



Introduction

This document contains technical schematics and other related information on the various Earth Alliance 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: *Ardent*
Type: Monitor
Length: 400 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown
Power: Unknown
Duration: Unknown
Weapons: Unknown
Defences: Unknown

No additional information currently exists on this class of vessel.



Class: *Cotton*

Type: Long-range tender

Length: 1,000 meters (approx.)

Mass: 20 million metric tons

Crew: 35

Troops: N/A

Fighters: N/A

Power: 4 fusion reactors

Duration: 2 years

Weapons: 4 medium pulse cannons, 14 light pulse cannons

Defences: 2-4 meter armoured hull, 6 Mk. 1 defence grid energy projectors

Cotton-class long-range tenders are essential in the maintenance and upkeep of the Earth Alliance's massive fleet of some 20,000 capital class ships. Ships like the *Hyperion*, *Nova*, *Omega*, *Warlock*, and *Explorer*-class vessels must constantly be on patrol, protecting Earth-held territories from the threat of invasion from hostile alien powers, piracy and a wide range of threats.



Class: *Equador*

Type: Heavy cruiser

Length: 800 meters (approx.)

Mass: Unknown

Crew: Unknown

Troops: Unknown

Fighters: Unknown number of *Aurora* and *Thunderbolt*-type Starfury fighter craft

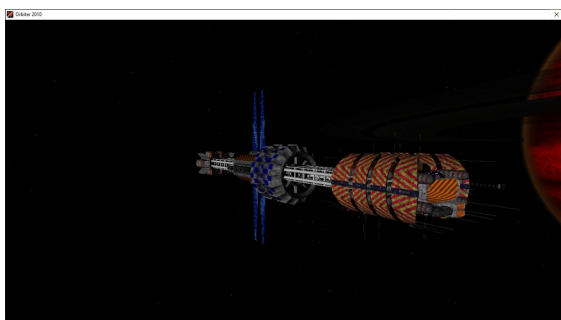
Power: Unknown

Duration: Unknown

Weapons: Unknown

Defences: Unknown

A proposed replacement for the *Hyperion*-class heavy cruiser.



Class: *Explorer*

Type: Research / construction

Length: 6,103 meters

Mass: 37.5 million metric tons

Crew: 350

Troops: N/A

Fighters: 16 *Aurora*-type Starfury fighter craft

Power: 8 fusion reactors

Duration: 2 years

Weapons: 4 pulsed plasma cannons, 4 twin particle beam cannons

Defences: 8 meter armoured hull, 62 Mk. 1 defence grid energy projectors

Explorer-class ships are designed to explore uncharted parts of the galaxy, make first contact with alien races and help expand Earth Alliance territory. Designed to construct jumpgates and do scientific research and peaceful exploration, this ship measures some 6.1 kilometres in length; the *Explorer*-class ship is the single largest vessel in the Earthforce Navy.



Class: *Hyperion*

Type: Heavy cruiser

Length: 1,025 meters

Mass: 8.4 million metric tons

Crew: 356

Troops: 200

Fighters: 6 *Aurora*-type Starfury fighter craft

Power: 3 fusion reactors

Duration: 12 months

Weapons: 2 particle lasers, 1 heavy plasma cannon, 8 medium pulse cannons, 2 fusion missile launchers

Defences: 6-8 meter armoured hull, 10 Mk. 1 defence grid energy projectors

Even though *Omega*-class destroyers now represent the heart of the Earthforce Navy, Karmatech's *Hyperion*-class heavy cruiser still plays a major role in the defence of Earth and its many colonies.



Class: *Monsoon*

Type: Assault gunboat

Length: 200 meters (approx.)

Mass: 4.6 million metric tons

Crew: 46

Troops: N/A

Fighters: 2 *Aurora*-type Starfury fighter craft and 1 crew shuttle

Power: 1 General Fusion C-600 fusion reactor

Duration: 1 year

Weapons: Particle beam cannon, 2 pulse cannons, double pulse cannon turret, 4 Gatling pulse cannons, 2 optional missile palettes, pulse cannon palette, sensor palette

Defences: Refractive crystalline/plasteel amour mesh hull, missile decoy system, ECM countermeasure sensor system

In the year 2266, Earthforce general Meade opened up a competition for the design of a Gunboat class ship, officially to replace the aging *Olympus*-class corvettes. Unofficially the competition was held because Earthforce had been very impressed by the performance of the *White Star* class ships of the Interstellar Alliance. While all senior officials realized that, even with gravitic technology now at their disposal, the new ship would never equal the *White Star* design, they were also aware that a dedicated gunboat would be a very potent weapon when used in large numbers.

The competition itself was successful, attracting designs from half a dozen firms. The ultimate winner was the *Monsoon*-class design from Hyperspace Industries, and was the brainchild of their highly successful chief designer Lars Joretteg.

The *Monsoon* is a rather squat and blunt design, with as much machinery and weapons packed into its small hull as possible. At the corners of the hull are four ion engine clusters, made up of manoeuvring thrusters, braking thrusters, and four main thrusters. The spacing of these engines gives the *Monsoon* excellent manoeuvrability. Located on the bottom of the ship is a single hangar bay, used mainly to hold a single shuttle, although in an emergency it can also accommodate two Starfurys. The ship is, however, not designed to carry more fighters than that, not even with the shuttle removed. Internally, there are two decks for the crew, and both are equipped with artificial gravity, just like the hangar bay. This protects both the crew and the shuttle against the rigours of sudden combat accelerations

These ships are too small to carry jump engines, and must therefore be escorted by a ship with jump engines to travel from system to system, or use jumpgates to travel through hyperspace. The ship is propelled by four ion engines and a gravitic drive. The engines output is actually equal to that of an *Olympus*-class corvette which, coupled with the *Monsoon*'s smaller size, makes for a very fast ship. However, at full power the ship needs to be refuelled multiple times for long range missions.

The most prominent feature of the *Monsoon*-class is without doubt the huge particle beam cannon mounted in the upper part of the hull. This massive weapon is a (smaller) derivative of the GOD satellite weapons, and accounts for nearly 20% of the ship's empty mass. It is a very powerful weapon for a ship this size, and it allows the *Monsoon* to take on much larger ships. The ship's secondary weapons

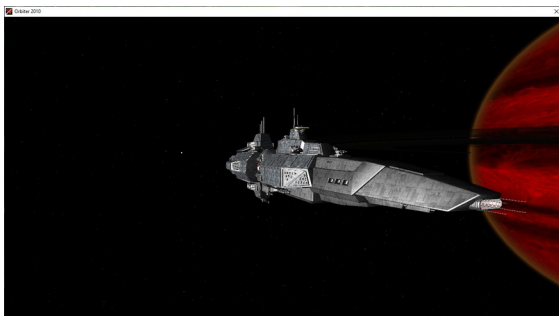
are a pair of pulse cannons, located on the sides, between the engine blocks. These weapons are also quite powerful, but have a much lower range than the particle beam cannon. Like the particle beam cannon, they can only fire in a limited arc forward. Under the chin of the ship is a turret with another two pulse cannons. This turret gives the two cannons a much better arc of fire than the slightly larger fixed cannons. For defence against fighters the gunboat has four turret mounted pulse Gatling cannons. These are essentially the same weapons as carried in the *Thunderbolt*-type Starfury, although the turret mounted mounts have nearly double the range of the fighter mounted version.

For further defence there is an interceptor grid which fires low powered energy beams to intercept incoming fire and uses electromagnetic fields to disperse energy that is fired at the ships. The interceptor grid also employs a system designed to decoy incoming missiles. These systems are more effective against plasma cannons and pulse cannons than on other energy weapons. The system can quickly get overloaded though and cannot operate continuously and is not as effective as the shields on Minbari and Centauri ships. For armour the *Monsoon*-class has a version of the Plasteel/Crystalline armour also carried by the *Warlock*-class destroyer. This would seem to be a copy of the armour on the ISA *Victory*-class destroyers, but is less effective and is in reality a development of the EA itself. It has been made possible due to the study of Shadow bio-armour, pieces of Minbari crystalline armour, and the study of the armour the Dilgar used.

The final weapons of the ship are located in two interchangeable mission dependant pods. In this case these are two missile pods, carrying four long range missiles for anti-ship purposes and two medium range missiles for fighter defence each. Other pods carry pulse cannons or extra sensors. The last option changes the role of the ship to that of a scout.

Although the ship has artificial gravity in all of its crew spaces, it is still very cramped, and the ship is much less luxurious than true capital ships. Since most of the ship's mission goals will be short-ranged and/or limited to one system only, this is not a real problem.

The ship carries one shuttle and a maximum of 2 fighters. There are no facilities for marines on the ships.



Class: *Narcissus*
Type: Heavy cruiser
Length: 1,500 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown
Power: Unknown
Duration: Unknown
Weapons: Unknown
Defences: Unknown

A proposed replacement for the *Hyperion*-class heavy cruiser.



Class: *Nova*

Type: Dreadnought

Length: 1,502 meters

Mass: 32 million metric tons

Crew: 250

Troops: 8,000

Fighters: 36 *Aurora*-type Starfury fighter craft

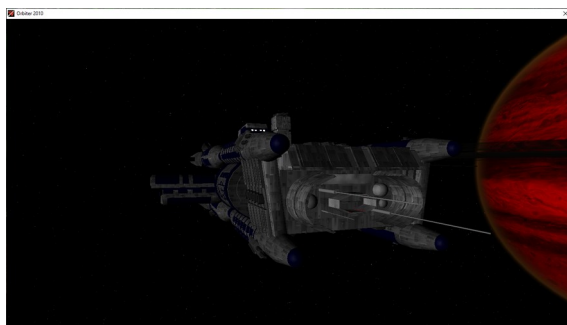
Power: 4 fusion reactors

Duration: 18 months

Weapons: 22 twin plasma cannons, 6 particle beam guns, 2 fusion missile launchers

Defences: 8-10 meter armoured hull, 22 Mk. 2 defence grid energy projectors

The *Nova*-class dreadnought, sometimes referred to as a battleship, is an immense warship designed to bring a massive weapons payload into any hostile situation. First going into active service in the late 2220s prior the debut of the *Hyperion*, the *Nova*-class dreadnought is 1,502 meters in length and is based around a similar design as the *Omega*-class destroyer.



Class: *Olympus*

Type: Corvette

Length: 444 meters

Mass: 4.6 million metric tons

Crew: 87

Troops: N/A

Fighters: N/A

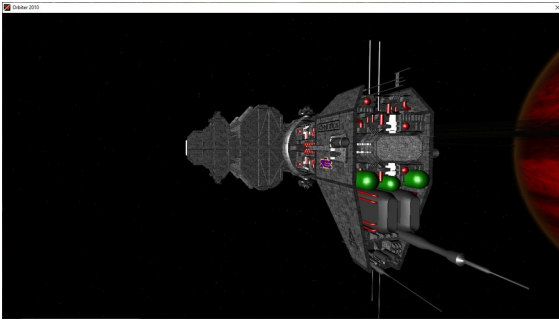
Power: 4 fusion reactors

Duration: 8 months

Weapons: 4 pulse cannons, 2 twin particle beams, 2 long-range rail guns, 4 missile racks

Defences: 1.8 meter armoured hull, 4 Mk. 1 defence grid energy projectors

One of the older ships in service at the time of the Earth-Minbari War, the *Olympus*-class corvette was the primary convoy escort ship used by the Earth Alliance Navy in said conflict. At a length of some 444 meters, easy to maintain and cheap to construct, thousands of these small escort vessels were built to protect large, undefended Earth ships. The peak of the *Olympus*' service happened during the Dilgar War, when whole fleets' worth of *Olympus*-class ships, escorted by jump-capable heavy cruisers, worked together to defend Earth from the threat of the Dilgar Empire.



Class: *Omega*

Type: Destroyer

Length: 1,714 meters

Mass: 44.6 million metric tons

Crew: 850

Troops: 18,000

Fighters: 36 *Aurora*-type Starfury fighter craft

Power: 4 fusion reactors

Duration: 18 months

Weapons: 6 heavy particle lasers, 6 heavy pulse, 12 medium particle lasers, 12 medium pulse cannons

Defences: 8-10 meter armoured hull, 18 Mk. 2 defence grid energy projectors

The *Omega*-class destroyer is a combination of a dreadnought and a carrier, capable of delivering maximum firepower combined with overwhelming fighter support and troop deployment. Measuring 1,714 meters in length, the *Omega*-class destroyer is one of the most powerful ship in the Earth Alliance Navy as of 2262. Not only is it one of their most powerful ships, but this massive war vessel comprises the very heart and backbone of the modern Earthforce.



Class: *Polaris*

Type: Dreadnought

Length: 1,000 meters (approx.)

Mass: Unknown

Crew: Unknown

Troops: Unknown

Fighters: Unknown

Power: Unknown

Duration: Unknown

Weapons: Unknown

Defences: Unknown

No additional information currently exists on this class of vessel.



Class: *Sagittarius*
Type: Guided missile cruiser
Length: 800 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown
Power: Unknown
Duration: Unknown
Weapons: 240 fusion missiles
Defences: Unknown

These are lightly shielded, long range bombardment ships, armed with high yield missiles that can deliver a pounding to even the largest battleships. Used correctly, a *Sagittarius* can slaughter slower vessels, but will likely not survive long in a direct confrontation, as its weaponry is too slow to hit fighters.

This ship was a medium ranged firepower platform. It replaced the *Sagittarius-A's* Type S missile racks with Type L's. A combination of superior launchers and missiles enables the *Sagittarius-B* to range up to 600 kilometres with dedicated long ranged missiles. Due to a combination of factors including logistics strain, vulnerability of the stored missiles and poor performance against the Dilgar, the type was phased out of service, with the last of the type falling at the Battle of the Line. The Dilgar doctrine for dealing with this vessel was a swarm of *Thorun* fighters to attempt to cause a magazine explosion. This specific model was first in service in 2225 and had a 2.936 acceleration. The firepower of the ship was almost entirely in missiles with only token amounts of direct fire weapons, and those are intended for defensive uses. The reactor was rated at 1300MW. The ship carries 240 standard missiles including reloads, sufficient for a half hour of fire at normal rates.

After the Earth-Minbari War, Earthforce began a rebuilding program centred on the new *Omega*-class destroyer. During the years it took to get the destroyers up and running the EA built updated versions of the prewar designs of ships such as the *Hyperion*, *Olympus* and *Sagittarius*. Since none of the *Sagittarius*-class missile cruisers had survived the war, Earthforce decided to rename the new ships as the *Phoenix*-class missile cruiser. Developments in weapons technology allowed the *Sagittarius* hull to be upgraded with the new Mk. 2 Interceptors as well as additional anti-fighters weapons. Some of the other perceived weaknesses in the *Sagittarius* were glossed over by the application of heavier armour to several critical systems.



Class: Shadow Hybrid
Type: Shadow hybrid
Length: 3,000 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown number of Shadow fighter craft
Power: Unknown
Duration: Unknown
Weapons: 1 Shadow death-ray, jump point disruptor, quantum bolt cannons
Defences: Bio-organic armoured hull, Shadow shields, tractor beams, phased hyperspace cloaking device

Very little is known about this vessel. It is believed to be of Shadow origin and was responsible for the destruction of the *Omega*-class destroyer EAS *Cerebus* in 2257. This class of vessel has many of the characteristics of a Shadow vessel, including the black, bio-organic armour found on Shadow vessels, and was armed with a Shadow type beam weapon rated at a *low-end* output of between 6.9×10^{17} and 1.0×10^{18} joules over a period of 2.3 seconds, according to footage released by the Technomage Galen.



Class: *Tempest*
Type: Cruiser
Length: 1,000 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown
Power: Unknown
Duration: Unknown
Weapons: Unknown
Defences: Poly-crystalline armour plating

The *Tempest*-class cruiser was the losing entry in a completion among rival manufacturers to develop a replacement for the *Hyperion*-class cruiser. The competition was eventually won by the *Arctic*-class cruiser.



Class: *Warlock*

Type: Heavy destroyer

Length: 1,992 meters

Mass: 66.8 million metric tons

Crew: 1,200

Troops: 80,000

Fighters: 42 *Aurora* and *Thunderbolt*-type Starfury fighter craft

Power: 6 fusion reactors (4 standard, 2 advanced)

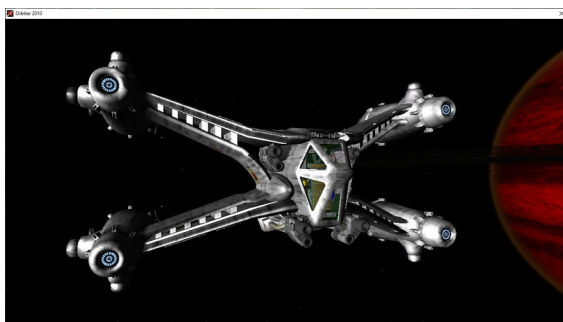
Duration: 2 years

Weapons: 12 large missile silos, 16 small missile silos, 2 heavy particle beam cannons, 9 heavy pulse cannon turrets, 3 heavy rail gun turrets, 4 medium pulse cannon turrets, 9 light pulse cannon turrets, 16 short range PP turrets, unknown number of various small calibre energy and projective AA placements

Defences: 10-15 meter armoured hull, 22 Mk. 3 defence grid energy projectors

The *Warlock*-class heavy destroyer is a byproduct of the Earth Alliance Civil War, and by far the most infamous war machine in the Earthforce Navy. *Warlock*-class vessels were purposely designed to have an artificial gravity system and thus never designed to use rotating sections. Using technology gained from the Dilgar and technical information stolen from the Centauri, Earthforce R&D was positive they could create a functional gravitic drive system.

Fighter craft



Class: *Aurora*-type Starfury

Type: Heavy fighter

Length: 10 meters

Mass: 48 metric tons

Crew: 1

Power: 3 fusion batteries

Duration: 2 hours (standard)

Weapons: 4 40mm pulse cannons, 2 35mm pulse cannons, 8 fusion missile points

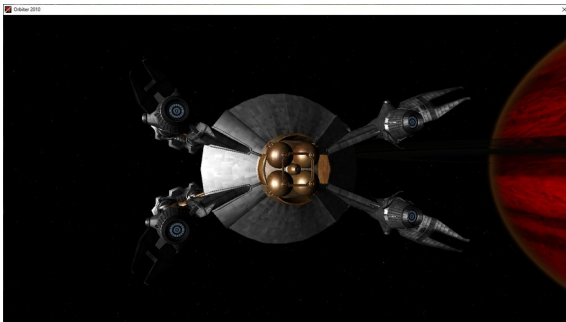
Defences: 4.2 centimetre reinforced armour, 1 grappling claw, 1 cutting laser

The SA-23E Mitchell-Hyundyne *Aurora*-type Starfury is a single-seat, non-atmospheric attack fighter, utilized by Earthforce ships and installations for short range defence operations, a position it has served faithfully since it first went into service in early 2244.

Of all the fighters in the known universe, the Starfury is the predominant fighter of all the younger races, excluding the Minbari. Combining superior agility with a

massive weapons payload, the Starfury can outgun and out-fly almost any fighter craft imaginable.

A standard Starfury is some 10 meters long from nose to tail, 18 meters from side to side, and 8 meters from top to bottom. This figure takes into account the size of the ship, including the fighter's rear jet foils.



Class: *Invader*

Type: Breaching pod

Length: 32 meters

Mass: 500 metric tons

Crew: 1 pilot, 18 passengers

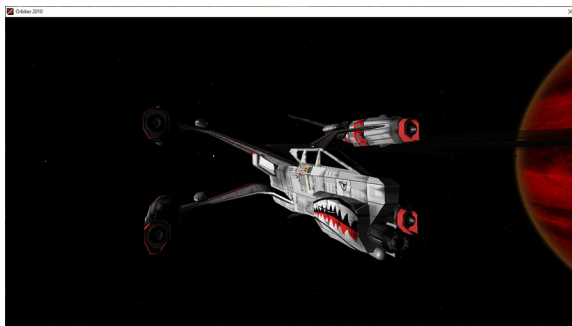
Power: 6 fusion batteries

Duration: 18 hours (standard)

Weapons: 2 35mm pulse cannons

Defences: 3.5 centimetre hull, 6 grappling claws, 4 cutting lasers

Breaching pods are attack troop transports currently in service of the Earth Alliance. These fighter-like shuttles are designed to deliver troops and invasion forces onto enemy space-borne targets. Typically, a breaching pod will find an enemy ship or space station, then clamp onto the target's hull and burn a passage through to the interior. Once the hull is compromised, a task force of Earth Alliance Marines secures the area and attempts to either blow up the target, or to seize control of it.



Class: *Thunderbolt-type Starfury*

Type: Heavy fighter-bomber

Length: 15.5 meters

Mass: 52 metric tons

Crew: 2

Power: 1 micro-fusion reactor, 2 fusion batteries

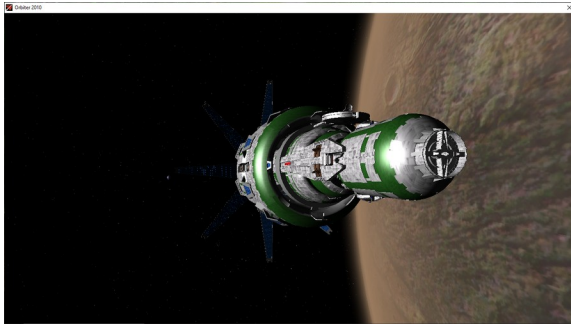
Duration: 6 hours (standard)

Weapons: 4 linked unidirectional 40mm pulse cannons, 10 fusion missile points

Defences: 5.6 centimetre reinforced armour, 2 grappling claws, 1 cutting laser

The SA-32A Mitchell-Hyundyne *Thunderbolt-type Starfury* is a two-seat fighter craft utilized by the Earth Alliance military for short/medium range defence operations. The SA-32A Starfury is the only Starfury that can fly in a planet's atmosphere as well as in space. *Thunderbolt* Starfuries are larger than the old *Aurora-type* Starfury at 15 meters long from nose to tail, 19 meters from side to side with air foils extended, and 7 meters from top to bottom.

Space stations



Class: *Babylon 4*

Type: Deep space station

Length: 7,720 meters

Mass: 22 billion metric tons

Crew: 6,200

Troops: 25,000

Fighters: 108 *Aurora*-type Starfury fighter craft

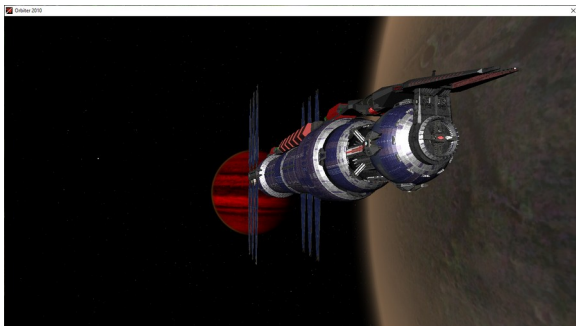
Power: 12 fusion reactors

Duration: 5 years

Weapons: Twin particle arrays, particle laser cannons, pulse cannons, fusion cannons, missile launchers

Defences: 8-15 meter armoured hull, Mk. 2 defence grid

Babylon 4 was a 7.72-kilometre, 22 billion-ton O'Neil Cylinder-type space station, making it the single largest space complex ever built in the history of the Earth Alliance to that date. It was constructed from all the available parts and material left over from the previous three stations, which had been destroyed due to either human error or sabotage. *Babylon 4* was designed to be mobile, fitted with the largest ion engine on record. While *Babylon 4* was to be located at a pivotal main jump gate in the Epsilon Eridani system, the area currently assigned to its successor *Babylon 5*, it was also supposed to have the ability to move wherever it was needed.



Class: *Babylon 5*

Type: Deep space station

Length: 8,064 meters

Mass: 9.1 billion metric tons

Crew: 2,500

Troops: 15,000

Fighters: 48 *Aurora* and *Thunderbolt*-type Starfury fighter craft

Power: 8 fusion reactors

Duration: 5 years

Weapons: Twin particle arrays, particle laser cannons, pulse cannons, plasma cannons

Defences: 8-12 meter armoured hull, Mk. 2 defence grid

Babylon 5 is an 8,064-meter long, 840 meter diameter, 9.1 billion ton O'Neil Cylinder-type space station, located at a pivotal main jump gate in the Epsilon Eridani system approximately 10.5 light-years from Earth, orbiting the third moon of the gas giant Epsilon Eridani B. The station's life support system is capable of

supporting over 250,000 entities in variable gravity environments, mostly as transit passengers.

Miscellaneous craft



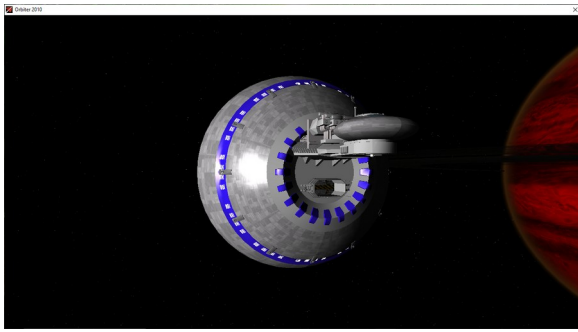
Class: *Aeolus*
Type: Towship
Length: 77.5 meters
Mass: 275,000 metric tons
Crew: Unknown
Troops: N/A
Fighters: N/A
Power: Unknown
Duration: Unknown
Weapons: Unknown
Defences: Unknown

The ITS *RocketGirl* is an *Aeolus*-class towship. She is owned and operated by her captain, Keir Derby. Captain Derby contracts his services through a large corporation called Interstellar Transport Systems. Though most of these towships are owned by small businesses, operating small fleets of at most 3 ships, most are forced to work through large conglomerates since most shipping companies don't trust independent operators. Even those who are under contract are seen as low class and are treated poorly in ports.

Hundreds of these ships can be found buzzing around any busy Earth Alliance port. They serve a similar purpose as 20th century tug boats, ferrying several classes of large cargo and personnel ships into port. A small percentage of these ships are also given special military contracts to tow disabled warships in near sectors. Since the towships are often required to tow disabled cargo ships from territory with recent raider activity, the *Aeolus* mounts four light plasma weapons capable of delivering a crippling blow to a raider fighter.

Most human ships large enough to be towed have the required connection points built into them all over their hulls. However, if the necessary connectors aren't present, the *Aeolus* carries all the equipment necessary to install them. The four trailing buckey cables have several kilometres of slack. They are carried out by crewmen wearing heavy lifter EVA suits. The connections involve both a physical latching mechanism and a strong magnetic coupling. Each latch mechanism and cable can support approximately 1,000,000 tonnes before buckling (requiring 12-15 to tow an *Omega*-class Destroyer).

The *Aeolus* is 77.5 metres long (not including the trailing cables). It has a mass of 275,000 tonnes. A majority of its mass and volume is dedicated to fuel and power storage. This is because the sheer amount of fuel used on average during a single tow is equivalent to that expended by a large cargo ship on a five day haul. They can drain their fuel tanks in 5000 km if towing a warship in a team of 10 ships.



Class: *Asimov*

Type: Luxury transport

Length: 600 meters (approx.)

Mass: 2.5 million metric tons

Crew: 125

Capacity: 300 passengers and 7,500 metric tons of cargo

Fighters: 2 crew shuttles

Power: 2 fusion reactors

Duration: 2 months

Weapons: 4 light pulse cannons

Defences: 4 meter reinforced hull

The Barfinkle Corporation's *Asimov*-class commercial transports are large vessels, some 600 meters in length, owned and operated by various transportation corporations in the Earth Alliance. While most are used as luxury space liners and colonial transports; some are used as cargo ships.



Class: Construction Starfury

Type: Construction ship

Length: 8 meters

Mass: 120,000 kilograms

Crew: 1

Power: 1 fusion battery

Duration: 6 hours

Weapons: N/A

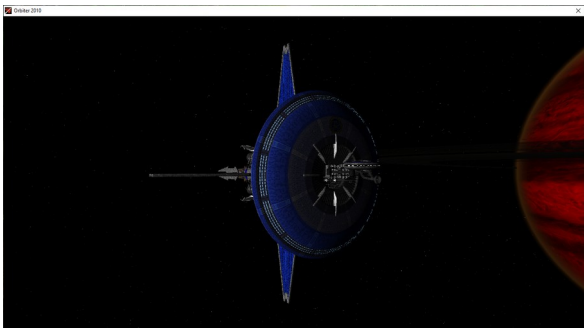
Defences: N/A

The Mitchell-Hyudyne Construction Starfury was designed to maximize performance while conducting construction operations in deep space. This vessel is some eight meters in length and has two BB9K type ion engines. Due to the type of work it is designed to do, the Construction Starfury's engines are built to produce a large amount of thrust while also being very precise and delicate. Many argue that the Construction Starfury is, in many ways, more agile than a military Starfury.



Class: Crew Shuttle
Type: Crew shuttle
Length: 38 meters
Mass: 800 metric tons
Crew: 2
Capacity: 25 passengers
Power: 8 fusion batteries
Duration: 4 days (standard)
Weapons: N/A
Defences: 4.2 centimetre hull

Crew shuttles are used as short-range transports, measuring some 38 meters in length. They can be fitted to carry people or goods, but their primary function is to transport personnel from different space vessels and stations. These shuttles are, obviously, too small to be jump capable and thus rely primarily on jumpgates and larger vessels. Crew shuttles carry a crew of 2 people and can transport 25 persons at a time.



Class: *Earthforce One*
Type: Presidential transport
Length: 1,000 meters (?)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: 4 *Aurora*-type Starfury fighter craft
Power: Fusion reactors
Duration: Unknown
Weapons: Mk. 2 interceptors
Defences: Unknown

Earthforce One is the dedicated presidential transport of the EA. It is specially outfitted for this purpose and in this regard is seen as a successful design. Three are known to exist currently, the first of this model being outfitted in 2259. The ships have overlapping defensive fire from the Mk. 2 interceptors, but the standard particle beams are not located in such a way as to allow massed fire under most conditions. The ship carries a full squadron of fighters and at least 1 ship has been refitted to allow *Thunderbolt*-type Starfuries to be carried. The squadron consists of specially picked men, capable of achieving almost unheard of performance from their fighters. The ship has extensive diplomatic quarters and amenities with a very impressive secure communication suite. It can function as a substitute Earthdome with little noticeable loss of function. There are also 2 dedicated

presidential shuttles which are armed and which have other extensive modifications to render them harder targets. By long tradition, the ships use registration numbers instead of names, becoming *Earthforce One* if the President is aboard, and *Earthforce Two* if the Vice President, but not the President, is aboard. The ship can sustain a 2.2G acceleration. The reactor is rated for 2200MW.

The huge disc of the ship is a rotating section, which provides artificial gravity for the president and crew. The ship also has a complement of four Starfury fighters all with presidential markings. *Earthforce One* was destroyed during the assassination of the former Earth President Luis Santiago, planned by his Vice-President, now known as President Clark, though the official report states that *Earthforce One* was destroyed in an accident.



Class: Freighter
Type: Transport
Length: Variable
Mass: Variable
Crew: Unknown
Capacity: Unknown amount of passengers and cargo
Fighters: Unknown
Power: Unknown
Duration: Unknown
Weapons: Unknown
Defences: Unknown

No additional information currently exists on this class of vessel.



Class: *Icarus*
Type: Deep range scout / survey ship
Length: 80 meters (?)
Mass: 28,800 metric tons
Crew: 7
Capacity: 30 passengers and 150 metric tons of cargo
Fighters: 2 surface transports and 1 flight reconnaissance drone
Power: 2 fusion reactors
Duration: 2 months
Weapons: 4 light pulse cannons
Defences: 0.6 meter reinforced hull

The *Icarus*-type vessel is a deep-range surveyor used for scientific exploration and for scouting out locations in the deep range territories. Built by the Mitchell-

Hyudyne Corporation of Earth, the same manufacturer responsible for the Starfury fighter craft and *Olympus*-class corvette, this vessel has both space and atmospheric flight capability, with a large cargo capacity for extended missions and a wide array of support vehicles.



Class: *Kestrel*

Type: Atmospheric shuttle

Length: 29 meters

Mass: 112 metric tons

Crew: 2

Capacity: 6 passengers and 10 metric tons of cargo

Power: 8 fusion batteries

Duration: 14 days (standard)

Weapons: N/A

Defences: 4 centimetre hull, 2 grappling claws, 4 cutting lasers

Michell-Hyundyne atmospheric shuttles are roughly 29 meters long and about 42 meters wide, and are used to transport people and goods down to a planets' surfaces. They are not jump capable, but are designed for extended space flight, and therefore can travel for as long as 14 days before refuelling. Atmospheric shuttles carry a crew of eight but can be easily operated by only one person; they can carry up to 6 passengers and up to 140 cubic meters or 10 metric tons of cargo.



Class: *Kneale*

Type: Transport

Length: Variable

Mass: Variable

Crew: Unknown

Capacity: Unknown amount of passengers and cargo

Fighters: Unknown

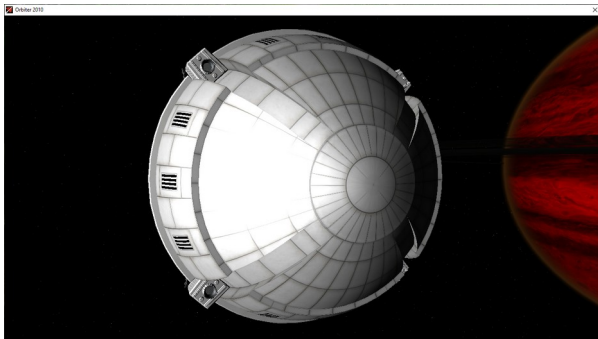
Power: Unknown

Duration: Unknown

Weapons: Unknown

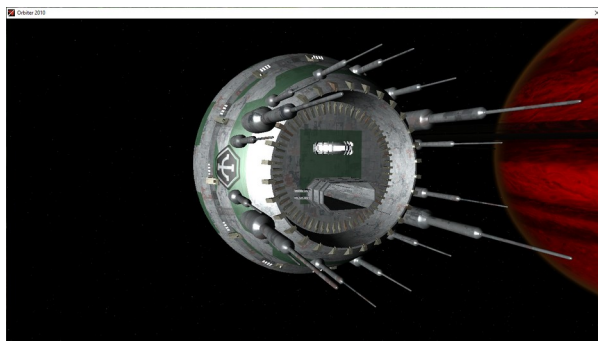
Defences: Unknown

No additional information currently exists on this class of vessel.



Class: Lifepod
Type: Lifepod
Length: 3.2 meters
Mass: Unknown
Crew: Unknown
Capacity: 12 passengers
Power: Unknown
Duration: Unknown
Weapons: N/A
Defences: Unknown

No additional information currently exists on this class of vessel.



Class: Psi Corps Mothership
Type: Mobile base
Length: 600 meters (approx.)
Mass: 2.5 million metric tons
Crew: 125
Troops: 300
Fighters: Unknown
Power: Fusion reactor
Duration: Unknown
Weapons: Unknown
Defences: Reinforced armoured hull

This type of vessel, used by the now defunct Psi Corps, is a modified variant of the *Asimov*-class luxury liner. Several variants of this mobile command centre exist, but all of them typically house a substantial amount of hyperspace sensor arrays and beacon antennas, in order to maintain positions in hyperspace far off the beacon network without getting lost. It is from these mobile command centres that the Psi Corps was able to distribute weapons and resources during the Telepath War, during which the Psi Corps was assailed by members of the Byron Movement, a group consisting of rogue telepaths searching for freedom from the constraints of the corrupt Psi Corps.



Class: *Skydancer*

Type: Interplanetary survey vessel

Length: 150 meters (?)

Mass: Unknown

Crew: Unknown

Troops: Unknown

Fighters: Unknown

Power: Unknown

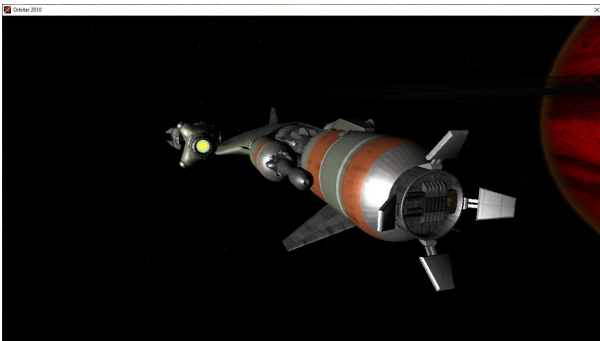
Duration: Unknown

Weapons: Unknown

Defences: Unknown

These vessels are used by private companies and privateers. Most of these vessels are used for exploration and surveying. There is big money being offered in this form of business, with the Earth Alliance, alien governments, and private companies alike willing to pay anyone who can find mineral-rich places, such as moons, asteroids and planets. With free-trading, some private vessel owners have taken this to their personal advantage by smuggling illegal goods into different space ports (including *Babylon 5*) and sectors of space, especially with different governments currently at war with each other.

Catherine Sakai is the owner & pilot of the *Skydancer*. She works for an Earth company that surveys asteroids and planets for mineral exploitation.



Class: *Skylark*

Type: Freighter / transport

Length: 60 meters (approx.)

Mass: 1,152 metric tons

Crew: 3

Capacity: 3 passengers and unknown amount of cargo

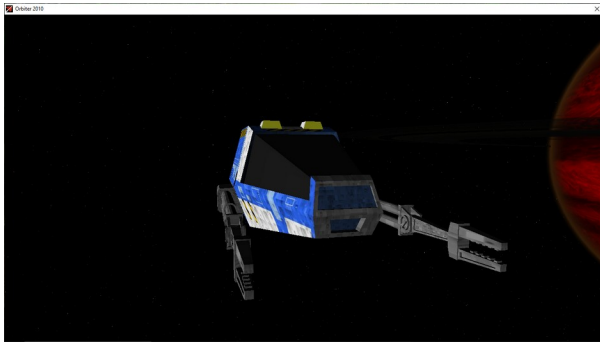
Power: 1 micro-fusion

Duration: 74 days (standard)

Weapons: 6 pulse cannons (optional)

Defences: 3.6 centimetre reinforced hull, 2 grappling claws, 2 cutting lasers

The E.E.D.S. Starship Corporation's rugged *Skylark*-class commercial transport is one of the most popular civilian vessels encountered in Earth Alliance territories. Also known as the "Green Ship" due to its trademark olive drab plasteel hull, the *Skylark* is employed by traders, privateers and mercenaries alike. This resilient little ship's popularity in the commercial sector is due in large part to its low maintenance schedule and its ability to survive attacks by raiders.



Class: *Wasp*

Type: Zero-G manipulator

Length: 5 meters

Mass: 2 metric tons

Crew: 1

Power: Fusion batteries

Duration: 2 hours

Weapons: N/A

Defences: 3.1 centimetre hull, 2 grappling claws, 2 cutting lasers

The *Wasp*-type maintenance pod was the standard repair vehicle employed by space station *Babylon 5* up until around 2261, when it was replaced by the Mitchell-Hyundyne Construction *Starfury*. This one-man vessel carries a variety of tools for maintaining the station's hull and for making repairs to damaged ships as well as operating as a tugboat, hauling materials and cargo into the station. Its onboard systems include two manipulator claws, and it is believed to have two cutting lasers and one welding torch. This vessel can carry every kind of tool one could possibly need for station or ship repair, which can be fitted into the arms or locked into the ship via hard points.