

# TWILIGHT IMPERIUM<sup>®</sup>

THE ROLEPLAYING GAME

## SHIPS OF THE SHATTERED EMPIRE



**EDGE**

**STARSHIP AND VEHICLE SUPPLEMENT**

**GENESYS**







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# Adventuring in the Void

Hello, and welcome to the most comprehensive assessment of starships in the known galaxy! Each of the Great Civilizations has spent centuries building fleets of warships, while massive corporations construct millions of smaller vessels and vehicles for the average person. Now you can learn what every civilization has in their arsenal before facing them in the crucible of galactic conflict!

**SHIPS OF THE SHATTERED EMPIRE** is a supplement for the **GENESYS** game line set in the **TWILIGHT IMPERIUM** setting. It is designed to be used alongside the **EMBERS OF THE IMPERIUM** setting sourcebook.

## What is the Twilight Imperium Setting?

The **TWILIGHT IMPERIUM** setting is the distant future. The galaxy is populated by hundreds of sentient species spread across many thousands of inhabited worlds. Once, these species lived in peace under the mighty Lazax, rulers of the greatest empire the galaxy has ever seen. For millennia, the Lazax reigned over a golden age in galactic society, an era of prosperity and unity for all. But eventually, all great eras must end.

When it came, centuries of mounting frustration, repression, and bitterness were released at once. The Lazax were overthrown in an orgy of destruction and death as their many subjects burned their worlds, and then, once the Lazax were gone, their subjects fell upon each other with unbridled ferocity. In less than a century, they had broken galactic civilization and plunged thousands of inhabited planets into an era of barbarism.

Now, that age of darkness has brightened ever so slightly. Bold explorers once again venture into the galactic trade lanes. Ships depart from familiar ports, ready to brave the void. And emissaries return to Mecatol Rex, ancient capital of the Lazax Imperium. In the ruins of the empire they helped destroy, the Great Civilizations have reconvened the Galactic Council and begun to debate who should take on the mantle of leadership in this new era.

For more information about the **TWILIGHT IMPERIUM** setting, check out **EMBERS OF THE IMPERIUM**!

## What is this book and how do I use it?

**SHIPS OF THE SHATTERED EMPIRE** is a supplementary expansion for the **GENESYS** Core Rulebook and the **EMBERS OF THE IMPERIUM** sourcebook. You need a copy of the **GENESYS** Core Rulebook to use this expansion. You do *not* need a copy of **EMBERS OF THE IMPERIUM** to use this expansion, but you can get a lot more out of this supplement if you have it. You also need some **GENESYS** Roleplaying Dice. You can pick up a pack of them at your local game store or at [www.edge-studio.net](http://www.edge-studio.net), or by downloading the **GENESYS** Dice App onto your savant (that's the **TWILIGHT IMPERIUM** version of an Android or iOS device).

## What will I find in this expansion?

This expansion contains fifteen chapters.

In **Chapter 1: Expanded Starship and Character Rules**, we provide enhanced vehicle rules that build upon the rules found in the **GENESYS** Core Rulebook. These rules better represent the specifics of how vehicles operate in the **TWILIGHT IMPERIUM** setting. They also provide additional guidance for how your players can command and operate larger starships. Finally, you can find new talents for player characters that focus on vehicles and mass combat.

In **Chapter 2: Running Starship Battles**, we provide GM guidance for running vehicle encounters. Most of the advice focuses on how to simplify the actions of NPC starship crews in order to keep encounters running smoothly and without too much bookkeeping.

In **Chapter 3: Mass Combat**, you will find an easy-to-use rule set that allows your group to resolve epic space and ground battles with only a few dice rolls.

In **Chapter 4: Civilian Ships and Vehicles**, we provide examples of some of the civilian ships that can be found in the galaxy and more information about civilian ships overall.

In **Chapters 5 through 15**, we cover the militaries of eleven of the Great Civilizations and provide profiles for their most famous military vehicles and vessels.





## [Chapter 1]

# Expanded Starship and Character Rules

**T**he vehicle rules found on page 220 of the **GENESYS** Core Rulebook serve as a solid foundation for any vehicle combat encounters you may want to add to your game. These rules are not meant to replace those rules. Instead, they're meant to augment and enhance them to make these types of combat feel more cinematic and appropriate to a space opera setting.

The most important thing to remember about these rules is that they are completely optional. Use them only as you see fit if they work for you and your players. Otherwise, don't.

## Facing and Turning

Positioning and facing already have some importance in vehicle rules, particularly when it comes to mounted guns. Most vehicle weapons have rules that give them a firing arc of some combination of front, rear, left, and right (or forward, aft, port, and starboard). Although smaller ships are often particularly agile and can spin and roll, larger ships are a bit too cumbersome to turn easily. To turn, they should use this modified version of the Reposition vehicle maneuver.



## Reposition

**Pilot Only:** Yes

**Silhouette:** Any

**Current Speed:** Any (Special circumstances apply to stationary vehicles.)

If the vehicle's speed is 1 or higher, the pilot may move the vehicle to another location that is within short range of their current location. Alternatively, the pilot may change the direction that their vehicle is facing by up to 45 degrees.

If the vehicle is stationary, the pilot may *only* use the Reposition maneuver to change facing by up to 45 degrees (some vehicles, at the GM's discretion, may not be able to turn when stationary).

If a vehicle is silhouette 4 or smaller, the pilot may change their facing by any amount when performing the Reposition maneuver.

While smaller ships and vehicles can still pull sharp turns, this rule makes facing play a more significant role when commanding larger starships because the pilot cannot turn to confront a new opponent immediately. Facing also becomes more important when you factor in forced movement from the **Steering** section on page 221 of the **GENESYS** Core Rulebook, as explained in the next section.

## Facing, Momentum, and Forced Movement

The rules for steering and forced movement (page 221, **GENESYS** Core Rulebook) basically mean that as long as a vehicle is traveling at any sort of speed, it keeps moving. What direction it moves, however, is left up to the PC piloting the vehicle.

This works well as a base rule, especially since the rules have to cover all kinds of vehicles in all kinds of settings. However, in the **TWILIGHT IMPERIUM** setting, momentum and direction of travel play a more important role, represented by the following rule.

**When a spaceship performs its forced movement during its turn, it must move in the direction it is facing at that moment.** For example, a character uses the Reposition maneuver to turn a starship to the right at the beginning of their turn. Then at the end of their turn, the forced movement of their ship sends the ship to the right (relative to its original facing).

This lets the rules simulate a version of inertia in space without too many complex limitations or rules. It also makes the Reposition maneuver very important for pilots, as that's how they steer the ship!

## Agile Fighters

Smaller spacecraft like starfighters (or their atmospheric equivalents) have several advantages over larger vessels. One of these is their agility. **Any vehicle that is silhouette 4 or smaller can change its facing by any amount immediately before or after they perform their forced movement.**

## Updated Dangerous Driving Action

The Dangerous Driving action was originally designed for smaller vehicles, but it can also be used for larger vessels. If you use this action while controlling a vehicle with the Operating skill, you make an Operating check (instead of a Piloting check) with a difficulty equal to half the vehicle's silhouette (rounding up).

## Ramming and Boarding

Ramming an enemy ship with your own vessel and sending teams of raiders to board it with pistols and blades in hand may seem particularly fantastical, but it fits well into a space opera setting like **TWILIGHT IMPERIUM**. This section describes how to use the existing rules to create both situations.

### Ramming Attack

A ramming attack is just a deliberate collision, and thus it is a tactic for the wildly desperate or the foolishly brave. However, sometimes that foolishness is called for in dangerous situations. Some shipbuilders even build rams or reinforced prows into their larger warships so that the ramming vessel can do much more damage in such situations.

Before a character can ram their vehicle into another, they first need to successfully reach the target. The best way to do this is to have the character perform a Dangerous Driving action (see page 227 of the **GENESYS** Core Rulebook). If they succeed, they cause a collision. The difficulty should be set using **Table 1—1: Speed Advantage Difficulty**, which is **Table III.2—18: Speed Advantage Difficulty** on page 229 of the **GENESYS** Core Rulebook reprinted here for convenience. Basically, the faster the vehicle that is attempting to ram is going, the easier it is to maneuver to hit their target and the more difficult it is for the target to avoid them.

### Results of Ramming

If the check is successful, a major collision occurs (see **Collisions** on page 222 of the **GENESYS** Core Rulebook). Both the ramming vehicle and the target suffer a Critical Hit, but they do have a chance to reduce the effects based on their defense. Remember that the Critical Hit may be more severe due to the speed that the ramming vehicle was traveling (see **Table III.2—14: Vehicle Speeds in Structured Encounters** on page 221 of the **GENESYS** Core Rulebook).

In addition to the Critical Hit, you can also have the ramming vehicle inflict hull trauma or system strain on the target



**TABLE 1—1: SPEED ADVANTAGE DIFFICULTY**

| Difference in Speed                                                   | Difficulty         |
|-----------------------------------------------------------------------|--------------------|
| Initiating vehicle's speed is one or more higher than target vehicle. | Easy (♦)           |
| Initiating vehicle is traveling at the same speed as target vehicle.  | Average (♦ ♦)      |
| Initiating vehicle's speed is one lower than target vehicle.          | Hard (♦ ♦ ♦)       |
| Initiating vehicle's speed is two or more lower than target vehicle.  | Daunting (♦ ♦ ♦ ♦) |

by spending **A** from the check (possibly on a one-for-one basis, but perhaps more if circumstances warrant it). Likewise, **A** or **⊗** can inflict additional damage on the ramming vehicle. If the check fails, you can still have both vehicles suffer a minor collision (described on page 222 of the **GENESYS** Core Rulebook) by spending several **A** or a **⊗**.

We should point out that ramming is likely as dangerous to the vehicle attempting the ram as it is to the target. This is by design; crashing two ships or vehicles together is usually fatal for both. Also, the rules for collisions call out that, at your discretion, very large vehicles may simply ignore collisions with much smaller vehicles (and the smaller of the two may be destroyed outright without even rolling a Critical Hit!). You can always tell your players that crashing their starfighter into the prow of an enemy dreadnought—like a bug smashing against a car's windshield—isn't going to accomplish anything but their own demise.

## Boarding Attacks

Boarding an enemy ship can be the climax of a successful chase or the highlight of a daring rescue. Likewise, struggling to repel enemy boarders is a dramatic encounter where the stakes are nothing less than keeping your vessel in your own hands.

Boarding actions can be easily represented in the existing rules. However, there are a few points to keep in mind as they occur. Primarily, how close two vehicles need to be for one of them to attempt a boarding action and what the boarders need to do to get aboard their target.

Boarding actions should only occur when a vehicle is engaged with another vehicle. As noted in both the **GENESYS** Core Rulebook and the **Range Bands in Space** sidebar on page 9, when dealing with starships, range bands tend to represent much greater distances than they do on the ground. Only engaged, which represents two ships either docked together or at most one hundred meters apart, is close enough for people to travel from one ship to the other.

Sometimes ships have special pieces of equipment such as boarding tubes that allow them to basically latch onto another ship, drill through their hull, and create a passageway between the two vessels. The exact rules for this are covered in those ships' profiles. If a ship doesn't have that equipment, the boarders have to do things more dangerously by donning spacesuits and jumping or boosting themselves from one ship to the other. If this happens, remember that while the ships may be using range bands that represent hundreds or even millions of kilometers, the boarders are still operating at personal scale. So it may take a whole turn (or more!) to cross the gulf between ships. If the two ships are still moving, the boarders may be left behind if they can't reach their target in time.

Once the boarders get to their target, they still must get inside. This can be handled narratively, but we have some suggestions for ways to attempt it:

- ♦ **Hacking an airlock:** The boarders may find an airlock and hack its computer with a **Hard (♦ ♦ ♦) Computers check** to unlock and open it.
- ♦ **Prying open an airlock or hatch:** The boarders could attempt to pry open an airlock or hatch with an **Average (♦ ♦) Athletics check** if they have the right tool (such as a sarween gamma press).
- ♦ **Cutting or blasting through the hull:** A more direct approach (admittedly with a risk of explosive decompression), this tactic does require the boarders to have powerful explosive charges or cutting tools. If they do, they can use them to make a **Hard (♦ ♦ ♦) Mechanics check**. Failure here may result in the boarders doing the job too well and inflicting major damage on the ship).

We also want to note that most military vessels have additional protections against boarding actions, such as more secure computers and thicker hulls and hatches. You should increase the difficulty once or twice for any checks made to attempt to board a military vessel.

Once the boarders make entry, they still have to face the enemy crew. This can be handled with normal structured encounter rules.



## Range Bands in Space

This sidebar echoes the sidebar found on page 225 of the **GENESYS** Core Rulebook but goes into a little more detail on the topic. Here we discuss what range bands represent in space for the **TWILIGHT IMPERIUM** setting specifically, to help you visualize the distances involved.

**Engaged:** If your ship is engaged with something, it's generally docked with it, tethered to it, or no more than one hundred meters away. At this distance, someone can cross between two ships easily, though they likely have to put on a spacesuit.

**Short range:** If your ship is short range from something, it's within visual range and probably within twenty kilometers. Many starfighter engagements occur within short range. Two capital ships slugging it out at short range are likely to pummel each other into pieces very quickly, and some have weapons that cannot even be used against targets this close.

**Medium range:** Medium range is within roughly two hundred kilometers, which is far enough that ships must rely on enhanced optics to view one another. Starfighters can still shoot at one another with their primary armaments at this range, and capital ships sometimes engage at this distance.

**Long range:** If your ship is long range from something, it's within roughly five thousand kilometers. This is far enough that you're primarily looking at it on your scanner displays rather than out your viewports. While this seems like a great distance, ships and weapons can still cross it

very quickly. Starfighter missiles can reach this far, and this is often the distance at which major capital ships engage with their primary weapons.

**Extreme range:** This range, up to one hundred thousand kilometers away, is the maximum direct engagement range for most ships. Only the beam weapons on the largest dreadnoughts can fire accurately at this distance, as well as some specialty weapons such as cruiser assault cannons. At this range, warships tend to engage more with anti-ship missiles and torpedoes.

**Strategic range:** This range includes anything within a star system. At this distance, only far-reaching weapons such as torpedoes, heavy missiles, and planetary defense cannons can hit anything accurately. Strategic range is also the longest distance that most starship sensors can detect something.

Obviously, strategic range includes a huge range of distances, anywhere from a few million kilometers to a few *billion* kilometers. It's reasonable to assume that some things may be beyond the range of even the most powerful weapons but still be within strategic range. Traveling to something at strategic range may take a matter of hours, rather than a few rounds in a structured encounter. Therefore, you can certainly tell your group that even though an enemy is within strategic range, it may take several hours to get close enough for a combat encounter to begin, despite the party having strategic-range weapons.

## Distant Missile and Torpedo Fire

In the **TWILIGHT IMPERIUM** setting, factions build weapons with truly impressive ranges. Some can fire projectiles across star systems or to launch missiles that take hours or even days to reach their targets. To represent this, these weapons can fire out to **strategic range**.

Strategic range is covered on page 224 of the **GENESYS** Core Rulebook, and the **Range Bands in Space** sidebar. As noted in the sidebar, since strategic range covers such wide distances, you as the GM can determine that something is simply too far away for even strategic-range weaponry to hit. However, even when something at strategic or extreme range can be attacked, the weapons may take some time to reach their target. This is especially true with missiles and torpedoes.

Missiles and torpedoes tend to move as fast as the fastest starships, but that's still nothing compared to the eyeblink speeds of heavy mass driver weapons or beam weapons that travel at the literal speed of light. Missiles and torpedoes make up for this

by having a greater absolute range, as well as guidance systems to home in on their targets when they get there.

To represent these slower but extremely long-ranged weapons, you can use the following rule.

### Firing Weapons at Extreme and Strategic Ranges

When you make an attack with a starship's torpedoes or missiles (or similar weapons) at a target at extreme or strategic range, spend an action to determine and build the dice pool (based on the current range of the target and other circumstances that affect the check), but do not make the check yet. At the end of the next turn of the target's pilot, make the combat check as an out-of-turn incidental. If the target is no longer in range of the weapon or could not be hit by the attack for some reason, the check fails. If the attack misses but you trigger the Guided quality of the weapon, use the rules for the Guided quality on page 87 of the **GENESYS** Core Rulebook as normal (the missile or torpedo is now close enough to try to reacquire the target without further delay).





## Fighter Minion Groups

Minion groups serve as a simple way to pit your characters against larger numbers of adversaries without bogging down combat encounters. These rules can also be used to represent groups of starfighters so that your player characters who want to play fighter aces can dogfight with multiple foes. The minion rules also let you represent several fighters flying in formation (usually a leader and one or two wingmates) for mutual defense and increased offensive power.

### Applying Minion Rules to Fighters

When using these rules, have all the pilots of a formation of two to four fighters be minions in the same minion group. These minions follow all the rules for minion groups found on page 132 of the **GENESYS** Core Rulebook. The important thing to note is that their ships also follow those rules.

A minion group of starfighters has a single hull trauma threshold shared by all fighters in the group. The threshold is equal to the combined total of all of the fighters' hull trauma thresholds. The same applies to the group's combined system strain threshold. Although standard minion groups do not have a strain threshold, minion groups of vehicles do have a system strain threshold. Each time the group suffers hull trauma or system strain, you apply it to the group's threshold. Individual ships are destroyed or disabled each time the total hull trauma or system strain suffered exceeds a single starfighter's share of the group's threshold.

#### Example:

*You have a group of four minion pilots flying four Accipiter interceptor starfighters. The minion pilots each have a wound threshold of 4, so the group has a combined wound threshold of 16. The Accipiters have a hull trauma threshold of 10 and system strain threshold of 8, so the group has a combined hull trauma threshold of 40 and system strain threshold of 32.*

As with minion groups, characters do not attack a single starfighter; they attack the group as a whole. Narratively you may describe them as attacking an individual ship, but mechanically they're attacking the group.

Finally, just as Critical Injuries instantly incapacitate a minion character, Critical Hits immediately destroy a minion starfighter. This causes the group to immediately suffer hull trauma equal to the hull trauma threshold of a single ship plus one. (This supersedes any other Critical Hit results that would normally be rolled on **Table III.2—19: Critical Hit Result** in the **GENESYS** Core Rulebook.)

### Firing at Engaged Enemies

The rules on making ranged attacks while engaged (see page 107 of the **GENESYS** Core Rulebook) prohibit firing Gunnery weapons at engaged targets. These rules were primarily written with individual characters in mind (since it's hard to fire a missile launcher at someone trying to stab you with a knife). However, they also apply to vehicles. At extremely close ranges, most starships find it very difficult or outright impossible to bring guns to bear, while missiles or torpedoes don't have time to arm or to acquire targets.

However, at your discretion, there may be some circumstances where a ship can fire weapons "point blank" at an engaged target. In these cases, it's up to you as the GM to determine the difficulty and the potential risks associated with the action.



### Example:

Gingrish Mrarrigh attacks the minion group from our previous example with the dual heavy beam cannon aboard his corvette. He scores a hit and—through extraordinary rolling and a few useful talents—manages to deal 21 damage (after reduction from armor) and a Critical Hit to the group. First the 21 damage eliminates two of the Accipiter fighters outright (since each one's hull threshold is only 10). Then the Critical Hit causes the group to suffer an additional 11 hull trauma, which eliminates a third starfighter. The flight of Accipiters loses three of their number to one ferocious volley from Gingrish's ship!

## Minion Groups Attacking and Making Skill Checks

When a minion group of starfighters makes an attack (or another skill check like a Piloting check), they make one check for the group. The dice pool is formed using the minion's characteristic, and their ranks in the skill equal to the number of minions in the group beyond the first. Also, remember minions can only have ranks in a skill that is listed as a group skill in their profile.

## Spending , , , and During Starship Combat

Although all the ways to spend dice pool results during combat found on page 104 of the **GENESYS** Core Rulebook are perfectly valid during starship combat, fighting in ships in space does have unique hazards and opportunities. We provide the suggestions in **Table 1—2: Spending  and  in Starship Combat** and **Table 1—3: Spending  and  in Starship Combat** as additional options for spending results. Hopefully they also give you inspiration for new and creative ways to interpret the dice pools at your own table.

## PCs as Starship Crew

Larger warships may have anywhere from a few dozen to a couple hundred crew members, with equal numbers of soldiers and passengers. So how does a group of three to six player characters control a large ship?

Generally when the player characters are in command of a starship, they should take on the role of the “bridge crew.” They should be the heads of the various departments aboard

**TABLE 1—2: SPENDING  AND  IN STARSHIP COMBAT**

| Result                                                                                                                                                                                                                                                                                                                                             | Result Options                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  or                                                                                                                                                                          | A scan of an enemy ship reveals that their communications are using a weak encryption, offering a chance to jam their signals or possibly even hack into their computer network. The next Jamming or Hack Enemy's Systems action to target that ship adds   to the result.                                                                                                                                                                                                                                                                     |
|   or                                                                                      | The pilot of an allied ship of silhouette 4 or smaller can use a Reposition maneuver as an out-of-turn incidental.<br>One of the crew manages to effect some temporary repairs, repairing 1 system strain for the character's ship.<br>The ongoing fighting leads to casualties aboard an enemy ship of silhouette 4 or larger. One weapon of your choice on that ship cannot be used next turn while it is being recreated.                                                                                                                                                                                                                                                                                         |
|    or  | The captain, the first officer, the master gunner, or another crucial officer aboard the enemy vessel is injured in the fighting and suffers a Critical Injury.<br>A sizable portion of the crew aboard the enemy ship have been killed or injured in the fighting. Add  to all checks made by crew aboard the enemy ship for the remainder of the encounter.                                                                                                                                                                                                                                                                     |
|                                                                                                                                                                                                                                                                 | The captain, the first officer, the master gunner, or another crucial officer aboard the enemy vessel is severely injured or killed in the fighting. They suffer wounds equal to one more than their wound threshold and are incapacitated.<br>Brilliant predictive maneuvering allows the character's ship to be in the right place at the right time. At the start of the pilot's turn, they may turn the ship up to 90 degrees as an incidental. This is in addition to any turns from the Reposition maneuver and can happen before forced movement.<br>The master gunner spots a flaw in the enemy's defense systems. The next combat check they make targeting an enemy ship treats the target's defense as 0. |
|                                                                                                                                                                              | One of the ship's crew hits a damaged component with their tools or fist out of frustration. To their surprise, the component starts working again! One Critical Hit that compromised a component of the character's ship is automatically repaired.                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |



a ship, the ones giving the orders to a larger cast of NPCs. This doesn't mean, however, that they don't get their hands dirty with piloting the ship, shooting the guns, and fixing whatever breaks. Instead, consider the PCs to be the most competent members of their departments, leading by example as they perform the tasks assigned to their departments. The goal is to make sure the PCs are the ones who are making most of the checks so that you, the GM, are not burdened with rolling a ton of NPC checks during each round.

## Running Enemy Ships

Although these guidelines refer to a ship run by the player characters, you can also use them when directing an enemy ship full of NPCs. The goal in that case is the same: limiting the number of checks for each ship.

The following section discusses these departments, the roles the PCs can adopt as the department heads, and the actions they may perform during a combat encounter. These roles are fairly generic, and the names may change depending on the faction that the ship is from or if the ship is even part of a formal navy.

## Ship's Captain

Instead of being the head of a single department, the captain is in charge of the entire ship. While a good captain always listens to the advice of their subordinates, they are the ones who make the final decision.

Beyond making the decisions of where a ship goes, what it does, and who it fights, the captain can also directly oversee steering the ship (especially if the PC who has taken on the role of captain has a high Operating skill). In this case, the captain should make any Operating checks and perform any **Pilot only** maneuvers and actions, but narratively they may have several NPCs helping them operate the controls.

**TABLE 1—3: SPENDING ⚙ AND ⚡ IN STARSHIP COMBAT**

| Result     | Result Options                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ⚙ or ⚡     | Overtaxing the systems causes the character's ship to suffer 1 system strain. This may be triggered multiple times.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| ⚙ ⚙ or ⚡   | The drive systems aboard the character's ship flare, making it easier to track. Add ■■ to any attempts to track the ship. Weapons with the Guided quality add ■■ to combat checks targeting the ship. Both effects last until the end of the next round.<br>Solar flares or exotic energies interfere with communications and sensors on the character's ship. Increase the difficulty of all Jamming, Plot Course, Scan the Enemy, or Hack Enemy's Systems actions made aboard the ship by 1 until the end of the encounter.                                                                                                                                                                                                                                                                                                                           |
| ⚙ ⚙ ⚙ or ⚡ | Several crew members are wounded or killed during the fighting. One of the PCs (players' choice) adds ■ to all checks they make until the end of the encounter. If the injured are treated with an <b>Average (◆◆) Medicine check</b> , the penalty is removed.<br>Exploding systems deal 2 strain and 2 wounds to one PC of the GM's choice. These are not reduced by the target's soak.<br>The drive systems fluctuate, increasing or decreasing the speed of the character's ship by 1 (to a minimum of 0 or maximum of its maximum speed). The change is up to the GM and should be inconvenient for the players.                                                                                                                                                                                                                                   |
| ⚡          | A botched or desperate maneuver results in the character's ship heading toward a collision with an asteroid, derelict vessel, or even an enemy ship. Pick one large object in the encounter that the character's ship could hit; unless the pilot of the character's ship makes a successful <b>Dangerous Driving</b> maneuver before the end of the character's next turn, the ship will suffer a major collision (see page 222 of the <b>GENESYS</b> Core Rulebook) with it.<br>One PC of the GM's choice suffers 5 wounds (not reduced by soak) and a Critical Injury as they are hit by explosions and shrapnel during the fighting.<br>An NPC who has an important role aboard the ship is incapacitated during the fighting. Unless they are successfully treated with a <b>Hard (◆◆◆) Medicine check</b> , they die at the end of the encounter. |
| ⚡ ⚡        | An overloaded component aboard the character's ship explodes in sparks and flames. The ship suffers a Critical Hit. When generating this Critical Hit, reroll any results of 127 or higher.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |





It is also possible that the captain may be better suited to directing the fire of the ship's guns (especially if they have a high Gunnery skill), so they could direct the fire of some of the ship's weapons while another PC or NPC handles piloting. Finally, some of the additional vehicle actions found in **Table III.2—17: Additional Vehicle Actions** on page 229 of the **GENESYS** Core Rulebook may be appropriate for a captain, especially Fire Discipline and Plot Course.

## Navigation Department and the Sailing Master

The ship's navigation department, along with its head, the sailing master, is responsible for plotting courses and piloting the ship at both subluminal and superluminal speeds. This department is usually small even on large warships, with just three to six individuals.

### Who Put You in Charge?

The concept of a captain (who typically has complete authority over their ship) is often antithetical to an RPG group composed of a bunch of friends who have equal say in group decisions. Therefore, we recommend that if one of your PCs has taken on the role of captain, the player controlling that PC makes sure to determine their "orders" with the rest of the players before having their character give them. These out-of-character discussions let the group decide on their actions jointly before returning to the ongoing story where the PC captain issues the orders as if they were solely in charge. This process requires a little bit of group cooperation and some brief pauses in the narrative to discuss plans, but it generally results in a much more fun experience for everyone.





The sailing master is the character who makes the Astronavigation checks to plot courses (especially when traveling at superluminal speeds). They can perform all of the **Pilot only** maneuvers and actions listed on pages 226-230 of the **GENESYS** Core Rulebook. They may also perform additional actions such as Plot Course.

The extra members of the department help the sailing master manage all the controls and take watches when the sailing master is off duty. They do not confer any additional bonuses. However, if the ship has a particularly skilled crew, you may let them add  to the sailing master's checks or let one of them perform the Copilot action in particularly dire circumstances.

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## Gunnery Department and the Master Gunner

As you might expect, the gunnery department handles the ship's weapons. The master gunner (or the executive officer in some navies) is responsible for all the gun crews on their ship, as well as for assigning targets and directing fire. The size of the department depends on how many guns are on the ship. Dreadnoughts and carriers have similarly sized crew complements, but while a

dreadnought may have a third of its two hundred crew working guns, the carrier might have a mere dozen crew in its gunnery department because of the relative lack of weapons.

The master gunner is the character who makes the Gunnery checks to fire weapons and performs vehicle actions such as Blanket Barrage and Concentrated Barrage. They may also perform additional actions such as Intercept Projectiles.

The gunnery department is often where the number of checks to be made can get out of hand, since warships may have scores of weapons. For this reason, we recommend the master gunner rely on the Concentrated Barrage action when attacking enemy ships (or the Blanket Barrage action when defending against a swarm of enemy starfighters).

The first combines the fire of multiple weapons of the same type (such as all the capital-grade beam turrets on a dreadnought) into a single check that can do devastating damage. It can also be used to combine the fire from multiple antifighter weapons to target a single fighter or group of fighters.

The second lets you combine the fire of all your antifighter weapons in a single check to make it more difficult for fighters to attack your ship. If the master gunner is busy directing the fire of the ship's main weapons, this can be a good action for a PC with less Gunnery skill or an NPC to perform.

---

## Engineering Department and the Chief Engineer

The engineering department oversees maintaining and repairing any mechanical and computer systems on the ship, although traditionally many engineers hold the reactors and main drives as their domain. The chief engineer oversees the department and personally signs off on any major repairs and modifications to the ship. On smaller vessels and civilian transports, the chief engineer may also be the only engineer aboard, while larger warships may have between twenty and fifty crew members as a part of engineering.

The chief engineer is the character who makes Damage Control actions to repair hull trauma, system strain, and Critical Hits. Although they may have several dozen crew members helping out, they are usually the only one to make the check. If a ship is large enough to have a sizable engineering department, then it's complicated enough that multiple people need to participate in any repair attempts. The chief engineer's check is as much about identifying problems and directing their underlings to fix the right things as it is making the repairs themselves.

The chief engineer may also perform some additional vehicle actions (especially when their vehicle is still undamaged). Possibilities include Boost Defenses to improve the ship's shielding and Hack Enemy's Systems to bring down an enemy ship's vital operations (although they might fight for that chance with the ship's signals department). And if all else fails, the chief engineer might roll up their sleeves and fix problems with a sarween plasma welder and elbow grease, using the Manual Repairs action.



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## Medical Department and the Ship's Surgeon

The medical department is responsible for maintaining the health of the ship's crew. In peacetime, this is a mix of preventative medicine and treatment for accidental injuries. During a battle, however, the ship's surgeon and their orderlies try to save the lives of crew members injured during the fighting. On small ships, the ship's surgeon may be the only medical officer aboard, but on ships with several hundred crew or more, they usually have several orderlies or medics helping them in their duties.

At least one Critical Hit can inflict wounds or Critical Injuries on characters, as can ⚡ or ⚡ spent during combat. In addition, allied NPCs can be incapacitated during combat and may die without treatment (see **Table 1—3: Spending ⚡ and ⚡ in Starship Combat**). The ship's surgeon makes the Medicine checks to heal these characters.

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## Sensors and Communications and the Signals Officer

The communications department and sensors department may be two separate departments or two branches of the same department under the command of the signals officer. Any warship of destroyer size or larger usually has several crew members serving in these departments.

Most ships have some form of superluminal communication system, with a maximum effective range of a couple light years for coherent messages. They also carry subluminal backup systems with much shorter ranges, and a few ships even have message drones.

The types of sensors on a ship depend on the ship's role and the faction that fitted it out. Some vessels (especially scout ships and spy vessels) have powerful gravitic sensors that can detect superluminal ship movements from scores or even hundreds of light years away, but these are very rare, specialized, and ruinously expensive systems. A ship is much more likely to have a standard suite of passive sensors that can detect ships or other powered objects within the boundaries of a star system (strategic range) and a suite of active sensors that can be used to detect even unpowered objects or stealthed ships within long range (see page 137 of **EMBERS OF THE IMPERIUM** for more information).

The signals officer can do plenty of things to aid their comrades during combat. They can interfere with enemy communications using the Jamming action, analyze targets for weaknesses with Scan the Enemy, defend against missiles and torpedoes with Intercept Projectiles, and even access an enemy's computer systems and wreak havoc with Hack Enemy's Systems. They may also attempt to intercept and decrypt enemy communications or pick up garbled messages from their allies.

## New Talents

The following are new talents specific to the **EMBERS OF THE IMPERIUM** setting. These talents can be used in any game in the **EMBERS OF THE IMPERIUM** setting, and are focused on starships and vehicles, as well as the mass combat rules.

---

### Tier 1

#### Bail Out

**Tier:** 1

**Activation:** Active (Incidental, Out-of-Turn)

**Ranked:** No

When a vehicle or starship that your character is controlling is destroyed, you may spend 1 Story Point to have your character use this talent to escape the vehicle without suffering any wounds or injuries.

#### Fight at the Front

**Tier:** 1

**Activation:** Passive

**Ranked:** No

When your character makes a skill check while "getting involved directly" (see page 33) during mass combat, if they fail, they reduce the wounds they suffer by their ranks in Resilience.

#### Know How to Handle It

**Tier:** 1

**Activation:** Active (Incidental)

**Ranked:** Yes

Once per encounter while aboard a vehicle or starship, your character may use this talent to cause the vehicle to heal 1 system strain per rank of Know How to Handle It.

#### One Last Push

**Tier:** 1

**Activation:** Active (Incidental)

**Ranked:** Yes

After the active force makes a mass combat check but before determining the results, your character may suffer strain no greater than twice their ranks in One Last Push to use this talent. For every 2 strain they suffer, the active force may reroll one ■ or ■.



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## Tier 2

### Calm and Calculating

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

When your character makes a skill check while “leading the fight” (see page 32) during mass combat, they may use this talent to use Cool or Knowledge (Culture) instead of Leadership.

### Force of Personality

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

When your character makes a skill check while “leading the fight” (see page 32) during mass combat, they may use this talent to use Charm or Coercion instead of Leadership.

### Mech Toss

**Tier:** 2

**Activation:** Active (Action)

**Ranked:** No

While your character is piloting a mech, they may use this talent to target another vehicle or adversary that is silhouette 2, 3, or 4 and make an opposed **Driving versus Driving check**. If they succeed, they throw or push the target up to medium range directly away from their mech. The target is knocked prone (or the vehicle equivalent) and suffers 5 system strain, plus 1 additional system strain and 1 hull trauma per **▲** generated on the check. **⊗** may be spent to inflict a Critical Hit on the target.

### Surgeon Commander

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

When determining the casualties suffered at the end of a round of mass combat (see page 35), your character may use this talent to make a **Hard (◆◆◆) Medicine check**. If they succeed, their side decreases the size of their force by 1 less than they would normally (some individuals may still become casualties, but not enough to affect the size of the overall military force).

---

## Tier 3

### Battlefield Decapitation

**Tier:** 3

**Activation:** Active (Action)

**Ranked:** No

During a round of mass combat, your character may use this talent to perform a **Hard (◆◆◆) combat check** (using a combat

skill that makes sense given the circumstances of the combat). If they succeed, they eliminate or temporarily incapacitate a mid-level commander of the enemy forces, reducing the enemy force quality by 1 for the remainder of the current round.

If they generate **▲ ▲ ▲** or **⊗**, they may either select a particularly vital target and reduce the enemy force quality by 2 instead of 1, or they may inflict a single Critical Injury on a notable adversary of the enemy forces (see page 35).

### Seize the Moment

**Tier:** 3

**Activation:** Active (Incidental)

**Ranked:** No

Once per session at the beginning of a round of mass combat, you may spend 2 Story Points to allow your character to use this talent to add a crisis point (see page 34) to the current round. The nature of the crisis point is up to you, but must be approved by your GM, as are the results if your group successfully resolve it.

### Stealthy Operator

**Tier:** 3

**Activation:** Active (Maneuver)

**Ranked:** No

While controlling a mech or other ground vehicle, your character may use this talent to make a **Hard (◆◆◆) Stealth check**. If they succeed, their vehicle cannot be detected or attacked by other vehicles that are not within medium range.

At your GM’s discretion, your character may not be able to use this talent if their vehicle is in very open terrain (such as a desert plain or large parking lot).

### Trusted Commander

**Tier:** 3

**Activation:** Passive

**Ranked:** No

When your character makes a skill check while “leading the fight” (see page 32) during mass combat, if they are commanding a force that shares their allegiance, the difficulty of the check is reduced to **Easy (◆)**.

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## Tier 4

### Boarding Party

**Tier:** 4

**Activation:** Active (Maneuver)

**Ranked:** No

While your character is not piloting a vehicle and is within engaged range with a vehicle, they may spend a Story Point to use this talent to climb on top of the vehicle, and cannot be dislodged for a number of rounds equal to their ranks in Coordination.





While on top of the vehicle, your character may perform an **Average** (◆ ◆) **Mechanics** or **Computers** check to inflict 4 system strain on the vehicle plus 1 per additional ✨, or they may perform a **Daunting** (◆ ◆ ◆ ◆) **Mechanics** or **Computers** check to gain access to the interior of the vehicle.

## Fire Everything!

**Tier:** 4

**Activation:** Active (Incidental)

**Ranked:** No

Once per session, after your character makes a successful combat check using a vehicle or starship weapon, you may spend one Story Point to have them use this talent to hit the target with all other weapons mounted on the vehicle or starship that have not fired during the current round. Each weapon inflicts one hit, dealing damage equal to its base damage plus the number of ✨ generated on the combat check.

The weapons must be able to be fired at the target vehicle (be in range, be in firing arc, not be disabled, etc) to be used by this talent. Any weapon used by this talent may not be used to make attacks for the remainder of the round.

## Sabotage!

**Tier:** 4

**Activation:** Active (Action)

**Ranked:** No

Once per encounter, your character may use this talent to target a vehicle or starship within medium range and make a **Hard** (◆ ◆ ◆) **Computers** check. If they succeed, they may select one component on the vehicle (see **GENESYS** Core Rulebook page 221) to become compromised. In addition, the vehicle suffers 1 hull trauma per ▲ ▲ and 3 hull trauma per ☹.

At your GM's discretion, this check's difficulty may be upgraded one or more times if the vehicle is particularly large and well-defended (a dreadnought's systems are harder to infiltrate than a civilian rambler's, for example).

## Tier 5

### Master and Commander

**Tier:** 5

**Activation:** Active (Incidental)

**Ranked:** No

Whenever your character makes a skill check while aboard a starship, they may suffer 1 strain to use this talent to reduce the difficulty of the check by one, to a minimum of **Easy** (◆).

This may even apply to skill checks that have nothing to do with operating a starship, such as a Charm check to interact with a passenger. In these cases, you should describe how your character's familiarity and comfort with being aboard a starship allows them to perform the task more easily.





## [Chapter 2]

# Running Starship Battles

**W**ith the information from **Chapter 1: Expanded Starship and Character Rules** at your disposal, we can now provide you with advice on how to organize and run starship combat encounters. Encounters involving starships (or any vehicle) tend to be more complex for Game Masters than standard combat encounters because they need to track the ships and the NPCs crewing them. This becomes even more complicated when you introduce capital ships like cruisers or dreadnoughts.

While **PCs as Starship Crew** on page 11 provides advice for how your group can operate their own capital ship, this section focuses on directing all the adversaries they fight against. Most of the advice focuses on how to simplify the actions of a starship crew so that you're not having to track hundreds of individual NPCs. Even the actions of a dreadnought's crew can be distilled into three or four skill checks.

Feel free to use whatever elements of this advice work for your game and discard whatever doesn't. The goal should be creating fun and exciting starship battles, after all!

### Ground Vehicles

Although this section mainly talks about starships, most of the advice works just as well when managing encounters involving ground vehicles or aircraft. Specifically, the advice for managing NPC crews and initiative for vehicles works just as well for ground vehicles as it does for starships.



# Starship Combat Encounter Size

Just as with normal combat encounters, there is an upper limit to how many participants you should include in a starship encounter. Too many and the encounter grows unwieldy and bogs down play—plus you run the risk of putting your players in an unwinnable fight.

The following are guidelines for encounters primarily focused on starfighters (and other small craft), on capital ships (vessels of silhouette 5 and larger), or on a mix of both. All guidelines are based on the number of ships involved, not their crew sizes.

## Fighter Encounters

“Fighter” encounters are where all parties are controlling starfighters or star bombers. This is the case regardless of whether each PC has their own fighter or two or three PCs are collectively operating a larger starfighter or bomber.

When constructing these encounters, the most important thing to keep in mind is which fighters or bombers your player characters have. To put it bluntly, most starfighters are more fragile than the PCs are in a standard combat encounter. Not only can PCs improve their resilience and survivability through talents and equipment, they also have access to multiple sources of convenient healing (such as dermal sealers). And even if they are incapacitated, an ally’s Medicine check can revive them.

None of these apply to starfighters and other small vehicles, however. There are only a few ways to make starfighters more survivable, and repairing them in the midst of combat is nearly impossible. Additionally, if a starfighter is incapacitated, it is much harder to get it working again. There’s a good chance it may end up destroyed instead.

All of which is to say, when planning a starfighter encounter, you should aim for parity between the opposed forces rather than unleashing hordes of enemy fighters. Your PCs should go up against a roughly equal number of enemies (or slightly more if the enemies are mainly minions). The following are some suggested encounter sizes using the fighter minion group rules on page 10:

- ◆ One minion group of three starfighters for every two PC-operated vehicles. This is an engaging encounter that should not pose a serious threat to the PCs.
- ◆ One minion group of two starfighters for every two PC-operated vehicles, plus one nemesis-operated starfighter. This is good for an intense, climactic dogfight, especially if the nemesis uses maneuvers or talents to stay in the fight longer (see **Running a Battle** on page 22).
- ◆ One minion group of two starfighters, plus one star bomber (see **NPC Crews** on page 20 for how to handle staffing a bomber). If there are four or more PC-operated vehicles, add a second minion group of starfighters. If the PCs have

their own larger craft, you can increase the size of the minion groups to three. This is a good setup for an objective-based encounter, where the PCs must shoot down the bomber before it attacks an allied ship or position while the minion starfighters run interference.

- ◆ One rival-operated starfighter for each PC-operated starfighter (or two for any larger PC-operated vehicles). This is a “classic” dogfight where the PCs engage an equal force of enemies. As long as the PCs play out the encounter intelligently, they should triumph. However, cooperation and coordination are necessary for victory.

## Capital Ship Encounters

“Capital ship” encounters occur when the players are in control of a capital ship and are engaging other capital ships. Anything of silhouette 5 or larger qualifies, but we recommend destroyers and cruisers as good capital ships for PCs.

Capital ship encounters generally only involve a few ships. They are often simply one-on-one duels between the PCs’ ship and a single enemy vessel. What makes them interesting and challenging is maneuvering to bring primary weapons to bear (and attempting to stay out of the enemy’s line of fire), shooting accurately, and dealing with the inevitable damage your ship suffers.

When constructing a capital ship encounter, we recommend limiting the number of combatant vessels to no more than four. Any conflict larger than that would be better handled as a mass combat scenario.

Capital ship encounters have three basic variants you can use:

- ◆ A single capital ship of roughly the same size and type as the PCs’ capital ship. This should be a straightforward encounter, with the PCs favored to win mostly because of the less skilled NPC crew (see page 20) on the adversary’s ship.
- ◆ Two capital ships smaller than the PC’s capital ship. This might be two destroyers versus a cruiser, or two corvettes versus a destroyer, for example. If the PC’s capital ship is particularly large, you can increase the number of enemy ships to three provided they are significantly smaller than the PC’s ship (three destroyers versus a dreadnought, for example). Here the PCs enjoy the advantage of strength and power, but you can make the encounter interesting by attacking their ship from several directions and trying to trick them into splitting their attention between enemies.
- ◆ A single capital ship larger than the PCs’ ship, or two capital ships that are the same size and type as the PCs’ ship. This is a really difficult fight for your players, and we recommend it only if their characters are particularly good at ship combat, their ship is unusually powerful, or they have devised some tactical advantage for the fight (ambushing the enemy from a nearby asteroid field or tricking them into splitting their forces, for example).



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## Combined Encounters

Combined or mixed encounters may seem more daunting than the other encounters discussed here, but thanks to the flexibility of the **GENESYS** rules, they're fairly easy to run. As with the other forms of encounters, our primary recommendation is to keep the encounter fairly limited in scope.

These encounters can also be grouped into three basic variants:

- ◆ A capital ship roughly the size and type of the PCs' capital ship and one minion group of two NPC starfighters for each PC-controlled starfighter. This is the simplest way to handle a group that has some people who want to engage with starfighters and some who want to control a bigger vessel. Have the capital ships and starfighters primarily engage their counterparts, but look for opportunities for them to help each other out.
- ◆ A capital ship smaller than the PCs' capital ship and two minion groups of three NPC starfighters, plus one additional minion group if there are at least two PCs with their own fighters. This encounter works particularly well if most or all of the PCs are aboard their capital ship, because it creates multiple threats that have to be dealt with by several gunners using different weapon systems. Any PCs with starfighters are outnumbered by the enemy fighters and have to work carefully in conjunction with the larger ship to survive.
- ◆ A single capital ship with a single minion group of two NPC starfighters if there are five or more PC-controlled fighters. This encounter works best if the PCs are all in starfighters and bombers. The PCs need to launch cooperative attacks to distract or disable the target's antistarfighter defenses, then either destroy it slowly or drive it off.

## NPC Crews

Since large vessels tend to have large crews, managing an entire starship crew can be an overwhelming task for a GM. Controlling each crew member individually also denies the GM the chance to take advantage of one of **GENESYS**'s tools for simplifying encounters: minion groups.

Instead, we recommend a simplified approach. Depending on the size of the ship's crew (information available in every ship's stat block), most of an NPC crew should be composed of minion groups, with each group focused on a specific task. The size of the minion groups depends on how many total crew are aboard the ship (see **Minion Group Size** on page 21).

Even if the ship's crew are mostly minions, you should use a rival or nemesis as the ship's captain. There may be a few other roles that you can fill with a single rival or nemesis at your discretion. However, remember that the more individual characters you add into a ship's crew, the more complex any combat encounters will become.

Finally, ships with smaller crews (generally less than ten) can be run by a crew of rivals or possibly a mix of rivals and one or two smaller minion groups. The guidelines here are for running combat encounters with larger military vessels, not patrol craft or transports with small crews and relatively few weapons.

---

## Crew Roles

To determine the NPC crew for a starship, first break up the crew into the three major roles required to run the ship during a structured encounter. Each role includes a brief description plus an overview of the actions and maneuvers crew may perform. This overview, while not comprehensive, provides guidance for running an encounter. Crew can still perform actions or maneuvers that are either on another role's list or not on any list at all.

### Command and Navigation

Crew in command and navigation are responsible for steering or piloting the ship, plotting courses for standard and superluminal travel, and issuing orders to the rest of the crew. In smaller ships, this role may be limited to the captain or to the captain and a single helm officer or pilot. Larger ships may have dozens of crew serving in this role.

While crew in this role generally focus on moving the ship or giving orders, they may also fire some of the ship's weapons. However, most of the guns should be operated by crew in the gunnery role.

Some of the actions and maneuvers that crew in this role may perform include the following:

- ◆ Accelerate/Decelerate (maneuver)
- ◆ Brace for Impact (maneuver)
- ◆ Copilot (action)
- ◆ Dangerous Driving (action)
- ◆ Fire Discipline (action)
- ◆ Plot Course (action)
- ◆ Reposition (maneuver)

### Gunnery

Crew in this role are responsible for firing the ship's weapons. Individual weapons may have a single gunner or several crew, depending on their size and complexity. Larger ships with larger crews tend to have specific gunners for each weapon on the vessel.

Some of the actions and maneuvers that crew in this role may perform include the following:

- ◆ Aim (maneuver)
- ◆ Blanket Barrage (action)
- ◆ Concentrated Barrage (action)
- ◆ Perform a Combat Check with Vehicle Weapons (action)
- ◆ Intercept Projectiles (action)



## How Many Gunners Aboard a Ship?

Some warships, especially smaller ones such as destroyers, are outfitted with multiple smaller weapons but also have particularly small crews. In these cases, the only way every gun could be crewed is if every crew member is a gunner. That leaves nobody to command, fix, or even fly the ship!

In ships like these, not all weapons are operated at the same time. Instead, a few gunners switch between weapons depending on where their targets are (since weapons often fire in a certain direction). Other weapons, such as long range missiles or torpedoes, may be operated by the captain or pilot.

Additionally, most of the weapons on ships are operated with computer assistance. That means a single gunnery team might be firing a whole bank of guns at once (in game terms, this is represented by the Blanket Barrage or Concentrated Barrage actions).

## Engineering and Support

Crew in this role service the ships engines, repair damage, oversee computer and electronic warfare systems, and operate scanners. They're the ones who keep the ship running. They can also support their ship and affect the enemy through electronic means.

Some of the actions and maneuvers that crew in this role may perform include the following:

- ◆ Assist (maneuver)
- ◆ Boost Defenses (action)
- ◆ Damage Control (action)
- ◆ Hack Enemy Systems (action)
- ◆ Intercept Projectiles (action)
- ◆ Jamming (action)
- ◆ Manual Repairs (action)
- ◆ Scan the Enemy (action)

## Other

Of course, there's a lot more to a crew than command, gunnery, and engineering. Large ships need everything from technical specialists and marines to doctors and cooks. However, most of those roles can be handled narratively and don't affect the outcome of a battle. Just remember that quite a few crew members aren't in any of the previous three categories but are doing other important things to keep the ship running.

## Minion Group Size

The size of each minion group aboard a ship depends on the overall size of the ship's crew. We recommend using the following guidelines:

- ◆ Ships with 11-50 crew members: minion groups of two.
- ◆ Ships with 51-100 crew members: minion groups of three.
- ◆ Ships with 101+ crew members: minion groups of four.

When dealing with a ship's weapons, assume that each of the larger and more powerful weapons requires a full minion group to operate (a "gun crew" if you will). Smaller defensive weapons could be operated by individual members of a single minion group. In the latter case, the minion group could fire all of these defensive weapons when making a single attack as the group, just like a minion group of soldiers only make one combat check even though narratively they are firing all their guns.

Remember that these are guidelines, though, not requirements. You can arrange your crews as you see fit.

## Crew Stat Blocks

Although we can imagine that the crew members of starships would have a wide range of specialized skillsets, **GENESYS's** game mechanics are simple enough that you can use the same minion profile to represent all the basic crew members aboard a ship. We recommend using the **combat pilot** (**EMBERS OF THE IMPERIUM** page 248) as a basic crew member and the **field commander** (**EMBERS OF THE IMPERIUM** page 249) as a ship's captain or high-ranking officer. You can use the rules accompanying those profiles to adapt them to the galactic power they serve. Also, feel free to add any additional relevant skills to minion groups staffing particular stations, such as Computers or Perception for those in Engineering and Support.





## Running a Battle

Once you have determined your ship's crew and designed your encounter, all that remains is to play it out! The following guidelines are intended to keep the encounter flowing as smoothly and as quickly as possible.

### Initiative in Starship Combat Encounters

Initiative follows the same basic structure in starship-based combat encounters as it does in any combat encounter. However, even when organized into minion groups, there are significantly more NPCs than there are player characters. Generating so many NPC initiative slots would bog down the encounter.

In starship encounters, you instead generate one initiative slot for each NPC starship. Use the captain or pilot's Vigilance or Cool skill (whichever is appropriate) to generate the initiative slot.

When you fill an NPC initiative slot with a starship instead of a single adversary during an encounter, all the NPCs aboard that starship take their turn in whatever order you choose. Note that

the number of NPCs who take a turn may be much smaller than the listed crew size (see **NPC Crews** on page 20). Once every NPC aboard the ship who is eligible to take their turn has done so, initiative proceeds to the next unfilled slot.

### What Should NPC Crews Be Doing?

We already discussed how the majority of an NPC starship crew should be composed of minion groups. However, in larger ships such as dreadnoughts and carriers, there are enough people aboard that you can crew every gun and still have enough minion groups left over to perform dozens of actions.

We don't recommend doing this. Instead, remember that the purpose of this combat encounter is to create a thrilling, tense, and—most of all—*fun* experience for your players. Any ships crewed by NPCs should be doing just enough to serve this purpose and nothing more.

This section discusses roughly how many actions the crew of a larger ship should perform, what actions those should be, and what actions you should avoid.

### Command and Navigation

Generally, a starship crewed by NPCs should have one NPC or minion group actively serving in the command and navigation role. Each turn, a ship is likely only performing one action and one maneuver from the recommended command and navigation list under **Crew Roles** on page 20 (or two maneuvers if they downgrade their action following the rules on page 226 of the **GENESYS Core Rulebook**).

The NPC serving as the captain is an obvious choice for this role, but a large ship may have a minion group serving as the bridge crew. Whatever they do should be focused on moving the ship from place to place. Actions such as Plot Course or Copilot can be performed in rare circumstances but run the risk of slowing down the encounter. Stick with getting a ship from one location to another, or have them fire a long-range guided weapon like a missile or torpedo if the NPC doesn't have anything else to do with their action.

### Gunnery

During a combat encounter, an NPC starship crew should focus on firing their ship's guns. However, this doesn't mean you should have them fire every gun every turn. Limiting your firing and using certain combat actions designed for starships keeps combat encounters from turning into a slog of dice rolls every time an NPC ship activates.

First, remember that ship weapons tend to only fire in certain directions. This means not every weapon can fire all the time, even if you're running the encounter strictly as a "theater of the mind" without any sort of battle map, tokens, or miniatures.

Next, although the profiles for larger ships may not have written limits on the amount of ammunition for weapons like



missiles and torpedoes, that doesn't mean you should treat the weapons like they have infinite shots. Narratively, ships carry limited amounts of ordnance, and that means a captain won't waste powerful weapons on targets they can dispatch with their smaller guns.

Finally, have your ships fire groups of the same weapons together in broadsides or volleys by using the Blanket Barrage and Concentrated Barrage actions (**GENESYS** Core Rulebook, page 228). This lets your NPCs fire several weapons with a single check and feels cinematic and exciting. After all, a ship letting loose with all its guns in one massive broadside is a lot scarier to your players than rolling multiple checks for several weaker shots!

## Engineering and Support

Generally, you should perform no more than one of the actions from the engineering and support list under **Crew Roles** on page 20 during each NPC ship's turn. These actions were originally created to give player characters more options during starship combat. Trying to perform many of them with an NPC crew slows down an encounter immensely (and risks boring your players).

The default action your NPCs should perform is Damage Control, and even then mostly just to repair Critical Hits so that the NPC ship can keep fighting or flee. In a combat encounter, the NPC starship is supposed to threaten your PCs before being driven off or destroyed. So don't work too hard to repair the damage your players inflict!

## Special Cases

This guidance does come with a caveat, however. If your PCs always rely on a single weapon or tactic during a starship combat encounter, consider using some of the more specialized vehicle actions to counter that and encourage them to think creatively. For example, if the PCs always launch torpedoes from maximum range, you can have your NPC ship start using Intercept Projectiles (**GENESYS** Core Rulebook, page 229) to make that approach more difficult. Likewise, if the PCs prefer to run away from every fight, you can use the Copilot action to boost any Operating or Piloting checks your NPCs make to chase them (especially if they usually stay out of range of the NPCs' guns).

## Damage and Crew Casualties

In a combat encounter involving starships, most of the rules involve damaging or destroying the ships themselves. However, large starships often have large crews, and people may also be injured or killed during the fighting. The following guidelines cover how you can simulate crew casualties on PC and NPC starships.

## Player Character Starships

When dealing with player character starships, it's important to remember that not every hit should injure or kill crew members. Most attacks are absorbed by the armor or shielding of the ship, or they damage portions of the ship without people. You can also handle crew casualties completely narratively, announcing that a few crew members have been injured or killed when the PCs' ship suffers a particularly nasty hit. You should use the narrative approach if none of your PCs are skilled medics.

However, if you want a more mechanics-focused solution, you can have the PCs' ship suffer casualties whenever it suffers a Critical Hit. After rolling to determine the result, take the "ones" digit from your roll. That number (from 0 to 9) is how many NPCs aboard the ship are incapacitated from the attack.

Then during the next round, one of the PCs has the chance to perform an **Average (◆◆) Medicine check** to try and stabilize some of the casualties. For each uncanceled ✨, one incapacitated crew member is healed enough to return to their duties. ▲▲ may be spent to stabilize an incapacitated crew member so that they will heal in the future. Any other NPC crew members who were incapacitated during the previous round die of their injuries (or were already dead).

How crew casualties affect the performance of the ship is up to you. It could include some weapons being unable to fire; penalties to checks to repair the ship, maneuver it, or use its systems; or even the PCs being unable to run the ship at all.

## NPC Starships

If a ship is crewed entirely by NPCs, we highly recommend you either handle any crew casualties narratively or don't track them at all.

### Crew Casualties and Player Comfort

We've already mentioned a few reasons why you would want to handle the idea of crew casualties narratively. However, you should also keep it narrative—or completely gloss over the entire concept of NPC crew members being killed or wounded—if it would make your players uncomfortable. Many people would rather play a swashbuckling and action-packed adventure than try to simulate some of the grim realities of war, so keep your players' comfort level in mind.





## [Chapter 3] Mass Combat

Although the Keleres generally conduct single-cohort missions and clandestine operations, as the galaxy descends into all-out war, they find themselves caught up in pitched battles more and more often. In rare cases, Keleres may even lead larger forces, especially when those forces are arrayed against one of the Great Threats.

In the **TWILIGHT IMPERIUM** setting, large-scale battles can act as excellent set pieces for climactic moments in a campaign and can provide characters who are not specialized in combat with a unique means of interacting with a fight. You can use them as a backdrop for a more personal conflict or have the PCs take a major part in the battles, even leading the forces involved.

The mass combat rules allow you to use the Narrative Dice System to abstractly represent the conflict and the PCs' roles within it. These rules facilitate interesting and unexpected outcomes without bogging gameplay down with too many details.

You can also adjust them to fit battles of many different scales, from small engagements between squadrons of fighters or platoons of infantry to massive mech battles, dreadnought engagements, or planetary invasions.

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### The Mass Combat Check

To run a large-scale battle, you make a series of checks across the course of an encounter. These *mass combat checks* follow the rules for checks established in the **GENESYS** Core Rulebook. However, the number of dice and upgrades in the pool are determined by the details of the battle instead of the skills and characteristics of an individual character. The outcomes of these checks inform how the battle unfolds, from who is currently winning or losing to determining specific events on the battlefield.



## A Storytelling Tool

The rules presented here are meant to serve as a storytelling guide, providing a structure to help craft a narrative around a battle. You shouldn't think of them as prescriptive rules but as tools to aid in creating an interesting and consistent story structure that your group can participate in.

At its core, a mass combat check represents the climax of a portion of a battle between an active force (usually the force the PCs are allied with) and the enemy force. As such, only one mass combat check is made per phase rather than one per side. Success on a mass combat check means that the active force has achieved their objective during that portion of the battle, while failure indicates temporary defeat.

## Phases

Before beginning a battle using the mass combat rules, divide the battle's timeline into a series of phases. These phases are conceptually the same as a round in a structured encounter: a period of time that gives everyone involved a chance to do something meaningful. The exact length of time each phase covers ranges from several minutes to several hours depending on the circumstances of the battle and the size of the forces involved.

When breaking down the battle into phases, make your divisions based on notable events that you plan on occurring during the battle. These events can be just about anything so long as they mark a potential point for the fight to shift in one side's favor or to move to a different arena. For example, a planetary invasion might use the following events: orbital bombardment, landing preliminary troops, and landing reinforcements.

## Example Phases

Although the phases in your battle depend on the specific events that occur, there are some phases that are general enough to be broadly useful. These are some examples:

- ♦ **Deployment:** This phase covers moving forces into optimal positions for the coming battle, organizing supplies, and generally preparing for the upcoming fight. It usually has very little actual combat, but the preparations that take place can be crucial to determining the course of the battle.
- ♦ **Opening Shots:** This is when the fighting starts. The two sides begin skirmishing with one another, testing each other's defenses and resolve. Sometimes one force may launch

a lightning attack on the other to destabilize them or to gain some early advantage. This may not be the deciding moment of a battle, but it can set the tempo for the rest of the engagement.

- ♦ **Main Engagement:** This is when the main fighting occurs. If the battle is particularly large, there may be several *main engagement* phases. Generally this is when the outcome of the battle is decided.
- ♦ **Retreat, Pursue, Regroup:** This phase happens after the battle is finished, but it is still vitally important. If the PCs' forces defeated the opponent, they have the opportunity either to consolidate whatever gains they have earned or to pursue their foe to inflict further losses on them. Likewise, if the PCs were defeated, they have the chance to retreat in good order to preserve their forces rather than letting the foe wipe them out in a panicked rout.

## Adjusting Phases as You Go

Although you may plan on a specific set of phases for your battle, the dice results and your players' actions may change the course of events. In this case, you can change the future phases to fit the new circumstances or even add new phases to your battle.

However, when adding new phases or altering the course of your battle, you should always keep in mind the conditions for victory or defeat. You probably don't want your battle to keep dragging on without an end in sight! If you have a very complex battle in mind, it might make more sense to break it into several battles, each with their own victory conditions that help shape the events of the next battle.

## Victory or Defeat

When planning a mass combat battle, you should determine the conditions for victory for each side. Presumably, both sides have a reason for fighting the battle and you, as the GM, need to know what they are.

Generally, one side in a battle is the attacker, and the other is the defender. The attacker is trying to claim an objective or accomplish a goal, and the defender is trying to stop them. The objective could be to gain physical advantage. Examples include capturing fortifications, seizing supplies, or controlling some location of strategic value. It also could be attempting to destroy something: blowing up an ammunition depot, abducting or assassinating an enemy leader, or defacing a landmark that has great psychological importance to the enemy. Alternatively, the objective could be something intangible, such as simply demonstrating that the attacker can strike at will whenever and wherever they please.



In these situations, the defender's primary goal is to stop the attacker, with a secondary goal of hurting them enough to make the attacker think twice about trying it again in the future.

However, some battles (often referred to as *meeting engagements*) occur when two attacking forces crash into each other. The goals can be the same as previously mentioned for attackers, but in this case, *both* sides are trying to accomplish the same goal. The victor is the side that can accomplish it first.

## Building a Mass Combat Check Dice Pool

At the end of a given phase, the players construct and roll the mass combat dice pool assembled based on the events of that phase. To perform the one mass combat check for a phase, you first create a dice pool based on the current states of the active force and the enemy force, as well as any other battlefield conditions that apply.

Note that in all cases, **the active force is the force with the player characters**. Battles are always fought from the perspective of the group, whether they are attacking or defending.

To build the dice pool, use the following steps.

### Step 1: Building the Ability of the Pool

A mass combat dice pool is built using a very similar process to building the dice pool for a skill check. The main difference is instead of the number of Ability dice (◆) and Proficiency dice (●) being determined by a single character's ranks in skills and characteristics, they are determined by the active force's ranks in **size** and **quality**.

Basically, the larger the force is, the higher its ranks in size are. Likewise, the better trained a force is, the higher its ranks in quality are. Obviously, this only takes into consideration the troops actively participating in the battle.

### Determining Ranks in Force Size

Consult **Table 3—1: Force Size** for examples of forces of varying sizes and their corresponding ranks. The examples include infantry only, mechanized forces only, and units that combine both. If you have several very distinct and different units and you're not sure how their combined force fits into an example, look at each unit individually and figure out their individual ranks in size. Then determine the highest rank, and increase the overall rank of the acting force once to represent the reinforcing presence of the other smaller units. For example, if your acting force of starships consists of a **significant** force of three interceptor squadrons and an **imposing** flotilla of four destroyers and one cruiser, first you determine their ranks (2 and 3,

respectively). Take the larger rank of 3, then increase it once to 4 to represent the presence of the starfighters. That determines your overall size rank of 4.

If your forces combine units of varying skill or equipment, don't worry, just add up the total sizes of the various units. The next section, **Determining Ranks in Force Quality**, describes how to combine units with different training or weapons and what effect that has on the mass combat dice pool.

### Determining Ranks in Force Quality

Consult **Table 3—2: Force Quality** for examples of forces of varying quality and their corresponding ranks. Determine which examples most closely match the quality and equipment of the acting force, and that determines the acting force's ranks in quality.

If the active force consists of different units of varying abilities and equipment (such as a battalion of hundreds of conscripted militia with minimal training reinforced by a couple of ten-person squads of elite commandos), determine which unit is the largest (the unit with the most ranks in size), and determine that unit's ranks in quality. Then increase the ranks in quality for the acting force once to represent the presence of the more highly trained but smaller units. In our previous example, the **weak** force of unarmed militia would be combined with the **elite** force of commandos, increasing the quality of the overall force from **weak** to **untrained** (for 2 ranks in quality).

### Unusual Situations in Force Quality

You may have situations where the training of the force does not match the quality of the equipment they are using. One example could be elite insurgents who have been fighting in their home territory for years but are armed with obsolete weapons and whatever they can salvage from the battlefield. Another could be corporate security forces who are given the very latest in weapons and armor but receive no real combat training. Which of these, training or equipment, that takes precedence is ultimately up to you, but we recommend you use the training and experience to set the force quality level rather than the equipment. Generally, skilled combatants know how to use old or outdated equipment effectively, while giving a neophyte a powerful weapon is just going to make them that much more overconfident and liable to do something foolish when the fighting starts.

#### What about the PCs?

Your player characters will have their own parts to play in the battle. No matter how imposing they are (or think they are!) do not count them as one of the units making up the active force.



**TABLE 3—1: FORCE SIZE**

| Force Strength | Planetary Force                                                                                                                                                                                                                        | Space Force                                                                     | Rank |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|------|
| Trivial        | A platoon of 20–50 soldiers.<br>A troop of 2–3 mechs or armored vehicles.                                                                                                                                                              | A single starfighter squadron of 6–12 ships.<br>A single capital ship.          | 1    |
| Significant    | A company of 50–200 soldiers.<br>A squadron of 4–8 mechs or armored vehicles.<br>A platoon of 20–50 mechanized infantry (infantry riding in 2–4 armored vehicles) supported by 2–3 mechs.                                              | 2–3 starfighter squadrons.<br>A squadron of 2–3 capital ships.                  | 2    |
| Imposing       | A battalion of 200–600 soldiers.<br>A company of 10–30 mechs or armored vehicles.<br>A company of 50–200 mechanized infantry with 10–15 vehicles and a squadron of 4–8 mechs or tanks.                                                 | A fighter/bomber wing (4–10 squadrons).<br>A flotilla of 4–5 capital ships.     | 3    |
| Staggering     | A brigade of 650–2,000 soldiers.<br>A regiment of 31–99 mechs or armored vehicles.<br>A battalion of 200–600 mechanized infantry in 20–40 vehicles with a company (10–20 vehicles) of armored support.                                 | A fleet of 6–15 capital ships, with fighter escort and support.                 | 4    |
| Vast           | A division of 2,100–10,000 soldiers.<br>A division of 100–300 mechs or armored vehicles.<br>A brigade of 600–2,000 mechanized infantry riding in roughly 100 vehicles with another 30–50 tanks or mechs providing heavy armor support. | An armada of more than 16 capital ships, along with their fighters and escorts. | 5    |

## Applying Size and Quality to Build the Pool

Once you have determined the size and quality of the acting force, you use the ranks in each to build the ability portion of the dice pool in the same manner you would a skill check. Select the larger of the two numbers. That is how many **◆** you add to the pool. Then select the smaller of the two numbers. That is how many **◆** in the pool that you upgrade into **●**.

## Step 2: Building the Difficulty of the Pool

Building the difficulty of the dice pool (i.e. determining how many Difficulty [**◆**] and Challenge [**●**] dice are in the pool) follows the same steps as building the ability of the dice pool.

First, determine the ranks in size and quality of the enemy force using the same metrics as explained in **Step 1**. Once you have determined the size and quality of enemy force, select the larger of the two ranks. This is how many **◆** you add to the pool. Then select the smaller of the two ranks. This how many **◆** in the pool that you upgrade into **●**.



**TABLE 3—2: FORCE QUALITY**

| Force Quality | Example                                                                                                                                                                                                                                                                                                                                                                                                                        | Rank |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| Negligible    | Unarmed civilians.<br>Unarmed civilian vessels.                                                                                                                                                                                                                                                                                                                                                                                | 0    |
| Weak          | Armed civilians or ill-equipped militia.<br>Retrofitted civilian or industrial equipment used as makeshift weapons.<br>Civilian vessels with minimal weaponry.                                                                                                                                                                                                                                                                 | 1    |
| Untrained     | Conscripted or drafted troops with a few weeks of basic training.<br>Obsolete or outdated weapons, vehicles, and equipment.<br>Fearless, utterly dedicated, but minimally armed troops, such as Nekro drone swarms or Mahact thrall clones.<br>Warships from the reserve fleets with inexperienced reservist or drafted crews.                                                                                                 | 2    |
| Trained       | Basic soldiers with months of training and potentially some combat experience.<br>Modern and standard-issue equipment, vehicles, and weapons.<br>Fearless, utterly dedicated troops with standard equipment, such as Vuil'raith berserkers, L1Z1X Legionnaires, or Arborec Letani behemoths.<br>Average battle line warships.                                                                                                  | 3    |
| Elite         | Elite troops with advanced training and combat experience such as Sol Spec Ops troopers, Keleres assault cohorts, or Yssaril stealth elimination teams.<br>Advanced equipment, weapons, and armor too costly or rare to give to an entire army.<br>Fearless, dedicated, and well-armed troops with full military support, such as an integrated L1Z1X army.<br>The core of any battlefleet.<br>The crew of any fleet flagship. | 4    |
| Unstoppable   | The deadliest, best equipped, and most highly trained soldiers in the galaxy with lethal experimental weaponry and advanced equipment.<br>Any Mahact force when a Mahact gene-sorcerer takes the field and unleashes the full might of their fell abilities.                                                                                                                                                                   | 5    |

## Story Points and Talents in Mass Combat Checks

Players cannot spend Story Points to upgrade mass combat checks. The checks cover too many broad events to allow a single Story Point to have such an outsized influence. Likewise, GMs cannot spend Story Points to upgrade the difficulty of mass combat checks.

Also, note that a mass combat check is not a skill check. Talents that affect skill checks, combat checks, social skill checks, or other types of checks do not affect mass combat checks.

The only talents or abilities that affect mass combat checks are ones that specifically say they do in their rules.

## Step 3: Boost and Setback Dice

Once you have determined the ability and difficulty of the dice pool based on the size and quality of the two forces, you have the chance to add Boost dice  and Setback dice  based on other elements that may affect the battle. These can include the morale of the forces, circumstances on the battlefield, actions taken by the PCs, and anything else you or your group can come up with. Elements that benefit the active force add  to the pool, while elements that benefit the enemy add  to the pool. **Table 3—3:  and  in Mass Combat** on page 29 offers a list of suggested reasons for adding  and  to the mass combat check. These are just a jumping-off point to help you and your players generate ideas about the kinds of things that may affect the check.



## Considering Terrain

Although mechanically terrain can be distilled down to favorable (add ■) and unfavorable (add ■), you can still take some time to consider the terrain in play and how it might affect the ongoing battle. This extra level of detail helps bring the scenario to life.

For example, terrain might be advantageous for some forces but dangerous for others. Thick woodlands and muddy bogs would be good cover and concealment for light infantry, but tanks and armored vehicles would struggle to get through it. Mechs, however, can stride through this terrain without issue and often have the scanners to penetrate foliage and spot hidden infantry.

Likewise, fighting near a flaring star could be hazardous for starfighters and bombers, as their weaker armor and shielding can't protect them from intense radiation. Heavy warships such as dreadnoughts, on the other hand, could be tough enough to ignore the flares long enough to win a battle.

In the end, you get to decide how the terrain may affect a battle for good or ill. But don't be afraid to enable your players' creative thinking when they consider how to use terrain in the ongoing fight.



**TABLE 3—3: ■ AND ■ IN MASS COMBAT**

| Reason to Add ■                                                                                                                                                                                        | Reason to Add ■                                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| The active force occupies a defensive position (such as a PDS [planetary defense system] installation, natural cover, or a trench system).                                                             | The enemy force occupies a defensive position (such as a fortress, hardened bunker, or natural choke point).                                                                           |
| The active force had ample time to prepare for the engagement (such as setting traps or mines, laying in supplies, or scouting the terrain beforehand).                                                | The active force is caught off guard, under extreme pressure, or otherwise unprepared for the battle (such as having weapons locked away, troops out of position, or scouts ambushed). |
| Weather or stellar phenomena provide the active force with cover, cloak their movements, or disrupt the enemy force.                                                                                   | Weather or stellar phenomena disrupt or distract the active force or provide the enemy force with cover or the element of surprise.                                                    |
| The active force has specialist equipment or arms particularly well suited for the task at hand.                                                                                                       | The active force is low on ammunition or undersupplied.                                                                                                                                |
| The active force has irregular or non-combatant allies who provide useful support (such as providing extra food or supplies, offering their knowledge of the area, or even acting as scouts or spies). | The active force is hindered by non-combatant involvement in the battle (such as irregular troops aiding the enemy force or civilians the active force has to evacuate or protect).    |





## Step 4: Upgrading and Downgrading the Check

Most of the time, once you have determined the ability and difficulty of the mass combat check, you do not upgrade or downgrade the check further. However, in some circumstances abilities, talents, or the results of previous mass combat checks may cause the check to be upgraded or downgraded. Apply those upgrades and downgrades during this step by following the rules on page 22 of the **GENESYS** Core Rulebook, with upgrades being applied before downgrades.

## Step 5: Removing Dice

If any rules, talents, abilities, or circumstances instruct you to remove dice from the dice pool, do so during this step by following the rules on page 23 of the **GENESYS** Core Rulebook.

### Ideal Difficulty

Although the mass combat rules work for any size active and enemy forces, the most engaging mass combats tend to occur when the PCs and their active force begin the fight outmatched. The rules are designed to give the PCs a chance to make a crucial difference in the fight, so the narrative can be much more compelling when an outnumbered force of underdogs fights their way to victory, rather than a powerful force crushing a weaker foe.



**TABLE 3—4: SPENDING  AND  IN MASS COMBAT**

| Result                                                                                                                                                                                                                                                                                                                                     | Result Options                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  or                                                                                                                                                                      | All allied player characters with the active force recover 1 strain.<br>Notice a key feature of the enemy force (such as an enemy officer, weapon emplacement, or support ship) and its position on the battlefield.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|   or                                                                                    | A probing attack by the active force reveals a weakness in the enemy force's deployment. Add  to the active force's next mass combat check as it exploits this weakness.<br>Accomplish something that doesn't affect the course of the battle but does prove particularly useful to advancing one of the PCs' agendas. After the battle, one PC completes a benchmark for their agenda. The group should decide which PC completes this benchmark, but the GM has the final say.                                                                                                                                                                                                                                                                                                                                                                                          |
|    or  | A previously unnoticed geographical feature on the battlefield (stand of trees, ravine, rock formation, or planetary ring, for example) offers the active force a vital advantage in the coming fight. The active force may downgrade the difficulty of its next mass combat check as it exploits this vital feature.<br>The active force disables or destroys an important piece of enemy hardware, such as a heavy weapon emplacement, support mech, or starship, that provided the enemy force with some advantage in battle. Adjust the enemy force's quality accordingly in the next mass combat check. Additionally, this may further affect the casualties the enemy force has suffered at the end of the battle.<br>The leader of the active force makes a rousing speech to inspire the troops or enacts a cunning strategy that may take the enemy force by surprise. The active force may upgrade the ability of its next mass combat check once. |
|                                                                                                                                                                                                                                                         | Overwhelmed by the ferocity of the active force, the enemy force is close to breaking. During its next mass combat check, the active force may spend  to cause the enemy force to flee in a panicked rout.<br>A notable NPC in the active force performs a particular feat of heroism and valor. This provides the active force with a leader or warrior to benefit it even after the battle is over.<br>Reinforcements for the active force arrive, increasing its ranks in size once for all future phases.<br>A brilliant tactical maneuver cuts off, destroys, or captures a sizable portion of the enemy force, decreasing the enemy force's ranks in size once for future phases.                                                                                                                                                                                   |
|                                                                                                                                                                      | A dramatic narrative moment gives the PCs the chance to single-handedly change the entire course of the battle. This is a crisis point (see page 34) that—if the PCs take the opportunity and succeed—can allow them to win the battle automatically or gain a sizable advantage in future mass combat checks, at the GM's discretion.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |

## Step 6: Resolving the Check Results

Now that the dice pool has been constructed, it's time to roll the dice and see what happens! The results of the check determine the success or failure of the active force during that phase and may well have repercussions on later phases of the combat.

On a successful check, the active force accomplishes its objectives for that phase of the battle or prevents the enemy force from achieving its goals. Those goals should have been determined per **Victory or Defeat** on page 25. Additional  can be spent to achieve further goals or to increase the magnitude of the success.

In some cases, the degree of success may be defined by how many  your players spend. For example, if the objective of the battle was to hold out long enough to evacuate a town or to attempt to destroy a bunch of enemy infrastructure, each  may represent a percentage of civilians evacuated or infrastructure destroyed.

If the active force fails the check, the enemy force accomplishes its objectives for that phase of the battle or the active force is stymied.

, , , and  can be spent narratively from this check or by using the suggestions found in **Table 3—4: Spending  and  in Mass Combat** or **Table 3—5: Spending  and  in Mass Combat** on page 32.



**TABLE 3—5: SPENDING  AND  IN MASS COMBAT**

| Result                                                                                                                                                                                                                                                                                                                                     | Result Options                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  or                                                                                                                                                                      | All allied characters with the active force suffer 1 strain.<br>The fog of war creates confusion on the battlefield. Add  to the next mass combat check as the active force attempts to sift through contradictory intel or enemy misinformation.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|   or                                                                                    | The enemy launches a probing attack that disrupts the active force's order of battle. Add   to the next mass combat check as the active force must react to enemy movements.<br>One of the PCs involved with the active force (either chosen at random or by the GM, depending on the ongoing narrative) is injured in the fight and suffers 4 wounds.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|    or  | The active force gets bogged down in difficult terrain, or the enemy force takes advantage of some unnoticed terrain feature. Upgrade the difficulty of the active force's next mass combat check once.<br>A valuable heavy weapon or vehicle belonging to the active force is destroyed, or one of the PCs' vehicles suffers a Critical Hit. This may also affect the size of the active force at the end of the battle.<br>The enemy force disrupts the command and communications of the active force by injuring a ranking officer, jamming communications, or hacking computer systems to introduce contradictory orders. Downgrade the ability of the next mass combat check the active force makes once, or have one notable NPC in the command structure of the active force suffer a Critical Injury.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                                                                                                                                                         | One of the PCs involved with the active force (either chosen at random or by the GM, depending on the ongoing narrative) is grievously wounded in the fighting and suffers a Critical Injury.<br>A notable NPC involved with the active force and chosen by the GM is killed in the fighting unless they are successfully treated with a <b>Hard</b> (    ) <b>Medicine check</b> during the next phase.<br>Communications are completely disrupted, and the commander of the active force cannot send orders to their units in the field. Unless another officer or respected leader who can communicate to the active force steps in, the active force's quality is reduced by one for the remainder of the battle.<br>Reinforcements arrive to support the enemy force, increasing its force size by one for the remainder of the battle.<br>A brilliant tactical maneuver or terrible blunder cuts off, destroys, or captures a sizable portion of the acting force, decreasing the acting force's ranks in size once for future phases. |
|                                                                                                                                                                      | A calamitous event or bitter betrayal imperils the entire active force. This is a crisis point (see page 34) that the PCs must deal with personally. If the PCs do not resolve the situation satisfactorily, the active force is defeated. In addition, the PCs are too busy dealing with the situation to continue contributing to the ongoing battle in any way.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

## Where the PCs Fit In

Where do the PCs fit into all this? PCs are, by their very nature, wild cards. As the heroes of the narrative, they fill many vital roles on the field of mass combat. With a few exceptions, the PCs are likely some of the most qualified and skilled individuals in the active force. While they can't win a battle on their own, they can have a significant effect on the outcome.

The following are some of the ways the PCs participate in a mass combat. Each of these options takes up the majority of a PC's time during a given phase, meaning the PC can't be doing this and something else at the same time.

Note, the checks the PCs make in this section are standard skill checks, not mass combat checks. When spending  ,

 , and , do **not** use **Table 3—4** and **Table 3—5** (unless, as the GM, you think a result is highly appropriate to the situation). Instead, use the tables for spending these results found on pages 104 and 121 of the **GENESYS** Core Rulebook, or perhaps you and your players can come up with something that fits the ongoing narrative!

## Leading the Fight

If a PC is particularly skilled at Leadership or has some rank or authority with the active force (or both), they can easily be the person commanding the active force. If a PC is in command, they can use their knowledge of leadership and tactics to direct that phase of the battle.



To do so, the PC should make a **Daunting** (◆◆◆◆) **Leadership check**. If they succeed, their inspired tactics and charisma push the active force to even greater heights. During the next phase of the battle, the active force may count their ranks in quality as equal to the PC's ranks in the Leadership skill, instead of their normal quality.

If the active force's quality is already equal to the PC's ranks in Leadership, the active force increases its ranks in quality by 1 instead, to a maximum of 6 (this specifically increases ranks over the normal limit of 5, and represents the effect great leadership can have on even very skilled troops).

## Supporting the Troops

Many PCs have skills that they can use to support the active force. The possibilities are only limited by your approval as GM and your players' imaginations, but here are some suggestions. Each is an activity designed to be performed by one or two PCs during a single phase and includes a suggested skill check the PC can make. You can adjust the default difficulties based on the ongoing narrative. A desperate battle in a hostile environment or against a powerful enemy force may result in the difficulty being increased by 1 or 2 for many or all of these checks.

- ◆ **Scouting the battlefield:** The PC can scout out enemy positions, deployments, and intervening terrain or weather by making an **Average** (◆◆) **Survival check**. If this is a space battle, they can make an **Average** (◆◆) **Astrocartography check** instead.
- ◆ **Repairing damaged vehicles or ships:** The PC can help fix and direct the repairs of damaged ships and vehicles with an **Average** (◆◆) **Mechanics check**.
- ◆ **Battlefield medicine:** The PC can care for wounded soldiers and sailors, keeping the numbers of dead low and improving the morale of their comrades with an **Average** (◆◆) **Medicine check**.
- ◆ **Coordinate fire support:** The PC can guide attacks from artillery or other long range weapons to improve their accuracy and effectiveness with an **Easy** (◆) **Knowledge (Science) check**.
- ◆ **Hack enemy systems and protect friendly networks:** The PC can either hack into enemy computer and communication networks to sow chaos and disruption or protect their own side's networks from the same fate with an **Average** (◆◆) **Computers check**.
- ◆ **Leading from the front:** The PC can lead elements of the active force from the front lines by making an **Easy** (◆) **Leadership check**. If they succeed, they inspire the soldiers around them by showing that the PC is willing to brave danger alongside them.
- ◆ **Know your enemy:** The PC can study the enemy to see if they are predisposed to certain tactics or cultural blind spots with an **Easy** (◆) **Knowledge (Culture) check**.

If the PC performs this action successfully, they either add ■ to the mass combat check made at the end of the current phase or they remove ■ from that check, depending on their actions and the ongoing narrative. If they're doing something specifically to enhance their own forces, they should probably add ■. On the other hand, if they're doing something to counteract a problem or an enemy effort that is already adding ■ to the next check, they should probably remove that ■ instead.

However, if the PCs generate at least ✨ ✨ ✨ on their check, they can choose to add ✨ to the results of the mass combat check rather than adding ■ or removing ■. Their impressive efforts have guaranteed they have affected the results.

## Notable Nemeses

Although the rules in **Getting the PCs Involved** apply to the player characters, battles may also be fought against enemy forces led and aided by notable and dangerous adversaries. They may even be individuals who the PCs have been clashing with over the course of entire adventures or campaigns, and you certainly want to make their presence felt on the battlefield.

All of the rules in **Getting the PCs Involved** can also be used by rival- or nemesis-level adversaries, meaning they can make a Leadership skill check as described in **Leading the Fight**, perform other skill checks as described in **Supporting the Troops**, and even attack the acting force directly as described in **Getting Involved Directly**. In all of these cases, just reverse the results of success.

- ◆ **Leading the Fight:** They replace the enemy force's ranks in quality with their ranks in Leadership, or increase the quality by 1.
- ◆ **Supporting the Troops:** They either remove ■ or add ■ to the check, and if they generate at least ✨ ✨ ✨, they can add ✨ to the results instead.
- ◆ **Getting Involved Directly:** Success adds ■ to the check, and any Critical Injuries and Critical Hits can be inflicted on the PCs and their vehicles.

Note that to avoid bogging down the mass combat, we recommend having no more than half as many notable adversaries on the side of the enemy force as there are PCs in your group.





## Getting Involved Directly

Combat-focused PCs can also get directly involved in the fighting. When they do this, they take up a position on the front lines, perhaps piloting a starfighter, manning the guns on a starship, firing heavy weapons in a forward strongpoint, or driving a mech. This can be a more appealing option for combat-focused PCs. However, it's also more difficult for a single person to make a difference in the swirling melee of combat, and there is the very real risk of suffering an injury in the process.

To get involved directly, the PC makes a **Hard** (◆◆◆) **combat check** using their preferred combat skill that also makes the most sense given the battle (if the battle is in space, for example, the PC probably shouldn't use the Brawl or Melee skill). If they succeed, they add ■ to the next mass combat check made at the end of the current phase. If they fail, they suffer 4 wounds, plus 1 additional wound for each ☹ generated on the check.

If the PC generates at least ★★ on their check, they can also choose to inflict one Critical Injury on a notable adversary involved in the battle, or one Critical Hit on an enemy vehicle involved in the battle (this is in addition to the ■ they add to the check). They may have either caused the injury themselves, or put the adversary in a dangerous situation because of their actions.

## Crisis Points

Crisis points are the final option and the most cinematic. They represent circumstances where a small group of people can turn the tide of battle with their daring and cunning actions. They can either be a moment of opportunity for the active force or a grave danger that must be dealt with. In either case, they are circumstances outside of the larger battle that the PCs must deal with as a group.

Some examples of crisis points include the following:

- ◆ A chance encounter on the battlefield reveals the location and relative vulnerability of the enemy commander. If the PCs act quickly, they can attack the commander directly and decapitate the enemy force's leadership.
- ◆ The enemy force's top fighter ace is leading an enemy fighter assault. If the PCs engage and destroy them in front of their entire fighter corps, the enemy fighters lose morale and flee.
- ◆ A gap in the defenses of an enemy fortification allows the PCs to slip inside and destroy the main power generators, shutting down the defense grids protecting the enemy's planetary defense systems.
- ◆ The PCs have access to a ship capable of boarding the enemy's chief command and control vessel. If they can take over that vessel, the enemy fleet may collapse into disarray.
- ◆ An enemy infiltration team suddenly attacks the active force's headquarters, forcing the PCs into a ferocious fight to keep their own leadership alive.
- ◆ Sabotage cripples a powerful warship of the active force, leaving it drifting out of control. If the PCs don't defend it from an oncoming bomber wave, the ship is destroyed, and as a result, the fleet is lost.
- ◆ Under the command of a subordinate, some of the active force turns traitor. If the PCs don't deal with the subordinate and their most powerful warriors, the active force has an additional enemy army in its midst.

All of these can be run as a structured encounter (or set of encounters, depending on their complexity). They take the place of whatever else the PCs were planning to do during that phase.

## Using and Resolving Crisis Points

Crisis points are disruptive enough that you shouldn't employ them in every mass combat. In fact, they're usually only the result of a mass combat check generating ☹☹ or ☹☹ (see **Table 3—4: Spending ▲ and ☹ in Mass Combat** and **Table 3—5: Spending ☹ and ☹ in Mass Combat**).

The results of the crisis point depend on whether it was added due to ☹ or ☹. The former are opportunities to either win the battle outright or gain such a significant advantage on the next mass combat check that the active force is very likely to win. The latter are emergencies that cause the active force to lose the battle outright unless the PCs successfully intervene. Even if they do succeed, however, the mass combat continues.



Of course, as the GM, you are allowed to add a crisis point to a mass combat even without spending ☉ or ☿. This can either be an opportunity for the PCs or an emergency for them to deal with. However, since the crisis point can often end the battle, we recommend adding a crisis point only for particularly climactic and cinematic events in your campaign. In short, crisis points have the potential to be very exciting and memorable events, so use them sparingly to keep them from becoming mundane.

## Tallying the Cost of Battle

In a battle, soldiers are killed and wounded and ships or vehicles are destroyed or damaged. For the most part, these consequences are handled narratively when using the mass combat rules. However, we do provide some guidelines for how to determine casualties based on the results of the battle.

### Basic Casualties

Although it is possible to fight a battle without casualties, it's unlikely. At the end of the mass combat, you can determine basic casualties suffered by the active and the enemy force using the following guidelines:

- ◆ The losing side in the mass combat always suffers enough casualties to decrease its ranks in size by 1.
- ◆ The losing side in the mass combat also suffers enough casualties to decrease its ranks in size by 1 again, *unless* the losing side performed particularly well despite having lost. Mechanically, this could have been failing the last couple mass combat checks with ▲ ▲ ▲ or ☉. Narratively, this could be based on the actions that key characters on that side took during the combat.
- ◆ The winning side in the mass combat suffers enough casualties to decrease its ranks in size by 1, *unless* the winning side performed particularly well in addition to winning. Mechanically, this could have been succeeding the last couple mass combat checks with ▲ ▲ ▲ or ☉. Narratively, this could be based on the actions that key characters on that side took during the combat.

### Additional Casualties

The size of the acting and enemy force can also be reduced during the combat by some of the results from **Table 3—4** and **Table 3—5**. These reductions also apply at the end of the combat, after basic casualties have been applied.

In addition, some actions that characters take or some of the other results during the combat can cause individual vehicles

and starships to be damaged or destroyed. It is up to you as the GM to determine whether these losses are enough to affect the overall size rank of the force they belonged to (although the ship or vehicle is still damaged or destroyed, whether it affects the size or not).

## Interpreting Casualties

When the size of forces are reduced, the numbers that make up that force are reduced. Consult **Table 3—1** to see how many soldiers, vehicles, or starships the new size rank represents. Simply put, the difference in numbers between the start and the end of the battle is the number of casualties that force suffers.

This doesn't mean, however, that all those soldiers are dead, or all those vehicles are destroyed. In military terms, casualties can refer to dead, wounded, or missing soldiers, and we use the term in the same way here. Out of the total casualties suffered, a minority of those lost are actually killed, while the rest are either injured, have been captured by the enemy, or ended up fleeing the battlefield and will return later. The same holds true for vehicles and starships. Many of those lost are not completely destroyed, but instead were damaged to the point that they couldn't fight, were abandoned by their crews, or had to flee the battlefield.

What percentage of casualties are dead or destroyed versus injured or damaged is up to you as the GM, and can be determined based on the events of the battle. However, if you need rough guidelines, you can assume casualties are divided into thirds, with a third of the casualties being dead, a third injured, and a third fled or captured (or their vehicular equivalent).

### Reduced to 0 Ranks

If a force is reduced to 0 ranks in size, then it has been completely wiped out. Again, not everyone is dead, but those who were not slain have fled in a panicked rout, been captured as prisoners, or are injured (or some combination thereof). It's up to you whether they have any chance of regrouping into any sort of fighting force in the future.

### Recovering

Recovering from casualties is an entirely narrative exercise and somewhat beyond the mass combat rules. Just remember that all sorts of factors can affect how long it takes to rebuild a fighting force. Available reinforcements, efforts to rally and regroup soldiers who fled the battlefield, and treating the wounded after the fight may all affect how quickly a unit can reconstitute its strength.





## [Chapter 4]

# Civilian Ships and Vehicles

**T**here are innumerable vehicle and starship manufacturers spread across galactic civilization's long history and interstellar distances. Every faction and major species produce designs specific to their own requirements and physiologies. A few corporations cater to a wider clientele, and even fewer become known galaxywide. Factions prefer to keep tight control over their military vessels to protect their technological secrets and rely on their own manufacturing. Civilian craft are another story, with corporations eager to sell to anyone other than their faction's hostile rivals.

### Principle Vehicle Manufacturers

At the moment, three of the most widely known manufacturers are the venerable Vectura Rex, expanding Aether Cosmos, and relatively new but rapidly rising Prismetra.

#### **Vectura Rex**

Vectura Rex originated during the Lazax Empire, catering to the needs of the galactic, capital Mecatol Rex. The company's vehicles were used extensively for non-military imperial functions. Vectura Rex found widespread galactic success selling



to other governments, corporations, and everyday customers with imperial aspirations. Some popular models remained in production for centuries with only occasional stylistic or technical updates.

Vectura Rex's fortunes likewise fell with the empire. As Lazax power waned, Vectura Rex's facilities across the galaxy were destroyed, along with other symbols of imperial dominance. On some worlds, local companies took over its manufacturing facilities and continued production of moderately redesigned vehicles. Other companies copied Vectura Rex's designs outright.

Today, Vectura Rex still dominates Mecatol Rex's transportation and shipping industry, but it exports to only a few other major markets. With the potential of a reinvigorated empire on the horizon, Vectura Rex's management dreams of reestablishing their galactic influence. As a symbol of old imperial strength, they now develop plans for galactic expansion, hoping to sell their reputation to would-be emperors.

Over the centuries, Vectura Rex has built virtually every type of starship and vehicle. Its military division was wiped out during the collapse of the Lazax Empire, and the company was then forced to focus on the civilian market. Vectura Rex's current offerings still center around solid designs of old, though more expensive craft feature modern varieties as well. Vectura Rex has not officially reentered the military market, but its expanding security vehicle line clearly shows its intention to soon.

## Aether Cosmos

Ambitious Aether Cosmos started with a hostile takeover of the major vehicle and starship manufacturers on the former Sol colony world Ansgar. Over the next few decades, the industrial conglomerate took control of the vehicle market and its supply chains. Next came domination of its raw material sources. Once Aether Cosmos held a near monopoly over the Ansgar market, it expanded to other star systems in its region.

As the company's influence grew, so did its government participation. For years, the Federation of Sol used de facto economic warfare via the nearby world of Gral to force Ansgar to rejoin the Federation. Aether Cosmos suspected its Gral rival, Durastead Transports, to be among the instigators, but regardless, ten years ago the Federation largely succeeded in weakening Ansgar's government.

Aether Cosmos used its influence to gain political control in self-defense—both of its world and its markets. Its newly formed Government Division took over all internal and external governing matters. Not all citizens of Ansgar were particularly happy, but most regard it as preferable to falling under the Federation of Sol's rule. Aether Cosmos has proved effective at resisting the Federation's efforts. Additionally, Aether Cosmos uses its newfound governmental powers to expand its reach throughout the galaxy, largely via the relatively nearby Elysian Wormhole.

Aether Cosmos has a complete range of civilian vehicles and starships, from the woefully cheap to the ludicrously extravagant. Most of its products reside in the middle range, serving as dependable workhorses. Aether Cosmos is expanding its once-limited military lines, in part to better defend Ansgar from the galaxy's rising threats (and Sol in particular). Aether Cosmos's multitude of divisions cover the gamut of industrial businesses and distribution.

## Prismetra

Prismetra is a relatively new Hacan venture attempting to leverage the Emirates' trade routes and merchant fleets to sell a new range of vehicles and ships. A consortium of smaller Hacan Emirates owns and controls the company in an effort to improve their standing and influence within the larger Emirates. Initially, Prismetra positioned itself as a premium brand with limited offerings. Everything was originally built on Hacan worlds, but the company soon expanded manufacturing to regional trade hubs. This enabled Prismetra to produce a wider variety of vehicles and vessels. It also spurred expansion into the larger but more economically minded general markets.

To differentiate itself from traditional local companies, Prismetra's designs cater to those wanting the newest technology and innovation (sometimes to a fault). It attempts to be a trendsetter. Its vehicles are also widely known to be highly customizable, especially those produced by Hacan factories. Prismetra products manufactured on other worlds share similar designs, but with fewer features for aftermarket customization. The company claims this is to help reduce costs due to regional market conditions. While partially true, the reality is bleak and pragmatic. Should war ever erupt, the Emirates that own Prismetra can use its facilities and ships to fulfill part of their levy to the Quieron. The Hacan-produced vessels can take on more weapons or other systems than their counterparts, and a high percentage of these sales go to Hacan owners.

Pragmatism aside, Prismetra sticks to civilian craft rather than military ships. Its owners remain dedicated to excellent ship and vehicle design. This contrasts with the more utilitarian approach of Aether Cosmos. The two companies are direct competitors, both currently expanding into similar regions and markets.

## Civilian Vehicle Profiles

Civilian vehicles are designed to be used by the populace at large for their respective markets. Most are unarmed, but those used for security or work in risky environments may carry light weaponry or armor. Civilian craft range from the cheap and utilitarian to the extravagant and unbelievably expensive.

Note that the prices of each vehicle do not include the prices for any other vehicles they can carry. These must be purchased separately.



## Perspeculor Survey Vehicle

Even with a galaxy-spanning empire, there are still countless worlds yet to be explored. For centuries, Vectura Rex has supplied those efforts with the hardy Perspeculor. Built to withstand harsh environments, it can be pressurized, seal itself against vacuum or poisonous atmospheres, and even operate submerged in a limited capacity. Four large all-weather wheels on a reinforced suspension system carry a durable rectangular crew and cargo cabin. The Perspeculor can carry up to ten passengers and crew, plus their gear, for limited runs. For extended expeditions, it is more comfortably crewed by a maximum of six to allow room for supplies and living space. Most of the seats transform into single beds, while more beds fold down from the walls or roof.

The vehicle can be outfitted with an array of accessories depending on the intended mission. Remote control lights,

cameras, sensors, manipulator arms, drone docking stations, sample storage containers, winches, and even small monorides can be fitted to the exterior.

The interior is typically divided into a living space and a workspace. Lab stations, workstations, sensors, tools, computers, and gear storage make up the workspace. The living space contains most of the converted beds, a tiny galley, and the other necessary facilities for self-sufficient exploration. The passenger side hatch is even a single-person airlock.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 2            | 2     | +0           | 0       | 0     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 12           |       | 12           |         |       |

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 driver.

**PASSENGER CAPACITY:** 5 normally, 9 for limited trips.

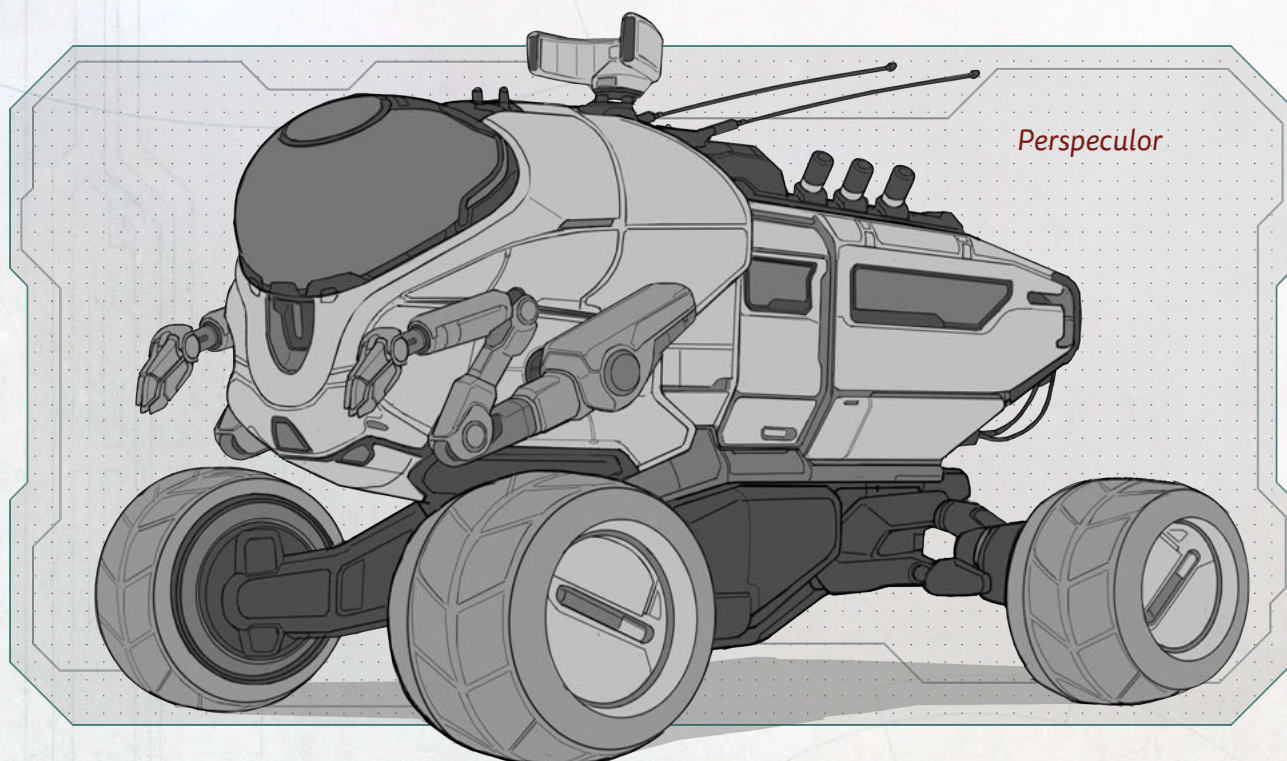
**CONSUMABLES:** 1 month.

**ENCUMBRANCE CAPACITY:** 40.

**PRICE/RARITY:** 6,500 aurei/4.

### WEAPONS

1 forward pair of manipulator arms (Fire Arc Forward; Brawl; Damage 10; Critical 5; Range [Engaged]; Knockdown, Personal Scale).





## Predator Rambler

Given Aether Cosmos's attempts to resist Sol's expansion toward their world, it's an ironic quirk of galactic economics that they once supplied the Federation with a rugged and reliable infantry fighting vehicle.

The Predator eschews fancy hover-tech or articulated legs in favor of six oversized tires and a tough suspension. The enclosed and armored cab has enough room for a squad of soldiers along with their gear. Most importantly, the remote-controlled turret on the Predator's roof is large enough to mount a small but potent mass driver and coaxial blazer for anti-infantry work.

Eventually, Federation procurement decided to shift away from foreign suppliers, and their forces began phasing out the Predators. At that point, they did what the Federation so often does and dumped them en masse into the secondary market, ensuring mercenaries, private security forces, and independent worlds across the galaxy would have a cheap supply of light military vehicles for decades to come. A dozen of these ended up being donated to the Keleres and were received enthusiastically by the Custodian quartermasters. Although they are becoming temperamental with age, they are still highly valued by any Keleres with a militaristic bent.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 2            | 4     | +0           | 0       | 1     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 9            |       | 7            |         |       |

**WEAPONS**

1 turret-mounted light mass driver (Fire Arc All; Gunnery; Damage 3; Critical 4; Range [Long]; Knockdown; may not be used against targets within short range).

Coaxial blazer (Fire arc All; Gunnery; Damage 8; Critical 3; Range [Medium]; Inaccurate 1, Personal Scale, Vicious 2).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 driver, 1 gunner.

**PASSENGER CAPACITY:** 8.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 20.

**PRICING/RARITY:** 18,000/4.

## Valiant Emergency Response Vehicle

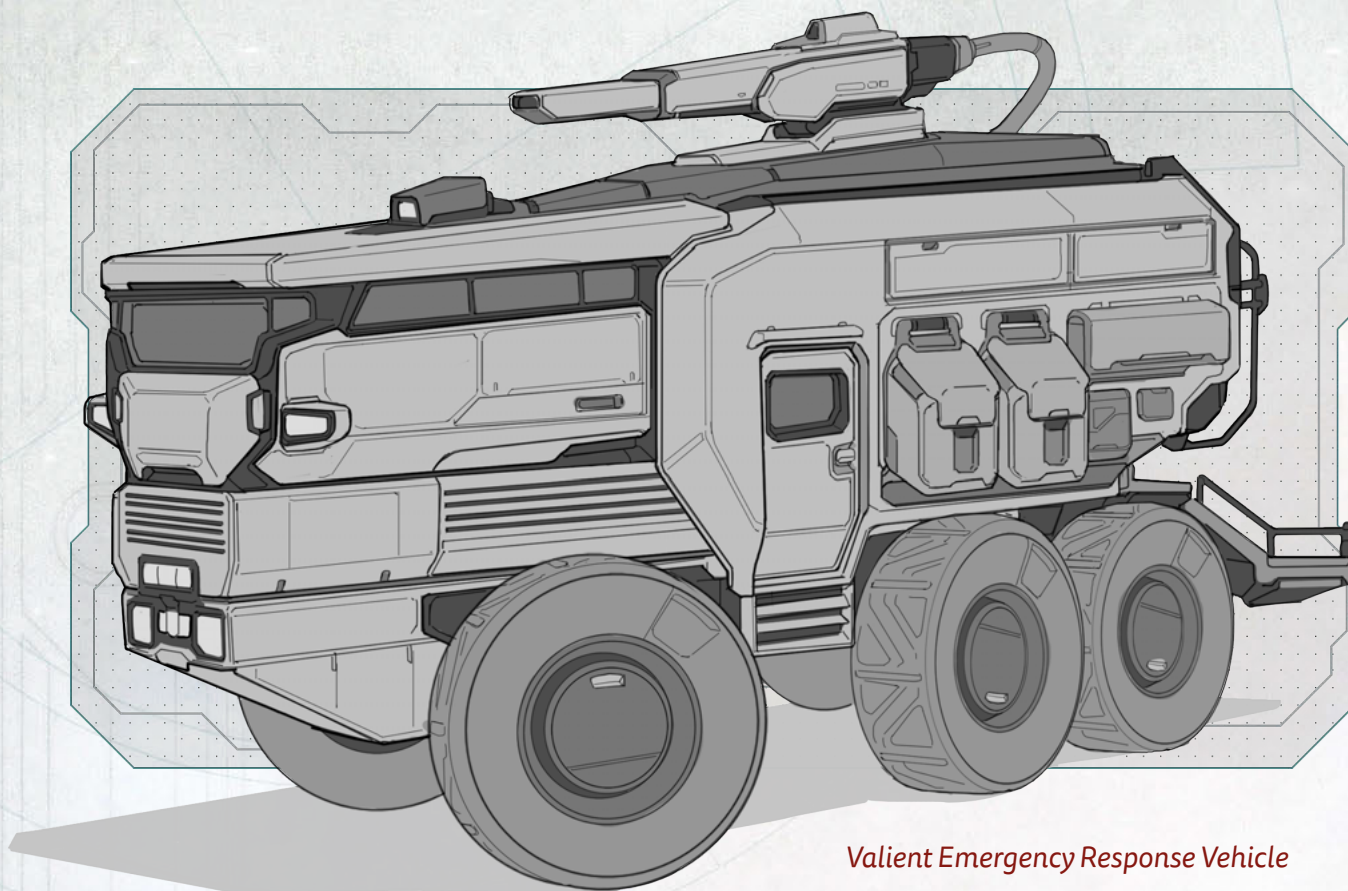
Aether Cosmos's Valiant emergency response vehicles are all-in-one fast response units ready to meet a variety of everyday crises. The Valiant's crew can fight fires, provide medical care, conduct rescues, and perform light security. The vehicle's boxy but efficient cabin rides on six large wheels suited for use on or off the road. A four-person cab opens into a secondary compartment that holds four additional fold-down seats and gear storage. The rear compartment carries two grav-stretchers stored in the floor and medical supplies within locked wall cabinets. The compartment can also be refitted to transport restrained detainees. The Valiant has two side doors and a rear hatch that folds down and extends to create a steep ramp.

Firefighting equipment, hoses, an inflatable rescue boat, and additional gear are stored on the vehicle's roof, attached to outer panels or beneath the rear compartment. The Valiant's powerful engine sits under the cab and secondary compartment and can be accessed through the latter's floor. The bottom of the vehicle is protected by stout metal belly panels. The Valiant is lightly armored to resist minor attacks or hazardous conditions, but it is not military grade. It is fitted with a top-mounted water cannon that is intended for firefighting, though it can also be used for crowd control.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.





*Valient Emergency Response Vehicle*

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 2          | 3     | +1           | 0            | 1     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 11           | 8            |       |

#### WEAPONS

1 dorsal-mounted fire-suppression foam/water cannon (Fire Arc All; Gunnery; Damage 0; Critical 6; Range [Short]; Disorient 3, Knockdown, Stun damage).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 driver, 1 leader, and 4 emergency techs and/or security officers.

**PASSENGER CAPACITY:** 2 stretchers or 4 detainees.

**CONSUMABLES:** 48 hours.

**ENCUMBRANCE CAPACITY:** 5, plus personal firefighting equipment and rescue tools for all passengers and 1 inflatable boat.

**PRICE/RARITY:** 12,300 aurei/4(R).

## Centipede Segmented Mech

Mechs are largely known for their military applications, but some civilian uses exist, especially where terrain is rough in undeveloped or underdeveloped locales. Aether Cosmos's Centipede line of mechs are rugged transport vehicles that share some design concepts with the Cavalcade bulk haulers. The mechs aren't fast, but they can carry goods across rough terrain at a height that towers over smaller vehicles and obstacles.

Aether Cosmos offers industry-specific customizations, but at their core, Centipede mechs combine into a chain of hauler units, each with their own propulsion drives and large cargo containers. Each mech has four stout, tough legs extending from the sides. At the front is the operation unit, with a slightly elevated cab for better visibility. Although the crew can hop from one hauler to the next, only a brave or foolish individual would do so while the Centipede is underway.



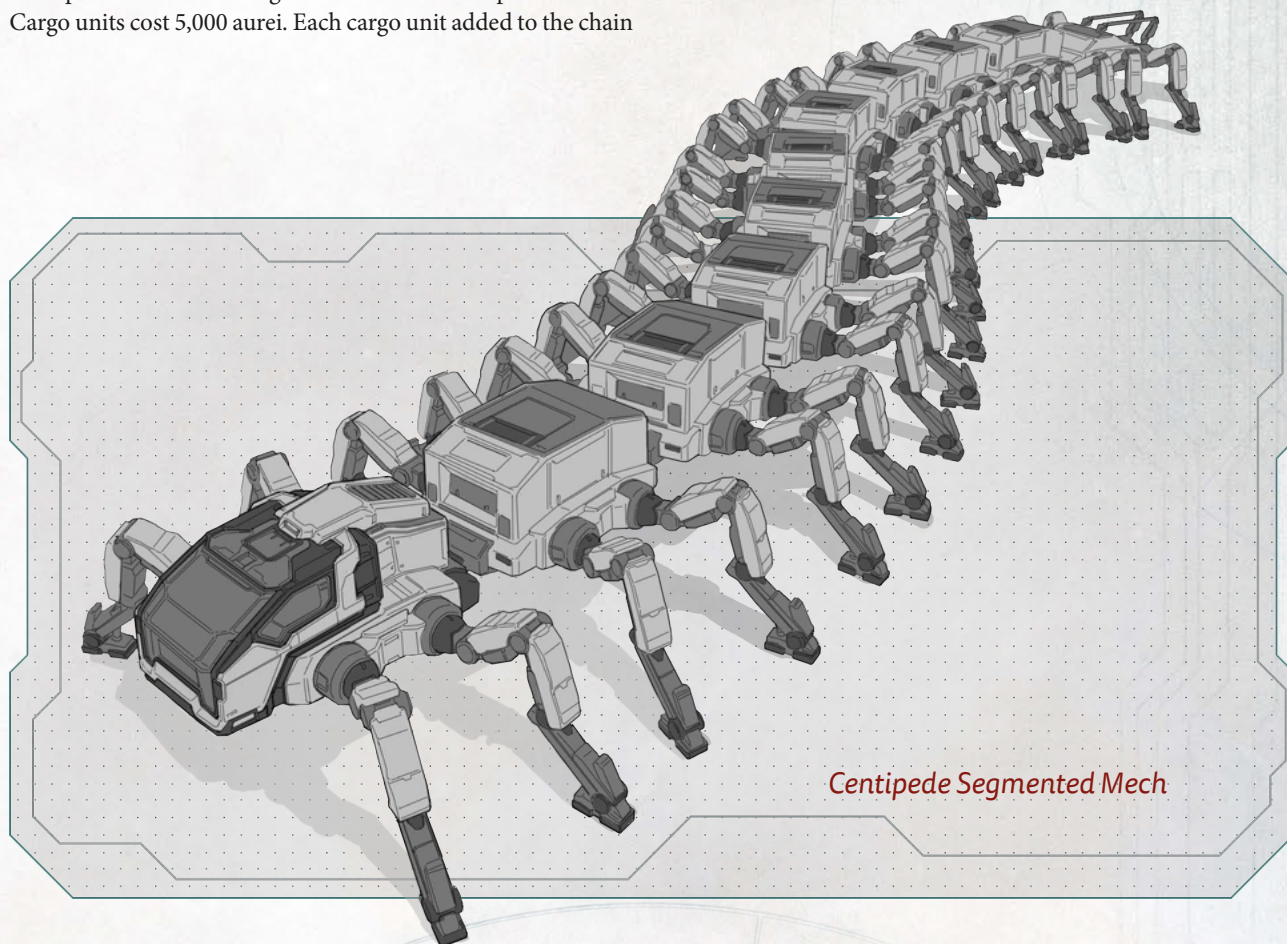
### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

### Centipede Chain

Centipede mechs have cargo units linked to the operation unit. Cargo units cost 5,000 aurei. Each cargo unit added to the chain

increases the hull trauma and system strain thresholds of the combined unit by 10 and increases the encumbrance capacity by 100. For every three cargo units, increase the silhouette of the entire vehicle by 1.



Centipede Segmented Mech

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 2            | 1     | -2           | 0       | 1     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 6            |       | 6            |         |       |

**CONTROL SKILL:** Driving.  
**COMPLEMENT:** 1 driver, 1 codriver, 2 system operators.  
**PASSENGER CAPACITY:** 0.  
**CONSUMABLES:** 5 days.  
**ENCUMBRANCE CAPACITY:** 20.  
**PRICE/RARITY:** 5,000 aurei/3.  
**WEAPONS:** None.



# Crystal Carriage

Few vehicles scream wealth and attention like Prismetra's double-decker Crystal Carriage. Clad entirely in reinforced transparent panels, the vehicle appears as though it was sculpted out of an enormous chunk of high-quality cut and polished crystal, riding on a platform of burnished copper and gold. Of course, individual panels can be changed from fully transparent to fully reflective or anywhere in between, depending on whether the riders wish to be seen by the public.

As a hovering grav-field vehicle, the carriage's underside contains the necessary equipment concealed by more reflective panels. The vehicle is as long and tall as a typical high-capacity bus. The upper level is about two thirds the length of the lower

level and centered lengthwise. It is split into two compartments that serve as the primary riding and entertainment areas. A spiral staircase leads to the lower level. The front half of that level is dedicated to the driver's cab, crew seats, food and drink preparation stations, and other equipment necessary to serve the riders. The back half typically contains a compact but opulent living and sleeping space.

## Vulnerable

All successful combat checks targeting this vehicle add **A A** to the results.

3

SILHOUETTE

3

SPEED

-2

HANDLING

0

DEFENSE

0

ARMOR

4

HT THRESHOLD

8

SS THRESHOLD

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 driver and 1 passenger attendant.

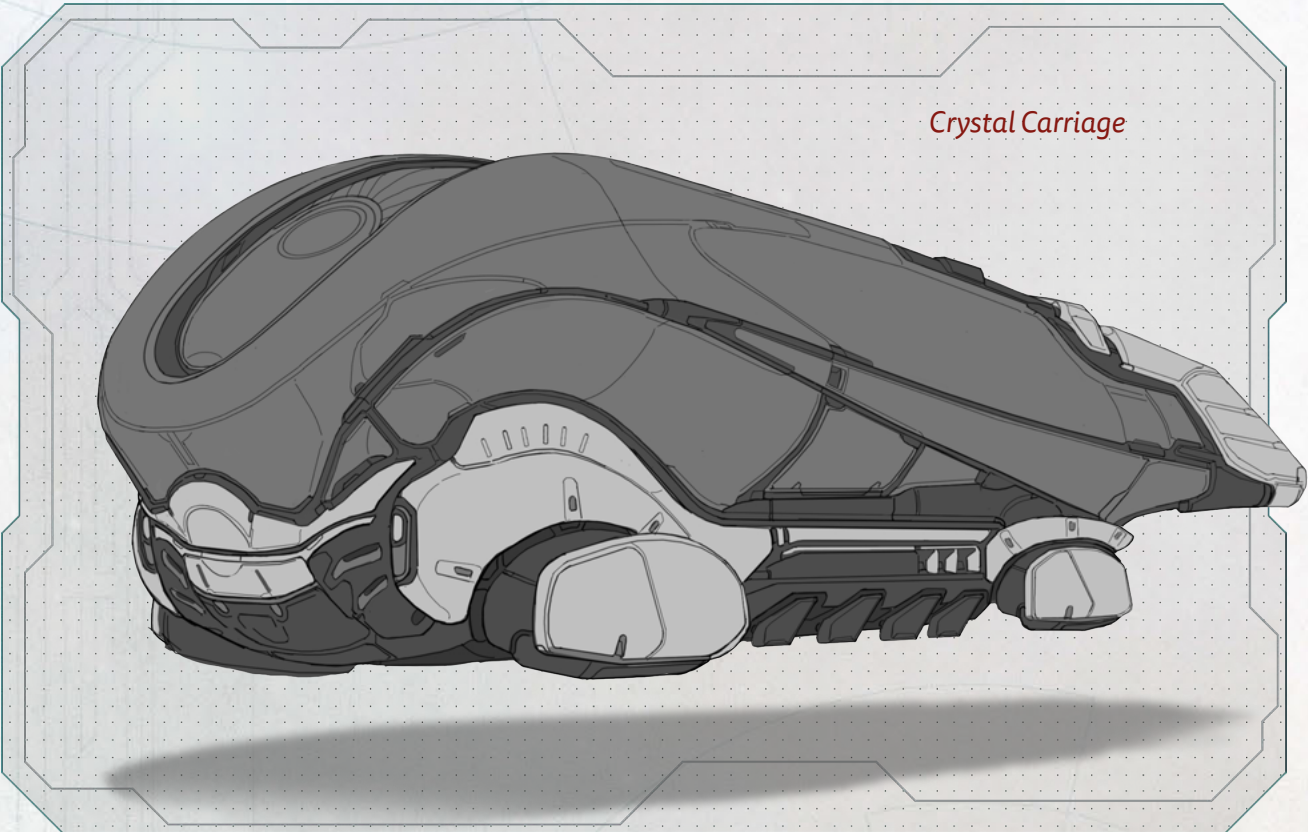
**PASSENGER CAPACITY:** 30.

**CONSUMABLES:** 18 hours.

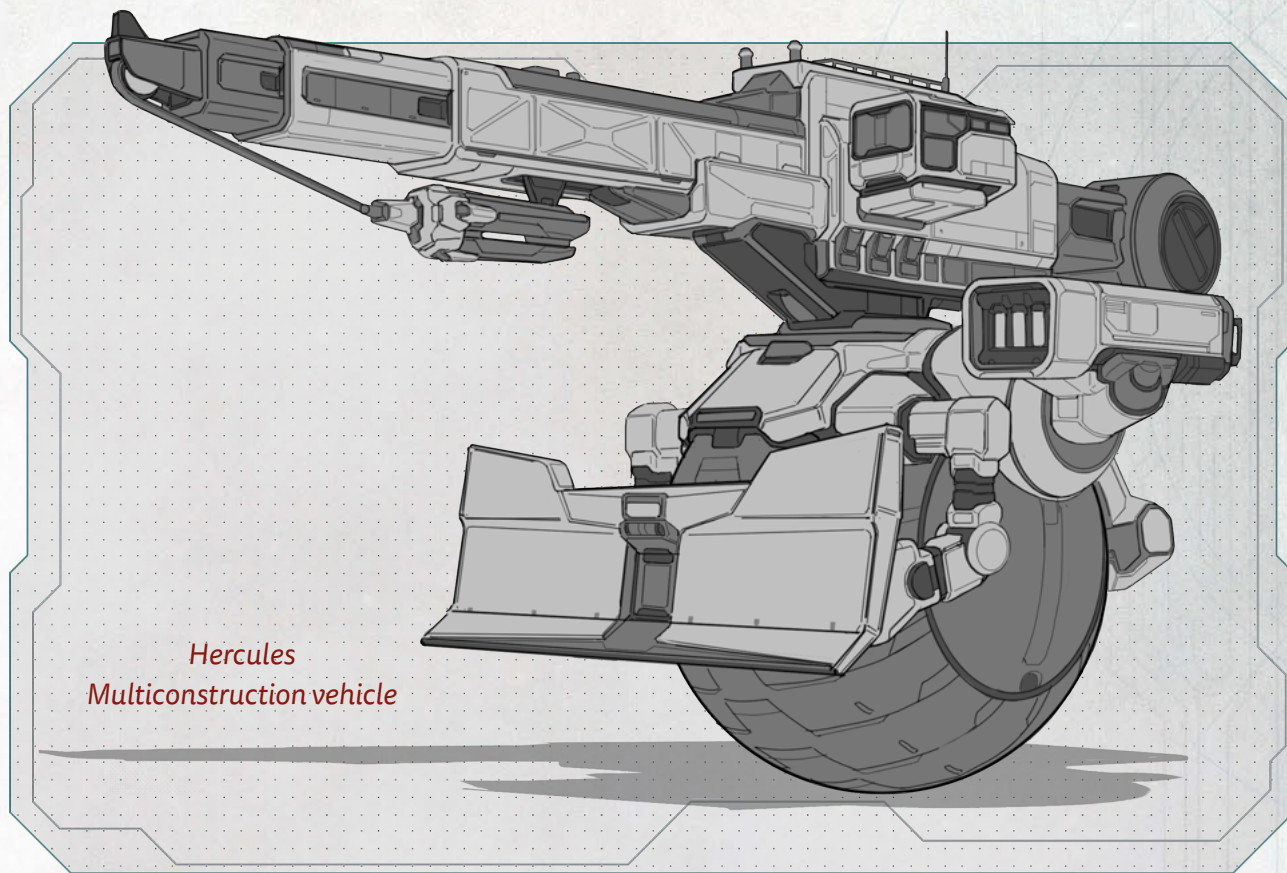
**ENCUMBRANCE CAPACITY:** 40.

**PRICE/RARITY:** 22,550 aurei/6.

**WEAPONS:** None.







*Hercules  
Multiconstruction vehicle*

## Hercules Multiconstruction Vehicle

The Hercules Multiconstruction vehicle is Aether Cosmos's most successful heavy machinery multi-tool. The core of the vehicle is an enormous single all-terrain sphere. The surface of the sphere has a multiphase, adaptable traction coating which the driver can adjust to match the terrain. It can change from road treads to rugged knobs for off-road use. This feature makes the vehicle highly maneuverable and able to roll in any direction at any time. Above the sphere is the engine and control cab, affording an unobstructed view in all directions. This large vehicle can still technically drive on public roads, though it dominates the lanes. Additionally, light roads, standard road surfaces, and bridges may not have the strength to support the focused weight of the sphere.

Mounted around the sphere at equidistant points are three common construction apparatuses. Each can be lifted or retracted while not in use. One is a large bulldozer blade, such as has been used for centuries. Another is a large telescoping manipulator arm that can also be aligned in a straight configuration for use as a crane. When the arm is used, outriggers are deployed to keep the unit stable. Finally, the Hercules has a large fusion plate similar in size to the bulldozer blade. When the plate folds down, it heats or fuses whatever material

it contacts— natural or synthetic—into solid slabs. The Hercules rolls alongside the future road or area to be fused, keeping the heavy sphere out of the construction path while leveling it. Companies can purchase the vehicle with other attachments, but they are not easily swapped out after manufacture due to strict balancing requirements. Some additions make the Hercules too big to travel on public roads without additional transport and special provisions. Custom equipment is most common for units that serve a single industrial location.

### Bulldozer

When the Hercules deliberately collides with another vehicle (see page 222 of the **GENESYS** Core Rulebook), the Hercules reduces the results of the Critical Hit it suffers by 20. The other vehicle suffers 8 damage to its hull trauma threshold and increases the results of the Critical Hit it suffers by 40.

### Manipulator Arm/Crane

While operating the manipulator arm/crane, your character may make a **Hard** ♦♦♦ **Operating check** to pick up and move a stationary object within short range that is silhouette 2 or smaller.

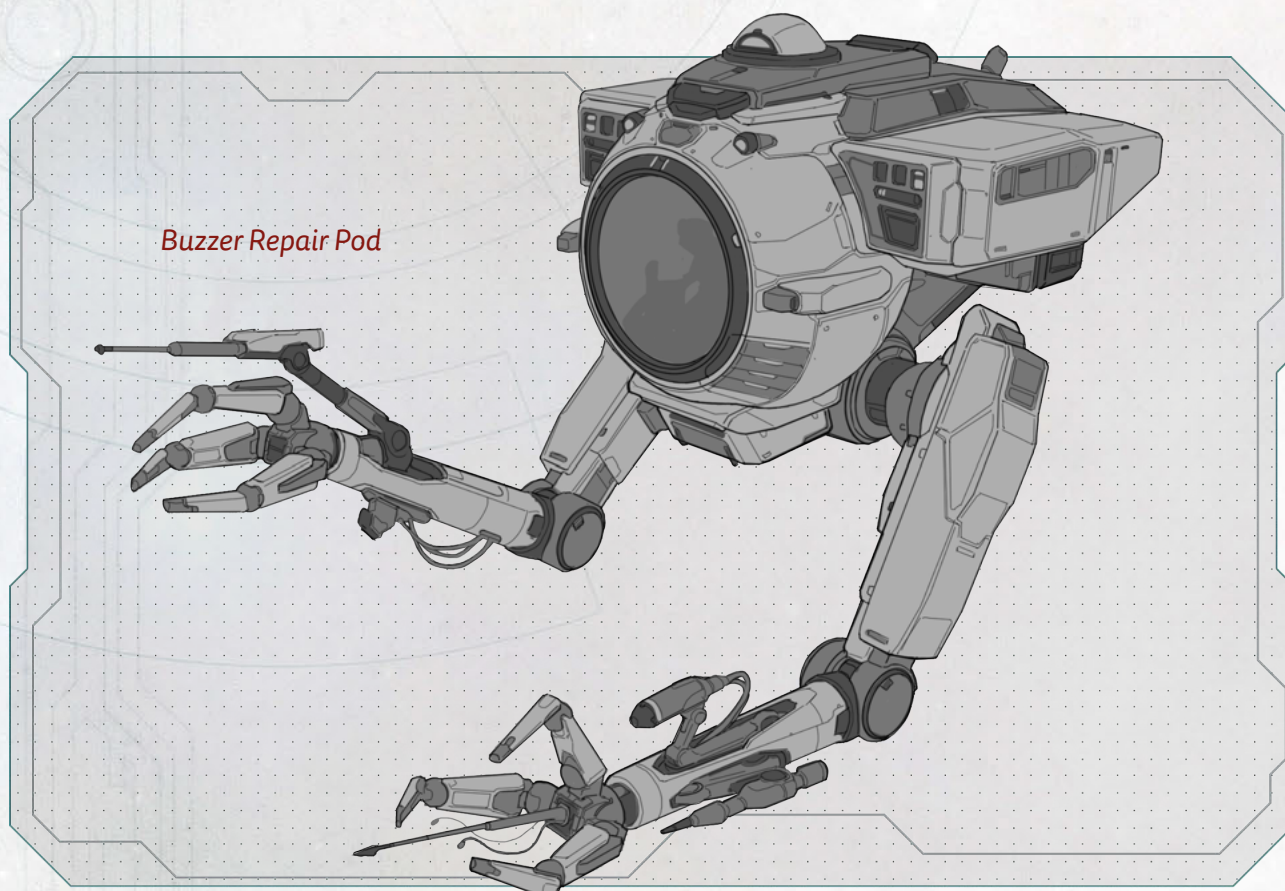


|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>3</b>   | <b>2</b> | <b>-2</b>           | <b>0</b>            | <b>0</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>20</b>           | <b>14</b>           |          |

**WEAPONS**

1 manipulator arm/crane (Fire Arc All; Operating; Damage 3; Critical 5; Range [Short]; Inaccurate 2).  
 Fusion plate (Fire Arc Rear; Operating; Damage 10; Critical 1; Range [Short]; Inaccurate 3, Slow-Firing 1).

**CONTROL SKILL:** Driving.  
**COMPLEMENT:** 1 driver and 1 operator.  
**PASSENGER CAPACITY:** 0.  
**CONSUMABLES:** 2 days.  
**ENCUMBRANCE CAPACITY:** 10.  
**PRICE/RARITY:** 21,000 aurei/6.



## Buzzer Repair Pod

Aether Cosmos's Buzzer repair pods are vehicles in name only; a single-pilot cockpit strapped to an engine assembly and bristling with claws, cutters, welders, and other tools inside the craft. Some tools are on dedicated rigs, but most are used via a pair of flexible manipulator arms at the front of the pod.

Small thrusters provide 360-degree movement. Accessible by a single rear hatch, the pod is pressurized for use without environment suits, but large enough to accommodate them

should the workers need to exit for any reason. The pods only function in zero gravity; they are unable to fly or maneuver in atmosphere or significant gravity.

The Buzzer can move equipment and large pieces of structure. It often takes more than one pod to place items much larger than themselves, though. Multi-pod efforts ensure better handling and more accurate guiding. For this reason, many dockyards keep a mini fleet of Buzzers on hand.



|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 2          | 2     | +2           | 0            | 0     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 10           | 5            |       |

**WEAPONS**

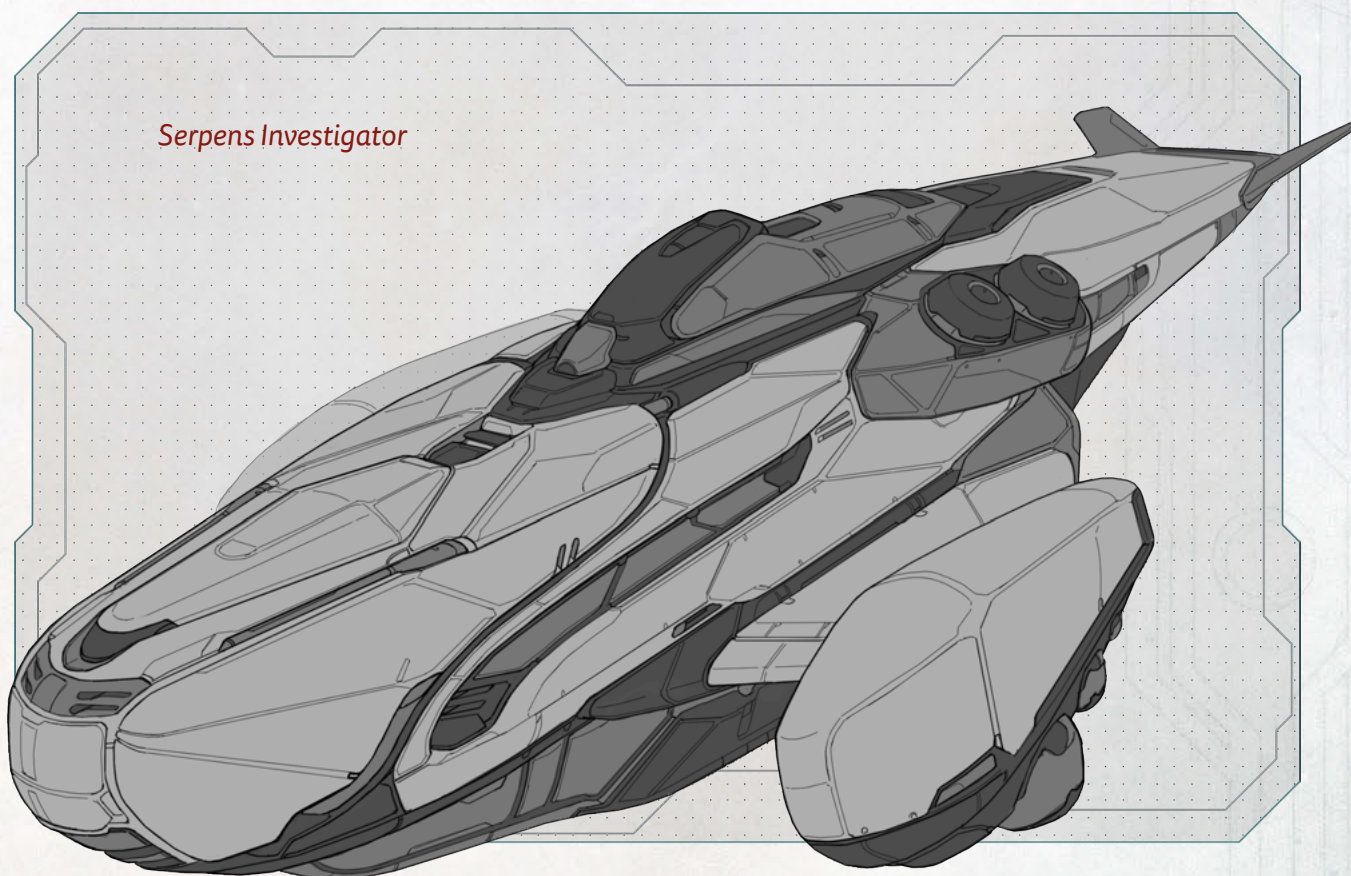
- 1 forward-mounted pair of manipulator arms (Fire Arc Forward; Brawl; Damage 2; Critical 5; Range [Engaged]).
- 1 forward-mounted cutter/welder arm (Fire Arc Forward; Brawl; Damage 5; Critical 2; Range [Engaged]; Breach 2).

**CONTROL SKILL:** Piloting.  
**COMPLEMENT:** 1 pilot and 1 engineer (optional).  
**PASSENGER CAPACITY:** 0.  
**CONSUMABLES:** 12 hours.  
**ENCUMBRANCE CAPACITY:** 2.  
**PRICE/RARITY:** 10, 100 aurei/2.

## Serpens Investigator

The Serpens Investigator has the dubious distinction of being one of the few starships to be subjected to an “anti-marketing” campaign by its manufacturer. In fact, Vectura Rex categorically denies producing the compact, long-range, and heavily armed vessel at all. After all, any construction of such a potent vessel would violate all sorts of laws governing civilian ships.

So, Vectura Rex has not been constructing a small but steady supply of Serpens (in various models) for the Winnarian Custodian Guard for the past several centuries. And it *certainly* has not produced as many as four Serpens for the Keleres after their founding, on specific request of the Custodians who liaise with the organization.





One look at the Serpens and it's easy to understand why the ships are as prized as they are illegal. Each ship is no larger than a star bomber, but their nondescript outer hulls are packed to the bulkheads with sensors, stealth systems, and state-of-the-art weapons quietly obtained from manufacturers across several of the Great Civilizations. That they carry all this plus a dozen passengers and crew and still manage a decent superluminal range is a fantastically expensive marvel of engineering.

### Mk4 Salaagh Survey Sensor Pack

When making a Perception check using the ship's sensors, your character may add ✨ to the results.

### Antagonistic Sensor Baffle

Checks made to detect or spot this ship add ✖️ to the results. Characters aboard this ship may choose to spend ⚡ from those checks to inflict 2 system strain per ⚡ spent on the vehicle where the check originated. If they do so, this ship suffers 2 system strain.

## For Keleres Use Only

Since the Serpens don't exist, they certainly can't be kept in the Imperial Intelligence HQ hangar bay alongside the other Keleres vehicles. Instead, each of the three Tribunii keep a personal, off-the-books hangar bay in secret locations across Mecatol City. There they stash the Serpens they've claimed as "theirs;" Kuuasi Aun Jalatai's *Harrier*, Harka Leeds's *Bonventure*, and Odlynn Myrr's *Final Word*. Each of the Tribunii occasionally loans their Serpens to favored Keleres cohorts with all the enthusiasm of a parent turning over the controls of a favorite sports vehicle to their child for the first time.

As for the fourth Serpens given to the Keleres, none of the Tribunii (or anyone else in the organization) claim to know where it is.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 4            | 4     | +1           | 2       | 1     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 32           |       | 24           |         |       |

**WEAPONS**

1 spinal compact particle beam (Fire Arc Forward; Gunnery; Damage 5; Critical 2; Range [Medium]; Superior, Vicious 2).

Javis interceptor dart launcher (Fire Arc All; Gunnery; Damage 4; Critical 2; Range [Medium]; Guided 3, Limited Ammo 6; if an attack with this weapon misses, the Guided quality triggers without spending ⚡).

Main hatch anti-intruder plasma projector (Fire Arc Port, Starboard, and Aft; Gunnery; Damage 8; Critical 3; Range [Short]; Blast 8, Burn 4, Personal Scale, Slow-Firing 1).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1-2 gunners, 1 systems operator.

**PASSENGER CAPACITY:** 8.

**CONSUMABLES:** 3 months.

**ENCUMBRANCE CAPACITY:** 40.

**FTL RANGE/SPEED:** Long/average.

**PRICE/RARITY:** 120,000 aurei/7.

## Merchant Master Cargo Ship

Prismetra's Merchant Master cargo ship is the company's most important offering for the lucrative freight market. Hacan traders drove much of Prismetra's early success thanks to this and similar cargo ships. The Merchant Master is a premium craft far above the utilitarian cargo ships most companies sell. It is ornate and highly customized to the buyer's needs. This flare doesn't come cheap, but purchasers of the Merchant Master know that the look of the ship is an important part of selling their goods anywhere in the galaxy. No two Merchant Masters ever appear completely the same, but they operate very similarly.

For the exterior, form definitely wins over function. All circuits, conduits, and machinery are concealed behind hull plating, louvers, screens, and retractable panels. Every color and finish on the exterior can be customized. Nestled among the lighted trim are long video panels that can display the ship's information in flight, but they mainly serve as advertisements when operating in busy ports.



|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>5</b>   | <b>2</b> | <b>-1</b>           | <b>1</b>            | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>40</b>           | <b>20</b>           |          |

**WEAPONS**

1 dual short-barreled autocannon turret (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 1 pilot, 1 copilot, 1 cargo master, 2 crew, 5 guards.

**PASSENGER CAPACITY:** 15.

**CONSUMABLES:** 3 months.

**ENCUMBRANCE CAPACITY:** 400.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 140,000 aurei/6.

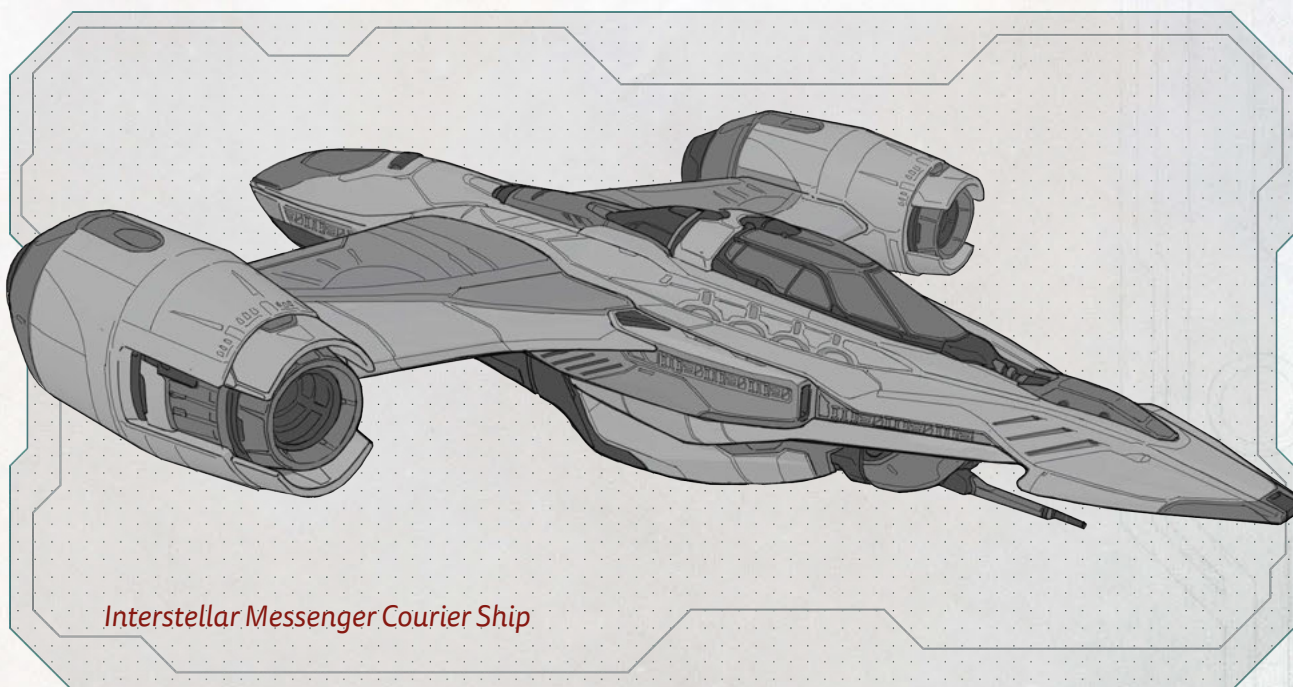
## Interstellar Messenger Courier Ship

Courier ships are vital to interstellar communications across the galaxy, thanks to the limited range of FTL transmissions. Prismetra's Interstellar Messenger is similar to other courier ships in that it is very fast and lightweight, with an impressive array of broadcast communication devices. It is better armored than average and mounts a light turret for self-defense. These features come at the expense of cargo capacity, shields, and superluminal range. The ship also requires an extra crew member dedicated to managing the communications array and gun.

Prismetra's model is very popular with its Hacan government and commercial customers. Hacan officials looking to conduct business while also being prepared for conflict are

quite willing to tolerate a ship that must make more frequent supply stops in exchange for extra defensive capabilities. The extra crew makes communications transfers more efficient and provides redundancy should anyone become injured or incapacitated.

The Interstellar Messenger can hold up to three passengers in its cramped confines. The Hacan government regularly makes use of this feature to transport diplomats and corporate negotiators to hot spots. This is useful when their swift physical presence is more important than the show of formality conferred by an overture cutter.





|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 4          | 5     | +2           | 1            | 1     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 16           | 26           |       |

**WEAPONS**

1 compact autocannon turret (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Short]; Auto-fire, Inaccurate 1).

**CONTROL SKILL:** Piloting.  
**COMPLEMENT:** 1 pilot, 1 navigator/engineer, 1 comms officer/gunner.  
**PASSENGER CAPACITY:** 3.  
**CONSUMABLES:** 1 month.  
**ENCUMBRANCE CAPACITY:** 15 (40 without passengers).  
**FTL RANGE/SPEED:** Medium/very fast.  
**PRICE/RARITY:** 102,000 aurei/7.

## Quest Scientific Research Vessel

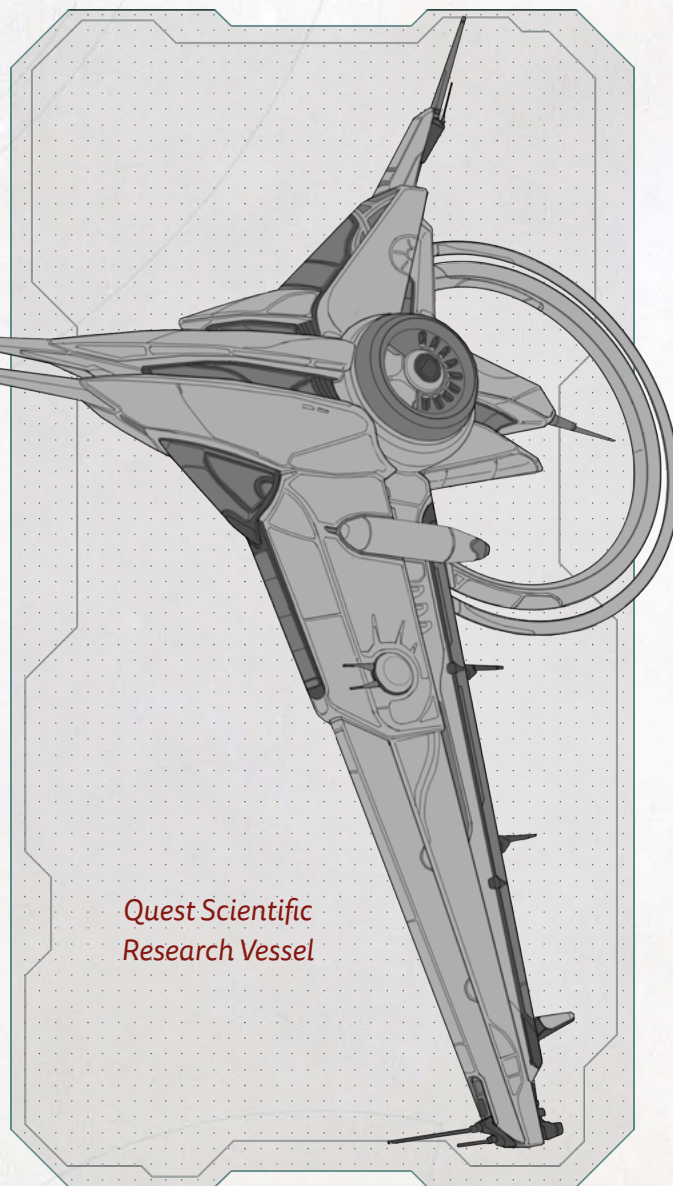
Self-contained laboratories prepared to operate far from civilization, Prismetra's Quest ships are normally sponsored by governments, factions, educational institutions, or corporations. A few freelance vessels exist, sometimes supporting independent explorers and scouts, but they often have ulterior motives and poor ethics.

Quest vessels have an atypical vertical layout, with floors arranged more like an office building than the horizontal plans of many starships. This reduces the Quest's landing footprint, allowing for a wider variety of possible landing sites in rugged terrain. Each of the levels has one to four rooms. The lower levels contain labs and equipment. The middle feature common work and living areas. The upper levels hold the crew quarters. The top level holds the main command center floor.

The exact equipment carried aboard the Quest depends on the mission. All models are capable of surveying star systems and planets, keeping watch on the surroundings when landed, and performing basic scientific studies. Specialized equipment can be swapped as needed, although installation and calibration take time. The Quest provides good protection for its crew. Though light on armor, its shields are better than average for vehicles of its type. It also carries light weapons for fending off pirates or other hostiles, and internal magen fields in case an "experimental sample" breaks out of containment.

### Laboratory

While in the laboratory, your character adds ■ ■ to any Astrocartography, Computers, Knowledge, Mechanics, and Medicine skill checks they make. Any ▲ can be cumulatively spent to reduce any time requirements by 25%, up to 75%.





|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>5</b>   | <b>2</b> | <b>-1</b>    | <b>2</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>30</b>    | <b>30</b>    |          |

**WEAPONS**

1 port and 1 starboard dual short-barreled autocannon (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).  
 Auxiliary mag-grapple (Fire Arc Forward; Gunnery; Damage 0; Critical 6; Range [Medium]; Tractor 3).

**CONTROL SKILL:** Operating.  
**COMPLEMENT:** 8 officers and crew.  
**PASSENGER CAPACITY:** 30 scientists and technicians.  
**CONSUMABLES:** 6 months.  
**ENCUMBRANCE CAPACITY:** 150, plus 2 shuttles.  
**FTL RANGE/SPEED:** Long/average.  
**PRICE/RARITY:** 235,000 aurei/4.

## Breaker Salvage Ship

After millennia of war and interstellar travel, derelict ships litter the galaxy. Whether floating adrift and forgotten in space or crumpled half-buried on an inhospitable world, these ships often still have value to those willing to seek them out. Most of the possible wealth comes in the form of scrap metal, rare alloys, and reusable parts. Occasionally, old technology, lost treasures, and other oddities make things more interesting or increase profitability.

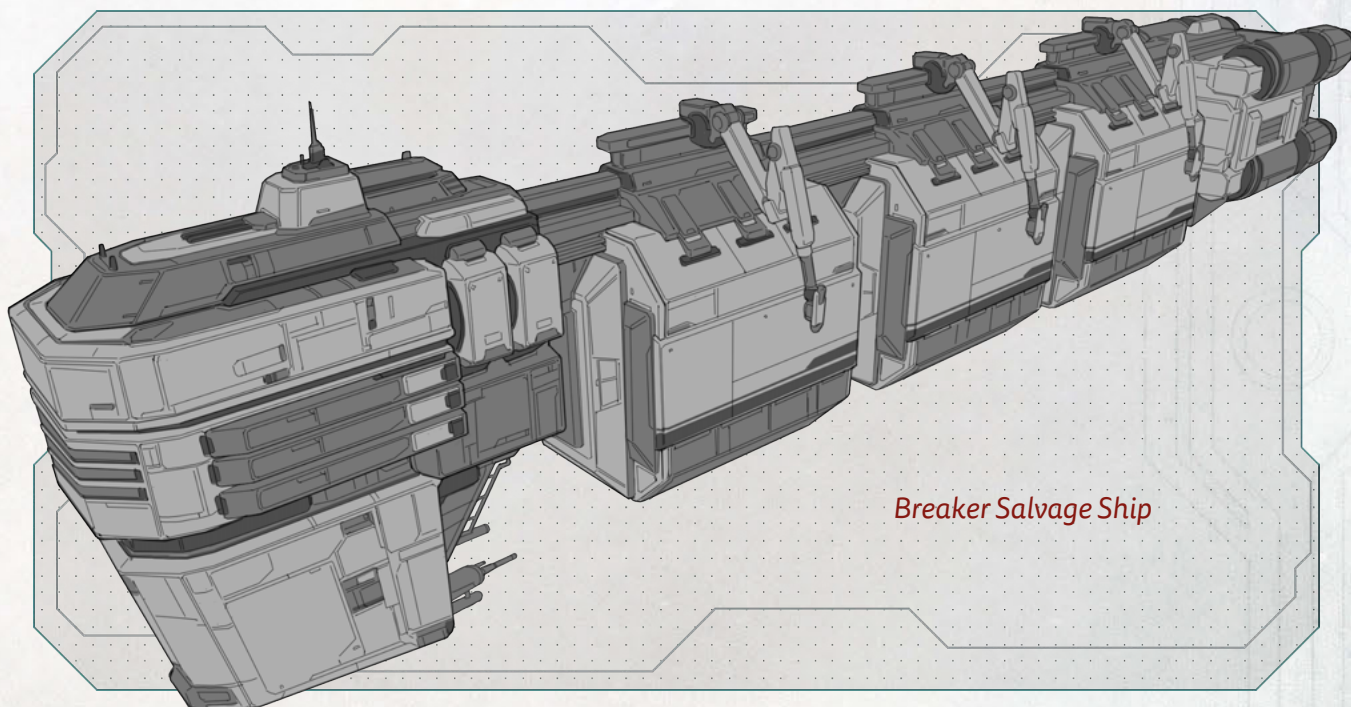
Aether Cosmos's Breaker salvage ships are ill-proportioned and blocky, mostly just enormous holds designed to store machinery and massive salvaged items. Arm-mounted plasma cutters shear hull plating straight off a wreck while mag-grapples

hold the panels and then maneuver them to exterior racks along the sides of the Breaker. These stacks of salvaged plating effectively add armor to the Breaker.

Salvage crews work from repair pods and in reinforced spacesuits. Aboard the Breaker, techs evaluate usable equipment and junk the rest. Salvage ships can stay out for months at a time, picking a system clean before returning to a port with their haul.

### Extra Plating

When this ship is fully loaded with salvaged plating, increase the armor value by 1.



*Breaker Salvage Ship*



|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 6          | 2     | -2           | 1            | 1     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 50           | 25           |       |

**WEAPONS**

1 port, 1 starboard, and 2 ventral short-barreled autocannon turrets (Fire Arc All, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire, Inaccurate 1).

2 forward mag-grapplers (Fire Arc Forward; Gunnery; Damage 0; Critical 6; Range [Medium]; Tractor 4).

2 turret-mounted auxiliary mag-grapplers (Fire Arc All; Gunnery; Damage 0; Critical 6; Range [Short]; Tractor 3).

3 arm-mounted plasma cutters (Fire Arc Forward or Fire Arc Port or Fire Arc Starboard; Brawl; Damage 12, Critical 1; Range [Engaged]; Breach 5, Burn 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 1 pilot, 1 copilot, 1 captain, 1 navigator, 3 engineers.

**PASSENGER CAPACITY:** 50 salvagers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 500, plus 5 repair pods and 2 shuttles.

**FTL RANGE/SPEED:** Long/slow.

**PRICE/RARITY:** 2,530,000 aurei/5.

## Rampart Vault Ship

Few targets light up a pirate's eyes like Vectura Rex's Rampart vault ships. Legends surrounding long lost treasure ships of the Lazax Empire continue to fuel expeditions to recover ancient wealth and untold riches, but vault ships still fly today, hauling valuable goods from one side of the galaxy to the other.

Vectura Rex's current offering is an incrementally updated version of their tried-and-true ancient design. The Rampart vault ship was designed around durability, defense, and escape. For durability and defense, it uses nano-welded duranium hull plating, reinforced with powerful magen screens and significant defensive weaponry.

For escape, the Rampart has a trick called the escape triad. When implemented, the Rampart divides itself into separate vessels, splitting the ship in thirds. Normally, these thirds provide redundancy for the complete ship. One ship's command center can take over for another, for example. The escape triad can also

turn undamaged portions of the ship into lifeboats, should the Rampart take significant damage.

The vaults of the ship are protected by layers of composite armor. Unless access is required during the voyage, the vaults are fully sealed with the doors welded closed and interiors filled with inert but nonbreathable gases. Automated defenses, backed up by soldiers, protect the corridors around the vault. There are true tales of vaults surviving the destruction of a Rampart and later being found buried in a crash site or floating among space debris.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

### Rampart Vault Ship (Complete)

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 7          | 2     | -1           | 4            | 6     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 105          | 66           |       |

**WEAPONS**

3 forward and 3 aft heavy beam cannon turrets (Fire Arc Forward, Port, and Starboard or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2).

1 dorsal, 1 ventral, 1 port, and 1 starboard antifighter beam turret (Fire Arc All, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 150 officers and crew.

**PASSENGER CAPACITY:** 75 soldiers.

**CONSUMABLES:** 3 months.

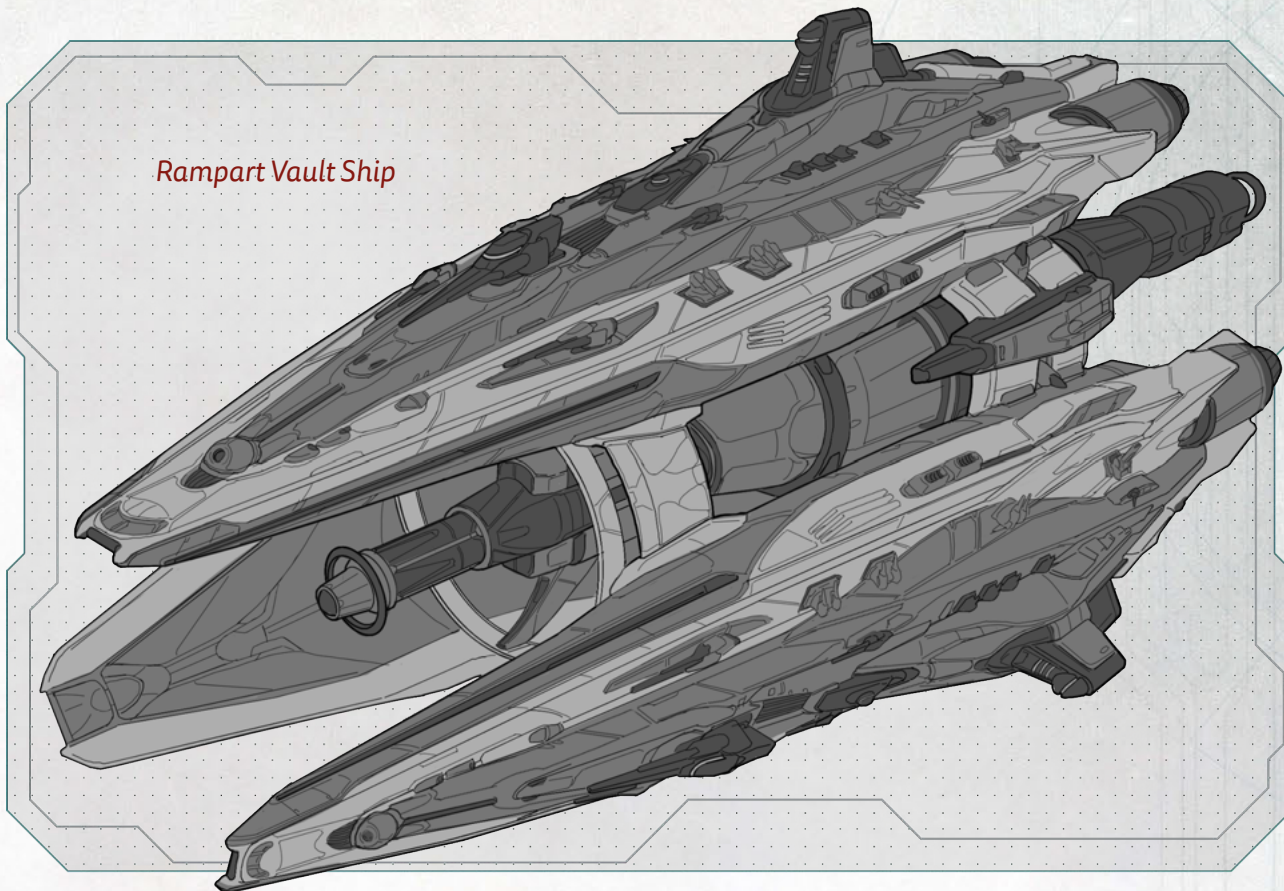
**ENCUMBRANCE CAPACITY:** 600, plus 3 shuttles.

**FTL RANGE/SPEED:** Medium/Average.

**PRICE/RARITY:** 33,500,000 aurei/8(R).



Rampart Vault Ship



### Rampart Vault Ship (Escape Triad)

5

SILHOUETTE

3

SPEED

+1

HANDLING

2

DEFENSE

4

ARMOR

HT THRESHOLD

35

SS THRESHOLD

22

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 50 officers and crew.

**PASSENGER CAPACITY:** 25 soldiers.

**CONSUMABLES:** 3 months.

**ENCUMBRANCE CAPACITY:** 200, plus 1 shuttle.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** Not available for individual sale.

#### WEAPONS

1 forward and 1 aft heavy beam cannon turrets (Fire Arc Forward, Port, and Starboard or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2).

1 dorsal, 1 port, and 1 starboard antfighter beam turret (Fire Arc All, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).





## [Chapter 5]

# Emirates of Hacan

Though the Emirates of Hacan are renowned for their dominion over interstellar trade, their military is as strong as any of the other Great Civilizations. A powerful navy and ready army are both key to protecting their commercial interests across the galaxy. In the Quieron's hands, the might of the Hacan is poised to defend those interests against any threat.

### The Armies of the Emirates

Hacan society is formed out of hundreds of individual Emirates, each with their own territory within the tri-system of Kenara or a few closely allied colonies and tributary worlds. Each emir is charged with protecting their Emirate from threats

within and outside their borders. In practice, this means that each of the Emirates has its own army or paramilitary force, and a portion of that force is tithed to the Quieron's service in a time of war.

These armies are known as *ordri* (plural *ordrim*), and each serves their emir (though whether the emir is a ceremonial figurehead or an actively involved military leader depends on the Emirate). Each emir has a great deal of freedom in how they structure their *ordri*. Some emirs maintain *ordrim* modeled after traditional armies, with entire divisions of soldiery backed by powerful mechanized squadrons. Others—often those who rule smaller Emirates or Emirates that exist primarily in and around urban centers—maintain what amounts to police forces stiffened by paramilitary units. And some emirs keep only a token ceremonial *ordri* to maintain their obligations.



## Role of the Ordri

Whatever their composition, each ordri must be prepared to protect its Emirate from threats both internal and external. This means an ordri must be capable of serving as both a police force and a military formation. Some of the larger ordrim accomplish this by having distinct internal branches responsible for law enforcement, investigation, espionage, and full-scale war. Other Emirates don't have the resources, population, or willingness to maintain such a large ordri. Their ordrim may be more akin to a paramilitary police force, which is often sufficient for their needs. When the Hacan empowered the Quieron and united the various Emirates in the distant past, it ensured the days of open warfare between the various Emirates of the Hacan were at an end. Today, no Emirate needs to worry about invasion from its neighbor.

Warfare between the Emirates and another great power is another matter, and a very real possibility in these days of unrest. In times of war, the Quieron has the authority to summon a portion of each Emirate's military strength to form an army. In these circumstances, each ordri provides a levy whose forces serve in the role they are best suited for. And in cases where the ordri is only a token force, its emir must hire and send sellspears to fulfill the levy.

### The Harcarun Naval Pact

Millennia ago, the Mowshir Emirate and its allies redefined the role of Quieron as an actual leader of the Hacan, uniting the Emirates through a web of treaties and alliances. One of these, the Harcarun Naval Pact, sought to protect the Quieron's authority by banning all Emirates from having a "fleet of warships." Today, most emirs follow this literally, and allow their ordrim only fighters and shuttlecraft for support and transport. However, a few emirs stretch the limits of the treaty by maintaining flotillas of corvettes and destroyers, claiming these smaller ships in no way constitute a "proper fleet."

## Example Ordrim

The ordrim of the Hacan are as varied as the Emirates they hail from. However, a few stand out as either exemplars of their kind, or as singular examples of how an ordri may be formed.

### Grand Ordri of the Mowshir Emirate

As befits one of the largest and most powerful Emirates, the Grand Ordri is an army to rival that of any independent world. The Grand Ordri consists of multiple divisions of well-trained professional soldiers armed with heavy mechs and artillery, and supported by wings of starfighters and combat dropships. In times of war, as much as a quarter of the Quieron's total armies may be the levies from the Grand Ordri, and their training as an integrated and self-supporting force means they are often deployed together. This grand contribution to the Emirates' defense is something the Mowshir constantly use to their advantage in Kenara's shifting web of politics.

### Lances of the Sand Seas

The Alkahis Emirate controls large territories on Kamdorn, but they are sparsely populated and home mainly to scattered starflower oases and ancient temples to the mythological gods of Hacan history. The Alkahis ordri, the Lances of the Sand Seas, serve the Emirate as rangers and roving peace officers. Using dust sleds and a few heavy mechs, they search out artifact looters and starflower smugglers, rescue lost travelers and injured locals, and engage in conservation and restoration efforts to preserve the territories for future generations. When called, the Lances may only send a single company to serve the Quieron. However, they are all battlefield scouts beyond compare, and the Lances are often sprinkled among the troops of other ordrim to serve as forward observers and snipers.

### Targghsur Station Security

The Targghsur Emirate controls the orbital warehouses, shipyards, and habitation ring stations of the Targghsur Orbital Cluster around Arretze, but have no territory on the surface of the three worlds. The troops of their ordri are nothing more than station security forces, lightly armed police who handle law enforcement on the myriad stations. However, the ordri also has four squadrons of well-armed corvettes. When Targghsur sends a levy to the Quieron, it sends one of its corvette squadrons rather than ground troops.



## Harriqh's Sell-Spears

The venerable and wealthy Emirate of Harriqh controls several powerful banks and investment exchanges on Haal Orbital and in Harcarun, but little territory beyond some ancestral estates on Arretze's equator. They do not maintain a standing ordri, but the Emirate has perpetual contracts with over a dozen highly-regarded mercenary companies for security work. When the Quieron calls, Harriqh simply increases its contracts and sends those sell-spears in answer.

## Klarish Qur Riders

The Emirate of Klarish Qur maintains a powerful ordri for a relatively small emirate, comprised of scores of Pride of Kenara mechs, support staff, and transport vessels. Since Klarish Qur controls a major mech factory, the Emirate has long felt that they should demonstrate confidence in their products on the battlefield. More notably, Klarish Qur employs a large contingent of Rokha. The Emirate had formed ties to the Rokha when they were still nomadic mercenaries, a bond strengthened by the two species being distant genetic relatives. Now the Emirate is home to one of the largest Rokha populations outside of the Kal-Geydr binary system, although their culture is almost entirely foreign to members of the Naaz-Rokha Alliance.

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## The Sword Fleet

While each Emirate has an ordri, the Quieron has no standing army. What they do control, however, is the Emirates' only standing fleet. The Sword Fleet is commanded by the Quieron and maintained by long-standing taxes on the interstellar trade carried out by the guild ships of the Hacan's great trade groups and consortiums. These taxes are small, but the massive amount of trading the Hacan control ensures the Sword Fleet is well funded and independent of any individual Emirate's influence.

The Sword Fleet can be divided into two distinct divisions. The first is the fleet's powerful dreadnought battle line. In times of peace, these behemoths largely remain at anchor in the Kenara system, with individual warships showing the flag at the Hacan's various colonies and tributary worlds. When war breaks out, however, the Sword Fleet's dreadnoughts are formed up into task forces that are supported by converted carrier vessels and assigned to defend Hacan territory and engage enemy fleets.

The second division consists of much of the Sword Fleet's cruiser and destroyer strengths. Even in peacetime, destroyer

and cruiser flotillas are dispatched across the galaxy to protect the commerce of the Emirates and their allies. In wartime, these flotillas are reinforced by solbeks from the various Hacan trading guilds and tasked with organizing and protecting convoys. The Sword Fleet does little convoy raiding, as the Emirates believe any disruptions to galactic trade end up hurting them in the long run.

## Convoy Structure

The trade convoys organized under the Sword Fleet tend to consist of dozens of merchant vessels. They are protected by a close screen of several cruisers and solbeks, while destroyers roam the periphery, hunting for pirates or commerce raiders. Sometimes a converted cargo carrier will travel with a wing of starfighters to offer additional protection. These forces are more than enough to scare off most pirate vessels or even the lone raiding cruisers from enemy powers.

In their wisdom, the Emirates often extend protection of these convoys to various independent worlds, and even the ships of the other Great Civilizations with whom the Hacan are on favorable terms. Convoys organize at galactic trading hubs, with specified times for ships to arrive from surrounding systems. Then the convoys travel to new trading hubs, at which point the ships can disperse to their individual destinations having benefited from an escort for most of the journey.

All this does come at a cost, of course, though the Emirates are known to waive these payments to close allies. But since their interest in maintaining interstellar trade is well known, most of the Great Civilizations are willing to trust the Emirates with the protection of their shipping.

## Not Built for Invasion

Although any modern fleet can be used to conquer a world, the Sword Fleet is not structured around prosecuting planetary invasions. This reflects the Emirates' preferred diplomatic priorities; in general, they would rather trade than wage war. Even when war is unavoidable, the Emirates tend to destroy an opponent's military, damage their key infrastructure, then offer terms of surrender that include favorable reconstruction contracts to their own corporations and trading groups.

However, if need be, the Sword Fleet can be used for full-scale invasion with some help from the Hacan guild freighters and trade groups. The Quieron can levy civilian transports and use them to carry troops and supplies into a war zone, and the size of the Hacan trade network means there are plenty of transports to call up.



# Ship and Vehicle Profiles

These are some of the primary warships and mechs used by the Emirates of Hacan, although as with any major galactic power, they have hundreds of ship and vehicle designs in use.

## Kelsail Dust Sled

When most visitors to Kenara’s three worlds think of dust sled, they visualize the great sleds pulled by vast herds of Tuuran beasts, carrying whole cities through the deserts in search of cooler climates as the seasons shift. However, the Hacan have traditionally used dust sled of all sizes to travel across the dunes of their homeworlds, and many of the smaller models use modern drive units instead of being pulled by draft animals.

The Kelsail is a prototypical example of these latter types, large enough to carry a dozen passengers and held a few meters above the desert by modern contragrav systems. Constructed by the thousand in the orbital factories of the Morghish Emirate, it has been adopted by many of the ordrim as a cargo and troop transporter due to its cheapness, reliability, and customization options. The Kelsail has a stubby body with a rounded nose and short wings. It comes open-topped as standard, but crew

bubbles and enclosed passenger compartments are some of the more common modifications. Likewise, the passenger space can be easily converted for cargo hauling in a matter of minutes.

The Kelsail is not armed as standard, but some of the ordrim use variants as scouting vehicles and give them an array of light weapons. The Lances of the Sand Seas from Alkahis Emirate are particularly known for using armed Kelsails to support their patrol and policing efforts. They prefer these dust sled to purpose-built military vehicles because their engines are almost entirely silent and they leave no tracks in the sand.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■■ added to the check due to terrain.

2

4

+0

1

0

SILHOUETTE

SPEED

HANDLING

DEFENSE

ARMOR

HT THRESHOLD

SS THRESHOLD

9

9

CONTROL SKILL: Driving.

COMPLEMENT: 1 driver.

PASSENGER CAPACITY: 11.

CONSUMABLES: 1 day.

ENCUMBRANCE CAPACITY: 100 (without passengers).

PRICE/RARITY: 7000 (10,000 with weapons) aurei/5 (R).

WEAPONS

None, normally. Some variants are armed with the following:

Pintle-mounted plasma falconet (Fire Arc All; Gunnery; Damage 10; Critical 2; Range [Long]; Burn 1, Personal Scale).

Underwing sliver rockets (Fire Arc Forward; Gunnery; Damage 15; Critical 2; Range [Extreme]; Breach 4, Guided 4, Limited Ammo 2, Personal Scale, Vicious 5).



## Pride of Kenara

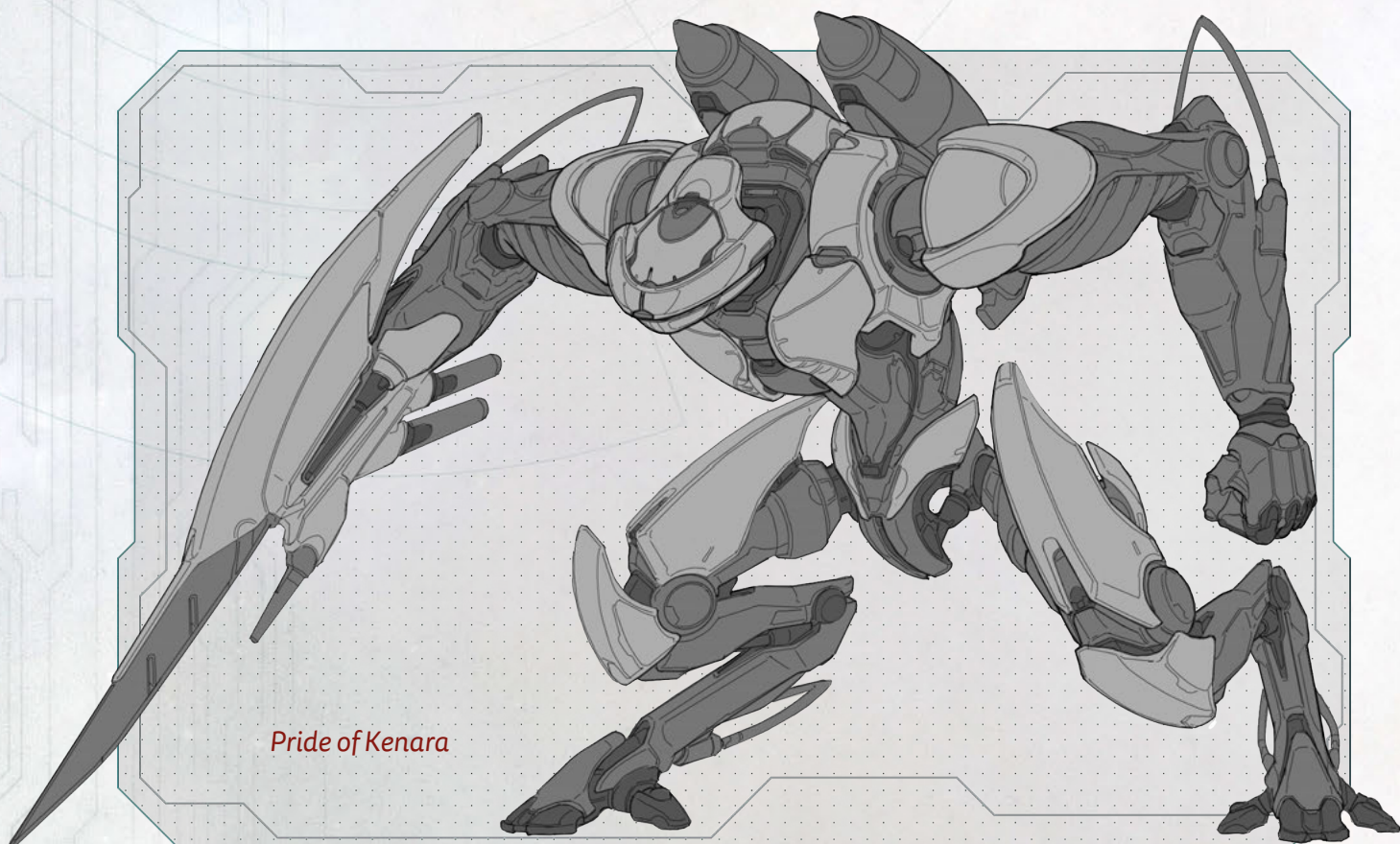
The war mechs of the Hacan tend to be quick-striding bipedal machines. All models are designed for long-distance operations in hostile environments, whether those are the deserts of the Hacan homeworlds or the alien environments on some distant planet. This gives the mechs and their crews the glamour and mystique of the cavalry troopers of ancient armies, ranging far beyond the main force, scouting the enemy, and conducting ferocious hit-and-fade attacks. Any soldier in an ordri desires to pilot a mech, and every mech pilot in the Emirates wants the chance to pilot a Pride of Kenara.

Although easily as large as most heavy mechs, the Pride of Kenara only requires a two-person crew. Though they carry

lighter armor than the mechs of some other factions, they have an enviable top speed and impressive endurance, with lances of mechs staying in the field for weeks at a time. The Pride of Kenara also sports a unique weapon: an oversized shudder lance that can carve through enemy mechs and vehicles with a single blow. This only boosts the pilots' mystique as a sort of knight-errant, and if the senior commanders of an ordri take the field, they often do so at the helm of a Pride of Kenara.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.



*Pride of Kenara*



|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 4          | 3     | +0           | 1            | 2     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 18           | 14           |       |

**WEAPONS**

1 twin-barreled beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Breach 2, Linked 1).

1 arm-mounted shudder lance (Fire Arc All; Melee; Damage 5; Critical 3; Range [Engaged]; Accurate 1, Breach 2, Superior).

Shoulder-mounted shard missile battery (Fire Arc All; Gunnery; Damage 4; Critical 2; Range [Strategic]; Breach 4, Guided 3, Limited Ammo 3, Vicious 3; may not be used against targets within medium range).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot, 1 gunner.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 weeks.

**ENCUMBRANCE CAPACITY:** 30.

**PRICE/RARITY:** 45,500 aurei/6 (R).

## Scarhawk Fighter

The military philosophies of the Emirate armies have long focused on better endurance and self-reliance in their units. This may be because of their extensive experience with desert warfare, where the ability to travel long distances without support is vital. But whatever the source, it is a philosophy that still prevails in the ordrim and the Sword Fleet, and one that guides their preference in starfighters.

While the Emirates produce their share of interceptors, the heavier Scarhawk is the preeminent fighter craft among Hacan pilots. Not only is it an absolute pleasure to fly and supremely adaptable, its sleek arrowhead shape makes it a beautiful

machine. Different ordrim tend to paint their Scarhawks in sharp patterns of blues, blacks, greens, and even silver and copper, but only the fighters of the Sword Fleet bear the distinctive crimson and gold colors of the Quieron.

The Emirates use the Scarhawk for both air support and space superiority missions. Instead of dedicated anti-ship missiles, the fighter carries an internal cluster pod that spews out bursts of smaller projectiles to attack ground targets or larger vessels. The weapons have limited range and are unguided, but most Hacan aces prefer to fly close enough that they have a hard time missing.

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 3          | 4     | +2           | 2            | 1     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 12           | 10           |       |

**WEAPONS**

1 beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 2).

Cluster missile pod (Fire Arc Forward; Gunnery; Damage 4; Critical 5; Range [Medium]; Linked 3, Slow-Firing 1).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Limited Ammo 2; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot and 1 electronics/weapons officer.

**PASSENGER CAPACITY:** None.

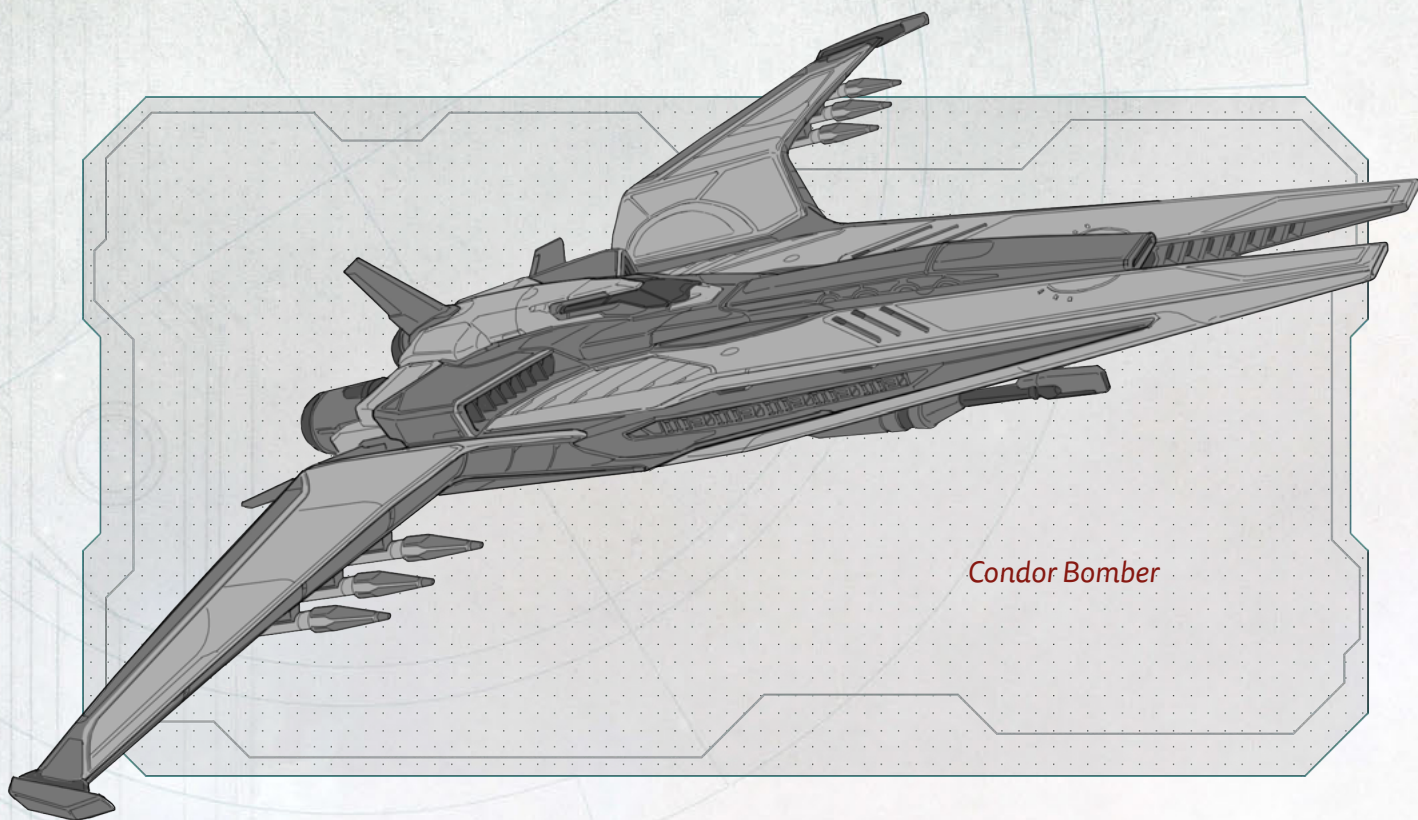
**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 8.

**FTL RANGE/SPEED:** None/None.

**PRICE/RARITY:** 32,000 aurei/6 (R).





Condor Bomber

## Condor Bomber

The main bomber in both the ordrim and the Sword Fleet, the Condor is slightly smaller than most star bombers and has no FTL capabilities. However, the gull-winged craft's aerodynamic lines allow it to operate just as well in an atmosphere as in the void, and it has impressive subluminal endurance. Condor crews claim they can fly from one end of their star system to the other without refueling or loiter on station for days before launching a strike.

Unfortunately, the Condor's slightly smaller size limits its payload, especially compared to other bombers. To make up for this, the Emirates eschewed traditional rocket or mass driver payloads, choosing instead to equip the Condor with a versatile plasma saker and a rack of mass-penetrating shard missiles that can be used against planetary targets or starships.

|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>4</b>   | <b>3</b> | <b>-1</b>           | <b>2</b>            | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>18</b>           | <b>15</b>           |          |

**WEAPONS**

Plasma saker (Fire Arc Forward; Gunnery; Damage 4; Critical 2; Range [Medium]; Blast 1, Burn 1).

Heavy shard missile rack (Fire Arc Forward; Gunnery; Damage 5; Critical 2; Range [Long]; Breach 4, Guided 3, Limited Ammo 6, Vicious 3).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 navigator/engineer, 1 weapons officer.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 weeks.

**ENCUMBRANCE CAPACITY:** 20.

**FTL RANGE/SPEED:** None/None.

**PRICE/RARITY:** 36,000 aurei/5 (R).



## Surbbak Enforcer

The Surbbak is an Emirates customs corvette used extensively by the Sword Fleet and a few ordrim with extensive void holdings. The gull-winged craft look vaguely similar to Condor bombers but have bulkier hulls and distinctive engine nacelles at the end of each wing. The powerful drives give the Surbbak fast subluminal and superluminal speeds—perfect for running down smugglers and pirates. They also provide the ship with the responsive handling customary of Hacan vessels.

While the Surbbak's role is primarily customs inspection and enforcement, the Sword Fleet stations hundreds of the small corvettes at allied systems across the galaxy. Here they work in groups of two or three to protect the ships of the Emirates' trade groups and merchant guilds. As with most corvettes, the Surbbak's limited superluminal range means they can't quickly respond to reports of piracy, so past Quierons have pushed their allies to accept these foreign deployments.

|                     |          |                     |          |          |
|---------------------|----------|---------------------|----------|----------|
| <b>5</b>            | <b>4</b> | <b>+2</b>           | <b>1</b> | <b>2</b> |
| SILHOUETTE          | SPEED    | HANDLING            | DEFENSE  | ARMOR    |
| <b>HT THRESHOLD</b> |          | <b>SS THRESHOLD</b> |          |          |
| <b>30</b>           |          | <b>24</b>           |          |          |

**WEAPONS**

- 1 dorsal dual heavy plasma scorpions turret (Fire Arc All; Damage 5; Critical 2; Range [Long]; Burn 1, Linked 1).
- Paired anti-ship missile tubes (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).
- 1 ventral antfighter beam turret (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 6.

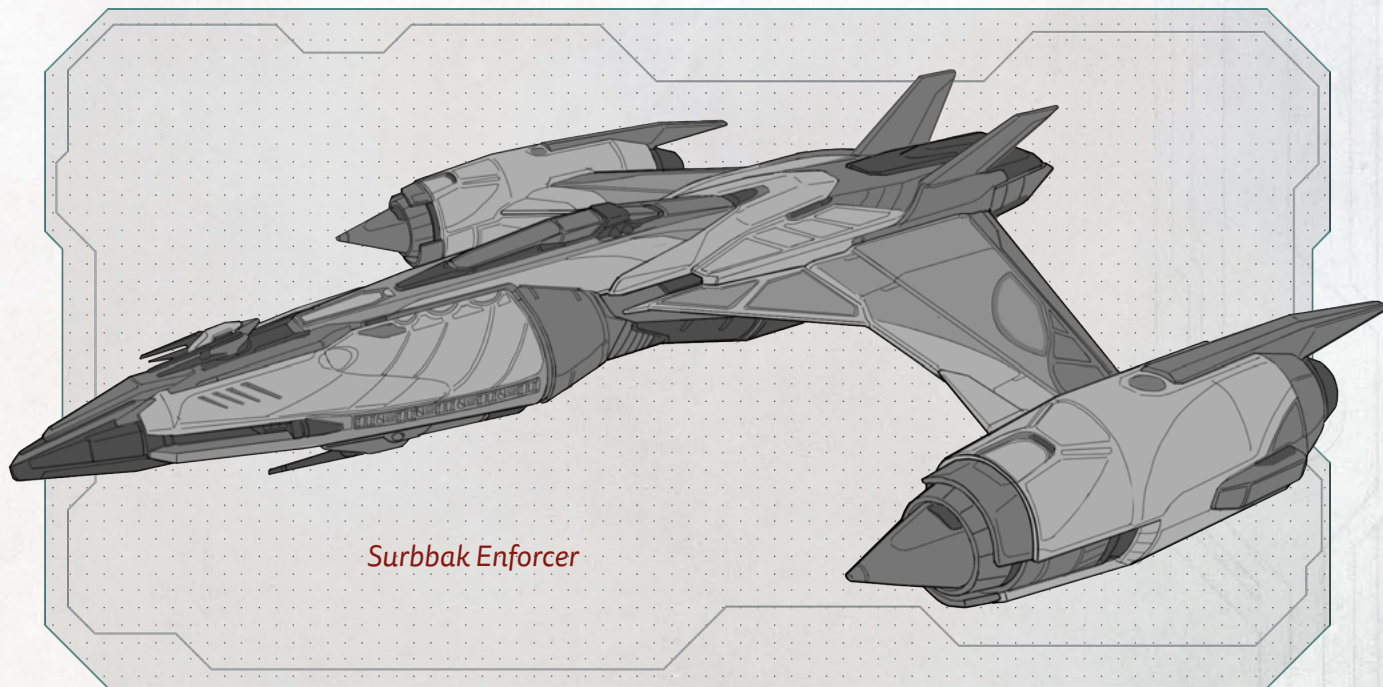
**PASSENGER CAPACITY:** 8.

**CONSUMABLES:** 3 months.

**ENCUMBRANCE CAPACITY:** 120.

**FTL RANGE/SPEED:** Short/fast.

**PRICE/RARITY:** 225,000 aurei (R)/5.





## Sebeko Escort

Like most destroyers, the sebeko is designed to escort larger ships, protect against fighter attacks, and drive off raids from other destroyers. For the Emirates, of course, those larger ships are often the bulk haulers and freighters of trade convoys. Sebekos play a critical role in the Hacan's convoy escort plans, serving as the outriders who drive off pirate vessels and lightning raids before pulling inward in case of a major attack to defend against enemy bombers.

To accomplish these dual goals, the sebeko is armed with a mix of anti-ship and antfighter weaponry. However, it forgoes the mix of heavy flak cannons and turret guns most destroyers carry in favor of a quartet of fearsomely powerful and murderously precise tri-beam turrets. Each is constructed to the Hacan's own painstaking specifications and can shoot down a fighter in a single burst. For larger vessels, the sebeko carries a pair of torpedo tubes and two plasma turrets—a respectable armament for seeing off midsized craft.

In fact, the only area in which the sebeko lacks is its superluminal speed. Since the Sword Fleet only needs them to escort convoys and warships, not engage in raiding, sebekos are only built to keep up with their charges.

### Convoy Escort

This adventure seed works for cohorts that have ties to the Emirates' militaries, or for cohorts assigned to the Keleres to help the Emirates of Hacan.

The players' cohort has been given command of a Sebeko assigned to escort an important convoy of relief supplies to a world that has been blockaded by one of the Great Civilizations. The players' position is largely a formality; the convoy's main escort is a much larger and more powerful War Zebek.

However, when the convoy stops to refuel, the cohort's Sebeko is set upon by a flight of six escort starfighters (page 144 of **EMBERS OF THE IMPERIUM**). While the Keleres deal with the fighters, the War Zebek is attacked by an unidentified cruiser, which destroys the Hacan ship but suffers heavy damage and retreats.

The convoy is still a week away from the blockaded world, and now the Keleres must escort six undefended merchant vessels on their own. Worse, the unidentified cruiser has been sent by *someone* to ensure the convoy never arrives. Once they make repairs, they will be back.

5

SILHOUETTE

4

SPEED

+0

HANDLING

2

DEFENSE

3

ARMOR

HT THRESHOLD

42

SS THRESHOLD

36

### WEAPONS

1 forward and 1 aft dual heavy plasma scorpios turret (Fire Arc Forward or Fire Arc Aft; Gunnery; Damage 5; Critical 2; Range [Long]; Burn 1, Linked 1).

1 forward, 1 port, 1 starboard, and 1 aft tri-beam interceptor emplacements (Fire Arc Forward or Fire Arc Port, or Fire Arc Starboard, or Fire Arc Aft; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 2, Breach 1, Linked 2; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

Dual dorsal hullbreaker torpedo tubes (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Linked 1; Slow-Firing 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).

**CONTROL SKILL:** Operating.

**CREW COMPLEMENT:** 20 officers and crew.

**PASSENGER CAPACITY:** 10.

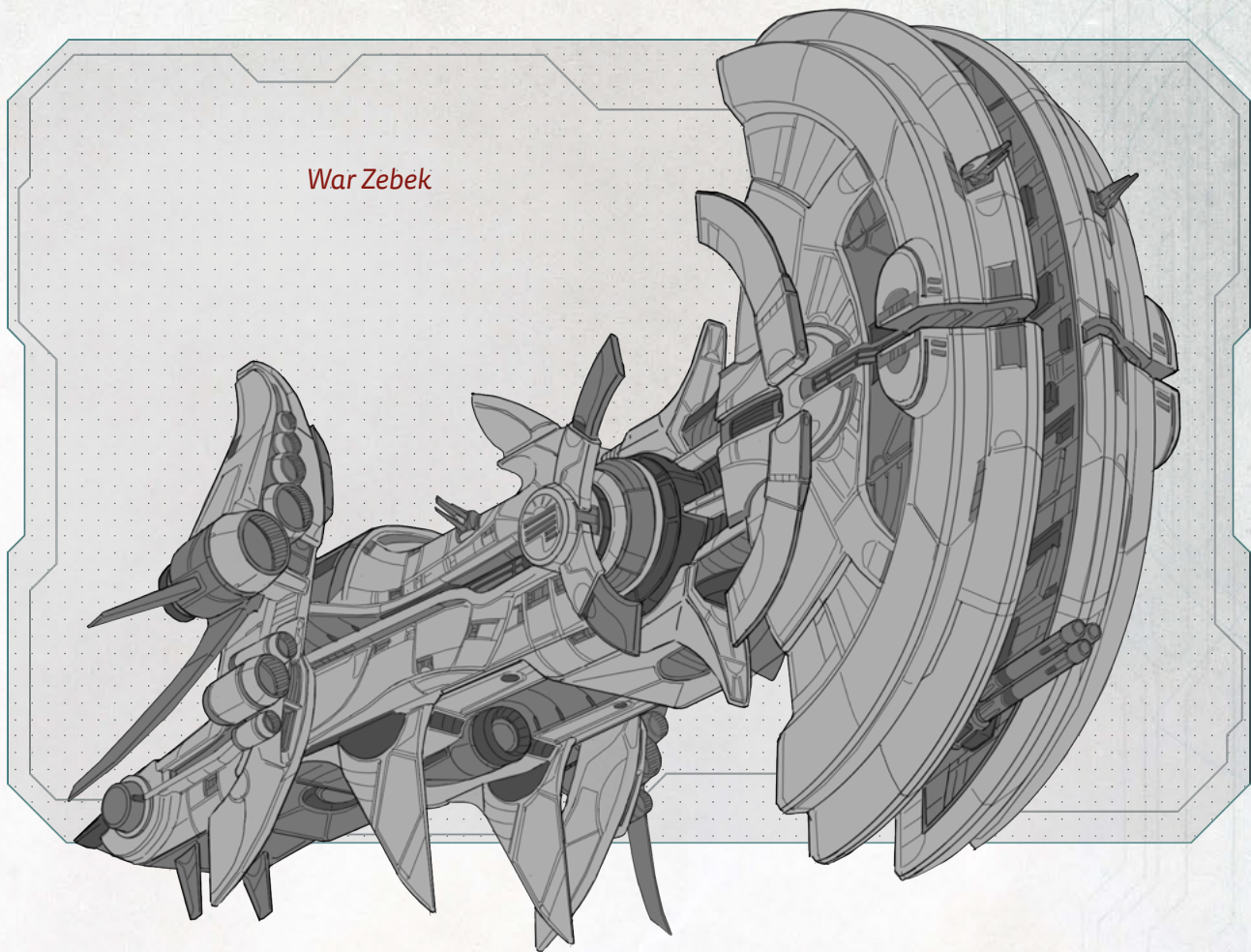
**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 150 plus 1 shuttle.

**FTL RANGE/SPEED:** Medium/Average.

**PRICE/RARITY:** 314,000 aurei /6 (R).





## War Zebek

Unlike many navies, the Emirates commission their cruisers to escort convoys rather than raid them. For the Hacan, any disruption to galactic trade, even to their enemies, has tended to affect their own bottom line. Therefore, they work to defend commerce, even going so far as to dispatch flotillas to escort neutral vessels or hunt down pirates in disputed or unclaimed territories.

Their war zebeks' biggest difference from other cruisers is a slightly shorter interstellar range and the lack of a heavy assault cannon that defines so many cruisers. Instead, war zebeks have heavier beam broadsides and triple torpedo tubes. This lessens their offensive power against larger warships but makes them fearsomely effective against most pirate vessels.

One would assume these sleek, ornate vessels would be sought-after commands in the Sword Fleet, but in truth, most Emirate officers consider them an onerous duty. As ships often assigned to command convoy escorts, war zebeks see relatively

little action, and when a convey is attacked, they are tethered to their charges. Many an experienced captain has watched bitterly as a junior officer in a sebeko gets to chase after a raider, while all they can do is volley off torpedoes and reassure worried merchant captains.

However, the war zebek is still armed with capital-grade warship weapons, and in times of all-out conflict, it's more than capable of living up to its name. In fleet engagements, flotillas of war zebeks harry the flanks of an opposing force, peppering them with torpedo fire until the great sorbarrk battle line crashes home. Then they close in, raking the foes who are pinned in place by the sorbarrks' guns.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.



|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 6            | 4     | -2           | 2       | 5     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 60           |       | 42           |         |       |

**WEAPONS**

Triple ventral hullbreaker torpedo tubes (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Linked 2; Slow-Firing 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).

1 prow, 1 port, and 1 starboard capital-grade beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard, Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 60 officers and crew.

**PASSENGER CAPACITY:** 30 others.

**CONSUMABLES:** 5 months.

**FTL RANGE/SPEED:** Long/fast.

**ENCUMBRANCE CAPACITY:** 400 plus 3 shuttles.

**PRICE/RARITY:** 3,500,000 aurei / 7 (R).

## Converted Bulk Transport/Carrier

Unlike the fleets of many factions, the Sword Fleet does not maintain dedicated soldier or starfighter carriers. Instead, the Emirates have arrangements with most Hacan-owned trade groups or shipping guilds. These organizations receive subsidies from the Quieron to produce bulk transports with a set of very specific design characteristics. These include heavy hull bracing and structural reinforcement, more powerful engines, and modular cargo bays that can be quickly and easily removed.

In exchange for the financial support, the Quieron reserves the right to levy these ships and their crews in a time of war or state necessity. The cargo bays are removed and replaced with modular hangar bays or self-contained barracks. Command and control equipment is installed in rooms off the bridge specifically designed for the purpose, and in a matter of days the Quieron has troop or fighter carrier vessels ready to accompany the fleet.

While this is an undoubtably cost-efficient and economically sound way of doing things, relying on these hybrid vessels

rather than purpose-designed military ships does have some drawbacks. The foremost issue is that even with the extra design considerations, these ships are not armored or armed for combat operations. Unfortunately, they are manifestly vulnerable to attacks even by much smaller vessels and must be diligently protected by the rest of the fleet as well as by their own fighter and bomber screens.

### Combat Operation Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Vulnerable

This ship is particularly vulnerable to incoming fire. All successful combat checks targeting this ship add **A A** to the results.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 6            | 2     | -3           | 2       | 1     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 66           |       | 30           |         |       |

**WEAPONS**

1 dorsal and 1 ventral antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

1 modular antfighter missile pod (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Slow-Firing 1; may not be used against targets within short range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 20 officers and crew, 100 additional crew if outfitted for fighter operations.

**PASSENGER CAPACITY:** 100 soldiers (increase to 1,500 soldiers, 10 dust sleds, and 5 heavy mechs if escort fighters and bombers are removed).

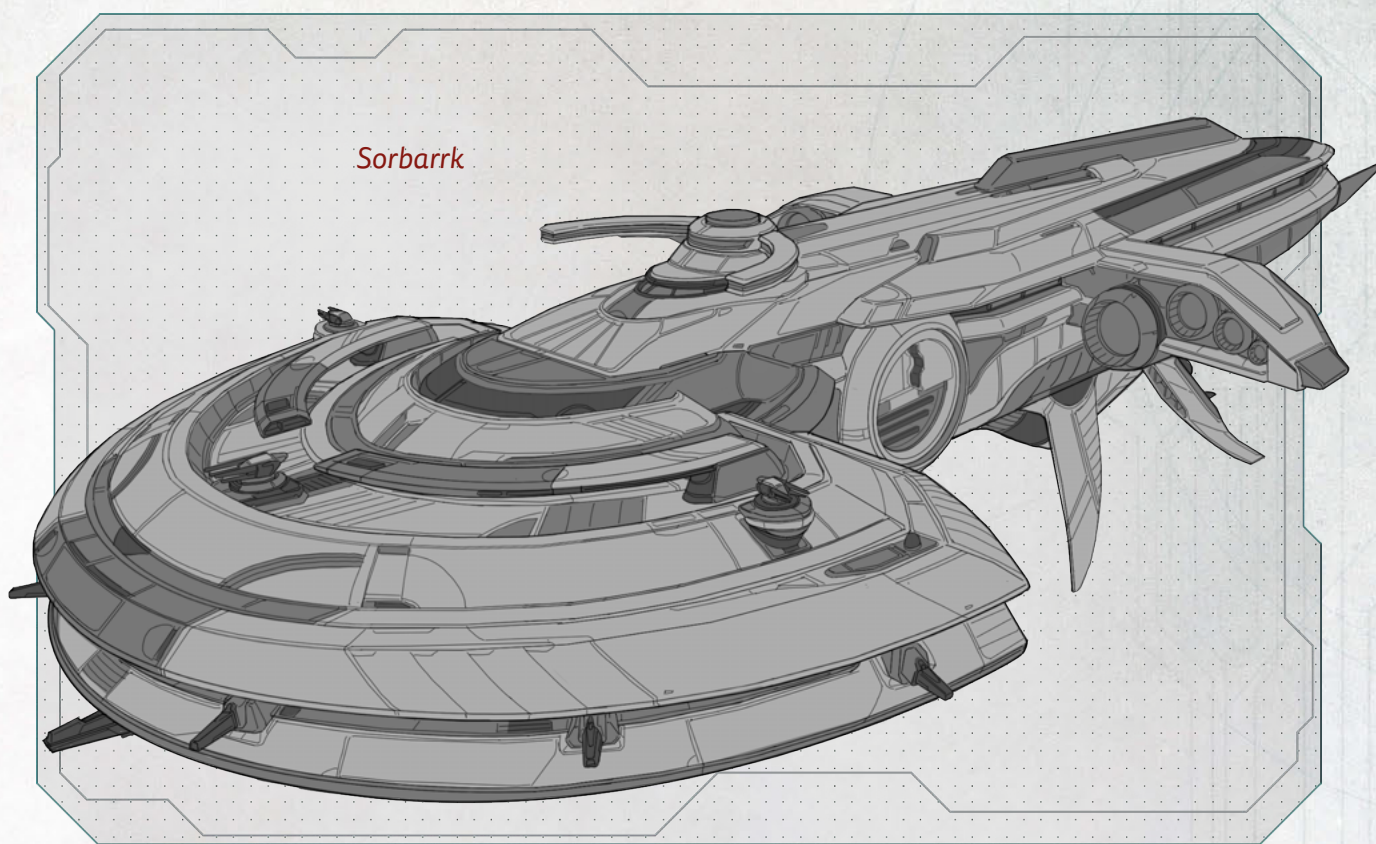
**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 1,500, plus 36 escort fighters, 24 bombers, and 10 dropships or shuttles.

**FTL RANGE/SPEED:** Long/slow.

**PRICE/RARITY:** 1,450,000 aurei / 5.





Sorbarrk

## Sorbarrk

The sorbarrks are the Hacan equivalent of dreadnoughts, with comparable size and firepower. They form the core of the Sword Fleet, and their smooth lines and shining golden hulls are a common sight watching over the trade lanes and approach vectors of the Kenara system. Though their range is shorter than the dreadnoughts of other factions, as the Emirates see their role as a fleet in being that defends the Hacan homeworlds, primary colonies, and tributary worlds with their very presence; each is a formidable and dangerous vessel.

Most sorbarrks are centuries old (and some are quite a bit older), with new ships being commissioned only rarely. The Emirates prefer not to scrap their largest and most powerful ships and build newer classes. Instead, they lovingly restore and modernize each ship as needed, so each sorbarrk becomes a living relic of their martial history. Some ships have nearly become legends themselves, because when a sorbarrk is destroyed, the Sword Fleet does not give the name to a new vessel. Thus, ships like the *Horizon of Burnished Brass*, *Hergash*, and famous *Urghan Vanquisher* (lost with all hands over Mecatol Rex during the overthrow of the last Lazax emperor) are now immortalized in the legends and stories of the Emirates.

All this means that, unsurprisingly, captaincy of a sorbarrk is one of the most sought-after postings in the Sword Fleet.

Every junior officer hopes for the day when they see their name engraved on the panels of *aumite* stone that line the walls of a sorbarrk's Hall of Captains. Those who do receive that honor are some of the most dedicated and fearless officers under the Quieron's command.

Sorbarrks tend to have a somewhat varied armament, though the aforementioned modernization programs have assured standardization at the broadest level. Though the oldest ships were armed with bulky driver missiles and massive plasma basilisks, these obsolete weapons have been removed in favor of capital-grade beam weapons. However, most still carry a secondary battery of plasma scorpions and bombards, the latter of which can also be used for surface bombardment duties.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.



|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 8            | 2     | -2           | 3       | 6     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 78           |       | 48           |         |       |

**WEAPONS**

1 forward, 1 port, and 1 starboard double capital-grade beam turret (Fire Arc Forward, Port, and Starboard, or Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 1, Vicious 4; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 port and 1 starboard tri-beam interceptor emplacement (Fire Arc Port or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 2, Breach 1, Linked 2; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

2 forward, 2 port, and 2 starboard heavy plasma scorpions casements (Fire Arc Forward, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 5; Critical 2; Range [Long]; Burn 1).

1 ventral plasma bombard (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Extreme]; Blast 8, Burn 1, Slow-Firing 2; when the Blast quality is triggered, all targets within medium range of the target suffer one hit; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 175 officers and crew.

**PASSENGER CAPACITY:** 300 passengers and soldiers.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 500, plus 12 escort fighters, 4 shuttles, and 2 dropships.

**FTL RANGE/SPEED:** Short/Average.

**PRICE/RARITY:** 20,000,000 aurei / 10 (R).

## Wrath of Kenara

If the sorbarrks are storied legends in the Sword Fleet, the grand sorbarrks are nigh unto myths. Each of the massive vessels has significantly more tonnage than a standard sorbarrk and bristles with armament from an earlier age. Less than a dozen have been built in the entire recorded history of the Sword Fleet, and none within the last five centuries. Only one, the *Wrath of Kenara*, is currently in service, though the *Quieron's Sword* and *Legacy of Arretze* are in the midst of a decades-long refurbishment processes. The others have long since been lost or destroyed in action.

The *Wrath of Kenara* is currently the flagship of the Sword Fleet and the personal warship of the Quieron whenever they choose to take the field in a conflict. Its smoothly curved hull is plated with gold and electrum, with bright crimson inlays and gunports wrought in the forms of desert beasts. The prow boasts the sigil of the Emirates of Hacan with pressure-crafted rubies twenty meters across, flanked by curving platinum bars. The interior of the vessel is just as sumptuously furnished as the hull, with wide corridors carpeted in deep vermillion, sweeping viewports of reinforced crystal, and hand-sculpted furnishings of desert marble.

But beneath all the gilt decoration hides a true warship. Precious metals conceal duranium hull plates, and the ornamental gunports contain broadsides of shipkiller ordnance. The beating heart of the *Wrath of Kenara* is a reactor powerful enough to feed a modern city, linked to two dreadnought-grade mass-drives. Other secrets may lurk beneath its hull,

for the *Wrath of Kenara* was laid down before the Twilight Wars and with the aid of Lazax shipwrights. The ship may be capable of feats unknown to even its highly experienced engineering cadre.

Age does come with some drawbacks, however. Though the *Wrath of Kenara* was more than a match for any two dreadnoughts when it was launched, its guns are simply not the equal of modern weapons. Part of the *Quieron's Sword's* refit is to replace its plasma basilisks with capital-grade beam weapons, and if successful, the grand sorbarrk may take the *Wrath of Kenara's* place as fleet flagship. But in the meantime, the *Wrath of Kenara* still serves as a valuable nexus around which to build a task force. In addition to its extensive command and control facilities, the ship has immense holds for fuel, munitions supplies, extensive barrack facilities, and cavernous hangar bays. With all this, the *Wrath of Kenara* can nearly supply and support a battlefleet by itself.

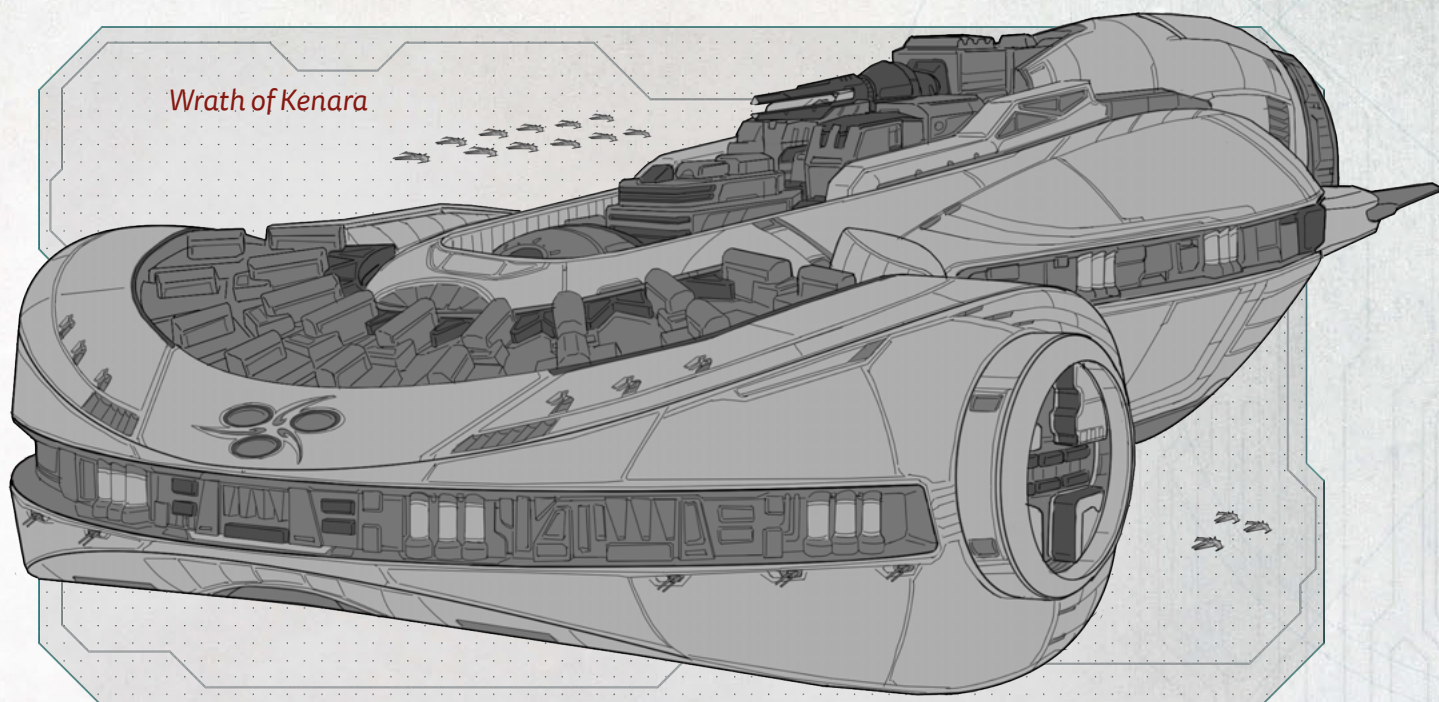
### Combat Operation Center

While in the *Wrath of Kenara's* COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.





*Wrath of Kenara*

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 9          | 2     | -2           | 4            | 6     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 144          | 80           |       |

### WEAPONS

4 forward, 2 port, and 2 starboard twin plasma basilisks (Fire Arc Forward, Port, and Starboard, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 9; Critical 2; Range [Long]; Burn 1, Linked 1; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

4 forward, 4 port, and 4 starboard heavy plasma scorpios casements (Fire Arc Forward, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 5; Critical 2; Range [Long]; Burn 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 500 officers and crew.

**PASSENGER CAPACITY:** 2,000 passengers and soldiers.

**CONSUMABLES:** 2 years.

**ENCUMBRANCE CAPACITY:** 2,000, plus 36 escort fighters, 10 shuttles, and 4 dropships.

**FTL RANGE/SPEED:** Long/Average.

**PRICE/RARITY:** Priceless / 10 (R).

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

### Large Holds

While operating in a fleet with the *Wrath of Kenara*, allied ships of silhouette 5 or larger count as having two years of consumables (unless they would normally have more), and an FTL range of long (unless it would normally be extreme).

### Legends of the Lost Warship

While the Emirates insist that every grand sorbarrk that isn't currently in their possession has been lost or destroyed, rumors persist that at least one other grand sorbarrk still exists. The *Kamdorn Stillness* was lost during the chaotic years of the Twilight Wars, vanishing into Shifting Space when it was pursued by a Sardakk N'orr battlefleet. Grizzled wayfarers and ancient spacers insist that if you can find your way through its labyrinthine depths and perilous grav-currents, you will find the grand sorbarrk in the heart of that cursed region, reactor still idling and systems on standby after three millennia.





## [Chapter 6]

# Mentak Coalition

**T**he Mentak Coalition officially left its roots as criminals and rogues behind long ago, and now are a respected power on par with the other major members of the Galactic Council. However, even thousands of years have not been enough to erase the piratical streak that runs through the veins of every true-blooded Coalition citizen. That desire to roam the spacelanes looking for plunder and glory keeps the Mentak Coalition's focus firmly on preserving the freedoms of its people and ensures those freedoms are protected by one of the most competent and swashbuckling navies in the galaxy.

### The Coalition Navy

When one speaks about the Mentak Coalition's military, it's safe to assume they're really talking about the Coalition's navy. The Coalition's military strength is disproportionally focused on starships and the means of supporting them, with a vanishingly small number of ground troops organized around elite units of marines who are—unsurprisingly—ship-based.

The reason for the oversized navy and nearly nonexistent army is almost entirely cultural. First, the Coalition's strong focus on individual liberty means the Table of Captains finds the idea of a large army downright repugnant. To them, maintaining millions of soldiers inevitably leads to one of two things: repressing your own people, or invading and repressing someone else. A starship, even a warship, is much harder to use as a tool of oppression.



Second, and perhaps even more important, is that the Coalition as a society is absolutely in love with starships, warships, space travel, and all related subjects. Nearly every child in the Coalition dreams of becoming captain of a fast cruiser when they grow up. The officially disavowed privateer fleets that operate from Coalition space bring back mountains of goods that ensure the Coalition's citizenry live far more comfortable lives than should be possible on the outer edges of the galaxy. Captains of warships and privateer vessels (and often there is little difference between these save a formal commission versus a letter of marque) often compete to see who can capture or destroy the greatest tonnage in enemy ships. In times of war, the inhabitants of Mentak space track those competitions with an enthusiasm reserved for sporting events in other cultures. And although not a formal requirement, every person who serves on the Table of Captains has commanded a vessel, ensuring their title of "captain" is not an empty one.

## Naval Structure

The Coalition Navy is divided between the official fleet of legally commissioned warships, sailors, and officers, and the unofficial fleet of privateer vessels that still serve the Coalition even if the Table of Captains denies it.

The official part of the Coalition Navy is organized around multiple smaller squadrons rather than a few large battlefleets. Each squadron is assembled to accomplish specific goals, which may range from convoy raiding to patrolling spacelanes to protecting Coalition territory and holdings. Most squadrons are disbanded after their assigned task is done, but some squadrons are maintained for decades or even longer. Generally, these are squadrons who have ongoing duties, such as the squadrons protecting Moll Primus or watching the Exile's Path for signs of invasion. But even these squadrons have ships rotated in and out frequently, so that no ship is stuck performing the same duty for too long.

Each squadron consists of between three and a dozen warships of varying types. A squadron assigned to raid enemy shipping may consist mostly of cruisers and destroyers, while a squadron tasked with patrolling the borders of Coalition space may contain more destroyers and even a carrier. The Coalition Navy has fewer dreadnoughts than other factions, and these large warships are often assigned to squadrons in ones and twos, escorted by cruisers and destroyers.

Each squadron is commanded by one of the ships' captains, elected to the position of commodore by their peers in the squadron. Officially, the Table of Captains has the power to veto the election of a commodore they feel is unfit, but they rarely do so. Generally, the captains elect the most senior or most decorated of their number to serve, ensuring the squadron's commodore is a competent and experienced leader.

The squadron structure makes the Coalition Navy much more flexible and adaptable than many of its rivals, even if it limits their ability to operate together as part of a single massive fleet. When the Mentak Coalition does have the need to form a fleet (which usually only happens during a major war), the Table of Captains chooses an admiral to lead it. Admirals are not permanent ranks in the Coalition Navy but instead are temporary appointments that come with a clearly defined term of service attached. The appointment always goes to one of the most senior captains in the navy, and each captain may only be selected as an admiral once. Moreover, a captain must leave their ship to become an admiral, meaning that most officers are more than happy to complete the service and get back to commanding their original vessel.

## The Flying Squadron

One of the few squadrons that has continued in some form or another for the last few centuries, the Flying Squadron was said to have originally been formed during the Dark Years by a Human commodore who was a keen student of Jord's ancient history. At the time, the Coalition was in a standoff with the Nargoni Technocracy, a repressive dictatorship that already controlled several star systems and was lusting after worlds recently settled by the Mentak Coalition. Instead of trying to defend each colony individually, Commodore Burman recommended forming a squadron of fast cruisers that could remain nearby and quickly respond to any attack. The Flying Squadron soon proved its worth by routing a Nargoni invasion fleet, and later it fought with distinction during the Coalition campaign to disarm the Technocracy and liberate its subject worlds.

Today the Coalition maintains the Flying Squadron as a quick-response unit to any crisis among its holdings or stations scattered across the galaxy. It consists of half a dozen of the most advanced cruisers sailing under the Coalition flag, with experienced captains and crews chosen for their proven flexibility and quick thinking under fire.



## Privateer Fleets

Although not officially part of their naval forces, privateers make up a key part of the Mentak Coalition's strength in the void. Privateers serve several valuable purposes for the Coalition. First, they provide a significant source of income for the Coalition Navy and a constant stream of goods to the Coalition's citizens. Second, they are a constant thorn in the sides of enemies, forcing rival civilizations to devote more resources to defending trade convoys and watching for raids, and less resources to fighting the Mentak Coalition directly.

The "fleets" of privateers are disorganized collections of individual ships under the command of captains who may have earned their rank through charisma, audacity, respect, or even wealth. These captains come from all walks of life, but a significant number are junior officers who have temporarily resigned from the Coalition Navy to make a name for themselves for a few years before returning to active duty. When a captain approaches the Coalition about becoming a privateer, the Coalition quietly provides them with a letter of marque and reprisal that empowers them to operate an armed ship inside and outside of Coalition space to "engage in whatever enterprises they choose, so long as they do not inhibit those ships flying the Coalition's flag."

Some privateer captains procure their own ships, but when the Coalition Navy retires an older warship smaller than a dreadnought, it sells that ship to newly empowered privateers. The terms of the sale are simple; since almost nobody has enough money to afford a warship, the ships are provided in exchange for a share of the profits from the privateer's ongoing activities, which the Coalition studiously doesn't ask the privateer to explain.

Privateers have much more freedom than members of the Coalition Navy, as it behooves the Table of Captains to maintain as much distance between them and these corsairs as possible. However, to receive a letter of marque, a privateer must avoid attacking Coalition ships (either civilian or military) and conduct themselves with a certain minimum of professionalism. The Coalition Navy may also make certain "suggestions" about where and whom to raid. Most intelligent privateers listen to these suggestions and follow these largely unspoken guidelines, lest their letter of marque be dissolved and they find themselves hunted down by another privateer vessel.

## Example Privateers

There are hundreds, maybe even thousands of privateers affiliated with the Mentak Coalition. Some command whole flotillas of vessels and style themselves as pirate admirals, while others stand on the bridge of a single vessel and work alone. These are a few of the most famous privateers in the Mentak Coalition.

## Captain Blackout and the Oblivion Fleet

The Oblivion Fleet is one of the more notorious pirate bands that plies the void, a flotilla of over a dozen converted freighters and older corvettes formed around the carrier *Dark Star's Shadow*. They are led by the notorious and enigmatic Captain Blackout, and they are infamous for raiding ships, stations, and even worlds all along the galaxy's southern arm. None of the Oblivion Fleet's victims have ever met Captain Blackout, only hearing an echoing, sepulchral voice ordering them to prepare to be boarded on their comms systems.

The whole persona of Blackout and their Oblivion Fleet is absurdly melodramatic, which is entirely the point. Blackout is actually an unidentified senior Coalition Navy commander on detached service. They use their deniable persona to disrupt and harass other galactic civilizations in a way that benefits the Mentak Coalition. They have been even known to conduct clandestine spying or sabotage operations under the guise of a pirate raid.

## Gers One-Eared

A rare, unpaired Rokha who has never been a part of Naaz-Rokha society, Gers captains an old Ranger light cruiser called the *Meteor*. He raids the trade lanes running through the core systems near Gul with a crew hired from all along the galactic rim. Gers One-Eared is known to be more of a pirate than a privateer and has a merciless streak that has seen him destroy a few ships with all hands when they refused to heave to and be boarded. Reports of his actions have reached the Table of Captains, and rumor has it that they're considering revoking his letter of marque and issuing a new one to any would-be privateer willing to hunt him down.

## Caliksa "The Talon" Aun Non

Caliksa emigrated to the Mentak Coalition with her parents when she was only a hatchling and has grown up to be an enthusiastic member of Coalition society. She took the name "Aun Non" ironically, as she bears no love for what she sees as the "gang of fanatics" that make up the Argent Flight. Caliksa served in the navy for several years before resigning to claim a letter of marque and begin her career as a privateer. Now she captains her first prize, a converted Hacan solbek called the *Subtle Claw*.

The Talon has consistently had the highest record of captured tonnage among the privateer fleets for the past three years, and the betting houses on Moll Primus see her as a heavy favorite for taking the most prizes this year as well. Her success has led the Coalition to try and coax her back to the regular navy, but she likes privateering too much to rejoin the military.



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## Coalition Marine Corps

Despite what senior officers in the Coalition Navy like to claim, the Mentak Coalition's Marine Corps is actually an independent branch of their military, albeit one that serves mainly aboard their ships. The Mentak Coalition has long refused to enlist a standing army that could eventually be used to oppress its citizens, so the marines and a large number of semiorganized citizen militias are the closest they have to ground units.

Since the Marine Corps isn't large enough to invade or defend a planet on its own, its focus has always been on elite surgical actions, pinpoint strikes, and asymmetrical warfare. First and foremost, the marines train and are equipped to perform boarding actions in space. Their armor is sealed and equipped with integral air supplies, and each knows how to use personal maneuvering packs and find their way through any starship. But the marines also train for ground operations and planetary assault. They focus on attacking weak points in an enemy's defenses or facilities crucial to their war efforts, then fall back before they can be attacked in strength.

Of course, in times of all-out war, the Marine Corps isn't large enough to protect a Coalition world from a full-scale invasion. In these circumstances, the marines are deployed in support of the local militias.

### Citizen Militias

Police forces in Coalition space are lightly armed and strictly regulated as to how they enforce the law. So, in the event of a

full-scale invasion, the Mentak Coalition relies on its citizen militias for defense.

Every adult in the Coalition is expected to participate in militia training, which takes place for roughly a week each year and provides some very basic instruction on firearms, combat operations, and small unit tactics. They also get some experience training alongside members of the Marine Corps, so the militias and marines can work together in a real fight.

If an invasion were to happen, citizens would report to their militia units and receive weapons from reserve armories (although many Coalition citizens already own a personal weapon or three). In theory, this turns every major population center into a fortress full of people ready to defend their homes. In reality, however, the Table of Captains knows that citizen militias couldn't hold out against a really determined and ruthless enemy army. Instead, they rely on the navy to destroy any enemy fleets before an invasion takes place.

## Ship and Vehicle Profiles

These are some of the primary warships and mechs used by the Mentak Coalition, although as with any major galactic power, they have hundreds of ship and vehicle designs in use. In the case of the Coalition specifically, many of their designs have been "liberated" from other factions.

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## Moll Terminus

Although the Moll Terminus is a light mech, it exemplifies the Coalition ethos in that it punches well above its weight. The mech looks like a four-legged spider with long, spindly limbs and comparatively large chassis. The main hull has room for a pilot and a squad of five Coalition marines, while an enclosed upper turret contains the mech's primary weapon and gunner.

That primary weapon is a boosted anti-armor beam cannon that is extremely powerful for a mech of its size. It's also the Terminus's only weapon. Instead of creating more powerful (and more expensive) mechs that could deal with a variety of foes, the Coalition Marine Corps asked for a mech that could provide ground transport, be deployed from a combat dropship, and kill any vehicles too heavy for its marine passengers to deal with.

The Terminus serves reasonably well in all those respects. Its four legs allow it to move over extremely rough terrain, to the point where it can climb nearly vertical cliff faces if they are rough enough to provide handholds. It can also do so quickly, allowing it to get into position to launch flanking attacks and ambushes on slower enemies. This all comes at a cost, however. The Terminus is exceptionally fragile for a war machine, and its pilots grimly joke that its best defense is not to get hit in the first place.

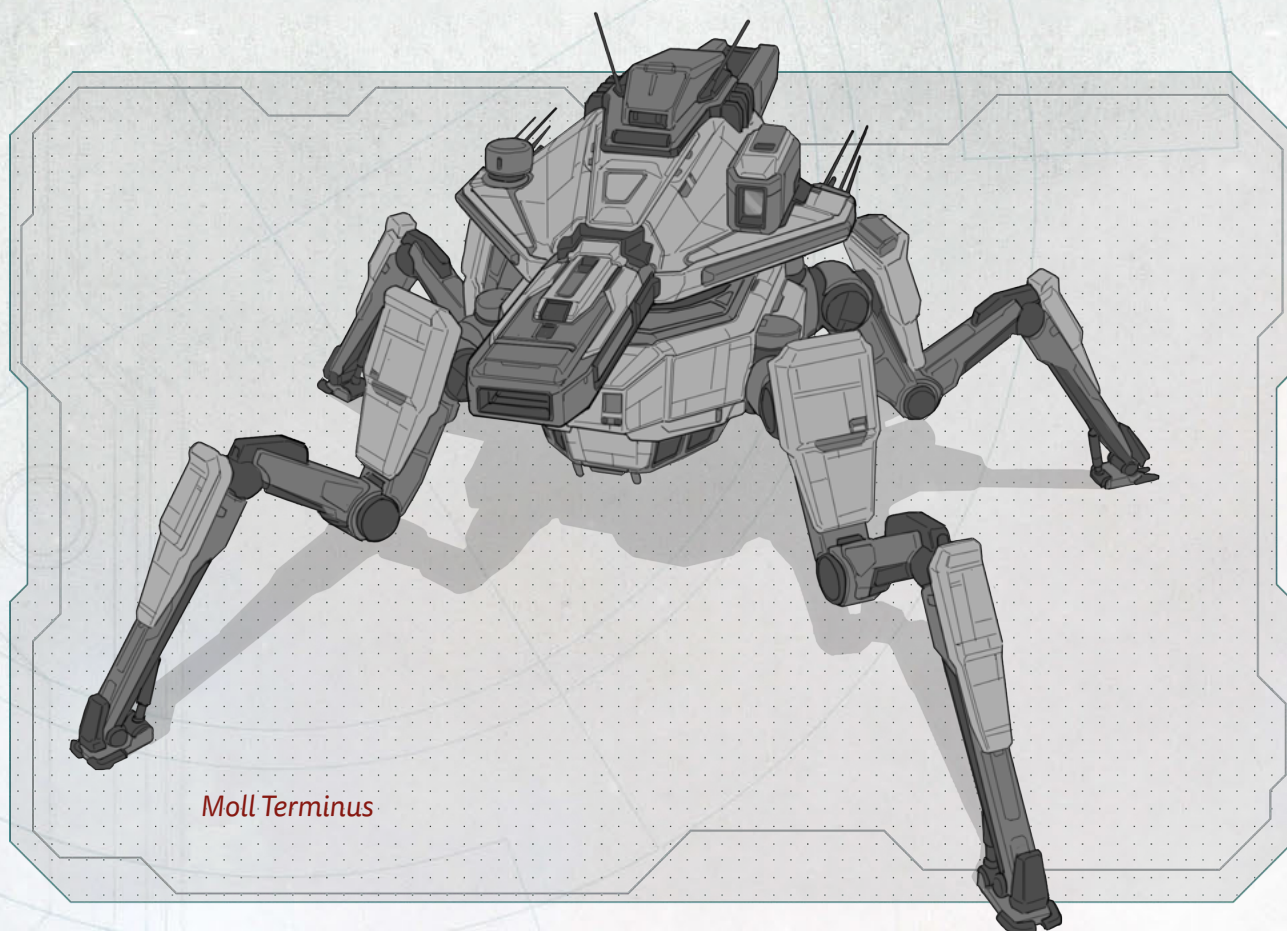
### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

### Vulnerable

All successful combat checks targeting this vehicle add A A to the results.





Moll Terminus

|            |       |              |              |       |  |
|------------|-------|--------------|--------------|-------|--|
| 2          | 3     | +2           | 0            | 1     |  |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |  |
|            |       | HT THRESHOLD | SS THRESHOLD |       |  |
|            |       | 8            | 8            |       |  |

**WEAPONS**

Turret-mounted anti-armor beam cannon (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Extreme]; Breach 2, Slow-Firing 1, Vicious 4).

**CONTROL SKILL:** Driving.  
**COMPLEMENT:** 1 pilot, 1 gunner.  
**PASSENGER CAPACITY:** 5.  
**CONSUMABLES:** 1 day.  
**ENCUMBRANCE CAPACITY:** 15.  
**PRICE/RARITY:** 21,000 aurei/5 (R).

## Freebooter Interceptor

The Mentak Coalition does not invest heavily in its starfighter corps, believing the best way to destroy enemy warships is with torpedo or assault cannon strikes from its cruisers and destroyers. It sees the role of fighters as entirely defensive, keeping other fighters away from their ships while they make the kills. This is the design ethos behind the Freebooter interceptor.

A stubby, tri-winged starfighter with enough aerodynamic surfaces to allow it to operate in space or atmosphere, the Freebooter is blisteringly fast, lightly armed and armored, and has extremely limited endurance. The interceptor's small frame allows half of a squadron to fit inside the crowded hangars of Coalition cruisers and dreadnoughts, and the Freebooter's short range doesn't matter when its job is to escort its mothership and drive off enemy fighter and bomber attacks.



The light armaments do mean the Freebooter has a hard time tangling with heavier escort fighters, but to help in its defensive duties, the Coalition design workshops gave the fighter a unique weapon loadout. Beyond a single beam cannon, the Freebooter has three scatterblast wingpods, essentially short-ranged cannons firing sprays of explosive, semi-guided flechettes. The wingpods can shred unsuspecting fighters and even destroy or disable incoming missiles, giving the Freebooter a potent defensive tool when protecting the navy's precious warships.

### Defensive Fire

When a combat check with a missile, torpedo, or other weapon with the Guided quality targets this vehicle or another vehicle within short range, your character may trigger their scatterblast wingpods as an out-of-turn incidental to add  $\times \times \times$  to the results of that check. Afterwards, reduce the number of shots the scatterblast wingpods can make by 1. If the scatterblast wingpods are out of ammunition, this ability cannot be used.

## Boarding Party!

This adventure seed can work for any Keleres cohort who is on good terms with the Mentak Coalition.

The Galactic Council has voted to try a ruthless warlord for crimes against civilian populations and has dispatched the players' cohort as part of a task force to bring them to justice. During the resulting space battle, the PCs are given a Raider assault boarding ram and up to two Freebooter interceptors by a Mentak Coalition captain. The Keleres must fight their way through a defensive screen of four interceptor starfighters (**EMBERS OF THE IMPERIUM**, page 143) and fire from the warlord's pirate raider flagship (**EMBERS OF THE IMPERIUM**, page 152), then ram and board the vessel. Once aboard, the Keleres still have a tough fight against the warlord and their fanatical crew.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>3</b>   | <b>5</b> | <b>+3</b>    | <b>1</b>     | <b>0</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>7</b>     | <b>9</b>     |          |

### WEAPONS

Light beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 1).

Scatterblast wingpods (Fire Arc Forward; Gunnery; Damage 2; Critical 1; Range [Short]; Accurate 2, Limited Ammo 3, Vicious 3).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** None.

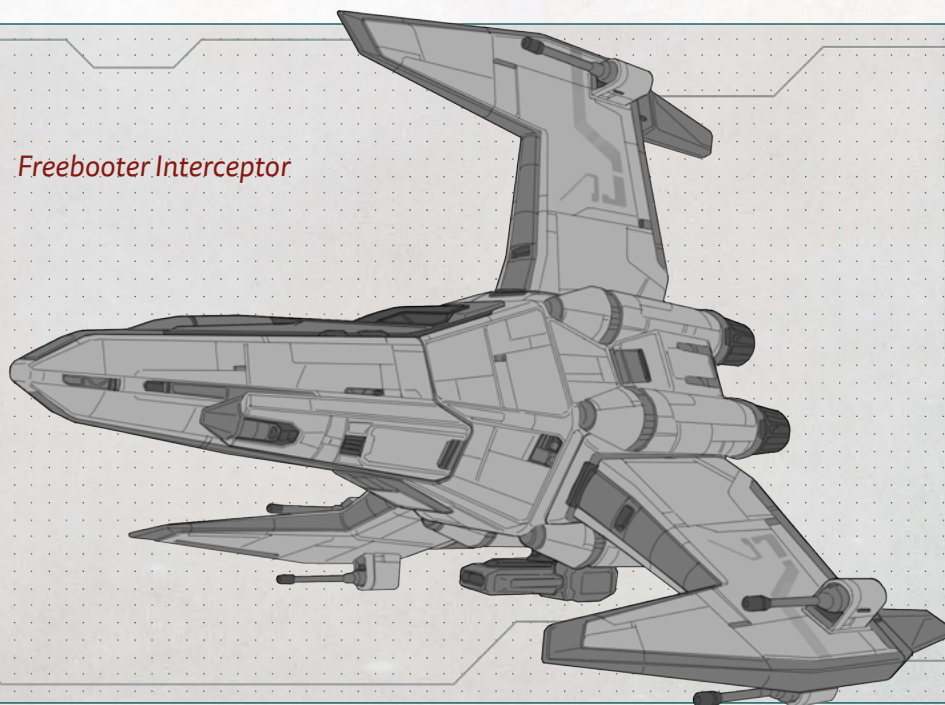
**CONSUMABLES:** 2 hours.

**ENCUMBRANCE CAPACITY:** 0.

**FTL RANGE/SPEED:** None/None.

**PRICE/RARITY:** 30,000 aurei /4(R).

Freebooter Interceptor





## Raider Assault Boarding Ram

Although most of the navies in the galaxy don't emphasize boarding enemy ships as a tactic, the Mentak Coalition's focus on commerce raiding and barely deniable piracy forces them to excel at it. In addition to the boarding tubes on their larger ships, the Coalition has radically reimagined the concept of a shuttlecraft into what can only be described as a "boarding ram."

The Raider is the latest of these designs, and extremely lethal and efficient given its anachronistic concept. The boarding ram is basically a massive engine sitting behind a heavily armored and reinforced life support module with room for up to ten marines. There is no pilot; every person aboard the ram needs to be prepared to fight upon arrival. Instead, one of the marines operates the relatively simple controls from their reinforced crash-harness.

Forward of the module is an even more heavily armored nose, ringed by mag-clamps and cutting beams. The Raider has a simple job; it flies to an enemy ship as quickly as possible, then rams into the ship's hull, burrowing in as far as it can before latching on with the mag-clamps and activating the cutting beams. Once it bores a hole into the target's interior, the nose splits open, allowing the marines to board the enemy vessel. If the marines need to leave quickly, the Raider can quickly detach and return to the ship that launched it.

Although most of the Coalition's boarding rams are officially reserved for its Marine Corps, a significant number of the assault craft end up in the hands of sanctioned privateers each year. The Coalition claims the boarding ram design is easy to replicate, but many a bitter merchant captain has recalled being boarded by rams with the *exact* design specifications of the Raider, save that pirates, not Coalition marines, came boiling out of it.

### Ramming Speed

To ram and board a target ship, your character makes an **opposed Piloting check versus the controlling skill of the enemy vessel**, downgrading the difficulty once for every silhouette rating the target is larger than the Raider. If the check succeeds, the Raider hits the target vessel and latches on. At the end of the current round, it cuts into the target ship, and the passengers and crew of the Raider may board the target ship during subsequent rounds. If the check fails with **▲ ▲**, the Raider misses the hull but runs into something important; the target ship suffers a major collision while the Raider suffers a minor collision (see page 222 in the *GENESYS Core Rulebook*). If the check fails with **☠ ☠ ☠** or **☠**, the Raider bounces off the target's hull armor and is damaged in the process, suffering a Critical Hit.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 3            | 4     | -2           | 2       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 20           |       | 10           |         |       |

|                       |                     |
|-----------------------|---------------------|
| CONTROL SKILL:        | Piloting.           |
| COMPLEMENT:           | 1 pilot.            |
| PASSENGER CAPACITY:   | 9.                  |
| CONSUMABLES:          | 1 day.              |
| ENCUMBRANCE CAPACITY: | 50.                 |
| FTL RANGE/SPEED:      | None/None.          |
| PRICE/RARITY:         | 20,500 aurei/6 (R). |
| WEAPONS:              | None.               |

## Marauder-class Destroyer

As with many of the Coalition's ships and vehicles, the Marauder is a destroyer designed to punch well above its weight. The Mentak Coalition treats their destroyers almost as if they're ultra-light cruisers, giving them a range and endurance equal to the heavy *Corsair*-class vessels.

The Coalition Navy uses the *Marauder*-class as raiders and fleet antistarfighter escorts, and the class is armed with larger versions of the scatterblast pods carried aboard the Coalition's interceptor fighter. However, its lean, angular hull is built around

a lighter version of the *Corsair*-class' heavy assault cannon. It uses this instead of the more traditional torpedoes, and the weapon allows the *Marauder*-class to join the Coalition cruisers in devastating opening barrages in naval conflicts.

The destroyers aren't large enough to carry interceptor fighters, but each has enough room for a single Raider boarding assault ram in their cramped hangar deck. This, plus their increased endurance and range, means the Coalition Navy also uses their destroyers to patrol the borders of Coalition space



instead of dedicated corvettes. Most Coalition captains see their first destroyer as a chance to prove their worth and earn the chance to command one of the larger cruisers.

### Defensive Fire

Once per round, when a combat check with a missile, torpedo, or other weapon with the Guided quality targets this vehicle or

another vehicle within medium range, if your character is serving as a gunner aboard this ship they may trigger their scatterblast cannonpod as an out-of-turn incidental to add  $\times \times \times \times$  to the results of that check. This ability may not be used if the scatterblast cannonpod has been fired during this round, and if this ability is used, the scatterblast cannonpod may not be fired for the remainder of the round.

|                        |                   |                           |                           |                   |
|------------------------|-------------------|---------------------------|---------------------------|-------------------|
| <b>5</b><br>SILHOUETTE | <b>4</b><br>SPEED | <b>+1</b><br>HANDLING     | <b>3</b><br>DEFENSE       | <b>2</b><br>ARMOR |
|                        |                   | <b>45</b><br>HT THRESHOLD | <b>30</b><br>SS THRESHOLD |                   |

**WEAPONS**

Prow spinal light assault cannon (Fire Arc Forward; Gunnery; Damage 8; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 forward dual heavy beam cannon turret (Fire Arc Forward, Port, and Starboard; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2, Linked 1).

1 dorsal and 1 ventral scatterblast cannonpod (Fire Arc All; Gunnery; Damage 3; Critical 1; Range [Medium]; Accurate 2, Vicious 3; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

2 port and 2 starboard antfighter beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

**CONTROL SKILL:** Operating.

**CREW COMPLEMENT:** 20 officers and crew.

**PASSENGER CAPACITY:** 30 passengers and/or marines.

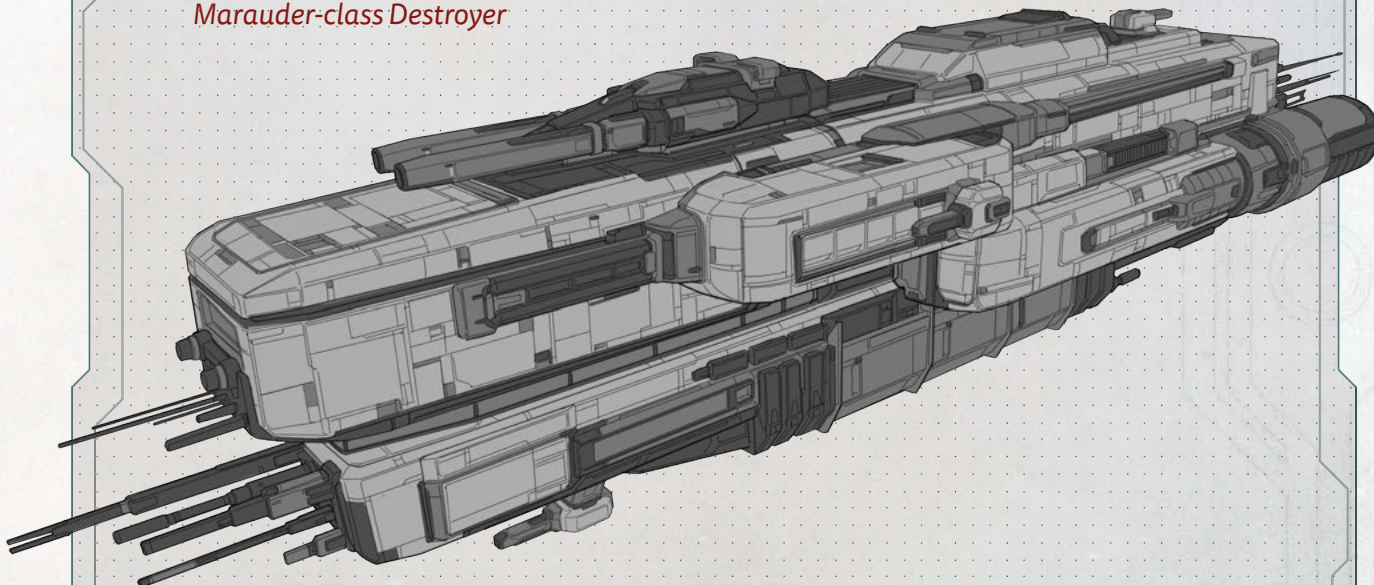
**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 250, plus 1 shuttle and 1 assault ram.

**FTL RANGE/SPEED:** Extreme/fast.

**PRICE/RARITY:** 450,000 aurei / 7 (R).

*Marauder-class Destroyer*





## Ranger-class Light Cruiser

The old *Ranger*-class light cruisers were a staple unit of the Mentak Coalition Navy for years, especially as the Coalition began to expand beyond its small corner of the galaxy and reconnect with other civilizations. However, in the past decades they have been largely decommissioned as the larger and more capable *Corsair*-class comes online. A few remain in the navy for patrol work and showing the flag at distant duty stations, but for the most part, the ships have been sold to the Coalition-affiliated privateers.

As part of the process, the navy pays for some basic retrofits to the design. The ships lose most of their already limited ordnance stocks, with the space going to extra fuel tanks and cargo holds. They do keep their older Mk2 assault cannons, but otherwise the ships are left with an armament entirely consisting of beam weapons which, like the newer *Corsair*-class, means

they don't risk running out of ammo and have more room for fuel and supplies.

Despite its age, the cruiser is an incredibly popular choice among pirates and privateers. The ships retain the impressive speed common to Coalition vessels, but more importantly, are incredibly reliable with multiple redundancies and easily-repaired mechanisms. Finally, the *Ranger*-class is tough. There are plenty of stories in the drinking dens of Moll Primus about a little cruiser getting into fights with foes twice its size, only to limp home battered but unbowed.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 6            | 4     | +0           | 3       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 55           |       | 35           |         |       |

**WEAPONS**

Spinal assault cannon (Fire Arc Forward; Gunnery; Damage 9; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 1; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 port and 1 starboard capital-grade beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral twin antifighter beam turret (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1, Linked 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 50 officers and crew.

**PASSENGER CAPACITY:** 50 passengers and/or marines.

**CONSUMABLES:** 5 months.

**FTL RANGE/SPEED:** Extreme/ Fast.

**ENCUMBRANCE CAPACITY:** 300, plus 2 shuttles, dropships, or assault rams.

**PRICE/RARITY:** 2,750,000 aurei /7 (R).

## Corsair-class Cruiser

Every captain in the Coalition Navy dreams of commanding a cruiser. Mentak culture romanticizes swashbuckling and piratical actions, daring raids, and long patrols far from friendly ports. Cruisers are made for these actions, and Mentak cruisers like the *Corsair*-class are exemplars of their type.

The *Corsair*-class follows the same blunt lines of most Coalition designs but is longer and leaner with a blunt, knife-edged prow that houses a massive spinal assault cannon. The lessened armor makes room for heavier engines and more thrusters, meaning that the Corsairs are some of the fastest and nimblest capital ships in the galaxy, especially at superluminal speeds.

The *Corsair*-class keeps what shipwrights across the galaxy would call a "standard" cruiser weapons loadout but adds just

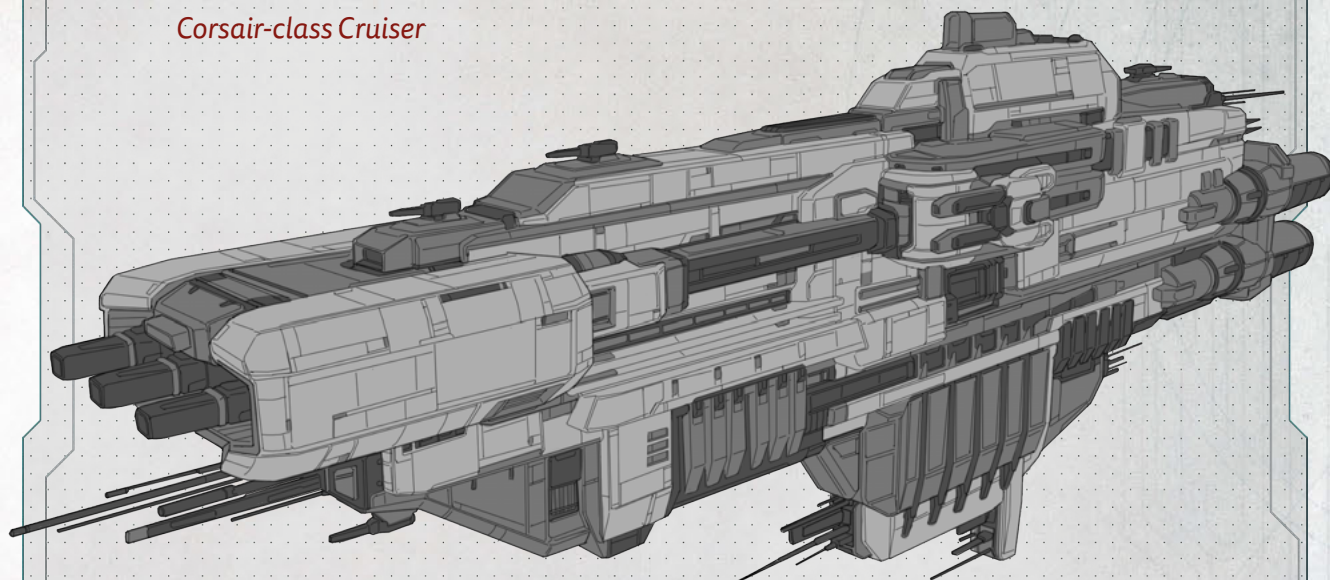
enough hangar space to house six interceptor starfighters. The extra starships give them enough protection to operate on their own. They also forgo any ordnance beyond rounds for their powerful Mk5 assault cannons (which the Universities of Jol-Nar claim are a stolen design that infringes on Hylar-owned copyrights). An energy-based weapon load means they don't risk running out of ammunition on long voyages and can devote the space to greater stores and stowage capability.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.



### Corsair-class Cruiser



6

SILHOUETTE

4

SPEED

+0

HANDLING

3

DEFENSE

4

ARMOR

HT THRESHOLD

SS THRESHOLD

60

40

#### WEAPONS

Spinal assault cannon (Fire Arc Forward; Gunnery; Damage 11; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

2 port and 2 starboard capital-grade beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 60 officers and crew.

**PASSENGER CAPACITY:** 75 passengers and/or marines.

**CONSUMABLES:** 5 months.

**FTL RANGE/SPEED:** Extreme/ Very Fast.

**ENCUMBRANCE CAPACITY:** 350, plus 2 shuttles and/or dropships, 1 assault ram, and 6 interceptor starfighters.

**PRICE/RARITY:** 3,100,000 aurei / 7 (R).



## Rover-class Carrier

Although in no way glamorous ships, the *Rover*-class carriers play a vital role in the Coalition Navy. Since the Coalition Navy doesn't rely on waves of bombers to attack their targets, their carrier vessels have evolved to serve a very different role. Instead of carrying wings of heavily armed starfighters and bombers, the *Rover*-class carriers are designed to be mobile refueling and resupply ships.

The boxy, ungainly ships carry large stocks of ammunition, supplies, and fuel and sit in the depths of space far beyond Coalition territory. There, the Coalition's commerce raiders can rendezvous to take on additional supplies and fuel, effect minor repairs, and off-load any looted cargoes they have obtained. Though the Coalition denies it, it is widely rumored that *Rover*-class carriers have been used to service squadrons of privateers as well.

Although their main role is as a mobile refueling and resupply dump, the *Rover*-class also carries multiple squadrons of interceptor starfighters for defense. It also is one of the few modern Coalition warships to carry anti-ship missiles; its cargo holds have plenty of room for reloads, and a carrier has no interest in closing with the foe. Occasionally, *Rover*-class carriers are refitted as fleet escort carriers, ridding themselves of the extra fuel and supply stores to double their complement of fighters.

### Combat Operation Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Repair Depot

When making a Mechanics check to repair a ship, add ✨ ✨ to the results if your character has access to this ship's repair facilities.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 7            | 3     | -2           | 3       | 2     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 65           |       | 35           |         |       |

**WEAPONS**

8 antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1; these weapons are scattered across the hull of the carrier, so only two may be fired at any one target).

Paired anti-ship missile tubes (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 400 marines.

**CONSUMABLES:** 2 years.

**ENCUMBRANCE CAPACITY:** 2,500, plus 30 interceptors, 5 dropships, 5 shuttles, and 3 assault rams (reduce encumbrance capacity to 1,000 to increase number of interceptors to 60).

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 3,500,000 aurei / 7 (R).



## Liberty-class Dreadnought

Even with the Mentak Coalition's love affair with light and medium warships, the Table of Captains long ago noted that they would need at least some heavy void combatants to potentially go toe to toe with the fleets of other civilizations. If nothing else, a complete lack of heavy units might incite another galactic power to attempt an invasion, assuming the Coalition was vulnerable to a main battlefleet.

Since the Mentak Coalition's shipyards were not large or sophisticated enough to build these large warships, the first Coalition dreadnoughts were captured during skirmishes and border wars with other civilizations. In one case, a covert team even snuck aboard a Federation of Sol dreadnought while it was in space dock and flew the warship right through a stunned picket squadron and into Coalition hands. But eventually, the Coalition expanded their shipbuilding capacity, and the *Liberty*-class is the first fruit of those labors.

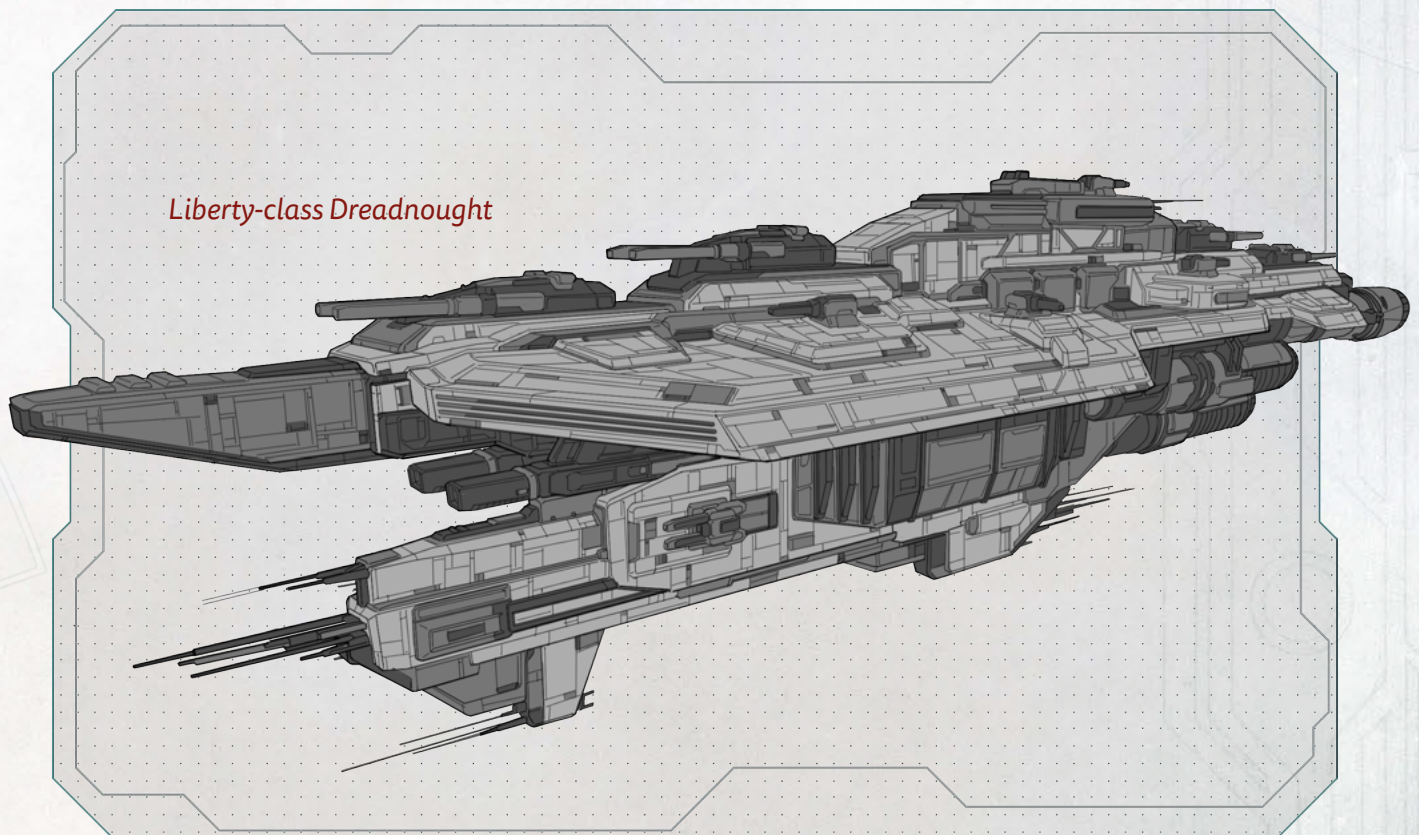
*Liberty*-class dreadnoughts have the lean, angular hulls of most Coalition warships, and though they are far larger than even

the new *Corsair*-class cruisers, they are a bit lighter and faster than the dreadnoughts of other navies. They also have an impressive range and endurance, though even Coalition shipwrights couldn't figure out how to boost their superluminal speeds to the equivalent of cruisers. In addition to the normal complement of capital-grade beam weapons, the designers also added a pair of oversized spinal assault cannons that run most of the length of the ship. This gives the dreadnoughts a fearsome punch at long ranges that only grows more deadly as they close in.

Unlike most navies, the Coalition seldom groups its dreadnoughts into single flotillas or squadrons. Instead, it spreads the dreadnoughts out in ones and twos with destroyer and carrier escorts, allowing them to project power all out of proportion with their raw numbers.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.



*Liberty-class Dreadnought*



|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>8</b>   | <b>3</b> | <b>-2</b>           | <b>4</b>            | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>75</b>           | <b>45</b>           |          |

**WEAPONS**

Twin spinal superheavy assault cannons (Fire Arc Forward; Gunnery; Damage 12; Critical 4; Range [Extreme]; Auto-fire, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

2 forward and 2 aft twin capital-grade beam turrets (Fire Arc Forward, Port, and Starboard, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 1, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 forward, 1 port, 1 starboard, and 1 aft antfighter beam turrets (Fire Arc Forward, or Fire Arc Port, or Fire Arc Starboard, or Fire Arc Aft; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and marines.

**CONSUMABLES:** 1 year.

**ENCUMBRANCE CAPACITY:** 400, plus 12 interceptors, 2 shuttles, 2 dropships, and 2 assault rams.

**FTL RANGE/SPEED:** Long/Average.

**PRICE/RARITY:** 8,000,000 aurei / 9 (R).

## Fourth Moon

The flagship of the Coalition Navy got its odd and slightly irreverent name from the citizens of Moll Primus. As the Mentak Coalition expanded its military forces, the designer Tok Miro Sevanta proposed building a vessel even larger than the new *Liberty*-class ships just starting to be launched from the orbital yards. The ship would be the ultimate command and control vessel, capable of housing the senior leadership of the Coalition Navy and coordinating battles that stretched across star systems.

Intrigued, the Table of Captains and Erwan's Hand agreed to the proposal. Work began on the new flagship, but quickly ran into difficulties as no orbital space dock was large enough to accommodate it. Instead, the ship was built in close orbit around the planet, where its massive size soon rivaled the three natural moons when viewed from the ground.

Cost overruns and design challenges plagued the ship's construction, which meant that a project that should have taken several years ended up stretching over two decades. By the time the new flagship was actually ready for commissioning, an entire younger generation on Moll Primus had grown used to seeing it hanging in the night sky. They called it, jokingly, Moll Primus's "fourth moon," and the name stuck.

*Fourth Moon* still spends much of its time around Moll Primus but does take regular trips to the Mentak Coalition's main colonies and allies to show the flag. It also participates in the biannual Navy war games in the barren Kalanedes system. The completed ship towers over other vessels, with huge sheer sides and a double-stepped, blunt prow. Inside, the *Fourth Moon* has massive cargo holds for hauling fleet supplies (and also gathering the looted fruits of the Coalition's commerce raiding). It also has barracks for a sizable percentage of the entire Coalition Marine Corps, hangar bays full of fighters, shuttles, dropships, and mechs, and elaborate and incredibly powerful scanners and communications arrays.

The one thing it doesn't have is firepower, at least when compared to the *Liberty*-class dreadnoughts. To be sure, the *Fourth Moon* has guns—antfighter defenses, anti-ship missiles, beam weapons, and even a spinal assault cannon—but given its tonnage exceeds any three dreadnoughts, the weapons seem somewhat lackluster. However, it has indeed become the ultimate command and control vessel. Not only does it have the facilities to direct a system-wide battle, but its networking is so effective that it can coordinate fire from dozens of ships on the same target.

### Combat Operation Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

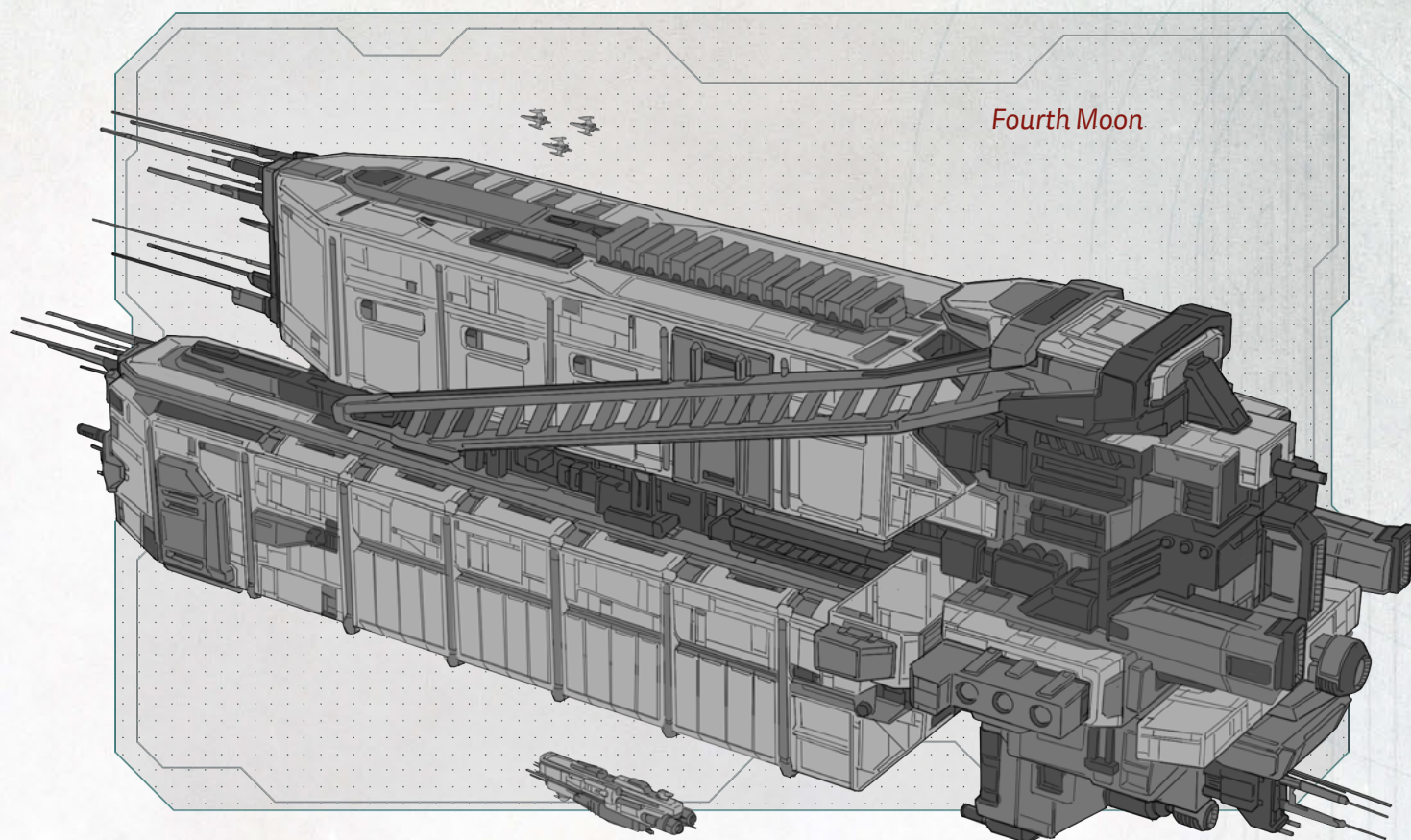
### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Coordinated Strike

After your character makes a successful combat check using a ship's weapon on a vessel of silhouette 5 or larger, if your character is in direct contact with the *Fourth Moon*, you may spend a Story Point to have the target suffer a hit from a weapon of your choice aboard another ship in direct contact with the *Fourth Moon*. The subsequent hit deals the weapon's base damage. (Note, your character does not have to be aboard the *Fourth Moon* to use this ability).





Fourth Moon

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 9          | 2     | -2           | 4            | 6     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 125          | 90           |       |

## WEAPONS

Spinal superheavy assault cannon (Fire Arc Forward; Gunnery; Damage 12; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 forward and 1 ventral triple capital-grade beam turret (Fire Arc Forward, Port, and Starboard, or Fire Arc All; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 2, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

10 antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, decrease difficulty by 1; these weapons are scattered across the hull of the ship, so only two may be fired at any one target).

2 anti-ship missile batteries (Fire Arc All; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 650 officers and crew.

**PASSENGER CAPACITY:** 2,000 passengers and marines.

**CONSUMABLES:** 1 year.

**ENCUMBRANCE CAPACITY:** 3,000, plus 42 escort fighters, 20 shuttles, 20 dropships, and 50 Moll Terminus mechs.

**FTL RANGE/SPEED:** Long/Average.

**PRICE/RARITY:** 70,000,000 aurei / 10 (R).





## [Chapter 7]

# Clan of Saar

The Saar don't have a navy, not as other civilizations would recognize it at least. They have a self-defense force based in the Jorun Asteroid Field, and all their ships are loaded down with weapons, fighter squadrons, and flak cannons for antifighter work, but they don't have a professional standing fighting force. That said, many Saar are *very* competent fighter and small craft pilots; indeed, few historians dispute that the Saar were one of the first spacefaring species and are very comfortable living in the void. What they lack in formal training, they make up for with tenacity, guile, and a passion that stems from defending their homes and loved ones.

### The Council of Captains

The Council of Captains is a large, nominally democratic body of elected ship's captains that act as the Saar's ruling council in

the Jorun field. They are tasked with ensuring the preservation and safety of the Jorun asteroids, scouting, opening and maintaining trade routes, organizing and training militia and self-defense forces, and generally keeping the Saar alive in difficult times. The CoC oversees the Saar Admiralty, a smaller group of senior officers who handle the daily operations of ships in the Jorun asteroids and maintain the Saar's defensive forces.

In theory, the CoC is an august council of quiet, competent, level-headed, courageous space captains who live only to ply the spacelanes and serve their people. In *practice*, the group is often a fractious, bickering pack of politicians—rabble-rousers, fringe political idealists, glad-handers and the occasional backstabbers all striving for power, choice committee assignments, and lucrative deals. That's not to say that every captain on the council is there purely for venal self-interest or to simply accrue wealth and power, however. Most of the members do their best to live up to the council's ideals, and to Saar ideals in general, because



they realize that wielding power in the Council of Captains allows them to better serve and protect their own communities and interests.

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## Council Factions

There are countless factions, subfactions, and cliques within the CoC, but the three most famous (or infamous) are the Pragmatists, the Idealists, and the Leavers. The Pragmatists are the largest of the three; they want to maintain the status quo and grow the Saar's holdings and wealth while maintaining the people's stronghold in the Jorun Asteroid Field.

The Idealists believe that a new dawn is coming to the galaxy and that the Saar can be part of it. They want to use the Saar's flagship, *Son of Ragh*, as a spacegoing embassy that would travel from system to system showing off Saar culture, science, technology, and industry.

The Leavers are the smallest, most radical, and loudest of these three. They're a group of dissenting captains who want to pack all the Saar up in their ships and, Jorun asteroids or not, just leave the galaxy. They believe that, since the Saar are not wanted (and based on history, they're not wrong), then they should just leave the galaxy to rot and find someplace better.

Despite its seeming dysfunction (and the CoC is occasionally hilariously dysfunctional) the one thing the CoC doesn't fool around with is self-defense. If it ever came to an invasion, each member of the CoC would give their lives to defend the Jorun field or to make time for the people to escape.

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## Disposition of Saar Assets

The majority of the Saar's spacegoing assets are industrial or mercantile in nature—trading vessels, survey ships, mobile space docks, etc. While they are nominally civilian and primarily carry out peaceful trade, exploration, and salvage missions, Saar ships are quite heavily armed and often punch well above their weight in a fight.

Not all Saar vessels are up-armed freighters and dreadnought-sized trading hubs, however. The Saar maintain a fleet of purpose built, corvette-sized modular picket ships that can be configured for various combat roles, as well as numerous squadrons of potent XS1 escort fighters. This fleet is responsible for protecting the Jorun Asteroid Field and other Saar outposts and tributary worlds, and is under the direct command of the Admiralty (with oversight from the Council of Captains).

Although Saar ships and trade fleets mostly tangle with pirates and other spacegoing scum, many—especially larger fleets centered around bulk freighters or bazaar ships—can hold their own against military forces of equal strength.

While there is no real military structure among the various Saar fleets and installations, there are provisions in Saar law for the raising of militias and ad hoc navies in times of war. Every

Saar captain, salvage team boss, and facility manager can be called upon at a moment's notice by the Council of Captains or the Admiralty itself to turn all their assets and attention to defense. Whether it's to defend a valuable mining operation or industrial complex from pirate incursions or the threat of an invasion of the Jorun Asteroid Field, the Saar can put together a staggering number of heavily armed ersatz warships with remarkable speed.

### Saar Naval Architecture

There's an old Saar saying, one that defines the culture's entire outlook on life: an individual must always be ready to look to the left side of their tools. In essence, every tool or implement has a second, often more martial, use. It also means that every Saar should be ready at a moment's notice to pick up their tools and use them to defend their fellows by any means necessary. The Saar's spacegoing assets are likely the clearest and most fully realized expression of that ancient axiom. Every ship, no matter how small, is both a tool and a weapon—to be used one way in peace and wielded another way in war. This is reflected in the way the Saar design their ships. Saar vessels are boxy and utilitarian with little care given to style or appearance. They are tools, made to be cherished, cared for, and used hard. They are also weapons, armed and armored to protect their crews, their cargoes, and, if worse comes to worse, the Saar people in general.

## Famed Captains of the Saar

Although the Saar have very few dedicated military units, their history is rich in heroic captains and valiant leaders ready to step in and take charge when needed most. This means that when a military excursion or clandestine operation needs doing, the Council of Captains generally picks the right captain and crew for the job, rather than a specific military unit.

### Chief Kregarn and the Hulljacks

Kregarn isn't a captain (as he belligerently puts it, he "works for a living"). However, the chief and his crew of Zeta mech jocks known as the Hulljacks are some of the best salvage operators between Jorun and Quann. In the last decade, the Hulljacks have pulled off scores of high-profile ship retrieval and salvage jobs, including rescuing the passenger liner *Gelbon Highlander* from the clutches of a neutron star and dismantling an antimatter refinery before it could explode in the skies above Primor.

It's an open secret that the Council of Captains has also sent the Hulljacks on several clandestine ops in the past few years,



the kind that tend not to leave any enemy witnesses. When asked about these missions, Kregarn responds with a toothy grin that leaves most sentients feeling distinctly uncomfortable.

### Captain Galrer of the *Lucky Find*

Galrer is the captain and owner of a small, fast Lament of the Oppressors trader, which she uses to ship legitimate high-value cargoes from one end of the galaxy to the other. She contends that it's simply her own bad luck that she's been caught up in several highly dangerous situations, even if she's managed to survive with her ship and crew intact every time. Galrer vehemently denies knowing her last clients were really a terrorist cell, even if working for them ended up giving her the perfect opportunity to disable their transport before they could blow up a continental orbital plate. And she tells anyone she can that she wishes the intelligence agencies of various galactic powers would stop trying to hijack, kidnap, or assassinate her and her crew, especially since these attempts result in lots of dead or missing intelligence operatives.

Meanwhile, the Council of Captains has noted Captain Galrer's string of successes and put her down as a prime candidate the next time they need to perform some covert operations.

### Captain Gingrish of the *Dreamer's Dirge*

The *Dreamer's Dirge* started life as a standard Strength in Solidarity bulk freighter, but all that changed when the ship and several accompanying transports was set upon by corsairs as they crossed the Locust Star Forming region. As the pirate ships tore into the transports, Captain Gingrish sent the *Dirge* into the heart of the battle, destroying two of the corsairs and crippling another in five furious minutes of gunfire. As Gingrish's reputation grew, other Saar ships began hiring him and the *Dirge* as an escort. Gingrish began modifying and upgunning the *Dirge* accordingly, until it was only very technically considered a bulk freighter, and Gingrish was one of the most experienced combat skippers in the Clan of Saar.

## Ship and Vehicle Profiles

These are some of the primary warships and mechs used by the Clan of Saar, although in this civilization, even more than most, ships often have their own variations and personal customizations.

### Gavar's Hope Survey Ship

Gavar's Hope survey ships are the eyes and ears of the Saar diaspora. Each dropship-sized vessel carries a team of four to six Saar surveyors on long-range survey missions, searching the stars for resources to exploit and lucrative scrap fields to salvage. They're lightly armed and armored but fast and maneuverable. Hopes carry a powerful long-range sensor array that operators claim can pick out a single bolt in a system-wide debris field and scan planets down to a single blade of grass.

The survey teams themselves are trained in planetary surveying, EVA, and some stellar science—metallurgy, geology, xenobiology, etc. The ships carry enough tools, EVA suits, mission-specific equipment, food, water, and air to keep a survey team in the field for six months. These survey teams

have numerous small rituals to be performed before, during, and after a mission, and they are among the most superstitious Saar around.

In a pinch, Gavar's Hope ships can be fitted for combat, a perfect expression of the Saar's *look to the left side of your tools* axiom. Their standard weapons loadout and powerful sensors make them perfect for force reconnaissance missions, and they can carry small teams of saboteurs or special forces operators.

### Mk4 Salaagh Survey Sensor Pack

When making a Perception check using the ship's sensors, your character may add ✨ to the results.

|                                                                                                                                                                                   |       |              |         |       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------|---------|-------|
| 4                                                                                                                                                                                 | 3     | +0           | 1       | 1     |
| SILHOUETTE                                                                                                                                                                        | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD                                                                                                                                                                      |       | SS THRESHOLD |         |       |
| 20                                                                                                                                                                                |       | 12           |         |       |
| <b>WEAPONS</b>                                                                                                                                                                    |       |              |         |       |
| 1 dorsal twin light beam cannon turret (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Medium]; Accurate 1, Breach 1, Linked 1).                                             |       |              |         |       |
| Twin forward-mounted antifighter missile launchers (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 4; may not be used against targets within short range). |       |              |         |       |
| <b>CONTROL SKILL:</b> Piloting.                                                                                                                                                   |       |              |         |       |
| <b>COMPLEMENT:</b> 1 pilot, 1 copilot, 1 engineer, 1 sensors operator.                                                                                                            |       |              |         |       |
| <b>PASSENGER CAPACITY:</b> 8 surveyors or 4 Zeta suit pilots.                                                                                                                     |       |              |         |       |
| <b>CONSUMABLES:</b> 6 months.                                                                                                                                                     |       |              |         |       |
| <b>ENCUMBRANCE CAPACITY:</b> 65, plus 1 rambler or 4 Zeta scavenger suits.                                                                                                        |       |              |         |       |
| <b>FTL RANGE/SPEED:</b> Long/Average.                                                                                                                                             |       |              |         |       |
| <b>PRICE/RARITY:</b> 90,500 aurei/6.                                                                                                                                              |       |              |         |       |



## XS1 Escort Fighter

These are tiny, one-person, multi-role aerospace fighters. XS1s are primarily defensive, but can perform interdiction, light attack, and interceptor missions. Along with the Aggero's *Wrath*-class modular picket ships, with which they often work, XS1s are the most martial ships in the Saar fleet. The Clan of Saar builds these

in bulk on hidden space docks in the Jorun Asteroid Field, then distributes a majority of the fighters to the captains of the larger starships, with the remainder kept for the forces protecting the asteroid field and any Saar extrasolar holdings.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>3</b>   | <b>4</b> | <b>+1</b>    | <b>1</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>13</b>    | <b>10</b>    |          |

**WEAPONS**

Twin light beam cannons (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 1, Linked 1).

Anti-ship neutron rockets (Fire Arc Forward; Gunnery; Damage 7; Critical 2; Range [Short]; Breach 3, Limited Ammo 2, Vicious 2; when attacking a target of silhouette 3 or smaller, increase difficulty by 1).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 4, Limited Ammo 2; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 10.

**FTL RANGE/SPEED:** None/None.

**PRICE/RARITY:** 31,500 aurei/5(R).

## Aggero's Wrath-class Modular Picket Ships

Named for the Saar hero who developed the terrifying Armageddon Relay, Aggero's Wrath ships are the only purely military subcapital ships in use by the Saar today. Built on a basic *corvette*-class keel, Wraths were designed to fill the various self-defense, system patrol, and force projection roles left vacant by the Saar's primarily mercantile and industrial fleet.

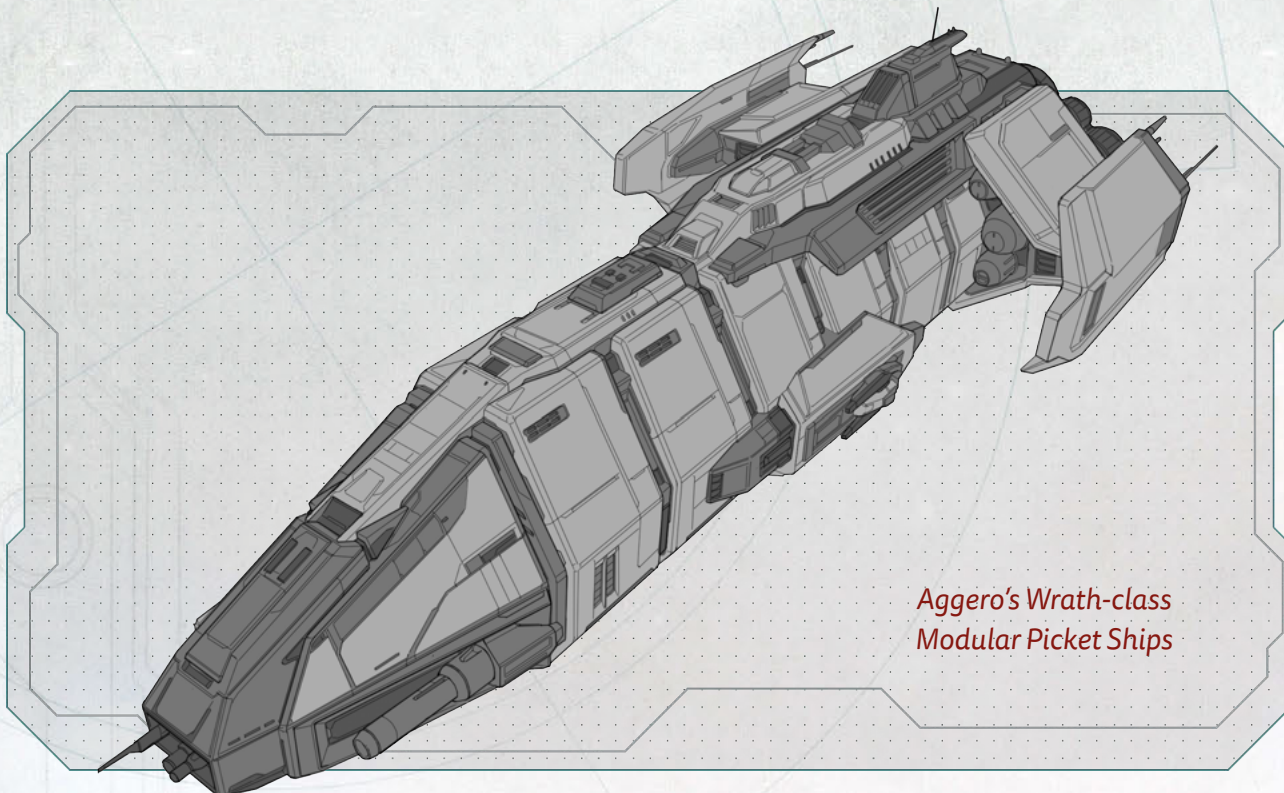
Wrath corvettes are used primarily to patrol star systems, provide security for Saar facilities and trade routes, and act as force multipliers in civilian fleets. They are operated by professional, military-trained crews and—along with the powerful XS1 fighters—make up what passes for an actual combat-ready Saar navy. The corvettes can even be carried aboard some of the larger Saar vessels, allowing those bigger ships to bring their own escorts along for the ride.

The standard Aggero's Wrath is a good all-around combat vessel—respectably fast and agile, well armored, and sturdy. The weapons loadout includes a solid mix of autocannons and missile batteries, and the ship is well-equipped to fight at nearly any range.

Along with the standard Wrath configuration, the Saar have developed various *blocks*, or modification packages, that allow these vessels to operate in dedicated antifighter, anti-capital ship, and electronic attack roles. They provide the Saar's small professional naval forces a respectable amount of space battle versatility and allow Saar formations to perform well against larger, more heavily developed navies.

- ♦ The **Block I Slugger** is made for antifighter and anti-small craft work. It bristles with flak cannons, autocannons, and antifighter missiles—all controlled by advanced fire control systems that can track dozens of targets at once. Sluggers typically fight in pairs, coordinating their attacks and filling local space with deadly clouds of lethal submunitions.
- ♦ The **Block II Spearheads** are fitted with a pair of torpedo tubes, making them dedicated anti-ship platforms. A handful of Spearheads with fighter support can easily handle most destroyers and cruisers, and in the right circumstances, they can even pose a serious threat to dreadnoughts. The downside to all this firepower is that, as single role vessels, Spearheads are woefully inadequate for nearly any other mission.
- ♦ The **Block III Sunburst** variant corvettes are dedicated electronic attack platforms. They carry fewer weapons but are loaded down with powerful electronic warfare systems designed to jam comms signals, scramble sensors, and generally make it impossible for enemy ships, mechs, and troops to see, hear, or communicate with one another.





*Aggero's Wrath-class  
Modular Picket Ships*

**5**

SILHOUETTE

**4**

SPEED

**+1**

HANDLING

**1**

DEFENSE

**2**

ARMOR

HT THRESHOLD

**38**

SS THRESHOLD

**22**

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 8.

**PASSENGER CAPACITY:** 4.

**CONSUMABLES:** 1 month.

**ENCUMBRANCE CAPACITY:** 60.

**FTL RANGE/SPEED:** Short/Fast.

**PRICE/RARITY:** 225,000 aurei/6(R).

## WEAPONS

### WRATH CONFIGURATION

Paired anti-ship missile tubes (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target of silhouette 3 or smaller, increase difficulty by 1).

1 port and 1 starboard turret-mounted dual heavy autocannon (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 4; Critical 4; Range [Medium]; Accurate 1, Auto-Fire).

### WEAPONS BLOCK I SLUGGER CONFIGURATION

Burst-fire seeker missile launcher (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Auto-fire, Guided 4, Slow-Firing 2).

1 port and 1 starboard turret-mounted autocannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-Fire).

Dorsal light accelerator flak cannon (Fire Arc All; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 1, Vicious 2; when the Blast item quality is triggered, all ships within short range of the target suffer one hit).

### WEAPONS BLOCK II SPEARHEAD CONFIGURATION

Dual forward-mounted heavy spearhead anti-ship torpedo tubes (Fire Arc Forward; Gunnery; Damage 9; Critical 2; Range [Strategic]; Breach 4, Guided 2, Linked 1, Slow-Firing 2, Vicious 3; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

1 dorsal turret-mounted autocannon (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-Fire).

### WEAPONS BLOCK III SUNBURST CONFIGURATION

1 dorsal turret-mounted dual heavy autocannon (Fire Arc All; Gunnery; Damage 4; Critical 4; Range [Medium]; Accurate 1, Auto-Fire).



### CBR-IXa Electronic Attack Suite (Block III Sunburst only)

As an action, your character may activate or deactivate the electronic attack suite. While it is active, any ship within extreme range of this ship must make a successful **Daunting** (◆◆◆◆) **Computers check** before sending or receiving communications. Additionally, all Gunnery combat checks made within long range of this ship (including by characters on this ship) upgrade the difficulty of the check twice.

## Scavenger Zeta Suit

The Scavenger Zeta Suit is a broad, thickly built light mech roughly three meters tall and equipped for construction, salvage, mining, and shipbreaking. More a suit of powered armor than a proper piloted mech, the Zeta was developed from an older basic labor mech typically used in heavy construction and asteroid mining. They are heavily armored, shielded, and environmentally sealed, allowing the mechs and their pilots to operate at peak efficiency in a vacuum, deep in the belly of an asteroid, under water, or in hostile planetary environments for hours on end.

Zetas are, at their core, labor mechs, and their equipment loadout reflects that. Each suit is loaded down with tools and systems designed to render ships, asteroids, and scrap into their component parts. Thanks to their sturdy frames, dense armor, and advanced myoelectric mobility systems, these mechs are incredibly strong and tough. They are also surprisingly maneuverable despite their bulk thanks to a clever gyro stabilization system and strategically placed vernier thrusters. To assist them in their work, Zetas are equipped with powerful sensors as well as a diagnostic computer.

Thanks to all their dangerous tools, advanced sensors, and brute strength, Zetas are surprisingly good in a scrap. When forced into a fight, there's typically very little left of the aggressor since the pilots salvage what little isn't melted, rent, or dissolved by the suit's onboard tools. These burly mechs and their pilots—commonly called Zeta jocks—are famous in the Jorun Asteroid Field and throughout the Saar diaspora as rowdy, death-defying, two-fisted Saar of action who work hard and party harder. In fact, there are a handful of very popular Saar media franchises centered around the adventures of galaxy-hopping Zeta jocks.

### RRS-VIII Fire Control System (Block I Slugger only)

Decrease the difficulty of all attacks made against targets silhouette 3 or smaller once to a minimum of Easy (◆).

### Onboard Tool Suite

When using this tool suite, your character counts as having "the right tool for the job" (see page 93 of the GENESYS Core Rulebook) on any Mechanics or Computers checks made on another vehicle or machine. Additionally, your character may add ✨ to any Mechanics checks made while wearing the suit.

### All-Terrain

When making Driving checks to direct the vehicle, your character may remove ■■ added to the check due to terrain.

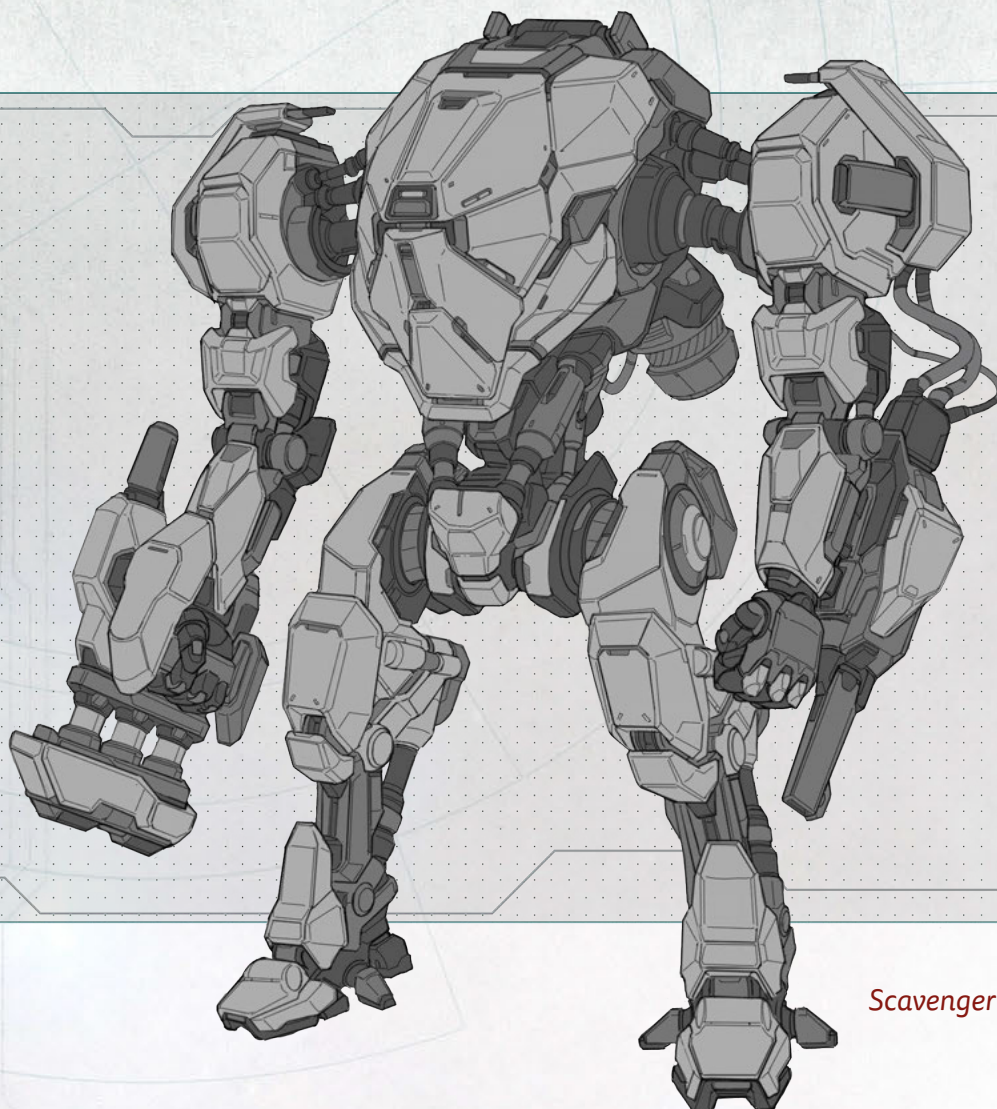
## Find of the Century

This adventure seed works for any cohort who is willing to take on some questionably legal work on the side.

The players' cohort is on another mission when they're contacted by an old friend with criminal links. An ambitious Saar captain has found an ancient Lazax treasure barque. The only problem is the ship is deep within the immense ring system of a gas giant, and the captain's regular Scavenger Zeta jock crew refuses to negotiate the chaotic maze of shifting stone and ice.

If the PCs agree, they are provided Scavenger Zeta suits and sent to retrieve the riches aboard the barque. Charting a course through the rings and avoiding the erratic orbits of debris is bad enough, but when they arrive, they find the ship still has power, and several automated weapons open fire on them!





Scavenger Zeta Suit

**2** **2** **+0** **1** **2**

SILHOUETTE SPEED HANDLING DEFENSE ARMOR

HT THRESHOLD

SS THRESHOLD

**9**

**12**

## WEAPONS

Adjustable range beam drill (Fire Arc Forward; Gunnery; Damage 1; Critical 2; Range [Medium]; Breach 4, Sunder).

Seismic pulse hammer (Fire Arc All; Melee; Damage 4; Critical 5; Range [Engaged]; Concussive 1, Knockdown).

Chemspray nozzle (Fire Arc All; Ranged (Light); Damage 10; Critical 3; Range [Short]; Burn 2, Personal Scale).

Heavy manipulator fists (Fire Arc All; Brawl; Damage 1; Critical 4; Range [Engaged]; Disorient 4, Knockdown; after making a combat check with any suit weapon, may spend **A** to inflict one hit with this weapon against an engaged target, dealing this weapon's base damage +1 per uncanceled **\***).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** 0.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 10.

**PRICE/RARITY:** 25,500 aurei/5.



## Reclamation of Bounty Salvage Ship

These vessels are some of the most important assets in the Saar's far-flung mercantile and industrial fleet. The size of a carrier (and similar in function), the Reclamation of Bounty salvage ships—known colloquially simply as Reclamation Ships or Reclaimers—are spacegoing industrial sites. They are foundry, recycling center, smelter, factory, and mill all in one and crewed by some of the most resourceful and competent Saar technicians, laborers, and salvage specialists. They provide the Saar with the bulk of their raw materials, and spend months—even years—in space mining asteroid fields, salvaging wrecks, and picking over the remains of long-lost spacefaring civilizations. Reclaimers are the purest expression of the Saar's resourcefulness and tenacity, and a symbol of their pride and industriousness.

Reclaimers act as a base for numerous *Gavar's Hope*-class survey ships and XS1 escort fighters, and are home to hundreds

of Zeta jocks, engineers, technicians, surveyors, pilots, and workers. They are long, boxy, square-shouldered vessels with midship-mounted docking bays and launch facilities. In the bow, a pair of massive doors provide direct access to the ship's industrial facilities, and Reclaimers are often seen moored to asteroids with their bows resting on the surface as if they were beached.

While in space, Reclaimers take in scrap, salvage, and raw materials and render them down to their base elements. These ores and alloys are forged into ingots and, when the ship has reached capacity, delivered to the nearest Saar installation or void factory. They are surprisingly well armed and heavily armored, and more than one pirate fleet has disappeared during an encounter with a Reclaimer—their crews dead and their ships stripped and melted down.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 7            | 2     | -4           | 2       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 75           |       | 38           |         |       |

**WEAPONS**

- 1 forward, 1 port, and 1 starboard dual heavy autocannon (Fire Arc Forward, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 4; Critical 4; Range [Medium]; Accurate 1, Auto-Fire).
- 1 dorsal heavy accelerator flak cannon (Fire Arc All; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3, Vicious 2; when the Blast item quality is triggered, all ships within short range of the target suffer one hit).
- 1 ventral seeker missile tube (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 4, Slow-Firing 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 250 officers and crew.

**PASSENGER CAPACITY:** 500.

**CONSUMABLES:** 1 year.

**ENCUMBRANCE CAPACITY:** 2,000, plus 24 escort fighters, 4 survey ships, 10 grav-sled or shuttles, 40 Zeta mechs, and 2 picket ships.

**FTL RANGE/SPEED:** Long/Slow.

**PRICE/RARITY:** 1,800,000 aurei/6.

## Lament of the Oppressors Armed Trader

The various ship classes that fall under the umbrella of Lament of the Oppressors name are a collection of heavily armed, small and medium freighters that make up the bulk of the numerous Saar mercantile fleets. While they vary wildly in shape, design, cargo capacity, weapon loadout, and performance, they all share a few characteristics in common—enough to be considered the same class of ship at least.

The typical Lament armed trader is a ship roughly the size of other factions' destroyers, configured to carry smaller, higher-value cargoes than their massive Strength in Solidarity cousins. Many Lament type vessels also operate regular passenger service between Saar holdings and between Saar facilities and galactic civilization at large. They are often armed for both antifighter

and light anti-ship work with the ubiquitous Saar flak and autocannons, but many carry a few parasite rockets to take enemies by surprise. These one-shot weapons are all massive warheads and oversized drives, allowing them to plow into a stunned foe before they recognize the danger.

Lament vessels are also commonly used as antifighter escorts for larger vessels (much like a destroyer in a proper navy) and can be found providing defense and firepower for mercantile and industrial fleets. Lament captains and crews are often courageous, proud, and aggressive, the very model of Saar tenaciousness and can-do spirit. They reflect the values of Saar culture in their design and use, and are as much a symbol of the Saar people as the Lay of Lisis chant.



|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 5          | 4     | -1           | 1            | 2     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 50           | 32           |       |

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 25 officers and enlisted crew.

**PASSENGER CAPACITY:** 25.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 300, plus 2 shuttles.

**FTL RANGE/SPEED:** Long/average.

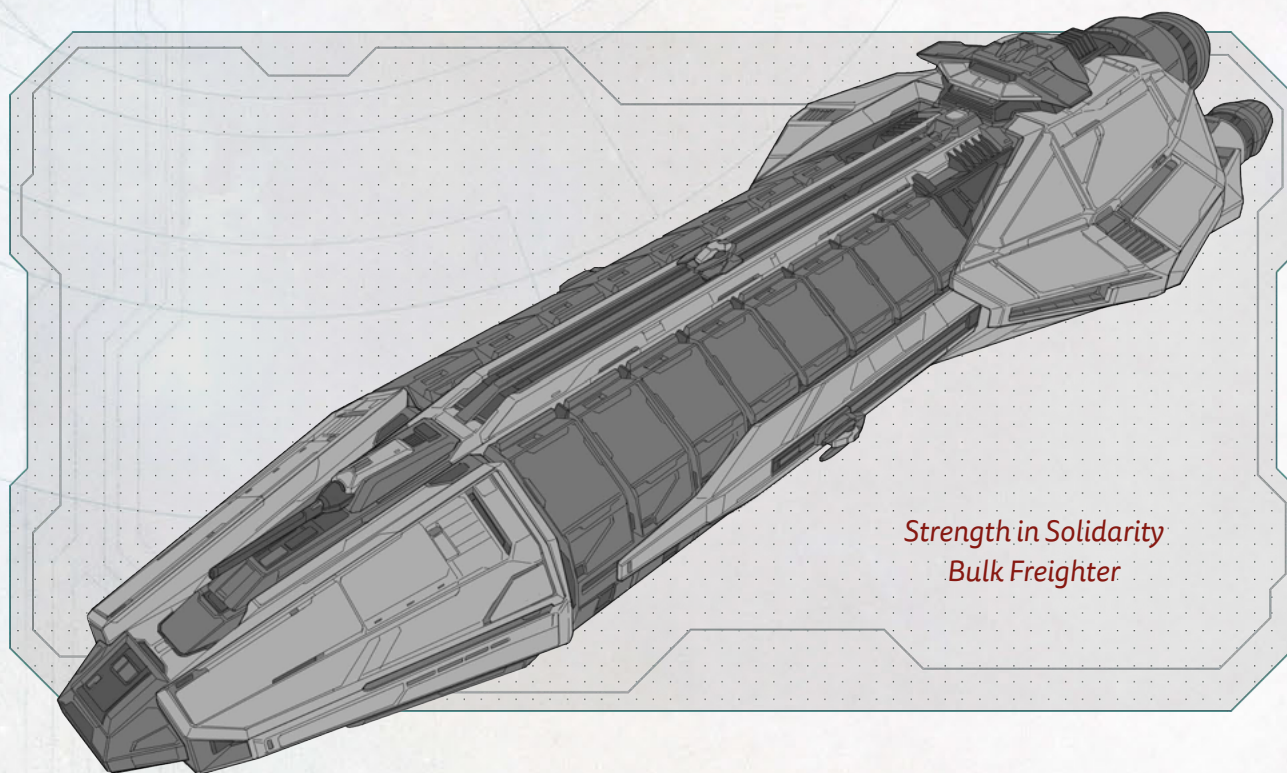
**PRICE/RARITY:** 145,000 aurei/4.

## WEAPONS

1 forward and 1 aft heavy accelerator flak cannon (Fire Arc Forward, Port, and Starboard, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3, Vicious 2; when the Blast item quality is triggered, all ships within short range of the target suffer one hit).

2 port and 2 starboard quad heavy autocannons (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 4; Critical 4; Range [Medium]; Accurate 2, Auto-Fire).

Concealed parasite rockets (Fire Arc All; Gunnery; Damage 12; Critical 4; Range [Long]; Limited Ammo 4; the difficulty of the first Gunnery check made to fire this weapon in an encounter is always **Easy** [♦]).



*Strength in Solidarity  
Bulk Freighter*

## Strength in Solidarity Bulk Freighter

*Strength in Solidarity*-class ships are cruiser-sized bulk freighters that make up the core of the Saar's mercantile fleet. They are long, heavy, snub-nosed vessels built for hauling power and maximum efficiency rather than speed or style. Their cavernous holds can be configured to carry containers, bulk cargo (ores, pressurized gases, raw materials, liquids, etc.), livestock, and nearly anything else that can be shipped through space along the galaxy's high-value trade routes.

Solidarities are mostly automated, with all inventory, organization, loading, and unloading, as well as most of the navigational and piloting duties, handled by a savant-level AI. These vessels are perhaps best known for their curious internal organization. They are owned, crewed, and maintained by entire clans or groups of clans, and the ships are both their homes and their livelihoods. Each vessel is its own shipping company, and any profits made go to maintaining the ship and providing for the clan or clans who own it.



A Saar trade fleet centered around a Strength in Solidarity-class freighter is a very tough nut to crack. These ships are heavily armed, like most Saar vessels, and carry a lot of their weapons in the cavernous holds, meaning many enemies don't spot the weapons until a hangar door opens to spit out a volley of missiles. These ships always travel with armed escort

fleets composed of smaller armed traders, modular picket ships, and light carriers packed with XS1 fighters. Those foolish or desperate enough to tangle with a Solidarity trade fleet, if they're not destroyed outright, often find themselves ruined both by Saar tenacity and by the owners of whatever cargo is aboard.

|                                  |                   |                                  |                     |                   |
|----------------------------------|-------------------|----------------------------------|---------------------|-------------------|
| <b>6</b><br>SILHOUETTE           | <b>2</b><br>SPEED | <b>-3</b><br>HANDLING            | <b>2</b><br>DEFENSE | <b>4</b><br>ARMOR |
| <b>HT THRESHOLD</b><br><b>65</b> |                   | <b>SS THRESHOLD</b><br><b>44</b> |                     |                   |

**WEAPONS**

- 1 forward-mounted heavy assault cannon (Fire Arc Forward; Gunnery; Damage 9; Critical 3; Range [Long]; Auto-Fire; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).
- 2 port and 2 starboard dual superheavy autocannons (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 6; Critical 4; Range [Medium]; Accurate 1, Auto-Fire).
- Inner hold seeker missile rack (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 4, Prepare 2; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; may not be used against targets within short range).
- Inner hold anti-ship missile rack (Fire Arc All; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 2, Prepare 2; when attacking a target of silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 25 officers and enlisted crew.

**PASSENGER CAPACITY:** 350.

**CONSUMABLES:** 1 year.

**ENCUMBRANCE CAPACITY:** 3,500, plus 5 shuttles and Zeta mechs.

**FTL RANGE/SPEED:** Extreme/Slow.

**PRICE/RARITY:** 2,240,000 aurei/5.

## Prosperity for All Interplanetary Trade Vessel

These sprawling, dreadnought-sized ships are essentially crowded, multi-decked, spacegoing bazaars. Unlike the roving Hacan vessels that trade in exotic and proscribed items, Prosperity for All ships travel from world to world buying, selling, producing, wheeling, dealing, and trading in common goods and bulk commodities. Within their cavernous holds are countless markets, bazaars, specialty purveyors, wholesalers, refineries, factories, smelters, and numerous other commercial and industrial concerns. In addition, Prosperities are often home to numerous artists and artisans who make their living selling their work throughout the galaxy.

In and among all the commerce, industry, and art, there are whole sections of these ships dedicated to leisure and entertainment. These areas range from clean and quirky to seedy and sleazy, often on the same deck or within a few minutes' walk. They are typically packed with music venues, restaurants, bars, and various other entertainments commonly found in dense, planetside cities. Nearly anything can be found in the stalls and corridors of a Prosperity ship, and almost any taste can be catered to.

Prosperity for All trade vessels travel established trade routes with regular stops and are reliable enough that whole planets coordinate their various harvests to coincide with a ship's arrival. The appearance of a Prosperity in orbit is often cause for celebration, and many worlds declare planetwide holidays that last for weeks to allow citizens enough time to do what business they need and pursue what pleasures they desire with the visiting Saar. For many people, especially in the galactic hinterlands, the arrival of a Prosperity is a life-altering event. Indeed, many individuals don't return to their worlds once they see the densely populated, cosmopolitan trade vessels, and Prosperities tend to have incredibly diverse crews and passenger lists.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.



|                     |          |                     |          |          |
|---------------------|----------|---------------------|----------|----------|
| <b>8</b>            | <b>2</b> | <b>-4</b>           | <b>2</b> | <b>5</b> |
| SILHOUETTE          | SPEED    | HANDLING            | DEFENSE  | ARMOR    |
| <b>HT THRESHOLD</b> |          | <b>SS THRESHOLD</b> |          |          |
| <b>90</b>           |          | <b>50</b>           |          |          |

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 140 officers and enlisted crew.

**PASSENGER CAPACITY:** 2,500 passengers, but can accommodate thousands more visitors in port.

**CONSUMABLES:** 2 years.

**ENCUMBRANCE CAPACITY:** 2,000, plus 6 interceptors, 1 modular picket ship, and up to 10 shuttles or Zeta mechs.

**FTL RANGE/SPEED:** Extreme/Slow.

**PRICE/RARITY:** 5,800,000 aurei/7.

## WEAPONS

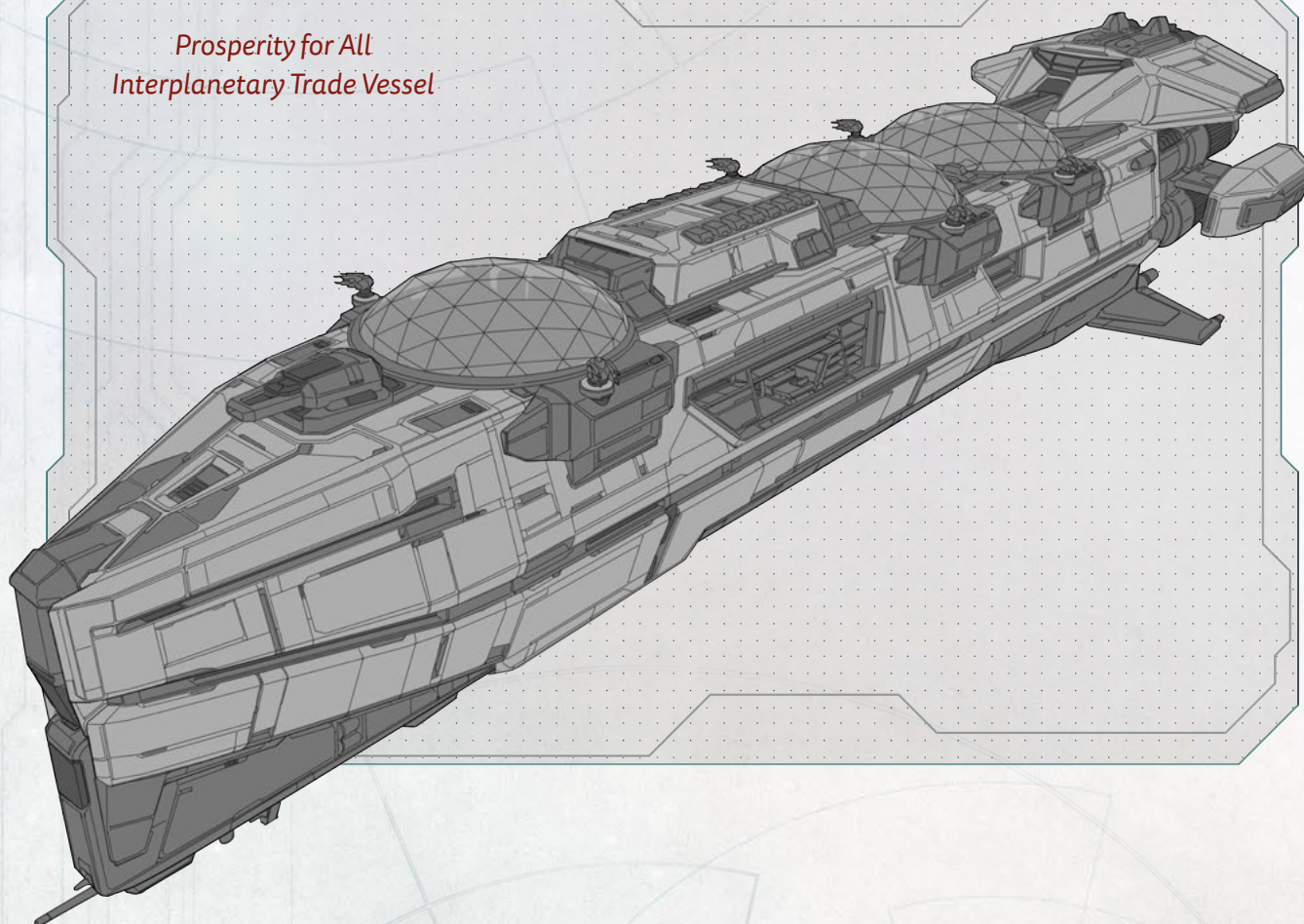
1 bow-mounted superheavy scrap driver (Fire Arc Forward; Gunnery; Damage 15; Critical 3; Range [Extreme]; Inaccurate 1; when attacking a target silhouette 4 or smaller, increase difficulty by 2).

3 port and 3 starboard quad superheavy autocannons (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 6; Critical 4; Range [Medium]; Accurate 2, Auto-Fire).

4 dorsal defiance superheavy missile tubes (Fire Arc All; Gunnery; Damage 12; Critical 3; Range [Strategic]; Breach 2, Guided 2, Slow-Firing 1; may not attack targets of silhouette 4 or smaller; may not be used against targets within short range).

2 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 4; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

*Prosperity for All*  
*Interplanetary Trade Vessel*





## Labor's Paradise Floating Factory

The *Labor's Paradise*-class floating factories/mobile space docks are, aside from the truly massive *Son of Ragh*, the largest spacegoing vessels built by the Saar. Less a ship than a slow-moving space station, Labor's Paradises serve as roving, deep space hubs for far-flung Saar survey and trade fleets. They can tend to the needs of dozens of ships at a time and have all the onboard production facilities needed to make themselves self-sufficient.

As their classification suggests, Labor's Paradises are spacegoing shipyards designed to maintain and repair other ships. A typical example consists of a central hull—usually cylindrical or oblong—surrounded by seemingly endless kilometers of gantries and docking facilities. The hull contains the Labor's Paradise's living quarters, public spaces, life support systems, and housing for those laying over while their ship is refit or repaired. The sprawling gantries house production facilities, warehouses, dry docks, hangars, and everything else needed to keep Saar ships up and running.

Although they're not warships by any measure, Labor's Paradise mobile space docks are heavily armed with antifighter and light anti-ship weaponry for defense. The hull and gantries of a typical Labor's Paradise bristle with flak cannons, autocannons, and the odd parasite rocket, enough to make even the most powerful enemy task force think twice about attacking. They can even turn the leavings of their factory yards into deadly projectiles with scrap drivers.

Labor's Paradises are a rare sight in the spacelanes since they typically operate off of heavily trafficked transit routes in deep space, servicing long-range trade, survey, and salvage fleets. They are so rarely seen, in fact, that most other

spacefaring cultures think they're a legend. The Saar work hard to keep the quasi-legendary status of their mobile space docks intact, and other civilizations' navies or freelancers who *do* stumble upon one rarely live to tell the tale.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Heavy Tractor Beam Emitters

Each floating factory is equipped with a handful of tractor beam emitters used for moving ships, dry docks, and gantries around the station. In a pinch, multiple emitters can be used to grab enemy ships and tear them apart—a slow but dramatic kind of destruction that makes many enemies think twice about approaching one of these behemoths.

If a ship has been immobilized by the floating factory's tractor beam emitter array, the gunner of the emitter may make a **Hard** (◆◆◆) **Gunnery** check as an action. If the check is successful, the target suffers a Critical Hit, plus 1 hull trauma per ☼. The gunner may spend ▲ to add +10 to the results of the Critical Hit per ▲ spent. ☼ may be spent to either inflict 10 additional hull trauma or add +25 to the Critical Hit result.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 9            | 1     | -5           | 2       | 5     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 125          |       | 60           |         |       |

**WEAPONS**

- 3 turret-mounted heavy accelerator flak cannons (Fire Arc All; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3, Vicious 2, when the Blast item quality is triggered, all ships within short range of the target suffer one hit; these weapons are scattered across the station's hull, so only one may be fired at any one target).
- 5 dual superheavy autocannon turrets (Fire Arc All; Gunnery; Damage 6; Critical 4; Range [Medium]; Accurate 1, Auto-Fire; these weapons are scattered across the station's hull, so only one may be fired at any one target).
- 1 forward and 1 aft heavy scrap driver (Fire Arc Forward, or Fire Arc Aft; Gunnery; Damage 10; Critical 3; Range [Extreme]; Inaccuracy 1; when attacking a target silhouette 4 or smaller, increase difficulty by 2).
- 5 concealed parasite rockets (Fire Arc All; Gunnery; Damage 12; Critical 4; Range [Long]; Limited Ammo 5; the difficulty of the first Gunnery check made to fire this weapon in an encounter is always **Easy** (◆)).
- 1 tractor emitter array (Fire Arc All; Gunnery; Damage 0; Critical 6; Range [Short]; Tractor 5).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 450 officers, enlisted crew, and technicians.

**PASSENGER CAPACITY:** 1,500.

**CONSUMABLES:** 1 year.

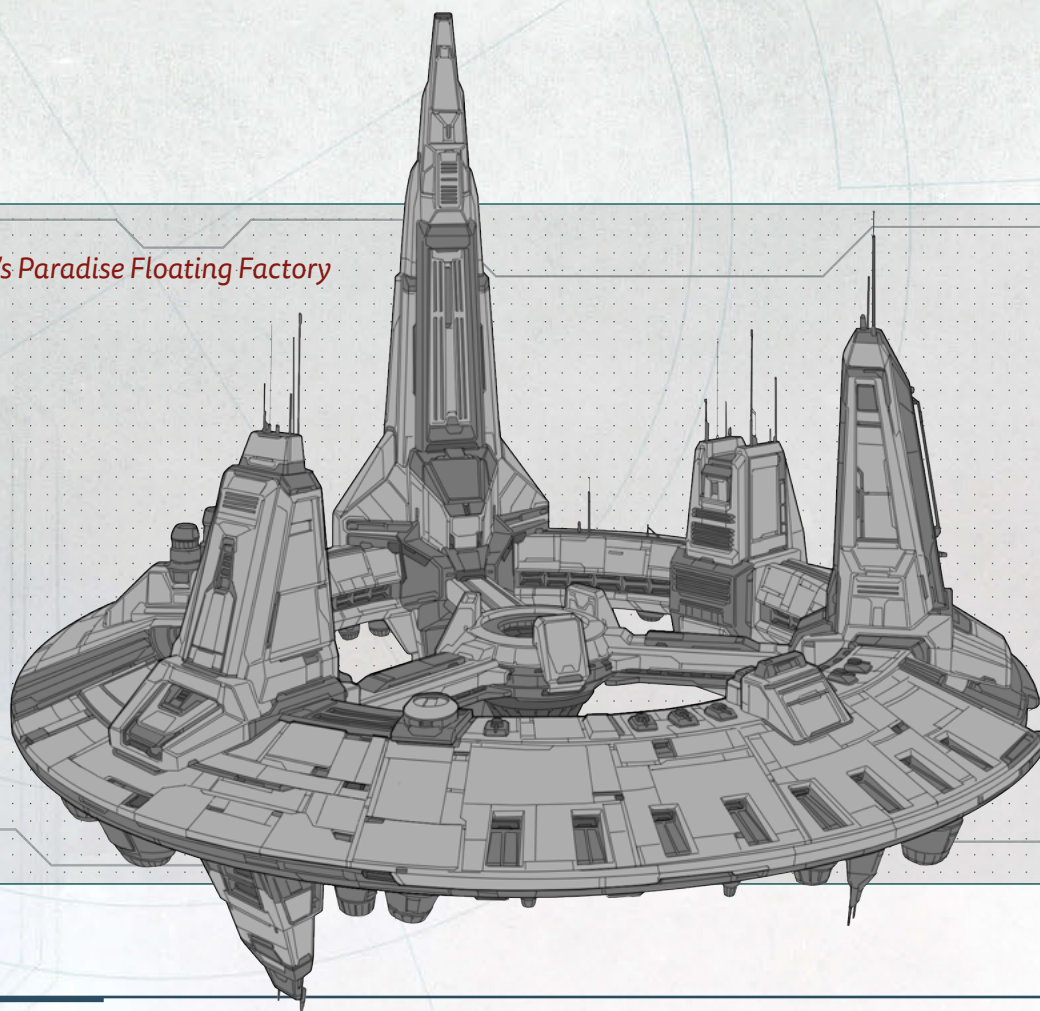
**ENCUMBRANCE CAPACITY:** 2,500.

**FTL RANGE/SPEED:** Short/Slow.

**PRICE/RARITY:** 43,700,000 aurei/9.



### Labor's Paradise Floating Factory



## Son of Ragh

*Son of Ragh* is the Saar flagship, one of the largest spacegoing vessels in the galaxy and the culmination of generations of Saar naval research and development. It's a truly *massive* self-sufficient generation ship built for deep space travel, exploration, and colonization. Its systems are the most advanced ever created by the Saar, the bleeding edge of propulsion, computer, navigation, life support, biomedical, and weapon technologies. The weapons are designed to protect the ship from all directions, creating a "kill bubble" that gets substantially more lethal the closer an enemy gets. At close ranges, the *Son of Ragh* can unleash floods of fire from its octuple autocannon turrets—enough to overwhelm medium ships and starfighters equally well. And there's plenty worth protecting; the ship is packed to the gunwales with living quarters, production and agricultural facilities, and contains hundreds of thousands of stasis pods for transporting Saar in cryosleep. It is a staggering feat of engineering and the pride of the Saar people.

The *Son of Ragh* has been under construction or undergoing refitting for centuries, and even the Council of Captains claims not to know who first laid down its keel. Some Saar claim the vessel was originally an ancient Saar generation ship—a long-range vessel designed to transport a population at subluminal

speeds from one star system to another—discovered drifting between the stars and salvaged. A few even maintain that the *Son of Ragh* was one of the *first* generation ships, built by the Saar as part of their people's diaspora from their fabled homeland.

Whether or not that is true (though if it is, it would make *Son of Ragh* one of the very oldest ships in the galaxy), the ship's numerous redesigns have morphed it into a vessel nearly unrecognizable from its original self—a heavily armed, nearly indestructible command and control ship equipped with all the self-maintaining systems of a generation ship. It is, more than any other Saar vessel, the ultimate expression of *looking to the left side of your tools*.

Now that they've built it, though, neither the Admiralty nor the Council of Captains know quite what to do with it. Some want to use it to look for the long-lost Saar homeland. Others want to pull up stakes and just *leave* the galaxy aboard it, using it to move the entire Saar people elsewhere. Still other, more idealistic, Saar want to use it as a spacegoing embassy, a ship that travels the stars showcasing Saar culture and technology and reintroducing the Saar to the galaxy at large. Many think the latter plan will go exactly as well as might be imagined, but hope springs eternal.



Thankfully, the CoC has a while to make up its mind, since *Son of Ragh* is still on a decade-long shakedown out in the deep space fringes where it won't be bothered. It's the best-kept secret in the galaxy right now; only the Saar know it exists, and only select members of the CoC know where it even is. The Saar are *very* intent on keeping it that way and will defend at all costs to keep the ship's location and disposition a secret until it's ready for its big unveiling.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>10</b>  | <b>1</b> | <b>-3</b>    | <b>3</b>     | <b>7</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>180</b>   | <b>90</b>    |          |

**WEAPONS**

- 1 spinal shipbreaker mass driver (Fire Arc Forward; Gunnery; Damage 16; Critical 4; Range [Extreme]; when attacking a target silhouette 4 or smaller, increase difficulty by 2).
- 4 defiance superheavy missile batteries (Fire Arc All; Gunnery; Damage 12; Critical 3; Range [Strategic]; Breach 2, Guided 2, Linked 2, Slow-Firing 1; may not attack targets of silhouette 4 or smaller; may not be used against targets within short range).
- 12 extended-focus beam turrets (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Long]; Accurate 1, Breach 2; when attacking a target silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the ship's hull, so only three may be fired at any one target).
- 12 octuple superheavy autocannon turrets (Fire Arc All; Gunnery; Damage 6; Critical 4; Range [Medium]; Accurate 2, Auto-Fire; when attacking a target silhouette 8 or smaller, reduce difficulty by 1; these weapons are scattered across the ship's hull, so only three may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 500 officers and enlisted crew.

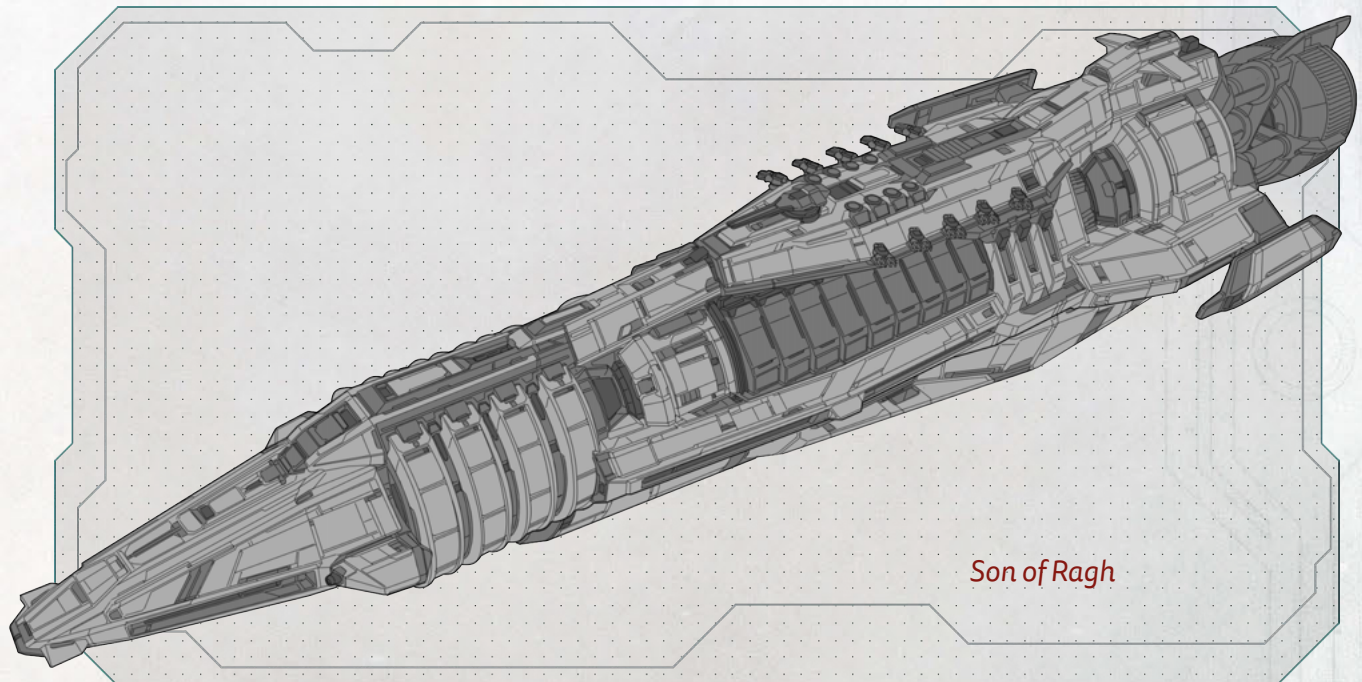
**PASSENGER CAPACITY:** 10,000, plus an additional 100,000 in stasis tubes.

**CONSUMABLES:** 50 years.

**ENCUMBRANCE CAPACITY:** 10,000.

**FTL RANGE/SPEED:** Extreme/Slow.

**PRICE/RARITY:** Priceless/10.







## [Chapter 8]

# Yssaril Tribes

**K**nown far more for the ruthless effectiveness of the Guild of Spies than for martial prowess, the Yssaril Tribes still maintain a complete military force capable of challenging any of the other Great Powers. Yssaril forces prioritize speed, stealth, and firepower in both special purpose and conventional formations. In this way, the Yssaril Cqaark (the Tribes' leader) wields agents, armies, and ships alike as daggers and spears against the Tribes' foes.

### Yssaril Tribes Military

The Yssaril reputation for espionage is well earned. The Tribes' chief weapon is the Guild of Spies' vast network of agents. Intelligence, deception, and targeted assassination often forestalls the need for open war.

Unfortunately, it still takes troops and ships to seize and hold an empire. Outside core Yssaril worlds, such as their home systems Retillion and Shalloq, dedicated expeditionary forces under the authority of the Guild of Spies pursue Yssaril strategic objectives. Within these forces, the Yssaril use oversized small ships and undersized capital ships to facilitate the kind of highly mobile and small engagement warfare they excel in.

Deep within their empire, however, the original tribal governance remains in local control of settlements and provinces. Differing societal structures mark this diverse tapestry of tribes running the gamut from hereditary leaders to direct democracies. This means Yssaril local defense militias vary just as widely, with some strictly adhering to rigid caste-based units, while others voluntarily congregate themselves in ad hoc squads. So far, the Guild's strategic leadership and pervasive intelligence activities have prevented the need for Yssaril militia defenders to do battle with off-worlders.



## Doctrine: Like the Fog

The Yssaril strongly prefer offensive operations where they can dictate the time, place, and tempo of battle. This begins with constant forward reconnaissance in peacetime and in war. The Yssaril diaspora, seeded across the galaxy by the Lazax's slaving parties, serves as a means of passage for solo operatives. Individual ships equipped with stealth systems routinely surveil neutral space and support the insertion and extraction of strategic reconnaissance teams deep in enemy territory.

These deep reconnaissance assets do not simply observe. They also launch coordinated but decentralized direct action raids on enemy command centers, supply lines, and infrastructure. Where possible, Yssaril spies also attempt to encourage local populations to resist colonial occupiers. These fledgling resistance movements receive covert training and equipment from the Guild.

Before the outbreak of war, the Yssaril limit their enemy's options where possible to unattributable sabotage of military targets. However, should war break out, the Yssaril do not differentiate between military and civilian infrastructure, long remembering the Lazax's cruelty was motivated by civilian economic concerns. The lesson of their oppression has been well learned; resisting genocide means realizing *all* warfare is total warfare.

Conventional forces strive to maximize mobility and concentration of force. Using reconnaissance data from forward deployed units, entire squadrons seek to bypass slower moving defenders to cut off their supplies and communications. Once isolated, the Yssaril can strike decisively and disappear, only deploying their limited heavy forces when victory is all but assured.

While on the defensive, the Yssaril constantly seek to change the tide of battle through cunning rather than desperate last stands. In times of war, the Guild empowers local commanders to conduct tactical attacks in neutral space to blunt enemy offensives. Ambushes force the enemy to slow down and deploy their forces only to find the Yssaril withdrawing to repeat this tiresome dance again and again. These tactics bleed enemy strength and buy time for the Yssaril to organize a counteroffensive.

Sustaining any type of galactic force takes considerable resources and planning. With their own doctrine aiming to cut enemy supply lines, the Yssaril take great care to protect their own. Detached forces use their resources sparingly, only returning to stealthed ships and hidden supply caches when absolutely necessary. And in a pinch, looting enemy supply depots is always an option.

## Task Organized

The Yssaril retain their tribal organization in everyday life, receiving overall direction from the Guild for matters of strategic importance. This means outside of a desperate militia defense, Yssaril military operations are highly defined in mission, scope, and task organization. There are few standing units in the Yssaril forces; instead, tactical groupings are task-tailored for a short time only.

While this structure means that Yssaril likely have exactly the right capabilities for the given mission, they do not hold the

same bonds of comradeship built over years of service as seen in services like the Xxcha Shields or even the Yssaril militias. As long as the Yssaril hold the initiative in war, this isn't a problem, but it makes Yssaril forces more "brittle" than most militaries.

## Strategic Reconnaissance Force

As skilled as the best Guild agents may be, there are places in the galaxy one must use a ship to reach. The strategic reconnaissance force structure combines a minimal force of Orchestrator carriers and Infiltrators to insert or extract agents and Black-shade Infiltrator mechs deep into hostile territory.

While deep behind enemy lines, the force conducts its own spaceborne reconnaissance to supplement the close espionage of ground-based agents, using flights of recon-equipped fighter bombers. Occasionally, the force may dispatch a single frigate for particularly long-range reconnaissance missions.

## Infiltration-Exfiltration Force

Normally, covert agents unable to clandestinely extract are left to bide their time in hopes of later finding a way off-world. If worse comes to worst, the Guild will disavow knowledge of an agent's actions and blame some other foreign power. However, should a trapped agent have critical information, the Guild may deem it worth fighting to extract this information. The Cqaark often looks to veteran agents like Thilinn to lead such efforts, providing them with a force of Disruptor frigates and Inhibitor destroyers sufficient to cause chaos and confusion while the extraction takes place.

## Dagger Strike Force

Designed for quick and violent strikes, this group masses Eliminator fighter-bombers aboard Orchestrator carriers. The force only engages long enough for the bombers to fire all ordnance before retreating. To make use of the carriers' stealth capabilities, the force brings no escort ships. This means that should the ships be located, they are exceptionally vulnerable, and makes Dagger's operations extremely high risk, high reward.

## Spear Strike Force

A heavier (for the Yssaril) expeditionary force, this group combines Instigator cruisers led by a single Terminator battlecruiser to project naval power into the enemy's strategic depth. The famed Yssaril admiral Sskril, known as Shadow and Spear, advocates this grouping as much for its effectiveness as for its pressure on the Guild's enemies to constantly garrison their rear areas with heavy weapons.

## Ship and Vehicle Profiles

These ships and vehicles are some of the primary craft used by the Guild of Spies. Countless other vehicle designs are in use by the myriad tribes within Yssaril space, and no doubt many of them are kept secret by the Guild.



## Exfiltrator Air Raft

Sometimes even the nigh-impossible to detect Yssaril Infiltrator is too large to approach a target without being detected. This is where smaller air raft orbit-to-ground aircraft bridge the gap between Infiltrator vessel and Infiltrator mech. These air rafts can carry a strike team of up to six commandos with minimal equipment but mount only a light assault cannon which should be used only in a last-ditch defense.

Exfiltrator air rafts are designed to stealthily deploy from Yssaril Infiltrators. Squat, angular, and stealthy, these air rafts attach externally onto Infiltrators to prevent detection from any emissions leakage that opening hangar doors might cause.

All models receive an anti-sensor coating to further enhance the sensor baffling properties of their reflective hull design. The latest models, assigned only to the most critical missions and the most proven agents, boast prototype miniaturized Light/

Wave Deflector technology that can render the air raft invisible to any visual detection.

### Stealth Systems

Any checks made to spot or detect this ship, and any combat checks targeting this ship, upgrade their difficulty twice.

### Light/Wave Deflector

As a maneuver, while piloting this vessel your character may activate the light/wave deflector. While the light/wave deflector is active, the ship is completely invisible to sight and visual sensors. For every five minutes the light/wave deflector remains active (or one round in structured gameplay), this vessel suffers 1 system strain. System strain cannot be repaired while the light/wave deflector is active.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>2</b>   | <b>4</b> | <b>+1</b>    | <b>1</b>     | <b>0</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>9</b>     | <b>9</b>     |          |

**WEAPONS**

1 turret-mounted assault cannon (Fire Arc All; Gunnery; Damage 12; Critical 4; Range [Long]; Auto-fire, Personal Scale, Vicious 2).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 gunner/commander.

**PASSENGER CAPACITY:** 6.

**CONSUMABLES:** 3 days.

**ENCUMBRANCE CAPACITY:** 40, or 1 Blackshade Infiltrator in folded configuration.

**PRICE/RARITY:** 13,000 aurei/5 (R).

## Blackshade Infiltrator Light Mech

These Yssaril light mechs add firepower and mobility to their commando forces. Lanky, hunched over, and with multiple hinge points, the Blackshade Infiltrator is a bipedal exoskeletal suit optimized for speed and agility at the expense of resiliency. Blackshade crews know not to get stuck into prolonged combat, preferring to lay in wait for the ideal moment to achieve their mission before withdrawing at speed. To aid in stealth operations, they forgo explosives in favor of a mag-powered flechette weapon that is almost entirely silent.

Specifically designed to work with the Exfiltrator air raft and Infiltrator class of ships, the Blackshade Infiltrator can transform into a folded storage mode for transport. Jamming equipment and an integrated data drill make this a platform for intelligence gathering raids.

Blackshade Infiltrators can also be deployed from high orbit using specially constructed drop pods which provide extended life support for the occupant, and more importantly, concealment as space debris or shooting stars. These mechs can either be

recovered or destroyed by remote self-destruct if the operators need to exfiltrate on their own.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

### Jamming Suite

As maneuver, while serving as the system operator your character may activate the jamming suite. While the jamming suite is active, characters within long range of this vehicle must make a successful **Daunting** (◆ ◆ ◆ ◆) **Computers** check before sending or receiving a communication, and combat checks made within long range cannot trigger the Guided quality. For every five minutes the jammers remain active (or one round in structured gameplay), this vessel suffers 1 system strain. System strain cannot be repaired while the jammer is active.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>2</b>   | <b>3</b> | <b>+2</b>    | <b>1</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>12</b>    | <b>10</b>    |          |

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot, 1 weapons/systems operator.

**PASSENGER CAPACITY:** 2 (using external handrails).

**CONSUMABLES:** 3 days.

**ENCUMBRANCE CAPACITY:** 4.

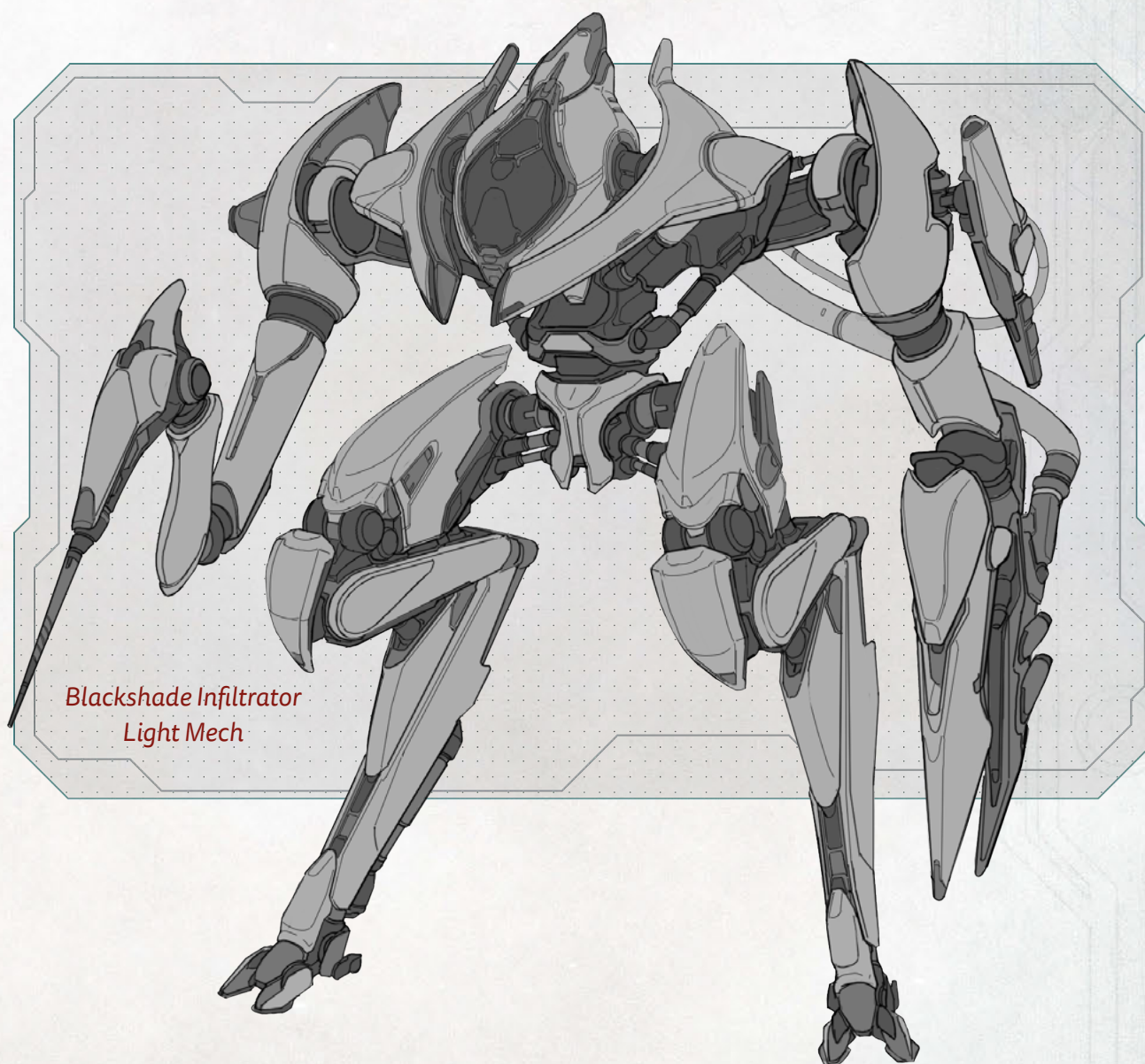
**PRICE/RARITY:** 22,300 aurei/5(R).

## WEAPONS

Shoulder-mounted light beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Breach 1).

Arm-mounted subsonic flechette caster (Fire Arc Forward; Gunnery; Damage 7; Critical 2; Range [Medium]; Blast 7, Personal Scale).

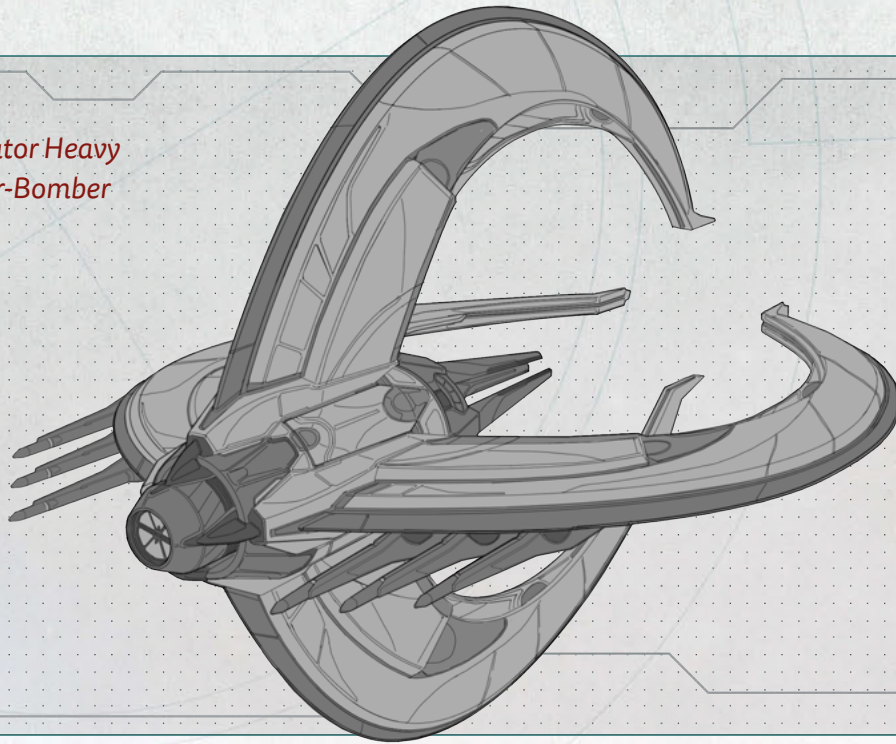
Data drill (Fire Arc All; Brawl; Damage 10; Critical 2; Range [Engaged]; Accurate 1, Breach 5, Personal Scale; if damage was inflicted, may spend AA or ☉ to access target's computer systems).



*Blackshade Infiltrator  
Light Mech*



Eliminator Heavy  
Fighter-Bomber



## Eliminator Heavy Fighter-Bomber

The Yssaril do not have much of a starfighter culture within their military. This is because starfighters are a tactical weapon suited for large scale battles against bombers and other fighters, exactly the type of battles the Yssaril seek to avoid. However, since the Yssaril do see a role for long-range strategic bombers, they decided to try and build a starship that could fit both roles.

Straddling the line between escort fighter and star bomber, Eliminator heavy fighter-bombers are large strike craft with oversized cockpits, engines, and fuel tanks housed in a central nacelle with four forward-facing booms. Three Yssaril crew the ship,

which includes the luxury of cramped but dedicated cabin space to allow the off-duty crew member to rest as part of their rotation.

While carrying a heavier arsenal and boasting slightly more resilience than the standard escort fighter, the *heavy* in heavy fighter truly comes from its range. Eliminators chiefly exist to launch strategic raids into enemy territory, deploying their heavy fortress-buster missile or hullbreaker torpedo before fleeing. Against enemy fighters, the Eliminator prefers a stand-off engagement with its seeker missiles, rather than a dogfight where it is at a severe disadvantage.

3

SILHOUETTE

4

SPEED

-1

HANDLING

2

DEFENSE

1

ARMOR

HT THRESHOLD

SS THRESHOLD

18

10

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 copilot, and 1 electronics/weapons officer.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 weeks.

**ENCUMBRANCE CAPACITY:** 8.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 83,000 aurei/6(R).

### WEAPONS

#### FORTRESS-BUSTER MISSILE CONFIGURATION

Beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 2).

One fortress-buster missile (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Extreme]; Blast 6, Breach 2, Limited Ammo 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2); or

#### WEAPONS HULL-BREAKER TORPEDO CONFIGURATION

One hullbreaker torpedo (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Limited Ammo 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Limited Ammo 4; may not be used against targets within short range).



# Disruptor Patrol Frigate

A weight class above the customs cutters and reconnaissance corvettes used by many other powers, the Yssaril's Disruptor patrol frigate class is a true warship akin to a general-purpose destroyer in miniature. These frigates are capable of independent operation across interstellar distances for presence patrols, security, or support to covert operations.

Often deployed in small flotillas to screen sectors of space, these frigates fan out to operate across one or more systems and only come back together to harass or ambush interloping vessels. Such screens are often placed under the command of an Inhibitor destroyer. Should this force come, Yssaril frigates mitigate the undergunned nature of Yssaril destroyers while receiving protection from the destroyer's defensive systems.

## Defensive Fire

Once per round, when a combat check with a missile, torpedo, or other weapon with the Guided quality targets this vehicle or another vehicle within medium range, while serving as a gunner aboard this vehicle your character may trigger the point defense kinetic interceptors as an out-of-turn incidental to add ✕ to the results of that check. This ability may not be used if the kinetic interceptor system has been fired during this round, and if this ability is used, the kinetic interceptor system may not be fired for the remainder of the round.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>5</b>     | <b>4</b> | <b>+1</b>    | <b>3</b> | <b>2</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>38</b>    |          | <b>25</b>    |          |          |

**WEAPONS**

- 1 forward and 1 dorsal dual heavy beam cannon turret (Fire Arc Forward, or Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2, Linked 1).
- Paired anti-ship missile tubes (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target of silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).
- Dual-turret point defense kinetic interceptor system (Fire Arc All; Gunnery; Damage 1; Critical 4; Range [Medium]; Auto-fire; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 14 officers and crew.

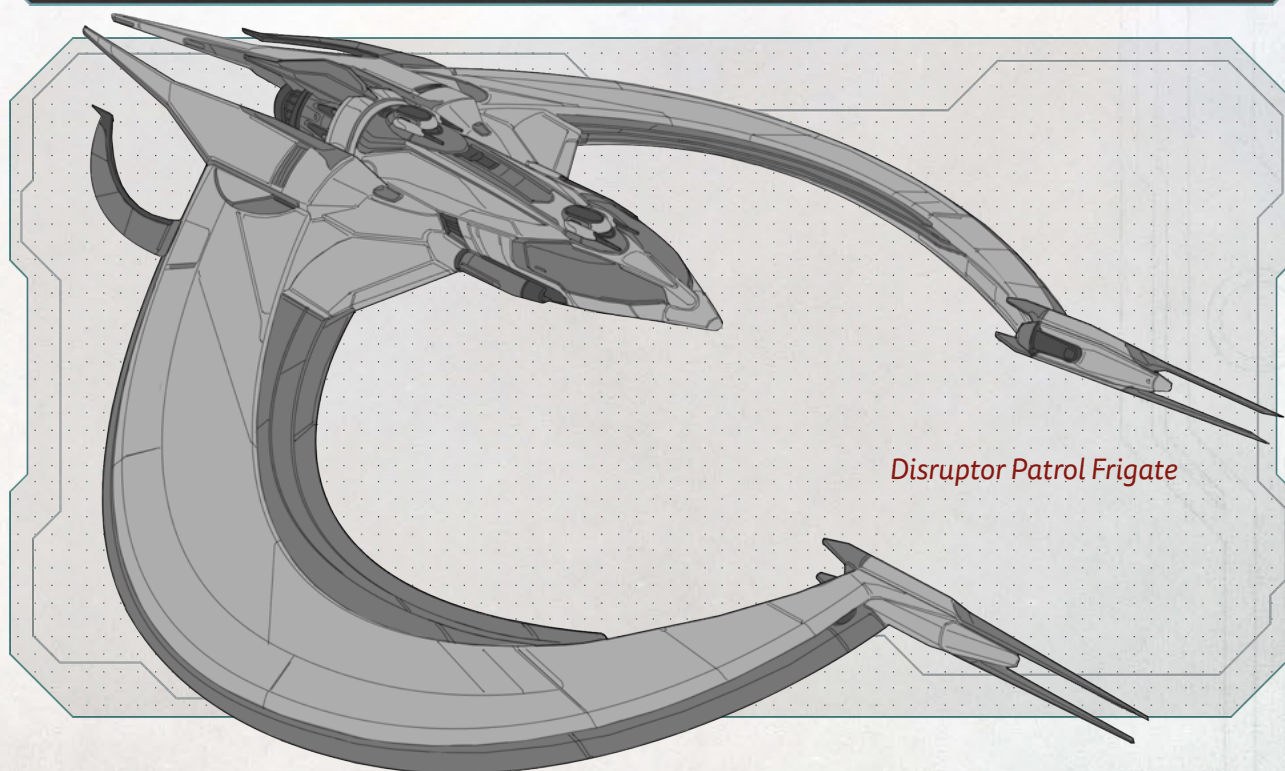
**PASSENGER CAPACITY:** 4.

**CONSUMABLES:** 4 months.

**ENCUMBRANCE CAPACITY:** 50.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 275,000 aurei/6(R).



Disruptor Patrol Frigate



## Inhibitor Mission Effects Destroyer

As with most destroyer class vessels, the Inhibitor was designed to protect larger vessels with a secondary task of engaging starfighters and other small warships. While other factions pack destroyers with flak cannon analogs and beam turrets, the Yssaril take a different approach to protection. Dubbed a *mission effects* destroyer, the Inhibitor mounts defensive systems designed to shoot down incoming ordnance and scatter enemy beams.

Mounting these systems is a trade-off. To fit kinetic interceptor turrets and beam-scatter bombpod launchers to the hull necessitated the removal or downgrade of traditional flak and beam weapons. These limited ammunition systems cannot hold off an assault forever, but they can stymie an enemy advance long enough for the Yssaril to achieve their true mission objectives; objectives that rarely are focused on winning any specific battle.

### Defensive Fire

Once per round, when a combat check with a missile, torpedo, or other weapon with the Guided quality targets this vehicle or another vehicle within medium range, while serving as a gunner aboard this vehicle your character may trigger the point defense kinetic interceptors as an out-of-turn incidental to add ✕ ✕ 🌀 🌀 to the results of that check. This ability may not be used if the kinetic interceptors have been fired during this round, and if this ability is used, the kinetic interceptors may not be fired for the remainder of the round.

### Beam-scatter Bombpod

As a maneuver, your character may trigger the beam-scatter bombpods. The ship suffers 4 system strain, and until the end of the current round, all combat checks with beam weapons targeting this ship or other ships within short range add 🌀 🌀 to the results. The effects of multiple beam-scatter bombpods do not stack.

|                     |          |                     |          |          |
|---------------------|----------|---------------------|----------|----------|
| <b>5</b>            | <b>4</b> | <b>+0</b>           | <b>2</b> | <b>3</b> |
| SILHOUETTE          | SPEED    | HANDLING            | DEFENSE  | ARMOR    |
| <b>HT THRESHOLD</b> |          | <b>SS THRESHOLD</b> |          |          |
| <b>44</b>           |          | <b>28</b>           |          |          |

**WEAPONS**

- 1 dorsal heavy accelerator flak cannon (Fire Arc All; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3, Vicious 2; when the Blast item quality is triggered, all ships within short range of the target suffer one hit).
- 2 port and 2 starboard antifighter beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).
- 1 prow hullbreaker torpedo tube (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Slow-Firing 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).
- Multi-turret networked point defense kinetic interceptors (Fire Arc All; Gunnery; Damage 1; Critical 4; Range [Medium]; Accurate 3, Auto-fire; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 20 officers and crew.

**PASSENGER CAPACITY:** 12.

**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 100, plus 1 shuttle.

**FTL RANGE/SPEED:** Long/fast.

**PRICE/RARITY:** 380,000 aurei/7(R).



## Orchestrator Ambush Carrier

Functionally similar to standard fighter and troop carriers in basic operation, the Yssaril Orchestrator carrier differentiates itself with stealth and straight-line speed. The Guild designates the Orchestrator as an “ambush carrier” designed primarily to extend the range of Eliminator squadrons when they launch their strategic deep-strike missions. The Orchestrator is also a capable troopship, though the Yssaril doctrine de-emphasizes ground invasions.

Most carriers are too large to hide using expensive light/wave deflectors. Instead, these craft are designed to hide in plain sight by building into hollowed-out asteroids or by bolting on space debris to appear as derelicts when operating in low-power mode. Low power systems and integrated heat sinks reduce the Orchestrator’s sensor signature. Anything but haphazard, these efforts are closely supervised by senior technicians and pilots to ensure stealth does not compromise the launch of strike craft and vice versa.

While seen as primitive by some other powers, the low-tech camouflage of these ambush carriers cannot fail due to some software glitch or power surge. The bulked out exterior structure also provides additional ablative armor. Powerful engines provide straight-line speed, but unfortunately, the increased mass means Orchestrators are truly unwieldy to fly.

Strategically, carriers remain in reserve, hidden behind Yssaril fleet screening forces until forward deployed for a specific mission. These carriers hide in complex space terrain or coast to their targets unpowered before disgorging attack craft. Once the ruse is exposed, ambush carriers use their powerful engines to make a straight-line getaway even before their strike wing complete their objective. Carrier captains trust the speed and skill of attached crews and thus trust they will not become too decisively engaged to catch up to a slowly accelerating carrier.

### Combat Operations Center

While in the carrier’s COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Innocuous

Any checks made to spot, detect, or identify this ship upgrade their difficulty twice. If this ship uses maneuvers to change speed or direction, it loses the benefit of this ability until the end of the next round.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Covert Operations

This adventure seed works for any cohort on favorable terms with the Yssaril Tribes.

The L1Z1X have taken control of a small neutral world, and the Galactic Council has dispatched the Keleres to learn what has happened to the population before any member faction authorizes military action. The PCs’ cohort boards an Orchestrator ambush carrier to sneak in close to the world, before being inserted onto the surface via high-altitude drop via Exfiltrator air rafts.

The cohort has to perform plenty of stealth and skulduggery on the surface, but the action heats up when they’re discovered before their extraction. Now the PCs have to fight their way off the surface before the Orchestrator is forced to flee from the L1Z1X.

7

SILHOUETTE

3

SPEED

-4

HANDLING

2

DEFENSE

3

ARMOR

HT THRESHOLD

95

SS THRESHOLD

28

### WEAPONS

8 antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 500 soldiers (increase to 2,000 soldiers and 10 light mechs or air rafts if the fighters and bombers are removed).

**CONSUMABLES:** 6 months.

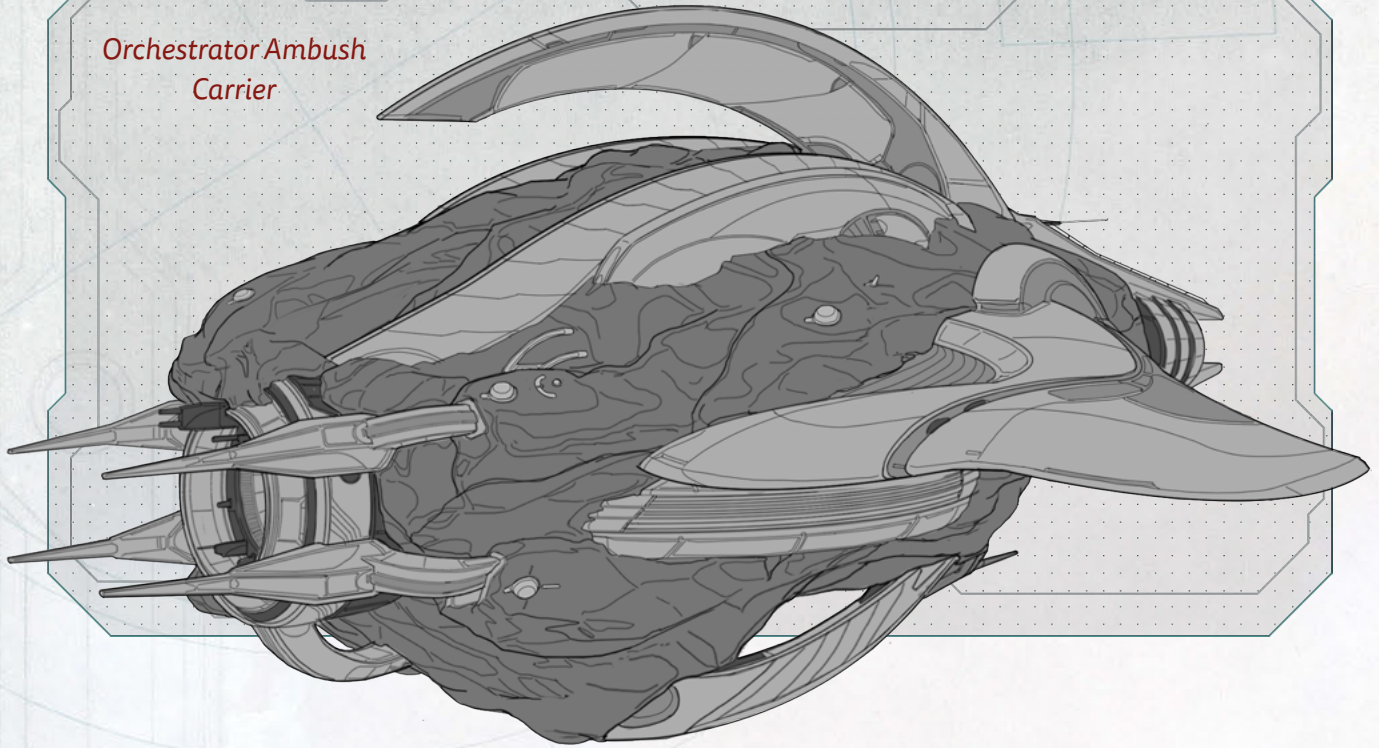
**ENCUMBRANCE CAPACITY:** 800, plus 36 heavy fighters, 36 bombers, 8 dropships, and 4 shuttles.

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 2,600,000 aurei/7(R).



Orchestrator Ambush  
Carrier



## Instigator Light Cruiser

Cruising missions such as commerce raiding, reconnaissance, and small-scale engagements in far-flung space form the core of the Guild's naval strategy. As such, the Yssaril call upon their cruisers to fight further into enemy territory and with even less support than their counterparts in more traditional navies.

The Instigator is dubbed a light cruiser because of its lesser tonnage and slightly reduced armament. Since Yssaril nanometallurgy is as advanced as any other power, the Instigator's armor provides strong protection, but this lesser tonnage results in reduced staying power in protracted combat. Of course, such a downside is no matter for cunning Instigator captains who know how to pick their fights wisely.

Despite the *light* moniker, Instigators still equip the spinal assault cannon that in part distinguishes cruisers as a capital ship and not an oversized destroyer. In keeping this heavy weapon while pushing the superluminal cruising speed, Yssaril engineers have crafted a vessel capable of outrunning almost any warship capable of destroying it, while being able to prey upon smaller vessels at will.

Service aboard an Instigator is considered a great honor and opportunity for Yssaril warriors. The famed admiral Sskril, known more broadly as the Shadow and Spear, describes

Instigators as his trusty spears, at hand to pierce and dance until even the largest predator falls from blood loss. The Guild deploys single cruisers scattered across the galaxy, so that they are available to respond to crises wherever they occur. Given the extreme limits of superluminal communication, the Guild trusts its Instigator captains to take their own initiative to protect the Tribes. It is this combination of freedom and responsibility that makes service aboard an Instigator so prestigious.

### Close Defensive Fire

Once per round, when a combat check with a missile, torpedo, or other weapon with the Guided quality targets this vehicle, while serving as a gunner aboard this vehicle your character may trigger the point defense kinetic interceptors as an out-of-turn incidental to add  $\times \times \text{🛡️} \text{🛡️}$  to the results of that check. This ability may not be used if kinetic interceptors have been fired during this round, and if this ability is used, the kinetic interceptors may not be fired for the remainder of the round.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.



|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 6            | 4     | -1           | 2       | 5     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 60           |       | 60           |         |       |

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 40 officers and crew.

**PASSENGER CAPACITY:** 36.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 200, plus 3 shuttles or dropships.

**FTL RANGE/SPEED:** Long/Very Fast.

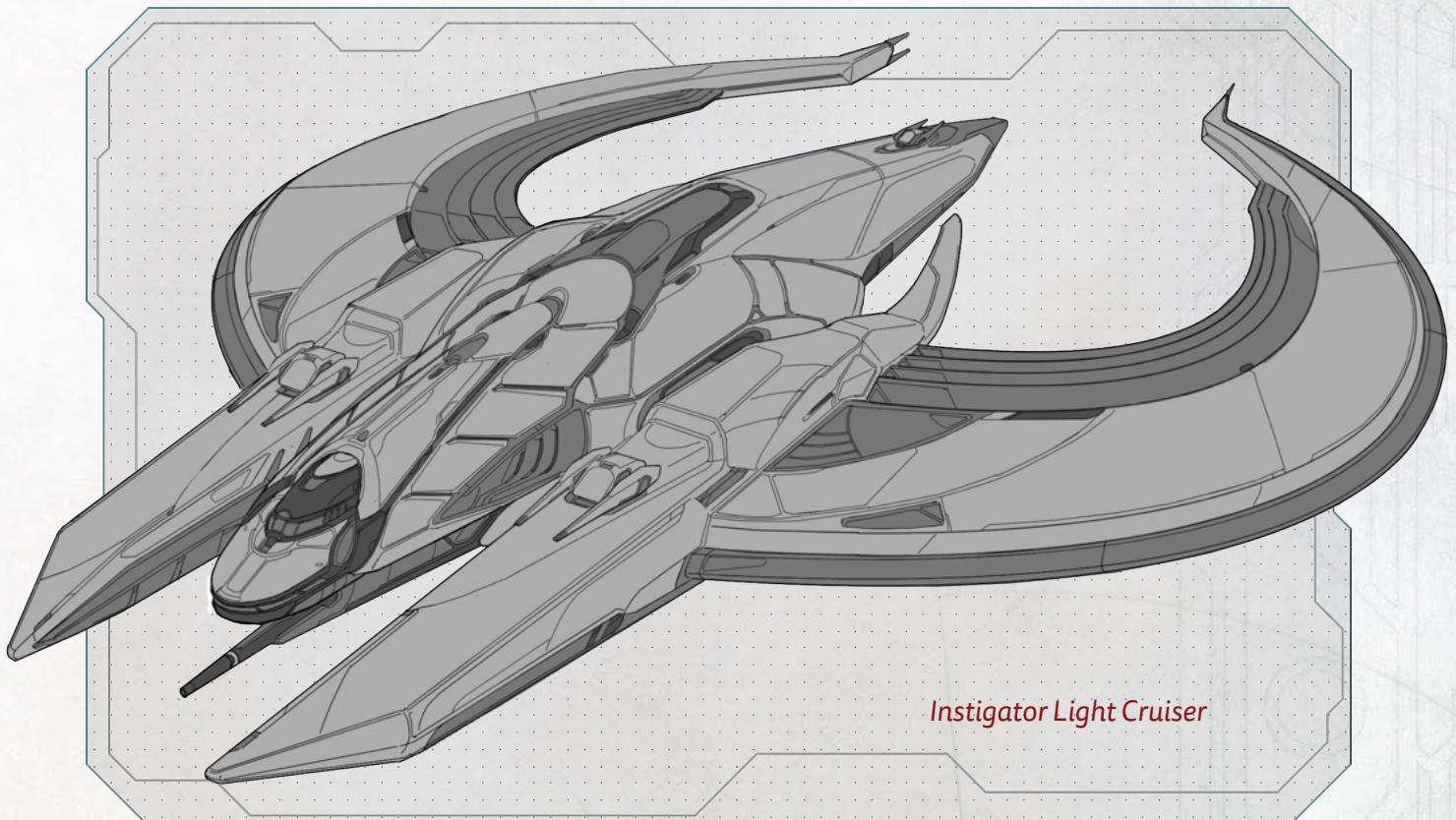
**PRICE/RARITY:** 2,850,000 aurei/7(R).

## WEAPONS

Spinal capital-grade assault cannon (Fire Arc Forward; Gunnery; Damage 11; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

1 port and 1 starboard capital-grade double-beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2, Linked 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

Quad-turret networked point defense kinetic interceptors (Fire Arc All; Gunnery; Damage 1; Critical 3; Range [Medium]; Accurate 1, Auto-fire; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).



*Instigator Light Cruiser*



## Terminator Battlecruiser

Eschewing the type of battle line tactics that favor titanic dreadnoughts slugging it out for decisive victory, the Yssaril's largest standard class of capital ship is the Terminator battlecruiser. For most of the great powers, dreadnoughts are weapons of intimidation and deterrence that are too expensive to lose (or even use). In contrast, the Terminator is meant for extended deployment.

Few great powers incorporate battlecruisers into their fleets. A classic battlecruiser is a warship that punches like a dreadnought but with less protection. This trade-off allows for a faster vessel at interstellar cruising speed. Boasting speed and endurance more akin to a cruiser, captains of these vessels aim to fight anything smaller than them and run from everything else. If forced into a set piece battle, a Terminator squadron attempts to focus their fire on a single point in the enemy line in order to break through and escape to open space. With their greater speed and endurance, the squadron can return days or even weeks later when the enemy is disorganized or unprepared.

Since the Yssaril forgo dreadnoughts and have no dedicated bombardment platform, Terminator battlecruisers carry a small stock of superheavy munitions that provide a limited surface bombardment capability. The limited ammunition, however, means the Terminator simply cannot crack proper planetary defenses. Fortunately, the Guild has plenty of ways to bring down such fortifications from within.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 7            | 3     | -2           | 3       | 5     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 70           |       | 45           |         |       |

**WEAPONS**

1 forward, 1 port, and 1 starboard double capital-grade beam turret (Fire Arc Forward, Port, and Starboard, or Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 11; Critical 3; Range [Long]; Breach 2, Linked 1, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

3 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

Ventral superheavy munition silos (Fire Arc All; Gunnery; Damage 10; Critical 4; Range [Extreme]; Blast 10, Limited Ammo 6, Slow-Firing 2; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 160 officers and crew.

**PASSENGER CAPACITY:** 150.

**CONSUMABLES:** 10 months.

**ENCUMBRANCE CAPACITY:** 300, plus 3 shuttles and 2 Infiltrator dropships.

**FTL RANGE/SPEED:** Long/Fast.

**PRICE/RARITY:** 4,700,000 aurei/9(R).

## Y'sia Y'ssrila

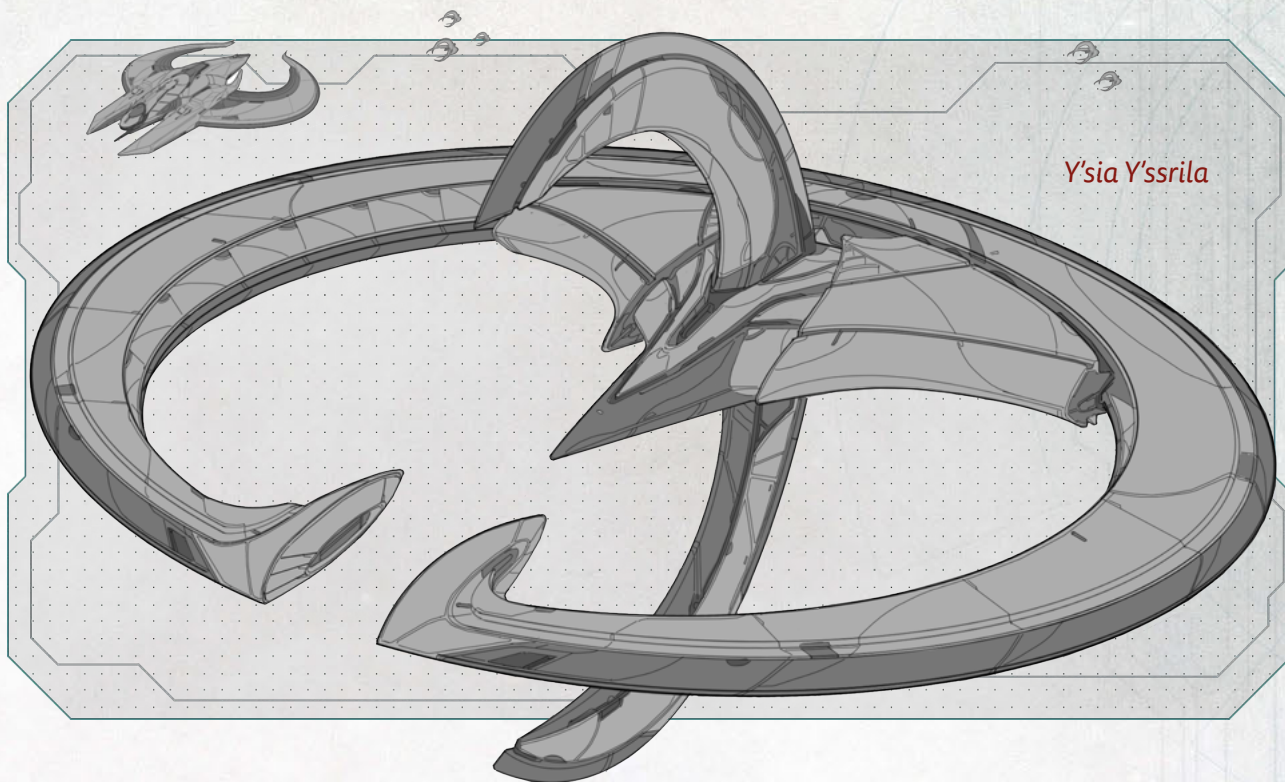
The *Y'sia Y'ssrila* cuts an imposing figure when it can be seen. Two dark metal crescent moons interlocking at a perpendicular angle dominate this flagship's form. Were the ship not so massive, it might look spindly. While this may not be a robust design for a superdreadnought, the installation of numerous light/wave deflection projectors along the arms reveals the design choice. Not only can the Yssaril flagship become functionally invisible, this negative space provides ample room to huddle in allied ships not able to maintain their own cloaking field.

Much like their Terminator battle cruisers, the *Y'sai Y'ssrila* constantly moves throughout the galaxy to extend the influence of the Guild and to serve as a second headquarters for the

Cqaark. Hundreds of the best commandos, solo operatives, and analysts operate from the flagship. Onboard they enjoy the finest in holotraining suites, datalinks, and even a reasonable reproduction of a small section of Retillion's Fianni swamp. The latter serves as a place of contemplation and inspiration, especially for high-ranking Yssaril when considering whether to send operatives on the riskiest missions.

Although equipped with dreadnought-grade firepower, the *Y'sia Y'ssrila's* traditional weapons are intended for self-defense. The Yssaril flagship's true weapons are the strike teams of Guild spies, hangars of Infiltrators, and wings of strategic fighter-bombers. The *Y'sia Y'ssrila* allows the Guild to maintain a powerful presence in the farthest reaches of the galaxy.





The Guild strictly controls access to the *Y'sia Y'ssrila*. Few high-ranking agents ever receive the honor of even seeing the ship, let alone boarding it. Non-Yssaril are unheard of aboard. Rumors abound, however, that the ship is crewed by legendary agents long presumed dead or captured.

Despite the secrecy, the Guild will from time to time deliberately reveal the *Y'sia Y'ssrila* to show foreign intelligence services it does indeed exist. In this way, it may not be as showy a deterrent as a fleet of dreadnoughts, but strategists across the galaxy must contend with the fact that the Guild could be plotting anything, and this flagship could be in any system.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Stealth Systems

Any checks made to spot or detect this ship, and any combat checks targeting this ship, upgrade their difficulty twice.

### Light/Wave Deflection Cloak

As a maneuver, your character may activate the light/wave deflector. While the light/wave deflector is active, the ship and all others engaged with it are completely invisible to sight and visual sensors. For every five minutes the light/wave deflector remains active (or one round in structured gameplay), this vessel suffers 1 system strain. System strain cannot be repaired while the light/wave deflector is active.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>8</b>   | <b>2</b> | <b>-3</b>    | <b>4</b>     | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>120</b>   | <b>80</b>    |          |

**WEAPONS**

4 forward, 1 port, 1 starboard, and 1 aft double capital-grade beam turret (Fire Arc Forward, Port, and Starboard, or Fire Arc Forward and Port, or Fire Arc Forward and Starboard, or Fire Arc Aft; Gunnery; Damage 11; Critical 3; Range [Long]; Breach 2, Linked 1, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

8 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 500 officers and crew.

**PASSENGER CAPACITY:** 2,000.

**CONSUMABLES:** 3 years.

**ENCUMBRANCE CAPACITY:** 400, plus 72 heavy fighter-bombers, 10 shuttles, and 10 Infiltrators.

**FTL RANGE/SPEED:** Long/Average.

**PRICE/RARITY:** 86,000,000 aurei / 10 (R).

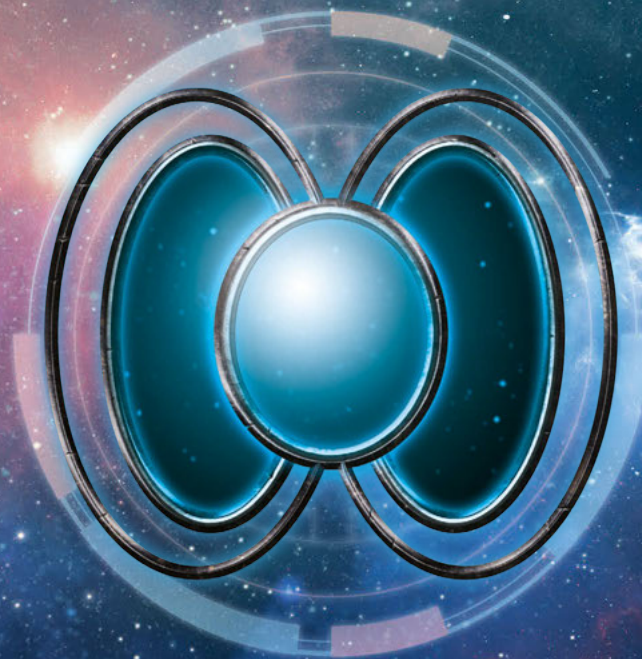












## [Chapter 9]

# Universities of Jol-Nar

**M**ost sentients make the mistake of dismissing the Universities of Jol-Nar as a bunch of theorists and academics who have no place on the battlefield. They forget that the Universities have invaded other worlds, helped instigate the galactic rebellion against the Lazax, and invented some of the most feared weapons of mass destruction imaginable. Their history of war continues through the modern day.

### Universities of Jol-Nar Military

The Jol-Nar military was born from begrudging necessity rather than love of martial prowess. The culture of the Universities is more focused on research, experimentation, and discovery. That being said, the Universities also recognize that a military can be key to facilitating those goals in a hostile galaxy (as well as protecting themselves from their culture's own

past transgressions). So the Universities of Jol-Nar are willing to support a military, just one that is very different from those of most factions.

The population levels of Jol and Nar trend relatively low compared to the other Great Civilizations. That, compounded with the Hylar's fragile physiology, lead military commanders to prioritize minimizing battlefield casualties and the loss of Hylar life. Thus, while Jol-Nar scientific circles maintain open debate and free knowledge exchange, their military has a more protective, conservative attitude. Lately the Jol-Nar are also coping with a change in status. The Universities once held a powerful and esteemed (though subservient) position in the Lazax Imperium, but now they compete on an equal footing with the other civilizations of the galaxy. This has led them to overcompensate with arrogance and blusters of aggression. Their fleet composition, ground tactics, and war strategies all reflect these competing attitudes.



## Jol-Nar Reactive Vector Groups

Jol-Nar ground forces rely heavily on automation, mechanization, and defensive measures. Aside from their environmental suits, the Jol-Nar utilize mechs, krillostrat suit-pods, augmented identify & ideation (AII) control systems, long-range automated planetary defense systems, and a wide variety of other technologies when fighting a war. All of this supports the goal of sacrificing machines rather than risking Hylar lives.

That said, the Jol-Nar fear overcommitting due to both their fragile physiology and their vaunted self-importance (after all, they say, the loss of one Hylar mind is a loss to *the entire galactic scientific community*). They tend to act conservatively, only attacking when their technological superiority gives them a decisive military edge—and even then only in short, sharp battles. Thus, they primarily fight a defensive war, often giving up long-term gains to prevent casualties. Their opponents frequently claim that the Jol-Nar have tactical intelligence but strategic stupidity, and they're not entirely wrong.

For a people obsessed with taxonomies, their military groups vary surprisingly in tech and composition, a testament to both their technical prowess and the Jol-Nar desire to innovate. The military has tried to enact standards over the centuries. However, most attempts merely create new standards, each with increasingly cumbersome titles and annotations, such as the *Nuun-Dascha Ungaa Luumen Endum Mullu Standard, Orbital Mechanics and Relativistic Trajectories Addendum 8.459*.

## Small Units

Ground forces organize around a Proctor who leads a group of up to twenty soldier-scientists. Proctors have a responsibility to mentor, critique, and evaluate each member of the section, both to encourage innovation and to ensure a results-based meritocracy. War is their field of study, the battlefield their college. A Proctor may spend as much time, if not more, reading reports and analyses as they do leading on the field.

On an ad hoc basis, sections combine into *reactive vector groups* of a size and composition dependent on the need or resources available. These range from as small as a single section (for individual research projects) to several hundred (for planetary defense). Reactive vector groups form in response to a specific military need or scientific proposal and then push for a definitive conclusion. They constantly disband and reform for new missions. A vector group can last from as short as one expedition to as long as a campaign. Then each subsection, or even each member, gets reassigned.

The Jol-Nar find the concept of an idle “standing army” ridiculous. There is no value in pointless drilling when those resources could be used to disrupt, discover, or disassemble. Reactive vector groups ensure soldier-scientists are constantly making contributions. Despite the Proctors acting as military commanders, vector groups have a relatively flat organization compared to other armies. Even the most inexperienced soldier-scientist has (theoretically) equal standing to a general-equivalent when it comes to proposing mission tasks and goals.

The occasional non-Hylar does serve in the Jol-Nar military, though often on a deep space post or exploration cruiser and in a scientific capacity rather than a military one. Military command has accepted papers analyzing the integration of non-Hylar irregulars, auxiliaries, or even mercenary groups, but this concept hasn't yet received wide acceptance. The military still considers the defense of Jol-Nar space a Hylar matter, and all papers proposing otherwise remain under peer review.

Jol-Nar military requisition heavily models grant writing, requiring essays that establish the scientific, social, or military worth in the application of the specified mechs, weapons, logistics, or territory. While other factions may think this bureaucracy cumbersome, the Jol-Nar consider it supremely efficient and actively solicit grant applications to improve it even further.

Of particular note are the special vector groups attached to capital ships, the *diplomatic-research-infiltration* (DRI) groups. These forces negotiate treaties and agreements, analyze and research objects of scientific interest, and engage in physical or data theft, surreptitiously installing e-res siphons while aboard opposition vessels. Many Hylar living on Jol and Nar find the DRI groups reprehensible in terms of fostering scientific openness and call them parasites. Other less ethical Hylar simply refer to their methods as “enhanced research techniques.” Many on the homeworlds feel these sections contribute to the reputation of Hylars as abrasive, arrogant, and duplicitous, and fear that DRI groups will bring the wrath of yet another faction down upon their domed heads.

### Group IIA of the JNS *Buula Suun*

This vector group has a remarkably high turnover rate but a great reputation, thanks to the mentorship of Proctor Chalin Guul. Considered the best assignment for career advancement, IIA attracts many graduates of both Universities. It has published such famous and highly lauded papers as *Application of Directed Nanite-Chemical Solvents Via Carpet-Bombing for the Neutralization of Armor* and *Mini-War: A Treatise on Limited Engagements and Acceptable Losses*. For this reason, the Circle of Regents has encouraged Proctor Chalin Guul to expand the Group 11A program.

### Group 74.845 of the JNS *Wey-Yuun Vurtaa*

Based aboard an *Inquisitor*-class dreadnought, this vector group is also of great renown, primarily because its members have the highest publication rate of any group in the Universities. Remarkably, they have had no field engagements despite how extensively their papers are cited. Some Proctors believe Group 74.845 merely serves as a publishing mill for *Wey-Yuun Vurtaa*.

### Group Kallaach Luul

This group does not exist. It does not have an infiltration diplomat, data snoop, engineer, or master forger. It does not have the authority to extract data or technologies from the Xxcha. Redact this entry.



## Augmented Identify & Ideation (All) Control Suites

The Jol-Nar have been experimenting with more advanced automation to replace a Hylar pilot with a mechanical one able to calculate, predict, and respond to threats. While fast, responsive, and predictive, All isn't really artificial intelligence. These automated units don't have sentience or sapience; a pet is more intelligent than these control systems.

An All control suite counts as a minion with a rating of 2 in all characteristics; group skills in Gunnery, Operating, and Piloting; and a wound threshold of 3.

### Group Oudul a23

Proctor Norashi Muul's vector group has a reputation for harboring layabouts, rejects, and "bad" Hylar, as it has exactly zero publications. Yet, through a statistical quirk (what other species call "luck"), Oudul a23 has had a remarkably high military objective success rate. Although command continues to debate how to utilize this group, prominent Hylar families petition (and bribe) military officials to take their "unproductive" wayward children, where they can finally be of some use.

## Jol-Nar Disquisition Wings

The Jol-Nar Disquisition Wings differ from other factions' fleets due to two considerations: one physiological and one cultural. Capital ships have pressurized saltwater tank environments both to accommodate Hylar who cannot breathe air and for the comfort of those who can. These tanks increase the mass of a Jol-Nar ship, which in turn affects its speed, acceleration, maneuverability, and effectiveness in combat.

Each capital ship also has a fully stocked research laboratory, advanced sensor suite for astronomical observations, and massive computing capabilities and storage. A Jol-Nar capital ship not only wages war, it also wages science. A discovery without proper scientific analysis (and perhaps exploitation) is no discovery at all. Capital ships often host a cadre of researchers on grants from Nuun-Dascha or Wun-Escha, if not their own DRI section.

Disquisition Wings form based on a hypothesis-thesis-synthesis model. Military command or even ship Proctors propose a military objective (hypothesis), complete with asset distribution and simulation results. Command or other Proctors run peer reviews and debate the merits of the objective. Once approved, Proctors collect assets to form the wing, usually the bare minimum to accomplish the goal (a cruiser with a couple of

destroyers, with a carrier if need be). Only high priority missions from command can requisition dreadnought-level resources. After the mission (thesis), Proctors send debriefs along with a multitude of papers for analysis to integrate lessons learned (synthesis) and then disband the wing.

The Disquisition Wings focus on protecting trade routes with the Barony of Letnev, the Clan of Saar, and the Xxcha. Jol-Nar culture still recalls the loss of imports that devastated their economy after their failed coup against the Lazax. They depend on galactic trade but continue to look for ways to secure resources with the fleet. In addition, one wing patrols the Primor Gate to guard against invasion from the Embers of Muaat, and another patrols the Saudor system in case the Sardakk N'orr ever invade again.

## Bending the Laws of Physics

The Jol-Nar military is always trying to gain a strategic advantage over their enemies with the invention of new technologies. Nowhere is this more evident than with the recently developed spatial conduit cylinder and transit diodes.

As large as a midsize asteroid, the rapidly spinning cylinder is made of a classified hyperdense exotic material. When ships enter the cylinder, they are able to instantly accelerate to superluminal velocities previously thought unobtainable. This would be a game-changing technology...if the Universities can work out the kinks. Right now, the chief problem is slowing the ships down again. The speeds are so high that using superluminal engines to decelerate can take weeks, during which the ship overshoots its target (and sometimes the borders of the galaxy). The long-reliable alternative of steering toward a planet and using its gravity to decelerate has proved equally problematic. The ships do decelerate to subluminal speeds, but it happens so quickly that the vessels and their occupants crumple into a lump of degenerate matter.

Transit diodes—essentially stabilized micro-wormholes that allow instantaneous travel between two planets—would seem a better solution. However, aside from the problem of the huge energy drain involved in creating the wormhole, some of the transits have been a little too instantaneous. Violation of causality principles, while fodder for many a paper, can't serve as a basis for troop movements if it wipes out the existence of the troops in the first place. (See papers *Causality Violation Detection Parameters: Has This Already Will Have Had Happened?* and *The Folklore of "Ghost" Section 22H: Future Fact, Past Fiction.*)



As a result, the Disquisition Wings, while as a whole structured in an easy-to-follow org chart, give individual captains a lot of leeway in pursuing the twin goals of protecting Jol-Nar populations and pursuing scientific research and discovery. Often the ships reflect the specific research of the captain and/or crew, sporting experimental technology not found anywhere else.

## Ship and Vehicle Profiles

In general, Jol-Nar military ships and vehicles tend to pack a lighter punch than other factions' equivalents, since much of their space and mass is taken up with pressurized saltwater tanks. Their primary advantages lie in their technological superiority and experimentation, though an untested technology remains an unreliable one.

### Jol-Nar Ship Naming Conventions

As part of the Jol-Nar doctrine of showcasing their military might as a deterrence, ships have both a Hylar name and a univoca name. Jol-Nar diplomats claim that the use of univoca demonstrates their willingness to share information with the rest of the galaxy. Most military analysts from other Great Civilizations suspect Jol-Nar leaders just got tired of hearing other species butcher the names of their precious warships.

## Dool Felnni (Shield Paling) Light Mech

As part of the protocol to support Hylar troops, the Jol-Nar designed a suite of war mechs to provide defensive shielding for soldier-scientists but also engage in long-range bombard-and-move cover fire.

A mass of articulated tentacles around a central pod, the Shield Paling can slide over any terrain. When gathered together like a central trunk, the tentacles can raise or lower the pod as needed, and any damaged ones are replaceable in the field. The tentacle mass can also curl up around the pod into a ball, allowing the mech to roll with surprising speed. However, their most important feature is the set of magen screen projectors that run the length of each tentacle. The Shield Paling can use these to defend allied soldier-scientists and other mechs in close formation.

### Shield Paling Protocol

Allied vehicles or characters within medium range of this vehicle gain defense 2.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>2</b>   | <b>4</b> | <b>+2</b>    | <b>1</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>10</b>    | <b>10</b>    |          |

**WEAPONS**

Central pod-mounted twin light beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Extreme]; Accurate 2, Breach 1, Linked 1).

Tentacle-mounted burster grenade launcher (Fire Arc Forward; Gunnery; Damage 10; Critical 5; Range [Long]; Blast 10, Personal Scale).

Mecha-slam (Fire Arc All; Brawl; Damage 0; Critical 4; Range [Engaged]; Disorient 4, Knockdown).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot and 1 gunner, or 1 remote link to an Oversight heavy mech.

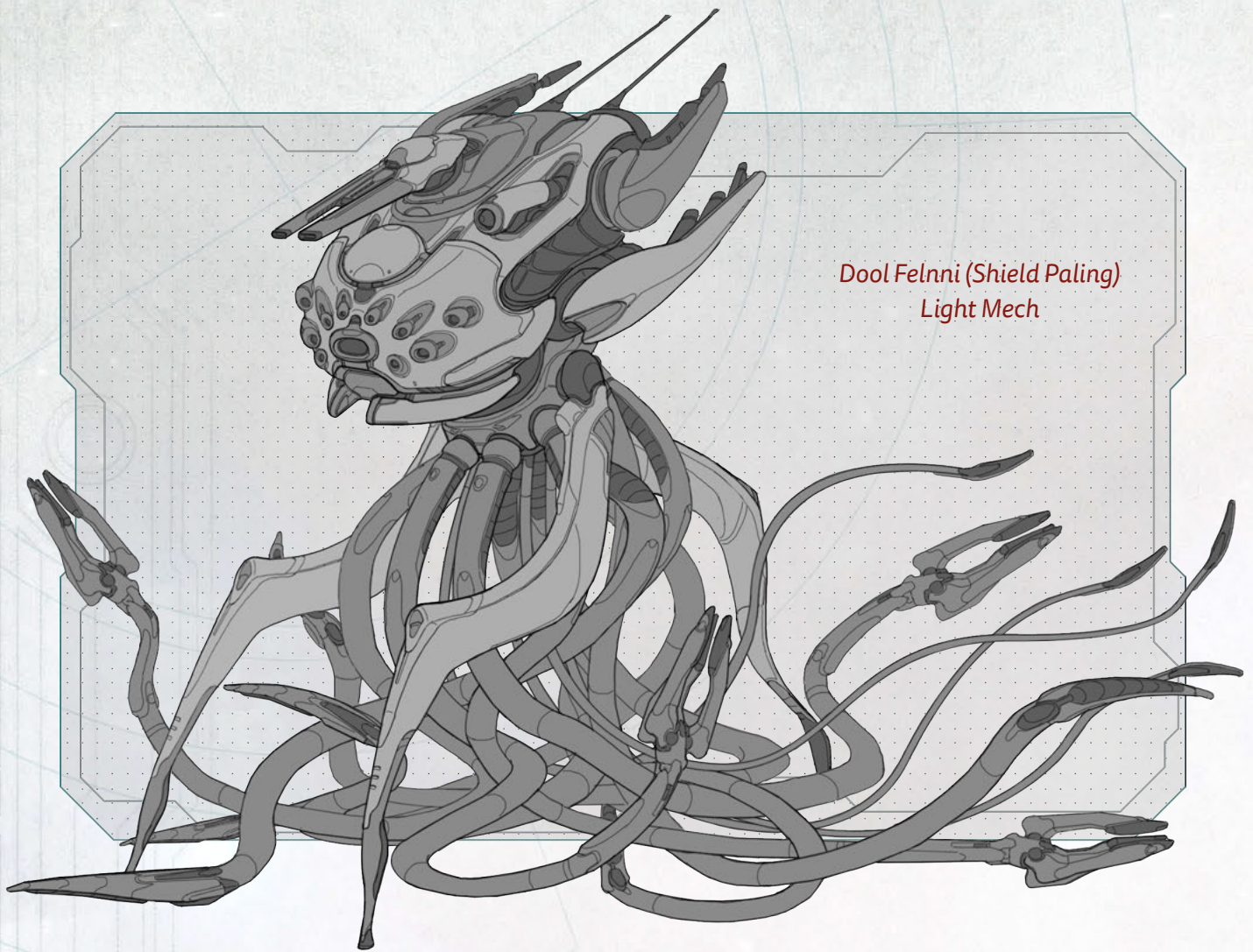
**PASSENGER CAPACITY:** 0.

**CONSUMABLES:** 10 days.

**ENCUMBRANCE CAPACITY:** 4.

**PRICE/RARITY:** 54,500 aurei/5(R).





*Dool Felnni (Shield Paling)  
Light Mech*

## Urri Chathe (Oversight) Heavy Mech

This heavy gun and research platform is a mass of articulated fractal tentacles with a central hub that slowly slithers over any terrain. Each fractal tentacles can be sacrificed in protection of the whole, making the Oversight essentially a deployable bunker composed of reactive armor. Replacement fractal tentacles are easy to install. Despite this, the Oversight is not intended for frontline combat. Instead, these heavy mechs mainly serve as command and control hubs for up to six Shield Paling light mechs and as transports for infantry teams. Even though the fractal tentacles are effective in combat, Oversight pilots prefer not to get any closer to the enemy than necessary for firing their plasma howitzers.

### Ablative fractal tentacle barrier

When this vehicle suffers a hit, after damage is calculated but before armor is applied, your character may cause the Oversight to suffer 1 system strain to reduce the damage by 2. This ability can only be used once per hit.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.



|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 4          | 2     | +0           | 0            | 3     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 14           | 18           |       |

**WEAPONS**

Mag-bottled plasma howitzer (Fire Arc Forward; Gunnery; Damage 6; Critical 2; Range [Extreme]; Burn 3, Slow-Firing 1, Vicious 4; may not be used against targets within medium range).

Fractal tentacles (Fire Arc All; Melee; Damage 2; Critical 4; Range [Engaged]; Accurate 2, Ensnare 3).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot/commander, 1 gunner, 2 scanner operators/researchers, up to 6 remote-linked mech operators.

**PASSENGER CAPACITY:** 12 soldiers.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 50.

**PRICE/RARITY:** 50,500 aurei/6(R).

## Aashaa Logli (Axiom) Flak Fighter

Historically, the Jol-Nar have not had a strong fighter development program, mostly due to the demands of Hylar physiology. Currently, they have implemented a new fighter engagement doctrine nicknamed “notional flak.” The Axiom flak fighter utilizes a wide variety of defensive systems, such as miniaturized magen defense grids, high-energy emitter jammers, holographic decoys, ablative shielding, and adaptive false sensor data info-spikes. The goal of these systems is to overwhelm an enemy fighter with visual, sensor, and conceptual flak. In fact, the only thing the systems don’t use is actual physical shrapnel.

In order to recruit more Hylar pilots, the Jol-Nar military has loosened standardization restrictions; all pilots have permission

to modify their assigned fighter as they see fit for efficiency, safety, or experimentation. Thus, while its core design resembles a sleek-finned aquatic creature, the longer a fighter has been in service, the more external modules, components, projectors, and sensor spines it accumulates. This lax standardization draws in plenty of young and arrogant recruits, as many romanticize the life of a hotshot tech on the edge of danger.

### Notional Flak Networked Systems

Your character may cause the vehicle to suffer 1 system strain as an out-of-turn incidental to add ✕ to a combat check targeting this fighter.

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 3          | 4     | +0           | 1            | 1     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 8            | 8            |       |

**WEAPONS**

Twin light beam cannons (Fire Arc Forward; Gunnery; Damage 1; Critical 3; Range [Medium]; Accurate 2, Breach 1, Linked 1).

aai seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Accurate 2, Guided 5, Limited Ammo 2; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot and 1 aai control suite.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 8.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 28,000 aurei/6(R).



## Othani Huul (Maxim) Star Bomber

Per weight, the Maxim should be a heavy bomber, but that figure reflects the Hylar's environmental/life-support equipment and impact padding for the crew, not engines or armaments. Over the years, the Jol-Nar have implemented various technologies to protect fighter and bomber pilots with mixed success. These include an inertia damper force field, a cockpit filled with aerated impact superfluid and cybernetic implants to "harden" the Hylar pilots themselves. Each technology either inconveniently increases the mass of the bomber, sacrifices armor or armaments

to the point of uselessness, or trades the health and well-being of the pilot too much for the public to stomach.

The Maxim has the telltale Jol-Nar organic, bulbous look, with a small, cramped saltwater tank central module and a pair of stubby wings that resemble fish fins. It is armed with a quartet of advanced seeker torpedoes for hunting enemy starships. However, it has almost no other weapons and typically skulks around the edges of a battle before firing its torpedoes and fleeing as soon as possible.

| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
|--------------|-------|--------------|---------|-------|
| 4            | 3     | -3           | 2       | 2     |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 16           |       | 12           |         |       |

**WEAPONS**

1 defensive beam turret (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Medium]; Accurate 1).

all seeker torpedoes (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Strategic]; Breach 2, Guided 4, Limited Ammo 4, Superior; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 navigator/weapons specialist, 1 gunner.

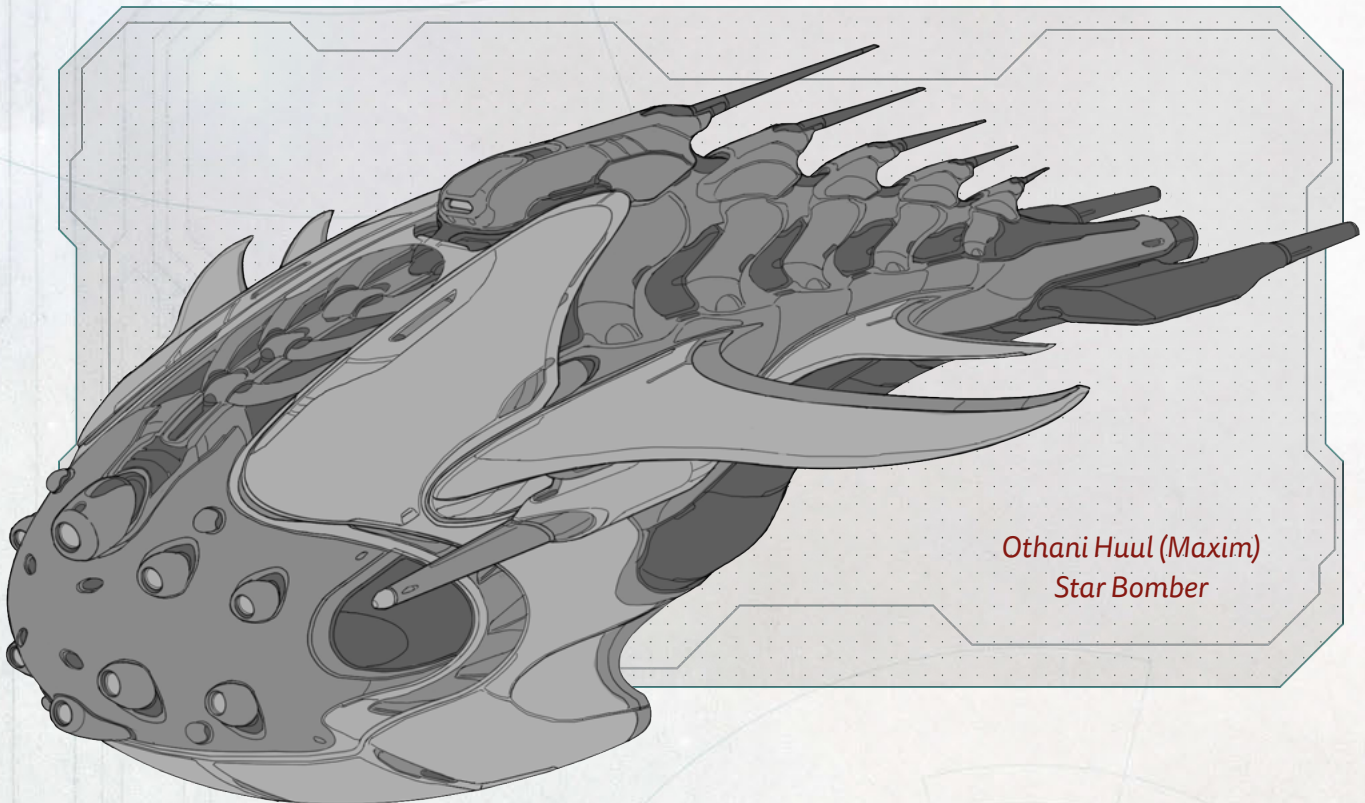
**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 6 days.

**ENCUMBRANCE CAPACITY:** 20.

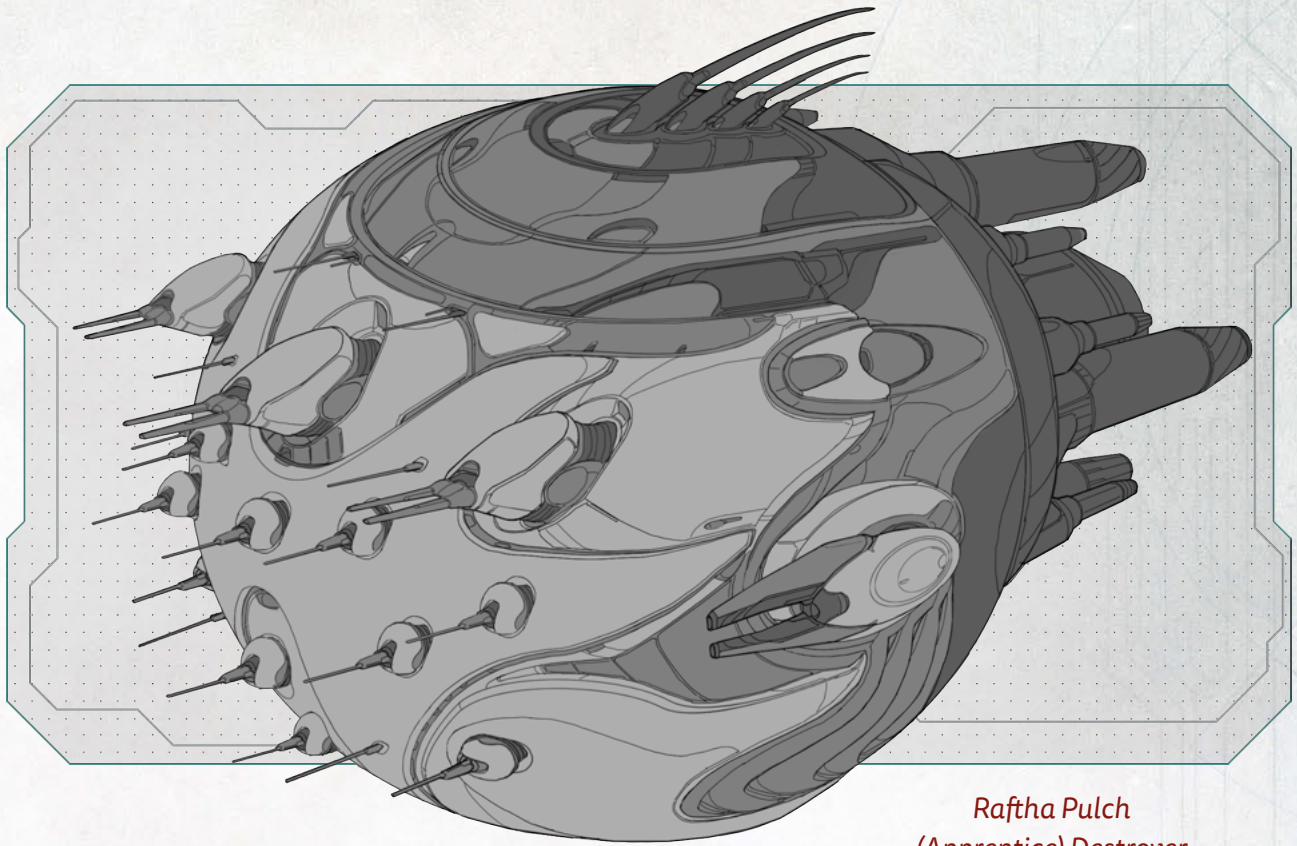
**FTL RANGE/SPEED:** Short/slow.

**PRICE/RARITY:** 44,500 aurei/6(R).



Othani Huul (Maxim)  
Star Bomber





*Raftha Pulch  
(Apprentice) Destroyer*

## Raftha Pulch (Apprentice) Destroyer

The Apprentice usually serves as an escort ship attached to a cruiser, dreadnought, or carrier. Unlike the heavier weight classes, Jol-Nar destroyers do not have a science or infiltration lab, and thus has no incentive to travel alone on deep space missions. They also don't sport the experimental and/or over-engineered add-ons that the heavier ships do. This makes them

far more reliable combat vessels. For that reason, the military leans on their rapidly aging destroyer wings for basic tasks more than they should. Many a Jol-Nar graduate has had a career dead-end on one of these workhorses that provide little to no place to experiment or perfect a thesis.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>5</b>   | <b>4</b> | <b>-1</b>    | <b>2</b>     | <b>3</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>35</b>    | <b>20</b>    |          |

**WEAPONS**

- 3 heavy beam cannons (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2, Inaccurate 1).
- 1 port and 1 starboard heavy accelerator flak cannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3, Vicious 2; when the Blast item quality is triggered, all ships within short range of the target suffer one hit).
- 8 point-defense autocannons (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire; these weapons are scattered across the hull of the destroyer, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 20 crew.

**PASSENGER CAPACITY:** 15.

**CONSUMABLES:** 4 months.

**ENCUMBRANCE CAPACITY:** 100, plus 1 shuttle.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 340,000 aurei/7(R).



## Tiirah Cabba (Sequester) Bulk Transport/Carrier

The Jol-Nar Fleet currently leans heavily on the upper range of starships, including carriers. Like most Jol-Nar capital ships, *Sequester*-class carriers also serve as mobile research labs, but they are much more than that. They typically have a high-energy laboratory, a sensor suite, biological and digital storage, quarantine facilities, stasis pods, and Hylar training facilities. Carriers often maintain several DRI groups for either large extraction operations or to seed single teams on multiple worlds within a jump or two.

While Sequesters have research capabilities, they often do not sport experimental weapons, as their missions don't involve direct engagements. Their crews tend to have an equal number of Wun-Escha graduates (with that university's emphasis on theory) and Nuun-Dascha graduates (with their emphasis on practice) working in their labs. Thanks to their fully stocked research labs, these carriers engage in a lot of "rogue science" to solve problems. Carrier crews often receive commendations and awards when they return home for "science above and beyond the call of duty"—or they never come home at all.

### Advanced Sensor Suite

While using the sensors, your character adds   to any Computers or Perception checks they make.

### DRI Analysis Center

While using the ship's analysis center, your character may spend a Story Point to add   to an ally's successful skill check.

### Laboratory

While in the laboratory, your character adds   to any Astrocartography, Computers, Knowledge, Mechanics, and Medicine skill checks they make. Any  can be cumulatively spent to reduce time requirements by 25%, up to 75%.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### For Science!

This adventure seed can work for any Keleres cohort.

The Universities of Jol-Nar has just approached the Keleres with an unusual request. One of their bulk carriers, *JNS Kamtkora*, was conducting experiments on the edges of Jol-Nar space when it stopped sending back status reports. Now the ship seems to be fleeing as quickly as possible toward the edges of galaxy and won't respond to hails. Worse, its engines appear extremely enhanced, and it is outrunning anything the Universities send after it.

To catch *Kamtkora*, the Universities want to put the PCs on a modified *Questor*-class cruiser and fire it out of their newest invention, a spatial transit cylinder. Provided the PCs survive the transit and deceleration (see page 110), they must persuade *Kamtkora* to stop. Unfortunately, its captain is convinced that the black hole in the center of the galaxy is about to explode (based on his own "impeccable" mathematics) and the fleeing vessel is the only hope of preserving life. How the PCs make the captain listen to reason (and what horrors they might encounter beyond the galactic rim) should make an exciting adventure.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 7            | 2     | -4           | 2       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 58           |       | 25           |         |       |

**WEAPONS**

8 antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 Proctors and crew.

**PASSENGER CAPACITY:** 300 passengers and 10 light mechs (increase to 1,200 soldiers, 10 heavy mechs and 20 light mechs if the fighters and bombers are removed).

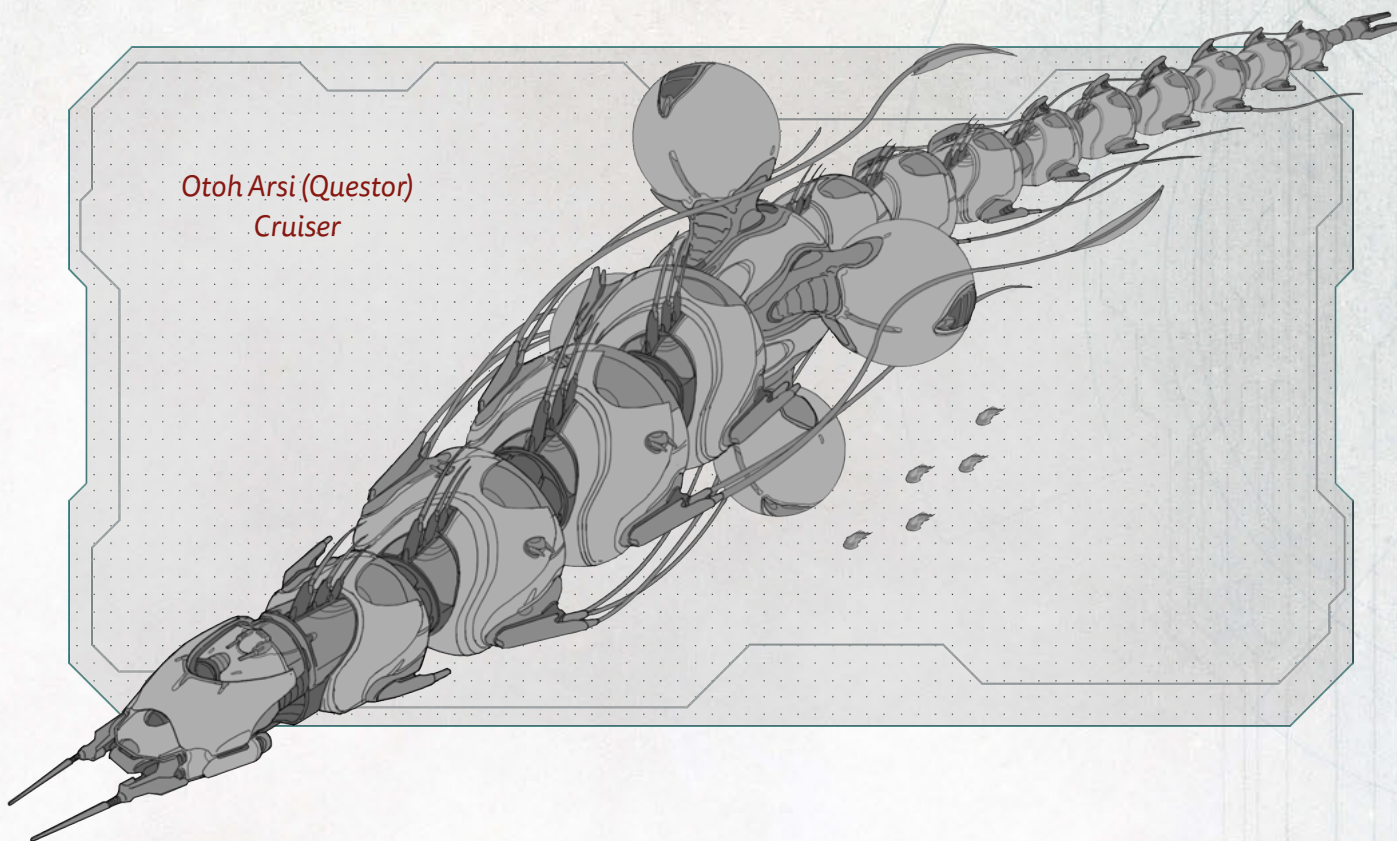
**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 400, plus 36 fighters, 24 bombers, 8 dropships, 4 shuttles.

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 3,000,000 aurei/7(R).





Otoh Arsi (Questor)  
Cruiser

## Otoh Arsi (Questor) Cruiser

The Jol-Nar taxonomy for the classification of capital ships requires that they have a full scientific laboratory and perform the two-pronged mission of deep space military spacecraft. That is, the protection of Jol-Nar space and the acquisition of new science and technologies. By this rubric, the Questor, though technically a cruiser, qualifies as a capital ship. This grants them free reign to patrol alone. *Questor*-class cruisers frequently sport experimental technology in the fields of weaponry, propulsion, power generation, sensors, and even crew methodologies. They also have an attached DRI group, as well as a quarantine suite to isolate and analyze materials and individuals exposed to Hylar-unfriendly environments.

The *Questor*-class serves as an example of Jol-Nar cruiser capability, and its design has the usual fins, spines, and bulbous center. However, the multitude of Jol-Nar cruiser classes (Questor, Seeker, Aspirant, etc.) reflects ever-changing standards and endless technical nudges. The silhouette and behavior of any individual Jol-Nar cruiser differs so much from others that many inhabitants of the galaxy immediately assume any strange ship is Jol-Nar.

### Laboratory

While in the laboratory, your character gains ■■ on any Astrocartography, Computers, Knowledge, Mechanics, and Medicine skill checks they make. Any ▲ can be cumulatively spent to reduce time requirements by 25%, up to 75%.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Variant Technologies

Jol-Nar ships vary so wildly, it's impossible to document all the variants. Instead, you can apply one of these variant technologies to any of the Jol-Nar ship profiles presented here to represent a vessel that has been modified beyond the norm. Choose a result or roll randomly on **Table 9-1**.



**TABLE 9-1: VARIANT TECHNOLOGIES**

| Randomize Roll | Experimental Tech                                | Effect                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|----------------|--------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1              | Adaptive Morphology                              | Increase armor by 1 and defense by 1. If the ship suffers a Critical Hit, automatically apply the <b>Hull Damaged</b> result (see page 230 GENESYS Core Rulebook) unless it is already suffering that result.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 2              | Agile Crew Methodology                           | Characters add   to Leadership checks they make to command or motivate crew members and cohorts assigned to this ship. If the check generates  , the crew members or cohorts add  to all Cool or Discipline checks they make for the rest of the session.                                                                                                                                                                                                                                                                |
| 3              | Antagonistic Sensors                             | Characters may spend  from checks to use the ship's sensors to inflict 1 system strain on any ship targeted by these sensors. The GM may spend  from these checks to inflict 2 system strain on this ship instead.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 4              | Antimatter Burn                                  | As a maneuver, the pilot may cause the ship to suffer 5 system strain to increase the ship's current and maximum speed by 1 and the damage of all shipboard energy weapons by 1. This lasts until the start of the pilot's next turn.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 5              | Experimental Nanite Eater-Swarm Warheads         | (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Burn 5, Limited Ammo 10; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; damage from subsequent hits inflicted by Burn are not reduced by armor), increase ship price by 40,000 aurei.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 6              | Extremely Experimental Quantum Singularity Bombs | (Fire Arc Forward; Gunnery; Damage 14; Critical 3; Range [Medium]; Linked 3, Limited Ammo 6; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; after every successful hit, roll 1d5 and on a result of 1, the hit affects one randomly chosen ship within medium range instead—including the firing ship), increase ship price by 20,000 aurei.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 7              | Alpha-Test Electroweak-Negation Warheads         | (Fire Arc Forward; Gunnery; Damage 1, Critical 2; Range [Medium]; Limited Ammo 6; on a successful hit, may spend    or  to reduce target's armor by 1 until repaired by a <b>Hard</b>    <b>Mechanics check</b> ), increase ship price by 15,000 aurei. |
| 8              | Exotic-Particle Weapon Beta-Test                 | Choose a single beam weapon on the ship. The weapon gains the qualities Inaccurate 1 and Vicious 3, and its range changes to short range.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 9              | Non-Standard Weaponry Amplitude-Boost            | Choose a single beam weapon on the ship. Increase the weapon's damage by 3, but each time it is fired, the ship suffers 2 system strain.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 10             | Prototype Pinpoint Focus Weapon                  | Choose a single beam weapon on the ship. The weapon's range increases by one band (to a maximum of extreme range), and it gains the qualities Accurate 1 and Slow-Firing 1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>6</b>   | <b>4</b> | <b>-3</b>    | <b>2</b>     | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>50</b>    | <b>35</b>    |          |

**WEAPONS**

Spinal capital-grade assault beam (Fire Arc Forward; Gunnery; Damage 11; Critical 4; Range [Extreme]; Accurate 1, Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

2 port and 2 starboard capital-grade beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 60 Proctors and crew.

**PASSENGER CAPACITY:** DRI group of 20, plus 50 others.

**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 150, plus 3 shuttles or dropships.

**FTL RANGE/SPEED:** Long/fast.

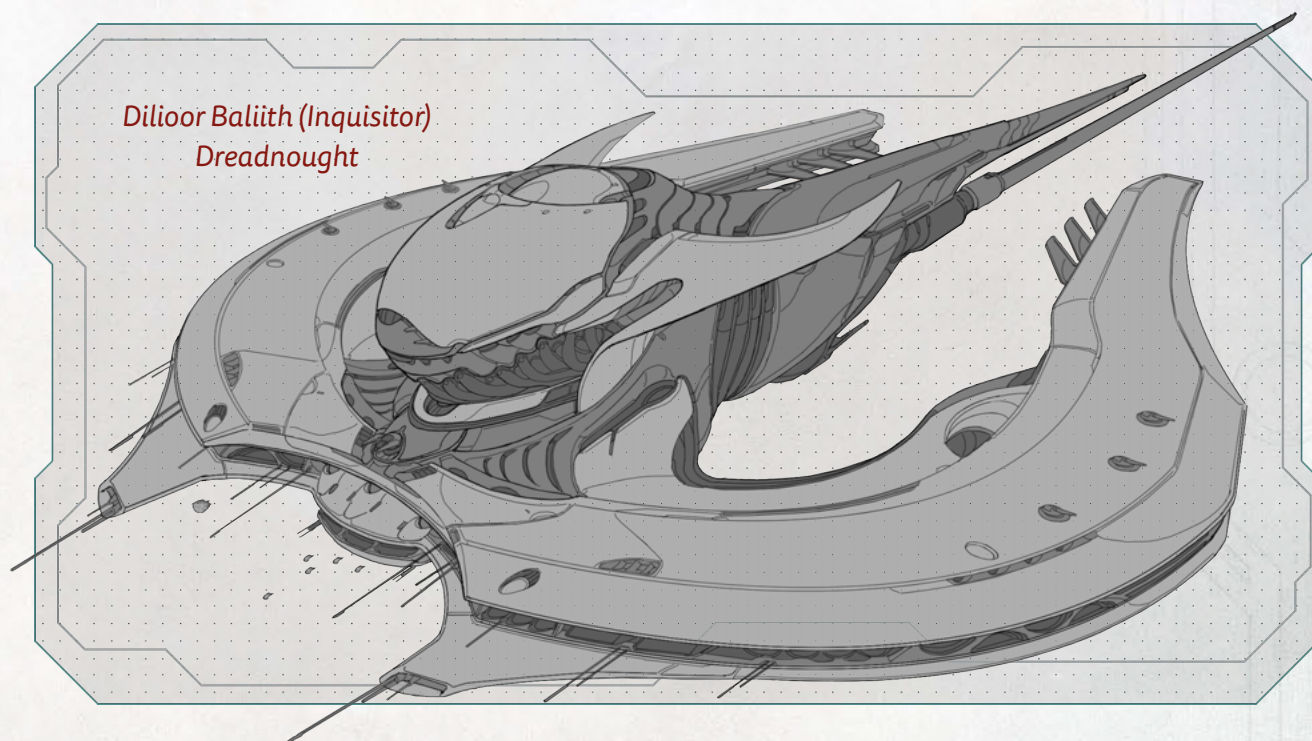
**PRICE/RARITY:** 3,650,000 aurei/7(R).

## Diloor Baliith (Inquisitor) Dreadnought

Jol-Nar dreadnoughts serve as giant mobile universities that happen to have orbital bombardment capabilities. They have full research laboratory support (complete with exotic particle accelerators and quarantine units), as well as diplomatic suites for vector groups specializing in more “targeted” investigation (what many consider a “spy wing”). Dreadnoughts always sport one or more experimental modifications to field-test new technologies and applied sciences. This makes the Jol-Nar’s the most

unpredictable of all the Great Civilizations’ dreadnoughts—but also the most unreliable.

Inquisitors have expansive subatomic boson computing networks not only to process data but also to run both scientific and tactical simulations. The onboard DRI analysis center is devoted to eliminating errors and variables to get near 100% confidence intervals. These ships tend to be data hungry as a result.





The Jol-Nar use dreadnoughts mostly as a show of strength in “vulnerable” systems, sometimes even sending them out of sector for diplomatic missions. The ship itself often acts as a remote institution of higher learning, serving as a hub where other capital ships can report back, submit papers, and receive resources and approval for experiments. Some Hylar prefer to pursue their education aboard these vessels, especially if their research tends to focus more on the “applied” portion of physics or thermodynamics.

### DRI Analysis Center

While using the ship’s analysis center, your character may spend a Story Point to add ▲ ▲ to an ally’s successful skill check.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>8</b>   | <b>2</b> | <b>-4</b>    | <b>3</b>     | <b>6</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>65</b>    | <b>40</b>    |          |

**WEAPONS**

- 1 forward, 1 port, 1 starboard, and 1 aft dual capital-grade beam turret (Fire Arc Forward, Port, and Starboard, or Fire Arc Forward and Port, or Fire Arc Forward and Starboard, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 1, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).
- 2 aii seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Superior; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).
- 1 dorsal experimental aii torpedo tube (Fire Arc Forward; Gunnery; Damage 8; Critical 4; Range [Strategic]; Breach 2, Guided 3, Slow-Firing 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).
- 1 dorsal capital-grade bombardment array (Fire Arc Forward; Gunnery; Damage 12; Critical 4; Range [Extreme]; Blast 8, Linked 5, Slow-Firing 2; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 Proctors and crew.

**PASSENGER CAPACITY:** 200 passengers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 150, plus 12 fighters, 3 shuttles, 2 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 7,500,000 aurei/9(R).

### Laboratory

While in the laboratory, your character adds ■■ to any Astrocartography, Computers, Knowledge, Mechanics, and Medicine skill checks they make. Any ▲ can be cumulatively spent to reduce time requirements by 25%, up to 75%.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## JNS Hylarim

JNS *Hylarim* exemplifies the latest Jol-Nar design aesthetic. Ancient ships had a practical design, but the past centuries have seen a push toward the current organic look. *Hylarim* has sleek, rounded angles; attenuated spines; and a central bulbous hull that recall the aquatic life on both planets. The flagship of the Jol-Nar Fleet does sport heavy weaponry but not to the extent of planetary bombardment capability. It allocates significant space and mass for its laboratory facilities, diplomatic wings, and saltwater environment quarters.

As the flagship of the Jol-Nar, *Hylarim* has to be in the forefront of technological and scientific innovation. While *Hylarim*

has deployed on key missions, it more often performs diplomatic courtesy calls and academic recruiting drives. On each trip out, it sports a different experimental tech as a matter of pride but also for public relations. *Hylarim*’s current testing suite consists of quantum collapse disruptor cannons, which have proved promising if unreliable—for now.

When not on a diplomatic or combat mission, *Hylarim* acts like an *Inquisitor*-class dreadnought, serving as a mobile university and research hub. Many non-Hylar who manage admission into the Jol-Nar educational system start their first year aboard *Hylarim*, due to its proximity but also for prestige.



## DRI Analysis Center

While using the ship's analysis center, your character may spend a Story Point to add **A** to an ally's successful skill check.

## Laboratory

While in the laboratory, your character adds **1** to any Astrocartography, Computers, Knowledge, Mechanics, and Medicine skill checks they make. Any **A** can be cumulatively spent to reduce time requirements by 25%, up to 75%.

## Jury-rigged Graduate Thesis

Your character may spend a maneuver and have this ship suffer 10 system strain to choose one option from **Table 9-1: Variant Technologies**. This option is added to this ship until the end of the current encounter.

## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>8</b>   | <b>3</b> | <b>-3</b>           | <b>3</b>            | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>85</b>           | <b>55</b>           |          |

**WEAPONS**

3 forward capital-grade experimental disruptor cannons (Fire Arc Forward; Gunnery; Damage 13; Critical 1; Range [Long]; Breach 4, Superior, Vicious 5; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; if the check results in a **✖**, the weapon becomes damaged three steps and will not function until repaired).

1 port and 1 starboard triple capital-grade beam turret (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 2, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

2 aii seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Superior; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 Proctors and crew in a saltwater environment.

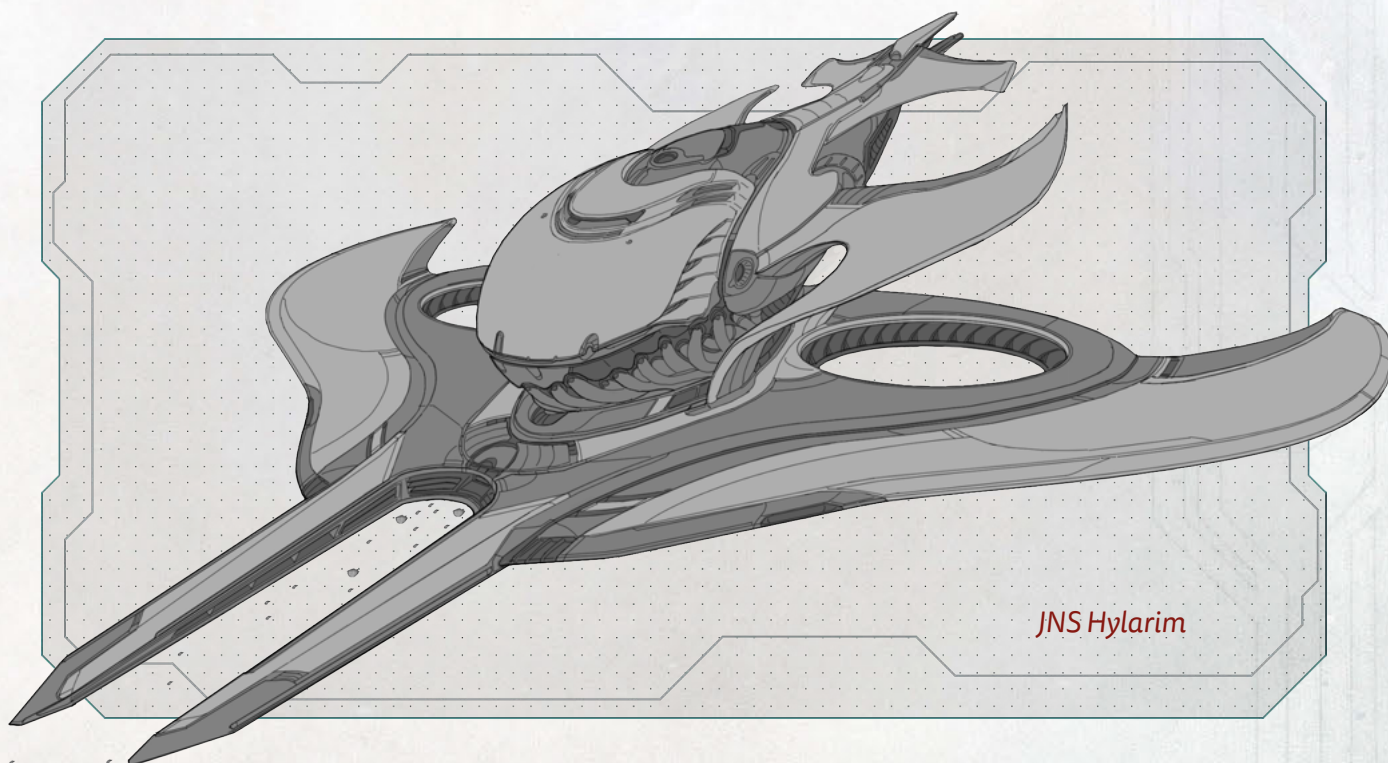
**PASSENGER CAPACITY:** 1,200 academics and students in mixed air-breathing and saltwater environments.

**CONSUMABLES:** 12 months.

**ENCUMBRANCE CAPACITY:** 1,000, plus 12 Axiom-class fighters, 4 shuttles, and quarantine/stasis suite.

**FTL RANGE/SPEED:** Long/average.

**PRICE/RARITY:** 70,000,000 aurei/9(R).







## [Chapter 10]

# Embers of Muaat

**T**he Gashlai's first contact with other sentients was when the Universities of Jol-Nar invaded and conquered their home-world just before the Twilight Wars. Muaat remained occupied for centuries, and in the three thousand years that followed, the Gashlai armed themselves, advanced their technology, and built up their military. They vowed that never again would their people be oppressed by others and the oppressors would feel their vengeance.

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### Embers of Muaat Military

This section discusses the Embers of Muaat military, which is composed of the Muaat Defense Fleet and, at any given time, dozens of task forces called *solars*. The defense fleet and each solar is commanded by a Fire Warden chosen by the Gashlai people. As in civil and political matters, each military Fire Warden is tasked with completing a specific mission and is granted broad latitude to do so. Once a mission is completed, the Fire Warden steps down from command, at least until being appointed again.



Above the small units of *flares* and their stewards (the equivalent of noncommissioned officers in other militaries), the Embers of Muaat military does not have a conventional chain of command. Though some individuals are continuously reappointed to serve as Fire Wardens in charge of military operations, many others serve as Fire Wardens for only a short time. Because the Gashlai people, not the military itself, appoint all Fire Wardens, it is not unheard of for a Gashlai with little military experience to be thrust into leadership of a solar. In recent years, a growing anti-militarist movement among the Gashlai has even succeeded at appointing Fire Wardens from outside the military to important commands.

What the Gashlai lack in formal military organization and training, they make up for in resilience and tenacity. Thanks to their unique physiology and the extreme environment of their homeworld, they have mastered manufacturing with some of the most resilient, exotic, and volatile matter known to the Great Civilizations. Their warships get their gold-bronze color from an advanced tungsten-chromium-copper alloy called *volranium* that is capable of withstanding the most extreme interstellar hazards—and many of their neighbors' most formidable weapons. And of course, the Gashlai themselves are incredibly hardy individuals.

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## Muaat Defense Fleet

The defense fleet constitutes the standing military of the Embers of Muaat. It maintains a constant state of readiness in order to respond to threats to any world under Gashlai purview. This force is spread throughout Gashlai space and is commanded by the Embers' supreme commander, Fire Warden Magmus, from their flagship, *Inferno*. Fire Warden Magmus answers only to High Fire Warden Sushon Azh. The fleet's starships guard and patrol the space near Muaat and occasionally serve in other roles supporting civilian operations.

The bulk of the ground forces are included in the defense fleet, with most acting as planetary garrisons or heavy police forces. Gashlai infantry use militarized versions of their ubiquitous Ember suits. Most infantry units are supplemented by at least a few armored vehicles and Ember Colossi, the Gashlai's towering mechs.

Contrary to its name, the defense fleet does not restrict itself to Gashlai space. Defense fleet actions include both retaliatory strikes and, at times, preemptive operations against those the Embers of Muaat consider a clear and present danger. The defense fleet's mission to "protect the people and worlds of the Gashlai" has often been defined extremely broadly by those Fire Wardens charged with it. Gashlai who oppose the ongoing militarization of the Embers of Muaat consider this tantamount to allowing the military to operate with impunity, especially considering no Fire Warden given command of the defense fleet has ever considered their mission truly accomplished.

## Solars

Since solars are assembled for specific missions, some consist of little more than a handful of picket ships, while others are massive forces capable of besieging a well-fortified world. Once a solar's mission is complete, its ships and personnel are reabsorbed into the defense fleet or disbanded altogether until the next time they are called to action.

### Fire Warden Volatos

Volatos is one of Magmus's long-standing allies and a bellicose warmonger. Originally elected to seek "satisfactory reparations" from the Universities of Jol-Nar, Volatos has spent the past three years raiding Jol-Nar outposts, isolated colonies, and supply convoys. After all, at what point can reparations for a species-wide enslavement over generations really be considered satisfactory? Some Gashlai worry these skirmishes will soon tip over into outright war. But so far, Volatos has successfully retained control of their solar.

### Fire Warden Embren

Embren is one of the new crop of Fire Wardens chosen in opposition to the militant old guard. Currently on their second tour as Fire Warden, they have been elected to oversee the colonization of Cinder. This volcanic world is one of the few that Gashlai can live on without Ember suits, but its position near the pirate-haunted Sophani Nebula means the colonists need substantial military protection. Embren has sworn to step down as soon as Cinder's planetary defense systems are in place. However, given their popularity, this likely won't be their last tour as Fire Warden.

### Fire Warden Brombros

This ancient Fire Warden has served longer than Magmus or Azh, but they are too stubborn to let their guttering fire dim. For several decades, Brombros has commanded a solar based aboard *Forge of Purpose*, one of the Gashlai's prized war suns.

Brombros's solar is charged with using their war sun's huge manufacturing systems to support other solars, rather than accomplishing a particular mission or campaign of their own. Such resupply and repair is an unending task. While some Fire Wardens might view indefinite command as a chance to expand their remit or grow their base of support, Brombros remains narrowly focused on their task at hand. This keeps *Forge of Purpose* out of the grasp of a more reckless Fire Warden who might use it offensively, and many Gashlai wonder who will replace Brombros when their flame finally dies.



## Forged Among the Stars

The strength of the Embers of Muaat lies not only in their formidable military industry but also in their command of exotic stellar energies. The Gashlai thrive in searing high temperature conditions. Their ships, in fact, contain roaring infernos beneath their hulls that serve as both power plant and environmental system—and as a highly effective deterrent against boarders. Because of this, their ships are one of the rare places Gashlai can survive without Ember suits.

The single most significant innovation to the Embers of Muaat military is the magmus reactor. More than just a highly efficient power source, the magmus reactor can also siphon stellar output into a ship's power network. Then, using a process similar to the Gashlai's own cocooning, it converts that energized plasma into matter.

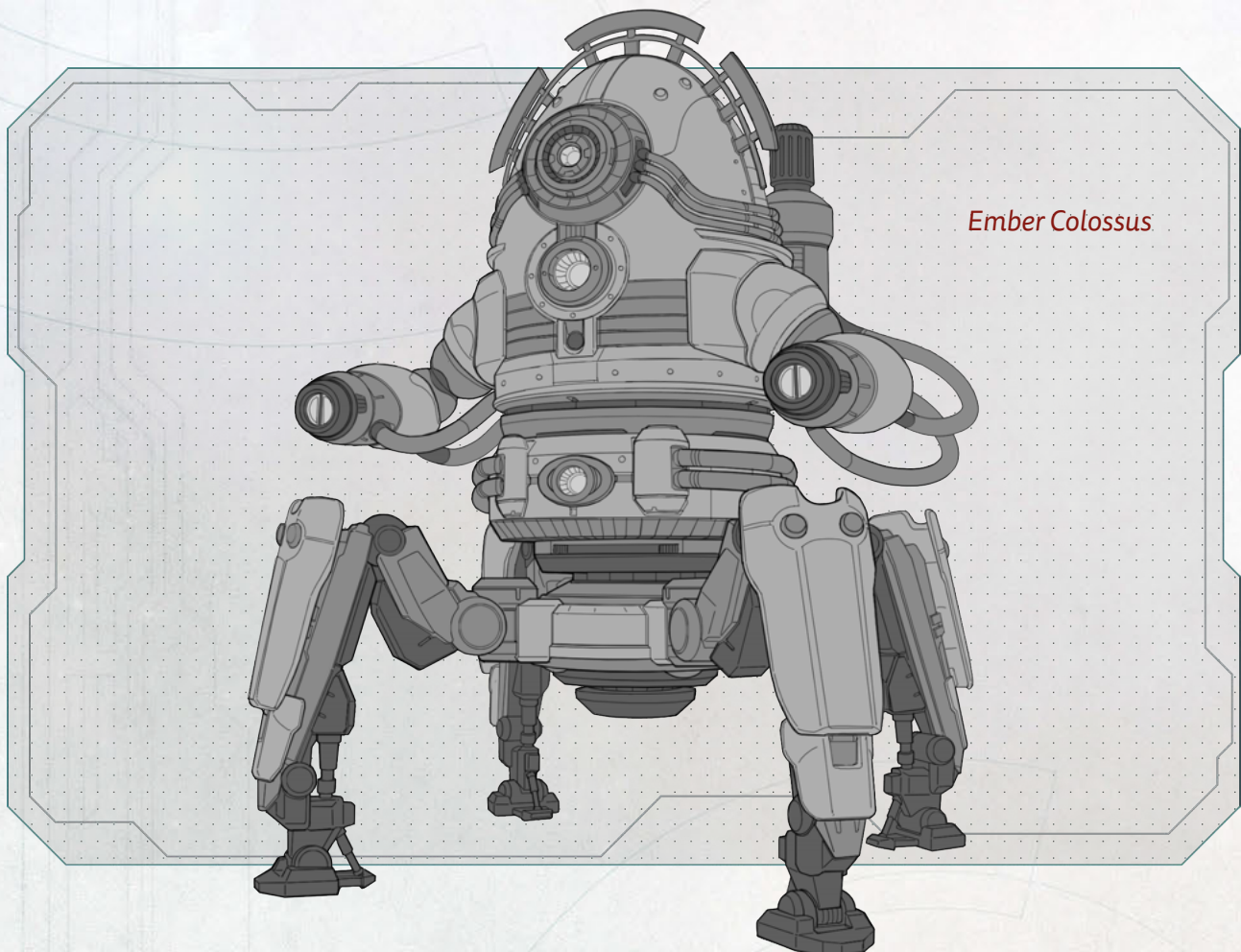
In times of war, the magmus reactor is mainly used to create materials for repairing and maintaining a ship and replenishing its ammunition. Within the endless manufactories of a war sun, crews construct entire warships ready for battle. What's more,

the Gashlai discovered that they can protect a ship's hull from intense heat, radiation, and magnetic forces by diverting those energies into its magmus reactor. Muaat vessels equipped with a reactor can spend extended periods of time within the radius of a supernova or similar stellar hazard—a fact employed to great effect by their tacticians.

The magmus reactor has also helped the Gashlai develop one of their primary anti-ship weapons: the incendos cannon. Sometimes referred to as a “fire gun” by non-Gashlai, it is an advanced plasma weapon that draws from a magmus reactor and projects its output in a magnetically focused beam. More than merely destructive, the discharge of an incendos cannon can ionize a targeted ship's internal atmosphere into superheated plasma that burns for minutes, even in the vacuum of space.

## Ship and Vehicle Profiles

These are some of the primary warships and mechs used by the Embers of Muaat, although as with any major galactic power, they have hundreds of ship and vehicle designs in use.





## Ember Colossus

The Ember Colossus is essentially a scaled-up version of the Gashlai's Ember suit, augmented with a variety of heavy weapon systems. Standing nearly ten meters tall, each Colossus boasts a magma rocket battery for softening heavily armored targets and a pair of scinta cannons that fire white-hot shrapnel bombs for antipersonnel work.

Each Colossus is operated by a pair of well-trained *novash* (pilots), and has four external mounts for interfacing with standard Ember suits, allowing the Colossus to carry additional soldiers into battle. The mounts give those soldiers some protection from enemy small arms while allowing them to return fire with their own weapons, granting the Colossus improved antipersonnel capabilities in the process.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 3            | 2     | -1           | 1       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 21           |       | 14           |         |       |

**WEAPONS**

2 arm-mounted heavy scinta cannons (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Medium]; Blast 3, Burn 1).

Shoulder-mounted magma rocket battery (Fire Arc All; Gunnery; Damage 6; Critical 2; Range [Extreme]; Blast 3, Linked 2, Slow-Firing 1).

Mecha-slam (Fire Arc All; Brawl; Damage 2; Critical 4; Range [Engaged]; Knockdown).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot, 1 gunner.

**PASSENGER CAPACITY:** 4 on external mounts; passengers gain vehicle's defense.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 18.

**PRICE/RARITY:** 51,500 aurei/7(R).

## Cendos Bomber

After multiple engagements indicated a need in the Muaat navy for a small-scale warhead delivery system, the Gashlai chose Fire Warden Aloash to devise a solution. The result was the Cendos heavy bomber, a Spareshe fuselage integrated with a new module consisting of a defensive autocannon turret, a pair of interchangeable weapon pods for ordnance, and a heavy engine assembly.

The Cendos' ordnance is formidable. It can mount a pod that holds the same rockets as the Ember Colossus, a powerful torpedo, or—for particularly devastating close-in strikes—a pod containing a nova bomb designed specifically for the Cendos.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 4            | 3     | -2           | 2       | 2     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 24           |       | 16           |         |       |

**WEAPONS**

1 heavy scinta cannon (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Medium]; Blast 3, Burn 1).

1 dual autocannon turret (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

2 variable weapon pods: magma rocket pod (Fire Arc Forward; Gunnery; Damage 6; Critical 2; Range [Long]; Blast 3), seeker torpedo pod (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Strategic]; Breach 2, Guided 2, Limited Ammo 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within short range), or nova bomb pod (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Medium]; Blast 5, Breach 2, Limited Ammo 1; when attacking a target of silhouette 5 or smaller, increase difficulty by 1).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 electronics/weapons officer, 1 gunner.

**PASSENGER CAPACITY:** None.

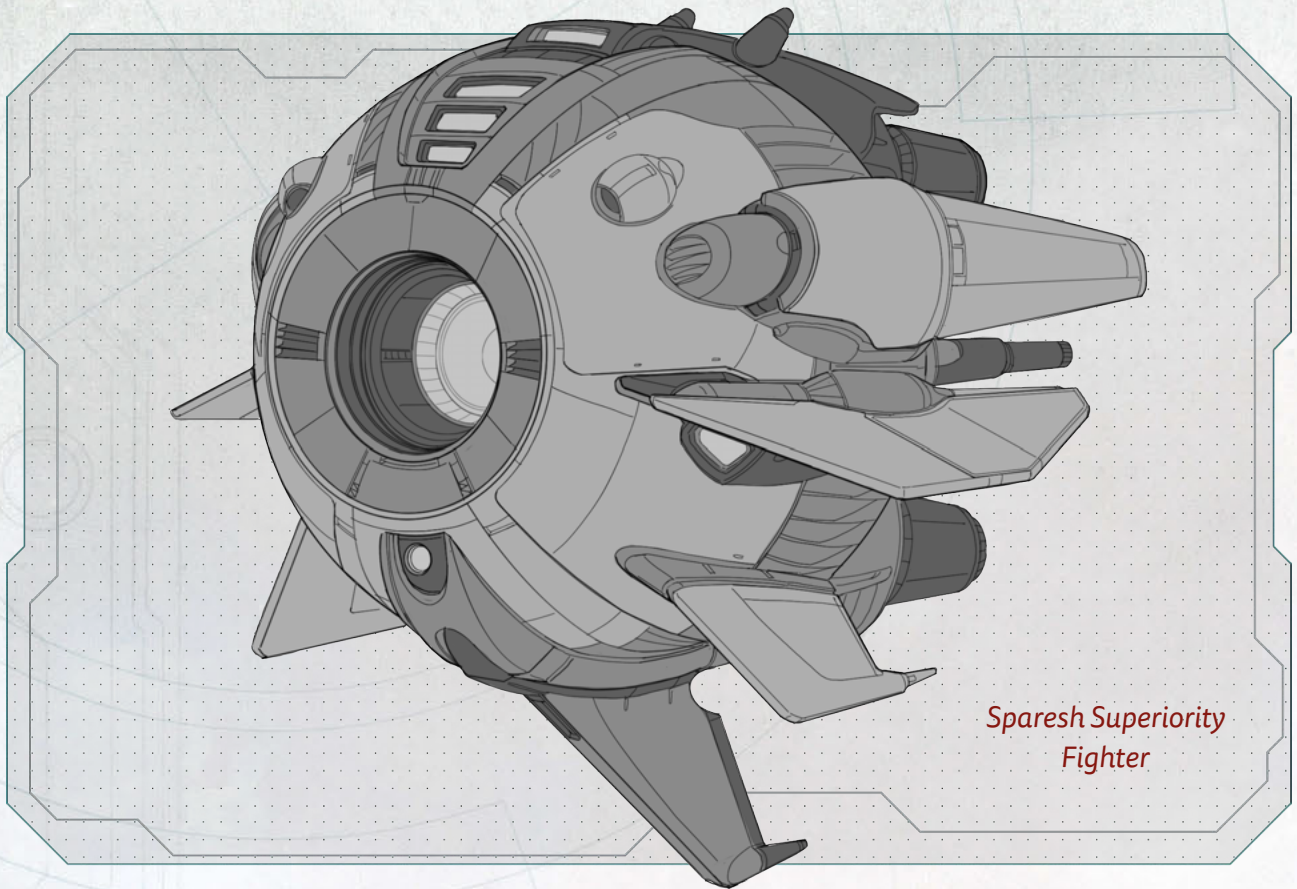
**CONSUMABLES:** 6 days.

**ENCUMBRANCE CAPACITY:** 12.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 40,000 aurei/5(R).





*Sparesh Superiority  
Fighter*

## Sparesh Superiority Fighter

The Embers of Muaat military doctrine places a greater emphasis on a wide range of midsize capital ships than on robust starfighter forces. Nevertheless, they employ a sizeable force of a heavily armored, multirole craft called Sparesh. Spherical except for the protruding engine assembly, the Sparesh is built to be a

jack-of-all-trades but a master of none. The Sparesh is less nimble but more resilient than most multirole fighters employed by the fleets of other civilizations. It makes up for subpar maneuvering capabilities with weapon placements around its spherical hull that give the Sparesh relatively few blind spots.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>3</b>   | <b>4</b> | <b>-1</b>    | <b>2</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>16</b>    | <b>12</b>    |          |

**WEAPONS**

Heavy scinta cannon (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Medium]; Blast 3, Burn 1).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Limited Ammo 2; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot and 1 electronics/weapons officer.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 8.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 30,000 aurei/6(R).



## Firos-class Corvette

The *Firos*-class corvette is the primary small support and patrol craft of the Muaat Defense Fleet. Their main role is watching for enemy incursions or raids by pirate bands. Unexpected visitors in Muaat space are quickly met by a corvette on patrol. Freighter convoys moving between worlds in Gashlai space, or to their friendlier interstellar neighbors, are also usually escorted by at least one *Firos*.

*Firos*-class corvettes see more limited use in solars operating outside of Muaat space. When a Fire Warden does employ corvettes in their solars, they are usually as support craft for larger capital ships. Most often, this is to provide additional combat support against small enemy craft. Occasionally, these corvettes are also used as advanced scouts in uncharted territory.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 5            | 4     | +1           | 2       | 2     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 40           |       | 20           |         |       |

**WEAPONS**

- 1 dorsal incendos cannon (Fire Arc Forward, Port, and Starboard; Gunnery; Damage 7; Critical 3; Range [Medium]; Burn 2).
- Paired anti-ship missile tubes (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target of silhouette 3 or smaller, increase difficulty by 1).
- 1 port and 1 starboard autocannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.  
**COMPLEMENT:** 6.  
**PASSENGER CAPACITY:** 10.  
**CONSUMABLES:** 6 weeks.  
**ENCUMBRANCE CAPACITY:** 100.  
**FTL RANGE/SPEED:** Short/fast.  
**PRICE/RARITY:** 140,000 aurei/6(R).

## Ammash-class Destroyer

The *Ammash*-class destroyer is the primary workhorse of the Muaat fleet. These destroyers operate in squadrons to initiate quick and overwhelming strikes on small targets, or in larger groups to launch coordinated wave attacks on more implacable foes. They are highly standardized so that they can easily be built by Muaat war suns. With their powerful incendos cannons, they can inflict serious damage, rupturing hulls and igniting infernos

that can last for several minutes. While the enemy crew focus on dousing the flames before they completely consume their own vessel, the Muaat destroyers retreat to rejoin their battle lines.

### Magnus Reactor

When this vehicle is traveling through a supernova or similar hazard, it treats that hazard's intensity rating as 2 lower.

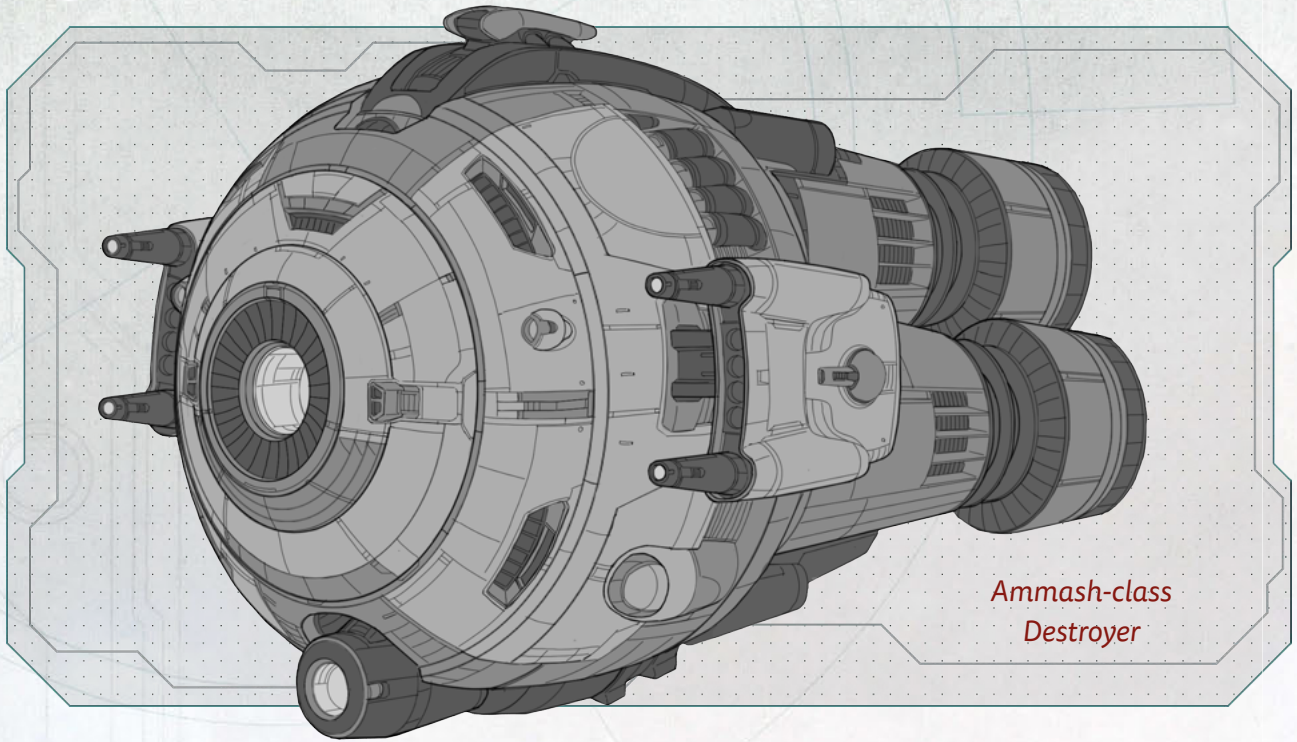
|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 5            | 4     | +0           | 2       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 45           |       | 30           |         |       |

**WEAPONS**

- 1 forward and 1 aft incendos cannon turret (Fire Arc All; Gunnery; Damage 7; Critical 3; Range [Medium]; Burn 2).
- 1 port and 1 starboard superheavy scinta cannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 5; Critical 3; Range [Medium]; Blast 5, Burn 1).
- 2 port and 2 starboard short-barreled autocannons (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire, Inaccurate 1).
- 1 spinal nova torpedo tube (Fire Arc Forward; Gunnery; Damage 10; Critical 3; Range [Strategic]; Burn 4, Guided 2, Slow-Firing 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

**CONTROL SKILL:** Operating.  
**COMPLEMENT:** 20 officers and crew.  
**PASSENGER CAPACITY:** 15.  
**CONSUMABLES:** 4 months.  
**ENCUMBRANCE CAPACITY:** 125.  
**FTL RANGE/SPEED:** Medium/fast.  
**PRICE/RARITY:** 385,000 aurei/7(R).





Ammash-class  
Destroyer

## Falo-class Carrier

Carriers fill an awkward role in the Muaat navy. Detractors see little point in maintaining a large number of ships specifically for transporting military forces to other combat theaters. Development of such a vessel remained a point of contention between militarists and anti-militarists until Fire Warden Shesh Olt requisitioned several heavy freighters for their solar during the Plateau's Rift campaign. Olt's engineers converted the cargo modules into high-capacity fighter and infantry bays. These vessels proved invaluable in the completion of the solar's mission, and swayed enough Gashlai to approve development of a dedicated carrier craft.

The *Falo*-class carrier is a heavily armored, modular design based on similar civilian freight haulers. It consists of a long central axis with eight docking mounts for carrier modules, two each of dorsal, ventral, starboard, and aft. These detachable modules

can serve as infantry barracks, fighter bays, or even mech hangars. This modular design is a compromise to anti-militarist Gashlai, as the *Falo*-class carrier can, in theory, serve civilian purposes with the correct cargo modules. In practice, however, these carriers have consistently remained in military roles.

### Combat Operations Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Magnus Reactor

When this vehicle is traveling through a supernova or similar hazard, it treats that hazard's intensity rating as 2 lower.

|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>6</b>   | <b>2</b> | <b>-4</b>           | <b>3</b>            | <b>4</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>74</b>           | <b>38</b>           |          |

**WEAPONS**

2 dual autocannon turrets (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

8 module-mounted dual autocannon turrets (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire; these weapons are scattered across the hull of the carrier modules, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 275 officers and crew.

**PASSENGER CAPACITY:** 150 soldiers per infantry module, or 50 soldiers and 8 mechs per mech module.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 200 per cargo module or 18 Spash fighters or 12 Cendos bombers per hangar module.

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 2,375,000 aurei/7(R).



## Shener-class Cruiser

As the Gashlai spread to nearby stars and pursued their place among the Great Civilizations, they realized they needed vessels to serve many roles and functions. The first attempt at a mainline battlecruiser was *Inferno*, but though it proved a success as a flagship, it was too expensive to serve as the backbone of the Gashlai's fledgling navy. The designers considered the elements that they thought vital for a cruiser: mobility, endurance, and more armaments than a destroyer. Then they designed such a vessel within the limitations of what *Inferno*'s star forge could construct.

After many attempts, the first *Shener*-class cruiser launched from *Inferno*'s star forge. The cruiser's ovoid shape, like rounded beads of cooled obsidian, gave it a sort of family resemblance to *Inferno*. The new design quickly proved both reliable and formidable, and as the Gashlai built more cruisers, their fleet blossomed from a haphazard system defense force to one capable of projecting power beyond their borders.

Since squadrons of *Ammash*-class destroyers fill some of their conventional roles, *Shener*-class cruisers can sacrifice speed in exchange for additional armor and armament. In addition to bearing incendos and plasma weapons, this cruiser is built around a central mass driver that can propel a large volranium shell at near luminal speeds—an exceptionally devastating shipkiller.

### Magnus Reactor

When this vehicle is traveling through a supernova or similar hazard, it treats that hazard's intensity rating as 2 lower.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>6</b>   | <b>3</b> | <b>-2</b>           | <b>2</b>            | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>66</b>           | <b>44</b>           |          |

**WEAPONS**

Spinal volranium shell accelerator (Fire Arc Forward; Gunnery; Damage 16; Critical 3; Range [Extreme]; Slow-Firing 1, Vicious 3; when attacking a target of silhouette 5 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral heavy incendos cannon turret (Fire Arc All; Gunnery; Damage 8; Critical 3; Range [Long]; Burn 3).

5 port and 5 starboard superheavy autocannon turrets (Fire Arc All; Gunnery; Damage 4; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 50 officers and crew.

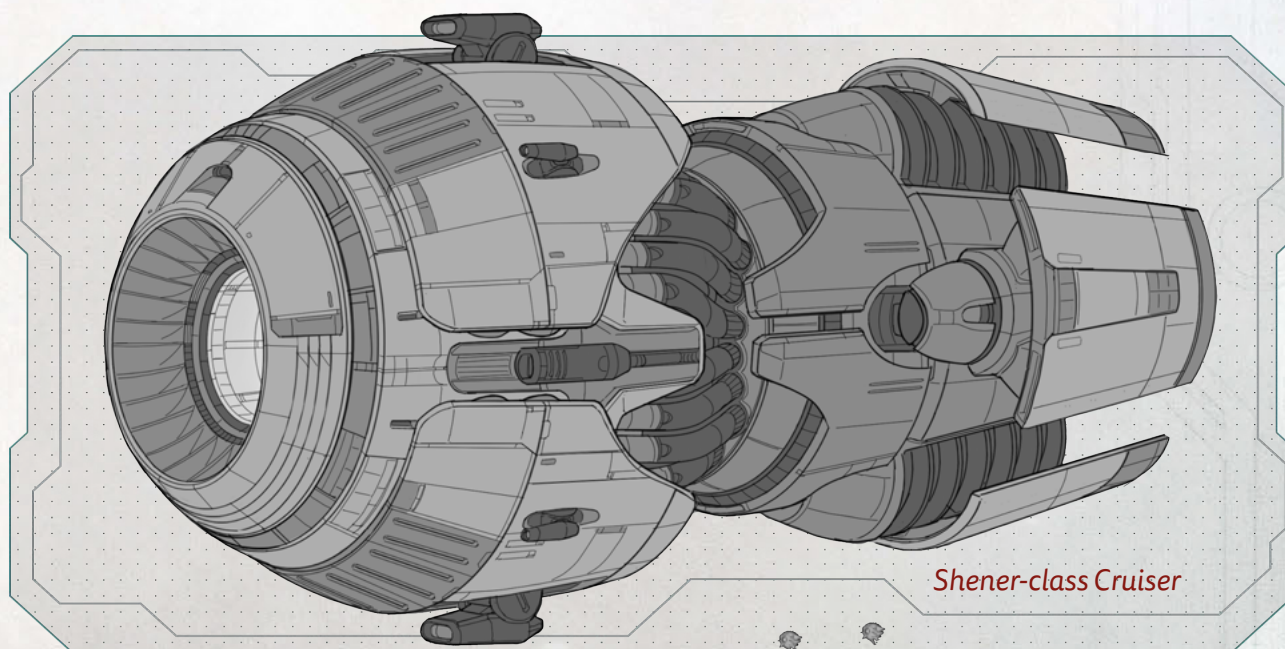
**PASSENGER CAPACITY:** 24 soldiers, 50 others.

**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 200, plus 3 shuttles or dropships.

**FTL RANGE/SPEED:** Extreme/fast.

**PRICE/RARITY:** 3,700,000 aurei/7(R).



Shener-class Cruiser



## Erusha-class Dreadnought

The *Erusha*-class dreadnought is a rare and intimidating sight. Nine forward torpedo tubes can deliver an overwhelming bombardment of volranium-bore nova torpedoes to any ship, station, or planetary installation in range. After unleashing such a volley, the dreadnought does require some time to reload and ready the next salvo, but ideally the first one obliterates the target. In addition, four heavy incendos cannons reduce anything that comes within firing range to burning wreckage.

At least, that is the theory.

This dreadnought was designed during a conflict with the L1Z1X, who threatened to cut a path through Gashlai space toward Mecatol Rex. The Gashlai concluded they needed a dedicated shipkiller to respond to the threat posed by other navies' premiere warships. However, the unfortunate irony of the *Erusha*-class' creation was that, by the time the first one was built and fully operational, the inciting conflict had already ended when the L1Z1X chose to bypass Gashlai territory. A few

*Erusha*-class dreadnoughts have entered active service since, though, anticipating the moment when they can prove their mettle in open war.

### Magnus Reactor

When this vehicle is traveling through a supernova or similar hazard, it treats that hazard's intensity rating as 2 lower.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 8            | 2     | -3           | 3       | 6     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 88           |       | 55           |         |       |

**WEAPONS**

2 port and 2 starboard heavy incendos cannon turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 8; Critical 3; Range [Long]; Burn 3).

1 forward volranium-bore nova torpedo battery (Fire Arc Forward; Gunnery; Damage 12; Critical 2; Range [Strategic]; Burn 5, Guided 2, Linked 8, Slow-Firing 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may trigger the Linked quality by spending A).

4 autocannon turrets (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and soldiers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 400, plus 24 escort fighters, 2 shuttles, and 2 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 6,500,000 aurei/9(R).

## Inferno

*Inferno* is the flagship of the Muaat Defense Fleet, a one of a kind battle cruiser built to be more practical for aggressive naval actions than a war sun without sacrificing much in terms of sheer firepower. *Inferno* began life as a prototype war sun. However, when the Gashlai recognized the need for a different sort of vessel, much of its hull was stripped away, leaving only the skeletal superstructure and star forge. The Gashlai built a new volranium-plated shell around this superstructure, resulting in *Inferno*'s oblong shape. Then they fitted the ship with a staggeringly powerful drive system, giving *Inferno* greater speed than a war sun, and a dozen weapon batteries to grant it terrifying firepower befitting its name.

The Gashlai originally intended to build many such ships to serve as their navy's main battle cruisers, but reproducing *Inferno* proved far too costly for that purpose. Instead, they designed the smaller *Shener*-class cruiser, which strongly resembles *Inferno*, and modified *Inferno*'s star forge to build it. They then converted a portion of *Inferno*'s command center into a war room from which the entire Gashlai fleet could be directed when the need arose. Today, *Inferno* serves as Fire Warden Magnus's flagship, and thus the flagship of the Muaat Defense Fleet. It seldom strays far from Gashlai space so that it can respond to any threats to Gashlai territory—and, most importantly, Muaat itself.



## Magnus Reactor

When this vehicle is traveling through a supernova or similar hazard, it treats that hazard's intensity rating as 2 lower.

## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
|--------------|-------|--------------|---------|-------|
| 8            | 2     | -4           | 3       | 6     |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 99           |       | 88           |         |       |

**WEAPONS**

Spinal volranium shell accelerator (Fire Arc Forward; Gunnery; Damage 16; Critical 3; Range [Extreme]; Slow-Firing 1, Vicious 3; when attacking a target of silhouette 5 or smaller, increase difficulty by 1).

2 dorsal and 2 ventral heavy incendos cannon turret (Fire Arc All; Gunnery; Damage 8; Critical 3; Range [Long]; Burn 3).

2 port and 2 starboard plasma turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

3 dorsal and 3 ventral autocannon turrets (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 350 officers and crew.

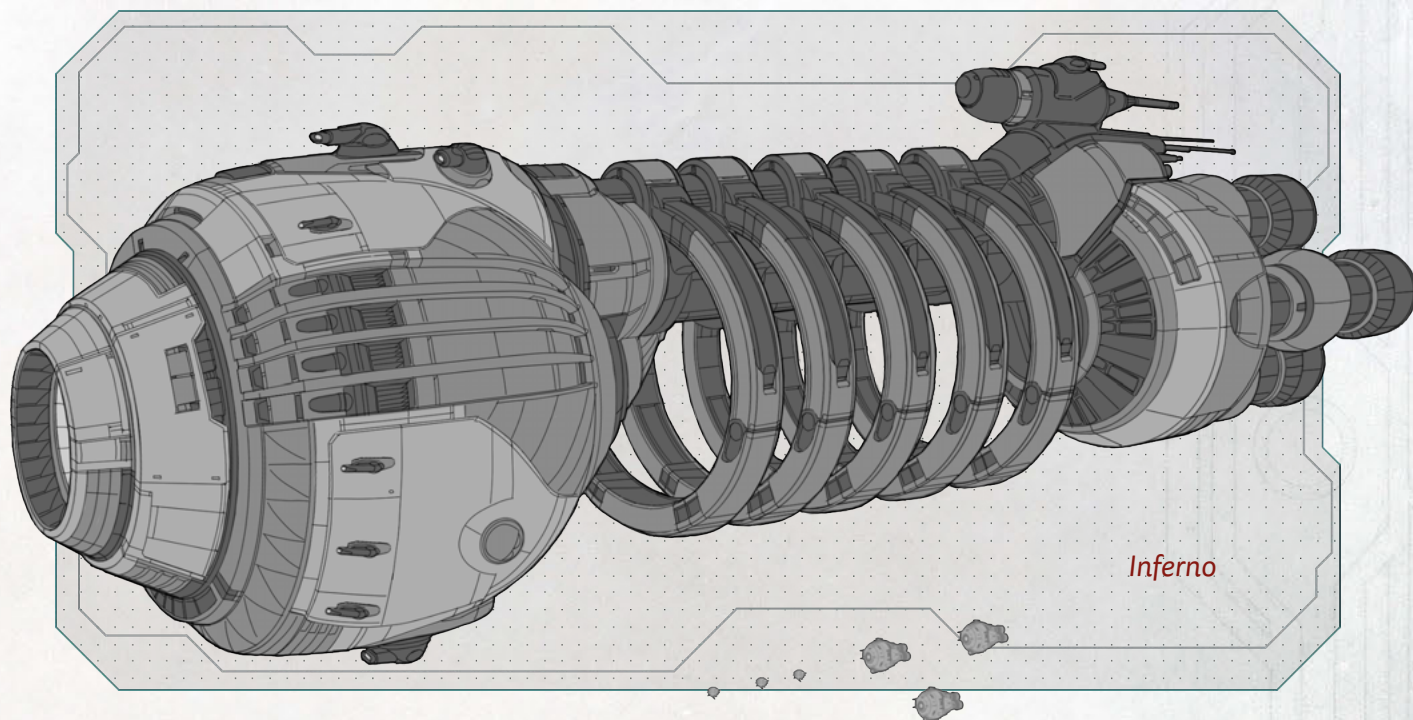
**PASSENGER CAPACITY:** 400 passengers and soldiers.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 400, plus 24 escort fighters, 2 shuttles, and 2 dropships; 1 cruiser (under construction).

**FTL RANGE/SPEED:** Long/fast.

**PRICE/RARITY:** 35,500,000 aurei/9(R).





## War Sun

The original war sun the Jol-Nar forced the Gashlai to build was a colossal assault platform built for planetary invasion. With its ovoid shape and spires of weapon batteries and sensor arrays, it was nearly a world on its own. It had numerous hangars and docking clamps for support craft and supply ships. A war sun could carry an army large enough to take a fortified planet, and it mounted enough orbit-to-surface weapons to reduce such a planet to ash if its defenders proved too tenacious.

The Gashlai did not have immediate use for such an assault platform. As they recovered from Jol-Nar occupation, they began to modify the original design. The Gashlai installed magmus reactors and volranium hull plating. They modified the war sun's internal environment for Gashlai comfort. Most importantly, they created the star forge, a kilometers-long manufactory that allows the war sun to build mechs, starfighters, and even small capital ships. By the time the Gashlai dispatched an envoy to Mecatol Rex and made their official debut on the galactic stage, their war suns could not just support a fleet, they could build one.

No one outside the Embers of Muaat is sure how many war suns the Gashlai possess, but most intelligence agencies place the number at two or three. Modern Gashlai war suns have improved over the original design, increasing speed and firepower at a minor cost to armor. A ring of collecting arrays encircle a war sun's main hull and dramatically increase the efficiency of its magmus reactor and star forge.

### Magmus Reactor

When this vehicle is traveling through a supernova or similar hazard, it treats that hazard's intensity rating as 2 lower.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Star Forge

While aboard this vehicle, when your character makes a Mechanics check, upgrade the ability of the check twice.

## War Suns Beyond Muaat

When the Jol-Nar fled Muaat, they took copies of all the data and designs from their shipbuilding complex there and later built additional war suns elsewhere. In time, Jol-Nar's war sun designs spread among the Great Civilizations. Today, all Great Civilizations have at least the capability of constructing a war sun based on the Jol-Nar design, though not all of them see much value in such a tremendous undertaking. As a result, operational war suns are exceptionally rare.

Other civilizations' war suns share the stats of the Embers of Muaat war sun with a few modifications. Increase armor to 7; reduce FTL speed to average; remove the incendos flare array, the magmus reactor, and star forge vehicle special rules.

**10** **1** **-4** **3** **6**

SILHOUETTE

SPEED

HANDLING

DEFENSE

ARMOR

HT THRESHOLD

SS THRESHOLD

**144**

**122**

### WEAPONS

6 triple capital-grade beam turrets (Fire Arc All; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 2, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; these weapons are scattered across the hull, so only one may be fired at any one target).

1 ventral incendos flare array (Fire Arc All; Gunnery; Damage 10; Critical 4; Range [Medium]; Burn 4; when attacking a target of silhouette 4 or smaller, reduce difficulty by 2).

War sun bombardment array (Fire Arc Forward; Gunnery; Damage 40; Critical 1; Range [Extreme]; Blast 20, Slow-Firing 4; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 3,000 officers and crew.

**PASSENGER CAPACITY:** 5,000 passengers and soldiers.

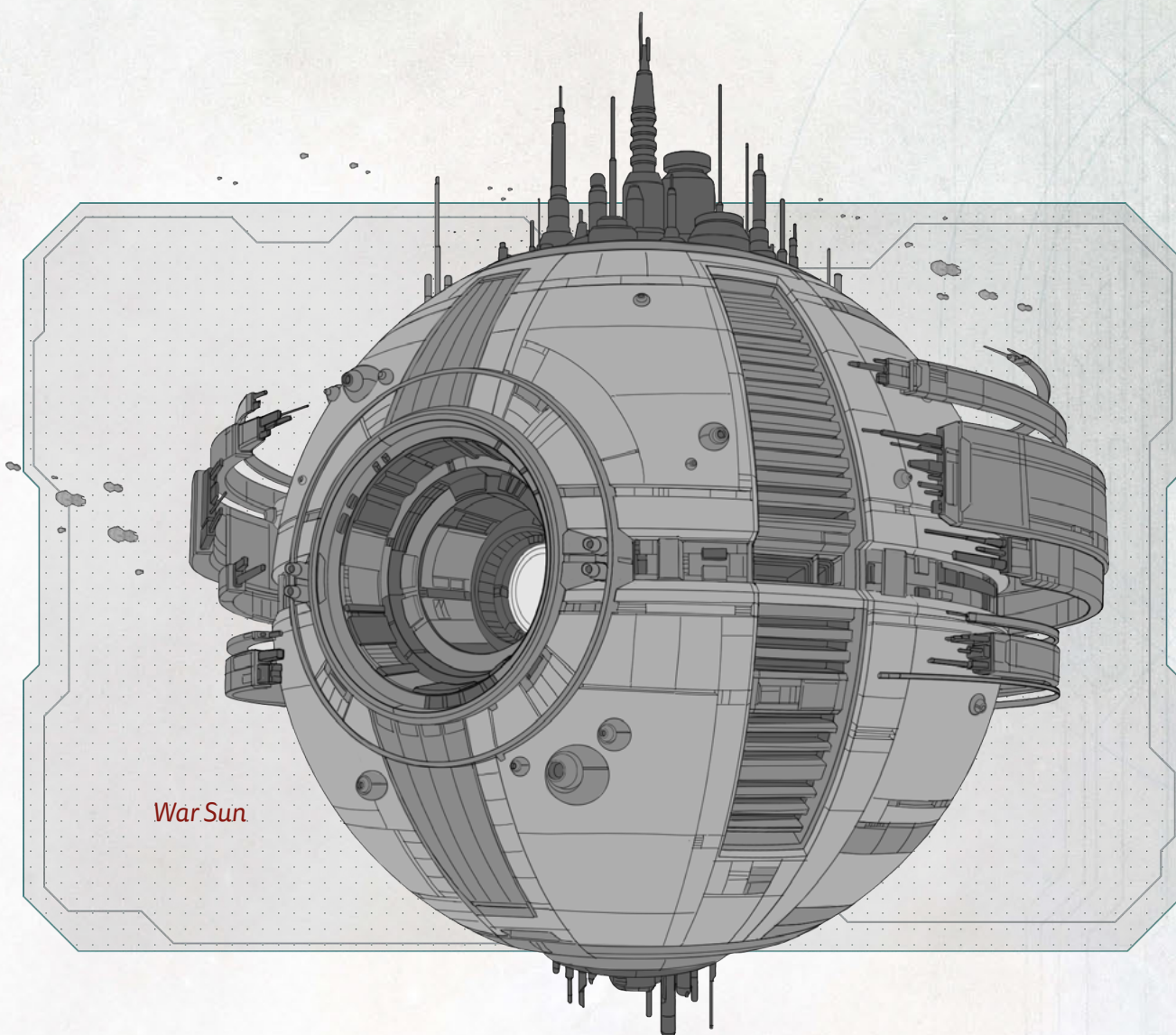
**CONSUMABLES:** 1 year.

**ENCUMBRANCE CAPACITY:** 2,000, plus 30 mechs, 120 escort fighters, 10 shuttles, and 10 dropships; 6 corvettes, 2 destroyers (under construction).

**FTL RANGE/SPEED:** Medium/Fast.

**PRICE/RARITY:** 100,000,000 aurei/9(R).





## Into the Fire

This adventure seed can work for any Keleres cohort that is not affiliated with the Universities of Jol-Nar.

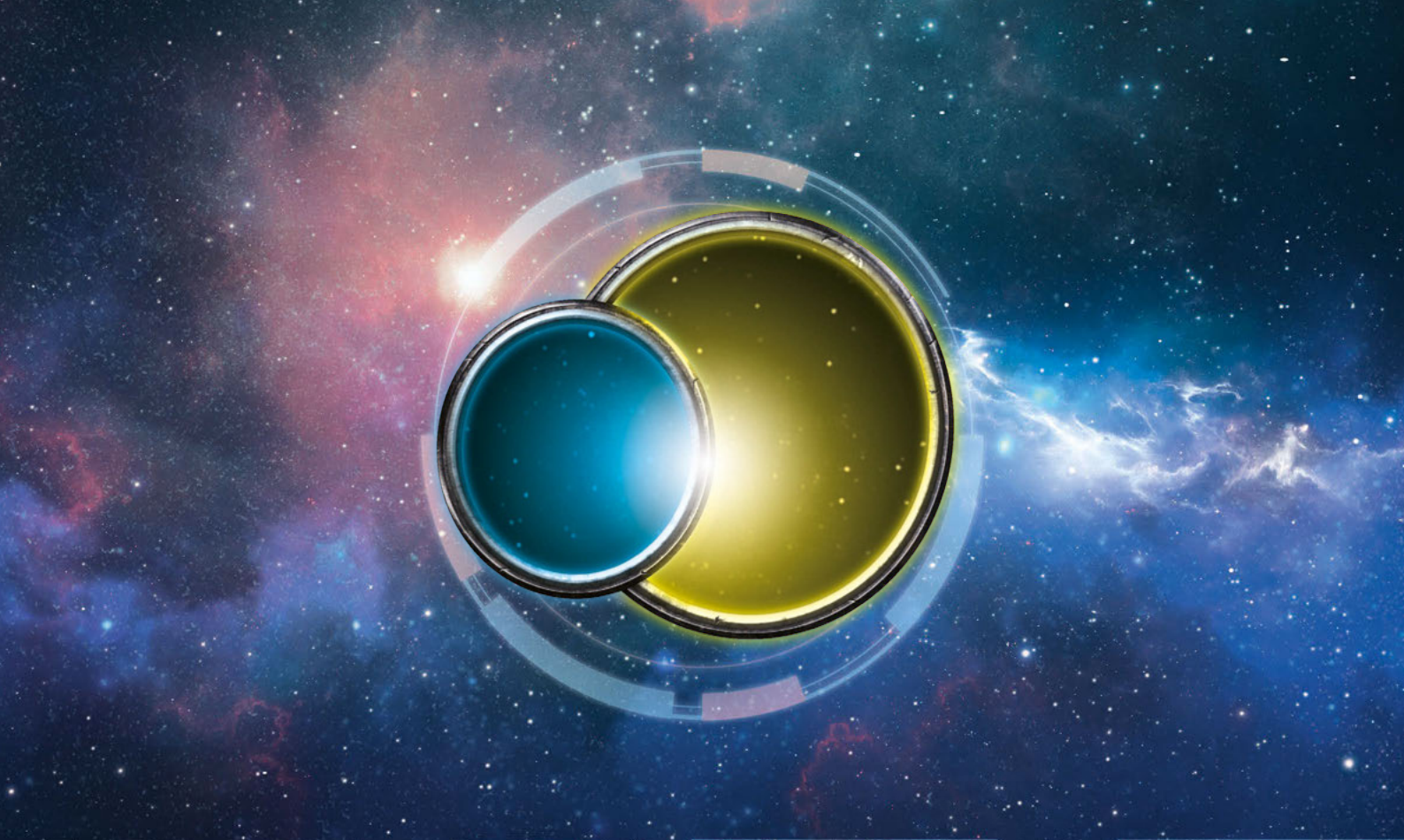
A few decades ago, the humanoid reptilian species known as the Natal'rie established a colony in the Calaxi system. Unfortunately, the Natal'rie were not the best astrophysicists and did not realize the Calaxi star was inherently unstable. A change in stellar weather caused the Natal'rie colony to be barraged with intense solar flares and plasma storms, forcing the colonists into underground shelters. With no sign of the storms dying down any time soon, the colonists must evacuate before they run out of supplies.

The Natal'rie have no ships capable of standing up to this severe weather, so their representative on the Galactic

Council has asked the Keleres for aid. The Keleres, in turn, have to approach the Embers of Muaat, as the Gashlai are the only ones with ships that can survive (and thrive) in intense solar flares.

The PCs have to convince the Gashlai to loan them a carrier vessel (and ideally a cruiser escort). Then the PCs have to obtain environmental suits so they can survive inside a Gashlai ship and help the Gashlai convert passenger containers to house the equally flammable colonists without incinerating them. Piloting through solar flares should also be a challenge, but the whole situation may be an opportunity for an unscrupulous PC to try to access information on the classified magmus reactor.





## [Chapter 11]

# Federation of Sol

**T**he Federation of Sol has a reputation as a ruthlessly powerful juggernaut amongst the Great Civilizations in the galaxy. Much of this was earned during the end of the Lazax Empire, when Sol's fleets and armies razed Mecatol Rex and went on to fight ferociously in the Twilight Wars. Even today, whole planets still bear the scars of those conflicts. For many, the Federation of Sol will always be synonymous with war.

What many galactic citizens do not know is that the Federation suffered just as much as the rest of the galactic powers during the Twilight Wars. During the ensuing millennia, their military was little more than garrisons and patrols keeping pirates and raiders out of Sol's core systems. However, as the galaxy finally emerged from the Dark Years and the Great Civilizations began to reestablish themselves, the Federation rebuilt its military once more under a succession of ambitious High Ministers. The rest of the galaxy soon learned the same lesson their ancestors knew all too well: there is something about the Humans of Jord that makes them damned good at waging war.

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### The Federal Army

Today, the Federal Army of Sol is the senior service in the Federation's military hierarchy. Although this designation is largely ceremonial (army units march first in military parades and generals give the opening toasts at formal banquets), the Chief Councilor of Security to the Federation's High Minister is always a former senior commander from the Federal Army.

The army is responsible for everything that happens within the atmosphere of a planet or inside a space station, from garrisoning planetary defenses to full-scale invasions. The Federal Fleet of Sol is therefore responsible for everything *outside* a planet's atmosphere—and navy officers like pointing out that gives them a lot more to be responsible for. Still, plenty of grizzled drop sergeants start plenty of bar fights by smugly insisting that the Federal Fleet is just a bunch of glorified delivery drivers.



## Doctrines and Composition

The Federal Army had already been rebuilt into a juggernaut by the time Juan Salvador Tao was elected High Minister, and under his authority, it has grown even more. Tao and many of his supporters dream of an empire, which means they need an ever bigger army. The Federal Army has not expanded at the expense of quality, however. Sol's troops are tough, well trained, and the equal of many civilizations' elite forces.

The Federal Army has four major types of troop formations, along with numerous smaller specialized branches. Together they form a force hundreds of millions strong, with more enlisting every day. Supreme General Tig Mokoena, the army's chief, has openly stated that she intends to build a force capable of conquering the galaxy if need be.

### The Air Legions

The Air Legions are the spine of the Federal Army. Each legion is a massive force, the equivalent of the entire army of many a lesser power. They are organized, trained, and equipped for planetary assaults and other rapid offenses. Each legion has hundreds of armored dropships that can transport platoons of soldiers or Thunderbolt mechs, giving the legions unparalleled mobility and swift striking power. It's no surprise that when most people talk about Sol's army, they're visualizing the Air Legions.

### The Home Defense Corps

Several times larger than all the Air Legions combined, the Home Defense Corps makes up the Federal Army's bulk. Though they have less training and simpler equipment than the Air Legions, members of the Home Defense Corps are by no means mere cannon fodder. Instead, their training and equipment focuses on protecting Sol's territory via defensive operations and police duties.

The Home Defense Corps operates the massive planetary defense system emplacements on Federation worlds, enforces laws when local police are insufficient, and holds the line when a Sol world is invaded by another galactic power. In addition, it maintains many specialized battalions for the Federal Army to deploy on newly captured planets (or tributary worlds that the Federation feels are insufficiently loyal). These battalions are full of recruitment specialists and drill officers who can organize and train new Home Defense Corps units from the indigenous civilian population. They are particularly adept at targeting any local Humans for recruitment, playing up loyalty to the old homeworld of Jord and the glory of being a part of the Federation. In a matter of months, local authorities can have divisions of moderately trained troops at their disposal who also serve as a quiet deterrent should any such planet consider leaving the benevolent protection of Sol.

### Special Operations Brigades

The "Spec Ops" are the Federal Army's elite commandos. They are tough, clever, and resourceful soldiers trained to deal with nearly every tactical situation—with anything from a shudder blade to a graviton detonator. Each brigade (of which the Federal Army has hundreds) has nearly a thousand Spec Ops soldiers. These are usually split up and deployed in squad or platoon strength to carry out their reconnaissance, sabotage, infiltration, and ambush missions.

The Special Operations Brigades are foremost a tactical battlefield force. However, small teams are occasionally seconded to one of the Federation's intelligence directorates to participate in a covert operation that requires some serious muscle.

### Logistics and Support

The final division of the Federal Army is the largest and least glamorous of the four, but it is the reason the Federation's military is ranked among the galaxy's best. The Federal Army has millions of support staff whose sole focus is ensuring equipment is repaired and maintained, ammunition is purchased, soldiers are fed, and replacements are trained and arrive at their units on time. The whole system is fiendishly complex and would collapse were it not for strict procedure and equipment uniformity across the entire Federation. Those who mock the Federal Army for being a bunch of faceless, identical clones have failed to grasp the lesson Sol learned long ago: standardization is key to running an interstellar empire.

The supply divisions that provision the Federal Fleet are also a part of Logistics and Support, though admittedly a semi-autonomous one. This, more than anything else, is what ensures the Federal Army will always remain the senior service.

## Arms Exports

After centuries of expanding its armed forces, the Federation of Sol has a robust military-industrial complex that forms a powerful voting bloc within the Federation's House of Industry. As an industry is wont to do, it has consistently grown, outstripping the needs of even the Federal Army and Fleet.

To ensure that the military-industrial complex has a market, successive High Ministers have authorized the Federation's military to sell older hardware and vehicles to independent worlds with friendly relationships toward Sol. This generates wealth that the Federation can then spend on newer equipment, ensuring its military has the latest tech while also guaranteeing hundreds of smaller civilizations are armed with Sol's surplus.



## The Federal Fleet

Members of the Federal Fleet of Sol may insist that they do more than transport the army from place to place, but it is undeniably one of their major duties. To accomplish this, the fleet constructs its formations around its scores of strike carriers. Each is far more formidable than the carrier vessels of most Great Civilizations, able to transport hundreds of fighters and bombers and thousands of soldiers. Carrier tactics also define the fleet's preferred fighter complements, resulting in an emphasis on torpedo bombers that can crack open much larger vessels and long-range escorts to protect them.

The fleet does recognize that it can't solely rely on bomber wings and so also maintains powerful dreadnought formations to protect its carriers and break enemy battle lines. But in a galaxy riven by border disputes and proxy wars, the strike carriers and their escorts have proven to be flexible and deadly assets.

## The Great Fleets of Sol

The Federal Fleet is traditionally divided into many smaller fleets, each with specific duties and responsibilities. For centuries, the Federation designated fleets with numbers or simple names, but early in his term as High Minister, Juan Salvador Tao reinstated the practice of naming fleets after ancient or mythological creatures. The last time Sol did this was during the Twilight Wars, and Tao clearly hopes to evoke those glory days of the Federation.

The following are some fleets of particular renown. Supreme Admiral Alastair DeLouis is constantly pushing for more resources for his beloved fleet, though. If he has his way, more mythological names shall grace the Federation's force roster before too long.

### Ursa Fleet

Ursa consists of scores of pugnacious Thunderhead dreadnoughts, with a heavy destroyer escort and some cruiser screens. Designed to meet and crush an enemy line of battle in a head-to-head fight, Ursa usually remains at anchor around the naval base of Churchill Prima while it waits for a major war to break out. However, individual squadrons are regularly dispatched to Sol colonies and tributary worlds to ensure they have some practical experience.

### Lupis Fleet

Made up of flotillas of cruisers and destroyers, Lupis Fleet is almost never gathered in a single location at once. Instead, individual squadrons of four to seven ships are regularly dispatched for long-range patrols, commerce raids, and reconnaissance operations. Several rumored skirmishes with the navies of other galactic civilizations can likely be attributed to Lupis, as well as reports of "ghost ships" on the edges of contested star systems.

### Phoenix Fleet

Phoenix Fleet is the major offensive power of the Federation. The fleet is divided into several flotillas, each consisting of three to five of the latest Cyclone strike carriers plus a dozen escorting destroyers and cruisers. Each of these flotillas sees plenty of action, as the Federation finds Phoenix especially good at projecting power along its borders. Several independent worlds have been "convinced" to become tributaries to Sol with squadrons of Hurricanes screaming through their skies and heavy carriers orbiting overhead.

### Gryphon Fleet

Greatest of the Federation's fleets, Gryphon is built around the great flagship *Genesis*. A dozen strike carriers, an escort of twenty dreadnoughts, and over fifty cruisers and destroyers round out the fleet. Gryphon spends nearly all its time in the Sol system, the only fleet formation with a permanent anchorage over Jord instead of at Churchill Prima. There it serves as a constant reminder of the might of Sol to citizens and visitors alike.

Although Gryphon Fleet's current role is as a fleet in being and a political statement, the fleet was structured for invasion. Its carriers bear thousands of bombers and fighters and several complete air legions. The escorting dreadnoughts can perform bombardment duties as well as provide protection. Should all-out war break out between the Federation and another Great Civilization, Gryphon Fleet will almost certainly be tasked with conquering the enemy homeworld. It's a prospect that worries its commander, Admiral Sigor Rotosvenski. He knows his sailors lack combat experience, and no amount of drilling can fully make up for that.

## Ship and Vehicle Profiles

These are some of the primary warships and mechs used by the Federation of Sol, although as with any major galactic power, they have hundreds of ship and vehicle designs in use. Since the Federation sells its older military hardware to independent worlds across the galaxy, many of these ships and vehicles (with the exception of the Thunderbolt mech and Cyclone strike carrier) can be found in other armies and navies as well.



## MR Avalanche Land Train

The Avalanche is a massive twelve-wheeled ground crawler in widespread use throughout the Federal Army. It is very lightly armed (with just a single pintle-mounted anti-infantry weapon), but its boxy, beetle-like body is heavily armored and extremely durable. The Avalanche is also easy and cheap to maintain and repair. Crew joke that the vehicle could drive on transaxles fashioned from tree trunks. It's certainly true that Avalanche spare parts can be sourced from a wide range of civilian and military vehicles.

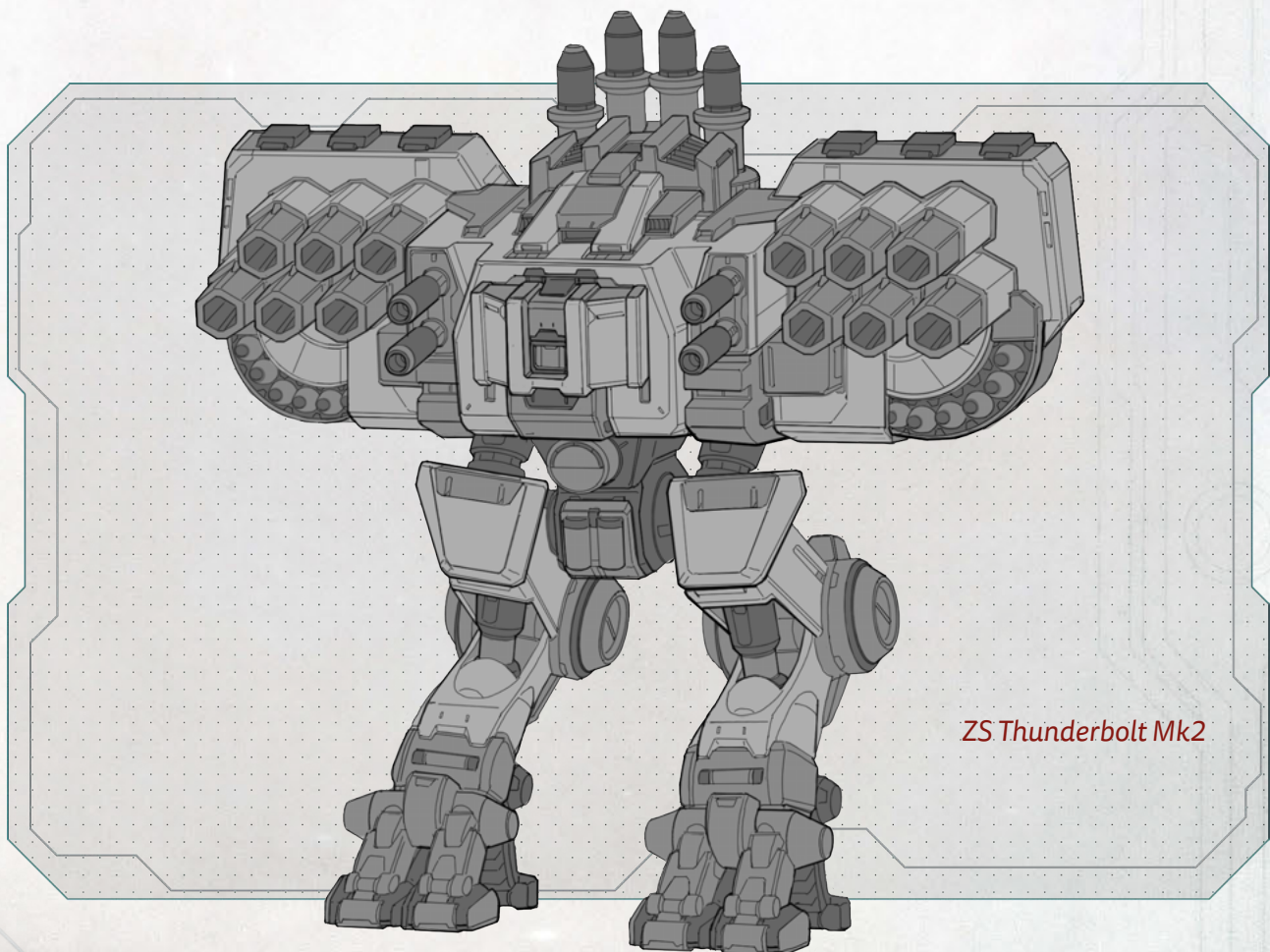
The land train's interior troop compartments are roomy enough to carry an entire company, forty tons of cargo and supplies, or a mix of the two. This makes them indispensable for units of the Home Defense Corps and Logistics and Support. (The Air Legions, meanwhile, rely almost entirely on dropships and lifter shuttles). The Avalanche is also the most exported military vehicle the Federation produces, so many grunts across the galaxy have had a chance to curse its legendarily uncomfortable passenger seats.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>4</b>   | <b>3</b> | <b>-1</b>    | <b>0</b>     | <b>2</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>15</b>    | <b>10</b>    |          |

**WEAPONS**

1 passenger-operated pintle-mounted assault cannon (Fire Arc All; Gunnery; Damage 12; Critical 4; Range [Long]; Auto-fire, Personal Scale, Vicious 2).

**CONTROL SKILL:** Driving.  
**COMPLEMENT:** 1 driver.  
**PASSENGER CAPACITY:** 100.  
**CONSUMABLES:** 1 day.  
**ENCUMBRANCE CAPACITY:** 400 (without passengers).  
**PRICE/RARITY:** 16,000 aurei/3.



ZS Thunderbolt Mk2



## ZS Thunderbolt Mk2

The hulking bipedal form of the ZS Thunderbolt is as sleek and handsome as a grav-mallet, and every bit as lethal to someone who gets in its way. Federation soldiers affectionately refer to these metal monsters as “big guys” or just “bolts.”

Thunderbolts give the Air Legions their offensive punch. In addition to their complement of arm-mounted beam cannons, their shoulders carry a multibarrel mass driver battery that fires volleys of heavy rocket-assisted projectiles. However, its weapons and even its duranium-reinforced skeletal bracing system aren't what makes the Thunderbolt such a useful element of the Air Legion arsenal. Though the brutish mech may not look it, the ZS Thunderbolt is fully airmobile.

The Thunderbolt's thick legs are filled with heavy shock absorbers. When outfitted with disposable impact dampeners and attitude thruster packs, they can be flown into battle by a variant of the Tempest gunship and dropped from as high as a kilometer up (depending on local gravity). Mech pilots like to say that the ground-shattering impact when it lands is what gives the Thunderbolt its name.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

### Combat Drop

You may equip this vehicle with a single-use impact dampener and attitude thruster pack (price 1,000 aurei, rarity 7). If so equipped, when your character is piloting this vehicle they may drop it from a distance of extreme range from the ground by making an **Average** (◆ ◆) **Piloting** check. If they succeed, the vehicle lands safely at the end of the current round. If you fail,

the vehicle suffers 5 system strain and a Critical Hit. Your character may spend ▲ ▲ ▲ or ☉ from the check to cause all characters within short range of the impact point to become staggered for one round (whether or not the check succeeds). After a drop, the pack is expended and may no longer be used.

## Drop Assault

This adventure seed is best suited for any cohort.

When the Keleres orders the PCs' cohort to conduct a peacekeeping operation on a remote colony world, the last thing they expect is help from the Federation. The colony world is split between settlers from Sol and another major galactic power, but the Federation seems willing to have the Keleres keep the peace between its people and their opponents. In fact, they even provide the PCs with some Thunderbolt mechs that they can drop directly into the hostilities to put an end to the fighting.

When the PCs deploy into the conflict zone, they have a chance to use force or negotiation to convince the armed settlers (who are equipped with two to three Predator rambler [page 39] and a light mech [Embers of the Imperium, page 140] on each side) to stand down. But then they are attacked by mechs from the other galactic power. The twist, however, is that these are stolen mechs operated by Sol Spec Ops forces. The Federation figures that a bunch of dead Keleres will give Sol the perfect *casus belli* for a full invasion.

4 2 +0 1 3

SILHOUETTE

SPEED

HANDLING

DEFENSE

ARMOR

HT THRESHOLD

SS THRESHOLD

20

12

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot, 1 gunner, 1 systems operator.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 25.

**PRICE/RARITY:** 62,500 aurei/6 (R).

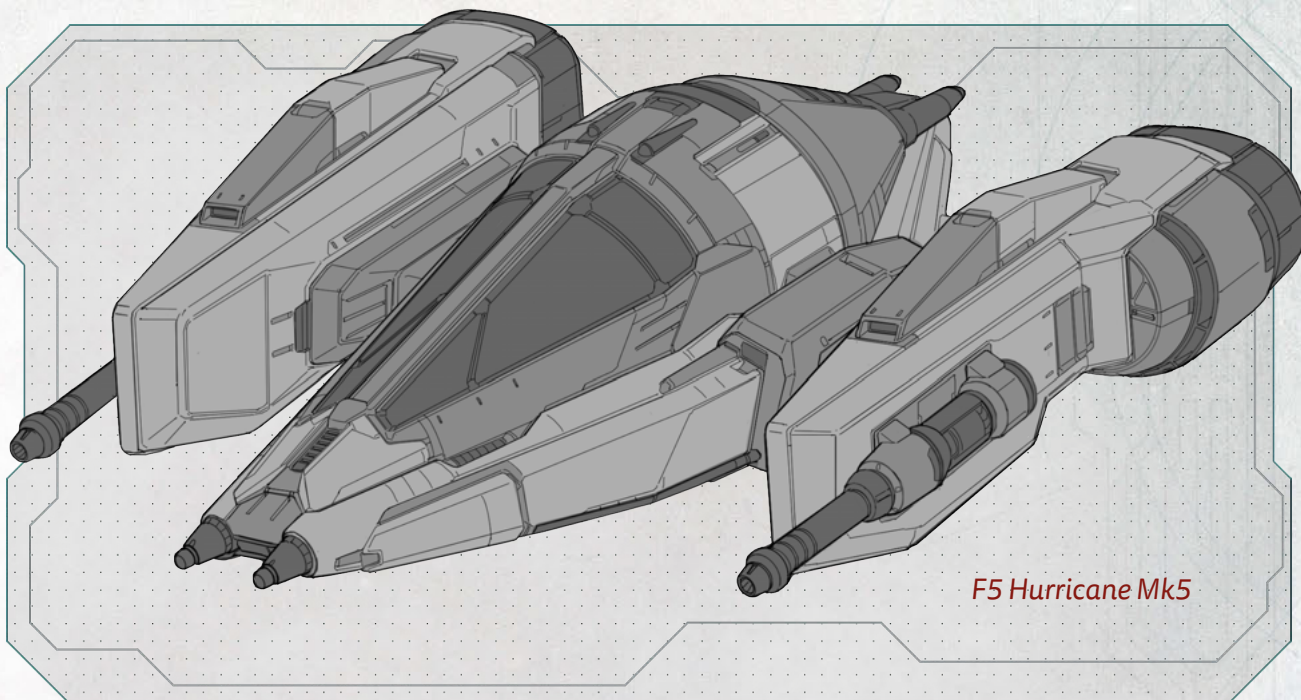
### WEAPONS

2 twin-barreled beam cannons (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Breach 2, Linked 1).

Multibarrel mass driver battery (Fire Arc Forward; Gunnery; Damage 5; Critical 4; Range [Extreme]; Auto-fire, Knockdown, Slow-Firing 1).

Mecha-slam (Fire Arc All; Brawl; Damage 2; Critical 4; Range [Engaged]; Knockdown).





F5 Hurricane Mk5

## F5 Hurricane Mk5

The fifth iteration of the venerable Sol Hurricane doesn't seem like a particularly innovative or advanced starfighter. That's because decades ago, Federation designers agreed that there was no reason to discard a proven success.

The Hurricane adheres to Sol's blunt design aesthetics, with a bulky fuselage flanked by two engine/weapon pods mounted on stubby wings. This unassuming appearance belies the fact that it's a generalist starfighter beyond compare. It may not specialize in any one area of operations, but in the hands of a skilled pilot it can do just about anything well.

The ship's simplicity means that, unlike most escort fighters, it can be operated by a single pilot. Instead of carrying missiles, it sports a single-shot "lightning" warhead launcher that gives

the Hurricane punch against larger vessels. Otherwise, the only weapons are a pair of linked assault cannons in the wing pods. Without the need for target tracking equipment (and the weapons officer to operate it), the Hurricane has enough room to mount a superluminal drive that gives it impressive range for a starfighter.

As a result, the Hurricane can do everything from dogfights to ground attack missions to escorting long-range bombers to their targets and back. Due to its general utility, it has almost completely supplanted the navy's need for an interceptor—though the Federation does keep some squadrons of lighter F2 Squalls for defensive operations and reserve units. If the strike carriers are the primary warships of the Federal Fleet, the Hurricane is what gives them their teeth.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>3</b>     | <b>4</b> | <b>+1</b>    | <b>2</b> | <b>1</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>14</b>    |          | <b>10</b>    |          |          |

**WEAPONS**

Twin light assault cannon (Fire Arc Forward; Gunnery; Damage 3; Critical 4; Range [Medium]; Accurate 1, Auto-fire).

Lightning mass driver warhead system (Fire Arc Forward; Gunnery; Damage 6; Critical 4; Range [Medium]; Linked 5; after firing, this weapon runs out of ammo and must be reloaded at a base or carrier).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 4 days.

**ENCUMBRANCE CAPACITY:** 4.

**FTL RANGE/SPEED:** Medium/slow.

**PRICE/RARITY:** 48,000 aurei/6(R).



## B84 Typhoon Torpedo Bomber

The best way to avoid antifighter defenses is to never get close enough to them to be shot by them. The massive B84 Typhoon exemplifies this strategy perfectly. Its four heavy anti-ship torpedoes allow it to launch strikes from the other side of a star system if need be. This, combined with its reasonable superluminal flight range, means that the Federal Fleet can use it to hit targets at interstellar ranges without ever exposing their precious strike carriers to counterattack.

Of course, this capability does come with some drawbacks. Typhoons are huge, even for star bombers, and correspondingly expensive. They also have mediocre defenses and no ground attack capability at all (the fleet uses Hurricanes for that). But a squadron of Typhoons with Hurricane support can approach a target in space from multiple directions, volleying ever-more accurate torpedo salvos at it as they close the distance before breaking away and fading into the darkness.

### Typhoon Attack Pods

The Typhoon may replace its hullbreaker torpedoes with a pair of attack pods containing one of the following weapons (each single weapon system occupies both pods): shard missile support system (Fire Arc Forward; Gunnery; Damage 3; Critical 2; Range [Strategic]; Breach 4, Guided 3, Vicious 3; may not be used against targets within medium range; when attacking a target within medium range of an ally in direct communication with this vehicle, the difficulty of the combat check is **Average** [♦ ♦]), or stonecracker rockets (Fire Arc Forward; Gunnery; Damage 7; Range [Long]; Blast 5, Limited Ammo 2; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2). Installing the attack pods takes roughly 30 minutes of work.

### Ground Support

Until recently, the Federal Fleet assumed it could meet all of the army's ground attack needs with its Hurricane squadrons. However, the series of skirmishes with Letnev forces known as the Altreia Incident demonstrated how untrue that was. Too many Hurricanes were shot down by Barony air defenses while trying to get within strike range, and their lightning mass drivers proved to be wholly ineffective against hardened fortifications. The fleet recognized that a new approach was needed.

The Typhoon's massive wing-mounted torpedo payload made it impossible to fly in an atmosphere, but Federation engineers developed a pair of weapon pods that were both lighter and much more aerodynamic. These pods could hold a shard missile system for standoff infantry support or a pair of massive stonecracker rockets for hardened targets. Although most ground support missions are still performed by Hurricanes, carriers now stock a supply of these weapon pods so that they can adapt their Typhoons to atmospheric attack craft.

4 3 -2 1 2

SILHOUETTE

SPEED

HANDLING

DEFENSE

ARMOR

HT THRESHOLD

SS THRESHOLD

30

20

### WEAPONS

2 defensive beam turrets (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Medium]).

Hullbreaker torpedoes (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Limited Ammo 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 navigator/engineer, 2 gunners.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 20.

**FTL RANGE/SPEED:** Medium/slow.

**PRICE/RARITY:** 70,000 aurei/6(R).



## D7 Tempest Combat Dropship Mk7

Although dropships like the D7 Tempest are used throughout the Federal Army, they are a vital part of the Air Legion's combat doctrine. Tempests allow the Air Legions to launch overwhelming orbital assaults. Then once the troops are on the ground, they continue to provide vital mobility and punishing air support with their assault cannons and mass drivers.

The Tempest is a fat-bellied and tall-sided flyer with a set of stubby stabilizer wings and an inelegant tail. Its form is only aerodynamic in the loosest sense of the word; without its powerful contragrav thrusters, there's no way the Tempest could remain airborne. But the trade-off for the Tempest being as flightworthy as a rock is that it's also as tough as one. Heavy armor lets the dropship reenter atmosphere at near terminal

velocity and then ride out incoming fire long enough to get its cargo on the ground.

The other feature that makes the Tempest so valuable is the ability to remove the troop bay entirely. In this configuration, it can carry one Thunderbolt mech instead of soldiers or gear. With the right equipment, that Thunderbolt can even be dropped from high altitude, keeping the Tempest out of range of ground fire.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|            |          |              |              |          |  |
|------------|----------|--------------|--------------|----------|--|
| <b>4</b>   | <b>4</b> | <b>-3</b>    | <b>0</b>     | <b>4</b> |  |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |  |
|            |          | HT THRESHOLD | SS THRESHOLD |          |  |
|            |          | <b>15</b>    | <b>15</b>    |          |  |

**WEAPONS**

Chin-mounted light assault cannon (Fire Arc Forward; Gunnery; Damage 3; Critical 4; Range [Medium]; Auto-fire).

Lightning mass driver warhead system with antipersonnel rounds (Fire Arc Forward; Gunnery; Damage 15; Critical 5; Range [Medium]; Blast 10, Concussive 1, Linked 5, Personal Scale; after firing, this weapon runs out of ammo and must be reloaded at a base or carrier).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 gunner.

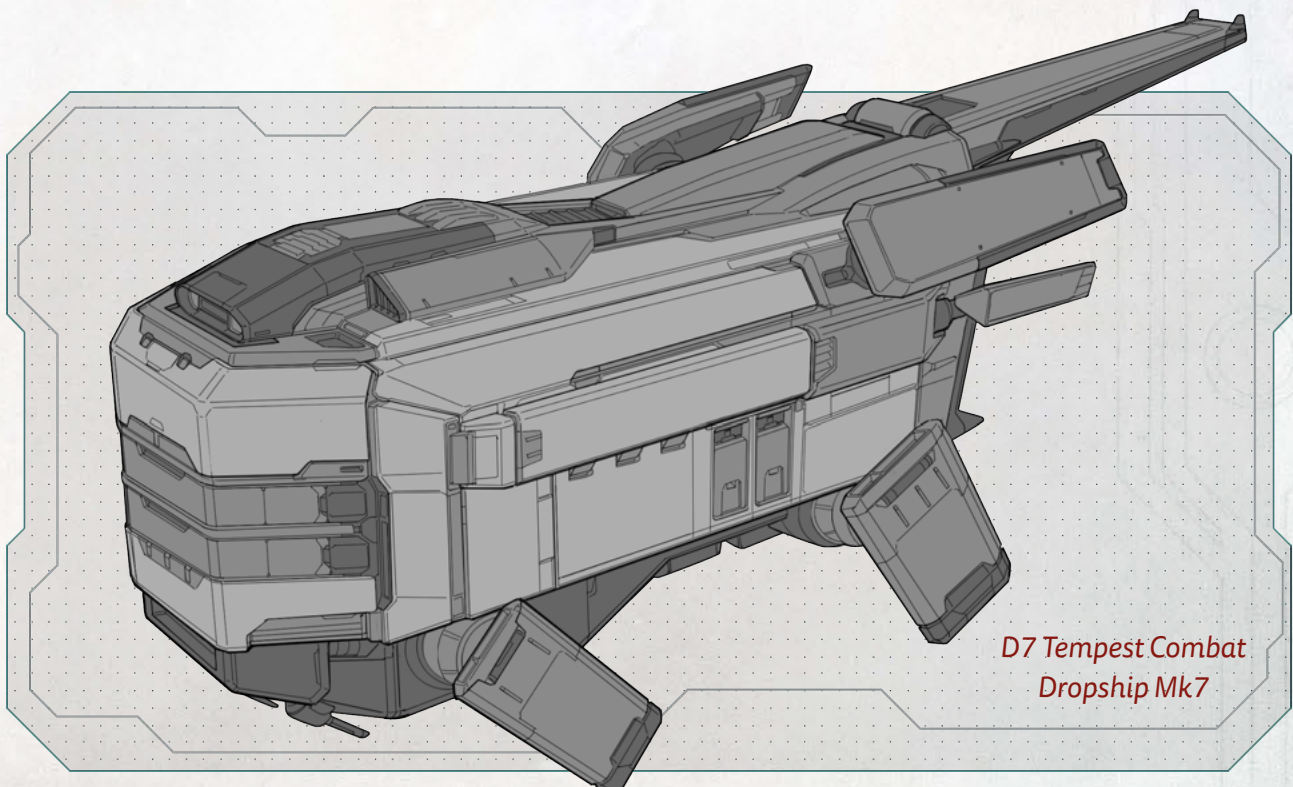
**PASSENGER CAPACITY:** 40 soldiers.

**CONSUMABLES:** 1 day.

**ENCUMBRANCE CAPACITY:** 150 or 1 ZS Thunderbolt mech (without passengers).

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 50,000 aurei/6(R).





## Stormrunner Corvette

The Federal Fleet can ill-afford to have its carrier squadrons dispatched on customs duty and border patrols for extended periods of time. Instead, Sol relies on its corvettes to defend its expanding territory and enforce Federal law throughout the worlds it controls. The *Stormrunner*-class corvette is a typical design, with a sharply pointed bow widening back to oversized engines. It's fast enough to run down nearly any civilian vessel in the galaxy, although it risks burning out its drives at top speed.

Since the Federation uses these vessels for law and customs enforcement, the Stormrunner carries an oversized detachment of soldiers and a boarding tube rather than the extensive magazines and consumables of other factions' corvettes. The smaller ammunition stowage means this corvette relies primarily on beam weapons. In fact, it only has a single missile tube (lest it fire through its stock of missiles too quickly).

Generally, Stormrunners don't stray from the planetary system they're based in. However, in a few cases, they have

accompanied detached fleet elements tasked with extended operations in a single location to provide them with more flexible patrols.

### Boarding Tube

While this vessel is engaged with a stationary ship, your character may spend an action to activate the boarding tube and cut into the side of the other ship, allowing characters to pass between the two vessels without space suits or shuttles and without worrying about locked hatches.

### Engine Flare

As a maneuver, while piloting this vessel your character may increase the maximum speed of this ship to 5 or decrease it back to 4 (if you did not increase it during the same turn). For every round that this ship's maximum speed remains at 5, the ship suffers 1 system strain.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 5            | 4     | +0           | 2       | 2     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 35           |       | 20           |         |       |

**WEAPONS**

- 1 dorsal dual heavy beam cannon turret (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2, Linked 1).
- Anti-ship missile tube (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3, Slow-Firing 1; when attacking a target silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).
- 1 ventral antifighter beam turret (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.  
**COMPLEMENT:** 6.  
**PASSENGER CAPACITY:** 14 soldiers.  
**CONSUMABLES:** 2 weeks.  
**ENCUMBRANCE CAPACITY:** 50.  
**FTL RANGE/SPEED:** Short/fast.  
**PRICE/RARITY:** 125,000 aurei/6(R).

## Nimbus Destroyer

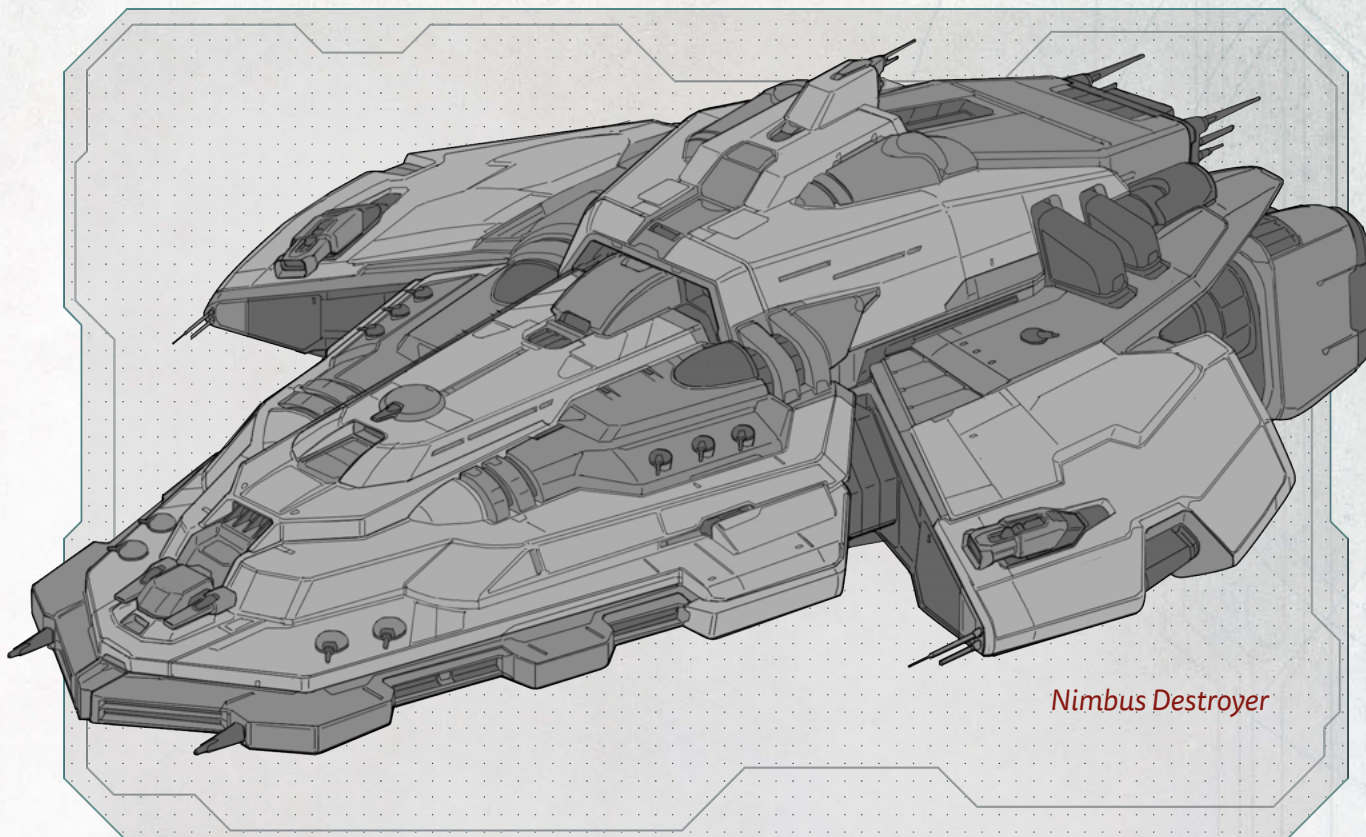
Although destroyers are traditionally used as antifighter ships, most navies also equip them with heavy torpedoes that allow them to punch above their weight when engaging enemy capital ships. In the Federal Fleet, that need is reduced since every carrier has squadrons of Typhoon torpedo bombers ready to launch strikes. What the fleet does need is antifighter defenses to ensure their carriers aren't taken out by a fighter counterattack. That's where ships like the Nimbus come in.

The Nimbus relies on its heavy flak cannons to throw up a lethal antifighter barrage, then picks off stragglers with its array

of antifighter beam weapons. It does still carry a pair of torpedo tubes (after all, the fleet has plenty of those same torpedoes in storage to supply its Typhoon squadrons), but has a very limited set of reloads. Instead, the extra space has been used to augment the antifighter beam turrets with improved tracking systems and add additional weapons for full coverage.

Serving on a Nimbus isn't glamorous or exciting. However, these ships serve a vital role in the Federal Fleet, and plenty of senior officers spent their first command on a destroyer's bridge.





*Nimbus Destroyer*

**5**

SILHOUETTE

**4**

SPEED

**+0**

HANDLING

**2**

DEFENSE

**3**

ARMOR

HT THRESHOLD

SS THRESHOLD

**45**

**30**

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 20 officers and crew.

**PASSENGER CAPACITY:** 15.

**CONSUMABLES:** 4 months.

**ENCUMBRANCE CAPACITY:** 100, plus 1 shuttle.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 200,000 aurei /7(R).

## WEAPONS

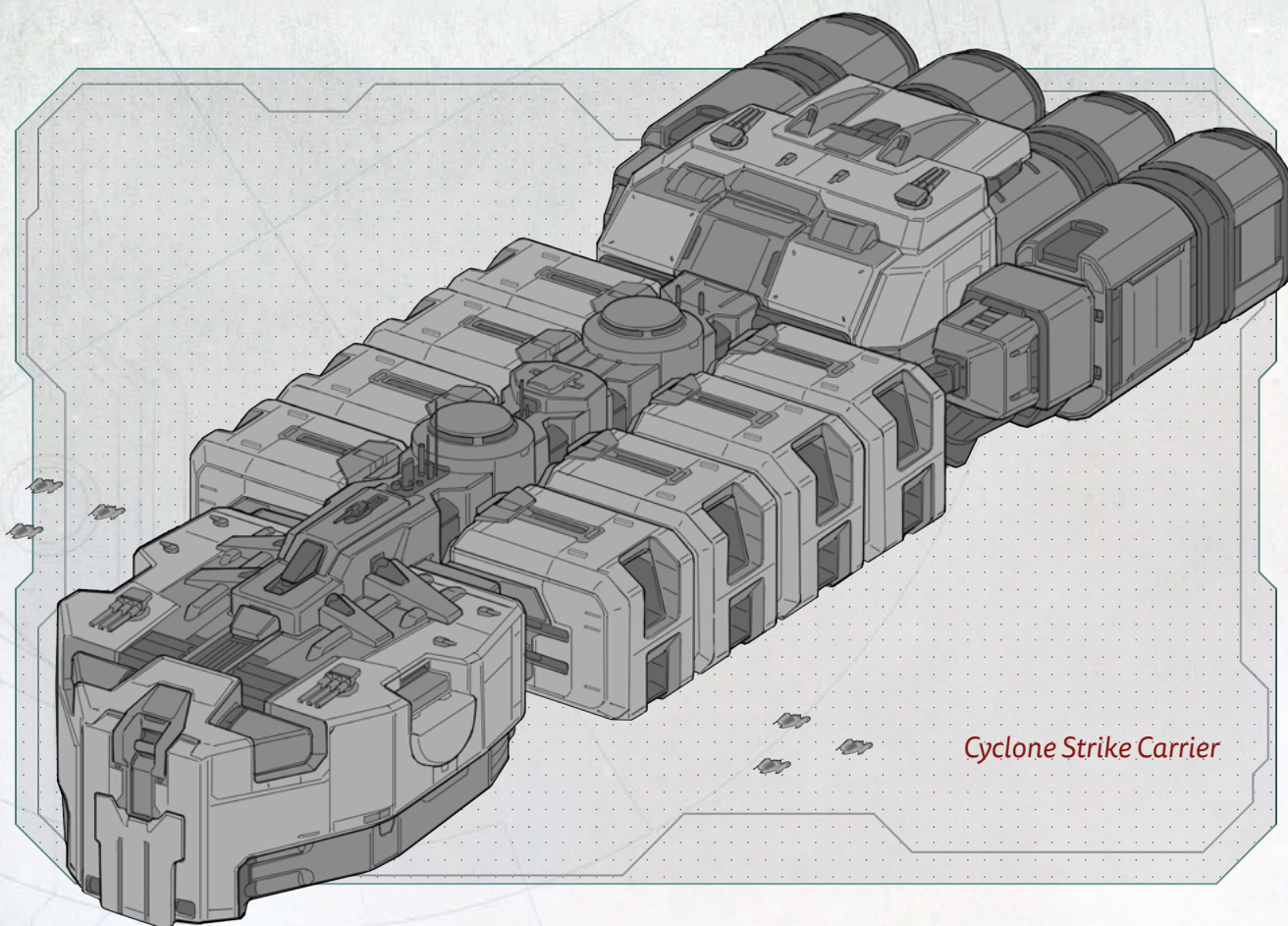
1 forward dual heavy beam cannon turret (Fire Arc Forward, Port, and Starboard; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2, Linked 1).

1 port and 1 starboard heavy accelerator flak cannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3; Vicious 2; when the Blast quality is triggered, all ships within short range of the target suffer one hit).

3 port, 3 starboard, and 1 ventral antfighter beam turrets (Fire Arc Port, or Fire Arc Starboard, or Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Long]; Accurate 2, Breach 1; when attacking a target silhouette 4 or smaller, reduce difficulty by 1).

Dual dorsal hullbreaker torpedo tubes (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Limited Ammo 4, Linked 1, Slow-Firing 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).





*Cyclone Strike Carrier*

## Cyclone Strike Carrier

Strike carriers are the heart of the Federal Fleet, heavy warships that can carry scores of starfighters and operate independently for months. They can also take a punch and keep on fighting. The Cyclone is the latest class of strike carrier launched by Jord's orbital yards. So far, these new ships make up slightly less than half of Sol's total carrier strength. However, with the Federation's ambitious building program, they could replace all existing strike carriers by the end of the decade. Many observers worry that the Federal Fleet then will be fully prepared for a major war with another galactic power.

While previous classes of strike carrier attempted to balance offensive, defensive, and ground operations, the Cyclone is an offensive and invasion support ship through and through. Its larger hull enables an expanded fighter wing made up entirely of heavy escort fighters and torpedo bombers. It's also got space for a robust dropship squadron and several thousand troops. Older strike carriers were armed with mass drivers for dual anti-ship operations and surface bombardment, but the Cyclone relies on its squadrons for ground attack. In place of the mass drivers, it carries several heavy beam weapons that give it a reasonable chance of seeing off anything destroyer-sized or smaller—assuming the target makes it through the Cyclone's swarms of attack craft.

All in all, the Cyclone is a terrifying modern warship. With Sol producing more and more of these behemoths, it's only a matter of time before the galaxy finds out if Cyclones can defeat the power of a dreadnought battle line.

### Combat Operation Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.



|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 8          | 3     | -4           | 2            | 5     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 85           | 40           |       |

**WEAPONS**

12 antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only three may be fired at any one target).

1 forward and 1 aft triple capital-grade beam turrets (Fire Arc Forward, Port, and Starboard, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2, Linked 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 275 officers and crew.

**PASSENGER CAPACITY:** 2,000 soldiers.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 1,000, plus 72 escort fighters, 24 torpedo bombers, 24 combat dropships, 5 shuttles, and 10 heavy mechs.

**FTL RANGE/SPEED:** Long/average.

**PRICE/RARITY:** 5,850,000 aurei/8(R).

## Hailblast Cruiser

Many Federation ships use mass driver weapons, heavy grav-accelerators that can fling a barrage of projectiles at a substantial fraction of the speed of light. The Hailblast takes full advantage of this technology, mounting an especially large multibarreled capital-grade assault cannon that runs through the ship's spine. Even though it takes a long time to reload, it can deliver a punishing barrage.

This heavy cannon plus the attendant capacitors take up a large portion of the interior space and also stress the ship's internal systems. As a result, the Federation tends to keep their *Hailblast*-class cruisers behind the main battle line or alongside strike carriers. From there, they can lob punishing volleys with impunity while Sol's dreadnoughts close in for the kill. Unfortunately, these trade-offs make Hailblasts less useful as escorts

or commerce raiders. The Federation has needed to maintain its large contingent of older *Precipice*-class cruisers to fill the roles that a Hailblast cannot.

### Augmented Capacitors

When making a combat check with one of this vehicle's weapons, your character may cause the vehicle to suffer 2 system strain to add **A A** to the results.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|            |       |              |              |       |
|------------|-------|--------------|--------------|-------|
| 6          | 4     | -2           | 2            | 5     |
| SILHOUETTE | SPEED | HANDLING     | DEFENSE      | ARMOR |
|            |       | HT THRESHOLD | SS THRESHOLD |       |
|            |       | 60           | 30           |       |

**WEAPONS**

Spinal multibarrel assault cannon (Fire Arc Forward; Gunnery; Damage 13; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 port and 1 starboard capital-grade beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 7; Critical 3; Range [Long]; Breach 2; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 60 officers and crew.

**PASSENGER CAPACITY:** 40 soldiers, 10 others.

**CONSUMABLES:** 5 months.

**FTL RANGE/SPEED:** Extreme/fast.

**ENCUMBRANCE CAPACITY:** 150, plus 1 shuttle and 1 combat dropship.

**PRICE/RARITY:** 3,000,000 aurei /7(R).



## Thunderhead Dreadnought

In the terms of naval combat, the Thunderhead is a pugnacious brawler. The basic sloped arrowhead design of Sol's principal ship of the line has changed little over the past three decades, and its brutal effectiveness at ship-to-ship combat suggests it will remain in service for decades to come.

Like some of the other great powers' navies, the Federal Fleet prefers not to dedicate any of its capital ships' armament to ground bombardment, instead trusting that its main weapons can handle the job if needed. In the Thunderhead's case, the shipwrights eagerly filled the saved space with a punishing broadside of mass drivers. Their range and firing arcs are limited, but the Thunderhead also boasts powerful engines that can accelerate the ungainly ship to an impressive velocity. The Federal Fleet expects its dreadnoughts to head straight into the enemy

formation, weathering incoming fire until they are among their foes. Once there, Thunderheads can lay about in all directions with their heavy weapons. Their effectiveness has led many officers to affectionately nickname these ships "linebreakers" or "gun rams."

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>8</b>   | <b>3</b> | <b>-4</b>    | <b>3</b>     | <b>6</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>80</b>    | <b>40</b>    |          |

**WEAPONS**

1 forward, 1 port, and 1 starboard triple capital-grade beam turrets (Fire Arc Forward, Port, and Starboard, or Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 2, Vicious 4; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

1 port and 1 starboard mass driver broadside (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 9; Critical 4; Range [Long]; Accurate 1, Linked 4; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

4 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and soldiers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 400, plus 12 escort fighters, 3 shuttles, and 2 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 9,000,000 aurei /9(R).

## Genesis

Since strike carriers form the core of the Federal Fleet, commanders are very concerned about any potential threats to their survival. Strike carriers are good at defending themselves from enemy fighters and small warships, but cruisers and dreadnoughts are another matter. They are potentially tough enough to make it through fighter screens and powerful enough to even crack a strike carrier's hull.

*Genesis* began as the proof of concept for the future of Sol's fleet. A ship with the capacity of a carrier but the guns and armor of a dreadnought could defend itself against any foe and still be able to strike targets light years away. This new "ultra-dreadnought" would serve in both the Federal Fleet's primary battle line and its carrier task forces all at once. The design ended up proving successful, but it cost more than four times the most expensive dreadnought or carrier. In addition, it was very slow, both at standard and superluminal velocities.

Given the price and speed issues, the Chief Councilor of Security has been unwilling to authorize additional construction. It looks like for the moment, *Genesis* may be the only ship of its kind. However, that does not mean it has been discarded. Instead, the vessel has become both the flagship for Gryphon Fleet and the key to the Federation's future plans of planetary conquest.

*Genesis* is an absolutely monstrous warship, with more than twice the guns of any conventional dreadnought and nearly double the carrying capacity of a modern strike carrier. Its interior barracks and cavernous flight decks can transport an entire Air Legion with all its associated vehicles and equipment, including whole troops of heavy mechs. Although its slow speed means it has little chance of chasing down a fleeing enemy, *Genesis* is certainly capable of crushing any that come within range. For that reason, Supreme Admiral DeLouis brags that the ship can bring a planet to compliance all on its own.



That might be bravado, but many other factions in the galaxy have spent significant sums of aurei to infiltrate spies into the great naval base of Churchill Prima. Every great power wants to have advance notice when *Genesis* finally slips its moorings and departs on a mission of conquest.

### Combat Operation Center

While in the ship's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 9            | 2     | -3           | 4       | 7     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 150          |       | 60           |         |       |

### WEAPONS

2 forward, 1 dorsal, and 2 aft triple capital-grade beam turrets (Fire Arc Forward, Port, and Starboard, or Fire Arc All, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 14; Critical 3; Range [Extreme]; Breach 2, Linked 2, Vicious 4; when attacking a target silhouette 4 or smaller, increase difficulty by 1).

4 port and 4 starboard capital-grade quadruple mass driver turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 8; Critical 4; Range [Long]; Accurate 2, Linked 3; when attacking a target silhouette 5 or larger, reduce difficulty by 1).

10 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target silhouette 4 or smaller, reduce difficulty by 1; these weapons use a distributed targeting protocol for maximum coverage, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 750 officers and crew.

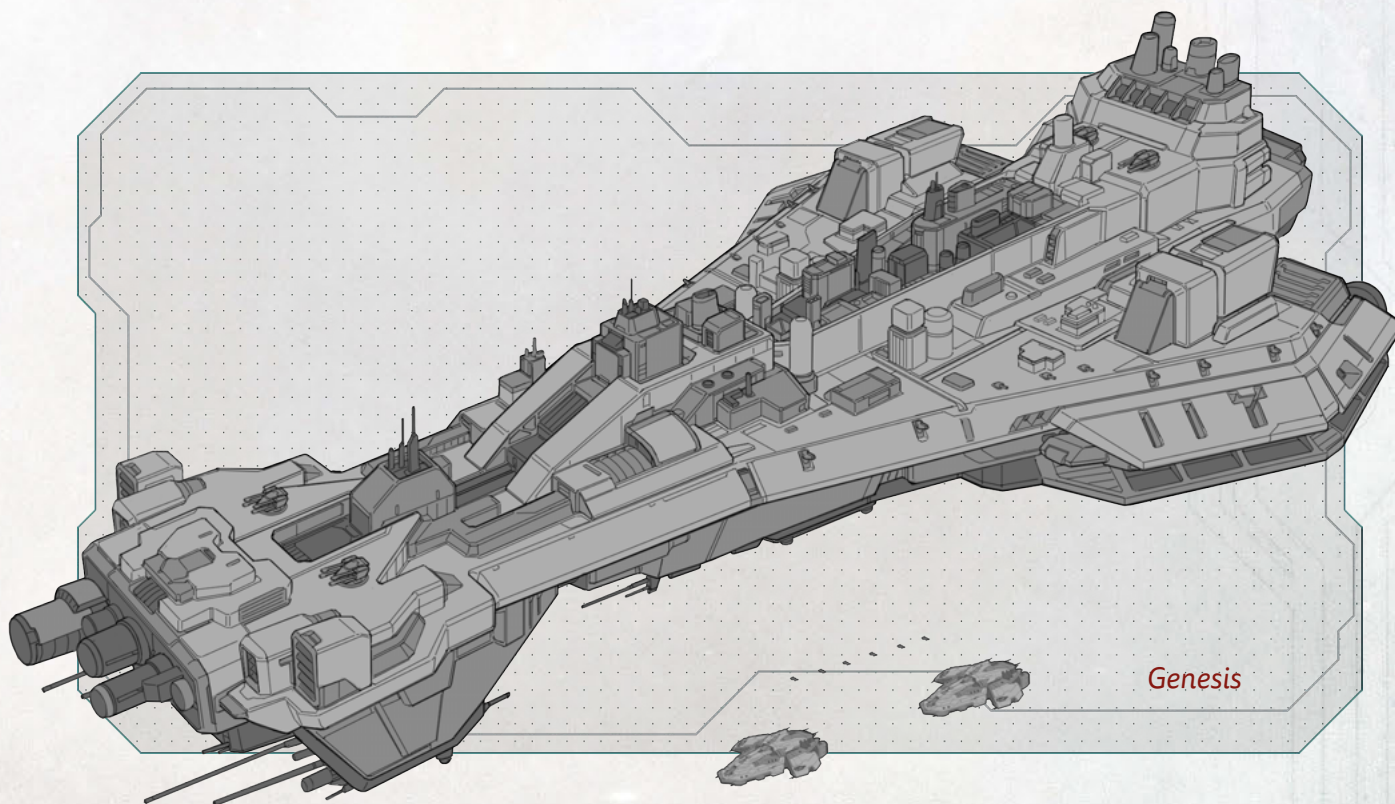
**PASSENGER CAPACITY:** 25,000 soldiers.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 750, plus 96 escort fighters, 48 torpedo bombers, 30 combat dropships, 8 shuttles, and 40 heavy mechs.

**FTL RANGE/SPEED:** Long/slow.

**PRICE/RARITY:** 40,000,000 aurei/10(R).







## [Chapter 12]

# Barony of Letnev

**T**he Barony of Letnev is a militant civilization through and through, to the extent that their civil and military bureaucratic structures are one and the same. For thousands of years, the Letnev have taken pride in their military might, from their black-barbed dreadnought battlewagons to their legions of impeccably trained soldiers.

### Barony of Letnev Military

Over the generations, the Barons have built their military for aggression and invasion. Their dreadnoughts were never intended to laze in orbit awaiting an incoming fleet or news of a pirate raid. Their soldiers don't drill simply to huddle in bunkers. The Barony trains and equips its military forces to seek out threats and challenge them, wherever they may be.

It is perhaps unsurprising that the war colleges chafe under the realities of the current state of galactic geopolitics. Many officers believe the Barony has been shackled too long. Influential officers ache for the days of widespread conflict, and their juniors grow frustrated with what little glory they can add to their reputations by slaughtering pirate bands.

### Military Structure

The Baron Daz Emmiciel Werqan III serves as Supreme Commander of The Grand Baronial Armada and the Bellicose Lord's Ebon Horde. While virtually all Barons throughout recorded history have served as Supreme Commander, the current Baron takes an even more active hand than most in military training, readiness, and operations. He has the genuine respect of the admiralty and his generals for his strategic cunning and willingness to hear out multiple viewpoints on strategic issues.



In the Barony, military power and political power are one and the same. Vice admirals and major generals are also governors of colonies and viceroys in the Baron's bureaucracy. Ranking officers always have major political or government responsibilities in addition to their military-oriented duties, and their deficiencies in one of the roles can limit their growth in the other. This pressure encourages them to delegate responsibilities down the chain of command and combats any inclination to micromanage, which in turn provides subordinate officers with opportunities to test their capabilities.

### Officer-Centered Military

The Barony's military relies on bright, well-trained officers who can understand the strategies of their superiors and recognize where there is room for them to express autonomy, take initiative, and seize glory. The Werqan War College is one of the largest officer training facilities on Arc Prime. Thousands of cadets graduate annually from its eight-year program. Just as many or more wash out. Some transfer to a less prestigious school, while others are disgraced entirely, forced to work menial labor or join the cannon fodder of the Ebon Horde without rank.

The Baron's officers live by their core values of Strategy, Glory, and Initiative. Despite their love of strategy and tactics, they are eager to demonstrate their gallantry and seize glory by fighting in the front lines. While this might seem like it would create excessive turnover among ranking officers, they typically keep to heavily armored ships and mechs, insulating them from some battlefield risks.

### Troops and Toumarin

The rank-and-file troops and the Toumarin (the aristocratic pilot elite) of the Barony also receive intense training and are well equipped. However, they focus on discipline, sacrifice, and technical expertise. Military service is considered an honorable undertaking, no matter if it's a brief enlistment or a full career. Some enlist in hopes of earning an officer's commission by taking advantage of the extreme meritocracy of the Letnev armed forces. This hope for social mobility sometimes leads aspiring officers among the troops to overzealously demonstrate their initiative. Unfortunately, for every heroic tale of a battlefield promotion earned that way, there are ten more in which entire platoons get slaughtered, since grunts rarely have enough information to make such decisions.

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## The Grand Baronial Armada

At present, the entire Grand Baronial Armada is organized into seven fleets. Each can launch and sustain an invasion of a typical star system on its own. While there is some variance, fleet structure generally includes a flagship; over a dozen dreadnoughts; a few hundred cruisers, destroyers, and carriers; and well over a thousand shuttles and support craft.

A fleet typically divides into a dozen battle groups with a sizable reserve force at fleet headquarters, either lying in wait or putting in for repairs and refits. Outside the orbits of fleet headquarters, it's rare to encounter more than a half dozen ships at a time unless there's a major exercise or engagement. Battle groups also coordinate from ten to fifty support ships for repair and resupply, though these logistics ships stay far from battles.

### 1st Fleet, "The Black Pillars of Goz"

The 1st is one of the largest fleets, with as many as forty dreadnoughts and many additional training vessels. The Baron's uncle, Vice Admiral Larote, arrays the 1st to defend Arc Prime and five neighboring systems at the heart of Barony space.

### 2nd Fleet, "The Baron's Great Fist"

Led by the Barony flagship *Arc Secundus*, the 2nd escorts the Baron on diplomatic cruises and augments defensive forces around Arc Prime.

### 3rd Fleet, "Gallant Marauders"

Thanks to a recent agreement, the 3rd is headquartered at Secour Depot in the outer edge of the Independent System of Tarana. Admiral Touzzon's fleet stands ready to engage any threat emerging from the Quann Wormhole before it can reach Barony space.

### 4th Fleet, "The Void Revenants"

Homeported at Wren Terra, the 4th is responsible for exploring the outer edges of the galaxy as far south as the Locust Star-Forming Region, searching the stars for potential colonies and threats. Rear Admiral Farran hopes to one day secure a supply line from Barony space to the Elysian Wormhole.

### 5th Fleet, "The Frothing Daartar in Pursuit"

Responsible for defending northern Barony space, the 5th also conducts counter-piracy operations to protect trade. Many of these center around military logistics lanes near the Primor Gate and the outer asteroid fields of Olergodt.

### 6th Fleet, "The Nebula Sentinels"

This logistics fleet led by Admiral Fillain defends trade with the Jol-Nar and the Clans of Saar. The 6th sometimes participates in joint counter-piracy operations with the Saar as far afield as the Great Calistar Nebula.

### 7th Fleet, "Werqan's Red Vengeance"

The 7th Fleet is a major point of tension among the Barony's rivals. The Baron claims it is built to traverse the Quann



Wormhole to the Stygian Passage, where it will exterminate the Nekro threat. The Federation of Sol has cried foul, claiming the 7th has engaged in exercises that clearly simulate an invasion of Sol.

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## The Bellicose Lord's Ebon Horde

At present, the Ebon Horde has five armies. Although deployed across Barony space, each army has a primary headquarters housing its command infrastructure and its logistics and training hubs. At present, two armies are headquartered on Arc Prime and one on each of the worlds Wren Terra, Vol Terra, and Arcanne.

Each army's millions of soldiers are typically organized into eight fronts. Each front, in turn, has five groups, and from there the structure breaks down further into corps, divisions, brigades, regiments, battalions, companies, platoons, and squads. The armies field troops, armored vehicles, and mechs, relying on the navy for orbital and air support as well as landing craft. Some notable units stand out among the crowd.

### 108th Orbital Drop Battalion, "The Crimson Saimoc"

One of the Barony's most elite units, General Arzam's 108th has a reputation for pinpoint solo suit-drops—and the ability to infuriate entire planetary defense strategies all on their own.

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## Allired Fateweaver

This nearly four-meter-tall light mech is the preferred and oft-romanticized form in which the officers of the Ebon Horde take the field of battle. More exoskeleton than vehicle, the mech features advanced brainwave and kinesthetic capture technology, empowering the operator to leverage their own physical prowess with Letnev dueling poniards to butcher enemy infantry, emplacements, and light armor.

The Allired Fateweaver's advanced defensive systems and armor alloys keep the officer relatively safe within. The exoskeleton is environmentally sealed and features jump jets that allow for heroic leaps directly into enemy battle lines. Officer mechs are built to order in Allired, one of Arc Prime's artistic centers. Their owners customize these mechs far beyond their factory cost with metal inlays and engraving that often evoke the sleek lines of a Letnev officer's full-dress uniform, complete with scooped shoulder spaulders.

### 9th Infantry Division, "The Letnev Fusiliers"

Major General Pagizarde's Letnev Fusiliers have the highest average marksmanship rankings of any infantry division in Barony space. Many of the unit's soldiers prefer finely tuned marksman grazer rifles over the beam rifles more typically used by infantry.

### 17th Reconnaissance Battalion, "Werqan's Voidhand"

Named for its founding Baron, Werqan's Voidhand performs a variety of covert missions. Under Marquis Achrone's direction, this special operations battalion largely focuses on reconnaissance, location, extraction, or elimination of high value targets.

### 128th Intelligence Brigade, "The Trench Phantoms"

This fabled military intelligence unit deploys master spies behind enemy lines in active war zones to collect information, sabotage enemy forces and plans, and cultivate assets.

## Ship and Vehicle Profiles

While many military forces want versatile, multipurpose vehicles, Letnev armed forces field specialized craft that facilitate a variety of creative strategies and tactics.

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### All-Terrain

When making an Athletics or Coordination check to steer the vehicle, your character may remove ■ ■ added to the check due to terrain.

### Exoskeleton

If this vehicle suffers a Critical Hit, reduce the result suffered by 30 (to a minimum of 01), then apply that result as a Critical Injury against your character.

### Jump Jets

When piloting this vehicle, your character can make an **Average** (◆ ◆) **Athletics** or **Coordination** check to leap to any point within medium range as an action. Your character may spend ▲ ▲ ▲ to instead leap to any point within long range. Your character may spend ☉ generated on the check to make an immediate attack against a single engaged target with the twin energy poniards.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>2</b>   | <b>3</b> | <b>+2</b>    | <b>2</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | <b>12</b>    | <b>10</b>    |          |
|            |          | HT THRESHOLD | SS THRESHOLD |          |

**WEAPONS**

Shoulder-mounted burster grenade launcher (Fire Arc Forward; Gunnery; Damage 10; Critical 5; Range [Long]; Blast 10, Personal Scale).

Twin energy poniards (Fire Arc All; Melee; Damage 1; Critical 3; Range [Engaged]; Breach 2, Linked 1, Vicious 4).

**CONTROL SKILL:** Athletics or Coordination.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** None (unless carried).

**CONSUMABLES:** 8 hours.

**ENCUMBRANCE CAPACITY:** 4.

**PRICE/RARITY:** 18,000 aurei/5(R).

## Dunlain Reaper

A single Dunlain Reaper can depopulate a small colony or city in hours, making it one of the more terrifying and notorious mechs in the galaxy. Built entirely around the shoulder-mounted hammerfall missile launcher, the Reaper is a lithe walker that stands eleven meters high. Grav-fins help stabilize the machine, ensuring that its feet barely touch the ground when it moves.

Letnev generals typically deploy Reapers in heavy raids, able to surge forward, volley off their heavy missiles, and then retreat

before a counterattack can be launched. However, they also serve as useful counterattacking units. Often a unit of Reapers lurks behind Letnev lines, waiting to smash an enemy armored breakthrough with precisely applied fury.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

## The Crimson Baronet

This adventure seed is best suited for any cohort with obligations to the Barony of Letnev.

The infamous Crimson Baronet has long been one of the Barony's elite ace pilots, but her skill is matched by her impertinence and disrespect for senior command. She finally went too far when she shot down a fellow pilot and fled.

The Barony wants her dead, but the Crimson Baronet is a military hero to Letnev commoners. Therefore, a Barony official approaches the PCs. Their job is to kill the renegade without involving the Barony's military, so that leadership can claim the Baronet died "heroically serving all the Letnev people."

To maintain the charade, the PCs are not given any Letnev equipment and have to scrounge fighters from other factions. To make matters worse, the Crimson Baronet's ground crew joined her little rebellion and stole a Denoz Warstalker. So, the PCs have to contend with a corvette, an ace pilot in an Allied Voidcarver, and three four-ship flights of Valeward drone fighters. Things get even more complicated if the PCs learn why the Baronet rebelled (she refused to fire on a ship full of refugees that may have also been carrying smuggled weapons and killed her wingman when he went to destroy the ship). The PCs have to choose whether to kill the Baronet, side with her against the Barony, or invent some ruse to allow her to start a new life elsewhere. Perhaps the Keleres are hiring?



4

SILHOUETTE

2

SPEED

+0

HANDING

0

DEFENSE

3

ARMOR

HT THRESHOLD

24

SS THRESHOLD

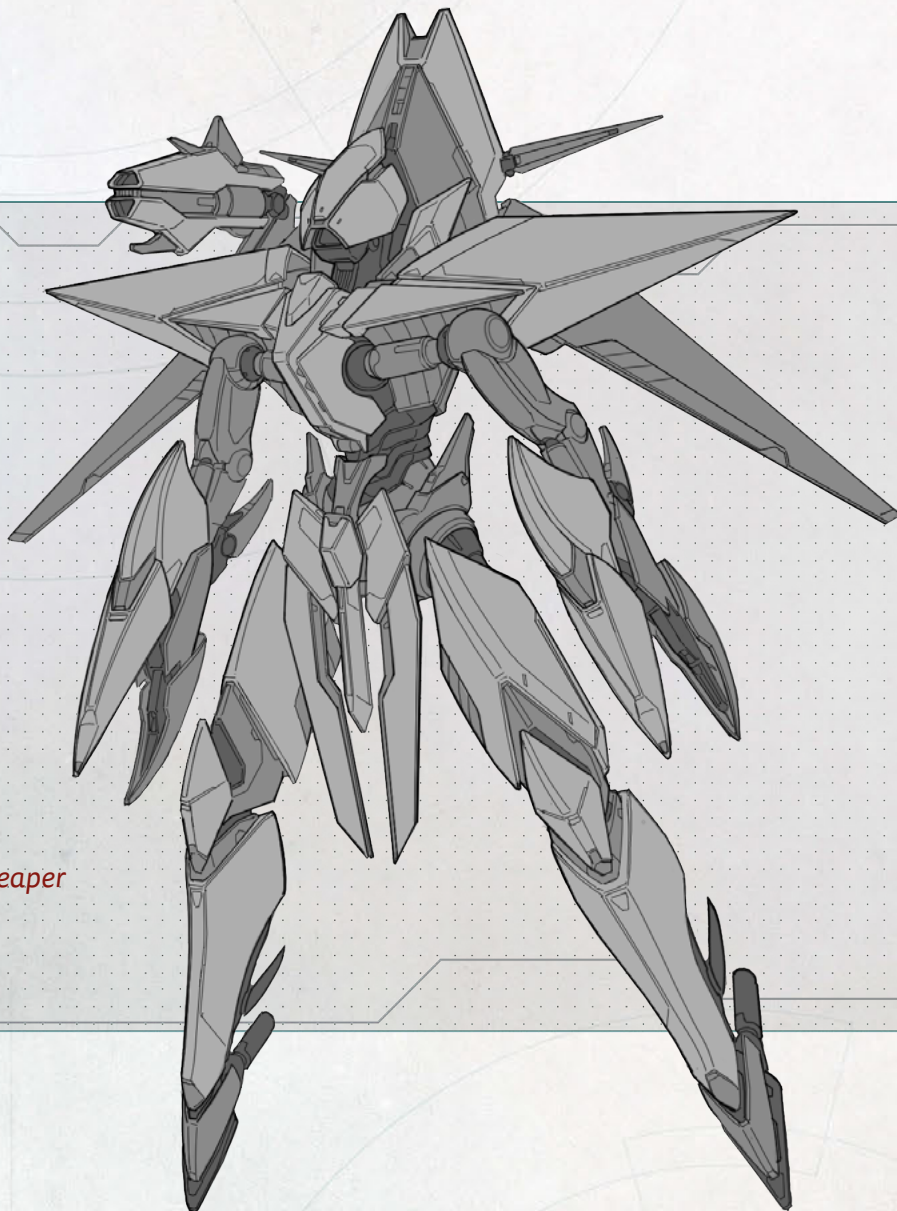
14

**CONTROL SKILL:** Driving.**COMPLEMENT:** 1 pilot, 2 gunners, 1 systems operator.**PASSENGER CAPACITY:** None.**CONSUMABLES:** 1 week.**ENCUMBRANCE CAPACITY:** 25.**PRICE/RARITY:** 70,000 aurei/6(R).**WEAPONS**

2 twin-barreled heavy beam cannons (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Breach 2, Linked 1).

Hammerfall missile launcher (Fire Arc All; Gunnery; Damage 8; Critical 4; Range [Strategic]; Blast 5, Guided 4, Slow-Firing 2; when the Blast item quality is triggered, all targets within medium range suffer one hit; may not be used against targets within long range).

Mecha-slam (Fire Arc All; Brawl; Damage 2; Critical 4; Range [Engaged]; Knockdown).

*Dunlain Reaper*



## Valeward Drone Fighter

Drone fighters are popular among the Letnev Admiralty as expendable distractions and ram-bombs. Typically, commanders deploy them as conventional fighter screens, interceptor squadrons, and escorts for ace pilots or high value craft. Sometimes, however, forward-thinking officers seed orbital wreckage with squadrons of drone fighters in sleep mode. They might be programmed to passively scan, pursue and attack if their scanners trip, or to lie patiently awaiting further instructions.

The Valeward is a recent model that vaguely resembles an Agiz crystal bat, wings outstretched in flight. Their control algorithm isn't anywhere close to a true artificial intelligence,

and when left to their own devices, drones have a very low kill ratio. Having Letnev drone operators or aces directing a squadron dramatically increases drone lethality.

### Self-Destruct

While remotely piloting this vehicle, your character can make an **Average (◆◆) Piloting check** to ram a target silhouette 5 or larger within short range. The target vehicle's defense modifies the check. On a success, the target vehicle suffers 2 hull trauma per drone fighter in the minion group (to a maximum of 10). Using this ability destroys the drone fighter (or all drone fighters in a minion group).

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>2</b>   | <b>5</b> | <b>+1</b>    | <b>0</b>     | <b>0</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | <b>6</b>     | <b>4</b>     |          |
|            |          | HT THRESHOLD | SS THRESHOLD |          |

**WEAPONS**

Light beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 1).

**CONTROL SKILL:** Piloting.  
**COMPLEMENT:** Remote pilot.  
**PASSENGER CAPACITY:** None.  
**CONSUMABLES:** 8 hours.  
**ENCUMBRANCE CAPACITY:** 0.  
**FTL RANGE/SPEED:** None/none.  
**PRICE/RARITY:** 14,500 aurei/4(R).

## Drone Fighters

Drone fighters are versatile, expendable forces that can operate under a rudimentary algorithm or the direct control of an authorized remote operator within strategic range. They can also escort high-value craft or ace pilots across chaotic battlefields.

Drone fighter squads can operate in the following modes (switching modes requires an **Average (◆◆) Computers check** from an authorized user via a special encrypted comms frequency):

◆ **Independent Mode:** Treat the drone as a minion group with 1 Agility and the Gunnery skill as a group skill. It can only respond to simple commands over the proper encrypted channel, such as attack target, defend target, travel to coordinates, and enter sleep mode.

◆ **Remote Operator:** Use the remote operator's Agility and ranks in Piloting and Gunnery. Increase the difficulty of all Piloting and Gunnery checks once, but add ■ to all Gunnery checks for each drone in the minion group beyond the first.

◆ **Escort Mode:** The drone minion group loses its turn in the initiative order and attaches to a control craft. Any time the control craft is the target of a successful attack, your character may sacrifice a drone to ignore all damage from a single hit as an out-of-turn incidental. Also, when the control craft makes an attack, add ■ to the check if 1-3 drones are attached, ■ ■ for 4-8 drones, and ■ ■ ■ for 9+ drones.



## Daltroc Ashbringer

Bringing nothing but flame and death, the Ashbringer is a feared Letnev weapon built to incinerate enemy logistics capabilities. Its plasma firebombs can start fires hot enough to ignite many metals. A full squadron can turn an entire populated city into ash as easily as crop fields or resupply convoys. While Ashbringers are durable, they are not as capable dogfighters as dedicated interceptor fighters. Beause of this, they typically launch in pairs with at least six Valeward drone fighter escorts.

The Ashbringer is a flat, wide, triangular-shaped collection of sharp edges and angles. It has a stacked cockpit that seats its pilot forward and the weapons officer just below, offering excellent visibility. The heavy beam cannon fires just over the pilot's right shoulder, while the weapons officer's munitions mount below the wings.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>3</b>     | <b>4</b> | <b>+1</b>    | <b>2</b> | <b>1</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>20</b>    |          | <b>10</b>    |          |          |

**WEAPONS**

Beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 2).

Plasma firebombs (Fire Arc Aft; Gunnery; Damage 2; Critical 3; Range [Medium]; Blast 2, Burn 3, Inaccurate 1, Limited Ammo 2; when the Blast item quality is triggered, all targets within short range of the target suffer one hit).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Limited Ammo 2; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot and 1 electronics/weapons officer.

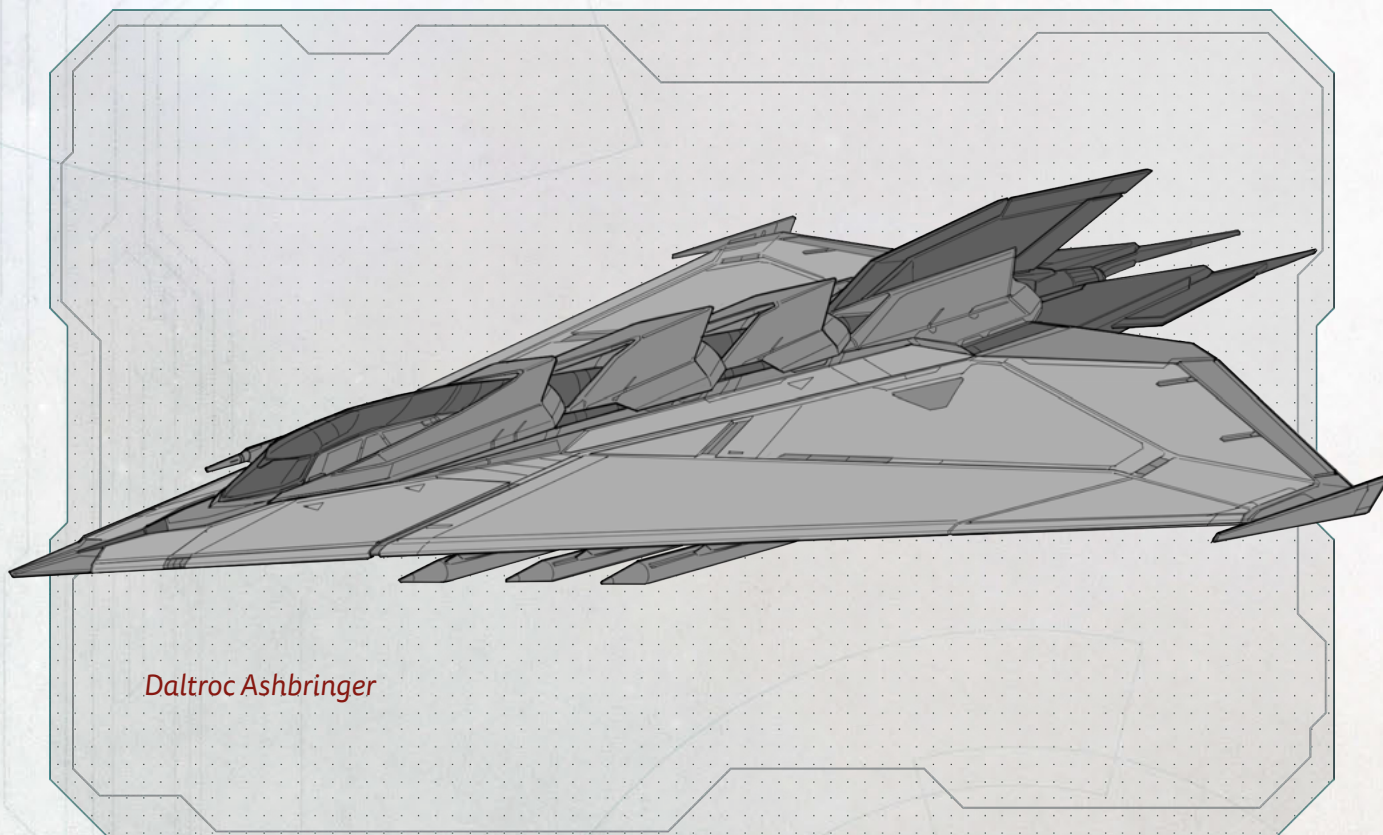
**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 8.

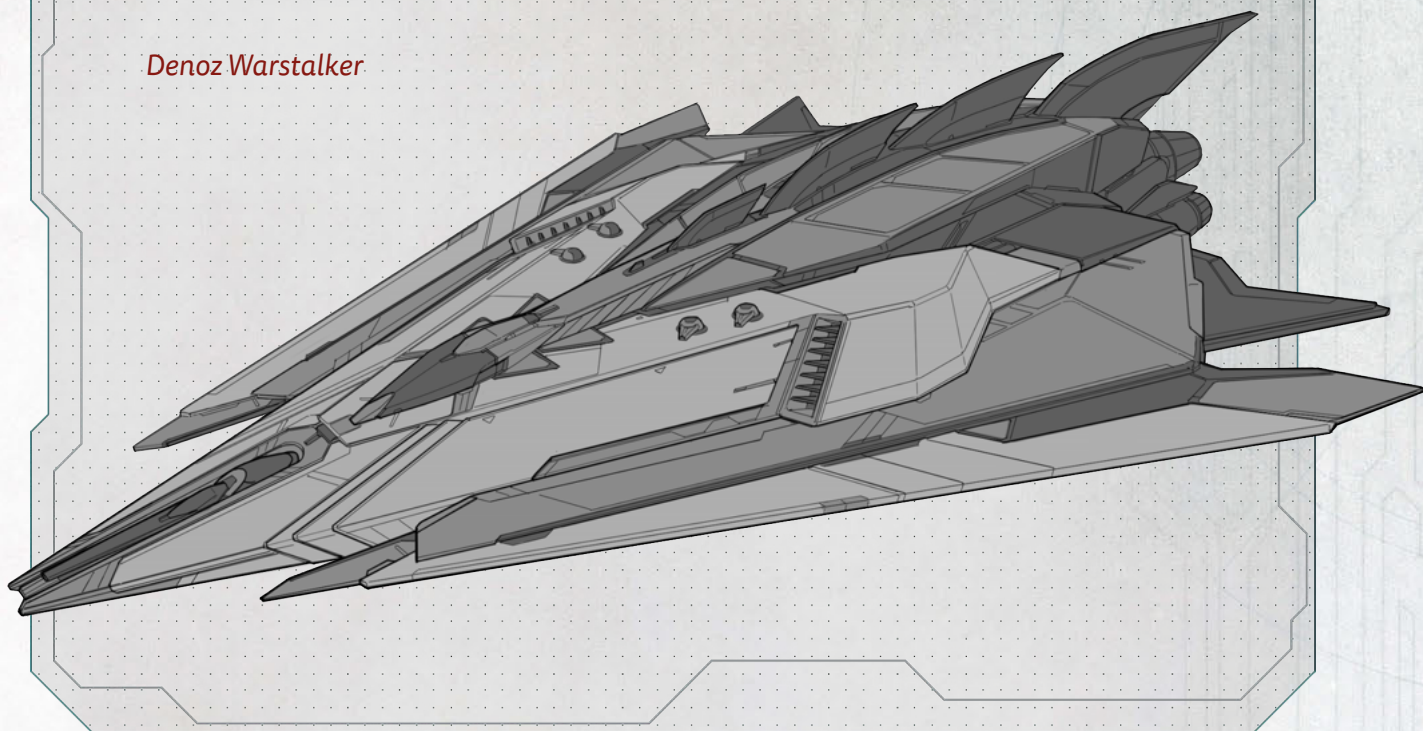
**FTL RANGE/SPEED:** Short/slow.

**PRICE/RARITY:** 45,000 aurei/6(R).





## Denoz Warstalker



## Denoz Warstalker

Like most corvettes, the Denoz Warstalker is a versatile craft built to hunt down trouble and is generally powerful enough to destroy whatever it can't outrun. It can undertake systems patrol, reconnaissance, exploration, and customs missions alone or in pairs with minimal support. When organized into lines of four to ten, Warstalkers can rip through fighter screens or focus fire

to attack larger warships. Such corvette lines often hide behind planets, moons, or large asteroids, only emerging after their commanding officer has herded the enemy into a flanked position. The Warstalker's only limitations are its lack of space for troops and supplies—the price of carrying the capacitors for its overcharged primary weapon.

5

SILHOUETTE

4

SPEED

+2

HANDLING

2

DEFENSE

2

ARMOR

HT THRESHOLD

SS THRESHOLD

31

17

### WEAPONS

1 overcharged heavy beam cannon (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Long]; Breach 3).

4 autocannon turrets (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 8.

**PASSENGER CAPACITY:** 8.

**CONSUMABLES:** 3 months.

**ENCUMBRANCE CAPACITY:** 25.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 80,500 aurei/6(R).



## Allired Voidcarver

The Barony of Letnev invests heavily in the selection and training of pilots. Those with five or more combat kills against enemy fighters become aces, true celebrities among the Letnev. Since the death of an ace is a cultural tragedy, the Barony goes to great lengths to engineer starfighters that provide unmatched survivability and spares no expense to do so.

The Allired Voidcarver is a multi-role fighter that has a twin-prow design with a silhouette almost identical to the Grand

Armada's Manifester. All things being equal, it can overcome most enemy escort fighters and interceptors in one-on-one engagements. It also has great anti-ship capability—but it has to get in close to wield it. Perhaps the Voidcarver's most interesting feature, though, is its ability to seamlessly interface with Valeward drone fighters. This enables the drones to fly in tight formation alongside the ace, enhancing their firepower and serving as ablative armor.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>3</b>   | <b>4</b> | <b>+3</b>    | <b>3</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>14</b>    | <b>12</b>    |          |

**WEAPONS**

Beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 2).

Short Burn anti-ship missiles (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Medium]; Breach 2, Guided 2, Limited Ammo 2; when attacking a target of silhouette 3 or smaller, increase difficulty by 1).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Limited Ammo 2; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 8.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 105,000 aurei/8(R).

## Illeprete Starfang

Engineers designed this destroyer around the crevasion cannon, a devastating beam weapon that can penetrate even stout Xxcha hulls. Unfortunately, the nature of the beam limits its effective range. That limitation informed the Starfang design—it has to be fast and durable enough to reach its target while under intense fire. To accomplish this, the wedge-shaped Starfang has thick armor and reinforced bulkheads built into the forward slopes of its prow and flanks. These allow the destroyer to shrug off hits that would cripple similarly sized ships from other factions.

The Starfang also has a moderate antifighter capability with which it can punch large holes in enemy fighter screens, but its heavy cannon loadout eliminates room for flak cannons or missile banks. However, it can vent aft compartments to deploy self-assembling smart minefields used to vector enemies into traps. All this gives the Starfang unmatched utility in the Letnev fleet.

### Minefield

Once per encounter as an action, while aboard this vessel your character may make an **Average** (◆◆) **Operating check** to deploy a minefield. If successful, a medium range-sized area behind this ship is now a minefield. Passing through the minefield unharmed requires a **Hard** (◆◆◆) **Piloting** or **Operating check**. If they fail, they suffer hull trauma equal to their silhouette for each turn they spend in the minefield. Your character may spend ▲▲▲ generated on the Operating check to add +1 additional point of total damage on this failed Piloting or Operating check. Your character may spend ☼ to increase the minefield's size by one range band.



|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 5            | 4     | +0           | 3       | 4     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 48           |       | 30           |         |       |

**WEAPONS**

2 dorsal, 2 ventral, 2 port, and 2 starboard antifighter beam turrets (Fire Arc Forward, Port, and Starboard, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

4 port and 4 starboard crevasion heavy cannons (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 7; Critical 2; Range [Medium]; Breach 3, Slow-Firing 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 26 officers and crew.

**PASSENGER CAPACITY:** 25.

**CONSUMABLES:** 2 months.

**ENCUMBRANCE CAPACITY:** 75, plus 2 shuttles.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 285,000 aurei/7(R).

## Goz Voidscepter

This carrier can ferry an entire brigade of troops or a wing of starfighters into a combat theater, depending on its configuration. While its sleek, angular hull suggests otherwise, the Voidscepter is ponderously slow and vulnerable to enemy warships. This relegates them to the rear of formations, though some commanders expertly use them as bait to lure enemies into traps.

The Voidscepter sports two hangars. The main hangar in the belly of the ship is home to most of the crewed starfighters, shuttles, and dropships on board. Carriers configured for ground invasion convert much of this space into troop berths and assembly areas. The Voidscepter's more modest forward hangar serves as a maintenance bay and contains the carrier's drone racks.

Although bridge crew maneuver the ship and defend it from attack, squadron staff represent the bulk of personnel. They have

their own command staff, pilots, maintenance personnel, and more. It's common for squadron or brigade commanding officers to outrank the ship's captain, sometimes resulting in internal power struggles between the two staffs.

### Drone Flight Control Room

While in the control room, your character may switch any allied drones operating modes as a maneuver and without performing a check (see **Drone Fighters** sidebar on page 153). Further, as a maneuver, while your character is in the flight control room they may direct up to four drones to merge into a new minion group.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 7            | 1     | -4           | 2       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 70           |       | 35           |         |       |

**WEAPONS**

20 antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 70 officers and crew, 90 squadron pilots and support crew.

**PASSENGER CAPACITY:** 100 soldiers (change to 1,800 soldiers, 6 dropships, 36 drone fighters, and 6 Voidcarvers or Ashbringers for troop transport variant).

**CONSUMABLES:** 12 months.

**ENCUMBRANCE CAPACITY:** 400, plus 196 drone fighters, 12 Voidcarvers, 6 Ashbringers, 2 dropships, and 4 shuttles.

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 2,750,000 aurei/7(R).



## Serzan Dawncrusher

The Dawncrusher is an older cruiser design born from a desire to one-up the Xxcha Navy standoff combat capability. The idea was to build a low-cost cruiser around a single dreadnought-grade anti-ship beam cannon, with the hope that a battle line of cruisers could replicate the damage output of a dreadnought, only more cheaply and with less outside scrutiny. Since cruisers are also expected to command warship squadrons, their bridge features a full command and control suite to direct multiple ships in combat.

The Dawncrusher has the sharp, angular lines common to Letnev manufacture, with oversized weapon pods on

either flank. The weapon pods are relatively recent additions meant to extend the service life of the design, providing separate generators for the torpedo tubes and antifighter turrets. The disruptor torpedoes can punch brief holes in energy shielding, enhancing the effectiveness of the main cannon against shielded targets.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>6</b>   | <b>4</b> | <b>-3</b>           | <b>2</b>            | <b>4</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>50</b>           | <b>30</b>           |          |

**WEAPONS**

Spinal assault beam cannon (Fire Arc Forward; Gunnery; Damage 12; Critical 3; Range [Extreme]; Breach 3, Slow-Firing 2, Vicious 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

2 disruptor torpedo tubes (Fire Arc Forward; Gunnery; Damage 5; Critical 4; Range [Extreme]; Breach 3, Limited Ammo 6; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; on a successful hit, may spend  $\Delta$   $\Delta$  or  $\otimes$  to reduce target ship's defense to 0 until the end of your character's next turn).

2 port and 2 starboard antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1, when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 60 officers and crew.

**PASSENGER CAPACITY:** 24 soldiers, 50 others.

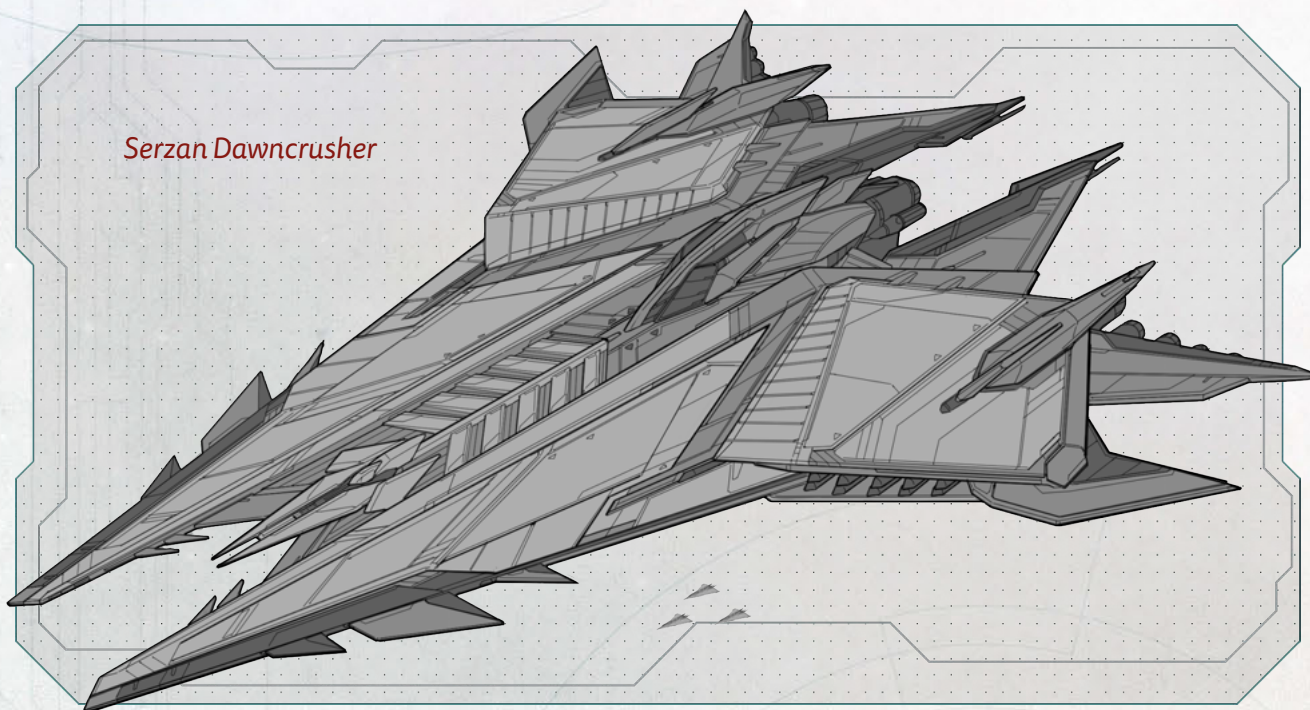
**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 200, plus 3 shuttles or dropships.

**FTL RANGE/SPEED:** Extreme/fast.

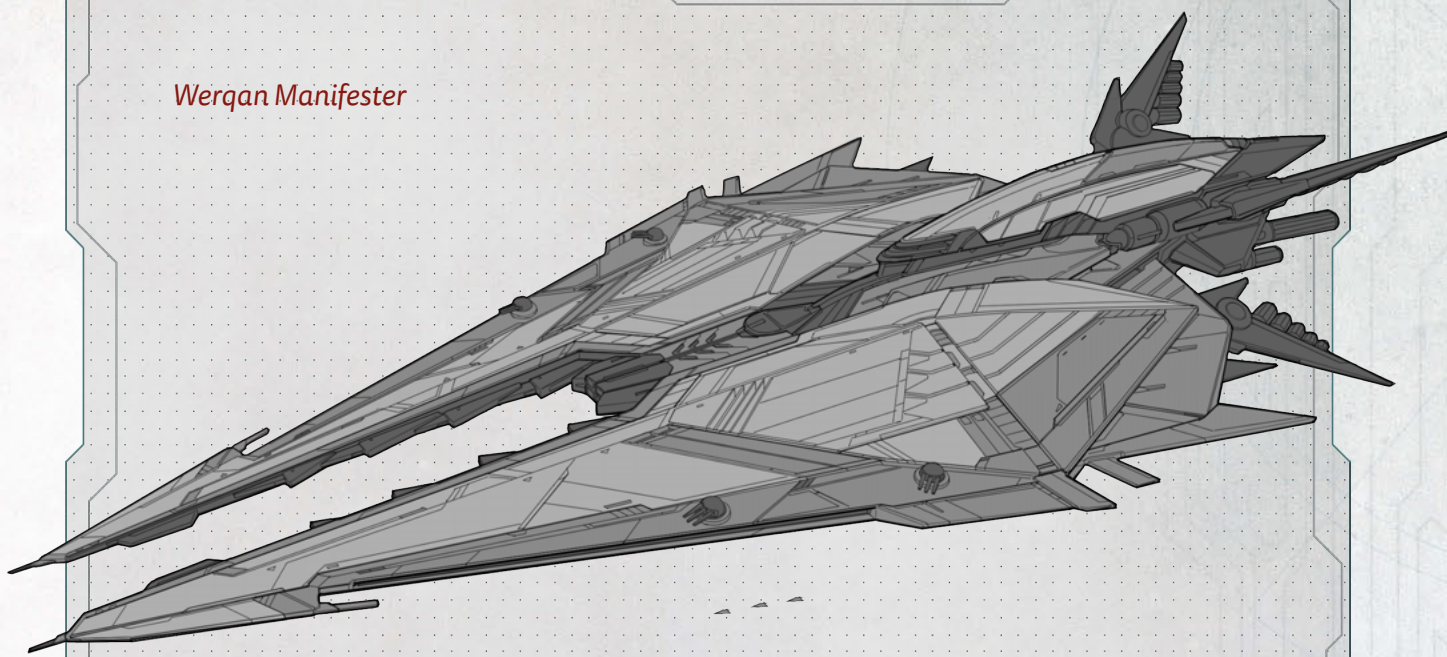
**PRICE/RARITY:** 2,400,000 aurei/7(R).

Serzan Dawncrusher





## Werqan Manifester



## Werqan Manifester

The Manifester is an iconic ship class of the Letnev people, and its angular, double-prowed silhouette instills pride in the poorest of tender on the edge of Barony space. While most great powers cower behind their dreadnoughts in defensive shells, the Grand Armada deploys as many as it holds back, showing the galaxy the Barony's strength. In the last few decades, Manifesters have participated in over a dozen victorious skirmishes with warships of other galactic powers. Letnev media produces stirring epics of *Magnifax* scattering a Sol raiding flotilla in Barony space and the heroic stand of *Flefleurn* against a L1Z1X superdreadnought over the defenseless planet of Vorhal (in every depiction *Flefleurn* fights *alone* against the L1Z1X, and any claims of a Keleres ship being present are treated as vile slander).

With armor thick enough to ignore most smaller warships, the Manifester valiantly leads strike groups into battle against planetary defense fleets. Its triple-beam turrets can decimate all but the hardest warships or dreadnoughts in a single volley. It is also loaded with ultima missiles that can crack warship hulls, planetary shields, and cities alike. The Manifester's biggest weakness is its relatively limited operating range; it requires significant resupply and support efforts for longer cruises.

It is common practice for incoming commanding officers to gut and redesign the bridge according to their preferences. Current trends have many captains at the very front of the bridge behind a command pulpit within a cocoon of data, surrounded by sensor readouts, battle simulation computers, and fleet status displays. However, more traditional bridges are cathedral-like, with an aisle for the captain to walk and the crew in recessed pews facing the aisle.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>8</b>   | <b>2</b> | <b>-2</b>    | <b>3</b>     | <b>6</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>100</b>   | <b>45</b>    |          |

**WEAPONS**

2 port and 2 starboard triple capital-grade beam turrets (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 11; Critical 3; Range [Extreme]; Breach 2, Linked 2, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

6 port and 6 starboard antifighter beam turrets (Fire Arc Forward, Port, and Aft, or Fire Arc Forward, Starboard, and Aft; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

Ultima missile tubes (Fire Arc All; Gunnery; Damage 20; Critical 1; Range [Strategic]; Blast 20, Limited Ammo 4, Vicious 4; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; may not be used to attack targets of silhouette 5 or smaller).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and soldiers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 400, plus 24 starfighters, 5 shuttles, and 2 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 17,500,000 aurei/7(R).

## Arc Secundus

While the aged *Arc Secundus* has undergone many refits, the same keel has served as the Baron's flagship for five centuries. As do many other Letnev grand battleships like *Enid Kyraev*, *Arc Secundus* features the same angular, cathedral silhouette that gave rise to the Manifester design. However, *Arc Secundus* is significantly larger and refitted with the most advanced technology and durable armor the Barony can access.

No expense was spared in *Arc Secundus*'s most recent upgrade. Its specialized shieldsplitter torpedoes are designed to open bombardment windows in planetary shielding, and the Baron's pride is plated in a proprietary deverium alloy hull. The Barony claims that energy weapons harmlessly dissipate across the charcoal black plating. Outside observers speculate that the alloy employs a saimoc crystal lattice within a more traditional duranium alloy that dissipates energy weapons across the broad hull or even funnels the energy to supercharge the ship's weapon systems.

*Arc Secundus* has an expectedly grand interior. The command-level passageways and spaces feature high vaulted overheads and polished stone finishes for the decks and bulkheads. The ship is used for diplomatic meetings as often as anything else. Its staterooms are as sprawling and lavish as those found in palatial estates, and negotiation rooms have

sweeping views, large tables, and several breakout areas. The bridge is considered hallowed ground, and officers vie for private tours as a sort of pilgrimage. It is an order of magnitude larger than most bridges to accommodate the Baron and his retinue in comfort, along with any visiting dignitaries.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

### Shieldsplitter Torpedoes

On a successful attack, your character may spend **A** to reduce the target's defense by 1 (to a minimum of 0) until the end of the next round. Alternatively, your character may open a silhouette 5 sized hole in a planetary shield (increase silhouette size by 1 per additional **A** spent this way) until the end of the next round.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>8</b>   | <b>2</b> | <b>-3</b>    | <b>3</b>     | <b>7</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>140</b>   | <b>65</b>    |          |

**WEAPONS**

2 port and 2 starboard quad-barreled capital-grade beam turret (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 12; Critical 3; Range [Extreme]; Breach 2, Linked 3, Vicious 4; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

4 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Extreme]; Guided 5; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

Shieldsplitter torpedo tubes (Fire Arc Forward; Gunnery; Damage 10; Critical 3; Range [Strategic]; Blast 5, Limited Ammo 4; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; may not be used to attack targets of silhouette 5 or smaller).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 340 officers and crew.

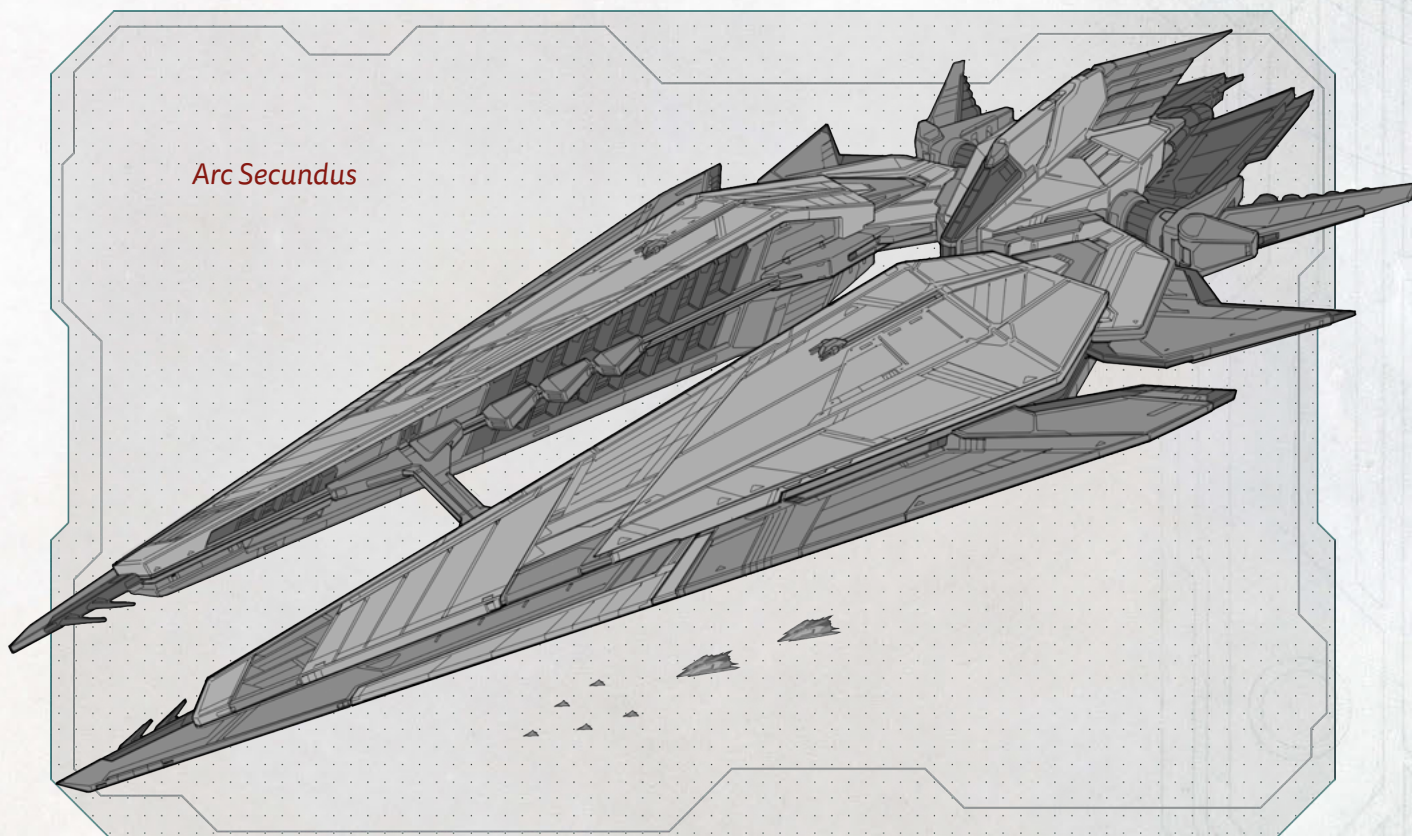
**PASSENGER CAPACITY:** 2,000 passengers and soldiers.

**CONSUMABLES:** 4 months.

**ENCUMBRANCE CAPACITY:** 400, plus 24 fighters, 36 drones, 5 shuttles, and 5 dropships.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 60,000,000 aurei/10(R).







## [Chapter 13]

# Xxcha Kingdom

It is easy for casual observers to dismiss the Xxcha as a diplomatic people more suited to debate than war. In truth, they are powerful combatants whose weapons of war are as strong and resilient as their heavy reptilian bodies. The Xxcha Kingdom is slow to go to war but meets battle with an unrelenting resolve, ensuring that anyone who attacks them shall break upon the bulwark of their military might.

### Xxcha Kingdom Military

Its critics may say it is slow and uncreative, but the Xxcha way of war is careful, methodical, and deliberate. Xxcha operations rarely leave any holes in their defense and work to position deterrence forces to discourage or destroy anyone who attacks them. They are reluctant to take offensive action, and if forced to, prefer indirect actions such as blockades and sieges that

can compel surrender or a resumption of negotiations without a fight. However, the biggest mistake their opponents can make is assuming that a reluctance to fight implies an inability to do so.

### Doctrine: Slow and Steady

Only once all diplomatic avenues have been exhausted do the Xxcha resolve themselves to war. These diplomatic efforts preclude strategic surprise, but the Kingdom's opening moves can be surprisingly swift and violent nonetheless. The significant buildup of heavy units and supplies that telegraphs an Xxcha attack means the initial strike lands like a hammer blow.

Xxcha offenses are powerful but disciplined. Commanders carefully consider how they might avoid civilian casualties and collateral damage—and not just for ideological reasons. It also maximizes useful infrastructure following the fighting and enables the subsequent work of the Kingdom's diplomats.



The Xxcha seek to liberate allies or, failing that, set the conditions to eventually gain the consent of the conquered.

Defense oriented, the Xxcha tend to hunker down in mutually supporting protective formations. Planetside, Xxcha field engineers deploy shield grids and establish extensive fortifications around forward-deployed deep space cannons. Ground forces are trained to dig into complex terrain, such as heavy vegetation or mountainous regions, and to exploit natural choke-points. Xxcha troops only garrison civilian structures as a last resort, preferring to avoid even indirectly causing collateral damage from incoming enemy fire. This same defensive mindset extends to space, where Xxcha fleets enhance existing natural barriers like nebulae and asteroid fields with defense stations and smart mines.

Sustainment factors heavily in Xxcha military planning. The Kingdom's reliance on heavy firepower and large, deliberate movements creates a voracious need for matériel. Even the most aggressive commander is loath to outrun their supply chain. Xxcha logisticians are exceedingly cautious in overestimating consumption rates and extremely generous with including extra supplies as a safety margin. Large supply depots operate several tactical bounds behind the front lines while protected convoys push matériel forward at regular intervals.

## Shields of the Kingdom

The Xxcha military is a unitary service composed of thirty-eight *sccuts* (shields) resourced with the ground and space forces necessary for independent operations. Outside observers may speak of the Xxcha “army” and “navy,” but sailors and infantry use the same rank system and answer to the same chain of command. While organizational structures vary, these *sccuts* unite hundreds of thousands of soldiers with hundreds of ships. This makes a *sccut* analogous in size to a field army or fleet maintained by some other great powers.

*Sccuts* are asymmetrically organized to support their mission task, with reconnaissance *sccuts* heavier on destroyers, carriers, and commandos, while defensive *sccuts* employ superdreadnoughts and heavy mechs. A handful of *sccuts* focus on providing highly specialized detachments such as special operations forces. Despite these asymmetries, each *sccut* possesses units of all types so that, if pressed, it can undertake any mission even if not ideally suited for it.

Each *sccut* is led by a veteran commander known as a *cchun* who ranks as roughly equivalent to an admiral or general in other militaries. Each *cchun*'s Vaxlaj, or great life's work, is the perfection of a mode of warfare. In this way, *cchuns* are warrior-philosophers prone to contemplating and debating political-military theory between winning battles.

While the Xxcha Kingdom is a centralized gerontocracy, the vestigial remnants of an aristocratic class structure remain within the military. Long-serving officers receive nonhereditary titles of increasing status as they attain higher positions of authority and more venerable ages. Even the Xxcha recognize age is not everything, however, and it is by granting a higher-than-expected

title to young but talented officers that the Kingdom signals its trust in those with great potential. Such a title makes it clear that the king expects the young officer to be treated with the same respect as if they were potentially decades older.

When a *cchun* can no longer serve in their role, leadership passes to a designated heir. Normally, this heir is the next most experienced officer within the *sccut*. Under very rare circumstances, an exceptionally gifted younger protégé may earn the status of designated heir. This practice is almost entirely confined to *sccuts* whose duties reward guile and creativity, such as reconnaissance, close protection, and special operations.

## Strategic Command

The Xxcha Kingdom's war court serves as both a defense policy board and a strategic planning body subordinate to the Council of Elders. Each *sccut* has one seat at the war court filled either by its *cchun* or their designate. Formally, every *cchun* has an equal voice in the war court. In practice, those *cchun* old enough to also sit on the Council of Elders have outsized influence. In times of peace, this body hosts thoughtful debate on grand strategic matters of diplomacy and deterrence, while in times of war it falls mostly silent as *cchuns* and their staffs are deployed throughout the galaxy.

The war court's role is to provide high level advice; practical implementation falls to a centralized general staff comprised of members of the king's Royal Guards. The Royal Guards belong to no *sccut* and answer to no *cchun*, instead directly serving their king. While many feel assignment to the Royal Guard is a career limiter—the Captain of the Guard is considered beneath the status of a *cchun*—others view it as an incredible opportunity. Officers of the Royal Guard must understand warfare in all its aspects and thus maintain a more balanced view than the more specialized doctrines of each *sccut*.

The Royal Guards serve as the king's bodyguards, though this role has remained largely ceremonial for centuries. Their practical role as a general coordinating staff has long since eclipsed their need to defend the royal family from conventional attack. As a result of this shift, Xxcha forces colloquially refer to “Royal Guards” as other militaries might refer to “central command” or “defense headquarters” in speech and informal communiqués.

## Sccut Ququar

Led by the Brothers Ququar, a duumvirate *cchun* with the collective Vaxlaj to protect peacemakers on all sides, *Sccut Ququar* guards Xxcha diplomats. This shield specializes in ace interceptor pilots trained to fly escort formations with diplomatic shuttles and elite infantry defenders. It rarely deploys as a unified formation, instead detaching bodyguard details as needed to protect the envoys of the Kingdom's massive foreign service.

## Sccut Neekuao

*Cchun Neekuao* leads this capital ship-heavy *sccut*. It seeks to deter war by presenting the overwhelming force of several



dozen superdreadnoughts protected by a rounded escort fleet. Neekuao believes the highly visible presence of her force in a superior tactical position can itself bring peace, thereby achieving her Vaxlaj of winning without bloodshed. The ground forces assigned to this sccut are primarily marines equipped for boarding actions or combat landings rather than protracted ground assaults.

### Sccut Qanoj

Led by Elder Qanoj, Sccut Qanoj strives to protect and win over populations. They believe that the Xxcha can build a network of beings committed to collective defense. The sccut is composed primarily of ground forces, including heavy infantry, shield crawlers, and heavy mechs, but also support troops like field engineers. These not only build fortifications but also restore and improve damaged civilian infrastructure such as power plants and hospitals. Reconstruction is not limited just to practical infrastructure either. Sccut Qanoj includes architects and artists tasked with designing memorials and gardens to encourage reflection and the broader renunciation of violence.

### Sccut Junn

Lord Junn's sccut seeks to win through minimal loss in support of their cchun's philosophy of striving to prevent the cycle of

vengeance in war. Sccut Junn relies upon commando teams to direct highly precise strikes from tactical bombers and Indomitus mechs, aiming to destroy the enemy's key weapons before demanding they return to negotiating table. Lord Junn encourages thoughtful debate on just how much or little of the enemy's force to destroy and includes cultural experts alongside military analysts on the sccut's staff.

### Sccut Ccre

A subtle sccut led by the soft spoken Ccre Ree, this reconnaissance force fights for "peace through truth" by deploying autonomous teams of strategic reconnaissance commandos from strategically fast cruisers. In times of peace, the Kingdom deploys Sccut Ccre across its border regions and into neutral space. Should war erupt, this sccut defies conventional Xxcha doctrine by pushing forward—often without support—to surveil enemy territory.

## Ship and Vehicle Profiles

The Xxcha Kingdom ranks among the oldest of the major space-faring powers, and therefore thousands of vessel types remain in service. The following ships and vehicles represent some of the most enduring designs.

### Kjjal Shield Crawler

Xxcha ground assaults are anything but fast. Although accurate and heavy fire precedes overland movement, there can be no guarantee this will silence all enemy guns. Enter the Kjjal shield crawler. This mech provides direct protection to advancing Xxcha ground forces, shielding infantry with localized defense grids and even by physically blocking fire.

The Kjjal is a squat, quadrupedal siege walker well suited to close infantry support. It stands tall enough for Xxcha heavy infantry to cluster beneath its central body, which is capped by a testudine armored shell with a shield generator. A series of scalelike shield projectors extend a tactical magen defense grid over the immediate vicinity. This crawler's entire crew sits in an enclosed cockpit. Holographic readouts and augmented reality

eyepieces allow them to visualize the crawler's exterior without exposure to incoming fire. Up to an entire squad can similarly ensconce themselves in the cramped duranium cocoon of a troop compartment.

#### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

#### Tactical Magen Field

Allies within medium range increase their ranged defense by 2.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 4            | 1     | -1           | 3       | 3     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 15           |       | 15           |         |       |

**WEAPONS**

2 long-barreled beam cannons (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Accurate 1, Breach 2).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot, 2 gunners, 1 systems operator.

**PASSENGER CAPACITY:** 8.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 25.

**PRICE/RARITY:** 33,500 aurei/6(R).



## Indomitus Heavy Mech

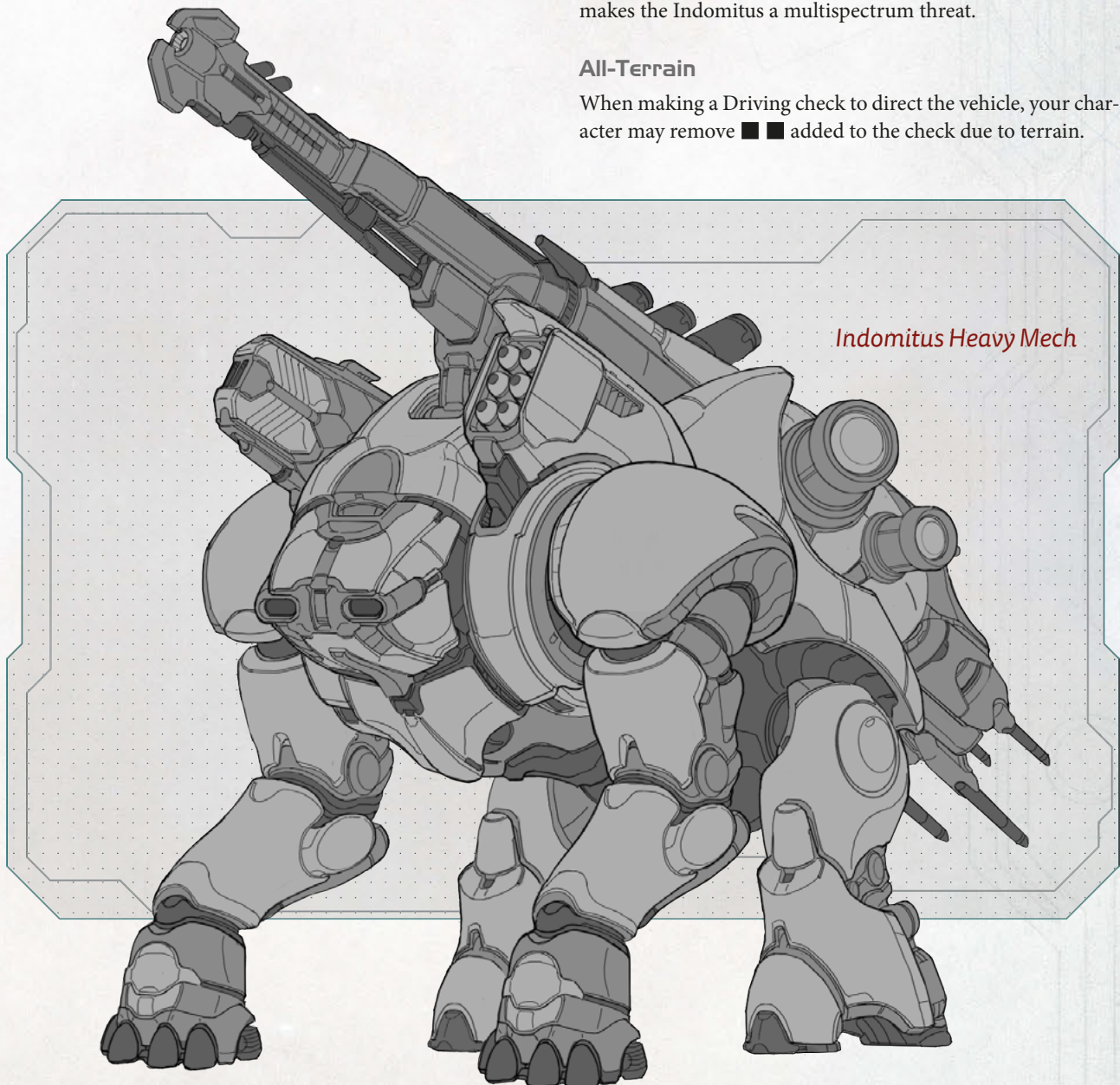
Xxcha forces do not commit to invasion warfare lightly. However, once the warrior-philosophers leading the Kingdom's sccuts decide that heavy ground combat is necessary, they commit to deploying decisive force to avoid prolonged suffering. This heavily armed and armored multimodal walker, dubbed the Indomitus, reflects this doctrine. The Indomitus provides fire support with a lighter version of a capital ship's neutron beam and steady forward movement, enabling a grinding advance in close coordination with dismounted infantry.

Where many other heavy mechs loosely mimic walking creatures, the Indomitus bears a striking resemblance to a giant armored Xxcha warrior. The "arms" are actually secondary stabilization legs, allowing the mech to move with more speed and stability in quadrupedal mode or to stand on two legs and fight "hull down" by peeking just the head sensors and shoulder weapons over blocking terrain.

By far the most dangerous element of the Indomitus, however, is the intercession orbital space cannon mounted on the mech's spine. This space cannon can only be fired when the Indomitus is in quadrupedal mode, and even then, it is quite slow. However, the ability to deploy a truly mobile anti-orbit weapon makes the Indomitus a multispectrum threat.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.



*Indomitus Heavy Mech*



|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 4            | 2     | -1           | 1       | 4     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 18           |       | 15           |         |       |

**WEAPONS**

Shoulder-mounted light neutron beam (Fire Arc Forward; Gunnery; Damage 4; Critical 2; Range [Long]; Accurate 2, Breach 2).

Shoulder-mounted missile pack (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Long]; Blast 2, Guided 3; may not be used against targets within medium range).

Intercession orbital space cannon (Fire Arc Dorsal; Gunnery; Damage 15; Critical 3; Range [Strategic]; Breach 5, Slow-Firing 4; may only be used against targets that are silhouette 5 or larger and are in orbit or beyond; see Intercession and Intervention Orbital and Deep Space Cannons on page 175).

Mecha-slam (Fire Arc All; Brawl; Damage 2; Critical 4; Range [Engaged]; Knockdown).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot and 1 gunner.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 20.

**PRICE/RARITY:** 95,000 aurei/7(R).

## Xxlun Interceptor

While their pensive and diplomatic stereotypes make it hard for some to imagine Xxcha as fighter pilots, these Xxlun interceptors are the pride of young pilots in the Kingdom's service. Far from disapproving of the enthusiasm and aggression exhibited by Xxlun pilots, ship captains and even cchun understand it, as many were once interceptor pilots themselves. These senior leaders not only see this attitude as necessary in strike craft pilots but indeed see the starfighter corps as an outlet for channeling what would otherwise be disruptive and rebellious behavior.

The Xxlun follows a basic saucer design with an elongated "tail" of grav microgenerators for maneuvering. A single assault cannon sits just below the forward-mounted cockpit while protected missile ports snuggle into the flanks. These starfighters are ubiquitous across Xxcha space, as iconic of Xxcha militarization as the Archon Invicta superdreadnought. In battle, they protect against bomber attacks, giving the dreadnoughts time to deploy their big guns.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 3            | 4     | +2           | 2       | 1     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 8            |       | 8            |         |       |

**WEAPONS**

Light assault cannon (Fire Arc Forward; Gunnery; Damage 3; Critical 4; Range [Medium]; Auto-fire).

Seeker missiles (Fire Arc Forward; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5, Limited Ammo 4; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** None.

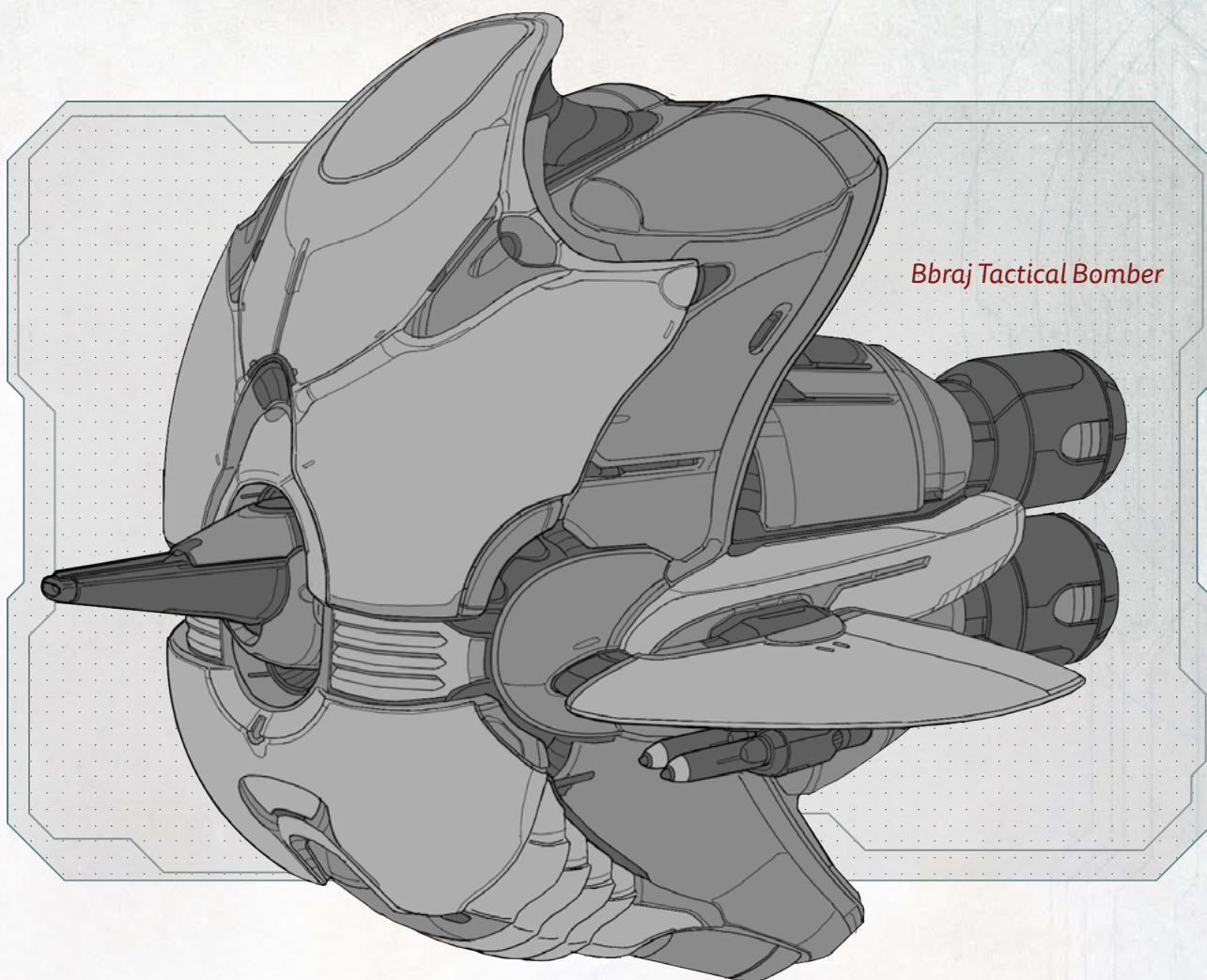
**CONSUMABLES:** 4 hours.

**ENCUMBRANCE CAPACITY:** 4.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 32,000 aurei/4(R).





*Bbraj Tactical Bomber*

## Bbraj Tactical Bomber

Eschewing the mass devastation of inaccurate strategic bombers, the Xxcha pride themselves on accurately striking military targets with tactical bombers. While the former destroy strategic targets such as factories, major infrastructure, and even cities, the latter are designed to go after military targets and enemy combatant units.

The Bbraj, with a bulky shielded fuselage that mimics the structure of Xxcha capital ships, is the Xxcha's premier tactical bomber. With highly precise seeker missiles and an accurate heavy beam cannon, the Bbraj's weapons loadout maximizes the chance for a surgical strike while limiting collateral damage.

Xxcha tactical bombing doctrine is relatively straightforward. First, they provide close air support, following directions from

Xxcha attack controllers to land pinpoint hits on dangerous targets and support Xxcha infantry. Second, they launch deep strikes on enemy forces well behind the front line. Xxcha bomber crews pride themselves on carrying out these missions, as they believe that their surgical attacks can compel the enemy to surrender before being destroyed.

### Tactical Attack Controllers

When making a Gunnery check aboard this vehicle and benefiting from the effects of the aim maneuver (either to add   or to hit a specific part of the target), your character may cancel ❗ ❗ ❗ or ❌ if in contact with an ally who can see the target.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>4</b>   | <b>3</b> | <b>-2</b>    | <b>2</b>     | <b>3</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | <b>20</b>    | <b>14</b>    |          |
|            |          | HT THRESHOLD | SS THRESHOLD |          |

**WEAPONS**

1 accurized heavy beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Accurate 1, Breach 2).

Incision missiles (Fire Arc Forward; Gunnery; Damage 8; Critical 3; Range [Long]; Accurate 1, Guided 3, Limited Ammo 6, Vicious 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 weapons officer, 1 navigator.

**PASSENGER CAPACITY:** 2.

**CONSUMABLES:** 4 days.

**ENCUMBRANCE CAPACITY:** 20.

**FTL RANGE/SPEED:** None/None.

**PRICE/RARITY:** 40,000 aurei/5(R).

## Surgical Strike

This adventure seed works for any cohort that is on good terms with the Xxcha Kingdom and has an honorable reputation.

The PCs' cohort has been seconded to a member of the Kingdom's intelligence services to resolve a tricky situation. A peace delegation of Xxcha negotiators were meeting aboard a space station with representatives from the Federation of Sol and Barony of Letnev when terrorists aboard a corvette captured the station. They have threatened to use the corvette's weapons to destroy the station if their demands (a public apology from both the Barony and the Federation for the occupation and destruction of Archon Tau) are not met.

The terrorists are actually agents of a faction in the Letnev government working to embarrass the Baron. The Baron intends to send in a dreadnought to destroy the terrorists. The loss of all three delegations is acceptable to the Baron, but the Xxcha don't want to see their people die because of Barony infighting.

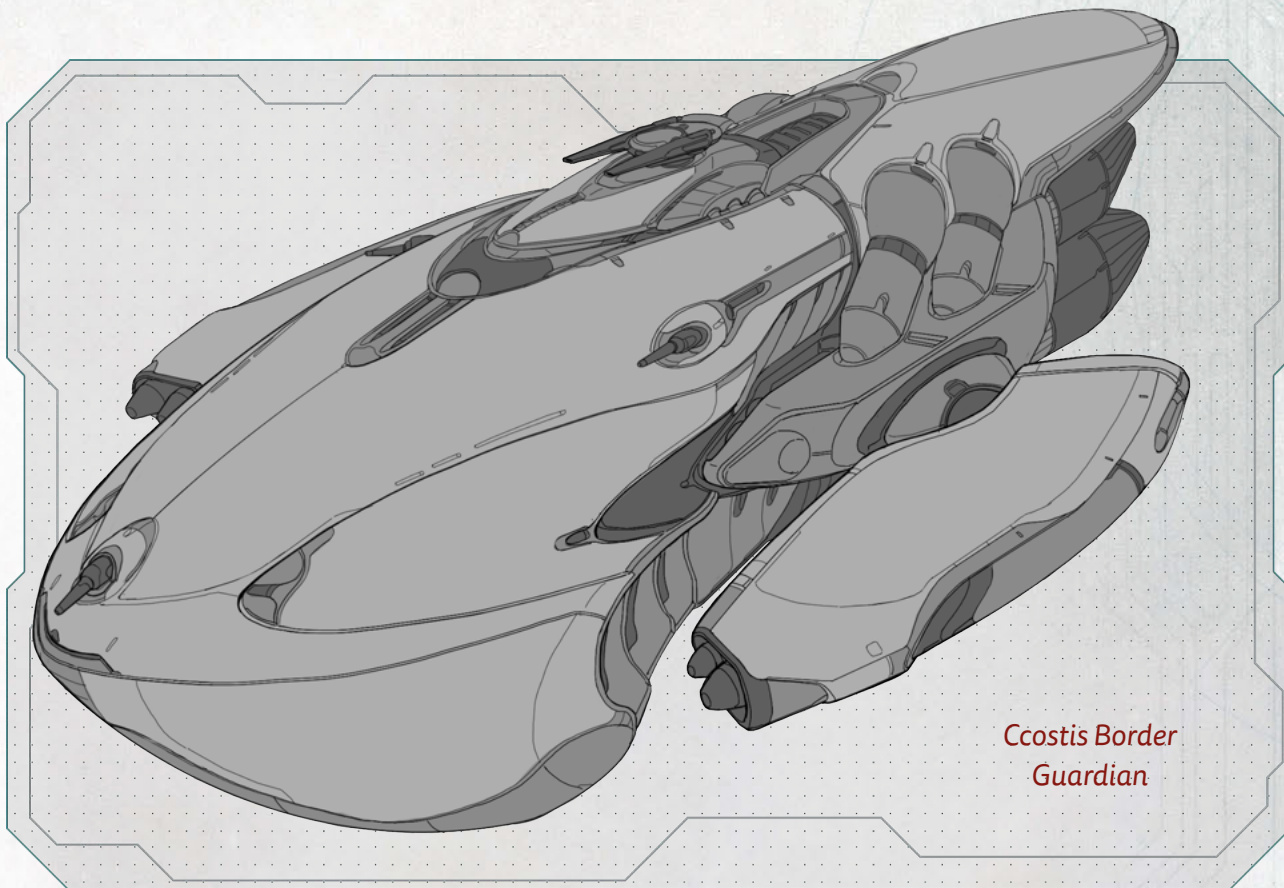
The PCs are equipped with one or two Bbraj tactical bombers (depending on the size of the cohort) and told to take out the corvette's weapons with a surgical strike before they can be used to kill the hostages. However, to ensure the strike won't cause collateral damage, one of the PCs must don a spacesuit and sneak onto the outside of the space station in order to serve as an attack controller.

## Ccostis Border Guardian

The smallest proper warship in the Xxcha fleet, the Ccostis corvette serves as a system patrol craft and customs enforcer. These border guardians lack the range or endurance to independently traverse the galaxy, making them a rare sight outside of Xxcha space or systems garrisoned by long-term Xxcha peacekeepers.

Corvettes fall into an awkward size range for the Xxcha's "slow but armored" design ethos. They are too small to mount heavy weapons or large reactors but large enough that extra armor drags down their speed and maneuverability. Rather than do several tasks poorly, the Ccostis design greatly reduces cargo and provision capacity to commit to local system defense. Too slow to chase down fighters and bombers, the border patrol deploys in staggered screens to lock down sections of space.





*Ccostis Border  
Guardian*

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>5</b>   | <b>4</b> | <b>+0</b>    | <b>2</b>     | <b>3</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>40</b>    | <b>25</b>    |          |

**WEAPONS**

1 dorsal dual heavy beam cannon turret (Fire Arc All; Damage 4; Critical 3; Range [Long]; Breach 2, Linked 1).

Paired anti-ship missile tubes (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3; when attacking a target of silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).

1 port and 1 starboard autocannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 6.

**PASSENGER CAPACITY:** 10.

**CONSUMABLES:** 2 weeks.

**ENCUMBRANCE CAPACITY:** 50.

**FTL RANGE/SPEED:** Low/fast.

**PRICE/RARITY:** 135,500 aurei/6(R).



## Xxintral Escort Destroyer

The Xxcha's heavily armed and armored ship building philosophy provides a powerful fit for ships at destroyer tonnages and above. The Xxintral destroyer is no different. Although more ungainly than most other destroyers, at this tonnage the Xxintral can mount serious armor and weapon upgrades. Specifically, the Xxintral is equipped to lay waste to enemy fighter strengths.

The Xxintral fits a specific role in the Kingdom's order of battle. Their job is to keep bombers away from the Kingdom's dreadnought battle line, throwing up huge clouds of flak in order to discourage attack runs (if not destroying the bombers outright). This lets the superdreadnoughts pummel enemy ships at extreme ranges with impunity. Although the Kingdom won't admit it, the tactic is clearly a counter to the Federation of Sol's investment in carrier forces. Only time will tell which approach is superior.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>5</b>   | <b>4</b> | <b>-1</b>    | <b>2</b>     | <b>4</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>45</b>    | <b>30</b>    |          |

**WEAPONS**

1 forward, 1 port, and 1 starboard heavy accelerator flak cannon (Fire Arc Forward, Port, and Starboard, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 2; Range [Long]; Blast 3, Vicious 2; when the Blast item quality is triggered, all ships within short range of the target suffer one hit).

3 port and 3 starboard antifighter beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

Dual dorsal hullbreaker torpedo tubes (Fire Arc Forward; Gunnery; Damage 8; Critical 2; Range [Strategic]; Breach 2, Guided 3, Linked 1, Slow-Firing 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1; may not be used against targets within medium range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 30 officers and crew.

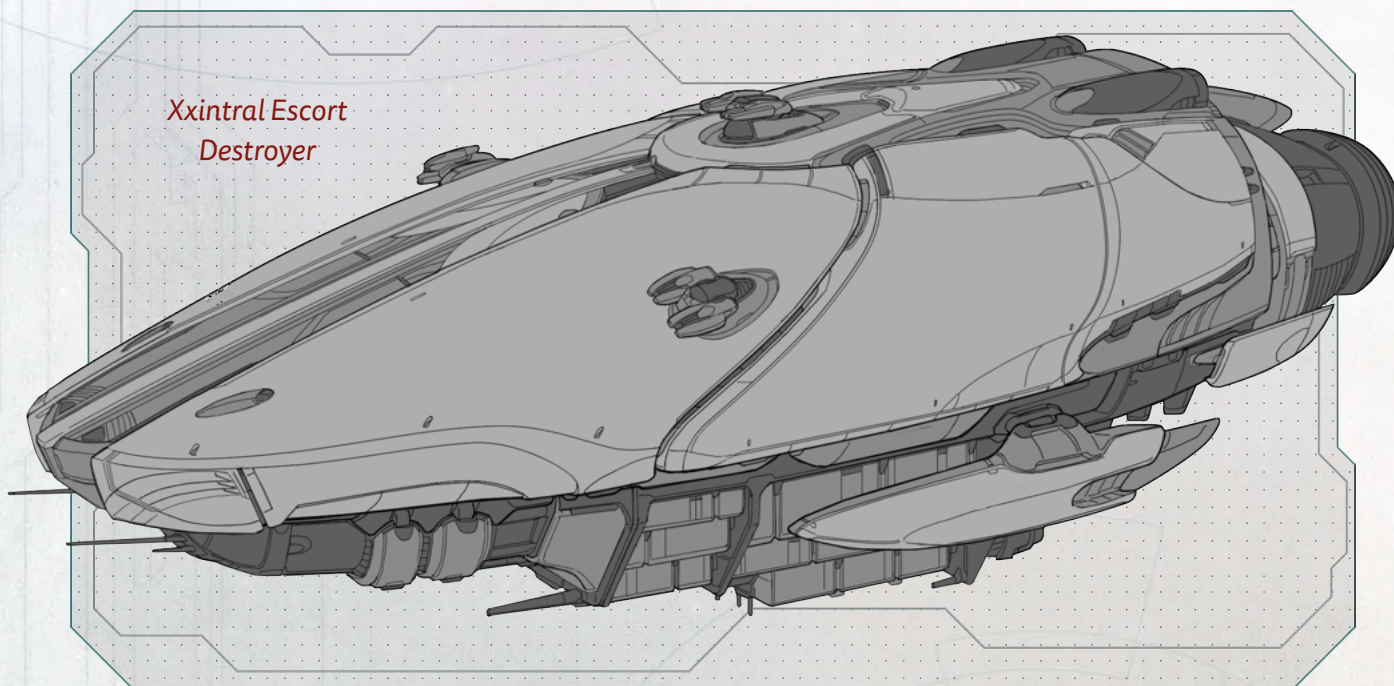
**PASSENGER CAPACITY:** 15.

**CONSUMABLES:** 4 months.

**ENCUMBRANCE CAPACITY:** 100, plus 1 shuttle.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 265,000 aurei/7(R).





## Arbitratus Command Carrier

Although the Kingdom favors heavy ship fleets, most sccuts have extensive use for dedicated carrier vessels. The Xxcha bring their trademark focus on defense to the design of the Arbitratus. The entire front section of the command carrier is taken up by a heavy duranium shell that protects the carrier and launching fighters alike from hostile fire.

Behind this shell, the rest of the ship is a boxy affair with multiple hangar decks and cargo bays pockmarking the port and starboard surfaces. The command deck bulges slightly from the aft dorsal edge. The diplomatic suites—decorated with fresh flowers from onboard arboretums, perfumed with the heady smell of gently burning gerr root, and complete with observation decks—hang closely from the ventral surface. The placement of the diplomatic deck at the bottom, rather than the top, allows for delegations to see planetary surfaces more clearly should an Arbitratus enter atmosphere. Many Xxcha diplomats feel this puts what matters on display: a world worth saving or a war worth ending.

Beyond its strike carrier and diplomatic roles, the Arbitratus contributes to the Xxcha's unique way of war by serving as a troop ship, logistics platform, and in extremis vessel of mercy.

Almost all Xxcha formations rely greatly on defensive supplies and heavy ordnance to feed their steady campaigns. Arbitratus carriers can support dedicated supply ships both by flying interceptor cover and by storing critical supplies within their heavily armored hulls.

### Calming Atmosphere

If your character has allegiance to the Xxcha Kingdom, you may add ★ ▲ to Negotiation and Discipline checks you make in this ship's diplomatic suites.

### Combat Operations Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>7</b>   | <b>1</b> | <b>-4</b>    | <b>2</b>     | <b>4</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>72</b>    | <b>32</b>    |          |

**WEAPONS**

6 antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only two may be fired at any one target).

2 vertical launch seeker missile bays (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; may not be used against targets within short range).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 500 soldiers (increase to 1,500 soldiers and 10 heavy mechs or crawlers if the interceptors and bombers are removed).

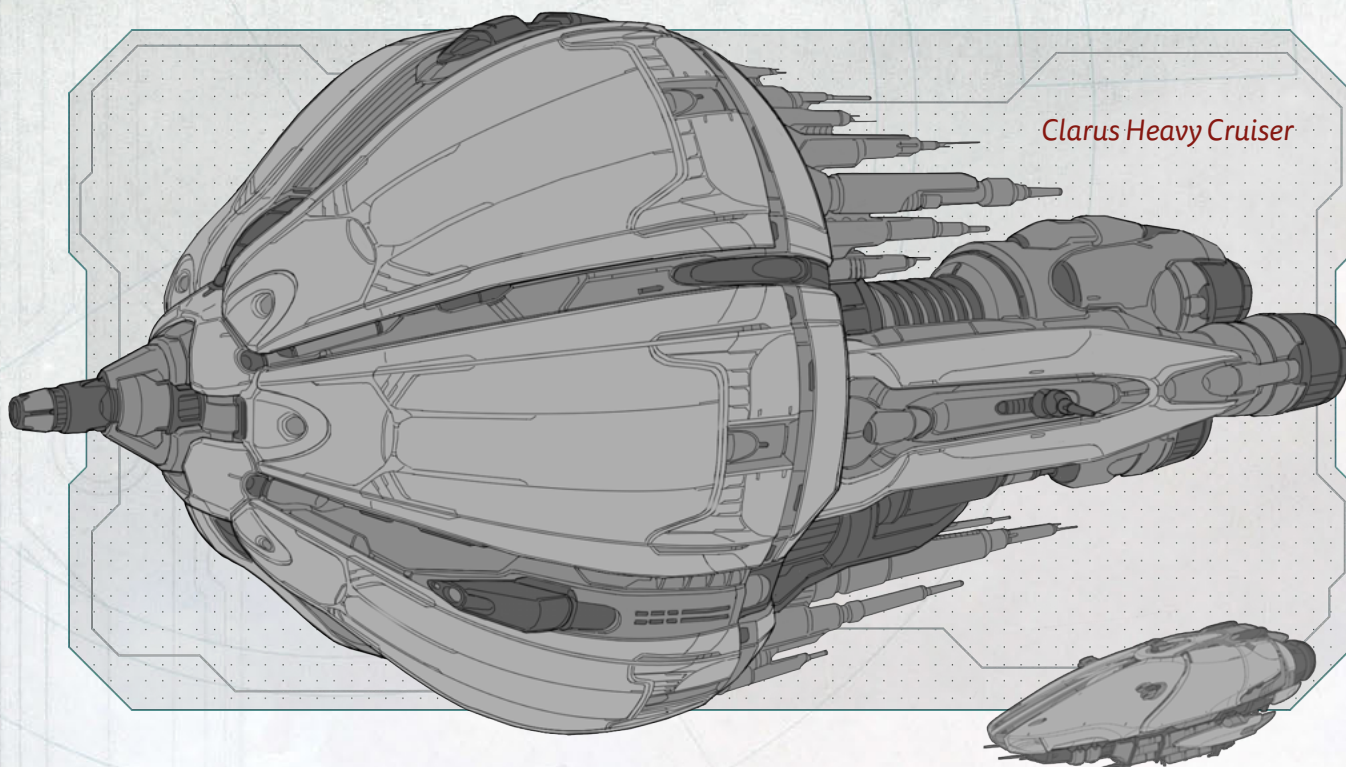
**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 1,000, plus 48 interceptors, 24 tactical bombers, 8 dropships, and 4 shuttles.

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 3,000,000 aurei/7(R).





## Clarus Heavy Cruiser

Heavy cruisers are the workhorse of the Xxcha fleet, used to show the flag, signal military concern, and enact blockades and peace enforcements. Most Xxcha admirals remember their time aboard a Clarus cruiser fondly, and therefore trust these older vessels for a wide variety of tasks.

Much like other Xxcha ships, Clarus cruisers are slow and lack maneuverability at subluminal speeds when compared to the ships of the other great powers. However, these heavy cruisers are powered by oversized reactors that allow good speed and excellent endurance over interstellar distances. This is despite the massive slabs of prow armor that give the cruiser incredible forward resilience.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>6</b>     | <b>3</b> | <b>-3</b>    | <b>2</b> | <b>6</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>60</b>    |          | <b>38</b>    |          |          |

**WEAPONS**

Spinal capital-grade assault cannon (Fire Arc Forward; Gunnery; Damage 11; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

1 port and 1 starboard heavy neutron beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 8; Critical 2; Range [Long]; Accurate 2, Breach 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

1 dorsal and 1 ventral antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 50 officers and crew.

**PASSENGER CAPACITY:** 30 soldiers, 50 others.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 150, plus 2 shuttles.

**FTL RANGE/SPEED:** Extreme/fast.

**PRICE/RARITY:** 3,600,000 aurei/7(R).



The Clarus mounts a diverse range of armaments suitable for engaging other capital ships, smaller multicrew vessels, and—in a pinch—a handful of starfighters. Heavier armor and shields help the Clarus gain the edge against enemy cruisers in one-on-one battle, but the risk to a lone heavy cruiser from fighter and torpedo bomber swarms is real. Xxcha doctrine stresses that cruisers be escorted by destroyers for this exact reason.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Siege Shield

When an enemy within this ship's forward arc makes a combat check targeting this ship, this ship's armor counts as 2 higher than normal.

## Archon Invicta Superdreadnought

As a symbol of the Kingdom's resolve to never again suffer the fate of Archon Tau, this latest model of Xxcha superdreadnought proudly bears the name Archon Invicta.

The Xxcha employ superdreadnoughts as the inexorable core of their battlefleet. However, they rarely send superdreadnoughts beyond the Kingdom's borders. A deployment like that signals such a significant escalation that the king's war court does not suggest it lightly. When superdreadnoughts are deployed, they are often used to lock down regions of space and slowly roll forward a zone of Xxcha control. These deployments cover the establishment of permanent bases, fortifications, and surface-based space cannons.

Tactically, Xxcha admirals hold their superdreadnoughts toward the center of a fleet formation. Covered by heavy cruisers and escort destroyers, the superdreadnoughts engage at long range at the decisive phase of battle. Their spinal-mounted mass drivers known as *resolution cannons* impart enough kinetic energy to knock even fellow dreadnoughts off course.

In contrast to the dreadnoughts of other major powers, the Archon Invicta has a notable absence of dedicated surface bombardment arrays. Even with hearts hardened by the

subjugation of Xxlak and the burning of Archon Tau, most Xxcha cannot bring themselves to contemplate visiting the same fate on others. It's true that an Archon Invicta could turn its mass drivers onto surface targets, but few Xxcha captains could bear to issue those orders and even fewer crews would likely follow them.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Siege Shield

When an enemy within this ship's forward arc makes a combat check targeting this ship, this ship's armor counts as 2 higher than normal.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|                     |          |                     |          |          |
|---------------------|----------|---------------------|----------|----------|
| <b>8</b>            | <b>2</b> | <b>-3</b>           | <b>2</b> | <b>7</b> |
| SILHOUETTE          | SPEED    | HANDLING            | DEFENSE  | ARMOR    |
| <b>HT THRESHOLD</b> |          | <b>SS THRESHOLD</b> |          |          |
| <b>84</b>           |          | <b>44</b>           |          |          |

**WEAPONS**

2 port and 2 starboard superheavy neutron beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 10; Critical 2; Range [Long]; Accurate 2, Breach 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

4 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

1 spinal resolution cannon (Fire Arc Forward; Gunnery; Damage 15; Critical 5; Range [Extreme]; Slow-Firing 2; may only be used against targets that are silhouette 5 or larger; may spend ▲ ▲ ▲ or ☉ to immediately move target up to one range band directly away and facing in a direction of your choosing).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 160 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and soldiers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 150, plus 8 interceptors, 4 shuttles, and 4 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 16,000,000 aurei/8(R).



## Loncara Ssodu

The great warship *Loncara Ssodu* serves King Ccrysus both as his personal flagship and as the crown jewel of the entire Xxcha armada. With tonnage far above the largest superdreadnought, this mighty ship of war boasts the thickest armor and most destructive weapons the Xxcha can bring to bear.

For good or for ill, *Loncara Ssodu* perfectly channels the militarized cultural mood of a peaceful people steeling themselves for war. The majority of the ship's proper superstructure is a rectangular affair of jutting power relays, sensors, landing bays, and other scarcely concealed functional elements.

Multiple interlocking armored shells mark *Loncara Ssodu* as clearly Xxcha. These shells are constructed from hundreds of layers of crystal-laced duranium alloy. The front section of the hull is thus thicker than any other interstellar-capable ships in the Xxcha fleet. Shield projectors overlaid on these shells enhance the testudine appearance. Beyond the practicality of these physical shields, many Xxcha troubled by the construction of this fearsome warship take some comfort that its most visually striking feature is a defensive one.

Despite the visual impact of these duranium shells, what truly distinguishes *Loncara Ssodu* is the incredible long-range

firepower on board. The superheavy neutron beams provide a conventional means of attack, but it is the intervention deep space cannon system that gives this ship its teeth. Xxcha weapons engineers hope the very presence of these weapons capable of firing across an entire star system will mean that they do not need to be used.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Siege Shield

When an enemy within this ship's forward arc makes a combat check targeting this ship, this ship's armor counts as 2 higher than normal.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 10           | 1     | -4           | 3       | 8     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 100          |       | 54           |         |       |

### WEAPONS

2 port and 2 starboard superheavy neutron beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 10; Critical 2; Range [Long]; Accurate 2, Breach 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

3 intervention deep space cannons (Fire Arc Forward; Gunnery; Damage 20; Critical 3; Range [Strategic]; Breach 5, Slow-Firing 4; may only be used against targets that are silhouette 5 or larger and are at long range or farther; see Intercession and Intervention Orbital and Deep Space Cannons on page 175).

6 antifiighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull, so only two may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 500 officers and crew.

**PASSENGER CAPACITY:** 2,200 passengers and soldiers.

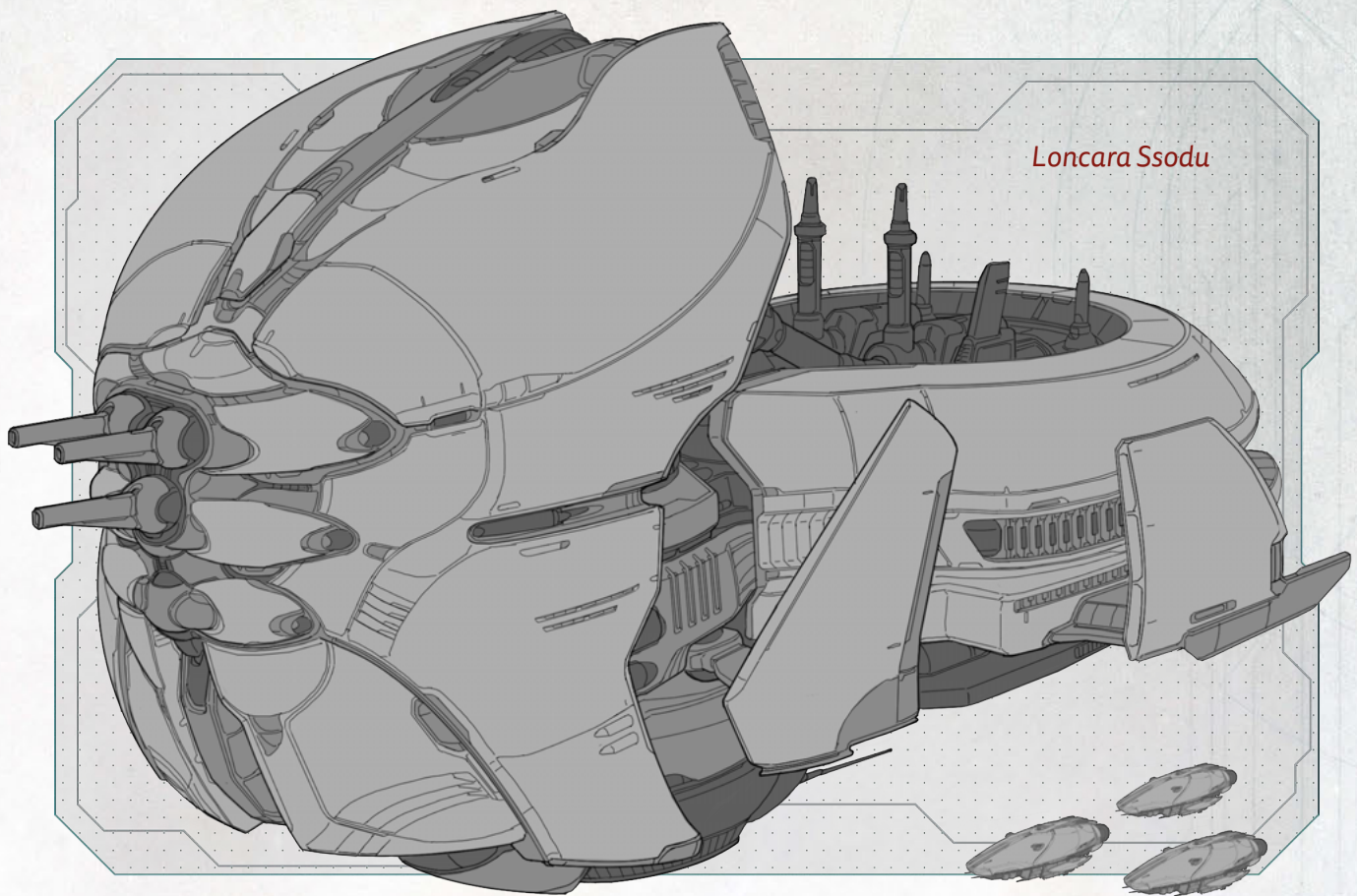
**CONSUMABLES:** 2 years.

**ENCUMBRANCE CAPACITY:** 400, plus 36 interceptors, 4 heavy mechs, 8 shuttles, and 8 dropships.

**FTL RANGE/SPEED:** Long/slow.

**PRICE/RARITY:** 76,000,000 aurei /10(R).





## Intercession and Intervention Orbital and Deep Space Cannons

The lynchpin of the Xxcha's defenses are their deep space cannons, whether in ground emplacements, orbital batteries, starships, or even Indomitux mechs. Xxcha deep space batteries use ultraheavy grav-repellers to hurl projectiles at a substantial portion of the speed of light. Each round is a cross between a shell and a missile; although they are fired from specialized launchers, they have pre-programmed target recognition algorithms and maneuvering systems onboard that allow them to track targets as they close the range. Both intercession and intervention cannons need either line of sight or precise targeting data from

a spotter. Due to Xxcha caution about indiscriminate use of weapons, their smart missiles are programmed to favor self-destruction if a positive target ID cannot be achieved at the destination.

These weapons follow the expanded rules for strategic range combat (see **Firing Weapons at Extreme and Strategic Ranges** on page 9). Hitting a target without line of sight from the firing unit requires communication with a spotter. Crossing an entire system may take the projectile two, three, or even more rounds at the GM's discretion.





## [Chapter 14]

# Sardakk N'orr

Instinctually driven to tirelessly colonize other worlds and seize resources, the insectoid Sardakk N'orr possess one of the largest and most aggressive military forces of all the great powers. There are those that consider the N'orr more a threat to other civilizations than peers on the galactic stage.

### Sardakk N'orr Military

The N'orr, in many ways, make the perfect military force. Individually, they are strong and hardy, able to operate in almost any terrestrial environment. They're born with an instinct for close-quarter combat, and some morphologies even possess bladed limbs. They also have an innate cooperative swarm instinct. That nature, when combined with a prodigious birth rate and rapid physical maturity, ensures the Sardakk N'orr can raise enormous armies as quickly as they can arm them.

The N'orr's always-exploding population comes with an inherent thirst, both literal and figurative. The N'orr are constantly probing, raiding, and colonizing systems—by force, if necessary—for access to water, salt, and living space for new nests. This unceasing friction with neighbors means a large percentage of military personnel have combat experience. It also means the N'orr are perpetually on a combat footing. They are prepared for war and willing to sacrifice everything for Sardakk the Queen Mother.

### Military Structure

Throughout the galaxy, most military units have long chains of command, ensuring there is a specific person in charge of elements as small as four individuals. The N'orr, however, thanks to their instinct-reinforcement training, treat the bulk of their grunt soldiers as relative equals. In fact, there are only



seven recognized ranks in the Sardakk N'orr Legions. There are soldiers and then six officer ranks. These start with the K'tor, equivalent to the rank of major in most armies, who each command an entire company of soldiers. The five officer ranks above the K'tor command larger units of up to the 1.6 million N'orr of a full legion (see **Table 14-1: N'orr Army Order of Battle**). Certain recognized distinctions, like the title G'hom, confer additional measures of influence or seniority that exist outside rank.

The company level, called a *scurry*, is believed to be the smallest number of troops for which swarm behavior provides a tangible battlefield advantage. A K'tor commands their 216-member scurry without any further subdivision or delegation of leadership within the unit. This might sound like a recipe for chaos to non-N'orr, but extensive training built around N'orr common instinct ensures a high degree of unspoken coordination among the troops.

A specialized system built into individual unit ID tags takes advantage of natural pheromonal communication, allowing N'orr to have a passive awareness of the positions and status of the soldiers in their scurry. When a soldier is wounded or killed, spots an enemy, or completes a mission objective, their comm-tag detects the change in their pheromones. All other N'orr in the same scurry, even kilometers away, receive an imperceptible electrical charge through their own comm-tag. This stimulates specific regions of their brains, simulating the “smell” of those pheromones, and also alerting them to the range and bearing of the originating soldier. With some training, N'orr have a passive sense of where all two hundred plus members of their scurry are at any given moment in combat. This makes the N'orr particularly resistant to covert infiltration and highly reactive to enemy flanking maneuvers. Officer comm-tags have a second set of signals that grant them awareness of the other officers in their parent unit.

## Unity of Purpose

The N'orr are a society of individuals, not a hive mind like many believe. While some morphologies are more adept at certain military roles than others, no rigid morphology-based caste system exists. Many pilots and navigators are born with wings, and infantry soldiers tend to be larger or born with a pair of sharp, serrated limbs, but there is great diversity of form within most units.

Despite their outward differences, however, the N'orr have a nearly absolute unity of purpose. They serve Sardakk the Queen Mother without question or doubt and fight so that their people might expand and occupy new worlds.

Most bases and ships have at least a small shrine to the queen in their largest assembly area. This might be as simple as a plaque or as elaborate as a fountain with statuary, gardens, artworks, and tributes around it. Most speeches, ceremonies, promotions, awards, tribunals, and other formal events occur here.

## The Veiled Brood

While the Veiled Brood is considered a secret society, it's less a secret that it exists than that its activities go beyond revering and supporting the rule of Sardakk the Queen Mother (as communicated by the Envoy of the Queen). In truth, members of the Veiled Brood function as a dominant political power base and as an intelligence service. More disturbingly, they also serve as secret police, stamping out dissidents who speak out against the queen, doubt the legitimacy of her envoy, or question her existence or absolute authority over the N'orr.

Within the N'orr military, the Veiled Brood have eyes, ears, and antennae everywhere. Beyond the deep-cover agents and monitoring devices that might be anywhere, there are more public observers who function as loyalty officers. On paper, they are technically outside the military chain of command. In practice, however, they wield great authority over senior officers, who tend to disappear if they push back too hard.

## The Tekklar Elite

There is perhaps no military force in the galaxy more feared and respected than the Tekklar Elite. The best of the best, they train in the harsh polar K'klar region of Quinarra in lethal hail, blizzard, dust, and lighting storms. The training has a high rate of attrition, ensuring only the toughest, most determined candidates survive to join the order. Respected throughout the galaxy, the Tekklar Elite are renowned for their ferocity and their ability to continue fighting after sustaining terrible wounds. Their members earn the title of G'hom; a near-mythical status among N'orr society that ensures their names are recognized by each of their fellow citizens.

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## Strategy and Tactics

The N'orr generally employ a simple yet effective strategy for warfare—concentrate numbers and swarm the enemy. They keep the bulk of their forces together, relying on scouting units to identify threats and report back. Once alerted, the main force sends an overwhelming detachment to blitz the target. While effective and efficient, this strategy makes the N'orr somewhat predictable and susceptible to overextending their lines across multiple battlefronts.

When the N'orr commit to an assault, they pass over their enemies like a dust storm. While many professional military forces take great care to train herd instincts out of soldiers, the N'orr instead lean into them, encouraging their troops to fall into a swarming state that imparts increased aggression and fearlessness. Such a swarming soldier is not mindless, however. The swarming state comes with purpose, intelligence, and a certain wariness.



## The Sardakk N'orr Navy

The Sardakk N'orr Navy is divided into multiple fleets, each capable of launching and sustaining an invasion of most systems on their own. While there is some variance, each fleet generally includes a flagship, several dozen dreadnoughts, and hundreds of lesser vessels like carriers, cruisers, corvettes, and destroyers.

The N'orr fleets mostly concentrate their strength across a handful of designated systems. Corvettes are the exception, rarely staying with their fleet for more than a few weeks before going out on another patrol or searching for a new potential colony site. Once a scout locates a suitable target, its fleet rapidly launches an overwhelming task force to attack.

### First Fleet, "Sardakk's Heralds"

The First Fleet is responsible for patrolling N'orr holdings from Lisis all the way to Krit'lak, a system at the inner edge of the Unicorn Nebula. The Heralds are known for absolute ruthlessness when it comes to feeding the N'orr appetite for land and water, no matter who stands in their way.

### Second Fleet, "The Nest Guard"

The Second Fleet defends and patrols Quinarra, Tren'lak, and a handful of other systems at the center of N'orr territory. The Nest Guard consists mainly of carriers, destroyers, and corvettes for defensive and patrol duties, but it also has a sizable dreadnought reserve in case an enemy invasion force threatens the homeworld. Above all else, this fleet defends the salt and water convoys bound for Quinarra.

### Third Fleet, "Home Scryer"

Compared to the other N'orr fleets, G'hom Sh'trak's Third Fleet has twice as many scouts and carriers, but half as many dreadnoughts. Its mission is to locate new sources of water and new systems to colonize. Home Scryer typically arcs northwest from the Sardakk system toward the edge of the galaxy, investigating worlds absent from most star charts.

### Fourth Fleet, "Sangs'cor Fleet"

Loosely translating to the "blood-eater" fleet, Sangs'cor Fleet is built for planetary invasion. It possesses twice as many troop carriers as most fleets and includes Rok'tor Ta'ro's 123rd Legion, "The Dripping Proboscis," one of the most combat-experienced N'orr units. The Fourth Fleet typically scouts south of N'orr territory in the direction of Mecatol Rex.

### Fifth Fleet, "Broken Stinger Fleet"

Named for a legend about an admiral that defended his bridge with nothing but his own snapped stinger as a makeshift knife, the Fifth Fleet searches for new worlds to colonize in the galactic northeast, toward the Mirist Stars.

### Sixth Fleet, "The Black Swarm"

The Sixth Fleet has frequent brushes with the Emirates of Hacan to the west, but they compete for new resources to exploit with a methodical steadiness. While Fleet Admiral N'ya has explicit orders not to cause a diplomatic incident with the Hacan, she exhibits little interest in diplomacy when she has a new world in her sights. The Black Swarm's core consists of the thirty-three dreadnoughts of Kalashar Flotilla, and at N'ya's direction, their training has been exclusively focused on fighting Hacan sobeks.

## The Sardakk N'orr Legions

One of the most feared armies in the galaxy, the Sardakk N'orr Legions are aggressive, determined, and willing to sacrifice themselves in the name of their queen without a second thought. They are also the largest army among the Great Civilizations and more than a match for most rival powers individually. There are well over a thousand legions and many more reserves. Legion organization has a new level of oversight for every six collected units, so six scurries (or companies) make a *charge*, six charges make a *swarm*, and so on (see **Table 14-1: N'orr Army Order of Battle**).

Some notable legions (and smaller units) include:

**TABLE 14-1: N'ORR ARMY ORDER OF BATTLE**

| Unit (Translated N'orr Term) | Troop Strength | Commander Title |
|------------------------------|----------------|-----------------|
| Company (Scurry)             | 216            | K'tor           |
| Battalion (Charge)           | 1,296          | K'torre         |
| Regiment (Swarm)             | 7,776          | K'dar           |
| Brigade (Horde)              | 46,656         | K'darre         |
| Division (Nest)              | 279,936        | Rok'tor         |
| Legion (Legion)              | 1,679,616      | R'glus          |



## 35th Heavy Infantry Legion, "Spitting Krekkids"

The Spitting Krekkids are famous for their independent infantry teams, which operate in small units but can cover whole battlefields with the force of their might. Many soldiers in this legion carry shoulder-mounted launchers equally capable of taking out enemy air support or reinforced bunkers. They have been known to lie in wait for weeks in brush outside enemy air and armor bases, ready to attack the moment the other legions begin their landing.

## 8th Engineering Horde, "The Iron Eaters"

The Iron Eaters are an engineering unit that specializes in tunneling. They use unique vehicles, explosives, drills, and even their own duranium-dipped mandibles to dig tunnels for force deployment, resupply, and covert exfiltration.

## Tekklar Elite 6th Mechanized Infantry Charge, "The Grinning Cerebs"

This unit outfits its members with Valkyrie exoskeletons marked with the grinning, hollow-eyed insectoid skull from which it

takes its name. Its soldiers have some of the highest kill ratios in all the Tekklar legions (as well as some of the highest casualty rates). The G'hom of the Sixth have each pledged to take ten times ten enemies with them to the grave.

## Tekklar Elite "Orr'klik" Scout Swarm, "The Trilling Blades"

One of the most successful covert reconnaissance units in the Tekklar Elite, the Trilling Blades take pride in scouting high-risk enemy strongholds and exfiltrating their mission reports. Their close-quarter combat skills are also respected throughout the Sardakk N'orr Legions. So valued is this swarm, that it is seldom deployed as a complete unit. Instead, individual scurries or even smaller teams are sent to accompany other legions throughout the N'orr military.

## Ship and Vehicle Profiles

N'orr vehicles are known for possessing some of the worst crew accommodations among the great powers. They are cramped to the point of claustrophobic, with zero individual privacy. However, they take advantage of the unique N'orr physiology to carry overpowering numbers of soldiers to war anywhere in the galaxy.

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## Char'eet "Valkyrie" Exoskeleton

Classified as a light mech, this exoskeleton is standard issue for many Tekklar Elite units, perhaps most famously the Tekklar Elite's Valkyrie scurry, named for a bloody encounter with a Sol Spec Ops brigade of the same name. Legends say Valkyrie scurry took out the entire Sol brigade and their Carnivore tanks using the first models of still-experimental exoskeletons. As is their custom, the unit then claimed the name for themselves. Now, after decades of combat, that name has become synonymous with the exoskeletons even more than the pilots who operate them. The latest versions have simply been named "Valkyrie" officially.

The Valkyrie is standard issue to mechanized infantry units, and it is often used by officers to provide extra survivability on the front lines of a swarm. Because the round armor plates have an oily sheen, in early encounters, enemies believed the Valkyrie was actually a new N'orr morphology rather than a machine. The suit makes a soldier powerful enough to slaughter whole infantry squads and even platoons on their own. In groups, they can close the distance and penetrate enemy vehicles from angles where their armor is weakest.

### All-Terrain

When making a Driving check to direct the vehicle, your character may remove ■ ■ added to the check due to terrain.

### Exoskeleton

If this vehicle suffers a Critical Hit, reduce the result suffered by 30 (to a minimum of 01), then apply that result as a Critical Injury against your character.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>2</b>   | <b>4</b> | <b>+2</b>    | <b>1</b>     | <b>1</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | <b>8</b>     | <b>10</b>    |          |
|            |          | HT THRESHOLD | SS THRESHOLD |          |

**WEAPONS**

Shoulder-mounted light beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Breach 1).

Twin boosted plasma projectors (Fire Arc All; Gunnery; Damage 8; Critical 3; Range [Medium]; Blast 8, Burn 4, Linked 1, Personal Scale).

Mecha-slam (Fire Arc All; Brawl; Damage 0; Critical 4; Range [Engaged]; Disorient 4, Knockdown).

**CONTROL SKILL:** Driving.

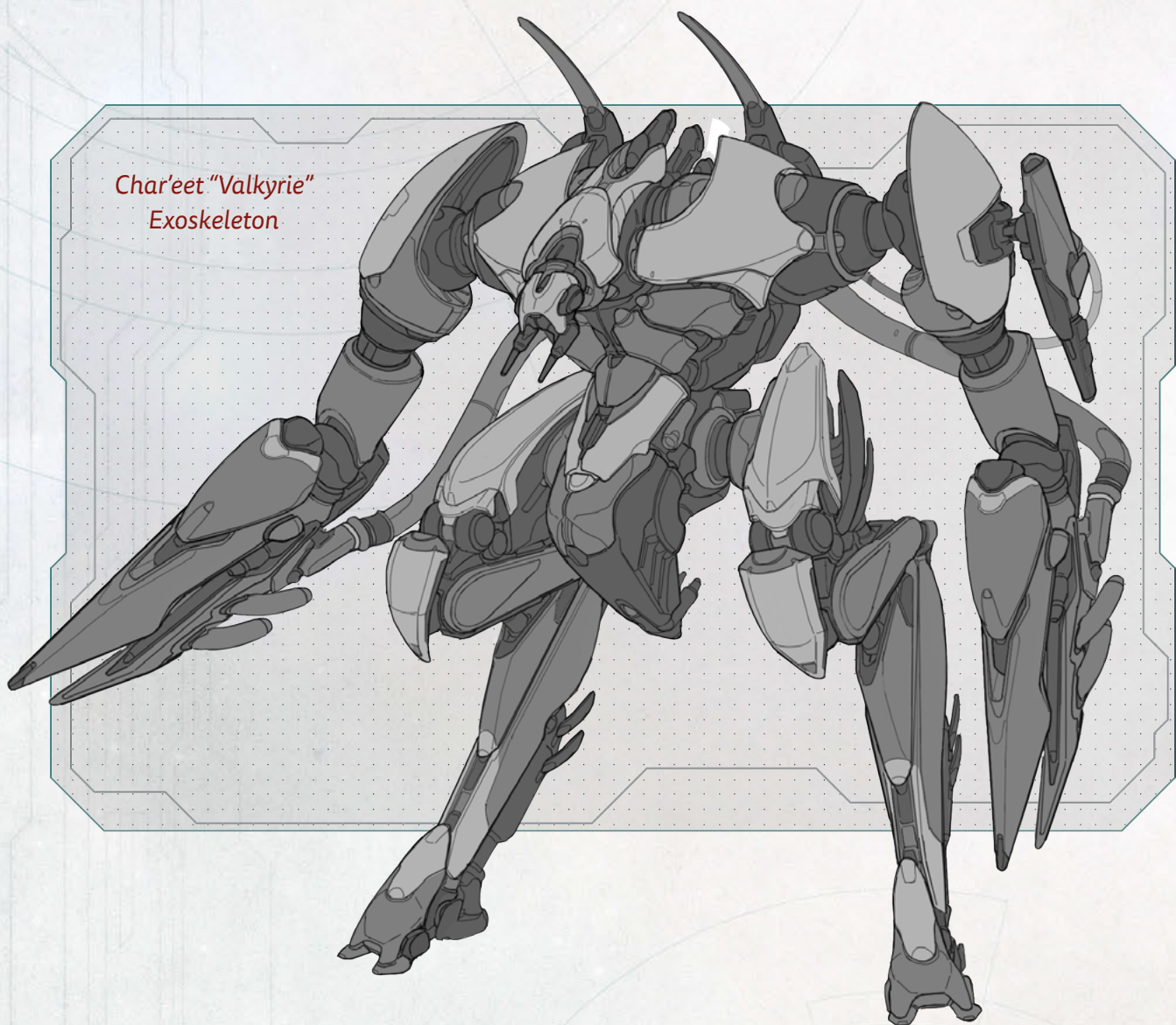
**COMPLEMENT:** 1 pilot.

**PASSENGER CAPACITY:** 0.

**CONSUMABLES:** 10 hours.

**ENCUMBRANCE CAPACITY:** 4.

**PRICE/RARITY:** 25,000 aurei/5(R).





## Powered Armor Assault

This adventure seed works for any cohort that is on good terms with the Sardakk N'orr and has a militaristic bent.

The Sardakk N'orr colony on Kalonis Delta has come under attack! Vuil'raith forces recently appeared out of wormhole fissures and began swarming across the moon, attacking N'orr citizens en masse and overwhelming the small garrison. Evacuation is the only option, but the main colonial settlement is several hundred kilometers away from the only spaceport and currently under heavy siege.

The PCs happen to be in a nearby system when the call for help goes out. A Sardakk N'orr exolander is close

enough to respond, but the carrier was being used to transport mechs to Quinarra and has almost no soldiers aboard. The captain asks the PCs to join their rescue mission.

The exolander with the PCs lands at the Kalonis Delta spaceport, and the PCs have to set off on a hundred-kilometer trip to reach the settlement. There they need to organize the remaining colonists and escort whatever evacuation convoy they can arrange back to the exolander. The only bright spot is that although the exolander is short on soldiers, it is carrying dozens of brand-new Valkyrie exoskeletons—enough for every PC. Time to go monster hunting!

## Kess'or "Fury" Fighter

Fury fighters are meant to intimidate and spread chaos on the battlefield. The N'orr's swarming instinct enables these fighters to fly in compact, roiling cloud formations, and they often deploy in waves thick enough to block out sensor readings of the parent ships behind them. When they swarm over a cruiser or destroyer, they engulf it, blinding it entirely as they chew through its armor. Their multifiring beam arrays make ten fighters seem like a hundred, making their swarm very difficult for enemy bombers or missiles to get past.

The Fury is a sleek, rounded craft with thin retractable wings that deploy in atmosphere. Its hull vaguely resembles an *acridid*, a leaping mount sometimes still used by scouts but these days largely relegated to a status symbol among the wealthier strata of N'orr society. Fury fighters also possess swarm shields, which use fine-tuned electromagnetic fields to prevent collisions and do a good job repelling shrapnel.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>3</b>     | <b>4</b> | <b>+3</b>    | <b>2</b> | <b>2</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>10</b>    |          | <b>10</b>    |          |          |

**WEAPONS**

Multifiring beam array (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Accurate 1, Breach 1, Linked 2).

Anti-ship missiles (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Extreme]; Breach 2, Guided 3, Limited Ammo 2; when attacking a target of silhouette 3 or smaller, increase difficulty by 1; may not be used against targets within short range).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot and 1 electronics/weapons officer.

**PASSENGER CAPACITY:** None.

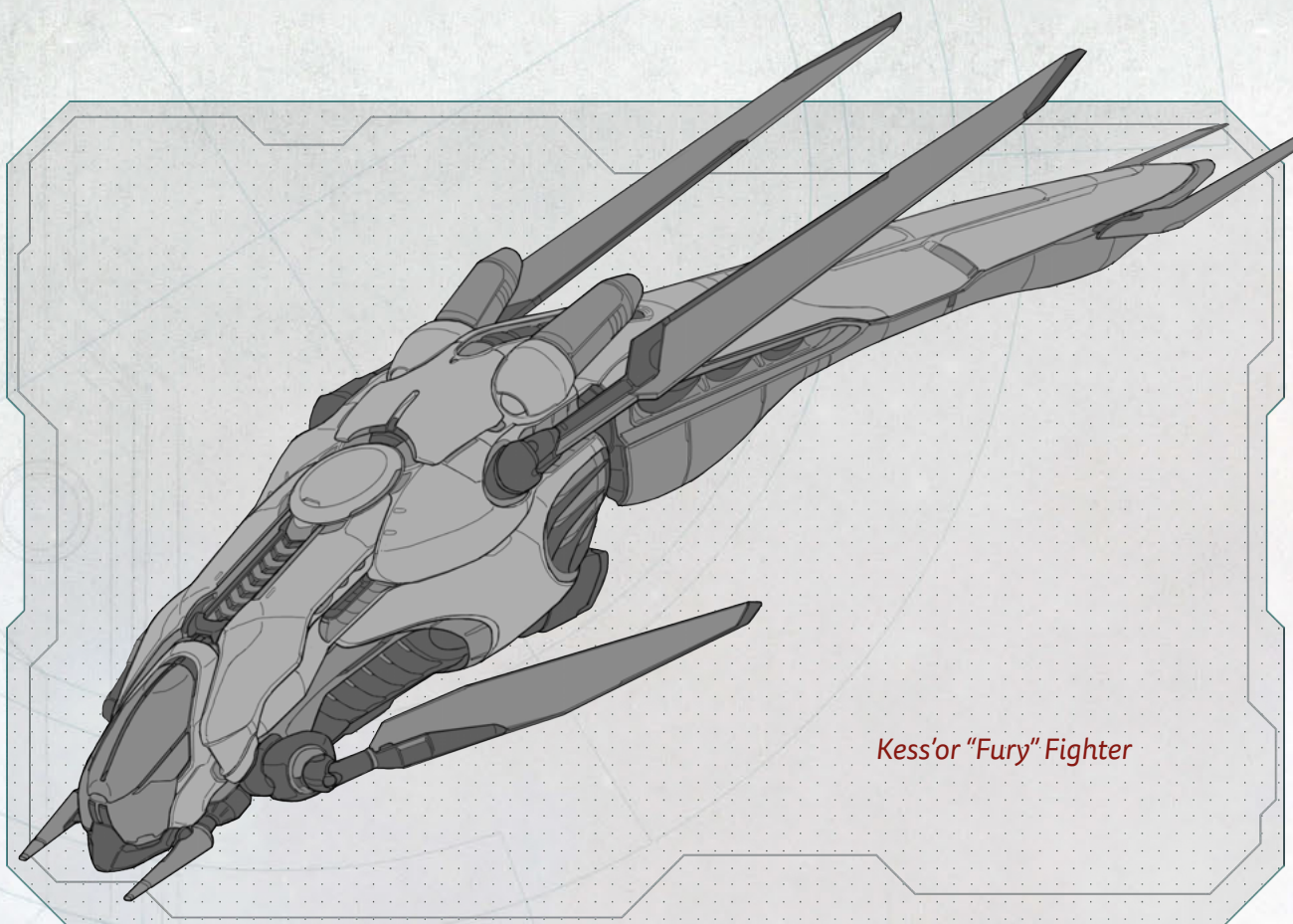
**CONSUMABLES:** 2 days.

**ENCUMBRANCE CAPACITY:** 8.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 35,000 aurei/6(R).





Kess'or "Fury" Fighter

## Chuliss'Or "Bile" Bomber

Primarily a ground support bomber, the Bile spends a lot of time in atmospheric combat, softening targets and even creating trenches for ground forces. While a bit slow and lumbering by N'orr standards, these bombers are more than capable of keeping up with the dropships and troop carriers they usually escort. They are also sturdy enough to withstand most hand-held anti-air weaponry, at least long enough to drop their specialized payloads.

The scarab-like body of the Bile houses a large rotary bomb dispenser that can mount a variety of munitions, the most popular of which is called the *bile bomb*. It spreads a sticky gel over a twenty-meter radius upon detonation. Instead of igniting, this chemical payload mixes into a potent acid, melting through rock, armor plating, flesh, and electrical components indiscriminately.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>4</b>     | <b>3</b> | <b>+1</b>    | <b>1</b> | <b>2</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>18</b>    |          | <b>12</b>    |          |          |

**WEAPONS**

2 multifiring beam array turrets and 1 mandible-mounted multifiring beam array (Fire Arc All, or Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Accurate 1, Breach 1, Linked 2).

Rotary bile bomb dispenser (Fire Arc Ventral; Gunnery; Damage 8; Critical 2; Range [Medium]; Burn 4, Inaccurate 2, Limited Ammo 6).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 copilot, 2 gunners, and 1 electronics/weapons officer.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 3 days.

**ENCUMBRANCE CAPACITY:** 40.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 50,000 aurei/5(R).



## Saltat'torr "Pilgrim" Scout Ship

The N'orr military strategy relies on fast scouting and patrol vessels that can discover threats and potential colony sites. The elongated Pilgrims are built for speed and range—both sublight and superluminal—and are meant to push the boundaries of N'orr space ever outward. Unfortunately, that speed comes at the expense of durability and firepower. In large engagements, the Pilgrim typically swarms with fighters or bombers, providing extra cover against gunships and other threats to its fighter escort.

Most of the scout ship's weaponry is meant to facilitate escape. The ventral plasma cannon running along the lower hull of the ship can fire ahead or behind, forcing pursuit craft to keep their distance. The Pilgrim also has a pair of light turrets for close defense against small craft that manage to keep up with it. Finally, it has a small missile that detonates to release a viscous opaque black gel. While it's largely harmless, it does adhere to metal. If it coats sensor pods, comms arrays, or even bridge viewports, it acts as an impermeable barrier to most electromagnetic frequencies, leaving a ship blind, deaf, and disoriented.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 5            | 5     | +2           | 1       | 2     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 30           |       | 20           |         |       |

**WEAPONS**

- 1 ventral plasma cannon (Fire Arc Forward and Aft; Gunnery; Damage 5; Critical 2; Range [Long]; Burn 1).
- 1 port and 1 starboard autocannon (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 4; Range [Medium]; Auto-fire).

Sensor mask missiles (Fire Arc Aft; Gunnery; Damage 0; Critical 5; Range [Long]; Limited Ammo 3; if this attack hits, may spend **▲ ▲** to disable the target's sensors or comms for the rest of the encounter. If the comms are disabled, the target cannot communicate. If the sensors are disabled, the target cannot detect anything or make attacks beyond medium range. This may be repaired with a **Hard (◆◆◆) Mechanics check**).

**CONTROL SKILL:** Operating.  
**COMPLEMENT:** 6.  
**PASSENGER CAPACITY:** 6.  
**CONSUMABLES:** 6 months.  
**ENCUMBRANCE CAPACITY:** 100.  
**FTL RANGE/SPEED:** Medium/fast.  
**PRICE/RARITY:** 166,500 aurei/6(R).

## Rakti'torr "Exoraider" Destroyer

The modern N'orr destroyer, or exoraider, has a tall, compressed, obovate hull design similar to small predatory river fish. Its dual plasma cannon can decimate enemy corvettes, shuttles, and defense platforms, and it can even rain plasma planetside in devastating orbital bombardments. In a swarm, exoraiders tend to flank larger warships to protect them from fighters and bombers with their many antifighter turrets. The exoraider's boarding stinger tubes launch ballistic boarding craft containing six N'orr soldiers at enemy vessels. When a stinger pierces a ship's hull, it disgorges its soldiers to capture the vessel, be it an enemy supply ship or even a warship.

The narrow exoraider is quite claustrophobic to non-N'orr, particularly the cylindrical passageways with low overheads. The ship's crew and troops scurry over and around each other to get from sleeping piles to duty stations without any sense of personal space, but the N'orr don't seem to mind. The company of soldiers aboard are trained as marines, comfortable fighting in low or no gravity and familiar with basic ship layouts and systems.

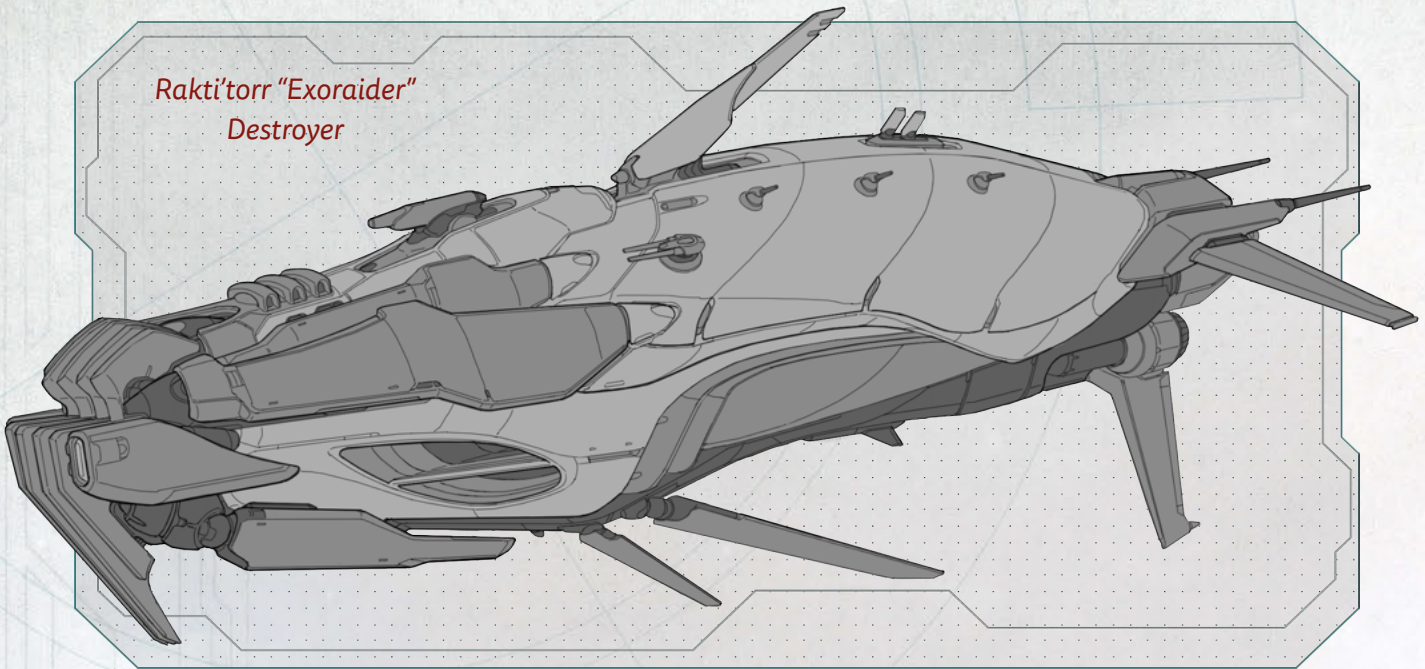
### Boarding Stinger

When the boarding stinger hits an enemy ship, it burrows into the target's hull and then disgorges six N'orr marines onto the vessel (use the **infantry soldier** profile for the Sardakk N'orr on page 251 of **EMBERS OF THE IMPERIUM**). Where the stinger hits is up to the GM, but **▲ ▲** or **⚡ ⚡** could be spent by either the players or GM to have it hit a more or less advantageous location (the engine room versus water storage tanks, for example). The marines can reboard the stinger and detach it from the target ship. However, the stinger has very limited fuel and steering, so once it detaches, the occupants are left waiting to be picked up by a friendly vessel.

Boarding stingers suffer a fair amount of damage in the boarding process and cannot be reused even if recovered.



Rakti'torr "Exoraider"  
Destroyer



5

SILHOUETTE

4

SPEED

+1

HANDLING

2

DEFENSE

3

ARMOR

HT THRESHOLD

40

SS THRESHOLD

20

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 36 officers and crew.

**PASSENGER CAPACITY:** 216 troops.

**CONSUMABLES:** 2 months.

**ENCUMBRANCE CAPACITY:** 50, plus 2 dropships and 20 boarding stingers.

**FTL RANGE/SPEED:** Medium/fast.

**PRICE/RARITY:** 225,000 aurei/6(R).

## WEAPONS

1 forward dual heavy plasma cannon (Fire Arc Forward; Gunnery; Damage 6; Critical 2; Range [Long]; Burn 1, Linked 1).

6 port and 6 starboard antifighter beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

2 port and 2 starboard boarding stinger tubes (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 0; Critical 2; Range [Long]; Breach 3; when attacking a target of silhouette 4 or smaller, increase difficulty by 2; if the hit deals damage, 6 Sardakk N'orr soldiers are deployed into the ship [see Boarding Stinger on page 183]).

## Life Imitates Myth

N'orr warship designs feature what many would describe as a sea creature or crustacean-based aesthetic, seemingly at odds with the insectoid species' own morphology and native environment. However, one need only study ancient N'orr mythology for answers. Many of their epics follow G'orr, a warrior-envoy who journeyed through mystical realms to rescue and nurture the egg of the queen mother until her hatching.

The most popular stories feature G'orr negotiating an ocean-covered paradise realm, a natural fantasy for those born to the arid wastelands of Quinarra. The realm is filled with leviathans, both benevolent and selfish, at war over sharing their water. To the N'orr, the sight of a Natat'torr

dreadnought swimming through orbit generates pride, comfort, and awe at the thought of Sardakk the Queen Mother elevating herself from being at the mercy of the old gods to mastering them.

Critics of the theory ask how pre-superluminal N'orr even knew what sea creatures looked like. The most likely answer is the discovery of smaller creatures with similar forms fossilized in dried-out subterranean lake beds. Unfortunately, the N'orr are notoriously poor record keepers and care little about ancient history, particularly not at the expense of fables that reinforce the queen's place in society, entertain the masses, and form cultural touchstones.



## Oss'orr "Exolander" Carrier

The blocky exolander carrier vessel features a squat, boxy design that looks like a marine crustacean with a long vertical tail. Smaller than most carriers, it packs troops into quarters so tight they'd be considered criminal in other civilizations. This doesn't matter to the N'orr, though, as they spend much of their time aboard in diapause hibernation until they're called to fight. The K'dar in charge of the exolander's swarm of soldiers typically has overall command of the vessel, including selecting landing sites and approving orbital approach vectors.

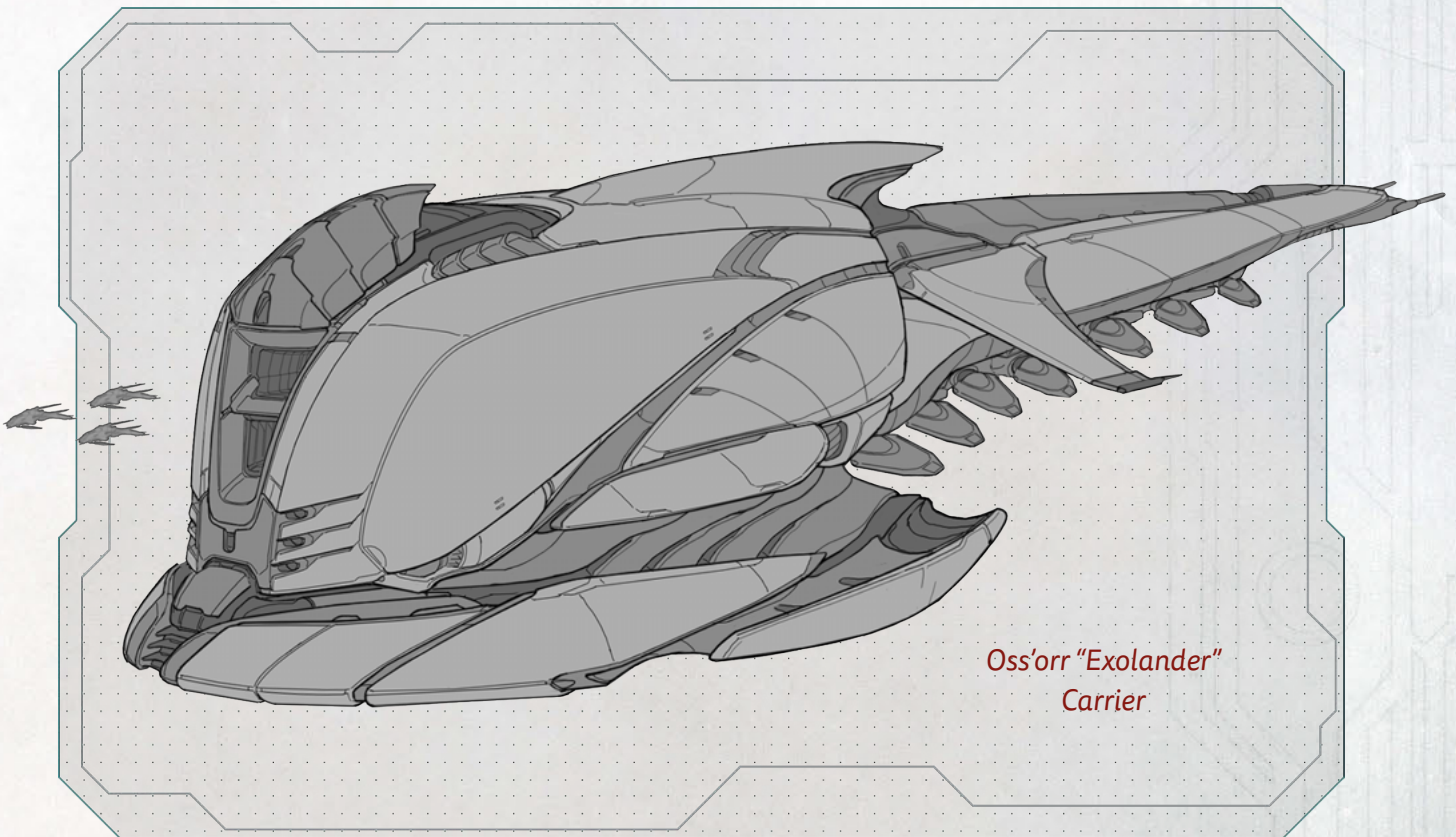
While small for a carrier, the exolander is enormous for a dropship and is one of the largest N'orr vessels designed to make planetfall. The ship lands with its thrusters to the ground, disgorging troops via large ramps under the cover of the engine assembly and a dozen light beam turrets. The exolander can also serve as a field headquarters for its regiment or act as a garrison to defend a colony, providing shelter, long-range communications, and resupply. Launching back into orbit is a struggle, though; it takes all the ship's power to lumber back to the stars.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Diapause and Starships

N'orr troops and crews are capable of entering *diapause*, a form of hibernation that requires little food, water, or air. Such resting soldiers can come to full alertness at a moment's notice, and it's common for them to enter diapause in their crash restraints, unaware of a battle until their dropship is mere minutes from its landing zone. This ability allows the N'orr to pack far more crew and soldiers onto their ships than most other navies can without requiring excess space for food, air, and water stores.



Oss'orr "Exolander"  
Carrier



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>6</b>   | <b>2</b> | <b>-2</b>    | <b>1</b>     | <b>3</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | <b>50</b>    | <b>25</b>    |          |
|            |          | HT THRESHOLD | SS THRESHOLD |          |

**WEAPONS**

12 light beam turrets (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only three may be fired at any one target).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 64 officers and crew.

**PASSENGER CAPACITY:** 7,776 soldiers.

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 200, plus 36 Fury fighters, 18 Bile bombers, and 12 rambles or imported Avalanche land trains.

**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 1,900,000 aurei/6(R).

## Curr'soral "Exobireme" Cruiser

Designed to invade uninhabited planets or small colonies with minimal support, the exobireme is a cruiser that balances several mission profiles. Its prawn form, resembling a tapered, undulating sea creature, is similar to that of its larger cousin, the exotrireme. Unlike that dreadnought's underbelly, though, the exobireme's forward ventral surface sports two dozen blisters that serve as docking ports for dropships and launch tubes for fighters and shuttles.

Exobiremes lead most small- and medium-sized response units and might travel with nothing but a pair of destroyers to take over uninhabited worlds or small colonies. However, they can also lead armadas of several other cruisers with dozens of destroyers, carriers, and scout ships to destroy pirate flotillas, seize larger colonies, or probe enemy fleet strengths. In the largest battles, exobiremes swarm like any other fleet unit, often leading clusters of fighters and destroyers or defending

dreadnoughts from enemy warships. The exobireme's only weakness is against enemy bombers, as it is almost entirely dependent on its own fighter complement and flanking destroyers for fighter defense.

Conditions within an exobireme are cramped, but there is a certain beauty to the polished, organic curves of the passageways and spaces within. Most non-N'orr, however, describe the interior as unsettling, filled as it is with displays meant for compound eyes and sharp, pungent insectoid odors that most species associate with danger. For a ship with so many lives aboard, it's also remarkably quiet, as most of the complement is packed into dropships in diapause.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>6</b>   | <b>4</b> | <b>-1</b>    | <b>2</b>     | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | <b>65</b>    | <b>40</b>    |          |
|            |          | HT THRESHOLD | SS THRESHOLD |          |

**WEAPONS**

Spinal capital-grade assault cannon (Fire Arc Forward; Gunnery; Damage 11; Critical 4; Range [Extreme]; Auto-fire, Slow-Firing 1, Vicious 2; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

2 port and 2 starboard light plasma batteries (Fire Arc Forward and Port, or Fire Arc Forward and Starboard; Gunnery; Damage 9; Critical 2; Range [Long]; Burn 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

2 port and 2 starboard light beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 108 officers and crew.

**PASSENGER CAPACITY:** 360 soldiers (in dropships), 50 others.

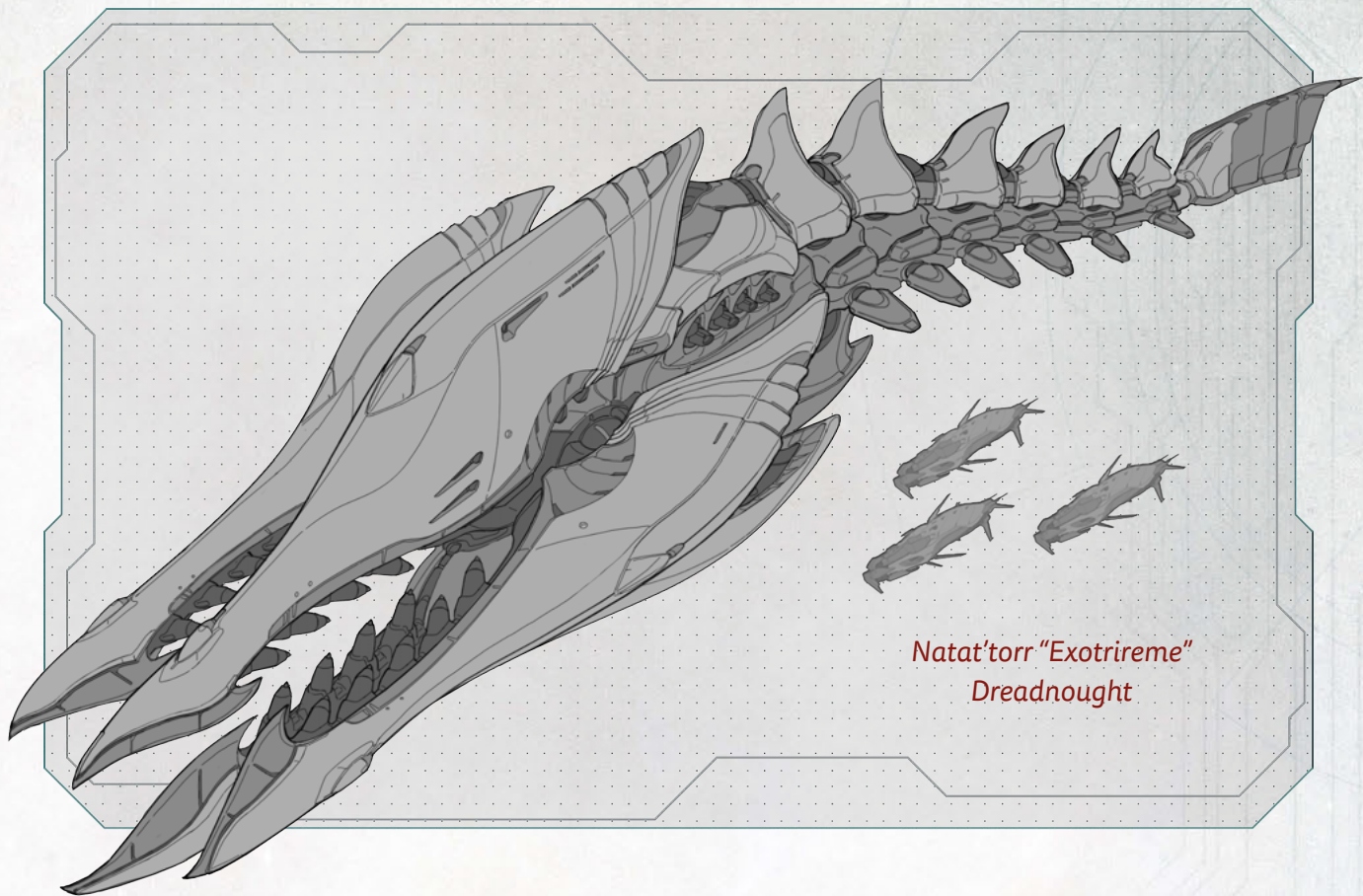
**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 100, plus 12 docked dropships, 12 Fury fighters, and 3 shuttles.

**FTL RANGE/SPEED:** Extreme/fast.

**PRICE/RARITY:** 3,170,000 aurei/7(R).





Natat'torr "Exotrireme"  
Dreadnought

## Natat'torr "Exotrireme" Dreadnought

Among the largest warships in the N'orr fleet, the Natat'torr dreadnought, or exotrireme, seems almost like a living creature swimming through the stars. It's long, tapered hull features segmented plates that fold over each other in a manner common to most aquatic arthropods. The sharp prow has four massive spikes that almost look like mandibles. When exotriremes swarm, it's common for them to ram large enemy ships and continue fighting, now using the skewered vessel as a kind of ablative armor.

Exotriremes are rarely alone, typically fighting as part of a large swarm of fighters and support ships. They lead large-scale battles and planetary invasions, decimating enemy warships as they close the distance to threaten enemy cruisers or dreadnoughts with their rams. The N'orr willingness to trade ships with the enemy and turn every engagement into a war of attrition means just the threat of ramming causes most enemies to flinch and sound a retreat.

The Natat'torr hull shape has largely gone unchanged since before the Twilight Wars. The iconic design is meant to evoke a benevolent god from a N'orr creation myth that carried the N'orr's progenitor ancestor from paradise to conquer Quinarra. The being's name roughly translates to "the one who swims to stars," and the N'orr exotriremes remain symbolic of seizing a bountiful, hopeful future.

### Naming Conventions

The other Great Civilizations have difficulty pronouncing and distinguishing N'orr phonemes. As such, the Keleres have settled on their own names and translations for many N'orr warships and starships. Examples include the "Fury" fighter and "Exobireme" cruiser, among others. These names are rarely used by N'orr forces, but are a lot easier to shout across a Keleres bridge under combat conditions.



## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

## Ram

When the exotrireme deliberately collides with another ship (see page 222 of the **GENESYS** Core Rulebook), the other ship suffers 30 damage to its hull trauma threshold and adds +40 to the Critical Hit result it suffers; the exotrireme reduces the result of the Critical Hit it suffers by 20.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 8            | 2     | -3           | 3       | 6     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 80           |       | 45           |         |       |

**WEAPONS**

4 port and 4 starboard capital-grade plasma batteries (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 15; Critical 2; Range [Extreme]; Burn 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

4 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

1 dorsal capital-grade bombardment array (Fire Arc Forward; Gunnery; Damage 12; Critical 4; Range [Extreme]; Blast 8, Linked 5, Slow-Firing 2; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and soldiers.

**CONSUMABLES:** 8 months.

**ENCUMBRANCE CAPACITY:** 400, plus 12 interceptors or escort fighters, 3 shuttles, and 2 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 18,000,000 aurei/8(R).

## C'Morran N'orr

While many flagships are effectively superdreadnoughts, *C'Morran N'orr* is a unique command and control craft capable of directing fleet swarms with lethal precision. Although the ship looks similar to the exotrireme in basic form, it is nearly four times as long from prow to "tail," and instead of having a vicious ram, the prow bristles with antennae that can connect with any N'orr ship within the same system. Once connected to *C'Morran N'orr*, the teams of swarm tacticians aboard each vessel can induce more complex and cooperative swarm behaviors in their soldiers.

The N'orr typically station their flagship in a major shipyard where it can coordinate starship construction, increasing efficiency significantly. *C'Morran N'orr* is only present at the largest fleet engagements or at invasions of worlds with defenses on par with the homeworld of one of the great powers. Even then, it is never left unprotected, and thick fighter screens and dozens of destroyers and cruisers, if not dreadnoughts, protect its flanks.

The Veiled Brood controls a large chamber at the heart of *C'Morran N'orr*. Most believe this is just because the flagship has an inherently political function. They think the order presides over a shrine there to Sardakk the Queen Mother while advising the military leaders aboard. However, some N'orr believe *C'Morran N'orr's* unique command and control capabilities

are because the queen herself maintains private suites aboard the flagship. Other conspiracy theorists agree but assert she is instead a prisoner of the Veiled Brood. This is a notion the Veiled Brood work tirelessly to suppress, though no one can say if that's because it's true or because it's heresy.

## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

## Swarm Command

While on the bridge of *C'morran N'orr* your character can make an **Average** (◆◆) **Leadership check** as an action. On a success, all N'orr vehicles within the same star system with at least one other active N'orr vehicle within long range add ★ to all Driving, Piloting, and Gunnery checks until the end of your character's next turn. Your character may spend ▲▲▲ or ☉ from the check to increase all affected units' defense by 1.



|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>9</b>   | <b>2</b> | <b>-3</b>    | <b>3</b>     | <b>6</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>100</b>   | <b>75</b>    |          |

## WEAPONS

3 port and 3 starboard capital-grade plasma batteries (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 15; Critical 2; Range [Extreme]; Burn 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

6 seeker missile pods (Fire Arc All; Gunnery; Damage 4; Critical 3; Range [Long]; Guided 5; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 800 officers and crew.

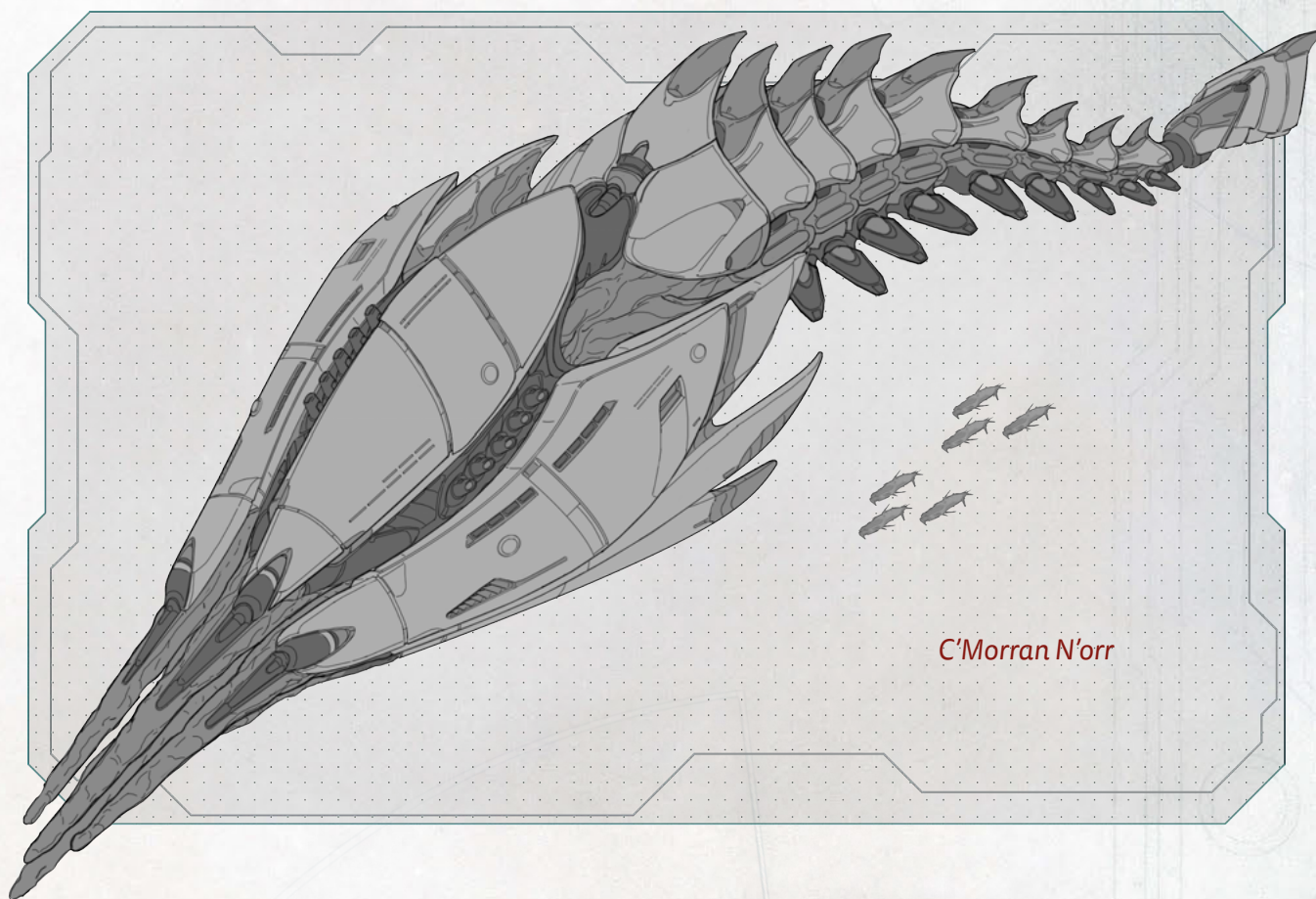
**PASSENGER CAPACITY:** 5,000 passengers and soldiers.

**CONSUMABLES:** 3 months.

**ENCUMBRANCE CAPACITY:** 1,500, plus 48 Fury fighters and 12 shuttles.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 58,000,000 aurei/10(R).



*C'Morran N'orr*





## [Chapter 15] **Winnu**

**F**or thousands of years, the Winnu kept the memory of their Lazax masters alive. When their Winnaran cousins rejected the Winnu bid for the Imperial Throne, their emperor, Muad Di Faruuq, responded with a new mandate—the Doctrine of Rejuvenation—that has pushed the Winnu into a new age of militarization.

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### **The Emperor's Mandate**

Since his failure to seize the Imperial Throne by right of inheritance, the Winnu Emperor Muad Di Faruuq has devoted his people to claiming the mantle of the Lazax Empire by any means necessary. As part of this effort, he quickly decreed several objectives to strengthen the Winnu position throughout the galaxy. Defined as his Doctrine of Rejuvenation, it involved three key points.

The first point ordered the Winnu to involve themselves in galactic affairs as mediators or peacekeepers, so that the galaxy would begin to see the Winnu as a great power able to take the reins of galactic leadership. The second point directed the Winnu to begin offering military and economic aid to independent worlds, with the eventual goal of cultivating reliance on the Winnu empire. Were they to become tributary worlds, they could back the Winnu's push to assume the Imperial Throne.

However, neither of these drives could be accomplished without a massive military. Thus, the final point was to begin a massive campaign of armament and militarization.

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### **Winnu Military**

Building up the Winnu military was a monumental task. Although the emperor already had a modest fleet and army



at his command, the Winnu had spent the Dark Years after the Twilight Wars in relative isolation, and thus in relative peace. Although High Praefectus Corden Il Cain, commander of the Navis Guard at the time, obeyed his liege's command, inwardly he despaired that accomplishing his orders would prove impossible.

Luckily, Il Cain had the best minds of the Winnu people at his disposal. Two individuals, Aarcus Aarctius, the original designer of the Validor fighter, and Karpal Karpedos, famous for her starship construction facilities on Winnu's first moon, were indispensable to the task. These two led a team of hundreds of thousands of engineers, designers, bureaucrats, and logisticians in retooling the Winnu economy for war. In just a few short years, they oversaw the construction of gargantuan orbital factories and space docks around Winnu. These were capable of producing scores of dreadnoughts and smaller vessels. Sprawling factories built in the otherwise inhospitable Paroutrel region of Winnu began churning out everything from body armor and beam rifles to starfighters and assault landers. And asteroid mines established with Clan of Saar consultants began to bring in a wealth of resources to replace those strip-mined during Winnu's ancient wars.

Upon the emperor's command, High Legatus Tiram Tyromus of the Annexus Guard ordered recruitment en masse. The patriotic fervor of the emperor's subjects meant the military did not even need to resort to conscription; the flood of volunteers quickly overflowed every recruitment center on the planet.

Now, just two decades since Emperor Faruq began his program, the Winnu military is truly massive. It may not be the largest or most powerful fighting force in the galaxy, but it is certainly potent enough to give the military planners of the other Great Civilizations pause. This impressive force is divided into two branches under the control of the emperor and his advisory council: the Annexus Guard and the Navis Guard.

---

## Annexus Guard

Hundreds of legions fill the ranks of the Annexus Guard, each composed of tens of thousands of troops and hundreds of mechanized vehicles. Each legion is commanded by a legatus and their command staff, who in turn report to the high legatus. The current high legatus is still the bellicose Tiram Tyromus, now well into their third decade of service as the supreme army commander.

Tyromus has shaped the Annexus Guard exactly to their liking. Each legion in the guard is designed to be self-sufficient, with its own integrated armor, infantry, artillery, and logistics units. This means a legion can be sent on nearly any military operation with the assurance that it can support itself and accomplish its mission.

Coordination within a legion tends to be excellent, but this approach does lead to extreme levels of redundancy and inefficiency when multiple legions are deployed together. This is

especially evident in the supply units. Quartermasters of different legions on the same military operation have been known to squabble so ferociously that they come to blows while trying to ensure their legion has access to needed matériel. However, this approach also prevents any one legatus from claiming too much power within the Annexus Guard and threatening the position of the High Legatus or even the emperor. These inefficiencies are thus accepted as a cost of maintaining a stable empire.

There are two distinct sub-branches within a legion; the *bellatori* (soldiers) and the *cataphracti* (mechanized military units). The *bellatori* consists of three levels of infantry—*hasatir*, *prinsir*, and *triasir*—broken into *centurios* of a hundred troops, each commanded by a *primul*. These then break down further into individual squads of ten soldiers under a *sigul*, the equivalent of a noncommissioned officer in other militaries.

### Hastir

The *hastir* are the most numerous soldiers within a legion and one of the key ways the Winnu have expanded their military without ruinous cost to their empire. They are generally new recruits (or conscripts in times of war) serving a single term of enlistment. As such, they receive only basic training, equipment, and weapons, and their role in a legion is mainly to pad numbers. The *hastir* hold battle lines, reinforce successful assaults, and perform support duties. Although their discipline may not be strong, the *triasir* can be counted on to keep them in line.

### Prinsir

The *prinsir* are the Annexus Guard's career soldiers, troops who have signed up for at least a second term of enlistment. They often have some battlefield experience, and by demonstrating their dedication by reenlisting, they also qualify for additional training and better equipment. The *prinsir* form the solid core of every legion and are considered reliable (if not exemplary) troops.

### Triasir

The *triasir* are true elite forces, and although relatively few, most consider them to be the legion's heart. To be elevated to the ranks of the *triasir*, a soldier must have spent at least ten years in the legion and seen combat at least once. Each member of the *triasir* has the same authority as a junior noncommissioned officer, and novice *siguls* often consult a grizzled *triasir* trooper before making major decisions.

The *triasir* are allowed to select their own equipment, leading to a motley loadout of beam weapons, blazers, portable assault cannons, grenade lobbers, and more esoteric weapons. Some operate in squads conducting dangerous and vital tasks like strongpoint assaults, sabotage missions, and ambushes. Others are sprinkled throughout the legion to bolster the ranks of the *hastir* and *prinsir* and provide those raw recruits with some hard-earned soldierly advice.



## Cataphracti

A legion's cataphracti detachment operates the heavy weapons, artillery, and mechs. Due to the specialized knowledge needed, all cataphracti undergo significant additional training and must enlist for a term of service twice as long as the bellatori's. The cataphracti have their own ranks and veterancy levels, but the detachment is often broken into smaller subunits to support their legion's many operations. One of the marks of a truly competent legatus is how well they can get their proud, aloof cataphracti units to work with the rest of the legion.

## Navis Guard

The Winnu's powerful Navis Guard is divided into fleets, each commanded autonomously by a *praefectus*, or admiral, who answers only to the high praefectus and the emperor. Although promoted for their loyalty to the emperor more than their tactical ingenuity, a praefectus commands not only their own fleet but also the scores of legions that their ships transport. This awesome amount of military power is why only the most dedicated commanders receive this appointment. After all, the emperor has no interest in setting up rival claimants to his throne. This is also why Il Cain and his successor, High Praefectus Sosa Sosai, though lavished with honors and rewards for service, have never been allowed to join the imperial family through marriage or adoption.

There are currently thirteen separate fleets in service to the emperor, two of which always remain in the Winnu system to protect the heart of their territory. The emperor also has a single smaller fleet at his disposal that falls under the command of the Lumenari Inspectorate, the emperor's personal guard, and is added insurance against ambitious underlings.

Each Winnu fleet contains nearly a hundred major vessels, ranging from corvettes to mighty dreadnoughts. Unlike the fleets of other factions, Navis Guard fleets are all organized along similar lines. Just like the Annexus Guard legions, each fleet is expected to be able to perform any of the duties to which it may be assigned.

### Naming Conventions

In the Winnu military, each fleet or legion bears the name of its commander. This builds something of a cult of personality among the officer ranks. However, it also drives commanders to success, no matter the cost. After all, to fail is to see one's name stripped from the command, which for the proud officers of the Winnu is a fate truly worse than death.

## Guard Fleet Kirasal

Under the able leadership of Praefectus Kiras Kirasal, this fleet has protected the Winnu homeworld for the past ten years. Although both the high praefectus and the emperor's advisory council believe it would be valuable to rotate Guard Fleet Kirasal to the border territories to gain some valuable combat experience, the emperor has vetoed this on multiple occasions. Other praefecti whisper this is because the emperor doubts her ability. In reality, she is a close personal friend of Muad Di Faruuq, and the emperor values keeping an absolutely loyal ally so close to home.

## Guard Fleet Pelgorshin

Praefectus Pelgora Pelgorshin has operated her fleet in the systems around the Coreward Gate wormhole for the past five years. Her mission is to serve as a peacekeeper amid the constant territorial wars of this region of space. Pelgorshin believes in her duties wholeheartedly and expects her troops to behave with the utmost decorum and discipline as they go about theirs. This has led to many independent systems trusting her as a fair and neutral arbiter for regional conflicts. It has also led to several Great Civilizations, including the nearby Naalu Collective, to see her as a thorn in their own plans for expansion.

## Guard Fleet Rickani

Although it has only borne this name for three years, Guard Fleet Rickani is one of the most lauded military formations in the entire Winnu empire. Its commander, Rickar Rickani, is the rare praefectus promoted despite, not because of, his loyalty. Rickani has made no secret of his towering ambition, but his skill as a military leader is undeniable. Besides resolving several brushfire conflicts, he has also successfully prosecuted the invasion of Belgar III, the defense of the allied world Perimeter against the Scourge pirate flotillas, and the triumph against the "rogue" Emirate fleet under Admiral Torrash in the Unicorn Nebula.

Although aware of the potential danger Rickani poses, Emperor Faruuq cannot bring himself to lose such a valuable asset. Instead he has directed Rickani to determine how to accomplish the Winnu's greatest goal, taking and holding Mecatol Rex. That he must do so under the hidden but watchful eyes of the Lumenari Inspectorate is clear to all, especially to Rickani himself.

## Ship and Vehicle Profiles

The warships and vehicles of the Winnu tend to bear an uncanny resemblance to ancient Lazax designs. Beneath the hull plate and ornamentation, however, lie modern systems and weapons developed by the best and brightest Winnu designers.



## Katapalta Tank

Capable of withstanding heavy enemy fire, the Katapalta is a staple of Winnu forces. Its main weapon uses stabilized plasma orbs that can level protective city walls, shield generators, and weapon emplacements. Deep within its design, however, lies a terrible flaw.

The plasma sphere launcher siphons plasma directly from the Katapalta's reactor and forms it into a sphere using electromagnetic "bottles." However, if the projectors are even just slightly misaligned, they can cause weak points in the bottle, leading to a sphere rupture in the launch tube if the gunner doesn't vent the system quickly enough.

### All-Terrain

When making a Driving check to direct this vehicle, your character may remove ■■ added to the check due to terrain.

### Catastrophic Failure

After your character makes a combat check to fire the plasma sphere launcher, the target may spend ☠ ☠ ☠ ☠ or ☠ to have the weapon become damaged two steps (see page 89 in the **GENESYS** Core Rulebook). If the plasma sphere launcher is destroyed or becomes unusable for any reason, your character must make a successful **Hard** (◆◆◆) **Mechanics** check as an out-of-turn incidental. If they fail, this vehicle suffers the **Vaporized** Critical Hit (see **GENESYS** Core Rulebook, page 230).

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>3</b>     | <b>2</b> | <b>-3</b>    | <b>0</b> | <b>4</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>10</b>    |          | <b>5</b>     |          |          |

**WEAPONS**

Plasma sphere launcher (Fire Arc Forward; Gunnery; Damage 10; Critical 2; Range [Long]; Blast 8, Burn 3, Slow-Firing 2).

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 driver, 1 gunner, 1 commander.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 12 hours.

**ENCUMBRANCE CAPACITY:** 5.

**PRICE/RARITY:** 85,000 aurei/7(R).

## Reclaimer Mech

Initially created for mining and construction work, this durable heavy mech now serves in frontline combat, thanks to modifications by the Winnu military. With a towering fifteen-meter bipedal frame, the modified Reclaimer sports two shoulder-mounted heavy beam cannons that make it a match for any other mech on the battlefield. It also retains the resilience of an industrial mech, which its crews greatly appreciate.

During the redesign process, the engineers were worried that removing the Reclaimer's heavy manipulator arms would unbalance the mech, so they left both them and its chest-mounted lifting-field projector installed. This has proven remarkably useful, and many legions temporarily assign their Reclaimers to their combat engineering detachments. Constructing fortifications or rebuilding destroyed infrastructure is much easier with a Reclaimer to do the heavy lifting.

### All-Terrain

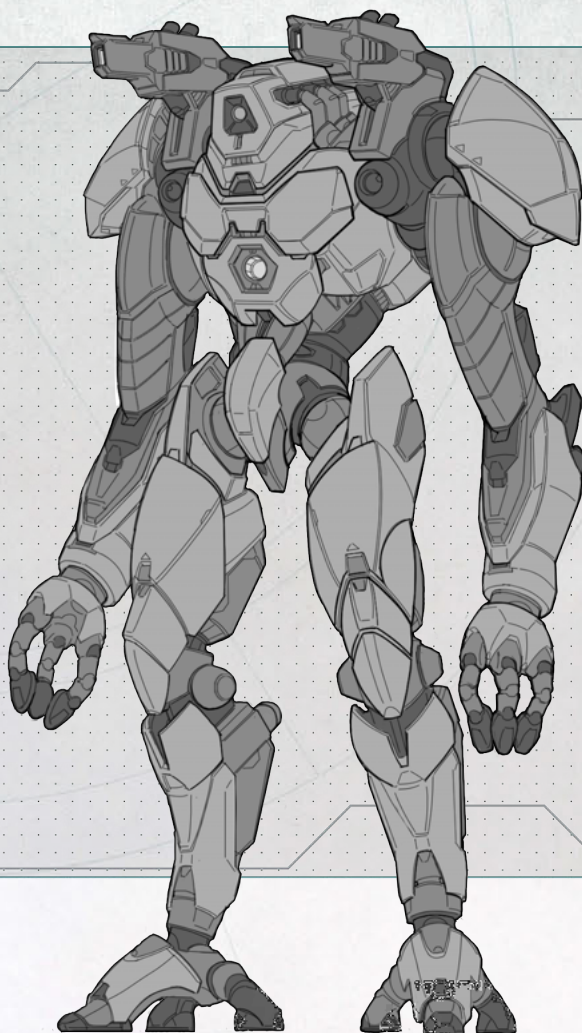
When making a Driving check to direct this vehicle, your character may remove ■■ added to the check due to terrain.

### Lifting-Field Projector

If a target is immobilized by the lifting-field projector, your character may make an **Average** (◆◆) **Mechanics** check as an action. If the check succeeds, the target is lifted directly up one range band (to a maximum of medium range from the ground). If the check fails, the vehicle suffers 4 system strain.



Reclaimer Mech



4

SILHOUETTE

2

SPEED

+0

HANDLING

1

DEFENSE

3

ARMOR

HT THRESHOLD

SS THRESHOLD

20

15

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 pilot, 2 gunners, 1 engineer.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 1 week.

**ENCUMBRANCE CAPACITY:** 20.

**PRICE/RARITY:** 33,000 aurei/4(R).

## WEAPONS

2 twin-barreled beam cannons (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Breach 2, Linked 1).

Lifting-field projector (Fire Arc Forward; Gunnery; Damage 0; Critical 6; Range [Short]; Tractor 3).

Manipulator fist (Fire Arc All; Brawl; Damage 3; Critical 4; Range [Engaged]; Knockdown).



## Validator Superiority Interceptor

A light frame, superior sensors, and speed are the tools of the starfighter's trade, and the Validator has them all. Designed by the legendary engineer Aarcus Aarctius, the Validator's purpose is to act as a forward scout for small fleets and then overwhelm any enemy fighters it finds. Skilled Validator pilots can quickly outmaneuver enemy fighters before blasting their opponent from behind with either a beam cannon or long, slim javis missiles fired from underwing racks.

Considered the Winnu's most agile vessel, the Validator is still notably tougher than other interceptors. It also has much better endurance to support its scout role. However, the extra space required for additional fuel and structural reinforcements

means that the Validator can carry far less weaponry. Aarctius's design compensates for this by equipping the Validator with a more accurate beam cannon and filling its limited missile bay with advanced javis interceptors that have semi-independent tracking abilities. However, the Validator has a distinct disadvantage in a protracted dogfight, so Winnu pilots know to get their strikes in and get out as quickly as possible.

### Advanced Sensor Suite

When your character makes a check to use sensors or scan space, add  to the check.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>3</b>     | <b>5</b> | <b>+3</b>    | <b>2</b> | <b>0</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>11</b>    |          | <b>8</b>     |          |          |

**WEAPONS**

Narrow-bore light beam cannon (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Accurate 1, Breach 1).

Javis interceptor darts (Fire Arc Forward; Gunnery; Damage 4; Critical 2; Range [Medium]; Guided 3, Limited Ammo 3; if an attack with this weapon misses, the Guided quality triggers without spending .

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot.

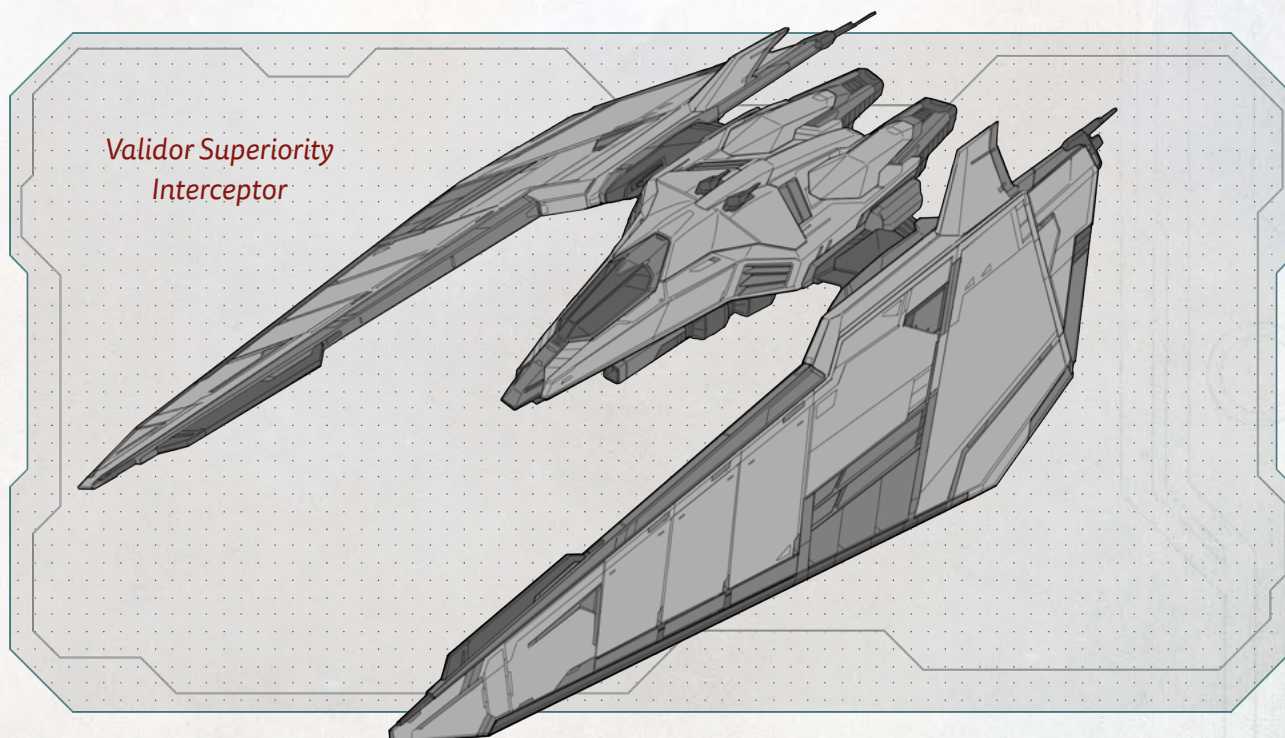
**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 12 hours.

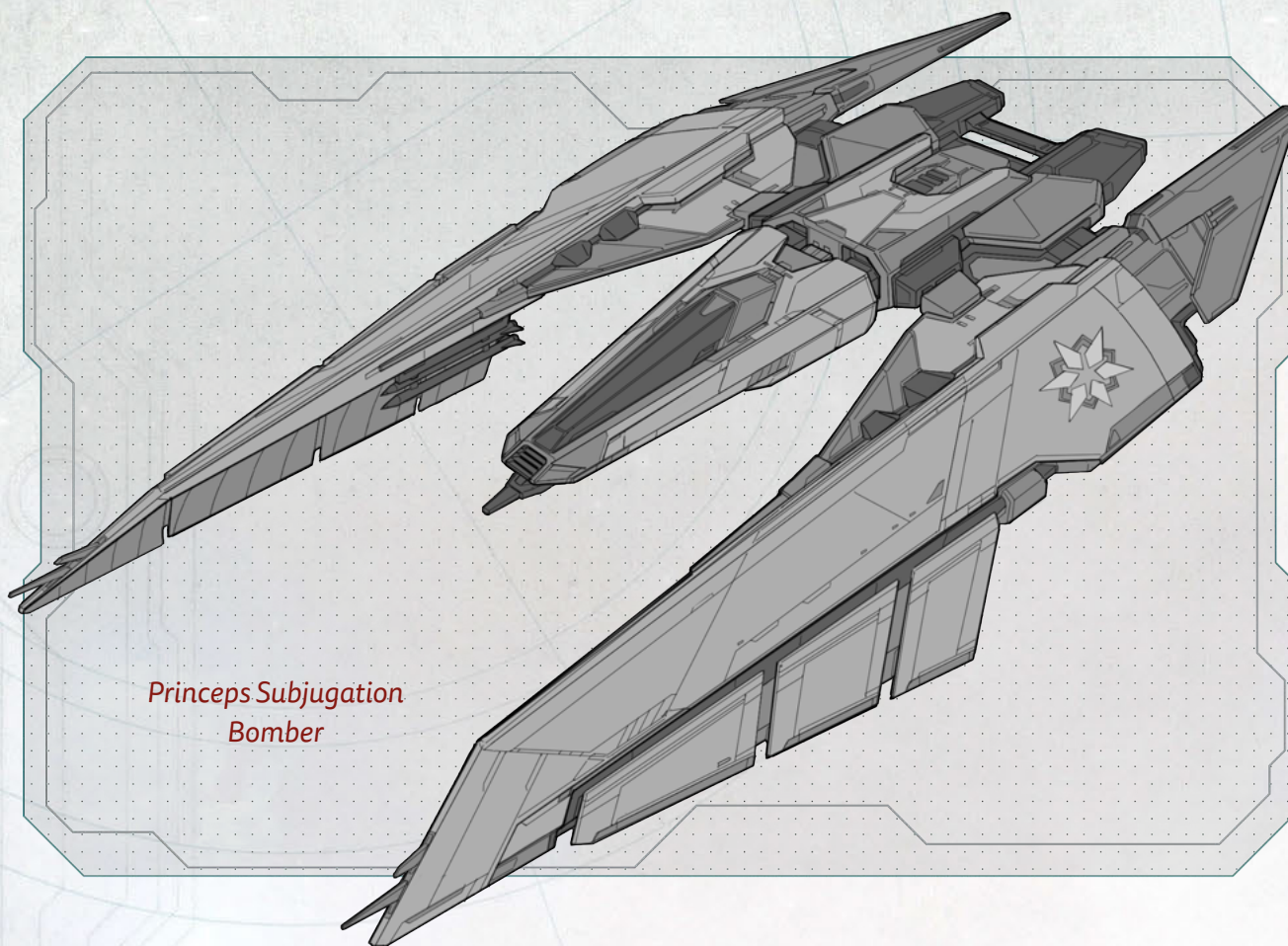
**ENCUMBRANCE CAPACITY:** 4.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 35,000 aurei/5(R).







*Princess Subjugation  
Bomber*

## Princess Subjugation Bomber

The Winnu see the roles of fighters and bombers as fixed and clearly defined. Fighters serve as scouts and interceptors, protecting larger vessels from the small craft of the enemy. Similarly, bombers have no place engaging enemy warships; that's a job for dreadnoughts and cruisers. Instead, bombers exist to pound ground targets during an invasion.

Designed as a fast, effective, and relatively inexpensive ground attack craft, the Princess subjugation bomber easily fits the Navis Guard's requirements. The removal of its FTL

drives allowed Winnu engineers to equip it with larger engines for devastating speed and efficiency. This, coupled with powerful deflection shield generators, allows the Princess to be sent on deep penetration raids through enemy air defenses.

Many Princess crews decorate their bombers with horrifying visages of vicious creatures from around the galaxy like the flying lizards of Ra'idae and the arctic sharak. The flashing teeth, ivory claws, and bright red or yellow eyes are hardly regulation, but most commanders let these infractions slide for the sake of morale.

**4**

SILHOUETTE

**4**

SPEED

**-2**

HANDLING

**3**

DEFENSE

**2**

ARMOR

HT THRESHOLD

**20**

SS THRESHOLD

**20**

### WEAPONS

2 defensive beam turrets (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Medium]).

Bombardment rocket racks (Fire Arc Forward; Gunnery; Damage 6; Critical 3; Range [Medium]; Blast 4, Linked 3, Slow-Firing 1; when attacking a target of silhouette 4 or smaller, increase difficulty by 1).

**CONTROL SKILL:** Piloting.

**COMPLEMENT:** 1 pilot, 1 navigator/weapons officer, 2 gunners.

**PASSENGER CAPACITY:** None.

**CONSUMABLES:** 6 days.

**ENCUMBRANCE CAPACITY:** 20.

**FTL RANGE/SPEED:** None/none.

**PRICE/RARITY:** 42,000 aurei/6 (R).



## Tribune-class Auxiliary Medical Frigate

Nothing relieves the victims of a disaster like the arrival of a *Tribune*-class frigate. Stark white paneling with crimson trim helps easily identify the vessel, and that's the point. After all, the Tribune's role isn't to fight wars but to provide comfort to the injured and the sick.

Each Tribune carries enough medical supplies and personnel to care for a major colony settlement.. Some have their own dedicated staff of medical professionals, while others are based on major worlds, ready to take on local medical personnel and ferry them where they are needed. A Tribune has enough fuel and fast enough superluminal engines to respond quickly to any crisis.

Since the Tribune is a medical aid ship, its weaponry is extremely limited and used only in self-defense. In fact, the most powerful military system aboard is a missile-baffling jammer. The frigate also has a single defensive turret along its spine and a retractable gas lobber hidden in a compartment near the main hatch. In case of riot or panic, the pilot can disperse crowds with a few clouds of soporific fumes.

The captains of these vessels are generally renowned as brash risk-takers. Many honored pilots received their accolades from flying a Tribune through dense debris fields or ion storms to get civilians and military personnel the medical help they need.

### Medical Operations Center

When making a check to heal wounds, strain, or Critical Injuries while on this ship, your character adds ★ ▲ to the results

and may spend ▲ ▲ ▲ or ☉ from that check to heal a Critical Injury the target is suffering (if the original check was to also heal a Critical Injury, the target can have up to two Critical Injuries healed).

### Missile Bafflers

As a maneuver, your character may activate a Tribune's missile bafflers. While active, upgrade the difficulty of all combat checks made with weapons with the Guided quality targeting this vessel twice. For every five minutes that the bafflers remain active (or one round in structured gameplay), this vessel suffers 1 system strain. System strain cannot be repaired while the missile bafflers are active.

### Winnu Vessel Appearance

Given the Winnu's adoration of the Lazax, it's no surprise that the aesthetics of their ships closely match those of their predecessors. White lacquered hull panels edged in gold or duranium alloy cover their surfaces, mirroring the colors the Lazax loved. The crest of the Winnu emperor is often featured prominently on the hull, a splash of brilliant color across the smooth plating.

5

SILHOUETTE

4

SPEED

+1

HANDLING

3

DEFENSE

2

ARMOR

HT THRESHOLD

SS THRESHOLD

40

25

### WEAPONS

Dorsal mounted defensive beam turret (Fire Arc All; Gunnery; Damage 2; Critical 3; Range [Medium]).

Ventral mounted gas lobber (Fire Arc All; Gunnery; Damage 8; Critical 6; Range [Medium]; Blast 8, Concussive 3, Personal Scale, Stun Damage).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 5, plus 20 medical staff.

**PASSENGER CAPACITY:** 20, plus medical suites for up to 50 patients.

**CONSUMABLES:** 2 months.

**ENCUMBRANCE CAPACITY:** 200 in medical supplies.

**FTL RANGE/SPEED:** Short/fast.

**PRICE/RARITY:** 120,000 aurei/5.



## Victus-class Support Destroyer

The stubby and pugnacious *Victus*-class support destroyer possesses potent firepower mostly geared toward antifighter defenses. While interceptors patrol the outer envelope of an engagement to hunt down enemy fighters and bombers, the *Victus* keeps close to its larger kin, the *Navis Guard*'s cruisers and dreadnoughts. There it lays down a punishing antifighter barrage with its many beam turrets and keel javis launcher. Since this destroyer isn't expected to stray far from the main fleet, it forgoes torpedo or missile tubes. Instead, it sports an extra main gun turret just in case it finds itself in a tight situation.

What truly makes the *Victus* stand out, though, is its boosted Magen defense screen projectors. A *Victus*-class destroyer can throw a Magen defense screen around another nearby ship, saving the smaller vessel from enemy fire. Although it severely strains the *Victus*' generators, the projectors can be activated

nearly instantly. *Victus* crews train in engaging the remote screen just in time to absorb enemy fire and then deactivating it rapidly before their ship's capacitors suffer a catastrophic energy drain. This nearly always works, but there are a few fleet stories about destroyers reduced to powerless hulks after their crew pushed the ship past its limits.

### Boosted Magen Defense Screen Projection

As a maneuver, your character can set the Magen defense screen to protect another vessel of silhouette 4 or smaller within short range. Until the end of your character's next turn, add ✕ to the results of any combat check targeting the other vessel. Whenever ✕ is added to the results in that way, this ship suffers 4 system strain.

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 5            | 4     | -1           | 3       | 2     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 45           |       | 30           |         |       |

**WEAPONS**

1 forward and 1 aft dual heavy beam cannon turret (Fire Arc Forward, Port, and Starboard, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 4; Critical 3; Range [Long]; Breach 2, Linked 1).

5 port and 5 starboard antifighter beam turrets (Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1).

Ventral javis interceptor dart launcher (Fire Arc All; Gunnery; Damage 4; Critical 2; Range [Medium]; Guided 3; if an attack with this weapon misses, the Guided quality triggers without spending ⚡).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 20 officers and crew.

**PASSENGER CAPACITY:** 20.

**CONSUMABLES:** 4 months.

**ENCUMBRANCE CAPACITY:** 100, plus 1 shuttle.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 155,000 aurei/7(R).

## Nobilis-class Planetary Assault Carrier

The planetary assault carriers of the *Winnu* are staggeringly large. Designed to carry both aerospace and ground-based forces into battle, *Nobilis*-class carriers also supply colonies, outposts, and major mercantile centers with food, munitions, and trade materials. They can even hold prefabricated housing facilities, allowing the *Nobilis* to serve as an armed colony vessel or a rapid response ship for some huge natural disaster.

The bulky, wedge-shaped hull's most distinctive feature are the half dozen hemispherical domes running along each flank. These are ready-to-use habitation structures, hospitals, administration centers, mechanic shops, and motor pools. The *Nobilis*' oversized ventral thrusters allow the huge ship to enter the atmosphere of a world. Then, while it hovers with engines straining, the domes detach from the sides of the carrier, and

powerful grav-tethers lower them to the ground below. In this way, the *Nobilis* can establish the core of a new colony in a matter of hours or set up aid and recovery facilities right in the midst of a devastated area.

The *Winnu* speak about the humanitarian uses of this ship class with pride while downplaying its considerable military utility. The huge hull can just as easily carry dozens of fighters and bombers and thousands of troops as it can colonists and their supplies. It is something of an open secret that the *Winnu* produce variant versions of the detachable domes designed for military use. These barracks, armories, command centers, and infirmaries can lower to form a self-sufficient base before the legion's soldiers have even finished clearing the surrounding territory of enemy forces.



## Combat Operations Center

While in the carrier's COC, as a maneuver, your character may direct up to four minion-piloted starfighters to merge into a new minion group. Starfighters must be of the same type to be affected.

## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

|              |          |              |          |          |
|--------------|----------|--------------|----------|----------|
| <b>7</b>     | <b>2</b> | <b>-4</b>    | <b>2</b> | <b>3</b> |
| SILHOUETTE   | SPEED    | HANDLING     | DEFENSE  | ARMOR    |
| HT THRESHOLD |          | SS THRESHOLD |          |          |
| <b>85</b>    |          | <b>40</b>    |          |          |

**WEAPONS**

10 antfighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the carrier, so only two may be fired at any one target).

Capital-grade graviton cannon (Fire Arc Forward, Port, and Starboard; Gunnery; Damage 7; Critical 2; Range [Extreme]; Breach 3, Slow-Firing 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 200 officers and crew.

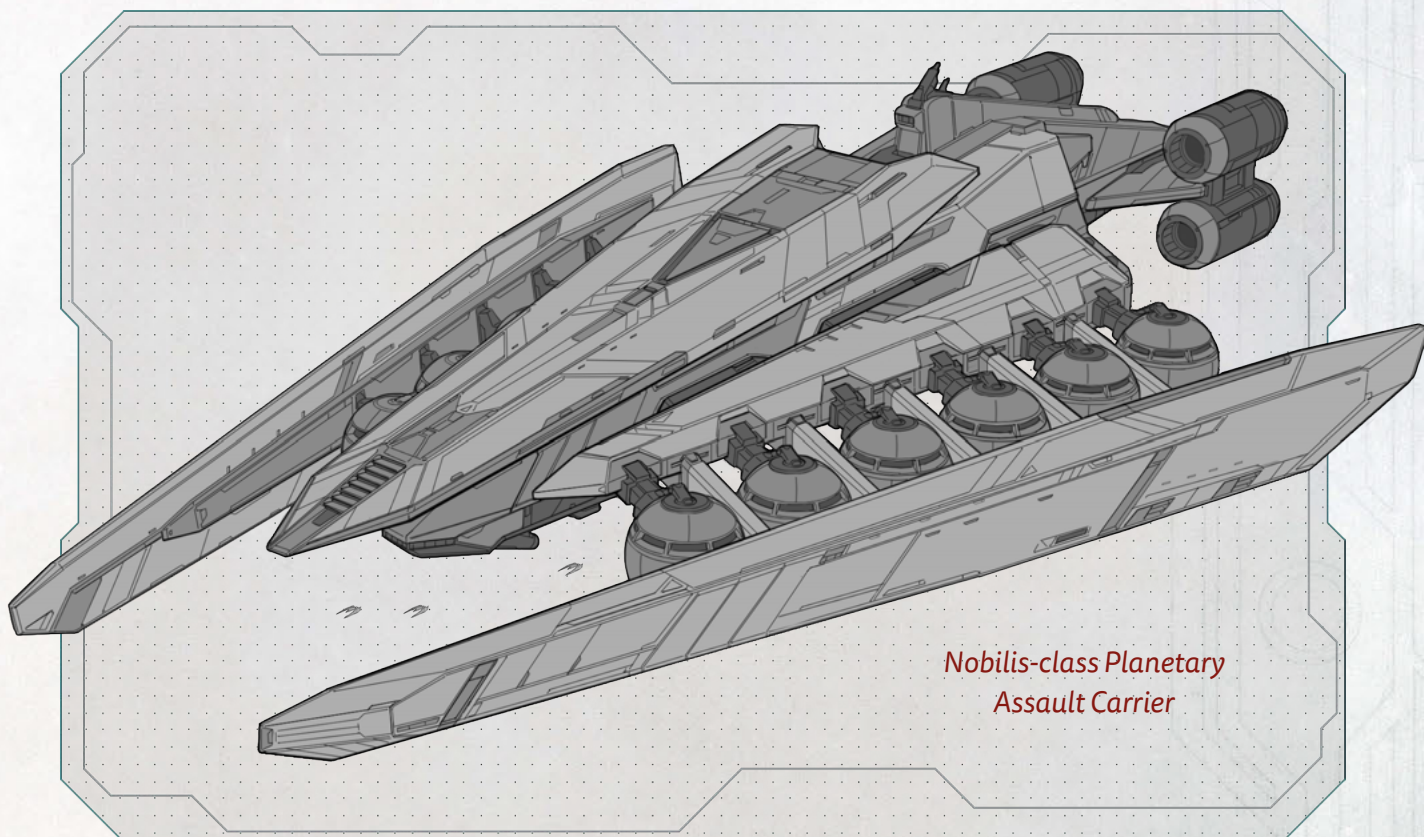
**PASSENGER CAPACITY:** 2,500 soldiers (or colonists).

**CONSUMABLES:** 6 months.

**ENCUMBRANCE CAPACITY:** 200, plus 24 interceptors, 24 bombers, 12 dropships, 6 shuttles, 10 light mechs, and 5 rambles.

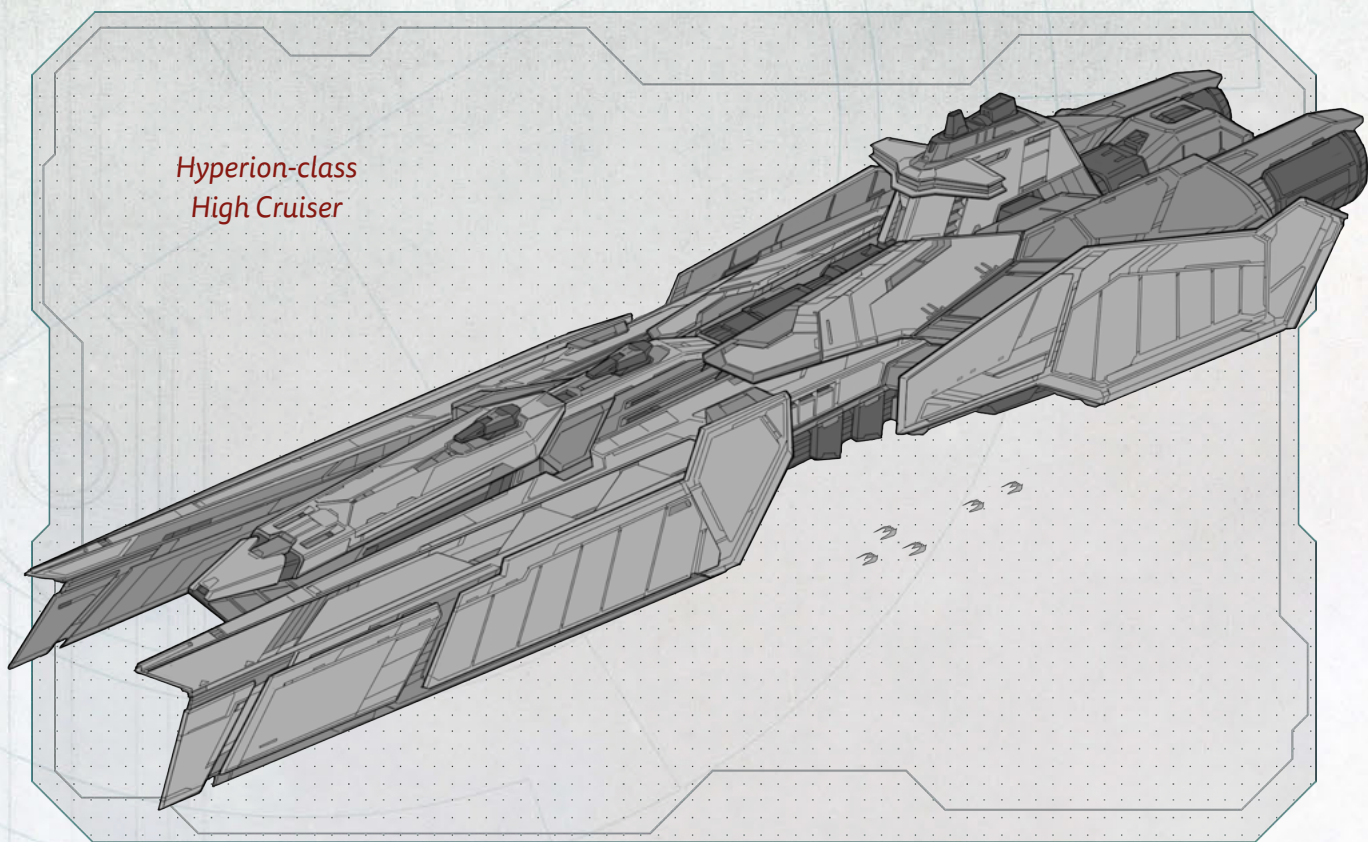
**FTL RANGE/SPEED:** Extreme/slow.

**PRICE/RARITY:** 3,350,000 aurei/7(R).



*Nobilis-class Planetary  
Assault Carrier*





Hyperion-class  
High Cruiser

## Hyperion-class High Cruiser

With the Winnu's military stretched thin, fleet commanders regularly allocate cruisers to function as command vessels, primarily due to the speed at which their shipyards can produce them. The *Hyperion*-class high cruiser's sleek design is a contrast to some of the bulkier vessels the Winnu are known for. More maneuverable and versatile than its larger cousins, the *Hyperion* has become the mainstay of the Winnu galactic forces. It is even large enough to carry multiple heavy graviton beam cannons, allowing the ship to fire them in volleys to compensate for the weapon's slow recharge time.

The distinctive design of the cruiser's superstructure is a unique modular construction that allows the bridge and topside equipment to be removed and replaced with several days' work at a properly equipped space dock. Although some designers laugh this off as a strange eccentricity, it allows the Winnu to maintain a smaller number of cruisers that can be specially refitted for specific roles depending on the needs of the Navis Guard.

The bridge modules range from ones focused on survey and reconnaissance with additional sensor arrays to battle bridges equipped with improved antimass deflectors to command and control bridges that allow the *Hyperion* to become the squadron leader of a military flotilla.

There is another bridge option that sees rarer use: the oversight module, used exclusively by the Lumenari Inspectorate. The Inspectorate serves the emperor as both an internal and external intelligence operation, and their remit is to ensure loyalty among the Winnu military just as much as it is to spy on foreign powers. The oversight module gives the *Hyperion* limited stealth capabilities, signal interceptors, and a pair of boarding tubes. It is also rumored to provide the cruiser with the emperor's own computer authority code, which is capable of shutting down the power systems of any Winnu vessel.



## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## Operation Modules

The Hyperion must be equipped with one of the following bridge modules, which modifies the vessel's profile as follows:

- ♦ **Survey and Reconnaissance:** When your character makes a check to use sensors or scan space, add   to the check.
- ♦ **Command:** The crews of allied ships under this vessel's command add  to any Piloting or Gunnery checks they make while within extreme range of this ship.
- ♦ **Battle Bridge:** Increase this ship's defense to 3.
- ♦ **Oversight Module:** All other ships add  to checks made to detect or scan this vessel. While engaged with a stationary ship, your character may spend an action to activate this vessel's boarding tube and cut into the side of that ship, allowing characters to pass between the two vessels without space suits or shuttles and without worrying about locked hatches. Finally, your character may make a **Daunting** (♦♦♦♦♦) **Computers check** as an action. If they succeed, one other Winnu ship within long range suffers 20 system strain, plus 5 additional system strain per uncanceled .

## Coup Attempt

This adventure seed works for any cohort that is on good terms with the Winnu and has a penchant for undercover operations.

An agent of the Lumenari Inspectorate approaches the PCs' cohort with a significant problem. They have uncovered evidence that a captain in the Navis Guard is planning to assassinate the Winnu emperor by using their *Antiphon*-class dreadnought to bombard the imperial palace on Winnu! Worse, the agent has evidence that members of the Inspectorate may be involved, including their own superiors.

To stop the coup before it starts, the agent enlists the PCs to steal a *Hyperion*-class cruiser equipped with an oversight module. Once aboard, the agent will bring over a few Inspectorate crew members who can be trusted. Then all the PCs have to do is intercept the rogue *Antiphon* on the edges of Winnu space. Oh, but the agent wants the captain alive so that they can find out who the leaders of the plot are. That shouldn't be a problem, right?

|              |       |              |         |       |
|--------------|-------|--------------|---------|-------|
| 6            | 4     | -1           | 1       | 5     |
| SILHOUETTE   | SPEED | HANDLING     | DEFENSE | ARMOR |
| HT THRESHOLD |       | SS THRESHOLD |         |       |
| 55           |       | 40           |         |       |

**WEAPONS**

2 forward and 2 aft capital-grade graviton cannons (Fire Arc Forward, Port, and Starboard, or Fire Arc Aft, Port, and Starboard; Gunnery; Damage 7; Critical 2; Range [Extreme]; Breach 3, Slow-Firing 2).

1 dorsal and 1 ventral javis interceptor dart launcher (Fire Arc All; Gunnery; Damage 4; Critical 2; Range [Medium]; Guided 3; if an attack with this weapon misses, the Guided quality triggers without spending .

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 60 officers and crew.

**PASSENGER CAPACITY:** 10 soldiers, 50 others.

**CONSUMABLES:** 5 months.

**ENCUMBRANCE CAPACITY:** 200, plus 2 shuttles.

**FTL RANGE/SPEED:** Long/fast.

**PRICE/RARITY:** 3,400,000/7(R).

## Antiphon-class Principle Warship

Upon the announcement of the Winnu emperor's mandate, the Navis Guard quickly realized it would need a cheap and relatively simple dreadnought if it was going to bulk up its fleet with any speed. The Antiphon was developed to meet those needs. Although it may come up a bit short when compared to the graceful dreadnoughts of the Barony or the lethal Exotriremes of the Sardakk N'orr, it is still a respectable warship of the line.

The Antiphon is bulky and boxy, with massive wingpods extending from the port and starboard sides that give the whole vessel a mammoth girth exceeded only by its considerable length. The design is entirely unlovely, but its brutal simplicity commands respect from those who find themselves in its presence. In short, the Antiphon is a vessel built solely for war—and it looks it.



The main armaments of the Antiphon are batteries of graviton beam cannons. Graviton beams are a relatively recent technological development for the Winnu (and the focus of several Jol-Nar scientific acquisition operations). They have proven more effective at cutting through heavier armor and damaging systems than standard capital-grade beam weaponry. In addition, they have pinpoint accuracy that allows them to be used more reliably against much smaller targets. However, their substantial recharge rates result in long pauses between firings. The Winnu get around this by mounting additional batteries on the Antiphon. One cannon fires while another recharges, allowing the ship to keep up a constant barrage. Of course, some

commanders choose to fire all their cannons in one huge volley, risking several minutes of being virtually unarmed in order to disable their foe in a single strike.

### Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|            |          |                     |                     |          |
|------------|----------|---------------------|---------------------|----------|
| <b>8</b>   | <b>2</b> | <b>-2</b>           | <b>4</b>            | <b>5</b> |
| SILHOUETTE | SPEED    | HANDLING            | DEFENSE             | ARMOR    |
|            |          | <b>HT THRESHOLD</b> | <b>SS THRESHOLD</b> |          |
|            |          | <b>75</b>           | <b>40</b>           |          |

**WEAPONS**

2 forward, 4 port, and 4 starboard superheavy capital-grade graviton cannons (Fire Arc Forward, Port, and Starboard, or Fire Arc Port, or Fire Arc Starboard; Gunnery; Damage 8; Critical 2; Range [Extreme]; Breach 4, Slow-Firing 2; when attacking a target of silhouette 3 or smaller, increase difficulty by 1).

8 antifighter beam turrets (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Medium]; Accurate 1, Breach 1; when attacking a target of silhouette 4 or smaller, reduce difficulty by 1; these weapons are scattered across the hull of the dreadnought, so only two may be fired at any one target).

Dorsal mounted superheavy graviton bombardment array (Fire Arc Forward; Gunnery; Damage 12; Critical 2; Range [Extreme]; Blast 8, Breach 4, Slow-Firing 3; when the Blast item quality is triggered, all ships within medium range of the target suffer one hit; when attacking a target that is not an immobile station or planetary structure, increase difficulty by 2).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 300 officers and crew.

**PASSENGER CAPACITY:** 200 passengers and soldiers.

**CONSUMABLES:** 12 months.

**ENCUMBRANCE CAPACITY:** 400, plus 24 interceptors, 4 shuttles, and 2 dropships.

**FTL RANGE/SPEED:** Medium/average.

**PRICE/RARITY:** 9,000,000/9(R).

## Salai Sai Corian

The Winnu flagship *Salai Sai Corian* is the largest vessel in the fleet and takes its name from the praefectus who captained the vessel's first voyage to Mecatol Rex when Emperor Muad Di Faruq attempted to claim the galactic throne. Although the multiple graviton cannons that stud its hull allow the vessel to engage a whole flotilla and emerge triumphant, *Salai Sai Corian's* role in the Winnu strategy is not to win battles, but to demonstrate the power of the empire.

The interior of the vessel is a monument to the greatness of the Lazax and their loyal Winnu stewards. Lofty ceilings bedecked with golden moulding arch over every passageway, and each wall holds a holopicture of a great Winnu or Lazax leader. Dozens of palatial staterooms occupy the forward section of the vessel, each designed for command staff and visitors to use as either lavish bedrooms or meeting spaces. Though the

crew quarters are much less ostentatious, no Winnu serving aboard *Salai Sai Corian* would trade their duties for a palatial mansion on their homeworld.

Some naval architects are critical of *Salai Sai Corian's* design, particularly how its main weapons are scattered across the hull and lack overlapping firing arcs. The Winnu counter that this makes the ship *more* effective when it plunges into the midst of enemy vessels, as it can fire in all directions. This strategy is enhanced by a unique weapon system installed on the flagship by the express orders of the emperor: the fulgur emitter array. The array uses a remote multi-targeting system that unleashes a stream of highly charged tricascadic energy that can leap from one enemy ship to another without losing cohesion or strength. The energy blasts through the target's hull, scrambling computer systems and leaving vessels dead in space.



## Fulgur Emitter Array

When a ship suffers a hit from this weapon, it also suffers 2 system strain per uncanceled ✨ from the combat check.

## Massive

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

|            |          |              |              |          |
|------------|----------|--------------|--------------|----------|
| <b>9</b>   | <b>2</b> | <b>-3</b>    | <b>3</b>     | <b>6</b> |
| SILHOUETTE | SPEED    | HANDLING     | DEFENSE      | ARMOR    |
|            |          | HT THRESHOLD | SS THRESHOLD |          |
|            |          | <b>100</b>   | <b>60</b>    |          |

**WEAPONS**

4 forward, 3 port, 3 starboard, and 2 aft superheavy capital-grade graviton cannons (Fire Arc Forward, or Fire Arc Port, or Fire Arc Starboard, or Fire Arc Aft; Gunnery; Damage 8; Critical 2; Range [Extreme]; Breach 4, Slow-Firing 2; when attacking a target of silhouette 3 or smaller, increase difficulty by 1).

1 forward, 1 port, 1 starboard, and 1 aft javis interceptor dart launcher (Fire Arc Forward, or Fire Arc Port, or Fire Arc Starboard, or Fire Arc Aft; Gunnery; Damage 4; Critical 2; Range [Medium]; Guided 3; if an attack with this weapon misses, the Guided quality triggers without spending ⚡).

Fulgur emitter array (Fire Arc All; Gunnery; Damage 6; Critical 4; Range [Medium]; Accurate 2, Auto-fire, Slow-Firing 3; may only target vessels of silhouette 5 or larger; may activate the Auto-fire quality by spending ⚡).

**CONTROL SKILL:** Operating.

**COMPLEMENT:** 540 officers and crew.

**PASSENGER CAPACITY:** 200 honored guests and 1,000 soldiers.

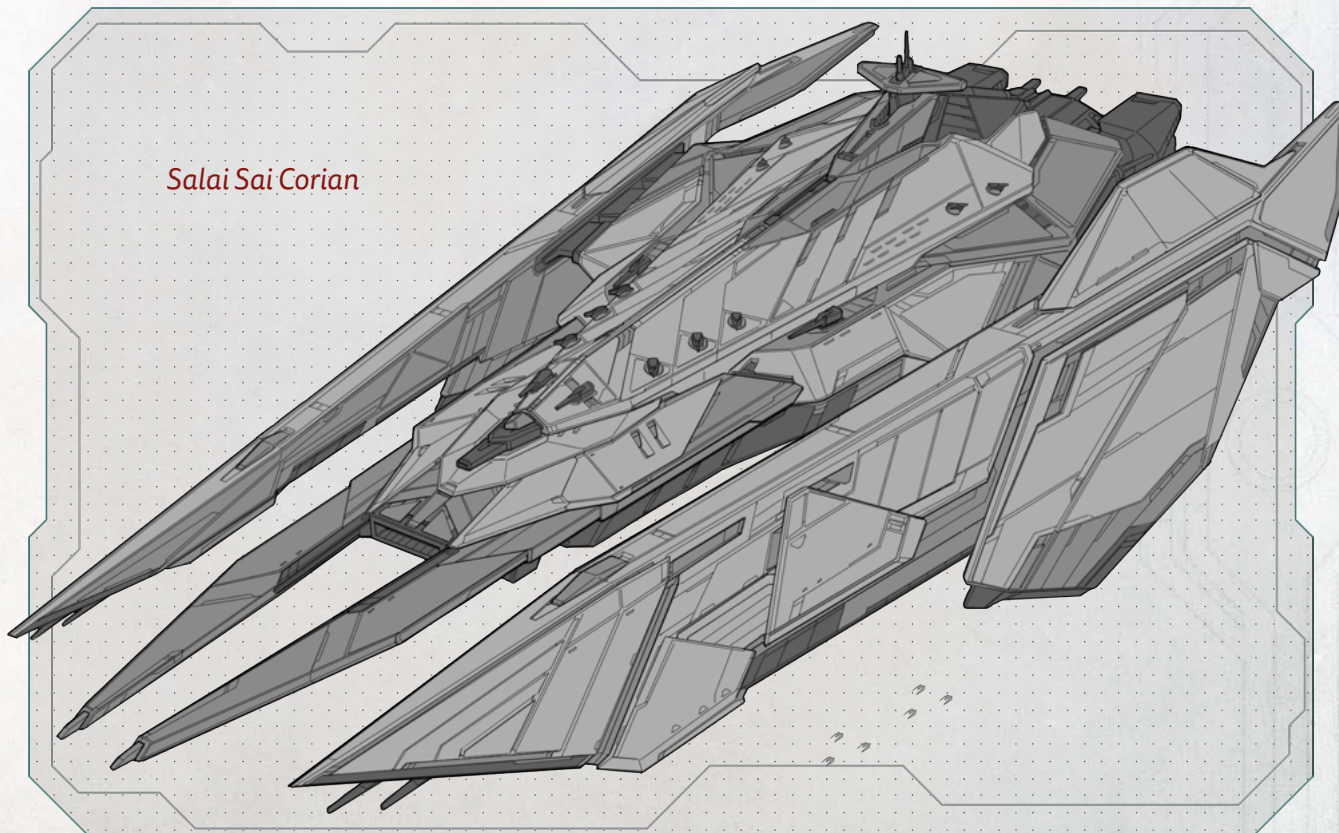
**CONSUMABLES:** 1 year.

**ENCUMBRANCE CAPACITY:** 600, plus 36 fighters, 36 bombers, 6 shuttles, and 4 dropships.

**FTL RANGE/SPEED:** Long/average.

**PRICE/RARITY:** 50,000,000/9(R).

Salai Sai Corian





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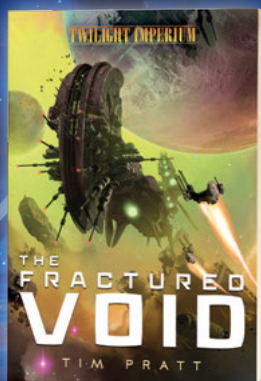
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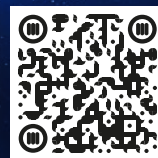


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