

Fleet Sizes and Composition at the Start of the Clone Wars

A quick note first on the numbers contained within this document. There really *aren't* any hard numbers on fleets within Star Wars. As such, I've attempted to put together something that makes sense. As a reference point, I've used the one 'hard' number that existed within the EU/Legends, stating that the Empire had 'over 25,000 Imperial Star Destroyers' as its peak.

Obviously, despite buildups, no single side of the conflict is going to have those sorts of numbers at the *start* of the Clone Wars. That figure, after all, was close to *20 years* into the Imperial Period, after Palpatine had been squeezing the galaxy for decades to build his war machine. It does give at least a *vague* reference point for 'Galactic Scale Fleet Sizes' within Star Wars, however, which I've extrapolated from here.

Something else to be aware of is that I've adjusted many ships to *make sense*, meaning that they won't always match the armament you see on official listings. Likewise, some of these ships either *don't exist* in canon (We know the Togrutans have a serious Royal Navy that held off the Republic at one point, but have no ship class names or other information, just as one example) or *do exist* but aren't attributed to anyone. An example of the latter is the Corona-class frigate. Ohnaka has some of them in canon, but no one knows who they were originally built for. I've assigned the design to Dorin (The Kel Dor homeworld) as the species seems the type to have a moderately powerful navy due to their heavy cultural focus on 'Justice.'

As one farther note, please consider these all as 'rough' figures. They are obviously too round in places, and most certainly *don't* reflect any 'special projects' that any one side might have in their back pocket. I don't want to spoil such things, after all. Nor is *every* ship type each side has on hand listed. This is a general document for their 'core' fleet elements.

Overall Classification Key: This is the classification system generally used by the League of Free Stars, from who's perspective this assessment is taken.

Star Dreadnaughts – These are the largest/most powerful ships in space. No one side has an abundance of them, with the League ironically having the largest single pool due to their black sites producing Miruko-class ships as fast as possible. Any ship, regardless of other characteristics, that is deemed to exceed the power of a Battleship, falls into this classification. There are only rarely more than one or two within a given fleet.

Battleships – These ships are the proverbial 'ships of the line' for their respective sides. The final capital ship classification that you might see in major numbers. Normally *at least*

2,000m long ships, that number isn't firm due to it being more about firepower and tonnage than length.

Battlecruiser – Smaller and less well-armed than a battleship, these ships represent a compromise between numbers and firepower. Filling the role of a ship that can at least *survive* engagement against Battleships, they are a critical piece of any fleet as no one can make enough Battleships to be *everywhere*. Frequently used in both deep strike raiding and patrol. Typically, they are also the largest ships any but the most wealthy individual star systems have access to. *Generally*, ships in the 1,000m to 2,000m size are likely to fall into this category, depending on armament.

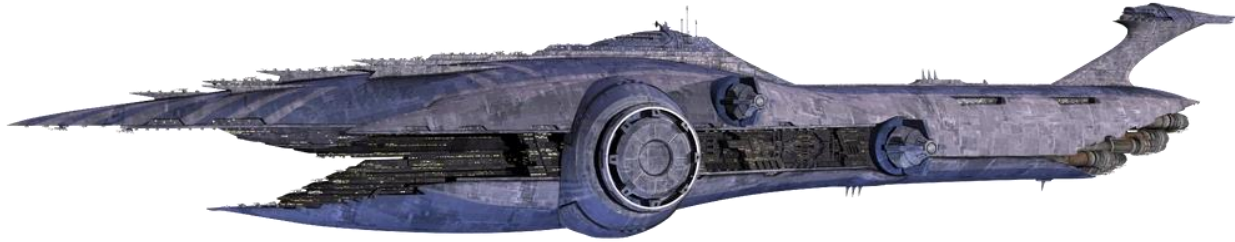
Cruisers – This class is such a hilariously broad one that it is often sub divided into Heavy, Medium, and Light Cruisers. The League classification system generally doesn't accept 'Light' Cruisers, considering those Frigates more often than not. Regular and Heavy cruisers are generally only support vessels in full-scale fleet engagements, however they also operate frequently as picket forces, recon-in-force, and patrols. Size wise, this is the broadest category, with the smallest ships recognized as Cruisers by the League generally being at least 300m and Heavy Cruisers sometimes being up to 1,200m if too lightly armed to make the jump to Battlecruiser.

Frigates – This is the smallest classification that the League generally accepts as a 'true' capital ship. Generally used as either support for heavier ships or as picket forces, they tend toward being fast and decently armed but too weak to throw hands with larger ships on their own. Mostly in the 200-400m range, size wise.

Corvette/Gunships – The League considers these fit only for system patrol, or for supporting larger ships as a screening element. Generally extremely fast and heavily armed for their size, they die easily if they gather serious attention from true capital ships they can't stay out of range of. Typically 80-200m in size.

Carriers – Carriers can be any size but generally *are not intended* to engage in battle directly. The League considers both the Republic and CIS deranged psychopaths for having some of their main order of battle act as carriers.

Confederacy of Independent Systems Fleet



Subjugator Class

Type: Star Dreadnaught

Number Available: 9 (Started the war with 10, one destroyed at Naboo)

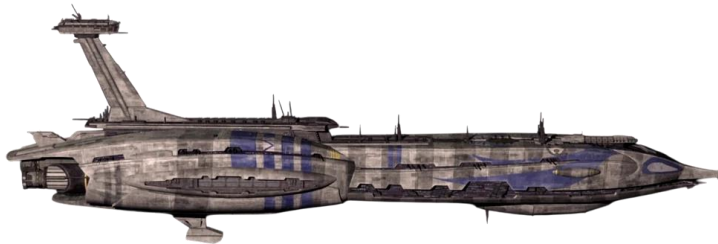
Length: 4,845 meters

Armament:

- 2 T2 Megaion pulse cannons - Superweapon!
- 500 Twin turbolaser batteries
- 50 Point-defense light laser cannon batteries

Complement:

- Vulture-class droid fighters (144)
- Hyena-class bombers (48)



Providence-class Dreadnought

Type: Battleship

Number Available: 400

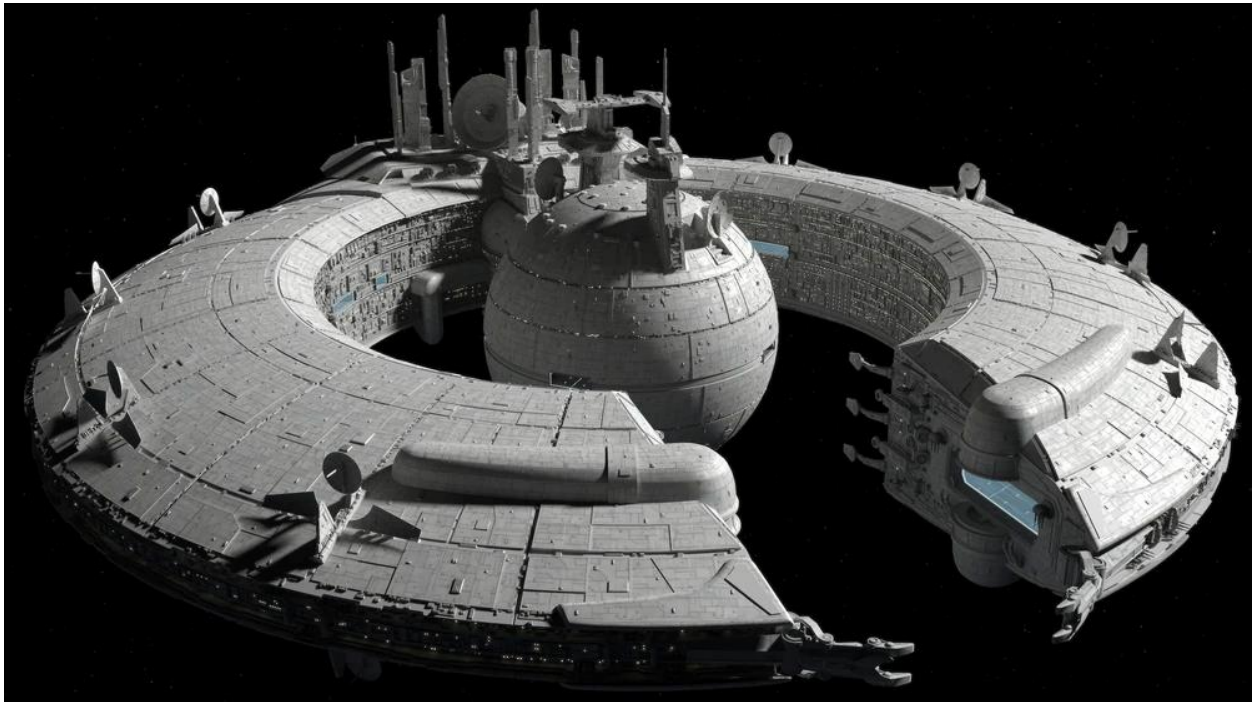
Length: 2,177.35

Armament:

- 14 Quad Heavy Turbolaser Batteries
- 34 Dual Heavy Laser Cannons
- 2 Battleship Ion Cannons
- 12 Heavy Flak Cannons
- 12 Twin Light Point-defense Ion Cannons
- 102 Proton Torpedo Launchers (3 proton torpedoes each)

Complement:

- 120 Vulture-class droid starfighters
- 120 droid tri-fighters



Battleship Refit Lucrehulks

Type: Battleship/Carrier

Number Available: 7,000

Length: 3,170

Armament:

Ring carrier:

164 Point-defense quad laser batteries

472 Laser cannons

48 Quad turbolaser batteries

Core ship:

21 Point-defense quad laser batteries

48 Assault laser cannons

3 Turbolasers

Complement:

- Vulture Droid Starfighters: 1,500
- Support/Landing Craft
- 300,000+ Battledroids



Munificent-class

Type: Cruiser

Number Available: 12,000+

Length: 825 meters

Armament:

- 2 Heavy turbolaser cannons
- 2 Long-range heavy ion cannons
- 26 Twin light turbolaser cannons
- 20 Light turbolaser turrets
- 3 Point-defense light laser cannons

- 8 Medium flak guns

Complement:

12 - 36 starfighters



Diamond-class

Type: Corvette

Number Available: 10,000+

Length: 200 meters

Armament:

2 Laser cannon batteries

League of Free Stars



Miruko-class

Tyle: Star Dreadnaught

Number Available: 145

Length: 5,200 meters

Armament:

2 Silencer-X Batteries

4 Particle Beam Cannons

60 Extended Range Dual Heavy Turbolaser Cannons

100 Heavy Turbolaser Batteries

140 Heavy Ion Cannon Emplacements

140 Turbolaser Batteries

24 - Graviton Beam Emitters

240 Null Torpedo Launchers (Rifts Energy into nothingness)

160 Quad Lasers (Point Defense)

120 Hedgehog Point Defense Clusters

Complement::

24 – Starfighter Squadrons

12 – Bomber Squadrons

20 – Gunships



Paladin-class

Type: Battleship

Number Available: 900

Length: 2400 meters

Armament:

- 1 - Extended-Range Charged Particle Beam
- 50 - Heavy turbolaser batteries
- 30 - Extended Range Heavy turbolaser Cannons
- 30 - Heavy ion cannons
- 60 - Turbolaser Batteries
- 120 Null Torpedo Launches
- 12 Graviton Beam Emitters
- 120 - Quad Lasers (Point Defense)
- 40 - Hedgehog Point Defense Clusters
- 10 Heavy Tractor Beams

Complement::

12 Star Fighter/Bomber Squadrons
8 Gunships



Volition-class

Type: Battlecruiser

Number Available: 3,500

Length: 850 meters

Armament:

20 Heavy Double Turbolasers

30 Ion Canon Batteirs

40 Null Torpedo Launchers (Rifts Energy into nothingness)

12 Quad Turbolasers

10 Hedgehog Point Defense Clusters

4 - Graviton Beam Emitters

Complement::

4 – Starfighter Squadrons

2 – Bomber Squadrons



Veto-class

Type: Interdictor/Cruiser

Number Available: 40

Length: 600m

Armament:

10 Heavy Double Turbolasers

20 Ion Canon Batteries

30 Null Torpedo Launchers

48 Quadlasers (Dedicated Point Defense)

20 Hedgehog Point Defense Clusters

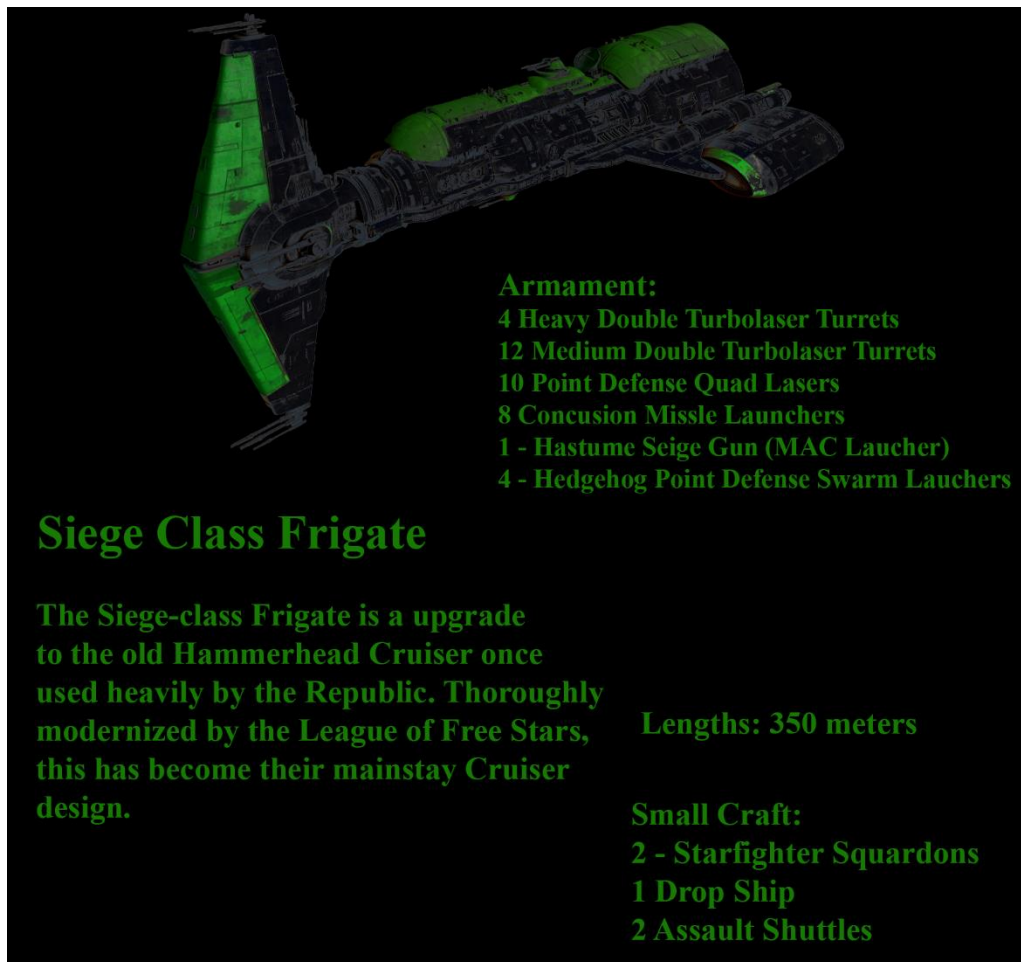
2 - Graviton Beam Emitters

2 – Gravity Well Projectors

4 – Dedicated Tractor Beam Banks

Complement::

6 – Starfighter Squadrons



Siege-class Frigate

Type: Frigate

Number Available: 8,000

Length: 350 meters

Armament:

4 Heavy Double Turbolaser Turrets
12 Medium Double Turbolaser Turrets
10 Point Defense Quad Lasers
8 Concussion Missile Launchers
1 - Hastume Siege Gun (MAC Laucher)
4 - Hedgehog Point Defense Swarm Launchers

Complement::

2 – Starfighter Squadrons



Ray-class

Type: Corvette

Number Available: 20,000+

Length: 180 meters

Armament:

8 - Double Turbolaser Canons

4 - Quadlasers

4 - Concussion Missile Launchers

Complement::

1 – Starfighter Squadron



Toru-class Scout Ship

Type: Stealth Vessel

Number Available: 300

Length: 45 meters

Armament:

2 - Double Turbolaser turrets

4 - Quadlasers

2 - Concussion Missile Launchers

Republic

GAR

No Image Available!

Maelstrom-class

Type: Battlecruiser

Number Available: 300

Length: 1,700 meters

20 Heavy Turbolaser Batteries

10 Ion Cannon Batteries

20 Medium Ion Cannons

30 Proton torpedo launchers

10 Retractable Quad-Barrel Heavy Concussion Missile Launchers

Complement:

8 Squadrons of Alpha-3 Nimbus-class V-wing or V-19 Torrent

4 Squadrons of ARC-170 starfighters (36)



Venator-class Star Destroyer

Type: Cruiser/Carrier

Number Available: 7,000

Length: 1,137 meters

Armament:

- 8 Dual Heavy Turbolaser Turrets
- 2 Medium Dual Turbolaser Cannons
- 60 Point-defense laser cannons
- 4 Proton torpedo tubes
- 6 Deck guns

Complement:

- 3 Alpha-3 Nimbus-class V-wing or V-19 Torrent starfighters (192)
- 4 ARC-170 starfighters (36)
- 5 Eta-2 Actis-class interceptors (192)



Acclamator-class Assault Ship

Type: Cruiser

Number Available: 12,000

Length: 460 meters

Armament:

6 Quad Turbolaser Batteries

24 Heavy laser cannons

4 Heavy torpedo launch tubes

20 Point Defense laser cannons



Arquitens-class

Type: Frigate

Number Available: 4,000

Length: 325 meters

Armament:

- 4 Turret-mounted twin light turbolaser batteries

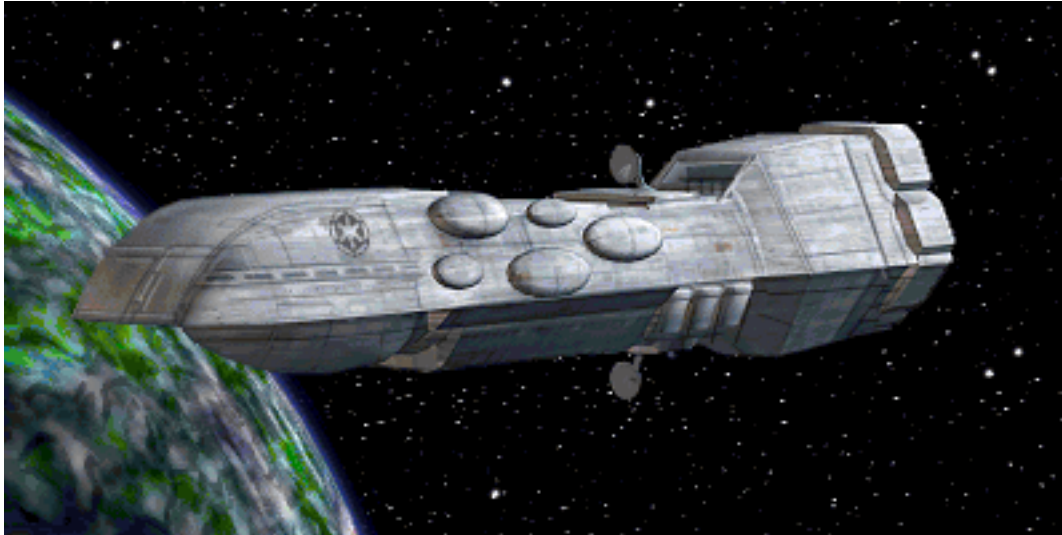
- 4 Heavy port and starboard quad laser cannon batteries

- 4 Missile/torpedo launchers

Complement:

- 4 Starfighters (random type)

Jedi Order



Katanna II-class

Type: Cruiser

Number Available: 235

Length: 600 meters

Armament:

- 10 Heavy Turbolaser Batteries
- 20 Heavy Ion Canon
- 20 Heavy Quad Lasers
- 20 Concussion Missile Launchers

Complement:

3 Starfighter Squadrons (Blades)



Jedi Hammerhead

Type: Frigate

Number Available: 80

Length: 250 meters

Armament:

- 4 Dual Heavy Turbolaser Batteries

- 8 Medium Turbolaser Batteries

- 12 Quad Laser Turret (Point Defense)

Complement:

- 2 Starfighter Squadrons (Blades)



Consular-class Refit

Type: Corvette

Number Available: 500

Length: 250 meters

Armament

- 4 Twin Turbolaser Turrets

- 2 Quad Laser Cannons

- 2 Concussion Missile Launchers



Blade-class Interceptor

Type: Fighter

Length: 12 meters

Armament:

3 Fire-Linked Laser Cannons

1 Concussion Missile Launcher (10 Missiles)

Kuat

Special Note for Kuat: 'Home Fleet' includes Rothana Defenses

No Image Available

Mandator II-class

Type: Star Dreadnaught

Number Available: 50 (Half Assigned to their Home Fleet)

Length: 8,000 meters

Armament:

60 Quad heavy turbolaser batteries

40 Twin medium turbolaser batteries

10 Twin long range ion cannon batteries

30 Twin ion cannons

Complement:

12 Starfighter Squadrons (Eta-2 *Actis* Interceptors)

No Image Available

Mandator-class

Type: Star Dreadnaught

Number Available: 100 (Half Assigned to their Home Fleet)

Length: 8,000 meters

Armament:

20 Quad heavy turbolaser batteries

20 Twin medium turbolaser batteries

20 Twin long range ion cannon batteries

30 Twin ion cannons

Complement:

12 Starfighter Squadrons (Eta-2 *Actis* Interceptors)

No Image Available

Procurator-class

Type: Battlecruiser

Number Available: 500 (Half Assigned to their Home Fleet)

Length: 2,500 meters

Armament:

20 Heavy Turbolaser Batteries

30 Ion Cannon Batteries

40 Medium Ion Cannons

30 Proton torpedo launchers

Complement:

8 Starfighter Squadrons (Eta-2 *Actis* Interceptors)

An Idiot made the image for this ship and I refuse to accept it

Munifex-class

Type: Frigate

Number Available: 2,000 (Half Assigned to their Home Fleet)

Length: 300 meters

Armament:

28 Turbolasers

12 Ion Cannons

Complement:

1 Starfighter Squadron

Alderaan



MC80a-class

Type: Battlecruiser

Number Available: 38

Length: 1,200-1,600 meters

Armament:

40 – Heavy Twin Turbolaser Batteries

20 – Heavy Ion Cannon Batteries

60 – Quad Lasers (Point Defense)

Complement:

6 Starfighter Squadron (N-3 Models)

No Image Available

Thranta-class War Cruiser

Type: Cruiser

Number Available: 500

Length: 350 meters

Armament:

10 Heavy Turbolasers

10 Heavy Ion Cannons

20 Point Defense Laser Canons

Complement:

2 Starfighter Squadrons (N-3 Models)

No Image Available

Alderaan-class War Frigate

Type: Frigate

Number Available: 1,000

Length: 250 meters

Armament:

10 Quad Turoblaser Batteries

4 Medium Ion Cannons

10 Point Defense Laser Canons

Complement:

1 Starfighter Squadron (N-3 Models)



CR-70

Type: Corvette

Number Available: 2,000+

Length: 150 meters

Armament:

2 Dual Turbolasers

4 Laser Cannons

Corellia

Note From League Intelligence Service: The Corellians are insane and have refit an erratic mix of older ships. Highlights/More Common Refits Follow. New Construction is known to exist, but has not been seen in battle yet.



Invincible-class Dreadnaught

Type: Battleship

Number Available: 12

Length: 2,000 meters

Armament:

10 Quad Heavy Turbolaser Batteries

24 Heavy Turbolaser Cannons

30 Heavy Ion Cannon

80 Concussion Missile Launchers

40 Quad Laser Cannons

Complement:

6 Starfighter Squadrons (Erratic Mix)

4 Y-Wing Bomber Squadrons



Centurion-class Battlecruiser Refit

Type: Battlecruiser

Number Available: 46

Length: 1,200 meters

Armament:

20 Heavy Turbolaser Batteries

20 Heavy Ion Canon Batteries

30 Quad Lasers (Point Defense)

40 Concussion Missile Launchers

Complement:

4 Starfighter Squadrons (Erratic Mix)

2 Y-Wing Bomber Squadrons



Carrack-class

Type: Cruiser

Number Available: 400

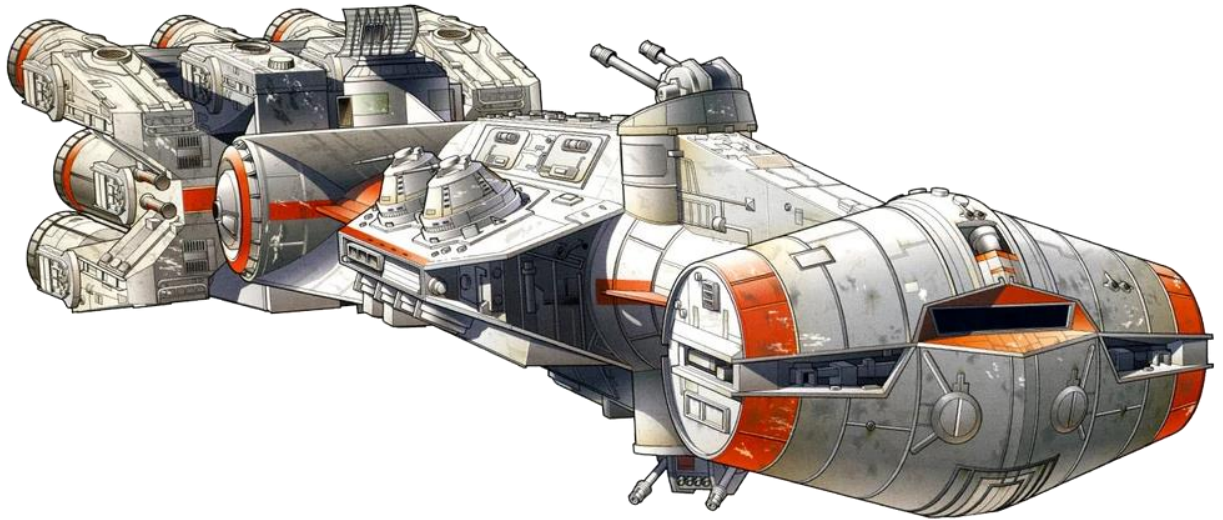
Length: 350 meters

Armament:

10 heavy turbolaser

20 ion cannon batteries

10 Quad Lasers (Point Defense)



CR90a Assassin-class Refit

Type: Corvette

Number Available: 1,000+

Length: 139.25

Armament:

- 6 Dual Turbolaser Batteries

- 2 Quad Lasers

- 1 Proton Torpedo Launcher

Complement:

- 1 Starfighter Squadron (Z-95s)



DP20 Gunship

Type: Corvette/Light Frigate

Number Available: 3,000+

Length: 120 meter diameter

Armament:

8 Double Turbolaser Cannons

6 Quad Lasers

4 Concussion Missile Launcher

Shili Royal Fleet

Togrutan Royal Cruiser

Type: Cruiser

Number Available: 80

Length: 600 meters

Armament:

20 Turbolaser Batteries

40 Ion Cannons

20 Point Defense Laser Cannons

Complement:

3 Z-95 Headhunter Squadrons

Togrutan Escort

Type: Frigate

Number Available: 200

Length: 273 meters

Armament:

10 Turbolaser Batteries

20 Ion Cannons

10 Point Defense Laser Cannons

Complement:

1 Z-95 Headhunter Squadron

Togrutan Patrol Vessel

Type: Corvette

Number Available: 450

Length: 135 meters

Armament:

4 Turbolaser Batteries

8 Point Defense Laser Cannons

Dorin



Corona-class

Type: Cruiser

Number Available: 200

Length: 376.29 meter diameter

Armament:

20 Turbolaser Batteries

20 Medium Ion Cannons

30 Point Defense Laser Cannons

Complement:

2 Cloakshape Fighter Squadrons



Marauder-class Assault Corvette

Type: Corvette

Number Available: 400

Length: 195 meter diameter

Armament:

8 Double Turbolaser Cannons

Complement:

1 Cloakshape Fighter Squadron

Others

There are a lot of others with fleets. Lantillies, Fondor, dozens of core worlds, etc. I obviously can't cover all of them, so I focused on those who were actively mentioned in the story. I may add to/update this document at a later date with more. But for now it serves to give a good idea who has what at the *start* of this version of the Clone Wars.

Obviously, the CIS is the heavy weight at the moment. But if you *combine* all of the Republic assets together, plus add in system defense forces not covered here, the Republic has the second largest/most powerful fleet by weight of numbers. The League of Free Stars has the third most powerful in numbers...but better technology and stronger ships for each individual class. As well as *far* better defenses in the

form of their Plus and Ultra defense stations, which I didn't cover here as they aren't part of the 'Fleets.'