

Argus

Craft: FNASS Argus

Type: training, aircraft-ferry and second-line starfighter carrier

Scale: capital

Dimensions: length 172.2 m, beam 20.7 m

Crew: 316, gunners: 54

Passengers: up to 240 (pilots and other aircrew)

Cargo Capacity: 231 tons

Consumables: 14 months

Hyperdrive: none

Maneuverability: 0D

Space: 3

Hull: 1D+2

Shields: none

Sensors: 5/0D; 10/0D+1; 15/1D; 1/1D+1

Weapons:

6 Heavy Blasters

Fa: 1 f-p, 1 f-s, 1 s, 1 p, 1 a-p, 1 a-s

Crew: 2

Fc: 0D+2

Space range: 2-8/25/50

Damage: 1D+2

20 Light Blasters

Fa: 5 all

Crew: 1

Fc: 1D

Scale: starfighter

Space range: 1-3/6/10

Damage: 3D+1

22 Light Railguns

Fa: 5 front, 5 aft, 6 port, 6 starboard

Crew: 1

Fc: 2D

Scale: Starfighter

Space range: 1-3/6/10

Damage: 2D

Starfighters: about 20

Capsule: The Argus was designed to be a passenger liner, but war broke out in mid-construction, and the half-built hull was completed as a fighter carrier. The conversion was adequate as a stopgap measure, and the Argus suffered none of the fighter-recovery problems of the Furious, but she was slow, fragile,

and carried few fighters. Originally it was thought that the ship would serve primarily as a base for reconnaissance fighters, but the nature of combat proved this role to be unsuited to the Argus, and she came to be primarily used for training and for ferrying fighters from one place to another, only occasionally being pressed into light combat situations. Before long the Argus was deemed to be unsuitable for any role other than training in FNA-controlled space, a role which she fulfills currently.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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