

# Spacecraft Classes

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Spacecraft (or spaceships) are vessels capable of space travel, be it interplanetary or interstellar. Spacecraft can be divided into various classes and subclasses. Use the outline (Tools > Document Outline) for quick navigation.

## Naval Classes

### Dropships

Dropships are armoured variations on the non-naval shuttle class spacecraft, built for transporting troops from orbit to a planet's surface and vice-versa. Larger spacecraft often carry multiple dropships to allow their personnel transportation to and from planet surfaces. Sometimes equipped with minimal weaponry for troops support, but not built for spacial combat.

The average length of an Alliance dropship is 4 to 15 meters. Light enough for planetary landings.

#### Role

The role of the dropship is to carry soldiers and supplies from larger spacecraft to planetary surfaces and back again.

### Corvettes

TODO

#### Role

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### Fighters

Fighters are generally small spacecraft built for spacial VCC (Very Close Combat) purposes. Fighters may be capable of interplanetary flight, but are too small to carry the required

hyperspace drives necessary for interstellar flight. Fighters are highly maneuverable, capable of evading attacks by most other classes of spaceships, and relying heavily on hit-and-run tactics. Being a combat-only class, fighters are equipped with weaponry disproportionately powerful compared to their overall size, being capable of destroying smaller ships and damaging larger ships.

The average length of an Alliance fighter is 2 to 10 meters. Light enough for planetary landings, fighters are also widely used to replace regular aircraft during planetary warfare.

## Role

The role of the fighter is to get close enough to enemy vessels for railguns and similar weapons to be at maximum efficiency. At normal space combat ranges, railguns and similar weapons lose their effectiveness due to the projectile's travel time and inability to adjust trajectory.

## Frigates

Frigates are relatively small spacecraft generally built for reconnaissance and CC (Close Combat) purposes. Capable of interstellar travel, and often equipped with advanced cloaking technology, frigates can often follow enemy ships unnoticed for days. Quite maneuverable and very fast, frigates can often evade attacks from larger ships but are very vulnerable to groups of fighters.

The average length of an Alliance frigate is 20 to 120 meters. Generally light enough for planetary landings.

## Role

The role of the frigate is to recon areas, track enemy vessels and if need be, function as oversized fightercraft.

## Cruisers

Cruisers are relatively small spacecraft generally built for transportation of troops and small cargo. Cruisers sacrifice powerful weaponry for advanced shields, thick armour, and oversized hyperspace drives. The powerful hyperspace drives allow cruisers to outperform almost any other naval spacecraft in terms of speed, allowing for the fastest delivery of troops.

The average length of an Alliance cruiser is 60 to 180 meters. Often light enough for planetary landings, but heavier models use dropships or shuttles to carry troops to a planet's surface.

## Role

The role of the cruiser is to carry soldiers and supplies across interplanetary and interstellar space.

## Carriers

Carriers are large spacecraft built solely for the transportation of troops, cargo and smaller ships (mostly fighters). Equipped with advanced shielding and thick armour plating, but minimal weaponry, carriers are built to support a naval force from a distance by supplying and repairing fighters. Carriers generally rely on other naval spacecraft for protection, but their heavy armour allows them to survive enemy assaults for longer than most other types of spacecraft.

The average length of an Alliance carrier is 200 to 600 meters. Generally too heavy for planetary landings, and generally constructed in space.

## Role

The role of the dropship is to carry soldiers, supplies and smaller spacecraft across interstellar space.

## Destroyers

Destroyers are large spacecraft built for LRC (long range combat) purposes. In accordance with their name, destroyers are built to destroy as many enemy ships as possible. Destroyers generally have a main, centrally located weapon capable of damaging or destroying other large vessels, along with a multitude of smaller weapons located along the sides of the ship. Smaller weapons capable of pivoting around allow the destroyer to defend itself against smaller ships, but the size of these weapons prevents them from doing serious damage to larger ships. Alongside powerful weaponry, destroyers are equipped with strong shielding and armour, but they are slow to maneuver.

The average length of an Alliance destroyer is 300 to 700 meters. Too heavy for planetary landings, and exclusively built in space.

## Role

The role of the destroyer is to act as a long-range weapons platform, armed with guided weaponry and point-defence systems for self-preservation.

# Dreadnoughts

Dreadnoughts are massive, kilometer-long warships designed for a single purpose: ultimate destruction. Built around a single, kilometer-long railgun (or other main weapon), dreadnoughts can launch their massive projectiles at speeds high enough to destroy enemy ships in a single shot. Sporting the heaviest armour and strongest shields, dreadnoughts are extremely difficult to take down. A vast array of smaller weapons allow dreadnoughts to defend themselves against smaller ships, with broadside weapons for barraging enemies to the sides, and pivoting weapons for tracking smaller, faster targets.

Dreadnoughts are slow to maneuver, and the incredible forces involved in firing their main weapons means that their rate of fire is slow. The armour plating on dreadnoughts is thick enough to withstand a barrage by enemy destroyers, and the advanced shielding can stop many projectiles before they reach the ship's hull. In case of a hull breach, dreadnoughts make extensive use of shielded compartments to prevent a single hull breach from disabling the entire ship.

While generally used for spacial combat, dreadnoughts have main weapons that could potentially obliterate on-planet targets, but the collateral damage caused by such use has caused the Alliance to consider such acts a war crime.

The Charter of the Alliance strictly limits the amount of dreadnoughts any member state is allowed to build and operate.

Alliance dreadnoughts vary wildly in length, but are always at least a kilometer long. Too heavy for planetary landings, and exclusively built in space.

## Role

The role of the dreadnought is to act as a mobile operations center and weapons platform. The dreadnought is equipped with weapons for use at all ranges, and sports a railgun capable of firing at extreme velocities to counter the weapon's lack of guided trajectories.

# Non-Naval and Civilian Classes

## Shuttles

Shuttles are small spacecraft capable of interstellar travel and landing on planets, and are widely used for on-planet transportation. Shuttles are used in tourism, public and personal transport, and are sometimes employed by naval forces to substitute armoured dropships.

## Yachts

Yachts are small to medium sized spacecraft used for recreational purposes. They are generally very luxurious ships capable of interplanetary flight, but are rarely capable of interstellar flight due to the risks involved (and the lack of armour and weaponry). Yachts are generally capable of planetary landings, with some larger models requiring shuttle landings instead.

## Ferries

Ferries are medium to large sized spacecraft built to transport civilians, smaller vehicles and light cargo. Capable of both interplanetary and interstellar flight, ferries are equipped with basic armour and shielding, but not weaponry. Ferries are often used for tourism. While smaller models may be capable of planetary landings, ferries generally use shuttles to transport people between orbit and a planet's surface.

## Voyagers

Voyagers are the spacecraft equivalent of a cruise ship, designed to provide recreational voyages. Capable of both interplanetary and interstellar flight, and equipped with basic shielding and armour. Voyagers are highly luxurious and spacious spacecraft, but are generally lacking in speed. While smaller models may be capable of planetary landings, voyagers generally use shuttles to transport people between orbit and a planet's surface.

## Pioneers

Pioneers are large spacecraft generally used for colonization purposes. Carrying large amounts of people, raw materials, tools, smaller vehicles and more, a pioneer-class spacecraft is generally capable of establishing a new colony without additional supplies. When venturing into

new territories, pioneers are accompanied by naval spacecraft for protection. Pioneers are generally too large for planetary landings, relying instead on specialized, heavier shuttles to transport people and cargo to the planet's surface.

## Freighters

Freighters are spacecraft of varying sizes built solely for transportation of cargo. Capable of interplanetary and interstellar flight, and equipped with good shielding and armour, freighters are used to create supply lines between planets. Being a civilian class, freighters are not equipped with any weaponry, instead relying on naval-class ships for protection during wartime. Generally incapable of planetary landings, freighters use heavier variants of shuttles to transport their cargo to a planet's surface.

## Tankers

Tankers are a specialized subclass of freighter that is used enough to warrant its own class specification. Tankers are built to resupply other ships with fuel, food and other supplies, making them invaluable in areas that lack colonies or Haven-class spacestations. Generally incapable of planetary landings, tankers use shuttles to transport their cargo to a planet's surface.

## Jumpships

Jumpships are a rare class of spacecraft, and most spacecraft belonging to this class are hybrid-class vessels. Jumpships are equipped with highly advanced mobile jumprings, allowing them to instantaneously travel from one location to another without requiring a dedicated jumpstation. Generally used for specialized transportation, but their limited size, the high risks involved in the use of mobile jumprings, and the high costs of building and maintaining jumpships makes them a rare class.

## Unmanned Classes

### Probes

Probes are relatively simple and small spacecraft, built to gather information on various celestial bodies. Probes can be sent to investigate stars, planets, asteroids or any other spacial phenomenon. They are generally guided by on-board adaptive systems, which ensure that the probe follows the set trajectory. A probe's destination can usually be altered during flight.

## Comm Buoys

Comm buoys are specialized spacecraft built to ensure fast and easy communication between spaceships. Their on-board computers are highly advanced, being capable of calculating and tracking the exact coordinates of thousands of ships at a time, while also forwarding messages to the right ships. Other comm buoys are designed to regulate information traffic on planets. Weather and GPS satellites are also generally categorized as comm buoys.

## Drones

Drones are unmanned spacecraft generally used by naval forces to scout potentially hostile locations. Some subclasses of drones are instead built to identify, track and assault enemy spacecraft autonomously. These are equipped with minor shielding, but generally feature weaponry similar to that of fighters.

## Spacestation Classes

### Jumpstations

Jumpstations are a class of spacestation equipped with one or more jumprings. They allow other spacecraft to instantaneously travel from one location to another, but generally only offer transportation to preset locations (usually other jumpstations). Static-target jumpstations are very safe to use since the target location is always monitored and predictable, but the limited size of jumprings only allows small and medium-sized spaceships to use the jumprings.

### InfoCenter Portals

InfoCenter Portals, often just called portals, are a specialized class of spacestation equipped with a vast array of miniature jumprings, which allow for instantaneous communication between distant locations. The backbone of the Alliance Network, every major Elithian system houses at least one InfoCenter Portal.

InfoCenter Portals function by sending optical information through miniature jumprings, allowing the information to instantaneously travel from one location to another. They communicate with other portals and with ground-based InfoCenter Relays to ensure near-instantaneous communication between all Alliance homeworlds and most colonies.

## Sanctuaries

Sanctuaries are spacestations designed to house people. They are often large stations with luxurious housing sectors, and sometimes commercial centers and entertainment facilities. Some sanctuaries also have agricultural areas for self-sufficiency, but most stations rely on nearby colonies for supplies.

## Havens

Havens are large docking stations, which are generally used as a location at which spacecraft can resupply. Some havens also feature housing sectors, commercial centers or entertainment facilities, often blurring the lines between havens and sanctuaries. Like most sanctuaries, havens rely on nearby colonies for supplies.

## Observatories

Observatories are spacestations dedicated to scientific research: some are simply testing facilities, while others are 'true' observatories, built as a safe location from which to observe a celestial body. Most observatories rely on nearby colonies for supplies. Usually, Gas Extraction Facilities (spacestations built in close orbit of gas giants, which extract gas that can be refined into other raw materials and fuels) are also denoted as observatories.

## Bases

Bases are military spacestations: they can be used to house soldiers, store cargo, munitions, spacecraft or any other supplies, to serve as a base of operations for military actions, and can even be used as orbital or deep-space prisons: chances of a successful escape are nearly zero when imprisoned in space.

## General Notes

### Naval/Civilian Class Distinction

Spacecraft are classified as either naval or civilian-class vessels based on their ability to actively defend themselves against attacks. Different laws apply to the construction, deployment and

usage of naval and civilian ships, and it is often preferable to be classified as a civilian ship if the primary purpose of the ship lies outside of warfare.

A ship capable of active defence through the use of projectile or energy-based weaponry, ramming techniques or some other form of active defence or offence is classified as a naval vessel.

A ship only capable of passive defence, such as protection using shields, armour or cloaking, is classified as a civilian vessel.

## Faster-than-Light Spaceflight

There are multiple known methods of achieving faster-than-light space travel, but only two are widely used.

Hyperspace travel is the most widely used form of FTL travel. Ships are generally equipped with a Hyperdrive system that allows them to open a type of gateway into a universe that is closely connected to our own. This hyperspace universe (or dimension, both terms are widely used) is highly similar to our own, but the speed of light is far greater, allowing ships to achieve speeds impossible in our own universe. Whilst inside this dimension, ships still rely on conventional propulsion to accelerate and decelerate. When hyperspace is entered, your speed will scale along with the new speed of light, so flying at 1% of the speed of light in one universe translates to a speed of 1% of the speed of light in the other. Every location in hyperspace corresponds with a location in our universe, allowing one to calculate where to leave the dimension in order to arrive at the target location. However, the presence of mass in our universe bends space in the associated Hyperspace location, preventing hyperspace exits into large bodies of mass (such as planets or stars). Specialized devices also allow you to bend Hyperspace directly from our universe, which allows you to prevent hyperspace access and exit in valuable locations. All spaceships are equipped with a similar device to prevent an enemy from transporting a projectile directly into your ship, but the device must be disabled in order to access hyperspace yourself (leaving you very briefly vulnerable).

Jumpgate rings are rings of various sizes, which are able to open a wormhole to a distant point of space for instantaneous travel. Jumpgate rings create a spherical gate inside the ring, allowing anything small enough to fit through the ring to use the gate. Ships equipped with an internal Jumpgate core create a rapidly (near instantly) expanding sphere that will envelop the entire ship, transporting it to the target location. A jumpteck ring allows the traveler to see the destination before traveling through the gate, but a jumpgate core does not allow for this luxury and is thus highly dangerous to use. A minor miscalculation may open the gate light-years away from the intended target destination, and can even transport one directly into the core of a star. As such, jumpgate cores are very rarely used, while jumpgate rings are more common. Specialized devices allow you to disrupt jumpgates at specific locations, allowing ships and settlements to defend themselves against projectiles jumping directly into their targets.

## Spacecraft Construction and Planetary Landings

Spacecraft can be constructed either in surface-based factories, in orbital shipyards, or constructed on the surface and assembled in orbit. Smaller spacecraft are generally built on the surface of a planet, while larger ships tend to be constructed in space.

Larger, heavier spacecraft are unable to land on planets (and thus have to be constructed in orbit) as the gravitational pull of the planet would tear the ship apart. This is especially true for dreadnoughts, but even destroyers and carriers often wouldn't survive the gravitational pull of a planet. Some medium-sized ships are also unable to land on planets as the atmospheric entry would wear the ship down too much, but this isn't an issue on planets with thin atmospheres (or which lack them completely). Similarly, larger ships may be able to land on some smaller planets and moons, provided they are equipped with appropriate landing gear.

## Hybrid and Undocumented Classes

Spacecraft classes aren't completely rigid, and some spaceships may belong to multiple classes. Such hybrid-class ships can generally be used for more varied purposes, but are outperformed by pure-class ships in each classes' specific function.

Some ships may fall completely outside the documented Alliance classes. If this is the case, the Alliance will attempt to classify the new type of ship as either a subclass of an existing class, or as an entirely new class of ships.

## Spacestation Mobility

Spacestations are some of the only types of space constructs incapable of autonomous spaceflight, although most stations are equipped with some minor propulsion for (orbital) corrections. Only few spacestations are capable of true spaceflight, including the Centensian-built Regulus station.