

Starships commonly encountered in Gemini

Key to abbreviations: Y = Yes. Accessory comes standard. O = Optional (ie may be fitted, but doesn't come on the basic model) (T) = weapon mounted in turret

Private Ownership

Centurion Heavy Fighter (HR=8)

Maneuver	7	Speed	5	Sensors	7	Shields	3
Mass Drivers	2+2(T)	Part. Cannon	1	Tach. Cannon	1		
Missiles IR	2	Missiles FF	2				
Jump drive	Y	Afterburners	Y	Rear Turret	Y		
Crew	1-2	Cargo	50				



This is the workhorse of the mercenary community. The *Centurion* is a heavy fighter with the ability to do almost any gun-for-hire work.

Demon Light Fighter (HR=5)

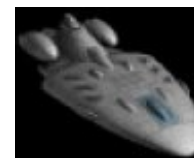
Maneuver	6	Speed	6	Sensors	7	Shields	2
Lasers	2	Meson Blasters	2				
Missiles HS	2	Proton Torp.	10				
Jump Drive	Y	Afterburners	Y				
Crew	1	Cargo	10				



The Demon combines high velocities and powerful acceleration powers with a wide array of deadly weapons. Its torpedo loadout makes it especially dangerous at close quarters. This ship is commonly flown by mercenaries who can't yet afford a *Centurion*.

Drayman Merchant Ship (HR=3)

Maneuver	10	Speed	2	Sensors	8	Shields	2
Meson Blasters	2						
Jump drive	Y						
Crew	2-4	Cargo	500+				



The *Drayman* is one of the largest and also most basic ships you are likely to encounter in the Gemini Sector. This spacecraft is designed for carrying large quantities of cargo but it is extremely vulnerable to any attack. Considered an expensive ship to run, most of this cost comes in the hiring of escorts to defend against pirates and Mesakan raiders.

Galaxy Merchant Ship (HR=3)

Maneuver	9	Speed	4	Sensors	8	Shields	2
Mass drivers	2+4(T)						
Missiles DF	3	Missiles HS	4				
Jump drive	Y	Afterburners	O	Top Turret	O	Under Turret	O
Crew	1-4	Cargo	150-225				



A versatile merchant's vessel, the *Galaxy* is perfect for those with an entrepreneurial spirit. She is by no means a military vessel, but a *Galaxy* can usually protect herself and the large amount of cargo she's able to carry.

Orion Heavy Fighter (HR=10)

Maneuver	9	Speed	4	Sensors	7	Shields	4
Lasers	2(T)	Mass Drivers	2				
Missiles HS	3						
Jump drive	Y	Afterburners	O	Rear Turret	Y		
Crew	1-2	Cargo	50-75				



The Orion is perhaps the safest of all the vehicles mentioned here. It can carry the most armor and shields of all ships listed (at the expense of its maneuverability). This is a sturdy ship, designed to last. Many mercenaries prefer the added protection of the *Orion* to the speed and extra weapons of the *Centurion*.

Talon Light Fighter (HR=4)

Maneuver	8	Speed	4	Sensors	8	Shields	1
Mass Drivers	2	Part. Cannon	1				
Missiles HS	2	Jump drive	O	Afterburners	O		
Crew	1	Cargo	20				



The *Talon* is probably the ship you will encounter most often in Gemini. Flown by numerous different factions, it may appear in slightly configurations but it's dynamics remain the same. *Talons* were originally produced for the Confed military but have been superseded in that role and are now a mainstay of the Militia forces. They are easily come by second hand and many mercenaries started out flying one of these.

Tarsus Merchant Scout (HR=3)

Maneuver	9	Speed	3	Sensors	9	Shields	1
Mass Drivers	2						
Missiles DF	3						
Jump drive	O	Afterburners	O	Rear Turret	O		
Crew	1-2	Cargo	100-150				



The mainstay of the Exploratory Services fleet just a few years ago, these steady craft are now a familiar part of private enterprise. Production of the Tarsus has been discontinued but it is still popular and generally available in the used markets.

Confederation Military

Broadsword Fighter-Bomber

The *Broadsword* is a commonly encountered Confederation fighter. It is equipped with a deadly array of blasters and several HS and FF missiles, which pose a severe threat to any enemy that ventures to cross its path.



Gladius Light Fighter

The *Gladius* combines good velocity and acceleration with an effective and varied array of weapons. With its fairly strong blaster loadout, number of torpedoes and HS missiles, the *Gladius* is a versatile dog-fighting spacecraft. Like the *Talon* the *Gladius* is a superseded military design now used by the Militia, however it hasn't found the same degree of use by private citizens.



Paradigm Destroyer

The *Paradigm* is one of the Confederations most advanced destroyers. Featuring almost impregnable armor and shields, it more than compensates for its lack of speed and maneuverability. The *Paradigm* also has a deadly array of weapons at its disposal, making an attack of any sort extremely dangerous. It carries an astonishing variety of blasters, ranging from meson blasters to ionic pulse cannon and enough missiles to deter even the most aggressive Mesakan aces.



Stiletto Light Fighter

The Stiletto is the fastest ship in the Confederation fleet. With an afterburner velocity of 1400 kps and excellent maneuverability, it can evade even the swiftest fighters. If you encounter an experienced pilot in a Stiletto, you should prepare for grueling combat because his high maneuverability lets him get uncomfortably close.



Mesakan Military

Dralthi Light Fighter

Most Mesakan fighters emphasize high velocity and maneuverability, since a majority of all Mesakan pilots rely on aggressive combat strategies. Similar to the *Gothri*, the *Dralthi* is designed in precisely this manner. Excellent acceleration powers, powerful afterburners and high velocities allow a Mesakan pilot to close in on his kill quickly and efficiently.



Gothri Heavy Fighter

The Mesakan *Gothri* can pose a very real threat to any ship in the Gemini Sector. With its impressive acceleration, it can reach high velocities. The *Gothri* is very maneuverable and can easily down you first with its array of blasters, before you can penetrate its heavy shielding.



Kamekh Destroyer

If you are flying missions in the Clarke Quadrant, you are apt to encounter the *Kamekh* sooner or later. This imposing capital ship with its strong armor and heavy weapons loadout is one of the most impressively designed spacecraft in the Gemini Sector. The *Kamekh* is not only equipped with a sophisticated arsenal of guns ranging from meson blasters to plasma cannon, but it can also effectively down enemy ships with its multiple missiles.

