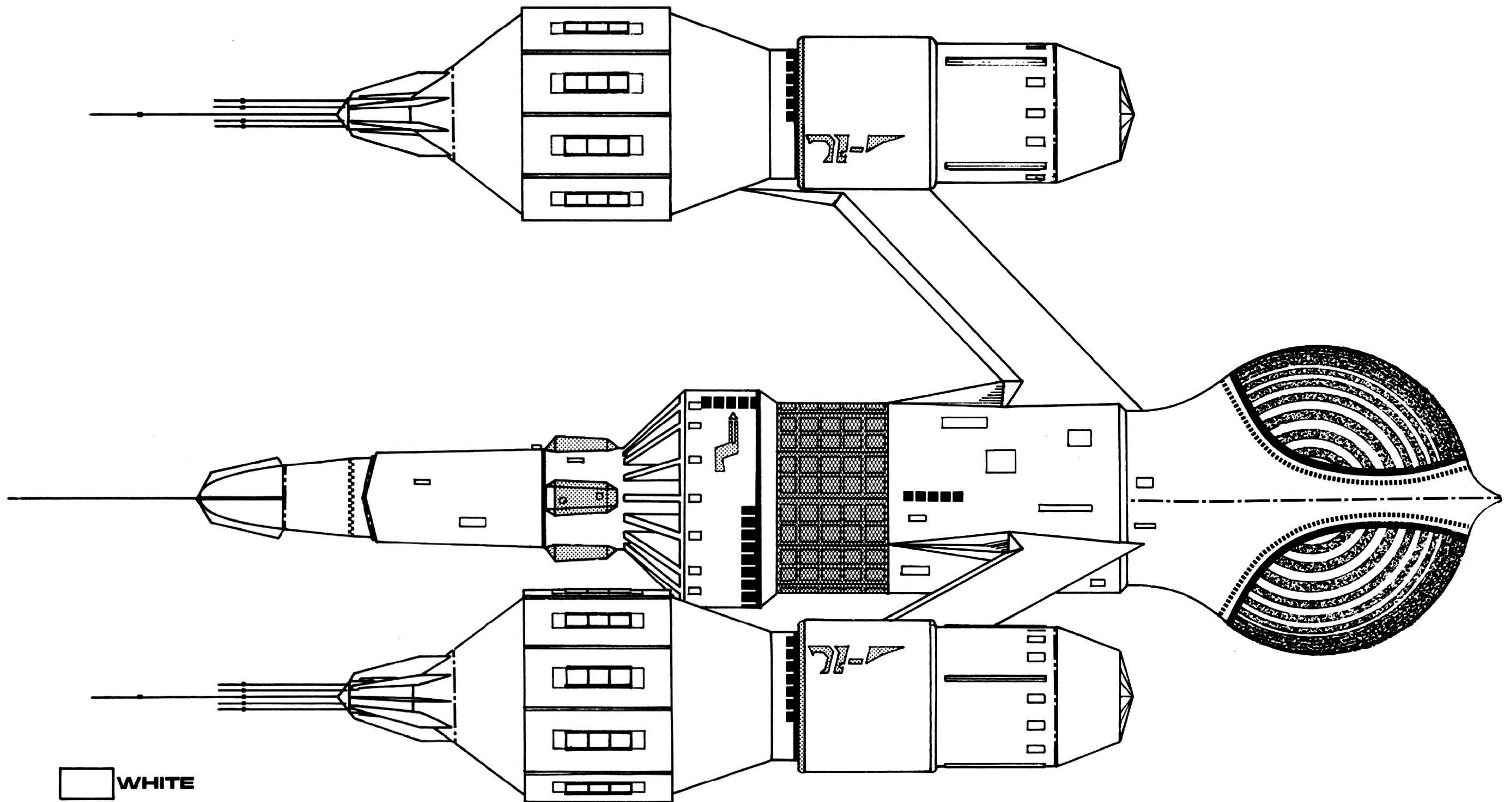


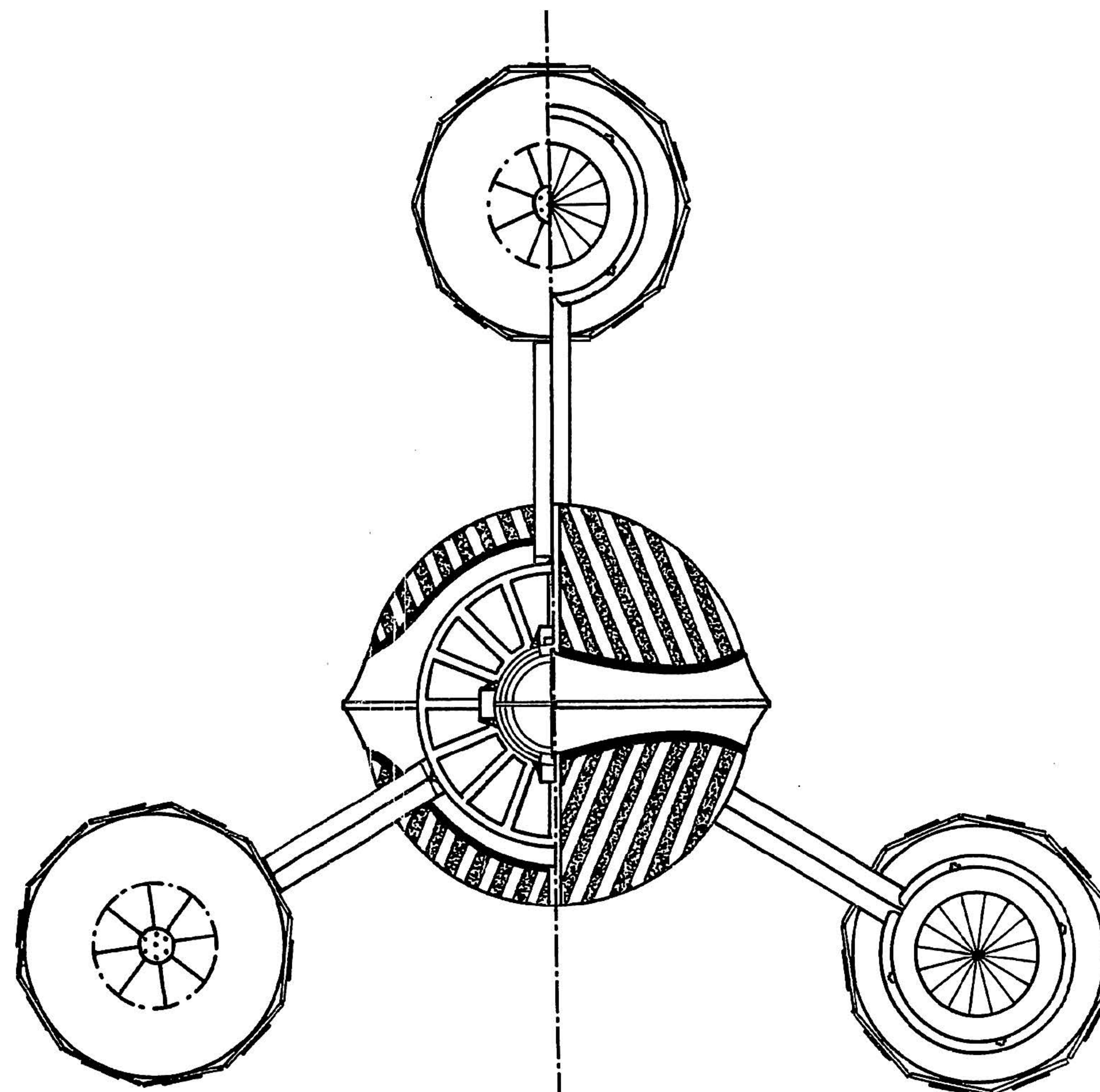
1: THE LIBERATOR



Port Elevation

- WHITE
- GOLD
- MAROON
- GREEN

0 1 2 3 4 5
MILLISPACIALS



**Front Rear
Elevations**

0 1 2 3 4 5
MILLISPACIALS

Colours as per 1-1-1'1

MASS:
436,210 TONS

OVERALL LENGTH:
24.84 MILLISPACIALS

OVERALL HEIGHT:
13.22 MILLISPACIALS

OVERALL BREADTH:
14.55 MILLISPACIALS

STADARD CRUISING SPEED:
'STANDARD SPEED' - EQUIVALENT TO APPROXIMATELY T.D.4

NORMAL FAST CRUISING SPEED:
STANDARD BY SIX

MAXIMUM SAFE CRUISING SPEED:
STANDARD BY 10 - EQUIVALENT TO APPROXIMATELY T.D.20

EMERGENCY MAXIMUM SPEED:
STANDARD BY 12

MAIN DRIVE:
INTERSTELLAR RAM SCOOP SPACE/TIME DISTORT,
INTERFACE DRIVE

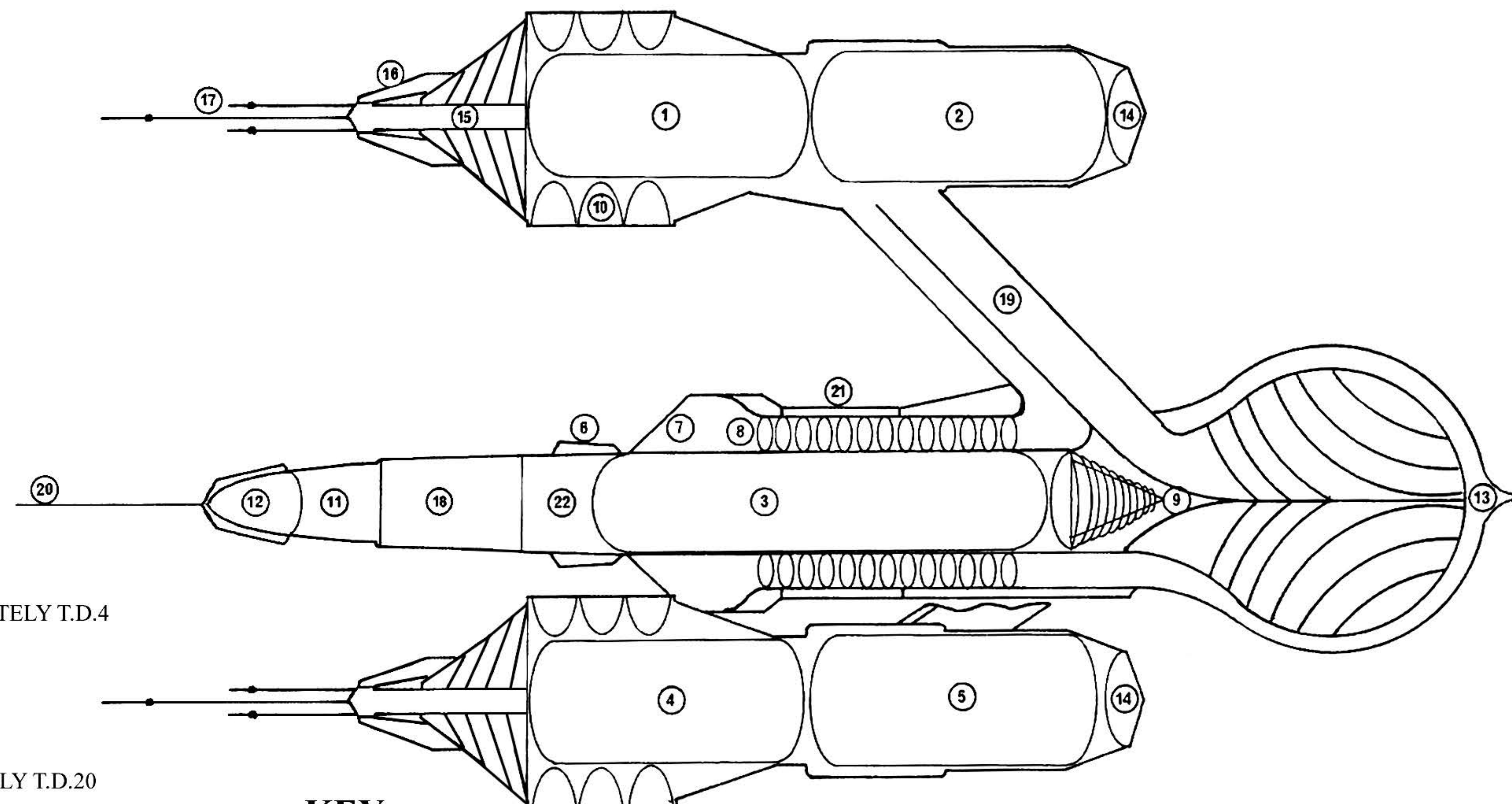
NUMBER OF POWER BANKS:
7

POWER CAPACITY AT STANDARD SPEED:
ALMOST INFINITE

POWER CAPACITY AT MAXIMUM SAFE CRUISING SPEED:
130 HOURS

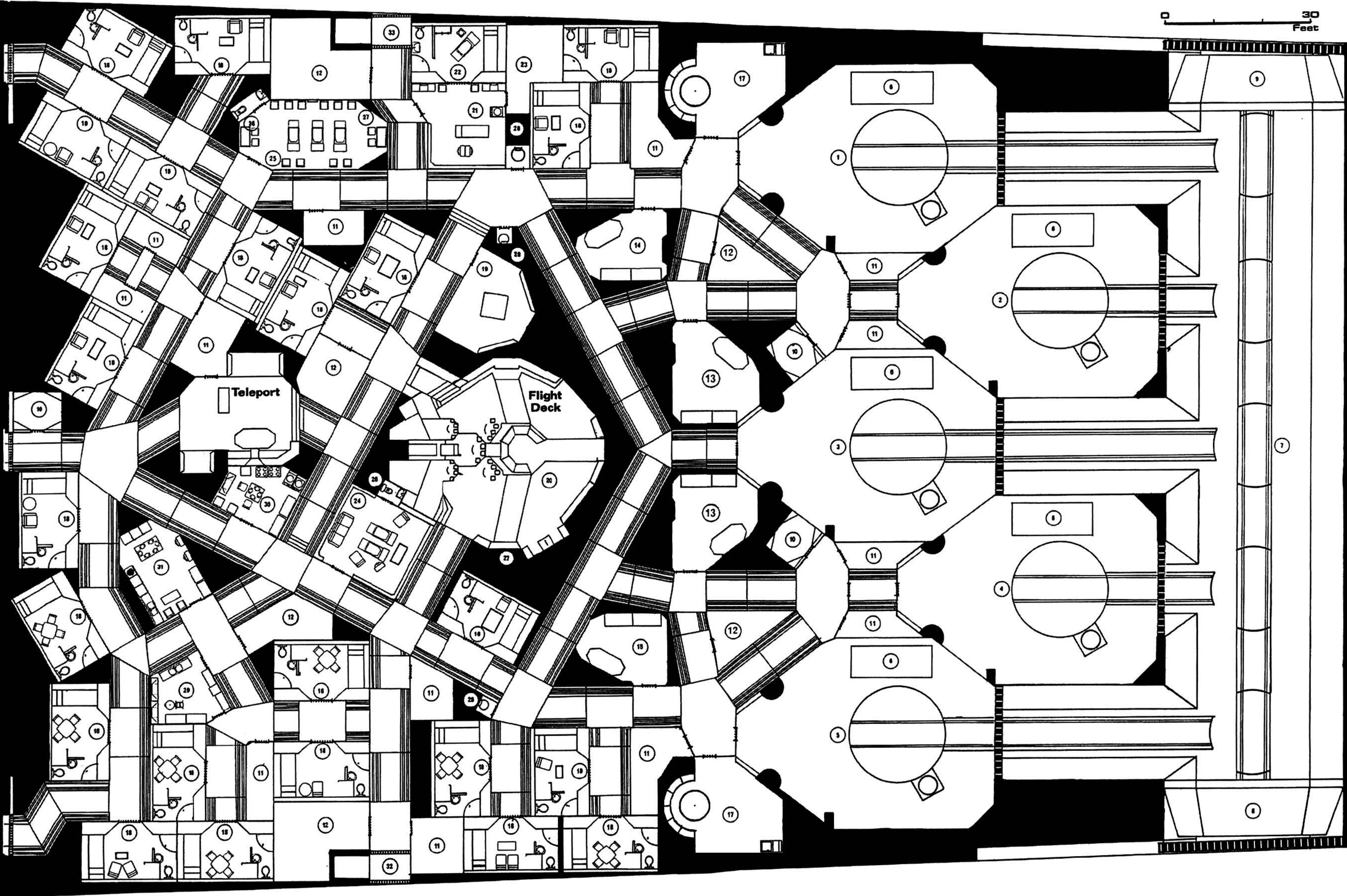
POWER RECHARGE CAPACITY WHILST IN FIXED ORBIT:
APPROXIMATELY 12 HOURS PER POWER BANK

HULL CONSTRUCTION - ALL STRESS BEARING AREAS:
HERCULANIUM



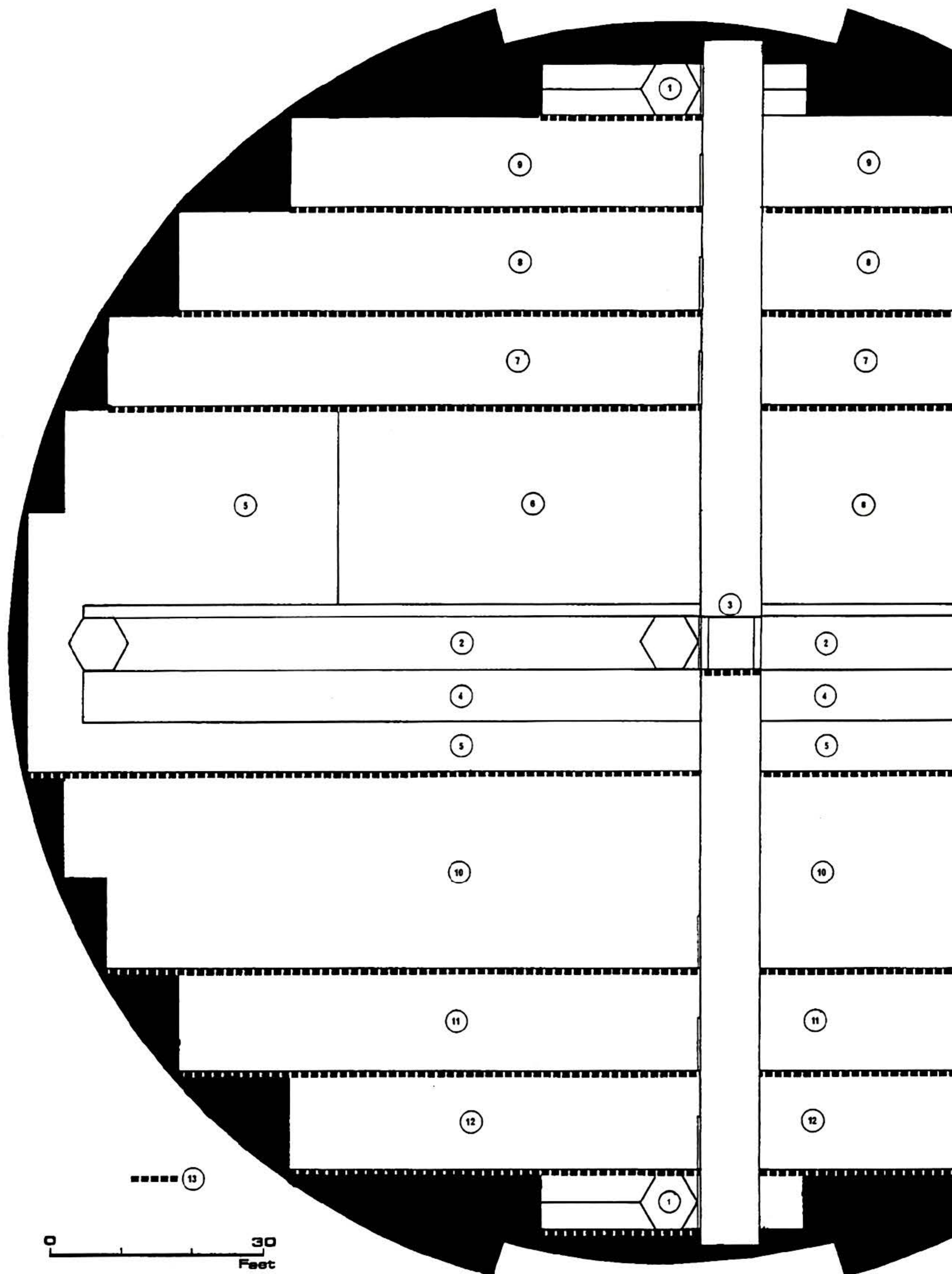
KEY

- | | |
|---|--|
| 1) POWER BANK | 12) FORWARD FORCE WALL GENERATORS |
| 2) POWER BANK | 13) REAR DETECTORS/SCANNERS |
| 3) POWER BANK | 14) REAR FORCE WALL GENERATORS |
| 4) POWER BANKS (STARBOARD), 2 (PORT) | 15) NEUTRON BLASTERS |
| 5) POWER BANKS (STARBOARD), 5 (PORT) | 16) NEUTRON BLASTER HEAT RADIATORS |
| 6) INTERSTELLAR RAM SCOOP CONTROL FIELD GENERATOR | 17) NEUTRON BLASTER CONTAINMENT FIELD PROBES |
| 7) RAM SCOOP INTAKES | 18) CREW AREAS |
| 8) MATTER/ANTIMATTER MASS TO ENERGY CONVERTER | 19) ENERGY TRANSFER TUBES |
| 9) STARDRIVE (SPACE/TIME DISTORT FIELD GENERATOR) | 20) MAIN PROBE |
| 10) RAM SCOOP EXTERIOR FIELD GENERATORS | 21) SOLAR ENERGY COLLECTORS |
| 11) MAIN DETECTORS/SCANNERS | 22) AUXILIARY POWER BANK |



CREW AREA - Cross-section

1-1-2'3



CREW DECK PLAN KEY

- | | |
|------------------------------------|-----------------------------------|
| 1) INNER HOLD 1 | 18) CABIN |
| 2) INNER HOLD 2 | 19) COMPUTER ROOM |
| 3) INNER HOLD 3 | 20) FLIGHT DECK |
| 4) INNER HOLD 4 | 21) SURGICAL ROOM |
| 5) INNER HOLD 5 | 22) MEDICAL ROOM |
| 6) ACCESS LIFTS TO MATERIAL STORES | 23) MEDICAL STORE ROOM |
| 7) HOLD TRANSFER AREA | 24) REST ROOM |
| 8) STARBOARD HOLD DOOR | 25) REST ROOM/MESS |
| 9) PORT HOLD DOOR | 26) TOILETS |
| 10) LIFT | 27) FOOD DISPENSERS |
| 11) EQUIPMENT ROOM | 28) ACCESS LADDER |
| 12) STORAGE ROOM | 29) CHEMICAL SCIENCE LABORATORY |
| 13) SUB CONTROL 1 | 30) PHYSICAL SCIENCE LABORATORY |
| 14) SUB CONTROL 2 | 31) BIOLOGICAL SCIENCE LABORATORY |
| 15) SUB CONTROL 3 | 32) STARBOARD LOCK |
| 16) SUB CONTROL 4 | 33) PORT LOCK |
| 17) POWER ROOM | |

CREW AREA CROSS SECTION KEY

- 1) ESCAPE POD LEVELS
- 2) CREW DECK
- 3) LIFT
- 4) ACCESS DUCTS
- 5) ENVIRONMENTAL SYSTEMS
- 6) COMPUTER BANKS
- 7) AIR RECYCLING SYSTEMS AND STORAGE
- 8) LIQUID RECYCLING SYSTEMS AND STORAGE
- 9) FOOD RECYCLING SYSTEMS AND STORAGE
- 10) MATERIAL STORES (ACCESS FROM LIFTS IN INNER HOLDS 1-5)
- 11) SCANNER ANALYSING SYSTEMS
- 12) GRAVITY GENERATION CONTROL SYSTEMS
- 13) GRAVITY GENERATORS

GENERAL DESCRIPTION

The Liberator or Deep Space Vehicle Number 2 is one of (at least) two similar ships built for "THE SYSTEM", a triumvirate of planets in the twelfth sector controlled by a central computer on a space station known as SpaceWorld (see Section 4). Designed as an exploratory ship with the capability of travelling galaxy-wide, it was also designed with a virtually unbeatable defensive capability. It came to be known as The Liberator after it was taken by Blake when found drifting crewless on the edge of a space battle. Whether this was a battle between "THE SYSTEM" and an unknown alien fleet or a battle between the peoples of the planets that became "THE SYSTEM" is unknown.

CREW AREA

Despite its massive size, the area of the ship occupied by the crew is quite small - a single deck approximately 175 feet by 150 feet. Within that deck are 24 individual cabins, 2 rest areas and a medical/surgical unit as well as the operational areas. The ship when fully under crew control requires 6 people to operate it, one at each station on the flight deck plus one person at the console by the central seating area. The cabins allow for three crew shifts plus six passengers/mission specialists. Such is the sophistication of the computer control, however, that full crewing is only required under exceptional conditions.

Above and below the crew deck are the crew support areas containing all the systems required to sustain the crew and control the flight systems.

To minimize sideways forces on the crew area during manoeuvring, the entire front of the ship can rotate through 180 degrees to maintain the force vector perpendicular to the crew deck, allowing the gravity generators to compensate for the forces.

MAIN DRIVE

Although under the laws of Einsteinian physics it is not possible to travel faster than light F.T.L. drives achieve their 'impossible' speeds by distorting or warping the space time continuum in the vicinity of the ship such that only to an observer outside the distortion does the ship appear to break the laws of relativity.

The main superluminal drive is a matter/antimatter space and time distort unit, superior to anything that the Federation possesses due to its space as well as time distort abilities. Under normal circumstances the drive field is symmetrical about the ship's axis, asymmetric drive is possible up to 15 degrees off axis. If necessary, to obtain correct vector the rear dome can rotate. Main drive under power emits stray electromagnetic radiation in the 21.5 micro-inches wavelength region, sometimes continuous, sometimes pulsed.

Apart from the main drive, The Liberator has directional thrusters for infraluminal manoeuvring.

POWER BANKS

The power banks for the drive and other systems are kept charged during interstellar flight by the ram scoop mass energy convertor. The stray atoms present in space are collected and converted, using an antimatter interface, into energy which is stored in the power banks. When in orbit, the solar energy collectors trap the solar winds.

At standard speed the energy input/output is approximately in balance. At higher speeds, the ram scoop becomes less efficient resulting in a depletion of the power banks. Power Bank 1 is normally reserved for maintaining environmental and computer systems. The three neutron blasters are powered from the power banks in their respective pods.

Use of the neutron blasters and the force walls results in a massive drain on the power banks. Use, particularly of the force walls, has to be kept to a minimum. The auxiliary power bank provides energy to maintain all systems and minimal drive power if main power fails.

NEUTRON BLASTERS

The neutron blasters are The Liberator's main weapons. They emit a pulsed stream of high energy neutrons, capable of disrupting the molecular structure of virtually any material. They are directable, using the containment field probes, by up to 20 degrees off axis. The Liberator can also fire plasma bolts (known as surface bolts due to their increased effectiveness compared with the neutron blasters in atmospheres).

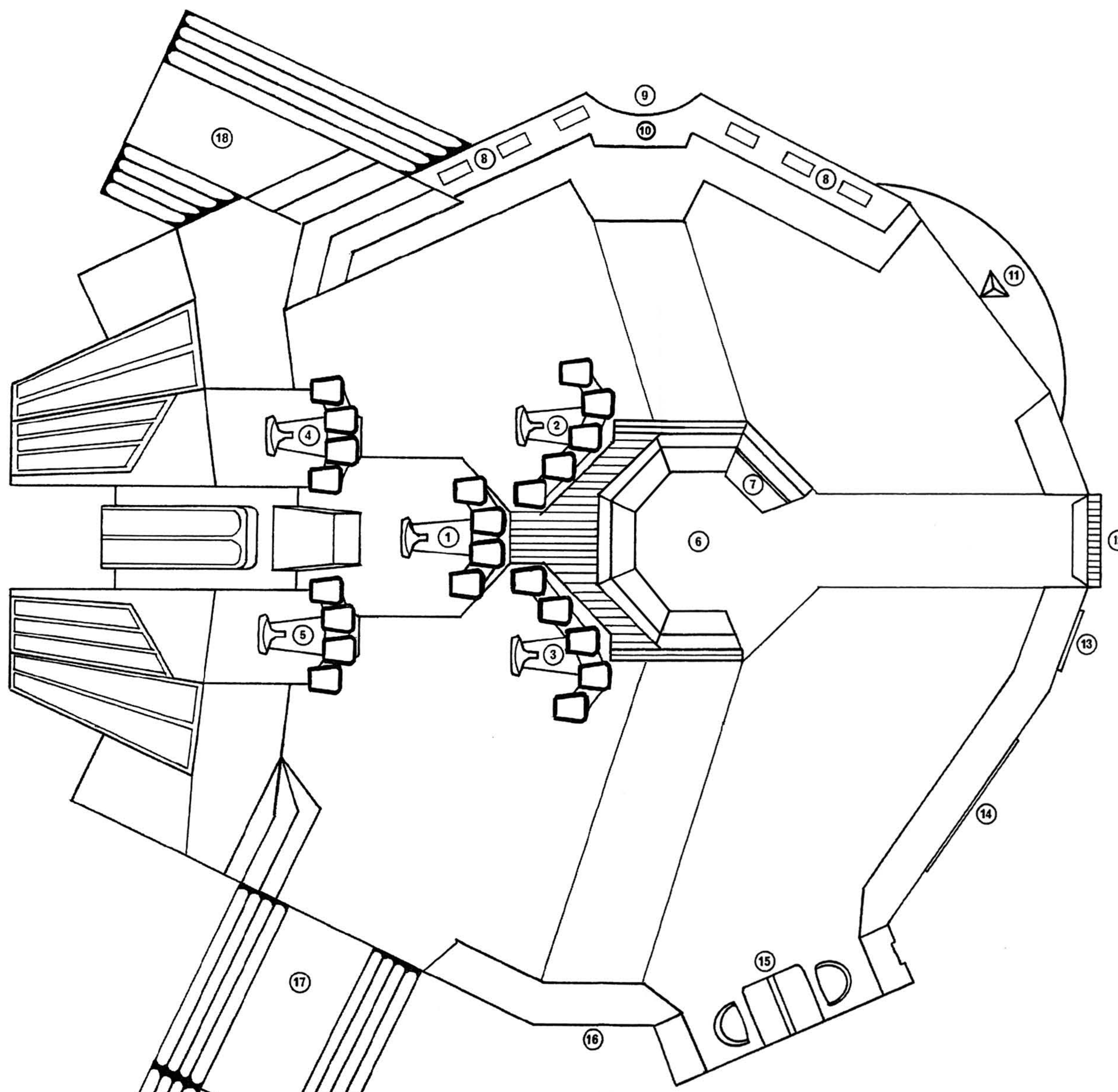
FORCE WALLS

The force walls are the Liberator's main defence against energy directed at the ship. Each wall is hemispherical in shape. If both are activated, the ship is completely protected - only the main probe is outside the wall, allowing scanning to continue. The neutron blasters are inside the wall which means the wall must be dropped to fire them. The force wall can absorb the energy of up to three plasma bolts at once. The crew area can be protected whilst the ship is under attack by activating a radiation flare shield. This stops high energy radiation penetrating the crew area.

DETECTORS/SCANNERS

The Liberator has two main types of sensors. The detectors are passive, picking up energy from the whole electromagnetic spectrum. They are limited by distance and the lack of emission/low reflectance of objects. Their advantage is of course that their use cannot be detected.

Scanners are active detectors in that they emit fields of energy, the reflected images being observed and decoded. The Liberator has four types of scanners: short range, medium range, long range, and extra range. The extra range scanners are rarely used due to the extremely high energy drain involved.

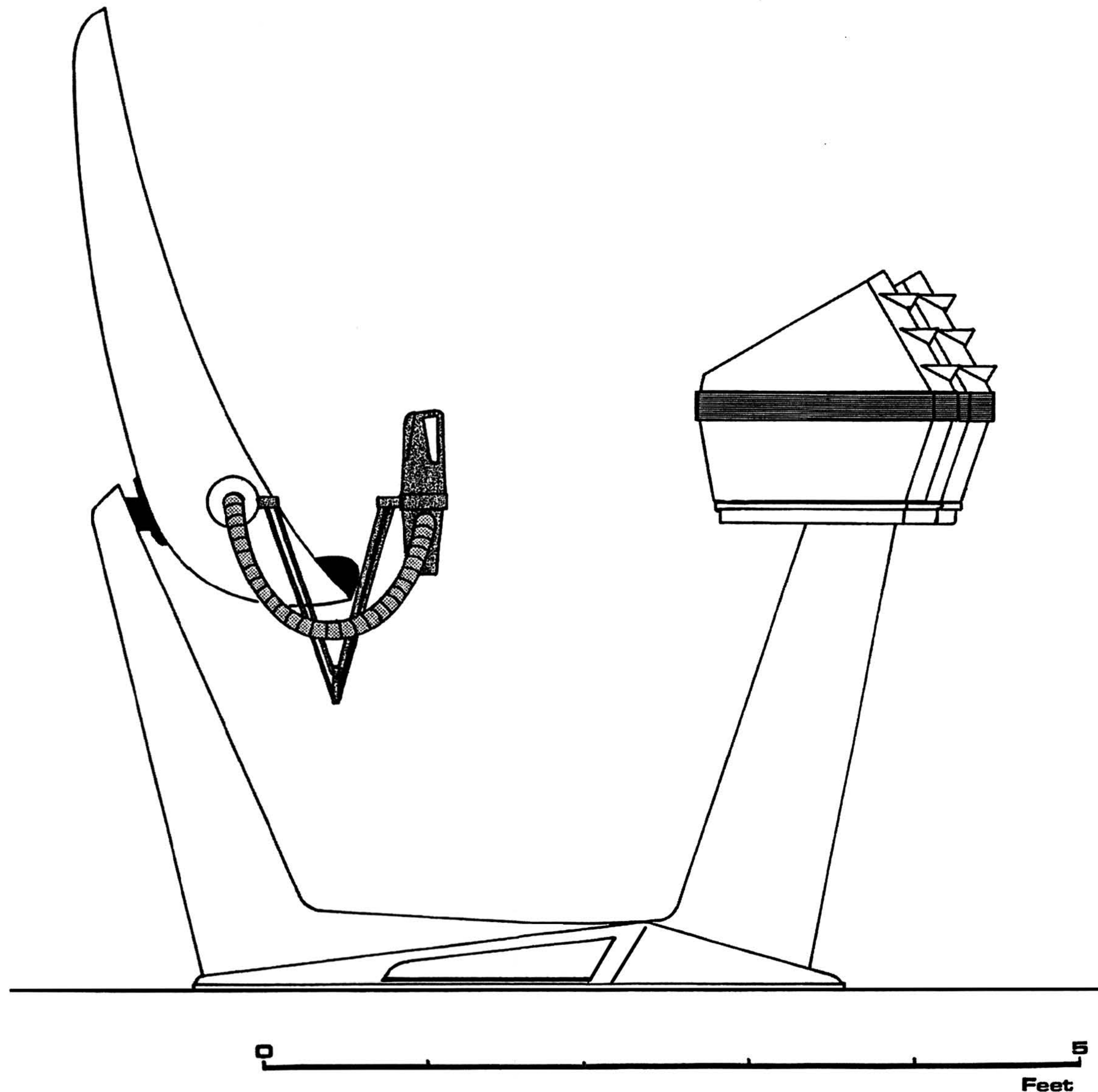


Key

- 1) PILOTS CONSOLES
- 2) COMPUTER SYSTEMS CONSOLES
- 3) NAVIGATION SYSTEMS CONSOLES
- 4) WEAPONRY SYSTEMS CONSOLES
- 5) COMMUNICATION SYSTEMS CONSOLES
- 6) CENTRAL SEATING AREA
- 7) CENTRAL SEATING AREA CONSOLE
- 8) SYSTEMS MONITORS
- 9) ZEN
- 10) ANALYSER
- 11) REMOTE VISUALISATION SYSTEM - MAINSCREEN
- 12) GUN RACK
- 13) SECONDARY SCREEN
- 14) STAR CHART
- 15) LOG STATION
- 16) FOOD DISPENSER
- 17) STARBOARD EXIT
- 18) PORT EXIT

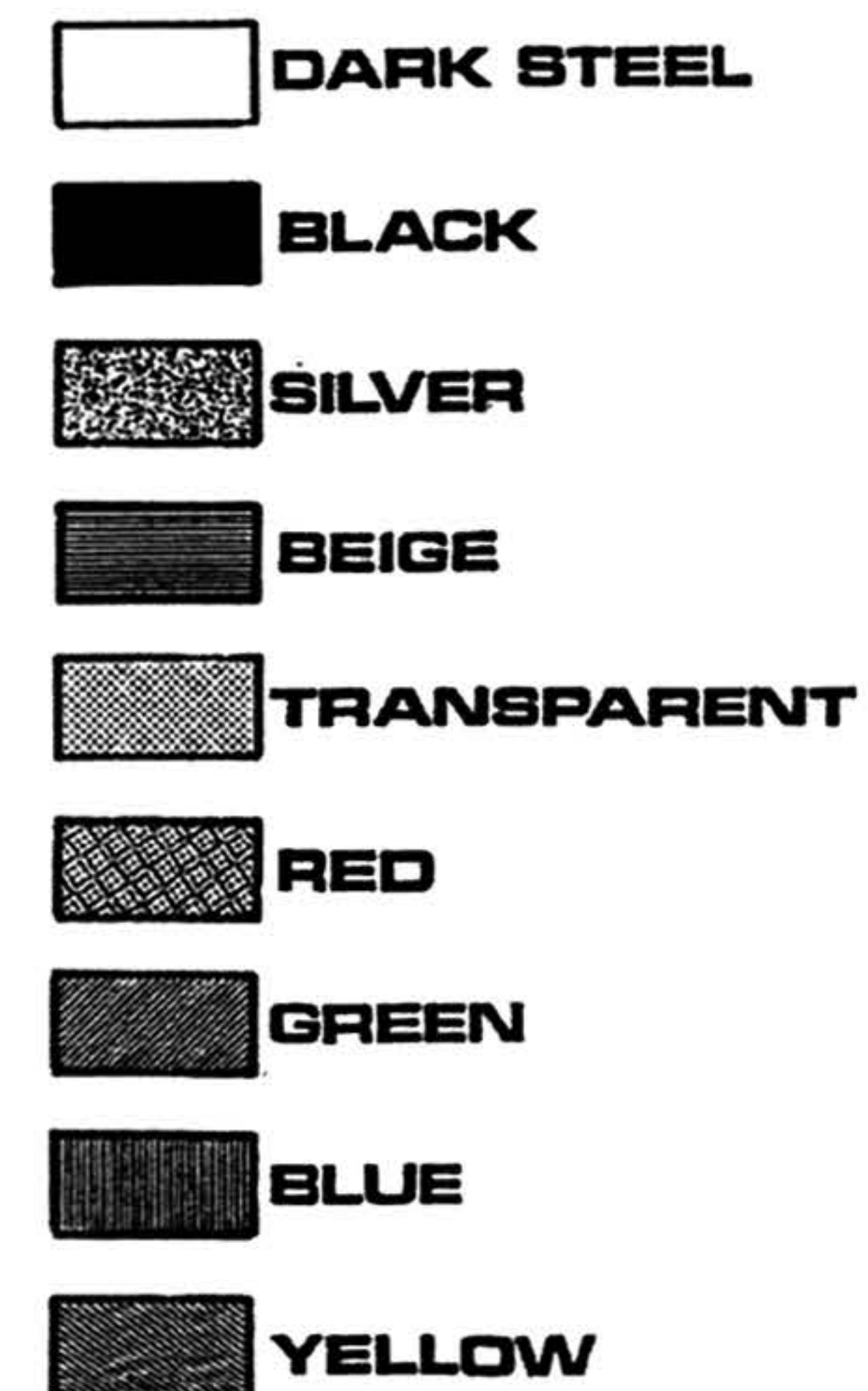
0 10
Feet

Side Elevation

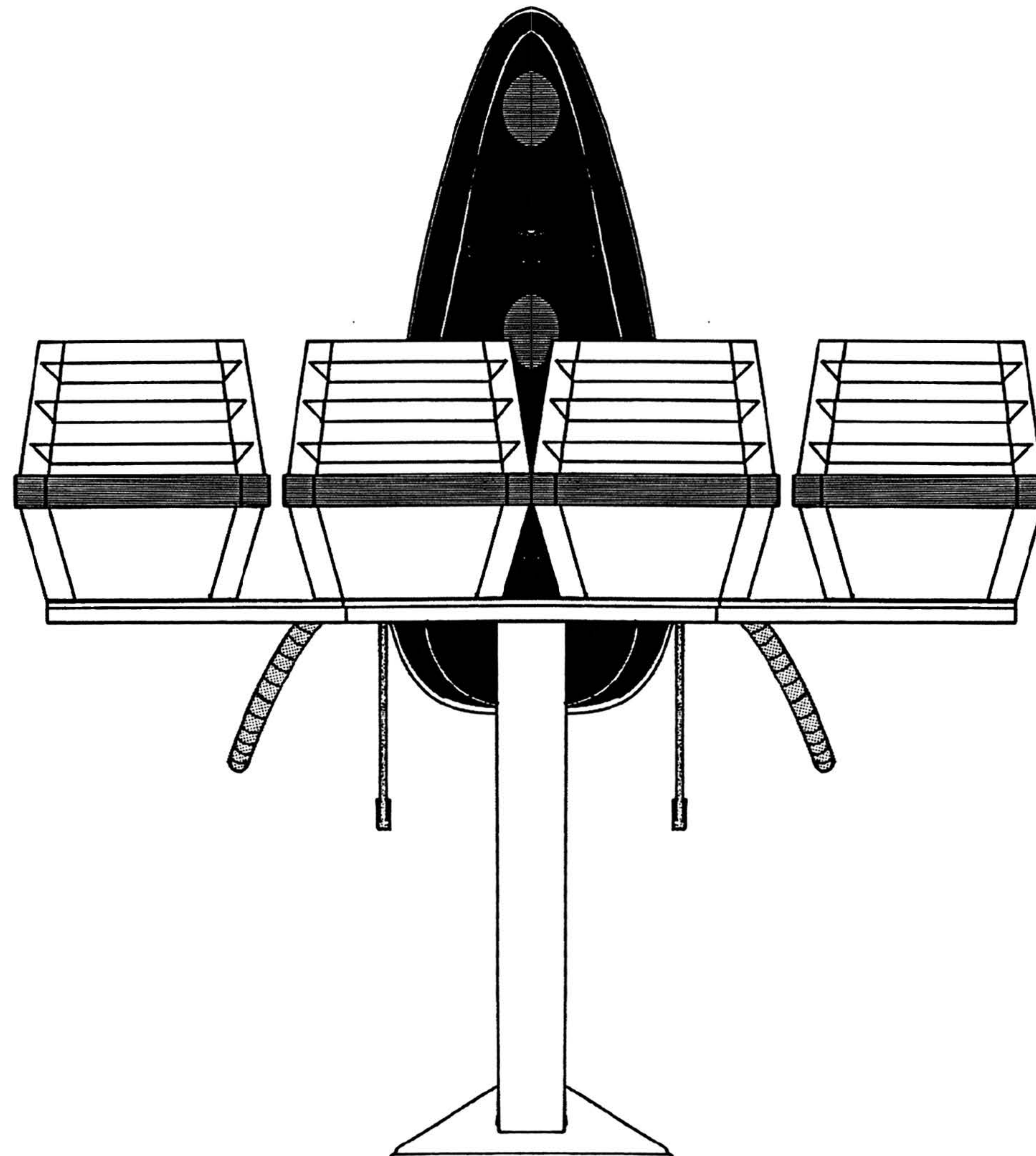


FLIGHT DECK CONTROLS

The Liberator's flight deck has five main crew positions, each an array of (normally) four control pods. The pods are totally modular and multifunctional; each control panel consisting of a mixture of user programmable keys and displays. Each position has its nominal main function but these can be reassigned according to need. Pods and their panels can also be rearranged in any location at any crew position, giving the crew totally customizable flight controls. At the time of the acquisition of Orac, an extra pod was added to the front port and starboard arrays, extending the flexibility of these two positions to minimize the number of situations where a full crew was necessary. The instrumentation illustrated is representative of that used by Blake and his crew.



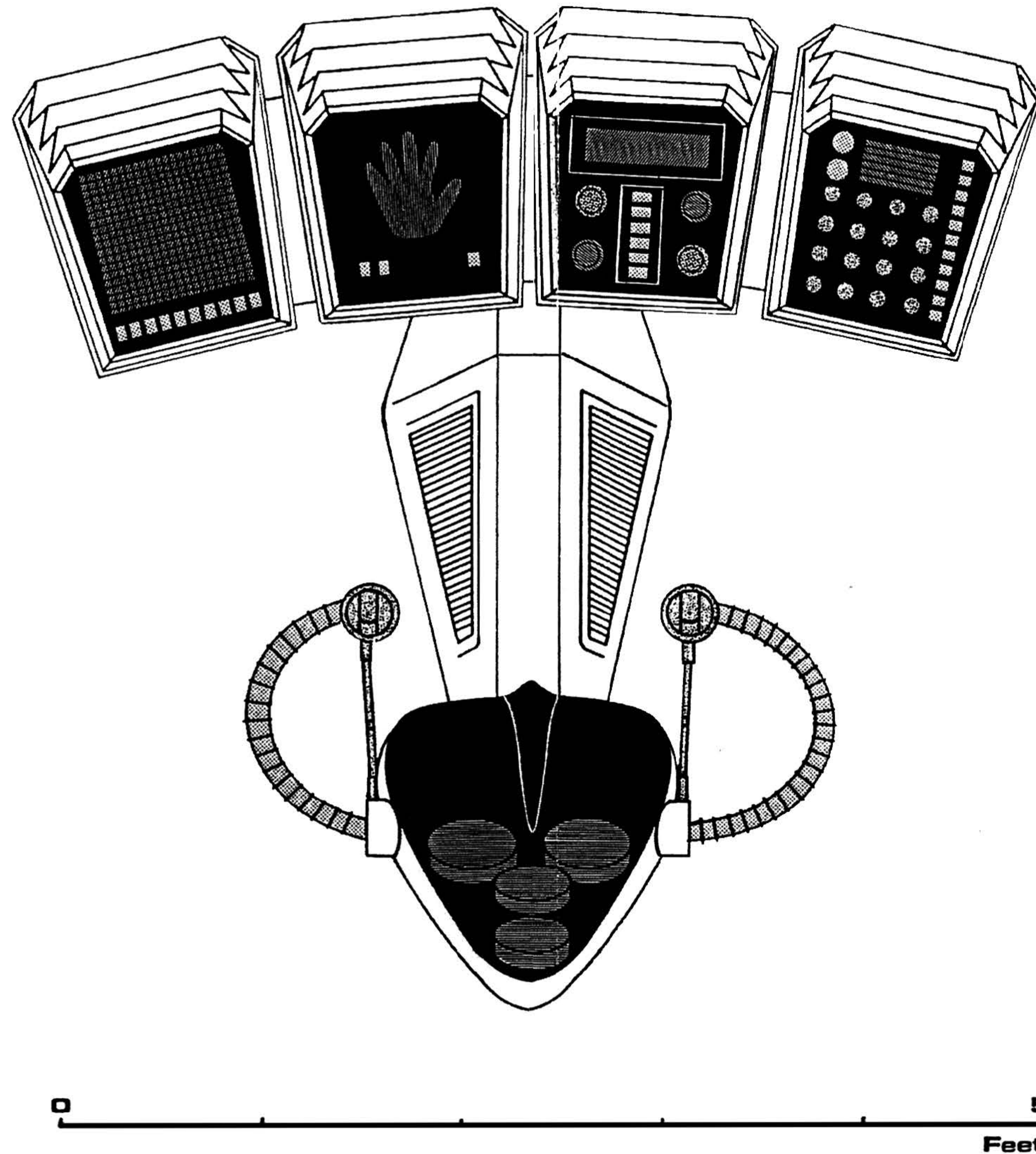
Front Elevation



0 5
Feet

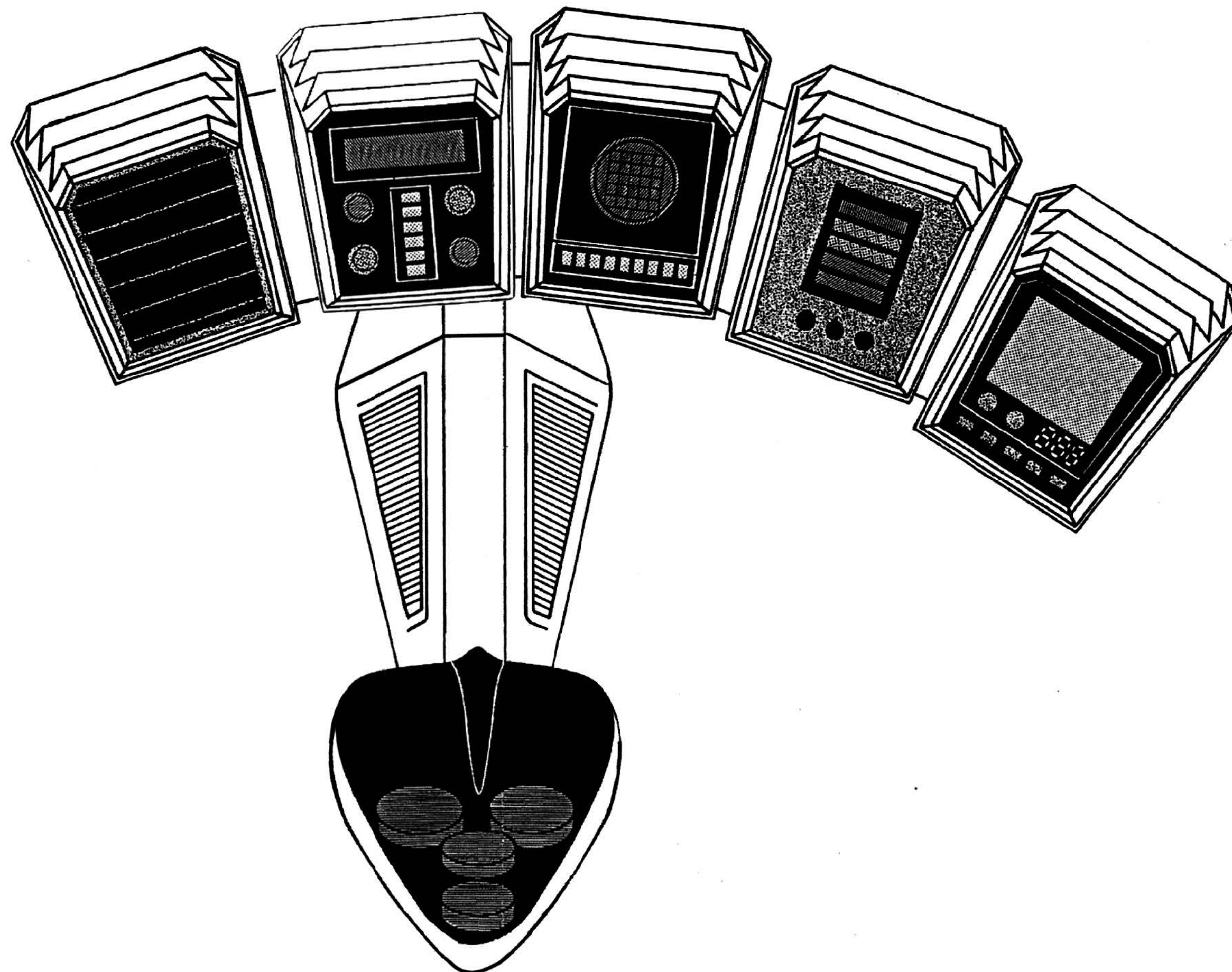
Plan

Computer controlled flight adjustments are possible from any console. However, manual manoeuvring is only possible from the three positions with manual manoeuvring arms; the central pilot position and two others. Before the acquisition of Orac, the auxiliary manual manoeuvring controls were attached to the front two outer positions. At the same time as the extra pods were added to these positions, the manual controls were moved to the rear where the crew were more likely to be free to use them. The pilot position is the least multifunctional, as nearly all pilot controls and displays are used when manual flight control is engaged.



Plan

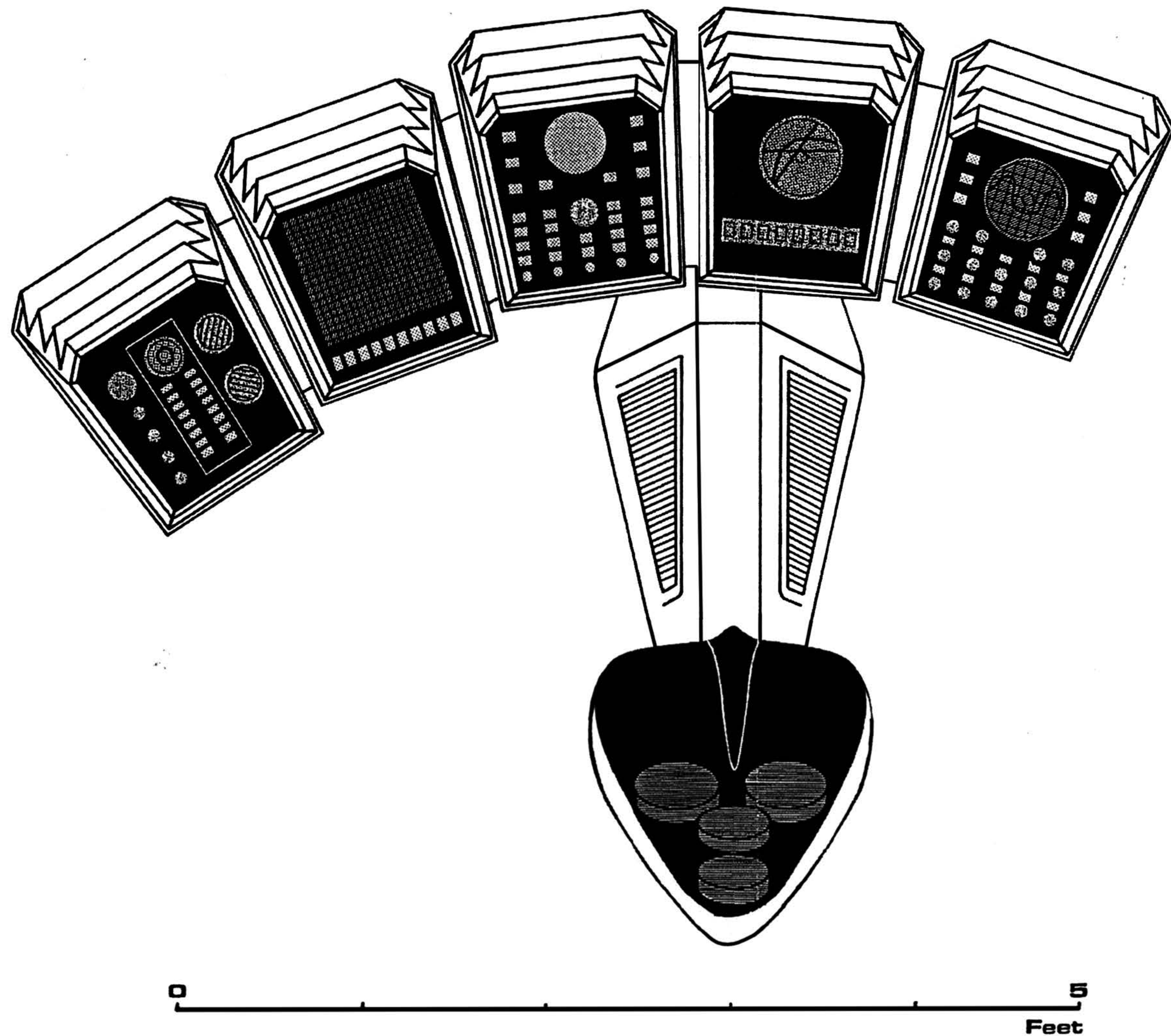
The main function of this position is computer systems monitoring, making it the ideal command position. Panels consist mainly of displays of various kinds to give the best overview of the Liberator's situation. It is also the best position for direct communication with Zen. The far right hand pod was added by Blake and his crew to extend the position's comitoring capabilities and flexibility.



0 5
Feet

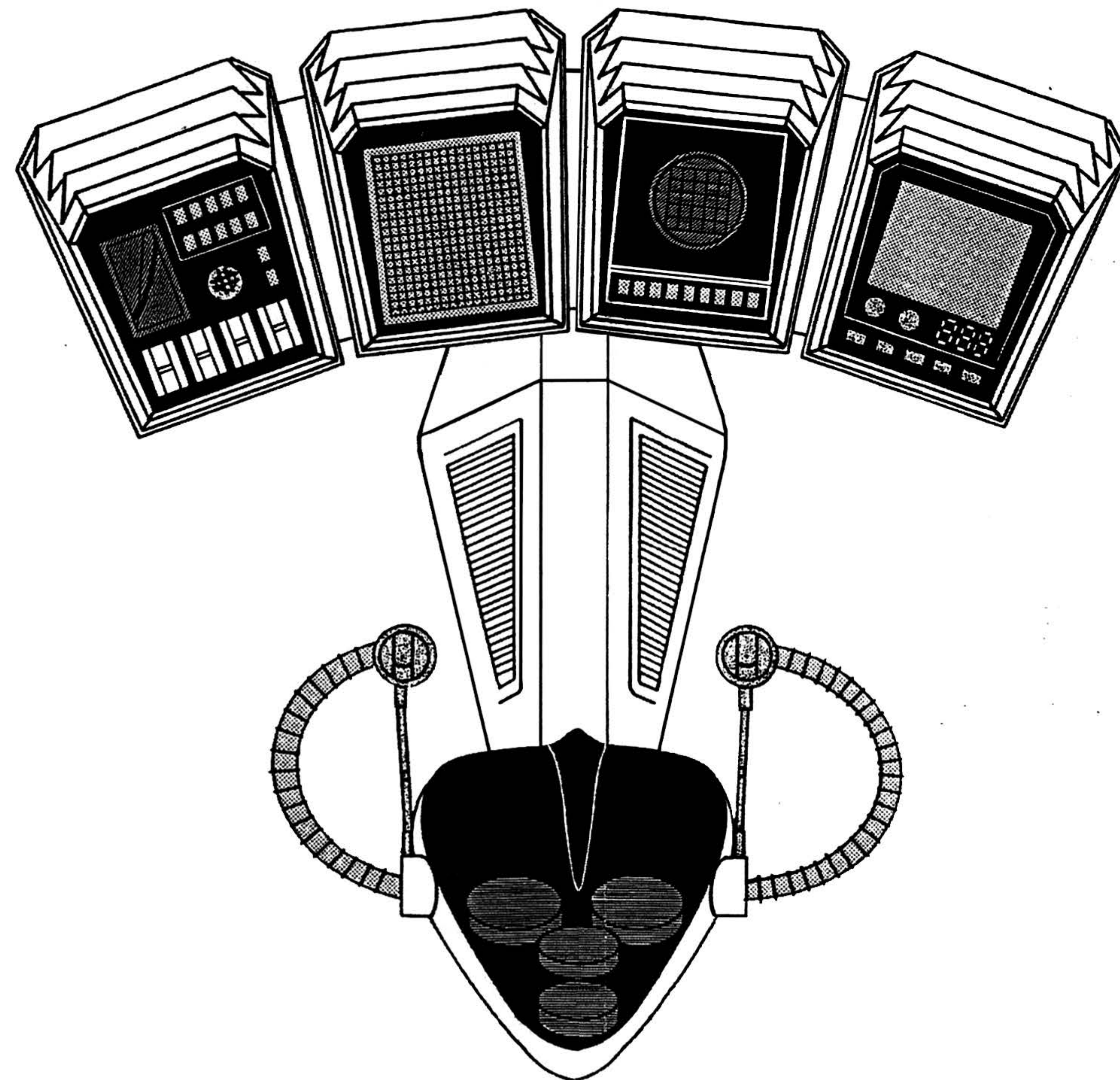
Plan

The principle function of this position is navigation, with weaponry as its main secondary concern. As with the front port position it originally possessed manual manoeuvring arms, but these were moved back at the same time as the fifth pod was added to increase its multifunction capabilities. Control panels consist of an approximately equal mixture of user assignable controls and displays.



Plan

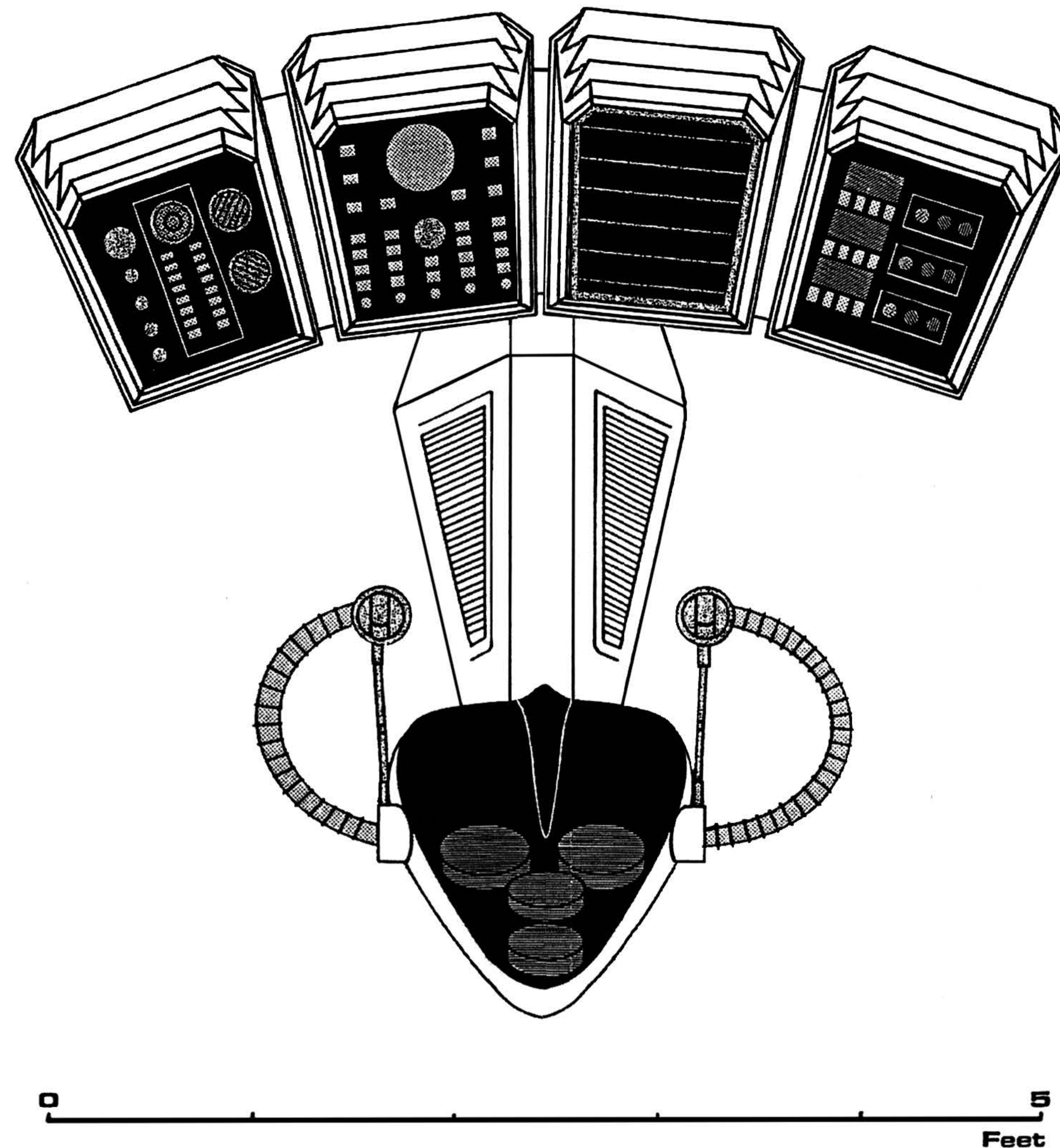
These consoles' main function changed with the crew member. Starting off as communications, it changed to weaponry when Dayna started using it. Of all the positions, the rear two are designed to be the most flexible, used mostly as backup for the consoles in front or in extreme conditions.



0 5
Feet

Plan

Originally used for activation and observation of scanners and detectors, the main function changed to communications when Cally took over this position. Panels reflect these main functions consisting of more controls than displays. The manual manoeuvring arms, backup for the pilot position ones, were removed to these rear positions due to their unfeasible use at the front port/starboard positions when the extra control pods were added.

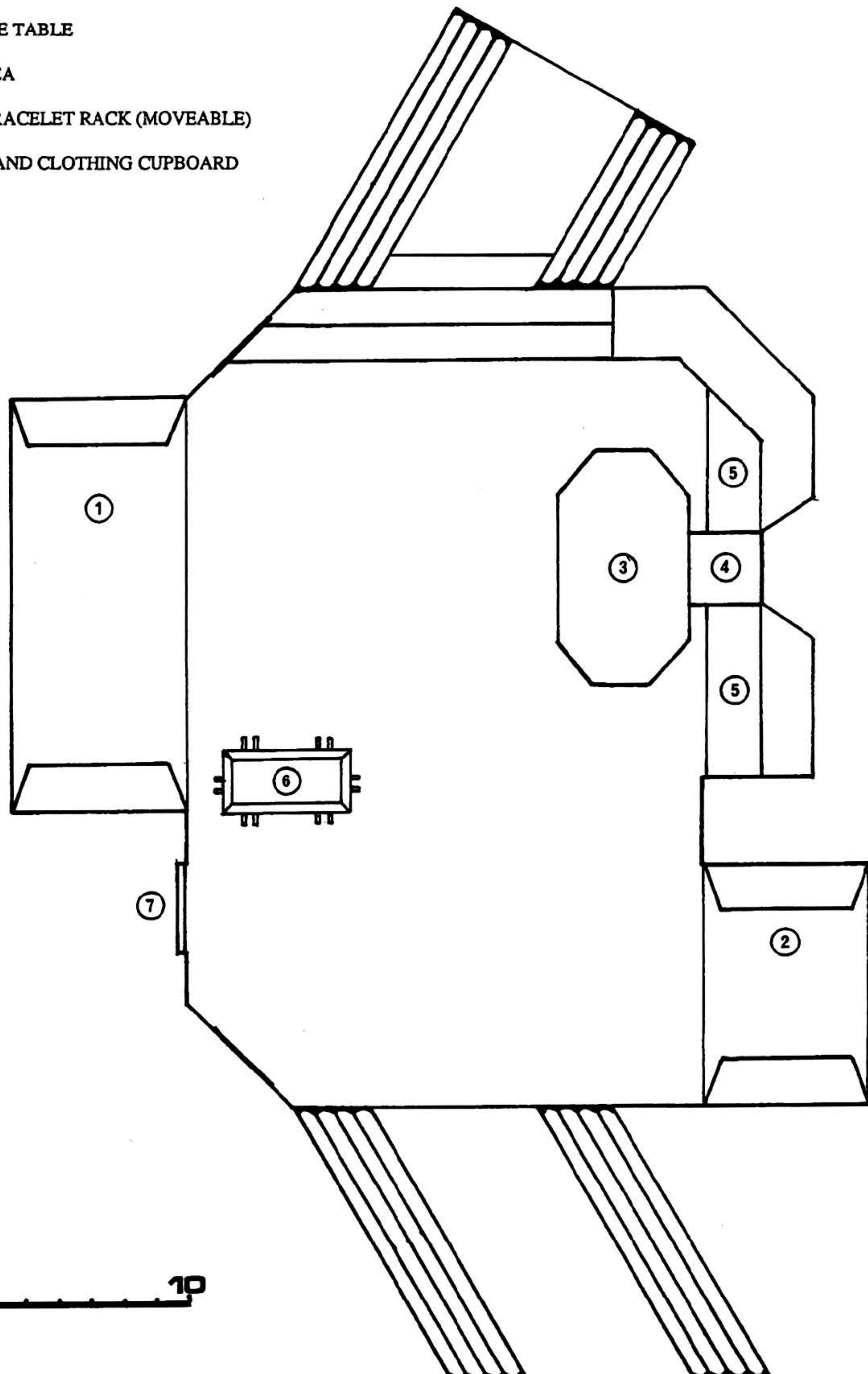


TELEPORT

1-2-3'1

Key

- 1) MAIN TELEPORT AREA
- 2) EMERGENCY SECONDARY TELEPORT AREA
- 3) TELEPORT CONTROL DESK
- 4) CO-ORDINATE TABLE
- 5) SEATING AREA
- 6) TELEPORT BRACELET RACK (MOVEABLE)
- 7) EQUIPMENT AND CLOTHING CUPBOARD



0 10
Feet

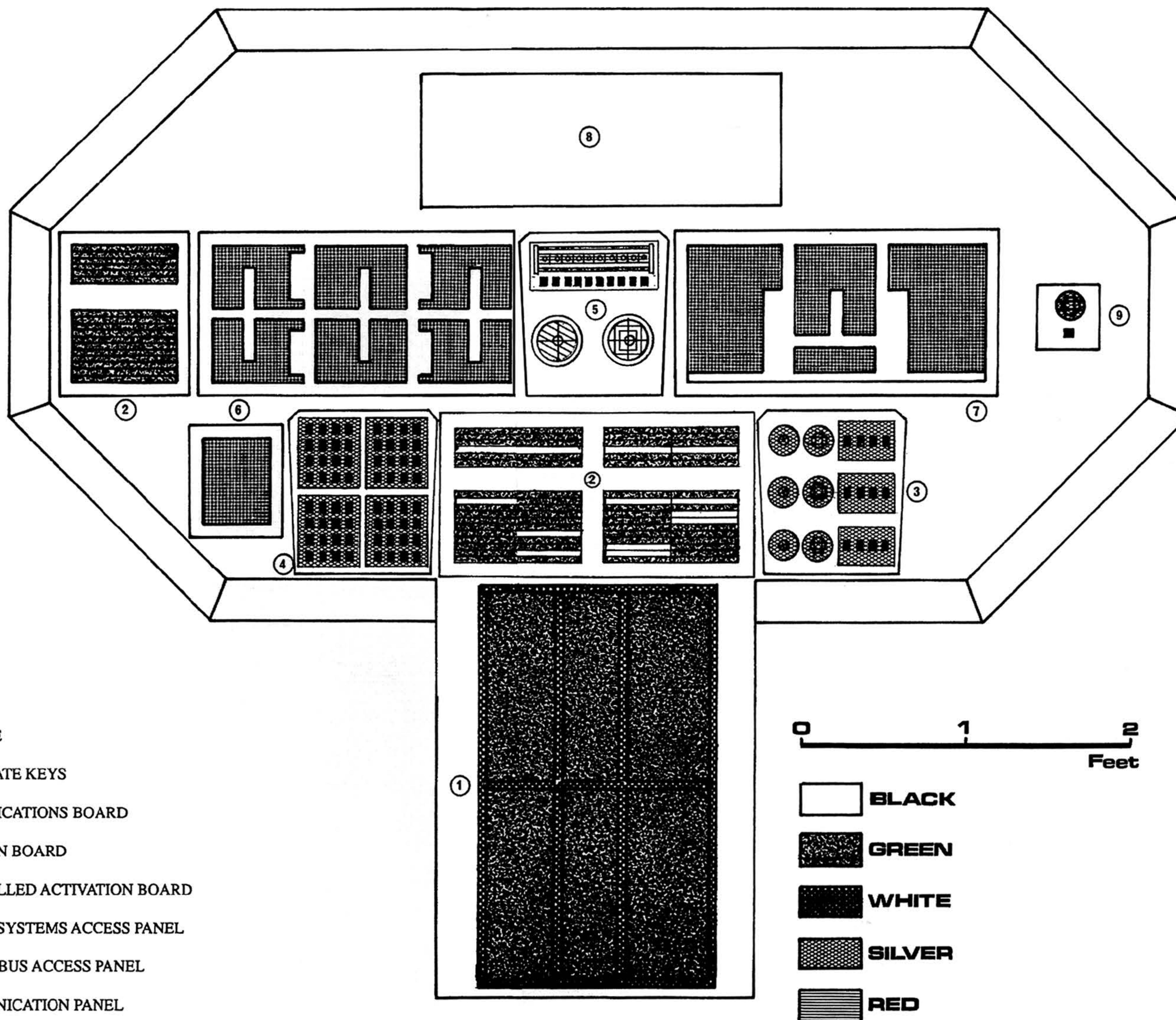
One of The Liberator's main advances over Federation ships is its ability to put the crew down on a planet/space station without the need for the ship to land. The teleport is really an extension of F.T.L. drive technology. The teleport produces a distortion in the space/time continuum on the space axis, apparently producing almost instantaneous travel over distances up to several hundreds of thousands of miles. The distortion is produced using the virtually unique properties present in Aquatar crystal. Arrival co-ordinates are guaranteed by the use of (normally) a medium pulse carrier beam. Although teleportation can take place through anything, the carrier beam can be disrupted by very dense materials. The teleport bracelet identifies the spacial co-ordinates of the subject being teleported, acts as a life-support system during the trauma of teleportation, maintains the subject on the carrier beam and, once teleported, acts as a communicator and a positional indicator for the carrier beam to lock onto.

The teleport controls were modified as the crew got to know them. The original layout is illustrated on 1.2.3/3, the final layout on 1.2.3/4.

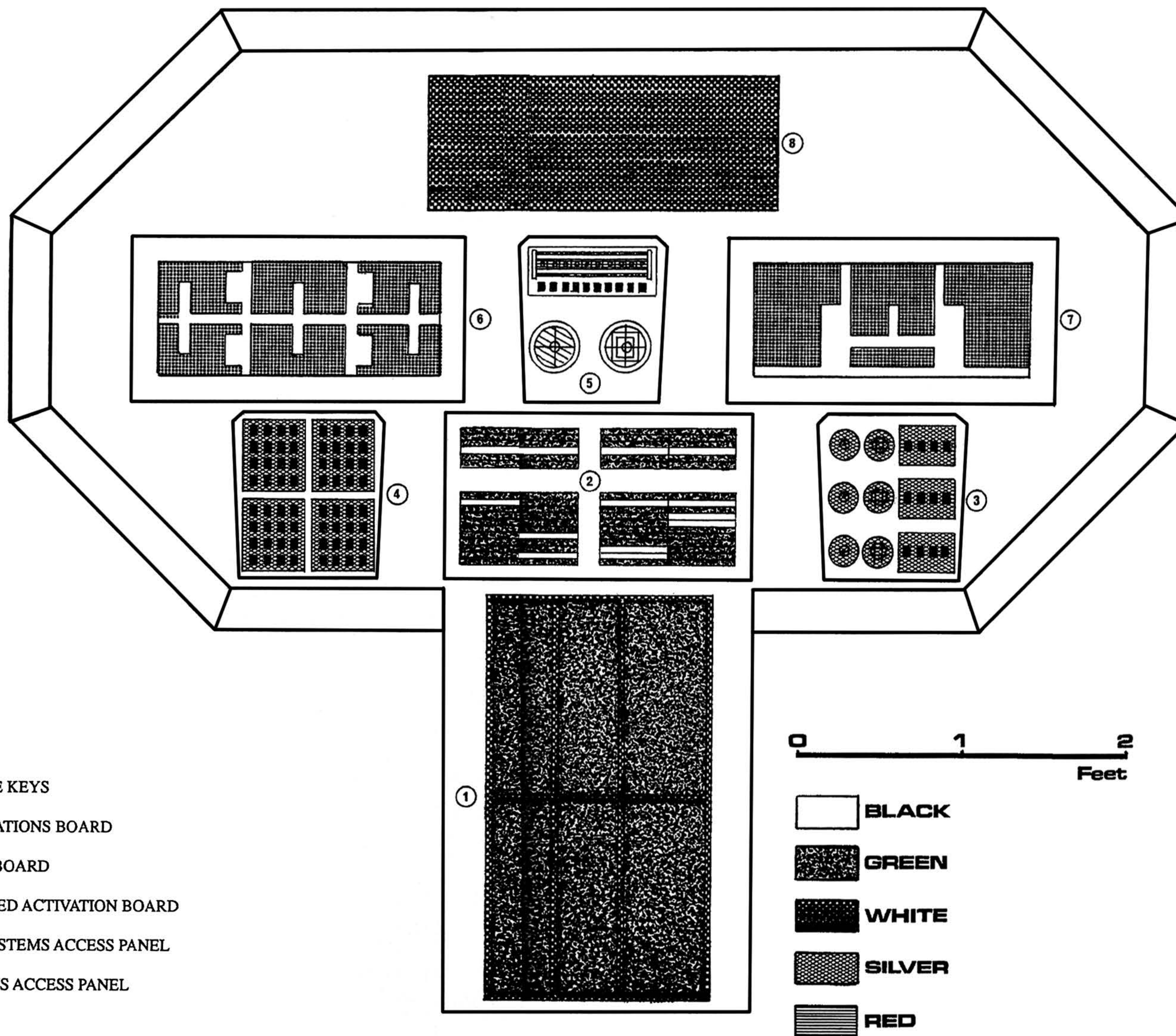
As with the rest of the ships controls, manual operation is possible, but computer control, except for the actual activation of the teleport, is normal.

The main teleport area is normally used, but when space is not available the secondary area comes into use automatically.

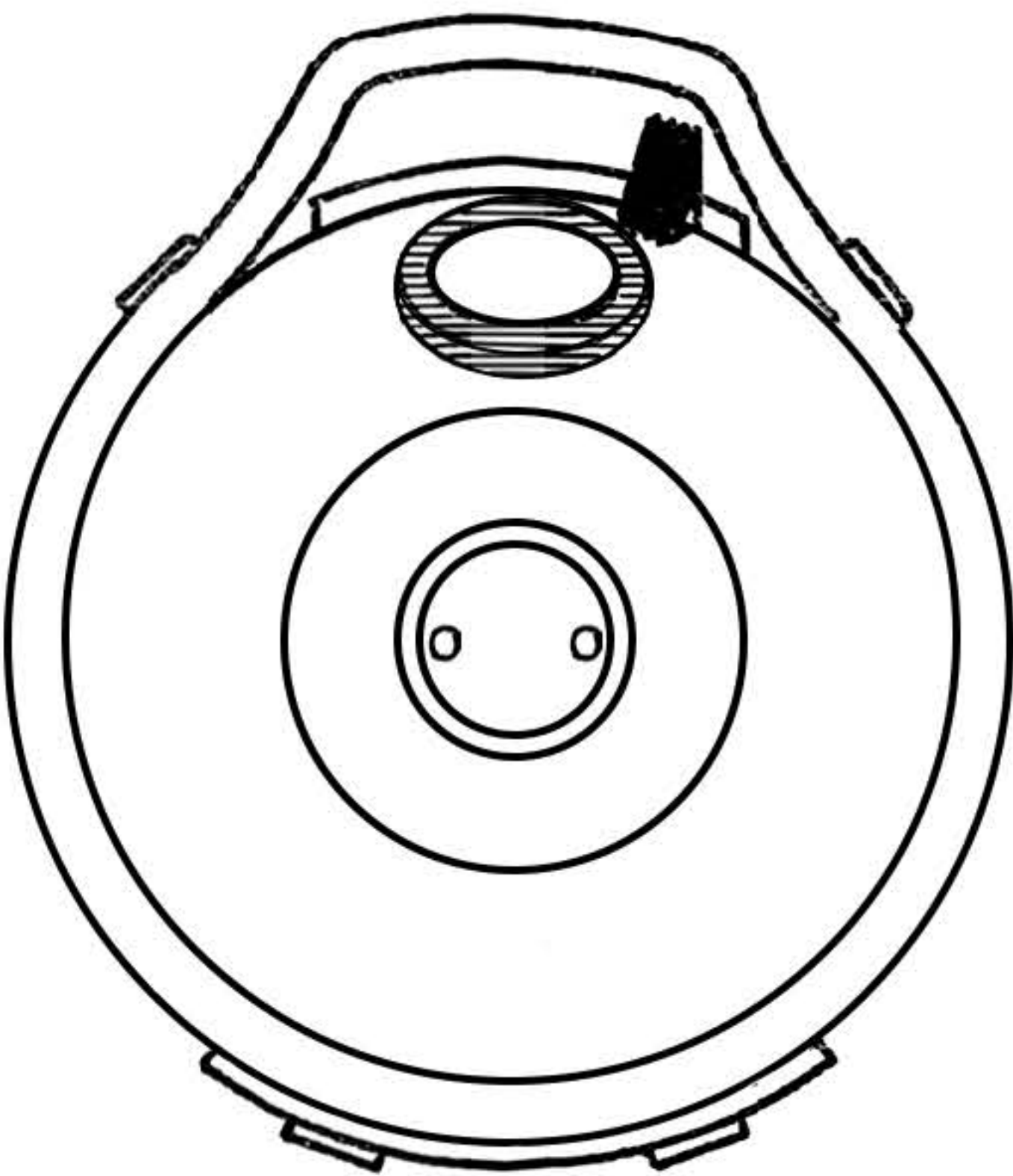
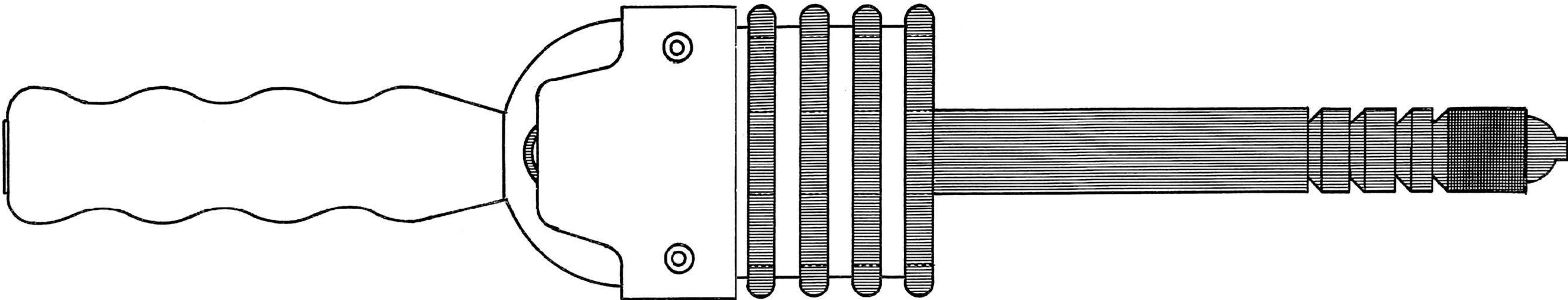
Console (Original Layout)



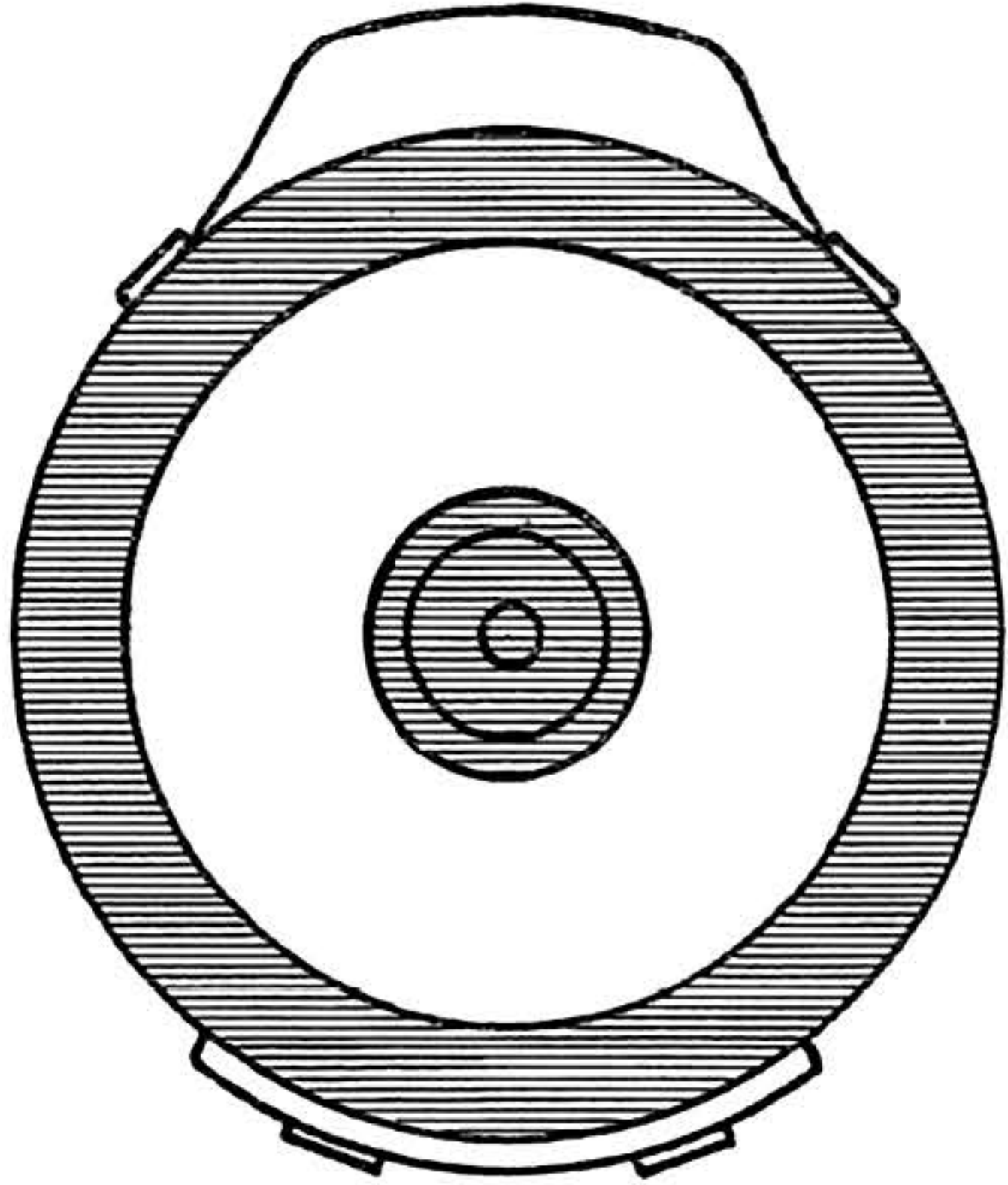
Console (final layout)



Plan



Rear



Front

 **BLACK**

 **TRANSPARENT**

Actual Size

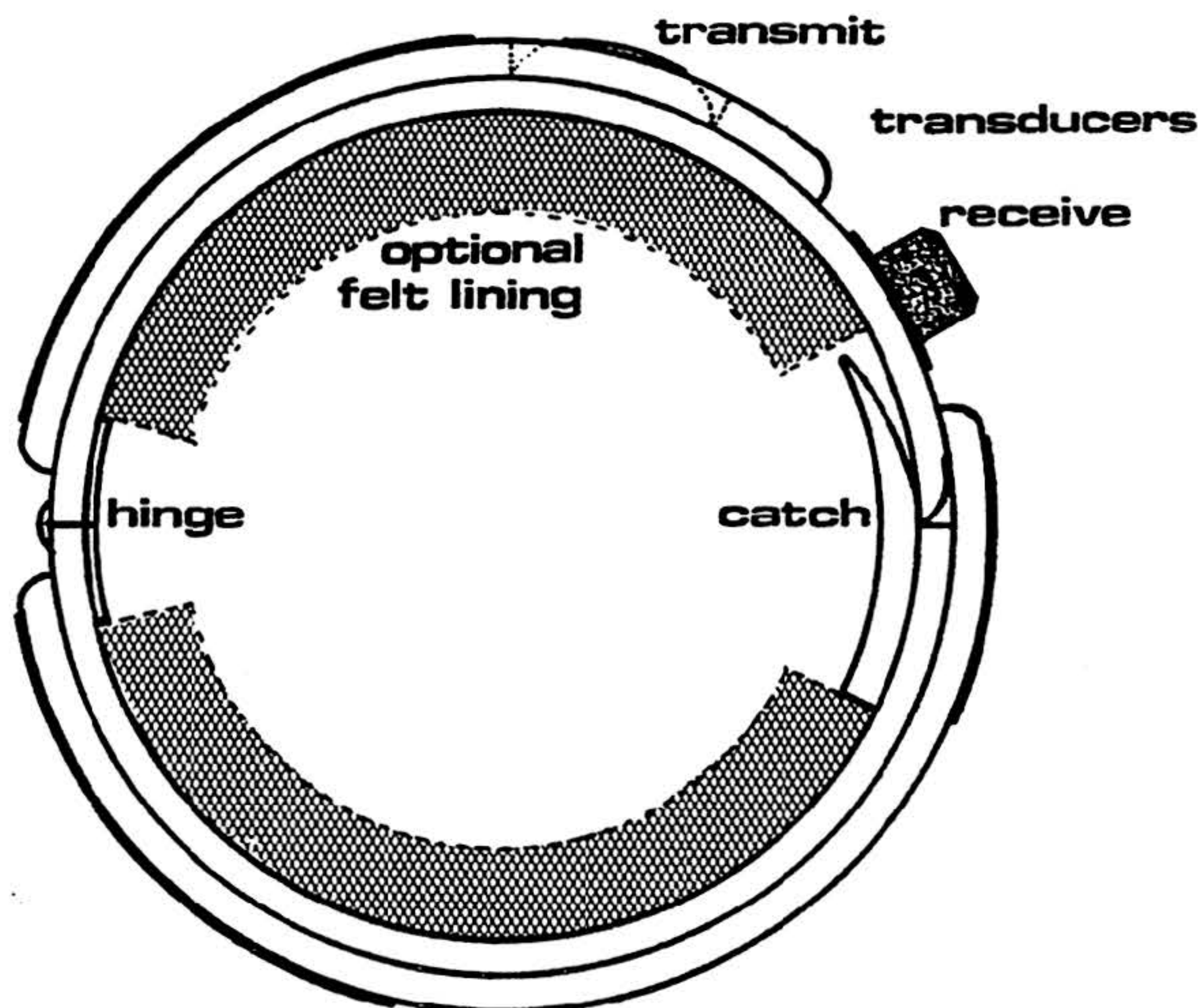
The Liberator hand gun is a pulsed high energy beam weapon capable of single pulses or variable frequency multiple pulses (selected by the slider control in front of the trigger). The gun is capable of storing sufficient charge for one pulse within itself. It is normally connected, however, to a power pack containing sufficient power for a 90 second continuous maximum frequency burst or nearly 500 single shots. A single pulse is capable of causing sufficient molecular disruption to kill most life forms. The maximum frequency multiple pulses will cause severe damage to the strongest materials.

Originally the guns were all stored in the gun rack on the flight deck. This was fitted with a single isomorphic response device which was soon disabled with some guns then being stored nearer the teleport area. Normally the guns are carried in belts with a holster and pocket for the power pack.

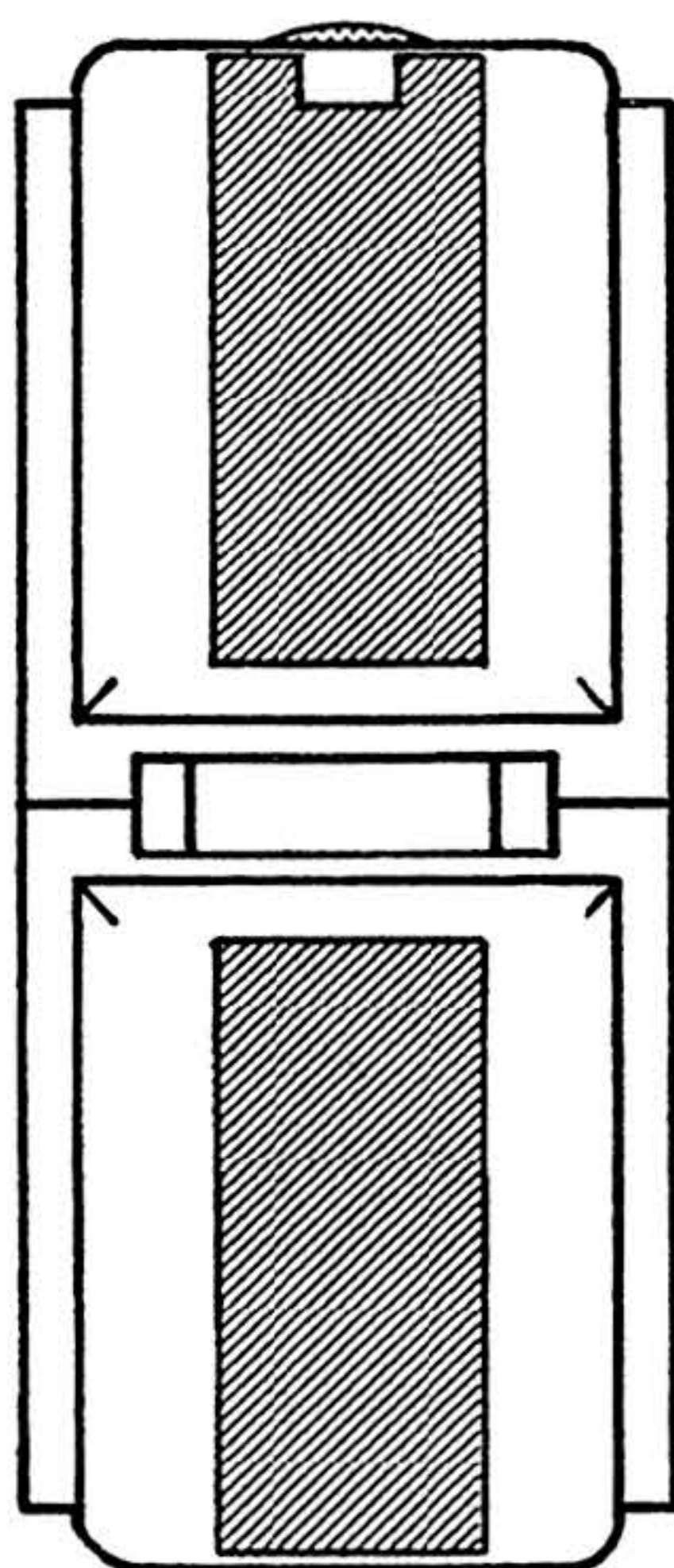
TELEPORT BRACELET

I-3-21

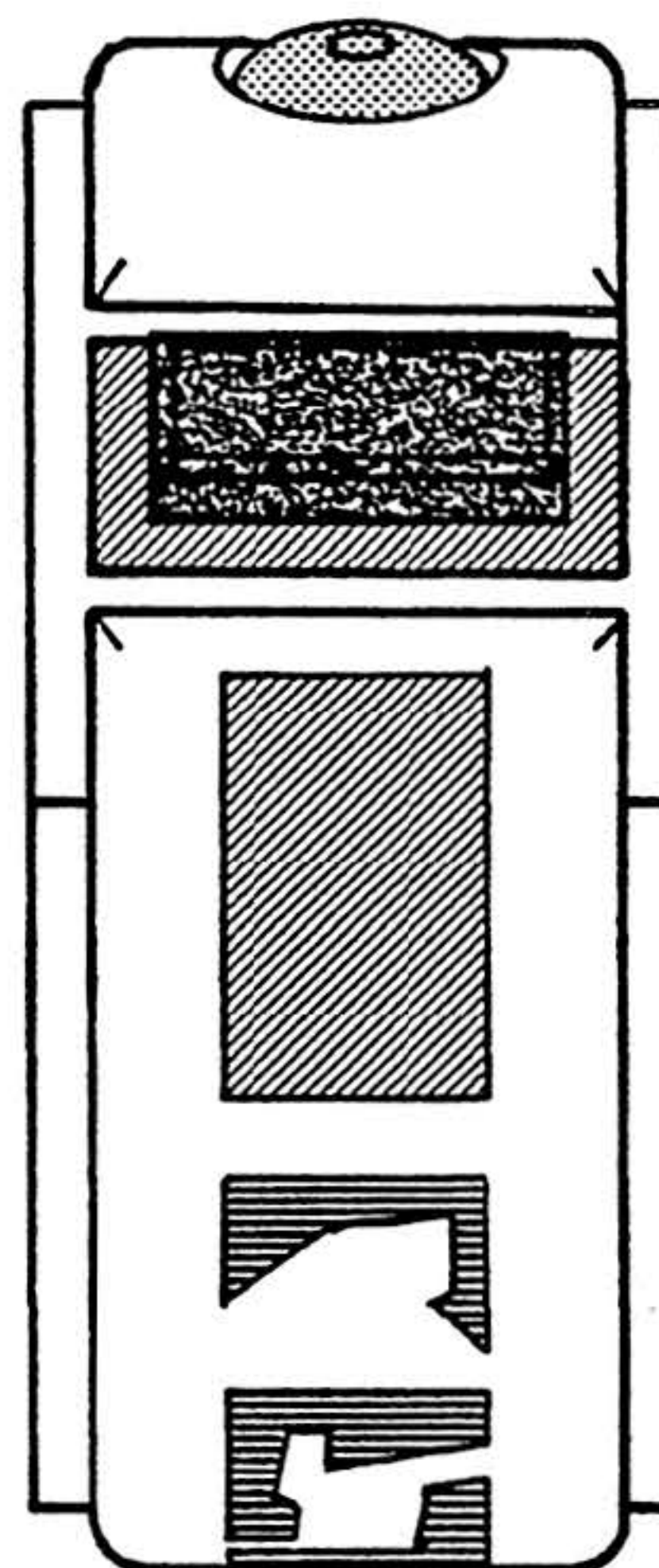
Plan



Actual Size



Left

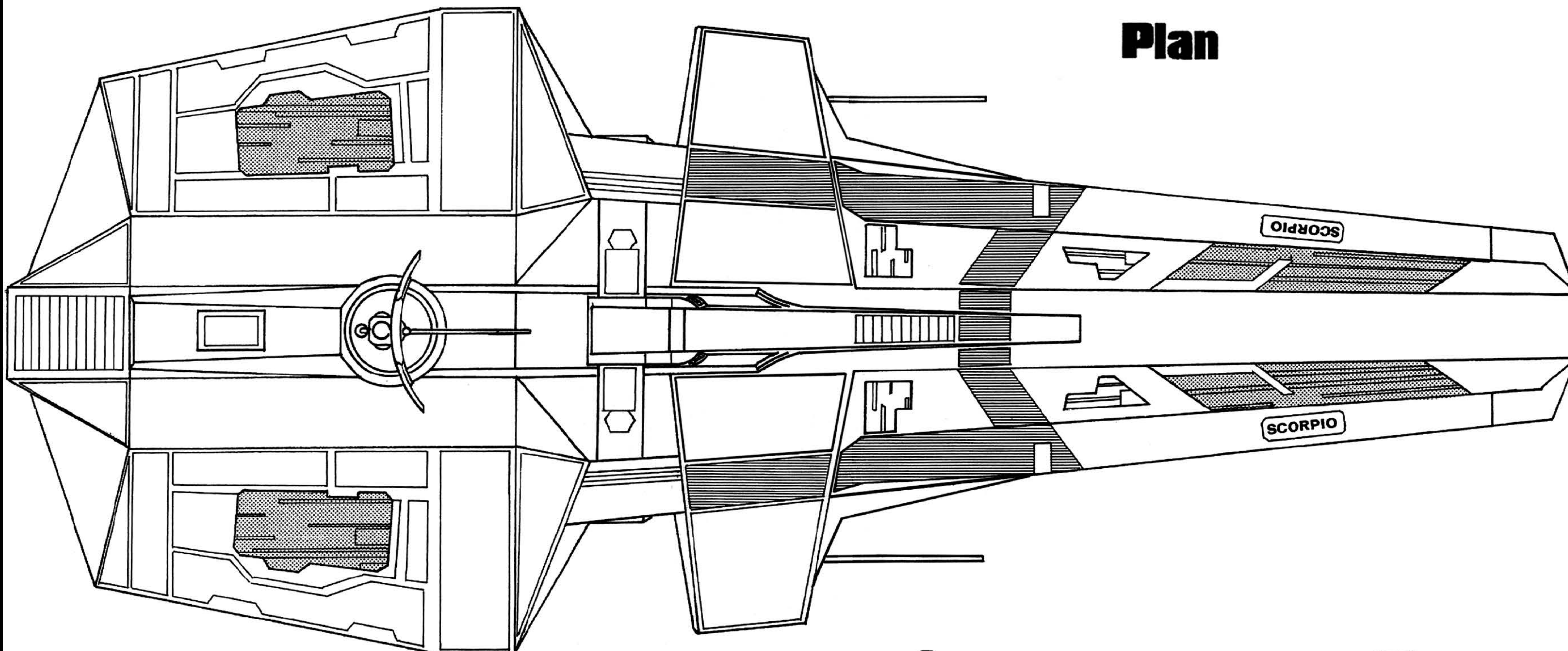


Right

2: SCORPIO


AND XENON BASE

Plan



0 100
Feet

Wanderer Class Planet Hopper (Mk II)

-  ORANGE/BROWN
-  YELLOW
-  GREY
-  WHITE

SURFACE DETAIL SIMPLIFIED/OMITTED FOR CLARITY

SCORPIO

2-1-1'2

Elevations

UNLADEN MASS: 4,752 TONS

OVERALL LENGTH: 337 FEET

OVERALL HEIGHT: 114 FEET

OVERALL BREADTH: 140 FEET

ORIGINAL MAXIMUM SAFE CRUISING SPEED: T.D.5

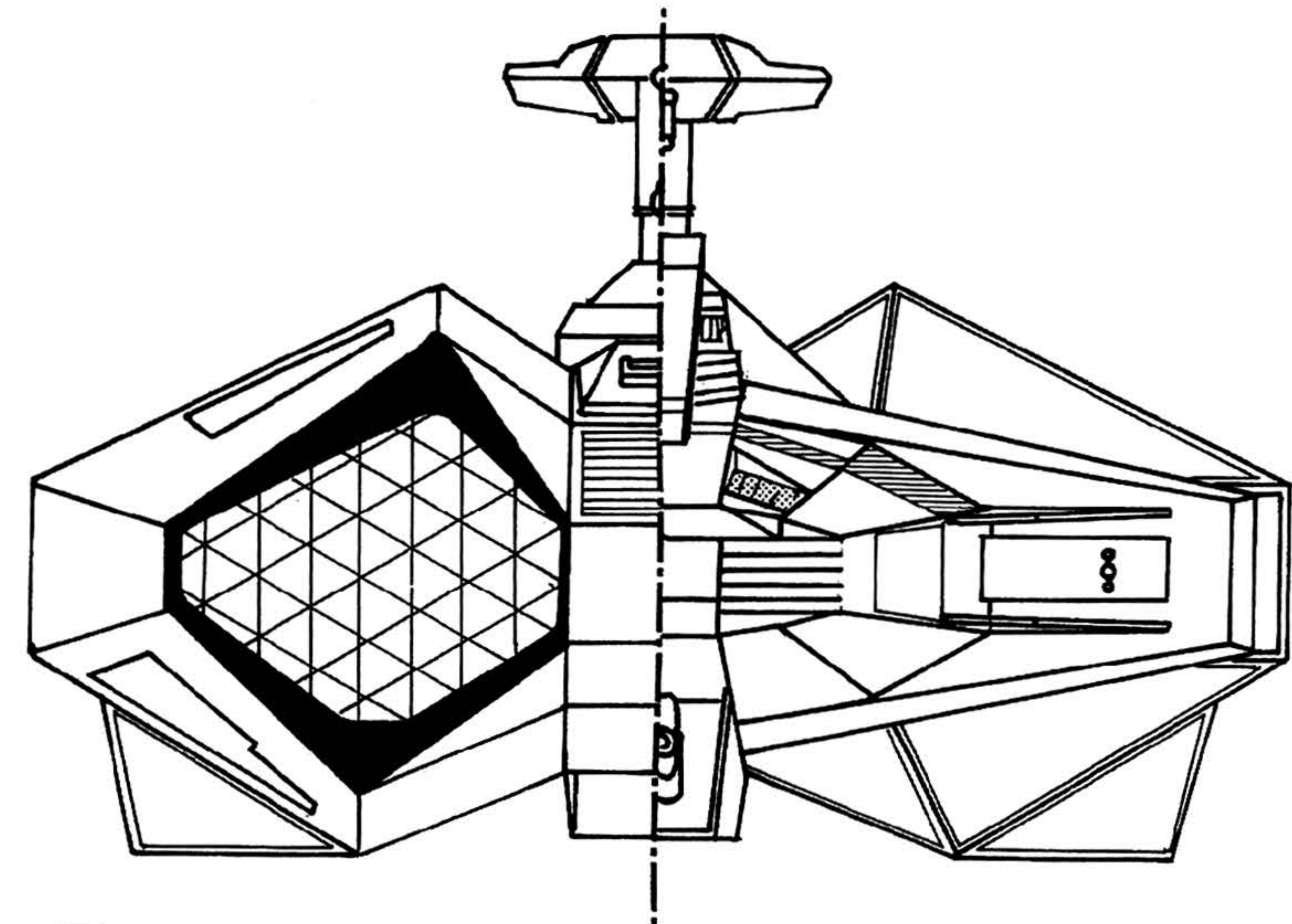
MAXIMUM SAFE CRUISING SPEED (PHOTONIC DRIVE):
EQUIVILANT TO T.D.15 IN REAL TIME

MAIN DRIVE:

4 x Mk. III T.D. HYPERDRIVE (MODIFIED TO Mk II REAL TIME (PHOTONIC DRIVE))

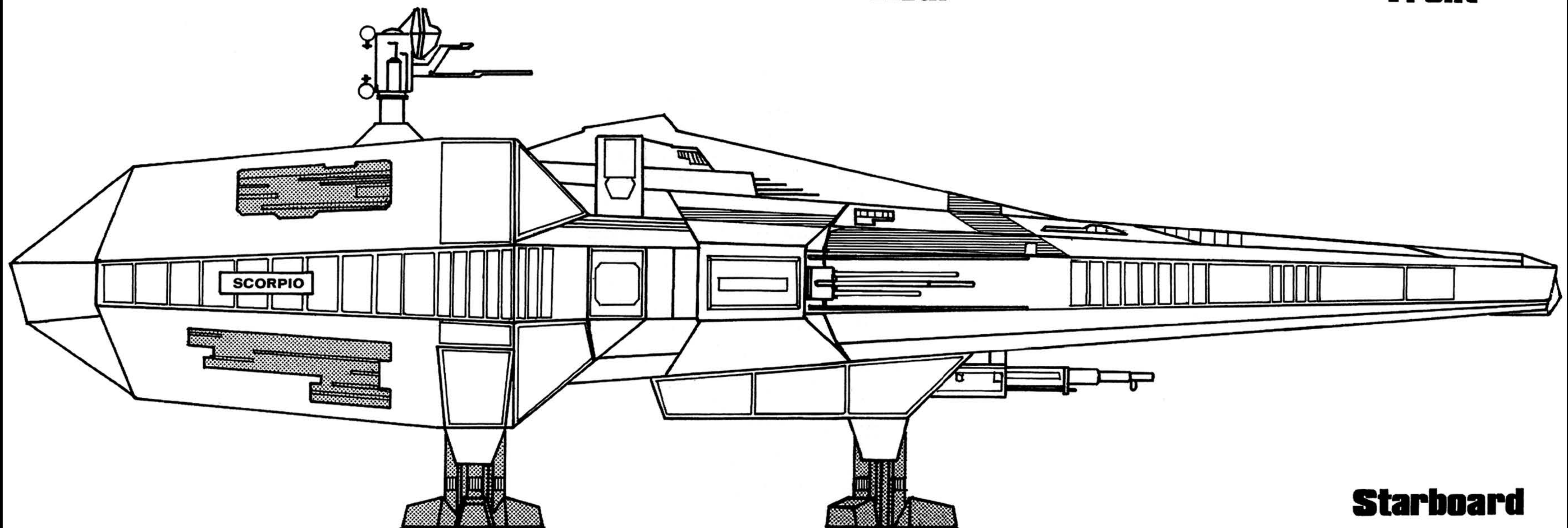
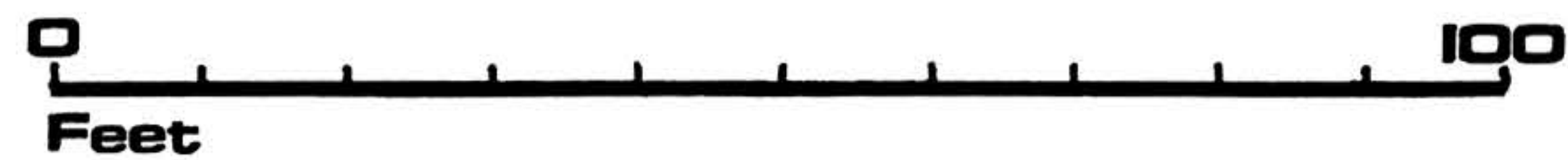
POWER CAPACITY AT MAXIMUM SAFE CRUISING SPEED: 95 HOURS

CARGO CAPACITY: 1,270 TONS

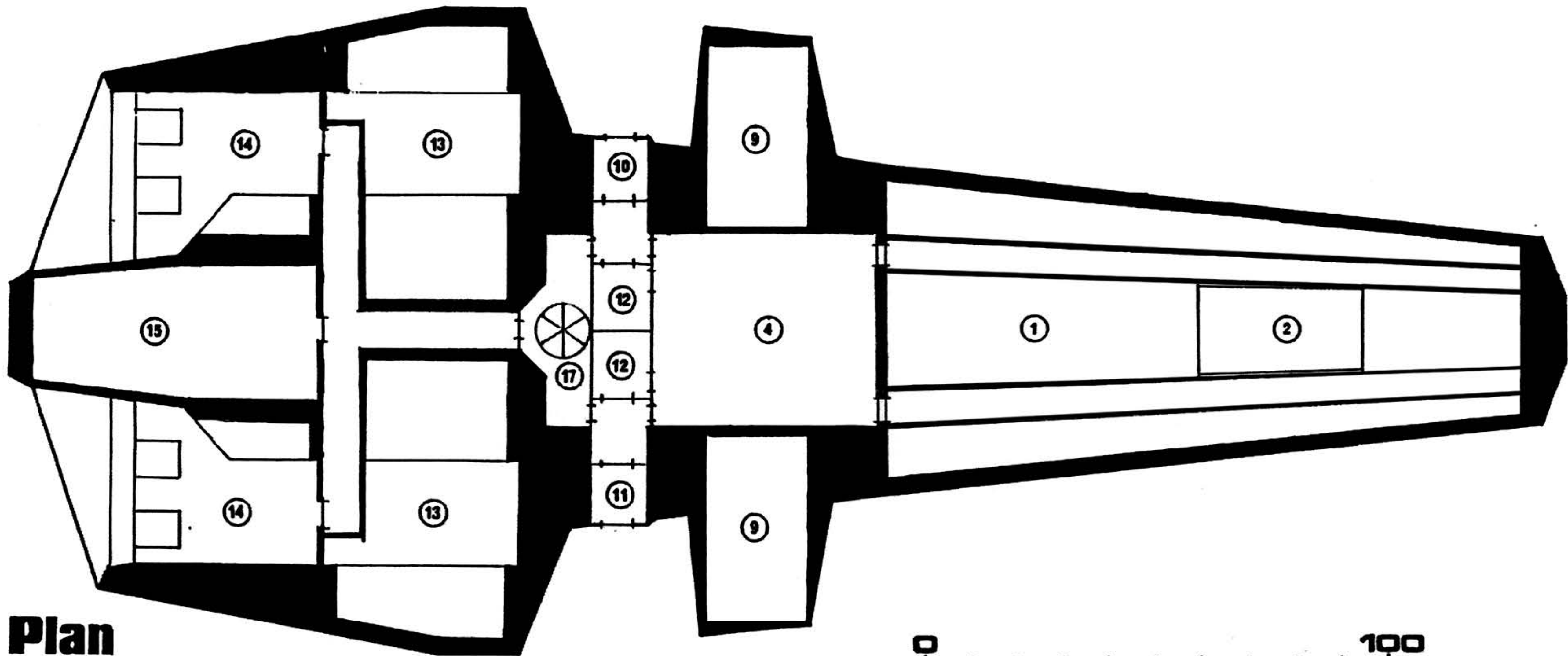


Rear

Front



Starboard

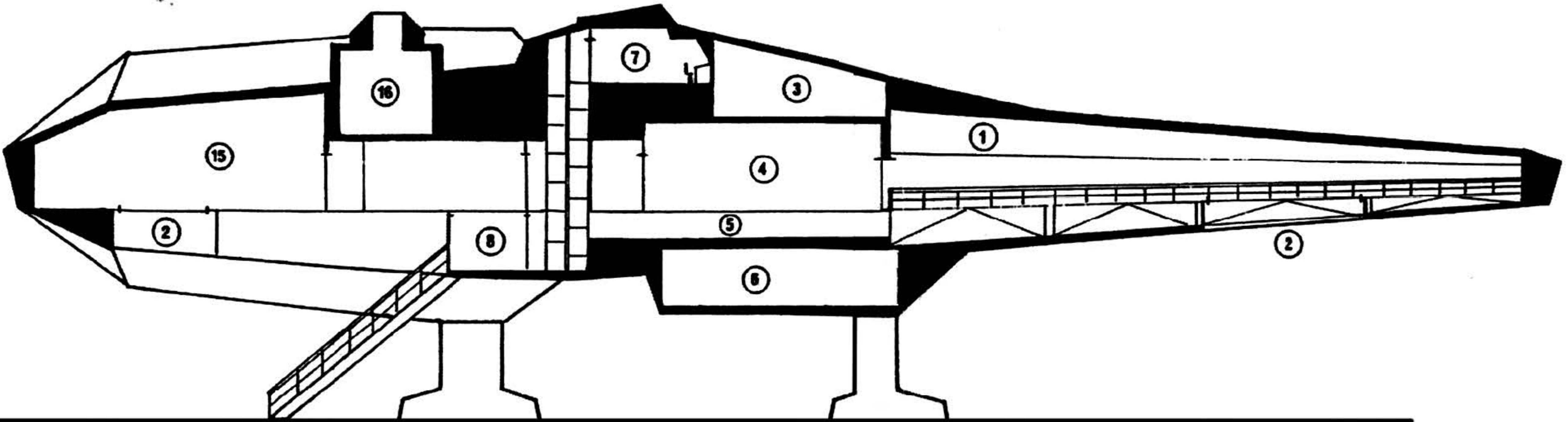


Plan

0 100
Feet

KEY

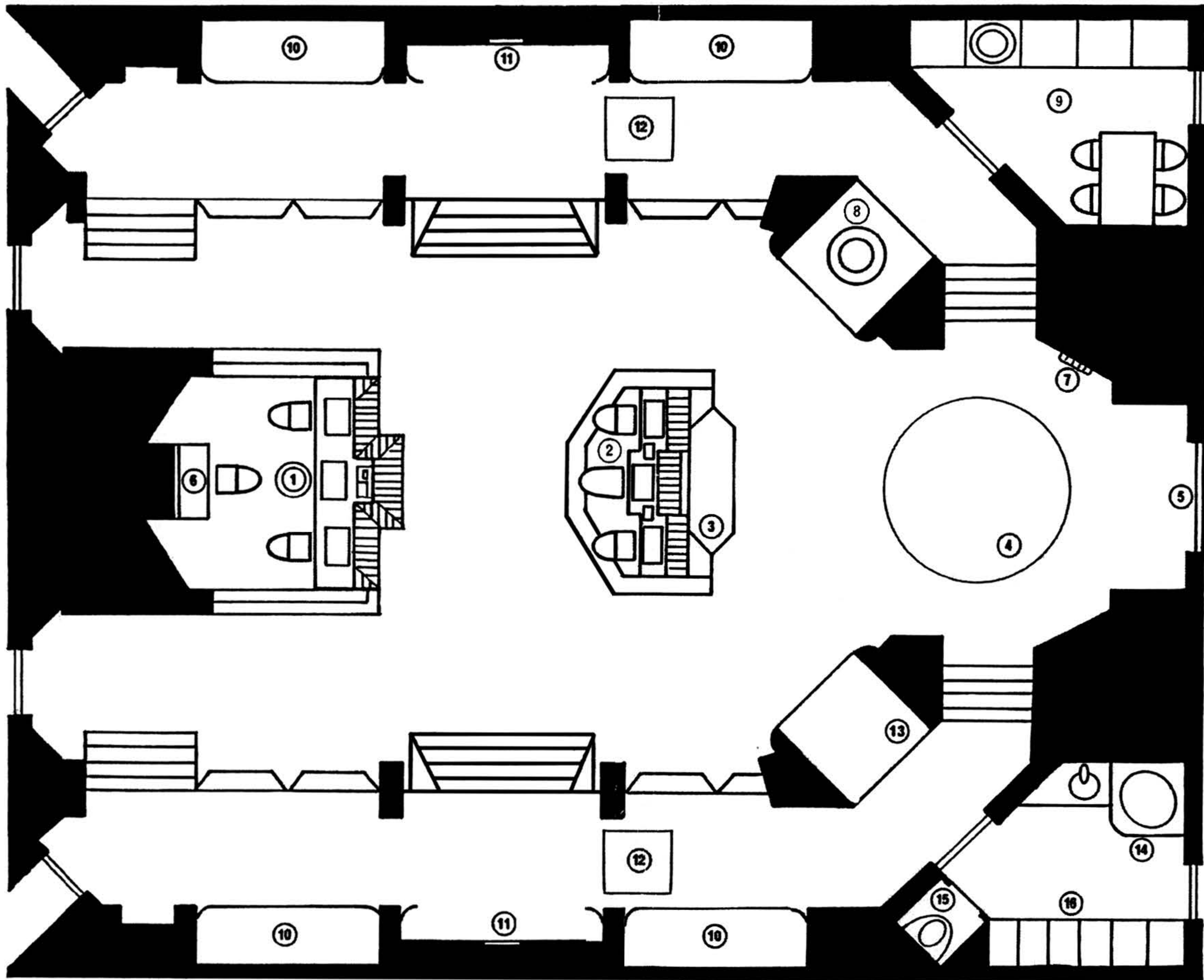
- 1) FORWARD HATCH
- 2) HATCH
- 3) COMPUTER BANKS
- 4) BRIDGE AND CREW AREA
- 5) ACCESS DUCTS
- 6) TRACTOR BEAM CONTROL
- 7) OBSERVATION DECK AND TRACTOR BEAM CONTROL
- 8) AFT AIRLOCK
- 9) ENERGY BANKS
- 10) PORT AIRLOCK
- 11) STARBOARD AIRLOCK
- 12) STORAGE AREA
- 13) MAIN DRIVE POWER UNIT
- 14) MAIN DRIVE CHAMBER
- 15) AFT HOLD
- 16) COMMUNICATION AND SCAN COMPUTERS
- 17) SPIRAL STAIRS



Elevation

KEY

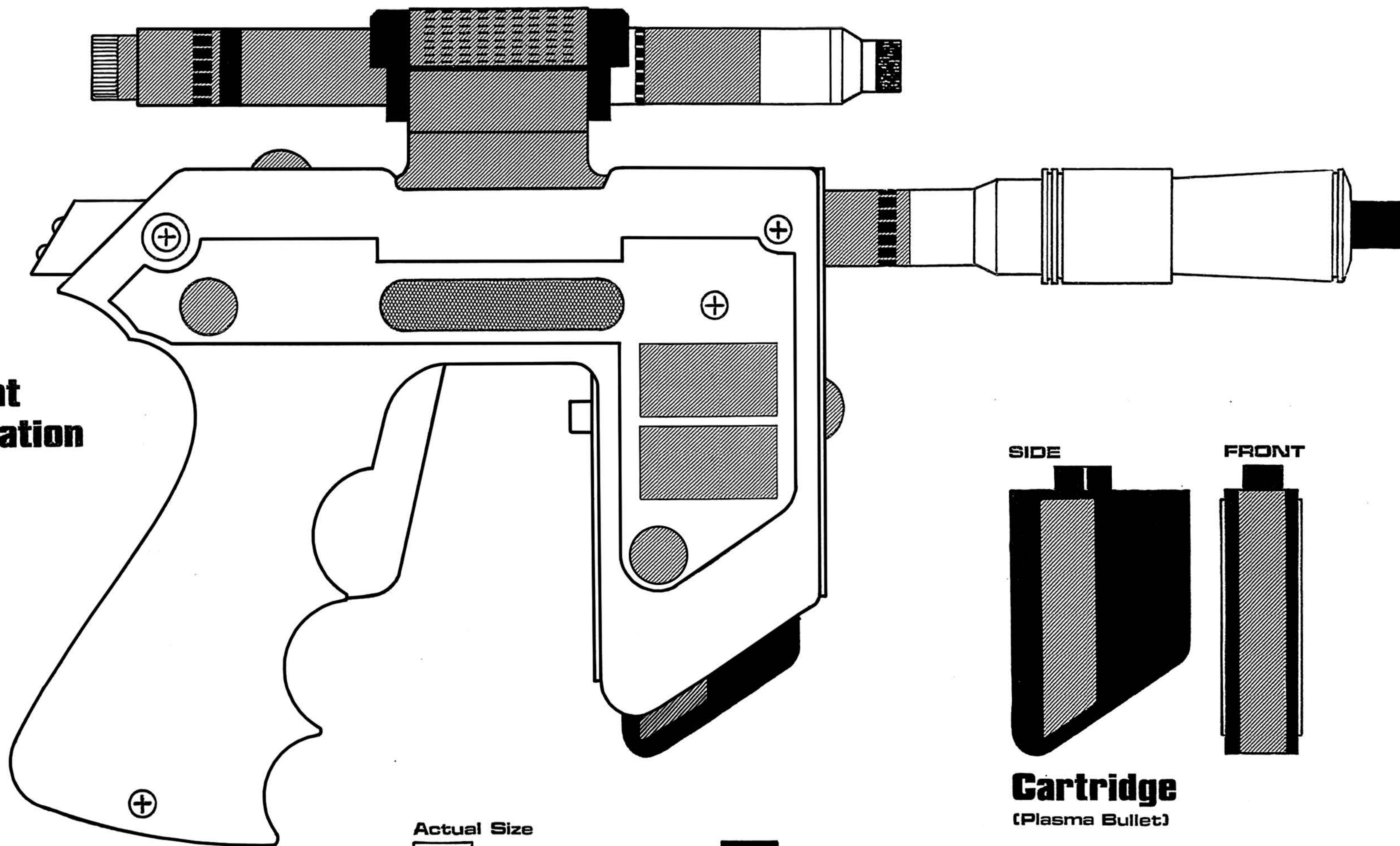
- 1) PILOT CONSOLE
- 2) COMMUNICATION AND NAVIGATION CONSOLE
- 3) TELEPORT CO-ORDINATE TABLE
- 4) TELEPORT AREA
- 5) MAIN SCREEN
- 6) REAR SCREEN
- 7) TELEPORT BRACELET BACK
- 8) SLAVE
- 9) GALLEY
- 10) BUNK
- 11) AUXILIARY SCREEN
- 12) ACCESS HATCH
- 13) MEDI-VAC UNIT
- 14) SHOWER
- 15) TOILET
- 16) CLOTHES LOCKERS





Plan



**Right
Elevation**

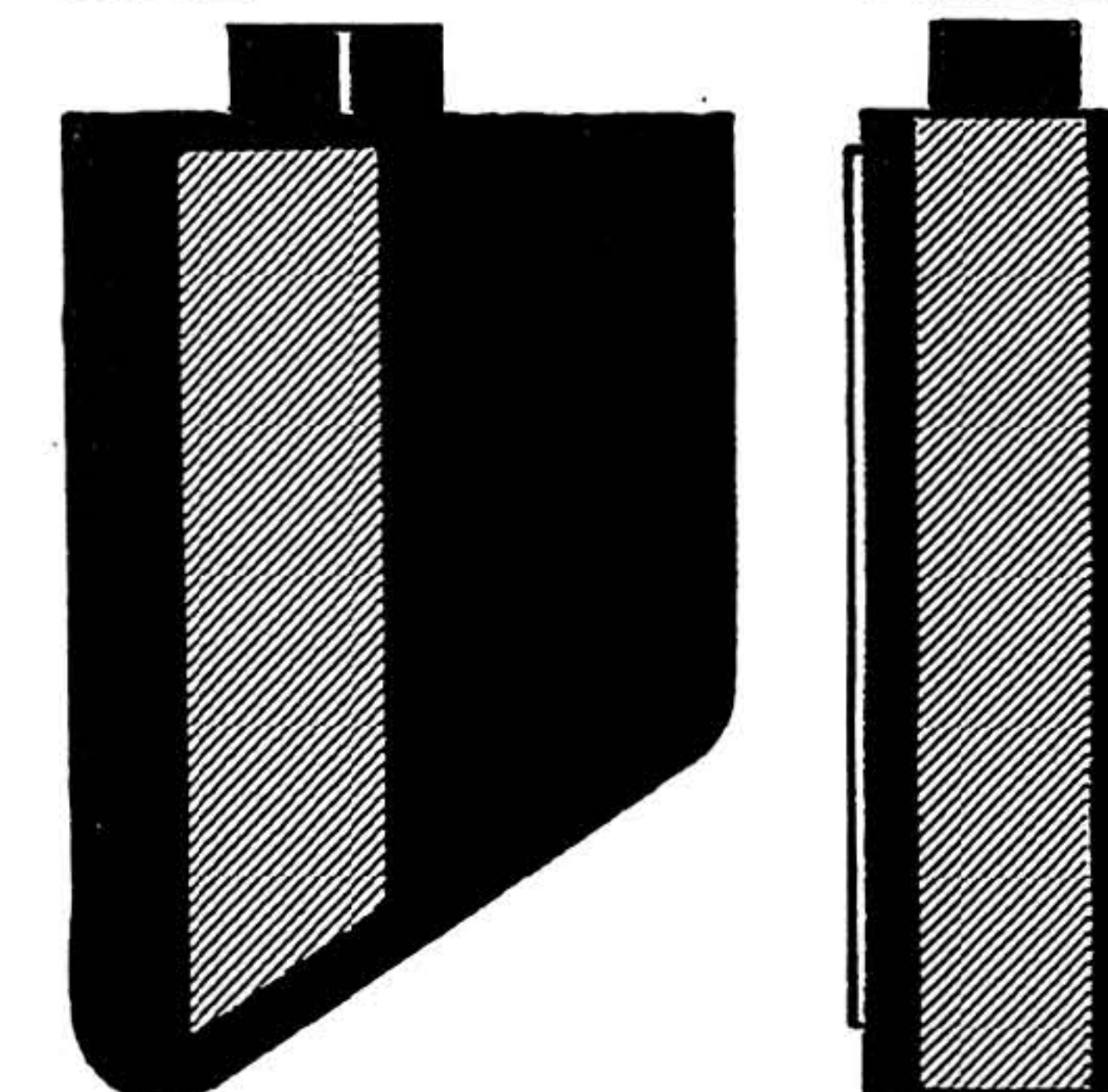


Actual Size
 ALUMINIUM
 SILVER

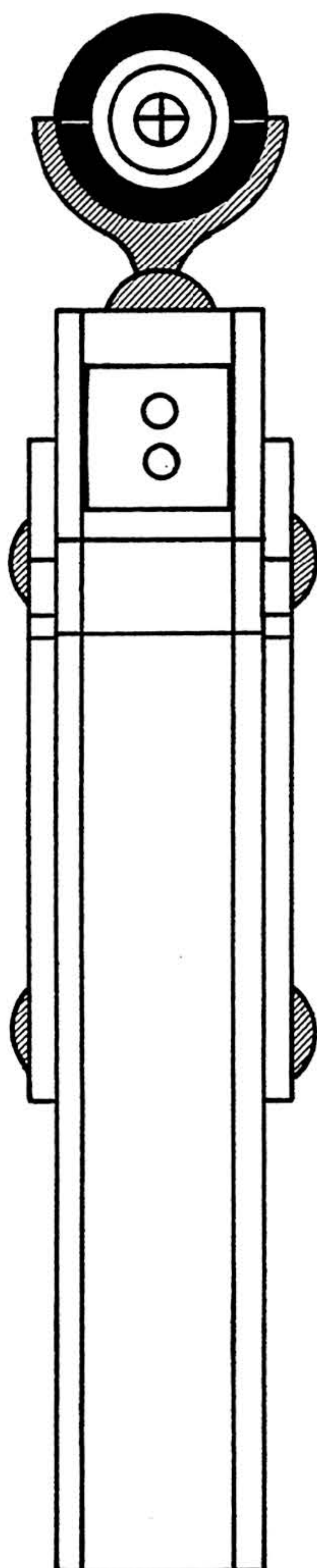
 BLACK
 ORANGE

SIDE

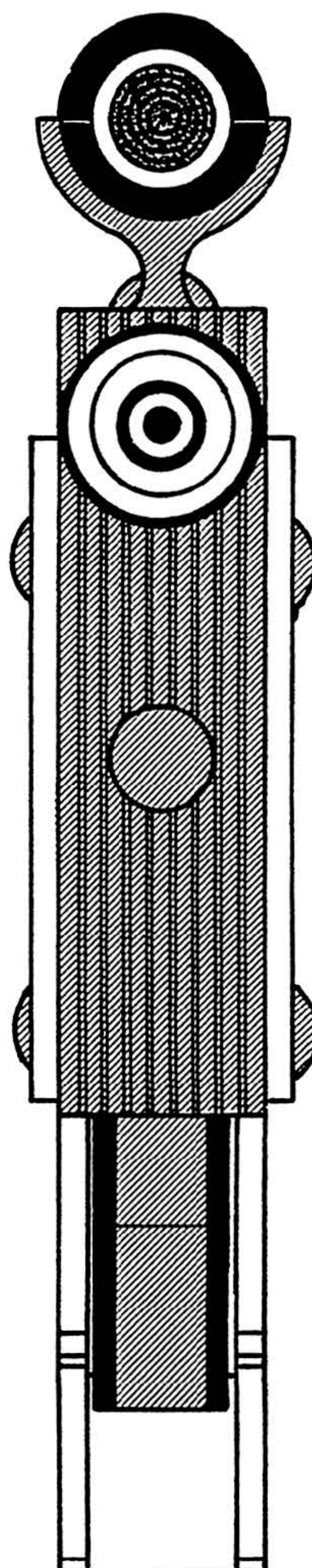
FRONT



Cartridge
 (Plasma Bullet)



Back



Front

Actual Size

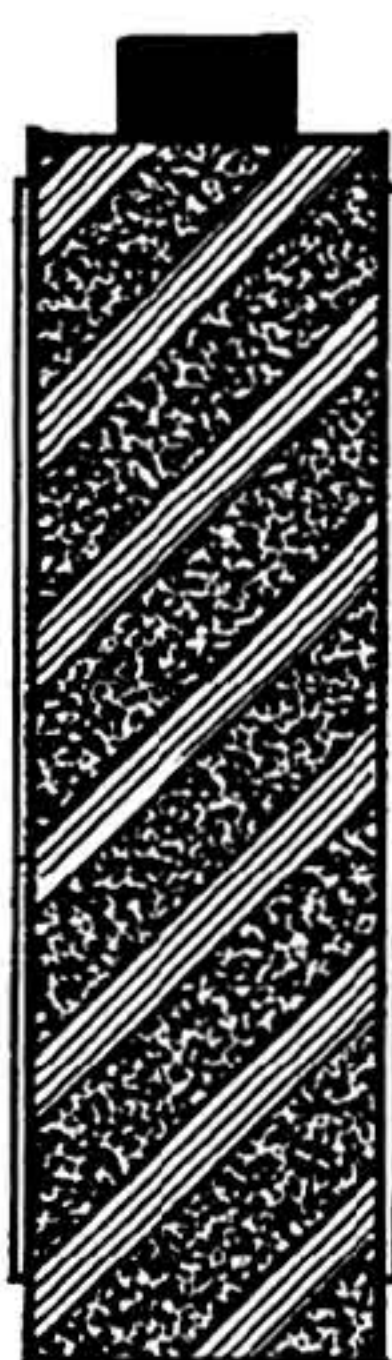
Colours as per 2-4-1'1

HAND GUN-Cartridges

2-4-1'3



PLASMA
BULLET



LASER



PERCUSSION
SHELL



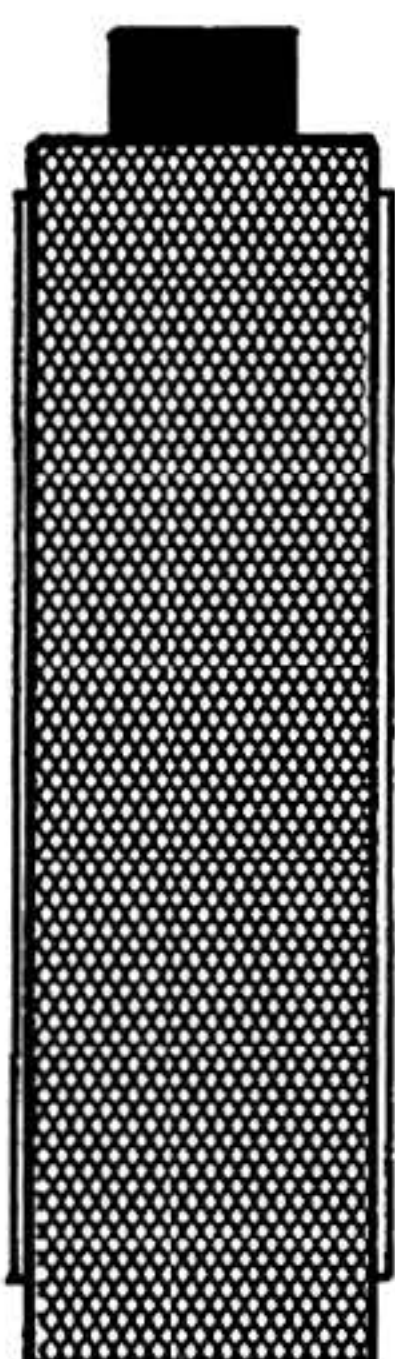
SILVER



BLACK



YELLOW



MICRO
GRENADE



STUN



TRANQUILLIZING
DRUG



GREEN



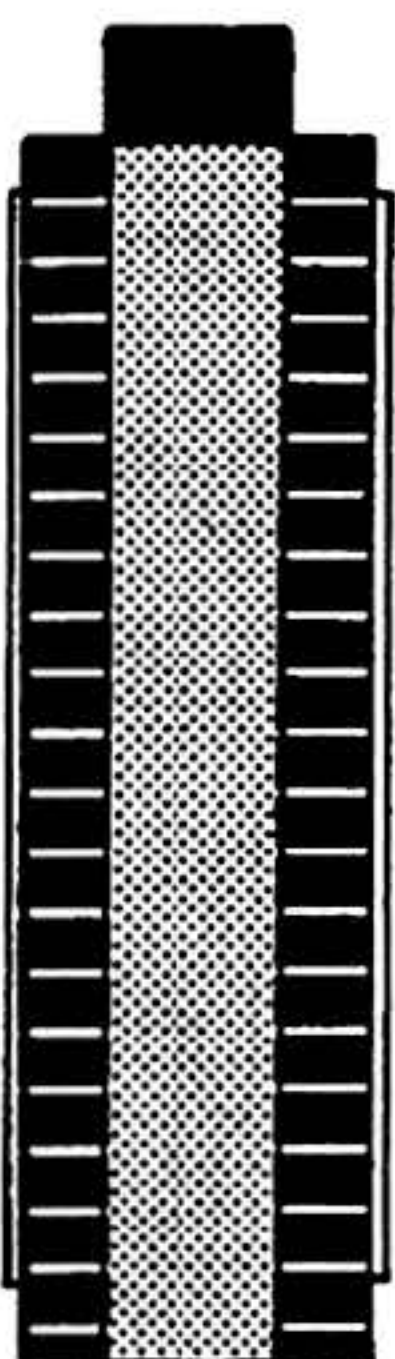
BLUE



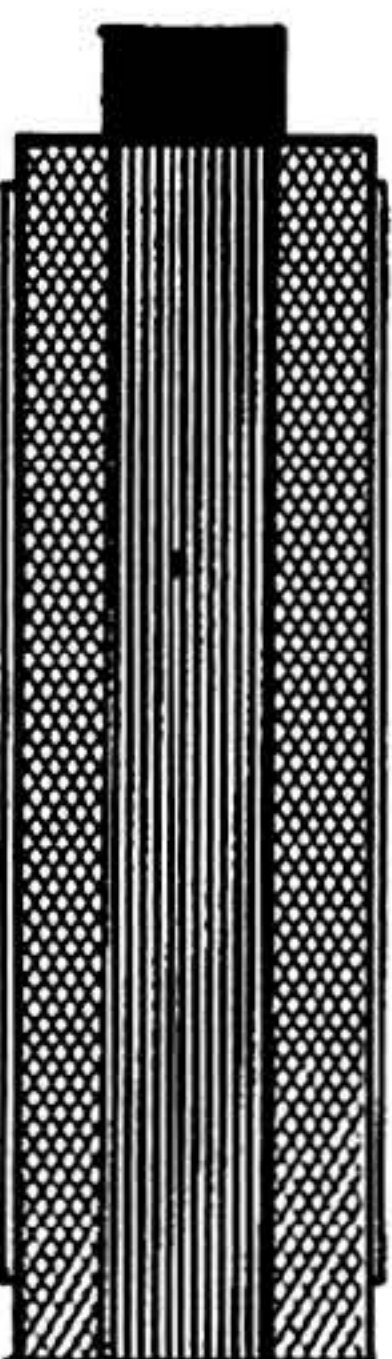
RED



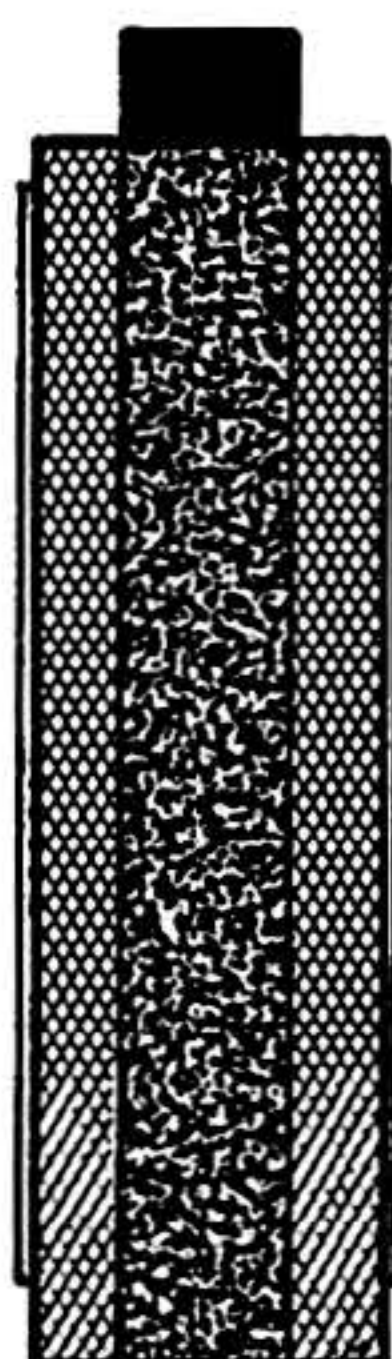
BROWN



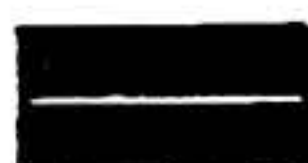
SMOKE
GRENADE



TEAR
GAS



TRANQUILLIZING
GAS



BRONZE

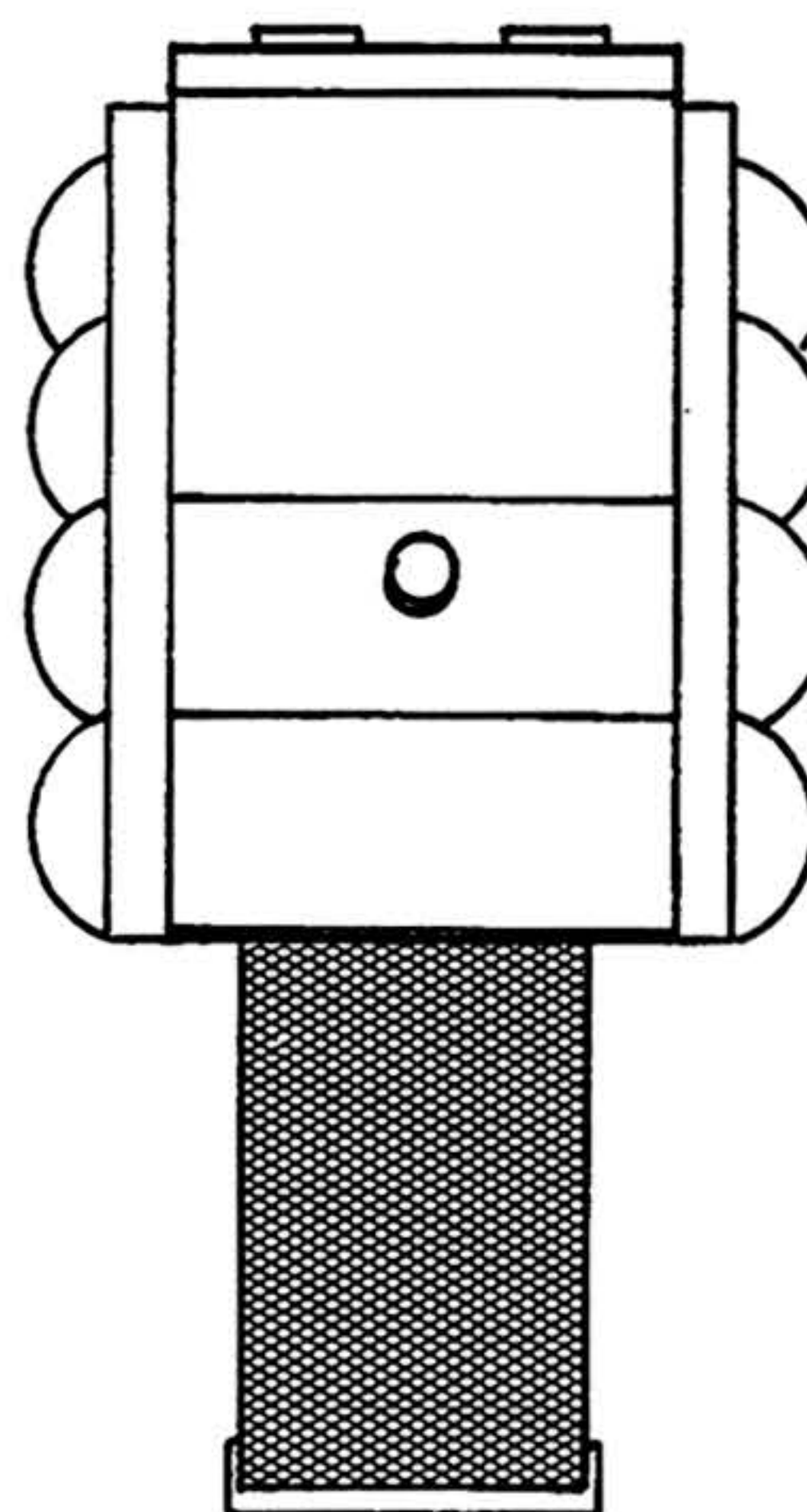
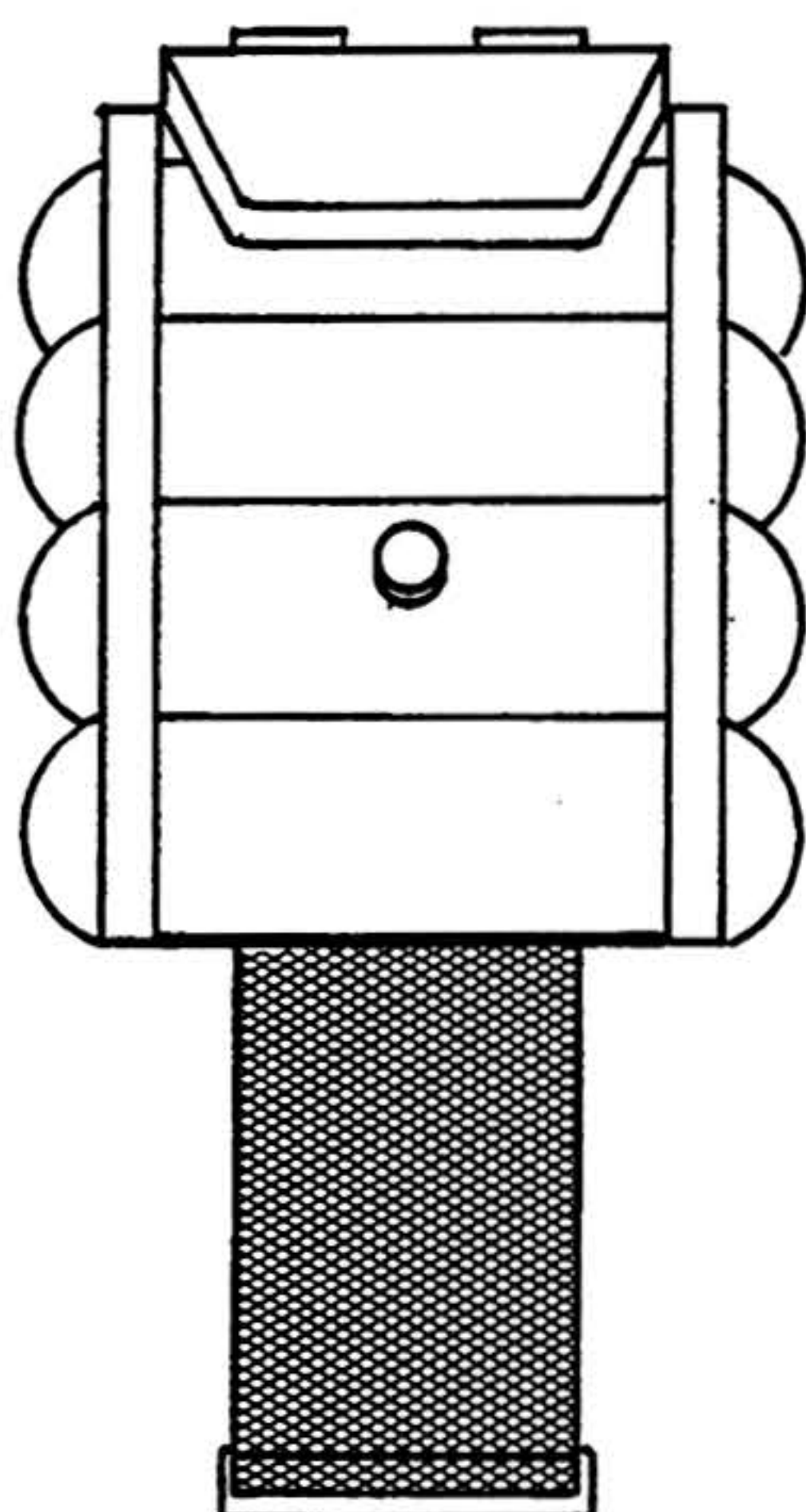
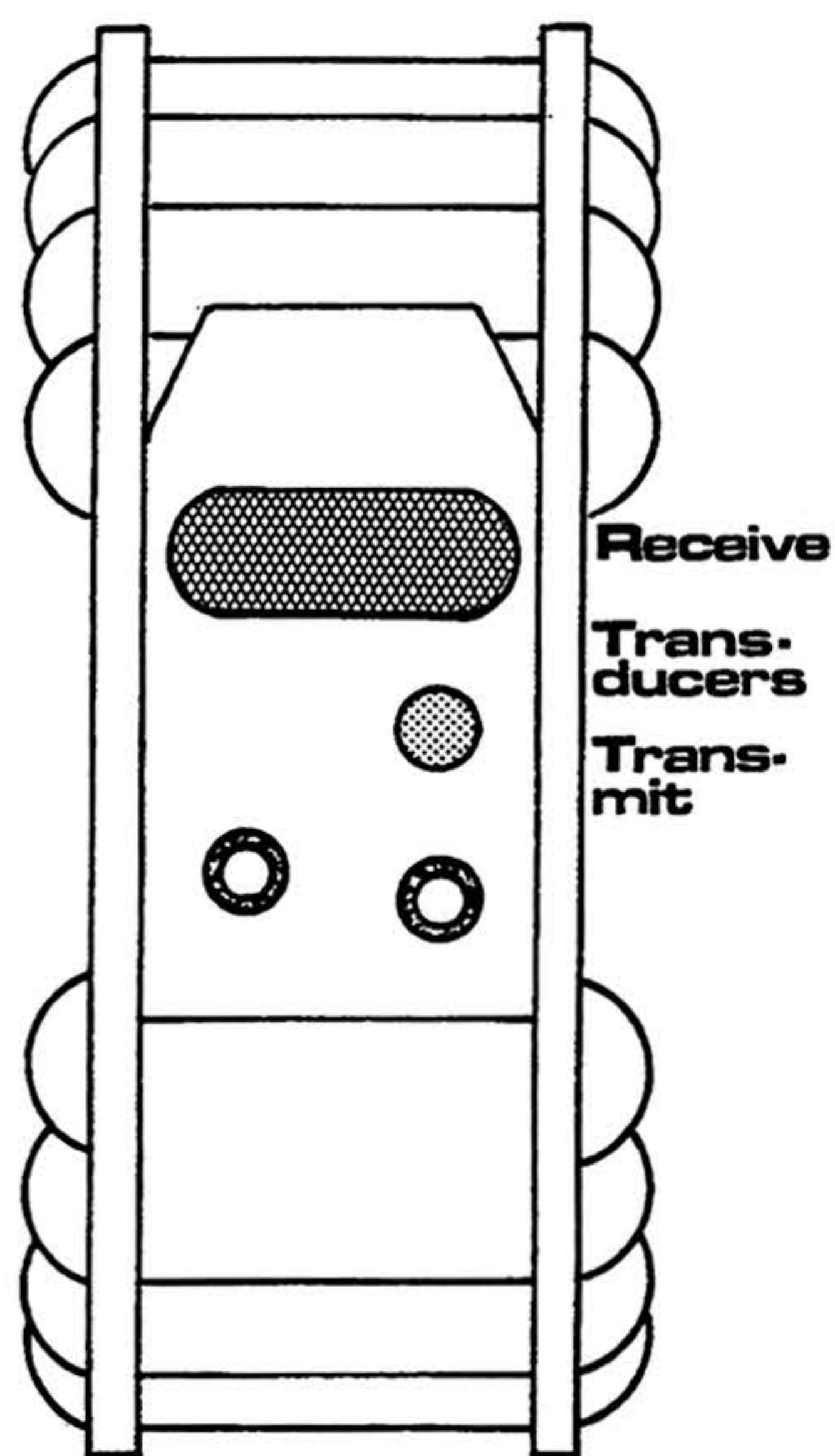
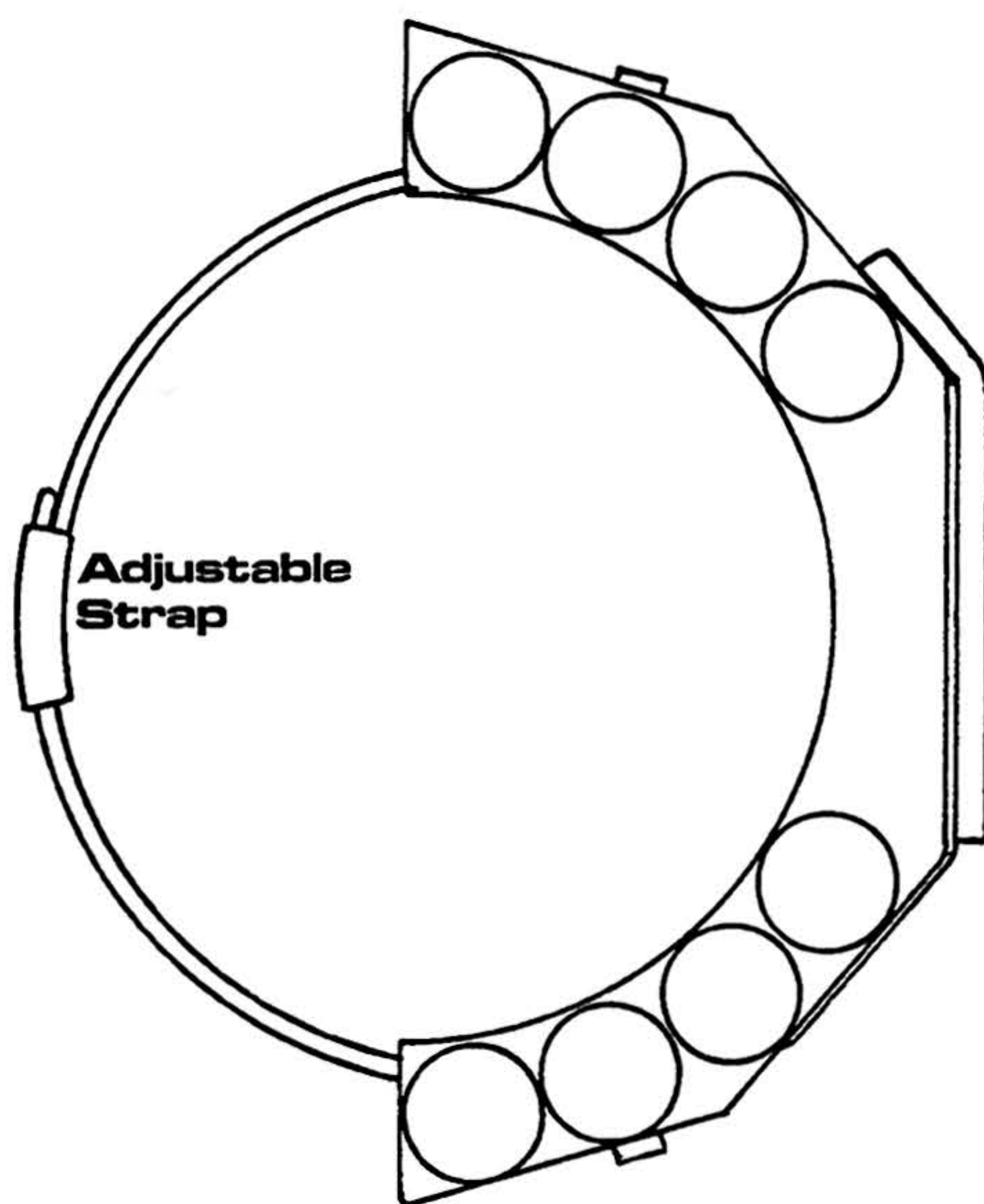
The Scorpio hand gun, or clip gun, is a multi-function hand weapon of astonishing versatility. The gun itself is just a projection device - the secret of its versatility is in its clips or cartridges. Depending on the cartridge used, the gun can either be a projectile, particle or beam weapon. The variety of cartridges produced is shown on 2.4.1/3.

The gun contains a safety interlock, which when released extends the front of the barrel by about half an inch. The clip cannot be released or fitted unless this interlock is on. The gun cannot be fired until the interlock is released.

The normal cartridge used is the plasma bullet one, which fires a bolt of high energy plasma capable of considerable molecular disruption. The laser cartridge is used more for its cutting capability than as a weapon of destruction. The percussion shell, micro-grenade and tranquillising drug are projectile cartridges firing a solid metal, explosive tip, or needled drug projectile respectively. The smoke grenade, tear gas and tranquillising gas cartridges are again projectile cartridges, this time containing high pressure gases bursting on impact. The stun cartridge produces a pulsed, low energy particle beam capable only of temporarily disrupting the voluntary muscles of its target in a very localised area.

TELEPORT BRACELET

2-4-2'1



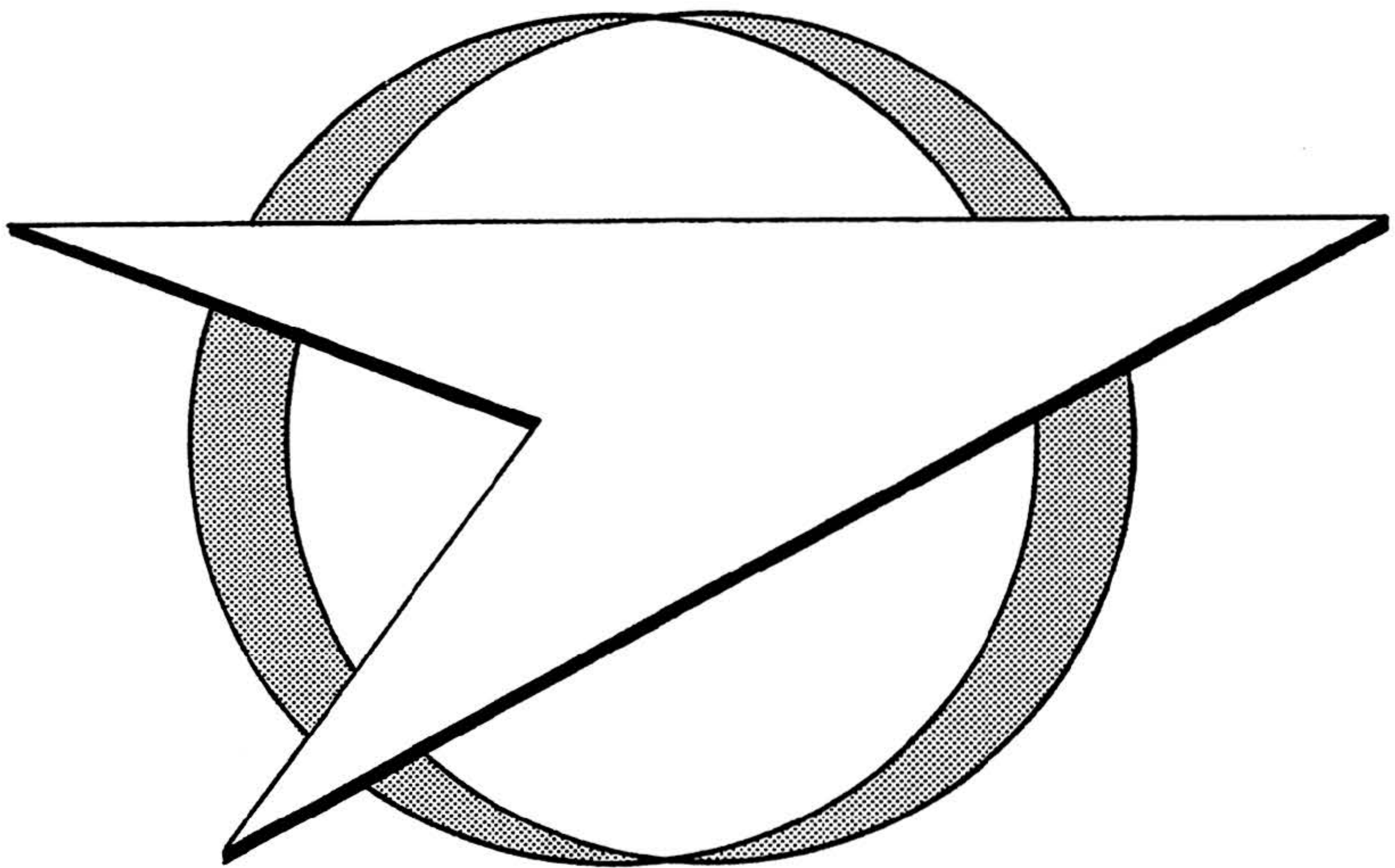
BRASS



ALUMINIUM

Actual Size

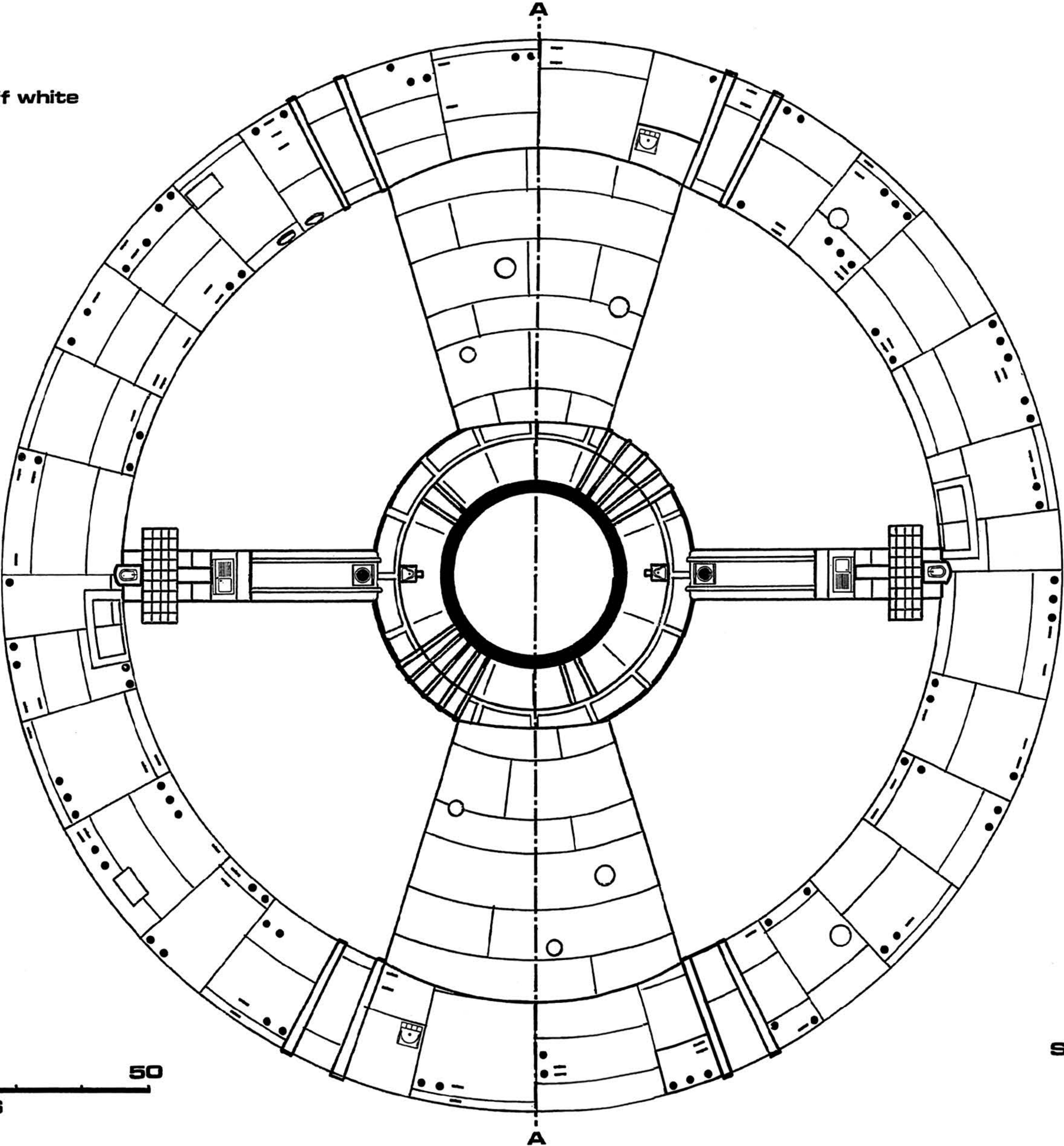
3: THE FEDERATION



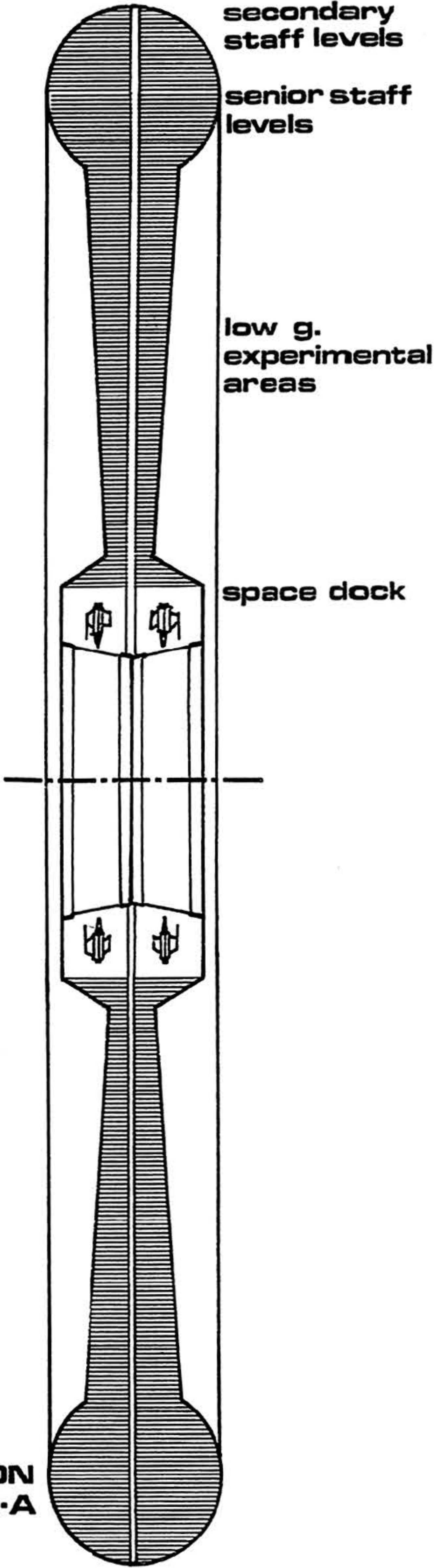
'THROUGH STRENGTH TO UNITY'

Plan

overall colour: off white

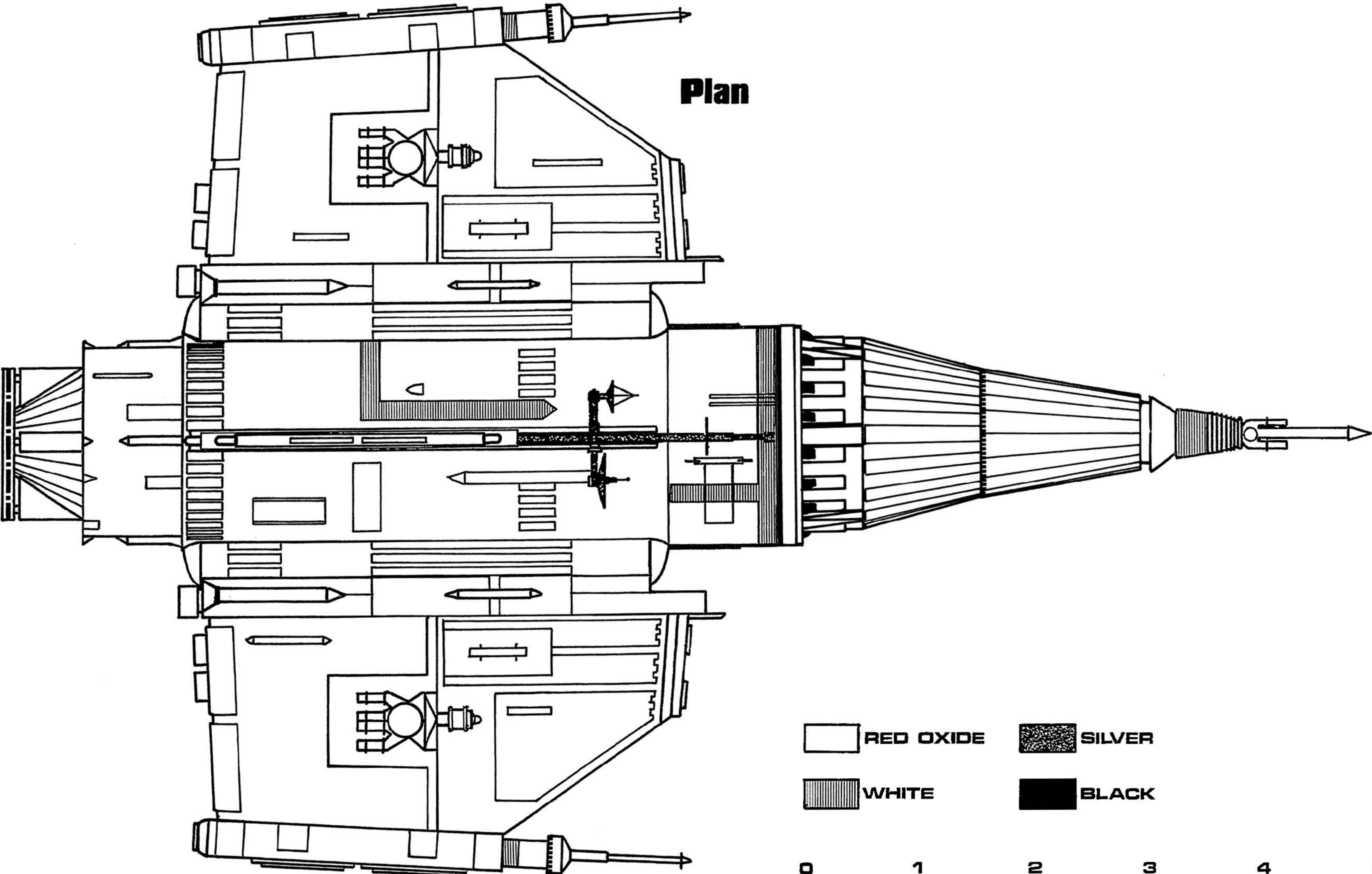


SECTION A-A



0 50
MILLISPACIALS

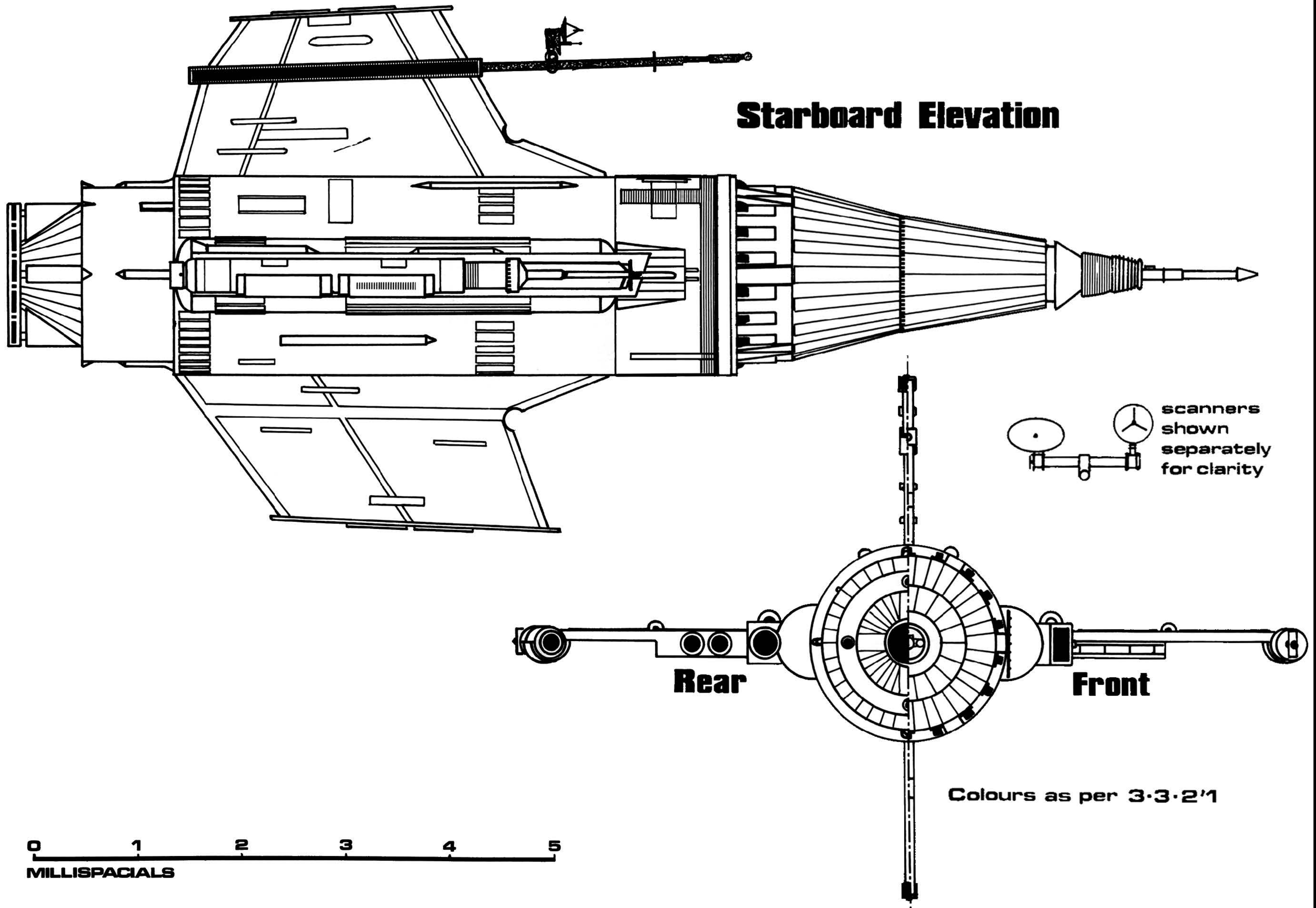
Plan



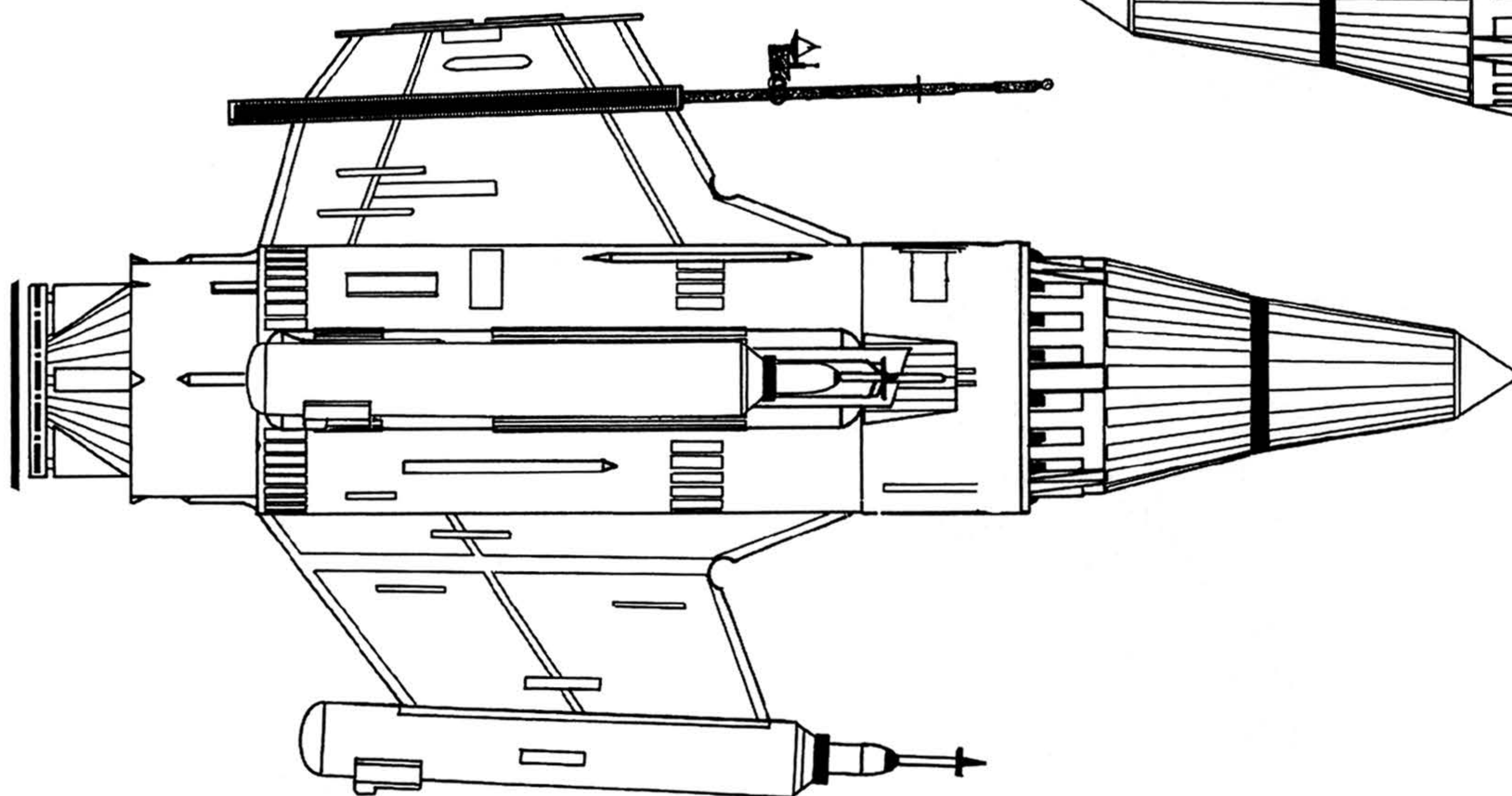
- | | | | |
|---|-----------|---|--------|
|  | RED OXIDE |  | SILVER |
|  | WHITE |  | BLACK |



Starboard Elevation

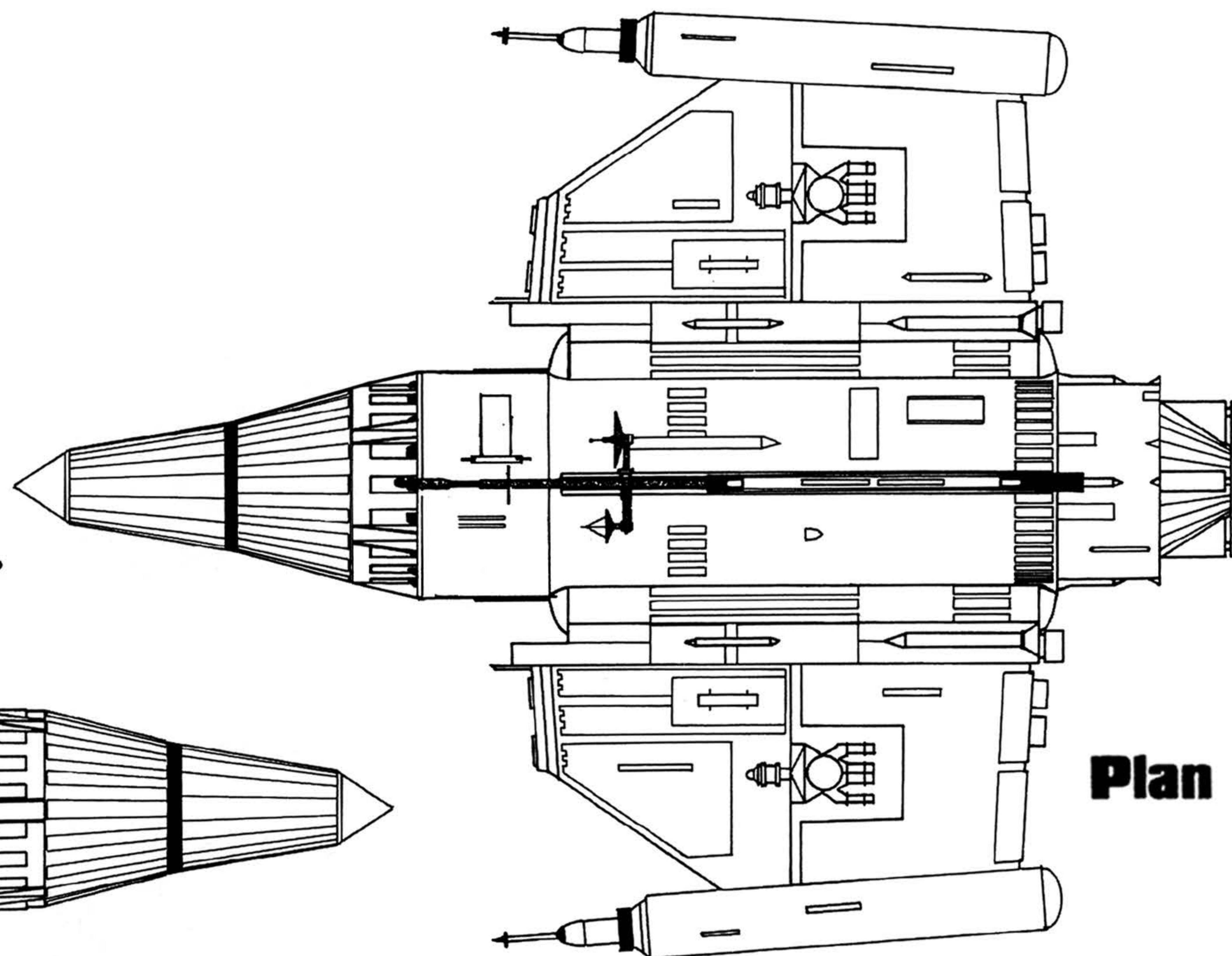


Command Variant



Starboard Elevation

0 1 2 3 4 5
MILLISPACIALS



Plan

OFF WHITE 

SILVER 

BLACK 

Starburst Class

The Starburst class is The Federation's latest hunter/killer class of pursuit ship, ships designed for speed and firepower. Their task is to patrol Federation space and intercept unauthorised traffic. The Mk. XI hyperdrive is The Federation's fastest, most powerful F.T.L. drive unit. The ships consist almost entirely of fuel tanks and the drive unit, only a tiny area is devoted to the seven crew, who can be on patrol for up to a month before the ship needs refuelling.

The first ships of this class were commissioned about the time Blake acquired The Liberator. The original 3 ships were assigned to the Galactic Eighth Fleet but quickly transferred to Space Command to track Blake. A high priority design, large numbers were very quickly commissioned, and the class soon became the standard throughout the Federated worlds. They are normally assigned to patrol in flotillas of between two and seven ships, depending on the amount of unauthorised traffic in the sector. Larger flotillas are commanded by a variant on the class with better scanners and larger battle computers.

GENERAL SPECIFICATIONS - LATER MARKS HAVE IMPROVED SPECIFICATIONS

OVERALL LENGTH: 11.98 MILLISPACIALS

OVERALL HEIGHT: 5.10 MILLISPACIALS

OVERALL BREADTH: 7.68 MILLISPACIALS

STANDARD CRUISING SPEED: T.D. 6

MAXIMUM SAFE CRUISING SPEED: T.D. 9

EMERGENCY MAXIMUM SPEED: T.D. 10

MAIN DRIVE: 1 x Mk XI TIME DISTORT HYPERDRIVE

POWER CAPACITY AT STANDARD SPEED: 700+ HOURS

MAIN ARMAMENT: 1 x HIGH ENERGY PLASMA BOLT PROJECTOR. EACH BOLT FIRED REDUCES DRIVE CAPACITY BY APPROXIMATELY 80 HOURS

CLASS I6 TRANSPORT SHIP

3-3-5'1

Off White

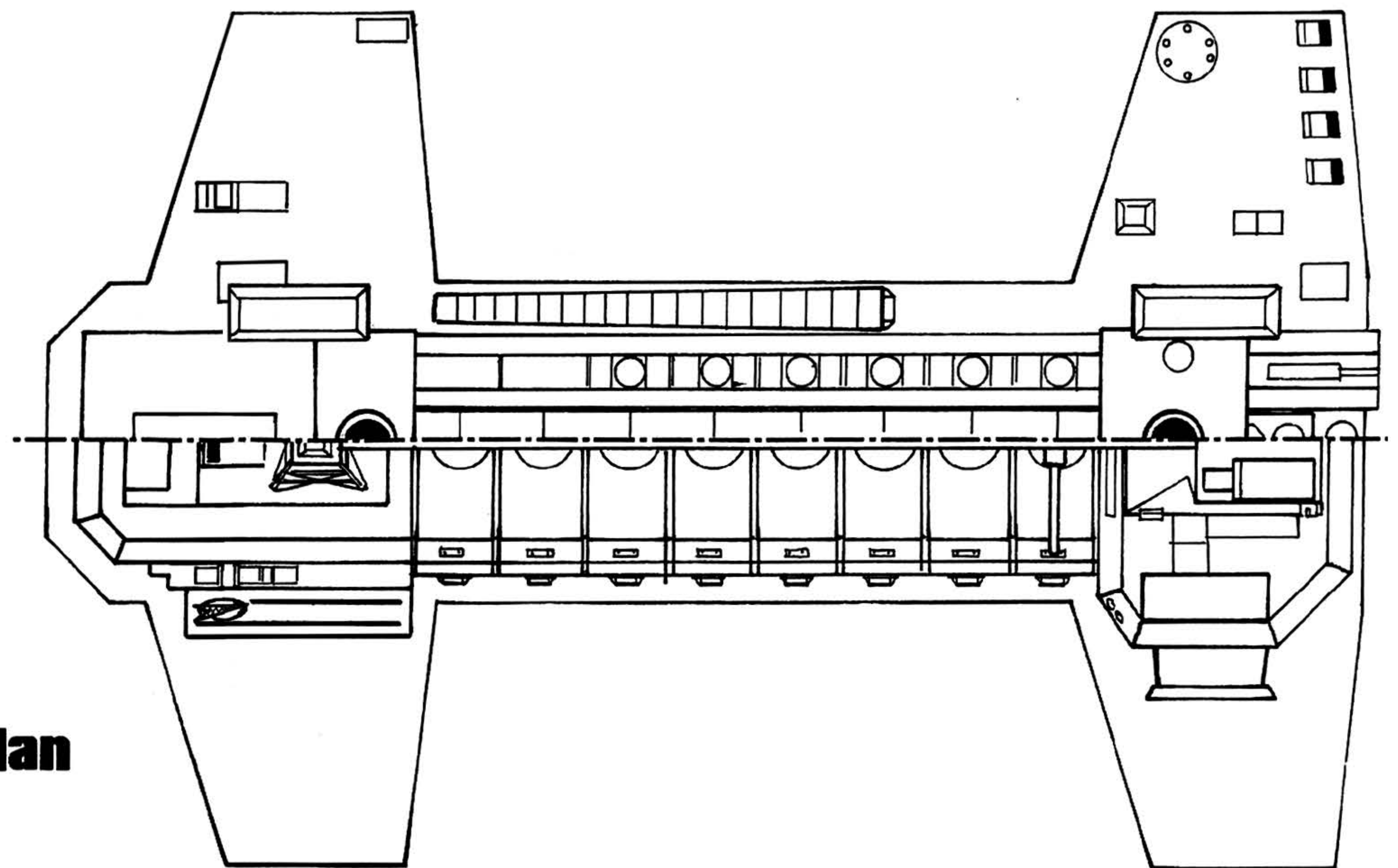
Black

Blue

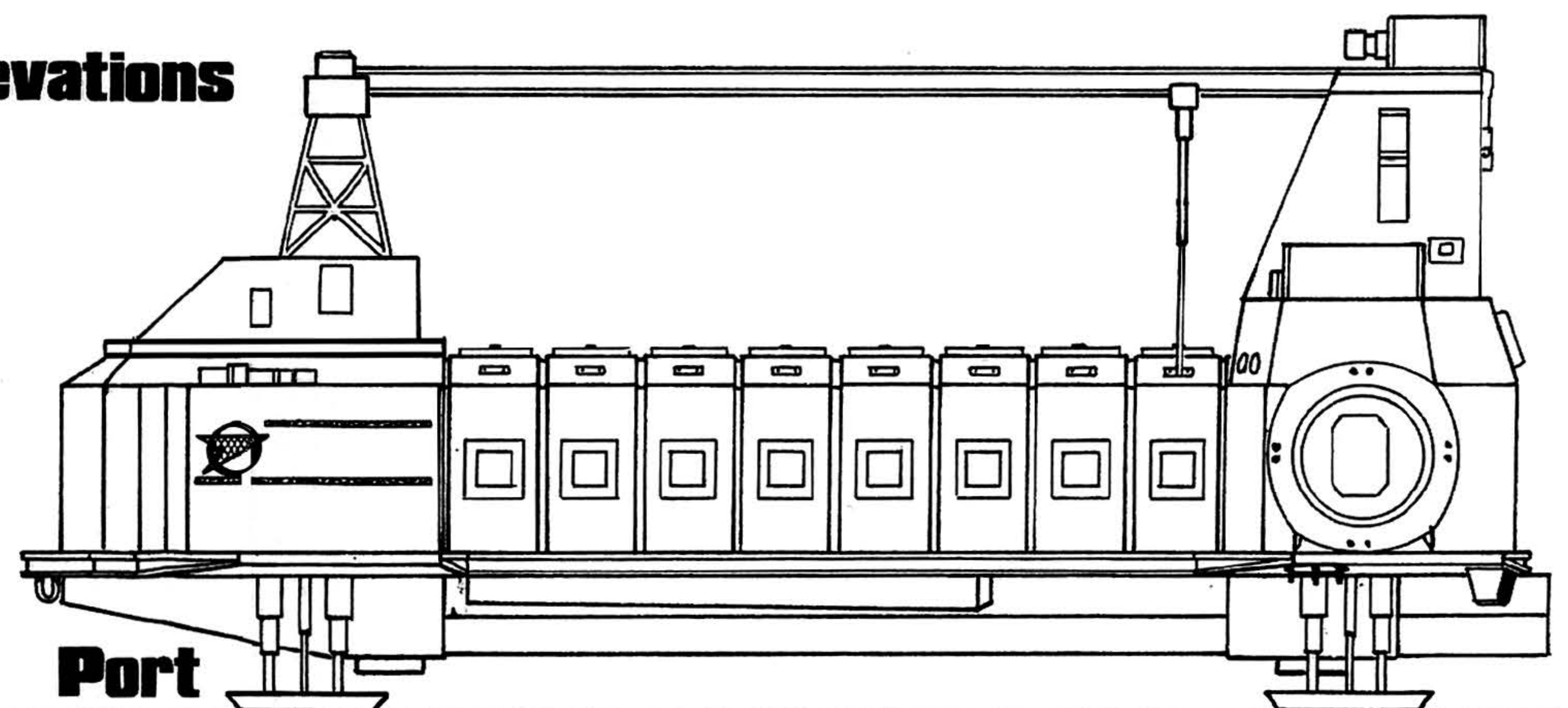
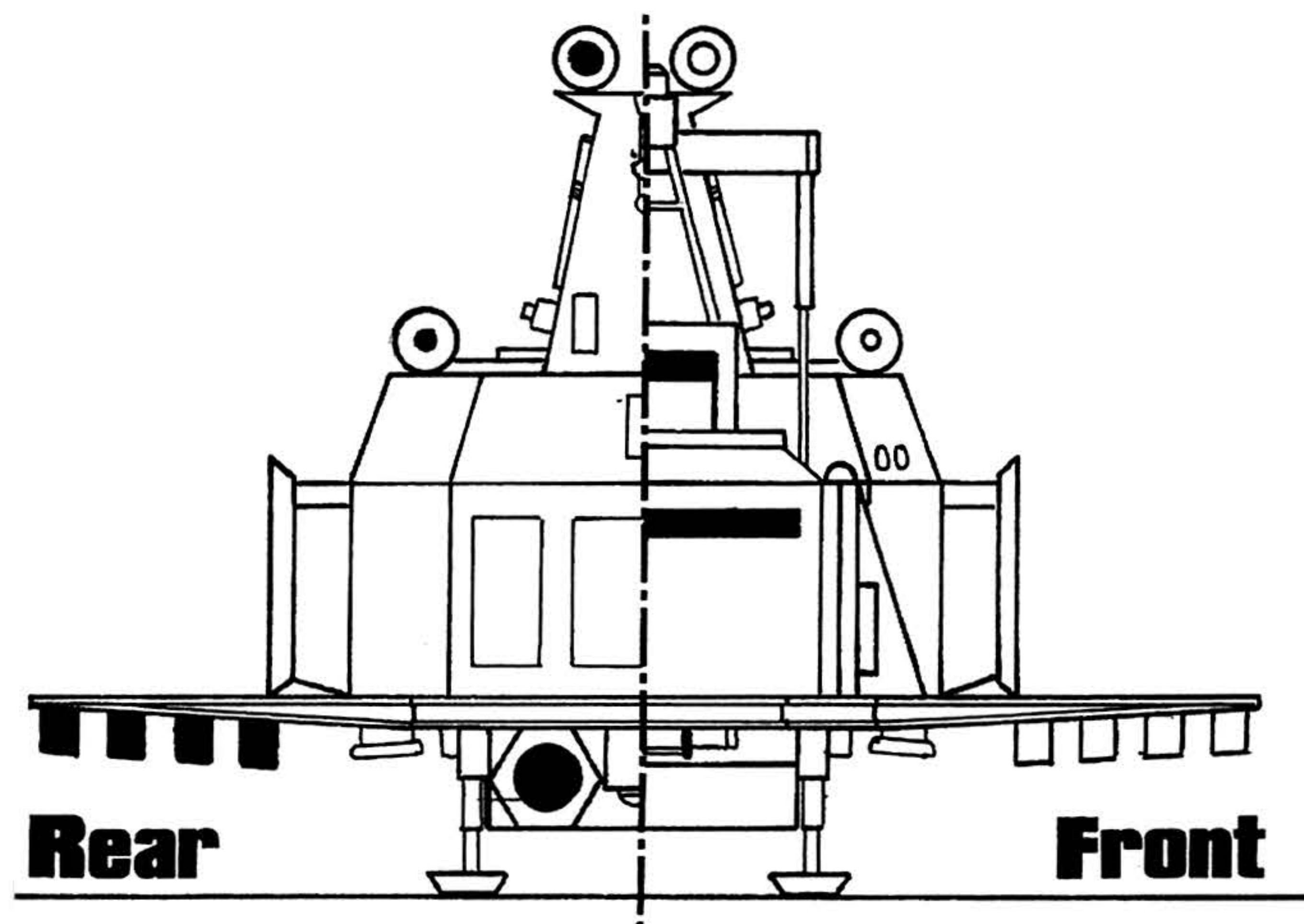
Red

0 100
Feet

Plan



Elevations



CLASS I6 TRANSPORT SHIP

3-3-5'2

The Federation's most successful spaceship design. The first ships in this class were built nearly 90 years ago, and its use is now spread across the entire Federated worlds in both civil administration and space command. Although obsolete, the design is so simple and reliable that its replacement has been a low priority, especially since the galactic war.

Military versions include freighters, tankers, troop transporters, and in-flight refuelling vehicles. Civil versions include convict ships as well as the normal freighters and tankers.

UNLADEN MASS: 2,972 TONS

OVERALL LENGTH: 179.5 FEET

OVERALL HEIGHT: 82.0 FEET

OVERALL BREADTH: 114.8 FEET

STANDARD CRUISING SPEED (FULLY LADEN): T.D.5

MAXIMUM SPEED (UNLADEN): T.D.7

MAIN DRIVE: 2 x Mk II TIME DISTORT HYPERDRIVE UNITS

POWER CAPACITY AT STANDARD CRUISING SPEED: 6500 HOURS

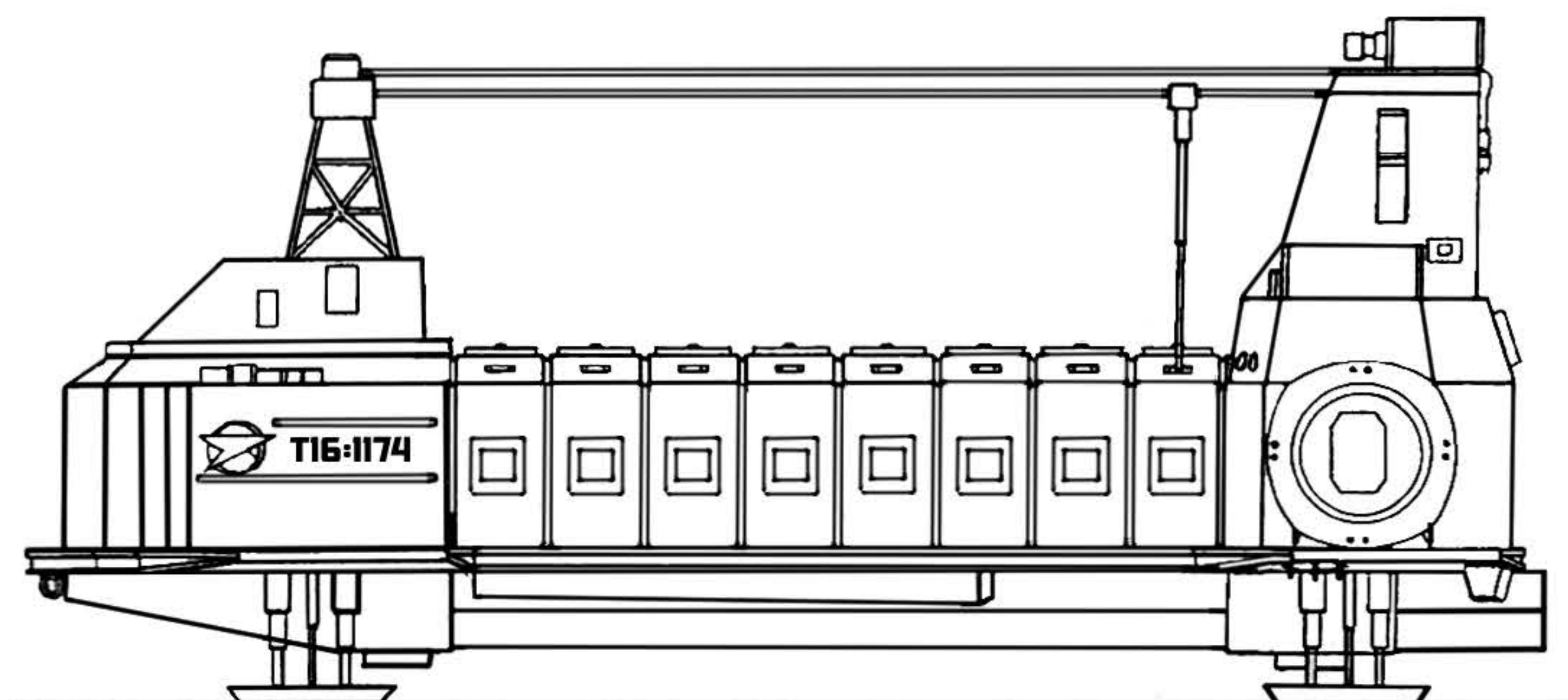
PRIMARY HULL KEY

- | | |
|---------------------------|--|
| 1) BRIDGE | 8) TOILETS |
| 2) SECONDARY CONTROL AREA | 9) STORAGE ROOMS |
| 3) OFFICERS CABINS | 10) CREW AREA |
| 4) CAPTAINS CABIN | 11) COMPUTER ROOM |
| 5) GALLEY | 12) SECONDARY LOCKS |
| 6) LIFT | 13) FLEXIBLE TRANSIT TUBE STORAGE AREA |
| 7) ACCESS LADDER | 14) PRIMARY LOCK |

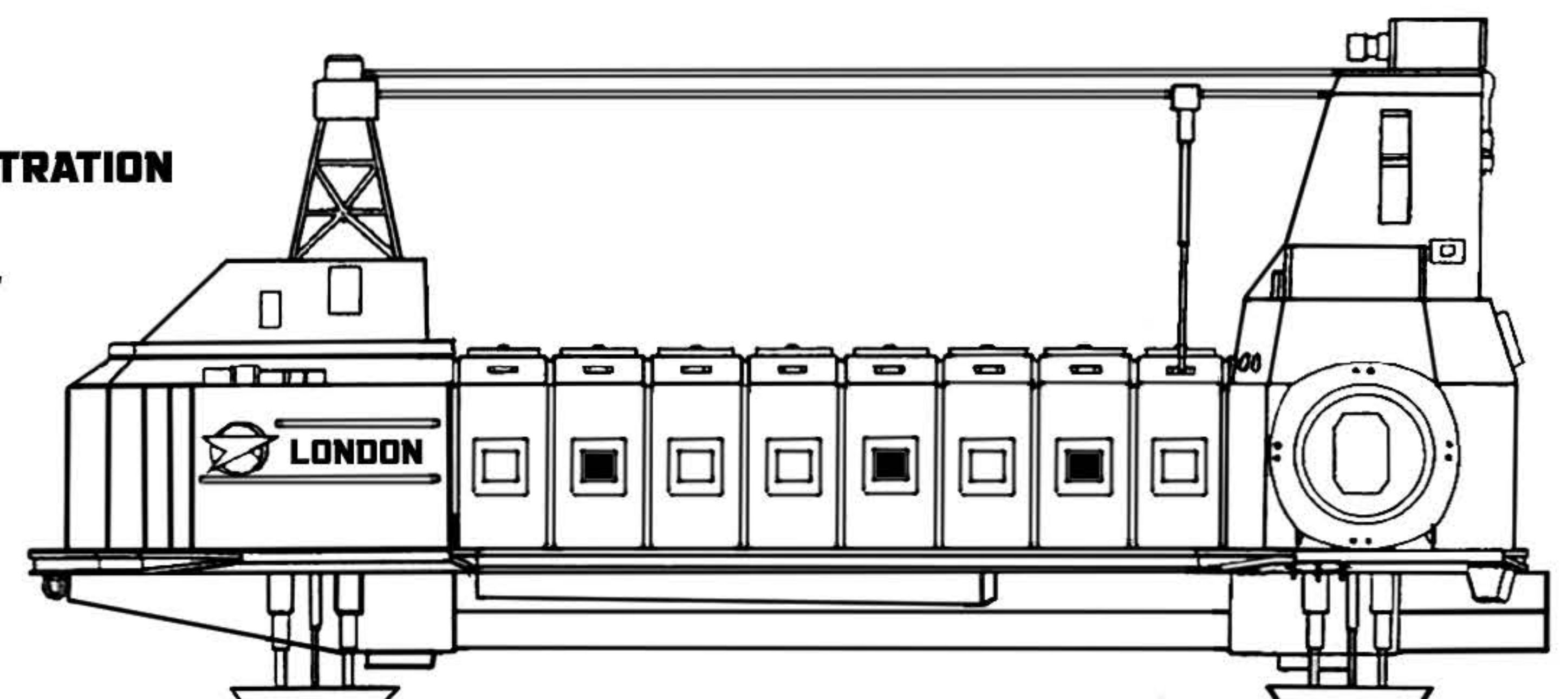
BUNKS ARE TRIPLES

Variants

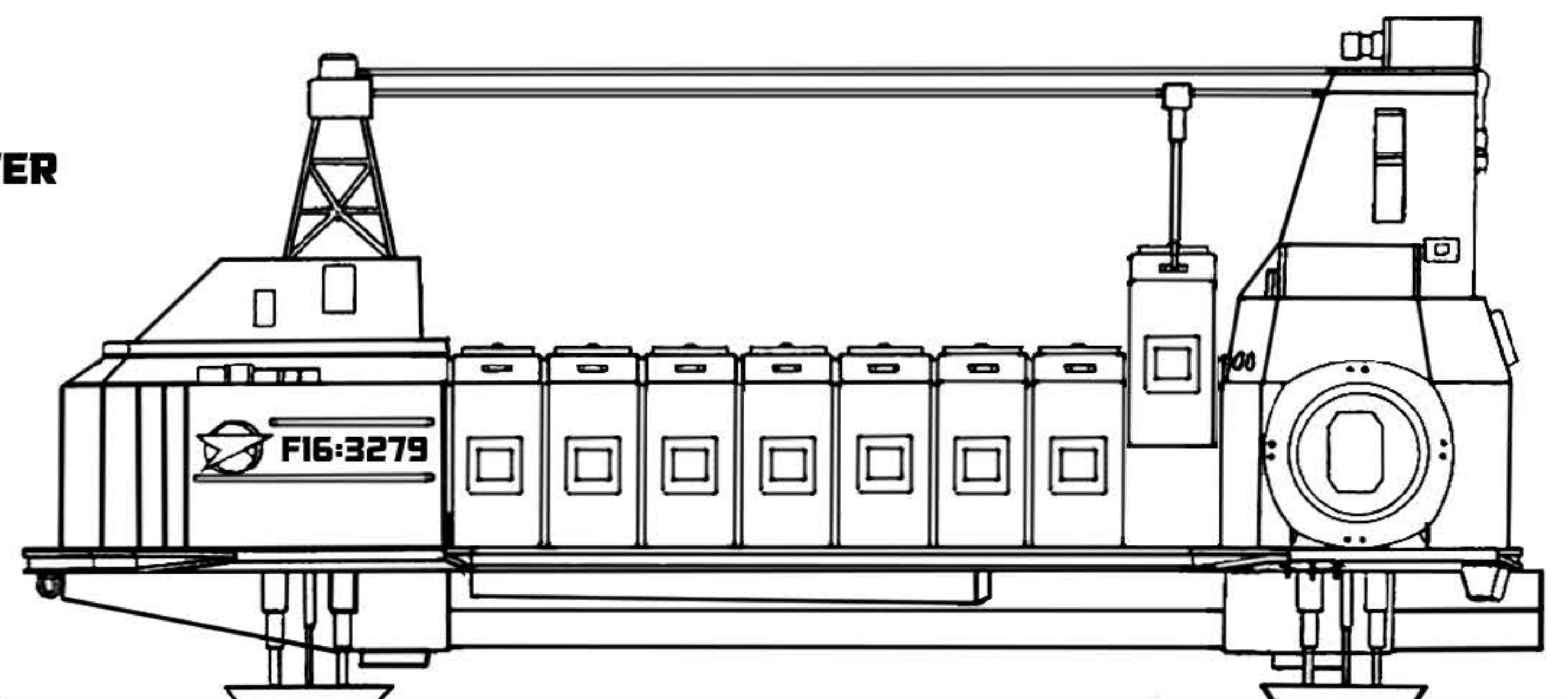
**T16
TROOP
SHIP**



**CIVIL
ADMINISTRATION
C16
CONVICT
SHIP**

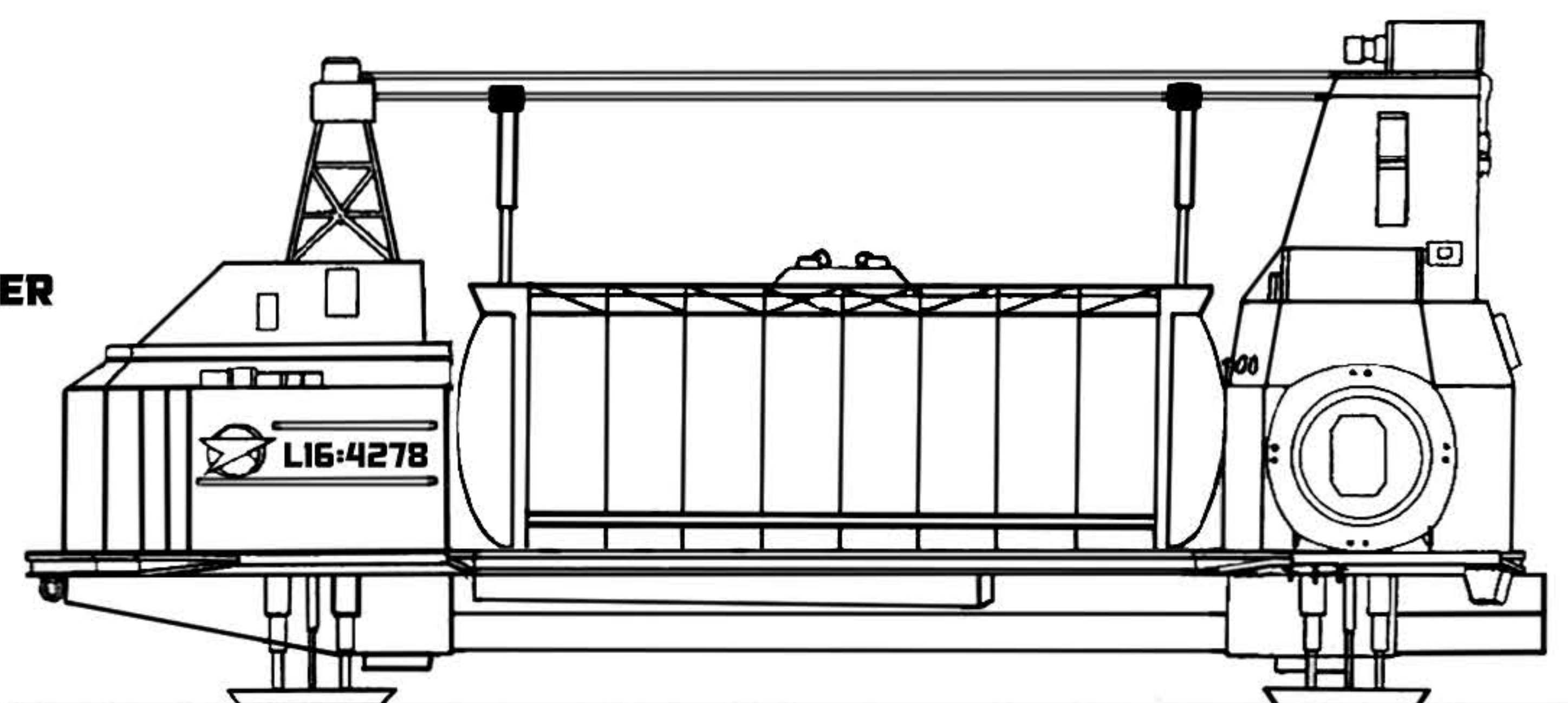


**F16
FREIGHTER**

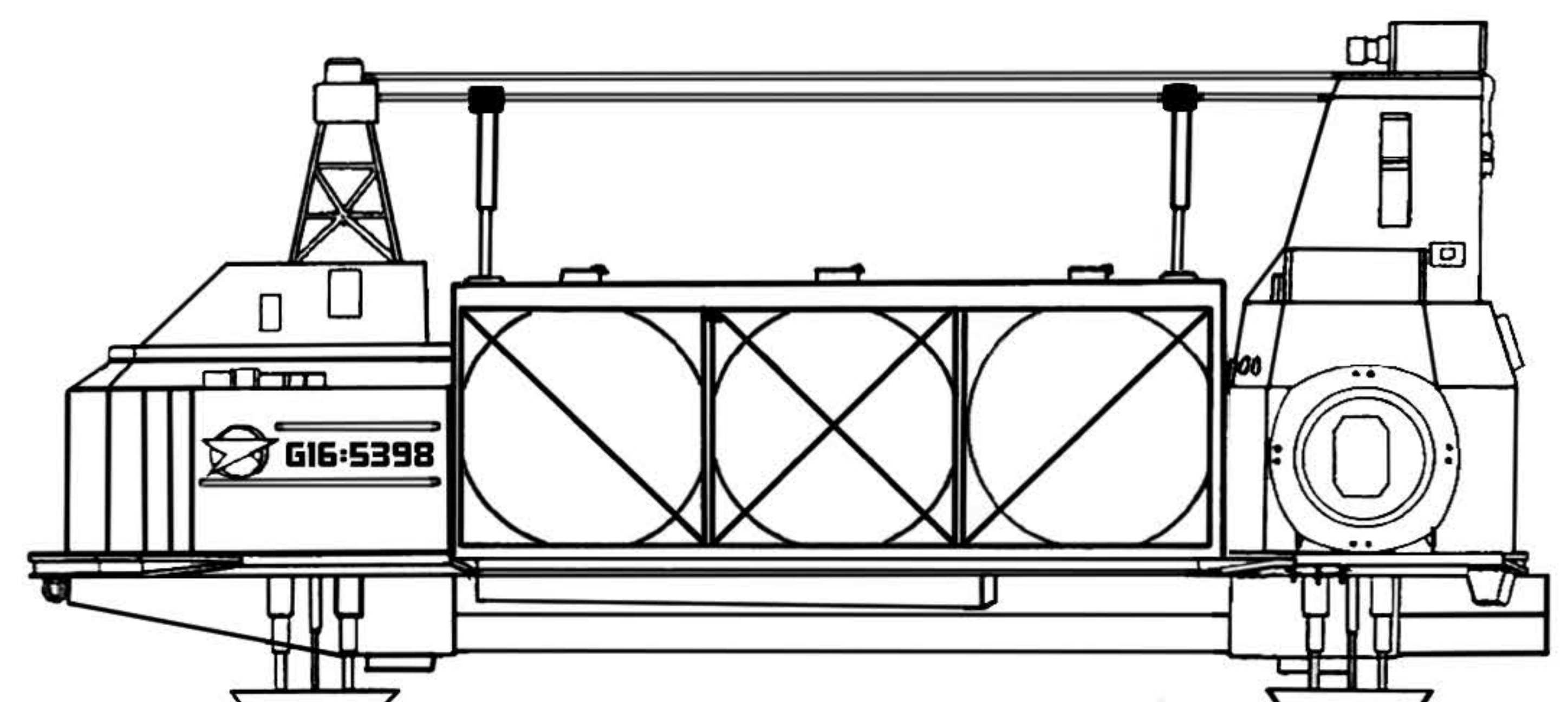


Variants

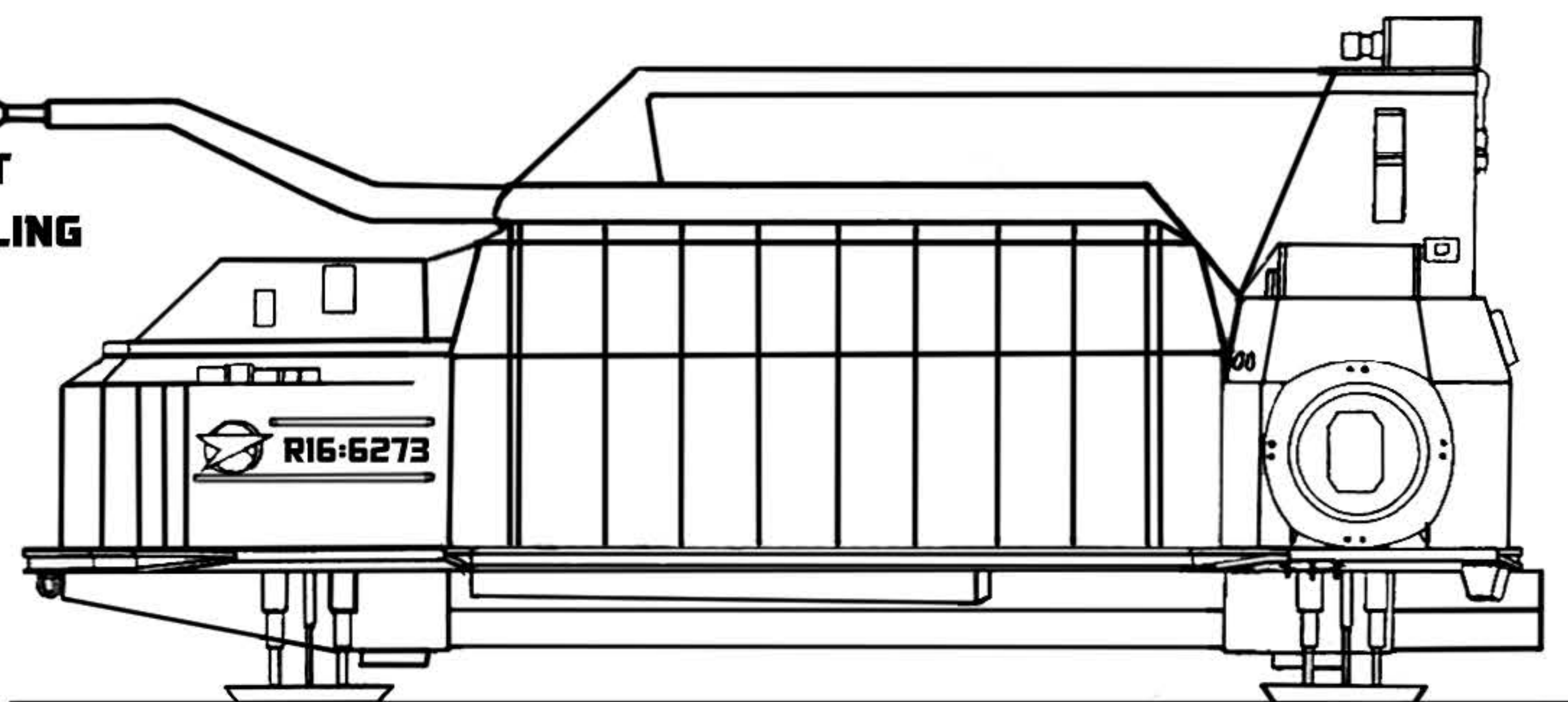
L16
BULK
LIQUID
FREIGHTER



G16
GAS
TANKER



R16
INFLIGHT
REFUELLING
SHIP

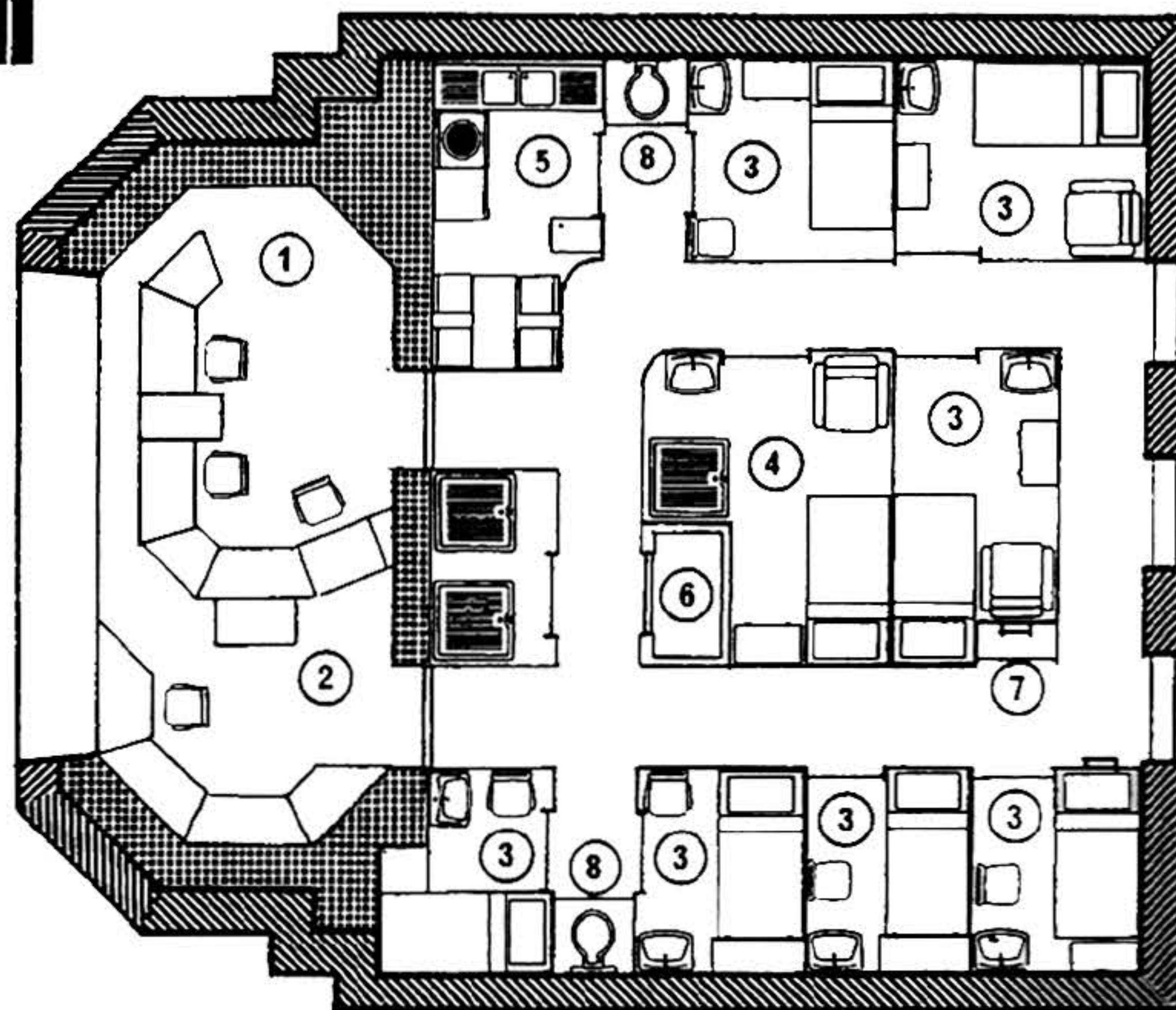


CLASS 16 TRANSPORT SHIP

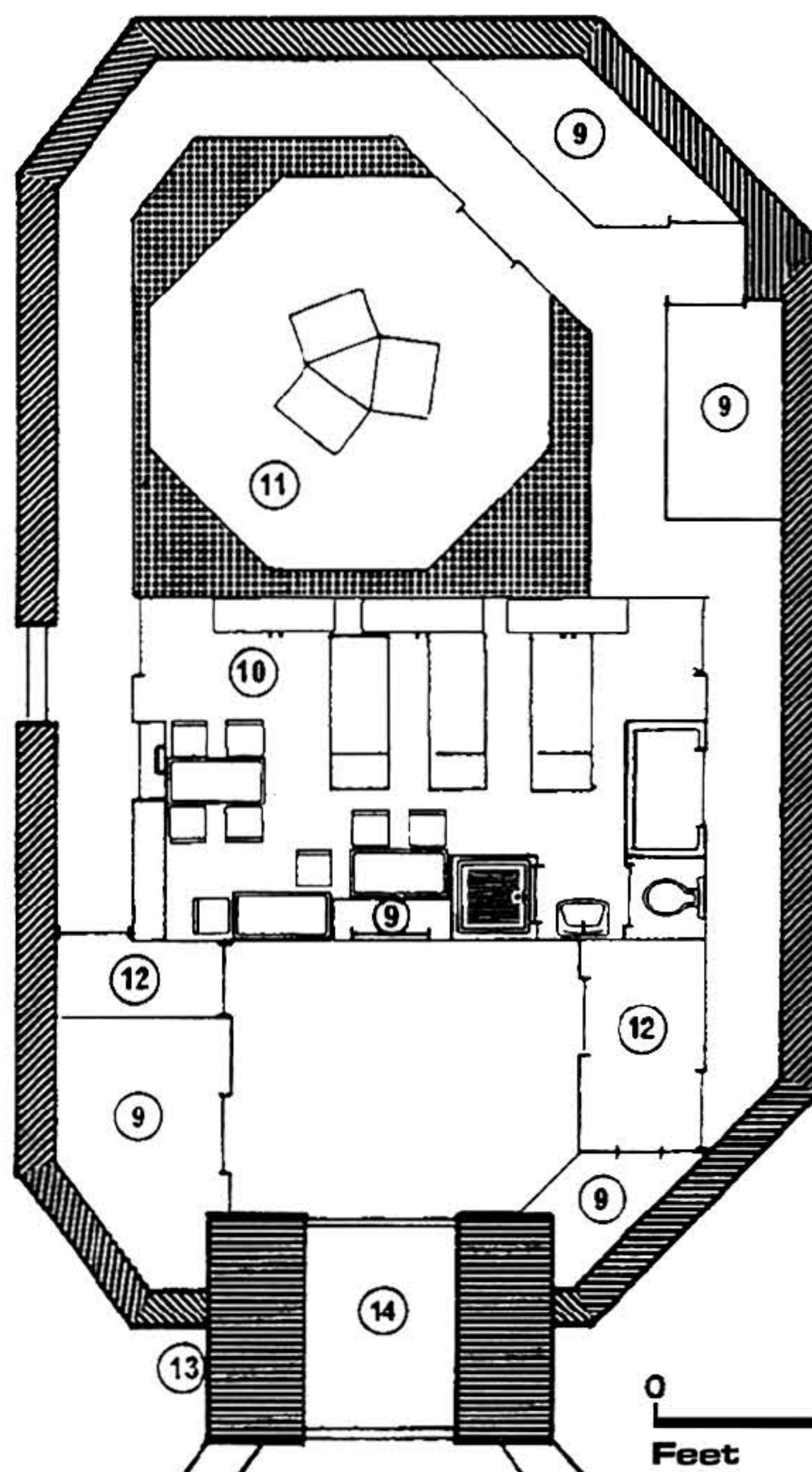
3-3-5'5

Interior Plan Primary Hull

Forward Hull



Aft Hull



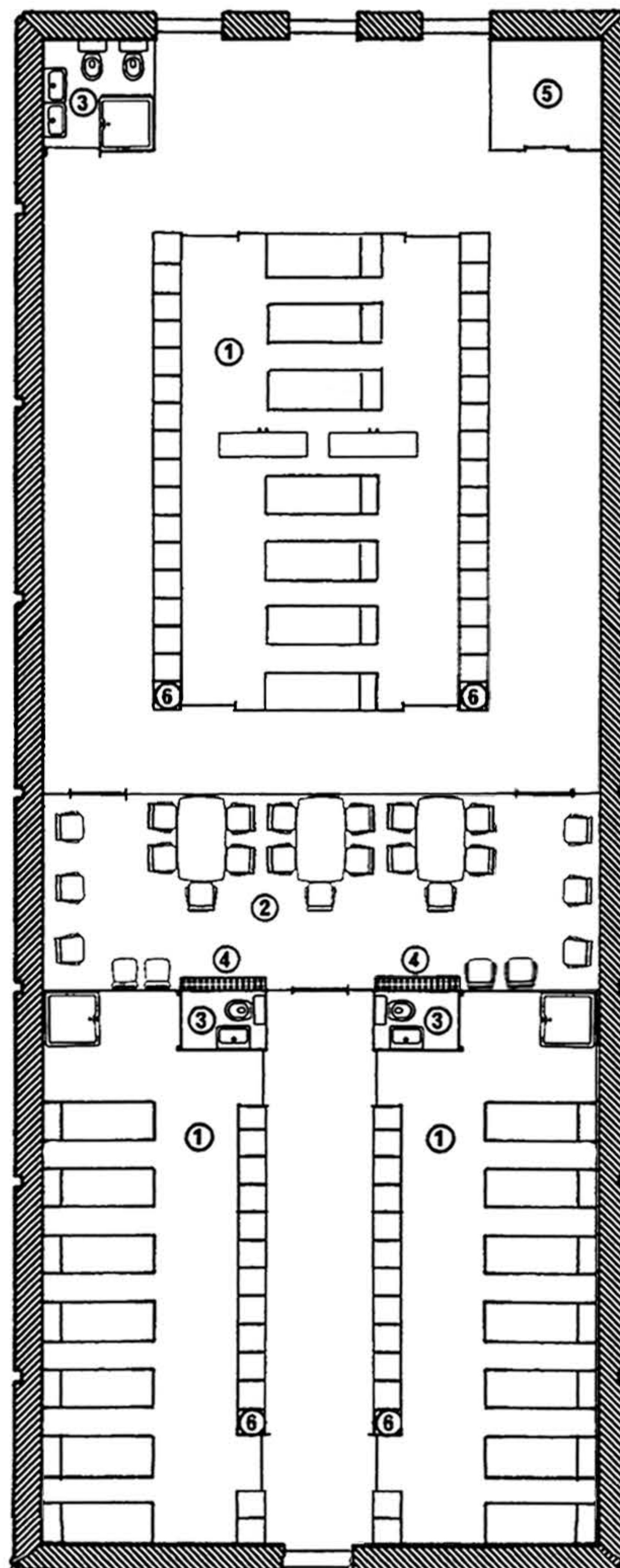
0 10 20 30
Feet

Central Hull Interior Plan

KEY

- 1) SLEEPING AREA
- 2) MESS AREA
- 3) TOILETS/WASH FACILITIES
- 4) FOOD DISPENSERS
- 5) UNUSED SPACE
- 6) LOCKERS

BUNKS ARE TRIPLES



Central Hull Interior Plan

KEY

1) CONVICTS SLEEPING/MESS
AREA

2) TOILETS/WASH FACILITIES

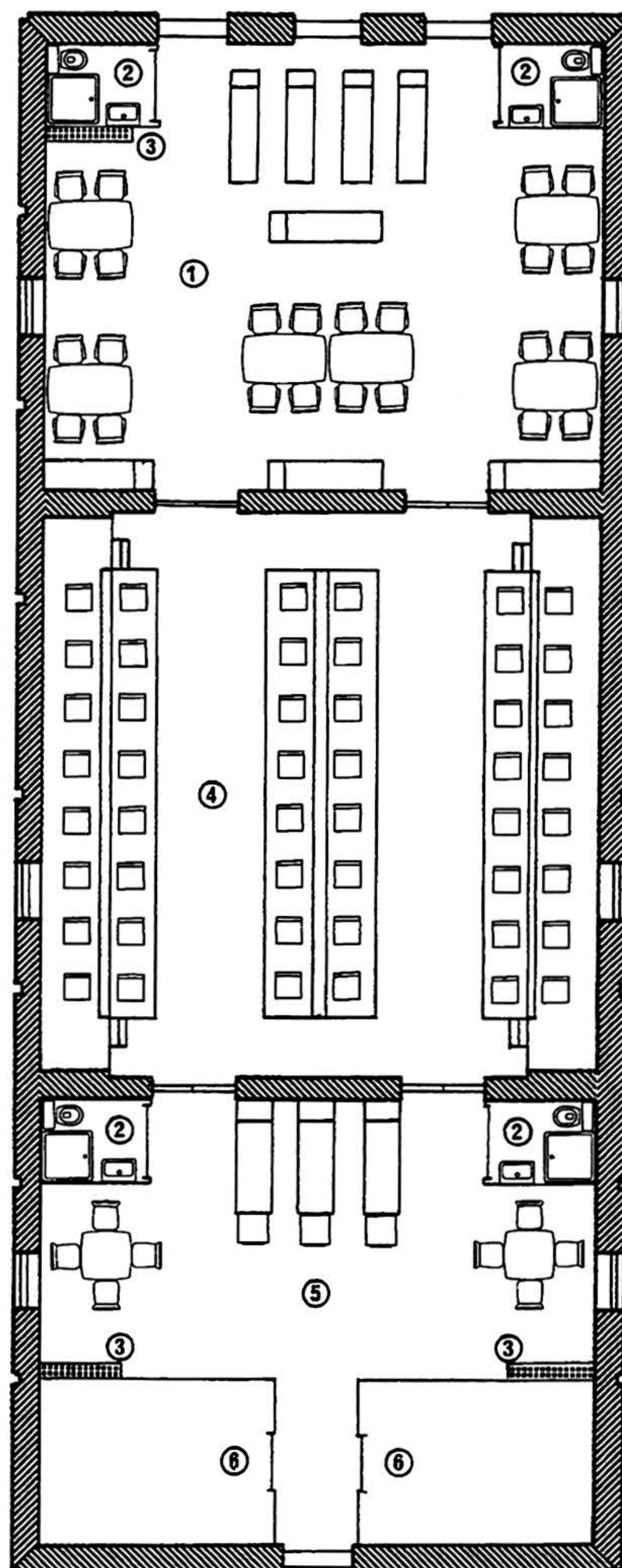
3) FOOD DISPENSERS

4) CONVICTS SEATING AREA

5) GUARDS OFF DUTY AREA

6) STORAGE AREA

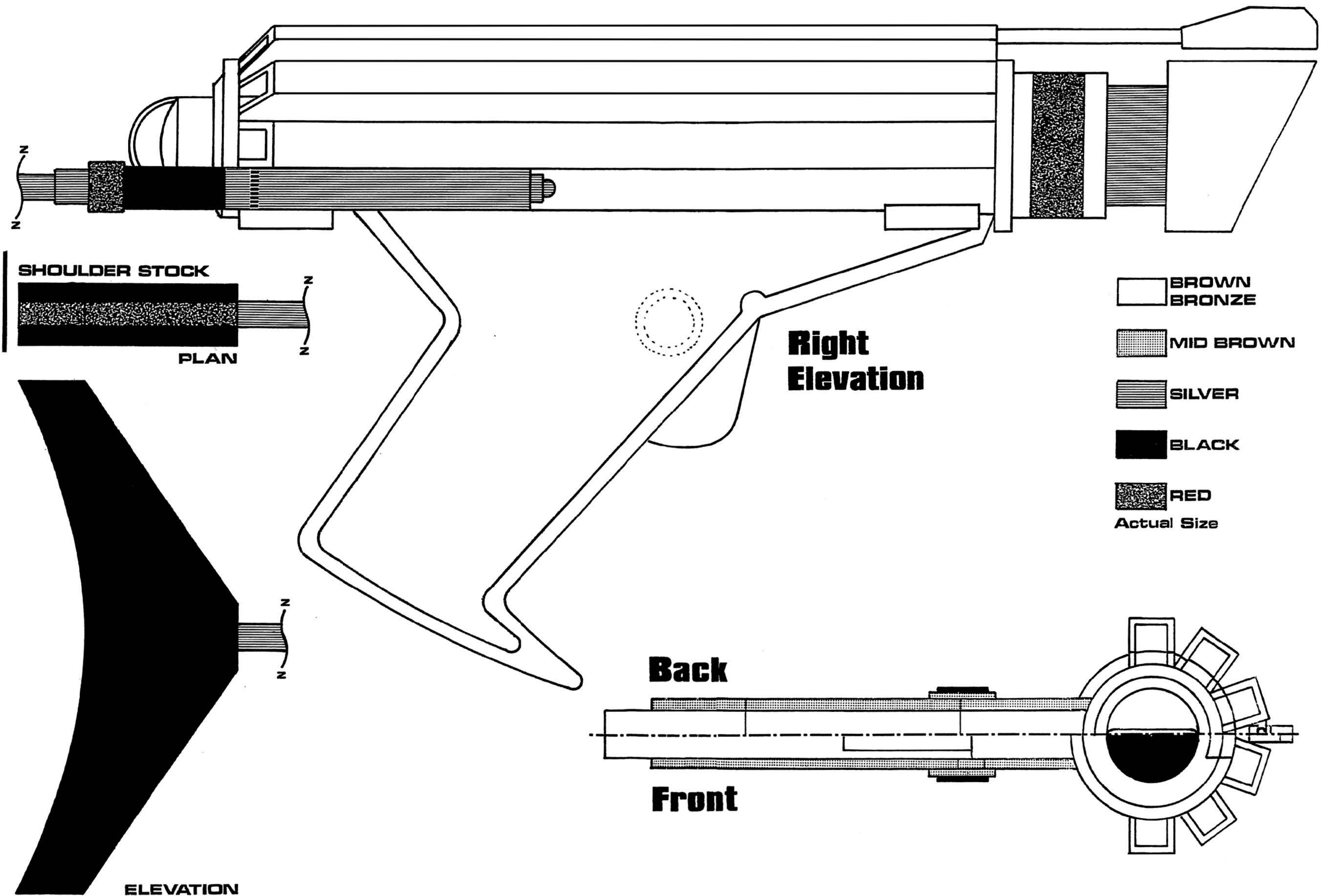
BUNKS ARE TRIPLES



0 10 20 30
FEET

HAND BLASTER

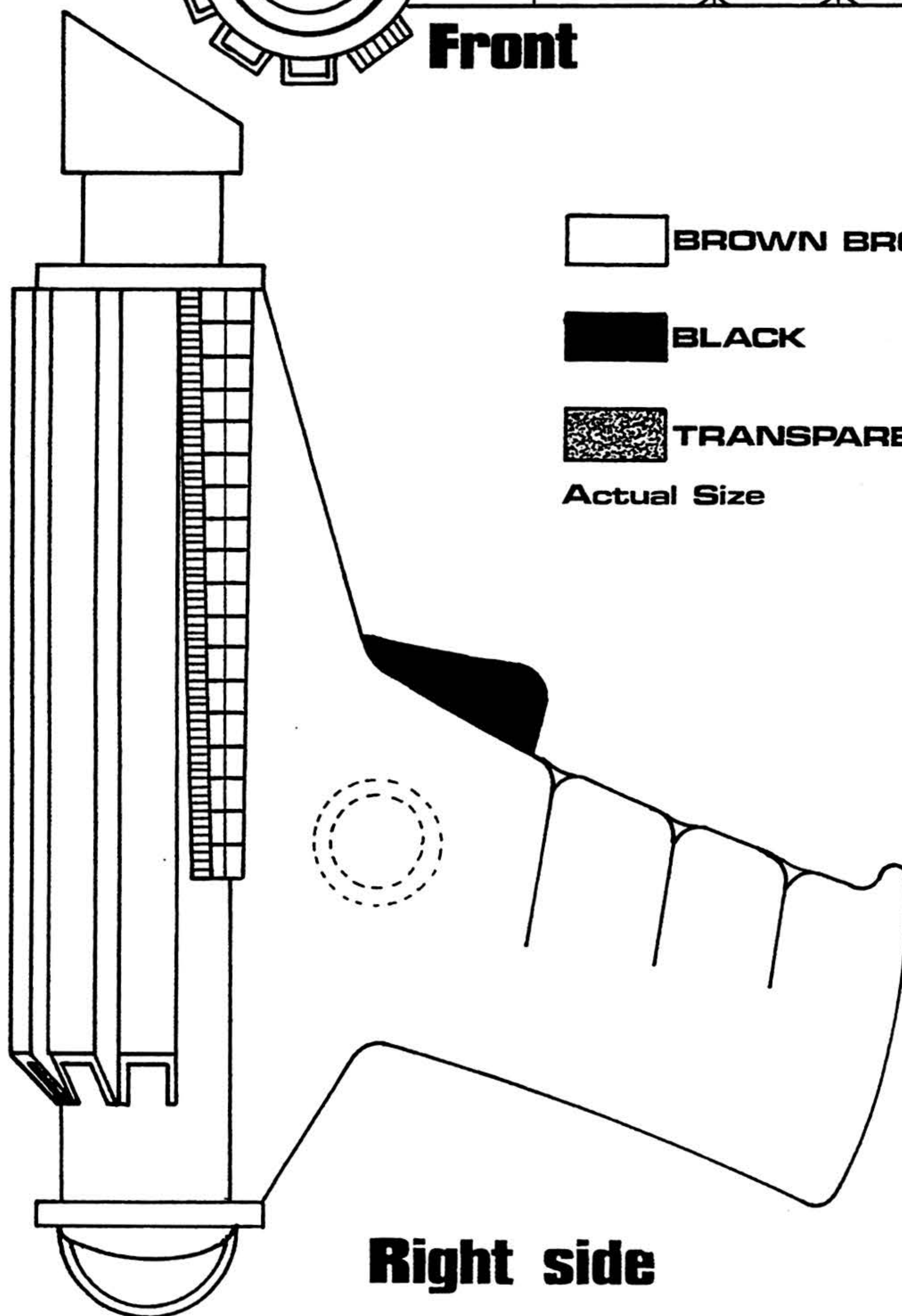
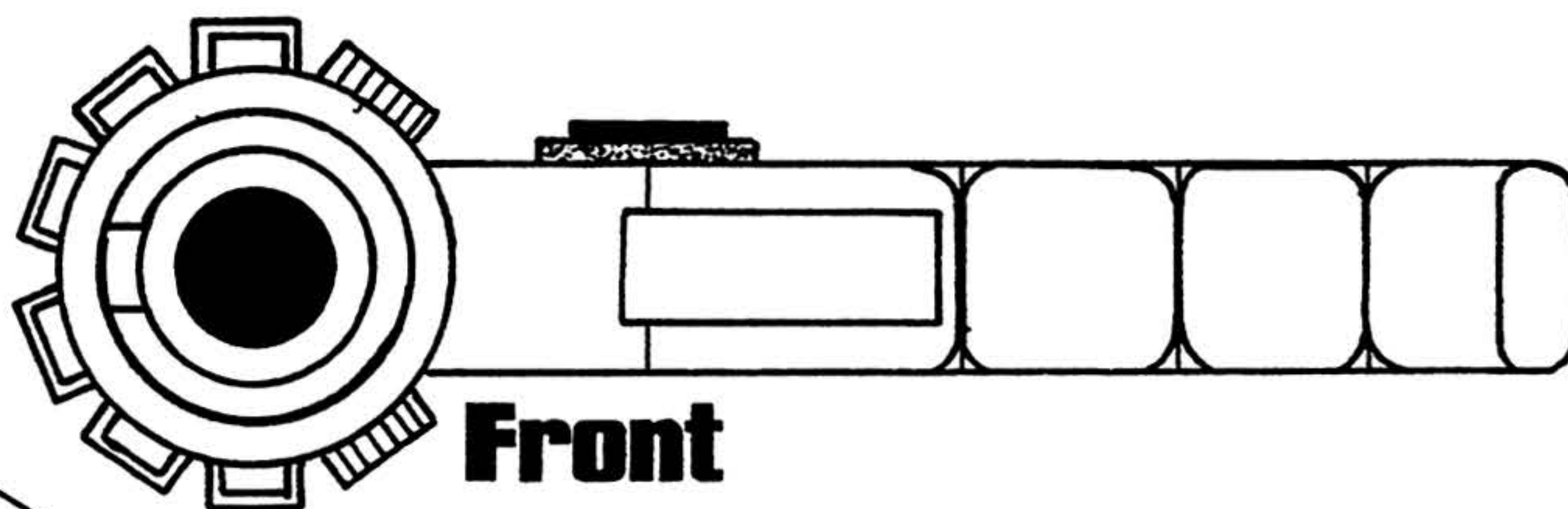
3-4-11



PISTOL

3-4-21

RIGHT HANDED



 BROWN BRONZE

 BLACK

 TRANSPARENT

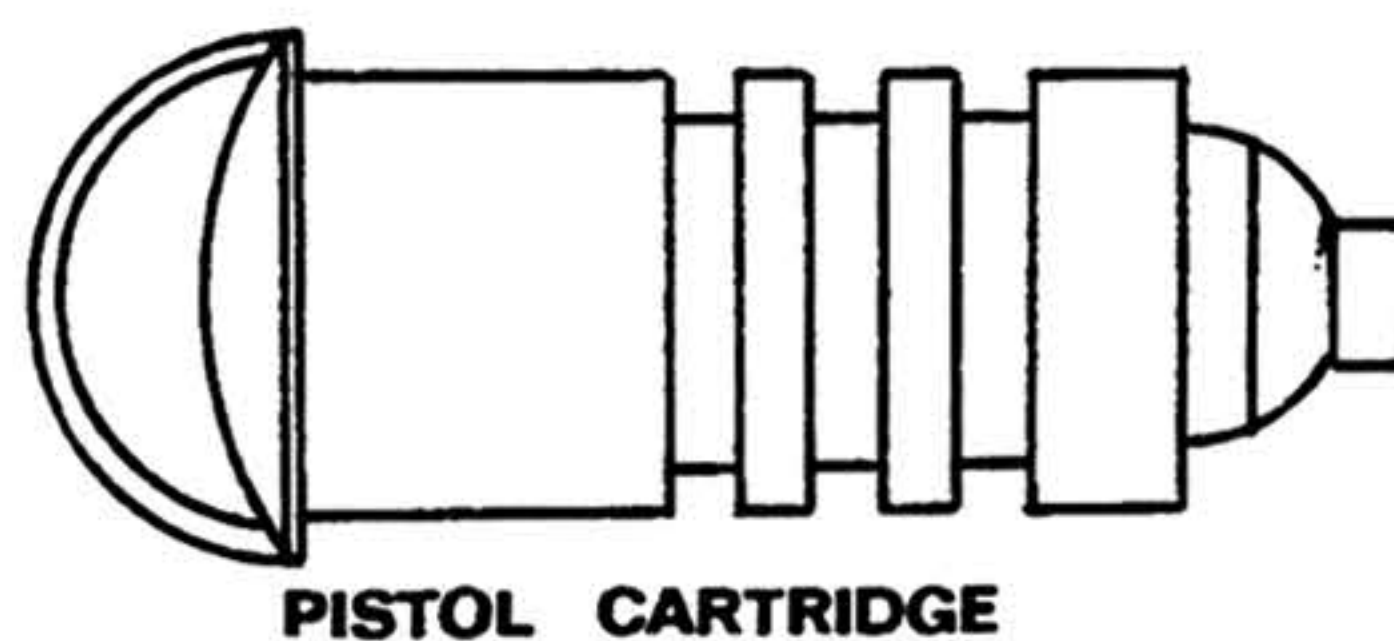
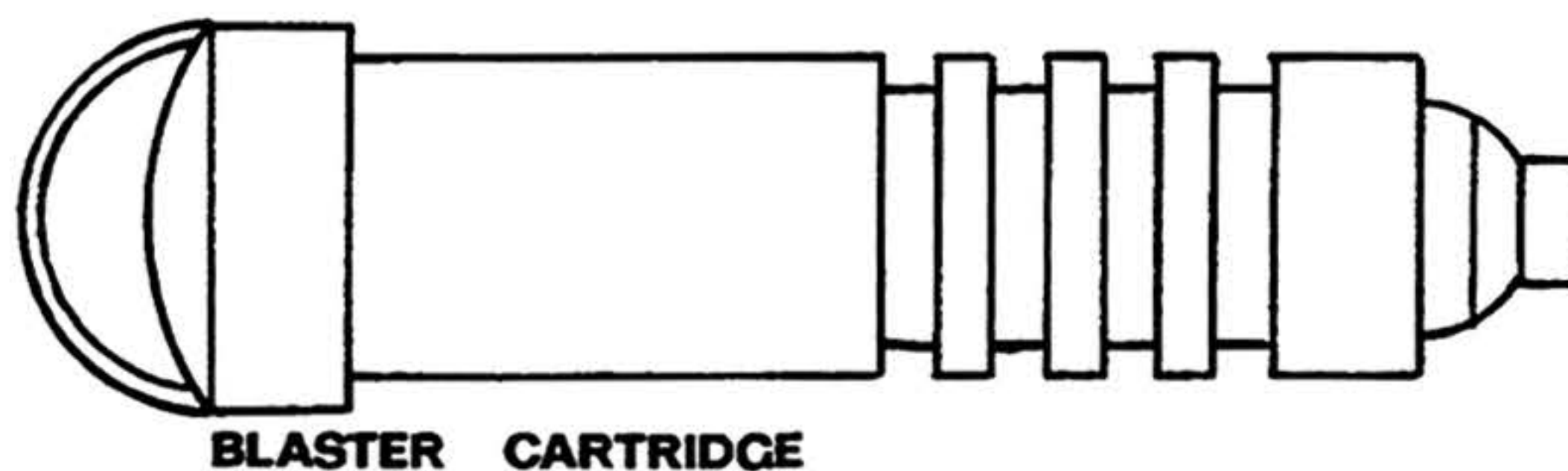
Actual Size

HAND BLASTERS

The hand blaster is the standard weapon of troops throughout the Federation. A high energy plasma discharge weapon, it has considerable destructive power against both inert and live targets. Power comes from a cartridge inserted into the rear of the barrel. The cartridge provides power for about 30 discharges. power output is not controllable without considerable modification to the design, though a stun version has ben produced. Considerable heat is produced on discharge, resulting in the large array of heat radiators around the barrel.

PISTOL

The pistol is standard issue to all Federation Officers. Basically a scaled down version of the hand blaster, its range is limited compared to its larger brother and the power output reduced, resulting in about the same discharge capacity from the smaller cartridge utilized.



FLEET WARDEN GENERAL

Second only to the Supreme Commander, the Fleet Warden General is in charge of all of the Federation's Fleets of Spacecraft and is the Federation's Senior Field Officer; normally based on board the Flagship of the Galactic Eighth Fleet.

SENIOR FLEET OFFICERS

Dress Uniform worn by all Senior Fleet Officers under the direct authority of the Fleet Warden General. Female variant replaces trousers with a calf length skirt and tights.

JUNIOR FLEET OFFICERS

Dress Uniform worn by Junior Officers attached to the Federation's Galactic Fleets including administrative and legal departments. The male variant of this uniform replaces skirt and tights with trousers.

SPACE COMMANDER (EARLY VERSION)

Space Commanders are the troubleshooters of the Galactic Fleets and Space Command, trained in both space warfare and ground battle tactics. As the Federation expanded, the number of Space Commanders needed increased, and this uniform proved too expensive and was replaced.

SPACE COMMANDER (LATER VERSION)

A replacement for the earlier uniform, this differed depending on whether the Commander was attached to the Galactic Fleets or direct to Space Command. Space Command uniforms are black, with the double triangle symbol. Galactic Fleet Officers wear a dark grey version with a Federation symbol.

MUTOID

Intelligent citizens who disobey the Federation are too valuable to lose during periods of expansion. Selected prisoners who would otherwise be transported to penal colonies are 'modified' to become Mutoids. Existing only to serve, they lack free will and make ideal junior officers on unpopular missions (long term Pursuit Ship Patrols for example). The conversion process results in hair loss, hence the helmets which can contain additional control circuits (a more complex version of Gan's limiter), or where these are not required, wigs can be used. The normal digestive process is also disrupted, making direct assimilation of nutrients necessary. In extreme conditions, direct injections of blood is possible via hypodermic needles built into wrist units; leading to them being known as 'vampires'. Once again the original uniform proved too expensive, so it was replaced with a second version.

TROOPER

This is the standard field uniform of all Federation Troops, manufactured in slightly different versions throughout the Federated Worlds. The Senior Field Officer is distinguished by a hinged helmet with a silver rim and a triangular tabard. Originally designed for maximum protection against most forms of warfare, including chemical, economic pressures and poor manufacturing from subcontractors have reduced most version's protection to virtually zero, especially in the junior ranks.

THERMAL PROTECTION SUIT

Used where troopers are required to operate in environments too hot for prolonged exposure without protection. They incorporate internal cooling, which combined with the reflective surface keep the wearers at a tolerable temperature.

SPACE COMMAND OFFICER

This is the distinctive uniform of officers attached directly to Space Command. Full uniform also includes an ankle length cloak with a stand up collar, which attaches to clips on the epaulettes. Uniform is unisex, lower ranks have black decorations instead of gold.

SPACE COMMAND SPECIAL TASK FORCES

This is the uniform of special task force troops directly under the control of Space Command. Used in situations where delegation to Fleet Officers is deemed undesirable.

PRESIDENTIAL SECURITY

This is the uniform of the President's personal security staff assigned to look after the President when on Earth. Junior ranks lack the gold decoration on their uniforms.

PRESIDENTIAL TASK FORCE

The uniform of the President's personal armed force, used on covert projects deemed not suitable for delegation to forces not under the personal command of the President.

HIGH COUNCIL DRESS UNIFORM

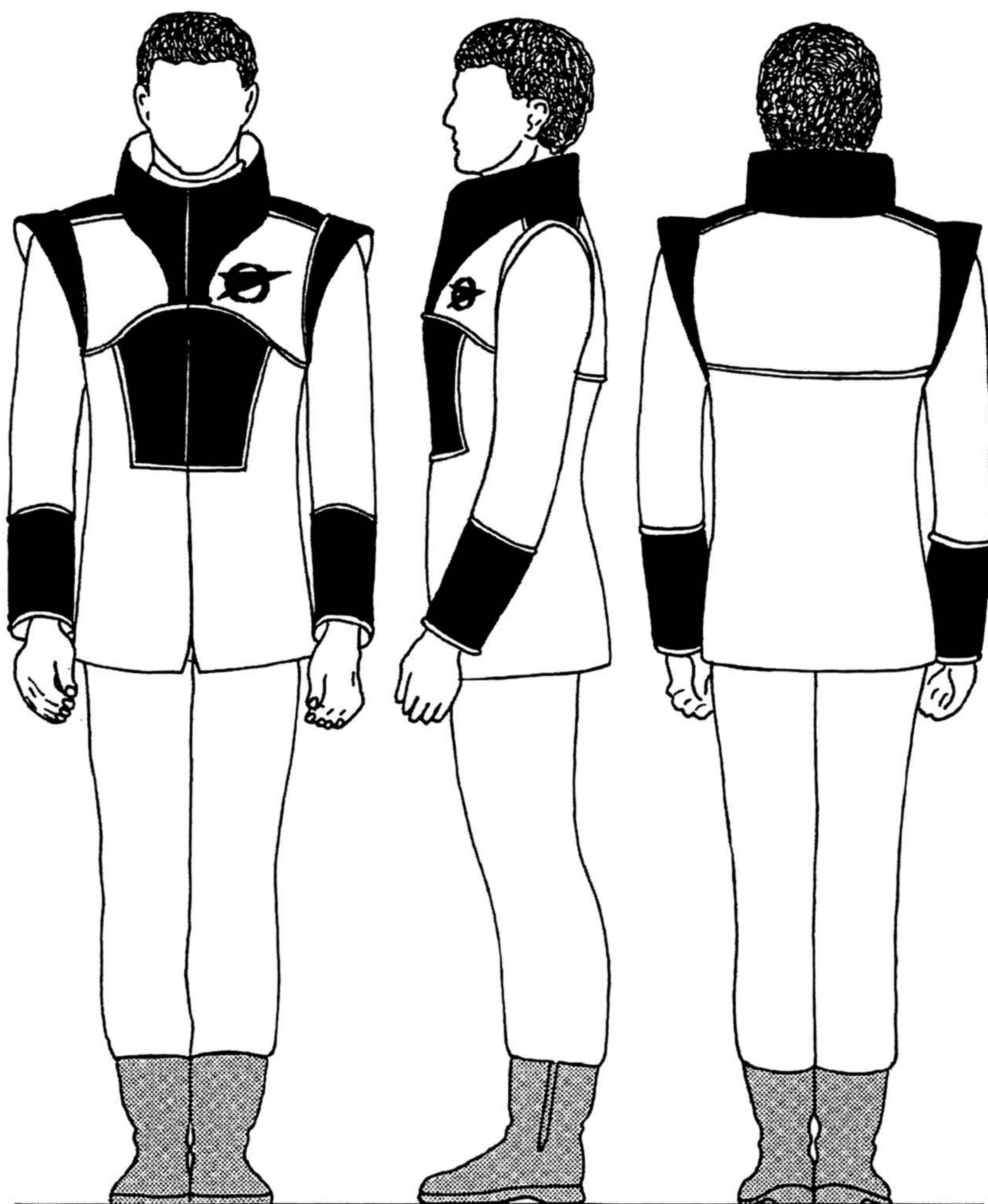
Worn by High Council members for High Council meetings and official engagements during President Servalan's reign, before the dissolution of the High Council. Uniform is unisex except the male version is laterally reversed (ie, a mirror image).

COLONIAL SERVICE (PRE GALACTIC WAR)

Worn by Colonial Governors, Commisars, and Assistant Commisars in the Colonial Service. The Governor is usually a nominal title given to a native of the planet. His uniform is distinguished by the gold edged collar. Real power lies in the Assistant Commisar or Commisar attached to the Governor as an 'advisor'.

COLONIAL SERVICE (POST GALACTIC WAR - RECOLONIZATION PROGRAMME)

The role of the Colonial Service changed dramatically after the Galactic War to a fighting force able to retake all the colonies lost to independent rule after the War and the loss of Star One. Planetary Governors, once back in place, are assisted and advised by Liaison Officers. As before, the real power belongs to the Liaison Officer, despite his apparent low rank. The ranks of General and Major are normally associated with officers involved only in the retaking of colonies.



SILVER



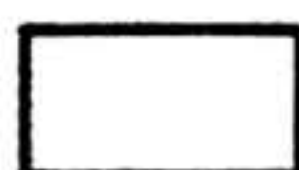
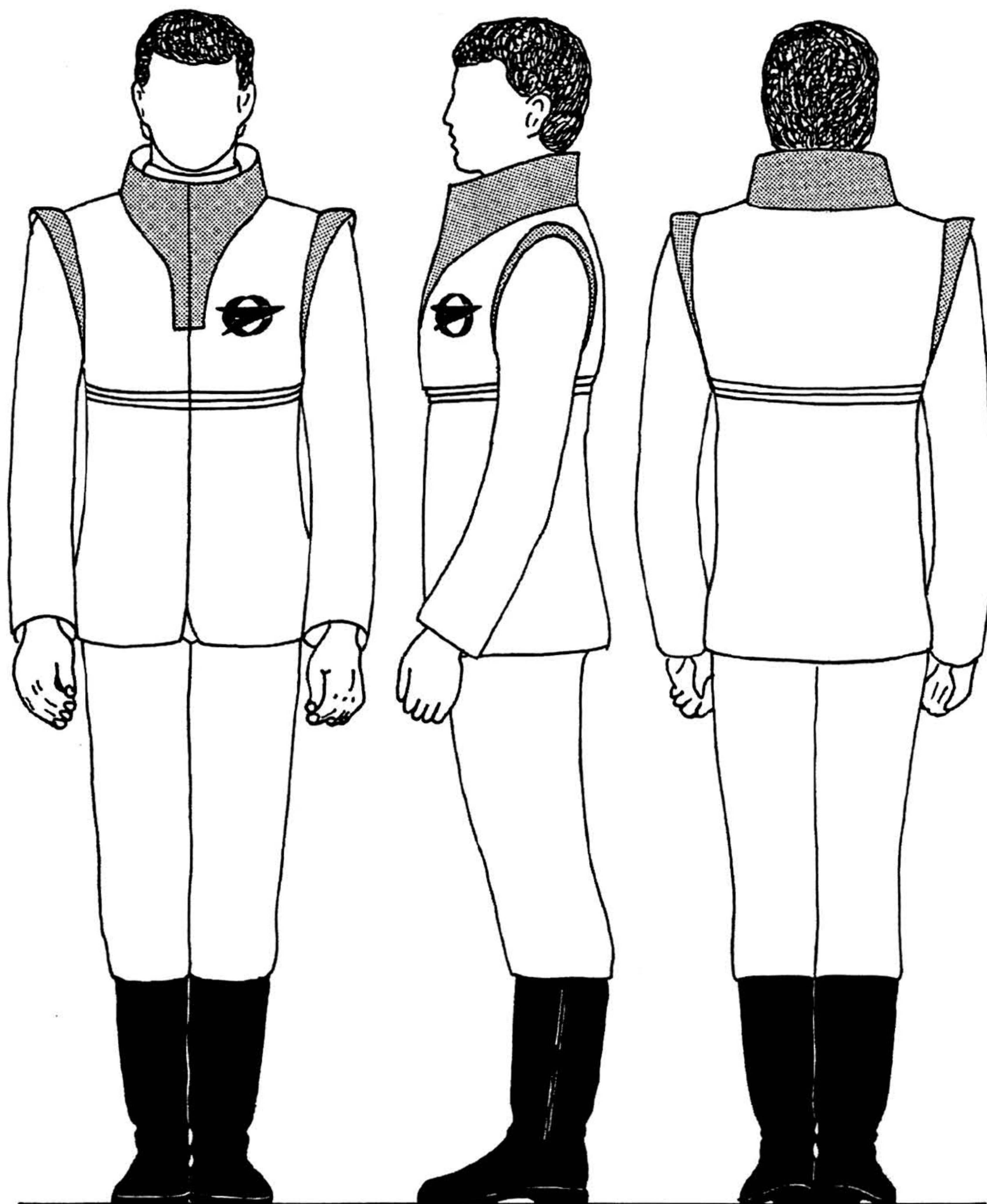
DARK GREY



BLACK

Senior Fleet Officer

3-5-3



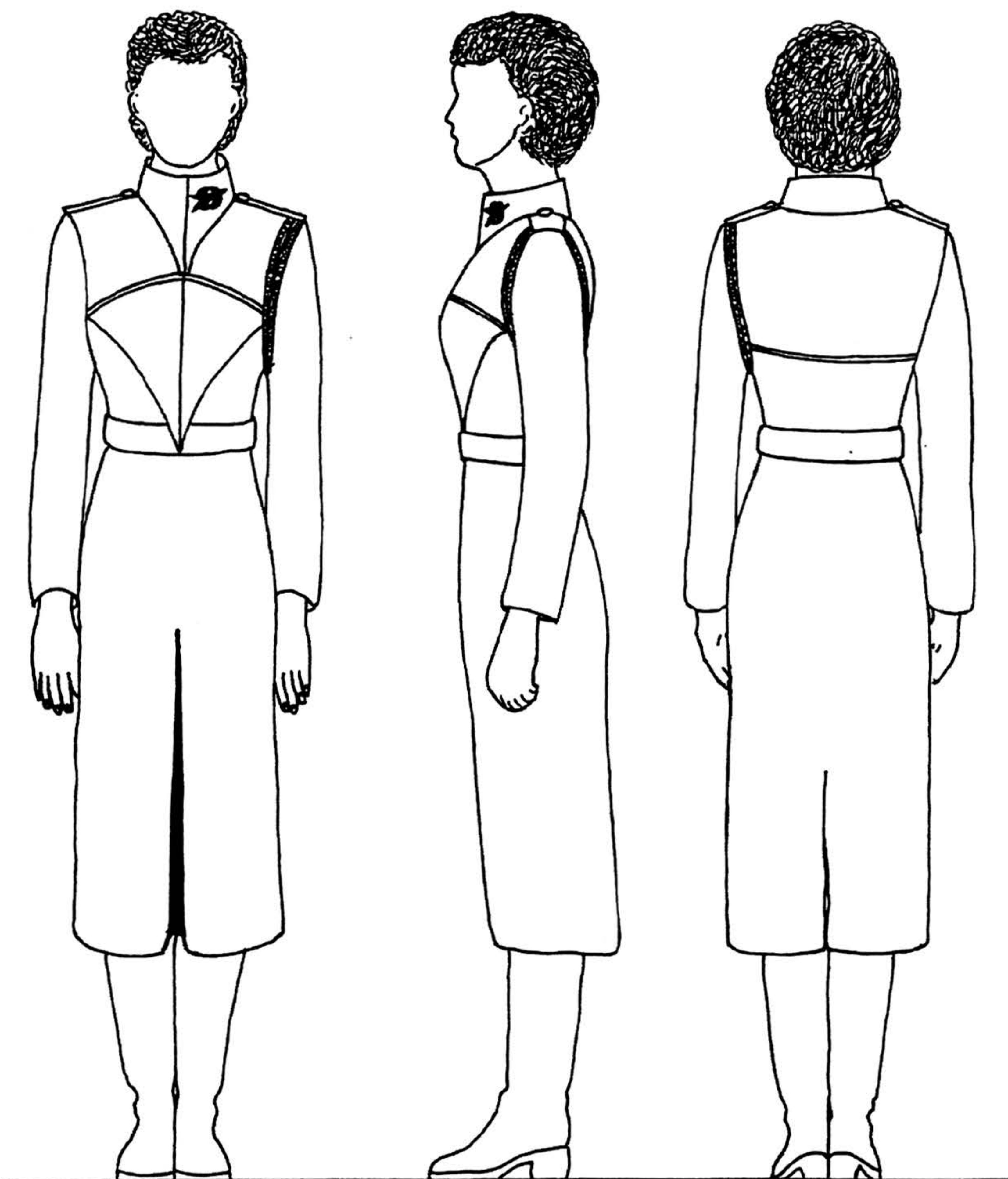
MID GREY



DARK GREY



BLACK

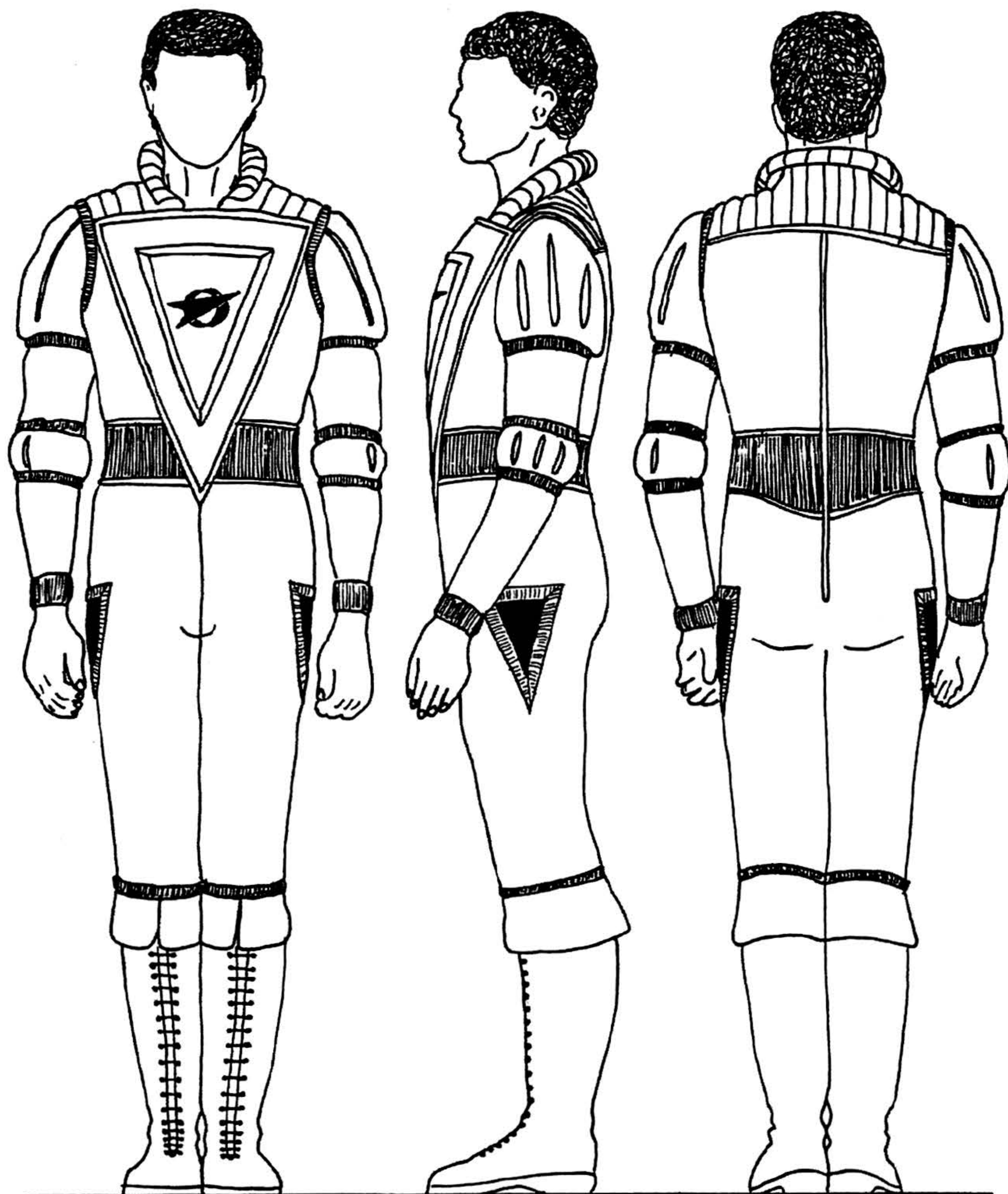


 **BLACK**

 **SILVER**

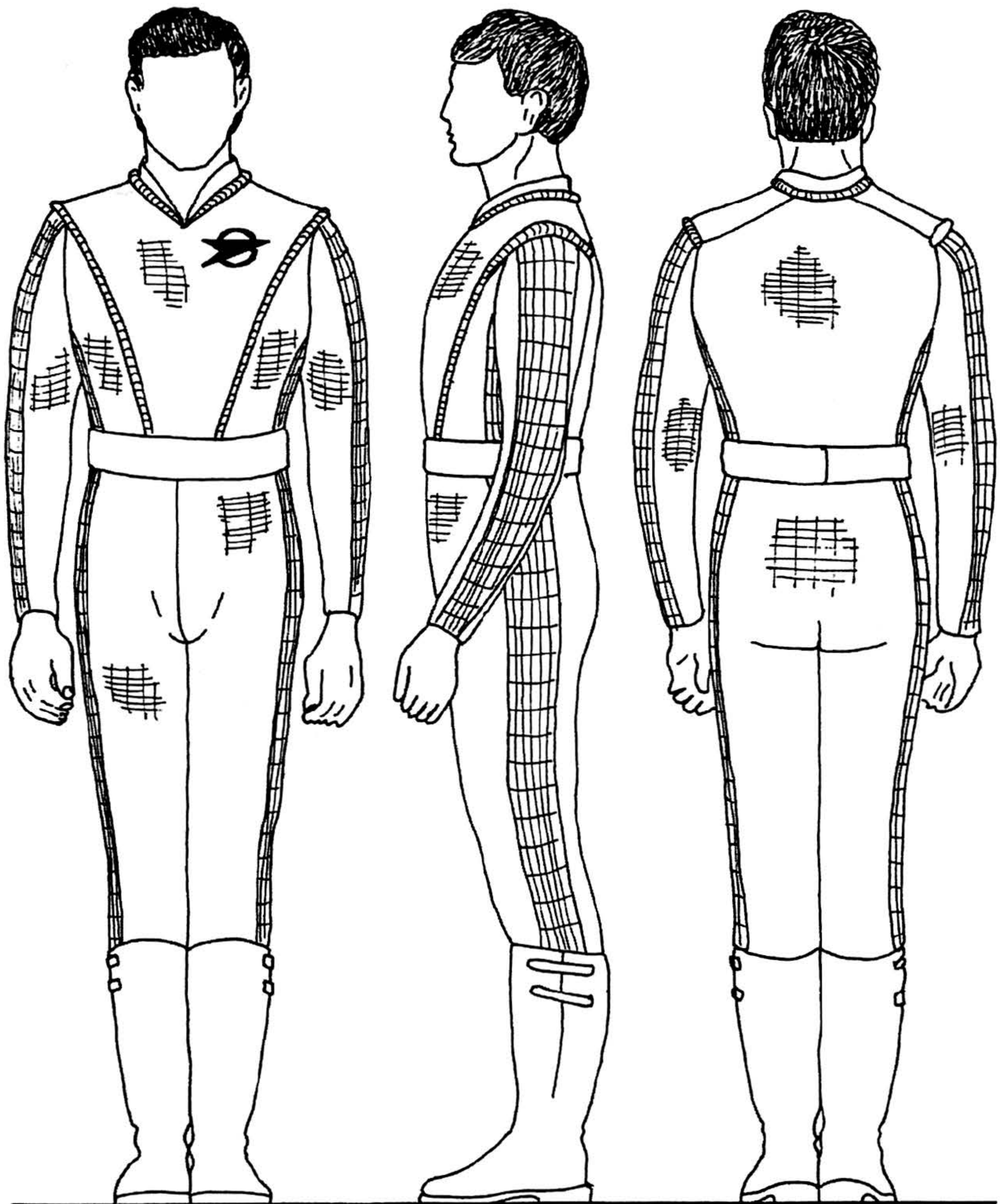
Space Commander I

3-5-5'1



 BLACK

 SILVER

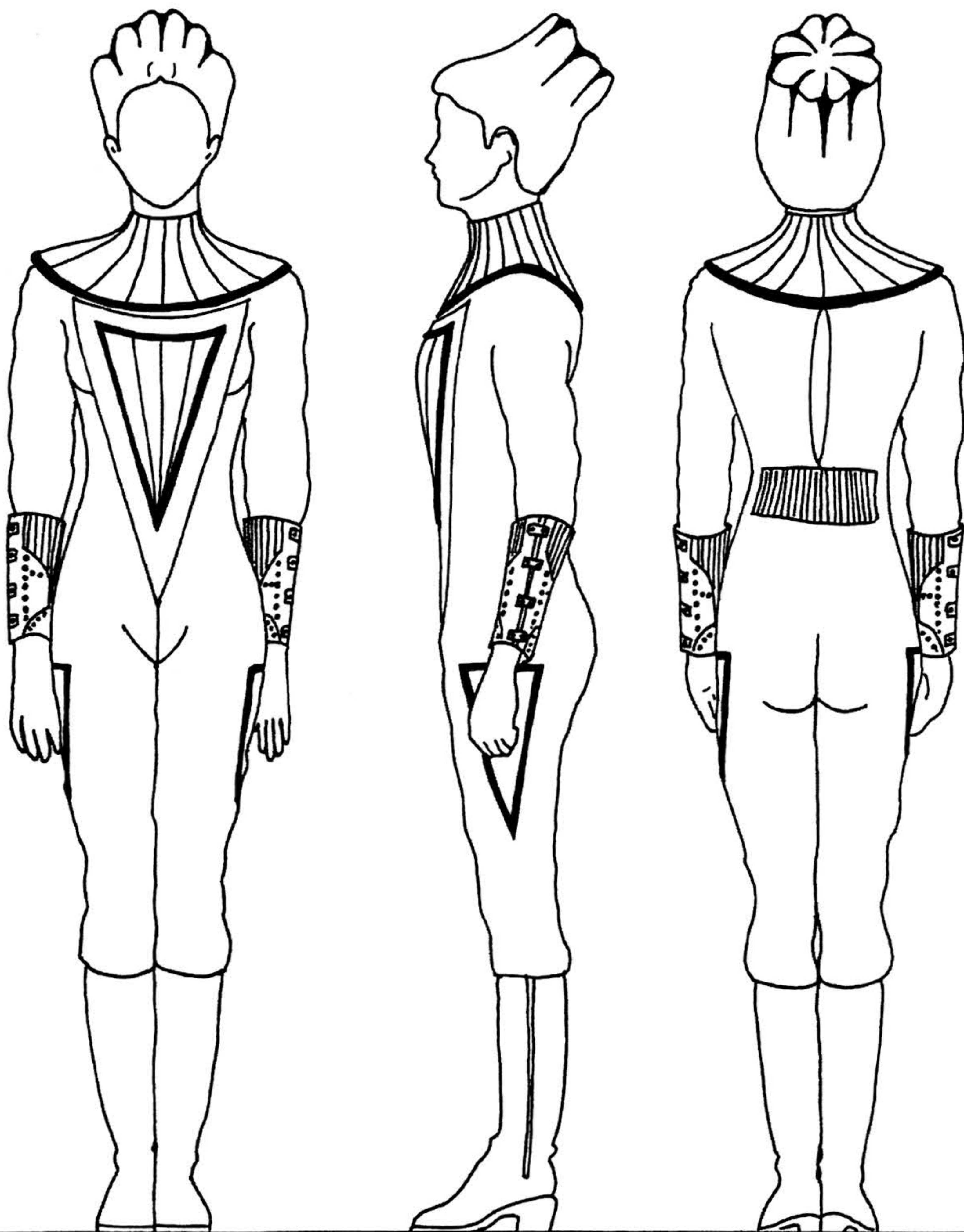



Alternative Symbol

 DARK GREY / BLACK
 SILVER

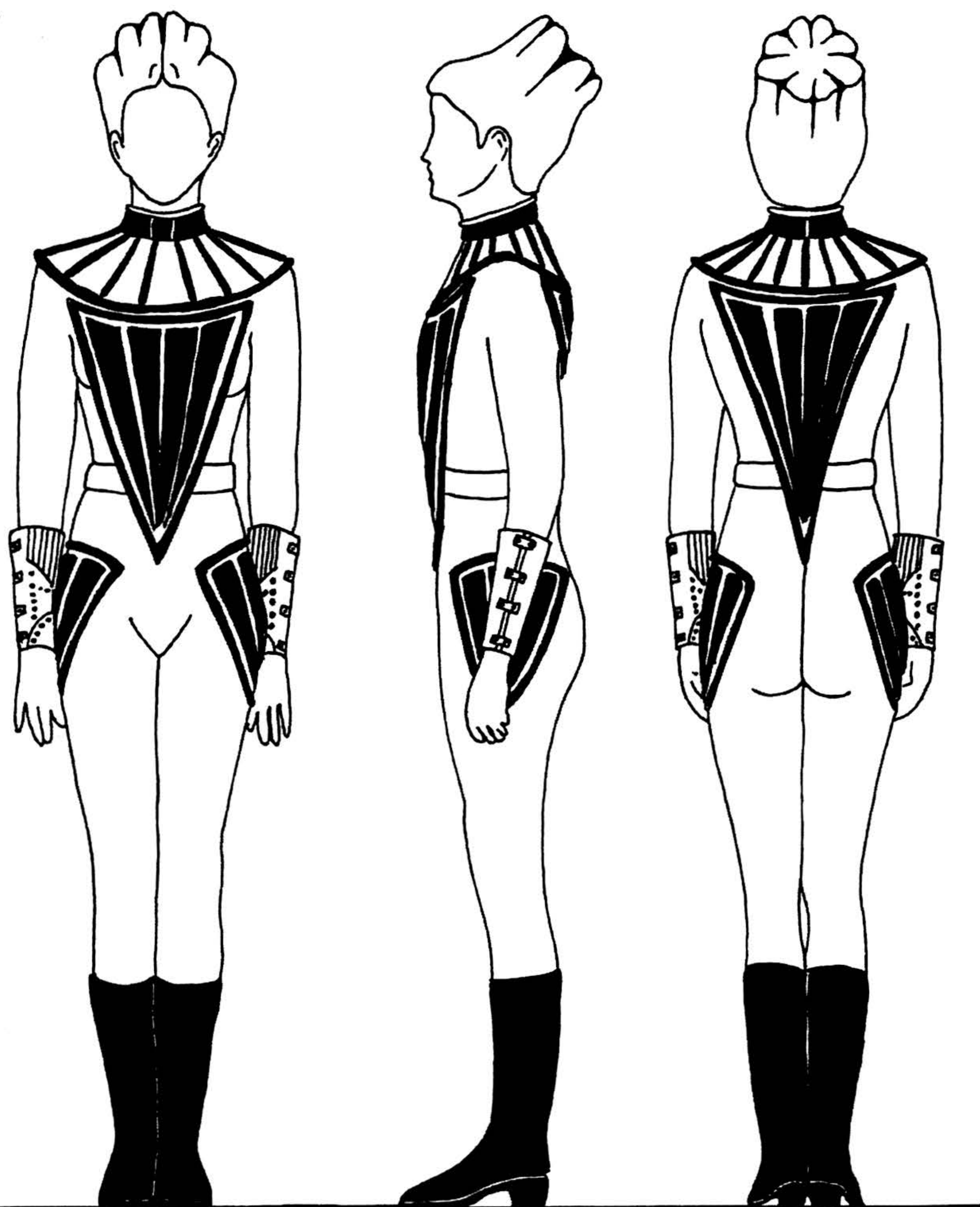
MUTOID I

3-5-6'1



 BLACK

 SILVER

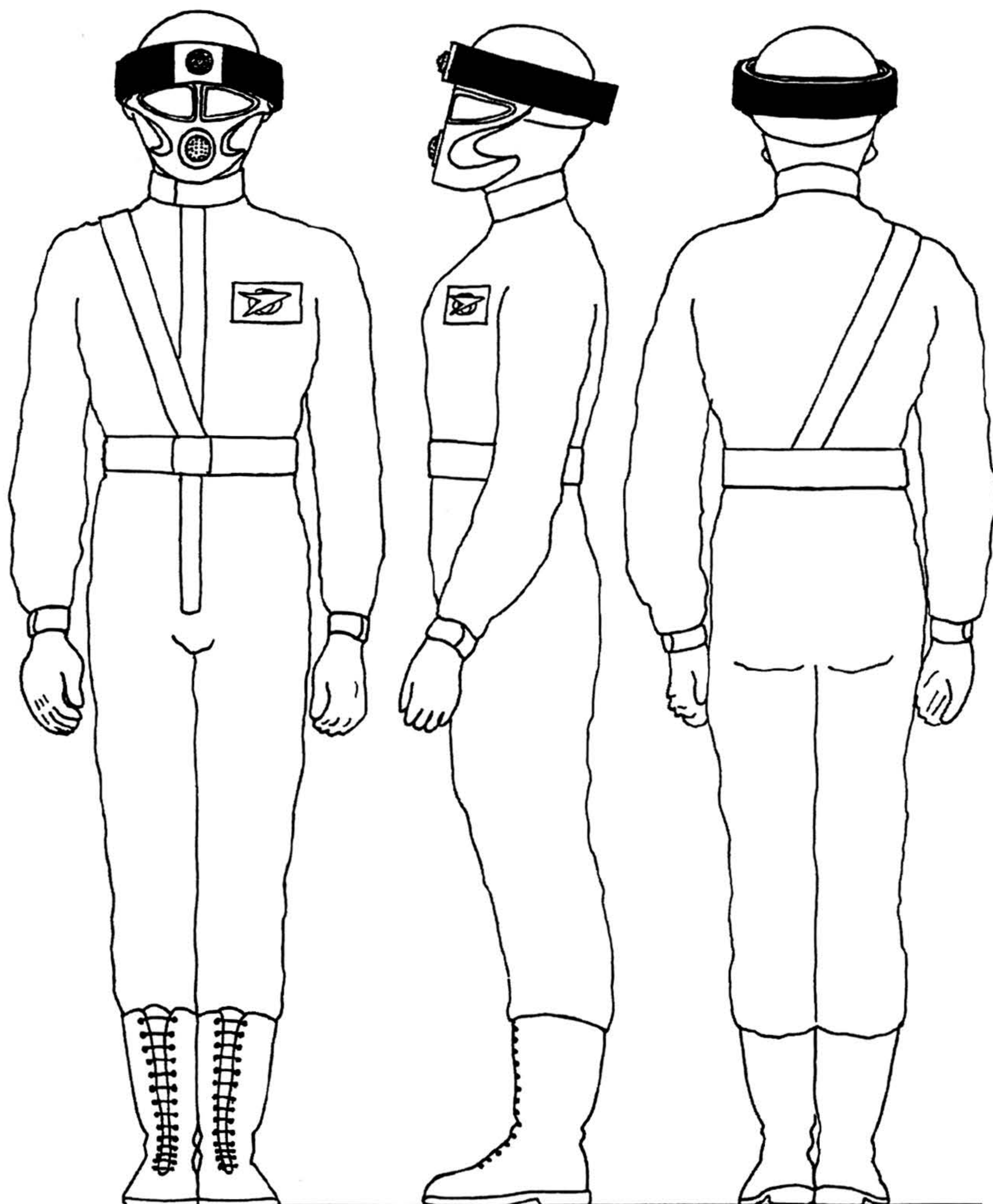


 BLACK

 SILVER

Trooper

3-5-71



 **BLACK**

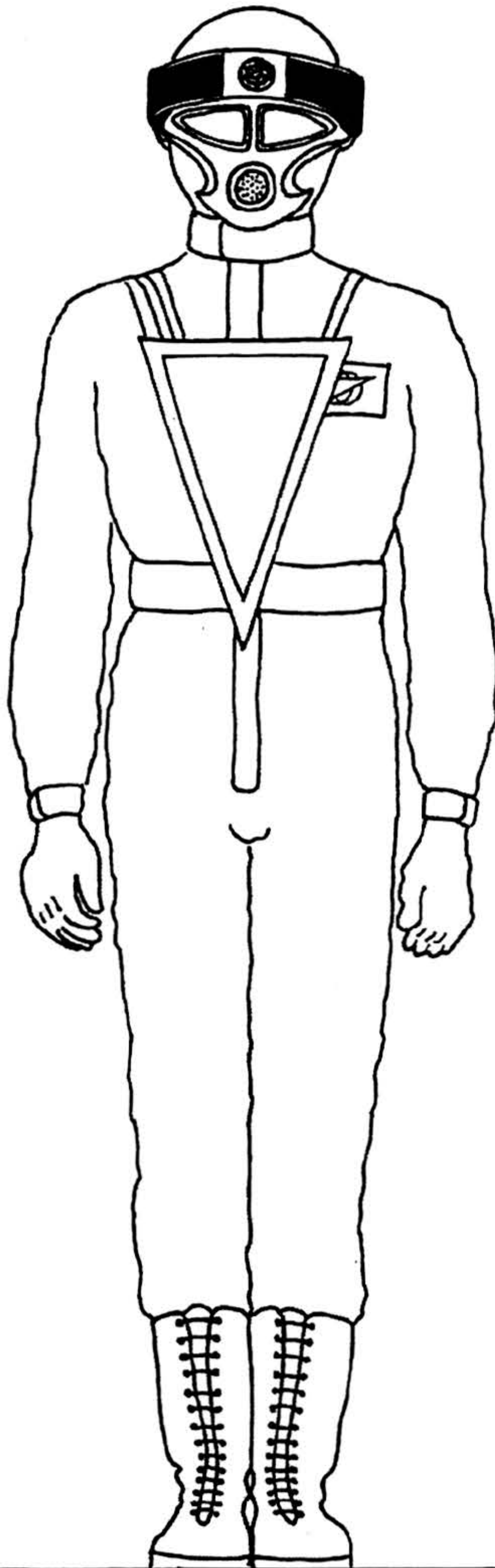
 **SILVER**

 **TRANSPARENT / GREEN LAMINATE**

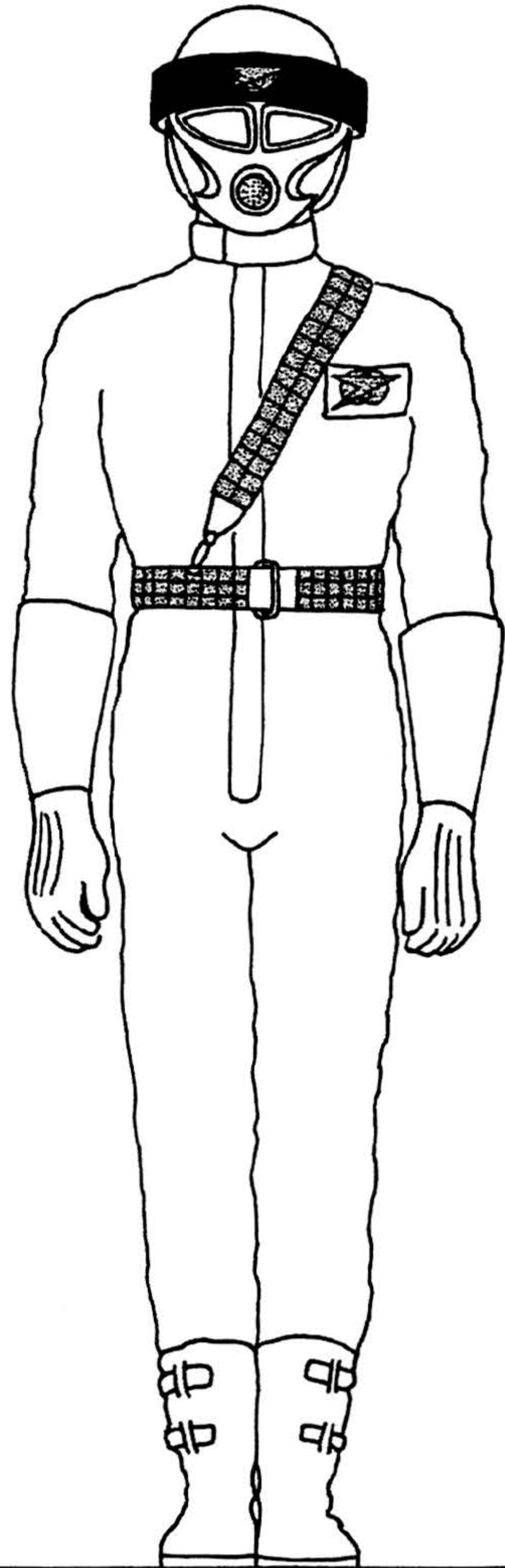
Trooper

3-5-7'2

Senior Field Officer

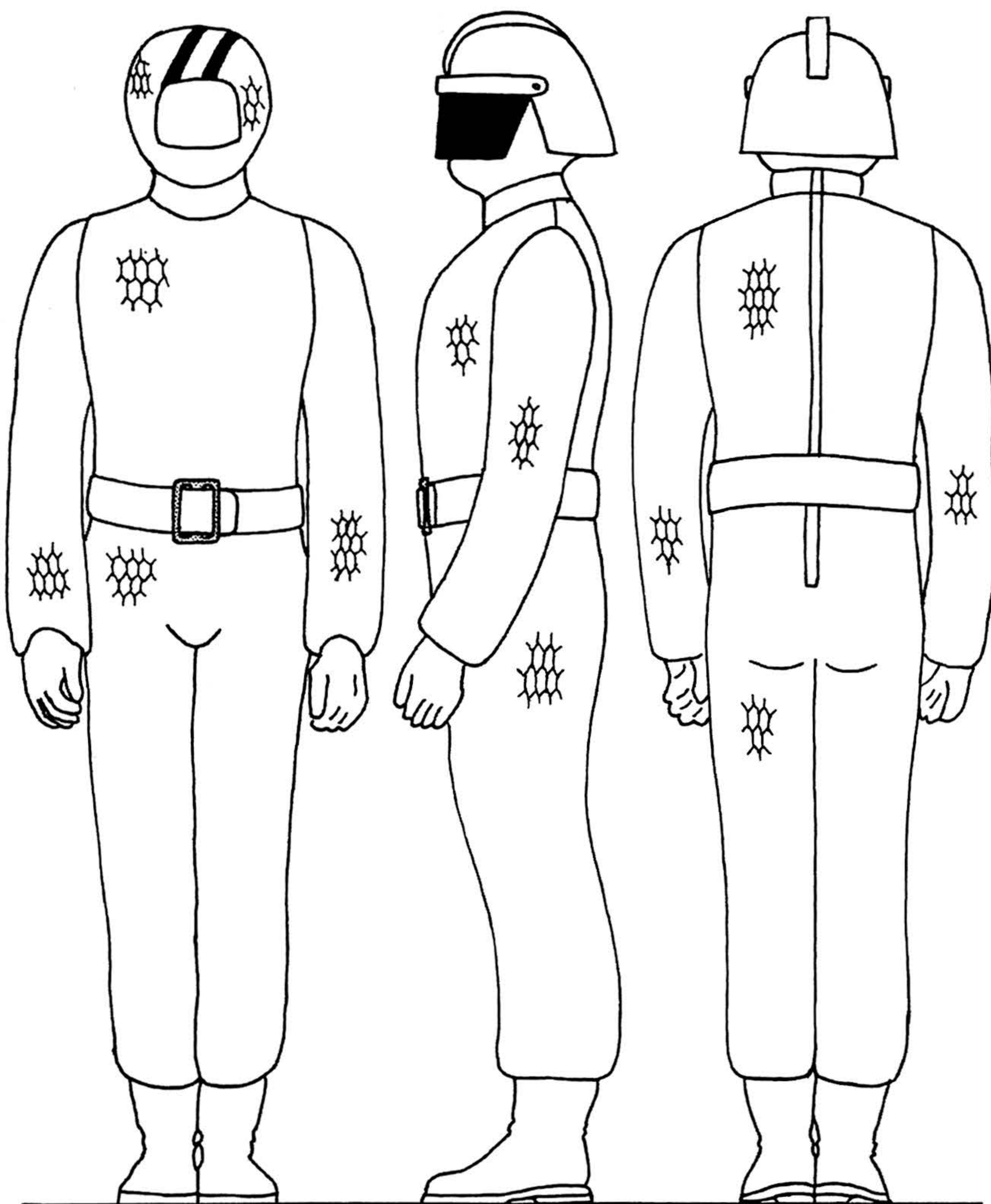


Post Galactic War Variant



Thermal Protection Suit

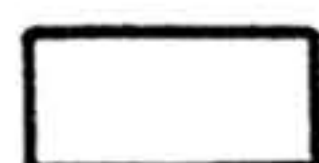
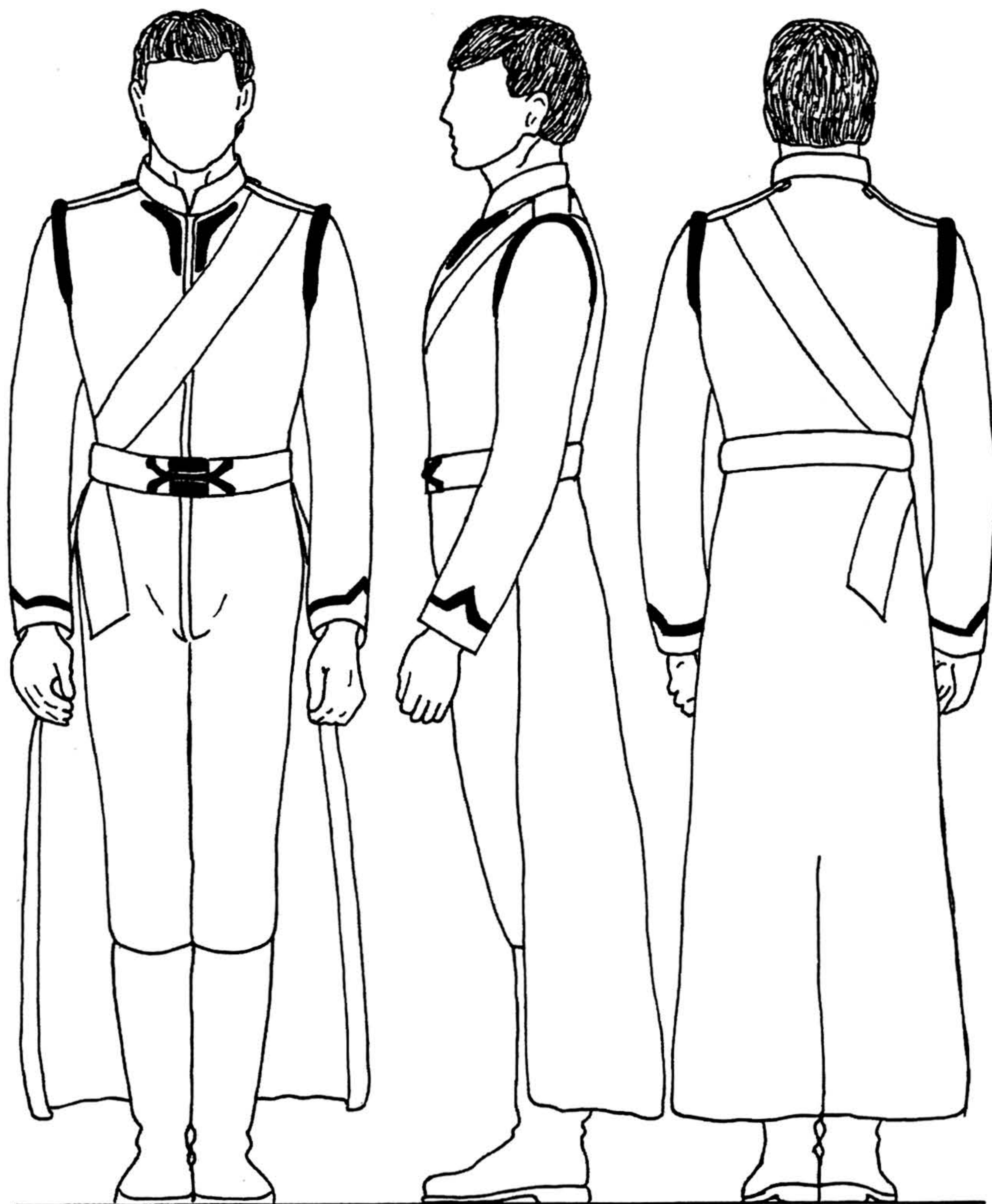
3-5-8



 **SILVER**

 **BLACK**

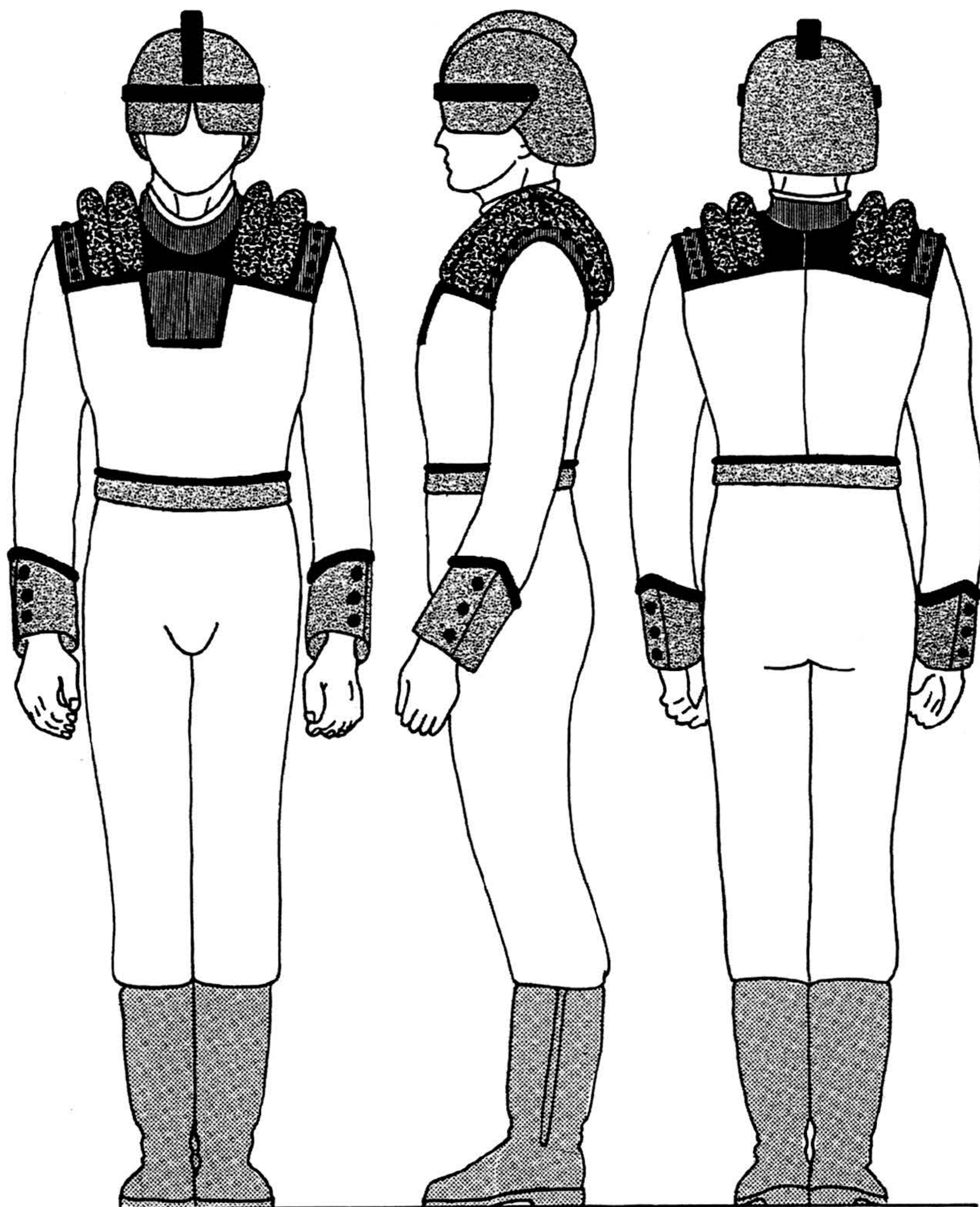
 **GOLD**



BLACK



GOLD / BLACK



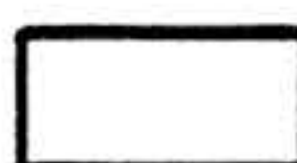
Junior Ranks



SILVER



BLACK



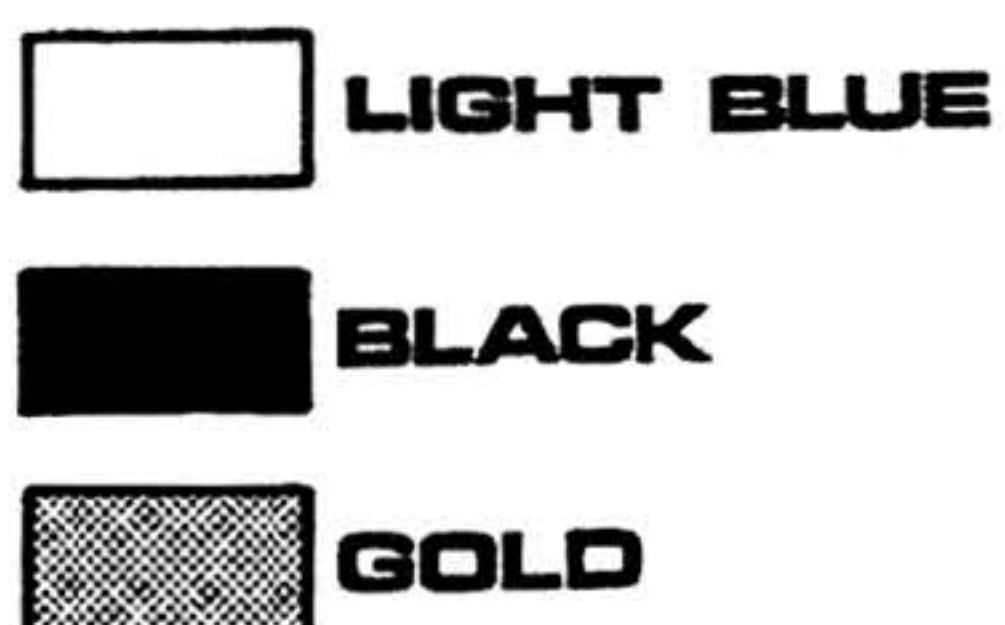
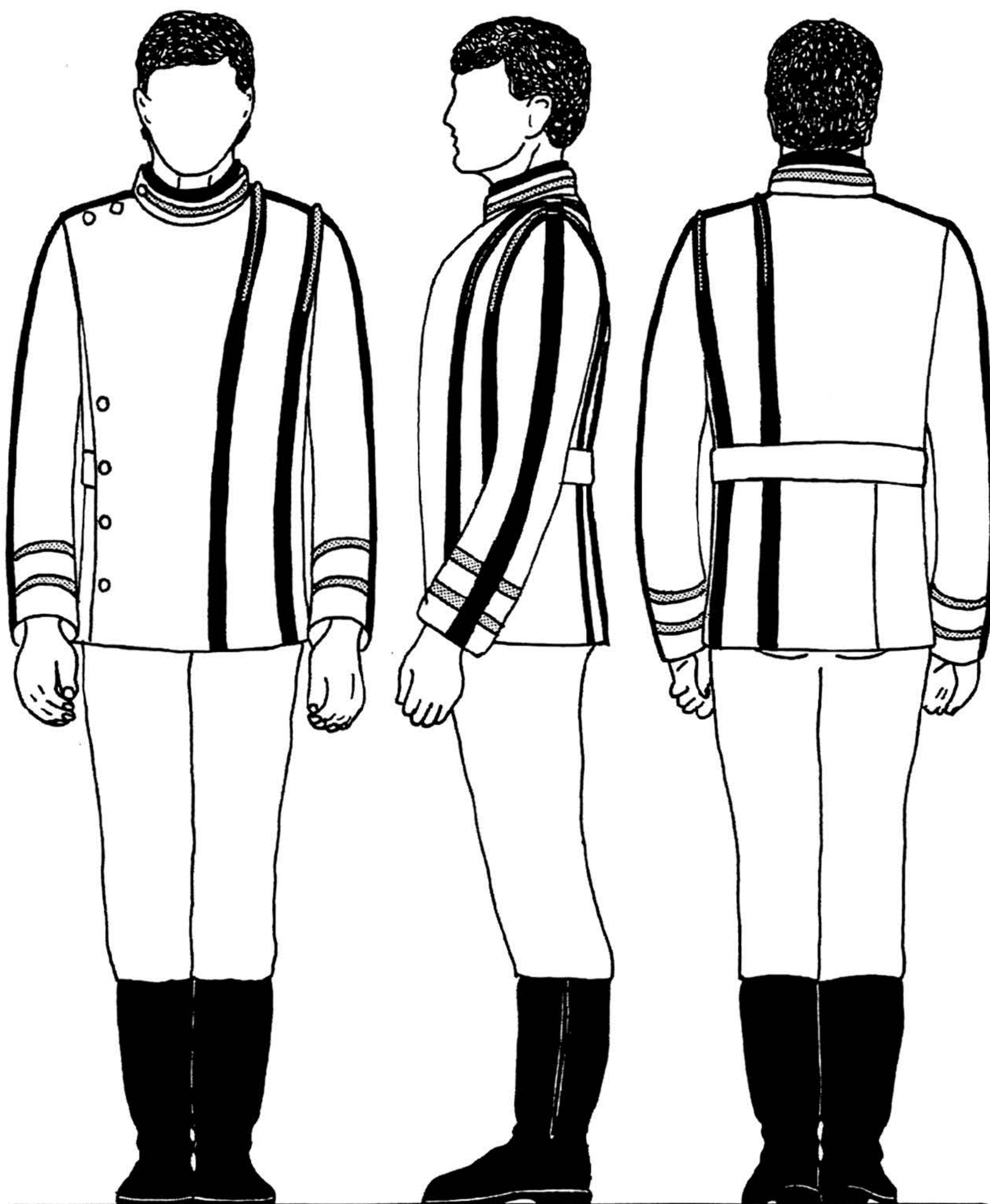
BLACK/SILVER FLECK

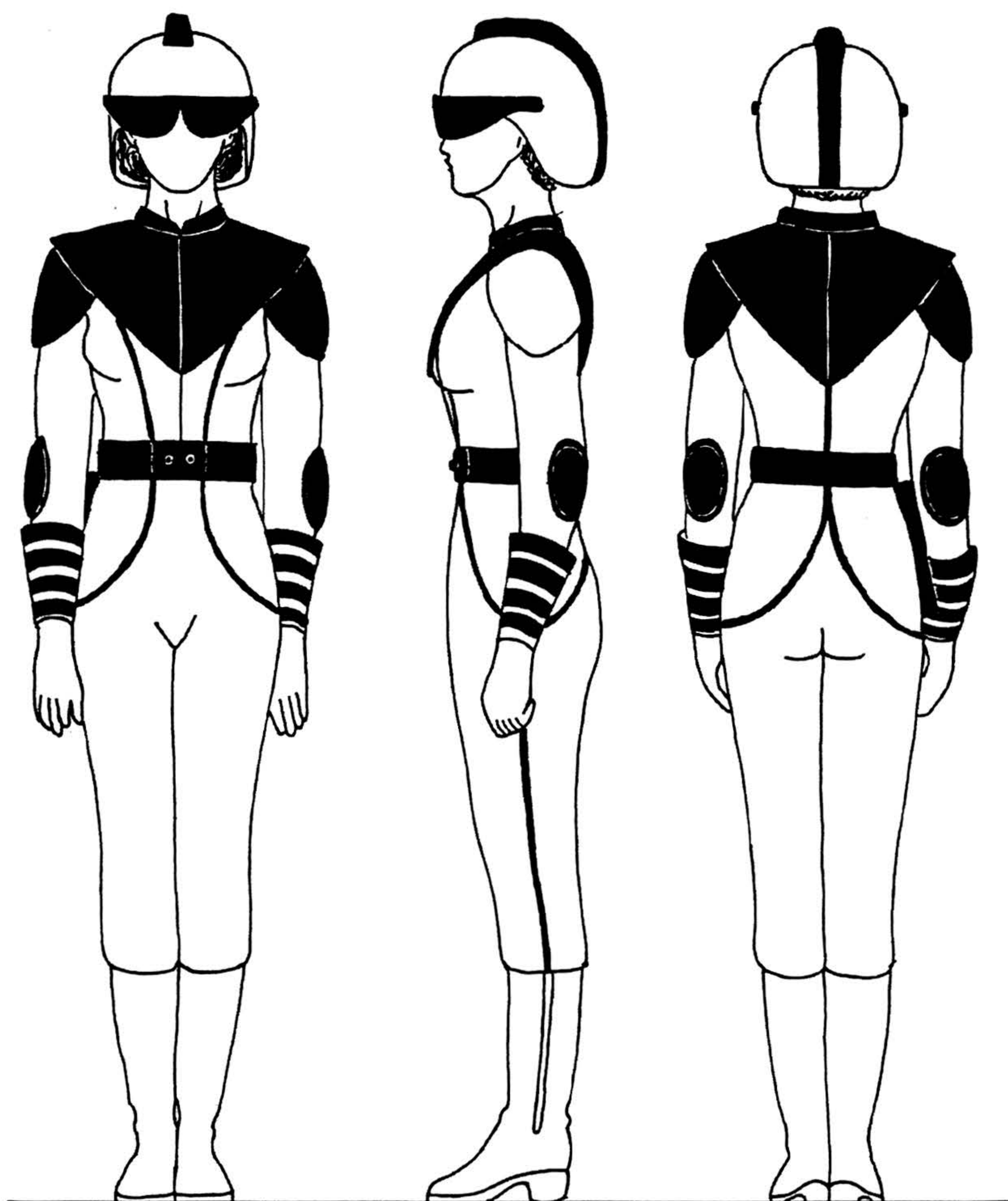


RED



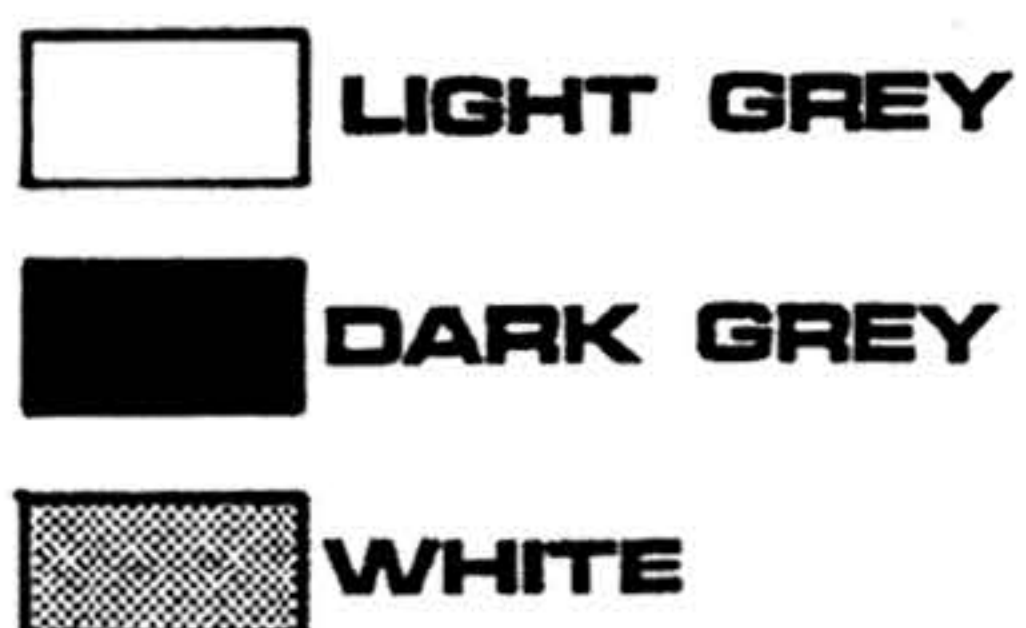
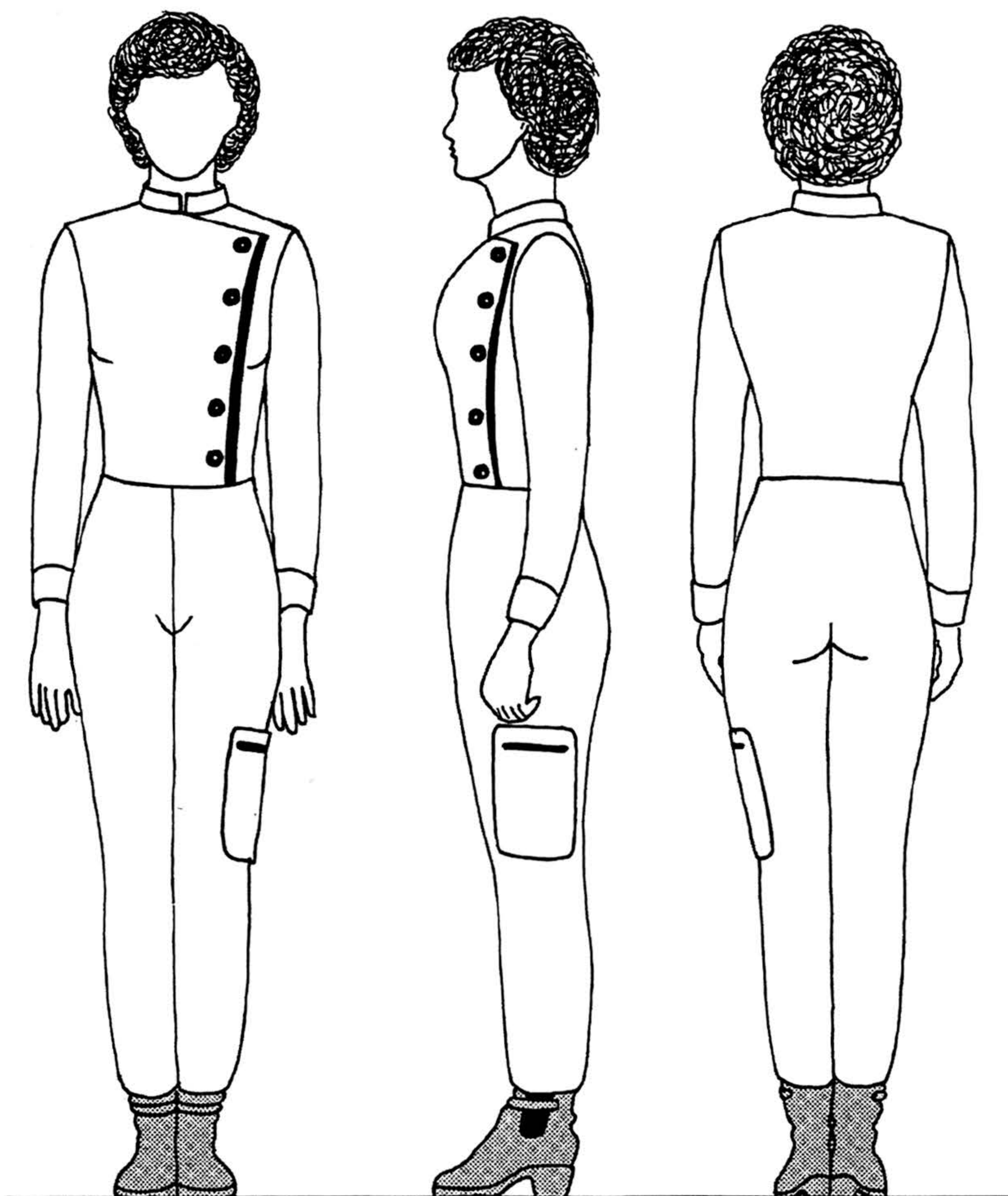
WHITE





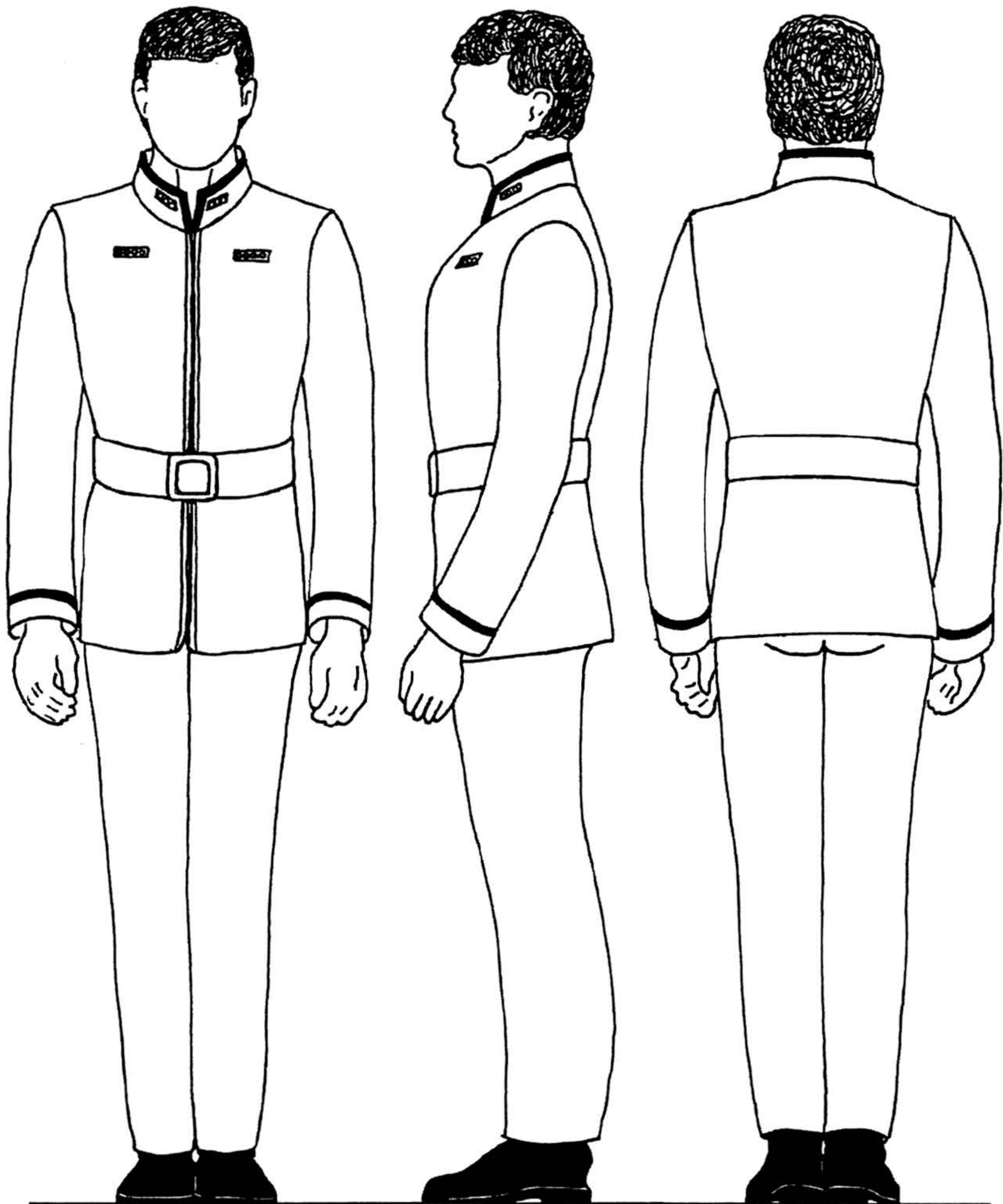
 **SILVER**

 **RED**



COLONIAL SERVICE

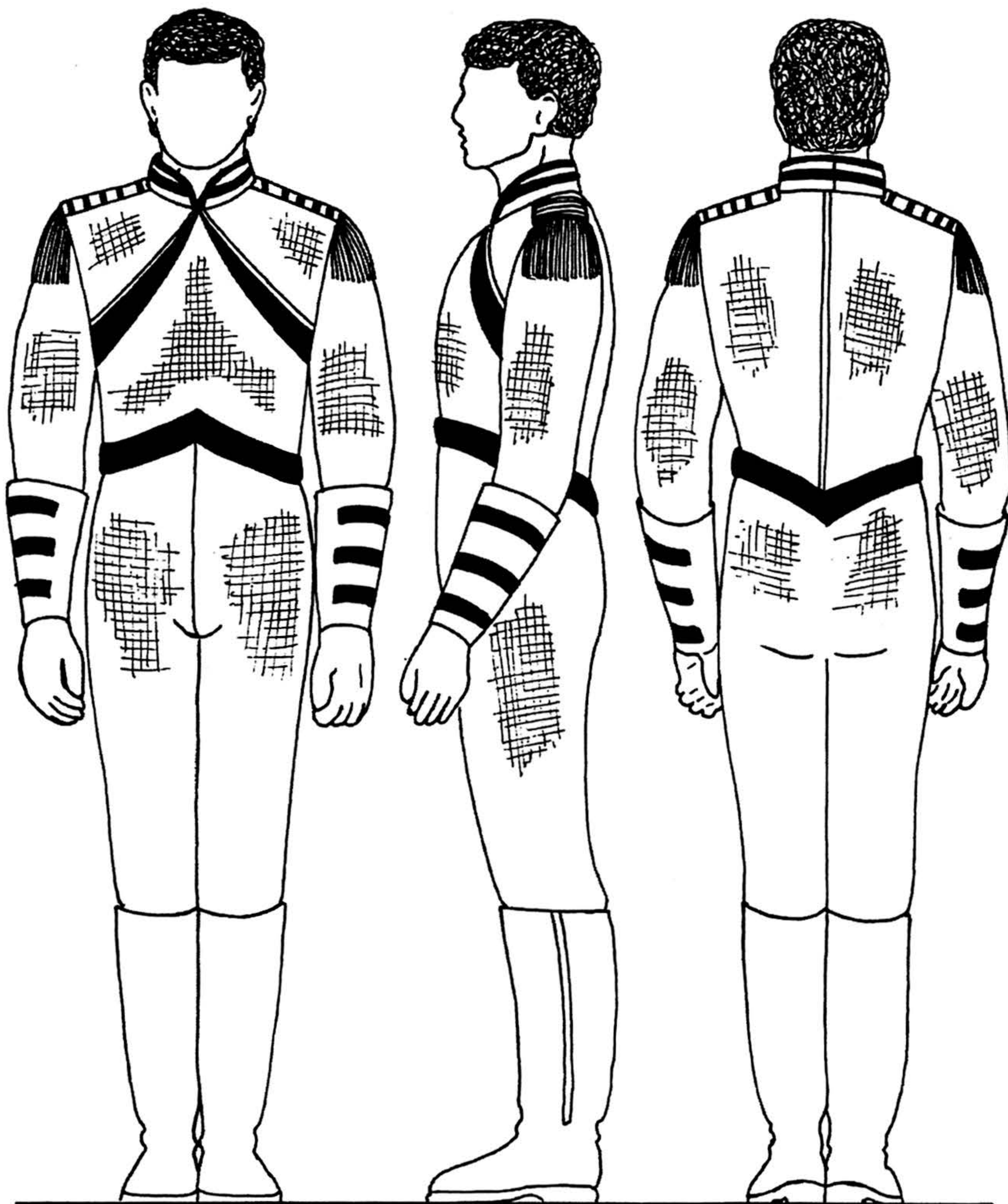
3-5-14'



 BURGANDY

 BLACK

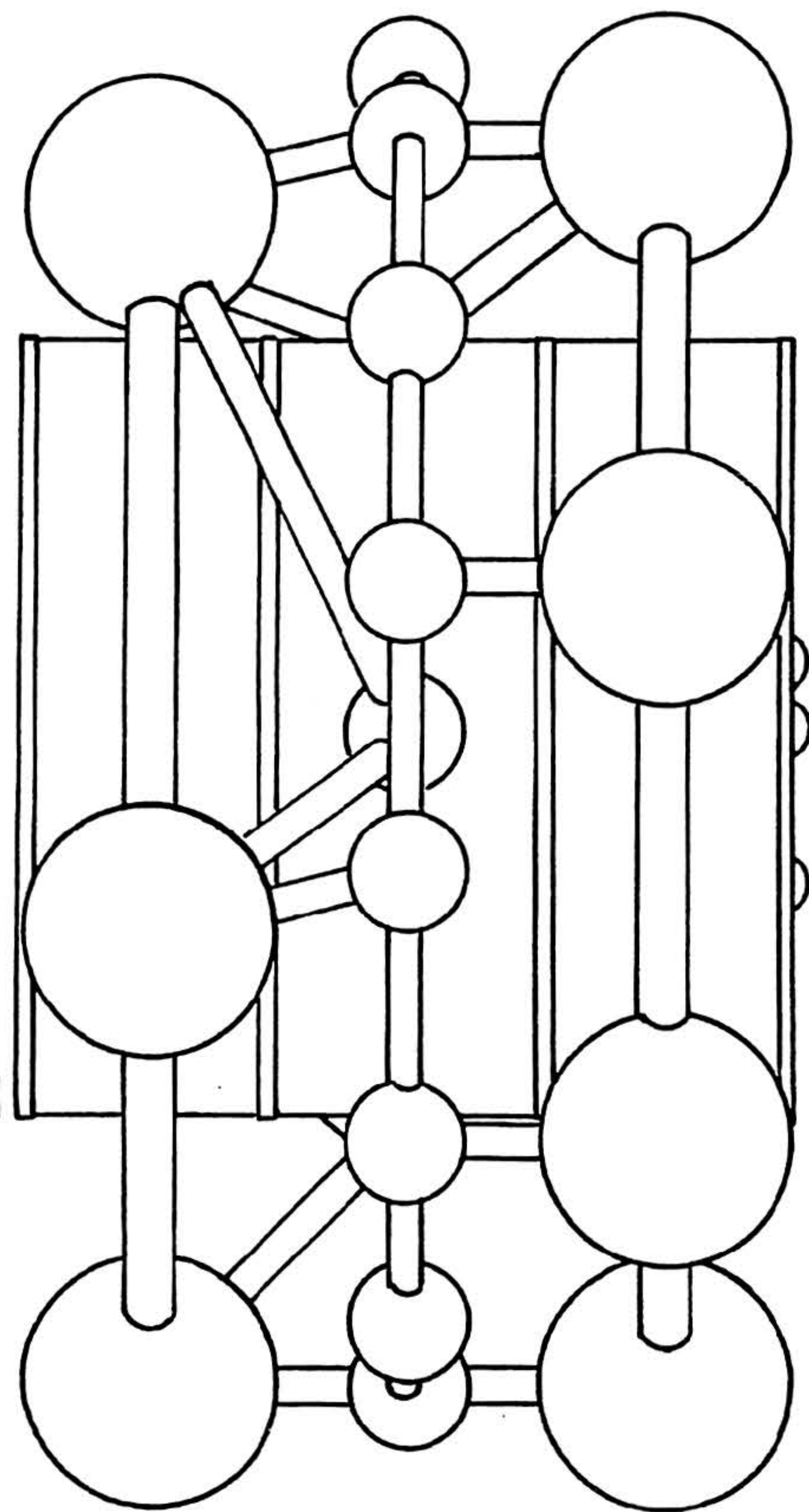
PRE GALACTIC WAR



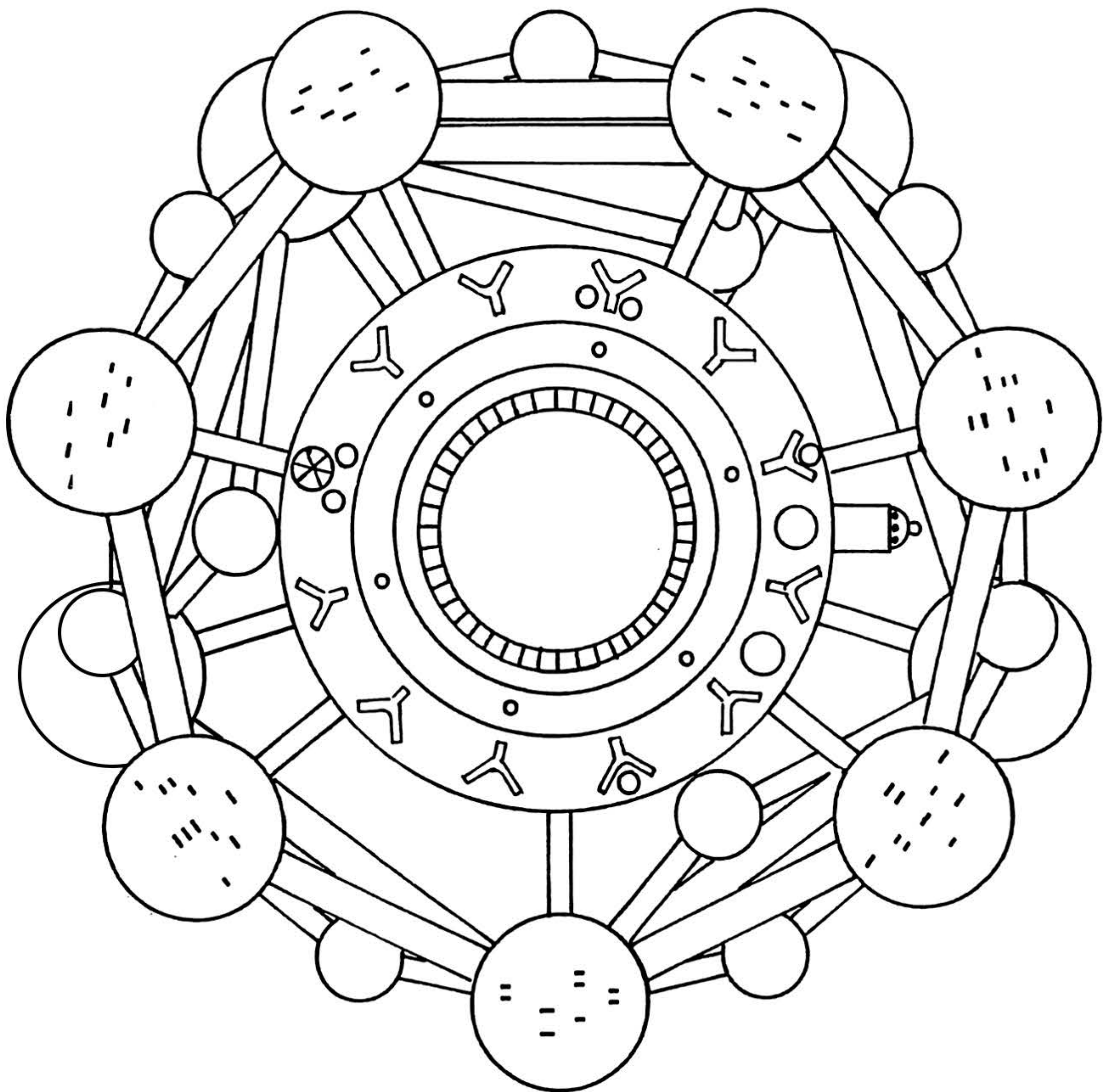
POST GALACTIC WAR

4: NON FEDERATION

Side



Front

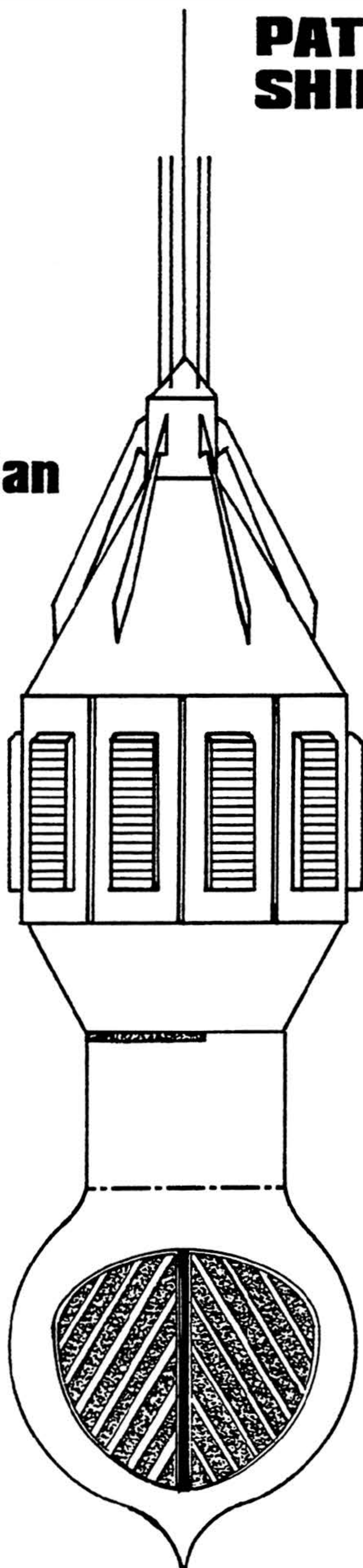


Overall Colour: MID GREY

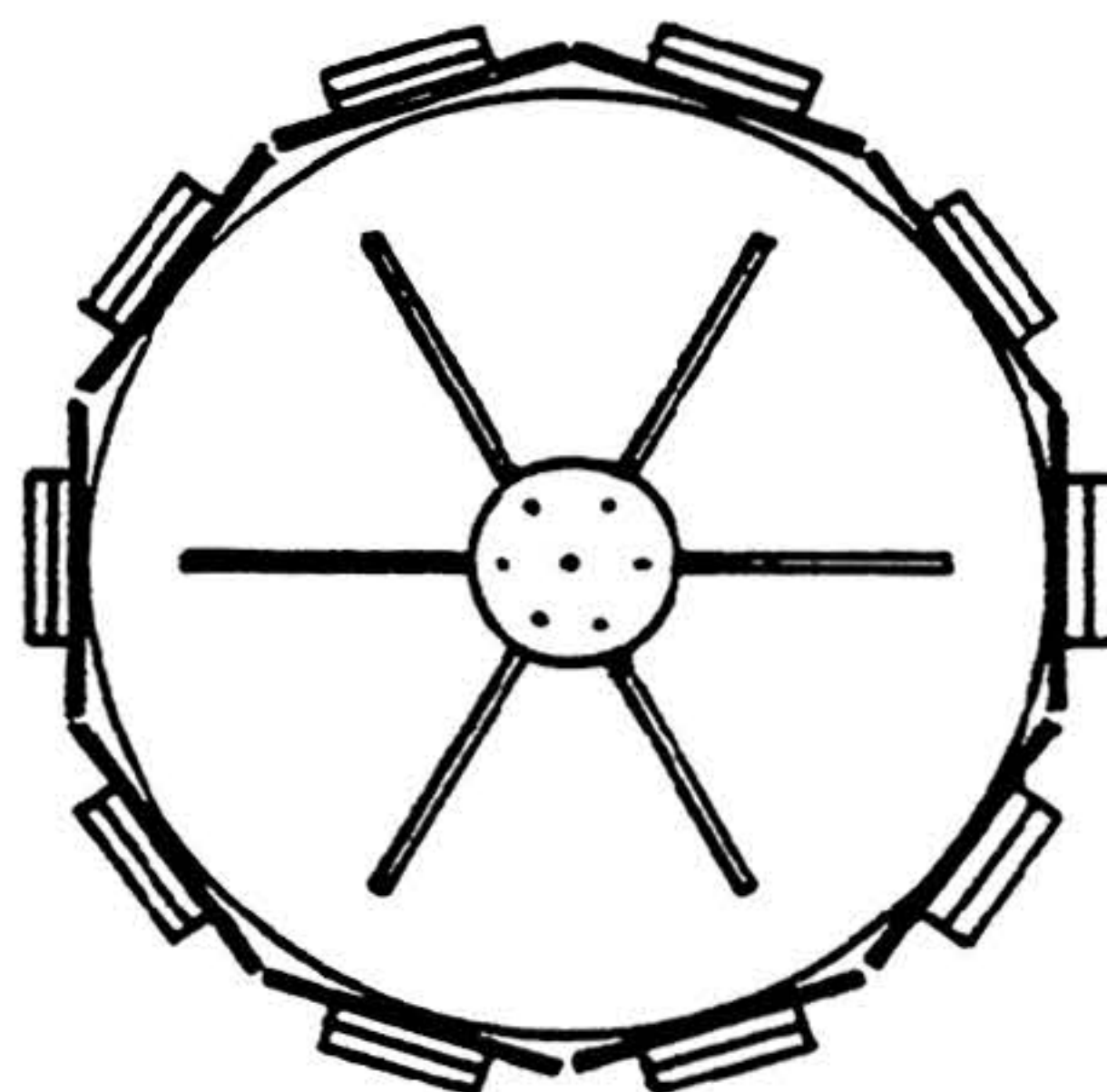


PATROL SHIP

Plan



Front

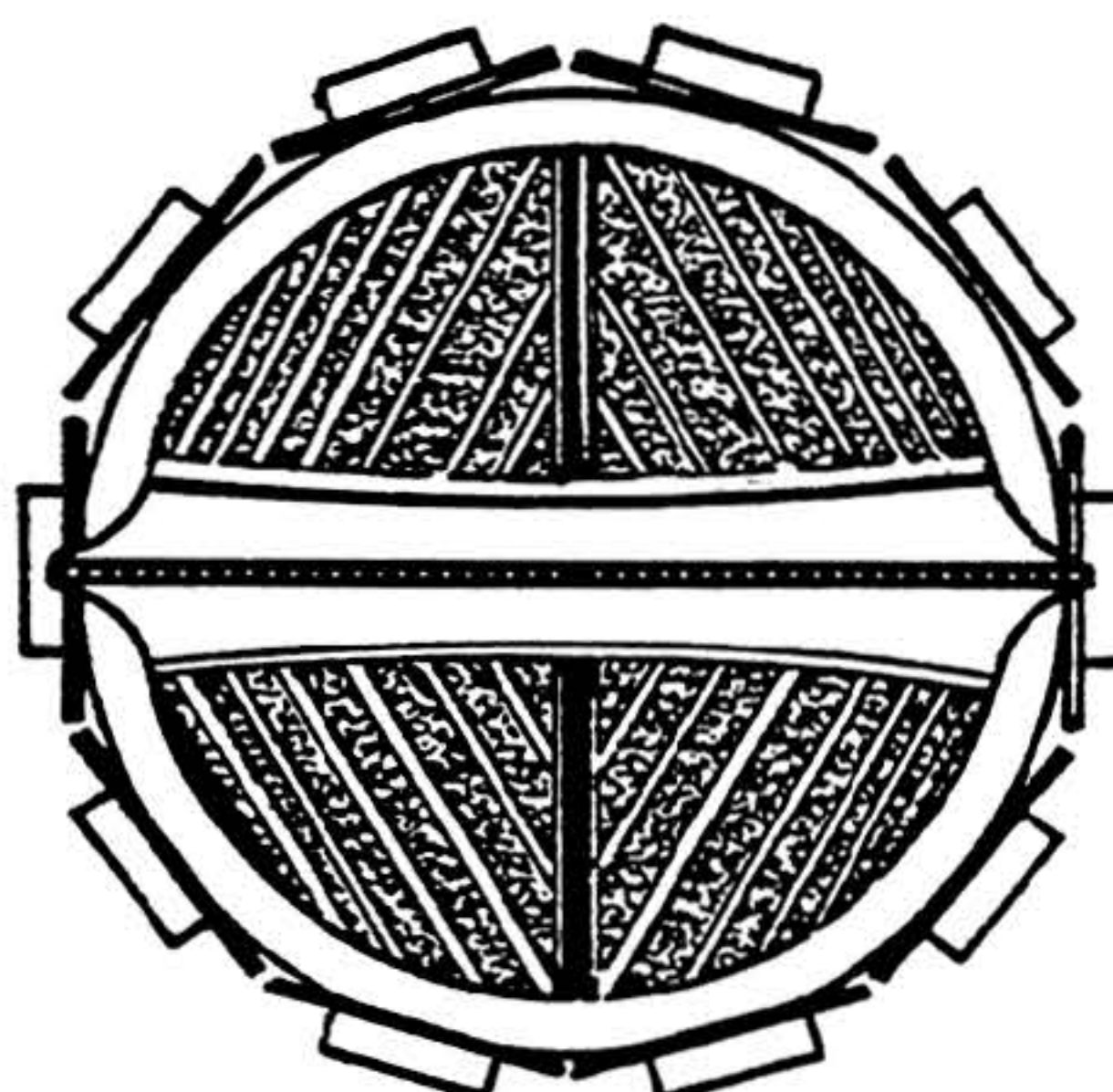


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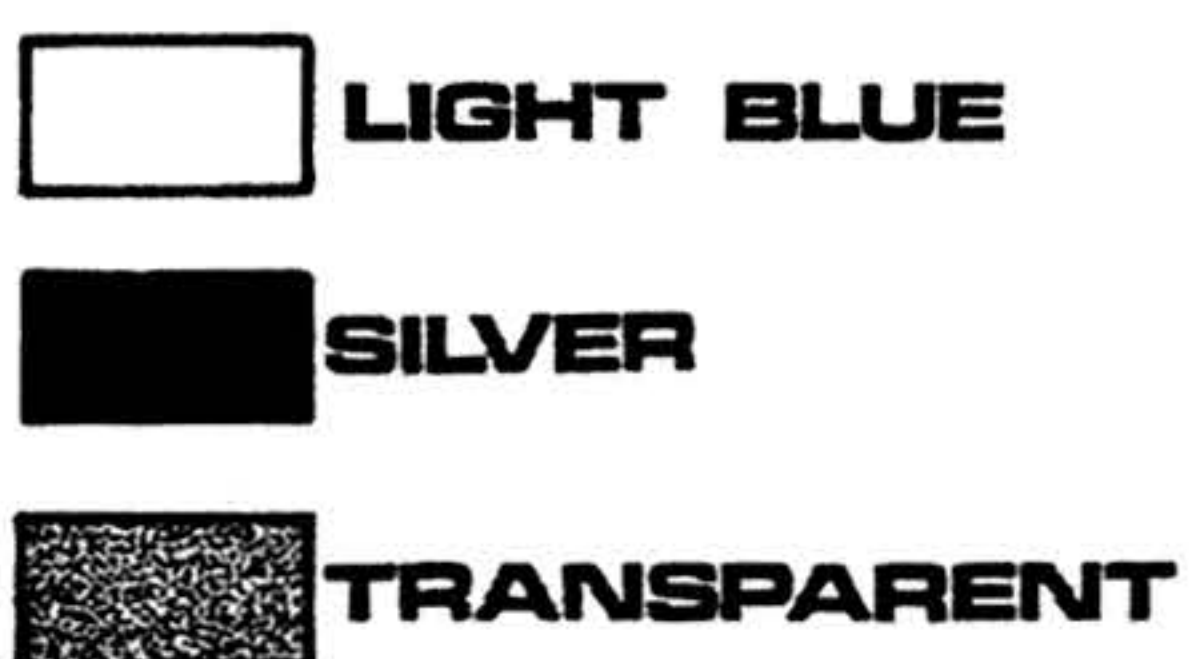
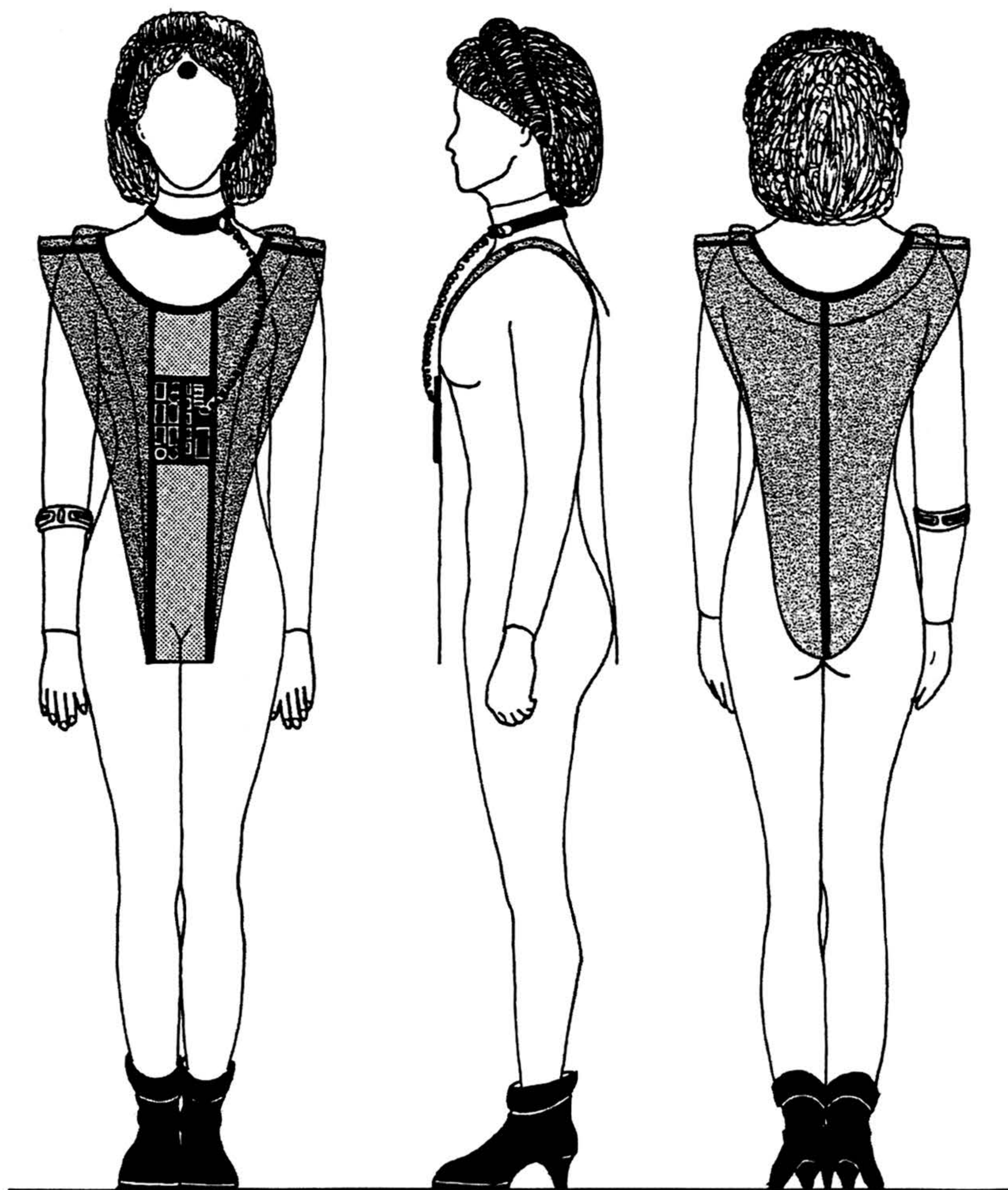
 **BLACK**

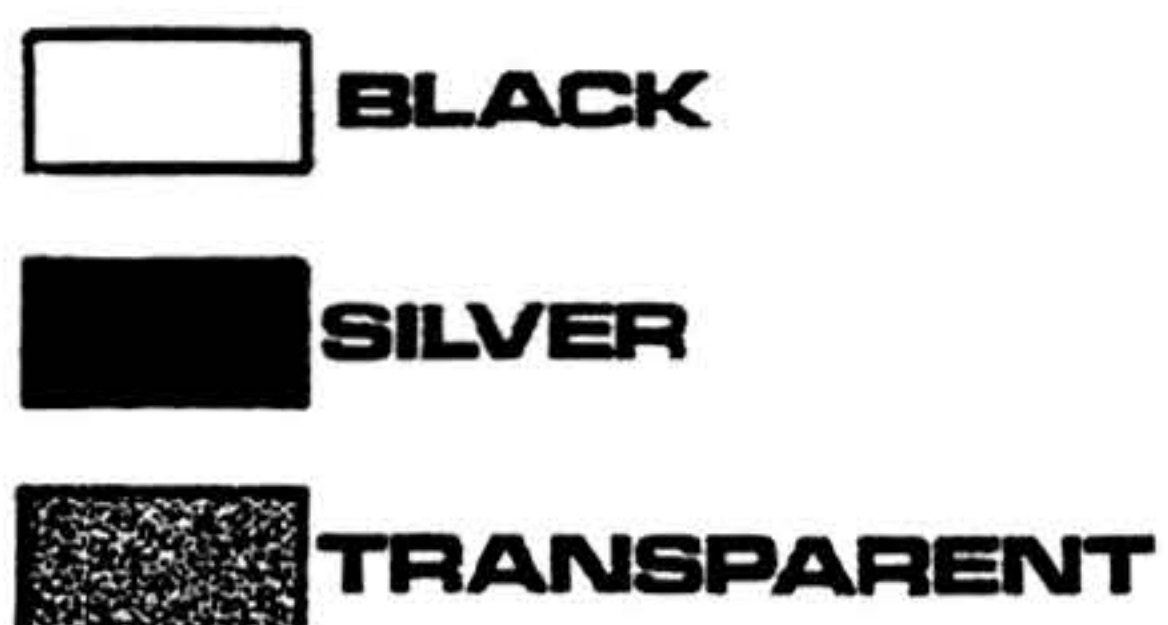
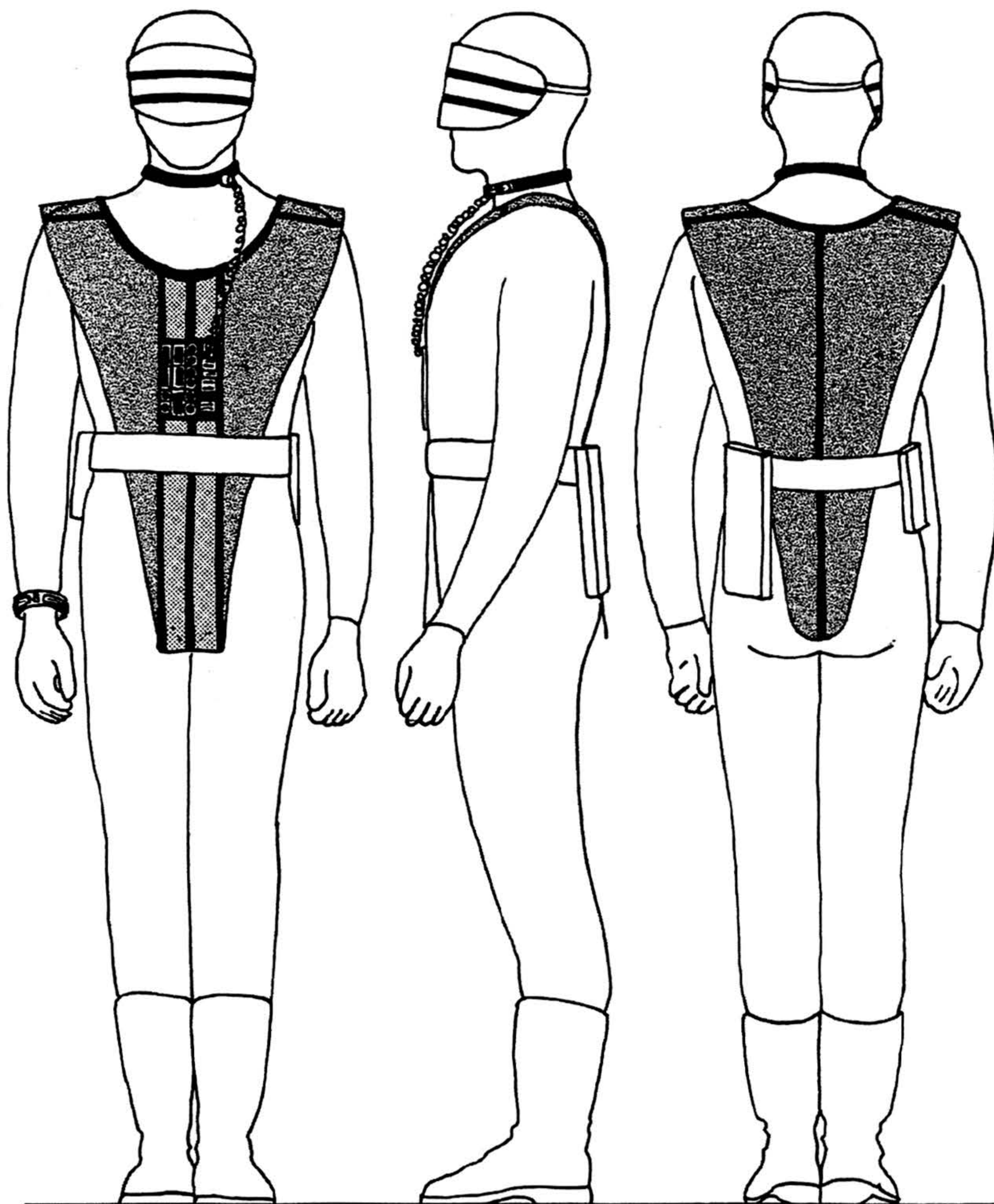
 **RED**

Rear

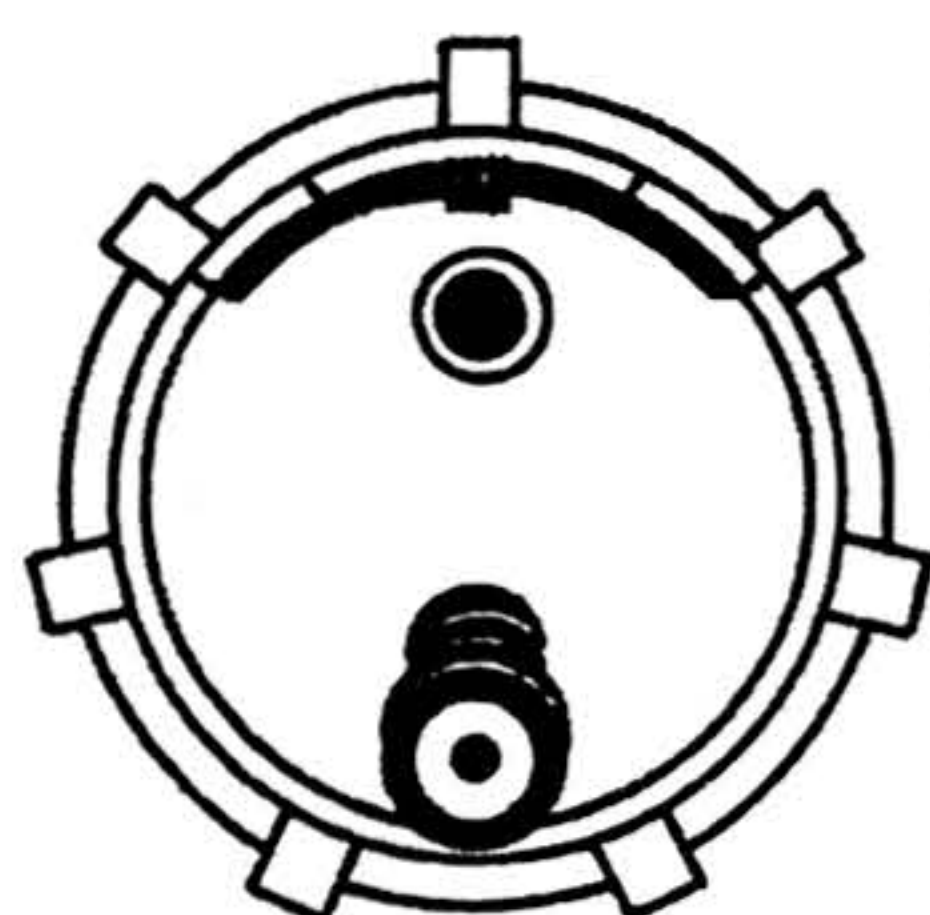


0 1 2 3 4 5
MILLISPACIALS





Pain Gun



Rear



STEEL



RED



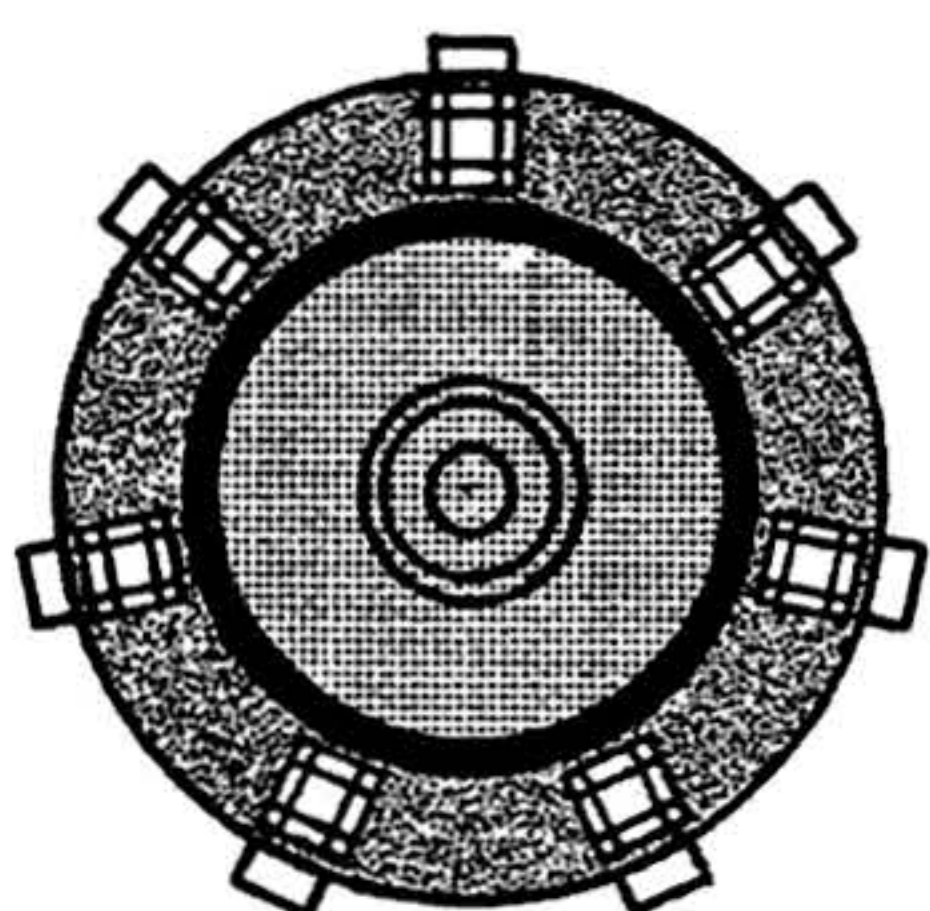
SILVER



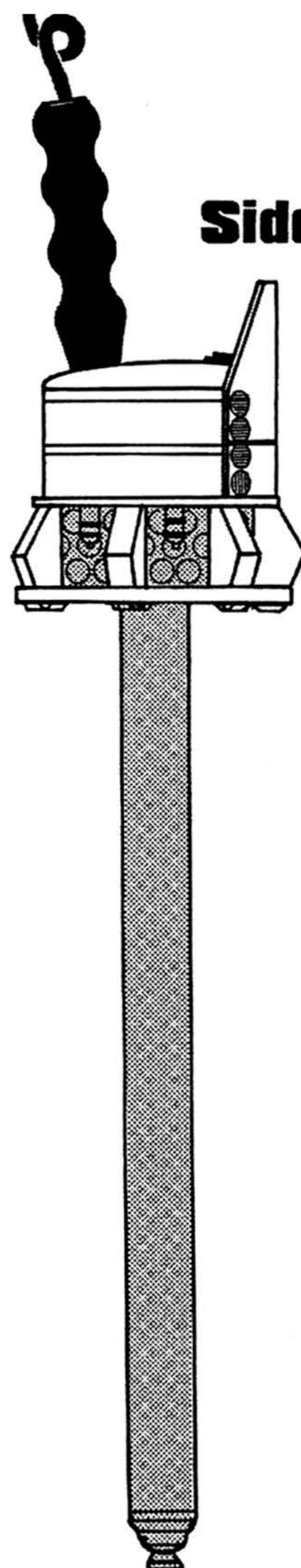
GREEN



BLACK



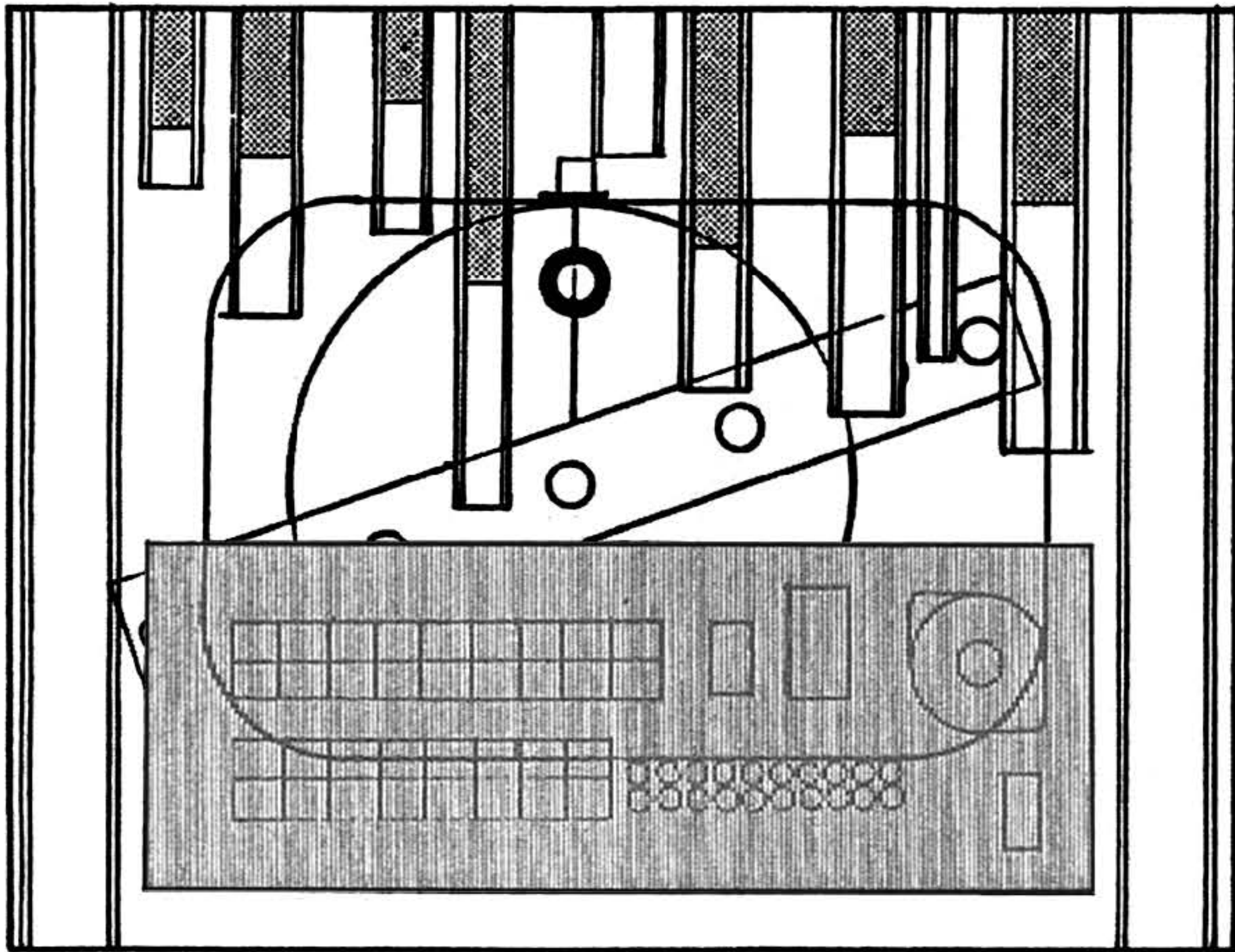
Front



Side



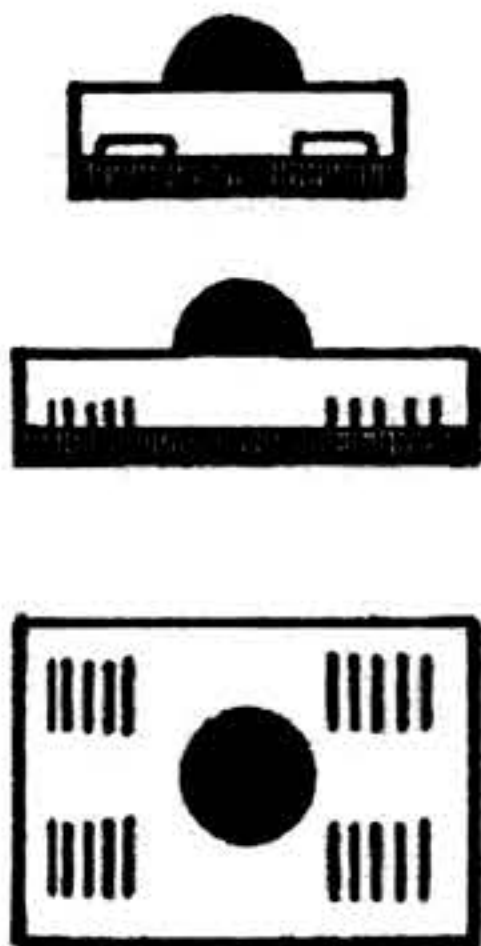
Feet



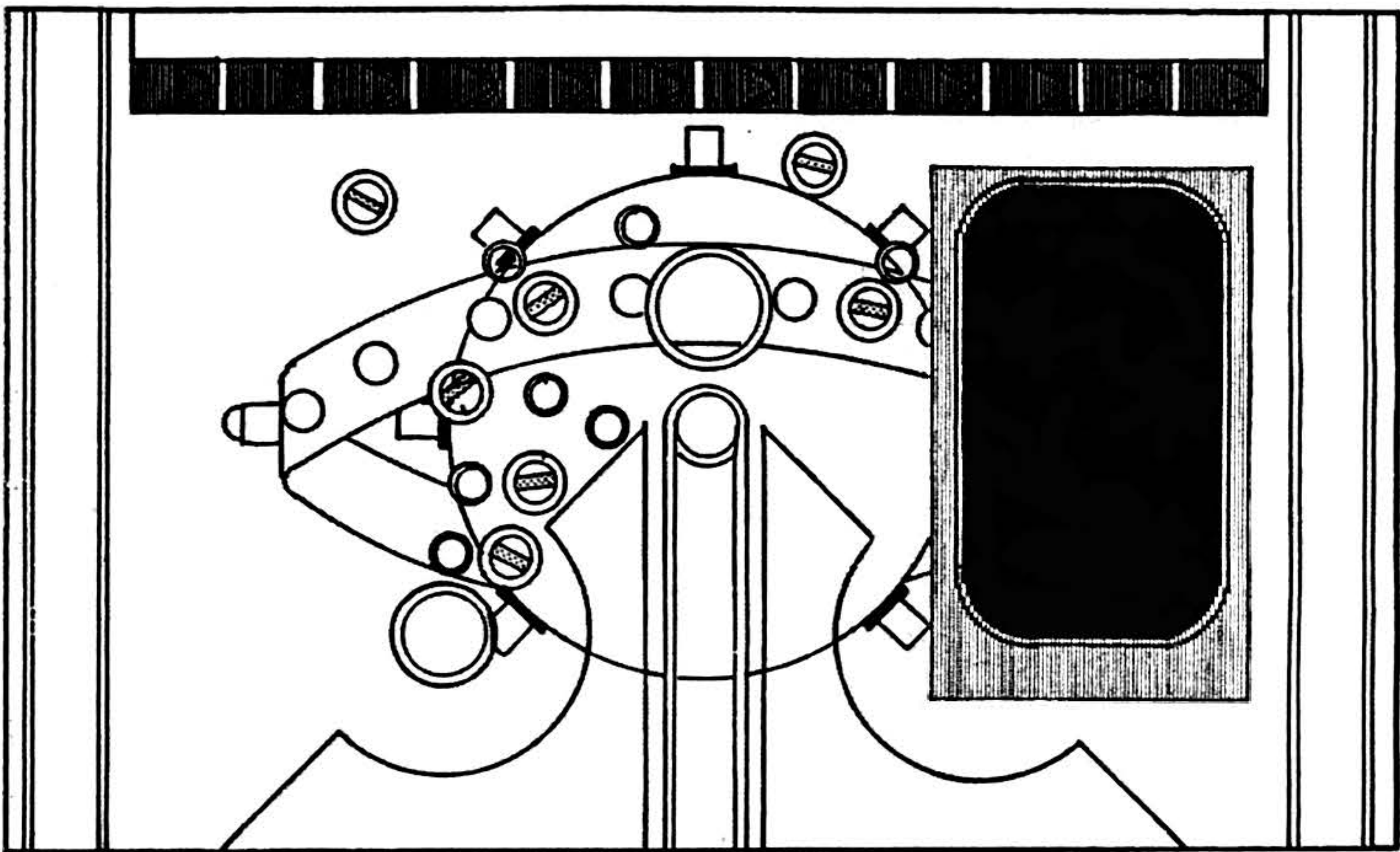
Side



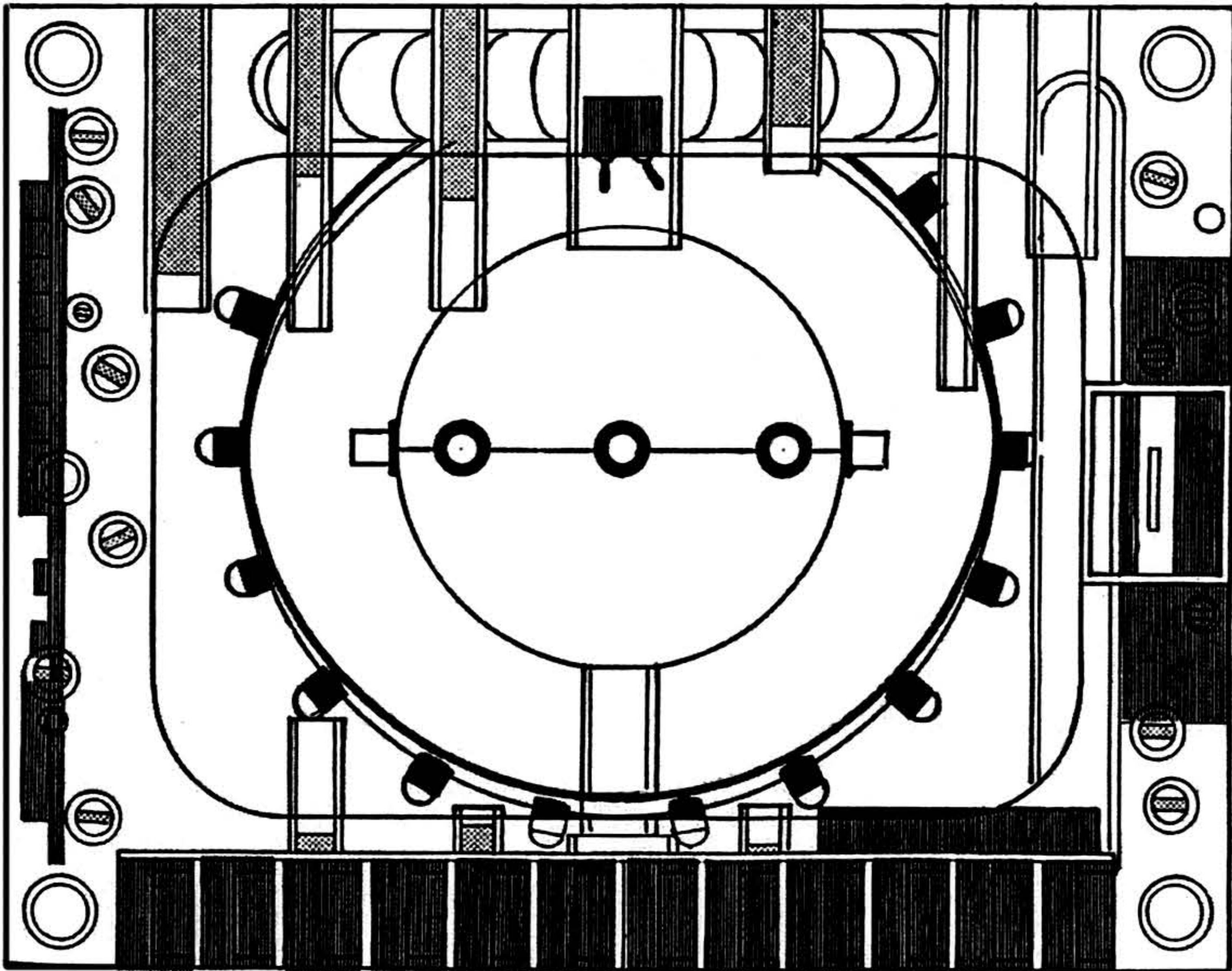
- TRANSPARENT
- COLOURED TRANSPARENT
- SOLID



Elevation

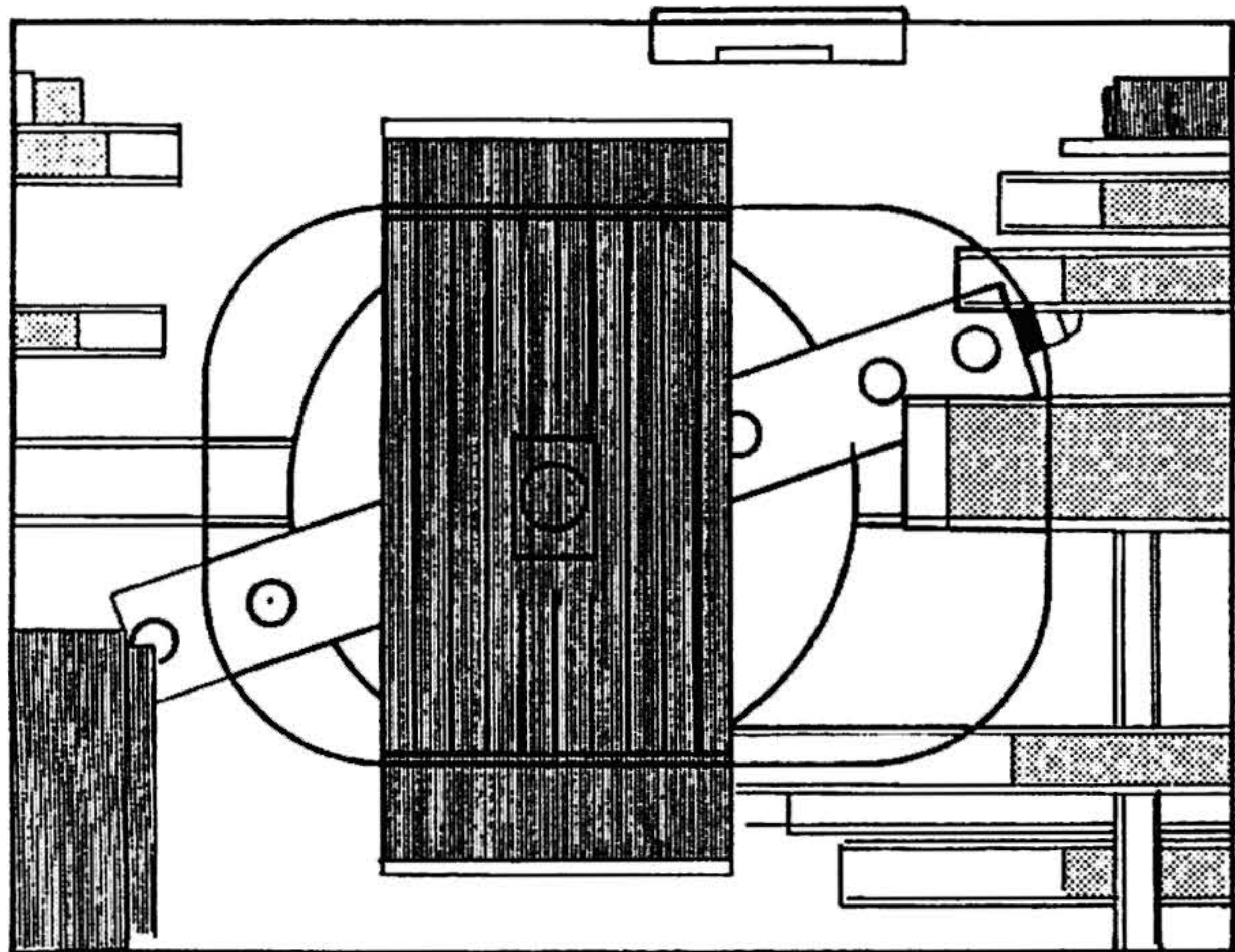


Front

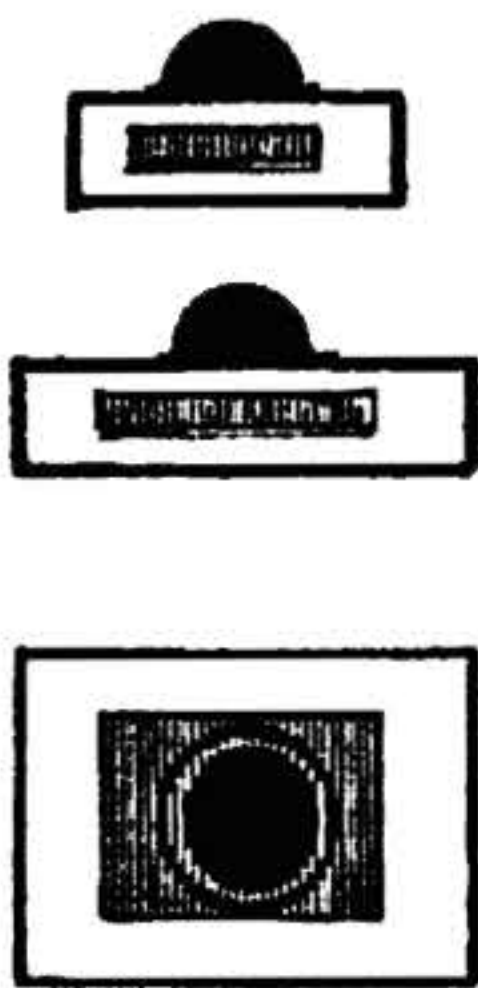


Plan

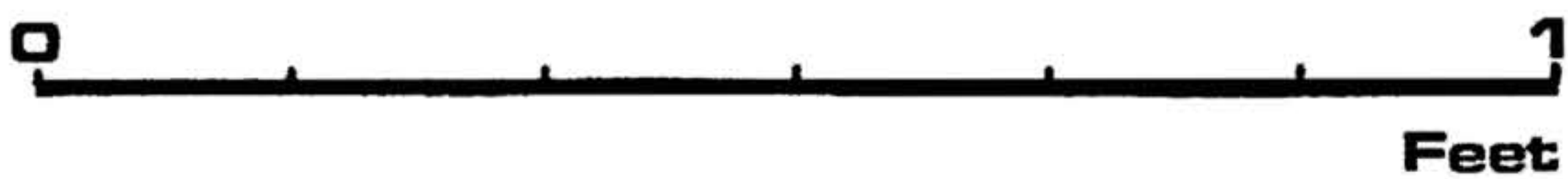
Orac is the brainchild (literally) of Ensor, Earth's premier computer scientist. Ensor developed the Taniel Cell, the single most important development in computer history, present in virtually every computer used by the Federation. The Taniel Cell freed computer design from the constraints of normal time and space. Before the Taniel Cell, computer power was limited because data transmission between parts of a computer happened at the speed of light, limiting their size to a few cubic yards. Larger than that and they would be too slow. The Taniel Cell provided near instantaneous data transmission between parts of computers separated by considerable distances, pushing a carrier beam with coded data on it into another dimension, the one in which telepathic communication occurs. Prior to Orac, the pinnacle of computer design was Star One, the Federation's central computer, located on the edge of the Galaxy. The Taniel Cell allowed Star One to communicate with, and control, most of the computer systems of the Federated Worlds.



Side



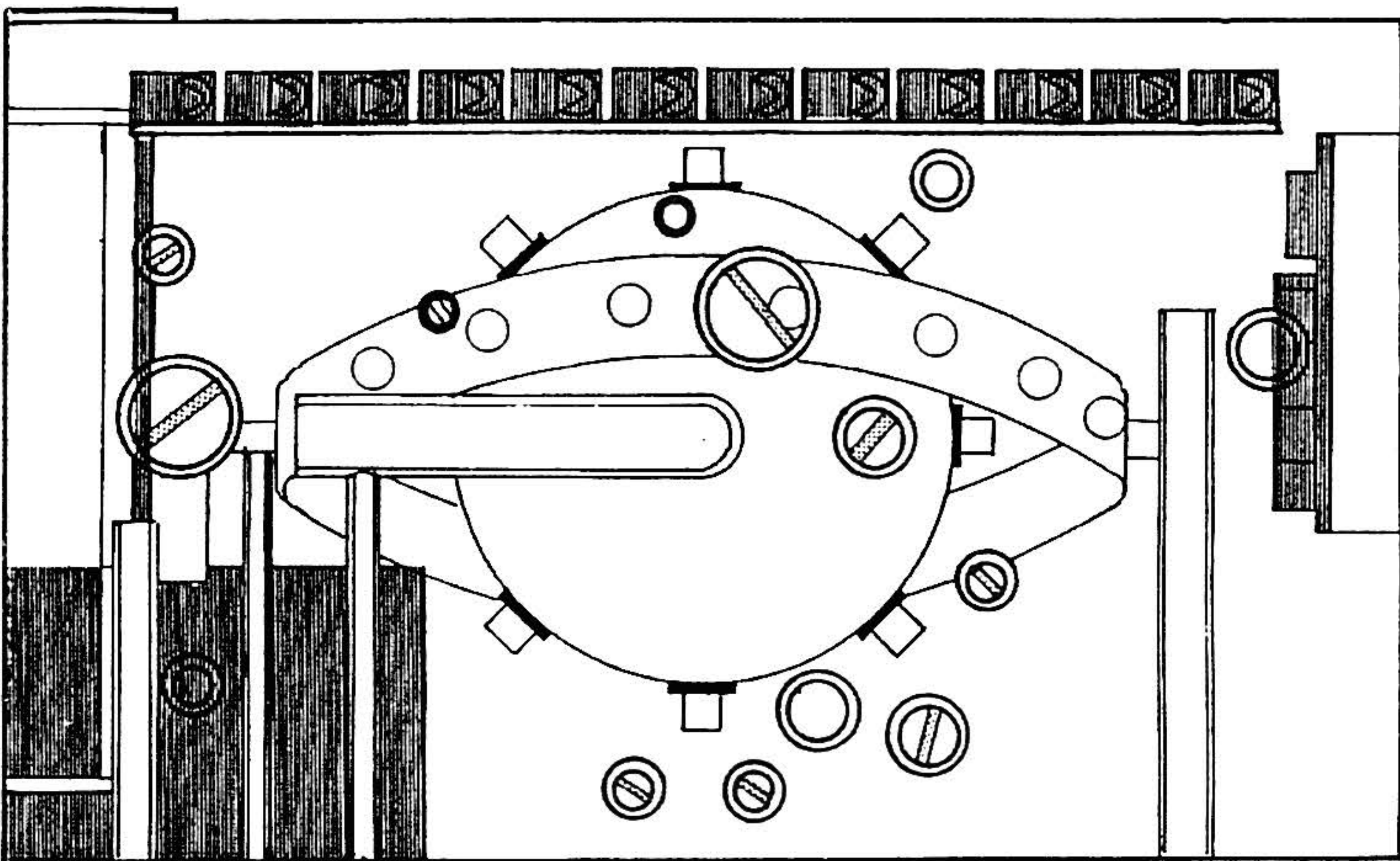
Elevation



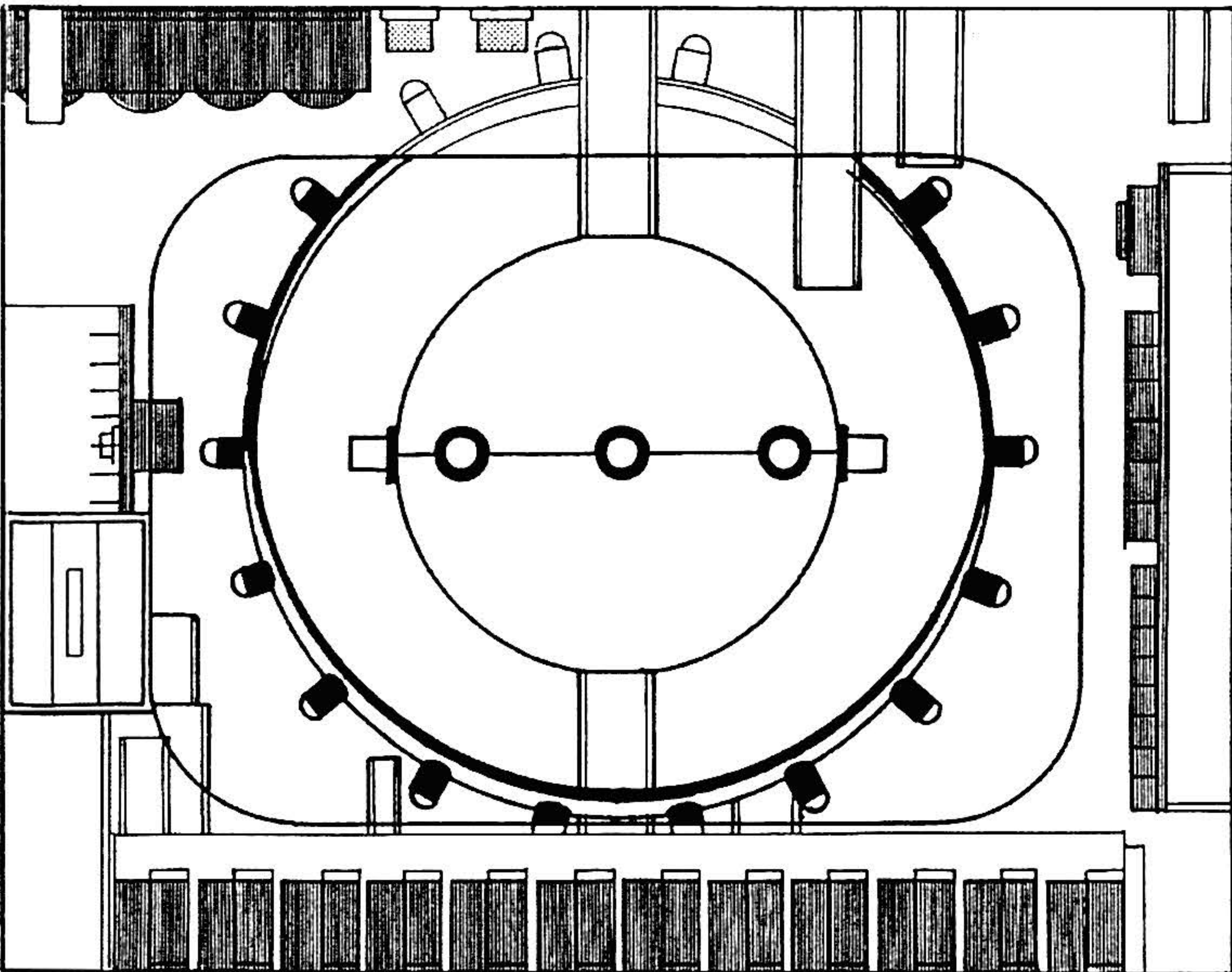
- TRANSPARENT
- COLOURED TRANSPARENT
- SOLID

Orac is the nearest thing to artificial intelligence man has produced. It was designed to be the equivalent of its designer, complete with his temperament. Star One could only control and communicate with computers in its network. As well as being reduced to a portable unit, Orac could obtain access to, and control of, any computer with a Taniel Cell, limited only by complex security cyphers. Although only Federation computers use Taniel Cells, the concept involved is common to virtually all computers developed by other advanced civilizations, allowing Orac access to Zen and every other alien computer Blake and his crew met.

With the help of Avon and the Liberator's manufacturing units, Orac gradually improved and redesigned itself. The first drawing shows Orac's original configuration, the second its design at the time of the Guada Prime incident. Note the reduction of components, as elements of the original were combined and improved. The basic design, however, remained the same; a central 'brain' core surrounded by the Taniel Cell ring. Around the outside are located secondary memory dumps and processing units as well as the power supply.



Front



Plan

LIBERATOR DSV II



SCORPIO

00000 - 00000 - 00



00000 - 00000 - 00

WANDERER CLASS MK II

Reactor Bays
2,4&6

Flight Deck Area

Communications
Scanners

Gravity
Generator



Slave Compu-Bank

Storage Holds

Engine Bays &
Particle Accelerators

Docking Bays

Demolition Lasers &
Tactile Equipment

(Mk1 nose lasers shown
at full tilt position)

Disorientation
Scanners

SCORPIO

