

**TL11 1000-TON EXPLORATION CRUISER**

Large Starship

After the Great Civil War had ended, the Confed determined that one of its immediate courses of action was to take advantage of its new Jump-2 technology, and begin exploration beyond the current frontier. Toward this end, the Confed commissioned the design and construction of the Discovery-class Exploration Cruiser. Five vessels were commissioned in 2347, and the first ship of the class, the Confederation Starship *Magellan*, has been dispatched to begin exploration of the Sirius subsector. Discovery-class ships will be named for famous explorers of Terra's past (the first five will be named *Magellan*, *Lewis*, *Clark*, *Columbus* and *de Leon*.)

This wedge-shaped vessel is built within a 1000-ton hull. It carries a Maneuver drive capable of 2-G acceleration, as well as a Jump-2 drive, and the fuel capacity for one two-parsec jump. The power plant provides enough energy to power both the Jump drive and the Maneuver drive simultaneously, though the Type SX loses its agility to do so. The Discovery-class exploration cruiser is normally built with ten triple turrets, and is armed with four batteries: one battery of sandcasters, one battery of missile racks, and two batteries of beam lasers. The Type SX carries fourteen staterooms, five for the command crew, and nine for the remaining eighteen crew members. The exploration cruiser also carries eight low berths, which contain additional personnel on Frozen Watch. The ship carries a modular cutter with a survey module for astrophysics work, and an open module for transport as needed. In addition, the Type SX carries two G-carriers for armed transport to and from a planetary surface. The Discovery-class's 41.7-ton cargo hold is primarily used to carry supplies and survey samples. The ship was designed to be somewhat self-supporting on its long survey runs, with a mechanics shop, an engineering shop, a sickbay and three laboratories. The exploration cruiser comes equipped with fuel scoops and a fuel purification plant for processing fuel.

The Discovery-class Exploration Cruiser requires a crew of twenty-three: one pilot, one astrogator, one medic, one security officer, one science officer, four engineers, six scientists, four flight crew, and four gunners. The Type SX costs MCr656.858928 new, and takes 27 months to build.

**TL11 1000-TON EXPLORATION CRUISER**

<b>Class:</b> Spacecraft, type SDB-11B	<b>EP Output:</b> 72 (0 excess)	<b>Battery:</b> Two triple turrets; 6 beam lasers; +4 attack bonus (+4 USP); Damage 4d8. <b>Battery:</b> Two triple turrets; 6 beam lasers; +4 attack bonus(+4 USP); Damage 4d8. <b>Battery:</b> Four triple turrets; 12 missile racks; +4 attack bonus (+4 USP); Damage 4d6. <b>Battery:</b> Two triple turrets; 6 sandcasters; +5 defense bonus (+5 USP).
<b>Tech Level:</b> 11	<b>Agility:</b> 0 (+0 EP)	
<b>Size:</b> Large (1000 tons)	<b>Initiative:</b> +0 (+0 agility)	
<b>Streamlining:</b> Streamlined	<b>AC:</b> 12 (-1 size, +0 agility, +3 armor)	
<b>Jump Range:</b> 2	<b>Repulsors:</b> None	
<b>Acceleration:</b> 2-G	<b>Nuclear Dampers:</b> None	
<b>Fuel:</b> 272	<b>Meson Screens:</b> None	
<b>Duration:</b> 4 weeks	<b>Black Globes:</b> None	
<b>Crew:</b> 23	<b>AR:</b> 3	
<b>Staterooms:</b> 14	<b>SI:</b> 250	
<b>Small Cabins:</b> 0	<b>Main Computer:</b> Model/5 (1000 CPU)	
<b>Bunks:</b> 0	<b>Sensor Range:</b> Very long (Model/5)	
<b>Couches:</b> 0	<b>Comm. Range:</b> Very long (Model/5)	
<b>Low Berths:</b> 8		
<b>Cargo Space:</b> 41.7 tons	<b>Cost:</b> MCr656.858928 (new)	
<b>Atmospheric Speeds:</b>	NoE = 1175kph	
Cruising = 3525kph	Maximum = 4700kph	

**Other Equipment:** Fuel scoops, TL11 fuel purification plant, maintenance shop, engineering shop, three laboratories (Astrophysics, Planetology, Xeno-biology), sickbay, two G-carriers, one modular cutter (with survey module and open module), 60 sand canisters, six missile magazines (120 missiles).

**TAS Form 3.1 (Condensed)**

**C.S.S. Magellan (TL11 1000-ton Discovery-Class Exploration Cruiser)**

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**Design Specifications**

<b>Installed Components</b>	<b>Tonnage</b>	<b>Cost</b>	<b>EP</b>
1000-ton hull (Needle/Wedge)	1000	120	
TL11 Armor (AR:3)	-120	12.3	
Bridge	-20	0.1	
Computer (Mod/5)	-0.5	36.5	-3
Flight Avionics (Mod/2)	-0.8	(9)	
Sensors (Mod/5)	-1.5	(15)	
Communications (Mod/5)	-1	(12.5)	
Jump Drive 2	-30	120	
Jump Drive Fuel	-200		
Maneuver Drive 2	-170	85	-60
TL9 Power Plant	-108	324	72
Power Plant Fuel	-72		
Fuel Scoops		1	
TL11 Fuel Purification Plant	-7	0.034	
10 Hardpoints		1	
10 Triple Turrets	-10	10	
12 Missile Racks		9	
12 Missile Magazines	-12	1.2	
120 Missiles		0.6	
12 Triple Beam Lasers		12	-9
6 Sandcasters		1.5	
30 Sand Canisters	-1.5	0.012	
14 Staterooms	-56	7	
G-Carriers (2)	-16	1.00566	
Modular Cutter (w/ Open Module)	-50	53.422	
Survey Module	-30	2	
Maintenance Shop	-10	2	
Engineering Shop	-6	1	
Laboratories (3)	-24	15	
Sickbay	-8	5	
Low Berths	-4	0.4	
Cargo	-41.7		
<b>Totals</b>	<b>0</b>	<b>MCr821.07366 (MCr656.858928 w/ 20% standard discount)</b>	

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