

# **STAR NAVY**

A Colony Space Source Book

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## I. Command Structure

The Commander in Chief of the Star Navy is the President of United Worlds. She is advised by the Director of the Bureau of Defense and a specially appointed War Cabinet, but these have no direct command authority. The highest military official is the Admiral of the Navy, who is over the entirety of the Star Navy and reports directly to the President. Under him are four Admirals, one for each of the four sectors of UW space, Alpha, Beta, Delta and Gamma, and each Admiral has a Fleet under his/her direct command, and under each Admiral are at least four Commodores who command smaller units (called Battle Groups) of each Fleet. Some Commodores are also specifically over Star Marine Divisions, and based at Star Marine bases in orbit or on planet. Other Commodores head Special Branches, like Exploration or Intelligence.

Fleet Alpha is based in Alpha Sector, at the heart of which is New Dakota, the capital world of the UW and the location of SN Central Command and SN Officer Academy, where the Admiral of the Navy and his staff can normally be found. The Admiral of Alpha Sector usually circulates among the other bases in Alpha Sector. The Admiral of the Navy has at his disposal as his flagship the largest and most powerful dreadnought in the Navy, the SN *Apocalypse*. Each Admiral has in turn his or her own base(s) in his sector and his own designated flagship, each with its own Captain.

### Branches of Star Navy

Central Command ( Office of Admiral of the Navy)

Combat Branch

    Fleet Alpha

    Fleet Beta

    Fleet Delta

    Fleet Gamma

SN Exploration Branch

SN Intelligence Service

SN Space and Planetary Engineers

SN Marine Branch

    Special Forces

        “The Shadows”

SN Materials, Logistics and Personnel Branch

SN Officer Academy and Training Schools

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Rank Order in the SN:

**President** (Commander in Chief)

Commissioned Officer Ranks:

**Admiral of the Navy**

**Admiral** (always only four, each commands one Sector Fleet)

**Commodore** (always at least sixteen, more as needed, command Battle Groups, may command large bases of Branches)

**High Captain** (temporary field rank, when needed for a Battle Group)

**Captain** (one each for every vessel of the Gunboat class and above, also command orbital bases)

**Commander** (commands transports, scouts and explorers, second in command on larger ships, may sometimes command bases)

**Sub-Commander** (leads a department on a starship or base, like Tactics or Engineering or Science)

**First Lieutenant** (works in or leads sub-department, like Shields)

**Second Lieutenant** (works in area of specialty, like Physics, requires four years at Officer Academy)

Non-commissioned officer ranks:

**Chief Petty Officer** (oversees ship operations like security, maintenance, supplies, cargo management)

**Petty Officer 1st Class** (assists CPO)

**Petty Officer 2nd Class** (assists CPO, supervises and trains NO ranks)

Non-officer ranks:

**Technician** (advanced training in one field or operation, like physics or maintenance, or serve in Intelligence, Exploration, Engineering, etc.)

**Crewperson 1st Class** (expert sailors or marines)

**Crewperson 3rd Class** (experienced sailors or marines)

**Crewperson 3rd Class** (novice sailors or marines)

Accepted to Training School:

**Cadet** (two years at one of many Training Schools)

## II. SN Starships

There are 9 general classes of spacecraft or starship used by the Star Navy, with many variations on each and several kinds of special purpose craft. Each ship is assigned to a particular base and particular personnel are assigned to it. The classes are:

### **Shuttle**

Length : 15 meters  
Ion Drive Rating: 1  
Fold Drive Range: none  
Shielding/Armor: none/light  
Hull Rating: 2  
Crew: 2 (seating for twelve passengers)  
Cargo space: 30 metric tons  
Weapons: none  
Scanners: basic, short range  
Example: *SN Arrow*

Based on ships or orbital bases, these workhorses go up and down and ship to ship.

### **Fighter/Bomber**

Length : 10 meters  
Ion Drive Rating: 3  
Fold Drive Range: none  
Shielding/Armor: light/light  
Hull Rating: 2  
Crew: 1 or 2  
Cargo space: 5 metric tons  
Weapons: four rapid-fire cannons, fore/ various bombs  
Scanners: basic, short range  
Example: *Fighter X872*

Small and quick, these ships pepper the enemy with high-velocity shells and/or high-payload bombs. Based on orbital bases, frigates or above. Capable of terrestrial landing.

### **Troop Transport**

Length: 100 meters

Ion Drive Rating: 3

Fold Drive Range: 30 ly

Shielding/Armor: moderate/moderate

Hull Rating: 30

Crew: 10 and bunks for 100 marines

Cargo space: 300 metric tons or vehicles/gear

Weapons: 2 Beam Weapons, on turrets, shuttle docking, may have dropships

Scanners: basic, long range

Example: *SN Ram*

Just what the name says, tough ships for getting your marines to where the action is. May also haul military cargo. Can be modified for terrestrial landing.

### **Scout/ Reconnaissance Cruiser**

Length: 50 meters

Ion Drive Rating: 8

Fold Drive Range: 50 ly

Shielding/Armor: moderate/moderate

Hull Rating: 15

Crew: 6 and quarters for 10 others

Cargo space: 50 metric tons

Weapons: 1 beam weapon, turret, 4 missile launchers, 2 fore, 2 aft, shuttle docking

Scanners: advanced, long range

Example: *SN Blackbird*

When long range, fast and armed fact finding or Special Ops are needed, send a Scout/Recon. From this size and up incapable of terrestrial landing.

### **Explorer/Research Cruiser**

Length: 75 meters

Ion Drive Rating: 4

Fold Drive Range: 20 ly

Shielding/Armor: light, moderate

Hull Rating: 20

Crew: 8 and quarters for 12

Cargo space: 150 metric tons

Weapons: 2 heavy rapid fire cannons on turrets, shuttle docking

Scanners: advanced, super long range

Example: SN *Photon*

Sturdy, resourceful craft for exploration and discovery.

## **Gunboat**

Length: 50 meters

Ion Drive Rating: 5

Fold Drive Range: 30 ly

Shielding/Armor: moderate/moderate

Hull Rating: 35

Crew: 20 (quarters, bunks)

Cargo space: 130 metric tons

Weapons: 3 Beam Weapons, turrets, 4 heavy rapid fire cannons, turrets, 4 missile launchers, 2 fore, 2 aft, shuttle docking.

Scanners: advanced, long range

Example: SN *Apologize Now*

When gunboats show up, you know you have pissed off Star Navy. Ideal for busting pirates.

## **Frigate**

Length: 200 meters

Ion Drive Rating: 6

Fold Drive Range: 35 ly

Shielding/Armor: heavy/heavy

Hull Rating: 50

Crew: 150 (quarters, bunks)

Cargo space: 500 metric tons

Weapons: 6 heavy beam weapons, turrets, 6 heavy rapid fire cannons, turrets, 15 missile launchers, 10 fore, 5 aft, hangars for up to 5 shuttles/fighters

Scanners: advanced, long range

Example: SN *Reaver*

A tough, fast, heavily armed warship.

## **Destroyer**

Length: 300 meters

Ion Drive Rating: 5

Fold Drive Range: 30 ly

Shielding/Armor: heavy/heavy

Hull Rating: 75

Crew: 250 (quarters)

Cargo space: 1000 metric tons

Weapons: 2 energy bolt weapons, turrets, 6 heavy beam weapons, turrets, 8 heavy rapid fire cannons, turrets, 25 missile launchers, 15 fore, 10 aft, hangars for up to 10 shuttles/fighters, 2 Planet Buster bombs

Scanners: advanced, long range

Example: SN *Stormfront*

A heavy battleship. You should really consider surrendering now.

## **Dreadnought**

Length: 600 meters

Ion Drive Rating: 5

Fold Drive Range: 25 ly

Shielding/Armor: super heavy/super heavy

Hull Rating: 100

Crew: 600 (quarters)

Cargo space: 2000 metric tons

Weapons: 4 energy bolt weapons, turrets, 8 heavy beam weapons, turrets, 10 heavy rapid fire cannons, turrets, 35 missile launchers, 20, fore, 15 aft, 1 forward firing only Super Mass Driver, hangars for up to 15 shuttles/fighter and 2 Gunboats, 4 Planet Buster bombs

Scanners: advanced, long range

Example: SN *Apocalypse*

Man, you really fucked up. Goodbye. About 150 of these monsters in the Star Navy.

### III. SN Bases

The Star Navy has bases on all major planets in most star systems, and conducts regular drills and patrols and war games all over UW space. There are two types of base: planet or moon Bases, and orbital Star Ports. Bases can be solely Navy bases, geared for housing and services starships, Navy and Marine bases, which focus on housing, training and moving Marines to points of conflict, and Marine-only bases, which focus on defense.

#### Example Orbital Star Port

##### **Andomen Star Port**

Type: Star Navy Base

Location: Orbit around the planet Andomen in the Calash System, 57 ly from New Dakota

Size: 1500 meters long

Commander: Cpt. Baya Andries

Personnel: 1000

Operations: Docking, repair, resupply, training and defense

Stationed in system: **SN *Cerebus*** (destroyer), **SN *War Child*** and **SN *Iron Tree*** (frigates), 6 gunboats and supporting ships

#### Example Planetary Base

##### **Dohm Marine Base**

Type: Planetary Marine Base

Location: southern continent of the planet Dohm, in the Delta Sector

Size: 5 square kilometers

Commander: Cmd. Janila Waslan

Personnel: 10,000

Operations: Training and defense

Stationed: 888th Star Marine Division, the "Black Cobras," supporting ships



## IV. Life on a Starship: Command Organization, Structure, and Bathrooms

### **Command Order and Personnel**

#### Captain

Responsible for overall ship condition and administration, the ultimate authority and final judge on board when ship is away from star port. Responsible for well being of crew, ship and the completion of the mission, reports directly to Sector Commodores. Enjoys Captain's Cabin and Captain's Office while on board. Average age of first Captaincy: 36.

#### Commander

**First officer**, responsible for carrying out the Captain's orders, crew duty and discipline, oversees Department Heads, Acting Captain when Captain is away or incapacitated. Enjoys First's Cabin. Average age at appointment: 32.

#### Sub-Commanders

Several of equal rank, usually with one appointed **Second Officer**. Each leads a Department necessary for the operation of a starship (not all ships are large enough to have all the possible Departments detailed below). Average age at appointment: 28.

#### **Engineering**

Maintains Fold Drive, Ion Drive engines and ship's power, headed by Chief Engineer

#### **Tactics**

Maintains and operates offensive and weapons, headed by Chief Tactical Officer

#### **Navigation**

Charts course for intersystem and interstellar travel, programs navigation computer and pilots ship, headed by Chief Navigator

#### **Science**

Operates sensors, ship's computer, conducts scientific investigation and research, headed by Chief Scientist

#### **Life Support**

Environmental control, supplies, food, waste disposal, headed by Life Support Chief

#### **Medicine**

Monitors health of crew and treats injuries and diseases, headed by Ship's Doctor

**Personnel**

Duty rosters, security, counseling, morale and recreation, headed by Personnel Chief

**Hanger Operations**

Maintains hanger and space craft, headed by Hanger Chief.

**External Relations**

Communications, exploration teams, diplomacy, first contact, public relations and legal affairs, headed by Communications Chief

First Lieutenants

As many as needed, work in or supervise sub-departments or systems, like Shields (in the Tactics Department). Average age on appointment: 25.

Second Lieutenants

Works in area of specialty, like Physics (in Science Department). Appointment requires four years at SN Officer Academy, usually at age 22.

The non-commissioned officer ranks and non-officer ranks are divided up among the Departments as needed.

## **Starship Structure**

Starships vary greatly in size, design and function, but all interstellar starships have the following basic parts or structures to some degree:

### **Engines**

Two types:

Advance Ion Drive, for travel inside planetary systems. Works by generating and then expelling high-energy ions, usually located near the rear of ship. Can cross an average star system in about one week. Also, storage/work rooms for Engineering Department.

Fold Drive, for practically instantaneous travel between stars. Works by generating a incredibly complex and powerful system of magnetic fields, which pull and twist a mass in almost no time though sub-atomic dimensions, with no lasting harm to ship or crew (occasional metal strain and nausea or cramps) and in a new location relative to the larger dimensions, a place a number of light years from the old relative location. Located near center of the ship and with an Engineering Center adjacent, these large generators take up to twenty four hours to charge and calibrate, so ships can only make one Fold a day. The course and destination are set and directed by a limited AI Navigation Computer, programmed by the Navigation Department. Distance traveled in one Fold determined by strength of engines, usually 20-50 light years. With a 30 ly rated Fold Drive, it would take 1 week and 3 days to travel 300 light years, one 30 light year jump at a time.

### **Sensors**

Starships must have a detailed knowledge of what is around them and how it is behaving, and sensors do that. Located all over the ship's hull, usually in hardened bunkers, sensors can take about any kind of physical measurement possible, including the characteristics of local space, planets and stars, the locations, sizes and speeds of ships and asteroids, detect all manner of transmissions and power signals, and the general conditions of other starships. Can operate at close or long ranges, includes holographic visuals/graphs for crew.

### **Bridge**

A large room or rooms where all ship functions, external operations, combat, communications and sensing can be monitored and directed. Contains work stations for Captain, First /Second Officer, Tactical Officer, Navigator/ Pilot, Science and Communications. Also contains a multi-purpose work station. Located near the front of the ship.

**Medical Center**

Contains medical equipment, beds, a pharmacy, surgery theaters, recovery and therapy rooms, offices for medical personnel. Located anywhere.

**Navigation Center**

Calibrating a Fold Drive engine such that it re-inserts you into the higher dimensions exactly (or even approximately) where you want to be requires mind-bendingly complex mathematics, thus necessitating a dedicated limited AI computer and several human navigation technicians. The NC is the room containing this computer and work stations for its programmers. Usually located between the Fold Drive reactor and the Bridge.

**Science Center**

Room housing the scientific equipment, labs, and offices of the Science Department. Contains most of ship's computer. Usually located near center of ship.

**Kitchen/Mess Hall**

One or more rooms for preparing and eating meals. Located fore, aft, or both, and having adjacent store rooms and offices for the Life Support Department.

**Crew Bunks/Quarters**

Ranges from a fold-down bed and communal bathroom to spacious private quarters. Enough for ship's crew and several quests/mission-specific personnel. Located along body of ship.

**Life Support Center**

Room housing the control and processing equipment for environmental control, supply distribution, food, and waste disposal, along with offices for staff. Located near rear of ship.

Many other kinds of rooms, centers and equipment are possible, ship size and purpose.

## **Starship Technology**

### Gravity

No one has invented anything like an gravity generator yet, so starships are in zero G when in orbit or resting in space. When in this state, hand-holds extend from the walls to aid in moving around, and retract when the ship is in motion. When a starship is under Ion Drive propulsion, which is most of the time when it is not in orbit, it is under acceleration, which produces up to a full Standard gravity or more. When under very high acceleration, crew rest in acceleration couches.

### Food, Water and Air

Food and drink on a SN starship is prepared by machine according to crew choices from a very large menu, and is widely held to be pretty good. Crews on larger ships work in shifts, and eat between shifts. Air on board is refreshed by plants tended by Life Support.

### Waste Disposal

Starships contain both gravity and zero g toilets and showers, waste water is recycled (along with everything else that can be) and waste solids are used for the ship's plants. Trash is incinerated.

### Foldlink

Foldlink is the interstellar communication system of a starship. However, sending messages through Fold is even more complex and energy intensive than moving a mass, so messages from a starship in the field to base are kept to the necessary, so as to avoid draining ship's power. Planets and bases have more power and are not so limited.

### Recreation Library

Even on a busy starship with the potential for danger around the next Fold, there is some down time for the crew. The RL is a room or rooms with full VR Net facilities, a vast library of books, music, and games, as well as a workout room and bodai-jitsu combat studio. Crew are free to use this room during their off hours, or hang out in the mess hall or other crew member's quarters. Or in their own, asleep.

## Appendix: Other Militaries

### DefenCo

In the UW, citizens of the Co-Op are sometimes stereotyped as drug-addicted, free-loving loafers, and while it may take Co-Opers longer to arrive at a decision, once they do they attack it with a discipline and enthusiasm rivaled by only the best of SN crews. While generally a relaxed and peaceful culture, Co-Op takes defending its way of life very seriously, and sometimes puts spreading that way of life ahead of everything else. Thus the Defense Co-Op is a large, well-organized and very efficient fighting force, long-experienced in countering the slight advantage in size, power and technology possessed by the SN. CO sailors and marines are selected to be tall, lean and muscular fighters, as opposed to the shorter and stockier standard for Star Marines. Trained in an akido-like form of bodai-jitsu and wearing lighter, faster armor, CO Marines are trained to get in and get out while taking the least damage and casualties possible. They are comparable in weaponry and training to Star Marines, and each side takes the other very seriously. Similarly, CO ships are very similar to SN ships, though they tend to be lighter and faster. The CO equivalent of the SN Dreadnaught is called a Defender, the equivalent of a Destroyer is called a Peacemaker. All other ships are different in design from their SN counterparts, but called by the same names. The Co-Op Council appointed equivalent of the Admiral of the Navy is the Warden, under him are Facilitators, equivalent to Admirals. Other ranks are nearly the same.

### **Defender**

Length: 500 meters

Ion Drive Rating: 6

Fold Drive Range: 35 ly

Shielding/Armor: super heavy/ heavy

Hull Rating: 90

Crew: 450 (quarters)

Cargo space: 1500 metric tons

Weapons: 6 energy bolt weapons, turrets, 10 heavy beam weapons, turrets, 12 heavy rapid fire cannons, turrets, 35 missile launchers, 20, fore, 15 aft, hangars for up to 25 shuttles/fighters

Scanners: advanced, long range

Example: **CO Liberator**

A Defender is shorter, lighter and faster, and less heavily protected, with fewer doomsday weapons, but a lot more conventional firepower.

## The Legion

Being a conglomeration of six different Grand House military fleets, the Legion enjoys a great diversity of ship class and command ranks. However, to ensure cohesion and effectiveness as a fighting force the House Council has imposed some standardization and organization onto the Legion, at least at its top ranks. The nominal head of the Legion is the Grand Duke/Duchess of House Black, but her or she usually hires a qualified and experienced commander from the ranks to be Grand Marshal. The GM is assisted by six Field Marshals, and each Field Marshal is assisted by a number of Commandants. The heads of individual starships are still called captains. The largest and most powerful of Legion ships are the Warchariots, each roughly equal to a CO Defender. Legion ground forces are called Knights, and are have training and equipment roughly equal to that of Star Marines or CO Marines.

### **Warchariot**

Length: 500 meters

Ion Drive Rating: 5

Fold Drive Range: 30 ly

Shielding/Armor: heavy/ super heavy

Hull Rating: 85

Crew: 425 (quarters)

Cargo space: 1500 metric tons

Weapons: 4 energy bolt weapons, turrets, 10 heavy beam weapons, turrets, 12 heavy rapid fire cannons, turrets, 35 missile launchers, 20, fore, 20 aft, hangars for up to 20 shuttles/fighters

Scanners: advanced, long range

Example: **LGH *Honor Bound***

## Hadaam

The Hadaam military, with no particular name, lacks the cohesion, discipline, organization and funding of the other three major militaries, and also lacks a rigid chain of command or a distinct set of ship classes. Instead, true to their the-fittest-shall-rule ideology, all commanders and ships are constantly changing, trying to improve and prove themselves against each other .... frequently failing and being swept away. However, the Selected of the Hadaam does have a firm grip on the military, as he does on everything else in Hadaam space. Under him is whatever functionary has been successful this week in impressing him, and likewise for their underlings. Sometimes this results in good commanders and powerful ships rising to the top, but just as often, good ships and commanders are bogged down by inter-fleet fighting, and unable to defend Hadaam space. Fortunately, no one much wants Hadaam planets. One thing which does distinguish the Hadaam, and make them a dangerous foe, is their use of biological and chemical weapons, which are highly illegal in all other parts of Colony Space, and never used by the other militaries. The Hadaam are even known to use deceitful, dishonorable tactics, like ships in distress rigged with bombs. For these reasons and many more, the Hadaam warships are generally shot on sight. But they shoot back.

One of the most powerful of the many ships in contention for favor in the Hadaam military right now:

### **The *Jareekar***

Length: 250 meters

Ion Drive Rating: 6

Fold Drive Range: 30 ly

Shielding/Armor: heavy/heavy

Hull Rating: 80

Crew: 200 (quarters)

Cargo space: 700 metric tons

Weapons: 2 energy bolt weapons, turrets, 4 heavy beam weapons, turrets, 6 heavy rapid fire cannons, turrets, 20 missile launchers, 10 fore, 10 aft, hangars for up to 10 shuttles/fighters, 4 black torpedoes (bio/chem weapon spreading penetrators)

Scanners: advanced, long range

Ruled by "First Lord" Reesmar Konlo, the *Jareekar* patrols Hadaam space and its nearby spaces, looking for a fight, and frequently finding it.