

# Genesis-Class Battleships

## The *Genesis* and *Revelation* Flagships

The *Genesis*-class battleship is something of a misnomer, as the *Genesis* is the flagship of the Division One Fleet. As such, it is the ship that [Admiral Director Fox](#) commands, and as usual, he has 'hot- rodded' it as he does most of his vehicles—Agency and personal—with the aid of the flagship's chief engineer: upgrading the power plant, adding an additional power plant as backup, and boosting the shielding and weaponry. The *Genesis* itself is, therefore, more of a dreadnought-style battleship than a standard battleship; as it has evolved, it has even gotten larger than a standard battleship, by some 15% in most dimensions. Its crew complement is therefore somewhat larger than a standard battleship, being around 120, compared to the standard 100.

Upon [Agent Echo](#) being named the Assistant Director, it was decided he also needed a flagship, and to that end, another battleship, the *Revelation*, was retrofitted to make it the close equivalent of the *Genesis*.

## Standard Battleships

The battleship class is the main warship of the Fleet. They are long- distance, heavy- duty workhorse vessels, equipped with heavy armor of both physical and force field varieties. The principal weaponry is the [Mark VIII Tachyon Splitter Cannon](#); each spacecraft has a total of six. Battleships are also capable of laying mines of various sorts, as well as firing missiles. Secondary devices include tractor and pressor beams.

They possess a crew complement of around 100, complete with berths, galleys, heads, and state of the art sickbays. Some third to half of the crew complement on any given battleship will be in heavy compression spacesuit armor equipped with personal force fields, and this contingent may be considered the Agency equivalent of space marines. Small personnel carrier craft are loaded into the shuttle bay in the lowest deck, ready for any boarding parties that may be needed.

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