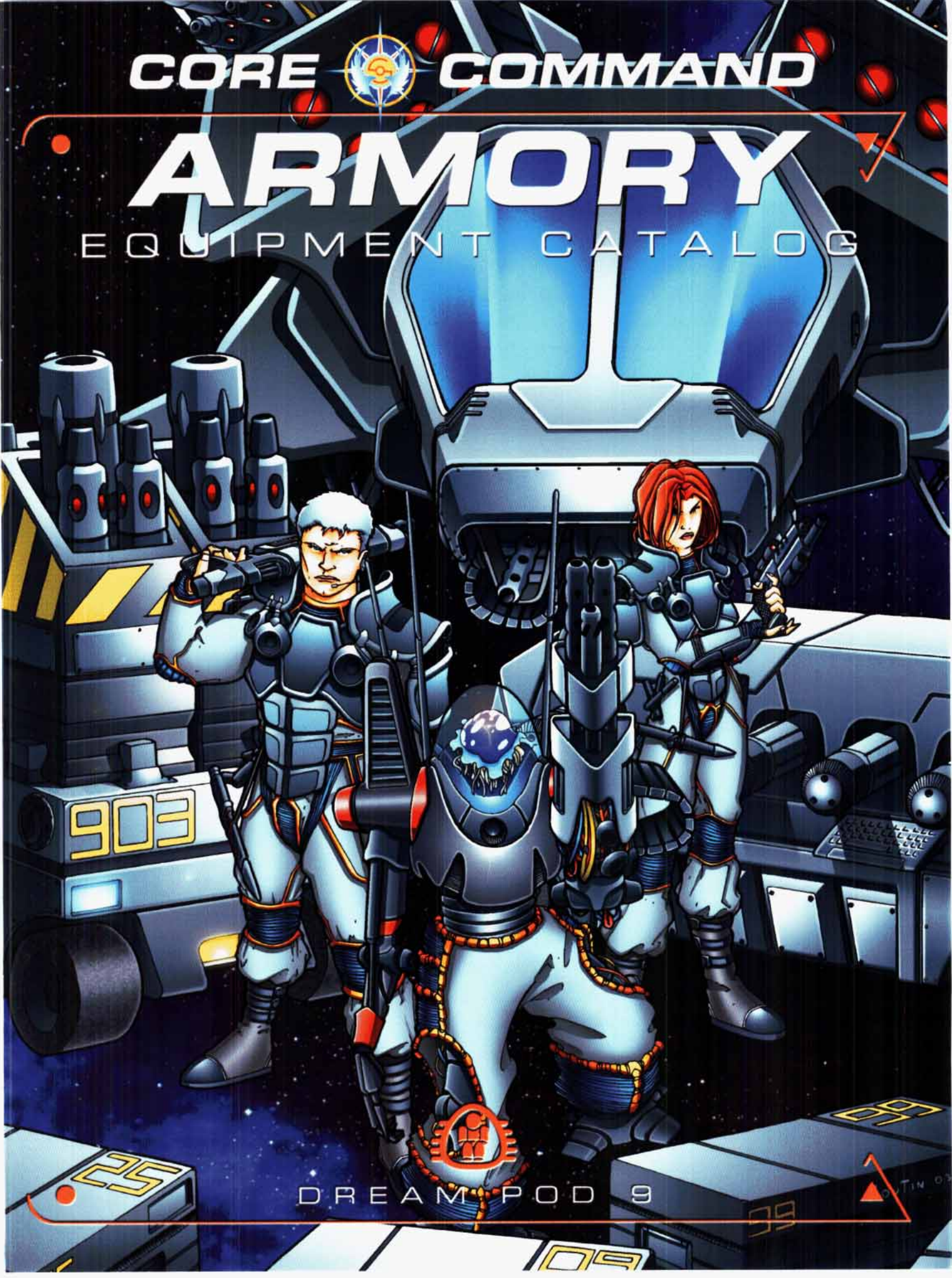# CORE COMMAND

ARMORY

EQUIPMENT CATALOG

CORE COMMAND

ARMORY

EQUIPMENT CATALOG

High-powered epic space fantasy!

Even heroes need the right tool for the right job! The CORE Command Armory features a huge number of weapons, tools and specialized equipment ranging from the low tech to the hyper-science levels. This manual also contains game tips and adventure seeds.

- Over 20 Spaceships
- Over 40 Weapons
- Over 60 Pieces of Equipment

SILHOUETTE CORE

DREAM POD 9

CORE ⊕ COMMAND
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903

DREAM POD 9

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CHAPTER 1:
Finding Equipment

Introduction ▼

The **CORE Command Armory** is a roleplaying resource that offers a glimpse into the wide variety of goods and services available in the Five Galaxies. Gamemasters who are looking for ideas for new and interesting items — or who just want more weapons and equipment to inflict upon their players — will find the Armory very useful.

Gamemasters should take some time to decide how they wish to handle equipment in their campaigns. The best way to keep player characters' equipment from interfering with the game is to prevent it from the start. Before the campaign begins, the Gamemaster should anounce the degrees and kinds of equipment he's comfortable with for his particular plot.

In situations where the Gamemaster feels the material possessions of the player characters have already gotten out of hand, he can try to gently steer the campaign in such a way that equipment will not have much effect on the events of the game. If this proves difficult or impossible, the Gamemaster must not just take the offending equipment away from the characters (for example, having them stolen or confiscated). Doing so is almost certain to create unnecessary tension with the players, who may be unaware of the problem.

A solution worked out between all the participants in managing the equipment in the game is far preferable to letting the game suffer because the Gamemaster is frustrated or otherwise limited.

Book Contents ▼

Chapter 2 of the Catalog is dedicated to equipment and includes everything from survival tools to remote-controlled drones. *Chapter 3* contains a wide variety of weapons, from the smallest pistol to some of the most unholy weapons ever created. *Chapter 4* includes a description of several types of spacecraft in use among the major races of the Galaxies.

TROOPER

Sources of Equipment ▼

The origins of equipment are as varied as the items themselves, ranging from the mundane to the fantastical. An item may be commonplace, one of thousands of identical examples, or it may be unique, one of a kind.

Advanced Worlds ▼

On the most advanced worlds, automated manufacturing devices may be the most common source of goods. This emphasizes convenience and availability of goods over the service of storekeepers and the action of shopping. Depending on their size and complexity, and the sophistication of their manufacturing civilization, such manufacturing devices may be found in the home or in central repositories. Each is likely to operate within strict parameters depending on the available technologies and the nature of society.

The simplest such devices may manufacture specific goods from stored components, the range of items it can build strictly limited and perhaps offering little more than a range of configurations or options rather than true manufacturing (for example, the color and options on a small vehicle). Although restricted in form, such devices have the advantage of simplicity and reliability — they are dedicated to specific tasks and designs, limiting the power and components required. Such autofacs (automated factories) need not, however, be small — they could range from a simple desktop assembly unit for computing devices to a massive automated orbital factory that assembles starships. They need not even be a single device but rather a collection of interrelated devices and robotic workers who carry out their tasks according to pre-programmed instruction, with the same end result but without the overall complexity required and the added advantage of easy retooling to manufacture other devices.

On a more complex level, automated devices may use stored molecular components to manufacture a much wider range of goods, albeit requiring a quantum leap in technology to do so. By means of nanotechnology, such devices are capable of manufacturing almost any device for which appropriately detailed schematics are available, and for which it has the appropriate raw materials. In theory, such nanofacs (nanotechnology factories) can assemble anything that can be contained in their assembly areas, but in practice, a series of limitations curtail their operations. Most such devices are used to assemble single items rather than whole devices, producing components for a larger autofac rather than producing a completed item, though the most sophisticated (and expensive) can, of course, do so. Indeed, there is no outright prohibition on the use of nanofacs to create items as large as starships, though is usually cheaper and simpler to use more traditional techniques to do so, using biological or mechanical labor to assemble components that have been created within a nanofac.

A nanofac's builders may also restrict what the device can manufacture, for both practical and legal reasons. Allowing too broad a range of item templates may require the storage of impractical quantities of raw materials. Secondly, there are numerous devices that the builders may not wish the users to have access to — most commonly weapons — for either legal or ethical reasons, as well as their own liability. Even where nanofacs are programmable by their users, authorities may have in-built notifications or outright blocks on certain technologies or component materials, and user preference may negate the effectiveness to manufacture certain types of product. For example, given the choice between nanofac foods and that produced naturally, few will choose the manufactured version — though the desperate may have little choice but to subsist on nano-spun synthetic foods while the upper echelons of a society dine on rich farm-grown animal and vegetable products.

● Low-Tech Worlds

In many societies, automated manufacturing is not possible, either because the technology isn't available or perhaps because of social, religious or economic circumstances — a world may outlaw the use of autofacs because they deny jobs to those that need them, and another may find nanofacs abhorrent because they blur the line between the mundane world and the deific powers of creation. On such worlds, traditional manufacturing techniques may hold sway, ranging from assembly line production by teams of biological workers and machines whose end-products are little different to those from autofacs, to artisans working in small workshops. As the scale moves between these two extremes, so the nature of goods moves from the identical and mass-produced to the unique and hand crafted, though not always for the good.

While many consider mass-produced items soulless, they do have the advantage of pooling resources and experience, resulting in economies of scale and technology and allowing the production of items that may be beyond the skills of a solitary craftsman. A good

artisan, however, may be able to produce an item that is far superior to its mass-manufactured equivalent, perhaps tailored to the specific requirements and foibles of the end-user. Conversely, a poor craftsman may produce items that are grossly inferior to their mass-manufactured equivalents. Whatever the case, one rule of thumb holds true: the mass-produced item will almost always be cheaper and more readily available than those made by hand, commonly available "off the shelf" in stores. In the case of hand-made goods, the initial purchaser may have had to search out the maker, though this only applies to dedicated commissions and a number of items may be available for immediate purchase, either directly from the craftsman or from a store to which his goods have been sold.

Retail venues without their own manufacturing facilities rely upon often-convoluted distribution networks to move first raw materials to the manufacturing site and then the finished items to the point of sale. Although requiring relatively low technology to implement (depending on whether the network is local, regional, global or inter-planetary), it is both labor and time intensive and prone to disruption by a wide range of concerns (material shortages, transport problems, labor strikes, demand outstripping supply, and even something as simple as cost, to name but a few).

• Frontiers

On the frontier, many items may simply not be obtainable. The technology to manufacture them may not be available, or they may not be the demand to justify local production, though it is possible that simple devices will be manufactured locally, or at least there be people with the technical wherewithal to customize or repair equipment. Most hi-tech goods must, however, be sourced elsewhere, either directly or via more circuitous means. People on the frontier may bring equipment from more civilized areas and then trade it back and forth as their needs dictate, with some venues emerging as veritable "trade towns" for the purchase or exchange of goods. Other

groups are less sympathetic in their actions — they steal what they need from those that have it, sometimes even leaving their victims alive to mourn the loss. The ability to protect what you have is thus essential on the frontier, and weapons that would be banned in more civilized regions are commonplace.

Itinerant traders may ply their trade between multiple worlds or the main space lanes, brining goods to the people who need them. Knowing what to bring where, and when to sell and when to buy, is an extremely valuable skill and the traders are both hardy and canny, mixing guile, business savvy and martial skill to survive. A few prosper and retire rich, though many are lost on their travels, either targeted by pirates or falling foul of natural hazards and mechanical failures.

Of course, other people are not the only source of goods. A number of derelict hulks and abandoned colonies provide their discoverers with a rich source of equipment and raw materials (though sometimes the scavengers must deal with the threat that destroyed the colony or ship in the first place).

Perhaps the least common source, however, are the remains of civilizations whose cities and structures survive from a time before knowing, perhaps drifting abandoned in space or buried beneath the shifting sands of a now-barren world. Such devices may have no equivalent in the modern age, involving technologies that are far in advance (or way behind) those of modern cultures. Others may prove valuable for their form as much as their function — a beautifully engraved knife from an archaeological ruin is worth considerably more to a collector than a nano-spun blade, though the latter is most likely considerably more efficient.
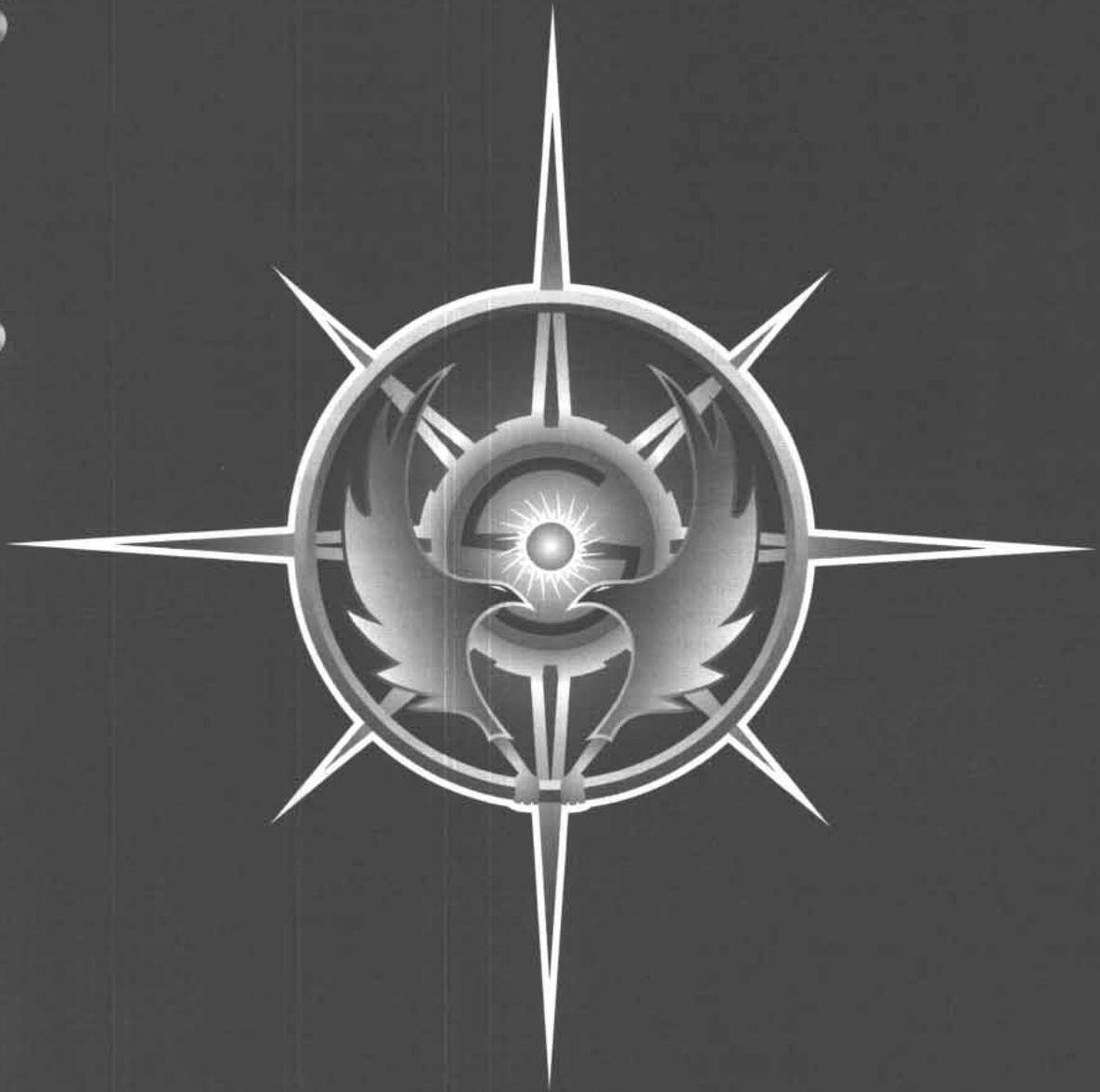
CHAPTER 2:
Equipment

Equipment Introduction

This section provides the players and Gamemaster with a non-exclusive equipment list for use by PCs and NPCs alike. It includes a little of everything, without concentrating too much on any particular area, giving just enough detail for the Gamemaster to fill in the blanks. This is not an exhaustive list, and many more items can be added to it — it is intended mostly to provide sample items to both keep the game moving fluidly and to serve as inspiration for the Gamemaster.

Most items' descriptions include suggestions as to where they can be found, whether they are legal, etc. Prices are not quoted — for the most part, every item can be made on specs by the local autofacs or nanofacs, provided the blueprints or schematics are at hand (and the device being assembled does not contravene local laws). Items can also be found in ruins or remnants of ancient societies that did (or didn't) make it to the Dreamstate civilization stage.

Stats Boosters

The following pieces of equipment are a collection of small devices that are intended to boost a character's abilities in some way. They are all very specialized and can serve to momentarily compensate for a specific weakness or shortcoming. They can boost an Attribute above the racial limits for a given species, but doing so may have unfortunate results (see the individual items' descriptions). These devices vary in technology levels and availability, however; they may also be used by opposing parties, so agents had better watch out.

Cardio-Controller

This device is composed of two separate parts, a main controller worn in a harness over the heart (or local circulation pumps) and a series of micro-scale turbines and oxygenators housed in a large pill-like mechanism that is meant to be partially swallowed (an experience most people find disconcerting). While the

IN THE FIELD

controller acts like a pacemaker and control the heart, the turbines and oxygenators ensure that there is a commensurate increase in blood flow and oxygenation.

SilCORE Stats: Using a cardio-controller set adds +1 to Fitness and 5m/round to the Sprinting speed. This may exceed racial maximums. Roll 1d6 for every hour of use: a result of 1 causes a permanent loss of one point of FIT. Subtract 1 from this roll for each additional hour of use without at least on week's rest.

• Cardio-Controller OGL Stats ▼

Using a cardio-controller adds +2 to any Constitution-related skill checks or Fortitude saves. It also adds 5 ft. to movement. Roll 1d6 for every hour of use: a result of 1 causes a permanent loss of one point of Con. Subtract 1 from this roll for each additional hour of use without at least on week's rest.

• Grooming Kit ▼

This is a small, almost featureless box. It holds a depilator blade at one end and a series of hidden dispenser nozzles and sensors at the other. When pressed against the skin, the built-in expert systems will evaluate its condition and apply the proper colors, surfacers or treatments to bring it closer to the programmed ideal appearance. The kit weights less than a kilogram and fits in a pocket; it's available on most civilized post-industrial worlds.

> SilCORE Stats: Using a grooming kit adds +1 to APP for a period of 12 + 1d6 hours, after which the Attribute reverts to normal.
>
> OGL Stats: Using the Grooming Kit adds +2 to any Charisma-related skill checks while in use.

• Holo-Makup ▼

This device is a combination of a small field emitter (generally hidden in a brooch or other piece of jewelry), a photon projector and controller, and a series of imbedded contour markers placed at regular interval on the skin of the user. When turned on, the controller uses the contour markers as reference points to project corrective images on the field that surrounds the body. It erases lines, discolorations; hides lumps and bumps; put a little dazzle in the skin and the clothes; and generally makes the person appear like a real-life fantasy version of him or herself. Touching the person will reveal the illusion. A holo-makup suite has negligible weight; it's available on the more advanced post-industrial worlds.

> SilCORE Stats: Using holo-makup adds +2 to APP for a period of 6 hours. The battery will be drained afterward, requiring an hour of charge in a special induction field.
>
> OGL Stats: Using the Holo-Makup adds +5 to any Charisma-related skill checks while in use.

• Neuronal Boosters ▼

This entry covers a number of technologies that have similar effects but widely different natures. They are intended to decrease a person's reaction time and make them faster and more agile by boosting the neural signal strength and speed.

The *nerve stimulator* is a low-tech solution to the problem. It's composed of a series of patches that are applied to the body along the main neural pathway. When activated, the patches' induced field excites the nerves and makes them react faster. Over time, though, this irritates the nerve endings and makes them inflamed. Most post-industrial civilizations are capable of manufacturing such a device, though they are outlawed almost everywhere due to their dangerous side effects.

> SilCORE Stats: Using a nerve stimulator adds +1 to Agility for one round. This may exceed racial levels. Roll 1d6 when triggered: a result of 1 causes a permanent -1 AGI. Subtract 1 from this roll for each additional use within a one-hour period.

• Nerve Stimulator OGL Stats ▼

Using a nerve stimulator adds +2 to any Dexterity-related skill checks or Reflex saves for one full round. Roll 1d6 when triggered: a result of 1 reduces Dexterity by 2. Subtract 1 from this roll for each additional use within a one-hour period.

The *nerve accelerator field* is the high-tech version. It's composed of a single line of emitters applied to the body along the neck and spine. When activated, the field surrounds the body of the operator with a low-intensity spatial distortion that makes time flow more rapidly, making it appear as if the outside world was slowing down. The user isn't actually

accelerated; rather, it's the entire volume of space around him. The strain of maintaining the complex field over a rapidly moving object (the wearer's body) is very hard on the field, and burnouts are common. This complex device uses a nano-level technology that is close to quantek; very few civilizations can manufacture it.

> SilCORE Stats: Using a nerve accelerator adds +2 to AGI for one round. This may exceed racial maximums. Roll 1d6 when triggered: a result of 1 burns out the field. Subtract 1 from this roll for each additional use within a one-hour period subtracts 1 from this roll.

• Nerve Accelerator Field OGL Stats ▼

Using a nerve accelerator adds +5 to any Dexterity-related skill checks and Reflex saves for one full round. Roll 1d6 when triggered: a result of 1 burns out the field. Subtract 1 from this roll for each additional use within a one-hour period.

• Personal Phased Sensor Array ▼

The PPSA is not a single device but a series of discrete button-sized patches that contain short range sensor equipment (thermal, sonar, motion, etc.). These are all tied-in together with a small controller that is usually installed in a pair of lightweight goggles, though other output devices are possible (including the so-called "danger shirt," which tingles and even stings to indicate what it has detected). The network analyses the situation every micro-second and updates an internal situation plan, which is brought to the attention of the user whenever they exceed a pre-set threshold. For example, a character trekking through a jungle will probably set the PPSA to ignore small motions, such as leaves blowing in the wind; this might leave him vulnerable to attacks from small, slow threats, however. PPSAs are available on any post-industrial worlds.

> SilCORE Stats: Using a PPSA adds +1 to PER. In addition, the character doesn't have a "Rear" arc, and treat attacks and other opposed tasks in this arc as being in his rear flank instead.

> OGL Stats: Using a PPSA adds +5 to any Wisdom-related tasks. The character retains any Dexterity bonuses to AC if flat-footed, and cannot be flanked.

• Plasmid Injectors ▼

This dangerous device is generally worn as a collar, though other versions exist as patches or bracelets. When triggered, they release a flood of genegineered micro-organisms in the bloodstream. These momentarily boost the muscle fibers (or biological equivalent) of the user, making him "bulk out" and able to apply greater strength and be more resistant to damage. Once the effort is past, the micro-organisms spend their remaining short lifespan patching up the damage this has done, cannibalizing their own bodies to repair the user's cells. This doesn't always work as planned, and often some of the creatures die prematurely. The injector set weights less than a kilogram; it's available on some post-industrial worlds, especially the less civilized ones.

> SilCORE Stats: Using a plasmid injector adds +1 to either BLD or STR, or +10 STA, for one round. This may exceed racial maximums. Roll 1d6 when triggered: a result of 1 causes a Flesh Wound. Subtract 1 from this roll for each additional use within a one-hour period.

• Plasmid Injector OGL Stats ▼

Using a Plasmid Injector adds +5 to any Strength-related skill checks *or* adds 10 hit points for one full round. Roll 1d6 when triggered: a result of 1 causes 3d4 damage. Subtract 1 from the d6 roll for each additional use within a one-hour period.

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• Resonance Field Inducer ▼

The Field Inducer is a strange device that is produced only by a few races in the Five Galaxies, many of which became extinct long ago. It looks like a large, somewhat heavy metal crown, inlaid with numerous small jewels on the inner surface and numerous engraved lines and grooves on both sides. When worn, it reads and manipulates the numerous fields (magnetic, gravitic, etc.) produced by a living, sentient brain to boost their strength. This, in turn, stimulates the brain's biochemistry in a feedback loop, making the whole stronger. If overused, however, the brain may suffer irreversible damage.

SilCORE Stats: Using a Field Inducer adds +2 to either PSY or WIL (but not both at the same time). This may exceed racial maximums. Roll 1d6 for every week of use: a result of 1 causes a permanent loss of one point of PSY or WIL (depending on the one boosted). Subtract 1 from this roll for each additional week of use without at least one week's rest.

• Resonance Field Inducer OGL Stats ▼

Using a Field Inducer adds +5 to Intelligence or Wisdom (but not both at the same time). Roll 1d6 for every week of use: a result of 1 causes a permanent loss of 1 point of Intelligence or Wisdom (depending on the one boosted). Subtract 1 from this roll for each additional week of use without at least one week's rest.

• Voice Modulator ▼

The Modulator is a small device that looks like a square patch of plastic, about 1 cm on the side. The inside is packed with micro-circuitry and solid state resonators. It's fixed to the roof of the mouth (or equivalent communication organ) where it analyzes the sound qualities of the voice, adding resonance and additional harmonics to make it sound better. Many popular entertainers have been accused of using such a device, but on most civilized worlds few people see anything wrong with it — after all, it's just another tool, like instruments or sound amplifiers. Voice Modulators are

available on any industrial worlds, though the lower the local tech level, the bigger the device (up to a small suitcase).

SilCORE Stats: Using a voice modulator adds +1 to INF.

OGL Stats: Using a voice modulator adds +5 to any Charisma-related skill checks, but only if the user is trying to convince or impress someone.

CORNERED!

• Personal Items ▼

The followings are items that extend the capabilities of the user in an indirect way.

• Acuitiser ▼

A slap-patch that sinks to the sub-dermal layer when applied to the skin, the Acuitiser enhances the user's mental faculties through the application of biological agents and nanotechnology aides in the brain. After application, there is a delay of fifteen minutes until the onset time, during which hiatus the patch sinks into the skin and the nanorobots travel up to the brain.

> SilCORE Stats: The user acquires the Photographic Memory Perk for 24 hours. Also, all memories acquired during this time can be recalled as if the user still had the Perk, even after the effect otherwise wears off.

> OGL Stats: The user can recall intricate details of every memory acquired over a 24-hour period. This is automatic, even after the effect wears off. No ability or skill check is required.

• Adaptive Camouflage ▼

Adaptive Camouflage is most commonly incorporated in clothing, used in large tarp style sheets or incorporated into vehicles. Regardless of its exact form, the principle is the same: the color and pattern of the object constantly changes to adjust to its surroundings. Most adaptive camouflage systems are powered by built-in solar elements. Since the base of Adaptive Camouflage is matte black, it doesn't need to be powered in the dark. In the event of an emergency, an Adaptive Camouflage system can turn a contrasting color to increase visibility to rescue units. While it's generally used to conceal, the same basic technology can be used by fashion houses to create color adaptive clothing that can change color according to the wearer's desire or mood.

> Weight: 3m x 3m square tarp: 3.0 kg, Clothing, Vehicular: no additional weight

> SilCORE Stats: The covered person/object receives +1 to Stealth tests when stationary.

> OGL Stats: The covered person/object receives +5 to Hide checks when stationary.
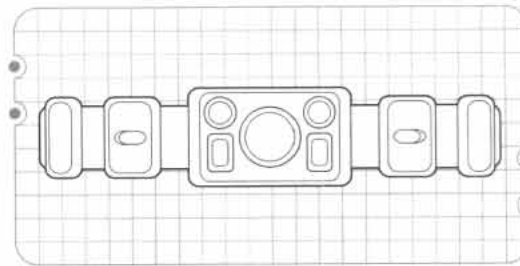
• Chameleon Field Generator ▼

Worn in a bulky belt arrangement, the chameleon field generator utilizes holographic projection technology to allow its wearer to blend in with the background. An array of micro-cameras records an image of the surroundings, which is then fed instantaneously into a full-wraparound projection around the wearer, obscuring him or her from view. The projection is not perfect — there is some blurring, especially when the wearer moves.

> SilCORE Stats: An activated chameleon field generator grants the wearer +3 to Stealth tests.

> OGL Stats: An activated chameleon field generator grants the wearer +15 to Hide checks.

• Climbing Gloves & Shoes ▼

The palms of these gloves and the soles of these shoes can become adhesive, allowing them to stick to any solid surface. They will adhere to the surface until released by the wearer using preset finger or toe motions. The gloves and shoes allow the wearer to climb surfaces, such as ceilings and slick walls, which would normally be unclimbable. The adhesive bond can hold a load of 1-ton, however, care should be taken as many surfaces break off long before the bond does! Though primarily intended for climbing, the gloves can be used to provide a secure grip on almost any object, though this limits dexterity when manipulating the gripped object. Similarly the shoes can be used to get good footing on any solid surface (though not sand, mud, snow or any similar soft surfaces). While the gloves and shoes will fit most humanoid races, specialized climbing gear

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with a similar function is available for species with nonstandard appendages.

> Weight: Shoes: 1.5kg (pair), Gloves: 0.2kg (pair)
>
> SilCORE Stats: The wearer receives +2 to any Climb test, but receives a -1 to AGI tests when wielding objects gripped by the gloves.
>
> OGL Stats: The wearer receives +10 to any Climb check, but receives a -5 to Dex checks when wielding objects gripped by the gloves.

• Crackler Shield ▼

The Crackler is an autonomous personal force field system, which gets its name from the low crackling sound the field makes as it interacts with atmosphere. The field is generated by a slim backpack unit, and is controlled by a sensor mesh which is either embedded in or attached to the wearer's clothing. The force field is about one meter high by half a meter wide, and is transparent but not invisible; it appears as a rectangular visual distortion similar to a heat shimmer.

The Crackler's sensors are mounted to provide 360 degrees of coverage, though the force field itself only covers a 60 degree arc around the user. The Crackler's software routines will automatically orient the force field to place it between the user and a threat, be it weapons fire or an opponent fighting in hand-to-hand combat. If threats are approaching from multiple directions, the Crackler's computer will orient itself to face the greatest threat (in game terms, the force field will be placed to defend against the attack with the highest damage potential). The force field can also be manually oriented by the user if desired.

> Mass: 3.5 kg (for backpack generator)
>
> SilCORE Stats: The Crackler has an Armor of 20.
>
> OGL Stats: +2 AC against any 1 target — either the closest, biggest threat or a target chosen by the user.

• Dark Cloak ▼

The Dark Cloak uses quantum optics and a portable anomaly to render the wearer effectively invisible to a broad spectrum of electromagnetic radiation. The quantum lightguides are efficient enough that they will even channel weapons-grade energy. However, it can only channel so much without damaging the optics. The Dark Cloak is effective against the lower microwave range all the way up to X-rays. Only radar has a chance of detecting the wearer, along with other, more esoteric technologies, including sonics.

The quantum optics aren't powered, so the cloak is nearly invisible from the outside even when the portable anomaly isn't powered up. It can be seen from the inside, however, and it is advisable to pack it inside out. The cloak comes with a special imaging device that taps into the quantum network of the cloak and allows the user to see out.

> SilCORE Stats: +4 to all Stealth and Defense rolls, unless the opponent is using radar or sonic sights, in which case the bonus is only +2. Provides Armor 40 vs. all laser and maser attacks, up to X-Ray lasers. Any damage over 40 will damage the quantum optics, lowering the above bonus by one each time.
>
> OGL Stats: +5 to all skill checks to evade detection, unless the opponent is using radar or sonic sights, in which case the bonus is only +2. AC 8 vs. laser and maser attacks. Any damage over 20 points will impair the quantum optics, lowering the above bonus by 1 each time.

• Defense Drone ▼

The defense drone is a small device, with the Class 1 being a sphere 5 cm in diameter, and the others slighter larger. When activated, the defense drone hovers around the user's head, projecting a force field 3 meters in diameter around itself. This force field can be clearly seen as it interacts with the atmosphere around the user. In a vacuum, however, it is invisible until struck.

The drones can only deflect a certain amount of damage on a charge, listed in the description. All the drones can fully recharge in one hour at a standard power source. If a drone takes half the maximum deflectable damage in a single attack, it is destroyed.

Class 1 Drones protect against physical attacks, including animals, projectiles, flame and poisonous gas. Class 2 Drones protect against the same attacks as the Class 1 plus energy attacks. Class 3 Drones protect against all hostile acts.

SilCORE Stats: The class of drone determines its capabilities. A drone deflects DM x class of an incoming attack, reducing damage done to the user by the deflected amount. A drone can deflect up to 100 x class in damage before shutting down and requiring a recharge. A drone also provides a bonus to Defense tests equal to its class against all deflectable attacks. All these abilities apply only to attacks originating from beyond the force field barrier. The drone itself has Armor of 15. All above abilities also apply to attacks on the drone.

OGL Stats: The class of drone determines its capabilities. A drone provides a deflection bonus and Reflex save bonus equal to its class. A drone also confers Damage Reduction to the user, equal to 5 x class. However, points of damage lost due to DR are actually taken by the drone. A Class 1 drone has 80 hit points, a Class 2 has 180, and a Class 3 has 300. A drone reduced to 0 hp shuts down until it is recharged. All these abilities apply only to attacks originating from beyond the force field barrier. The drone itself has an AC of 15, a hardness of 10 and 10 hit points. All above abilities also apply to attacks on the drone.
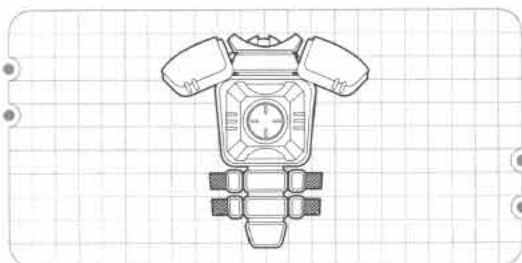
• Disposable Shield & Survival Unit (DSSU) ▼

Designed for those times where a degree of discretion is required or for a short-term emergency situation, the DSSU provides solid one-shot protection at an affordable cost. This device is worn as either a belt or harness. It has a built-in threat assessment sensor suite that activates the suit when a threat or incoming attack is detected, enveloping the wearer in a skin-tight energy shield.

The shield utilizes existing graviton particles which bend the space around the wearer. Incoming attacks are redirected and the more harmful effects of depressurization and radiation are prevented from harming the individual inside their area of protection. The wearer is immune to the effects of depressurization and has some protection against background radiation.

Finally, the DSSU may be used to fly within the confines of a gravity well, allowing for acceleration of 1 g and a maximum speed of 360 kilometers per hour with the ability to come to a complete stop in 2 seconds. The energy stored in the unit degrades over time and will deplete itself within 8 hours from a full charge. Use of the flight feature doubles the depletion rate.

Weight: 2.0 kg

SilCORE Stats: Wearer receives Armor 40 versus physical and energy attacks, including radiation (1000 rads/hour). Protection degrades by 5 points/125 rads per hour, double if the flight feature is used. Each attack on the field will also reduce protection by 1 point/25 rads.

SilCORE Stats: The DSSU acts as combination Shield spell, which protects the wearer from all possible forms of attack (+7 to AC, +3 to Reflex saves versus area effect attacks) in both the forward and rear arcs. Furthermore, the wearer is granted Damage Reduction of 10 points versus energy and physical attacks and 25 points versus radiation-based damage.

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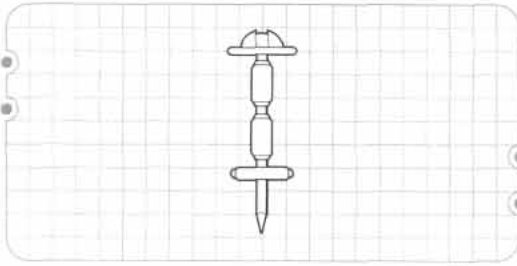
• Entrenching Spike

The successor to the age-old soldier's shovel, the entrenching spike is a force field generator and projector designed to quickly create foxholes, vehicle revetments and other earthworks. Once the spike is driven into the ground, the size, shape and depth of the desired cavity are entered into the lance's internal computer. When activated, the lance generates a continuous series of force fields which push earth and stone out and away from the area of effect. The spike sinks into the ground as it digs until the desired depth is reached, and then shuts down. Other means must be used to clear away the loose material piled around the hole, however.

Weight: 1.5 kg

SilCORE Stats: The spike may move up to 5 cubic meters of material per minute, and the spike's power pack is good for up to 1250 cubic meters before needing to be recharged. The spike is only powerful enough to move material up to a specific density; metallic objects are unaffected by the spike's force fields. If such an object is present within the spike's area of effect, the force fields simply dig around it. If the object lies completely within the area of effect, the object will descend as the spike continues to dig, and will end up on the floor of the cavity. Otherwise, the object will be found protruding from the cavity's wall. Any liquids present within the spike's area of effect will likewise not be affected by the force fields; they will almost certainly end up on the floor of the cavity when the spike deactivates. The spike is sealed against liquids, however, and many civilians have taken advantage of the spike's properties and used is as a prospecting tool.

OGL Stats: See the previous entry.

• Environmental Stabilizer

When activated, the Environmental Stabilizer creates a cube-shaped field measuring three meters per side. The temperature within the field remains constant, and can be set to anywhere between 0° and 40° Celsius. If the outside temperature is beyond this range, the field functions for a number of minutes equal to 50 divided by the difference between the outside temperature and the closest limit of the range. The device will then shut down for one hour. The Stabilizer will also attempt to absorb any attack-generated heat or cold within the field, although this may damage the device.

Weight: 4.0 kg

SilCORE Stats: When activated, the Stabilizer field has an Armor of 10 versus heat and cold attacks. An Instant Death damage result destroys the Stabilizer; any other result shuts it down for one hour.

OGL Stats: If the field receives more than 50 points of heat or cold damage in 1 round, the device shuts down for one hour. If the field receives over 100 points of damage in a 10-round period, the stabilizer is destroyed.

• Exploration Suit

While space suits can protect the wearer against almost any environmental hazard, sometimes their bulk and weight is a hindrance and their level of protection overkill. The Exploration Suit is a comfortable, lightweight, jumpsuit that incorporates its own environmental control system. It can keep the wearer comfortable in external temperatures between -100 and 100° C. For the more extreme temperatures in that range, the suit includes a hood and gloves to protect the wearer's hands and head. In addition the suit offers limited protection against physical attacks without any encumbrance penalties. Against heat or cold-based attacks (such as a flamethrower or liquid nitrogen) the suit provides some additional defense. The Exploration Suit also protects against more prosaic abrasions, bruises and sprains with durable, tightly woven fabric and shock resistant knee and elbow pads and sturdy boots. The environmental control system requires power supplied by a small backpack,

which can be recharged from any standard power source. Some models have solar recharging elements woven into the fabric.

Weight: 5.0 kg

SilCORE Stats: Armor 20, 30 against heat or cold-based attacks.

OGL Stats: Armor bonus +3, treat as studded leather armor for armor qualities. The suit absorbs 10 points of heat and cold damage per round.

• Field Medical Assistant (FMA) ▼

Originally developed to allow soldiers on the ground to continue fighting despite horrific injuries, the FMA unit is a crowning achievement in the field of proactive medical preventative technology. The device is normally either strapped or chemically bonded to the side of the user's upper arm or leg, not too far from a network of arteries.

The FMA monitors the physical state of its wearer, alerting him to any serious changes in his medical or biochemical conditions. Vitamins, chemicals and nano devices fight the effects of fatigue, counter poisons and other bio-chemical adversities and recycle body wastes. The unit also has a one-use rapid heal function which when activated places the user in a semi-comatose state, flooding their body with a host of nano machines which bond with the host's DNA strands and recreate the individual from their genetic record. The individual will wake every three hours and will be ravenously hungry; protein eaten will be broken down and used to replace missing organism biomass.

Use of the FMA for more than a one-week period is not recommended as the user may develop a psychological and physical dependency on the presence of FMA nano machines.

Weight: 1.5 kg

SilCORE Stats: Allows the wearer to ignore up to -3 on wound and fatigue penalties. Wounds count as treated and heal at 5 times the normal rate. The wearer is immune to most poisons and disease, and the rapid healing function allows the regrowth of missing limbs and organs at 40 times the normal rate.

OGL Stats: Wearer is considered to regenerate at 1 hit point per character level per hour. The wearer is immune to all poisons and diseases unless a Fortitude save versus 25 or higher is required, in which case the user has a +10 to their save. The rapid healing function acts similar in effect to the Heal spell but occurs over a 1- to 12-hour period (GM discretion as to length depending on severity of injuries) and does not cure mental disorders unless they are the result of an outside chemical or biological influence.

• Fire Suppression Rod ▼

A Fire Suppression Rod is a metallic cylinder twenty centimeters long with a five-centimeter diameter. It employs a selective osmosis force shield to contain and extinguish normal fires. It works by forming the force field around the fire to prevent its spread, and then the field contracts to squeeze out the oxidizer (usually oxygen). In the case of self-oxidizing (chemical or plasma) fires, the rod will detect the oxidizing agent and inject a special chemical inhibitor into the containment field impede the reaction fueling the fire. The Fire Suppression Rod has sufficient energy to extinguish twenty cubic meters of fire of any type.

Weight: 1.0 kg

SilCORE Stats: The rod has 20 îcharges.î Each charge reduces the fire Intensity of 1 cubic meter by 10 per round. Up to 20 charges can be spent in one round. The rod has a range of 20 meters.

OGL Stats: The rod has 20 charges. Each charge extinguishes 10 cubic feet of fire. Up to 20 charges can be spent in one round. The rod has a range of 65 ft.
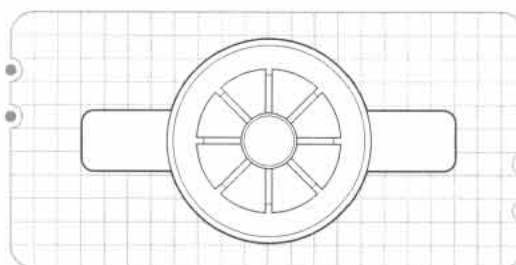
• Force Shield Ring ▼

The Force Shield Ring generates a force field that stays with the ring and can be wielded by the wearer as if it were a shield. The Type A ring field is 1 meter in diameter, and the Type

B ring generates a 1 meter by 2 meter force wall that provides full cover to the wearer. The force field is transparent; the wearer can still be seen and targeted.

SilCORE Stats: *Type A ring:* Armor of 15 against one opponent. *Type B ring:* Armor of 20 across half the wearer.

OGL Stats: *Type A ring:* +2 Armor Bonus. *Type B Ring:* treat as an energy-based tower shield. Activated and deactivated as a free action, and does not have an armor check penalty.

• Galactic Network Device (GND) ▼

Appearing normally in the form of some sort of jewelry or handclasp, the GND is an advanced AI computer whose function is to act as the ultimate organizer and remote control device. They can vary in size, shape and appearance but generally weigh no more than 0.5 kilograms. The personality of the device is customizable, as is the interface method; speech is the default means of GND operation. Covert versions of the GND exist which can override security protocols and provide universal access with no record of their presence. Fortunately, such devices are not available to the general public.

The GND has the capability to ìtalkî with almost any network-enabled device and access it remotely. A built-in hierarchy of permissions both identifies the user and determines whether he is cleared to access a particular device. The GND range for remote access is effectively the range of its connecting network, although it does have a 4000-kilometer range on its own. The device can also use its networking ability to arrange meetings, schedule appointments and deliver text or voice messages.

SilCORE Stats: The AI computer typically possesses a zero average in all mental Attributes, with 20 Character Points to spend on Skills.

OGL Stats: The AI component is allotted skills as if a 4th level Expert (NPC class). These skills are customizable and can be updated or changed. The AI's Intelligence and Wisdom are both rated at 10.

• Home Creation Unit ▼

The technology for the device was developed originally by an enigmatic but industrious felinoid race known as the Clari, who developed the device out of their own need for shelter away from their home world. The system comes with two major components: the creation unit itself and the capsule home that it creates. Specifications for the relative dimensions are programmed into the unit, which will also account for the demands of the user's species and environmental concerns. The design phase ends with the creation of a small, capsule shaped compressed object. When a need for shelter arises, simply throw down the unit and await results!

The capsule will draw upon inorganic material it touches, converting available hydrogen, carbon and oxygen into a plastic-like substance that provides a sealed, safe environment. The created home will remain in its determined state until deactivated. It will then revert over the next 12 hours back to base elements or into a more complex chemical compound as desired by its designer. Dimensions and design of the created habitat may vary; a creation time of one minute per 3 metres x 3 metres x 3 meters of dimension is required. The process has a side use in being quite harmful to sentient inorganic matter (see below for details).

Weight: 2.5 kg for the unit, 0.4 kg per capsule.

SilCORE Stats: The damage is equivalent to an Intensity 10 fire damage attack per combat round to inorganic creatures, character must deliver the capsule as a grenade-like attack.

OGL Stats: Damage is done via a transmutation effect where the device must first strike the target creature as if by a thrown (as grenade) touch attack, doing 12d6 damage, Will save for half damage (DC 20).
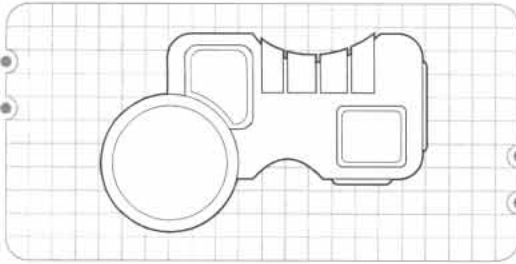
Inertial Locator ▼

The Inertial Locater incorporates a complete inertial navigation system into a small handheld device. Inertial Locators are primarily useful on planets too primitive to have their own satellite positioning systems. The system has a drift of less than 1 millimeter per kilometer traveled and can operate for up to two weeks between recharging. While the Inertial Locater does not require any external references, it can be fooled by gravitational disturbances. The "Hansel and Gretel" mode allows the user to precisely retrace a previous path in reverse, returning to the starting point.

Weight: 0.1 kg

SilCORE Stats: The user gains the Sense of Direction Perk while the device is operating.

OGL Stats: The user is aware of his exact location as long as the device is operating.

Instaboat ▼

Based on similar technology to the Instashelter, the Instaboat is a folding watercraft. The standard model is a two person Kayak, but a larger six person raft (double weight and cost) and a smaller single person kayak (halve weight and cost) are also available. The boat can also carry 50 kg of gear per person. Carrying capacities are for liquids with a density similar to water, other liquids may provide greater or lesser capacity. The Instaboat comes with one oar or paddle per person capacity, as well as mounting points for an external motor.

Weight: 10 kg

SilCORE Stats: The Instaboat has an Armor of 10.

OGL Stats: The Instaboat has a hardness of 2 and 20 hit points.

Instashelter ▼

The Instashelter is a folding tent made from memory plastic. In folded form it is a small box, around 30 x 15 x 10 cm. When activated, it unfolds to a shelter capable of comfortably holding four people. Many Instashelters are equipped with Active Camouflage systems. While normally intended for protection from the terrestrial elements, in an emergency, the Instashelter can be used for protection against vacuum or radiation. The shelter is can be made airtight by closing the vents but it lacks any sort of built-in air supply. The four-person version is standard, but larger and smaller varieties are available.

Weight: 3 kg

SilCORE Stats: The Instashelter has an Armor of 10.

OGL Stats: The Instashelter has a hardness of 2 and 20 hit points.
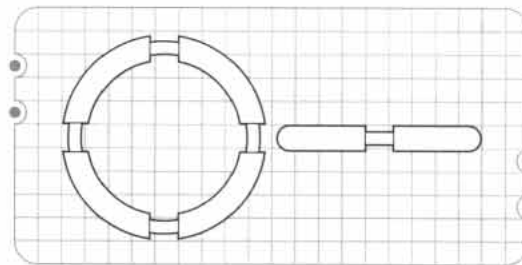
Intellicuffs ▼

Intellicuffs are composed of a pair of adaptive polymer rings which contract around the subject's wrists. Once the rings have been brought into contact with each other, they are fused together and cannot be separated. The cuffs can only be unlocked by authorized personnel and the unlocking system uses biometric identification that requires a living user. It is difficult to wriggle out of Intellicuffs. Cutting them off requires special tools. Specialized restraint systems are available for species that have no suitable wrist like locations on their appendages for the cuffs.

Weight: 0.3 kg

SilCORE Stats: Escape attempts have a penalty of -1 to any tests.

OGL Stats: Escape attempts have a penalty of -5 to any Escape Artist or Dexterity checks.

• Intelli-Cord

Upon first inspection, Intelli-Cord looks like a 15 meter length of 10 millimeter diameter metallic finished rope, and it is strong enough to support 2,000 kilograms. The secret is in the myomer fibers and integrate control circuits that allow the Intelli-Cord to move according to the user's wishes. Using a remote control, Intelli-Cord snakes forward, upward, downward, or in any other direction, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

An Intelli-Cord can be commanded to knot or unknot itself. This causes large knots to appear at 30 centimeter intervals along the rope. Knotting shortens the Intelli-Cord to a 12 meter length until the knots are untied, but climbing the Cord becomes much easier. The control device must be within 2 meters of any portion to work.

Weight: 2.0 kg

SilCORE Stats: The Intelli-Cord has an effective Armor of 35 and an AGI of +2 for grabbing. It can slither at 4 meters per round. While knotted, any climbing Athletics tests are at +2.

OGL Stats: The Intelli-Cord has an AC of 15, hardness of 5 and requires 20 points of damage to sever. It has an equivalent Dexterity of 15 and Strength of 39 for climbing purposes. It has a speed of 10 ft. While knotted, anyone climbing the cord has a -10 to the Climbing check DC.
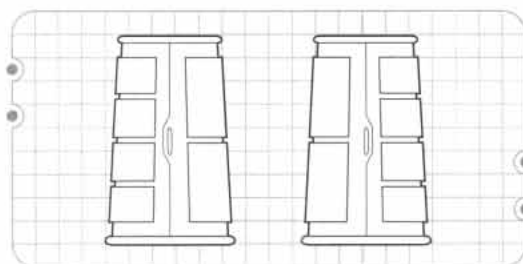
• Kinetic Buckler

This small arm band projects a field of anti gravitons a set distance (generally one foot) from the band in a two-dimensional plane. Any physical object passing through this plane is subjected to a intense gravitational force pushing away from the band. The Buckler field may also be used to push an opponent away from the wearer. The Kinetic Buckler is ineffective against weapons with no physical components, such as lasers, and weapons that can bypass the plane of anti-gravitons, such as quantum skip tunnellers.

SilCORE Stats: The wearer has an additional Armor of 10 versus a single target, and a +1 to Defense tests against any melee or HtH attacks coming from the wearer's shielded side. Kinetic Buckler armor does not degrade.

OGL Stats: The Buckler has a +3 armor bonus and a +4 circumstance bonus when the wearer is initiating a bull rush.

• Kobra

A biotech robot in the form of a snake, the Kobra lies dormant until activated by its owner. About a foot long, the inactive Kobra can be rolled up and kept in a large pocket. When activated, the Kobra will obey all voice commands of the owner. The Kobra is equipped with audio and visual recording devices, which can then transfer recordings to other playback media. A simple voice command from the owner will deactivate the Kobra. It will not go further than 100 meters from its owner, and must deactivate for 1 hour every day in order to recharge it power reserves.

SilCORE Stats: The Kobra has an Armor of 2 and moves at 12 meters per round.

OGL Stats: The Kobra is a Tiny Animated Construct. Operating range is 325 ft.

• Lift Boots

Lift Boots incorporate simple anti-gravity generators that can only lift the wearer vertically. The boots are equipped with safety mechanisms that allow for limited horizontal movement to prevent the wearer from tipping over or bumping into obstacles. The control system can be manually controlled via a remote panel or voice commands. The controls are limited to up, down and hover. Lift Boots have a maximum capacity of 200 kg and a maximum altitude of two kilometers.

Operational lifespan is about 6 hours on the internal power cells.

Weight: 5.0 kg
SilCORE Stats: Lift boots can ascend/descend at 20 meters per round, and can move laterally at 2 meters per round.
OGL Stats: Lift boots can levitate at 65 ft per round, and can move laterally at a speed of 5 ft.

• Low-Grav Boots ▼

Low-Grav Boots are a low-powered version of Lift Boots. The boots' agrav generators provide an extra push against gravity fields, allowing wearers to move around normally in areas of up to 4 g. The boots can be adjusted to overcompensate for local gravity, allowing the wearer to jump farther and ìrabbit stepî as if he was in a low gravity environment. The boot fields can also be reversed, anchoring the wearer in place.

Weight: 4.0 kg
SilCORE Stats: The boots can overcompensate at up to 2 g, doubling jump and movement rates although an AGI test is required to stay upright (Threshold = local gravity in gees + 3).
OGL Stats: The wearer doubles his movement rate and gains +15 to Jump checks.

• Masquerade Armor ▼

Masquerade Armor is an installed option available on most personal armor. When activated, the armor changes color and shape to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when masquerading. Masquerade Armor can only be programmed with one style of clothing at a time, and it takes 30 minutes for a trained individual to change the style. The change is enough to easily fool most casual visual inspections, but any sensor scan easily reveals the true nature of the armor. The power cells allow 4 hours of continuous operation before returning to normal appearance.

Weight: +10% kg of user
SilCORE Stats: A successful Notice test (Threshold 6) reveals the true nature of the armor
OGL Stats: A successful Search check (DC 25) reveals the true nature of the disguised armor.
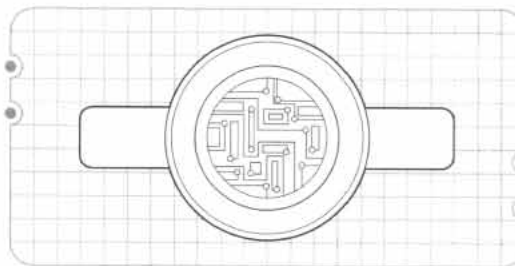
• Mediring ▼

This ring of nanometal is a miniature personal medkit, using the wearer's own body as a factory to produce the drugs and agents it needs to heal the body of any damage. Once the ring has been put on, several hundred micro and nanoprobes enter the skin and the bloodstream, analyzing the body and comparing it to ideal types in its database. Most of the time the rings will remain in a dormant state, but once the wearer has been injured or attacked by a disease, the ring activates and begins to heal and protect the wearer.

All the Medirings provide immunity to diseases stored in their databanks. Typically these will be common diseases, but the database can be tailored to include specific ailments including bioweapons. Any disease that fall outside of this range (Gamemaster's discretion) will not be affected by the ring, though any physical damage it causes will be healed. The only way to remove one of these rings is to cut off the appendage it is on — and the Class 3 ring can even reattach that severed appendage if given enough time. Ring weight is negligible.

SilCORE Stats: Class 1 rings repair 1 Flesh Wound per 24 hours and 1 Deep Wound per 48 hours. Class 2 rings repair 1 Flesh Wound per 12 hours, 1 Deep Wound per 24 hours. Class 3 rings/ repair 1 Flesh Wound per 6 hours, 1 Deep Wound per 12 hours, and can reattach limbs within 2 hours of being severed. All rings will automatically perform stabilization and resuscitation tests each round with a Medical Skill equivalent to their class. Ring-based healing is in addition to the wearer's natural healing rate.
OGL Stats: Class 1 rings can repair up to 20 hit points per day, at a maximum rate of 1 point every 10 rounds (1/minute). Class 2 rings can repair up to 40 points of damage a day, at a maximum rate of 1 point every 5 rounds (2/minute). Class 3 rings/can repair up to 80 points of damage a day, at a maximum rate of 1 point every 3 rounds (roughly 3/minute). It can also reattach limbs within two hours of being severed. Ring-based healing is in addition to the wearer's natural healing rate.

• NanoMedical Ring

Unlike the Mediring, the NM Ring is constantly ìon,î with nanoprobes continually repairing minor tissue damage and acting as an enhanced immune system. While the actual healing rate is slower than some of the Medirings available, other minor problems will be constantly corrected. The NM Ring requires 12 hours to ìscanî its wearer before it becomes fully functional. Any injuries taken before the ring completes the scan will not be healed.

> SilCORE Stats: The NM Ring heals as a Class 1 Mediring. It also provides a +5 bonus to any HEA rolls versus any drug, disease or toxin. If the Fatigue rules are used, only lack of sleep accrues fatigue penalties.

> OGL Stats: A living wearer heals 1 hit point per level per hour (This ability cannot be aided by the Heal skill). Subdual damage heals at a rate of 1 hit point per level every 5 minutes. Fortitude saves have +10 versus disease, poison, venom or any kind of toxin.

• Nanoprotective Suit

This full-body garment is commonly used by starship engineers, hazardous materials teams and other specialists who must work in clouds of free nanobots. A battery pack worn on the inside of the suit is connected to a fine mesh of current-carrying filament, which is woven into the suit's outer layers. When the battery is activated, the mesh produces a low-energy force field around the wearer. This force field is strong enough to repel nanobots, yet weak enough to allow the wearer to touch and manipulate objects. This field also creates enough interference to produce hissing and popping noises in the suit's communications set, which has led some users to dub the garment the "beekeeper's suit."

The nanoprotective suit includes a temperature-control bodyglove for the wearer's comfort as well as a short-range communications set, and its force field battery is good for 2 hours. The suit includes a helmet and clear faceplate which has the force field mesh embedded in it as well; the mesh in the faceplate does not interfere with the wearer's vision.

> Weight: 7.0 kg

> SilCORE Stats: The suit has an Armor of 10 to all parts of the body. The force-field mesh woven into the suit provide an additional Armor Value of 10 against electrical and energy attacks. The communications set is rated: -1, Range: 2 km.

> OGL Stats: Treat the suit as Chain Mail, except the armor bonus is +7 versus electrical and energy attacks.

• Natural Language Translator

The Natural Language Translator incorporates a sophisticated translation matrix and neural interface system to provide real-time language translation to the wearer. It works by providing direct stimulation of the brain's language center through the neural interface; essentially, the user of a NLT that sees or hears an unknown language can comprehend and use the language as though he is a native speaker. Since different races have different brain structures and brain wave patterns, a Natural Language Translator will only work for the race it is designed for (i.e., a human NLT will only work for a human).

The Natural Language Translator's database is very extensive, but it is by no means exhaustive. It is programmed to recognize and learn new languages, but it can take anywhere from five minutes to five days to learn a new language depending on its complexity and sample size. Since the ability to learn a new language doesn't require it to be worn, a common practice is to train the NLT by exposing it a new language by either covert means (recording the target language) or direct means (audio-video transmissions like news broadcasts).

> SilCORE Stats: The wearer effectively has any required Language Skill (spoken only) at 2.

> OGL Stats: The wearer can effectively Comprehend Languages (spoken only) at will.
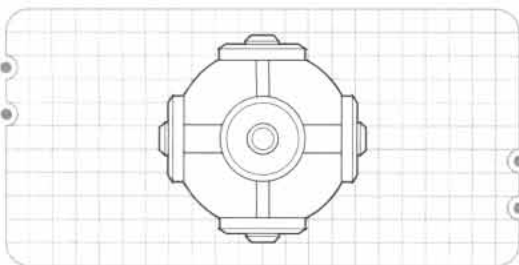
Neutron Sphere ▼

Originally developed to serve as movable tie down anchors for starships on planets with some very extreme wind conditions, the Neutron Sphere is composed of a very small amount of neutron star matter, gravity and inertial canceling units and an extremely sturdy alloy shell. When the canceling units are activated, the sphere behaves exactly as if it weighed 1.0 kilogram. When deactivated the full 100-ton weight of the sphere becomes apparent. The Neutron Sphere has great possibilities as a thrown projectile. To the thrower, it can seem to weigh 1.0 kilogram. To the receiver (or target), it's like getting hit with 100 tons.

Weight: 1.0 kg (canceling units on), 100 tons (canceling units off)

SilCORE Stats: If thrown in combat, the target receives +1 to his Defense test. If he fails, treat as being hit by a Size 3 vehicle (velocities will be low unless Neutron Sphere is dropped).

OGL Stats: If thrown in combat, thrower receives a -5 to the attack roll. If the target is hit, it takes 6d6 damage plus any falling damage if the Neutron Sphere is thrown from a higher point.

Personal Assistant Library Avatar (PAL) ▼

The Personal Assistant Library Avatar, or PAL as it is commonly known, is a self-contained low-end AI with a personality overlay, similar in size and appearance to costume jewelry. It is attached to clothing or worn around the wrist or neck. It can store large volumes of information for research and investigative purposes, and typically serves as both a search engine and a data analysis tool. Interaction with a PAL can be difficult ñ questions must be very specific in nature, or the PAL is very likely to produce volumes of unimportant or unrelated information.

Each PAL can carry 5,000 Exabytes data storage in a specific area of knowledge, and can also remotely access local datanets to extend their research and analysis capabilities. Each PAL also includes a personality overlay reflective of its specific purpose. Some typical examples are listed below.

The *Therapist* records practically all of the character's observations, questions and musings then uses these in conjunction with its database to form random questions that help approach a problem from multiple angles.

SilCORE Stats: +1 to Investigation tests involving the problem currently occupying the PAL.

OGL Stats: The wearer gains 5 ranks in one Knowledge skill, specified when the PAL is created.

The *Profiler* is popular amongst law enforcement personnel and politicians. After initial information gathering and cross-referencing, the PAL begins to take on a possible personality of the subject or suspect. The PAL becomes almost an adversary for its user to the point of personal jibes and insults, encouraging the user to try to defeat its logic.

SilCORE Stats: +1 to PSY Notice/human perception tests relevant to the profiled personality.

OGL Stats: The PAL's wearer gains a +5 circumstance bonus to Sense Motive checks.

The *Searcher* is a powerful search engine and information collator. It is quite minimal in terms of actual personality, but it accepts a broader range of questioning and is more likely to return relevant information from a given knowledge base than the other personalities.

SilCORE Stats: +1 to KNO Notice tests when searching through libraries or databases.

OGL Stats: The wearer gains +5 Search circumstance bonus when using libraries or databases.

The *Mentor* is the bane of children the galaxy over. It is a relentless teacher, dedicated to spouting a much related - and some unrelated - data on a subject as possible. These very same characteristics are what make the Mentor popular at parties. Many a wealthy host has purchased a Mentor PAL to impress and amuse guests.

SilCORE Stats: +1 to Trivia tests involving one (predetermined) area of expertise.

OGL Stats: The PAL can use Bardic Knowledge (wearer's Intelligence modifier) to search for information up to DC 20.

● Personal Atmospheric Field ▼

The Personal Atmospheric Field wraps the wearer in a shell of his native atmosphere and allowing him to breathe, even underwater or in a vacuum. The unit can be attached to a belt, harness, or other load bearing gear. The field completely encloses the wearer and any equipment he is carrying. It does not protect against temperature change, so the user is still vulnerable to extreme hot or cold, and high atmospheric pressures may deform the field. The unit can operate continuously for twelve hours after which its power and atmospheric gases must be recharged.

Weight: 1.0 kg

SilCORE Stats: The wearer is immune to all gas attacks and low-pressure liquid sprays.

OGL Stats: The wearer is immune to all gas attacks, and effectively has Water Breathing while the Field is active.
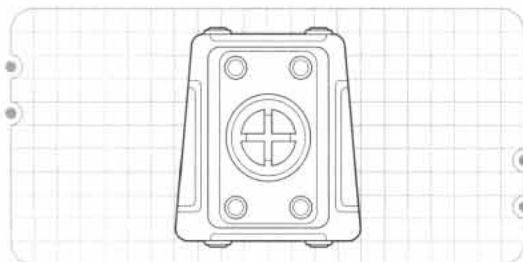
● Personal Force Screen ▼

The Personal Force Screen is a small backpack which generates an individual force field enveloping the person. It provides a significant level of protection from enemy attacks. The force screen generator has no encumbrance penalties and the protection is cumulative with any other armor worn. However, this protection is only effective against projectile and energy weapon attacks. Melee weapons, poisonous gasses, radiation and biological weapons are unaffected. The generator can function for up to an hour on a single charge and can be recharged using any standard power source.

Weight: 5 kg

SilCORE Stats: Wearer gains Armor of 25 against energy and ranged weapon attacks.

OGL Stats: Wearer gains a +4 deflection bonus against energy and ranged weapon attacks.
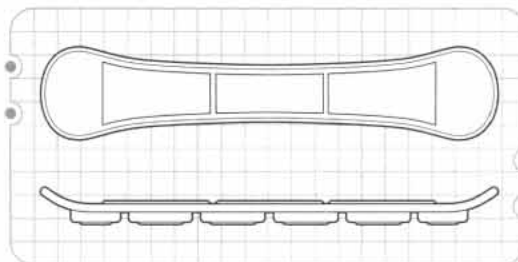
● Power-board ▼

This 1.5 meter recreational vehicle uses gravity-repulsion generators on its underside to fly a single rider through the air at speeds of up to one hundred kilometers per hour. Controlled by pressure-sensitive footplates, the power-board's effective flight ceiling is governed only by the rider's ability to breathe at that altitude. A voice-activated comlink allows the owner to summon the board or send it by autopilot to the co-ordinates of his choice. This comlink has a range of one kilometer. Power-boards are most often found in densely populated urban areas (where authorities limit the use of autopilot for safety reasons), or in rugged wilderness where swift personal transport over difficult terrain is desirable.

SilCORE Stats: The board has an Armor of 40 and can move up to 165 meters per round.

OGL Stats: The board itself has AC 15, hardness 5, 20 hit points and a speed of 535 ft.

• Prismatic Powder ▼

Prismatic Powder appears to be a very light metallic dust. It is highly reflective, and those reflections are highly random. A single handful of this substance flung into the air coats surrounding objects, making them visible even if they are invisible or hidden. (The powder, however, doesn't blind creatures.) A creature coated with Prismatic Powder cannot hide because the properties of the powder disperse light in random patterns that cause anything hidden or invisible to appear as a shifting rainbow of color. The dust's effect lasts until it is removed. Prismatic Powder can be stored in a simple container, sprayed from a delivery system, or packed into a grenade.

> SilCORE Stats: The powder completely negates all visual camouflage except those of a gravitic nature. Notice tests are at +2 to see a Powder-covered object or person.
>
> OGL Stats: Treat as Dust of Appearance.

• Rigs ▼

As technology has gotten more compact and efficient, wearing your workspace has become an everyday reality. Most gear can be sported comfortably and commonly associated sets of equipment are usually sold in Rigs. Rigs commonly include input devices, output devices, data storage and specialized equipment for the job at hand.

Standard features include a processing core incorporating a high speed CPU and universal I/O nodes for all of the equipment in the Rig and then some. User interfaces include manual, voice and retinal controls. Data storage includes 500 exabytes' worth of the appropriate programs for the Rig's job. All Rigs have comfortable straps, fasteners and weatherproof storage in a variety of fashionable styles. By their very nature, Rigs are highly customizable. The below examples are but a fraction of what exists in the galaxy.

DRONE RIG

In some circumstances, even today's AI's will not suffice and the need for human reaction

and decision making in hostile environments make the Drone Rig a commonplace item. The Rig includes interface utilities for all standard drone types. The standard set of controls and feedback equipment used for controlling remote drones.

> SilCORE Stats: The wearer gains +1 to all tests involving the operation of controlled drones.
>
> OGL Stats: The wearer gains +5 to all checks involving the operation of controlled drones.

KINESTHETIC RECORDING RIG

The KR Rig is a very specialized Rig built to assist in the programming of holographic or robotic movements. The movements are saved in the AI or robot's CPU and added to the movement profile to be used when the situation permits. The KR Rig can also be set to "direct play" and act as a complex set of controls for remote drones. People who make their living using Kinesthetic Recording Rigs are called Puppeteers or Riggers and come from wide backgrounds from soldiers to gymnasts to painters. If the KR Rig is being used in conjunction with a Drone Rig, it will take six seconds to switch between the two control types.

> SilCORE Stats: The wearer can halve the time it takes to program new sets of movements into either holograms or robots. Programming a non-humanoid robot requires a FIT Performance Art Skill test at a Threshold of 7 to gain the halved time bonus. If the KR Rig is used in "direct play" mode the character gains a +1 to fine or delicate work, but a -1 to any other control needs.
>
> OGL Stats: The halved time bonus is gained by succeeding at a Perform check (DC of 20). IDirect playl mode gives a +5 skill check bonus for fine or delicate work and -5 to anything else.

TECHNICIAN'S RIG

The Tech Rig is the most common Rig. The mounting and storage space for tools, parts and additional data storage make it bulkier than most Rigs. The most obvious part of the Tech Rig is the extra set of robotic arms controlled by a specialized AI that keeps the tools within reach yet out of the way. These arms can be used to hold, tighten and pull depending on the user's needs, though they are useless for combat purposes.

> SilCORE Stats: The wearer gains +1 on any maintenance or repair Skill tests.

> OGL Stats: The wearer gains +5 to any check for maintaining or repairing mechanical or electronic systems.

WATCH RIG

The Watch Rig is an odd reversal of the task of a Rig. Used mostly by law enforcement and concerned parents, this Rig contains recorders and transmitters that constantly keep track of the wearer's location and bio signs. It also has a small audiovisual recorder with a looped 10-hour dedicated memory. A separate set of sensors keeps constant connection with the Watch Rig and its condition by cross-referencing with local computer hubs and positioning networks. Due to its reliance on other computers for exact location, the Watch Rig is less effective in the wilderness. The Watch Rig's straps and locked fasteners are designed to be very difficult to remove. Anthropologists have commented endlessly on the fact that, other than the colors and design, the equipment for a criminal and child are practically identical.

> SilCORE Stats: Characters using a Watch Rig to track someone gain a +3 in urban and +1 in wilderness settings. Removing the Rig requires an Athletics test (Threshold 8) if no tools are available.

> OGL Stats: Characters effectively gain the Track feat when using an electronic means to follow a Watch Rig. Removing the Rig without tools requires an Escape Artist check (DC†25).

● Slick-Suit ▼

The slick-suit is a silvery-gray, skin-tight suit of frictionless material. The palms of the hands and the soles of the feet have a roughened texture to allow the user to walk and handle items. The slick-suit was initially designed for underwater, and still sees wide use there as the frictionless material allows swimming at a much higher rate.

The slick-suit has other capabilities. The material renders it nearly immune to any sort of entangling or grappling attack, as the wearer can just slip right through. The material is tough enough to resist most normal scrapes and even the claws of most smaller animals. It is not capable of being used as a spacesuit, however.

The standard slick-suit has a face mask of the same material of the suit, with a powered gill able to remove oxygen from the water. It also acts as a filter mask, removing any poisons from the water, and, incidentally, the air if the suit is out of the water.

> SilCORE Stats: Armor of 10, +1 on all Defense Rolls vs. grapple and entangle attacks, +1 on all Defense tests versus poison gas and poisonous water, double move in water.

> OGL Stats: Armor bonus +5 (treat as chainmail for armor qualities) +2 circumstance bonus to AC when the target of grab or entangle attacks, +2 circumstance bonus to grapple checks, +2 Fortitude save versus poison gas or poisonous water, +10 to Swim checks.

● Smartrope ▼

Rope has always been a vital piece of equipment but Smartrope takes this usefulness to new heights. The outer surface of the rope can be stuck to any solid surface. The adhesive qualities of any part of the rope can be turned on and off with ease. Smartrope itself can be used as a grappling hook by making the end sticky. After using the rope to descent a cliff, it can be detached from its anchor and drop down for reuse. Both the line and the adhesive bond have a working load of more than ten tons, making them virtually unbreakable. However, care should be taken

as many surfaces break or flake off long before the rope does. While Smartrope is nearly impossible to break, cutting it requires special tools. Many adventurers carry both a full length Smartrope and several smaller utility ropes for tying up enemies or securing gear to vehicles. In the event that a longer rope is needed, Smartrope sections will stick to each other just as well as they do to any other object, making it easy to create a longer line if necessary.

> Weight: 2.0 kg per 50 meters of length

> SilCORE Stats: Smartrope has an Armor equivalent to 200 (5 if using proper cutting tools)

> OGL Stats: Smartrope has a hardness of 30 and requires 100 hit points of damage to sever.
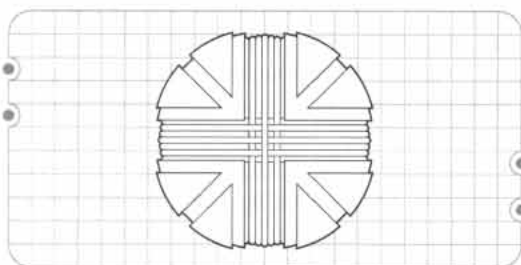
• Snare Globe ▼

This device resembles a tightly wound ball of wire. When activated and hurled at an opponent, the wires uncoil and expand into a swirling tangle that locks on to the target. The wire tendrils then constrict and bind up the target tightly. A single creature of Large size or smaller can be captured in this way and held immobile until a vocal command is issued by the owner for it to return to its spherical form.

> SilCORE Stats: Use thrower's AGI and Skills to determine the hit. Treat the globe as having STR +3, AGI +1 and HtH Skill of 1 for maintaining the grapple.

> OGL Stats: Hits on a successful ranged touch attack. The target can break (and destroy) the wires with a Strength check (DC 30) or escape them with an Escape Artist check (DC 30).

• Stealth Boots ▼

Stealth Boots are designed specifically for the user who wishes to avoid detection by sound and requires high performance footwear. Every feature is meant to reduce the amount of noise the user makes when moving. The soles are made of a special polymer that provides superior grip while minimizing noise from surface contact. Also included are several acoustic sensors and emitters tied to a processor. By sampling the characteristics of the local acoustic environment, and the noise generated by the user's movements, black noise is emitted to further mask any sounds that might reveal the user's presence.

> Weight: 2.0 kg

> SilCORE Stats: +2 to Stealth tests involving sneaking about.

> OGL Stats: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +15 circumstance bonus to Move Silently checks.

• Superstring Gauntlets ▼

One of the most powerful and temperamental technologies involves the manipulation of galactic superstrings. Many civilizations have experimented with superstring theory. A very few have developed a technology utilizing this remnant of the big bang that formed the universe, fewer still survived implementing the technology. Of those few using superstrings, the Telsthal stand out as the only to develop hand-held superstring technology. It is well known that the physical laws of our reality breaks down the closer you get to a superstring, and that revolving one string about a second will disrupt the flow of time itself. Telsthal prospector ships search ancient nebulas for remnant superstrings for use in their advanced technology, including weapons.

Superstring Gauntlets incorporate microscopic superstring filaments. While in use, they warp the flow of time and gravity, making the gauntlets appear to shimmer and blur. Physical contact disrupts nuclear and gravitic bonds. The gauntlets can vaporize their way through two centimeters of any type of matter per minute. They are excellent cutting tools, and are used by construction workers, search-and-rescue specialists and

miners. In fact, when coupled with spectral sensors, a miner can accurately evaluate the mineral content of anything touched simply by the way the matter disintegrates. Of course, the gauntlets also have tremendous potential as a weapon system, especially since they deal damage by mere physical contact. Superstring Gauntlets have an effectively infinite power supply.

SilCORE Stats: In melee combat, a skilled wearer may chose to use one of the characteristics of Armor Piercing, Armor Crushing or Disintegration, specified when the attack is made. Damage Multiplier is (HtH+20). Unskilled users can only use Armor Crushing. An unskilled Fumble indicates the wearer has struck himself and takes damage equal to the DM.

OGL Stats: Gauntlets are an exotic weapon doing 2d10 damage and a critical of 18-20/x2. If an attack roll exceeds a target's touch AC but is not higher than the full AC, damage is applied to the target's armor instead. Each time a wearer makes an unsuccessful attack, he must make a Reflex save (DC 14). Failure indicates the wearer has struck himself; a second attack roll should be made to see if he or his armor takes damage.

• Suspension Rod ▼

The Suspension Rod is a polymer cylinder twenty centimeters long with a five-centimeter diameter. It is a simple mechanism with an on/off switch that incorporates a dedicated anti-gravity/anti-inertia generator that suspends and fixes the rod into place when activated. The ends of the rod have attachment points for loads or climbing gear. The rod can support up to 4,000 kilograms before the generator burns out. A rod can be active for twelve hours before requiring recharging.

Weight: 1.0 kg

SilCORE Stats: The Rod has an Armor of 20. A Deep Wound shuts down the rod.

OGL Stats: The Rod has a hardness of 10 and 30 hit points.
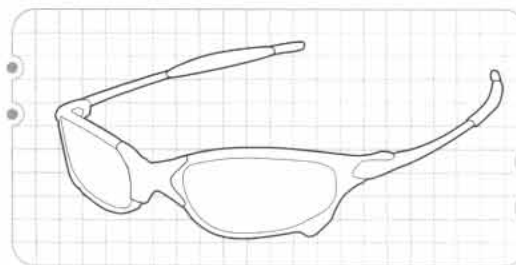
• TechGlasses ▼

With the efficiency of modern miniaturization, even simple items have multiple and useful roles. A pair of glasses, far from being corrective tool in this gene-perfect universe, can be packed with useful technical apparatus. The fashion statement of the right pair of glasses can make or break an outfit and image. TechGlasses come in a wide variety of styles and buying the cutting edge designer fashions will incur an additional 20% to the base cost. TechGlasses are most commonly seen in trendy business scenes as well as university-age youth culture, though they are widely used in most advanced systems.

Standard features include 50 Exabytes of data storage; AutoShading to protects against sudden changes in lighting, light or dark; Earbuds for removable mono or stereo earpieces; Shade Gradient controls for one or two way light polarization, allowing you to go from clear to void-black and still see the room you are standing in; SlickCoat, a special coating on lenses making them water, dirt and oil resistant; standard I/O nodes to use glasses as input (audiovisual) and output (audiovisual and text) data. In addition to this, three options can be included from the list.

• AV Recording

SilCORE Stats: 25 hours of high definition playback, includes basic editing program.

OGL Stats: Same as SilCORE

• Extra Data Storage

SilCORE Stats: 50 additional Exabytes, thickens TechGlasses frames

OGL Stats: Same as SilCORE

• Image enhancement

SilCORE Stats: +1 on Notice tests

OGL Stats: +5 to Spot checks

• Macro/Micro Vision

SilCORE Stats: +2 on Notice tests (-2 if using peripheral vision)

OGL Stats: +10 Search check, 100 ft. range increment for macro vision.

• Retinal Painting

SilCORE Stats: Projects visual output directly to retina. Encoded for your eyes only.

OGL Stats: Same as SilCORE

• Spectrum

SilCORE Stats: View any wavelength from infrared to UV.

OGL Stats: Wearer gains Darkvision or Low-Light Vision

• Temporal Lenses

This Telsthal artifact uses simple optical sensors filtered past the event horizon of twinned rotating microscopic superstrings. The voracious gravitic forces of the superstrings make it far to dangerous to mount even these small bits of super dense matter in any item of personal apparel other than heavy glasses or goggles. The lenses feature a small bulge that contains the primordial matter and its microsingularity containment matrix. The goggles are worn over a shielded helmet designed to protect the wearer's head if the containment matrix fails. In use, the Temporal Lens filters the user's visual perception, providing snapshots into the immediate past and future and mapping out all possible moves and actions. As with most time dilation effects, the vagaries of the medium only reflect the actions of entities with free will. Inanimate objects do not project ripples through the infinite possibilities of the time stream. Likewise, instruments that display empirical data will be nonsensical when viewed through temporal lenses. On the other hand, the wearer's perception is not affected by regions of temporal disruption or dilation (such as the event horizon of a black hole).

Weight: Lenses: 2.0 kg, Helmet: 3.0 kg

SilCORE Stats: The wearer receives +1 to all Skill tests based on a physical Attribute.

OGL Stats: The lenses provide a +2 luck bonus to attack rolls, reflex saves and skill checks requiring physical action (e.g., Climb or Tumble) except against opponents equipped with Temporal Lenses or a similar perception of time.

• Transfer Rings

Transfer Rings always come in pairs — two metal-polymer rings, each about 40 centimeters in diameter. The rings must be within 150 kilometers of each other to function. Whatever is put through one ring comes out the other, and up to 50 kilograms of material can be transferred each day (due to energy restrictions). (Objects only partially pushed through do not count.) This useful device allows for instantaneous transport of items, messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. A character could stick his or her head through to look around, or climb through completely if he's small enough. Each ring has an 'entry' and 'exit' sides, both marked with appropriate symbols.

Weight: 1.0 kg per ring

SilCORE Stats: Creatures with BLD -7 or lower may pass freely through the rings. Those with BLD -4 to -6 must pass an AGI Athletics test (Threshold 4) to avoid getting stuck.

OGL Stats: A Small character can make an Escape Artist check (DC 13) to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily.

CHAPTER 2

● Tractor Beam Ring ▼

This ring generates a tractor beam capable of lifting up to 100 kilograms to a range of 400 meters. When activated the beam is controlled by the motion of the wearer's hand to move the object left and right, up and down. Moving the object closer or further away is accomplished by a twist of the wrist clockwise (decrease range) or counter-clockwise (increase range). The internal power cell is good for one hour of continuous operation. Multiple rings worn by one or more wearers can increase the maximum lifting capacity.

SilCORE Stats: The tractored object moves at a rate of 3 meters per round.

OGL Stats: The tractored object has a speed of 10 ft.

● Visual Image Disguise Unit (VIDU) ▼

Envisaged originally to allow police to temporarily disguise themselves as criminals for undercover purposes, the VIDU has advanced in both scope and capabilities since its inception. The Erato Vox is one of the more common unit types currently available on the various galactic markets and is typically sold to individuals wishing to travel among the general populace incognito.

The unit consists of an integrated skin-tight full body suit containing a sophisticated array of body mapping sensors, projection points, and a combined vocal modulator/master control unit which is normally worn over the user's throat. The unit creates a holographic disguise over the worn suit, allowing the wearer to appear as anyone (or anything) in the device's database. Files will typically carry a visual and vocal component, allowing the user to impersonate other individuals from the same race or similar sized races.

More advanced versions of the VIDU also include glove extensions, contact lenses, goggles and synthetic skin to allow impersonation of fingerprints, eye retinas and even DNA and blood samples. Such additions would extend the existing capabilities of the VIDU to assist in the same manner as the existing civilian units but against other senses and tests. Such technology is often classified as illegal beyond sanctioned covert use.

Weight: 0.5 kg for voice and data unit, 0.5 kg (on average) for the suit

SilCORE Stats: The wearer is able to assume the visual and spoken persona of another. Wearer gains +3 to all Disguise tests (+5 in opposed tests for any attempts to spot the disguise without technological means). Attempting to impersonate an alien species with dissimilar size or proportion gives the wearer only a +2 bonus.

OGL Stats: The suit functions similar in fashion to an Illusion-based spell, but no saving throw is granted to negate its effects. Attempting to discern that someone is using this suit is a contested skill check between the wearer's Disguise skill versus Spot or Sense Motive. The wearer receives +10 to the check, or +20 if no technological means are involved. Use of advanced counter technologies may further reduce this advantage (GM's discretion). Impersonating another species with dissimilar size and gait as the wearer is more difficult, reducing the bonus to +5.
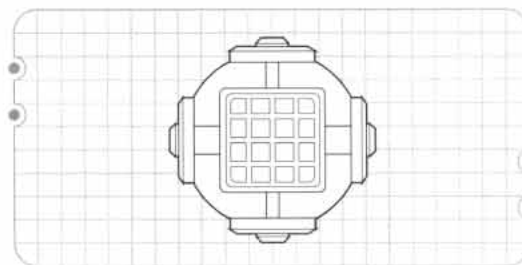
● Weather Module ▼

The Weather Module artifact is a fifteen-centimeter diameter metallic sphere. The user can control the weather with the module within a radius of one kilometer. It takes about five minutes to set the controls and another ten for the weather to manifest. The settings can call forth weather appropriate to the climate and season of the area the character is in. A Weather Module can operate continuously for 24 hours before recharging.

SEASON	POSSIBLE WEATHER
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

Weight: 2.0 kg

SilCORE Stats: The user controls the general tendencies of the weather, such as the direction and intensity of the wind. The user cannot control specific applications of the weather. When the user selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as the character left it for the duration the module operates, or until the user spends another 5 minutes to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

OGL Stats: Treat as a Control Weather spell with a duration of up to 24 hours.

2-D Engravers

Two-dimensional life forms are an oddity in our universe and interaction between 2-D and 3-D life forms is very rare. Engravers are the exception; in fact, communication is so common that these beings can be directed to assist in industrial fabrication processes. Engravers are essentially a nanotech life form, although they exhibit an intelligence inexplicably higher than is possible for normal nano machines. They are capable of manipulating matter on the subatomic level, transmuting materials and weaving structures of mind-boggling intricacy. They can be used to strengthen materials or create delicate microcircuitry. Engravers cannot enhance material already Engraver-augmented.

SilCORE Stats: Engravers can add 1 point of Armor to an object per hour, up to a maximum of 125% of the original Armor value. Engravers can also îrewriteî circuitry, reducing the circuit size by 25%.

OGL Stats: Engravers can increase an object's hardness by 1 point per two hours, up to a maximum of 125% of the original hardness value. Engravers can also reduce computer or computational device size by one step (e.g., Tiny becomes Diminutive).

Academy Campus

2

CHAPTER TWO:
EQUIPMENT

CHAPTER 2
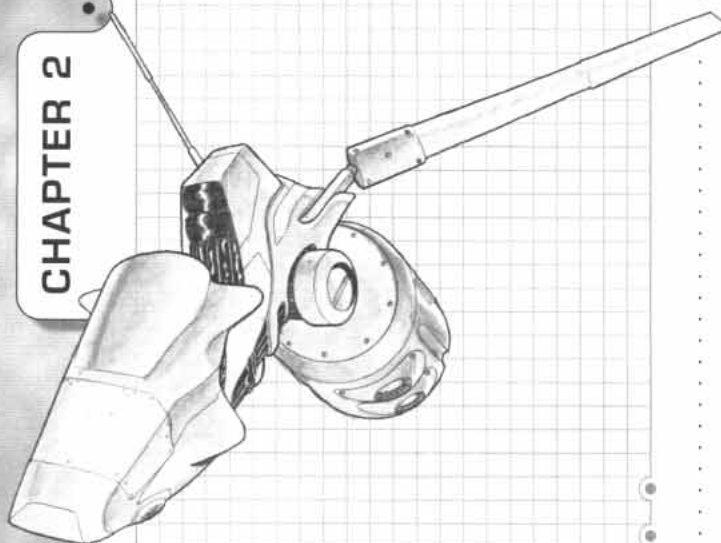
Agrav Sled

The agrav sled is a flying vehicle resembling a bloated, mechanical wasp. It is designed for one or two riders in an open environment — there is no enclosed passenger compartment, just two seats mounted on the top of the craft, one behind the other. Riders must wear gear providing protection from wind, cold temperatures and high-velocity impacts with small objects, such as bugs. Two thin, blade antennae-like fins extend out behind the seats. These are the drive field controllers used for maneuvering. They are articulated and move a great deal during flight. The bulbous rear section contains the agrav drive and power plant. When in flight, it swings down, making the sled appear even more insect-like. The sled can either be directly piloted or linked to an automated traffic control when travelling inside urban commuter grids. The sled is popular as a recreational vehicle or a personal mode of transport.

SilCORE Stat Block

Size:	2 (Vehicle, Long, 3.5 m)
Movement:	Flight 10/20 (Stall 0)
Maneuver:	+2
Armor:	2/4/6
Crew:	1
Deployment Range:	250 hrs
Perks and Flaws:	Autopilot, Comm (0/2 km), Searchlight (100 m), Sensors (-2/1 km); Exposed Crew

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
n/a							

Open Gaming Stat Block

Type:	Vehicle	Strength:	n/a
Size: Medium (Long, 3.5 m)		Speed:	Air 600 kph
Hit Points:	15	Tactical Speed:	Air 960 m
Occupancy:	1	Initiative:	0
Armor Hardness:	3	Maneuver:	+2
Defense:	8		

Special Abilities:	Accessories (Searchlight 100m), Communications (Long Range), Navigation Aids (Inertial), Sensors (Optics, Infrared, 1 km)
Exotic Abilities:	A.I. (Limited, Dex 10, Int 2, Wis 2)
Mecha Defects:	Reduced Endurance (several days)
Weapons:	

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
n/a							

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CHAPTER

• Agrav Transport ▼

The agrav transport is a common personal transport vehicle, capable of carrying 4 to 6 people and up to 2 cubic meters of cargo, depending on the actual model. Unlike the agrav sled, the transport offers full protection to its driver and riders, providing a comfortable environment regardless of temperature or weather conditions. The power plant and agrav drive are both housed in the rear of the vehicle. Transports incorporate internal drive field controllers, though most also have thin fins for stability. The transport can either be directly piloted or linked to an automated traffic control. It is impossible to list all the models of agrav transports available. They are available in a wide range of styles and prices. Some races promote recreational activities using these craft, and heavily modify these vehicles to compete in events focusing on speed, agility, endurance or a combination of the three.
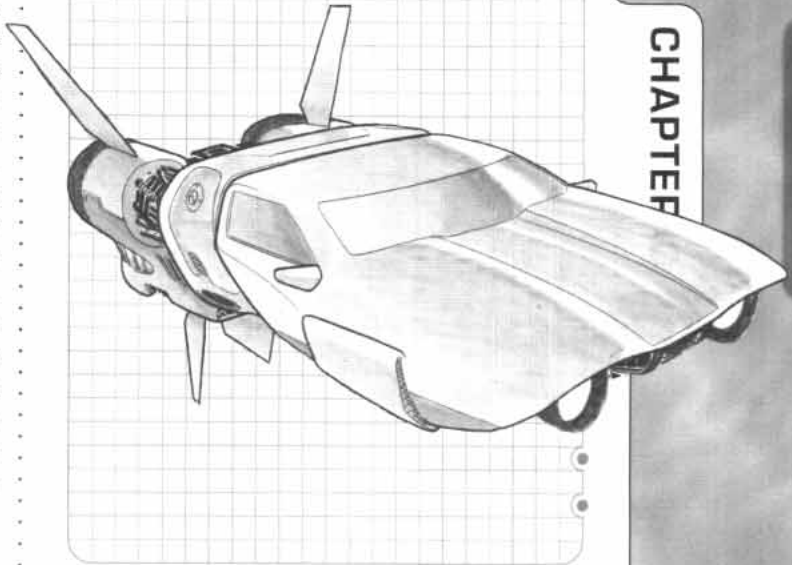
• SilCORE Stat Block ▼

Size:	3 (Vehicle, Long, 6 m)
Movement:	Flight 9/18 (Stall 0)
Maneuver:	+1
Armor:	5/10/15
Crew:	1 Crew, 5 Passengers
Deployment Range:	250 hrs
Perks and Flaws:	Autopilot, Cargo Bay 2m³, Comm (0/2 km), Searchlight (100 m), Sensors (-2/1 km)

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
n/a							

• Open Gaming Stat Block ▼

Type:	Vehicle	Strength:	n/a
Size:	Huge (Long, 6 m)	Speed:	Air 540 kph
Hit Points:	20	Tactical Speed:	Land 864 m
Occupancy:	1 C, 4 Pass.	Initiative:	-1
Armor Hardness:	5	Maneuver:	0
Defense:	6		

Special Abilities:	Accessories (Searchlight 200m), Communications (Long Range), Navigation Aids (Inertial), Sensors (Optics, Infrared, 1 km).
Exotic Abilities:	A.I. (Limited, Dex 10, Int 2, Wis 2)
Mecha Defects:	Reduced Endurance (several days)
Weapons:	

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
n/a							

CHAPTER 2

Description

The battlepod is a small, heavily armored combat unit. Each race produces large numbers of these fighting vehicles in a variety of configurations. Despite the differences, most battlepods have similar performance ranges on the battlefield. They are used to counter the smaller D'vors units such as the Kra'ab and Hunchback. They are effective against the larger ships only when massed in significant numbers, though they can exploit small hull breaches to do considerable damage internally.

The craft is surprisingly compact, roughly the same size as a typical civilian agrav transport. All battlepods are equipped with heavy armor and force screens. Primary weapons are mounted in either side-mounted "arms" or fixed, hull-mounted hardpoints. The most common configuration employs four fixed hardpoints and two arm mounts. Secondary weapons, such as mortars and missiles, can be attached directly to the hull to provide an even more firepower. The power plant and agrav drive are rear-mounted. Battlepods are very agile and even flight-capable, though when deployed planetside they usually stay close to the ground. Access to the vehicle interior varies. Some races use armored doorways, while others prefer smaller, heavily reinforced hatches. The model shown in the illustration actually splits in half like a clamshell to simplify not only crew entry but access for maintenance and repairs.

Most battlepod models are capable of carrying a crew of one or two, typically a driver/gunner and an electronics specialist/engineer. Open space within the vehicle is limited, though crew stations are comfortable to facilitate long deployments. The interior is completely pressure sealed, and with the armor and force screens, it is possible for a crew to forgo any protective gear of their own (although regulations still require the crew to wear it). Despite the inclusion of crew stations, these vehicles are usually deployed completely under the control of the internal AI without any crew onboard. Though response patterns may be somewhat limited, depending on the sophistication of the AI, the combat response times are notably faster than those of carried crew.

The agrav drive adds considerable versatility to the operating environment of a battlepod. In addition to ground combat, battlepods are often used in space as mini-fighters, combat drones and boarding units. Depending on the fluid density of a given body of water, they can also be used as submersible combat craft. Battlepods could be used for air superiority, but most often this combat theatre is left to dedicated air vehicles.

Silhouette CORE Game Stats

Size:	8 (Long, 6 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20 (Stall 0)
FTL:	N/A
Maneuver:	0
Armor:	30/60/90
*Miscellaneous Threat Value (MTV)	
Crew:	Living 2; Computer 2 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws:Accessories: Acceleration Protection, Full Life Support; Communications (0/10 km, Satellite Uplink); Features: Cargo Bay (1 m³), Fire Resistant, No Fuel Required (Permanent); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +1/2 km, ECCM +1/2 km); Reinforced Systems (Crew); Sensors (0/4 km); Stealth (rating 2)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Rail Repeaters	FF	0	x10	10	+2	Armor-Piercing	1000
Plasma Batteries	F	0	x12	5	+1	Incendiary	Unl.
Support Missiles	F	-1	x20	15	0	Guided, Indirect Fire, Missile 12	
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Huge (Long, 6 m)
Hit Points:	45
Occupancy:	2 Crew
Armor Hardness:	30
Defense:	8
Speed:	Air 600 kph
Tactical Speed:	Air 960 m
Initiative:	-1

Maneuver:	0

Special Abilities: Communications (All Types, Secure), Countermeasures (All), Electronic Counter-Measures (All, +1), Environmental Systems (Life Support), Navigation Aids (All), Sensors (All Types, Global, 4 km), Stabilization Gear; Stealth (All, +2).

Exotic Abilities: Artificial Intelligence (Full, Dex 12, Int 12, Wis 12, Cha 4), Force Field (40 hp).

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Rail Repeaters	5d12	Projectile	A	500m	1000	Armor-Piercing, 2 x Automatic	Arc (Fixed Front)
Plasma Batteries	7d12	Plasma	A	250m	Unl.	Automatic, Unlimited Shots	Arc (Front)
Support Missiles	10d12	Blast	S	750m	12	Guided (All), Indirect Fire	Arc (Front)

Design Notes: Scaling

The above set of stats show the average capability of only one type of battlepod. There are smaller one-man model and larger ones as well (see the support type battlepod portrayed on the cover of this book). They are all designed along similar principles, however.
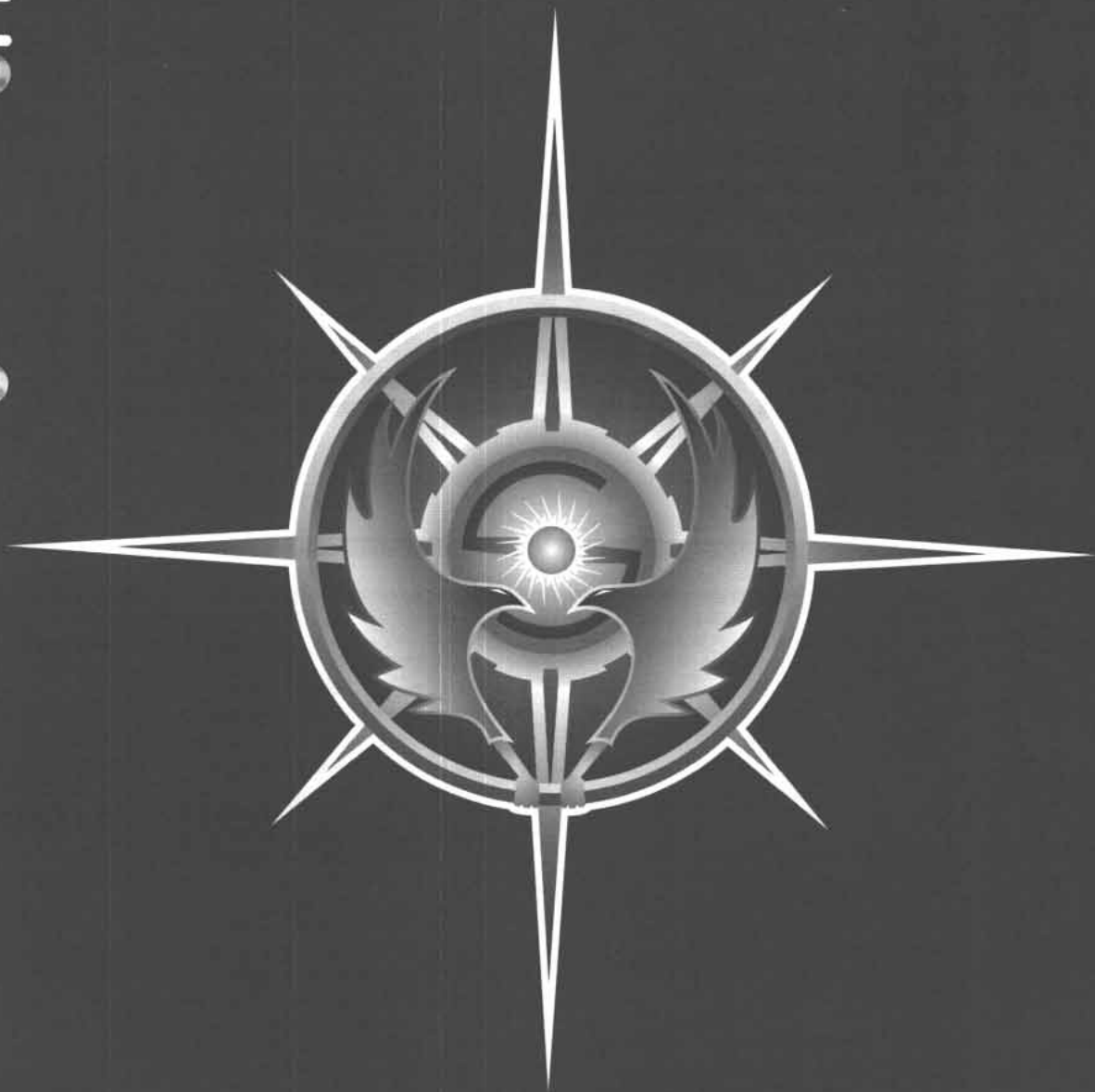
CHAPTER 3:
Weapons

CHAPTER 3

Introduction ▼

Outside of the civilized systems, the Five Galaxies are a dangerous place, filled with voracious creatures, ambitious villains and unexplained natural phenomenons. Though most societies tightly regulate the availability of armament to their citizens, few will venture into the unknown (or the Frontiers) without packing at least one firearm. Though primitive models such as projectile pistols and simple laser guns are readily available, most adventurers, explorers and CORE agents will prefer to bring something with a little more punch with them.

The so-called "modern" weapons, such as the plasma guns and shockwave cannons, are usually much too complex to be repaired in the field. Fortunately, they are made of sturdy solid-state electronics and molecular-locked ceramic and polymer composites, and can take quite a beating.

SilCore Game Effects: Unless otherwise mentioned, all weapons here have a Personal Armor rating equal to their DM; each successful hit applies a -1 penalty to the weapon. The gun will be thoroughly wrecked at -5.

OGL Game Effects: All weapons here have a Hardness equal to their basic damage output and can take double that damage before being rendered unusable. The gun will be thoroughly wrecked by double this amount.

Availability ▼

Most standard autofacs or nanofacs hold the template for basic defensive weapons, but they will not release it for use to just about anyone. First, training and permission will have to take place at a local government-approved facility (in game terms, neither types of 'facs will manufacture a weapon for someone that does not have the required Skill at level one or higher). The weapon is then released for general use. None of these commercial 'facs have the required authorization to build anything more powerful.

The truly large armament can only be obtained from two sources, a military force (which will generally keep its 'facs and other production facilities well under guard) and the larger spaceports. The latter cater mainly to offworld traffic, and it's not unusual to see groups "gearing up" before going on a dangerous expedition. Extensive security procedures and checks ensure that none of these weapons are allowed to leave the spaceport's perimeter (though smugglers can always be found trying to make landing elsewhere on the planet, or even bringing in an illegal, unlocked 'fac).

On lawless worlds, these requirements do not apply, of course. In this case, it's all a matter of convincing the owner of the 'facs of letting it produce the weapon (in certain cases, one may well have to convince the 'fac itself!).

ON THE RUN

CHAPTER 3

Terror Stick

Designed by a development team for use by security forces to disperse worker riots on the mining colony of Xerces VII, the Baton 2750 subdual device soon became nicknamed as the 'Terror stick' as a result of its use to end that dispute. Stolen design plans soon saw the stick manufactured by hundreds of different sources and is a common sight in the utility belt of most colonial, prison and frontier worlds. The stick appears in form very similar to a nightstick or other blunt weapons, a small power and generation module attached to the side of its base betraying the device's origins.

This subdual weapon literally puts the fear into anyone assailed with it. A small generator attached to the base of the 1-kilogram stick creates a contact field, when activated, that disrupts and excites neural pathways at the same time. The effect is to induce a fearful and passive state in those struck, rendering them unable to put up an active resistance. The stick is by default designed to effect human physiology, variant designs however can conceivably be made to effect any sentient race on which sufficient medical and psychological data is known.

Game Effects: a Terror Stick deliver AD+6 damage per hit. The target also forced to make a WIL test versus a Threshold of 7. Each point of Margin of Failure translates into a -1 penalty for all activities, with a collective total induced of -4 or more resulting in penalties at -4 with the addition of making the target unable to make any actions unless with GM approval. These penalties drop at a rate of one point every two hours until completely eliminated.

A Terror Stick is used with the Melee Skill.

OGL Game Effects

Base damage for the weapon is 1D6. Struck target must make a Will save versus Difficulty 25; failing it induces a -2 morale penalty to combat. A failure by 10 or more on the Will save reduces the character to a babbling, fear-struck mess that is unable to take any movement or attack action unless with GM approval. Each subsequent attack from the device within a six hour period increases the save difficulty by one.
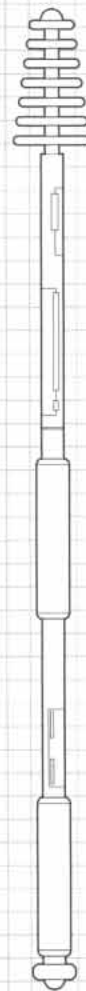
• Smart Sword ▼

This apparently bladeless pommel is a marvel of intuitive combat programming combined with deep flash molecular sensing. A quantek connection to holographic lenses or an optic insert worn by the operator (requiring the Quantek Skill and one Quantek slot) allows the weapon to communicate directly with its owner. The pommel contains passive sensors (50 m range) that detect electromagnetic and gravitic scans and an Artificial Intelligence that will immediately alert its owner to unexpected or unusually strong results. It also contains a small suite of ranged scanners that can conduct its own modest sensor tests upon command and relay this information to its owner along with the AI's evaluation.

Its real strength lies in the sword's more aggressive features. A small probe at the pommel's business end will extend when combat begins, serving as a deep flash resonating sensor. When the probe or the semi-physical blade strikes an object it will conduct a micro-molecular scan of the target and build a three-dimensional image of its structure, physical make up and composition. This image is then projected via the Quantek link to the owner and superimposed over the target's image within the display, pointing out likely weak spots.

The pommel contains a micro-fabrication unit that builds the blade from raw molecules each time it's activated. It will vary the length, composition and edge of the blade in response to feedback from the AI program, data gathered from the deep flash imaging and the user himself. A Smart Sword builds and rebuilds its blade every second on average, adjusting its effectiveness as it goes. If the target is determined to be mechanical in nature, the blade may electrify its length, or become extremely hot if combustible elements are detected into the target's composition.

SilCORE Game Effects: A smart blade is used like an equivalent weapon of the same type. It's used with the Melee Skill.

A smart blade adds +1 to its Damage Multiplier after every successful hit. The onboard AI can also confer additional weapon Perks to the blade (at the GM's discretion) such as Incendiary, Haywire or Armor-piercing instead of upgrading the Damage Multiplier; one such Perk can be added for every three successful attacks against the same target, and will work only against that target.

• OGL Game Effects ▼

A smart blade is used like an equivalent weapon of the same type. It adds +1 to its base damage after every successful hit. The onboard AI can confer additional attributes to the blade (at the GM's discretion) such as Flame, Electrical or Vorpal instead of upgrading the damage; one such advantage can be added for every three successful attacks against the same target, and will work only against that target.

CHAPTER THREE:
WEAPONS
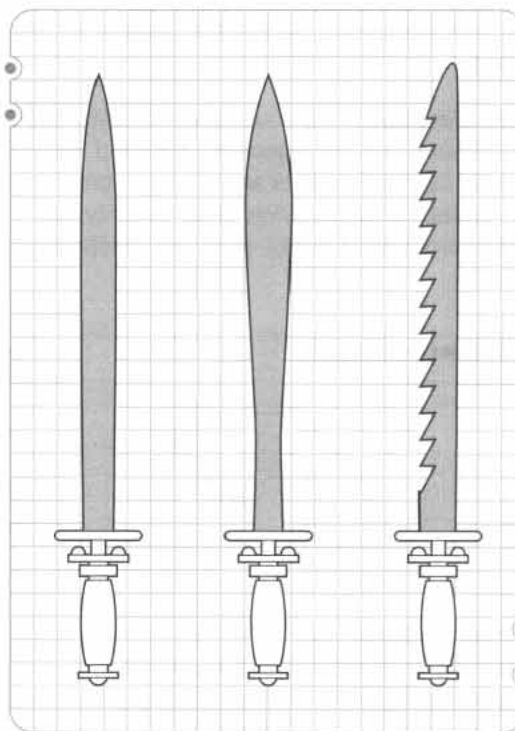
• Handguns

A lot of people carry small weapons for personal protection. These are usually short enough to be easily worn in a holster or other carrying apparatus, and are easy to use even in crammed spaces. Beyond the primitive slug guns and laser pistols described in the **CORE Command** player handbook, most of the handguns in use are blazer guns. A blazer is a modulated energy projector that concentrate its energy in discrete "packets" rather than a continuous beam. Interference patterns between the packets make it look like the weapon is shooting energy bolts of some kind.

The **Blazer Handgun** is the simplest of the blazer hand weaponry. It's powered by a clip-like battery inserted under the barrel.

The **Multi-Blazer** is a heavier device that use a triple-barrel arrangement for rapid fire, one barrel charging while the other fires and the third one cools down.

The **Blazer Pistol** is a longer-barreled version of the handgun. Additional collimator electronics are housed in the forward section to maintain beam coherence over a longer range.

The **Blastergun** is a souped-up Blazer Pistol. Additional plasma injectors, coupled with a heavy duty power pack and a larger barrel with a coolant shroud, allow it to function as a standard blazer pistol or to fire destructive blasts.

• Blazer Handgun
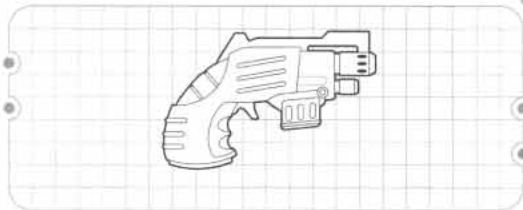
Silhouette CORE:
Acc. 0, DM x25, BR 10m, ROF 0, Ammo 100, Wt 0.5
Open Gaming Stats
Dam. 1d8, Crit. x2, RI 10m, Ammo 100, Plasma

• Multi-Blazer
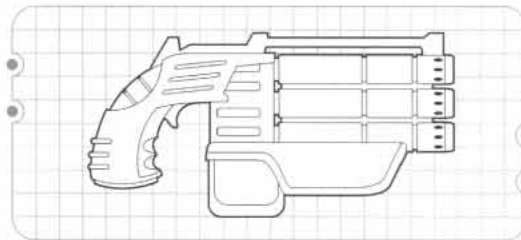
Silhouette CORE:
Acc. 0, DM x25, BR 10m, ROF +2, Ammo 100, Wt 0.5
Open Gaming Stats
Dam. 1d8, Crit. x2, RI 10m, Ammo 100, Automatic, Plasma

• Blazer Pistol
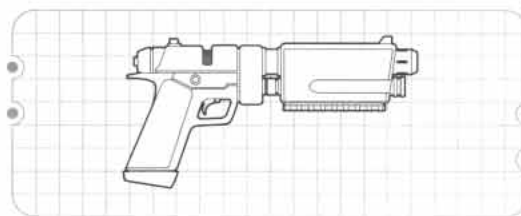
Silhouette CORE:
Acc. 0, DM x25, BR 15m, ROF 0, Ammo 100, Wt 0.5
Open Gaming Stats
Dam. 1d8, Crit. x2, RI 15m, Ammo 100, Plasma

• Blastergun
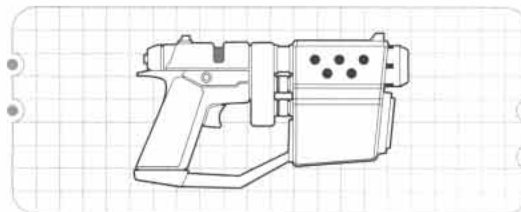
Silhouette CORE:
Acc. 0, DM x25, BR 15m, ROF 0, Ammo 100, Wt 0.5
Once per round, may boost damage to x50 by expending 20 rounds of ammunition.
Open Gaming Stats
Dam. 1d8, Crit. x2, RI 15m, Ammo 100, Plasma
Once per round, may boost damage to 2d8 by expending 20 rounds of ammunition.

Support Weapons ▼

These are devices that mount multiple weapon systems within the same armature, coupled under the same fire control. Depending on the individual design, the weight of the bulky package is negated through a built-in agrav network or by the extensive use of lightweight composite materials.

The three support weapon packages shown here were originally developed for the Self-Defense Forces of the Seven Homeworlds, but their sturdy modular design has made them a favorite of CORE agents throughout the galaxy.

The **Type A Support Weapon** includes twin plasma guns and a grenade launcher. The two plasma guns are linked together.

The **Type B Support Weapon** includes twin semi-autonomous missile launchers and a grenade launcher, all of which can be fired indirectly. The two launchers are linked together.

The **Type C Support Weapon** includes an underslung plasma gun and a shockwave gun for its main firepower. The shockwave gun fires a wave of energy that induces resonance effect in its target, effectively causing damage well after the initial hit.

Type A Support Weapon ▼
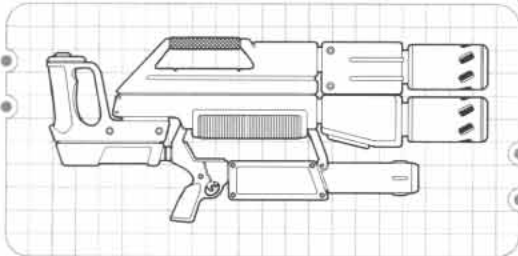
Silhouette CORE:

2 x (Acc. 0, DM x50, BR 50m, ROF 0, Incendiary, Wt 1.5)
+ Standard Grenade Launcher (20 grenades)
Open Gaming Stats:
Dam. 2d10, Crit. (18-20) x3, RI 50m, Plasma
+ Standard Grenade Launcher (20 grenades)

Linkage ▼

Linked weapons can be fired at the cost of one action. Both attacks are rolled separately; if the first attack misses, the second one misses automatically as well, though it still spends its ammunition.

Type B Support Weapon ▼
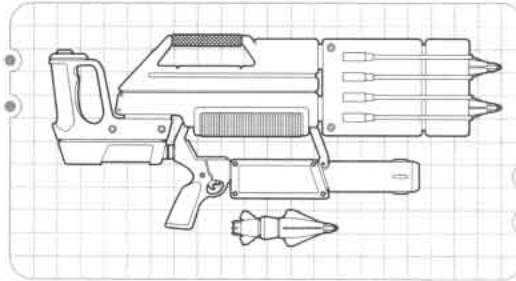
Silhouette CORE:

Acc. 0, DM x140, BR 50m, ROF 0, Indirect Fire/Guided, 2 missiles, Wt 1.5
+ Standard Grenade Launcher (20 grenades)
Open Gaming Stats:
Dam. 4d10, Crit. (15-20) x3, RI 100m, Plasma

Type C Support Weapon ▼
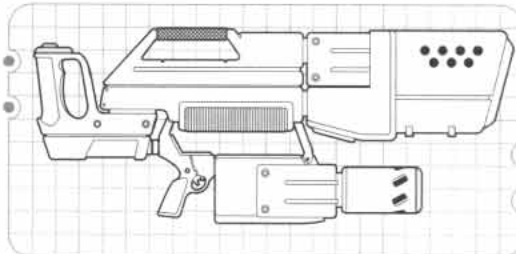
Silhouette CORE:

Acc. 0, DM x40, BR 30m, ROF 0, Persistent, Wt 1.5
+ (Acc. 0, DM x50, BR 50m, ROF 0, Incendiary, Wt 1.5)
Open Gaming Stats:
Dam. 3d10*, Crit. (19-20), RI 100m, Energy
*Upon hit; then automatically does 2d10 the second round, 1d10 the third.
+ (Dam. 2d10, Crit. (18-20) x2, RI 50m, Plasma)

• Projectile Guns ▼

Though projectile weapons tend to cause supplies problems for agents in the field far from their ships (or other places with auto-manufacturing capacity), their comparative simplicity and high effectiveness makes them a favorite of many.

The **Scatter Gun** is primarily an assault weapon; when triggered, it fills the air in front of it with a multitude of sharp, high speed projectile. The ammo rack attached underneath contains four warheads, each filled with many thousands of sharp ceramic slivers and the explosive charge required to propel them. In a pinch, a shell can be used as a fragmentation grenade.

The **Scatter Autogun** is a fully automatic version of the previous weapon, used to laid down intensive fire. It uses the same ammunition but feeds it through a large circular drum.

The **Pulser Gun** lies midway between a classic projectile weapon and an energy gun. It fires small but dense chunks of metal at very high speed, which causes them to become ignited though friction. While the bursts are too short to provide true automatic fire capacity, their speed makes them effective at punching through armor. The rate of fire forces the use of a "pulsed" mode where coolant and projectiles alternate in the barrel. The **Pulser Rifle** is a larger version, with more coolant and ammo.

• Scatter Gun ▼
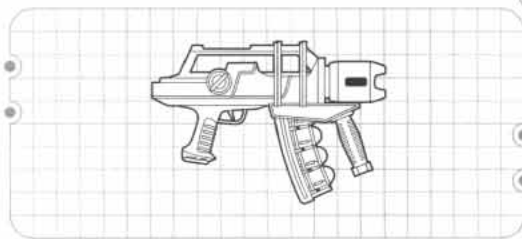
Silhouette CORE:

Acc. +1, DM x20, BR 2m, ROF 0, Ammo 4, Wt 1

Open Gaming Stats

See *Scattergun*, in Technology section of DMG

• Scatter Autogun ▼
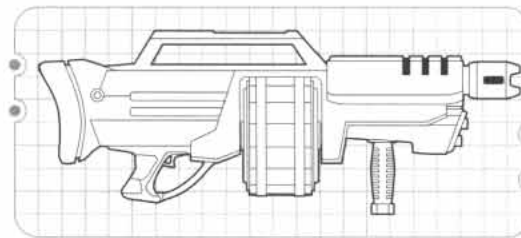
Silhouette CORE:

Acc. +1, DM x20, BR 2m, ROF +1, Ammo 16, Wt 2

Open Gaming Stats

Treat as automatic *Scattergun* (DMG, Technology)

• Pulser Gun ▼
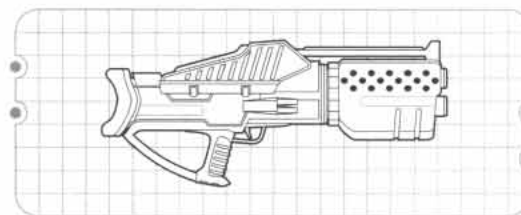
Silhouette CORE:

Acc. 0, DM x35, BR 80m, ROF 0, Armor-piercing, Ammo 20 bursts, Wt 1.5

Open Gaming Stats

Dam. 1d10, Crit. (18-20) x2, RI 80m, Ammo 20, Piercing

• Pulser Rifle ▼
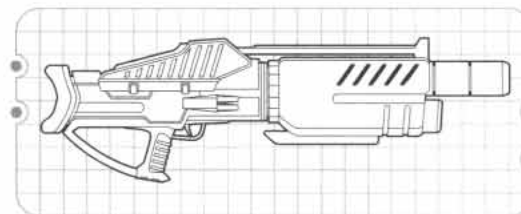
Silhouette CORE:

Acc. 0, DM x35, BR 100m, ROF 0, Armor-piercing, Ammo 50 bursts, Wt 1.5

Open Gaming Stats

Dam. 1d10, Crit. (18-20) x2, RI 80m, Ammo 20, Piercing

Projectile Guns

The **Assault Rifles** shown here were originally developed for the Self-Defense Forces of the Seven Homeworlds, but they have been replaced by more easily supported (in terms of logistics) laser rifles in the past century. Similar models are in use in a number of human worlds across the Spiral galaxy; on some lower technology worlds, which lack the material know-how required to make the lightweight alloys used in the guns' designs (weight is tripled), they are considered heavy support weapons and deployed as such.

The **Basic** Assault Rifle is composed of a machinegun with an underslung grenade launcher. The machinegun is fed through a helicoidal belt dipping inside an ammunition canister that holds the caseless rounds and protects them against the elements (humidity, fire, etc.).

The **Sniper** Assault Rifle has the same basic layout but adds a sniper laser between the machinegun and grenade launcher. Power comes from a solid state battery located on top of the gun, underneath the carrying handle.

The **Multi-Purpose** Assault Rifle has both the machinegun and the laser, but replaces the grenade launcher with a sliver knife, mounted in a blade-like fashion. A soldier equipped with this configuration can thus handle any type of situation, be it close or long range combat.

Basic

Silhouette CORE:

Acc. 0, DM x30, BR 100m, ROF +2, Ammo 40, Wt 3

+ Standard Grenade Launcher (5 grenades)

Open Gaming Stats

Dam. 2d8, Crit. (19-20), RI 100m, Piercing

+ Standard Grenade Launcher (5 grenades)

Sniper
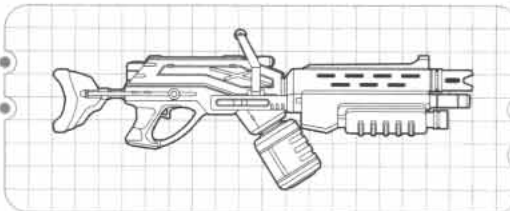
Silhouette CORE:

Acc. 0, DM x30, BR 100m, ROF +2, Ammo 40, Wt 3

+ (Acc. +1, DM x20, BR 200m, ROF 0, Ammo 10)

+ Standard Grenade Launcher (5 grenades)

Open Gaming Stats

Dam. 2d8, Crit. (19-20), RI 100m, Piercing

+ (Dam. 2d10, Crit. x2, RI 200m, Energy, Ammo 10)

+ Standard Grenade Launcher (5 grenades)

Multi-Purpose
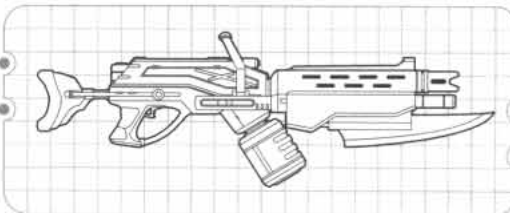
Silhouette CORE:

Acc. 0, DM x30, BR 100m, ROF +2, Ammo 40, Wt 3

+ Sliver Knife (see CORE Command PHB)

Open Gaming Stats

Dam. 2d8, Crit. (19-20), RI 100m, Piercing

+ Sliver Knife (see CORE Command PHB)

CHAPTER 3

Gatling Weapons

"Gatling" is an obscure term that was found in the Fractal technology database to identify a number of multi-barrelled, high rate of fire weaponry. They are usually deployed as support weapons, though some races and factions like to thrown expense reports out the window and equip their line troops with them.

Gatling guns use the Heavy Weapon Skill.

The **Projectile Gatling Gun** has multiple barrels (the one shown here has four, but models with two, three or more barrels are possible), powered by a small but powerful motor that also loads the ammunition from a belt or conveyer-like arrangement. The more advanced gatling design use caseless shells to increase the quantity of ammunition carried to feed the gun's voracious appetite. The shells are generally stored in a drum or backpack-like arrangement that is connected to the weapon by a flexible ammo guide or belt.

Steel Storm

By overloading the motor and overriding the safeties, a gatling weapon can be made to significantly increase its offensive output, though at great risk and ammunition costs.

SilCORE Game Stats: Add as many bonus points of ROF as desired, with the proper ammunition expenditure. Make the attack as usual. Then roll 1d6 and add the bonus ROF points: if the result is 7 or more, the weapon overheats and is wrecked. If the result is ten or more, it explodes, causing 1d6 x DM points of damage to the operator.

OGL Game Stats: Lower the Threat Range as desired, spending an additional 10 shots per -1 applied. Make the attack as usual. Then roll 1d6 and add the difference between the base Threat Range and the new one: if the result is 7 or more, the weapon overheats and is wrecked. If the result is ten or more, it explodes, causing 4d10 points of damage to the operator.

Projectile Gatling Gun
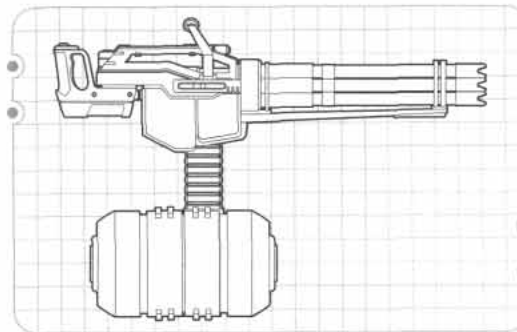
Silhouette CORE:

Acc. 0, DM x30, BR 50m, ROF +4, Ammo 100, Wt 10

Open Gaming Stats

Dam. 2d10, Crit. (17-20) x2, RI 50m, Projectile

energy Gatling Gun
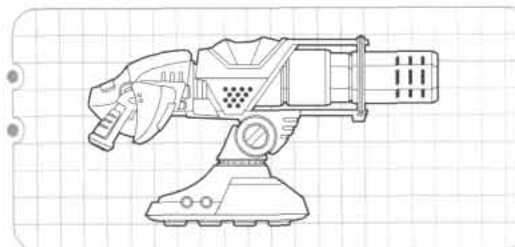
Silhouette CORE:

Acc. 0, DM x30, BR 50m, ROF +4, Ammo 100, Wt 10

Open Gaming Stats

Dam. 2d10, Crit. (17-20) x2, RI 50m, Energy

The **Energy Gatling Gun** is similar but only requires a power source, not ammunition. Like its projectile sibling, it uses multiple barrels to allow each one to cool down and recharge between firing to increase the weapon's overall rate of fire.

• Smart Guns

Smart guns are a specialized form of drones and servoshells. They are, in effect, robotic guns that are capable of independent targeting and operations (rules covering their use can be found in the **CORE Command Player's Handbook**, in the *Equipment* section).

Repeating Blaster: This is a smart gun version of the basic blazer rifle, albeit a slightly more powerful one since it has its own enlarged internal power supply. It has a standard pistol grip for normal use.

Support Laser: This is an enlarged laser rifle intended for long range support. It has its own built-in coolant supply and powerpacks, and can fire at extremely long ranges.

Shockwave Gun: This is a larger version of the shockwave gun usually included in a support package. Like other weapons of the type, it has lasting effects on the target.

Improved Plasma Launcher: This powerful weapon is intended as a support device for groups that don't have access to buster guns. Its long, accurate barrel spits out high energy plasma while a localized force screen protects the wearer.

• Repeating Blaster
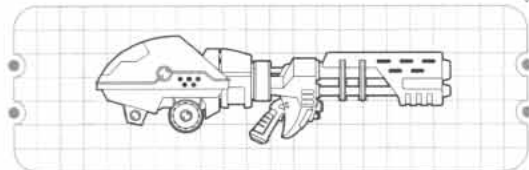
Silhouette CORE:

Acc. 0, DM x25, BR 35m, ROF +1, Ammo 500

Once per round, may boost damage to x50 by expending 20 rounds of ammunition.

Open Gaming Stats

Dam. 1d8, Crit. x2, RI 35m, Automatic, Plasma

Once per round, may boost damage to 2d8 by expending 20 rounds of ammunition.

• Support Laser
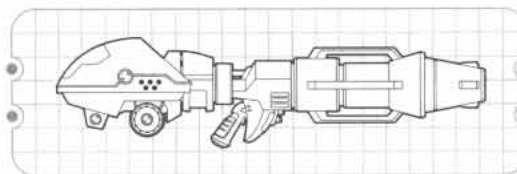
Silhouette CORE:

Acc. 0, DM x60, BR 500m, ROF 0, Ammo 10

Open Gaming Stats

Dam. 3d10, Crit. x2, RI 500m, Energy

• Shockwave Gun
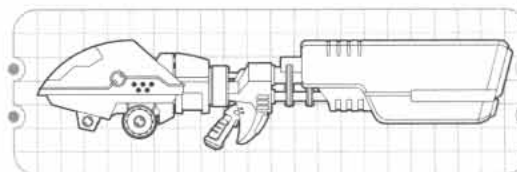
Silhouette CORE:

Acc. 0, DM x60, BR 160m, ROF 0, Persistent

Open Gaming Stats:

Dam. 5d10*, Crit. (19-20), RI 160m, Energy

*Upon hit; then automatically does 3d10 the second round, 1d10 the third.

• Improved Plasma Launcher
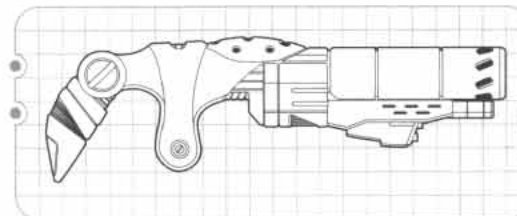
Silhouette CORE:

Acc. 0, DM x65, BR 250m, ROF 0, Incendiary

Open Gaming Stats:

Dam. 4d10, Crit. (18-20) x2, RI 250m, Plasma

• A-M Guns

A-M guns fire two collimated streams of matter and anti-matter that recombine (explosively) at the target point. A-M guns are hard to aim, but even a close miss will do some heat and shock damage. Needless to say, A-M guns are powerful weapons whose use and distribution is tightly controlled among all civilized worlds.

The weapon is made of two parts, the gun proper and a particle trap housed in a shielded backpack. The bulk of the pack is made of shielding and powerful coils that keep a small amount (a few hundred thousands molecules) of anti-matter in tight suspension within a perfect vacuum. Whenever the weapon is fired, an accellerator draws a few thousands molecules through the feed coil and projects them along an ionized path opened by a laser; the other barrel does the same, using a small internal matter feedstock. The lasers also serve as the targeting device to make sure both beams intersect at the chosen target point.

A-M Gun: A short range weapon, one has to get close to the enemy to use it. The **Rifle** is a larger version with a collimator booster to maintain beam cohesion over a longer range.

A-M "Boom Gun" is a two-handed support weapon with powerful collimator coils and higher anti-matter mass per shot than the previous two. It derives its name from the audio effects of a successful (or unsuccessful) hit.

• Containment Failure

Though the backpack is heavily armored and shielded, it's not invulnerable. A high amount of heat or kinetic energy will still damage it and the containment coils within. If this happens, the anti-matter may touch the material of the backpack, leading to a huge explosion (Weapon's Damage x 10 x Ammo Remaining). The backpack has the following stats:

SilCORE Stats: Armor 200 (Personal Scale)
OGL Stats: Hardness 20, 60 Hit Points

• A-M Gun
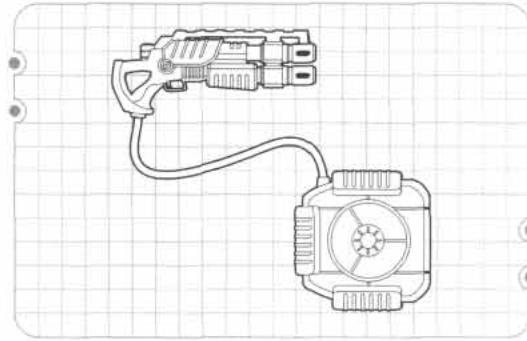
Silhouette CORE:
Acc. 0, DM x140, BR 50m, ROF 0, Ammo 10, Wt 2
Open Gaming Stats
Dam. 3d10, Crit. (15-20) x2, RI 50m, Plasma

• A-M Rifle
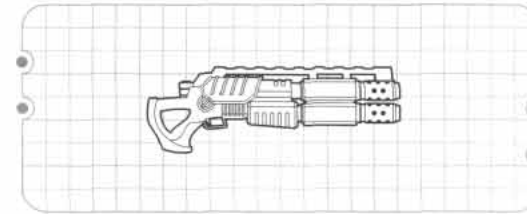
Silhouette CORE:
Acc. 0, DM x140, BR 50m, ROF 0, Ammo 10, Wt 2
Open Gaming Stats
Dam. 3d10, Crit. (15-20) x2, RI 50m, Plasma

• A-M "Boom Gun"
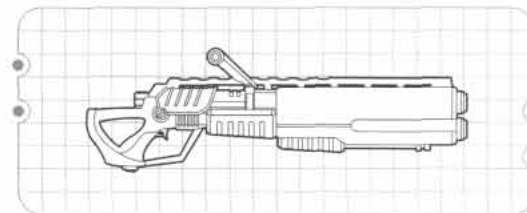
Silhouette CORE:
Acc. 0, DM x140, BR 50m, ROF 0, Ammo 10, Wt 2
Open Gaming Stats
Dam. 3d10, Crit. (15-20) x2, RI 50m, Plasma

Field Artillery ▼

Whenever a dangerous adversary, such as a D'vor invasion force or a large conventional army, must be faced by a small allied force, additional firepower is sometimes made available in the form of field artillery platforms. These are small agrav drone devices that support a large weapon system and are voice or command-activated, freeing their operator to carry and use more armament.

Positron Mortar: This plump-looking device is a short-ranged energy projector that has the curious ability to use indirect fire. The device's firing chamber creates a low intensity, self-sustaining (through positron degradations at the limits of the envelope) force screen shaped as a sphere and fills it with negative electrons (positrons). The field has enough mass and charge (both of which can be tuned) to be affected by local gravity and magnetic fields, allowing the positron balls to be used for bombardments.

Plasma Cannon: This is a large field version of the common plasma gun. It has built-in energy banks and force screen shields to protect the operator when in use (they are too short-lived to provide constant protection).

Shockwave Cannon: This is simply a large field version of the basic shockwave gun, using the same power banks and fire control as the previous weapon.
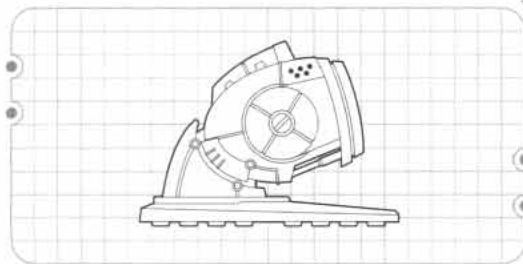
Agrav Platform ▼

Each of the field artillery weapons is mounted on a dedicated agrav platform that is slaved to the weapon's designed operator. The platform can support the gun's weight but nothing more, and thus cannot be used as a "mule." It moves at the same speed as the operator, about a meter off ground level. The platform has the following stats:

SilCORE Stats: Armor 150 (Personal Scale)
OGL Stats: Hardness 15, 60 Hit Points
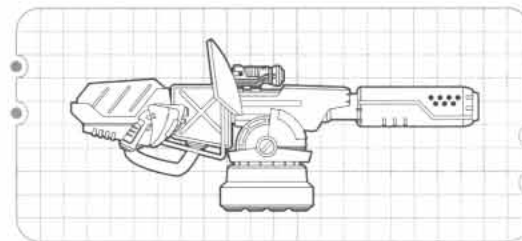
Plasma Cannon ▼

Silhouette CORE:
Acc. 0, DM x80, BR 250m, ROF 0, Incendiary
Open Gaming Stats:
Dam. 6d12, Crit. (18-20) x2, RI 250m, Plasma

Shockwave Cannon ▼
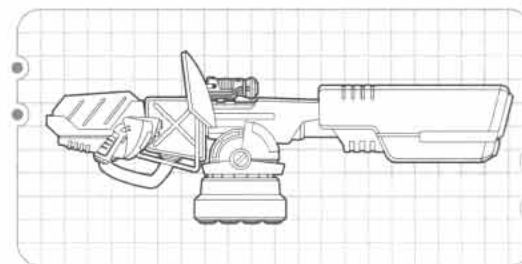
Silhouette CORE:
Acc. 0, DM x70, BR 160m, ROF 0, Persistent
Open Gaming Stats:
Dam. 6d10*, Crit. (19-20), RI 160m, Energy
*Upon hit; then automatically does 4d10 the second round, 2d10 the third.

Positron Mortar ▼

Silhouette CORE:
Acc. 0, DM x140, BR 50m, ROF 0, Ammo 10, Wt 2
Open Gaming Stats
Dam. 3d10, Crit. (15-20) x2, RI 50m, Plasma

CHAPTER 3

• Quantum Skip Tunnellers

Quantum Tunellers take the practice of barrel rifling one step further, using intricate spirals of superdense material harvested from neutron stars and held in place by quantum attraction forces. As the projectile passes through the barrel, it's subjected to the powerful and destructive forces of thousands of micro-singularities, unraveling and rebuilding the projectile from the quantum level up and reforming its very atoms through all three dimensions. Time dilates as the projectile skips across the event horizon of thousands of micro-black holes surrounding it on all sides.

Most of each round's material is absorbed by the singularities lining the weapon's barrel or propelled into alternate dimensions. What little remains is splashed through the weapon's line of fire, existing in all locations on this path simultaneously on a quantum level. The projectile is able to bypass all forms of armor to strike directly at the target, but can also strike all objects between and beyond the target along this trajectory at the same time unless the user is skilled in the Quantum Skip Tuneller's use. For this reason, tunnellers are best used as long distance weapons.

Game Effects: The weapon ignores all forms of armor (attacks on material objects double the damage). Missed attacks cause a lot of collateral destruction (GM's discression). Fumbled attacks will cause splashback damage to the firer at half the projectile's regular damage, as shards of the projectile spins backwards along its ballistic trajectory into its operator.

• Skip Launcher
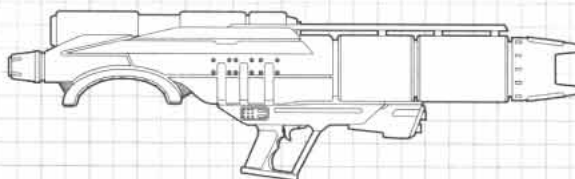
Silhouette CORE:

Acc. 0, DM x100, BR 150m, ROF 0, Ammo 1, Wt 2

Open Gaming Stats

Dam. 3d10, Crit. (15-20), RI 150m, Energy

• Skip Tunneler
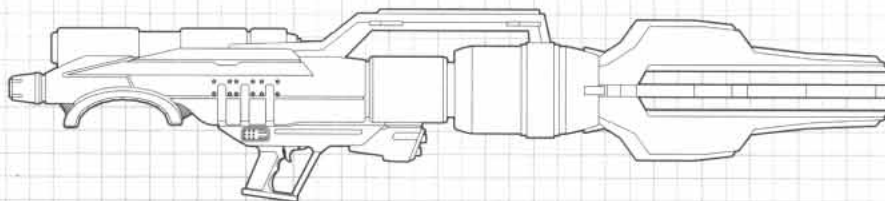
Silhouette CORE:

Acc. 0, DM x100, BR 150m, ROF 0, Ammo 12, Wt 4

Open Gaming Stats

Dam. 3d10, Crit. (15-20), RI 150m, Ammo 12, Energy

Grob Guns

The weapons found in the next two pages are all of Grob manufacture. Their design blueprints has been widely traded among the Grob tribes, and virtually all have at least one mechanic or autofac capable of turning them out.

Outwardly, Grob guns are fairly simple devices. Most of them are plasma discharge or projectile-based weapons, which are both loud and powerful — as the Grobs like it. What makes them unusual is the handle, which contains a sliver generator and can be detached from the rest of the assembly. Sliver generators create a small, specialized cutting force screen that is aligned with the barrel of the weapon, effectively transforming it into a vicious melee tool.

Game Use: All slicer weapons halve (round up) the Armor or Stamina rating of their target before calculating damage. The sliver field cannot be used to parry blows, though the gun can (effectively wrecking it as a firearm, however).

Grob Handgun
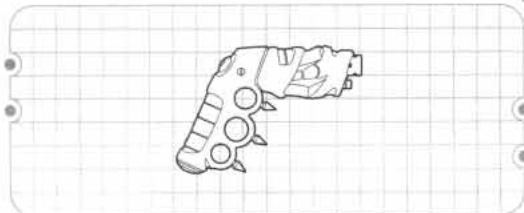
Silhouette CORE:

Acc. 0, DM x15, BR 10m, ROF 0, Ammo 10, Wt 1

Open Gaming Stats

Dam. 1d10, Crit. x3, RI 30m, Piercing

Grob Pistol
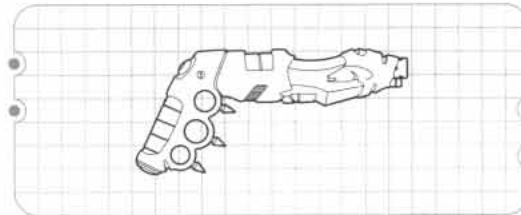
Silhouette CORE:

Acc. 0, DM x20, BR 10m, ROF 0, Ammo 10, Wt 1.2

Open Gaming Stats

Dam. 1d12, Crit. x3, RI 30m, Piercing

Grob Bustergun
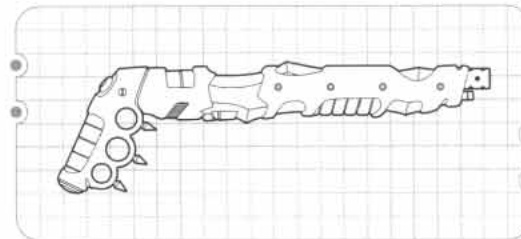
Silhouette CORE:

Acc. 0, DM x25, BR 15m, ROF 0, Ammo 10, Wt 2

Open Gaming Stats

Dam. 1d12+2, Crit. x3, RI 40m, Piercing

Grob Repeating Burster
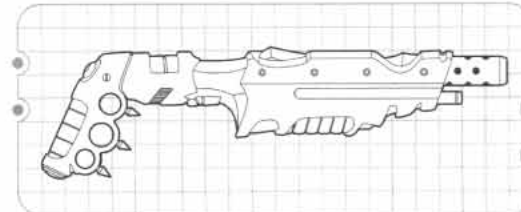
Silhouette CORE:

Acc. 0, DM x25, BR 15m, ROF +1, Ammo 10, Wt 2

Open Gaming Stats

Dam. 1d12+2, Crit. x3, RI 40m, Piercing, Automatic

Open Gaming Content

Grob sliver generators make a ranged weapon act like a normal, comparatively-sized melee weapon, adding +2 to the Threat Range and multiplying critical damage by two. The option doubles the cost of a ranged weapon.

Grob Guns

Grob Handgun: This is a basic plasma discharger pistol. It feeds off the same power supply as the sliver generator, which acts as a sliver knife. Neither is especially powerful in combat.

Grob Pistol: A longer ranged version of the handgun, this one is only given to the higher ranking members of a given tribe. Ornate versions are sometimes offered as gifts.

Grob Burstergun: This weapon falls midway between a conventional rifle and a shotgun. It's powerful yet long-ranged, albeit it carries little ammunition.

Grob Repeating Burster: A machinegun-like plasma discharger. It can be used to lay down suppressive fire, though like the previous weapon it suffers from a small ammunition supply. Many Grob raiders carry this weapon, and it's sold to small empires (humans or otherwise) on the galactic fringes.

Grob Swordgun: A ceremonial weapon more than a practical one, this device combines a lightweight repeating burster with a ceramic sword/sliver combo, along with a large amount of ammunition. It's supposed to be held vertically at all times, and the ammunition belt makes it a poor melee weapon.

Grob Chaingun: This is the preferred Grob trooper weapon. It consists of a high-speed chaingun coupled to a large ammunition drum that is worn like a backpack. It fires small high-velocity, high-impact shells drawn through the ammo feed by a small motor and chain arrangement.

Grob Repeating Plasma Gun: The largest personal weapon seen among the Grob tribes, this one is reserved for the biggest, meanest of their troopers — which, given the Grob physiology, doesn't amount to much.

Grob Swordgun
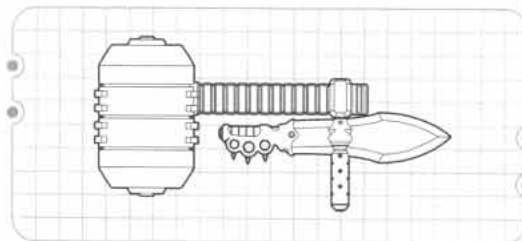
Silhouette CORE:

Acc. 0, DM x15, BR 10m, ROF +1, Ammo 100, Wt 4.5

Open Gaming Stats

Dam. 1d12, Crit. x3, RI 40m, Piercing

Grob Chaingun
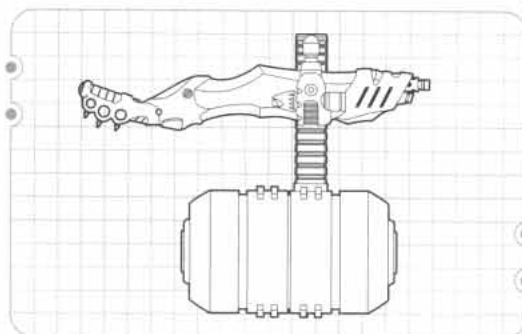
Silhouette CORE:

Acc. 0, DM x25, BR 15m, ROF +2, Ammo 100, Wt 4

Open Gaming Stats

Dam. 1d12+2, Crit. x3, RI 40m, Piercing

Grob Repeating Plasma Gun
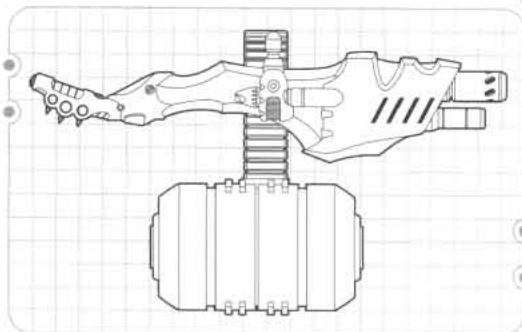
Silhouette CORE:

Acc. 0, DM x25, BR 20m, ROF +2, Ammo 100, Wt 5

Open Gaming Stats

Dam. 2d8, Crit. x3, RI 50m, Plasma

Grenades ▼

Grenades are small, explosive weapons which are either thrown or shot at their target. Although a lot of variations exist, most of them fall in a few definite categories as detailed below. Most grenades are marble-sized and weight about 0.1 kg; more primitive types work the same but weight around 1 kg.

Most grenades do more than simple concussion damage (fragmentation, incendiary, gas); the secondary Damage Multiplier indicates the power of this secondary attack, while the weapon's description explains the nature and game mechanics related to this additional damage.

Concussion Grenades are simply explosive charges encased in a plastic casing, which is vaporised by the explosion. This is considered an "offensive" grenade, because it can be thrown further than the explosion radius.

Fragmentation Grenades do additional damage by scattering small shards of metal, polymer or ceramic over a wide area. Anyone caught in the secondary area of effect takes the result of one die multiplied by the secondary Damage Multiplier.

Incendiary Grenades carry an additional charge of plasma or high-burning chemicals. Fire damage is applied to anyone within the secondary area of effect, with an intensenty equal to the secondary Damage Multiplier.

Flash Grenades disable targets with a very bright flash and loud bang. Anyone inside the secondary area of effect must make a Health roll against a Threshold equal to half the secondary area of effect, minus the distance to the point of impact. For example, a character twelve meters away would have to roll against a Threshold of [30-12]/2, or 9. A failed roll incapacitates (-4 to all actions) for a number of rounds equal to the Margin of Failure.

Gas Grenades subject everyone within the secondary radius to the effects of a particular gas, which is treated like a drug or toxin.

Tear gas incapacitates by attacking the victim's respiratory system and mucous membranes (eyes, nose and mouth). A Health test is made against the gas' Potency (usually between 6 and 10); a Margin of Failure between 1 and 4 means an equivalent negative action modifier due to pain and blurred vision; this penalty will lessen by 1 for every minute spent outside of the gas. A MoF between 5 and 9 will incur a -4 action penalty, which will lessen by 1 every *hour* removed from the gas. A MoF of 10 or more will, in addition to the other effects, cause damage to the character as a fatal toxin of a Potency seven points lower than the Potency of the tear gas; a fumble is equal to a Margin of Failure of 9.

Nerve gas grenades dissipate a fatal toxin gas in their area of effect, of a Potency usually situated between 7 and 15. Treat all targets in the secondary area of effect as being subjected to the toxin's effect.

Grenades ▼

TYPE	ACC	DM	RANGE*	ROF	AREA**	COST
Concussion	0	30	Throw	0	9	12
Fragmentation	0	26/14	Throw	0	8/30	10
Incendiary	0	24/8	Throw	0	8/12	12
Flash	0	8/flash	Throw	0	3/30	8
Tear Gas	0	5/gas	Throw	0	2/15	8
Nerve Gas	0	5/gas	Throw	0	2/15	15

*"Throw" means the weapon can be thrown using the Throw Skill or loaded in a grenade launcher;

**Area indicates the radius in meters of the particular grenade's area of effect. The first number is the primary area of effect, used for concussion damage; the second number, if any, determines the secondary area of effect.
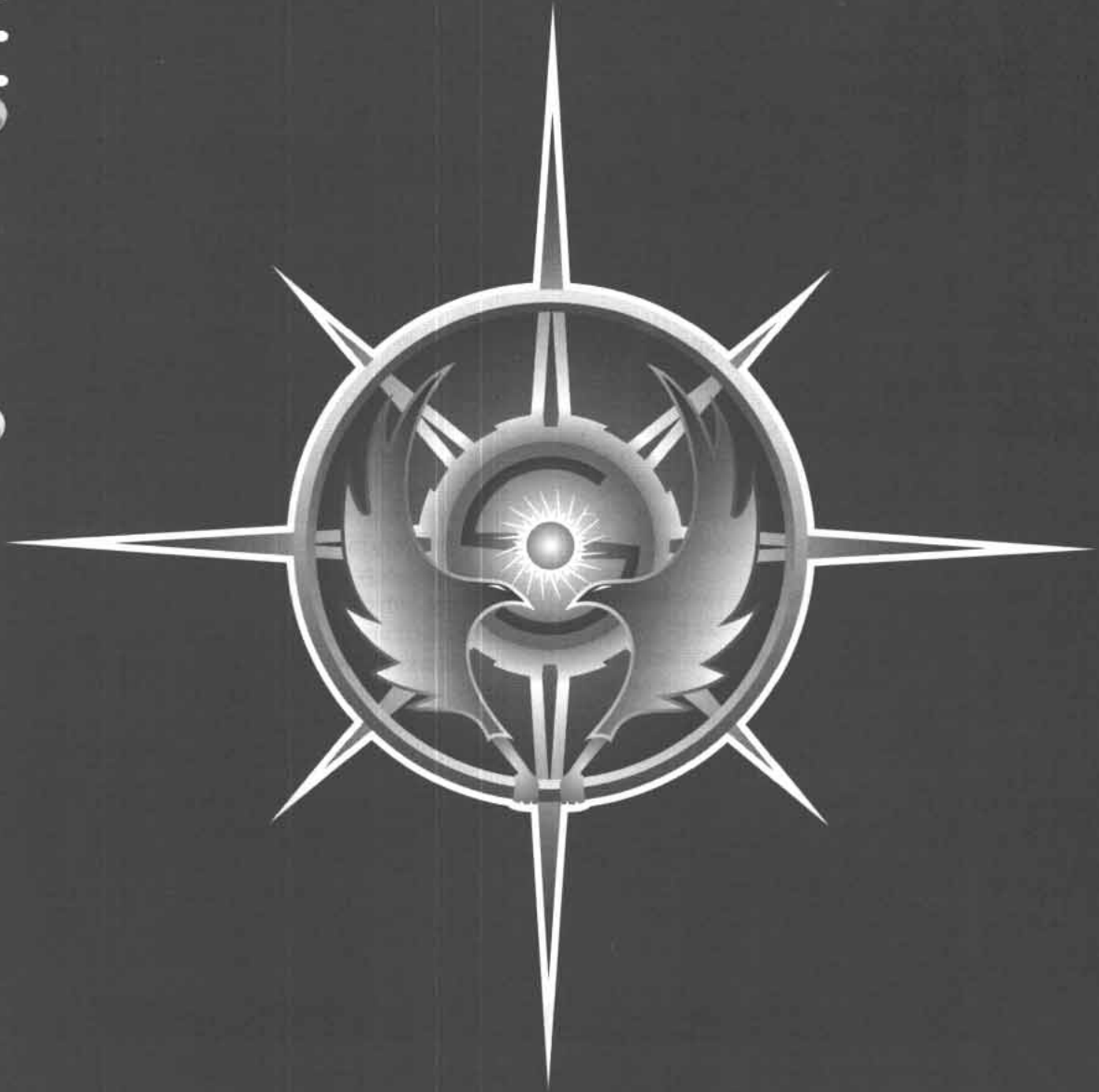
CHAPTER 4:
Spacecraft of the Galaxies

Introduction

Numerous starships ply the spacelanes among the spacefaring civilizations, but even their untold numbers represent little across the vast distances of galactic space. Fleets composed of thousands of vessels are thrown against one another for possession of an important star system, or to destroy the homebase of an ancestral enemy. Even larger fleets are mustered out by whole sectors when the threat of a D'vor artifact fleet looms on the horizon.

Features

Most of the ship designs in existence have one thing in common, their large size. Even the smaller interplanetary shuttle tend to stretch for hundreds of meters, while the battlecraft of the stellar fleets are often several kilometers long. This immense bulk is required to house the massive field generators and powerplants required for rapid interstellar flight. The inside of the hulls are packed tight with high energy systems and the shielding required to contain their output. Many of the drive and control devices are so complex, they are essentially solid state devices that cannot be repaired and must be replaced as a whole. Access tunnels and corridors allow the crew to reach the rest.

The incredible mass of such craft would be nearly impossible to move were it not for their advanced drive technology. These take hold on the nearby dimensions of the universe, with excess energy being bled through as light and heat; conventional rockets could never move them. Some of the more advanced races use even stranger types of drive, which have no output at all and can move considerable masses (experts estimate that at least one-third of Fractal's total mass is taken up by its propulsion systems, based on external vents and other surface features).

INTRUSION

Origins

Starships are assembled in vast shipyards that are usually located near a ready source of the exotic materials required in their construction. Some will be located among dense asteroid groups, others orbit gas giants to mine their gases and complex polymerized suspended fluids, and others still will risk the dangerous company of a black hole or rapidly rotating neutron stars to feed off their energy and collapsed matters.

Though anyone can request the local autofacs to build them a ship, they will need enough credits (see the **CORE Command Player's Handbook** to warrant jumping to the front of the queue.
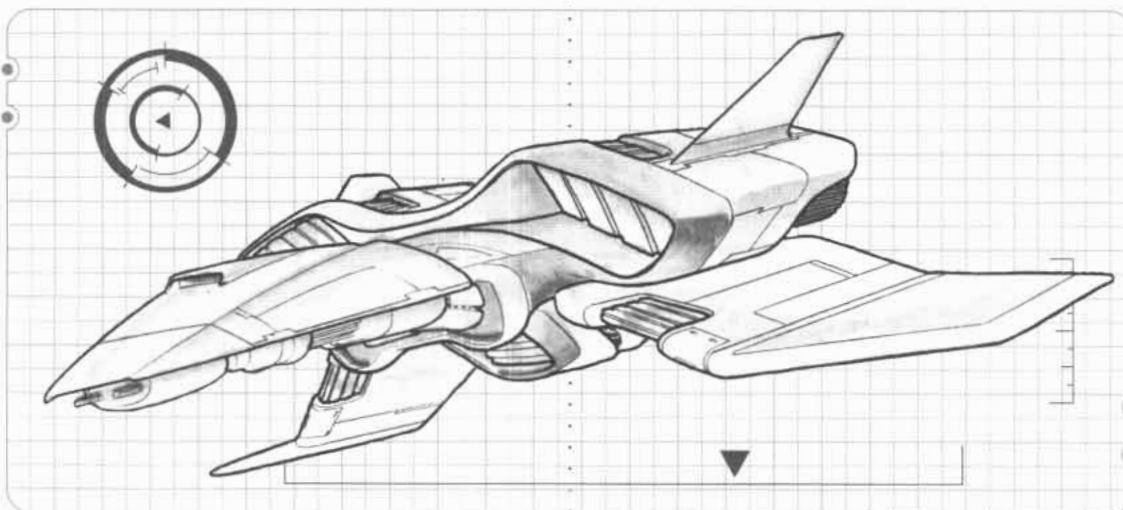
• Description ▼

The Fighters used by the Seven Homeworlds are a common sight on, near and between all Human worlds. They are mass-produced for sale to civilians, adventurers and the military, with few variations or deviations from a design template that has been steadily refined over the entire history of the Seven Homeworlds. Fighter-piloting skills are extremely common among Humans; even civilians with no need for combat training know how to pilot Fighters and activate their AI-controlled weapons systems, just in case. The basic Human Fighter is a single-pilot craft less than two hundred meters long and capable of only limited faster-than-light travel. It is the ship of choice for couriers, scouts, racers, prospectors, and anyone who doesn't have enough money for a better ship. The Fighter emphasizes speed over armor and stealth over firepower; its weapons complement is more of a deterrent than a threat, and the fact that most of its guns can be brought to bear on the rear is a telling sign. Even military-grade fighters do not carry much more than the standard civilian weapons loadout; the chassis simply cannot handle many extra weapons without making unacceptable sacrifices to vital stealth and evasive profiles.

A Fighter's crew accommodations include sleeping quarters, living space and limited food storage and recycling equipment. The facilities are decidedly luxurious for a single pilot, but most civilian and freelance Fighters have crews of three or four (the upper limit of the Fighter's life support capacity), and military Fighters often carry combat robots or backup pilots. With a maximum load of four Human-sized crewmembers, a Fighter's interior is cramped but still quite livable. It is not uncommon for small groups of adventurers or mercenaries to live permanently out of their Fighters, using them as mobile apartments when between jobs.

Fighters are controlled by artificial intelligences much like the ones in capital ships, but with far fewer capabilities. Their apparent intelligence, sentience and creativity are quite human; the differences lie in the fighter AIs' reduced capacity for multitasking, complex calculations, predictive reasoning, and high-level organization and innovation. Fighter AIs are also possessed of nearly human variability in personality characteristics, whereas capital ship AIs of a given class tend to take on similar traits; centuries of near-immortality and accumulated knowledge have the effect of eliminating most traces of uncertainty, wonder, and emotional attachment, thus removing the random influences that produce the endless variety seen in younger AIs or lifeforms.

Silhouette CORE Game Stats

Size:	10 (Large, Long, 175 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 30/60
FTL:	1000 C, 1000 LY, 6-second activation
Maneuver:	+1
Armor:	23/46/69
*Miscellaneous Threat Value (MTV)	
Crew:	Living 1; Computer 1 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (0/20 km, Satellite Uplink); Features: Accommodations (100 m^3, luxury), Cargo Bay (500 m^3), Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (2 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +1/5km, ECCM +1/5 km); Reinforced Systems (Crew); 2 x Sensors (+1/10 km); Stealth (rating 2)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Rail Repeaters	FF	0	x5	10	+2	Armor-Piercing	1000
Laser Emitters	Rr	+1	x5	5	0	Wide-angle (180)	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 175 m)
Hit Points:	100
Occupancy:	1 Crew, 3 Passengers, 10 tons cargo
Armor Hardness:	23
Defense:	10
Speed:	Air 1800 kph, FTL 1000C
Tactical Speed:	Air 2880 m
Initiative:	0

Maneuver:	0

Special Abilities:Communications (All Types, Interplanetary, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +2), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 5km), Stabilization Gear; Stealth (All, +2).

Exotic Abilities: Artificial Intelligence (Full, Dex 12, Int 12, Wis 12, Cha 4), Force Field (60 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Rail Repeaters	5d12	Projectile	S	5000 km	1000	Armor-Piercing	Arc (Fixed Front)
Laser Emitters	5d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (Rr)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Striker is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• Fighter-Bomber
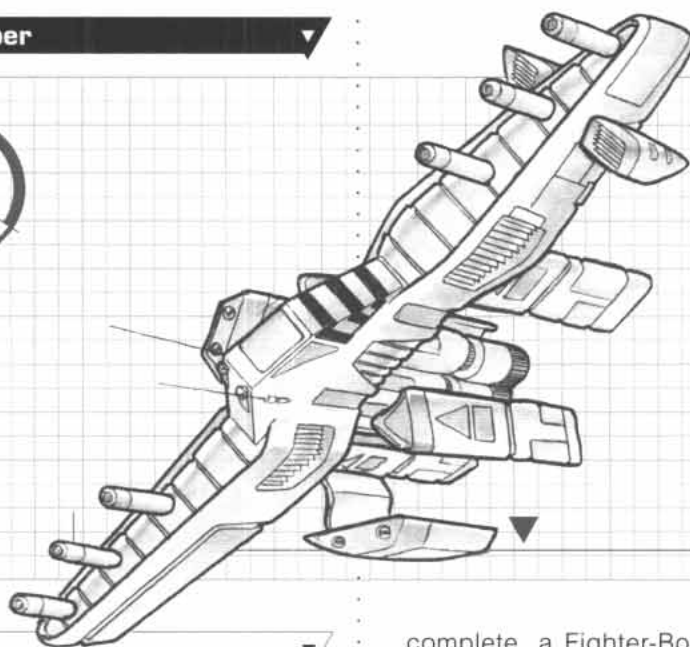
• Description

The Fighter-Bomber-class ship is the bigger, meaner brother of the basic Fighter-class vessel. Built with more of a focus on combat than the Fighter, the Fighter-Bomber is predominantly a military or mercenary vehicle, with relatively few civilian owner-operators; whereas any casual space traveler may occasionally need some light weapons to drive off pirates or destroy dangerous debris, there is seldom any need for a weapons array the size of the Fighter-Bomber's unless one is actively looking for a fight.

Indeed, the Fighter-Bomber's most prominent features are its weapons; most of the craft's leading edges bristle with gun muzzles, and bundles of bombs, missiles, and other ordnance can be mounted to a multitude of external hardpoints. In addition to the visible weapons complement are several large internal payload bays. The internal armament usually includes both anti-fighter and anti-ship weapons, and can also be modified for bombardment, minelaying, or even troop-insertion roles.

A Fighter-Bomber's crew accommodations are only marginally larger than those of a Fighter; its maximum crew capacity is five Human-sized lifeforms. Unlike Fighters, which are designed for missions that take weeks to complete, a Fighter-Bomber's job is often completed a matter of hours after launch, making large, homey living accommodations largely unnecessary. Some Fighter-Bombers, especially those used by adventurers and freelancers, do need to be used as long-term living spaces; these ships are usually converted to trade some internal payload bay space for some extra living space.

Fighter-Bomber AIs are roughly equivalent to standard Fighter AIs; the increase in hull size does not translate into the transition from sentience to hypersentience (the super-developed deductive, creative, and mnemonic abilities possessed by truly massive and old AIs) until a ship's AI reaches the size and complexity of a ship several kilometers in length. As a result, Fighter-Bombers are still perceived as "Human" by their living crew, able to feel "normal" emotions and provide a lively debate or conversation without having the impressive)but ultimately frightening or boring) ability to simply predict the exchange's outcome based on previous experiences. While hypersentient AIs are fully capable of simulating "lesser" intelligence, Humans tend to feel more comfortable around Fighter AIs, which they know are not "faking it." As a result, Fighter pilots tend to form strong bonds with their assigned craft, and are often as affected by their ship's injuries or destruction as they would be for a living friend or family member.

Silhouette CORE Game Stats

Size:	12 (Large, Tall, 200 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 15/30
FTL:	1000 C, 1000 LY, 6-second activation
Maneuver:	0
Armor:	27/54/81
*Miscellaneous Threat Value (MTV)	
Crew:	Living 1; Computer 1 (Sentient, Level 2)
Deployment Range:	250 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (0/20 km, Satellite Uplink); Features: Accommodations (120 m^3, luxury), Cargo Bay (2 x 250 m^3), Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (2 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +1/5km, ECCM +1/5 km); Reinforced Systems (Crew); 2 x Sensors (+1/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Heavy Rail Repeaters	FF	0	x15	10	+4	Armor-Piercing	10,000
Laser Emitters	F	+1	x5	5	0	Wide-angle (180)	Unl.
Positron Missiles	F	0	x30	8	0	Guided, Missile, Hardpoint	4
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Tall, 200 m)
Hit Points:	120
Occupancy:	1 Crew, 4 Passengers, 10 tons cargo
Armor Hardness:	27
Defense:	7
Speed:	Air 900 kph, FTL 1000C
Tactical Speed:	Air 1440 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +2), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Sick Bay, Workshop), Sensors (All Types, Global, 5 km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 12, Int 12, Wis 12, Cha 4), Force Field (60 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Hvy. Rail Repeaters	7d12	Projectile	A	5000 km	10,000	Armor-Piercing	Arc (Fixed Front)
Laser Emitters	5d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (F)
Positron Missiles	10d8	Blast	S	4000 km	4	Guided (all)	Arc (F)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Fighter-Bomber is 20 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 20 millions km.

• Frigate

CHAPTER 4
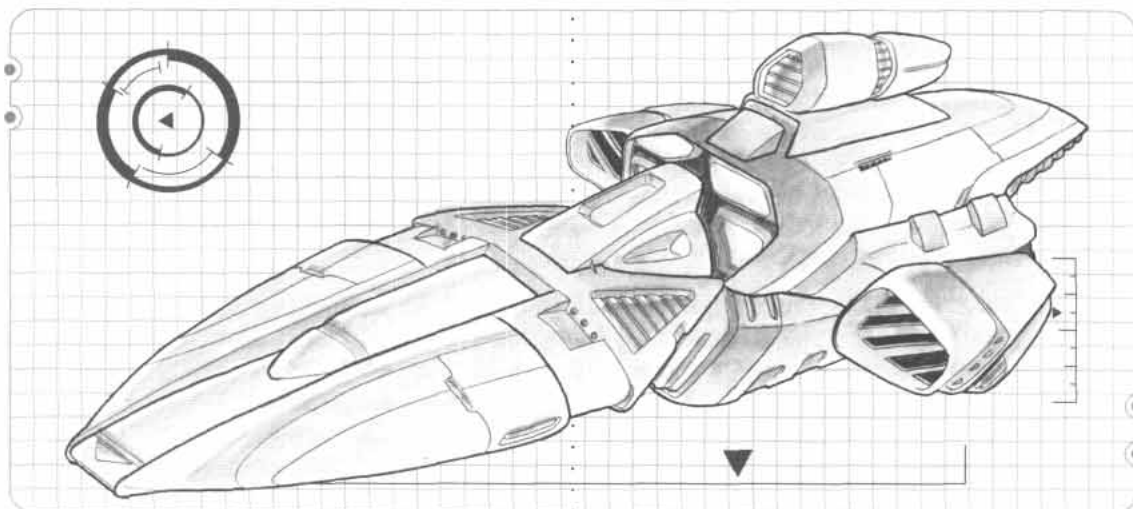
• Description

The Frigate-class warship is the smallest of the Human capital ship classes. It is a fast, nimble vessel with a small crew, oversized engines and a solid, compact hull. Mass produced in vast numbers by all of the Seven Homeworlds, the Frigate lacks any of the specialized modularity or customizability of larger, rarer ships, and is meant to fulfill a variety of roles adequately, if not outstandingly. A Frigate carries a small complement of fighters, a few transport shuttles, one or two platoons of marines or combat robots, versatile sensors, and a weapons loadout consisting of common, easily repaired energy cannon and slugthrowers. Frigates are superb scouts, picket ships, minesweepers, rescue ships, and patrol vessels. They are commonly used as exploration vessels in areas where a Cruiser's abilities are deemed unnecessary. They can perform well in fleet actions, but tend to be the first and most frequent casualties. When Cruiser-class firepower is being thrown around, a Frigate's best survival option is to run; if that option is not available (as when the Frigate must hold a formation or defend a position), the Frigate's mediocre armor and shielding afford it scant protection. In groups, however, Frigates can mass enough firepower to threaten much larger ships, such that they are seldom ignored on the battlefield.

Like all Human warships, Frigates are controlled by powerful, self-aware AI systems; in essence, the whole ship is one huge robotic entity. Being the smallest (and most often, youngest) AIs in the fleet, Frigates are often possessed of an almost manic enthusiasm and need to prove themselves. Outside of combat, they can usually be found clustering together to trade stories and gossip, or pestering Destroyers or Cruisers for wisdom, errand-running jobs or (in the case of more obnoxious Frigates) any kind of attention whatsoever.

In battle, Frigates tend to begin the fight with unrestrained fervor that quickly wanes if victory is not readily apparent. A Frigate's human crew must maintain careful and constant control in order to moderate the Frigate AI's impulses; this makes Frigates an unpopular but necessary posting for human crewmembers and officers. In particular, aspiring captains and senior officers are almost always assigned to Frigates; once an officer can handle a Frigate AI, they are generally considered worthy to continue on the path toward commanding a ship with an older, more stable (and correspondingly more stubborn and arrogant) AI.

Silhouette CORE Game Stats

Size:	120 (Large, Long, 2000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 12/24
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	0
Armor:	150/300/450
*Miscellaneous Threat Value (MTV)	
Crew:	Living 12; Computer 4 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (1600 m^3, luxury), Cargo Bay (5000 m^3), Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (12 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Heavy Rail Repeaters	FF	0	x15	10	+4	Armor-Piercing	Unl.
Plasma Emitters	L	0	x10	5	+1	Wide-angle (180)	Unl.
Plasma Emitters	R	0	x10	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x12	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 2000 m)
Hit Points:	350
Occupancy:	12 Crew, 24 Passengers, 5000 tons cargo
Armor Hardness:	60
Defense:	7
Speed:	Air 720 kph, FTL 10,000C
Tactical Speed:	Air 1152 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 14, Int 14, Wis 10, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Hvy. Rail Repeaters	7d12	Projectile	A	5000 km	10,000	Armor-Piercing	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Frigate is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

Destroyer
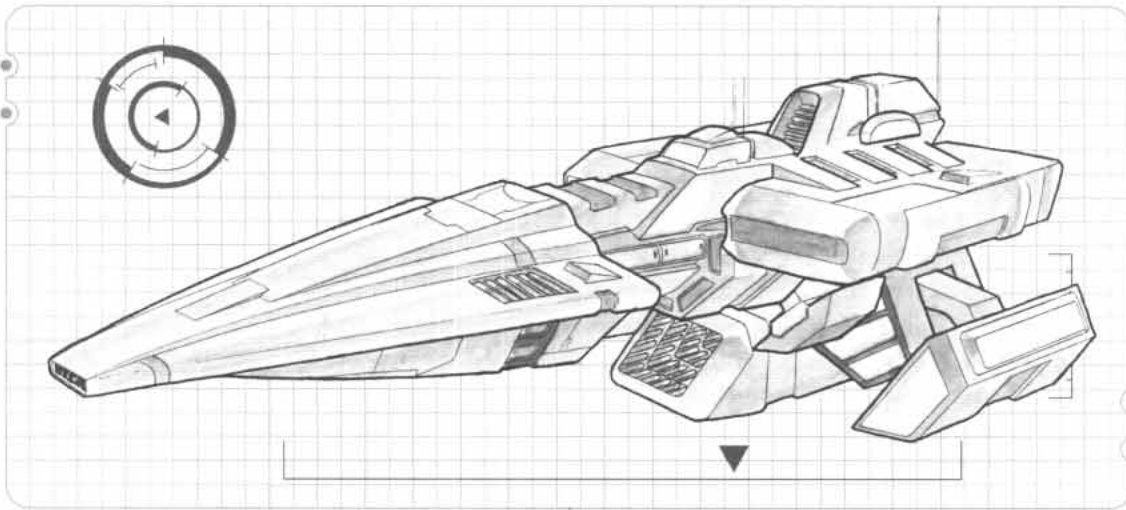
Description

The workhorses of the Human fleets, Destroyers are sturdy, simple vessels with a highly modular design that enables these ships to function effectively in a variety of roles. The Destroyer's impressive four-kilometer length belies its relatively humble capabilities; much of the space and structure is left available for modular equipment and ease of repair. Destroyers are thus very hardy in a strategic sense, in that even though they may get crippled in battle faster than a more solidly-built ship of similar size, they are easily and quickly brought back up to full fighting shape once they get to a repair facility. It is common to see Destroyers with one or more gaping holes, where a shipyard simply sealed off one destroyed section and then attached the replacement section to a different part of the ship.

Destroyers have some limited self-repair and upgrade capabilities, but they require a dock or shipyard in order to effectively switch out their equipment modules. When such facilities are available, though, Destroyers have unmatched versatility. An anti-fighter ship can be converted to a troop transport, fighter carrier, or planetary bombardment vessel in a matter of days, sometimes hours. Unloaded Destroyers are small and light enough to serve

as heavily armored couriers, whereas an overloaded Destroyer can, in a pinch, serve the same role as a Cruiser, albeit with far less survivability.

Destroyers are also commonly used to ferry dignitaries and other VIPs. They are common enough to be readily available close to civilized worlds (unlike Cruisers, which are often far afield), but can also be quickly reconfigured to sport luxury accommodations and opulent meeting and entertainment facilities. VIP transports are also usually fitted with improved engines and stealth equipment, so as to better flee than fight.

Destroyer AIs tend to fall into one of two groups. Those in the first group tend to be grim and plodding personalities, longtime veterans long used to the various tasks they are asked to perform and uninterested in anything more than doing their jobs and then possibly retiring in some far-off century. The other group is smaller, and consists of those AIs who regard the variety and versatility of being a Destroyer a stepping stone toward the true self-sufficiency that comes of being a Cruiser-class ship. These AIs are enthusiastic about every new mission, and regard the cause of Humanity and the Tranz to be a noble cause worth dying for.

• Silhouette CORE Game Stats

Size:	200 (Large, Long, 4000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL:10,000 C, 10,000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	-1
Armor:	220/440/660
*Miscellaneous Threat Value (MTV)	
Crew:	Living 72; Computer 8 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 3 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (2400 m^3, luxury), Cargo Bay (10,000 m^3), Easy to Modify (All), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (24 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 3 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Heavy Rail Repeaters	FF	0	x15	10	+4	Armor-Piercing	Unl.
Heavy Rail Repeaters	FRr	0	x15	10	+4	Armor-Piercing	Unl.
Positron Missiles	F	0	x30	8	0	Guided, Missile, Hardpoint	60
Plasma Emitters	L	0	x10	5	+1	Wide-angle (180)	Unl.
Plasma Emitters	R	0	x10	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x12	Melee	0	Shield (Energy, All), Defensive	Unl.

• Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 4000 m)
Hit Points:	550
Occupancy: 72 Crew, 24 Passengers, 10,000 tons cargo	
Armor Hardness:	60
Defense:	5
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 960 m
Initiative:	-3

Maneuver:	-3

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 10km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 14, Int 14, Wis 14, Cha 4), Force Field (80 hp), Self-Repair.

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Hvy. Rail Repeaters	7d12	Projectile	A	5000 km	10,000	Armor-Piercing	Arc (Fixed Front)
Hvy. Rail Repeaters	7d12	Projectile	A	5000 km	10,000	Armor-Piercing	Arc (Fixed Rear)
Positron Missile Battery	10d8	Blast	S	4000 km	60	Guided (all)	Arc (F)
Plasma Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Arc (L) Stream, Unlimited Shots	
Plasma Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Arc (R) Stream, Unlimited Shots	

• Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Destroyer is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.
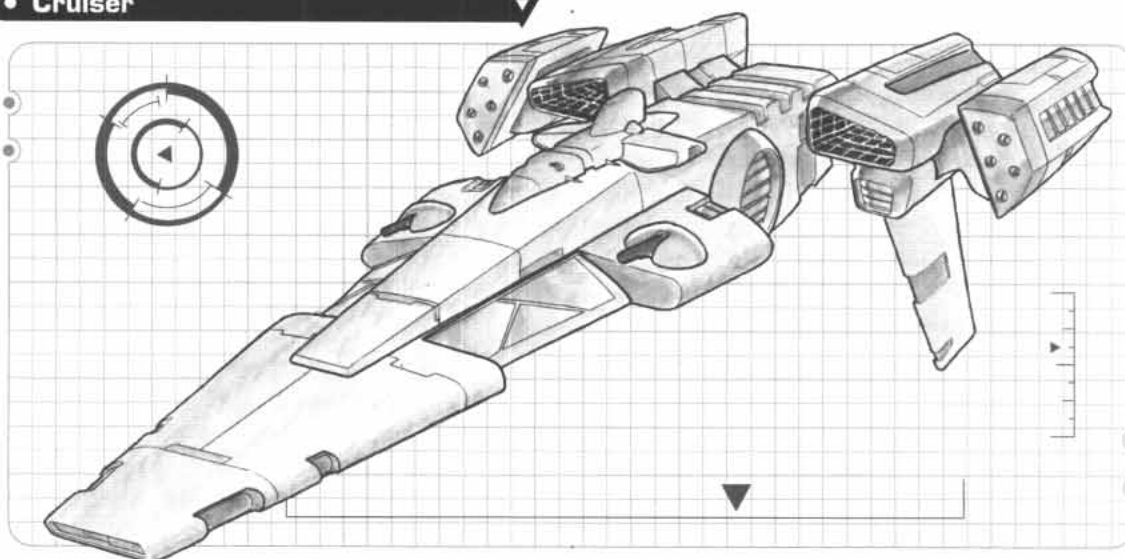
• Description

The largest warships commonly seen in Human fleets, Cruisers are a feared sight for any enemy. Although their sheer size limits their maneuverability, their shields, armor and active defenses are virtually impregnable, and their weapons can crack a planet or swat thousands of fighters from space. Between seven and ten kilometers in length, Cruisers carry a crew complement of thousands, and enough fighters and smaller combat craft to overwhelm most small flotillas. These ships are so big that they can mount in turrets weapons that smaller ships have to mount spinally.

Cruisers are nearly self-sufficient, equipped with onboard factories, recycling plants and production facilities that can sustain its crew, repair damage and even design and build new upgrades. A complement of mining vehicles and ore shuttles enables the ship to gather any resources it needs for these tasks. It has been remarked that a lone Cruiser could, if it had to, seed a planet with Human life and raise it to the Industrial Age in a matter of decades.

The AIs that control Cruisers are, with very few exceptions, ancient and wise, with the accumulated knowledge and experience of hundreds (if not thousands) of lifetimes stored in their building-sized memory banks. Many

Cruiser-class vessels started out as smaller ships that have only reached their current size and power after centuries of modifications and upgrades. Other Cruiser hulls are much newer than their controlling AIs; experienced Frigate and Destroyer AIs are valuable commodities that often outlive their original hulls to be transplanted into newer, mightier bodies.

No two Cruisers are alike; each ship controls its development (with the advice of whatever Humans happen to be its crew in a given decade) based on the needs of its environment and potential enemies. As a result, Cruisers are always in a state of flux, with old weapons, defenses and equipment being dismantled for parts as new or different ones are brought online. Although the variations are numberless, one can always be certain that a Cruiser will always have the best weapons, engines, defenses and equipment for whatever challenge it is about to face.

Newer Cruisers are sometimes constructed using younger AIs, either out of necessity or budgetary restrictions; while such vessels have all the firepower and defensive capability of any other Cruiser, they lack a certain finesse and coordination when in battle, and are seldom capable of the intricate strategies and self-improvement cycles that are second nature to the "Old Creakers."

Silhouette CORE Game Stats

Size:	5 (Gigantic, Long, 8 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 8/16
FTL:10,000 C, 10,000 LY, 30-second activation (Multiplier x4096)	
Maneuver:	-4
Armor:	14/28/42
*Miscellaneous Threat Value (MTV)	
Crew:	Living 32; Computer 6 (Sentient 5)
Deployment Range:	5000 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support, Mining Equipment (Light); 4 x Communications (+2/100 km, Satellite Uplink); Features: Accommodations (7500 m^3, luxury), Cargo Bay (6000 m^3), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bays (24 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +3/10km, ECCM +3/10 km); Reinforced Systems (Crew); 4 x Sensors (+3/20 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Spinal Railgun	FF	0	x22	10	0	Armor-Piercing	Unl.
2 x Heavy Rail Turret	L/R	0	x15	10	+1	Armor-Piercing	10,000
2 x Laser Emitters	L/R	0	x5	5	0	Wide-angle (180)	Unl.
2 x Plasma Emitters	L/R	0	x10	5	0	Wide-angle (180)	Unl.
Hvy. Missiles	F	0	x5	8	0	Guided, Missile, Hardpoint	260

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 8 km)
Hit Points:	280
Occupancy:	32 Crew, 5000 tons cargo
Armor Hardness:	17
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 1000 m
Initiative:	-4

Maneuver:	-4

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +6), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab +2, Sick Bay, Workshop +2), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 16, Cha 12), Force Field (120 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Spinal Railgun	8d12	Projectile	S	5000 km	Unl.	Armor-Piercing, Unlimited Shots	Arc (Fixed Front)
2 x Hvy. Rail Turret	5d12	Projectile	S	5000 km	10,000	Armor-Piercing	Arc (L/R)
2 x Plasma Emitters	4d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L/R)
2 x Laser Emitters	8d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L/R)
Hvy. Missiles	1d8	Blast	S	4000 km	260	Guided (all)	Arc (F)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the base vehicle stats.

• Kom'Sov Class-H Vessel
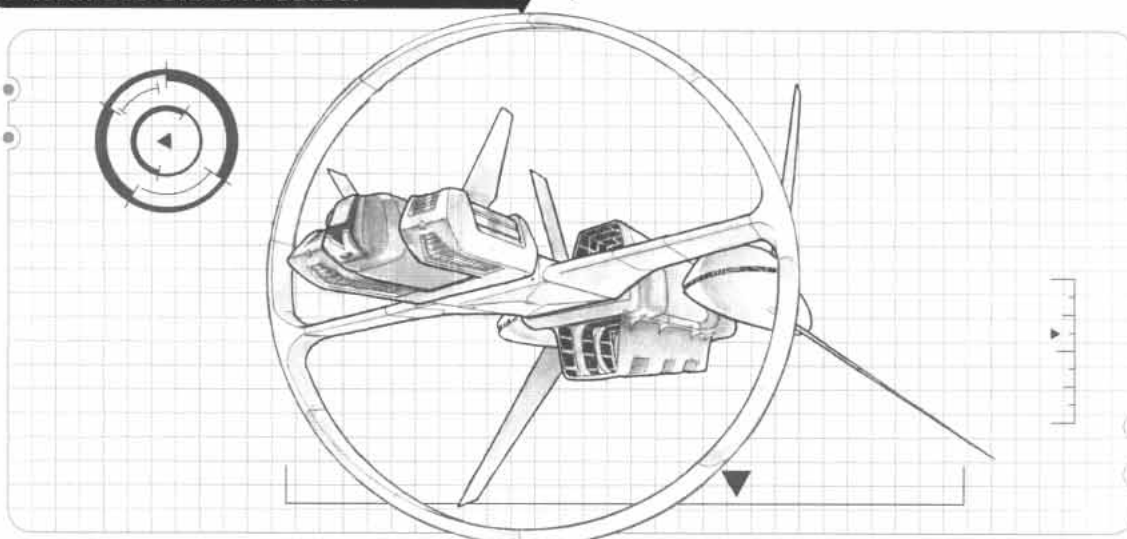
• Description

Unlike Humans, who find it difficult to completely dissociate aesthetics from the design of war machinery, the insectoid Kom'Sov are naturally efficient and focused on the functional. Kom'Soy warships are often considered attractive by other races, but this is through no intent of the Kom'Sov themselves. Each sweeping FTL ring, every delicate fin, and every aggressive-looking sharp edge is there simply because it was the best place to put it, or because it was the most effective method of building the ship.

All this dedication to efficiency does not, however, produce a vessel that is significantly more potent than the more variable and customizable Human ships. The Class-H is a perfect example of the strengths and weaknesses of Kom'Sov ship design.

The distinctive Kom'Sov FTL waveguide ring provides fast and fuel-efficient movement through deep subdimensions of the universe; while the ring may seem vulnerable, it is quite difficult to hit due to the gravity-warping effect that surrounds the waveguide. The Class-H also carries an impressive fighter complement for a ship so small; much of its prominent antenna array is dedicated toward command and control of all Kom'Sov fighters (not merely its own) in its

sphere of influence. Several Class-H ships traveling in a widely spread formation can effectively coordinate the entire squadron's fighter operations over a vast area of space.

On the other hand, despite the ship's impressive array of anti-fighter turrets and missile bays, its anti-ship weaponry is nearly nonexistent, and its armor and active defenses are substandard. The standard Class-H AI is also rather dull compared to Human-built Frigate AIs. Despite these weaknesses, though, the fact that Class-H can be manufactured in less than half the time it takes to build a Human Frigate means that even if the Human ship would always win in a one-on-one confrontation, such good odds are seldom likely. Indeed, the main function of the Class-H is to escort the larger Class-K anti-ship vessels, which can make short work of most any single Human warship.

While there are always rumors of gargantuan Kom'Sov ships, grown large and powerful through self-initiated upgrades outside the approval of their insectoid masters, the likelihood of the existence of such vessels in any significant number is exceedingly low. Indeed, when faced with the known reality of million-strong fleets of Class-H and Class-K ships, the potential threat of a few Kom'Sov dreadnoughts is positively trivial.

Silhouette CORE Game Stats

Size:		60 (Large, Long, 1000 m)
*Defensive Threat Value (DTV)		
Movement:		Flight 12/24
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)		
Maneuver:		0
Armor:		120/240/360
*Miscellaneous Threat Value (MTV)		
Crew:	Living 12; Computer 8 (Sentient, Level 2)	
Deployment Range:		500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (2000 m^3, basics), Cargo Bay (10,000 m^3), Fire Resistant, Laboratory (Leadership +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (12 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
2 x Flak Turrets	L/R	0	x13	3	+3	Wide-angle (180)	Unl.
Hvy. Missiles	F	0	x5	8	0	Guided, Missile, Hardpoint	260
Force Screen	T	0	x8	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:		Vehicle
Size:	Colossal (Large, Long, 1000 m)	
Hit Points:		200
Occupancy: 12 Crew, 24 Passengers, 10,000 tons cargo		
Armor Hardness:		60
Defense:		7
Speed:	Air 720 kph, FTL 10,000C	
Tactical Speed:		Air 1152 m
Initiative:		-3

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Force Field (60 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
2 x Flak Turrets	10d4	Projectile	A	1500 km	Unl.	Stream, Unlimited Shots	Arc (L/R)
Hvy. Missiles	1d8	Blast	S	4000 km	260	Guided (all)	Arc (F)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Class-H is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

Kom'Sov Class-K Vessel
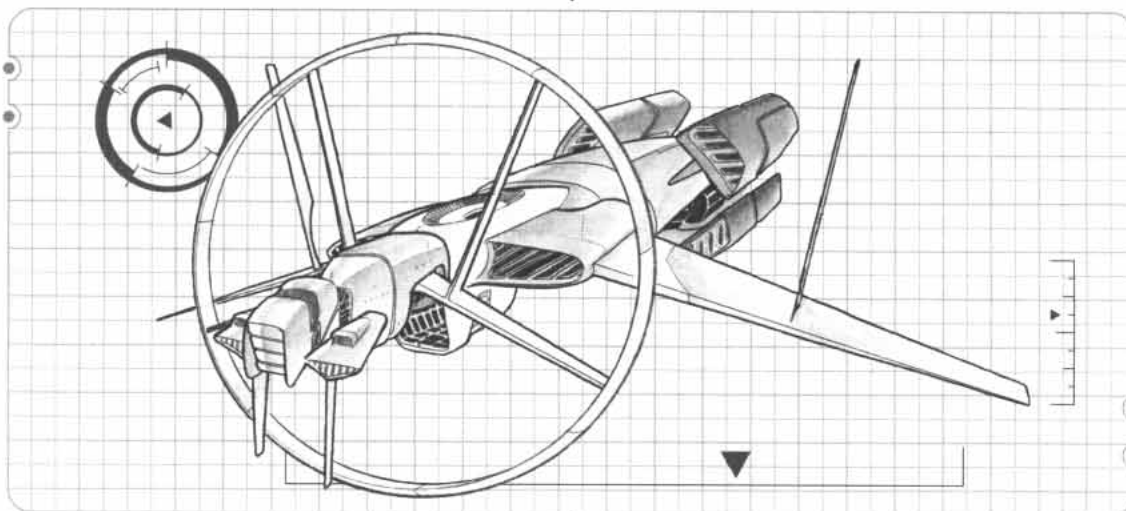
Description

Due to the mass-production and resultant disposability of Kom'Sov ships, very few such vessels remain operational long enough to grow to Cruiser-class size. Also hindering the development of Kom'Sov Cruisers is that race's dislike for modifications and upgrades; for the Kom'Sov, building more ships of known quality and effectiveness is a far better use of resources than making unpredictable and potentially wasteful upgrades to a ship that is already quite useful in its current form. Lacking the sentimentality of Humans toward their ships (which is one of the main driving forces behind the Human tendency to continually "spruce up" their fleet elements), the Kom'Sov are content to simply give experienced AIs increasingly dangerous assignments in increasing frequency until the ship is destroyed and needs to be replaced with a new one.

As a result of this doctrine, the Class-K is the largest Kom'Sov warship commonly seen, and only a few known examples are larger by even a small amount. The Class-K is approximately equal to a Human Destroyer-class ship in size and power, but its AI is, on average, less experienced and creative than its Human-built equivalent. There seems to be about one Class-K ship for every five or six Class-H ships in the Kom'Sov fleets.

As might be expected for a Kom'Sov ship design, all Class-K ships are very similar, with very little variation between ships. The sublight and FTL drives are more than twice the size of those found on Class-H ships, allowing the Class-K to keep pace with its smaller cousins; it is important to the Kom'Sov that their fleet formations are able to all move at maximum speed and still stay together for maximum efficiency.

Since the Kom'Sov do not use larger vessels in combat, the Class-K must be equipped to damage or destroy targets much larger than itself; its spinal weapons make up much of its armament, and can generate a volume of fire nearly equal to that of a Human Cruiser's main gun. The price of this massive anti-warship battery is a decidedly substandard secondary and anti-fighter loadout; even a small group of fighters can be a threat to an unescorted Class-K, whose formidable forward battery cannot hope to track small, nimble targets. Class-K ships are thus almost always escorted by a bevy of Class-H and smaller vessels whose task is to protect these shipkillers from fighters and strike craft.

• Silhouette CORE Game Stats

Size:	60 (Large, Long, 2500 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	-1
Armor:	160/320/480
*Miscellaneous Threat Value (MTV)	
Crew:	Living 16; Computer 12 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 3 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (3000 m^3, basics), Cargo Bay (12,000 m^3), Fire Resistant, Laboratory (Leadership +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (12 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 3 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
4 x Flak Turrets	L/R	0	x13	3	+3	Wide-angle (180)	Unl.
Hvy. Missiles	F	0	x5	8	0	Guided, Missile, Hardpoint	300
Force Screen	T	0	x12	Melee	0	Shield (Energy, All), Defensive	Unl.

• Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 2500 m)
Hit Points:	310
Occupancy: 16 Crew, 24 Passengers, 12,000 tons cargo	
Armor Hardness:	60
Defense:	5
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 960 m
Initiative:	-4

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Force Field (90 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
4 x Flak Turrets	10d4	Projectile	A	1500 km	Unl.	Stream, Unlimited Shots	Arc (L/R)
Hvy. Missiles	1d8	Blast	S	4000 km	300	Guided (all)	Arc (F)

• Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Class-K is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

- *Akhir*-Class Fighter-Shuttle
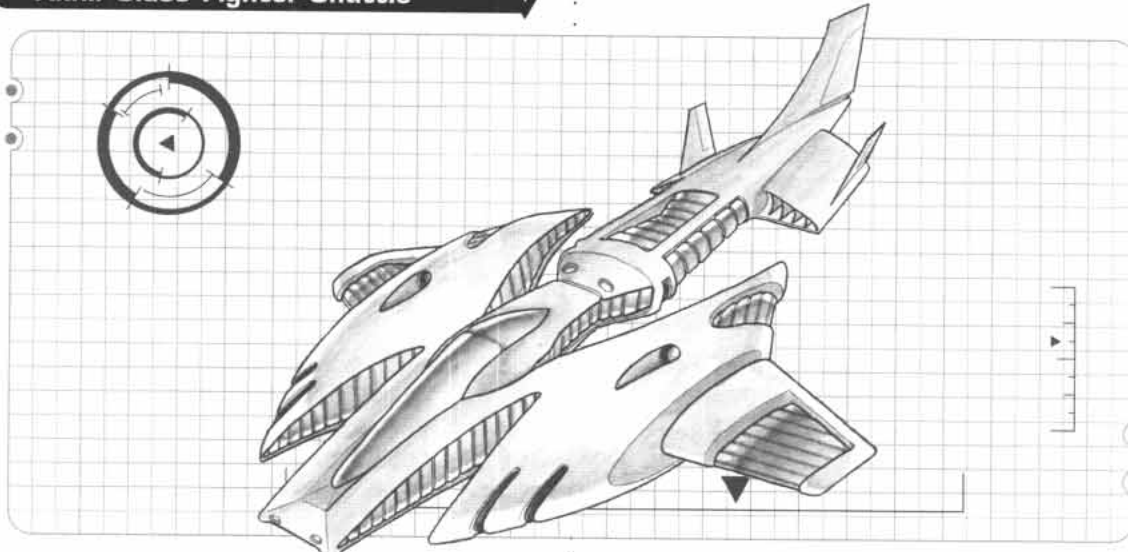
• Description

This Orb-Shakra auxiliary ship is designed to function as both a fighter and a shuttle. It is armed and highly maneuverable, but with a length of half a kilometer, there is still plenty of room on board to squeeze in cargo bays and additional passenger quarters. The actual capacity is somewhat less than other similar vessels due to its dual role as a combat ship. The many drive field emitters located over surface of the craft make it extremely nimble, but the emitters are poorly armored and are vulnerable to damage. Four miniature starblade launchers are located on the front of the ship, giving it an appreciable offensive capability. The *Akhiri* is equipped for atmospheric entry, and despite its size performs well in a planetary environment. It is capable of touching down on a large body of water as well as land — though this is a "small" vessel, there may be some difficulty in finding a large open patch of ground solid enough to land on. The ship AI is fairly unsophisticated as far as Orb-Shakra AIs go, though it is more than adequately equipped to deal with anything the vessel may normally encounter. The ship is relatively easy to pilot, and could be operated by the AI alone though combat performance will suffer. A

typical crew is small, and if passengers are on board, the stewards and domestic staff tend to outnumber the flight crew.

These vessels are usually deployed in squadrons of up to thirteen ships, though the actual number depends greatly on the specific mission. *Akhiri* are capable of docking and making ship-to-ship cargo and passenger transfers; very few vessels carry a landing bay large enough to accommodate a fighter-shuttle. These auxiliary ships can be found in use on practically any Orb-Shakra or Cyreen world, and a considerable number are also employed by the CORE fleets.

Design variants include an assault lander, which sacrifices some maneuverability in favor of heavier armor, a larger cargo bay and a massive heat purge system. This system allows the lander to make "aggressive insertions," transiting from orbit to surface in less than half standard time for a given atmospheric density. These landers are rarely piloted by Orb-Shakra; Cyreen are assigned this duty if any are on board. Another variant is the mobile hospital. Like the lander, it exchanges maneuverability for expanded crew facilities and a rapid descend capability, but it still carries its weaponry to deal with any D'Vors threats.

Silhouette CORE Game Stats

Size:	28 (Large, Long, 475 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 24/48
FTL:	1000 C, 1000 LY, 6-second activation
Maneuver:	+2
Armor:	30/60/90
*Miscellaneous Threat Value (MTV)	
Crew:	Living 1; Computer 2 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (0/20 km, Satellite Uplink); Features: Accommodations (1000 m^3, luxury), Cargo Bay (2500 m^3), Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (2 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +1/5km, ECCM +1/5 km); Reinforced Systems (Crew); 2 x Sensors (+1/10 km); Stealth (rating 1); Weak Point (Movement).

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Quad Starblade	FF	0	x15	10	+2	Disintegrator, Wide-Angle (10) , Attenuating Damage (2)	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 475 m)
Hit Points:	90
Occupancy:	1 Crew, 24 Passengers, 100 tons cargo
Armor Hardness:	20
Defense:	10
Speed:	Air 1440 kph, FTL 1000C
Tactical Speed:	Air 2304 m
Initiative:	0

Maneuver:	+1

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +2), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 5km), Stabilization Gear; Stealth (All, +1).

Exotic Abilities: Artificial Intelligence (Full, Dex 12, Int 12, Wis 12, Cha 4), Force Field (40 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Quad Starblade	6d12	Plasma	A	5000 km	Unl.	Increased Threat (15-20), Stream, Unlimited Shots	Arc (Fixed Front)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Fighter is 20 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 20 millions km.

CHAPTER 4

• *Rajefar*-Class Striker
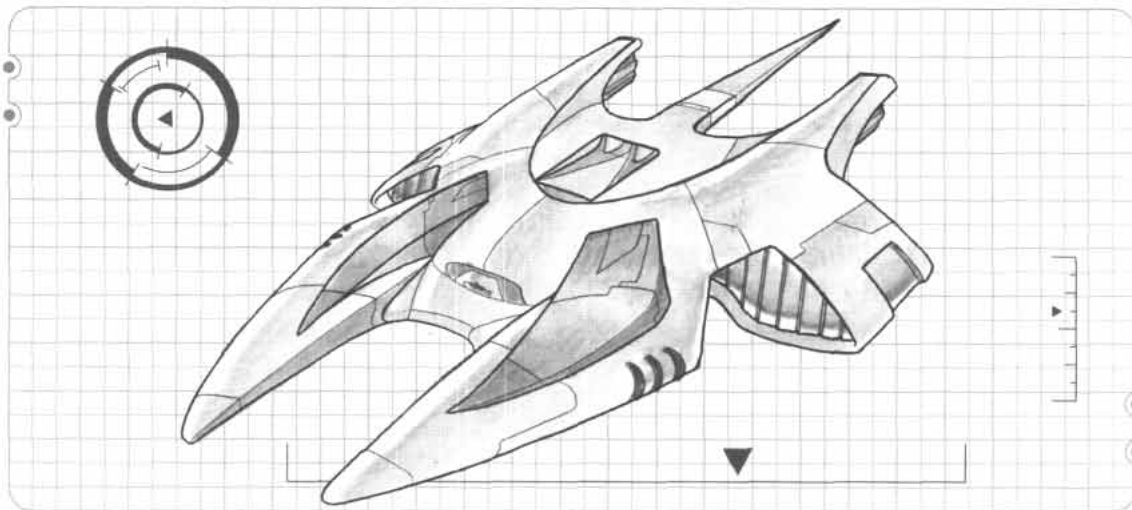
• Description

This ship is small and highly maneuverable, though it carries an appreciable amount of armor. As a striker, the *Rajefar* is intended mainly for combat missions, and lacks the versatility to undertake other assignments. This kilometer-long craft is actually a Cyreen design, though it was developed with considerable help from the Orb-Shakra. It has been in production for nearly 40 years, with the majority of the ships manufactured by Cyreen shipyards.

Like many strikers, the *Rajefar* is built around a single, large energy weapon. The weapon is fixed forward, but the engines have more than adequate maneuvering to allow it to target moving objects. The ship is also stealth-capable, and unlike other strikers it can be used for both scouting and covert hit-and-fade missions. The stealth technology is even moderately effective against D'Vors Hunter-Killers, though it is unknown which elements of the stealth system are having an effect on the HKs.

A typical striker crew consists largely of Cyreen, as Orb-Shakra tend to lack the mindset necessary to use such a craft effectively. The crew compliment is relatively small, and relies heavily on automation for maintenance and repairs to the craft. The ship AI is more versatile than those normally found on Strikers, mainly due to the stealth systems and the ability to undertake deep reconnaissance missions. It still has a certain inflexibility when dealing with issues and events outside of a tactical context, and is far closer to Cyreen in behavior than Orb-Shakra. The actual technological sophistication of the ship is low, allowing the Cyreen to perform maintenance and repairs without Orb-Shakra assistance, should the need arise. Many of the internal components are decorated with Cyreen runes and sigils, and most of the major systems actually have "talisman nodes" — boxes into which system-specific charms and tokens of blessing can be placed to allow for improved performance.

For standard combat missions, these strikers are usually deployed in squadrons of five, seven or nine, with a series of support ships and a fighter screen. On stealth missions, the *Rajefar* is deployed singly to minimize the chance of being discovered. Few variants of this vessel exist. There has been some talk about constructing a dedicated scout version, with the main weapon system replaced with advanced sensors. At this point, the only major design departures focus on the stealth systems in a concerted attempt to improve their usefulness against the HKs.

Silhouette CORE Game Stats

Size:	60 (Large, Long, 1000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 12/24
FTL: 10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	0
Armor:	180/360/540
*Miscellaneous Threat Value (MTV)	
Crew:	Living 6; Computer 12 (Sentient, Level 3)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (1500 m^3, luxury), Cargo Bay (5000 m^3), Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (12 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km); Stealth (Rating 4).

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Powergun	FF	0	x15	10	+1	Haywire	Unl.
Beam Emitters	L	0	x10	5	+1	Wide-angle (180)	Unl.
Beam Emitters	R	0	x10	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x15	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 1000 m)
Hit Points:	250
Occupancy:	6 Crew, 18 Passengers, 2500 tons cargo
Armor Hardness:	60
Defense:	8
Speed:	Air 720 kph, FTL 10,000C
Tactical Speed:	Air 1152 m
Initiative:	-1

Maneuver:	-1

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear; Stealth (All, +4).

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 14, Wis 10, Cha 4), Force Field (80 hp), Self-Repair.

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Powergun	7d12	Energy	A	5000 km	Unl.	Improved Threat (18-20)	Arc (Fixed Front)
Beam Emitters	10d4	Energy	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Beam Emitters	10d4	Energy	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Striker is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

Rajezeel-Class Destroyer
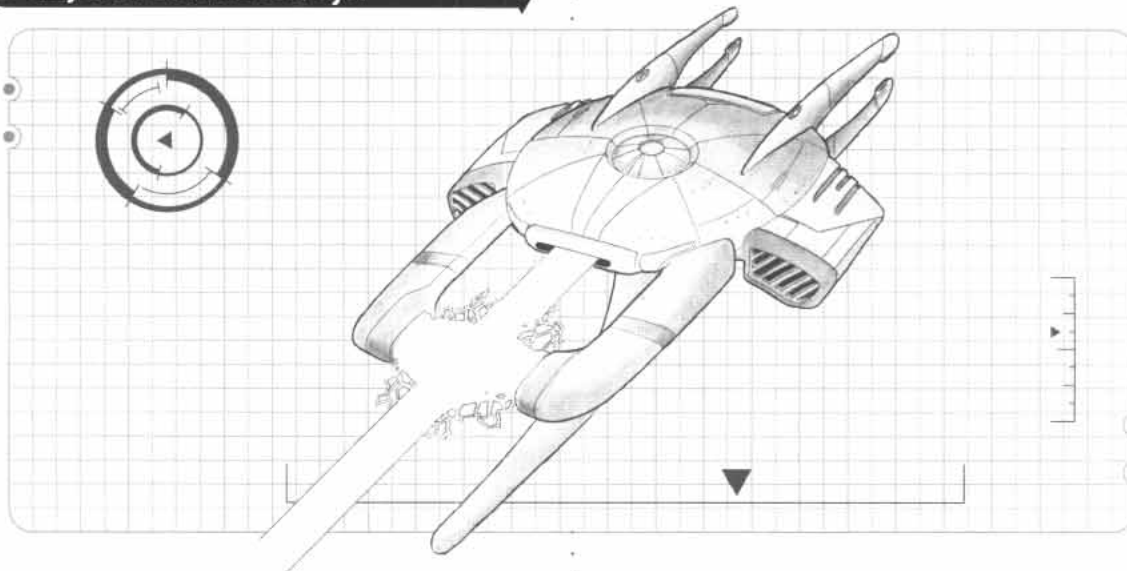
Description

This destroyer is a rare example of an Orb-Shakra combat craft, though it has been designed with non-aggressive uses as well. It is similar to a striker in that it is built around a single, massive main weapon, though the ship is five times longer than a typical vessel of that type. The main hull is disc-shaped. Two fins thrusting forward from the bow are projector guides and power injectors for the main energy weapon. When coupled with the standard emitters, these guides provide precise control of the main weapon's energy output. In combat, this can significantly boost the weapon's accuracy and damage potential. On lower power settings, it allows the ship to use the weapon as an oversized drill or welding torch on large-scale construction projects, like planet-building or clearing asteroids. The main weapon does not need the guides and can fire without them, though its output will not be as high. The Rajezeel's secondary weapon systems are more potent than those of typical strikers, but they are still focused more on defense than with providing the ship will a well-rounded combat capability. The lower keel contains sensors and navigation systems, and a series of smaller fins across the aft portion of the hull provide improved maneuverability. The crew is quartered in a shielded region in the centre of the main hull.

Though adequately armored, the Rajezeel suffers from a design flaw. The basic hull configuration is very functional, and internal systems can be easily identified and isolated by location. A discriminating gunner can easily blind, hobble or disarm the vessel without causing significant collateral damage simply by targeting the area of the ship devoted to a particular function. This problem has been repeatedly examined, but the configuration is so utilitarian the problem is unlikely to be solved without a complete redesign.

These destroyers are produced by both the Orb-Shakra and the Cyreen, though the latter race tends to use their ships exclusively in a combat role. Crew composition is mixed, with no set guidelines to determine the ratio of Orb-Shakra to Cyreen (or other races on board). Destroyers are usually deployed in groups of three or five, depending on the likelihood of entering combat. Typical missions include patrols and system defense, though Orb-Shakra crews may find themselves performing construction-related duties. This vessel design is relatively new, and no variants are known to be in service.

• Silhouette CORE Game Stats

Size:	200 (Large, Long, 5000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL:10,000 C, 10,000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	-1
Armor:	220/440/660
*Miscellaneous Threat Value (MTV)	
Crew:	Living 52; Computer 16 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 3 x Communications (+1/ 100 km, Satellite Uplink); Features: Accommodations (2400 m^3, luxury), Cargo Bay (10,000 m^3), Easy to Modify (All), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (24 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/ 10km, ECCM +2/10 km); Reinforced Systems (Crew); 3 x Sensors (+2/10 km); Weak Point (Systems).

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Powerblaster	FF	0	x25	12	-1	Haywire	Unl.
Beam Emitters	L	0	x10	5	+1	Wide-angle (180)	Unl.
Beam Emitters	R	0	x10	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x15	Melee	0	Shield (Energy, All), Defensive	Unl.

• Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 5000 m)
Hit Points:	600
Occupancy: 52 Crew, 24 Passengers, 10,000 tons cargo	
Armor Hardness:	60
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 960 m
Initiative:	-4

Maneuver:	-3

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 10km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 14, Wis 14, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Powerblaster	10d12	Energy	-1	6000 km	Unl.	Improved Threat (18-20)	Arc (Fixed Front)
Beam Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Beam Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

• Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Destroyer is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• Zhazeen Multi-Purpose Cruiser ▼

CHAPTER 4
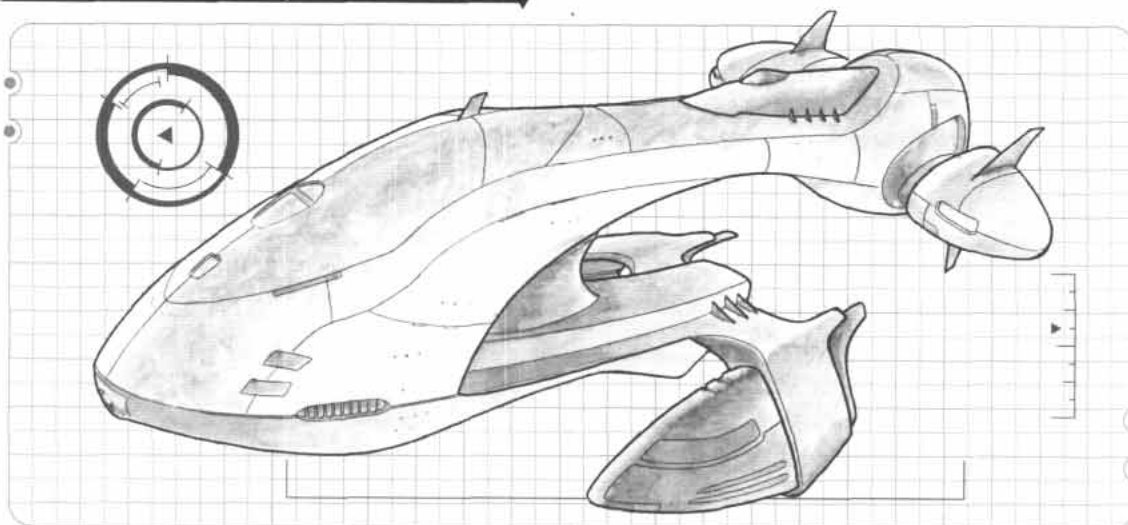
• Description ▼

This cruiser is a true multi-purpose vessel, and with a few modifications can carry out missions as a military vessel, an explorer or a freighter. The *Zhazeen* itself is 15 kilometers long, mounts powerful engines and carries an appreciable blend of weapon systems, sensors and cargo bays. Each of these areas can be further augmented by the modular outriggers, which can be fitted with additional cargo modules, weapon pods and science arrays as needed. The outrigger changeover time is generally low, though it does require the use of a shipyard to swap the massive attachments. The *Zhazeen* also has highly capable repair facilities on board for not only ship systems but also Orb-Shakra servoshells. A large vehicle bay allows several fighter-shuttles to be carried internally. The cruiser AI is one of the most versatile and highly educated, and in many ways is as capable as the AIs found on Galactic Transports. It also has access to one of the largest shipboard databases in existence. Even though there is a large amount of automation on this craft, the Orb-Shakra's need for stimuli has ensured that all the higher-level functions are performed by actual crew instead of mechanicals or the ship AI.

Due to its multi-role capabilities, crews are larger and more diverse than on most vessels of this size. Orb-Shakra try to get a good cross-section, especially for exploration missions. There will usually be some Cyreen, though this is not always the case. All ships have specialized Orb-Shakra habitats, allowing these beings to spend time outside of their servoshells and in the direct company of their own kind. The other quarters are capable of simulating comfortable environments for CORE races, though more extreme conditions need some time to recreate.

These ships are usually deployed singly as cruisers, in pairs as explorers, and in convoys of various numbers as freighters. In its military role, the vessels are most often assigned fixed patrol areas and an escort of several destroyers. They can be used to form part of larger task groups, but these ships (and the Orb-Shakra) will rarely be placed in command of such a force. Explorers are usually accompanied by a squadron of support ships and surveyors, and are capable of carrying out missions lasting several years. At this point, no other major variants of this ship exist — the versatility of the design precludes the need to make any major adjustments to fulfill a particular mission.

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Silhouette CORE Game Stats

Size:	9 (Gigantic, Long, 15 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 8/16
FTL:100,000 C, 100,000 LY, 1-minute activation (Multiplier x29,500)	
Maneuver:	-5
Armor:	32/64/96
*Miscellaneous Threat Value (MTV)	
Crew:	Living 200; Computer 24 (Sentient 6)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+2/100 km, Satellite Uplink); Features: Accommodations (10,000 m^3, luxury), Cargo Bay (10,000 m^3), Fire Resistant, Laboratory (Tech. Sciences +3), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bays (10 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

Name	Arc	DM	BR	ROF	Perks & Flaws	Ammo
Starblade Launcher	FF	x20	10	0	Disintegrator, Wide-Angle (30) , Attenuating Damage (2)	Unl.
Plasma Emitters	F	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	Rr	x10	5	0	Wide-angle (180)	Unl.
Force Screen	T	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 15 km)
Hit Points:	450
Occupancy:	24 Crew, 5000 tons cargo
Armor Hardness:	35
Defense:	5
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 1000 m
Initiative:	-6

Maneuver:	-4

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +6), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab +4, Sick Bay, Workshop +4), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 18, Cha 12), Force Field (160 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Starblade Launcher	7d12	Plasma	S	5000 km	Unl.	Increased Threat (15-20), Cone, Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the base vehicle stats.

• Sithian-Class Shuttle
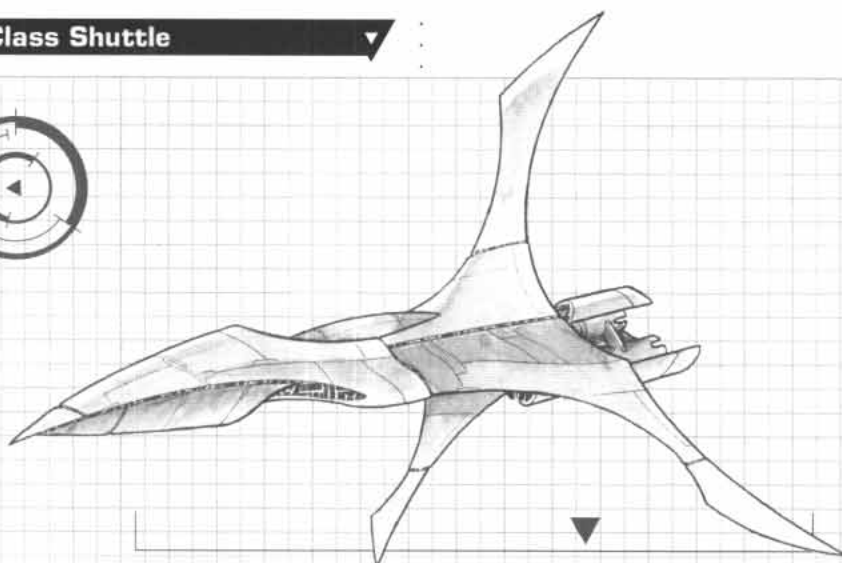
• Description

Despite the Muran predilection for large ships, at 300 meters long the *Sithian* is not only one of the smallest ships in the Muran fleet, it is smaller than most similar auxiliary vessels in fleets belonging to other races. It is highly maneuverable, but its main emphasis is speed. It is lightly armed, with weapons focused more on defense (though they still pack an appreciable punch). A typical *Sithian* sports large cargo bays and relatively luxurious passenger accommodations. It is fully capable of entering an atmosphere, although the stabilizing fin arrangement makes touching down on areas other than prepared landing fields somewhat tricky. Control systems are extremely sensitive, allowing for precision operation in the hands of an expert. Unfortunately, the flight becomes significantly rockier if someone less skilled is at the helm. Shuttle crew requirements are minimal, and the ship can be flown by the AI alone, though this is rarely done. Crews are typically Muran or Protean. If the crews are mixed for some reason, the Proteans will usually be in subservient roles, such as stewards or cargo workers.

Despite the armaments and high performance, these ships are rarely used as fighter craft. The Muran do not believe this design is adequate in combat, despite evidence to the contrary, and have relegated the *Sithian* almost completely to a support role, either as a cargo/ passenger transport or as a courier. They are typically deployed as needed, and are carried internally only on those vessels large enough to accommodate an appropriately-sized internal bay. As couriers, shuttles are normally encountered singly, but as transports they can be found in any number.

Many of these vessels have been made available to CORE and the Proteans, although unlike the Muran Cruiser, the shuttle has not been adapted for universal use. As a result, it has numerous idiosyncrasies which cause endless headaches for maintenance teams unfamiliar with Muran design philosophies. The Muran themselves use several variations of the *Sithian*, though none are more suited for combat than the basic version described above. Variants include a reconnaissance vessel, with practically every square centimeter packed with sensors, scanners and analysis equipment. There is also an assault lander version, although the tradeoff between maneuverability and armor may be too great as the Muran seem reluctant to deploy these ships into active combat zones.

Silhouette CORE Game Stats

Size:	14 (Large, Long, 300 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 30/60
FTL:	1000 C, 1000 LY, 6-second activation
Maneuver:	+1
Armor:	23/46/69
*Miscellaneous Threat Value (MTV)	
Crew:	Living 1; Computer 1 (Sentient, Level 4)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (0/20 km, Satellite Uplink); Features: Accommodations (1000 m^3, luxury), Cargo Bay (1000 m^3), Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (6 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECCM +3/5 km); Reinforced Systems (Crew); 2 x Sensors (+1/10 km).

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Plasma Emitters	T	+1	x6	5	0	Wide-angle (180)	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 175 m)
Hit Points:	140
Occupancy:	1 Crew, 9 Passengers, 100 tons cargo
Armor Hardness:	23
Defense:	10
Speed:	Air 1800 kph, FTL 1000C
Tactical Speed:	Air 2880 m
Initiative:	0

Maneuver:	0

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (ECCM, +3), Environmental Systems (Life Support), Hangar (Huge), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Sick Bay, Workshop), Sensors (All Types, Global, 5km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 14, Int 14, Wis 12, Cha 4), Force Field (60 hp), Self-Repair.

Mecha Defects: N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Emitters	6d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	-

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Shuttle is 20 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 20 millions km.

CHAPTER 4

• Sciathan-Class Frigate/Transport ▼
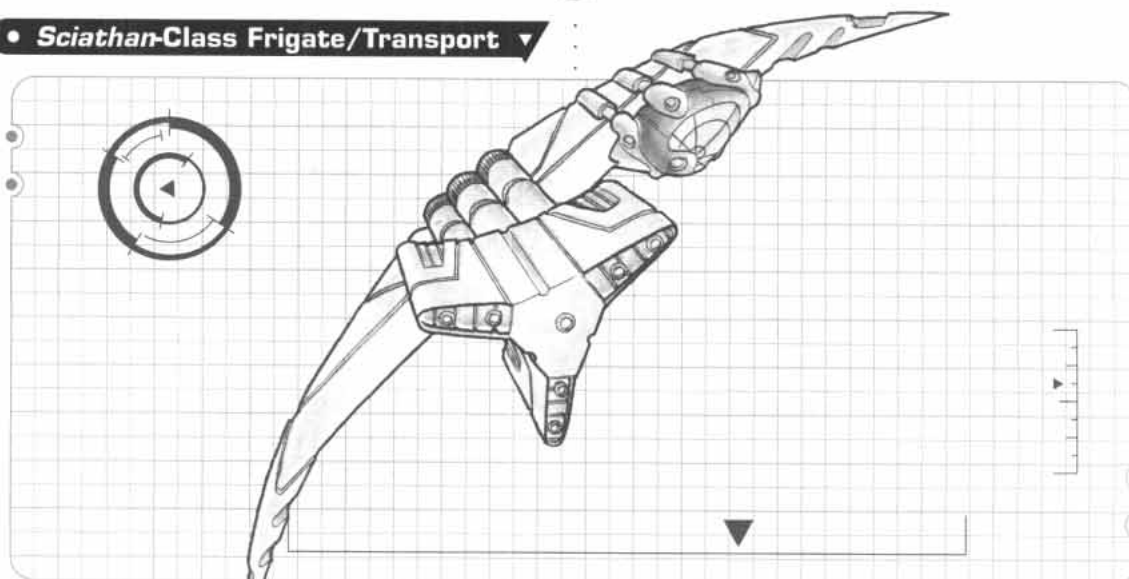
• Description ▼

This one-kilometer tall, elegant, crescent-shaped ship is a commonly encountered vessel in the Muran fleet. The crew section is located in a large protrusion on the upper "wing." This entire section can separate and function as a massive lifeboat, though its lack of maneuverability and armament limits its survivability in combat situations. The triangular front section is modular, allowing the ship to carry a weapons pod or several cargo modules. Drive systems are distributed across the trailing edge of the crescent to compensate for the asymmetrical design. The wing configuration gives the ship good maneuverability for its size, especially when pushing cargo modules.

Weapon pods are completely self-contained. They can be patched into the ship's power system for an extra boost to output, but they already contain enough generators to charge and fire the weapons normally. Pods can be swapped very quickly, allowing ships to be rapidly configured for a wide variety of missions. Several different standard weapon pods are available, including a general multi-purpose mount for standard patrol duties, a Hunter version designed to battle D'Vors Hunter-Killers, and a single beam weapon mount that turns the ship into an oversized

Striker. The ship does have its own independent weapons array, though it is primarily defensive and nowhere near as potent as the firepower provided by the pod.

The cargo attachment is actually a modular claw-like connector. The Sciathan acts as the drive and maneuvering section to long stacks of cargo containers. The ship can push around an impressive amount of freight, though performance degrades significantly when moving over five times the ship's mass, and bottoms out completely at around twelve times the ship's mass. Other variants of this vessel are few and far between. Internal systems are upgraded as new technology becomes available, but the Sciathan is versatile enough that the basic design has remained unchanged for centuries.

Crews are predominantly, if not exclusively, Muran. Protean crews are permitted on board vessels actively performing freighter runs, but they are kept heavily segregated and are immediately rotated off any vessels returning to military duty. None of these ships have been made available to either CORE or the Proteans. The Murans are no doubt concerned that the vessel's versatility could easily be exploited for foreign military purposes, and despite the benefits would rather not hand over something that could later complicate Muran plans.

Silhouette CORE Game Stats

Size:	120 (Large, Tall, 2000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 12/24
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	0
Armor:	150/300/450
*Miscellaneous Threat Value (MTV)	
Crew:	Living 1; Computer 6 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (1600 m^3, luxury), Cargo Bay (500 m^3), Fire Resistant, Improved Towing Capacity (Triple), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (12 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws		Ammo
Plasma Cluster	FF	0	x15	10	+4	Incendiary	Unl.
Plasma Emitters	L	x10	5	+1	Wide-angle (180)		Unl.
Plasma Emitters	R	x10	5	+1	Wide-angle (180)		Unl.
Force Screen	T	x12	Melee	0	Shield (Energy, All), Defensive		Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Tall, 2000 m)
Hit Points:	350
Occupancy:	2 Crew, 8 Passengers, 500 tons cargo
Armor Hardness:	60
Defense:	7
Speed:	Air 720 kph, FTL 10,000C
Tactical Speed:	Air 1152 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (ECCM, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 14, Wis 10, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Cluster	7d12	Plasma	A	5000 km	Unl.	Increased Threat (19-20)	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Frigate is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• *Cwelan*-Class Destroyer
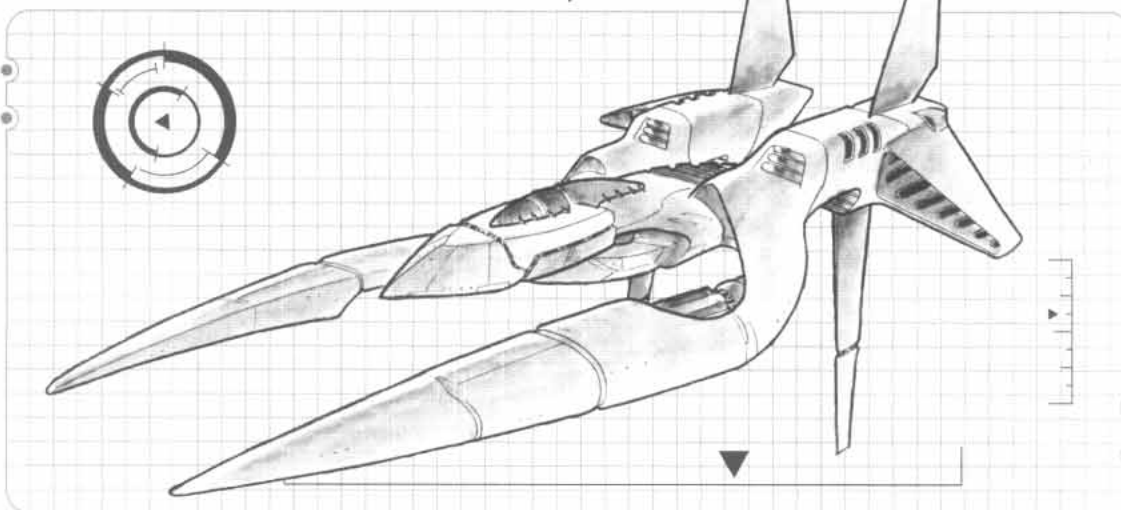
• Description

The *Cwelan* is a prime example of the combination of power and grace in Muran ship design. Obviously well armored, the 5 kilometer-long hull has a certain sculptural quality that makes its military capabilities far more intimidating. Framed by curving fins, large engines provide a decent maneuverability and a fairly high speed for its size. Twin prows arc forward from the main hull, each bristling with energy projectors. The design of these prows allows considerable firepower to be focused not only forward but also into impressive broadsides. Secondary weapons are a mix of offensive and defensive, and are designed specifically for use against D'Vors Hunter-Killers. Crew quarters are centrally located between the energy projector emplacements, heavily shielded but with a good vantage point for the ship's main sensor arrays. Crews are exclusively Muran, although some older ships have been stripped down and turned over to the Proteans.

Observers have noted that the ship AI has been designed to mimic Muran behavior far more closely than normal. The reasons for this are unclear, but it is disconcerting to note that *Cwelan* AIs tend to share some of their builders' arrogance and xenophobia. Though this has made for some awkward moments with

visiting non-Murans, it does not seem to have any impact on the combat effectiveness of the ship.

The design is less than a century old, and is one of the newest vessels in the Muran fleet. Exact production numbers are unknown, but *Cwelan*s have been spotted with growing frequency in Muran colonial areas, especially those outside of Andromedea. Destroyers are deployed as short-range patrol vessels in high-threat areas or as escorts to convoys. They are usually organized in threes, although single vessels have occasionally been encountered.

There are not many variants, although the Murans have equipped a number of ships with stealth capability. For some reason, Muran stealth technology does not seem as effective against D'Vors ships as that of the Orb-Shakra. However, the Muran refuse to turn over details on their stealth technology even though it could provide a valuable clue to improving combat effectiveness against the Artifact fleet. The Muran have instead insisted the Orb-Shakra turn over their stealth technology for evaluation, a move the normally accommodating Orb-Shakra are reluctant to make. Until some sort of compromise can be reached, CORE will be no closer to solving this puzzle and gaining a vital piece of knowledge in the war against the D'Vors.

Silhouette CORE Game Stats

Size:	200 (Large, Long, 5000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL:10,000 C, 10,000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	-1
Armor:	220/440/660
*Miscellaneous Threat Value (MTV)	
Crew:	Living 52; Computer 16 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 3 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (2400 m^3, luxury), Cargo Bay (10,000 m^3), Easy to Modify (All), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (24 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 3 x Sensors (+2/10 km); Weak Point (Systems).

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws		Ammo
Particle Accelerators	FF	0	x25	12	-1	Haywire	Unl.
Beam Emitters	L	x10	5	+1	Wide-angle (180)		Unl.
Beam Emitters	R	x10	5	+1	Wide-angle (180)		Unl.
Force Screen	T	x15	Melee	0	Shield (Energy, All), Defensive		Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 5000 m)
Hit Points:	600
Occupancy: 52 Crew, 24 Passengers, 10,000 tons cargo	
Armor Hardness:	60
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 960 m
Initiative:	-4

Maneuver:	-3

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 10km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 14, Wis 14, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Particle Accelerators Arc (Fixed Front)	10d12	Energy-1			6000 km	Unl.	Improved Threat (18-20)
Beam Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Beam Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Destroyer is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• *Wyrcan*-Class Cruiser

• Description

This 15-kilometer long behemoth is essentially a multi-purpose vessel, though without the modular versatility of the Orb-Shakra *Zhazeen* cruiser. It is easily recognized by the large keel, though it generally lacks the graceful design normally characteristic of Muran vessels. The *Wyrcan* is the workhorse of the Muran fleet. This particular design has been in production for centuries, and can be found throughout Muran space as well as in several CORE and independent Protean fleets. In fact, while the Proteans were "wards" of the Muran, this was the largest vessel entrusted to entirely Protean crews. The *Wyrcan* has no fixed weapons package, and can be modified based on immediate need if given enough time. Armament tends to be varied to deal with a wide range of potential threats, but refits over the last hundred years have focused specifically on countering D'Vors vessels. The cruiser carries several shuttles in an internal bay, but these smaller craft are used mainly for resupply and planetary landings.

Muran cruisers are usually deployed singly, though they are grouped in squadrons of three when assigned to larger task groups. These ships are well suited to combat, patrol and exploration duties. When performing the latter it usually forms the core of an explorer fleet, and is supported by a numerous smaller supply and survey vessels.

Despite its Muran origins, the *Wyrcan* has been modified to be CORE compliant — its technology is on par with most vessels in CORE fleets, and it can be serviced easily at any CORE base. The Muran version has advanced control systems and a far more capable AI than those vessels provided to CORE or the Proteans, but apart from these few differences, all versions of the ships are remarkably similar in capability. Variations tend to be largely race-specific. Life support, quarters and control systems are tailored for the races forming the crew.

Those suspicious of the Muran believe that the *Wyrcan* is not representative of current levels of Muran technology, and suspect that the race is concealing far more potent vessels. The most obvious indication is Muran xenophobia: why would they allow such a vessel to have a completely non-Muran crew if they were not capable of dealing with the potential misuse of these ships? The Muran, as expected, have not denied the existence of more powerful ships, and instead emphasize how CORE and the Proteans have both benefited from the *Wyrcan*'s longevity and durability.

Silhouette CORE Game Stats

Size:	6 (Gigantic, Long, 10 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL:10,000 C, 10,000 LY, 30-second activation (Multiplier x4096)	
Maneuver:	-4
Armor:	15/30/45
*Miscellaneous Threat Value (MTV)	
Crew:	Living 32; Computer 8 (Sentient 5)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+2/100 km, Satellite Uplink); Features: Accommodations (5000 m^3, luxury), Cargo Bay (5000 m^3), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bays (5 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +3/10km, ECCM +3/10 km); Reinforced Systems (Crew); 2 x Sensors (+3/20 km)

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws	Ammo
Plasma Launcher	FF	x25	10	0	Wide-Angle (30) , Attenuating Damage (2)	Unl.
2 x Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
2 x Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.
Force Screen	T	x15	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 10 km)
Hit Points:	300
Occupancy:	32 Crew, 5000 tons cargo
Armor Hardness:	15
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 1000 m
Initiative:	-4

Maneuver:	-4

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +6), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab +2, Sick Bay, Workshop +2), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 16, Cha 8), Force Field (120 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Launcher	10d12	Plasma	S	5000 km	Unl.	Increased Threat (19-20), Cone, Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the base vehicle stats.
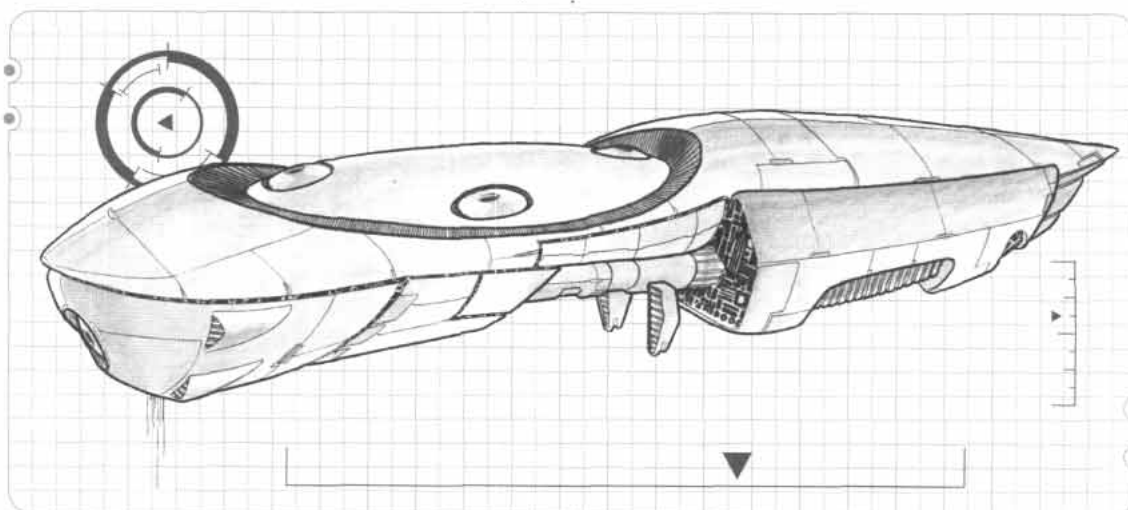
• Description ▼

This is a 100 kilometer-long transport, built mostly with Muran technology. Numerous classes and configurations of this type of vessel exist, but overall, they are remarkably similar, mainly because of their straight-forward purpose: deliver cargo and passengers to distant galaxies. Travel time is incredibly fast - millions of light years can be crossed in just a few weeks. These ships are the best option for intergalactic travel without using a Central Gate. The residents of Andromeda galaxy rely on these vessels exclusively for trade and transport, and many others find that transport crossings take less time than traveling to and from a Central Gate by slower, more conventional means.

Galactic transports are reminiscent of old terrestrial cruise liners. They include massive cargo bays easily configurable to store a wide variety of materials under a wide variety of conditions. Passengers can likewise travel in varying degrees of comfort. First-Class passengers have their own luxury suites, dining, and entertainment areas. Second- and Third-Class passengers are less segregated; the only real difference is that second-class passengers have private cabins. Life support systems can be modified to simulate suitable environments for any of the major races.

These vessels are used almost exclusively for intergalactic transport. This is partly due to the economics involved in operating such a large vessel, and partly because the cruising speed of these behemoths is so fast that transit routes need to be direct and clear of major obstructions. These ships can be used for "hops" within a galaxy, though courses are plotted for travel outside the galactic plane as much as possible to avoid delays.

Due to their speed, galactic transports carry only the most advanced and reliable electronics, avionics, and AI control program. Not including the D'Vors fleet, galactic transports are the largest sentient vessels currently known to be in operation. This also means, however, that maintenance is a constant issue and the facilities necessary to service these vessels can be found only at the largest of bases.

Only two major variants of this vessel type are currently in operation. The Quest-class explorer is essentially a large mobile supply depot, carrying squadrons of survey vessels and capable of operating unsupported for several years. The Hale-class fleet repair dock is a space-going shipyard, performing both repairs and new construction work. Rumors persist that the Murans possess a battleship version, but they have refused to comment on "such a ludicrous notion."

Silhouette CORE Game Stats

Size:	60 (Gigantic, Long, 100 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 2/3
FTL:	7,000,000 C, 100,000,000 LY, 1-day activation
Maneuver:	-10
Armor:	60/120/180
*Miscellaneous Threat Value (MTV)	
Crew:	Living 500; Computer 64 (Sentient 7)
Deployment Range:	5000 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 10 x Communications (+2/1000 km, Satellite Uplink); Features: Accommodations (480 km^3, luxury), Cargo Bay (100 km^3), Fire Resistant, 10 x Laboratory (various Skills, +3), No Fuel Required (Permanent), Sick Bays (1000 patients); Hostile Environment Protection (All, Radiation 1000); 3 x Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 10 x Sensors (+2/100 km)

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws	Ammo
10 x Plasma Emitters	F	x10	5	0	Wide-angle (180)	Unl.
5 x Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
5 x Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.
5 x Plasma Emitters	Rr	x10	5	0	Wide-angle (180)	Unl.
Force Screen	T	x25	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 100 km)
Hit Points:	3000
Occupancy:	32 Crew, 1M Passengers, 100,000 tons cargo
Armor Hardness:	40
Defense:	0
Speed:	Air 90 kph, FTL 7,000,000C
Tactical Speed:	Air 144 m
Initiative:	-10

Maneuver: -10

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +6), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab +4, Sick Bay, Workshop +4), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 30, Wis 24, Cha 18), Force Field (200 hp), Self-Repair.

Mecha Defects: N/A

Weapons:

Starblade Launcher	10d12	Plasma	S	5000 km	Unl.	Increased Threat (15-20), Cone, Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the base vehicle stats.

● Broadsword Strike Ship ▼

● Description ▼

At approximately 1 kilometer in length, the Broadsword is one of the smaller ships in the CORE fleet. A single vessel is composed mostly of a fixed forward particle accelerator, capable of punching through several hundred kilometers of solid rock. The weapon can maintain a lengthy duration of sustained fire, making it deadly against large targets (during one engagement, a single Broadsword neutralized a fortified small moon by cutting it in half). Massive thruster arrays provide the ship with enough agility to make its primary weapon effective against maneuverable targets. Secondary weaponry is far less capable, and is intended really only for defensive purposes.

Surrounding the accelerator is a catamaran-style set of twin hulls. Crew areas are located towards the outermost edges. The inner regions are comprised of magnetic focusing arrays and radiation shielding to protect the crew while the accelerator is firing. A typical crew is consists mostly of engineers tasked with keeping the particle accelerator and other ship systems at peak performance. The actual size of the combat operations staff is quite small, mainly due to the focused mission capabilities of the ship.

As part of the "strike ship" classification, the Broadsword is designed for a single purpose: the utter destruction of any target it is designated

to engage. Broadswords are deployed as part of search-and-kill task groups or in defensive positions that have a high likelihood of seeing combat. Broadswords - and strike ships in general - are not often used on patrol duties, and are rarely, if ever, deployed without a fighter screen and support vessels. Outside of direct ship-to-target engagement, the vessel is extremely limited in capabilities. Despite its advanced sensor suite, it cannot evaluate data other than in tactical terms and is useless as a scout or exploration vessel.

The ship AI is also combat-oriented, and as such, lacks a certain degree of versatility and extended education. It is unfair to say the controlling AI is not as smart as most others; like the ship, it is designed with a certain singularity of purpose. Behavioral limiters are used to maintain objectivity and emotional detachment, and although it makes the AI something of a sociopath, when used as intended, it is frighteningly effective.

There are few variants of the Broadsword in existence. Most are test platforms, mounting different primary weapons for evaluation purposes. So far, the current particle accelerator array has proven to be the best balance between cost, efficiency, and brute firepower.

Silhouette CORE Game Stats

Size:	120 (Large, Long, 2000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 12/24
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	0
Armor:	150/300/450
*Miscellaneous Threat Value (MTV)	
Crew:	Living 2; Computer 4 (Sentient, Level 3)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (800 m^3, luxury), Cargo Bay (400 m^3), Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (2 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+1/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Particle Accelerator	FF	0	x50	20	0	Haywire	Unl.
Plasma Emitters	L	0	x4	5	+1	Wide-angle (180)	Unl.
Plasma Emitters	R	0	x4	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x12	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 2000 m)
Hit Points:	350
Occupancy:	12 Crew, 8 Passengers, 500 tons cargo
Armor Hardness:	60
Defense:	7
Speed:	Air 720 kph, FTL 10,000C
Tactical Speed:	Air 1152 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 8, Wis 8, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects: N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Particle Accelerator	15d12	Projectile	SS	10,000 km	Unl.	Increased Threat (19-20)	Arc (Fixed Front)
Plasma Emitters	2d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	2d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Frigate is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• Description ▼

The *Hunter* is simply a CORE Striker with a singularity cannon attached to the lower hard point. Most other weapon systems are removed, although a few smaller plasma emitters are retained for close-in defense. The singularity cannon masses more than the Striker itself, and carries extra thrusters to offset the loss of speed and maneuverability. The emplacement also contains supplemental generators — the Striker lacks the power to fire the singularity cannon on its own.

When activated, the weapon system fires bullets consisting of miniature black holes. A gravity field is generated in the firing chamber, compressed past an "event limit" and magnetically launched at a target. There are very few defenses that can stop a singularity bullet. It can chew through armor — or any matter — quickly with little affect on bullet speed or heading. It is entirely possible for bullets to punch completely through several closely-grouped targets, delivering massive damage to each, and still be a threat to anything that lies beyond. Even the gravity field generated by the bullet causes problems. The singularity bullet has the equivalent of a few million tons of mass, and a near miss is still more than enough to drag large ships off course and suck smaller objects into oblivion.

This is a fortunate secondary effect, as at long ranges the bullets can be easily dodged. Singularity bullets are not permanent. They will slowly dissipate over time, or collapse once they have absorbed enough mass. They can be deflected with force screens, but the gravity field of singularity bullets can wreak havoc with field integrity, especially on primitive models.

Though the weapon was created for use against the D'vor, it can also be used for orbital bombardment. Overcharged singularity cannons can fire a shot powerful enough to eliminate a small city or bore through a planetary crust to reach deeply buried emplacements. Some shots may even penetrate far enough to breech the planetary mantle, causing a miniature volcanic eruption as molten lava gushes back up through the hole.

The weapon system can also present some danger to the user. If the system is damaged while firing, the confinement field could collapse while the bullet is still in the cannon. Once this happens, the bullet will start consuming the cannon, and possibly even the *Hunter* itself. Fortunately, the entire cannon can be quickly jettisoned, and once free of its burden, the Striker can rapidly put some distance between itself and the miniature black hole.

Silhouette CORE Game Stats

Size:	40 (Large, Long, 500 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 14/28
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	-1
Armor:	65/130/195
*Miscellaneous Threat Value (MTV)	
Crew:	Living 2; Computer 4 (Sentient, Level 4)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+2/ 100 km, Satellite Uplink); Features: Accommodations (1000 m^3, luxury), Cargo Bay (1000 m^3), Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (10 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Singularity Gun	FF	0	x50	20	0	Disintegrator	Unl.
Plasma Emitters	L	0	x5	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	0	x5	5	0	Wide-angle (180)	Unl.
Force Screen	F	0	x30	Melee	0	Shield (Energy, All), Defensive	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 500 m)
Hit Points:	200 (MP: 17)
Occupancy:	2 Crew, 1000 tons cargo
Armor Hardness:	60
Defense:	6
Speed:	Air 900 kph, FTL 10,000C
Tactical Speed:	Air 1500 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 12, Cha 4), Force Field (60 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Singularity Gun	10d12	Plasma	S	10,000 km	Unl.	Increased Threat (10-20), Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	5d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	5d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Striker is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• **Seven Homeworlds Destroyer, *Grenadier* Variant** ▼
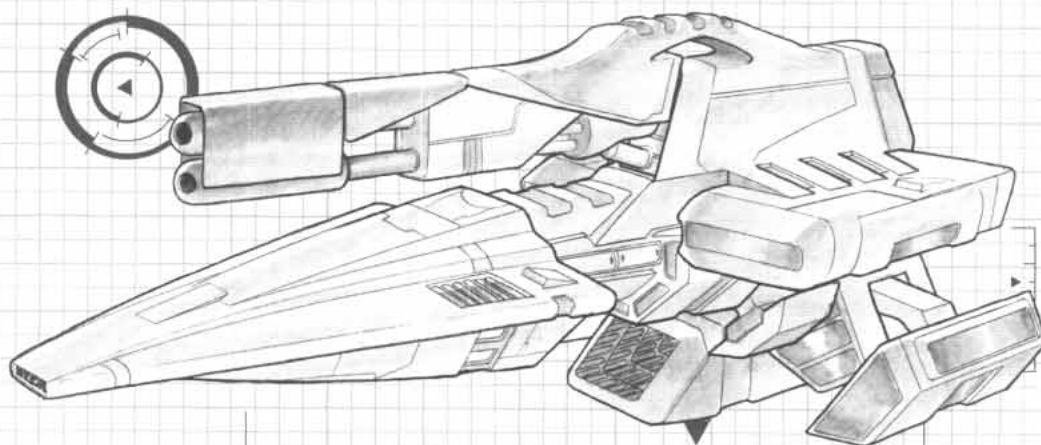
• **Description** ▼

The *Grenadier* has the recognizable lines of a destroyer, but this variant exists for only one purpose: to kill large D'vor vessels. To help with this objective, it has been equipped with a large anti-matter cannon. This weapon generates a beam of matter and anti-matter that recombine at the target point to form a massive thermonuclear explosion. This high-energy inferno can be maintained as long as the twin beams fire, producing a large area of not only intense light, temperature and radiation, but also electromagnetic fields that can block sensors and completely destroy any unshielded electronic system within the area of effect. The anti-matter is stored in several holding tanks in the aft portion of the ship. These tanks are extremely well protected, as a single puncture will immediately destroy the vessel. There are facilities onboard to create new anti-matter, but this is a slow process and cannot actually supply the weapon while firing.

The damage delivered by this weapon system comes from either the target point reaction or the anti-matter stream. The matter stream is used to ensure the elimination of anti-matter even if the beam misses the target, and avoid flooding a region of space with lethal anti-particles. If the numerous safety mechanisms are bypassed or removed, the weapon can be fired using the anti-matter stream only. This will create a cloud of fast-moving anti-particles that effectively has no maximum range — it will continue to travel until all the anti-matter emitted comes into contact with regular matter and detonates. This is extremely dangerous, and is used only in dire situations.

The destroyer has few other weapons. The side pods normally used for armaments carry extra generators and capacitors to help power the weapon. The ship does have a small number of close-in defensive systems, but it is usually up to other vessels to supply protection from attackers. *Grenadiers* are usually deployed in small, widely dispersed squadrons where they will not be a threat to friendly ships if their anti-matter tanks are damaged.

Most AIs assigned to these vessels take the singular nature of ship's mission in stride. The AIs are already experienced combat veterans, and have the training and ability to use the *Grenadier*'s weapon system effectively without much guidance from the crew. The AIs also know better than to leave the protection of their defensive pickets, and are very aware that once the anti-matter cannons start lighting up, they will become the primary target of any Hunter-Killers in the area.

● Silhouette CORE Game Stats

Size:	220 (Large, Long, 4000 m)	
*Defensive Threat Value (DTV)		
Movement:		Flight 10/20
FTL:10,000 C, 10,000 LY, 6-second activation (Multiplier x4096)		
Maneuver:		-2
Armor:		220/440/660
*Miscellaneous Threat Value (MTV)		
Crew:	Living 72; Computer 8 (Sentient, Level 3)	
Deployment Range:		2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 3 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (2400 m^3, luxury), Cargo Bay (10,000 m^3), Easy to Modify (All), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (24 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 3 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
A-M Cannon	FF	0	x50	10	0	Area Effect 3, Haywire	10
Plasma Emitters	L	0	x5	5	+1	Wide-angle (180)	Unl.
Plasma Emitters	R	0	x5	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x12	Melee	0	Shield (Energy, All), Defensive	Unl.

● Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 4000 m)
Hit Points:	580
Occupancy: 72 Crew, 24 Passengers, 10,000 tons cargo	
Armor Hardness:	60
Defense:	5
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 960 m
Initiative:	-4

Maneuver:	-3

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 10km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 14, Int 14, Wis 14, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
A-M Cannon	10d12	Blast	SS	5000 km	10	3 x Blast, Increas. Threat (16-20)	Arc (Fixed Rear)
Plasma Emitters	5d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	5d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

● Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Destroyer is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

• **Seven Homeworlds Frigate, *Assassin* Variant**
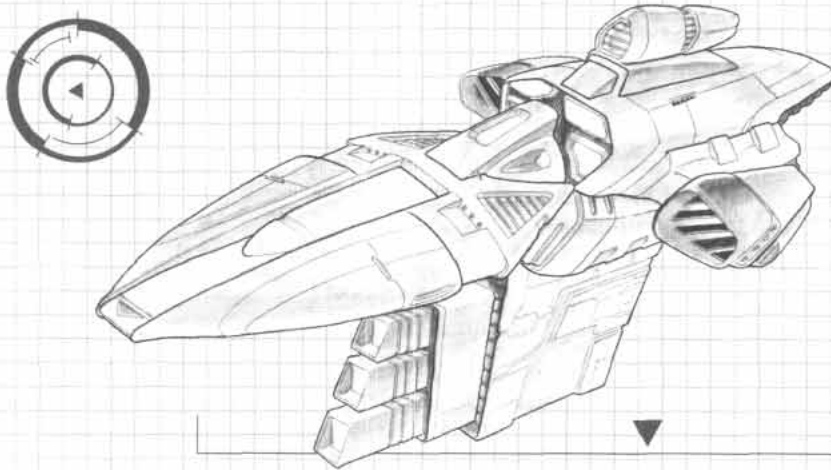
• Description

Built on a standard frigate hull, the *Assassin* is easily recognized by its massive keel-mounted phased disassembler battery. This underslung weapon is a fixed-forward, short ranged disintegrator, capable of taking apart matter at the molecular level. It is designed for use against D'vor ships that are too large to be affected by normal weapons, such as Star Devourers. When fired, the disassembler creates a series of intense resonances in the target, breaking molecular bonds and causing matter to fall apart. Targets hit by the beams appear to simply crumble to dust. Organic material is far more vulnerable than metallic, but even alloy hulls have difficulty withstanding a disassembler attack. This weapon is extremely short-ranged, and despite the massive damage inflicted it is dangerous to use in combat as the frigate must fly right up to the target for maximum weapon effect.

The *Assassin* does not mount any additional weaponry other than the phased disassembler. All available space is occupied by the weapon system itself, plus additional power generators. The ship does carry better shielding than standard frigates, though at the ranges the *Assassin* is required to operate, it is doubtful whether the shields afford any actual increase in protection. Fortunately, frigate's retains the

standard fighter bay, and the fighters can be used to at least discourage smaller vessels from engaging the frigate while it gets close and delivers a lethal volley. Also, the phased disassembler is remarkably lightweight, and though the mount appears awkward, the frigate loses none of its agility.

Assassins are deployed in squadrons with heavy fighter cover, and are often used to strip large targets of protective armor and surface emplacements, making D'vor vessels more vulnerable to regular weapons fire or boarding actions. Frigate AIs were deemed the best candidates to carry the phased disassemblers. Their unbridled enthusiasm and sheer determination makes them willing to take the risks necessary to get the weapon system in close enough to work effectively. Unfortunately, the survival rate is low — a fact that does not often sink into new ship AIs until they are in the midst of combat. Captains and crews are not so much concerned with holding *Assassins* back during fighting; rather, they must do their best to keep the AIs from running when things get ugly. Those who survive, however, achieve a special status among the other AIs, and many develop into far more capable tactical planners as a result of the experience.

Silhouette CORE Game Stats

Size:	125 (Large, Long, 2000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 12/24
FTL:10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	0
Armor:	150/300/450
*Miscellaneous Threat Value (MTV)	
Crew:	Living 12; Computer 4 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (1600 m^3, luxury), Cargo Bay (5000 m^3), Fire Resistant, Laboratory (Tech, Sciences +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (12 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Phased Dis.	FF	0	x25	1	+2	Disintegrator	Unl.
Force Screen	T	0	x15	Melee	0	Shield (Energy, All), Defensive	Unl.

## Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 2000 m)
Hit Points:	375
Occupancy:	12 Crew, 24 Passengers, 5000 tons cargo
Armor Hardness:	60
Defense:	7
Speed:	Air 720 kph, FTL 10,000C
Tactical Speed:	Air 1152 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 14, Int 14, Wis 10, Cha 4), Force Field (100 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Phased Dis.	8d12	Energy	S	500 km	Unl.	Increased Threat (10-20)	Arc (Fixed Front)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Frigate is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.
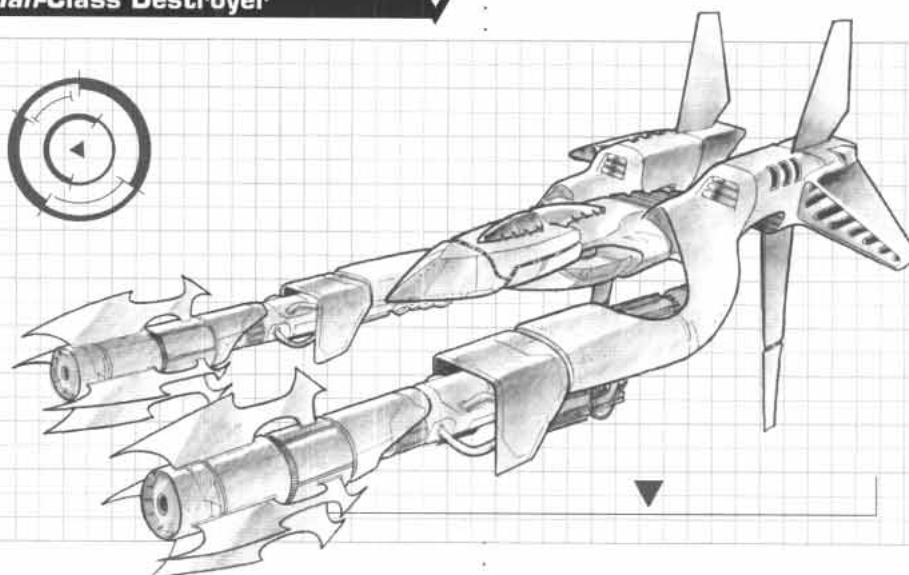
• Description

Though based on the *Cwelan*-Class Destroyer, the Muran *Onalan*-Class has several immediately apparent differences. The most obvious is the replacement of the forward-mounted beam projectors with massive ion accelerator ladders. These long-ranged support weapons are intended to pick apart enemy ships from a distance. Although they are fixed forward, the ship can use its agility to accurately target the accelerators over long ranges. In addition to doing damage, the ion streams induce massive electrical discharges in their target. This can be especially devastating to the D'vor ships, where a single ion strike could inflict massive trauma to a vital organ and possibly kill the entire ship. The ion accelerator ladders are power-hungry systems. The *Onalan* lacks the capability to fire them on demand, and must charge a series of capacitor banks to fire the weapons at full power. The ion discharges can be pulsed as well as streamed in order to lengthen the firing times of the weapon, though this reduces the damage done to any specific target zone. It has been observed that pulsing also reduces the wear and tear on the cannons, leading some analysts to believe that the weapons may be delicate or maintenance-heavy. The twin prows mount additional thrusters to compensate for the increased mass of the ship. Secondary armament remains standard, providing the *Onalan* with better defensive capabilities than most anti-D'vor vessels. However, since the Muran tend to avoid using fighter screens, the increased defense is offset by the need to commit larger vessels to provide protective cover.

The science behind the ion accelerator ladder is unknown, and the Muran have flatly refused to produce any information. Some components of the weapon have been identified, but many remain a mystery. The large fins at the front of each emplacement could be heat sinks, targeting devices or part of the focusing array. No one is quite sure, and scans in combat have proven inconclusive.

Like the *Cwelan* destroyers, these vessels are relatively new and exclusive to Muran fleets. Only a handful of non-Murans have ever been aboard one of these ships, and they were confined to the least sensitive areas of the vessel. *Onalan* vessels are deployed only in hunter fleets, usually in groups of three to provide long-range fire support against the largest D'vor ships and to cover each other while the ion accelerator ladders are charging.

Silhouette CORE Game Stats

Size:	210 (Large, Long, 5000 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL:10,000 C, 10,000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	-1
Armor:	220/440/660
*Miscellaneous Threat Value (MTV)	
Crew:	Living 52; Computer 16 (Sentient, Level 3)
Deployment Range:	2500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 3 x Communications (+1/100 km, Satellite Uplink); Features: Accommodations (2400 m^3, luxury), Cargo Bay (10,000 m^3), Easy to Modify (All), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (24 patients); Hostile Environment Protection (All, Radiation 200); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 3 x Sensors (+2/10 km); Weak Point (Systems).

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws		Ammo
Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Ion Accelerators	FF	0	x25	24	-3	Haywire	Unl.
(Pulsed Beams)	FF	0	x10	16	+2	Haywire	Unl.
Beam Emitters	L	0	x10	5	+1	Wide-angle (180)	Unl.
Beam Emitters	R	0	x10	5	+1	Wide-angle (180)	Unl.
Force Screen	T	0	x15	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 5000 m)
Hit Points:	620
Occupancy: 52 Crew, 24 Passengers, 10,000 tons cargo	
Armor Hardness:	60
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 960 m
Initiative:	-4

Maneuver:	-3

Special Abilities:Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global, 10km), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 14, Wis 14, Cha 4), Force Field (80 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Ion Accelerators	10d12	Energy	-3	12,000 km	Unl.	Improved Threat (15-20)	Arc (Fixed Front)
(Pulsed Beams)	4d12	Energy	A	8,000 km	Unl.	Improved Threat (17-20)	Arc (Fixed Front)
Beam Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Beam Emitters	10d4	Plasma	A	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Destroyer is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.

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