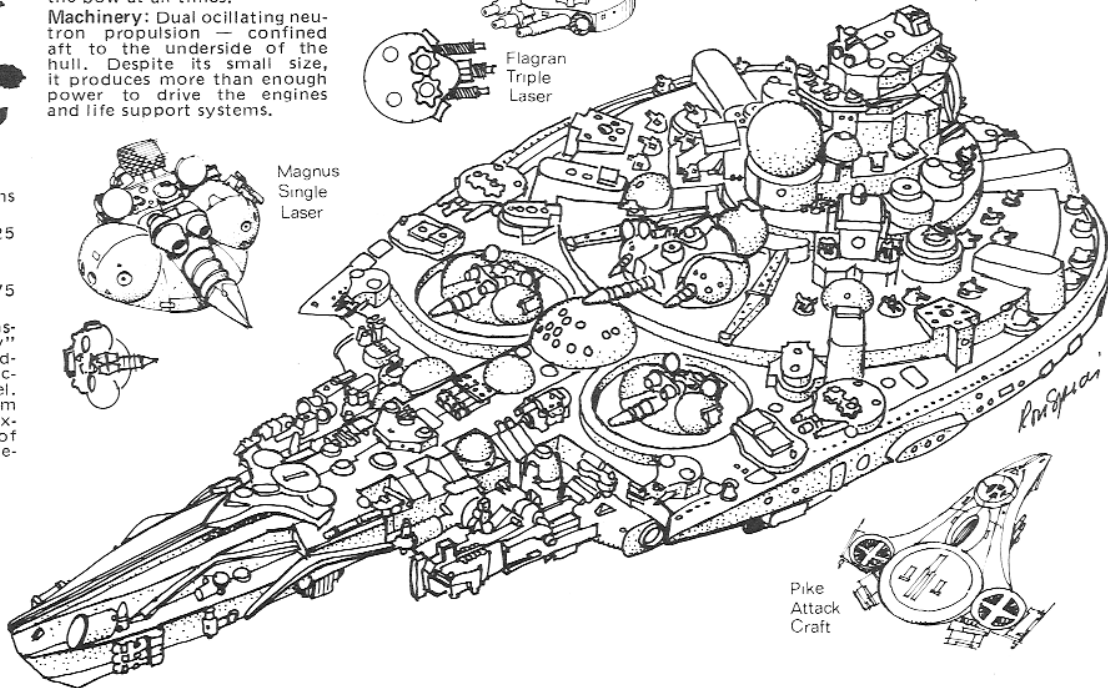
Flagran Triple Laser



Magnus Single Laser



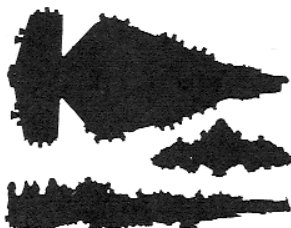
Atavus Triple Laser



Pike Attack Craft

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SWARM CLASS

Weight: 975,000 metric tons

Dimensions: 140.20 x 695.75 x 287.38

Speed: Astro-drive/sublight

Crew: 427 Higher Mantis, 7,000 Lower Mantis, 400 Phyladrones

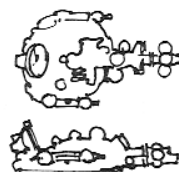
Protection: Impressive as it appears, she is the weakest of this type starship in the galaxies. More than a match for any lesser class of starship, it finds itself at a disadvantage if confronted alone by any other SGD from opposing empires. A double walled hull of 18 cm Duralum reinforced with 3 cm of Athermolite along with her energy damping beam give her more than adequate protection.

Machinery: Three massive solar regeneration units, two topside and one underside. Squared solar absorption panels collect energy rays of galactic suns — convert and store for operational and laser fighting power. Six petro-electrical beta reactors power the extensive bank of rocket type booster and sustainer engines and produce eight million megatons of thrust.

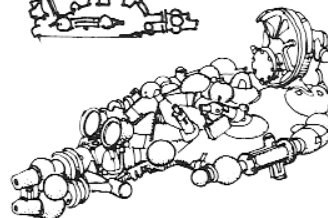
Sensors: Two central VAP tracking sensors, four Auris 2b fixed scanners and complimentary guidance sensors. Four image-response intercept beam starfighters directors. Unknown number of magnaelectric mass laser sensors.

Armament: Four "Xeno" laser turrets, two aligned topside and two in tandem on hull bottom. Five heavy triple lasers,

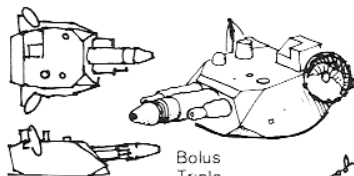
four "Bolus" topside at deck edge and one "Cryo" mount on the underside forward hull. Ten twin "Echo" and nine twin "Silicula" lasers sited mostly topside. Eight torpedo launch ports, four on each side positioned amidship. More than fifty particle and laser positions form the CID. Fifteen "Mosquito" attack craft are carried (lowest number carried of any galactic SGD), one in the ready position on the "Balist" apparatus in the bow. The bow pincer, although of limited use is for ramming and clawing at close quarters.



Echo Twin Laser



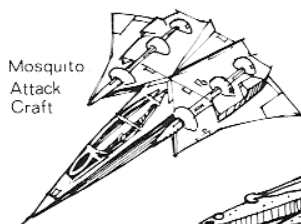
Xeno Heavy Laser



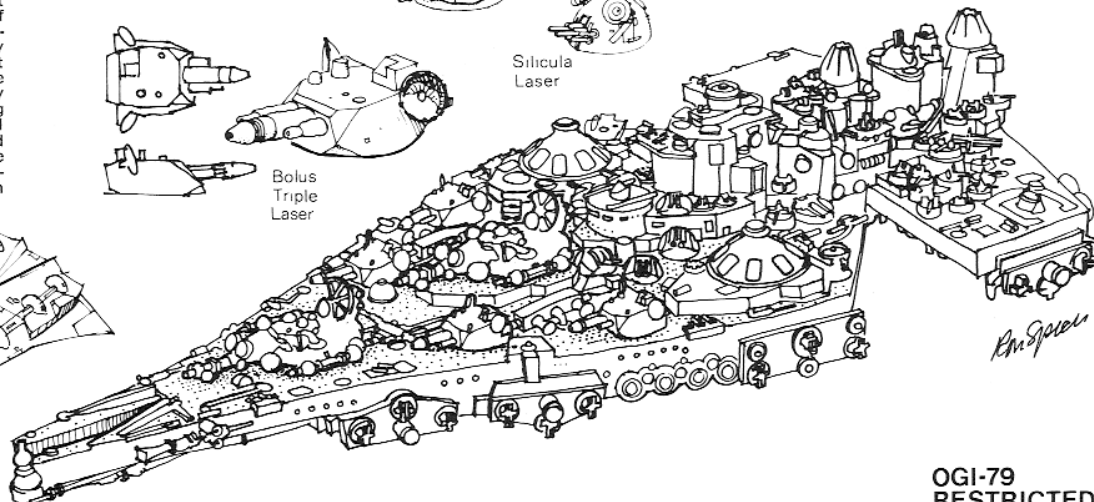
Bolus Triple Laser



Silicula Laser



Mosquito Attack Craft



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