

Missile Cruiser (type CM): Using a custom 1000-ton hull, the missile cruiser is a powerful attack ship capable of defending larger fleet carriers, as well as carrying out attacks on enemy stations and naval units. It has jump drive-V, manoeuvre drive-V and powerplant-V, giving the ship performance of jump-4 and 4-G acceleration. Fuel tankage of 480 tons supports the powerplant for eight weeks and allows one jump-4 (or a number of short range jumps). Adjacent to the bridge is Model/6 computer. There are thirty staterooms and ten low berths. There are ten triple turrets installed, with fire control; eight mount missile racks and the remaining two mount defensive sandcasters. Two pinnaces are carried as missile gunboats, in addition, both are capable of carrying deadfall bombs for planetary attack runs. An air/raft is also provided for personnel transport. Cargo capacity is 53 tons. The hull is streamlined to allow for gas giant refuelling operations.



The missile cruiser has a crew of 51: commander, executive officer, logistics officer, steward, two admin staff, three pilots, three navigators, three comm operators, medical officer, tactical officer, ten gunners, engineering officer, six engineers, two boat pilots, two boat gunners, two missile loaders, marine commander and a squad of ten marines. In addition there are two single staterooms set aside for non-commercial (typically mission-related) passengers. Two of the engineers are trained to service the small craft. The ship costs MCr 810.77 and takes 30 months to build.

Most missile cruisers of the type illustrated are of the Cleon class. The first ship of the class was named the Cleon, and those which followed carry the titles of emperors and kings of the First, Second and Third Imperium as well as from Earth's past. Examples include:

<i>Cleon</i>	<i>Paulo III</i>	<i>Maximillian</i>
<i>Jerome</i>	<i>Tsar Nicholas</i>	<i>Artemesius</i>
<i>Olaf</i>	<i>King George</i>	<i>Martin I</i>
<i>Ususti</i>	<i>Jacqueline II</i>	<i>Nicolai</i>

Strike Cruiser (type CM)		Tons	Price (MCr)
Hull	1000 tons	-	100
Streamlining		-	10
Jump Drive V	Jump 4	105	200
Manoeuvre Drive V	4G	39	180
Power Plant V	4	61	160
Bridge		20	5
Computer	Model 6	7	55
Fuel: Jump	One jump-4	400	-
Fuel: Powerplant	Eight weeks operation	80	-
Weapons	8 Triple Turrets (missile racks)	8	26.8
	2 Triple Turrets (sandcasters)	2	3.7
Cargo	53 tons	53	-
Magazine	220 missiles, 100 sand cannisters (extra)	16	1.14
Staterooms	30 (7 single, 23 double occupancy)	160	20
Low Berths	10	5	0.5
Craft	Two gunboat pinnaces	80	40
	Air/Raft	4	0.6
Crew Complement	51 (includes marine contingent and commander)	-	-
		1000	MCr 810.77