



# Tochinqoa-class Starships

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Jeff Kazmierski

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Schematics, design sheet and deck plans by Jeff Kazmierski

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## Tochinqua-class Frigates

The *Tochinqua* *トチンクア* is a formidable Zhodani military strike frigate displacing 3,000 tons and designed for high-impact operations within the dense, often chaotic environments of deep-space combat. Heavily armed and armored, the *Tochinqua* is built to deliver overwhelming firepower in tactical squadrons of three, maximizing its lethality through coordinated strikes and mutual support.

Equipped with an array of missile and particle accelerator turrets, the *Tochinqua* can engage targets at long and short range, enabling battlespace dominance across a variety of combat scenarios. The frigate's missile systems are particularly deadly, featuring two large missile bays capable of launching devastating salvos that can overwhelm enemy defenses or target critical systems on larger ships. These missile bays give the *Tochinqua* a strategic edge in both offensive and defensive roles, while its particle accelerator turrets provide precision firepower against fast-moving targets and fortified enemy positions.

The *Tochinqua*'s armor and electromagnetic shielding is designed to withstand both direct fire from energy weapons and indirect fire from missile barrages, allowing it to operate at the forefront of battle. Every internal system is both EM shielded and physically armored for maximum survivability; the *Tochinqua* is capable of withstanding damage that would cripple or kill similar ships of its size. Its advanced sensor suite and communications systems ensure seamless coordination with its sister ships in a squadron, while its highly maneuverable frame allows it to exploit weak points in enemy formations and adapt quickly to shifting battle conditions.

In squadron tactics, the *Tochinqua* operates as a highly lethal strike unit, capable of destroying or crippling enemy forces

## Discussion

with precision and overwhelming force. Zhodani military doctrine calls for a standard operating squadron of three ships. These are usually the same models or variants, but can sometimes be mixed-unit forces.

## History

*Tochingoa* refers generally to a class of starships named after a family of small, vicious predators native to a variety of environments on Zhdant. The closest Terran equivalent is the family of terrestrial mammals known collectively as *mustelidae*, which includes ferrets, skunks, badgers and wolverines. Variant models of the *Tochingoa* class of starships are named after the various species of its namesake.

The design was first commissioned in Zhodani calendar year 3260.1, a few years after the Second Frontier War (in the Consulate known as *Tloql Otrada Ibre* トロクル・オラダ・イブレ or “Tloql Pacification Mission”) and the first frame was laid down in ZY 3260.3. The first models were less capable than the current ships in service and have largely been either decommissioned or retrofitted; however, they did see limited action against Vargr corsairs and a few squadrons accompanied the Seventh Core Expedition in 3310.1.

The schematics went through several changes over the next decades, and by the time of the Third Frontier War (“*Omeia Tloql Ibre*” オメイア・トロクル・イブレ or “Second Tloql Mission”) in ZY3411.3 the frame reached the specifications shown in this document. Since then it has been deployed effectively among Zhodani fleets in a variety of roles including interdiction, shipping raids, fast attack and pursuit.

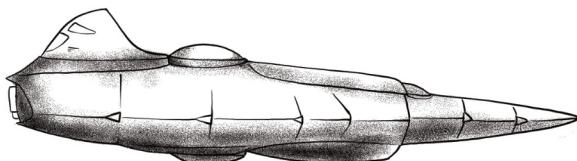
## Variants

Like many military starships, the *Tochingoa* class has been modified for a variety of roles and missions. Each variant is named after one of the animal species within the family *tochingoa*. A few of the major variants are outlined here. Design sheets for each are provided in the next section of this document; deck plans do not vary widely between the variants except where noted.

**Qoachtiipochializtli (Tochinqua-Q):** The so-called “Wolverine” variant is the one described in detail in this document. It mounts paired 100-ton missile bays and an array of missile and particle accelerator turrets as well as port and starboard point defense cannons. It operates in squadrons of three typically, sometimes in mixed units, usually under the command of a *Kenskrafl* 飛行戦闘機 class light cruiser or even an *Ishdivda* 人土駆逐艦 class raiding cruiser. See *War Fleets of the Fifth Frontier War* for details on those ships.

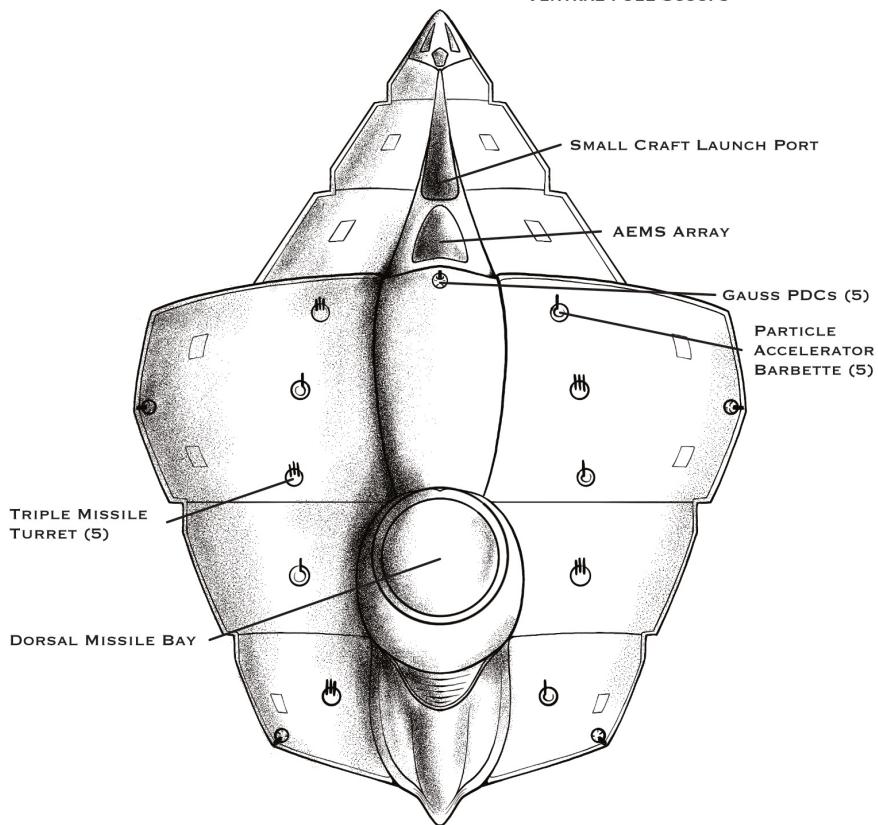
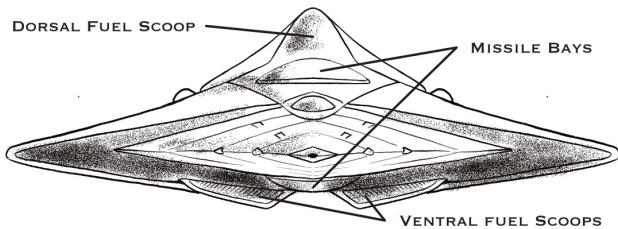
**Iyechi (Tochinqua-I):** The *Iyechi* 犬王人 “skunk” variant is optimized for surveillance and electronic warfare. It replaces one missile bay with a massive probe and drone launch section. This model has several subvariants incorporating enhanced stealth capabilities and long range surveillance. Though standard Zhodani operational doctrine calls for fielding combat groups of three attached to a larger command ship, *Iyechi* variants are typically deployed in-system on solo patrols at strategic locations to scan enemy positions, monitor communications, intercept and jam sensors and transmissions, and to relay data back to the main fleet.

**Zakotli (Tochinqua-Z):** The *Zakotli* フルダムと人 “ferret” class boasts enhanced surveillance capability and an edge in maneuverability over the “wolverine” models, at the expense of some fighting capacity (and, to a lesser extent, crew comfort). The *Zakotli* model is the latest variant to enter the line and is built on TL-15 technology; as such there are very few in operation in the main Zhodani fleet and these are used sparingly in fast attack roles. They are designed to operate independently as raiding ships; to achieve this while fitting a Jump-4 drive in the same hull this model replaces the paired missile bays with a single particle accelerator bay. They are capable of Jump-4 FTL and 6Gs maneuver, which puts them on par with many Imperial craft of similar size.



## Tochinqua Standard Profiles

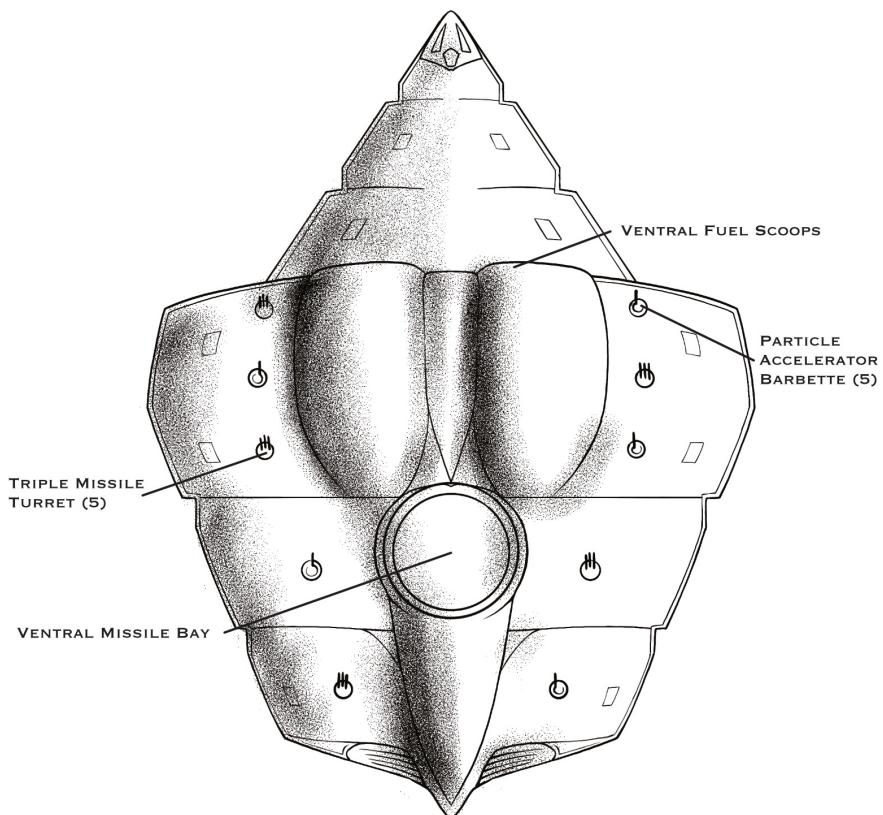
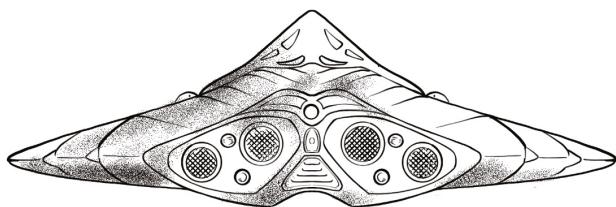
### FORWARD VIEW



### TOPSIDE VIEW

## Tochinqua Standard Profiles

AFT VIEW

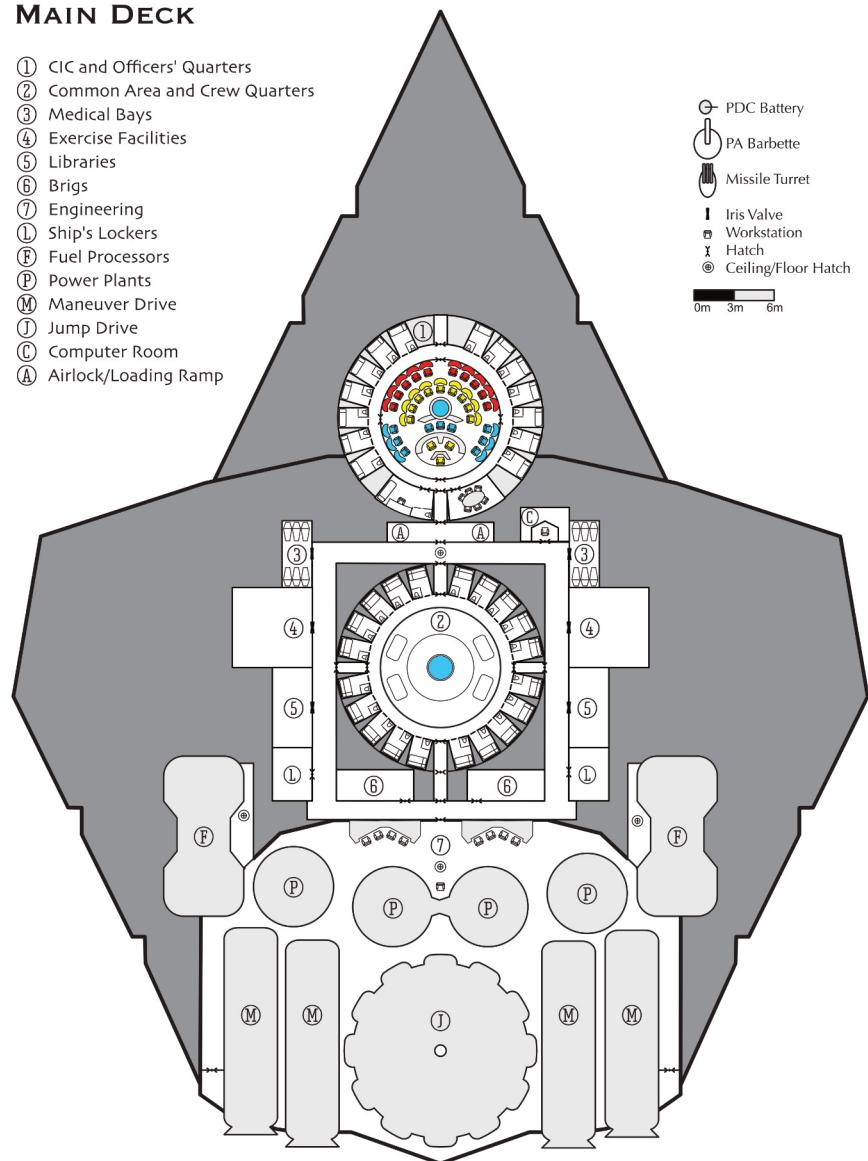
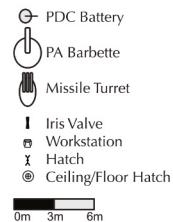


VENTRAL VIEW

## Tochinqua-Q Datasheets

### MAIN DECK

- ① CIC and Officers' Quarters
- ② Common Area and Crew Quarters
- ③ Medical Bays
- ④ Exercise Facilities
- ⑤ Libraries
- ⑥ Brigs
- ⑦ Engineering
- ⑧ Ship's Lockers
- ⑨ Fuel Processors
- ⑩ Power Plants
- ⑪ Maneuver Drive
- ⑫ Jump Drive
- ⑬ Computer Room
- Ⓐ Airlock>Loading Ramp



## Main Deck

The main deck of the *Tochingoa* contains all the major operational and living spaces. Each of these spaces can be sealed off and depressurized during combat operations.

To forward is an area reserved entirely for the officers on board. On Zhodani military ships (and some civilian ones) this is known as the *Command Zone of Privilege* and is an area of the ship reserved strictly for officers and command staff. The crew, which generally consists of **zhant'ad** (commoners), is not allowed into this space without either explicit permission or an invitation from a senior officer. This space includes the officers' quarters which surround the command section (*Vlezhdvevldizhdiepria* or **VVP**) which has seating for the full non-engineering crew complement (apart from bay gunners) and command staff. The captain's quarters and briefing room are situated to aft of the **VVP**.

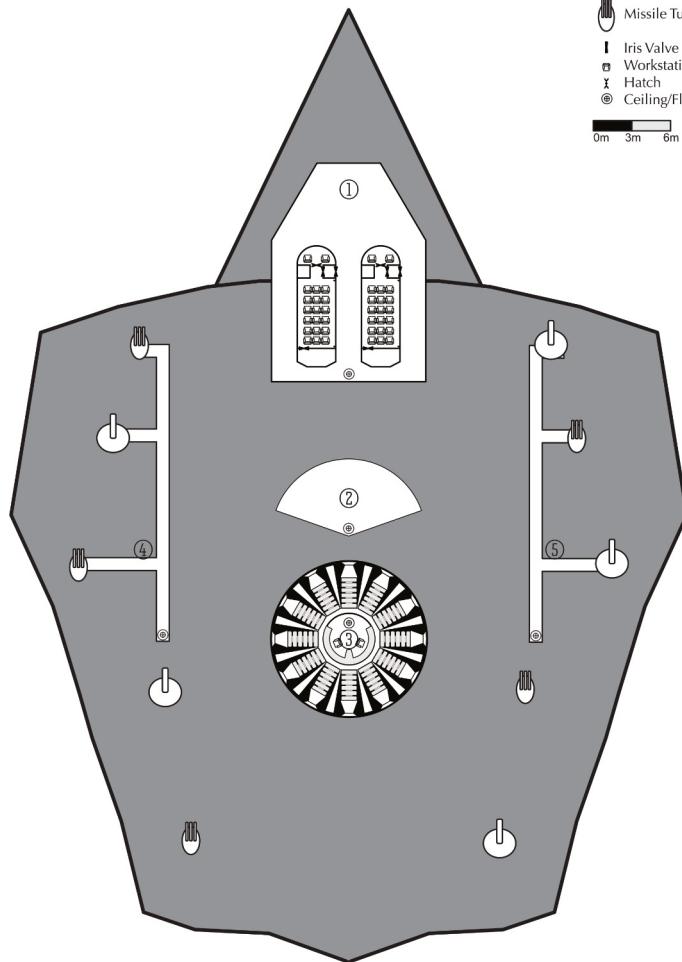
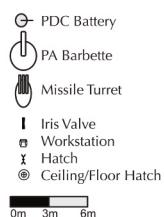
Immediately to aft of the *Command Zone of Privilege* is a pair of airlocks leading to port and starboard with access ramps on the lower deck. These provide access to the crew and officers' sections of the ship and serve as the main boarding sections.

Proceeding further is the main crew and common space. This is a combination of the traditional Zhodani **kalipakipria** and **ichtipria**, the public bath and the dining area. Here the crew socializes, bathes if necessary, and dines in shifts. The **ichtipria** is capable of seating up to 24 diners at a time. Cooking is done on a rota basis; there is no steward so everyone is expected to pull a shift as cook, officers included. The ship's other important crew spaces - medical bays, gyms, libraries, weapons lockers, and brig - are located in this section as well.

Finally, the engineering section houses all the ship's engines and fuel processing units. During normal operations it is manned by half the engineering crew and monitored from the **VVP**; during combat actions the full complement is at their stations. Access to the ship's two missile bays and aft turrets is located here as well.

**UPPER DECK**

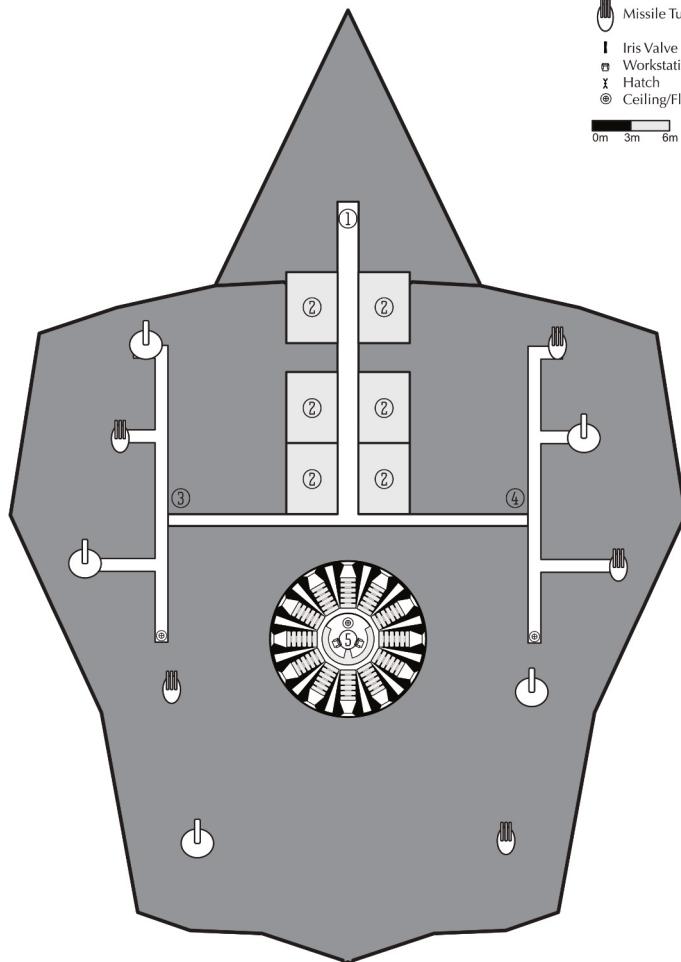
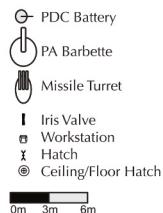
- ① Small Craft Hangar
- ② Theater/Observation Lounge
- ③ Dorsal Missile Bay
- ④ Port Turret Access
- ⑤ Starboard Turret Access



The upper deck of the *Tochinqua* class is mainly used for maintenance access to the missile and particle accelerator turrets and the dorsal missile bay. It also typically houses a small craft hangar and launch facility and a small theater.

**LOWER DECK**

- ① Forward Airlock/Access Ramp
- ② Ship's Stores
- ③ Port Turret Access
- ④ Starboard Turret Access
- ⑤ Ventral Missile Bay

**Lower Deck**

The lower deck of the *Tochingoa* class contains the ship's stores and main airlocks/access ramps and is also used for maintenance access to the missile and particle accelerator turrets and the dorsal missile bay.

# Tochinqua-Q "Qoachtiipochializtli"

**Class: Tochinqua-Q "Qoachtiipochializtli" 3,000 Tons Ship TL 14**

Components	Tons	Cost (Cr)
<b>Hull</b>	Wedge Streamlined, Reinforced	540,000,000.00
	Hull: 1320	
	Military Hull	0.00
	Reflec	0.00
	Heat Shielding	600,000,000.00
<b>Armor</b>	Radiation Shielding: Reduce Rads by 1000	150,000,000.00
	Bonded Superdense Armor: 20	576.00
<b>M-Drive</b>	M-Drive: 5 Easy to Repair, Efficient, Small, EMP, Armored	1,352,700,000.00
<b>FTL</b>	Jump Drive: 3 Easy to Repair, Efficient, EMP, Armored	1,298,350,000.00
<b>Power Plant</b>	Fusion TL 12 Output:3000 Small, Easy to repair	180.00
<b>Fuel</b>	3 Jumps Available x 1 pc, 4 Weeks of Operation	918.00
<b>Bridge</b>	Armored Bulkheads	96.80
	Standard Bridge	60.00
	Main Bridge Holographic Controls	3,750,000.00
	Armored Bulkheads	1,200,000.00
<b>Computer</b>	2x Additional Armored Sensor Stations	1,040,000.00
	Core/ 90	120,000,000.00
	Core/ 70	80,000,000.00
<b>Software</b>	Library	0.00
	Manoeuvre/0	0.00
	Intellect	0.00
	Advanced Fire Control/3	18,000,000.00
	Battle Network/2	10,000,000.00
	Battle System/2	24,000,000.00
	Broad Spectrum EW	14,000,000.00
	Evade/3	3,000,000.00
	Jump Control/3	0.00
	Launch Solution/3	16,000,000.00
	Point Defence/2 (Short)	12,000,000.00
	Screen Optimizer	5,000,000.00
	Virtual Gunner/01 Gunners: 29	5,000,000.00
<b>Sensors</b>	Jump Filter	5,000,000.00
	Main Sensor Array: Class IV - Improved x1	3.00
	Aux Sensor Array: Class III - Military Grade x1	2.00
	1x Countermeasures Suite	2.00
	1x Enhanced Signal Processing	2.00
	Armored Bulkhead	0.90
	EM Hardening	0.00

### Tochinqua-Q Datasheets

<b>Components</b>		<b>Tons</b>	<b>Cost (Cr)</b>
<b>Weapons</b>	10x Triple Turret: Missile Rack Adv - Easy Repair, Adv - Resilient, Adv - Small 10x Barbette: Particle Barbette Adv - Easy Repair, Adv - Resilient, Adv - Energy Efficient 2x Medium Bay: Missile Bay (M) Adv - Easy Repair, Adv - Energy Efficient, Adv - Resilient 2x Point Defense Bitty: Type II -G Adv - Easy Repair, Adv - Energy Efficient	9.00 50.00 200.00 40.00	48,750,000.00 120,000,000.00 60,000,000.00 15,000,000.00
<b>Screens</b>	1x Nuclear Damper Hardened Armored Resilient, Easy to Repair 1x Meson Screen Hardened Armored Easy to Repair 1x 40 ton Full Hangar Bay Launch (Core'22) x2 (40 tons)	11.00 11.00 80.00 0.00	18,950,000.00 33,200,000.00 16,000,000.00 5,260,000.00
<b>Systems</b>	Repair Drones Fuel Scoop Included Free w/ Streamlining Fuel Processor 1000 Tons Per Day 23x 2 ton Airlock : TL12 Defense Armory for 50 Crew/10 Marines 1x Briefing Room 1x Library 2x Medical Bay Training Facility: 8 person capacity Basic Gel HMS with 5 Gel Connections Standard Heat Management Gel: 60 Heat Cap	30.00 0.00 50.00 0.00 2.00 4.00 4.00 8.00 16.00 7.00 3.00	6,000,000.00 0.00 2,500,000.00 23,000,000.00 500,000.00 500,000.00 4,000,000.00 4,000,000.00 3,200,000.00 2,300,000.00 150,000.00
<b>Staterooms</b>	12x Middle Staterooms - Single 20x Middle Staterooms - Double 1x High Staterooms - Single 2x Brig Armored Bulkheads EM Hardened	48.00 80.00 6.00 8.00 17.63 0.00	6,000,000.00 10,000,000.00 800,000.00 500,000.00 3,525,000.00 0.00
<b>Entertainment</b>	High Quality Advanced Entertainment System Gourmet Kitchen: 24 diner capacity Hot Tub: Seating for 9 Basic Theater	0.00 24.00 2.25 8.00	8,000.00 4,800,000.00 27,000.00 800,000.00
<b>Cargo</b>	Supplies Stores and Spares : 100 Days	30.00	
<b>Total</b>			6,462,900,000.00
<b>Ship's Expenses</b>	Mortgage: Maintenance Cost Life Support: Crew Salaries: Total Expenses:	26,928,750.00 538,575.00 100,000.00 194,500.00 27,761,825.00	

### Tochinqua-Q Datasheets

<b>Crew</b>	1x CAPTAIN	10,000.00
	7x PILOT	42,000.00
	1x ASTROGATOR	5,000.00
	12x ENGINEER	48,000.00
	4x MAINTENANCE	4,000.00
	1x MEDIC	4,000.00
	12x GUNNER	24,000.00
	9x SENSOPI, 3 Sensor Actions per Round	36,000.00
	1x ADMINISTRATOR	1,500.00
	4x OFFICERS	20,000.00
<b>Power</b>	Power Distribution: Normal (Battle Load)	Available:
	Basic/Hull	600/0 (300) PP
	Jump	675/0 PP
	Maneuver	1125 (1125/0) PP
	Fuel	50 PP
	Sensors	9 PP
	Weapons	160 (160) PP
	Screens	50 (50) PP
	Optional Components	2 PP
	Maximum Load (Battle Load)	2671 (1644)

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**Tochinqua-I Datasheets**  
**Tochinqua-I "Ivechi"**

**Class: Tochinqua-I "Ivechi" 3,000 Tons Ship TL 14**

<b>Components</b>		<b>Tons</b>	<b>Cost (Cr)</b>
<b>Hull</b>	Wedge Streamlined, Reinforced Hull: 1320		540,000,000.00
	Military Hull	0.00	75,000,000.00
	Reflec	0.00	600,000,000.00
	Heat Shielding	0.00	600,000,000.00
	Holographic Hull	0.00	600,000,000.00
	Advanced Stealth	0.00	6,000,000,000.00
	Radiation Shielding: Reduce Rads by 1000	0.00	150,000,000.00
<b>Armor</b>	Bonded Superdense Armor: 20	576.00	576,000,000.00
<b>M-Drive</b>	M-Drive: 5 , EMP, Armored	165.00	903,000,000.00
<b>FTL</b>	Jump Drive: 3 , EMP, Armored	253.00	1,039,600,000.00
<b>Power Plant</b>	Fusion TL 12 Output:5000	333.33	666,666,666.67
<b>Fuel</b>	3 Jumps Available x 1 pc, 4 Weeks of Operation	934.00	
	Armored Bulkheads	98.40	19,680,000.00
<b>Bridge</b>	Standard Bridge	60.00	15,000,000.00
	Main Bridge Holographic Controls	0.00	3,750,000.00
	Armored Bulkheads	6.00	1,200,000.00
<b>Computer</b>	Core/ 90	0.00	120,000,000.00
	Core/ 60	0.00	75,000,000.00
<b>Software</b>	Library	0.00	0.00
	Manoeuvre/0	0.00	0.00
	Intellect	0.00	0.00
	Advanced Fire Control/3	0.00	18,000,000.00
	Battle Network/1	0.00	5,000,000.00
	Battle System/1	0.00	18,000,000.00
	Broad Spectrum EW	0.00	14,000,000.00
	Electronic Warfare/2	0.00	18,000,000.00
	Evade/2	0.00	2,000,000.00
	Jump Control/3	0.00	0.00
	Launch Solution/3	0.00	16,000,000.00
	Point Defence/1 (Close)	0.00	8,000,000.00
	Screen Optimizer	0.00	5,000,000.00
	Virtual Gunner/0 Gunners: 28	0.00	1,000,000.00
<b>Sensors</b>	Jump Filter	0.00	5,000,000.00
	Main Sensor Array: Class IV - Improved x1	3.00	4,300,000.00
	Aux Sensor Array: Class III - Military Grade x1	2.00	4,100,000.00
	1x Countermeasures Suite	2.00	4,000,000.00
	1x Deep Penetration Scanners	1.00	1,000,000.00
	1x Enhanced Signal Processing	2.00	8,000,000.00

### Tochinqua-I Datasheets

<b>Components</b>		<b>Tons</b>	<b>Cost (Cr)</b>
	1x Extended Arrays	6.00	8,600,000.00
	1x Improved Signal Processing	1.00	4,000,000.00
	1x Life Scanner	1.00	2,000,000.00
	Armored Bulkhead	1.80	360,000.00
	EM Hardening	0.00	15,950,000.00
<b>Weapons</b>	10x Triple Turret: Plasma Gun Adv - Easy Repair, Adv - Energy Efficient, Adv - High Yield	10.00	127,500,000.00
	10x Barbette: Particle Barbette	50.00	80,000,000.00
	1x Medium Bay: Missile Bay (M)	100.00	20,000,000.00
<b>Screens</b>	1x Nuclear Damper Hardened Armored Resilient, Easy to Repair	11.00	18,950,000.00
	1x Meson Screen Hardened Armored Easy to Repair	11.00	33,200,000.00
	0x Deflector Screens Hardened Armored	0.00	0.00
<b>Systems</b>	Advanced Probe Drones: 100 Probes	20.00	16,000,000.00
	Fuel Scoop Included Free w/ Streamlining	0.00	0.00
	Fuel Processor 1000 Tons Per Day	50.00	2,500,000.00
	22x 2 ton Airlock : TL12 Defense	0.00	22,000,000.00
	Armory for 50 Crew/10 Marines	2.00	500,000.00
	1x Briefing Room	4.00	500,000.00
	2x Medical Bay	8.00	4,000,000.00
	Basic Gel HMS with 2 Gel Connections	4.00	2,000,000.00
<b>Staterooms</b>	16x Middle Staterooms - Single	64.00	8,000,000.00
	22x Middle Staterooms - Double	88.00	11,000,000.00
	1x High Staterooms - Single	6.00	800,000.00
	Armored Bulkheads	19.23	3,845,000.00
	EM Hardened	0.00	0.00
<b>Entertainment</b>	High Quality Advanced Entertainment System	0.00	8,000.00
	Gourmet Kitchen: 24 diner capacity	24.00	4,800,000.00
	Hot Tub: Seating for 9	2.25	27,000.00
	Basic Theater	8.00	800,000.00
<b>Cargo</b>	1x 30 Ton Cargo Bay:	30.00	0.00
	1x Cargo Crane	3.00	3,000,000.00
	0x Standard Loading Belts	0.00	0.00
	Armored Bulkhead for 1x 30 Ton Cargo Bay:	3.30	660,000.00
	Supplies Stores and Spares : 100 Days	30.00	
<b>Total</b>		<b>12,507,296,666.67 CR</b>	
<b>Ship's Expenses</b>	Mortgage:		52,113,736.11
	Maintenance Cost		1,042,275.00
	Life Support:		102,000.00
	Crew Salaries:		143,500.00
	Total Expenses:		53,401,511.11

### Tochinqua-I Datasheets

<b>Crew</b>	1x CAPTAIN	10,000.00
	3x PILOT	18,000.00
	1x ASTROGATOR	5,000.00
	13x ENGINEER	52,000.00
	4x MAINTENANCE	4,000.00
	1x MEDIC	4,000.00
	11x GUNNER	22,000.00
	3x SEN SOP, 1 Sensor Actions per Round	12,000.00
	1x ADMINISTRATOR	1,500.00
	3x OFFICERS	15,000.00
<b>Power</b>	Power Distribution: Normal (Battle Load)	<b>Available: 5000 PP</b>
	Basic/Hull	600/1500 (300) PP
	Jump	900/0 PP
	Maneuver	1500 (1500/0) PP
	Fuel	50 PP
	Sensors	20 PP
	Weapons	305 (305) PP
	Screens	50 (50) PP
	Optional Components	2 PP
	Maximum Load (Battle Load)	4927 (2175)

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**Tochinqua-Z Datasheets**  
**Tochinqua-Z "Zakotli"**

**Class: Tochinqua-Z "Zakotli" 3,000 Tons Ship TL 15**

<b>Components</b>		<b>Tons</b>	<b>Cost (Cr)</b>
<b>Hull</b>	Wedge Streamlined, Reinforced Hull: 1320		540,000,000.00
	Military Hull	0.00	75,000,000.00
	Reflec	0.00	600,000,000.00
	Heat Shielding	0.00	600,000,000.00
	Radiation Shielding: Reduce Rads by 1000	0.00	150,000,000.00
<b>Armor</b>	Bonded Superdense Armor: 10	288.00	288,000,000.00
<b>M-Drive</b>	M-Drive: 6 Easy to Repair, Efficient, Small, EMP, Armored	178.20	1,623,240,000.00
<b>FTL</b>	Jump Drive: 4 Easy to Repair, Efficient, EMP, Armored	335.50	1,721,725,000.00
<b>Power Plant</b>	Fusion TL 15 Output:3250	162.50	650,000,000.00
<b>Fuel</b>	4 Jumps Available x 1 pc, 4 Weeks of Operation	1,217.00	
	Armored Bulkheads	127.70	25,540,000.00
<b>Bridge</b>	Standard Bridge	60.00	15,000,000.00
	Main Bridge Holographic Controls	0.00	3,750,000.00
	Armored Bulkheads	6.00	1,200,000.00
	2x Additional Armored Sensor Stations	2.20	1,040,000.00
<b>Computer</b>	Core/100	0.00	130,000,000.00
	Core/ 50	0.00	60,000,000.00
<b>Software</b>	Library	0.00	0.00
	Manoeuvre/0	0.00	0.00
	Intellect	0.00	0.00
	Advanced Fire Control/3	0.00	18,000,000.00
	Battle Network/2	0.00	10,000,000.00
	Battle System/2	0.00	24,000,000.00
	Broad Spectrum EW	0.00	14,000,000.00
	Evade/3	0.00	3,000,000.00
	Jump Control/4	0.00	0.00
	Point Defence/2 (Short)	0.00	12,000,000.00
	Screen Optimizer	0.00	5,000,000.00
	Virtual Gunner/01 Gunners: 10	0.00	5,000,000.00
	Jump Filter	0.00	5,000,000.00
<b>Sensors</b>	Main Sensor Array: Class IV - Improved x1	3.00	4,300,000.00
	Aux Sensor Array: Class III - Military Grade x1	2.00	4,100,000.00
	1x Countermeasures Suite	2.00	4,000,000.00
	1x Enhanced Signal Processing	2.00	8,000,000.00
	1x Military Countermeasures Suite	15.00	28,000,000.00
	Armored Bulkhead	2.40	480,000.00
	EM Hardening	0.00	22,150,000.00

### Tochinqoa-Z Datasheets

<b>Components</b>		<b>Tons</b>	<b>Cost (Cr)</b>
<b>Weapons</b>	10x Barbette: Particle Barbette EM Hardened, Armored Adv - Easy Repair, Adv - Resilient, Adv - Energy Efficient	55.00	181,000,000.00
	1x Medium Bay: Particle Beam Bay (M) EM Hardened, Armored Adv - Easy Repair, Adv - Energy Efficient, Adv - Resilient	110.00	92,000,000.00
	2x Point Defense Bty: Type II -G EM Hardened, Armored Adv - Easy Repair, Adv - Energy Efficient	44.00	23,300,000.00
<b>Screens</b>	1x Nuclear Damper Hardened Armored Resilient, Easy to Repair	11.00	18,950,000.00
	1x Meson Screen Hardened Armored Easy to Repair, Small Repair Drones	9.90	37,680,000.00
<b>Systems</b>	Fuel Scoop Included Free w/ Streamlining	0.00	0.00
	Fuel Processor 1200 Tons Per Day	60.00	3,000,000.00
	23x 2 ton Airlock : TL12 Defense	0.00	23,000,000.00
	Armory for 50 Crew/10 Marines	2.00	500,000.00
	1x Briefing Room	4.00	500,000.00
	1x Library	4.00	4,000,000.00
	2x Medical Bay	8.00	4,000,000.00
	Training Facility: 8 person capacity	16.00	3,200,000.00
	Basic Gel HMS with 5 Gel Connections	7.00	2,300,000.00
	Standard Heat Management Gel: 60 Heat Cap	3.00	150,000.00
<b>Staterooms</b>	12x Middle Staterooms - Single	48.00	6,000,000.00
	20x Middle Staterooms - Double	80.00	10,000,000.00
	1x High Staterooms - Single	6.00	800,000.00
	2x Brig	8.00	500,000.00
	Armored Bulkheads	17.63	3,525,000.00
	EM Hardened	0.00	0.00
<b>Entertainment</b>	High Quality Advanced Entertainment System	0.00	8,000.00
	Gourmet Kitchen: 24 diner capacity	24.00	4,800,000.00
	Hot Tub: Seating for 9	2.25	27,000.00
	Basic Theater	8.00	800,000.00
<b>Cargo</b>	Supplies Stores and Spares : 100 Days	30.00	
<b>Total</b>	<b>7,077,565,000.00 CR</b>		
<b>Ship's Expenses</b>	Mortgage:		29,489,854.17
	Maintenance Cost		589,797.00
	Life Support:		100,000.00
	Crew Salaries:		194,500.00
	Total Expenses:		30,374,151.17

### Tochinqoa-Z Datasheets

<b>Components</b>		<b>Tons</b>	<b>Cost (Cr)</b>
<b>Crew</b>	1x CAPTAIN		10,000.00
	7x PILOT		42,000.00
	1x ASTROGATOR		5,000.00
	13x ENGINEER		52,000.00
	4x MAINTENANCE		4,000.00
	1x MEDIC		4,000.00
	10x GUNNER		20,000.00
	9x SENSONP, 3 Sensor Actions per Round		36,000.00
	1x ADMINISTRATOR		1,500.00
	4x OFFICERS		20,000.00
<b>Power</b>	Power Distribution: Normal (Battle Load)		<b>Available: 3250 PP</b>
	Basic/Hull		600/0 (300) PP
	Jump		900/0 PP
	Maneuver		1350 (1350/0) PP
	Fuel		60 PP
	Sensors		11 PP
	Weapons		172.5 (172.5) PP
	Screens		50 (50) PP
	Optional Components		2 PP
	Maximum Load (Battle Load)		3145.5 (1883.5)

## Sources

## Sources

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Mongoose Publishing, 2024

McKinney, Don et al, Alien Module 4: Zhodani, Mongoose  
Publishing, 2011

