Light Warships

Peregrine class Scout Frigate (SF)

3 000 tons 61 Crew 814.4 BP TCS 60 TH 92.16 EM 0
6400 km/s Armour 5-18 Shields 0-0 Sensors 84/42/0/0 Damage Control Rating 2
Fuel Capacity 400 000 Litres Range 25.5 billion km (46 days at full power)

Light Missile Mount (10) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Multipurpose Light Missile Fire Control (1) Range 14.1m km Resolution 1
Artemis Light Missile (10) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Passive Sensor Suite (1) Sensitivity 84 Detect Sig Strength 1000: 84m km
EM Passive Sensor (1) Sensitivity 42 Detect Sig Strength 1000: 42m km

Lacking any armament except for its ten single shot external missiles, the Peregrine was never intended as a warship, even by the somewhat lacking standards of the Terran Navy. Instead, it focuses on reconnaissance and stealth, attempting to find the enemy on its potent passive sensors without being spotted in return.
The Peregrine is specially constructed to hide from enemy passive sensors; it uses special "baffled" engines that are very difficult to detect on thermal sensors, and mounts heavier armor instead of defensive screens with their distinctive energy signatures. Despite these modifications, it is as visible on active sensors as any other frigate, so it is limited in its ability to hide if the enemy doesn't care about stealth.

Babylon class Frigate (FF)

3 000 tons 74 Crew 706.4 BP TCS 60 TH 384 EM 480
6400 km/s Armour 4-18 Shields 16-400 Sensors 14/14/0/0 Damage Control Rating 1
Fuel Capacity 200 000 Litres Range 12.8 billion km (23 days at full power)

Light Pulse Laser (2) Range 150 000km TS: 6400 km/s Power 3-3 RM 5 ROF 5
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s

Light Missile Mount (10) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Multipurpose Light Missile Fire Control (1) Range 14.1m km Resolution 1
Artemis Light Missile (10) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

More of a patrol and anti-piracy ship than a true warship, budget concerns mean the Babylon class frigates are sometimes included in naval forces as armed scout ships and screens for larger warships. Though they lack the enhanced sensors of a true scout ship, at least they are capable of defending themselves if forced to fight thanks to their rapid firing light pulse lasers.

When they do find themselves in a major fleet action, they generally leave fighting larger enemies to their more capable allies, and use their high speed and low visibility to disengage if threatened.
Because of their small size and the ability of their Artemis missiles to engage all manner of targets, they're also sometimes assigned to minesweeping duty.

Horatius class Destroyer (DD)

4 200 tons 112 Crew 995.2 BP TCS 84 TH 480 EM 600
5714 km/s Armour 5-23 Shields 20-400 Sensors 14/28/0/0 Damage Control Rating 2
Fuel Capacity 230 000 Litres Range 11.0 billion km (22 days at full power)

Spinal Laser Lance (1) Range 320 000km TS: 5714 km/s Power 38-5 RM 5 ROF 40
Light Laser Cannon (1) Range 150 000km TS: 5714 km/s Power 3-1 RM 5 ROF 15
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s

Light Missile Mount (14) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Multipurpose Light Missile Fire Control (1) Range 14.1m km Resolution 1
Artemis Light Missile (14) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Often affectionately called a "giant gun with engines" by their crews, the Horatius is indeed built around a single massive laser that can heavily damage or even destroy larger warships with a single shot.
Although conventional doctrine calls for light vessels to avoid close range combat with larger ships, the Horatius is intended as an exception, especially in packs. Its small size grants it a speed and stealth advantage that it can use to ambush isolated warships and attempt to cripple them quickly with its spinal laser. In theory, at least - attempts to test this in Navy wargames frequently end with dead destroyers. But the sheer firepower of the ship (and the visual spectacle created by live fire exercises) means it remains popular both with commanders and crews.

Nasu no Yoichi class Missile Destroyer (DDG)

4 200 tons 98 Crew 912.2 BP TCS 84 TH 480 EM 600
5714 km/s Armour 5-23 Shields 20-400 Sensors 14/28/0/0 Damage Control Rating 2
Fuel Capacity 250 000 Litres Range 11.9 billion km (24 days at full power)

Light Pulse Laser (2) Range 150 000km TS: 5714 km/s Power 3-3 RM 5 ROF 5
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s

Light Missile Mount (14) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Light Missile Launch Tube (4) Missile Size 2 Rate of Fire 60
Multipurpose Light Missile Fire Control (1) Range 14.1m km Resolution 1

Artemis Light Missile (54) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Active Frigate Detection Array (1) GPS 1680 Range 30.4m km Resolution 60
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

The Nasu no Yoichi is a variant of the Horatius that replaces the spinal laser with a system of internal missile launchers. Unlike the external mounts in common use, these launch tubes can be reloaded in combat to allow for a prolonged missile engagement. It also mounts an advanced active sensor system that can extend the range of its light missiles, or be used to spot for other craft from a long distance.
In wargames the Nasu no Yoichi class is frequently used in a skirmisher and scout role, often getting into missile range of an opponent undetected before turning on its powerful sensor, emptying its magazines, and attempting to retreat back into stealth.

Leonidas class Jump Destroyer (JD)

4 200 tons 92 Crew 729 BP TCS 84 TH 480 EM 600
5714 km/s JR 5-750 Armour 6-23 Shields 20-400 Sensors 14/28/0/0 Damage Control Rating 2
Small Subspace Portal Stabilizer Max Ship Size 4400 tons Distance 750k km Squadron Size 5
Fuel Capacity 230 000 Litres Range 11.0 billion km (22 days at full power)

Light Missile Mount (14) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Multipurpose Light Missile Fire Control (1) Range 14.1m km Resolution 1
Artemis Light Missile (14) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Classed as a destroyer leader, the Leonidas sacrifices almost its entire weapons complement to make room for a massive Subspace Portal Stabilizer. At specific points in a system, the portal generator can tear a hole in spacetime and allow instantaneous travel, either to other locations in a system (known as Local Points) or to different systems (known as Jump Points). The Leonidas' generator is small and only creates a portal large enough for destroyers and frigates to pass through, and only opens it long enough for 5 ships (including the Leonidas) to pass through at once.
Even so, the generator is so large the Leonidas can carry nothing else other than thick armor and a few basic combat systems. Nevertheless, it must be protected at any cost; if a fleet loses all of its jump ships, it will be trapped in the current system until reinforcements arrive, unable to even get a message out.

MacArthur class Marine Destroyer

4 200 tons 71 Crew 717.2 BP TCS 84 TH 480 EM 600
5714 km/s Armour 5-23 Shields 20-400 Sensors 14/28/0/0 Damage Control Rating 2
Hangar Deck Capacity 375 tons Troop Capacity: 1 Company
Fuel Capacity 230 000 Litres Range 11.0 billion km (22 days at full power)

Light Missile Mount (14) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Multipurpose Light Missile Fire Control (1) Range 14.1m km Resolution 1
Artemis Light Missile (14) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Strike Group
1x Normandy Assault Shuttle Speed: 13466 km/s Size: 7.5

For the most part, the TSN is limited to space operations - the Megacorps prize their own sovereignty highly. But from the beginning of TSN operations it became clear that sometimes boots on the ground were still necessary - when pirates capture civilian shipping, for instance, or if they are keeping prisoners on an asteroid base.
The MacArthur class Marine destroyer is a solution to those problems, carrying a single assault shuttle as well as quarters and support for a company of marines. They exist in a grey area of the TSN charter, but the Megacorps don't make much of a fuss about it - they know the ships are valuable in protecting them from pirates, and privately they feel there isn't much difference between the TSN landing troops on a planet and nuking it from orbit.
Though it lacks the internal missile launchers or laser cannons of other destroyers, the MacArthur still has the speed, defenses, and external missiles of any other destroyer, making it far from helpless. In a pinch the marines can attempt to board another vessel, though unless it is stationary or nearly so their odds of success are suicidally low.

Heavy Warships

Marathon class Light Cruiser (CL)

6 000 tons 138 Crew 1226.4 BP TCS 120 TH 576 EM 1080
4800 km/s Armour 6-29 Shields 36-400 Sensors 14/28/0/0 Damage Control Rating 3
Fuel Capacity 350 000 Litres Range 11.5 billion km (27 days at full power)

Pulse Laser (3) Range 200 000km TS: 5000 km/s Power 4-4 RM 5 ROF 5
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s

Heavy Missile Launch Tube (4) Missile Size 4 Rate of Fire 120
Heavy Missile Mount (10) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (50) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Active Cruiser Detection Array (1) GPS 2800 Range 39.2m km Resolution 100
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

With its focus on patrol and anti-piracy operations, the TSN has a definite emphasis on smaller ships such as destroyers and frigates. But when the navy needs some punch to defeat an enemy, or it's feared a pirate band might have the firepower to inflict heavy losses on a destroyer squadron, then the navy calls in the cruiser squadrons that make up its main line of battle.
The Marathon is small and lightly armed for a cruiser, but is still a nightmare for any destroyer that comes into range. It's somewhat missile focused, but three pulse lasers also give it a decent mix of range and firepower in close range combat.
While on paper far more powerful than smaller vessels, the Marathon's sensors and fire control are optimized for dealing with larger ships, and it does tend to have trouble locking onto anything smaller than a destroyer at longer ranges.

Midway class Escort Cruiser (CLE)

5 900 tons 152 Crew 1450 BP TCS 118 TH 576 EM 1080
4881 km/s Armour 6-29 Shields 36-400 Sensors 14/28/0/0 Damage Control Rating 3
Fuel Capacity 350 000 Litres Range 11.7 billion km (27 days at full power)

Pulse Laser (1) Range 200 000km TS: 5000 km/s Power 4-4 RM 5 ROF 5
Twin Light Pulse Laser Turret (2x2) Range 150 000km TS: 20000 km/s Power 6-6 RM 5 ROF 5
Laser Turret Fire Control (1) Max Range: 240 000 km TS: 20000 km/s

Heavy Missile Mount (10) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (10) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Active Antimissile Sensor (1) GPS 56 Range 7.8m km MCR 854k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

While technically lightly armed for its size, the fast tracking laser turrets of the Midway excel at bringing down missiles and fighter craft. They're also perfectly capable of bringing down any larger ships that wander into range, as more than one arrogant pirate captain has learned. Ships traveling alongside a Midway can generally count on being much more resistant to missile attack, both because of the turrets and because the Midway is equipped with advanced sensor equipment that can detect incoming missiles from quite a ways away, allowing the fleet time to react and prepare.

Sagittarius class Heavy Cruiser

8 600 tons 215 Crew 1787 BP TCS 172 TH 768 EM 1440
4465 km/s Armour 6-37 Shields 48-400 Sensors 14/28/0/0 Damage Control Rating 4
Fuel Capacity 450 000 Litres Range 10.7 billion km (27 days at full power)

Light Pulse Laser (1) Range 150 000km TS: 5000 km/s Power 3-3 RM 5 ROF 5
Spinal Laser Lance (1) Range 320 000km TS: 5000 km/s Power 38-5 RM 5 ROF 40
Heavy Laser Cannon (2) Range 320 000km TS: 5000 km/s Power 10-5 RM 5 ROF 10
Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s
Fusion Reactor (1) Total Power Output 18 Armour 0 Exp 5%

Heavy Missile Launch Tube (4) Missile Size 4 Rate of Fire 120
Heavy Missile Mount (14) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (54) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Active Cruiser Detection Array (1) GPS 2800 Range 39.2m km Resolution 100
Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Normally the largest ship the TSN deploys on operations, the Sagittarius is a brawler with incredible punch; if the Marathon is a missile focused ship that eats destroyers for lunch, the Sagittarius is a beam focused ship that eats light cruisers for lunch. It mounts a spinal laser equivalent to a Horatius while also possessing several smaller but capable energy weapons and more missile firepower than a Marathon, if you count the external racks. All protected by an extremely powerful defensive screen, as well as an anti-missile system and redundant systems in case of battle damage.

The cost of all of this is that the Sagittarius is both expensive and relatively slow, and its armor is not much heavier than that of a Marathon due to changes late in the design phase. But when it's a matter of taking and throwing punches, it's hard to beat.

Waterloo class Jump Cruiser (CJ)

8 600 tons 200 Crew 1568.4 BP TCS 172 TH 768 EM 1440
4465 km/s Armour 8-37 Shields 48-400 Sensors 42/42/0/0 Damage Control Rating 4
Cruiser Subspace Portal Generator Max Ship Size 8800 tons Distance 750k km Squadron Size 5
Fuel Capacity 450 000 Litres Range 10.7 billion km (27 days at full power)

Light Pulse Laser (2) Range 150 000km TS: 5000 km/s Power 3-3 RM 5 ROF 5
Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s

Heavy Missile Mount (14) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (14) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Thermal Passive Sensor (1) Sensitivity 42 Detect Sig Strength 1000: 42m km
EM Passive Sensor (1) Sensitivity 42 Detect Sig Strength 1000: 42m km

A dedicated jump ship for light and heavy cruisers, the Waterloo also mounts light weaponry and is designed to take a large pounding without losing its valuable portal stabilizer.

In addition to its heavy armor and screens it mounts an Aegis Missile Defense System, a recently developed technology that hurls slivers of depleted uranium in the path of incoming missiles. The system is entirely self contained and uses hardened electronics in order to function during jump shock or heavy damage; the only time the Aegis stops firing is if it or the ship it's on blows up.

Pacifica class Light Carrier (CVL)

8 600 tons 141 Crew 1219.2 BP TCS 172 TH 768 EM 0
4465 km/s Armour 5-37 Shields 0-0 Sensors 14/28/0/0 Damage Control Rating 5
Flight Crew Berths 33
Fuel Capacity 650 000 Litres Range 15.5 billion km (40 days at full power)

Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Artemis Light Missile (72) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Strike Group
1x Hawkeye Scout Fighter Speed: 10160 km/s Size: 9.94
5x Raptor Strikefighter Speed: 10160 km/s Size: 9.94

Similar in size to a heavy cruiser, light carriers have minimal defenses and support systems (though the Pacifica class is equipped with an Aegis anti-missile system for emergencies). Instead, they devote over a third of their internal space to a massive hangar for their strike craft. The Pacifica should never be exposed to direct combat, but fortunately it seldom has reason to be. Its strike craft have a range an order of magnitude longer than even heavy missiles, and are effective combat craft on their own. When used correctly, the Pacifica can sit well back and let the strike craft do the heavy lifting.

Capital Warships

Valor class Battlecruiser

12 000 tons 282 Crew 2714.2 BP TCS 240 TH 960 EM 2160
4000 km/s Armour 8-46 Shields 72-400 Sensors 42/28/0/0
Fuel Capacity 700 000 Litres Range 12.4 billion km (35 days at full power)

Triple Laser Cannon Turret (2x3) Range 200 000km TS: 20000 km/s Power 12-4 RM 5 ROF 15
Heavy Laser Cannon (2) Range 320 000km TS: 5000 km/s Power 10-5 RM 5 ROF 10
Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s
Laser Turret Fire Control (1) Max Range: 240 000 km TS: 20000 km/s

Heavy Missile Launch Tube (6) Missile Size 4 Rate of Fire 120
Heavy Missile Mount (20) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100

Javelin Heavy Missile (80) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Active Cruiser Detection Array (1) GPS 2800 Range 39.2m km Resolution 100
Thermal Passive Sensor (1) Sensitivity 42 Detect Sig Strength 1000: 42m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

A massive behemoth of a ship, the Valor class is prominent on TSN recruitment posters all over Earth; one might be fooled into assuming that the TSN fleet consists mostly of the powerful (though slow) warships instead of only two of them.
In truth, the Valor and other capital ships are often believed to be designed as much to intimidate foes as for their prowess in combat. The massive triple laser turrets might look impressive, but a single pulse laser fires three times as often. Additionally the battlecruiser only carries 60% more missiles than a Marathon class light cruiser that's half its size, causing many officers to question its cost effectiveness.
Despite the detractors, the Valor remains a powerful combatant with massive amounts of both weapons and defenses, and should not be underestimated.

Sol Invictus class Battleship

15 000 tons 351 Crew 3244.2 BP TCS 300 TH 960 EM 2760
3200 km/s Armour 10-54 Shields 92-400 Sensors 14/28/0/0
Fuel Capacity 1 000 000 Litres Range 14.1 billion km (51 days at full power)

Triple Laser Cannon Turret (3x3) Range 200 000km TS: 20000 km/s Power 12-4 RM 5 ROF 15
Heavy Laser Cannon (2) Range 320 000km TS: 5000 km/s Power 10-5 RM 5 ROF 10
Pulse Laser (2) Range 200 000km TS: 5000 km/s Power 4-4 RM 5 ROF 5
Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s
Laser Turret Fire Control (1) Max Range: 240 000 km TS: 20000 km/s

Heavy Missile Mount (25) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Launch Tube (8) Missile Size 4 Rate of Fire 120
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (105) Speed: 40 000 km/s End: 10.8m Range: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Active Cruiser Detection Array (1) GPS 2800 Range 39.2m km Resolution 100
Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

The largest and most powerful warships ever constructed, the Sol Invictus class, from the name on down, is intended to show the extra solar colonies where the real power lies. Or, if you ask them, it's a pretentious and ostentatious waste of money built by blowhards who still think they're important.
Ever since the first hull was laid down, the battleship has been haunted by questionable design decisions. The fact that there's only a single jump ship in the TSN capable of jumping its bulk limits its mobility, and in the few wargames it has participated in the Sol Invictus has often been

graded as disabled after only light damage against one of its many complex support systems. But in those same wargames, when it isn't damaged, it has a distinct tendency to demolish anything that comes into range. Though given its sloth like speed, coming into range remains very much a question.

Lambert class Command Ship

15 000 tons 353 Crew 2967.2 BP TCS 300 TH 960 EM 3000
3200 km/s JR 3-50 Armour 10-54 Shields 100-400 Sensors 84/42/0/0
Capital Subspace Portal Generator Flag Bridge
Fuel Capacity 1 000 000 Litres Range 14.1 billion km (51 days at full power)

Twin Light Pulse Laser Turret (2x2) Range 150 000km TS: 20000 km/s Power 6-6 RM 5 ROF 5
Aegis Missile Defense System (2x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Laser Turret Fire Control (1) Max Range: 240 000 km TS: 20000 km/s

Heavy Missile Mount (25) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Launch Tube (4) Missile Size 4 Rate of Fire 120
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (65) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Capital Ship Radar Suite (1) GPS 8960 Range 99.2m km Resolution 160
Passive Sensor Suite (1) Sensitivity 84 Detect Sig Strength 1000: 84m km
EM Passive Sensor (1) Sensitivity 42 Detect Sig Strength 1000: 42m km

Named after the commander of the TSN at the time it was laid down, Fleet Admiral Lambert, the Lambert class command ship was his pride and joy. And it shows it, being particularly large and ostentatious, with luxurious quarters and a large meeting area just for flag officers and their staff.
The TSN currently possesses only one command ship, meaning the capital class vessels can't leave Sol without it tagging along - which in turn means they almost never do. This suits the crew and officers of the capital ships just fine, many of whom got their positions by being well connected and quite enjoy remaining near Earth (but not on it, as it is of course quite poverty stricken). Certainly it's preferable to the long, lonely patrols most of the TSN light ships get sent on.
Unlike most jump ships the Lambert is actually reasonably well armed, and has the heaviest defenses of any ship in the TSN, to better protect it during a jump point assault. Or so the theory goes, anyway, as no one seriously considered using such a rare and valuable ship in a jump point assault prior to the Uhl war.

London class Carrier

15 000 tons 237 Crew 2053.2 BP TCS 300 TH 960 EM 1200
3200 km/s Armour 6-54 Shields 40-400 Sensors 14/28/0/0 Damage Control Rating 10
Fuel Capacity 1 250 000 Litres Range 17.6 billion km (63 days at full power)

Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Artemis Light Missile (144) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Strike Group
10x Raptor Strikefighter Speed: 10160 km/s Size: 9.94
2x Hawkeye Scout Fighter Speed: 10202 km/s Size: 9.9

The London class carrier holds twice the fighters as a Pacifica class Light Carrier, has somewhat tougher defenses, and moves barely more than two thirds the speed. All at a cost that's not that much less than two Light Carriers, leading some TSN officers to question what one can do that two smaller, stealthier, and faster ships can't.
At least one answer to that is look pretty, as the London shares the other capital ships' flare for impressive hull designs. Beyond that… fighters are fighters, no matter what they launch from, so at least the London doesn't share the problems of the Valor and Sol Invictus in being unable to catch their opponent.

Other Armed Craft

Hawkeye class Scout Fighter

495 tons 6 Crew 140 BP TCS 9.9 TH 101 EM 0
10202 km/s Armour 3-5 Shields 0-0 Sensors 14/14/0/0 Damage Control Rating 0
Fuel Capacity 65 000 Litres Range 3.8 billion km (4 days at full power)

Light Missile Mount (4) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Fighter Missile Station (1) Range 9.1m km Resolution 60
Artemis Light Missile (4) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Fighter Sensor Suite (1) GPS 1176 Range 21.3m km Resolution 60
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

Normally performing the role of sensor craft for the rest of its squadron, the Hawkeye is also sometimes pressed into use as a solo scout craft. It is for that reason that it contains larger fuel tanks and more robust life support systems than a dedicated strike fighter, though the cost of the improved sensors and longevity is that it does not include a laser cannon.

Raptor class Strikefighter

497 tons 3 Crew 142.4 BP TCS 9.94 TH 101 EM 0
10160 km/s Armour 3-5 Shields 0-0 Sensors 1/1/0/0 Damage Control Rating 0
Fuel Capacity 10 000 Litres Range 0.6 billion km (15 hours at full power)

Light Pulse Laser (1) Range 150 000km TS: 10160 km/s Power 3-3 RM 5 ROF 5
Fighter Cockpit (1) Max Range: 160 000 km TS: 10000 km/s

Light Missile Mount (4) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Fighter Missile Station (1) Range 9.1m km Resolution 60

Artemis Light Missile (4) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Fighter pilots are a small but elite force in the TSN, and like to brag that their fighters are the equivalent of a warship ten times their size. While that might be an exaggeration, it's true that two or three fighters can seriously threaten a light warship while being much faster and stealthier.
Against more dangerous opponents, the Raptor can use its external missiles to engage the enemy from (hopefully) beyond their own missile range against such a small target, then quickly fly back to their carrier to be rearmed with additional missiles, making fighters the only TSN units that can reload their external missiles in combat.

Bastion class Defense Platform (PLT)

7 800 tons 249 Crew 2127 BP TCS 156 TH 0 EM 0
1 km/s Armour 12-35 Shields 0-0 Sensors 84/42/0/0 Damage Control Rating 4
Fuel Capacity 50 000 Litres Range N/A

Twin Light Pulse Laser Turret (1x2) Range 150 000km TS: 20000 km/s Power 6-6 RM 5 ROF 5
Heavy Laser Cannon (6) Range 320 000km TS: 5000 km/s Power 10-5 RM 5 ROF 10
Aegis Missile Defense System (1x6) Range 1000 km TS: 20000 km/s ROF 5 Base 50% To Hit
Laser Turret Fire Control (1) Max Range: 240 000 km TS: 20000 km/s
Laser Targeting System (1) Max Range: 320 000 km TS: 5000 km/s

Heavy Missile Launch Tube (6) Missile Size 4 Rate of Fire 120
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (60) Speed: 40 000 km/s End: 10.8mRange: 25.8m km WH: 9 Size: 4 TH: 186/112/56

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Active Cruiser Detection Array (1) GPS 2800 Range 39.2m km Resolution 100
Passive Sensor Suite (1) Sensitivity 84 Detect Sig Strength 1000: 84m km
EM Passive Sensor (1) Sensitivity 42 Detect Sig Strength 1000: 42m km

The Megacorps are happy to have the TSN to protect their spacegoing assets, but that doesn't mean they wish to rely on, or for that matter completely trust, the navy. Hence the thriving market in both small warships and defense systems, such as the Northrop Grumman NG-522 Bastion Defense Platform.
One of the largest models, the Bastion mounts firepower superior to even a Heavy Cruiser, though the Glencore Megacorp's refusal to provide screen projectors for anyone other than the navy means it is reliant entirely on heavy armor for protection. Even a single Bastion is a tough nut to crack for anything short of a cruiser squadron, which makes it fortunate that they are usually beyond the budget of any pirate groups.

Asimov (Mod X) class Armed Conversion

5 550 tons 65 Crew 459.2 BP TCS 111 TH 400 EM 0
3603 km/s JR 1-25(C) Armour 3-27 Shields 0-0 Sensors 14/14/0/0

Subspace Portal Generator - Self Only
Fuel Capacity 500 000 Litres Range 122.3 billion km (392 days at full power)

Heavy Missile Mount (18) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100

Active Cruiser Detection Array (1) GPS 2800 Range 39.2m km Resolution 100
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

When the TSN began running low on warships during the Uhl war, they were forced to look for alternatives to the slow construction of new ships. Adapted from scrapped plans for armed survey ships, the Asimov is a way to quickly adapt human exploration ships (whose market value has plummeted after the discovery of hostile aliens) into cheap and above all quickly produced armed vessels.
However, “Armed vessels” is true in only the most literal use of the term. It wasn’t possible to add armor, or quicker engines, or beam weapons. Rather, this is just an Asimov class with external missile mounts welded onto the hull. It does replace the survey sensor with an active sensor for targeting purposes, and retains the small portal generator.

Van Gogh (Mod X) class Armed Conversion

3 950 tons 37 Crew 363.6 BP TCS 79 TH 200 EM 0
2531 km/s Armour 2-22 Shields 0-0 Sensors 14/14/0/0
Fuel Capacity 1 250 000 Litres Range 429.5 billion km (1963 days at full power)

Light Missile Mount (26) Missile Size 2 Hangar Reload 15 minutes MF Reload 2.5 hours
Light Missile Fire Control (1) Range 11.8m km Resolution 1
Artemis Light Missile (62) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

An armed conversion of the Navy’s Van Gogh class supply/support ship, the Mod X is slow, extremely thin skinned, and lacks any active sensors of its own so is reliant on other ships to paint a target for it. However, all of that is also true of a normal Van Gogh, so at least it can be argued that it isn’t any more vulnerable and at least it can shoot back. Also, even armed it is still somewhat useful in its original role as a fleet support vessel.
The Mod X has one great virtue - it’s cheap and can be converted in less than two weeks, and the TSN already possesses a large number of normal Van Gogh to support its long range patrol missions.

Naval Auxiliaries

Himeji class Minelayer (ML)

8 600 tons 167 Crew 1355.8 BP TCS 172 TH 768 EM 0
4465 km/s Armour 4-37 Shields 0-0 Sensors 14/28/0/0 Damage Control Rating 5
Fuel Capacity 450 000 Litres Range 10.7 billion km (27 days at full power)

Heavy Missile Mount (7) Missile Size 4 Hangar Reload 30 minutes MF Reload 5 hours
Mine Deployment Bay (2) Missile Size 40 Rate of Fire 1200
Heavy Missile Fire Control (1) Range 35.3m km Resolution 100
Javelin Heavy Missile (7) Speed: 40 000 km/s End: 10.8m Range: 25.8m km WH: 9 Size: 4 TH: 186/112/56
Caltrop Anti-Ship Mine (20) Speed: 0 km/s End: 0m Range: 6m km WH: 0 Size: 39.985 TH: 0/0/0

Basic Targeting Sensors (1) GPS 28 Range 3.9m km MCR 427k km Resolution 1
Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Enhanced EM Detection Sensor (1) Sensitivity 28 Detect Sig Strength 1000: 28m km

Mines have been a point of contention in the TSN for quite a long time. Captains enjoy them for the massive firepower they can provide without risking lives, and everyone else hates them because they want the TSN to keep space open, not close it. As a compromise, the TSN keeps a few mines and minelayers squirreled away but doesn't maintain any minefields unless absolutely necessary. Most people agree that the current situation meets the definition of "absolutely necessary."
The Himeji can lay six mines every hour, each one releasing 8 powerful missiles when a target is detected within six million kilometers. The mines are equipped with IFF devices and should not fire on any friendly ships, though captains generally prefer not to take any chances.
Mines can be tricky to use in space warfare; while one can mine the approach to a planet, the mechanics of orbits mean that the approach won't be in the same location within a few days. In addition, mines make for easy targets if an opponent sees them before they activate. It can take careful planning to trick an opponent into flying into range of a minefield in anything other than a jump point assault, where they excel.

Van Gogh class Auxiliary Transport (AT)

4 000 tons 37 Crew 367.4 BP TCS 80 TH 200 EM 0
2500 km/s Armour 2-22 Shields 0-0 Sensors 14/14/0/0 Damage Control Rating 2
Magazine 144 MSP 1115
Fuel Capacity 1 500 000 Litres Range 509.0 billion km (2356 days at full power)

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

Accompanying squadrons on long patrols, the Van Gogh is unarmed and slow, often left behind whenever combat is a concern. However, it fills a crucial role as a mobile supply depot, providing fuel, ammunition, and spare parts to nearby warships.
The exact load of a Van Gogh will depend on the ships of its squadron - ones assigned to support frigates usually do not carry missiles, for example.

Silk Road class Heavy Transport (HT)

7 450 tons 65 Crew 611.4 BP TCS 149 TH 400 EM 0
2684 km/s Armour 2-33 Shields 0-0 Sensors 14/14/0/0 Damage Control Rating 2
Magazine 720 MSP 1103
Fuel Capacity 2 000 000 Litres Range 364.3 billion km (1571 days at full power)

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

Similar in design to a Van Gogh class transport, the Silk Road is mainly used for supplying fleet bases instead of individual ships or, as with the Caltrop class mine and certain defense satellites, the individual pieces of cargo are too large to be efficiently carried in a smaller ship.

Rhodes class Tug

23 450 tons 184 Crew 1127.2 BP TCS 469 TH 2400 EM 0
5117 km/s JR 2-25(C) Armour 1-72 Shields 0-0 Sensors 14/14/0/0 Damage Control Rating 1
Tractor Beam Commercial Jump Drive
Fuel Capacity 3 000 000 Litres Range 173.7 billion km (392 days at full power)

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

Tugs, though unarmed and unglamorous, provide valuable utility for any fleet. They can use their tractor beam to pull any engineless (or engine-disabled) craft where it needs to go, whether moving a defense satellite into planetary orbit or dragging a disabled ship home for repairs. They can even use their own jump drive to open a portal both for themselves and whatever they are tugging.
On their own tugs are also surprisingly fast, though this speed is greatly reduced when they have a large craft in tow.

Asimov class Gravitational Survey Vessel (GSV)

5 550 tons 82 Crew 702 BP TCS 111 TH 400 EM 0
3603 km/s JR 1-25(C) Armour 3-27 Shields 0-0 Sensors 14/14/4/0 Damage Control Rating 5
Commercial Jump Drive
Fuel Capacity 500 000 Litres Range 122.3 billion km (392 days at full power)

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Improved Gravitational Sensors (2) 4 Survey Points Per Hour

Unarmed, slow, and lightly armored, the Asimov's sole purpose is searching down the elusive jump points crucial to humanity's continued expansion. Fortunately it accomplishes this task well, and includes improved life support and fuel storage for multi-year tours exploring the frontier.

Melanion class Fast Transport

4 200 tons 55 Crew 568.6 BP TCS 84 TH 480 EM 0
5714 km/s Armour 3-23 Shields 0-0 Sensors 14/14/0/0 Damage Control Rating 2 Fuel Capacity 1 350 000 Litres Range 64.3 billion km (130 days at full power)

Artemis Light Missile (72) Speed: 48 000 km/s End: 4.4m Range: 12.8m km WH: 4 Size: 2 TH: 176/105/52

Small TH Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km
Small EM Passive Sensor (1) Sensitivity 14 Detect Sig Strength 1000: 14m km

During the early planning for a commerce/shipping strike into Tom's Star, it became clear how much TSN flexibility was limited by the slow speed of the fleet's transport craft. During normal policing actions it was easy for transports to simply stay behind, but it was clear that an interstellar war sometimes required long distance strikes.
A temporary delay in the production of light missile systems allowed TSN designers to produce a few prototypes of the Melanion class Fast Transport, as it is essentially a missile destroyer with its weaponry and most of its defensive systems replaced with ammunition magazines and fuel tanks. The production delays were eventually sorted out and many of the parts went to the conversion program for arming the fleet's transport ships. The irony was not lost on the ship's designers.
Though expensive for a transport and extremely vulnerable in combat, it can keep pace with destroyers while providing them with fuel and ammunition. The ship is equipped with underway replenishment systems for fuel, but the process of exchanging ammunition is much more complicated and both ships must remain stationary for several hours.