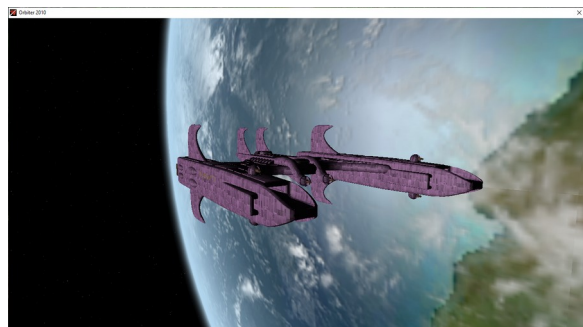


Introduction

This document contains technical schematics and other related information on the various Centauri vessels from *Babylon 5*, as rendered in *Orbiter*. The accompanying descriptions are largely taken from the [B5 Technical Manual](#) along with bcelestia's own notes, with spelling and grammar fixes where necessary.

Capital ships



Class: *Balvarian*

Type: Carrier

Length: 1,000 meters (approx.)

Mass: Unknown

Crew: 690

Troops: Unknown

Fighters: 3 squadrons' worth of *Sentri*-class fighter craft

Power: Fusion reactor

Duration: 2 months

Weapons: Unknown

Defences: Unknown

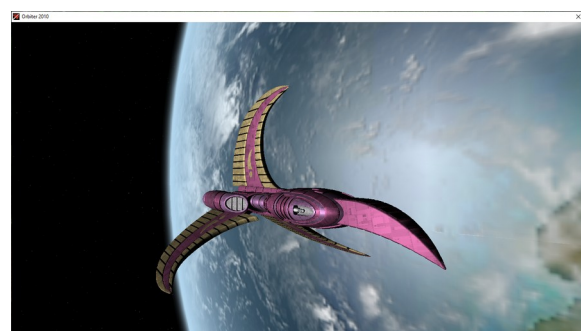
These carriers, first deployed in 2192, are nowadays outclassed by EA and Minbari carriers, but are considered adequate overall. The ships carry three squadrons' worth of fighters and are normally escorted by *Sulust*-class escort destroyers and one or two *Primus*-class battle cruisers. *Balvarian*-class carriers have typical Centauri defensive arcs, which are impeccable, but no offensive power worth mentioning. The ability to mass fighters has proven useful on occasion, but a need was seen for a more capable carrier able to provide some measure of self defence, leading to the creation of the updated *Balvarix* class. *Balvarian*-class carriers have crews of 690, reflecting the flight group, and a 2 month endurance. Operationally,

the carriers have a Class VI Jump Drive and a 2.75G acceleration. The class takes its name from a type of gemstone prized by the Centauri. The reactors are rated for 2200MW.



Class: *Corvan*
Type: Scout
Length: 250 meters (approx.)
Mass: Unknown
Crew: 67
Troops: Unknown
Fighters: N/A
Power: Fusion reactors
Duration: 9 months
Weapons: Unknown
Defences: Unknown

These scout vessels, first deployed in 2191, are excellent electronic warfare platforms, with powerful offensive sensors capable of spotting enemy ships from whole systems away. The ship is armed only for point defence, and must be escorted in situations where it might come under direct attack by ships or massed fighters. *Covran*-class scouts are designed for fleet or squadron use and must not be operated alone. The ships have a crew of 67 and a 9 month endurance period to facilitate long border patrols. Operational mobility is supplied by a Class VIII Jump Drive and a 4.4G acceleration. The class takes its name from a species of nocturnal creature native to Centauri Prime. Its lack of fighter capability is seen as its biggest flaw. The reactor is rated for 2600MW.



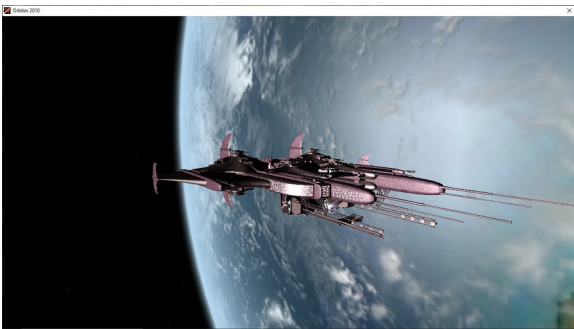
Class: *Corvan* (variant)
Type: Gunboat
Length: 250 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: N/A
Power: Fusion reactors
Duration: 2 months (?)
Weapons: Unknown
Defences: Unknown

This is a gunboat variant of the aforementioned *Corvan*-class.



Class: *Kutai*
Type: Gunship
Length: 200 meters (approx.)
Mass: Unknown
Crew: 89
Troops: Unknown
Fighters: Unknown
Power: Fusion reactor
Duration: 1 month
Weapons: Unknown
Defences: Unknown

Kutai-class gunships are small but heavily armed vessels. They have large amounts of firepower but are vulnerable to damage and lack of manoeuvrability reduces the utility of the weapons by denying the ship good firing positions. They are dedicated to ship killing and are thus vulnerable to fighters. *Kutai*-class gunships are employed in fleets where they can find the escorts they need and if used alone are operated in flotillas of three to six in accordance with Centauri war doctrine. The weapons arrangements are weighted towards anti-ship weapons and have an interesting compromise between all arc coverage and concentrating fire forward. The ships have a crew of 89 and a 1 month endurance period. The class takes its name from a word in the Centauri language relating to death and destruction. The reactors are rated at 3300MW.



Class: *Primus*
Type: Battle cruiser
Length: 1,440 meters
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown number of *Sentri*-class fighter craft
Power: Fusion reactor
Duration: 15-20 years
Weapons: 8 ion cannons, 4 light pulse cannons, 2 missile launchers, 1 optional mass driver
Defences: 3.8 meter armoured hull, 8 gravitic tractor beam projectors, gravimetric defence grid

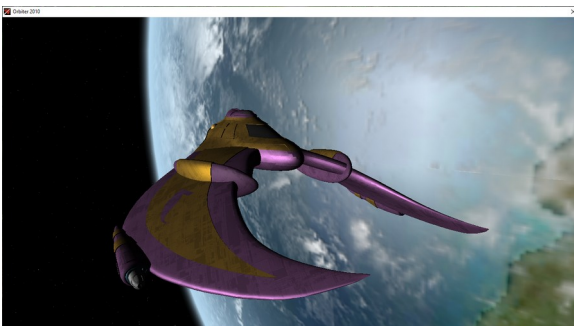
The Centauri *Primus*-class battle cruiser is a mammoth war vessel. While not as advanced as the *Vorchan*-class warships, as of 2262 the *Primus*-class was still the most powerful vessel in the Centauri Royal Navy, capable of delivering a massive weapons payload onto the battlefield.



Class: *Vorchan*
Type: Attack cruiser
Length: 800 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown number of *Sentri*-class fighter craft
Power: Fusion reactor
Duration: 10 years
Weapons: 2 ion cannons, 16 twin particle arrays, 12 missiles, pulse cannons, 1 energy mine launcher
Defences: 2.6 meter armoured hull, 4 gravitic tractor beam projectors, gravimetric defence grid

Like the *Primus*-class, the *Vorchan*-class was constructed by House Tavari Armaments at the Hevaria orbital shipyards at Tolonius VII. Designed as a high-speed military attack vessel, the *Vorchan*-class attack cruiser is used primarily as an offensive attack ship and escort vessel for carrier fleets.

Fighter craft



Class: *Rutharian*
Type: Strike fighter
Length: 30 meters (approx.)
Mass: Unknown
Crew: 1
Power: 1 micro-fusion reactor (?)
Duration: 20 hours
Weapons: Unknown
Defences: Unknown

This strike fighter is a test-bed for the latest Centauri stealth technology and is intended for anti-shipping operations. It has considerably more firepower than a *Sentri* but less acceleration and a less powerful targeting system. The aft armour is also weak by comparison. The fighter has a 20 hour endurance period. While almost as useful as a *Sentri* for anti-fighter work, it is expected that the Centauri will operate both for the foreseeable future due to the *Rutharian*-class' expense and extremely low rate of production. A powerful desire for secrecy by the Centauri government has resulted in production of the *Rutharian* being restricted to only one factory, with a very low production output. This may change if the design proves itself. Some analysts believe this fighter to be in the same league as the Minbari *Nial*-class.



Class: *Senti*

Type: Fighter / interceptor

Length: 22 meters

Mass: 32.1 metric tons

Crew: 1

Power: 1 micro-fusion reactor

Duration: 12 hours (standard)

Weapons: 2 34mm ion particle guns, 4 fusion missiles

Defences: 3 centimetre reinforced armour, 2 grappling claws, 2 cutting lasers

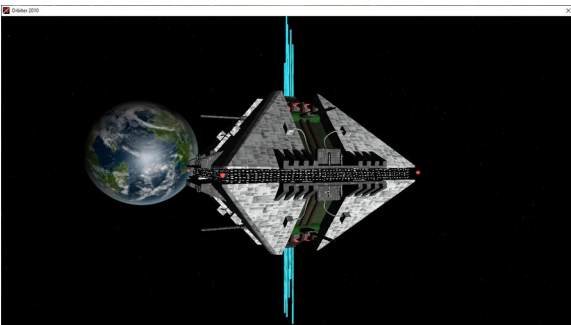
The *Senti*-class interceptor is the core fighter of the Centauri Royal Navy. A high-speed attack ship that is capable of both atmospheric, and non-atmospheric combat, it is one of the largest and most powerful fighter craft in either environment, clocking in at nearly 23 meters in length.

Armed with two powerful ion cannons and powered by a Versal fusion reactor system based on the matter/antimatter converters used on the Centauri capital ships, the *Senti* has the longest sustained flight duration of any fighter of the younger races.

Senti-class interceptors possess greater acceleration ability than an Earthforce Starfury and, despite its atmospheric wings, the *Senti* is surprisingly manoeuvrable. Another distinct advantage the *Senti* possesses is its superior onboard computer system. This system is significantly more advanced than those onboard a *Thunderbolt*-type Starfury, allowing Centauri pilots to engage in drastic and stressful manoeuvres that will normally cause them to black out, as their fighter's AI carries out extremely difficult pre-programmed manoeuvres.

The *Senti*-class' main disadvantage is its armour, or lack thereof. This combined with the lack of strong braking thrusters means the overall advantage in combat still goes to the Earthforce Starfury.

Space stations



Class: Ragesh III type

Type: Space station

Length: 8,000 meters (approx.)

Mass: Unknown

Crew: Unknown

Troops: Unknown

Fighters: Unknown number of *Senti*-class fighter craft

Power: Fusion reactor

Duration: Unknown
Weapons: Unknown
Defences: Unknown

This is an example of a typical Centauri space station. Not much is known about Centauri space stations, except that they are big, usually well armed, have artificial gravity and can support thousands of people.

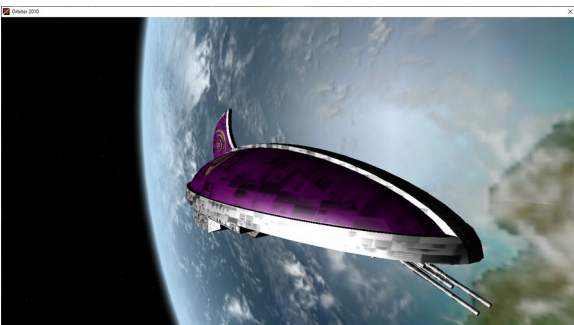
Miscellaneous craft



Class: *Brezebel*
Type: Freighter / transport
Length: 60 meters (approx.)
Mass: 1,440 metric tons
Crew: 25
Power: 1 micro-fusion reactor
Duration: 76 days (standard)
Weapons: 2 30mm pulse cannons
Defences: 3 centimetre reinforced hull, 2 grappling claws, 4 cutting lasers

The *Brezebel*-class transport is the main commercial sub-light interstellar transport currently in service of the Centauri Republic. This well-known little vessel is widely used among both the military and civilian companies alike. Twice as fast as Earth's trademark Skylark commercial transport, the *Brezebel* is very popular among many races due to its reliability and ability to get its cargo or passengers to their destination swiftly and on time. Some of the more expensive and military variants of this vessel even have artificial gravity.

This vessel is approximately 60 meters in length and has a cargo capacity of 150 cubic meters. The standard crew compliment for a transport, sans cargo, is 25 persons. While the standard issue *Brezebel* does not come with weapons, the ship is designed to house two forward firing pulse discharge cannons and/or twin particle beam arrays. This class vessel is also fitted with a scramjet feature, which allows it to travel within a planet's atmosphere.



Class: *Scarab*
Type: Luxury transport shuttle
Length: 30 meters
Mass: 120 metric tons
Crew: 18
Power: Fusion reactor
Duration: 10 days (standard)

Weapons: N/A

Defences: 2.2 centimetre reinforced hull

The *Scarab*-class commercial transport vessel is about the same size as the standard Centauri shuttle but unlike that transport vessel, the *Scarab* is designed exclusively for the transport of people. This vessel is not designed for atmospheric flight. Due to this vessel's thin hide it is rarely if ever used for military purposes. Most of these vessels are owned and operated by the large transport corporations of Centauri Prime.



Class: *Wind Rider*

Type: Multi-role shuttle

Length: 36 meters

Mass: 120 metric tons

Crew: 1

Power: 2 micro-fusion reactors

Duration: 6 days (standard)

Weapons: N/A

Defences: 3.8 centimetre reinforced armour, 1 grappling claw, 1 cutting laser

This is a standard Centauri atmospheric shuttle, produced by House Xarmov Transports and constructed at the Hevaria Orbital Shipyard of the Centauri colony world of Tolonius VII. At approximately thirty-six meters in length this vessel has no armament and can carry up to 20 passengers in addition to its standard crew of one pilot.

This type of shuttle is used widely within the Centauri Republic, primarily as a personal transport and a cargo vessel. While not very large, the *Wind Rider's* high rate of acceleration, speed and manoeuvrability place it head over shoulders above similar vessels used by either the Earth Alliance or the Narn Regime.

Propulsion is provided by four BB9K type particle drive engines as well as two heavy pulsed scramjet engines. One Versal type micro-fusion reactor as well as a series of auxiliary fusion batteries provide all the vessel's power. Many pilots who have the opportunity to fly this type shuttle have all demonstrated their high regard for this sturdy vessel; its systems so advanced that even an untrained pilot can use this shuttle with little trouble at all.