

★ JOVIAN

EXO-ARMORS & SPACECRAFT



FROM DREAM POD 9

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★ JOVIAN

CHRONICLES

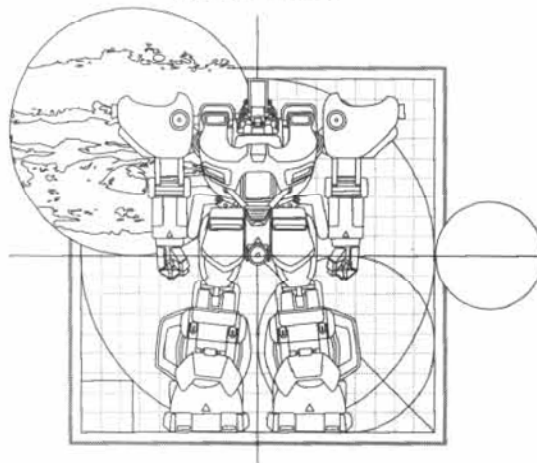


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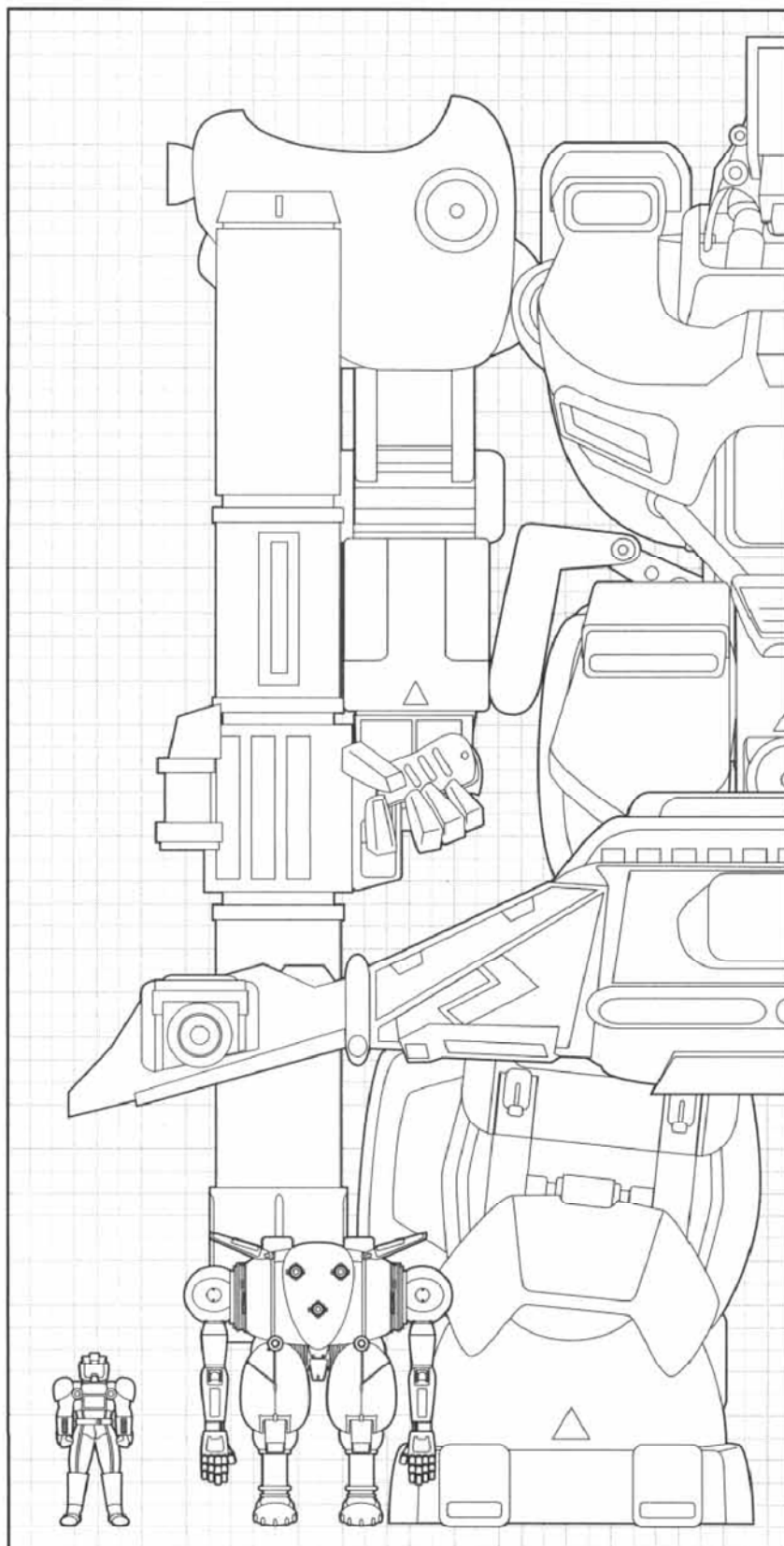
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▼ SPECIAL THANKS

The Toronto Crew
 The crew of the JSS Faraday
 And all the others we forgot (we still
 love you, guys!)
 Brought to you by the letter "V"

▼ PRODUCED AND PUBLISHED BY



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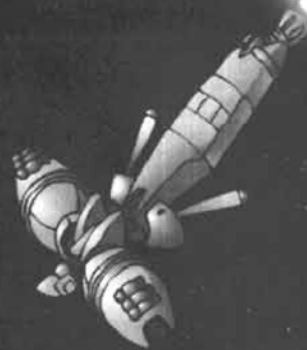
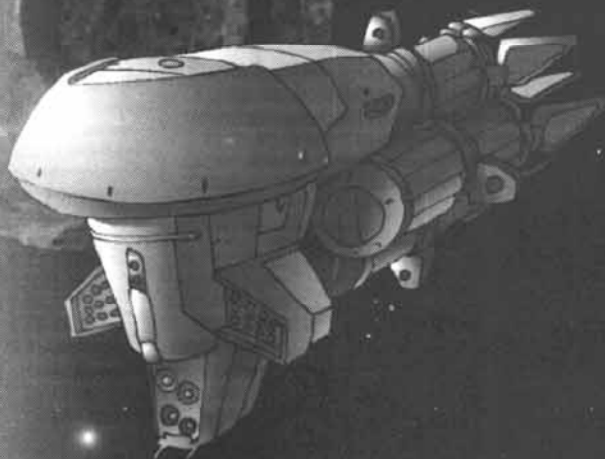
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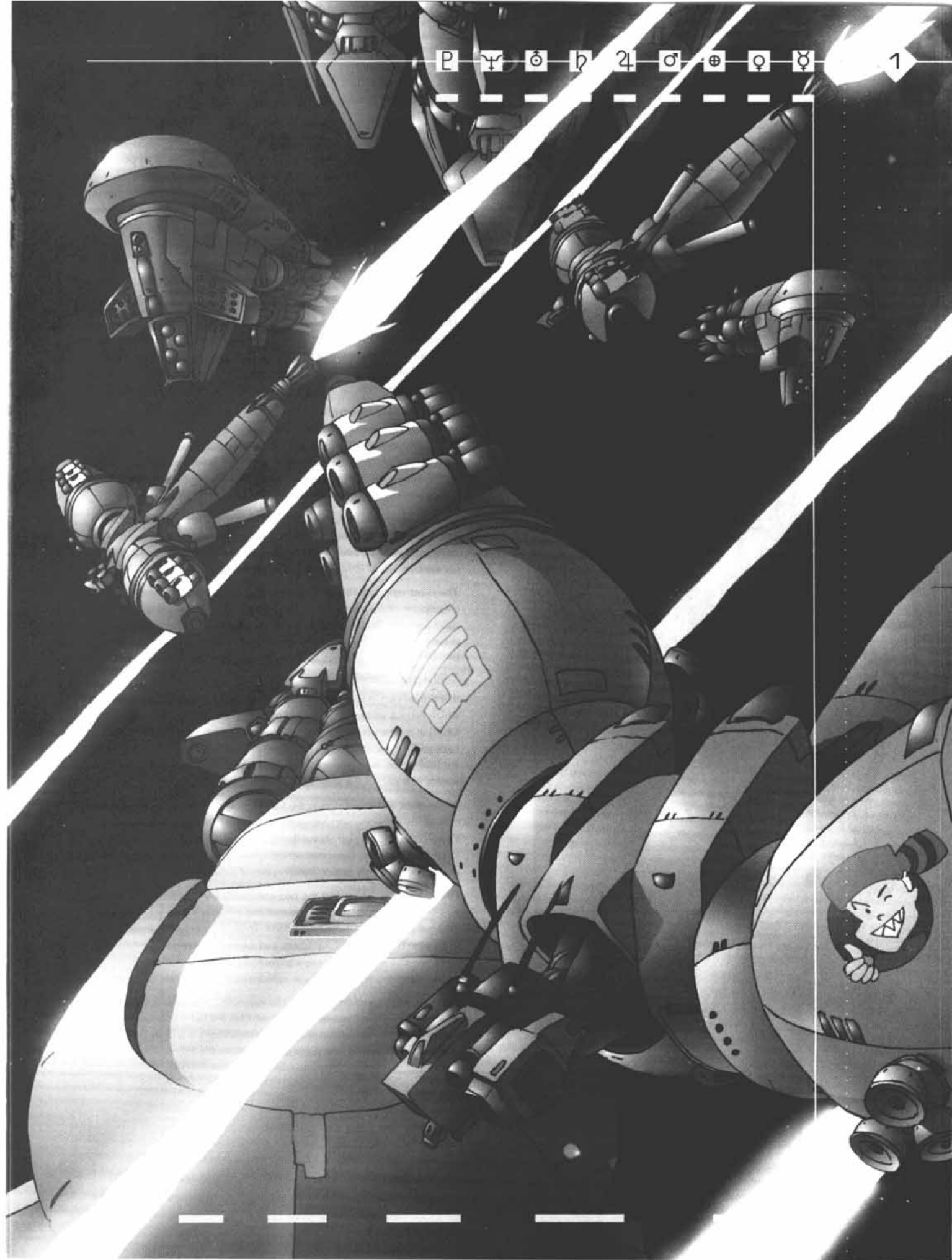
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The Jovian Chronicles universe is full of technological marvels. There are many uses for the knowledge that humanity has accumulated over the centuries and, as a space-faring people, one of the most useful of these is the construction of vehicles. The number of different vehicles used in the solar system of the 23rd century is astounding. The knowledge that the space settlements possess allows them to build any particular design in numbers if the demand for the design is great enough, whether it be from a military organization or the needs of the public. From the most advanced exo-vehicle used for war to a trading ship that plies the vast trade lanes to a simple space craft that ferries goods between stations, the machines used in space are vital to the well-being of all who live there. In an attempt to show a wide cross-section of the vehicles that exist in the solar system, the Mechanical Catalog provides Gamemasters and Players with a wide variety of new vehicles to use in their games.

The Mechanical Catalog was not originally planned. All of the material which is found in this book was intended to fit into the Jovian Chronicles Rulebook, but as the project grew, it became apparent that two books were necessary to include all the material that needed to be covered. Thus, while there is some overlap between the two books, there is material which has been expanded upon to provide both a richer background and more technical details.

While the Rulebook gave a useful sampling of the various exo-armors, fighters and capital ships in use in the solar system, the *Mechanical Catalog* provides a much broader look at the craft of the various factions. Smaller and larger craft serve alongside exo-armors like the CEGA Syreen or the JAF Vindicator and smaller exo-suits. This book also features a variety of civilian craft to supplement the Inari and Mule ships provided in the Rulebook. These vessels will be especially useful in a roleplaying campaign, where Player Characters are likely to be traipsing around the solar system in a variety of freighters or exploration ships.





► SPACECRAFT AND VEHICLES

Vehicles are crucial to humanity's presence in space. Unlike the planet-bound life we all know, in space it is not possible to simply walk from one destination to another (even if the distances involved were on a smaller scale). Some kind of vehicle with life-support is required, be it a spaceship or a comparatively simple space suit with a thruster pack. As the setting for most of the action in which Player Characters are likely to participate, vehicles are important to the **Jovian Chronicles** as plot devices, props and backdrops. Whether the characters are trying desperately to save a doomed space ship, flying exos as part of their career, or just staying aboard a space station, space craft of one sort or another are virtually omnipresent in the game.

▼ USING THIS BOOK



The **Mechanical Catalog** is intended to provide **Jovian Chronicles** players with a variety of vehicles to incorporate in their campaigns. The vehicles included are many of those which are likely to be seen or used by Player Characters in any profession or by Non-Player Characters which the PCs come in contact with.

There are a wide variety of vehicles shown in this book. Many of them, such as exo-suits (power-boosted linear frames, small enough to be used inside ships and bases), exo-armors, fighters, and space ships are most likely to be used in military-based campaigns. There are, however, also service and civilian vehicles such as repair-robots and a few commercially/publicly available space ships included for civilian campaigns and off-duty time.

Several different formats are used to present the vehicles found herein. The different ways in which the information is presented are a result of the different craft to be described. While some of the vehicles have little need for explanation or little history to describe, others are rich in detail.

The most common format is a two-page spread which includes a brief description of the machine, its role and history, as well as the vehicle sheet used for play. These vehicles are those which are likely to be seen less often by Player Characters (though the machines are not necessarily rare) for one reason or another, whether the model is an old workhorse or a cutting edge design.

In a similar vein, a four-page format is included for some of the machines which have a wider scope in the game. In addition to the information found in the two page format, these include a full frontal view of the vehicle and a number of common variants. These machines are those which are likely to be seen by the PCs at some point, but they may be prevalent in only one part of the solar system.

All the ships and exo-armors in the four page format feature a lengthy commentary by someone who has served aboard one of the vehicles described. These comments give additional flavor to the vessel, focusing on little-known foibles and strengths. Gamemasters can use these as inspiration for story ideas and to add flavor to a session featuring one of these craft.

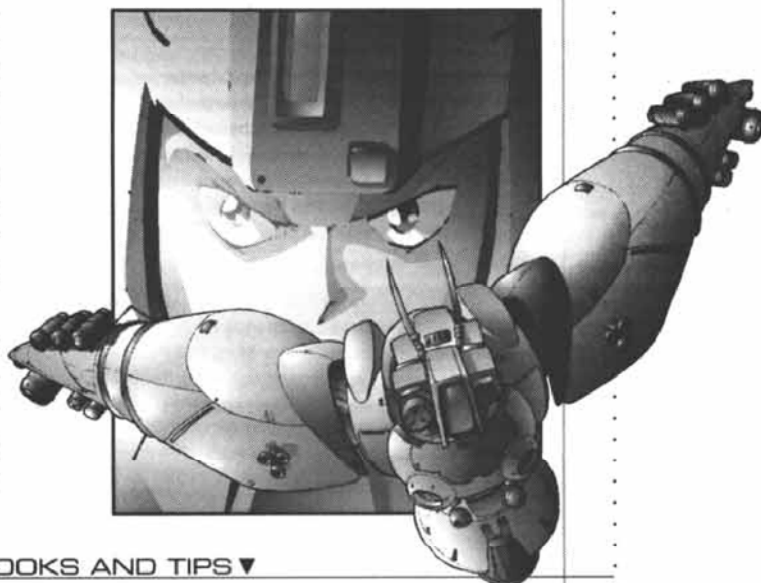
For three civilian ships and the two commonly used exo-armors, the description is expanded to six pages and also includes a cut-away view and a detailed listing of the component parts. These machines are almost certain to be seen by the Player Characters, and are fairly common. The variants of these are also likely to be fairly common, but a custom model could hold some interesting surprises. These vehicles also feature crew comments.

For a few of the vehicles, such as the exo-suits, one page is sufficient to cover all relevant information. These vehicles are likely to be either commonly found, or specialized in their role; regardless, it is likely they will be seen by the Players at one point or another.

SOLAR FACTIONS ▼

The ships, exos and other vehicles in the **Mechanical Catalog** are grouped together by faction, with CEGA vessels first, then Jovian craft and finally those belonging to the other powers of the solar system. This division reflects the most important powers in the solar system and gives Gamemasters all the vessels that operate together. The CEGA section features some unique elements in a military space station and a eight-page color section. Like the color section in the **Jovian Chronicles Rulebook**, these pages give Gamemasters a campaign setting and the outline of a roleplaying adventure. Whereas the **Rulebook's** section focused on the Jovian Armed Forces, this one puts the spotlight on a CEGA space station and its personnel. Gamemasters running different types of campaigns can still use the color section as a setting for a few scenarios

The civilian and service vessels are grouped in with the independent powers because they can often be found in the Mercurian merchant fleets. They are equally popular with Jovian and Earth civilians, however, and can find their way into almost any campaign. Roleplaying campaigns that are not military in nature might also make good use of these vessels as campaign settings or props, along with the Mule freighter and Inari liner featured in the **Jovian Chronicles Rulebook**.



HOOKS AND TIPS ▼

In a tactical campaign or scenario, the **Mechanical Catalog** gives Players a chance to add more variety to their forces. A force comprised of several different units has more flexibility when it meets its opponents, and commanders of a group of units will have the opportunity to send units which are appropriate to the mission involved.

While the **Mechanical Catalog** is designed to provide Gamemasters and Players with a variety of new designs for their campaign, it is important that the focus of a roleplaying game remain on the characters involved in the game. While it can be fun for characters to try out all of the different vehicles which are available, if the game becomes centered around technology then Players will eventually become bored as their characters become little more than decorations for the latest machine to roll off the assembly line. In order for the Gamemaster to keep the Players entertained, at least some of the vehicles provided should be used as plot devices. For example, if the Player Characters are all part of an exo-armor squadron, the arrival of a new *Pathfinder ST* could cause all the pilots to become more competitive, in an attempt to catch the commanding officer's eye and be assigned to pilot the impressive vehicle. In this way, the new design will add flavor to the campaign, but will keep the Player Characters and their opponents in the spotlight where they belong.

There are a lot of details on the vehicle sheets about the manufacture parts, typical roles and other aspects of the vehicle. Gamemasters can use this to give additional "technical" flavor to their in-game descriptions; adding a bit of jargon helps to keep Players in the mood of the game, and it can also lead to interesting plot developments. For instance, if an exo is hit and the Characters are in unfamiliar territory, the fact that they need a LK-87F power coupler that is only manufactured several hundred thousand kilometers away can lead to all sorts of interesting situations as the PCs attempt to procure the only part on the station. In several of the vehicle descriptions, there are detailed technical drawings focusing on one interesting feature or another. These can be used as visual reference to help immerse Players in the scenario. Showing them what the malfunctioning coupling that's causing their exo-armor to fly off course looks like can be very effective and may also prompt them to find creative solutions on how to fix it.

For those who wish to play a "hard science-fiction" campaign, the tonnage listings of structure and propellants are available to be number crunched. However, in the interests of simplicity, most of the stats have been allowed a considerably large margin of error. Thus for any who wish a completely realistic simulation, the stats provided should be used as guidelines for the GM to flesh out as needed. This can also be attributed to the significant modifications which are done to many space vehicles in order to tailor them to their operator's wishes. Again, these values can be used as jargon by the GM to add flavor to the campaign. The protests of a technician who the Player Characters want to modify their ship can be made more convincing through the use of a few statistics.

The color section in the CEGA portion of the **Catalog** is designed exclusively to be of help to Gamemasters in setting up campaigns and includes a full cast of characters, deck plans for the Alpha-4 space station and a beginning adventure outline. Gamemasters can also "cannibalize" the section by taking from it a few elements they want to use. Perhaps the STRIKE terrorists featured in the section could appear elsewhere, or if the PCs end up on Mars, they could encounter Jan Kurtz. Even people tied to the station, such as CEGA personnel, can simply be moved to another post for the sake of a good story. While the section is designed to be used as a whole it can also serve as a source of time-saving elements for a completely different **Jovian Chronicles** campaign. One very easy way to do this is to simply use the color illustrations to represent characters and locations you have created. An image is, after all, worth a thousand words.

► MECHANICAL CATALOG

This book includes four main sections. The first examines some of the craft of the Central Earth Government and Administration including exos, fighters, capital ships and a space station. The second is the color and adventure section which shows some of the typical paint schemes and provides a possible starting point for a campaign. The third section concerns craft of the Jovian Confederation and includes exos, fighters and capital ships. The final section explores a mélange of vehicles from across the solar systems which range from exos to repair vehicles.

For simplicity's sake, the last section groups together vessels from all the various "independent" powers in the solar system, namely Mercury, Venus, Mars and the Nomad colonies. These powers are certainly not allied, however. Indeed, the two Martian powers are involved in a less-than-cold war. Many of the civilian craft included in this section are not strictly allied to Mercury, although that is their default affiliation because of the power of the Mercurian Merchant Guild. All the planetary and orbital powers employ civilian craft of many different types, so Gamemasters should feel free to place these craft wherever is convenient for their campaign.

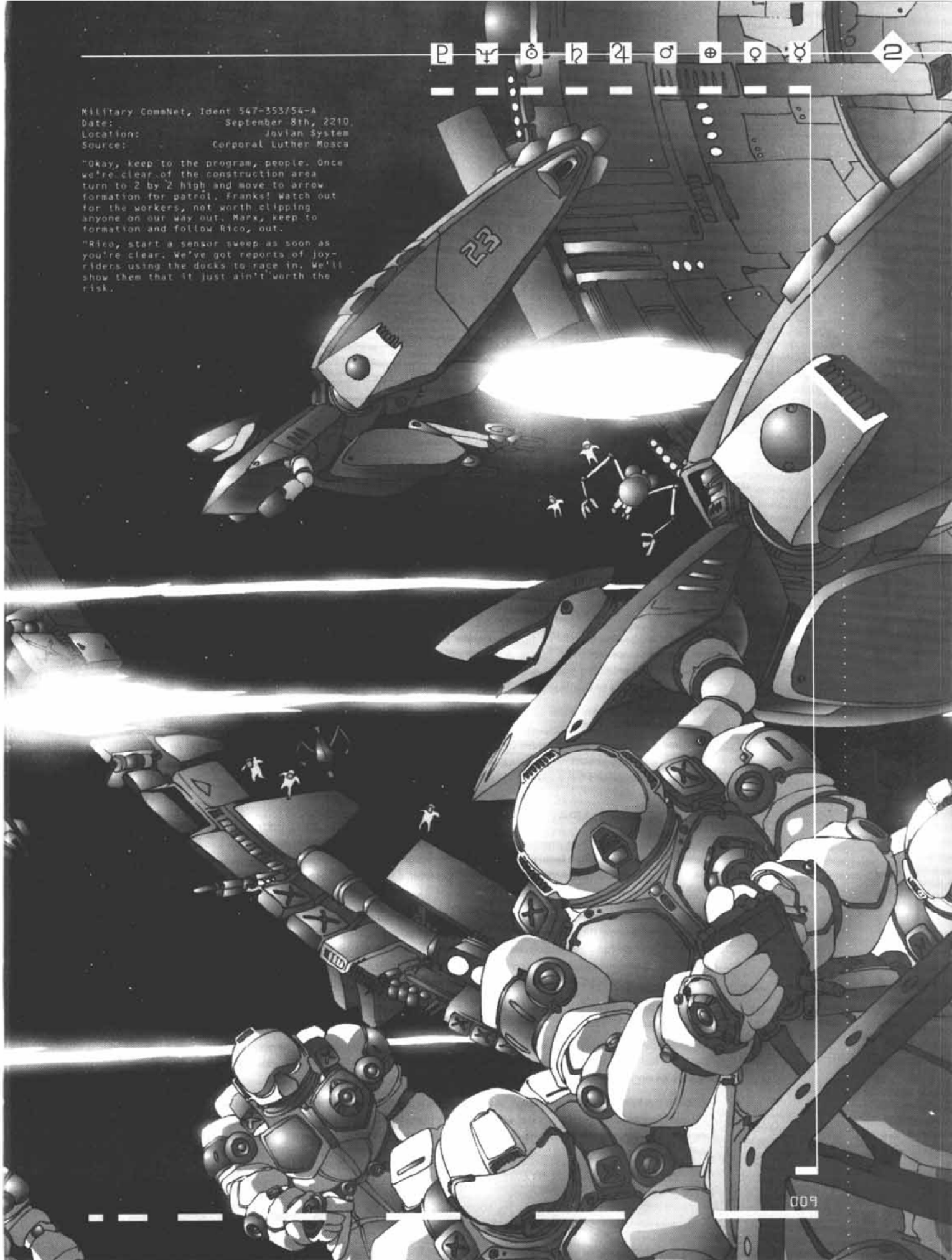
In a roleplaying campaign, the variety of vehicles should help a Gamemaster to liven up a campaign, and allow for a number of different plot developments. In a tactical campaign, the vehicles included should help players create interesting scenarios. In either case, the depth of detail and background can help to deepen the mood of the game.



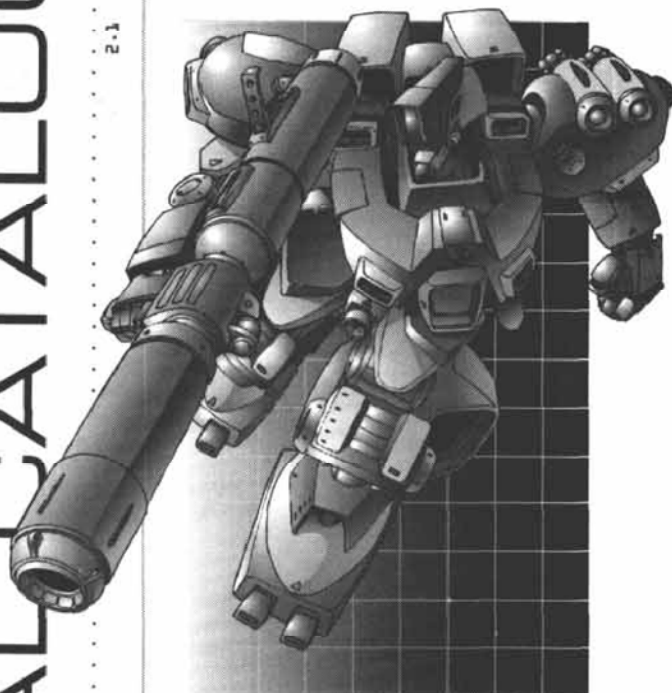
Military CommNet, Ident 547-353/54-A
 Date: September 8th, 2210
 Location: Jovian System
 Source: Corporal Luther Mosca

"Okay, keep to the program, people. Once we're clear of the construction area turn to 2 by 2 high and move to arrow formation for patrol. Franks! Watch out for the workers, not worth clipping anyone on our way out. Marx, keep to formation and follow Rico, out.

"Rico, start a sensor sweep as soon as you're clear. We've got reports of joy-riders using the docks to race in. We'll show them that it just ain't worth the risk.



► CEA-05 WYVERN



Name:	Wyvern
Production Code:	CEA-05
Origin:	Central Earth Government & Administration
Manufacturer:	Lunar Aerospace Consortium
Type:	Trooper Exo-Armor
Role:	Anti-Ship Strike, Assault, Counter-Insurgency, Fighter
Control System:	Linear Frame
Height:	16.9 m
Width:	13.7 m
Empty Weight:	52.4 Tons
Loaded Weight:	55 Tons
Main Drive:	2 x 11.4 MW
Powerplant:	1712 KW
Main Thrusters:	5 x 20,000 kg, 2 x 16,000 kg
Apogee Motors:	12
Walking Speed:	36 kph
Acceleration:	2.4 g
Onboard Sensors:	Audio, Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	1 x Zapper Mk 2 Anti-Missile system, 2 x LACW-1M massdrivers
Additional Armament:	LACW-B Hypergolic Bazooka, 2 x 3MC-2 Rocket Canisters, 2 x 3M-3 Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod, Searchlights

◇ OVERVIEW



As the *Retaliator* was gradually introduced in the JAF's front line units, the CEGA Council decided they needed a more modern exo-armor design to face it. Although efficient, the few updates of the *Syreen* were hopelessly outclassed, so research was oriented in a new direction. A new exo-armor would be designed from the ground up, though shortcuts would have to be taken to ensure that it could enter service as soon as possible.

First, arrangements were made with the Martian Federation to buy two of their old *Defenders*. These were moved with great secrecy to the Lunar Aerospace Consortium base in the Tycho Crater to be disassembled and studied. Then, using the basic frame as a guide, the engineers set out to create an exo-armor which could stand against current Jovian designs and win. They knew they could not compete with the Jovian in terms of maneuverability, so the project focused on the dual objectives of armor and firepower.

◇ CAPABILITIES

The head unit was completely redesigned. The engineers removed the front and lateral sensor arrays of the *Defender* and replacing them with a single large plate. Although this limited the field of vision of the pilot somewhat, it made the sensors easier to maintain and made room for an anti-missile laser system as well as two light massdrivers for close combat. The armor plate covering the *Defender's* neck unit was retained for additional protection.

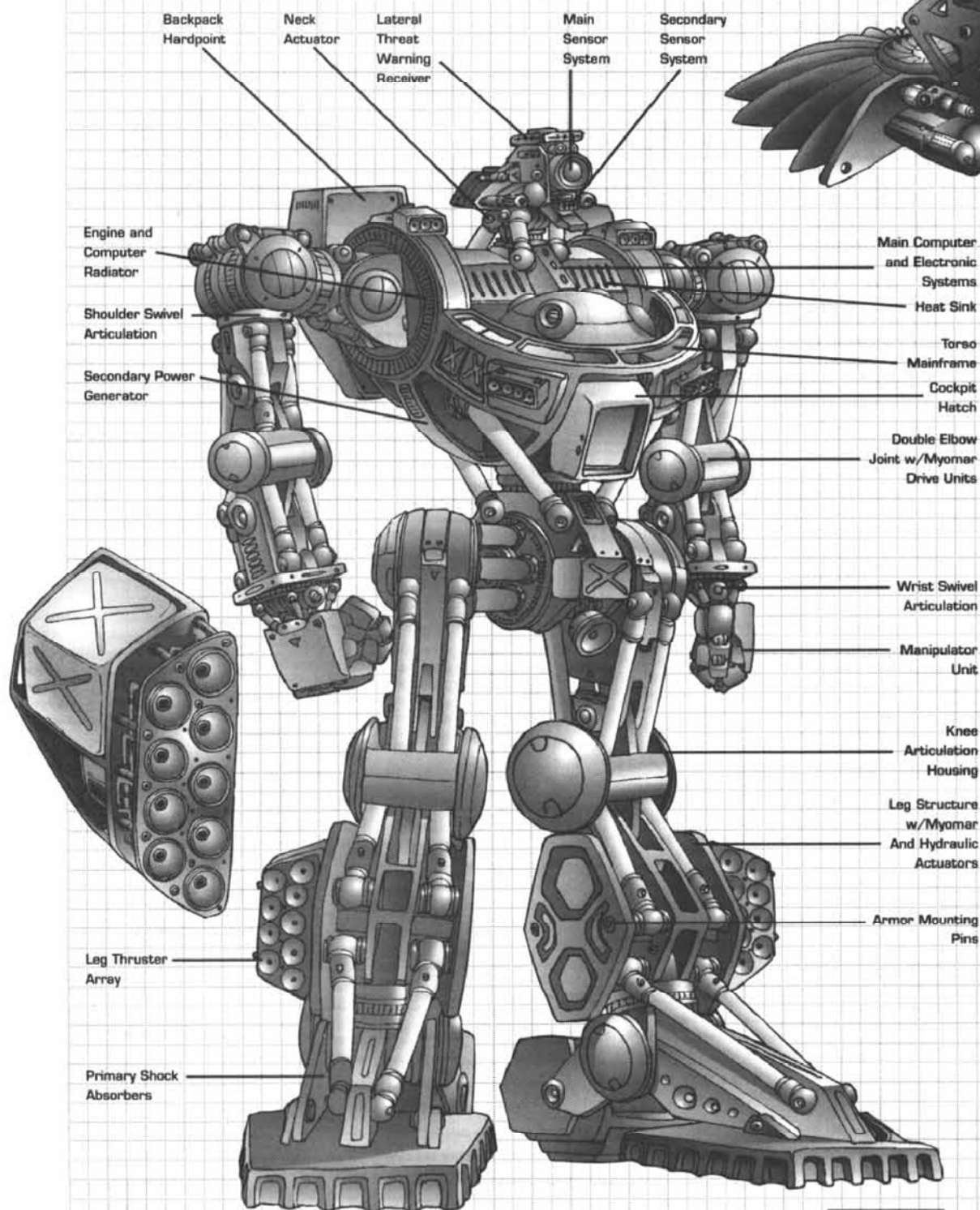
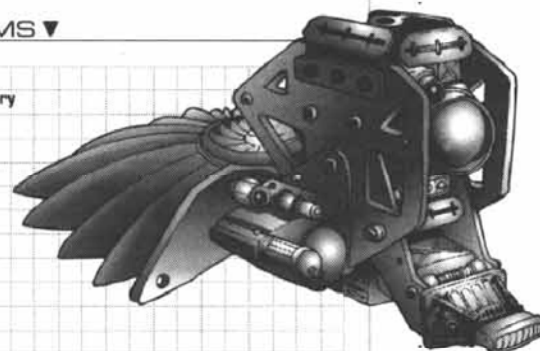
It was decided that a large hypergolic launcher would provide the main firepower, even if the ammunition supply would be limited. Unfortunately, the planned hip-mounted missiles had to be dropped because of mass restrictions. The leg-mounted missile canister design was retained, but the light rockets were more powerful than the ones found on the Martian vehicle. A pair of medium missiles, now carried on the left shoulder hardpoint, completes the basic armament. All of the vehicle's hardpoints are semi-modular and can be modified, if need be, to handle other types of ordnance.

◇ SERVICE RECORD

Wargames with the Venusian Home Defense Force have proved the soundness of the overall *Wyvern* design. Its only major flaw is the lack of an energy-based main weapon system, which greatly limits the operational range of the unit. Additional clips are being issued to each vehicle, but this is a temporary solution at best.

Although the *Wyvern* is a recent design, several variations are already into production in an effort to modernize the Armed Forces as fast as possible. It is unclear whether CEGA plans to make the *Wyvern* their standard exo-armor. At the present rate of production, it is likely that the *Wyvern* will not replace the faithful *Syreen* for at least a few years.

WYVERN INTERNAL SYSTEMS ▼





▼ PILOTS COMMENTS

"The first thing that strikes you about the Wyvern — or any exo, for that matter — is how big it is. The hatch is nearly ten meters up in the air, though in space it doesn't matter much. The hatch release panel is located about two-thirds of the way up on the right hand side of the hatch collar. Pull on the main release lever, and the hatch will open. This can be locked from the inside once you're settled in. Actually getting into the cockpit is always difficult because of the small size of the entry hatch. It isn't as bad in microgee, because you can just pull yourself though while floating, but under gravity it guarantees back problems after a while.

"You have to be careful not to step on the various monitors that form the inner layers of the cockpit. There are four small plates marked "step here" to do just that. It takes a lot to damage the monitors, but you don't want to take any chances, less it gives the tech boys something else to bitch about. Once you're in, grab the handle on the linear frame and swing in. Start strapping yourself from the bottom up, making sure that both feet are well secured before moving up. Don't forget to plug the datalines in the correct suit sockets — they're numbered, see? — or some systems won't function correctly. The torso restraint locks on both shoulders by twisting the round handle."



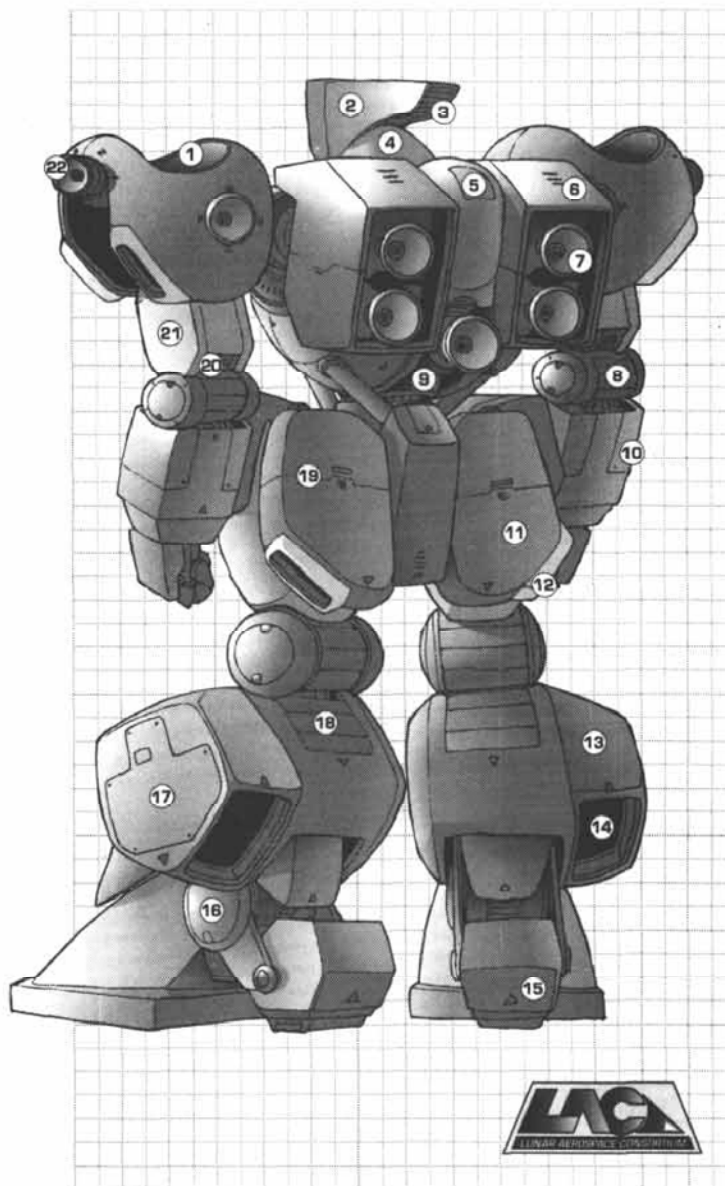
Head Unit



Cockpit Hatch

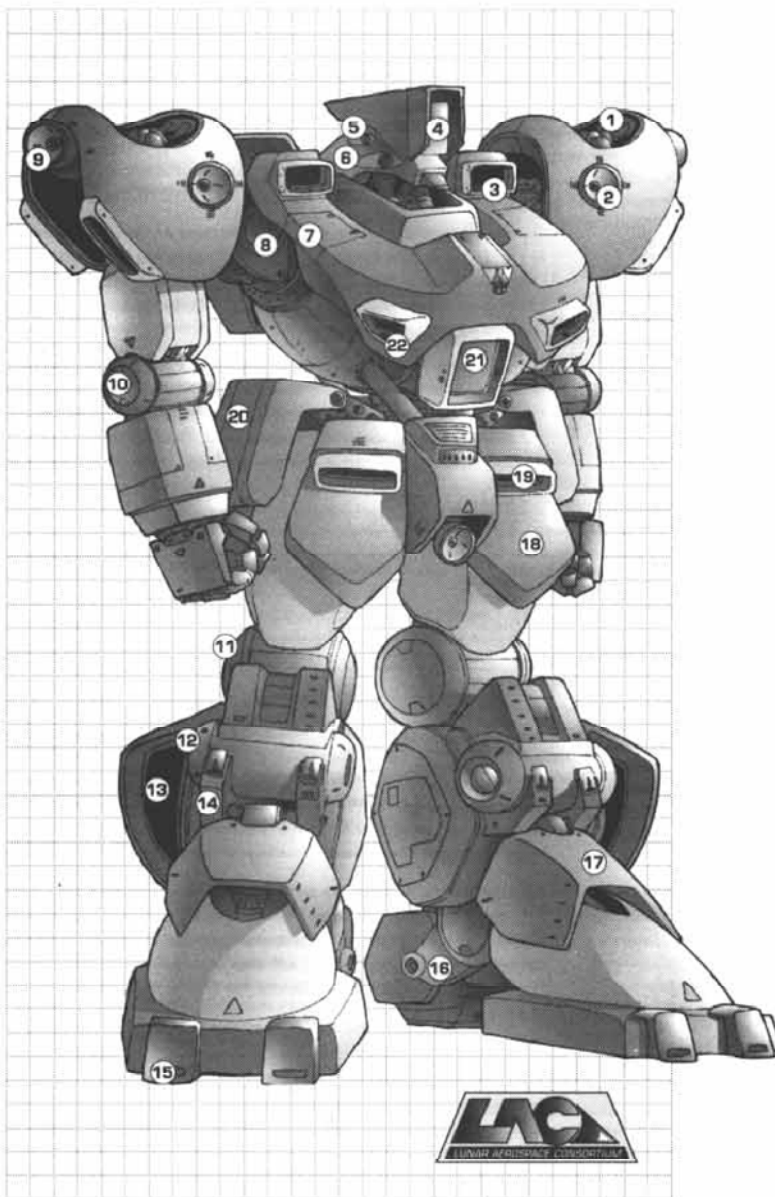


Backpack



▼ REAR VIEW

1	Shoulder Hardpoint	12	Rear Waist Thruster
2	Main Sensor Housing	13	Leg Thruster Array Housing
3	Sensor Electronics Heatsink	14	Rear Leg Thruster Array
4	Head Protective Fairing	15	Heel Mechanism Housing
5	Upper Fusion Core Access Panel	16	Ankle Articulation Housing
6	Starboard Plasma Drive Housing	17	Leg Thruster Array Access Panel
7	Ceramic Variable Thruster Cone	18	Mobile Armor Panel
8	Elbow Articulation Housing	19	Armor Panel Access Seam
9	Main Waist Rotation Ring	20	Arm Actuator Connecting Link
10	Forearm Armor Panel	21	Laminated Armor Panel
11	Rear Waist Armor	22	Lateral Shoulder Thruster



▼ FORWARD VIEW

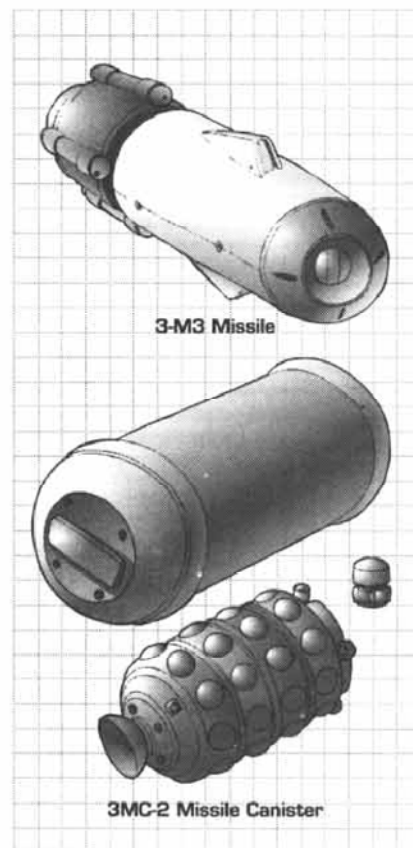
- | | | | |
|----------|------------------------------|----------|----------------------------|
| 1 | Shoulder Hardpoint | 12 | 3MC-2 Missile Canister |
| 2 | Forward Shoulder Thruster | 13 | Forward Leg Thruster Array |
| 3 | Forward Torso Upper Thruster | 14 | Payload Clamp |
| 4 | Main Sensor Defense Panel | 15 | Balance Block |
| 5 | Zapper Mk II Laser AMS | 16 | Main Ankle Shock Absorber |
| 6 | LACW-1M Multitube Massdriver | 17 | Laminated Armor Greave |
| 7 | Upper Torso Access Panel | 18 | Forward Waist Armor |
| 8 | Main Shoulder Actuator Group | 19 | Waist Maneuver Thruster |
| 9 | Lateral Shoulder Thruster | 20 | Modular Waist Housing |
| 10 | Elbow Articulation Housing | 21 | Cockpit Hatch |
| 11 | Knee Articulation Housing | 22 | Lateral Torso Thruster |

▼ PILOTS COMMENTS .

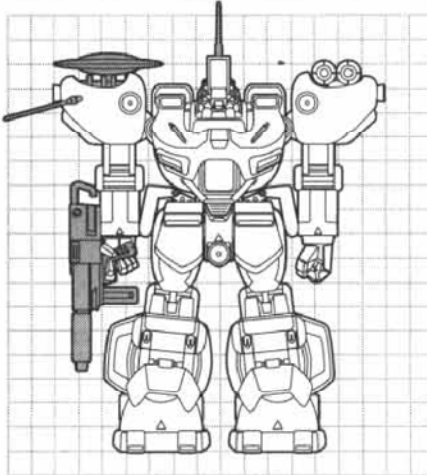
"Once strapped in, you'll notice that the flight controls are slightly out of the way, leaving your hands free to move. There's a small red button within reach: press it, and both joysticks will automatically move into position, giving you flight and weapon control. Don't worry about losing whatever you had in the manipulators at the time, they are programmed to lock in position as soon as the main controls are activated.

"The joysticks operate much like the ones on a standard MMU, though they have more functions to handle the weapon and sensor systems. Be careful when taking off — those thrusters deliver quite a lot of power, and using them at anything more than a trickle will damage the docking area. If the exo is to be catapult-launched from a ship, make sure to follow the instructions from the deck officer, your life may depend on it.

"In flight, the Wyvern responds somewhat sluggishly to commands. If you're wondering, go to a zegee area and strap some weights to your limbs — that's about the right feel (it's good practice, too). All that mass has a good side, however. The Wyvern is one tough mother, and she'll take you home every time if you treat her right."



◇ CEA-05CT WYVERN COMMAND

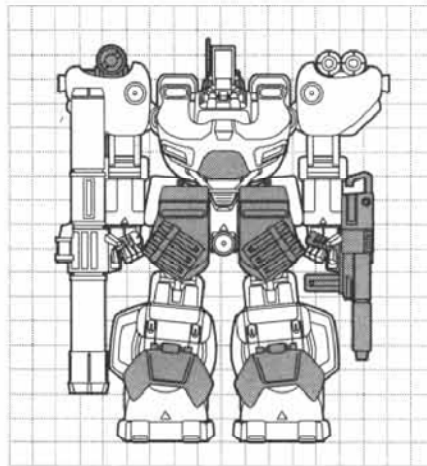


Add:	LACW-3 Massdriver rifle
Remove:	LACW-8 Hypergolic bazooka
Change:	Upgrade Sensors to +1, Comm to O/20, Space Movement to 2.5 g
Offensive:	18,000
Defensive:	1100
Miscellaneous:	2500
Modified Threat Value:	7300 (mass production, 6,000,000 credits)

The Wyvern Command was developed by the Lunar Aerospace Consortium in 2207 as a field commander exo-armor. The *Wyvern Command* is usually piloted by officers of lieutenant rank or better, although some are also issued to aces. Except for the communication gear and modified armament, there are few modifications to the standard Wyvern frame.

The communications pack is composed of multiple antennae (the primary is mounted on the head) for long range communications. A small Newton & Ewell 3LD EWAC system similar to the one mounted on the Jovian *Pathfinder* is mounted on the shoulder rack where the massdriver is normally fixed. The armament is identical except that the bazooka is replaced by a 12 mm hand-held LACW-3 automatic cannon.

◇ CEA-05MS WYVERN MARINE

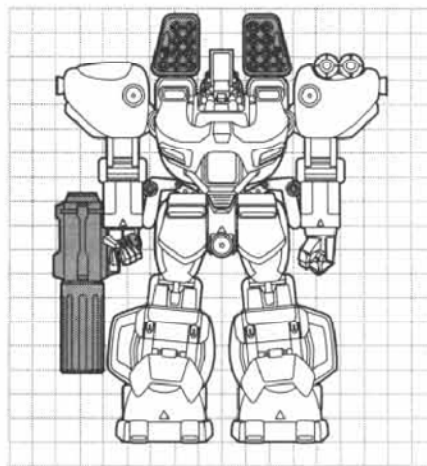


Add:	200 BP Reinforced Crew Comp., LACW-3 Massdriver rifle, Hummer knife
Remove:	-
Change:	Upgrade Armor to 34
Offensive:	19,000
Defensive:	1200
Miscellaneous:	2800
Modified Threat Value:	7700 (mass production, 6,300,000 credits)

The *Wyvern Marine's* nickname is "Leatherneck." Many of its armor plates are enlarged or thickened, and the main thrusters are modified to carry the extra weight along with additional propellant tanks. The cockpit hatch has also been fitted with a hinged plate that closes over it, providing more protection to the pilot inside.

Although the LACW-8 bazooka and all missile systems are still present, one LACW-3 12 mm hand-held massdriver rifle can also be carried. Extra clip fittings are bolted onto the skirt plates for additional bazooka and massdriver ammo — an option that is becoming frequent with regular models as well. Since the standard Wyvern lacks hand-to-hand weaponry, the *Marine* carries a hummer knife in a forearm mount.

◇ CEA-05R WYVERN BOMBER



Add:	2 x 3-N7 Missile canisters, RJ-56 Rocket Pod
Remove:	LACW-8 Hypergolic bazooka
Change:	-
Offensive:	15,000
Defensive:	1100
Miscellaneous:	2500
Modified Threat Value:	8100 (mass production, 5,000,000 credits)

The *Wyvern Bomber* is one of the most commonly seen variants. It is, in essence, a missile boat designed for close support, bombardment and area denial. The *Bomber* never operates far from a ship or supply base because its armament is entirely composed of missile weapons. It is also slightly slower than other Wyvern variants because of the mass of some of the missiles, though this disadvantage disappears once they are fired.

The hypergolic bazooka is replaced by twin large missile canisters for massive bombardment capabilities. The left shoulder hardpoint carry twin 3-M3 missiles for defense against enemy spacecraft. A hand-held pod of RJ-56 unguided rockets is available for use against slow targets and installations.

THREAT VALUE:	5800
OFFENSIVE:	14,000
DEFENSIVE:	1100
MISCELLANEOUS:	2500
COST:	4,700,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

CREW:	1
ACTIONS:	2

SIZE:	13
DEFAULT SIZE:	17
STACKING SIZE:	13
ARMOR:	
LIGHT DAMAGE:	32
HEAVY DAMAGE:	64
OVERKILL:	96

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	3 (18 kph)	6 (36 kph)	-1
SPACE:	12 (1.2 g)	24 (2.4 g)	-1
DEPLOYMENT RANGE:	500 km		Fusion/electric
REACTION MASS:	450 BP		Hydrogen

SENSORS:	-1/3 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

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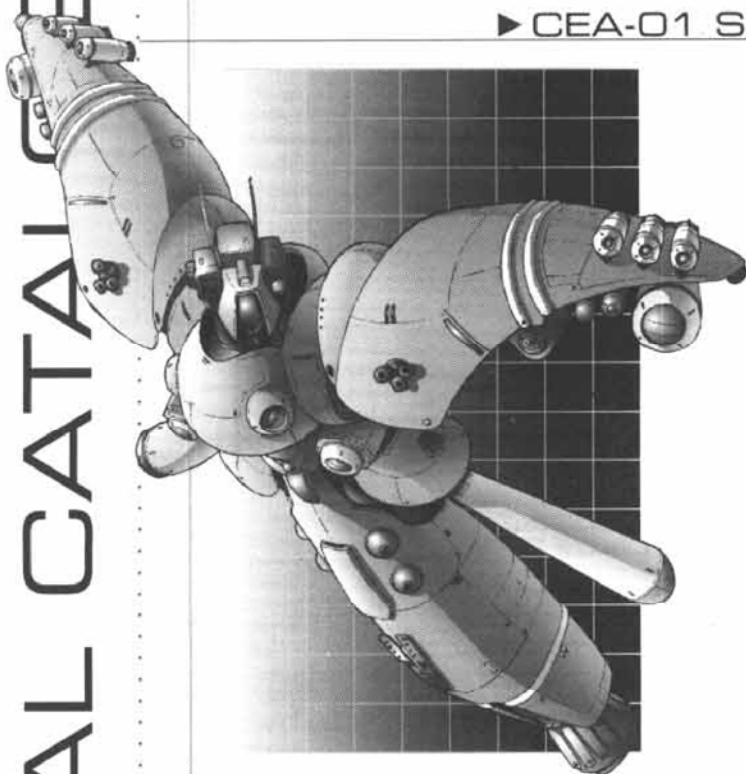
Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Zapper Mk2 AMS	Forward	x3	1	+1	6	Inf.	AM, Def, HEAT	4	280	N/A
2	LACW-1 Massdriver	Forward	x5	1	0	4	240	AI	3	70	1
1	LACW-8 Bazooka	Forward	x15	5	0	0	6c	Mis, Sk1	8	1000	4
2	3-M3 Heavy Missile	Forward	x30	5	-2	0	n/a	Mis, SD, Sk1, Smt2	11	5800	N/A
2	3-MC2 Rocket Cannister	Forward	x6	1	-1	5	20	Mis, IF	3	70	1
X	LACW-3 Massdriver Rifle	Forward	x20	8	0	2	20c	AP	14	5200	18
X	3-N7 Missile Cannister	Forward	x30	5	-2	3	9	Mis, IF, Heavy	7	730	2
X	RJ-56 Rocket Cannister	Forward	x20	2	-1	5	20	Mis, IF	7	560	2

For Wyvern Marine's Hummer Knife, see page 19.

★ JOVIAN

CHRONICLES

► CEA-01 SYREEN



Name:	Syreen
Production Code:	CEA-01
Origin:	Central Earth Government & Administration
Manufacturer:	Lunar Aerospace Consortium
Type:	Space Exo-Armor
Role:	Anti-Ship Strike, Interceptor, Tactical Strike
Control System:	Linear Frame
Height:	17.2 m
Width:	17.5 m
Empty Weight:	48.9 Tons
Loaded Weight:	52 Tons
Main Drive:	32 MW
Powerplant:	1203 KW
Main Thrusters:	1 x 156,000 kg
Apogee Motors:	18
Ground Speed:	n/a
Acceleration:	3 g
Onboard Sensors:	ECM, Fine Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	1 x LACW-12S ADCLS
Additional Armament:	2 x CSH-4 Heavy Missiles, 6 x Deathsong A3 Medium Missiles, 4 x LAC-1 Light Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod

◆ OVERVIEW



As the settlements resumed contact with Earth, the newly formed CEGA was amazed by the new war machines they saw. They were a little worried as well. The Syreen was hastily designed to be a stopgap measure to the recent colonial advances in exo-armor technology. Using an old OTV (Orbital Transfer Vehicle) model, the CEGA technicians built a legless and crude craft capable of defending itself in hand-to-hand combat as well as carrying anti-spacecraft missiles.

After several successful simulated ambushes in the Asteroid Belt, the vehicle was dubbed *Syreen* for its appearance and its ability to lure opponents into a well-prepared trap using its ECM pod. The pod was too costly to use on all exos, so it was later decided that only the officer variant would carry it on the production model.

◆ CAPABILITIES

Although actual production models use a custom designed booster, the original prototypes of 2186 were built around decommissioned OTVs. This caused endless problems (as well as one explosion) before the project leaders finally decided to build a new chassis for the vehicles. Because of the original nature of its propulsion system, the *Syreen* is capable of high acceleration, but suffers from poor range and maneuverability. The latter was improved by the recent addition of vectoring plates to the main nozzle. These plates need constant attention however, and many technicians complain they are spending too much time on them.

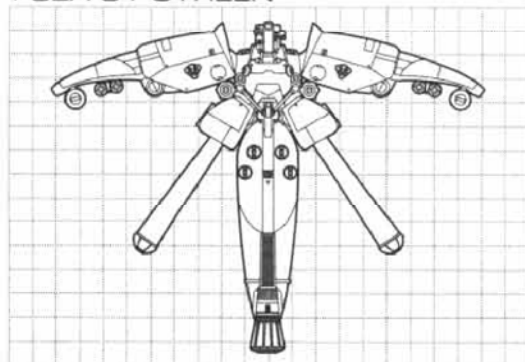
The most amazing piece of equipment is surely the Active Close Defense Laser System (ACDLS for short), a computer-guided, variable range laser array composed of four independently focusing lenses. These serve as the *Syreen*'s main ranged weapon, except when an opponent approaches the *Syreen* within 25 meters: the computer then automatically takes over and fires at the new threat. This is beginning to cause problems as *Syreens* sometimes open fire on friendly units, acting on misread IFF signals.

◆ SERVICE RECORD

The first incident involving *Syreens* occurred during the testing period when a small pirate cruiser mistook the CEGA team for prospectors. The pirates were quite surprised when what they thought to be mineral-gathering shuttles turned out to be a pack of dangerous combat vessels. Needless to say, the cruiser was vaporized after only a few seconds of combat. After the *Syreen* officially entered service, things calmed down. The machine sees little other than police and patrol duty now.

Being a jury-rigged machine built with the intention that it be replaced by more advanced designs, the *Syreen* was never adapted to other operational roles. The *Commander* type, which carries an ECM pod, was the only variation built.

▼ CEA-01 SYREEN



▼ PRODUCTION DATA

THREAT VALUE:	2900
OFFENSIVE:	5700
DEFENSIVE:	1100
MISCELLANEOUS:	2000
COST:	1,700,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as level 1 pilot	Y
Backup Systems	-	Comm, Fire Con, Life Support, Sensors	
Computer	1	CRE -1, KNO -1, PP1	
ECCM	3	Defensive Electronic Warfare Equipment	Y
Ejection System	-	Escape Pod	
HEP: Radiation	3	Screen	
HEP: Vacuum	-	Space protection	
Life Support	-	Limited	Y
2 x Manipulator Arm	10	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	
Difficult to Modify: Movement	-	Maintenance-heavy; -1 to Repair rolls	
Fragile Chassis	-	"Structure" hits are one step higher	
Hazardous Fuel Storage	-	Fire Con hits: Light +1, Heavy +2	
Large Sensor Profile	3	Too Large to Hide	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	ACDLS (range)	Forward	x12	3	0	2	Inf.	AD1, HEAT	5	720	N/A
	(defense)	Forward	x16	Melee	0	0	Inf.	Smt1, HEAT	8	2500	N/A
4	LAC-1 Missile	Forward	x5	1	+1	0	n/a	Mis, G, IF, SD	3	35	N/A
6	A3 Missile	Forward	x15	3	0	0	n/a	Mis, G, IF, SD	5	230	N/A
2	CSH-4 Missile	Forward	x25	5	-1	0	n/a	Mis, G, IF, SD	6	450	N/A

▼ NOTES

Commander Type: add ECM 3, Decoy System (Sensor) 5, Threat Value 5000 (5,000,000 Credits)

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	12
DEFAULT SIZE:	14
STACKING SIZE:	12
ARMOR:	
LIGHT DAMAGE:	22
HEAVY DAMAGE:	44
OVERKILL:	66

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	15 (1.5 g)	30 (3.0 g)	-2
GROUND:	0 (0 kph)	0 (0 kph)	-2
DEPLOYMENT RANGE:	300 hrs	Fusion/electric	
REACTION MASS:	350 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	-1/2 km
COMMUNICATIONS:	-1/10 km
FIRE CONTROL:	0

JOVIAN
CHRONICLES

▶ CEA-09 CERBERUS



Name:	Cerberus
Production Code:	CEA-09
Origin:	Central Earth Government & Administration
Manufacturer:	Lunar Aerospace Consortium
Type:	Hunter/Killer Exo-Armor
Role:	Anti-Ship Strike, Assault, Counter-Insurgency, Fighter
Control System:	Linear Frame
Height:	17.1 m
Width:	14.8 m
Empty Weight:	52.4 Tons
Loaded Weight:	63.4 Tons
Main Drive:	2 x 12 MW
Powerplant:	1712 KW
Main Thrusters:	5 x 10,000 kg, 2 x 9000 kg
Apogee Motors:	30
Walking Speed:	36 kph
Acceleration:	1.8 g
Onboard Sensors:	Audio, ECM, ECM, Fire Control Radar; Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	LACW-1M Massdrivers x 2, MW-1 Plasma Lance, Hummer Knife
Additional Armament:	LACW-11 30 mm Massdriver Rifle
Defensive Systems:	Mag Screen
Equipment:	Escape Pod

◇ OVERVIEW



The *Cerberus* is the latest addition to the CEGA arsenal. It is the result of the collaboration of engineers from CEGA, LAC and a Venusian firm (the name of which remains unrevealed at this time). Conceived as a hunter/killer exo, the *Cerberus* — unlike the *Wyvern* — is an entirely new design.

Although the head bears a strong resemblance with that of the *Martian Explorer*, it actually contains more scanners and cameras, and twin LACW-1M massdrivers for close range combat. The name *Cerberus* comes from its two massive shoulder pods in which a vast array of ECM and EWAC systems are stored, as are several sensors, scanners and stereoscopic cameras. When these systems are active, the machine seems to have three heads, hence its name.

◇ CAPABILITIES

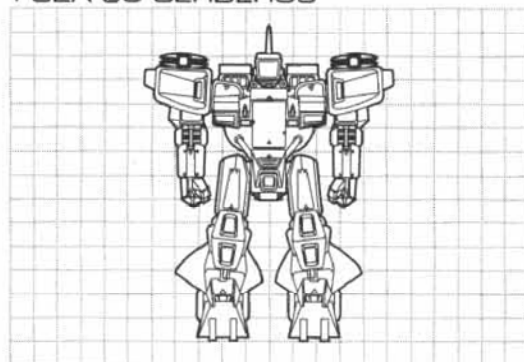
The backpack has large thrusters and an adaptor for an extra reaction mass tank to increase its reserve. Since the *Cerberus* relies on speed, maneuverability and its hit-and-run tactics, its weaponry is limited in scope; it is composed of two head-mounted massdrivers and one large hand-carried massdriver rifle. For the first time on a CEGA machine, a plasma lance is incorporated for hand-to-hand combat, and is stored in the right hip compartment. The left hip compartment contains a HummerKnife identical to the *Wyvern Marine's*. The real bite of the *Cerberus* is its main weapon, a LACW-11 30 mm massdriver rifle that fires depleted uranium-tungsten rounds. It is linked with the targeting computer via an interface cable connected on the side of the chest. The Newton & Ewell targeting and tracking system is primarily responsible for the incredible accuracy of the weapon, which is said to be able to hit a running light on a ship from kilometers away. Since the cannon is unusually long, a thermal jacket prevents any overheating which could warp the barrel and reduce the weapon's accuracy. The thermal jacket also helps maintain the magnets' operating temperature.

The *Cerberus* is usually painted matte dark red, but the color scheme can be changed if necessary (white with a dark grey "broken line" camo is especially popular). There are currently no variations, but suggested alternative payload for this machine would be a LACW-3 12 mm hand-held massdriver similar to the one used by the *Wyvern Marine* and *Command*.

◇ SERVICE RECORDS

The *Cerberus* has not seen combat yet (at least not officially) although pilots have been assigned to the available machines. Despite this and the fact that only a dozen units have been built so far, the *Cerberus* already has a reputation as a fearsome combat unit. The mass-produced *Cerberus* will undoubtedly serve as an officer and ace unit in CEGA forces. A less expensive (and less threatening) downgraded version will probably be offered for sale to client-states and allies of the Earth government in the coming years.

▼ CEA-09 CERBERUS



▼ PRODUCTION DATA

THREAT VALUE:	4500
OFFENSIVE:	8000
DEFENSIVE:	1200
MISCELLANEOUS:	4400
COST:	5,500,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	14
DEFAULT SIZE:	17
STACKING SIZE:	14
ARMOR:	
LIGHT DAMAGE:	35
HEAVY DAMAGE:	70
OVERKILL:	105

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	3 (18 kph)	6 (36 kph)	-1
SPACE:	13 (1.3 g)	25 (2.5 g)	-1
DEPLOYMENT RANGE:	300 km	Fusion/electric	
REACTION MASS:	350 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	+2/3 km
COMMUNICATIONS:	0/20 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as Level 1 pilot	Y
Backup Systems	-	Comm, Fire Con, Life Support, Sensors	
Computer	2	CRE O, KNO O, PP2	
ECM	4	Offensive Electronic Warfare Equipment	Y
ECCM	4	Defensive Electronic Warfare Equipment	Y
Ejection System	-	Escape Pod	
HEP: Radiation	4	Red protection	
HEP: Vacuum	-	Space protection	
Life Support	-	Limited	Y
2 x Manipulator Arm	14	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	
Large Sensor Profile	2	Too large to hide	
Weapon Link	-	Head massdrivers	

▼ WEAPONS

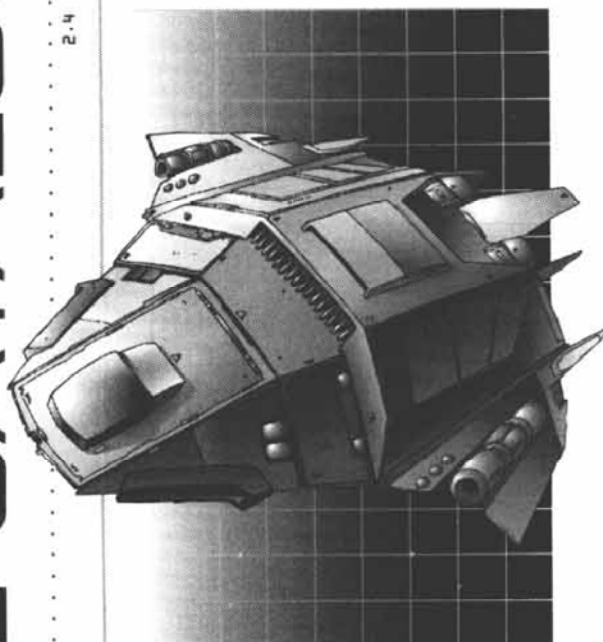
Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	LAWC-3 Massdriver Rifle	Forward	x20	8	0	2	20c	AP, Sniper	14	5200	18
2	LAWC-1M Head Massdriver	Forward	x8	1	0	4	20c	AM	6	500	1
1	MW-1 Plasma Lance	Forward	x20	Melee	0	0	LU3	AC, Concussed, HEAT	4	300	N/A
1	Hummer Knife	Forward	x7	Melee	0	0	Inf.	AP, Concussed	5	180	N/A

▼ NOTES

LAWC-3's Sniper characteristic gives it +1 to hit at Long and Extreme Ranges.

★ **JOVIAN**
CHRONICLES

▶ CF-03 WRAITH



Name:	Wrath
Production Code:	CF-03
Origin:	Central Earth Government & Administration
Manufacturer:	Dassault-MBB Consortium
Type:	Heavy Aerospace Interceptor
Role:	Anti-Ship Strike, Fighter, Tactical Strike
Control System:	Standard Cockpit
Length:	14.1 m
Width:	12.7 m
Empty Weight:	45.7 Tons
Loaded Weight:	49 Tons
Main Drive:	10 MW
Powerplant:	1970 KW
Main Thrusters:	3 x 70,000 kg
Apogee Motors:	10
Flight Speed:	1200 kph
Acceleration:	2.4 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	None
Additional Armament:	Xander X10 Particle Accelerators, Various Light and Heavy Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod, Re-entry System

▼ OVERVIEW



The *Wrath* is one of the better known interceptor designs in the solar system. Though it is starting to show its age, it is still a reliable and versatile workhorse, capable of handling a large variety of missions both in atmosphere and low orbit. The design pays for this increased versatility with only average flight performances, but is well armored and capable of transporting a decent weapon payload. The crew is composed of two persons, one pilot and one system officers. They sit in tandem under an armored cover located at the front of the ship, receiving flight information through holographic panels (an upgraded version of the same technology is used in exo-armors and modern ship bridges).

The interceptor is easily recognized by its stubby delta-winged shape. Most of its lift is derived from the shape of the body, with the small wings serving as weapon bearing locations and control surfaces. The engine cones are surrounded by thrust vectoring plates for additional maneuverability, though the mass of the ship and the lack of proper moment arms cancel any real advantage this might give over other fighters.

▼ CAPABILITIES

The *Wrath* has been designed as a multi-role vehicle, capable of handling threats both nearby and on the other side of the globe. Though it lacks a transatmospheric capability of its own, it can be mated to a fully reusable fly-back booster unit to put it into low orbit, allowing it to be anywhere on Earth within an hour of launch. It can also fly extremely long distances, though it is not equipped for in-flight refueling.

The vehicle carries its armament on two wing hardpoints and in a central weapon bay. The wing hardpoints are located on top of the wings and are slightly recessed to help protect the weapon systems during re-entry. Both the hardpoints and the bay can accommodate a large variety of weapon systems.

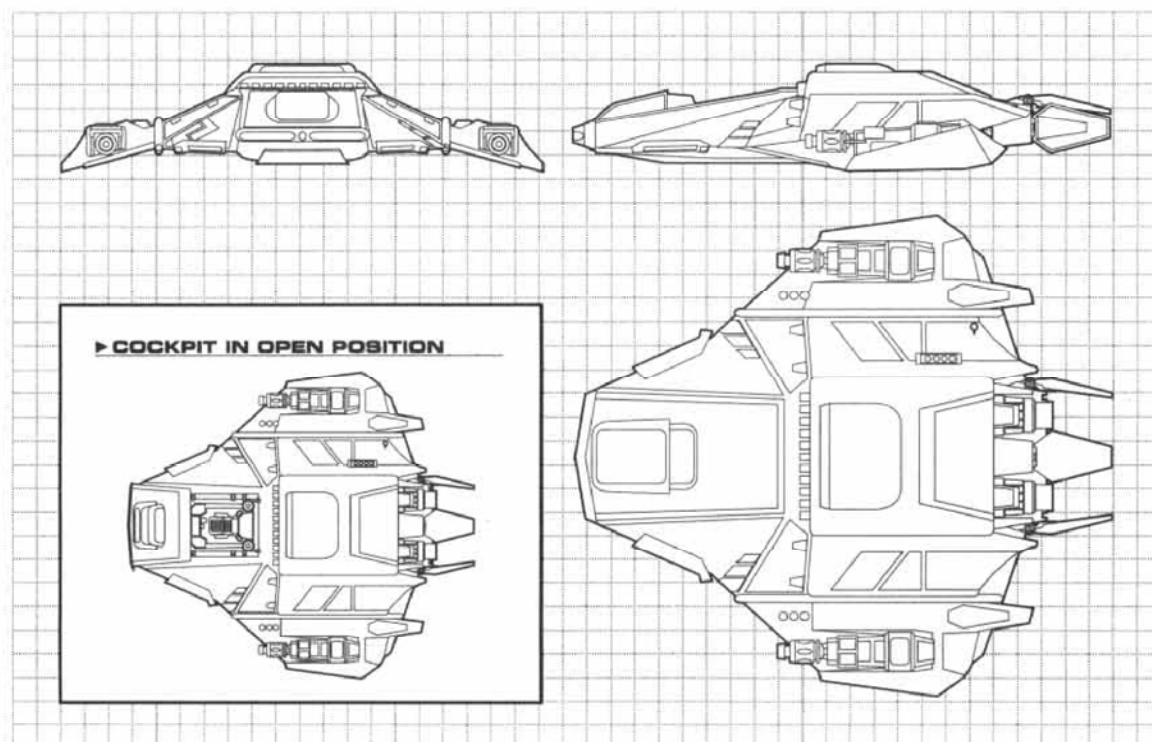
▼ SERVICE RECORD

The *Wrath* had its finest hours during the various conflicts of the late twenty-first century. Surprisingly, it was designed and fielded by forces of the European Union under the name *Spectre*, flying against other well-known fighters such as the CFB-10D *Gnome*. After the ratification of the CEGA Treaty of Union in 2184, all existing *Spectres* were renamed *Wraths* and incorporated in the armies of the newly formed world government.

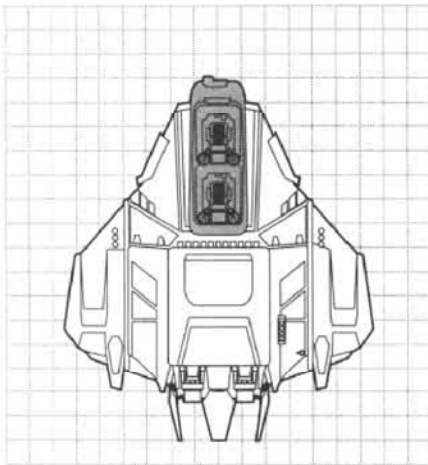
The *Wrath* has few variants of note, since most airframes were either retired or refurbished as new technological developments were made available. Most ground crew are willing to spend some time adapting standard CEGA military ordinance to fit the hardpoints of the craft, so field variants are common. This is especially true of the older second line units assigned to remote areas in South America and North Africa.

— Lt. Commander Federico Valez, CEGA Wing 72

WRAITH SCHEMATICS ♦



◇ WRAITH-D

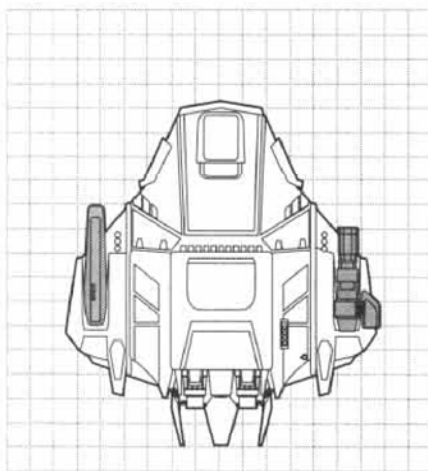


Add:	-
Remove:	All weapons
Change:	Downgrade armor to 24, Upgrade Maneuver to -1
Offensive:	0
Defensive:	1400
Miscellaneous:	4000
Modified Threat Value:	1800 (900,000 credits)

The trainer "D" is a simplified airframe designed to introduce new pilots to the *Wraith*. The armor has been reduced and lightened, and no weapon systems are carried. The plane is slightly easier to handle as a result, and is capable of more maneuvers.

Some *Wraith*-Ds are used as fast recon vehicles, and use their onboard sensors to gather information as they fly over an assigned zone. The squadrons assigned to the contested North African zones make the most use of this, since they often have difficulty getting priority access to CEGA's orbital networks (which supplies feed from either satellites or space ships).

◇ WRAITH-F

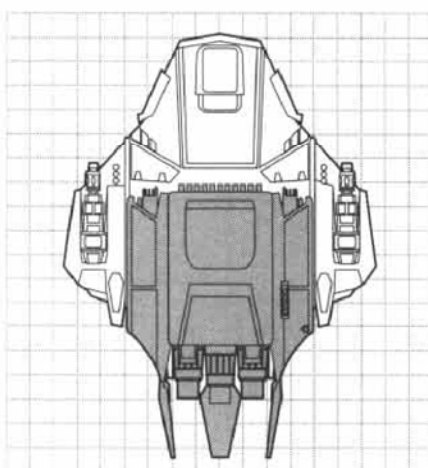


Add:	ECM 5, ECCM 5, 1 x F-7B Cannon, 6 x MV-2 Homing Missiles
Remove:	All weapons
Change:	Upgrade Sensors to +2/5 km
Offensive:	2500
Defensive:	1200
Miscellaneous:	6400
Modified Threat Value:	3400 (2,100,000 credits)

The *Wraith*-F is an advanced electronics vehicle, carrying sophisticated ECM and ECCM devices in an elongated pod carried on the left wing mount. The right wing hardpoint is equipped with a conventional autocannon so as not to affect the readings of the sensors with the parasite electronic signals associated with magnetic accelerator devices.

The real punch of the "F" is located in its weapon bay, where six electronic homing missiles await the signal from the craft's system operator to hunt down the source of any enemy emitter. They usually prove more than adequate to destroy antennae and jammers.

◇ WRAITH-S



Add:	200 BPs, Fuel Inefficient (R1), 2 x K3 Rocket Pod
Remove:	MH-3 Missiles
Change:	Upgrade Space Movement to 3.5 g
Offensive:	1900
Defensive:	1500
Miscellaneous:	4000
Modified Threat Value:	2500 (1,500,000 credits)

The "S" is an improved engine *Wraith*, which is now just coming off the assembly lines. Drawing from their experience with the *Syreen*, CEGA technicians submitted a detailed report to the manufacturer's design team, which was then able to greatly improve the plasma combustion chamber's efficiency at low regime.

While this has resulted in a greater thrust, it has also resulted in a greater reaction mass consumption at high regimes and combat speeds. To compensate, most *Wraith*-S crew chose to carry additional reaction mass tanks in the ventral bay, though this reduces the offensive punch.

THREAT VALUE:	5500
OFFENSIVE:	11,000
DEFENSIVE:	1200
MISCELLANEOUS:	4000
COST:	4,10,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

CREW:	2
ACTIONS:	3

SIZE:	12
DEFAULT SIZE:	20
STACKING SIZE:	12
ARMOR:	
LIGHT DAMAGE:	30
HEAVY DAMAGE:	60
OVERKILL:	90

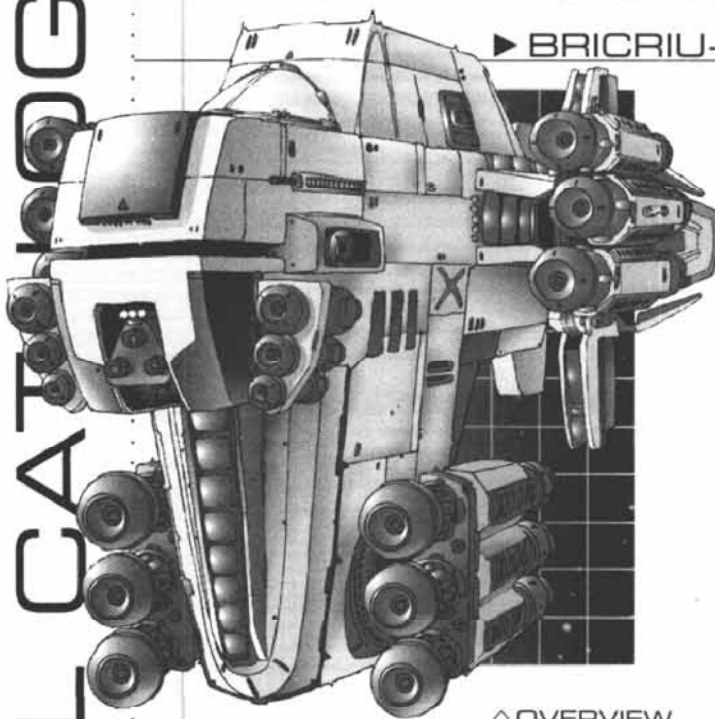
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	13 (1.3 g)	25 (2.5 g)	-2
FLIGHT:	20 (600 kph)	40 (1200 kph)	-2
GROUND:	0 (0 kph)	0 (0 kph)	-2
DEPLOYMENT RANGE:	2000 km		Fusion/electric
REACTION MASS:	250 BP		Hydrogen

SENSORS:	0/2 km
COMMUNICATIONS:	+1/10 km
FIRE CONTROL:	0

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end of section 2.4 cf-03 wraith



► BRICRIU-CLASS CORVETTE

Name:	Bricriu
Origin:	Central Earth Government & Administration
Manufacturer:	L5 Shipyards
Type:	Corvette
Control System:	Bridge w/ Astronomical Display
Length:	180 m (200 w/ Drive Guides)
Width:	42 m
Empty Weight:	2000 Tons
Loaded Weight:	4000 Tons
Main Drive:	115 MW
Powerplant:	2000 KW
Main Thruster:	1 x 1,000,000 kg
Apogee Motors:	50
Acceleration:	0.5 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Ladar, Magnetic Anomaly Detector, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	2 x Beam Cannon, 2 x Kinetic Kill Cannon Turrets
Additional Armament:	n/a
Defensive Systems:	Mag Screen, PDS
Equipment:	Escape Pods

◇ OVERVIEW



The many ships of the Bricriu-class actually predate the formation of CEGA. The *Bricriu*, first vessel to bear the name, was launched from Dock 3A at the L5 point in 2134. It was the first patrol ship commissioned by the Orbital Colonies to defend the cylinders in case conflicts "spilled out" of the Earth's atmosphere. The ships proved to be exceptionally sturdy and rugged, and so the design was not retired in 2160 as originally planned, but merely refitted and updated with modern equipment. The original scatter missile launchers were replaced by the now familiar kinetic kill cannon clusters when the CEGA Navy took over in 2184, lowering firepower in favor of greater range.

Visually, the hull design of the Bricriu looks like an elongated needle with a prominent bulge in the middle. The bulge contains the secondary fusion generator as well as the power converters for the ship's many weapon turrets. The many crew decks are located in the middle and forward sections of the space ship, linked by a series of small access shafts. The rear half of the hull is occupied by the reaction mass tanks (which also serve as secondary radiation shielding to the crew), followed by the plasma combustion chamber itself.

◇ CAPABILITIES

The modern Bricriu boasts impressive firepower for a vessel of such small size. It carries double batteries of kinetic kill cannons and particle accelerators, as well as an extensive network of point defense laser guns. There are minor variations on this within the multitude of ships in the class: some Bricrius have only two particle accelerators on their rear turrets, while others exchange them for multi-missile launchers.

Living accommodations aboard the Bricriu vessels are best described as "cramped." Each crewman is only given a few cubic meters of space, and quarters are little more than one-man bunks with opaque curtains for privacy. Many have compared the Bricriu design philosophy to that of the German WWII U-Boat submarines, both in terms of striking power and living conditions.

◇ SERVICE RECORD

The Bricriu-class vessels currently serve as light escort units and area patrol ships. They are expected to be replaced by a new, more advanced design within the next decade. The existing ships will be slowly transferred to second line units or coast guard groups, while the most ancient will be recycled or stripped down and sold as private vessels.

When deployed as part of a fleet or large battlegroup, Bricrius often serve as flanking units, using their low signature to slip around enemy formations at high speed and coming back into their rear arc. Most of the time, however, they are deployed as single hunters, coasting discreetly in search of a prey. Since the ship may be called to do this for several weeks or even months, tensions often rise aboard the cramped vessel, and Bricrius have the highest defection and assignment turnaround rates in the CEGA Naval Forces.

CREW COMMENTS ◇

"I served on a Bricriu for awhile, back in the '90s. I was assigned to the *Jigunza*, a good boat as far as Bricrius go. It was reasonably fast, it could turn on a dime — well, for a vessel of its size — and it had more guns than a militant survivalist. There was damn little headroom in there, though. The spec sheets proudly said that each guy had 75 cubic meters to himself. What they don't tell you is that this volume includes the head, the passageways, the commons, the engineering tubes and whatever nooks and crannies a human can fit into. And not all of it is accessible, with the damn pipes and datalines running everywhere. You could say a Bricriu looks messy on the inside. It didn't exactly fit the CEGA professional soldier image, and that's why you don't see Bricrius in the recruitment ads. Ayhe!

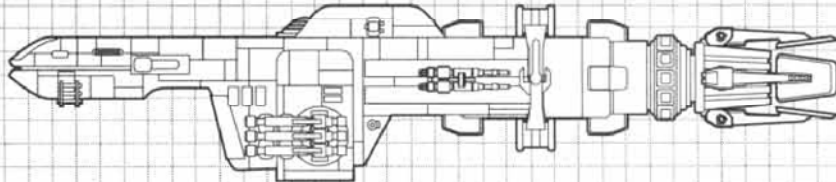
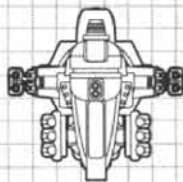
"Another thing that was hard, was that we had little gravity, because the ship is too small to have a built-in centrifuge and there's usually no reason to burn re-mass. High Command preferred to put us in stable orbits, like tiny asteroids, and have us coast most of the time. Seemed it was 'most energy efficient.' <expletive deleted> They're not the ones who have aching joints and weak muscles after every patrol. Zegee helped make cabins look bigger, though — you could use all the walls!

"One thing that's funny about these ships, especially the *Jigunza*: you always heard some weird noises in the background. Vibrations from the pumps, the coughing sound of the air-cond system, all sorts of things, they all combined into a sort of low-key moaning that was transmitted everywhere in the ship by conduction. And it got worse when we were under thrust — you could swear the ship was lazy and was complaining! I heard that a lot of the older vessels did that. The Bricriu is an old design, and though they keep right on building new ones, many are starting to show their age.

"But you know what the worst part is? Loneliness. We didn't have it easy, like those big ship crews that are rotated home every few weeks. We often had to stay out for months at a time. Sure, we got resupplied midway through the orbit, but that was the only time we saw somebody else. Let just say that I was damn happy to be transferred to a bigger ship in '05."

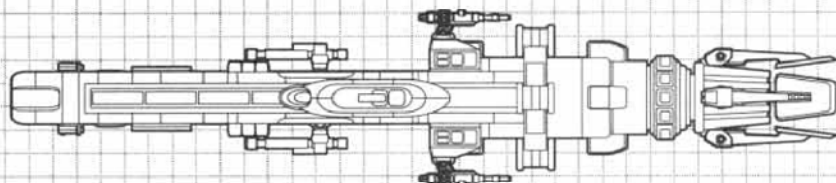
— Chief Petty Officer Ramona Foss, CSS *Kynda*

SHIP SCHEMATICS ◇



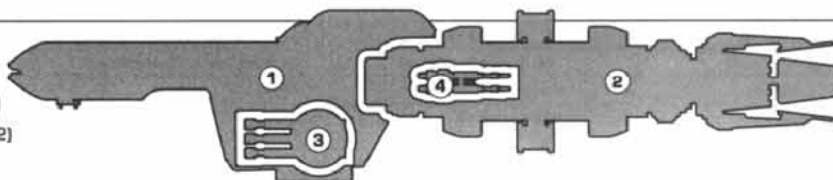
► SHIPS IN CLASS

- CSS *Arzana*
- CSS *Miyu*
- CSS *Murban*
- CSS *Tacome*
- CSS *Zurana*
- 320 others



► SECTIONS

- 1. Main Hull
- 2. Plasma Drive
- 3. KKC Turrets (2)
- 4. Beam Turrets (2)



0026

► 2 X BEAM TURRET

COST:	12,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	7
DEFAULT SIZE:	17
STACKING SIZE:	7
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	10/20/30
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Weapon Link	-	All beam cannons
HEP: Radiation	3	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Reinforced Crew Comp.	-	Absorbs first "Crew" hit			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Beam Cannon	R/L Side	x20	5	-1	0	Inf	Haywire,AD1,HEAT	7	4200	N/A

► DRIVE SECTION

COST:	9,400,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	30
DEFAULT SIZE:	21
STACKING SIZE:	30
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7 (0.7 g)	14 (1.4 g)	-3
Deployment Range:	3000 hrs	Fusion/electric	
Reaction Mass:	15,000 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "Life Support" hit	Life Support	-	Full
Ejection System	-	Escape Pods (10 places)	Reinforced Crew Compartment	-	Absorbs first "Crew" hit
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

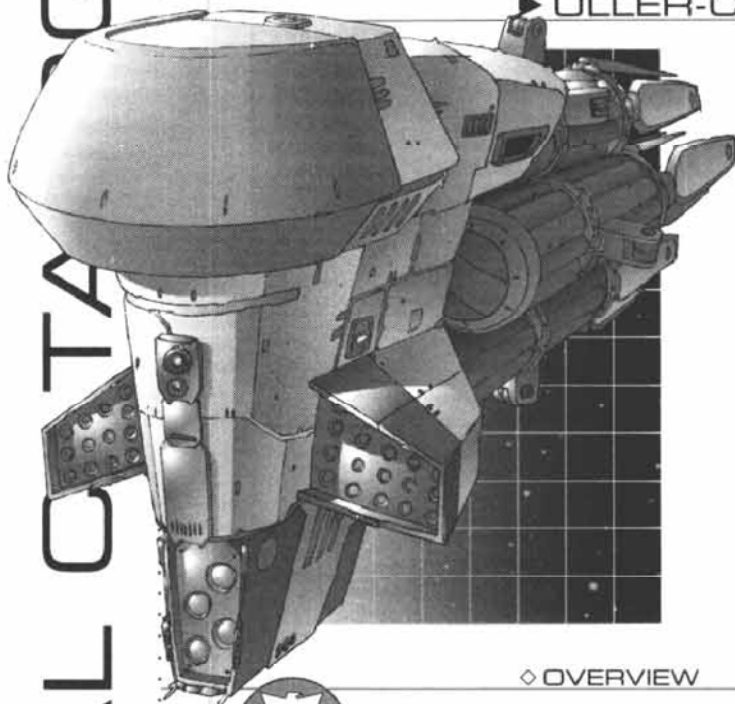
NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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▼ NOTES

JOVIAN
CHRONICLES



► ULLER-CLASS MISSILE CRUISER

Name:	Uller
Origin:	CEGA
Manufacturer:	L2 Shipyards
Type:	Missile Cruiser
Control System:	Bridge w/ Astronomical Display
Length:	175 m
Width:	53 m
Empty Weight:	3000 Tons
Loaded Weight:	6500 Tons
Main Drive:	4 x 80 MW
Secondary Powerplant:	2300 KW
Main Thrusters:	4 x 250,000 kg
Apogee Motors:	60
Acceleration:	0.5 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Ladar, Magnetic Anomaly Detector, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	2 x L. Range Missile Bay, 2 x M. Range Missile Bay, 1 x Large Missile Mount
Additional Armament:	N/A
Defensive Systems:	Mag Screen, PDS
Equipment:	Escape Pods, Satellite Uplink

◆ OVERVIEW

Developed in the 2200s as a heavy support frigate, the Uller class of vessels remains relatively rare in the fleets of the CEGA navy. The Uller relies almost exclusively on guided missile weaponry, limiting its combat endurance when it faces vessels that use particle beam cannons or kinetic kill cannons. The frigate's flaw is made up for, however, by the lethal nature of its payload. Three types of missiles can be found aboard, including fifty long range missiles and another fifty for medium range combat. The Uller's claim to fame, however, is its standard payload of eight Harpoon III heavy missiles. The Harpoons are independent, self-guiding fire-and-forget weapons designed to take out a capital class vessel with a single hit.

The effectiveness of the Harpoon was amply demonstrated in early 2210 at the battle of Elysée, when the CSS *Karana*, an Uller following rogue General Russell Kleb on his mad attack on the Jovian confederation, was responsible for incapacitating three Jovian Armed Forces vessels, including a Thunderbolt-class cruiser. Intelligence reports on the battle, however, also indicate that only one of the wounded vessels was actually destroyed.

◆ CAPABILITIES

The Uller is massive looking, though carries little armor. The large hull offers ample internal space for crew accommodation and supplies. Most Ullers have taken to carry additional missiles in their cargo bays when on short and medium range flights. The crew can use these to replace any missile expended during combat, though it requires several minutes and cannot be done with the ship under acceleration.

The Harpoon missiles are located in the lower half of the ship, with four ready to launch at all times. Four more are located in a compartment just above, ready to be lowered into the launch ports. Maintenance access to these is difficult — not enough to be a serious problem, but enough to get on the nerves of the technicians.

◆ SERVICE RECORD

The Uller is currently used in two distinct operational roles. The first is as part of fleet actions. Ullers often remain near the large vessels of the fleet (usually a Poseidon battleship) and its supply frigates so that its missile racks can be reloaded when needed. An extension of this role comes in operations attached to colonies or space stations. The Uller has increasingly been used as a fast-attack craft as well. Usually the heaviest ship involved, the Uller can provide fire-support for Bricriu corvettes and various fighters assailing a fixed target. These operations are designed to be rapid, devastating strikes that do not give the enemy any chance to respond. In this situation, the Uller's lack of endurance is not a problem.

Intelligence sources within the Jovian Confederation indicate that the *Karana* may not have been destroyed at the Battle of Elysée. One unconfirmed report holds that the *Karana* was severely damaged and its crew were thought killed as it careened into a trans-Jovian orbit. When its course was calculated and JAF forces went to recover and inspect the hull, however, it had disappeared. Whether it was appropriated by someone else or some of the crew survived is unknown, but nothing has been heard of the ship since then.

CREW COMMENTS ◇

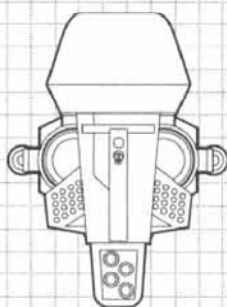
"Life on an Uller is not exactly typical of the Navy way of life. These are pretty new ships so the accommodations are loads better than in a lot of the other spacecraft in the fleet. I served on a Bricriu for two years and I can tell you that Ullers are a real luxury compared to that. The other nice thing is that most Ullers are attached to resupply bases so you have access to shore facilities on a regular basis. Of course, the suckers who end up on large fleet patrols can't do that, but even then they have relatively plentiful supplies.

"The officers frown on this, but I consider the Uller a prestige ship. I mean there aren't that many of these babies around, so I take a lot of pride in being on board. I also love how she works in combat. I means they call the Harpoons "fire and forget" but we don't forget. There's nothing quite like receiving the order to fire and letting one of those babies go. We can follow them in thanks to telemetry and watch as it streaks right to the target. Seeing it slam into an enemy craft and rip it open like so much tissue paper is just indescribable. We've been using them in raids against STRIKE for the last year and they have performed beautifully.

"Of course, she's not without her quirks. I may love the effect those Harpoon missiles have in action, but having to maintain them is a royal pain. They're carried in a ventral bay so they can't really be retracted into the ship. So technicians have to go out to get to them. Usually part of the crew gets to the top missiles through internal maintenance shafts while the others use maintenance pods or EVA suits to get to the others from the outside. Theoretically everything could be done with automated systems, of course, but the techs insist on some hands-on maintenance to make sure everything is good to go when we enter battle. According to them the Harpoons themselves aren't much trouble to maintain. They're rugged and full of redundant systems and most maintenance involves checking for any solar flares or micro-meteors that may have made it through the screens to cause any noticeable damage. Typically on a long patrol one level of redundancy will be defeated by radiation, but the missiles have three more before they lose their effectiveness."

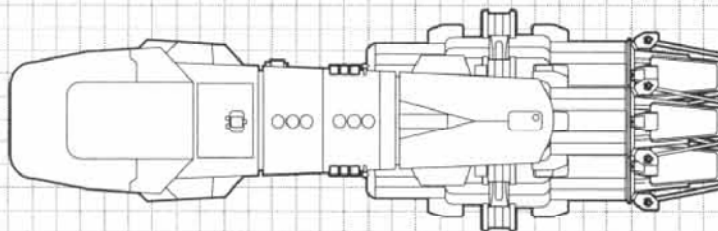
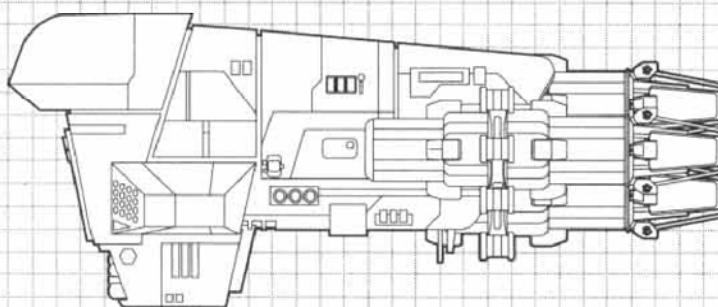
— Chief Petty Officer Ramona Foss, CSS Kynda

SHIP SCHEMATICS ◇



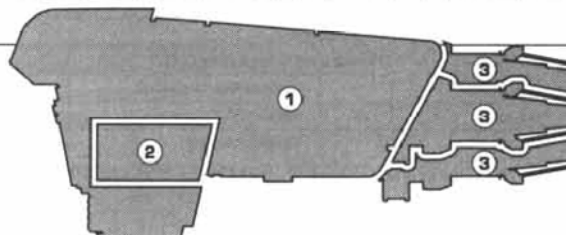
► SHIPS IN CLASS

CSS Uller
 CSS Kynda
 CSS Kider
 CSS Ora
 CSS Karana (MIA)
 6 others



► SECTIONS

1. Main Hull
2. Missile Launchers (2)
3. Plasma Drive (4)



▼ ULLER-CLASS MISSILE CRUISER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	40,000
OFFENSIVE:	27,000
DEFENSIVE:	18,000
MISCELLANEOUS:	74,000
COST:	39,000,000
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	2

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	3 (0.3 g)	5 (0.5 g)	-4
DEPLOYMENT RANGE:	2000 hrs	Fusion/electric	
REACTION MASS:	2500 BP (adjusted for drives)	Hydrogen	

► MAIN HULL

COST:	14,000,000 credits
CREW:	24
ACTIONS:	6
HULL SIZE:	40
DEFAULT SIZE:	24
STACKING SIZE:	40
INDV. LEMON DICE:	2

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Life Support	-	Full
Backup Systems	-	Comm, Fire Con, Life, Sup., Sens.	Passenger Accommodations	-	6000 m³ total
Cargo Bay	-	100 m³	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Cargo Bay (missiles)	-	6000 m³	Satellite Uplink	-	1000 x Communication Range
Computer	3	CPE 0, KNO 0, PP3	Sick Bay	1	Operating theater
Ejection System	-	Escape Pods (40 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Laboratory: Cooking	-	Galley			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	POS (ranged)	Turret	x5	1	+1	4	Inf.	AM, HEAT	6	1200	N/A
	(shield)	FF	x10	M	+1	4	Inf.	Def, E-Shield, HEAT	3	85	N/A

► 2 X MISSILE LAUNCHER

COST:	4,400,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	18
DEFAULT SIZE:	10
STACKING SIZE:	18
INDV. LEMON DICE:	2

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Life Support	-	Full
HEP: Radiation	4	Screen	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	LR Missile Bay	Forward	x25	8	-2	5	25	Mis, G, Concealed (0 actions)	15	8100	6.8
1	MR Missile Bay	Forward	x30	5	-2	5	25	Mis, G, Concealed (0 actions)	14	6000	6.2

▼ SECTIONS

1 x Main Hull
2 x Missile Launchers
4 x Drive Section

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
8 x Harpoon Missile (main hull)
2 x Long Range Missile Launcher
2 x Medium Range Missile Launcher

► 8 X HARPOON MISSILES

COST:	570,000 credits
CREW:	0
ACTIONS:	0
HULL SIZE:	5
DEFAULT SIZE:	9
STACKING SIZE:	5
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	10/20/30

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANUEVER
Space	30 (3 g)	60 (6 g)	-3
Deployment Range:	5 hrs	Electric	
Reaction Mass:	240 BP	Hydrogen	
SENSORS:		0/2 km	
COMMUNICATIONS:		-2/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	HEP: Vacuum	-	Space protection
Computer	2	CPE -1, KND -1, PP2	Exposed Aux Systems	-	"AUX" Hits are one step worse
Easy to Modify: All	-	+2 to Modify or Repair	Sensor Dependent	-	Require Sensor to function

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Warhead	Forward	x60	M	-1	0	n/a	AED, SD			

► 4 X DRIVE SECTION

COST:	3,300,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	20
DEFAULT SIZE:	12
STACKING SIZE:	20
INDV. LEMON DICE:	2
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANUEVER
Space	3 (0.3 g)	5 (0.5 g)	-4
Deployment Range:	1000 hrs	Fusion/electric	
Reaction Mass:	3250 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, LISup and Sensors	Life Support	-	Full
Ejection System	-	Escape Pods (40 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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▼ NOTES

★ **JOVIAN**
CHRONICLES



► HACHIMAN-CLASS DESTROYER

Name:	Hachiman
Origin:	Central Earth Government & Administration
Manufacturer:	L2 Lunar Shipyards Co.
Type:	Destroyer
Control System:	Bridge w/ Astronomical Display
Length:	208 m
Width:	80 m
Empty Weight:	3700 Tons
Loaded Weight:	5500 Tons
Main Drive:	2 x 150 MW
Secondary Powerplant:	2500 KW
Main Thrusters:	3 x 12,000,000 kg
Apogee Motors:	68
Acceleration:	0.5 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetic Anomaly Detector, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	6 x Beam Cannon, 2 x Missile Bays, 2 x Laser Batteries
Additional Armament:	N/A
Defensive Systems:	Mog Screen, PDG
Equipment:	Escape Pods

◇ OVERVIEW



The medium-sized Hachiman destroyers are the workhorses of the CEGA Navy's fleets. The first three Hachiman-class vessels entered service in 2194, quickly followed the year after by ten more. Production continued apace for several years, more and more of the vessels swelling the ranks of the increasingly aggressive Navy. The L2 shipyards near the Moon were said to have Hachimans under construction year-round from 2194 until 2197.

Production was suddenly halted in the middle of 2197 after the so-called "Dark Summer" of 2197, where no less than three ships were lost due to what was thought to be a plasma drive malfunction. The first two accidents resulted in only a few casualties, but the third was truly catastrophic and killed all hands before they could make it to their escape pods. A massive investigation was launched and the L2 shipyards were closed down with two destroyers in mid-assembly. Rumors of incompetence among the designers and shipbuilders was rampant and the existing Hachimans were confined to dock.

Only in 2199 were the guilty parties identified. A cell of STRIKE was uncovered among the employees at the naval base of L2-4. A systematic campaign of sabotage was uncovered including the destruction of the three Hachimans in 2197, but also more subtle sabotage of navigational components and tactical computers in most ships in the class. Three of the five guilty parties were captured and are currently serving life sentences in a Lunar penal colony, but the two masterminds of the plan escaped justice. Their true identities remain unknown, although they went under the aliases of Gera Robinson and Karl Janson while at L2. CEGA still offers a substantial reward for their capture.

◇ CAPABILITIES

The Hachiman shares many components with other CEGA space ships to reduce maintenance requirements and turn-around time. The plasma drives have the same housing as those used on the larger Poseidon-class battleships, and the main particle accelerator turrets are exactly the same. Many internal fixtures are taken from the older Bricriu corvette, though in updated forms. Despite a solid, no-nonsense design, the Hachiman is plagued with numerous defects that keep the crew occupied during cruises. The articulated covers protecting the forward missile launchers cause several problems: their design tolerance was too limited, and problems with spot vacuum welding sometimes occur.

◇ SERVICE RECORD

With the source of the Hachiman's problems uncovered, all the vessels in the class were refitted and returned to active duty by 2202. Production also resumed, although at a slower pace. There are currently 34 Hachimans among the fleets. It has taken many years, however, for the Dark Summer to fade. Hachiman crews still talk about a curse that follows the ships.

This modern legend seemed to find justification in 2209 when the CSS *Gorana* was lost in battle against Belt pirates. The pirates were equipped only with the *Black Cross*, a Bricriu corvette, and yet they were able to defeat the destroyer (the crew was allowed to escape). Naval tacticians have pointed out that the pirates may well have been former CEGA Naval personnel (and hence familiar with the *Gorana's* tactics) but most naval shipmates still talk about the Hachiman curse.

CREW COMMENTS ◇

"Don't believe everything you hear. They may say that the curse is gone, that it was just a bunch of STRIKE wackos sabotaging a few ships, that the Hachiman is 'safe and reliable.' Don't believe it. The curse is real and there ain't nothing that's going to lift it. I used to think different... until last winter.

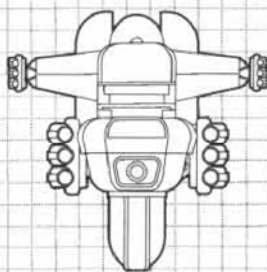
"You ever been to the Belt? God-forsaken place if there ever was one. It's essentially just a few rocks floating in a whole hell of a lot of empty nothing. Don't buy that talk of tightly packed asteroids zipping to and fro; it's space with a few bits of cosmic junk floating around in it. Anyway, we were out there on deep patrol, looking out for pirates or for anything else that crossed our way. We had faced down a Jovian destroyer group the first week of our patrol, but since then it had been nothing except a few Nomads to intimidate. Routine stuff, no reason anything should go wrong. Then the curse kicked in.

"I was aboard the *Nosama* when we were warned about some solar flare activity. Nothing to worry about, they said. This far out, the rad screens would deflect it all without a hitch. Then the systems started to short out. The comm array went first, hit by some sort of electrical backlash that shorted everything out. Then radiation alarms went off around the ship — it looked like all the bloody mag screens had failed. We dropped everything and started bolting for the rad shelters, but a lot of us were caught a long way from safety. Security doors started closing while the rads were pouring in. I got to the safe room one second too late. The door had already sealed and I was stuck on the outside, looking at far too few of my friends. I waited for the symptoms to begin. The rad counter was screaming and I was praying for a miracle and cursing the bloody ship. I was panicking and I couldn't remember any of my rad training. Was I just going to faint, wrench my guts out, bleed from my ears, or what? I was just waiting to die.

"And then it stopped. That bloody tin-can computer voice that all the Hachimans use piped up with a 'Situation Nominal' announcement. I checked the monitor and it said the rad screens were fine — they had always been fine. There was no major radiation on the ship. Some people called it a sensor malfunction, others thought it was a training drill. I know the truth: it was the curse."

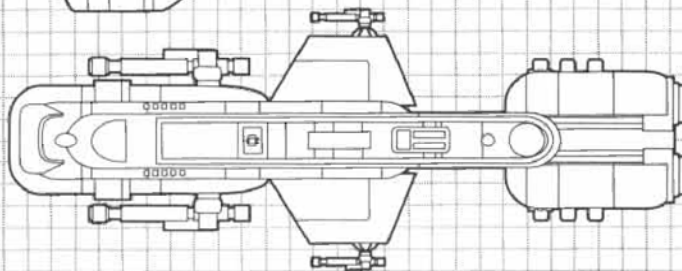
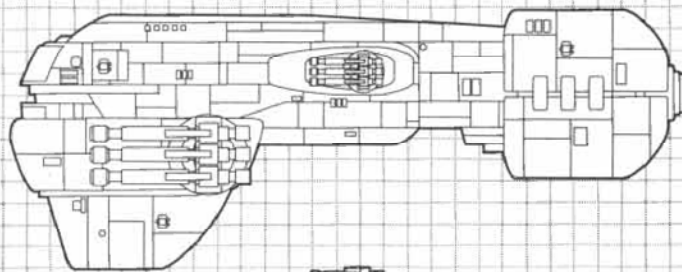
— Shipman Erik Rosz, CSS *Nosama*

SHIP SCHEMATICS ◇



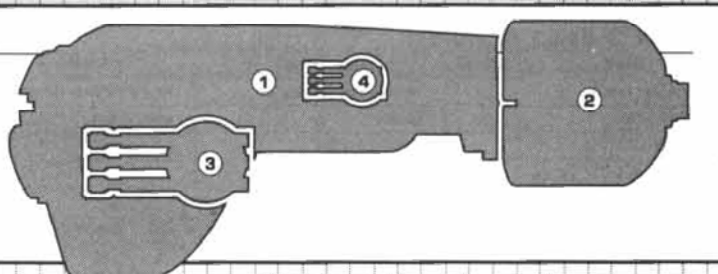
► SHIPS IN CLASS

CSS *Aname*
 CSS *Harusame*
 CSS *Isonami*
 CSS *Mekami*
 CSS *Murasame*
 CSS *Gorane* (LIA)
 29 Others



► SECTIONS

1. Main Hull
2. Plasma Drives (2)
3. Beam Turrets (2)
4. Laser Turrets (2)



▼ HACHIMAN-CLASS DESTROYER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	61,000
OFFENSIVE:	68,000
DEFENSIVE:	3100
MISCELLANEOUS:	110,000
COST:	79,000,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	3 (0.3 g)	5 (0.5 g)	-4
DEPLOYMENT RANGE:	2000 hrs	Fusion/electric	
REACTION MASS:	3500 BP (adjusted for drives)	Hydrogen	

► MAIN HULL

COST:	35,000,000 credits
CREW:	24
ACTIONS:	6
HULL SIZE:	43
DEFAULT SIZE:	32
STACKING SIZE:	43
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Satellite Uplink	-	1000 x Communication Range
Backup Systems	-	Comm, FireCon, LiSup and Sensors			
Computer	4	CPE 0, KNO 0, PP4			
Ejection System	-	Escape Pods (40 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Passenger Accommodations	-	39,000 m³			
Reinforced Crew Comp.	2	Absorbs first two "Crew" hits			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x5	1	+1	4	Inf.	AM, HEAT	6	1200	N/A
	(shield)	FF	x10	M	+1	4	Inf.	Def, E-Shield, HEAT	3	83	N/A
2	Missile Bay	Forward	x30	5	-2	5	30	Ms, G, Concealed (0 action)	14	6000	6.2

► 2 X PC TURRET

COST:	13,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	19
STACKING SIZE:	10
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Reinforced Crew Compartment	-	Absorbs first "Crew" hit
HEP: Radiation	4	Screen	Weapon Link	-	All cannons
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Particle Cannon	Side	x30	7	-2	0	Inf.	AD2, Haywire, HEAT	10	6200	n/a

▼ SECTIONS

1 x Main Hull
2 x Drive Section
2 x Kinetic Kill Cannon Turret
2 x Laser Batteries

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
2 x Beam Cannon Turret
2 x Laser Turret
2 x Missile Bay

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA: Towed by Drive Section	
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

► 2 X LASER TURRET

COST:	5,200,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	6
DEFAULT SIZE:	13
STACKING SIZE:	6
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	10/20/30
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Weapon Link	-	All laser cannons
HEP: Radiation	3	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Reinforced Crew Comp.	-	Absorbs first "Crew" hit			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Laser Cannon	Side	x20	5	-1	0	Inf.	AD1, HEAT	6	1900	N/A

► 2 X DRIVE SECTION

COST:	4,600,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	30
DEFAULT SIZE:	17
STACKING SIZE:	30
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7 (0.7 g)	14 (1.4 g)	-4
Deployment Range:	2,000 hrs		Fusion/electric
Reaction Mass:	10,000 BP		Hydrogen
SENSORS:			-3/2 km
COMMUNICATIONS:			-3/10 km
FIRE CONTROL:			0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, LSup, Sensors	Life Support	-	Full
Ejection System	-	Escape Pods (10 pieces)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

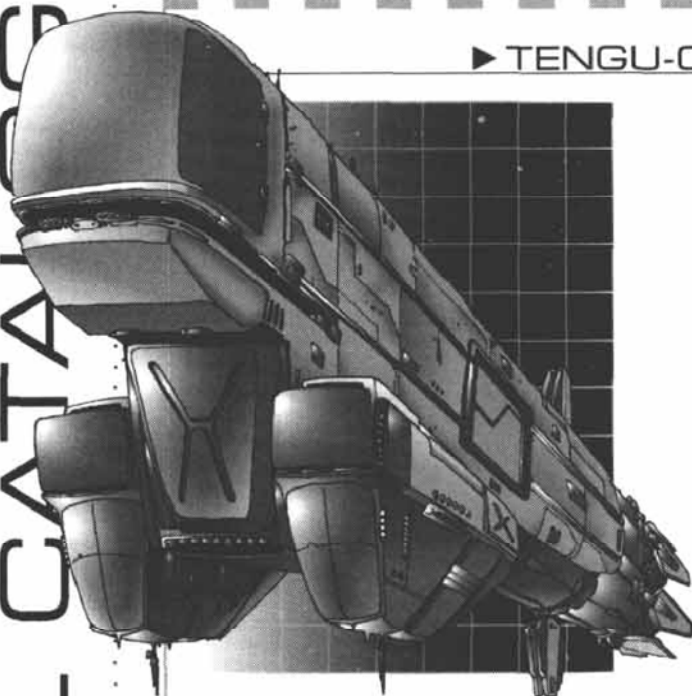
▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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▼ NOTES

JOVIAN
CHRONICLES

► TENGU-CLASS ESCORT CARRIER



Name:	Tengu
Origin:	Central Earth Government & Administration
Manufacturer:	L2 Lunar Shipyards Co.
Type:	Escort Carrier
Control System:	Bridge w/Astronomical Display
Length:	250 m
Width:	38 m
Empty Weight:	2900 Tons
Loaded Weight:	3000 Tons
Main Drive:	2 x 115 MW
Secondary Powerplant:	2000 KW
Main Thrusters:	2 x 350,000 kg
Apogee Motors:	80
Acceleration:	0.5 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Ladar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	PDG, 2 x Missile Bays
Additional Armament:	Exo-Armors, Fighters
Defensive Systems:	Mag Screen, PDG
Equipment:	Catapults, Escape Pods, Satellite Uplink, Vehicle Bay

◇ OVERVIEW



As the CEGA began to realize the tactical usefulness of exo-armors — mostly by observing the Jovian Confederation's efforts in the field — the Navy's lack of adequate vessels to carry these new weapons into combat became evident. The Tengu-class escort carrier was commissioned in 2198 and put into production in late 2201. Early tests showed that the ship's original design was lacking adequate defensive measures, and so production resumed with the new vessels sporting twin missile launcher pods at the prow.

As the new ships left the drydocks at the Moon's L2 point, they were assigned by pairs to the various Navy fleets, starting with the three Escort Fleets. They soon gained the appreciation of the men and women crewing them for their sturdiness and large living quarters. The early Tengu carried only interceptors, but selected units began receiving Syreen exo-armors as early as 2202.

◇ CAPABILITIES

The primary concerns of the ship's designers were speed and range. A large twin drive assembly is mounted on the hull along with big reaction mass tanks. For simplicity and improved resource management, the drive units are the same model as the ones used on the smaller Bricriu-class corvette. Extra reaction mass tanks are sandwiched between the drive mounts and the main vehicle bay for additional range.

The position of the drive units and the external missile launchers leaves a lot of room inside the hull, making the Tengu-class one of the most spacious in the CEGA fleet in terms of living accommodations. The mid-body vehicle bay is large, but it is normally filled with extensive stores of spare parts, fuel and additional ammunition. This leaves little space for the exo-armors themselves, only two of which can be handled during standard operations. Removal of the acceleration cradles and the spare part racks generally provide enough space to fit up to eight additional exo-armors, though they will have no support facilities available. Fuel, ammunition or spare parts are likely to be very scarce. Damage may also occur during acceleration since the load is not properly secured and may shift suddenly.

◇ SERVICE RECORD

The Tengu-class ships generally have a good reputation among enlisted men. They are currently found in all six Navy fleets, serving as escort and area patrol craft. A few Tengus have been refitted with two extra vehicle bays and additional stores to accommodate special units or to go on extended patrols, but these remain somewhat rare. At last count, only about 15% of the ships in service had been so equipped.

The unmodified Tengu can carry more vehicles than the routine complement by jettisoning most of its extra stores, as proved by the CSS *Pinta* during the infamous Belt Trial Accident of 2202. The *Pinta*'s crew had to fit no less than seven Syreens (or parts of them) in her bay and on her hull when the exo-armors' carriers were destroyed in a catastrophic docking accident that left the pilots stranded in space.

CREW COMMENTS ◇

"Forget what people tell you about the Poseidon, the Hachiman or any of the rest of them. Trust me when I tell you that the Tengu is the best ship in the fleet. She may not be huge or carry long range missiles, but the Tengu is a reliable ship that is there to get you out of trouble. Carrying two or more fighters or exos into battle, we're central to any strike operation. We go in with the heavy ships and the corvettes and launch our fighters. We can also lay out a stream of missiles to take out enemy spacecraft. On top of all that, we can stay in the field for quite some time, if we carry only the minimum auxiliary craft complement in exchange for extra supplies.

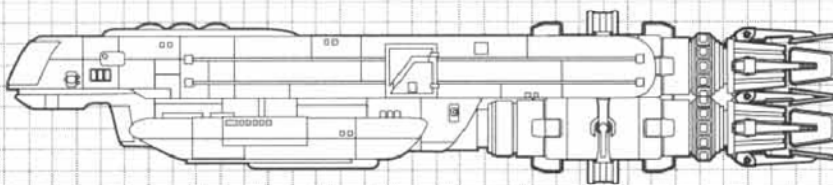
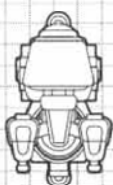
"The greatest strength of the Tengu is her flexibility. In standard configuration, she carries two fighters or exos with full repair and resupply facilities. This is the configuration we use for basic escort operations, when we're cruising with Hachimans or Poseidons, providing strike and recon capabilities with our fighters. In strike scenarios, the ship is often reconfigured with two additional modular catapults so that we can launch four fighters. With these, and stripping away the full repair facilities we can carry six craft. In an emergency we can dump the repair bay and carry nine (including those in the modular bays). In small-scale strike operations we don't really need any other support than each other because of our missile bays and the firepower of the vessels we carry. We can't last long in the field like that, though, because we don't carry enough fuel and spare parts to keep everyone in top fighting shape.

"The best example of this is my own ship, the *Yubari*. With our sister ship the *Kasado*, we're the support craft for Wing 27, an elite fighter/exo wing used in rapid attack and surgical strike operations. With the modular bays attached we can launch the entire wing and provide full repair facilities. Sure, the additional mass makes us a bit slower. So what? We still get there, or at least the spacecraft we carry do. We also can add firepower to any operations against larger vessels. That gives the wing great flexibility and endurance in combat.

"Destroyer and battleship captains may feel they have the better craft, but I'm not worried about prestige. I know that my ship has seen more combat and has a better service record than any of the Poseidon battleships. That's the thing with the Tengu: it may not show, but they have it where it counts."

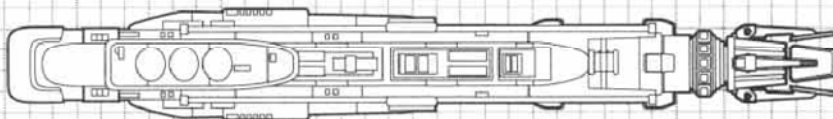
— Captain Vladislav Ricardo, CSS *Yubari*

SHIP SCHEMATICS ◇



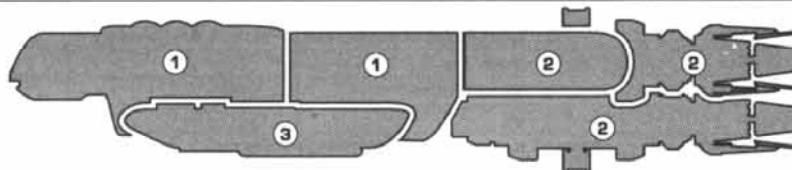
► SHIPS IN CLASS

CSS Ayase
CSS Iwase
CSS Kumano
CSS Mikuma
83 others



► SECTIONS

1. Main Hull
2. Plasma Drives (2)
3. Missile Tubes (2)



▼ TENGU-CLASS ESCORT CARRIER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	53,000
OFFENSIVE:	21,000
DEFENSIVE:	3100
MISCELLANEOUS:	140,000
COST:	55,000,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	4 (0.4 g)	8 (0.8 g)	-4
DEPLOYMENT RANGE:	3000 hrs	Fusion/electric	
REACTION MASS:	7500 BP (adjusted for drives)	Hydrogen	

► MAIN HULL

COST:	30,000,000 credits
CREW:	78
ACTIONS:	8
HULL SIZE:	37
DEFAULT SIZE:	31
STACKING SIZE:	37
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as Level 1 pilot	Passenger Accommodations	-	24,000 m³ total
Backup Systems	-	Comm, FireCon, LiSup and Sensors	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Cargo Bay	-	24,000 m³	Satellite Uplink	-	1000 x Communication Range
2 x Catapult	4	(600/mass) m/s² acceleration	Large Sensor Profile	4	Too Large to Hide
Computer	3	CRE 0, KNO 0, PP3			
Ejection System	-	Escape Pods (80 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	PDS (ranged)	Turret	x8	1	+1	6	Inf.	AM, HEAT	10	4300	N/A
	(shield)	FF	x20	M	+1	0	Inf.	Def, E-Shield, HEAT	4	110	N/A

► 2 X MISSILE TUBE

COST:	3,200,000 credits
CREW:	10
ACTIONS:	5
HULL SIZE:	12
DEFAULT SIZE:	14
STACKING SIZE:	12
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, LiSup and Sensors	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Missile bay	Forward	x30	5	-2	5	60	Mis, G, Concealed (0 act.)	14	6000	6.2

▼ SECTIONS

1 x Main Hull
2 x Drive Section
2 x Missile Tube

▼ OFFENSIVE & DEFENSIVE SYST.

1 x Point Defense System (main hull)
1 x Shield (main hull)
2 x Missile Tube

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	3000 hrs
SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

NAME	RATING	GAME EFFECT
Passenger Accommodations	-	24,000 m³ total
Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Satellite Uplink	-	1000 x Communication Range
Large Sensor Profile	4	Too Large to Hide

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

► 2 X MODULAR VEHICLE BAY

COST:	850,000X credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	9
STACKING SIZE:	10
INDV. LEMON DICE:	3

ARMOR:

LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Absorbs first "FireCon" hit	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Cargo Bay	-	2000 m³			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 2 X DRIVE SECTION

COST:	9,300,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	30
DEFAULT SIZE:	21
STACKING SIZE:	30
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7(0.7 g)	14 (1.4 g)	-6
Deployment Range:	3000 hrs	Fusion/electric	
Reaction Mass:	15,000 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "USup" hit	Life Support	-	Full
Ejection System	-	Escape Pods (10 pieces)	Reinforced Crew Compartment	-	Absorbs first "Crew" hit
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:

LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

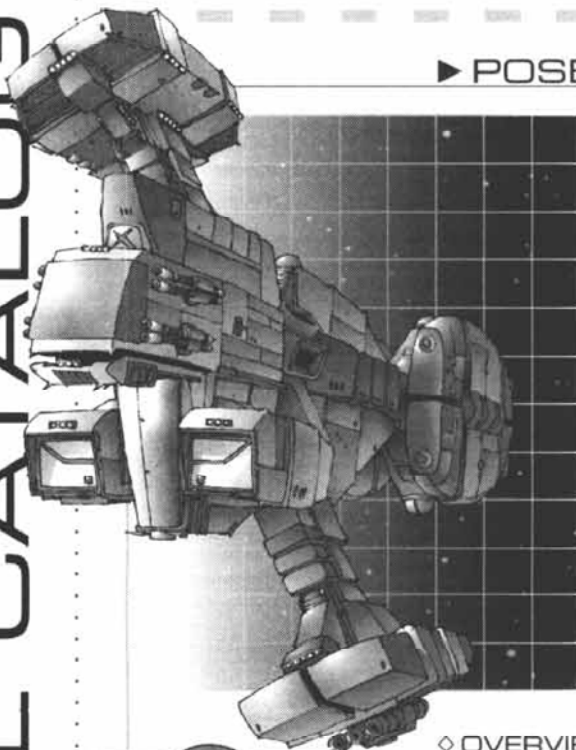
Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

JOVIAN
CHRONICLES



► POSEIDON-CLASS BATTLESHIP



Name:	Poseidon
Origin:	Central Earth Government & Administration
Manufacturer:	L2 Navy Shipyards
Type:	Battleship
Control System:	Bridge w/ Astronomical Display
Length:	325 m
Width:	198 m
Empty Weight:	5,500 Tons
Loaded Weight:	15,000 Tons
Main Drive:	2 x 200 MW
Secondary Powerplant:	5000 KW
Main Thrusters:	4 x 1,000,000 kg
Apogee Motors:	35
Acceleration:	0.4 g
Onboard Sensors:	EDCM, Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	4 x Particle Accelerator Battery, 4 x KKC Battery, 2 x Missile Bay
Additional Armament:	Exo-Armors, Fighters
Defensive Systems:	Mag Screen, PDS
Equipment:	Escape Pods

◇ OVERVIEW



As the pride of the Earth space fleet, the Poseidon-class battleships form the backbone of the CEGA's spaceborne might. These ships were commissioned only two years after the formation of the new Earth government and represent the height of modern shipbuilding techniques. New drydocks had to be built to accommodate their large hull, and many sections had to be assembled separately since no pressurized bay was large enough to receive the entire vessel. Many existing parts were also adapted in an effort to cut cost, such as the main particle accelerator turrets and the plasma drive housings, all of which were already in service on Hachiman-class destroyers. The main gyroscope was derived from similar design used on the smaller space colonies.

As a concession to the rapidly spreading use of exo-armors and interceptors in warfare, the Poseidon was hastily redesigned in mid-construction to incorporate two vehicle bays, enabling the ship to transport up to eight exo-armors or fighters in cramped conditions. Once this major modification was in place, the L2 shipyards managed to produce one Poseidon every two years on average. The latest addition to the class, the CSS *Medusa*, was completed in December 2204 and was immediately assigned to the Second Escort Fleet.

◇ CAPABILITIES

Although it can carry exo-armors and fighters on its own, the Poseidon is primarily a battleship designed to pound targets into oblivion, relying on smaller escorts for flanking and protection. The auxiliary craft bays are located in large blister-like sections on either side of the forward main hull, just underneath the forward kinetic kill cannons. Because the bays were a late addition to the design, they do not feature electromagnetic catapults, a small weakness that forces departing craft to consume extra reaction mass.

The most striking design element of the Poseidon is the large twin rotating crew section assembly. Coupled with the long, thin main hull, it gives the ship the overall appearance of a gigantic trident, hence the name of the class. The rotor is generally locked into place for combat and high acceleration, to avoid damaging the bearings and rotation motors. The main weapon turrets are located on the extremities of the habitat sections, giving them an excellent, broad arc of fire in combat situations.

◇ SERVICE RECORD

Poseidon-class vessels have always enjoyed a huge amount of prestige, both within and outside of the CEGA armed forces. Each ship serves as the flagship of one of the Navy's six combat fleets, and as such attracts some of the best elements within the forces. It was once considered an honor for dignitaries to be important enough to warrant the presence of a Poseidon.

This changed, however, when the *Scylla* headed the 4th Escort Fleet in an unauthorized attack against the Jovian capital. Since then, the Poseidons have been viewed with suspicion by everyone not connected to the Navy. The CEGA crews, on the other hand, have dismissed the incident as the doing of a doomed crew trapped in their duties by a madman.

CREW COMMENTS ◇

"Serving on a Poseidon battleship is a sure sign that a sailor's career is going in the right direction. These mighty ships are really rare and all serve as a flagship for one of the Navy fleets. That means that an admiral will be at the helm most of the time, with Hachiman destroyers and all kinds of other vessels in tow. The whole crew is top of the line, from elite exo and fighter pilots, to a few green shipmen taken from the top of the naval training classes. When I got my papers to get aboard the *Cyclop* as a gunner's mate, I knew things were looking up and I haven't looked back since then.

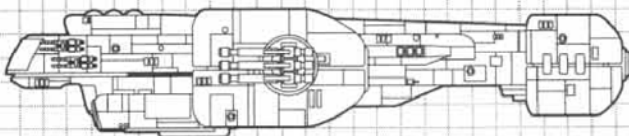
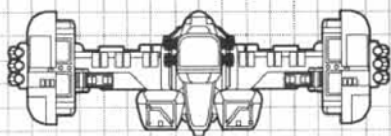
"A Poseidon is like a small city, with several hundred crew members and a strict hierarchy aboard. Everyone knows they are at the top of the naval food chain and they act it. Discipline and regulations are enforced to the letter — those who can't play by the rules will find themselves transferred to another ship. I've seen it happen more than once. Not everyone is ready for life on a Poseidon, you see. Some people just can't adapt to the tension of serving in a flagship, of never letting your guard down, of being on display for the brass. Those who can hack it, however, are often well rewarded. Most of the Naval high command has served on a flagship before and they understand the tensions aboard. They are always looking for those sailors who have that spark of excellence to continue further up the chain of command. Admiral Bayul saw that excellence in me and I'm now serving as gunnery chief on the *Cyclop*.

"The crews of the five Poseidons in service are all very much aware of their ships' respective status. They may all be flagships of the various fleets, but everyone is convinced that their ship and their crew is better than all others. It's fairly rare for the crews to actually meet because the fleets are deployed separately, but we use the Navy newspaper and video reports for boasting. The brass is into this boasting and the admirals apparently rib each other every time they meet.

"Anyway, everyone knows the *Cyclop* is the top ship."

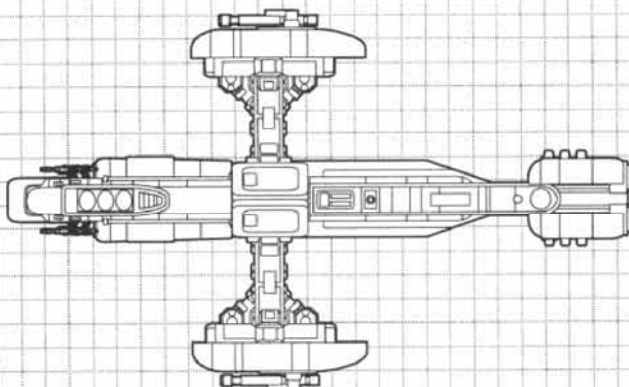
— Warrant Officer 1st Class Gano Terret, *CSS Cyclop*

SHIP SCHEMATICS ◇



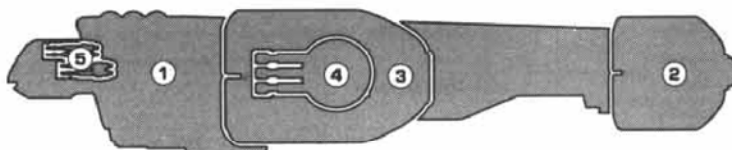
► SHIPS IN CLASS

- CSS Poseidon
- CSS Cyclop
- CSS Diomedes
- CSS Scylla (destroyed)
- CSS Charybdis
- CSS Medusa



► SECTIONS

1. Main Hull
2. Plasma Drives (2)
3. Habitats (2)
4. Beam Turrets (2)
5. KKC Turrets (4)





▼ POSEIDON-CLASS BATTLESHIP

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	120,000
OFFENSIVE:	130,000
DEFENSIVE:	5000
MISCELLANEOUS:	220,000
COST:	140,000,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	2 [0.2 g]	4 [0.4 g]	-5
DEPLOYMENT RANGE:	2000 hrs	Fusion/electric	
REACTION MASS:	2900 BP (adjusted for drives)	Hydrogen	

► MAIN HULL

COST:	50,000,000 credits
CREW:	77
ACTIONS:	8
HULL SIZE:	50
DEFAULT SIZE:	37
STACKING SIZE:	50
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Passenger Accomodations	-	39,000 m ³
Backup Systems	-	Comm, FireCon, LiSup and Sensors	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
2 x Cargo Bay	-	12,000 m ³ each	Satellite Uplink	-	1000 x Communication Range
Computer	5	CRE 0, KNO 0, PP5	Sick Bay	1	One surgical theater
ECOM	5	Defensive Elect. Warfare Equip.			
Ejection System	-	Escape Pods (140 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x8	1	+1	6	Inf.	AM, HEAT	10	4300	N/A
	[shield]	FF	x20	M	+1	0	Inf.	Def, E-Shield, HEAT	5	110	N/A
1	Missile Bay	Forward	x40	5	-2	5	32	Mis, G, Concealed [0 act.]	17	10000	10

► 2 X PC TURRET

COST:	13,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	19
STACKING SIZE:	10
INDV. LEMON DICE:	3

▼ SECTIONS

1 x Main Hull
2 x Drive Section
2 x Habitat Section
2 x Particle Cannon Turret
4 x KKC Turret

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
1 x Missile Launcher (main hull)
2 x Particle Cannon Turret
4 x Kinetic Kill Cannon Turret

ARMOR:

LIGHT/HEAVY/OVERKILL:	90/180/270
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	+1/5 km
COMMUNICATIONS:	0/15 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, LiSup and Sensors	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen	Weapon Link	-	All particle cannons
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Particle Cannon	Side	x30	7	-2	0	Inf.	AD2, Haywire, HEAT	10	6200	N/A

► 2 X HABITAT SECTION

COST:	16,000,000
CREW:	3
ACTIONS:	3
HULL SIZE:	15
DEFAULT SIZE:	22
STACKING SIZE:	15
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, LiSup and Sensors	Life Support	-	Full
Ejection System	-	Escape Pods (40 places)	Passenger Accomodations	-	12,000 m³
HEP: Radiation	5	Screen & shielding	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Vacuum	-	Space protection	Sick Bay	2	Twin operating theaters
Laboratory: Cooking	0	Galley			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 2 X DRIVE SECTION

COST:	4,600,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	30
DEFAULT SIZE:	17
STACKING SIZE:	30
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7 (0.7 g)	14 (1.4 g)	-5
Deployment Range:	2000 hrs	Fusion/electric	
Reaction Mass:	10,000 BP	Hydrogen	
SENSORS:	-3/2 km		
COMMUNICATIONS:	-3/10 km		
FIRE CONTROL:	0		

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, LiSup and Sensors	Life Support	-	Full
Ejection System	-	Escape Pods (10 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 4 X KKC TURRET

COST:	6,800,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	16
DEFAULT SIZE:	18
STACKING SIZE:	16
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	20/40/60
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Life Support	-	Full
HEP: Radiation	4	Screen	Reinforced Crew Compartment	-	Absorbs first "Crew" hit
HEP: Vacuum	-	Space protection	Weapon Link	-	All cannons

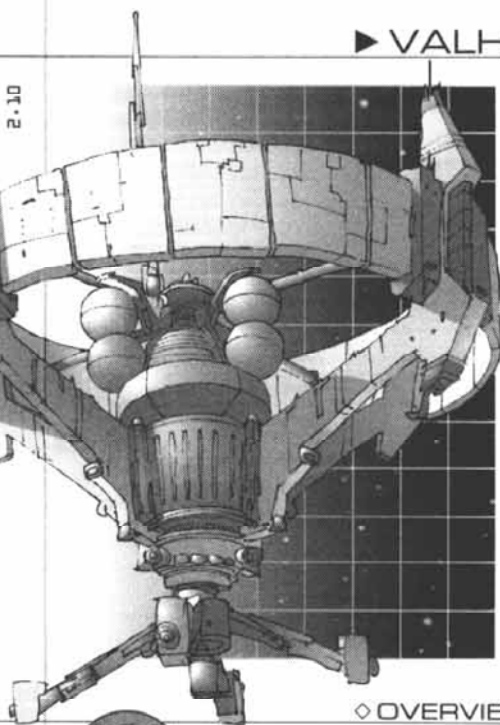
▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	Kinetic Kill Cannon	Side	x25	6	-2	3	3000ea	AP	10	2900	8.4

▼ NOTES

JOVIAN
CHRONICLES

2.10



► VALHALLA SPACE STATION

Name:	Valhalla-class Space Station
Origin:	Central Earth Government & Administration
Manufacturer:	Milster Consortium
Type:	Space Station
Control System:	Command Tower w/Astronomical Display
Diameter:	580 m
Height:	320 m
Empty Weight:	31,000 Tons
Loaded Weight:	50,000 Tons
Main Powerplant:	10 MW
Secondary Powerplant:	1760 KW
Main Thrusters:	4 x 2500 kg
Apogee Motors:	100
Acceleration:	0.002 g
Onboard Sensors:	ECCM, Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Wide Band Radar, Telescope
Fixed Armament:	n/a
Additional Armament:	Auxiliary Craft, Particle Cannon (optional)
Defensive Systems:	Meg Screen, PDS
Equipment:	Comm Array, Escape Pods, Satellite Uplink

◇ OVERVIEW



Introduced in 2197, the Valhalla-class space stations were designed to serve as command centers, ports and semi-independent guard stations for CEGA Naval Forces. They were designed to deal specifically with the weaknesses of the Deadalus-class military stations developed in the 2150s. CEGA Naval command and the Council itself were committed to a stronger and more permanent presence in space and commissioned a semi-modular design that could be used as effectively in Earth orbit as in new frontiers.

◇ CAPABILITIES

The station itself is built along a traditional wheel design with a central docking hub maintained in zero-gravity and a series of habitat sections that form a ring around it. The ring rotates in order to maintain artificial gravity, which facilitates long-term habitation. The sections of these gravity wheels are mass produced and highly modular. They can include simple military barracks, cargo storage, small-scale industry, hydroponic farms (which allow for full self-sufficiency), luxury accommodations, public spaces or any combination thereof. Although there is no requirement to do so, most sections are designed with a main floor and a mezzanine along each side, leaving the center section with a very high ceiling. Psychologists say this helps give space station inhabitants a sense of open space; technicians also appreciate being able to move through large spaces with exo-suits or M-pods.

The original Valhalla design was strictly military and its basic elements still reflect this fact. The station's plans can be modified to accommodate six HA-19 particle cannons (also found on the Poseidon battleship) along with docking space for a full squadron of fighters or exo-armors. Modular ring sections for additional troops or exo-bays are also included in some cases. Valhalla stations include a powerful communications array developed by a joint Earth/Venusian consortium that allows command and control of Naval forces across a large sector. The station's stabilizing thrusters, however, tend to interfere with the comm array during orbital adjustments and are used only sparingly.

◇ SERVICE RECORD

The actual use of the Valhalla stations has tended more toward hybrid civilian/military operations. Valhallas in Earth orbit, lunar orbit and at the L4 and L5 points in the Earth-Moon system all serve as entry ports and house not only troops, but also accommodate civilian travelers, bars and customs offices. They also serve as departure and arrival points for large civilian liners. These stations have a permanent population of several hundred and can accommodate a transient population in the thousands, who share space in hotels, waiting rooms, coffee houses and detention centers (if need be).

The more spartan military stations are deployed in sensitive areas, including all of the Lagrange points in the Earth system. Rumor has it that several Valhalla stations are also in full operation in the Belt or near the outer planets, though they would have to be exceptionally well shielded and stealthed to escape detection for extended periods of time. There are several stories of Belt prospectors finding such an outpost, only to find the station gone when they come back. Most Nomads give little thought to such tales.

CREW COMMENTS ◇

"I have to admit, despite the distinct pleasure that griping gives me, that Valhalla stations are pretty well designed. Now not everyone wants to spend years at a time stationed in an artificial space station, orbiting a moon or a bunch of asteroids, but if you have to, this is the place to do it in. Personally, I grew up in a colony at L4 — Greenfield VII, heard of it? — so the idea of living in space isn't new to me.

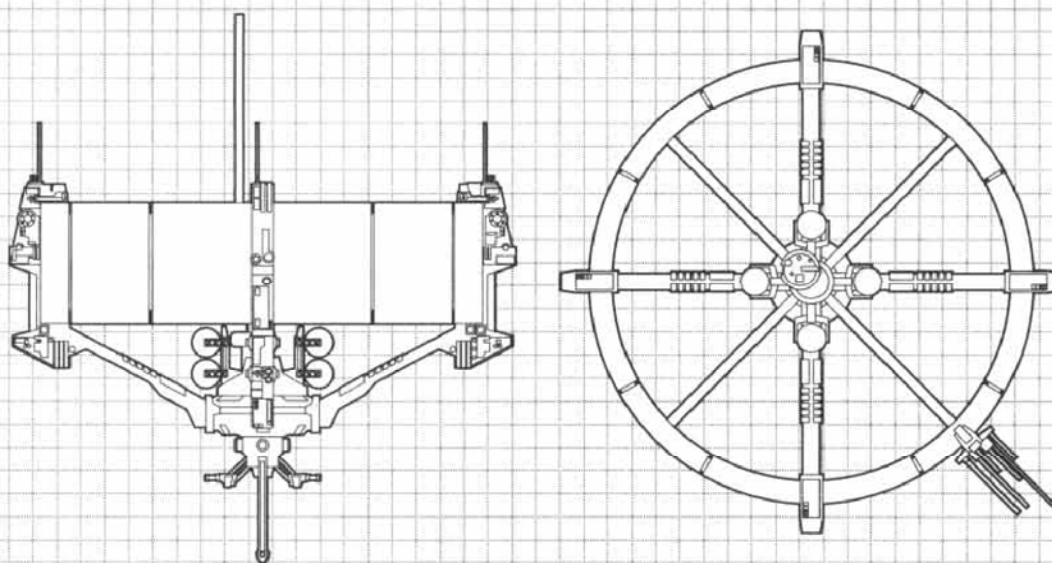
"What I appreciate most about the Valhalla station I live in, Gamma-4, is the amount of design work that went into the habitat ring. This circle of quarters and facilities rotates to keep it at around 0.8 gees, making it quite comfortable for long term habitation. But anyone whose been aboard a military vessel or — God help you — one of those bloody Deedalus stations knows that gravity isn't the only part of comfort — living space is a big factor too. But on Gamma-4 at least, a good two-thirds of the habitat ring is decked out in style. Hydroponic growing facilities give us some small 'parks' to walk through and long hallways are decked out with shops and bars. Like most of the stations at the Lagrange points, we have a fair number of civilian inhabitants and they are largely responsible for keeping the place lively. Even the military quarters, however, are designed for long term habitation and most crewmen have ample private quarters.

"Having soldiers and civvies in the same space — not to mention passengers and crews of docked ships — can be a little harrowing, however. Drunken soldiers and annoyed civilians do not make for a very good mix. Station security has to be kept fairly tight and on Gamma-4 military R&R areas are set aside, apart from their civilian counterparts.

"Of course, not all stations are created equal. I've visited some Valhallas that are off-limits to civilians and are designed to serve as big fire bases. Often enough, the habitat ring is cut into two small sections, sort of like the centrifuge on a Poseidon. Extra fighter bays and cannon batteries are added. The living quarters in these stations are much more spartan, with common bunks and simple galleys for food."

— Chief Petty Officer Darren Hoffman, Gamma-4 Station

STATION SCHEMATICS ◇



► A MODULAR DESIGN

The Valhalla-class station have been built around standardized parts to reduce costs and facilitate construction and maintenance. The twelve ring habitats are loosely based on the outer skin design of an O'Neill-type space settlement. They are manufactured by the same automated factories, out of the same basic material. The four spoke modules and the water tanks are also all identical and adapted from existing structures. The central hub design, on the other hand, often differs from station to station. Some stations are equipped with extra detection systems, others may have an extended space ship docking area that extend far from the ring. Many "border posts" have a large communication array to keep in contact with Earth and the rest of the settlements.

▼ VALHALLA SPACE STATION

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	107,000
OFFENSIVE:	29,000
DEFENSIVE:	2200
MISCELLANEOUS:	280,000
COST:	170,000,000 credits
PRODUCTION TYPE:	early production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	0 (0.001 g)	0 (0.002 g)	-10
DEPLOYMENT RANGE:	5000 hrs	Fusion/electric	
REACTION MASS:	100 BP	Water	

► MAIN HUB

COST:	19,000,000 credits
CREW:	24
ACTIONS:	6
HULL SIZE:	34
DEFAULT SIZE:	27
STACKING SIZE:	34
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Passenger Accomodations	-	220,000 m³ total
Backup Systems	3	Comm, FireCon, LiSup and Sensors	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Computer	6	CPE 0, KNO 0, PPS	Sick Bay	4	Four surgical theater
Ejection System	-	Escape Pods (200 places)	3 x Tool Arm	10	Docking arms; cannot punch
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	RDF	AMMO	SPECIAL	MS	WC	AC
1	PDS	Turret	x10	1	+1	6	Inf.	AM, HEAT	12	7500	N/A

► COMM ARRAY

COST:	2,200,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	12
STACKING SIZE:	10
INDV. LEMON DICE:	3

ARMOR:

LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	+1/20 km
COMMUNICATIONS:	+3/100 km
FIRE CONTROL:	-2

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Communications	-	Absorbs first "Comm" hit	HEP: Vacuum	-	Space protection
Backup Systems	-	Comm, Fire Con, Life Sup., Sens.	Life Support	-	Full
ECCM	6	Defensive Elect. Warfare equip.	Satellite Uplink	-	Multiply Comm range by 1000
HEP: Radiation	4	Screen	Exposed Auxiliary System	-	"ALUX" Hits are one step higher

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	RDF	AMMO	SPECIAL	MS	WC	AC
	Comm Laser	FF	x5	10	0	0	Inf.	AD1, HEAT	10	5100	N/A

▼ SECTIONS

1 x Main Hub
1 x Comm Array
4 x Spoke Section
12 x Habitat Section

▼ OFFENSIVE & DEFENSIVE SYST.

1 x Point Defense System (main hub)
4 x Secondary Point Defense System (spokes)

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	0 (0.001 g)	0 (0.002 g)	-5
Deployment Range:	5000 hrs	Fusion/electric	
Reaction Mass:	1000 BP	Water	
SENSORS:		+2/10 km	
COMMUNICATIONS:		+2/50 km	
FIRE CONTROL:		0	

► 2 X PC TURRET (OPT.)

COST:	13,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	19
STACKING SIZE:	10
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	1	Redundant systems	Weapon Link	-	All particle cannons
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Reinforced Crew Comp.	2	Absorbs first two "Crew" hits			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Particle Cannon	Side	x30	7	-2	0	Inf.	AD2, Haywire, HEAT	10	6200	n/a

► 12 X HABITAT SECTION

COST:	12,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	40
DEFAULT SIZE:	23
STACKING SIZE:	40
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	5000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	-3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Redundant systems	Life Support	-	Full
Ejection System	-	Escape Pods (200 places)	Passenger Accommodations	-	10,000 m³
HEP: Radiation	5	Screen & shielding	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Vacuum	-	Space protection			
Laboratory: Cooking	0	Galley			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 4 X SPOKE SECTION

COST:	15,000,000
CREW:	3
ACTIONS:	3
HULL SIZE:	35
DEFAULT SIZE:	25
STACKING SIZE:	35
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	5000 hrs
SENSORS:	N/A
COMMUNICATIONS:	N/A
FIRE CONTROL:	-3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Cargo Bay	-	5000 m³	Life Support	-	Full
Ejection System	-	Escape Pods (50 places)	Passenger Accommodations	-	10,000 m³
HEP: Radiation, Vacuum	5	Screen, Space protection	Reinforced Crew Compartment	2	Absorbs first "Crew" hit

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS	Turret	x10	1	+1	6	Inf.	AM, HEAT	12	7400	N/A

▼ NOTES

***JOVIAN**
CHRONICLES

2.11

► WELCOME TO L4

Like *Madman's Gambit* in the **Jovian Chronicles Rulebook**, *Gods of War* gives Players and Gamemasters a place to set their campaigns, this time focusing on CEGA rather than the Jovian Confederation. CEGA Naval Station Alpha 4 — one of the first of the Valhalla-class military space stations — orbits the Lagrange 4 point of the Earth-Moon system. It serves as the principal "border station" for the L4 point and vessels without prearranged clearance must often dock there or be boarded by inspection officers from the station. The station provides resupply for CEGA military vessels and often has many troops aboard, as well as traders and civilians who make their living off the traffic through the port. Several large transports to Earth, L5 and the Moon leave from Alpha 4 as well, while smaller shuttles serve the various O'Neill Cylinders at L4.

▼ SHADES OF TERROR

2.11.1

Tension is currently running high on the station because of the presence of over 100 Martian Federal Army troops (who have been posted at L4 for training) and a similar number of Jovian Armed Forces personnel (the crew of the Athena-class destroyer JSS *Ithaca* visiting L4). Commanded by Major Jan Kurtz, the Martian troops are days away from returning to Mars aboard the Ebiiru-class freighter MFSS *Bayern* along with their *Defender* exo-armors and several newly acquired Syreens. These troops are part of the Martian Federation's new space-superiority policy for assuring dominance over the Martian Free Republic; they have just spent months learning space tactics from CEGA officers. The *Ithaca* and her crew are visiting L4 as part of a goodwill tour through the inner solar system. CEGA is holding them at Alpha 4 for the time being. This diplomatic snafu has been caused by rumors that the *Bayern* and its complement have been targeted by Free Martian extremists who may have allies among the Jovian troops. Station security is on alert.

These rumors have been started by Tara Cavalier, a cell leader in the STRIKE terrorist movement. During the *Odyssey*, Free Martian terrorists destroyed the Martian orbital elevator and blamed STRIKE; Cavalier has decided to return the favor. Her goal is to use Free Mars as a patsy, creating an apparent terrorist incident during which she can hijack the *Bayern's* cargo and any other military equipment she can get a hold of. If necessary, she is willing to destroy the station but will not kill Terrans unless she has no other choice. Martians, however, are fair game. Her hope is that CEGA will retaliate against Free Mars, tying up resources that would otherwise be used to hunt STRIKE operatives.

▼ LIFE ON ALPHA 4

2.11.2

Alpha 4 is a polyglot station bringing together military personnel, merchants, travelers and others. Most of the population is highly transient, staying only as long as their transport is docked or until the next shuttle to the colony cylinders. More permanent residents include the CEGA forces who guard and run the station, merchants and service personnel catering to travelers, technicians and those who operate regular local shuttles. Alpha 4 is considered "safe" and the security forces are somewhat under-staffed for the size of the station. Captain Vanness, the station commander, is unhappy at his post (which has turned into a dead-end in his career) and tolerates a black market on the station in return for a cut of all such transactions. The arrival of Martian and Jovian soldiers has been a headache for the station crew. While merchants and bartenders are doing brisk business with the troops, station security must keep CEGA, JAF and Martian troops from exchanging blows while still keeping their eyes open for terrorists. Security Chief Ali Melak has his work cut out for him.

▼ THE PLAYER CHARACTERS

2.11.3

Gods of War is best used with PCs who form a security unit aboard the station. They can be traditional security officers, investigators or other specialists, although some knowledge of exo-operation would be useful. Indeed, the security unit has access to *Minotaur* exo-suits for emergency action. The station's Wyvern and Syreen exo-armors could also be used.

■ NON-PLAYER CHARACTER GAME STATISTICS

Name	Archetype	Modifications to Archetype
Garth Vanness	Official, JC p. 105	PSY -1, Leadership 2/1, Small Arms 1/0, Tactics 1/0
Ali Melak	Soldier/Security, JC p. 107	AGI 1, Combat Sense 2/1, Hand-to-Hand 3/1, Investigation 2/1
Rebecca Itoglio	Young Ace, JC p.109	Leadership 2/0, Tactics 1/0
Kenji Matsue	Merchant, JC p.104	PSY 1, Human Perception 3/1, Streetwise 3/1
Aisha Melek	Adventurer, JC p.101	AGI 1, APP 1, Dodge 2/1, Hand-to-Hand 2/1, Streetwise 2/0
Lizabeth Olengi	Merchant, JC, p.104	APP 1, Human Perception 2/0
Jan Kurtz	Soldier/Security, JC p.107	AGI 1, INF 1, Exo Pilot/Gunnery 2/1 Leadership 2/1
Claire Leroux	Shipmate, JC p.106	INF 1, Leadership 2/1, Small Arms 2/1
Hector Nemmen	SolePol Agent, JC p. 107	AGI 1, Notice 2/1, Small Arms 2/1
Tara Cavalier	Bounty Hunter, JC p.101	APP 1, INF 1, WIL 2, Security 3/0, Small Arms 2/1
Nathan Stone	Mercenary, JC p.104	Exo Pilot/Gunnery 2/1, Security 2/0, Stealth 2/1
Marina Juarez	Technician, JC p.108	Computer 3/1, E. Design 2/1, Tinker 3/2

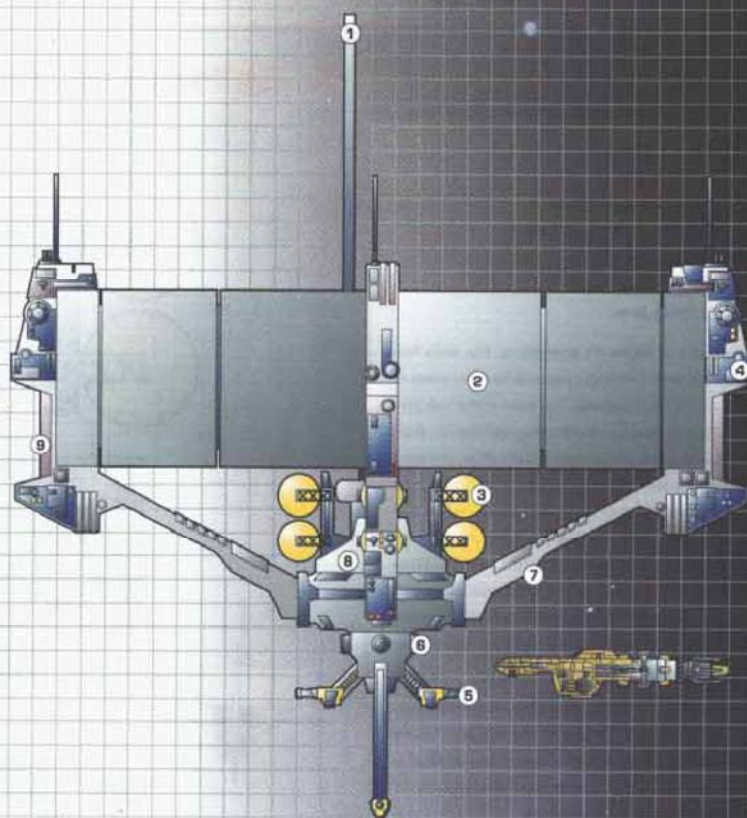
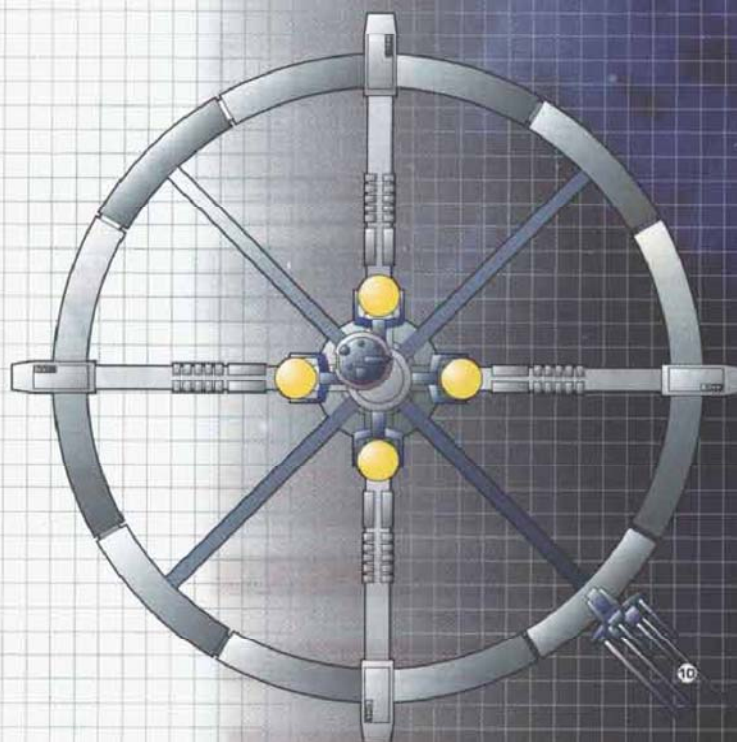
VALHALLA SPACE STATION ALPHA 4

Name:	Valhalla-Class Space Station Alpha-4
Origin:	Central Earth Government & Administration
Manufacturer:	Militar Consortium
Type:	Space Station
Control System:	Command Tower w/ Astronomical Display
Diameter:	580 m
Height:	320 m, 600 m w/Antennae
Empty Weight:	45,000 Tons
Loaded Weight:	50,000 Tons
Main Powerplant:	10 MW
Secondary Powerplant:	1760 KW
Main Thrusters:	4 x 2500 kg
Apogee Motors:	100
Acceleration:	0.001 g
Onboard Sensors:	ECCM, Wide Band Radar, Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	Point Defense Systems
Additional Armament:	Assorted Auxiliary Spacecraft
Defensive Systems:	Radiation Screen
Equipment:	Docking Arms (3-4)

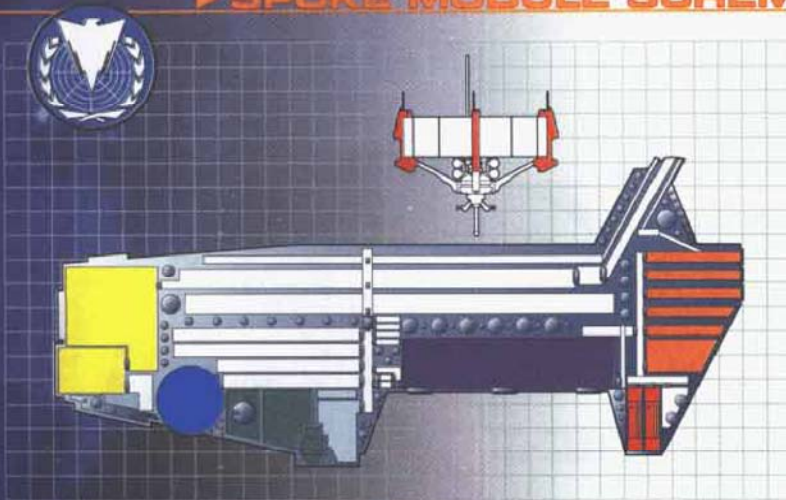
▼ STATION COMPONENTS

1. Broadband Antenna
2. Habitat Section
3. Water Reserve
4. Spoke Module
5. Docking Arm
6. Auxiliary Docking Port
7. Spoke Support
8. Main Hub (Non-Rotating)
9. Spoke Hangar Bay
10. Antennae Array

Alpha-4 can most easily be divided into three basic sections. The first is the main hub, a non-rotating section which sits at the center of the station somewhat "lower" than the habitat ring. This features microgravity facilities such as docking stations and huge water-reserve tanks. The second section is the habitat circle, a 600 meter diameter ring of modular sections that rotates about the hub once per minute, creating an artificial gravity of 0.8 gee. The final section is made up of the support spokes and modules that link the hub to the habitation ring. These feature passageways for humans and merchandise, as well as hangar bays that use the centrifugal force to eject fighters or exo-armors away from the station. The bulk of the spokes' mass is located in large hangar modules attached to the habitation ring. These not only feature "drop bays" that catapult vessels, but sensor and communication equipment. Auxiliary systems are also located somewhat apart from the three main sections. A large broad-band antenna rises from the hub's communication array "above" the habitat core and works in tandem with another antennae array attached to one of the habitat sections.



► SPOKE MODULE SCHEMATICS

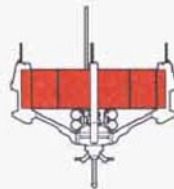
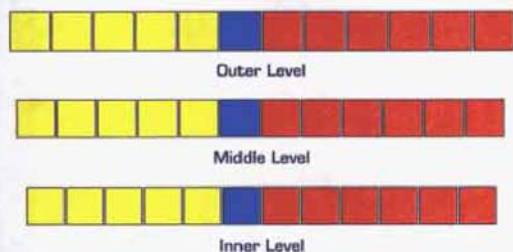


▼ SPOKE MODULE

- Engineering
- Observation Decks
- PDS Service Decks
- Military Restricted Area
- Hangar
- Commons
- Escape Modules
- Living Quarters/Passageways

Each spoke module contains several levels at near standard gravity, produced by centrifugal force. The modules are mostly used by exo and fighter crews since their craft are launched from spoke "drop bays." Using the ship's own rotation as a catapult, these bays help propel craft to attack speed.

► RING HABITAT SECTIONS



▼ RING HABITATS

- Civilian
- Medical
- Military

Alpha-4's ring habitat is divided into 12 modular sections, each with three floors. Six are reserved for military use, and five for civilian use. A single medical module houses a full-service hospital run by the military but open to civilian personnel.

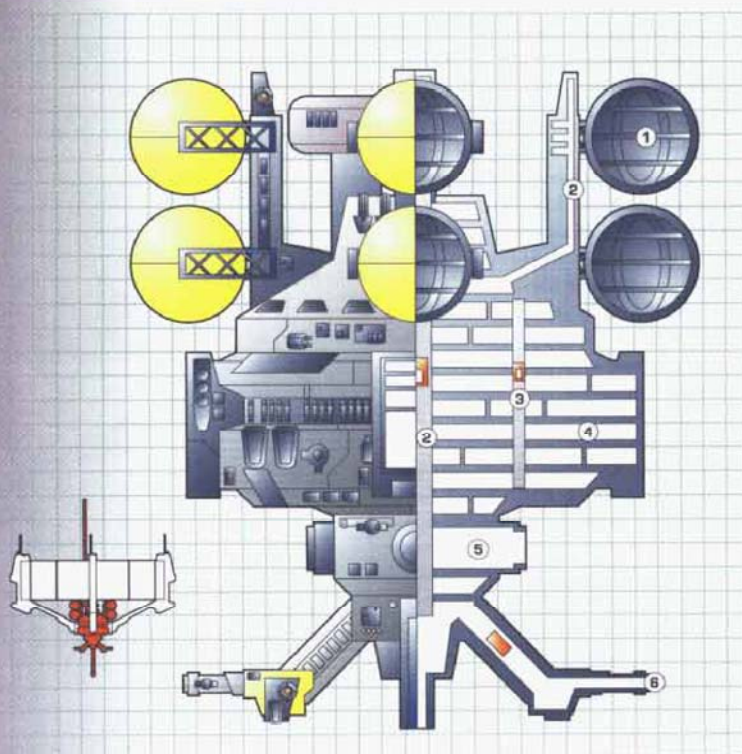
► MAIN HUB SCHEMATICS

▼ MAIN HUB

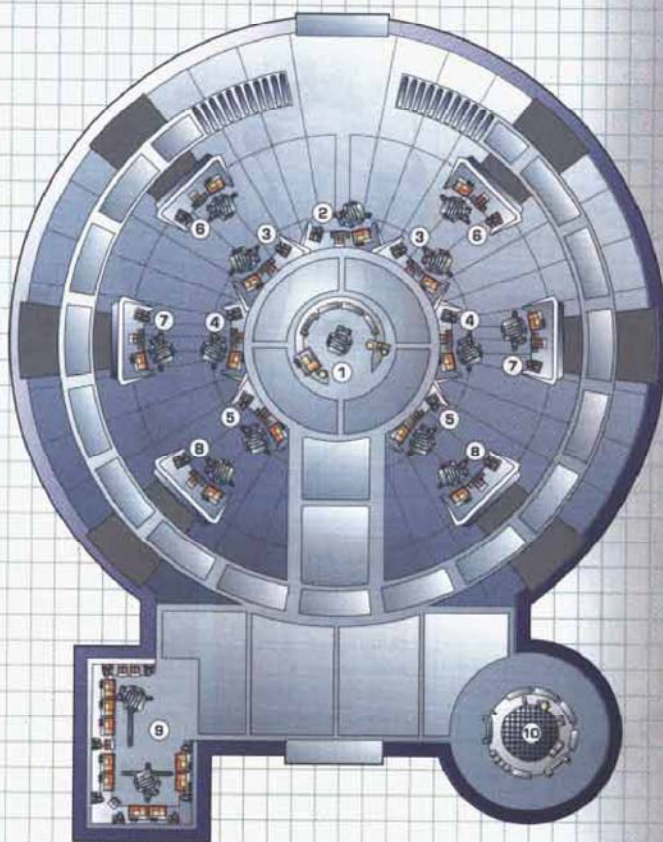
1. Water Tank
2. Main Transport Shaft
3. Personnel Transport Shaft
4. Zero-Gee Decks
5. Hangar Bay
6. Docking Arm

The heart of Alpha-4's operations, the main hub operates under microgravity and features many of the station's key systems. The base of the hub provides stable zero-gravity docking facilities for ships large and small. Large capital class ships can dock with the station thanks to mobile docking arms. These have a built-in cargo and personnel lift system for loading and unloading. A hangar bay is located above the docking arms and receives shuttles, fighters and other small craft for repair and unloading. All four hangar doors give into one large bay divided by mobile scaffolding used for repair and reloading operations.

The bulk of the hub is taken up by 12 microgravity decks. The upper portion of the hub also houses the station's eight massive water tanks, kept in microgravity to minimize stress on the tanks themselves and the station structure.



COMMAND CENTER ◀



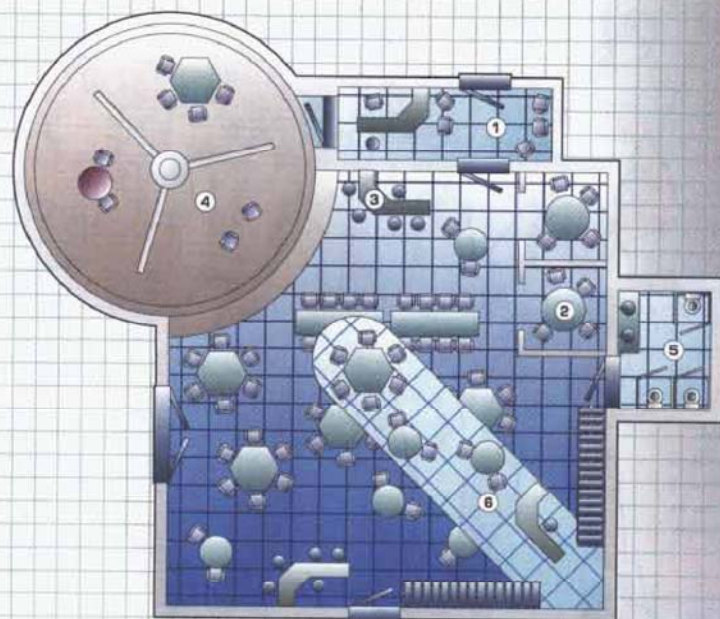
▼ COMMAND CENTER

1. Command Chair
2. Strategic Command
3. Tactical/Gunnery
4. Communications & Sensors
5. Engineering
6. Computer Archives
7. Internal Security
8. Supplies & Operations
9. Surveillance Center
10. Holo-Conference Room

The command chair is located in a central position to better oversee the general operations on the bridge. The captain has at his disposal several consoles that allow him to reroute or forcibly override the operations of any other console on the bridge in case of trouble. Short of sabotaging the hardware on the bridge, it is nearly impossible to take over the entire station from anywhere but the command chair. Critical consoles (strategic command, tactical/gunnery, communications & sensors, and engineering) are located closer to the captain's chair to form a command core in crisis situations.

The surveillance center is always staffed by two crewmember, one of whom must always pay attention to the monitors, no matter what. Most of these monitors are linked to fixed cameras in critical areas of the station, but three of them rotated between the dozen cambots (CAMera roBOTS) which randomly patrol the station and answer to audio distress cues. Any alert is immediately relayed to the internal security station, which informs the captain of the situation if his attention is required.

SUNRISE CAFE ◀



▼ SUNRISE CAFE

1. Office
2. Private Table
3. Bar
4. Stage
5. Washrooms
6. Mezzanine

The Sunrise Cafe is known as the best watering hole aboard Alpha-4. Owned and operated by Kenji Matsua, it regularly welcomes travelers, station command staff and locals. The Sunrise's ingenious design includes a small mezzanine and a large stage that can be lowered from the cafe into the store-room and dressing room level. A door from Kenji's office leads to stairs that access this level as well. Much of the main floor is cleared for dancing when a live show takes place.

The Sunrise attracts a diverse crowd by featuring different theme nights, including Indopunk Wednesdays and GlamPham Fridays. Mixup Saturdays are the most popular nights, when all styles meet in a wild free-for-all.

THE CHARACTERS



**LT. CMDR.
REBECCA
ITOGGIO**

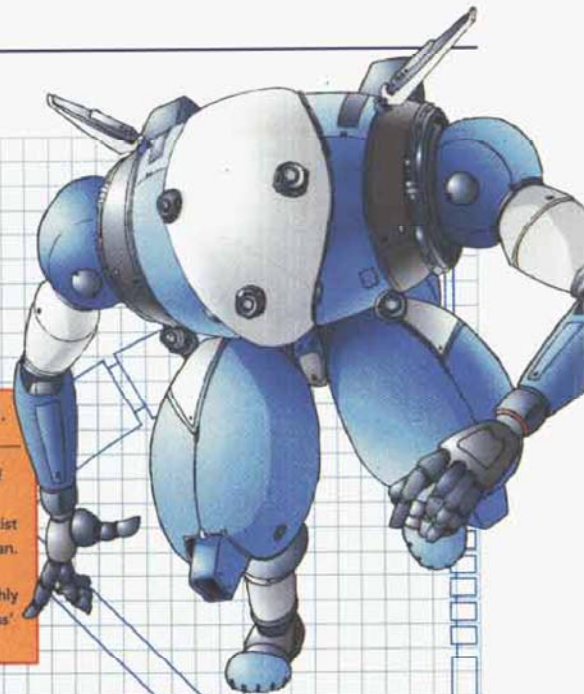
Commander of the naval troops on permanent assignment to the station, Itoggio is an ace Wyvern pilot. She is also a STRIKE sympathizer but is unaware of Tara Cavalier's plan.

**CAPTAIN
GARTH
VANNESS**

The commander of Alpha 4, Garth Vanness hoped his posting would lead to a rise through the ranks. Instead his prospects have dimmed and he is increasingly corrupt, accepting occasional bribes.

**LT. CMDR.
ALI MELAK**

Station security chief Ali Melak is a champion martial artist and an honorable man. He runs a tight ship and is becoming highly frustrated by Vanness' loosening morals.

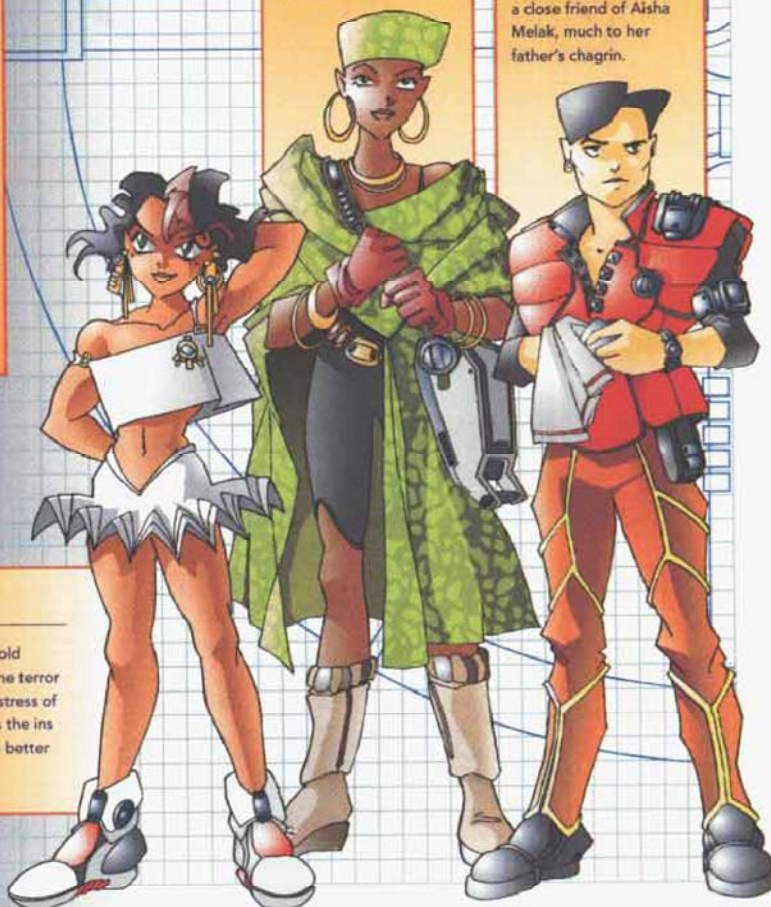


**LIZABETH
OLANGI**

Azanian merchant Liz Olangi has set up shop on the station. A member of the Society for the Evolved Human, she can get almost any commodity.

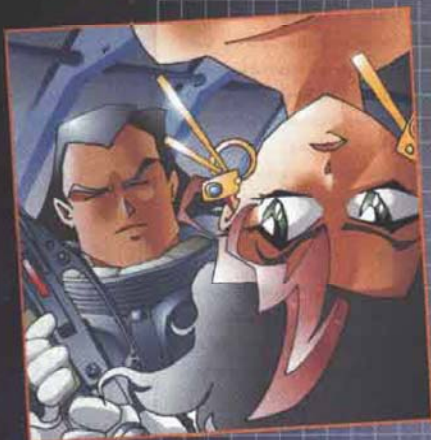
**KENJI
MATSUA**

Owner of the Sunrise Cafe, Kenji Matsuo is the most well connected man on Alpha 4. In the last year, he has become Captain Vanness' confessor and a close friend of Aisha Melak, much to her father's chagrin.



**AISHA
MELAK**

All Melak's 16-year old daughter, Aisha is the terror of the station. A mistress of mischief, she knows the ins and outs of Alpha 4 better than anyone.





MAJOR JAN KURTZ

A descendant of Otto Kurtz and a celebrated soldier, Jan Kurtz burns with a desire to find those responsible for the elevator crash that killed his fiancée. If such knowledge comes his way, he will stop at nothing to get vengeance.



CHIEF CLAIRE LEROUX

The senior NCO aboard the Ithaca, Leroux is responsible for her troops on the station. She is uncompromising and highly suspicious of CEGA and Kurtz.

RANGER HECTOR NEMMEN

A Free Martian intelligence agent, Nemmen is assigned to keep an eye on Kurtz. He is unaware of STRIKE's intentions.

NATHAN STONE

Tara's weapons expert and fellow traveler, Nathan Stone is personally loyal to her, and a ruthless killer. He believes in STRIKE only because they seem ready to "do what it takes."

TARA CAVALIER

An extremist STRIKE leader, Tara Cavalier is a former CEGA special forces commander. She will try to minimize Terran casualties but will not hesitate to kill Martians or Jovians to achieve her goals. She will do her best not to leave any of her team behind on the station.



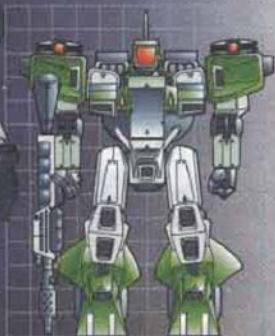
MARINA JUAREZ

Tara's computers expert, Marina is brilliant and hates the Venusian Bank. She is uncomfortable with murder but is willing to follow orders from Tara or even Nathan.





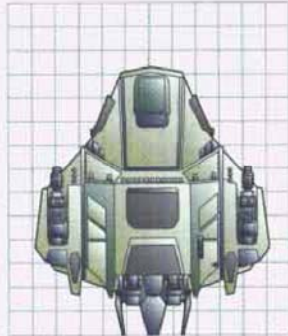
▶ CEGA EXO-ARMORS AND FIGHTERS



CERBERUS X 4



WYVERN X 8



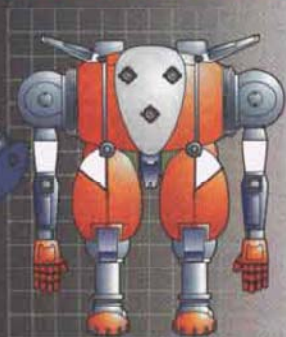
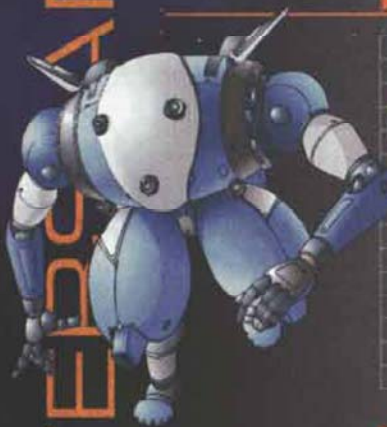
WRAITH X 4



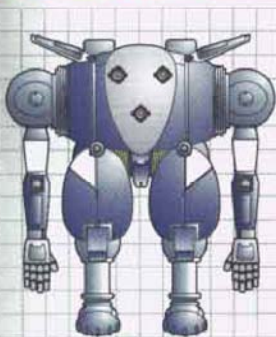
▼ SQUADRON A4 (LEVEL 2 PILOTS)

Station Alpha 4 houses a full squadron of exos and fighters ready to leap to the station's defense. The squadron includes a flight of the new Cerberus exo-armors piloted by veteran crews (Level 3). The squadron is often used for inspection purposes.

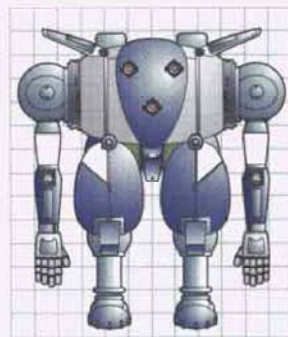
▶ SECURITY EXO SUITS



MINOTAUR



MINOTAUR X 6



MINOTAUR X 6



▼ SECURITY EXO-SUITS (LEVEL 2 PILOTS)

Twelve of the station's twenty security officers are trained in exo-suit operation and use Minotaurs for zero-g inspections and in case of combat. Ali Melak's own exo-suit is painted a distinctive red color scheme.

▶ STRIKE EXO-SUITS



SAND STALKER



SAND STALKER



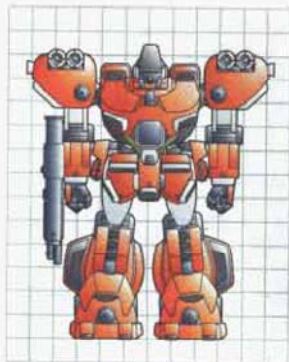
SAND STALKER



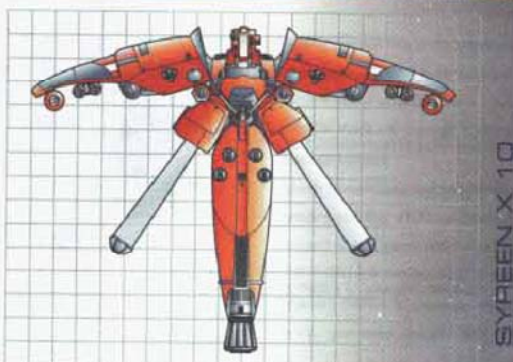
▼ STRIKE EXO-SUITS (LEVEL 2 PILOTS)

Using an Inari freighter, Tara's STRIKE cell has smuggled three Sand Stalker exo-suits aboard to further the illusion that they are Free Mars terrorists. Nathan Stone's team will make use of the exos during their kidnapping attempt.

MARTIAN EXOS



DEFENDER X 15



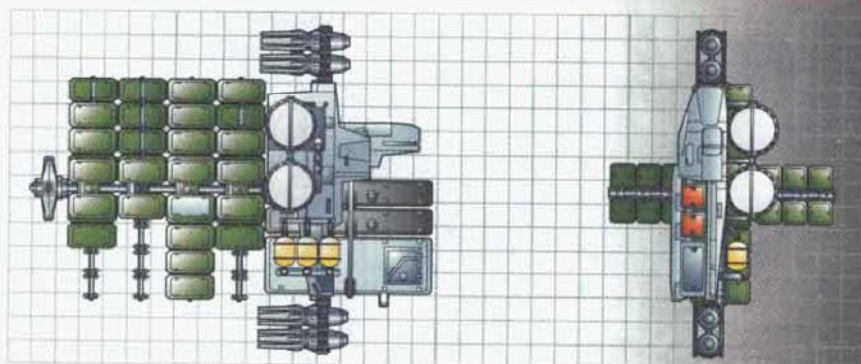
SYREEN X 10

MFA EXO-ARMORS (LEVEL 2 PILOTS) ▼

The Martian Federal Army troops aboard Alpha 4 have access to Defender and Syreen exo-armors. Most remain in the Bayern's holds, but at any one time four exos will be on exercises around the station.



MFSS BAYERN

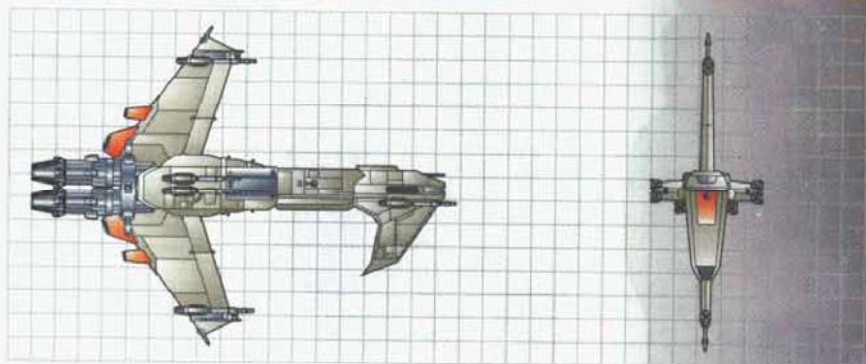


MFSS BAYERN (LEVEL 2 CREW) ▼

The Ebiru-class transport, the Bayern is loaded to the gills with exo-armors, troops and other equipment. While docked with Alpha 4, the ship is left almost empty and tied into the station's security system.

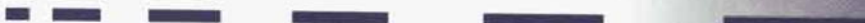
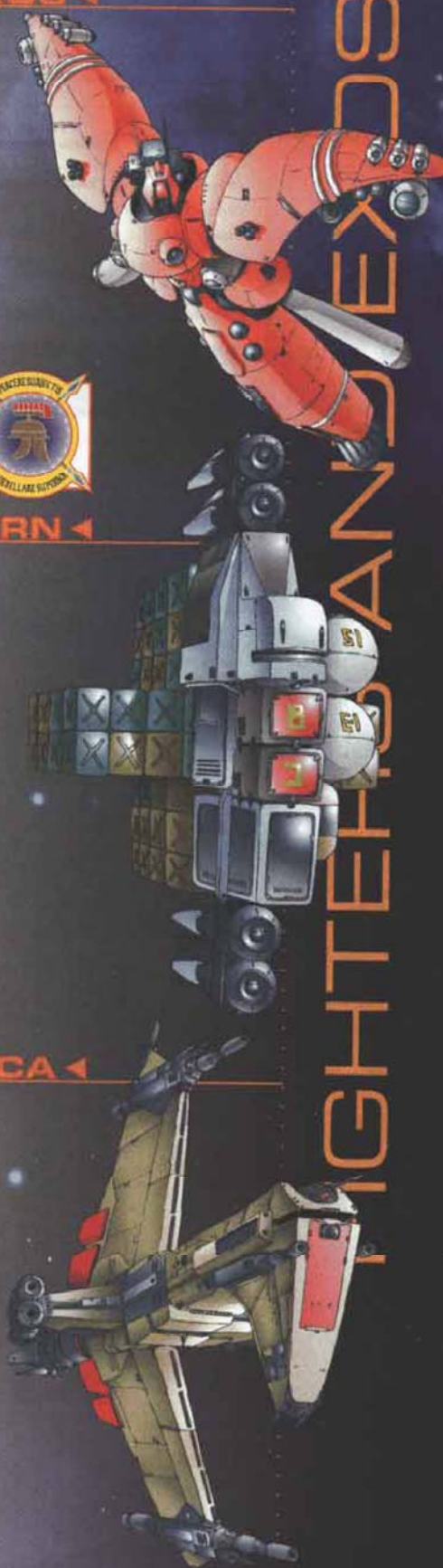


JSS ITHACA



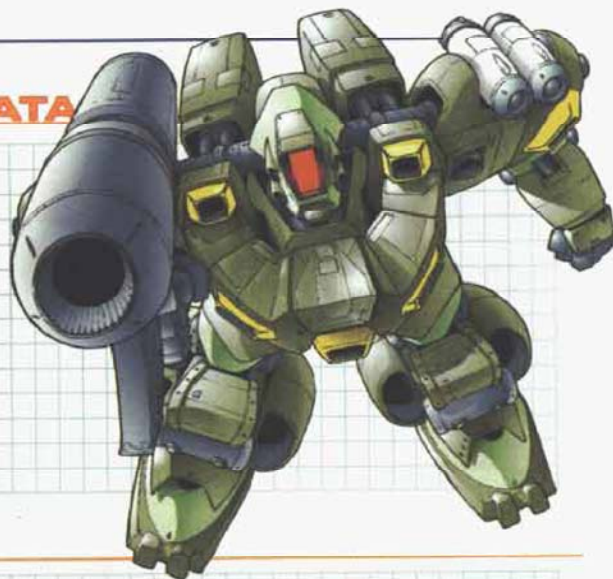
JSS ITHACA (LEVEL 2 CREW) ▼

The Ithaca has been visiting the inner solar system in a tour called "good will" by some and "a show of force" by others. CEGA suspects the ship is serving as a staging ground for Free Mars terrorists.

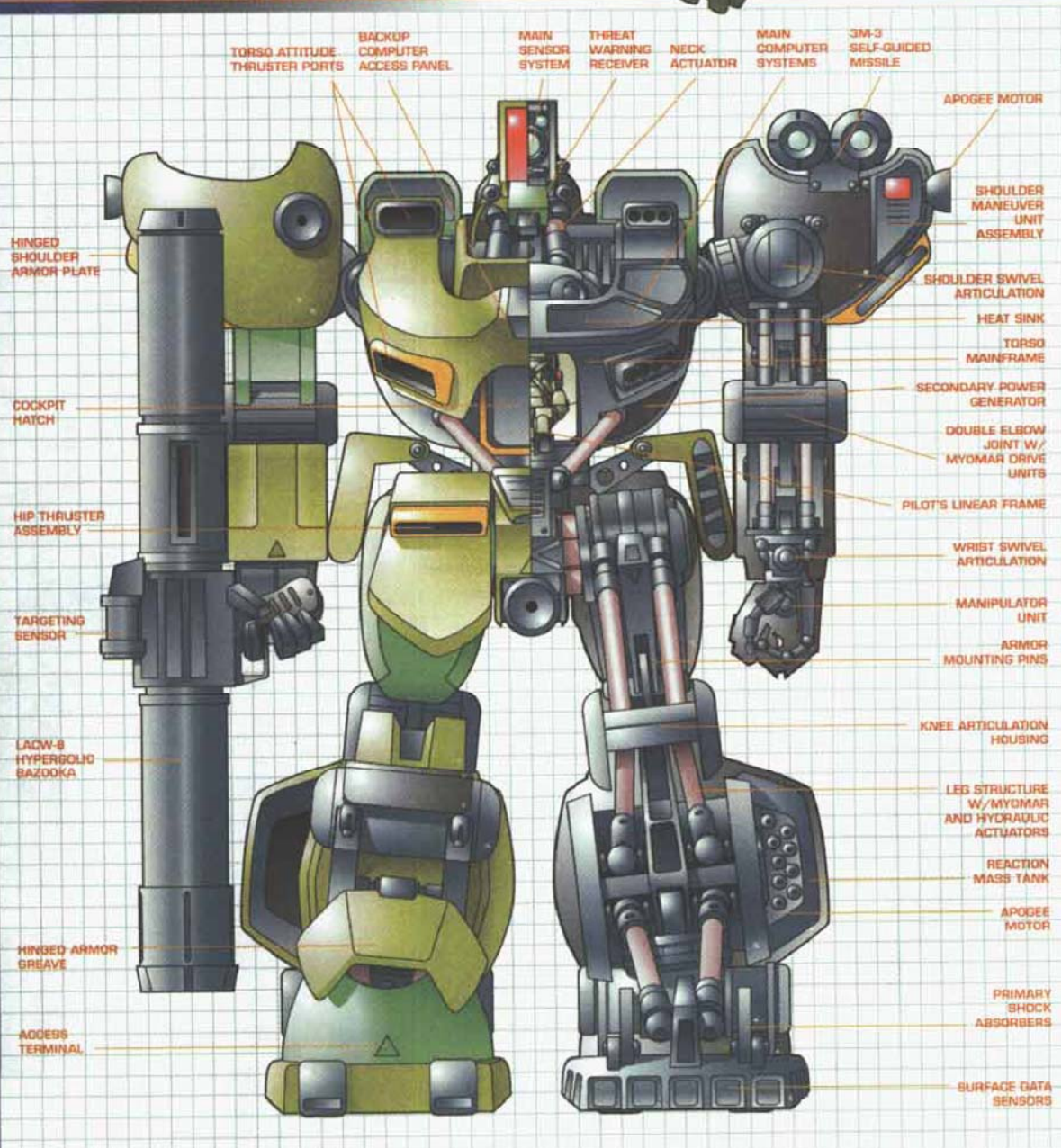


► ENGINEERING DATA

- Powerplant Selenen-Koenig SK-86 Fusion Core/1712 KW nominal power
- Drive System 2 x Selenen-Koenig P-898 PCC Booster/11.4 MW nominal power
- Linear Frame LAC L-089W Linear Frame
- Electronics 1 x Ohio 20986 Computer System/2 x Ohio 20786 Backup Computers/1 x LAC Electronics Division AH-05 Fire Control System
- Sensor Array LAC Electronics Division S-978 Multipurpose Sensor Array
- Screen Generators 2 Maelstrom Electronics Mark 10B Generators
- Armor LAC Type 45 Laminated Composite Armor Plating
- Armament 1 x Zapper Mk 2 Anti-Missile system, 2 x LACW-1M massdrivers, 1 x LACW-8 hypergolic bazooka, 2 x 3MC-2 missile canisters, 2 x 3M-3 missiles
- Optional Equipment LACW-3 massdriver rifle, reaction mass drop tanks



► STRUCTURE

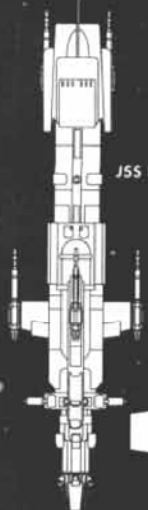


STRIKE AND COUNTERSTRIKE ◀

Tara Cavalier's plan depends on keeping both the Martian troops and station security confused as to her identity and intentions. She has split her forces (roughly twenty strong) into two important groups. Six commandos, led by Nathan Stone, will masquerade as Free Mars nationalists to kidnap and/or kill some Federals. Tara's own team will steal equipment under the cover of a bomb threat and a fiendish computer virus that misdirects security procedures and makes it seem like a great emergency is occurring. Tara is ready to destroy the station to cover her escape if necessary. All the while she will use the presence of Jovian forces as a shield, knowing full well that they will not cooperate with CEGA.

1. MALFUNCTION

During a training patrol, one of the Martian *Defenders* malfunctions and heads on a crash course for the *Ithaca*. The security team may attempt an in-flight rescue or investigate the pieces afterwards, despite Jovian protests. The techs find a message endorsing Free Mars in the exo's computer banks.



JSS ITHACA

2. TERROR STRIKES

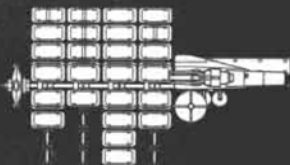
With the station on high alert, Stone's team strikes and kidnaps several Martian soldiers. They will hold them hostage as long as possible and then try to escape in their *Sand Stalker* exo-suits. They play the Jovians against the Martians as much as possible.

3. BOMB BLAST

A bomb goes off in the station and the computer virus takes effect, creating chaos. As the security officers search for Martian terrorists, the *Bayern* leaves dock for security purposes. If he escapes, Stone may stalk the PCs to keep up the illusion.

4. RACE THE BAYERN

The *Bayern* is escaping by the time the truth emerges. The PCs may have to chase it with exo-armors or exo-suits because all comm channels are down and a battle royale will ensue. Tara may well try to destroy the station to get them off her tail.

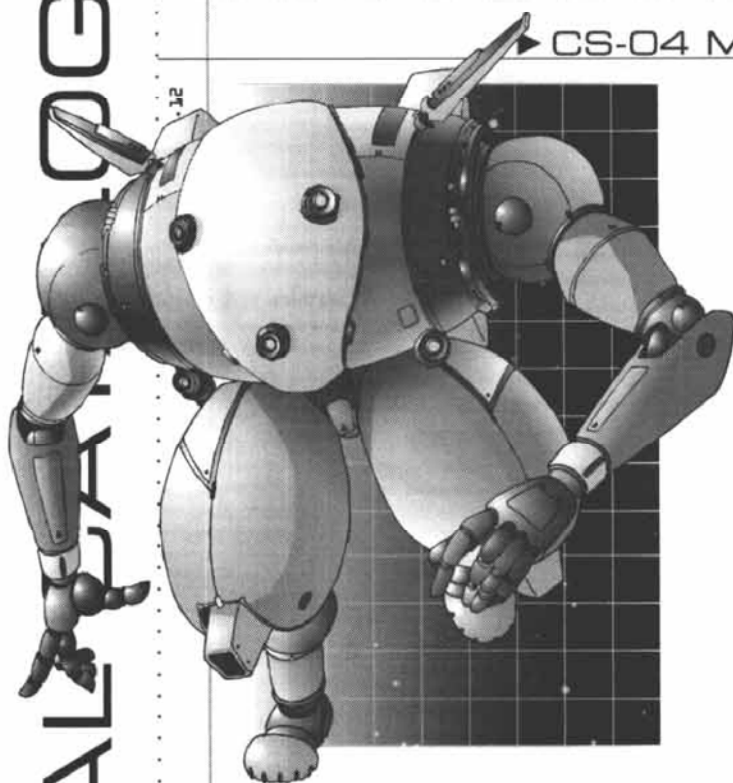


MFSS BAYERN

THE FUTURE

Tara Cavalier's STRIKE cell may well want vengeance if their plan fails and they escape. If they succeed, the PCs may need to hunt them down — perhaps with Jan Kurtz as a dubious sort of ally.

MAYHEM AT L4



CS-04 MINOTAUR

The *Minotaur* is the basic trooper exo-suit of the CEGA Naval Forces. Unlike the suits deployed by the ground-based CEGA forces, it is fully adapted to the vacuum environment. The suit has built-in propulsion and life support units and suffers no loss of flight-performance due to its numerous vernier rockets.

The operator of a *Minotaur* stands in the middle of the exo-suit, his lower body completely encased from the hip down in the thighs of the machine. An amplification sensor mechanism moves the suit's lower legs following the limited movements of the operator. Once slipped in, the operator only has to fasten the heavy body restraint unit and don the waldos which command the arms. The internal monitor gives the pilot an external view that shows the suit's surroundings as if the entry hatch was made of non-reflective glass.

The *Minotaur* is large and impressive, a feature that is sometimes a blessing and at other times a curse. While it is nearly impervious to most types of man-portable weapons currently in service, its bulk makes it difficult to use within confined environments, such as human-sized corridors. Engineers have been forced to take this into account when designing new habitats and military space stations.

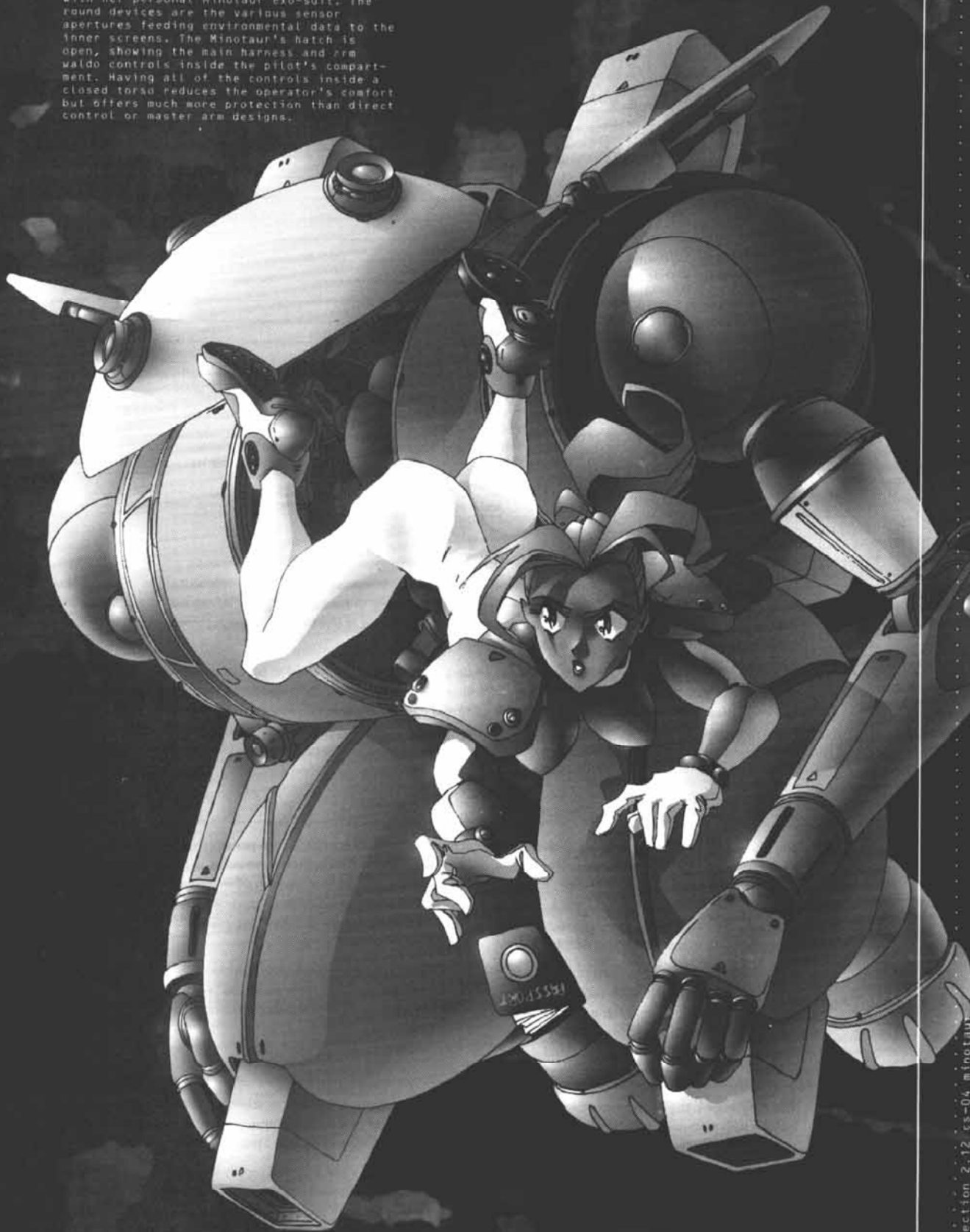
Minotaurs are currently stationed on all CEGA military stations and outposts in the Earth-Moon system. The lunar model is slightly different, being equipped with somewhat larger feet, but all share the same basic frame. CEGA ships typically carry a pair of *Minotaurs* for security and maintenance work, although few captains keep them in a ready state.

VEHICLE DATA



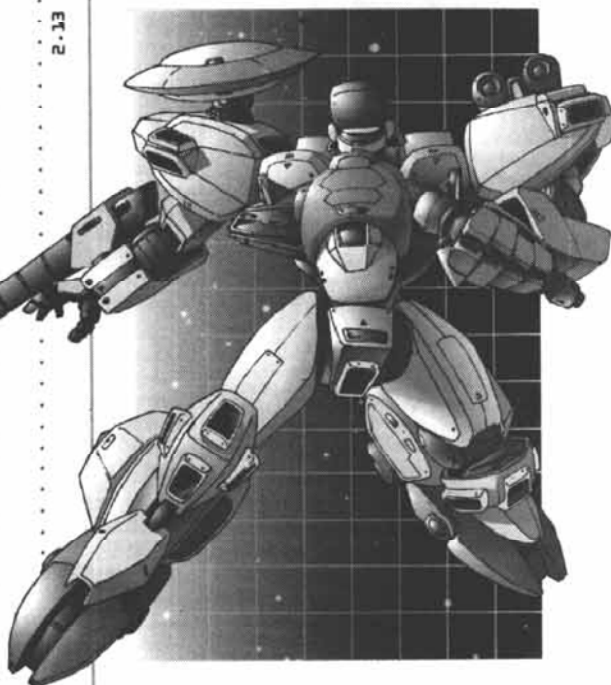
Threat Value:							510 (510,000 credits)		
Crew							1 (2 Actions)		
Size							4 (1300 kg)		
Armor							8/16/24		
► MOVEMENT DATA									
Movement Mode			Combat Speed			Top Speed		Maneuver	
Walker			2 (12 kph)			4 (24 kph)		0	
Space			6 (0.6 g)			11 (1.1 g)		0	
Deployment Range:							150 km		
Reaction Mass:							150 BP		
► ELECTRONICS DATA									
Sensors:							0/2 km		
Communications:							0/10 km		
Fire Control:							0		
► PERKS & FLAWS DATA									
Name			Rating				Game Effect		
Backup Systems			-				Comm, Fire Con, Life Support, Sensor		
HEAT-resistant Armor			2				Add against HEAT attacks		
HEP: Radiation			3				Screen		
HEP: Vacuum			-				Space protection		
Life Support			-				Limited		
2 x Manipulator Arm			4				Can punch		
Reinforced Crew Compartment			-				Absorbs first "Crew" hit		
Sensor Dependent			-				Must use sensors		
Weak Point: Walker Movement			2				Small feet		
► OFFENSIVE & DEFENSIVE SYSTEM DATA									
Qty	Name		Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	AC4 Rifle		Forward	x5	2	0	2	20c	-
2	N6 Grenade		Forward	x10	Melee	-1	0	N/A	AEO, AI, Mis, SD
1	ACH16 Heavy Rifle		Forward	x8	5	0	0	8c	AP, Heavy
1	Hummer Blade		Forward	x4	M	0	0	Inf.	AP

Petty Officer Felicia O'Connor is seen here with her personal Minotaur exo-suit. The round devices are the various sensor apertures feeding environmental data to the inner screens. The Minotaur's hatch is open, showing the main harness and zrm waldo controls inside the pilot's compartment. Having all of the controls inside a closed torus reduces the operator's comfort, but offers much more protection than direct control or master arm designs.



CS-04 MINOTAUR

▶ EAL-O4A PATHFINDER ALPHA



Name:	Pathfinder Alpha
Production Code:	EAL-O4A
Origin:	Jovian Confederation
Manufacturer:	Jovian Armor Works
Type:	Light Exo-Armor
Role:	Assault, Fighter, Reconnaissance, Search & Rescue, Tactical Strike
Control System:	Linear Frame
Height:	15.4 m
Width:	11.4 m
Empty Weight:	28.5 Tons
Loaded Weight:	35 Tons
Powerplant:	1570 KW
Main Thrusters:	4 x 12,000 kg, 2 x 5000 kg
Apogee Motors:	16
Walking Speed:	36 kph
Acceleration:	2.8 g
Onboard Sensors:	ECCM, Fine Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	2 x PL4 plasma lances
Additional Armament:	Jovian Optics 652A or 792R Particle Cannons, MMJ-4 Missiles, RJ-56 Rockets, MD-5555 Massdriver
Defensive Systems:	Mag Screen
Equipment:	Escape Pod, EWAC Systems, Satellite Uplink, Searchlights

◇ OVERVIEW



The original *Pathfinder* was one of the oldest exo-armors in the Jovian military arsenal. A development of the ill-fated EAL-03, the *Pathfinder* was found to be a rugged if simplistic design, easy to field and maintain. About half of the JAF's exo-armor squadrons were composed of *Pathfinders* at the time of the Battle of Elysée, and although somewhat fragile by exo-armor standards, they performed admirably despite heavy losses.

Almost immediately following the Battle of Elysée, an upgrade program was started to rebuild the forces of the JAF. The objective was to rapidly increase the defenses of the Confederation, so exo-armors had to be turned out at a faster rate. The engineers at JAW reworked the design, reshaping the *Pathfinder's* complex rounded skin into something that was easier to mass-produce. The internal mechanisms were also reworked for improved performance, following pilots' advice and suggestions. Most notably, two new hardpoints were installed in the hips to allow for additional weaponry or equipment.

◇ CAPABILITIES

The standard armament carried by the *Pathfinder* is light because frontline combat is not a primary design requirement. The basic configuration centers around a Jovian Optics 652A particle cannon. The cannon is mounted on a modular rack on the right arm, which enables the technicians to easily replace it with another weapon. As with other Jovian designs, it is made up of modular sections for easy repair and upgrade capacities, and is also available in hand-carried rifle form. In case of unexpectedly strong opposition, two medium missiles are mounted on the left shoulder; two plasma lances are also available for close-in fighting, stored in thigh flip-open compartments.

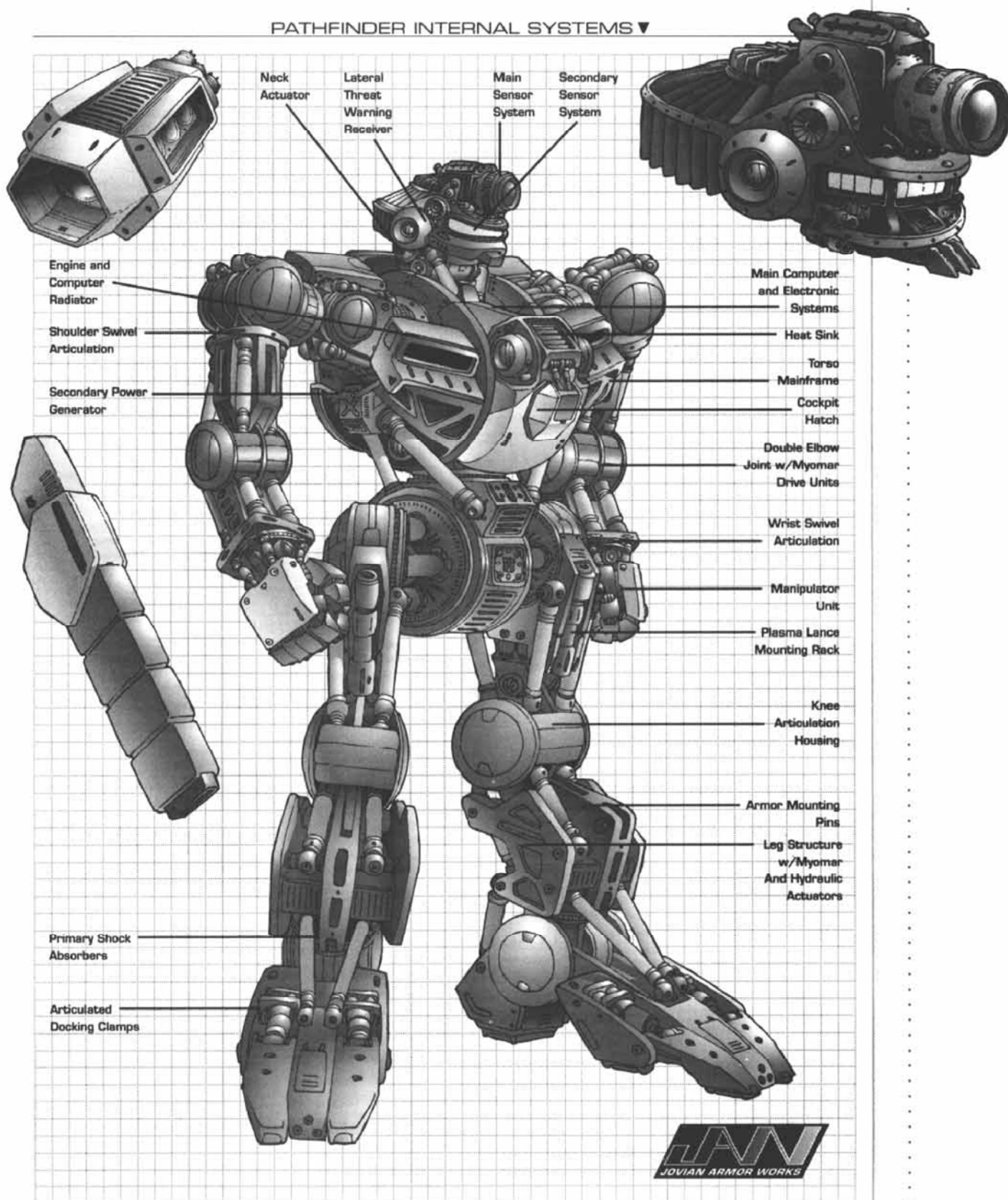
Long range sensors are standard issue on all *Pathfinder* variants. The mass-production vehicle retains the original blast shield, which can be lowered to protect the main sensor array. A medium-range radar and EWAC system is mounted on the right shoulder hardpoint to enable the *Pathfinder* to find any intruder using either standard radio communication or a search radar near its patrol trajectory.

◇ SERVICE RECORD

The *Pathfinder* is the Jovian exo-armor that has seen the most combat use to date. Its scouting missions often bring it in contact with pirates and illegal scavengers which field small ships and dated spacefighters. Two *Pathfinders* were carried along during the Odyssey and saw extensive combat against opponents ranging from Syreens to Martian exo-armors.

Now more than ever, the *Pathfinder* is the standard light exo-armor of the JAF. It is used mostly for patrol duty, although its heavy armor and speed make it a useful member of any combat team. Most newcomers are assigned a *Pathfinder* since the operating interface and onboard computer are very user-friendly.

PATHFINDER INTERNAL SYSTEMS ▼



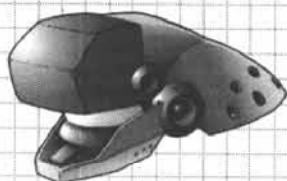


▼ PILOTS COMMENTS

"Like for all exo-armors, entering the cockpit of a *Pathfinder* is not an easy thing. The main hatch is not large, meaning you have to squeeze through — it's generally easier if you are in microgee. The hatch controls are located at the right hand side of the torso. Grasp the recessed yellow and black bar, pull and twist a quarter turn to the left, and the hydraulics will do the rest.

"The linear frame is easy to reach, because it sort of extends on its support strut so that it rests just beside the opening. Put your feet in the restraints, and let the linear frame adjust to your body. It can accommodate a variety of body sizes, just let it do the job. Most pilots have their own exo, so they don't have to readjust the frame all the time — though it takes only about 30 seconds to do so.

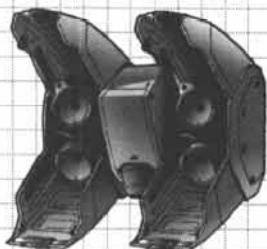
"One of the things I like most about the *Pathfinder* is how ergonomic it is. Everything is right where you need it, from the tactical display toggles to the flight controllers. All information is prioritized and shown in nice, bright icons and short data forms. It's not that much better than any other cockpit design out there, but it's easier to get used to. Heck, I'd bet you a kid could hop in here with a manual and learn to fly the exo in a few minutes. Okay, so maybe I'm exaggerating... a little."



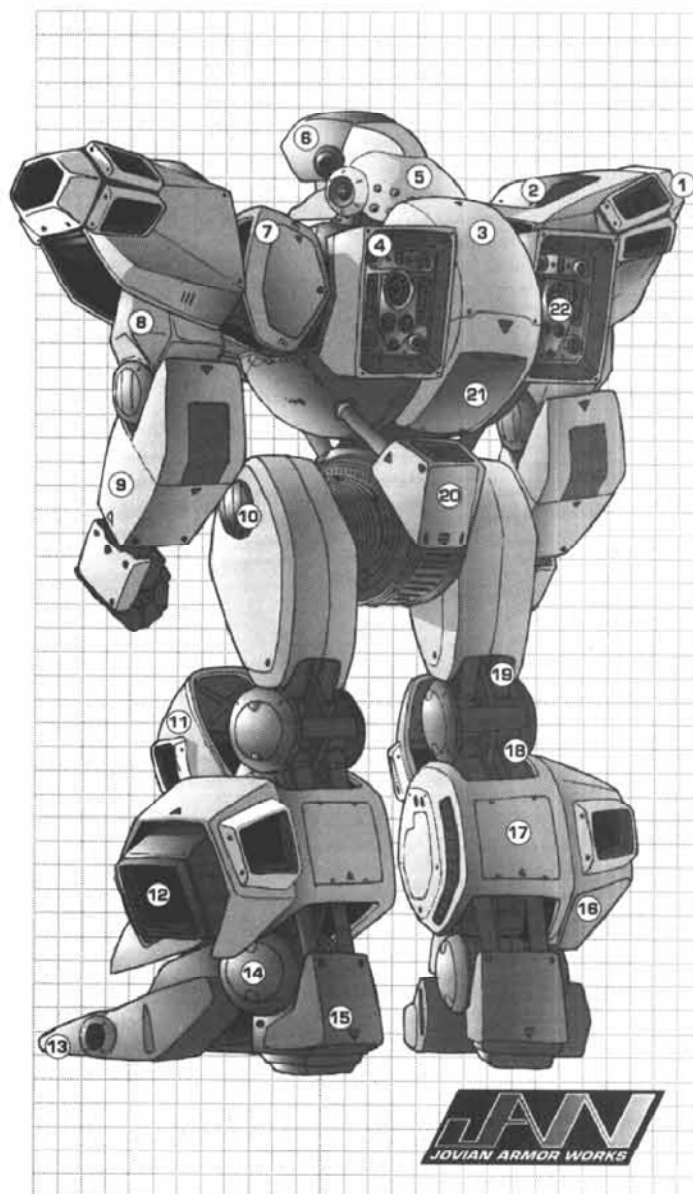
Head Unit



Cockpit Hatch

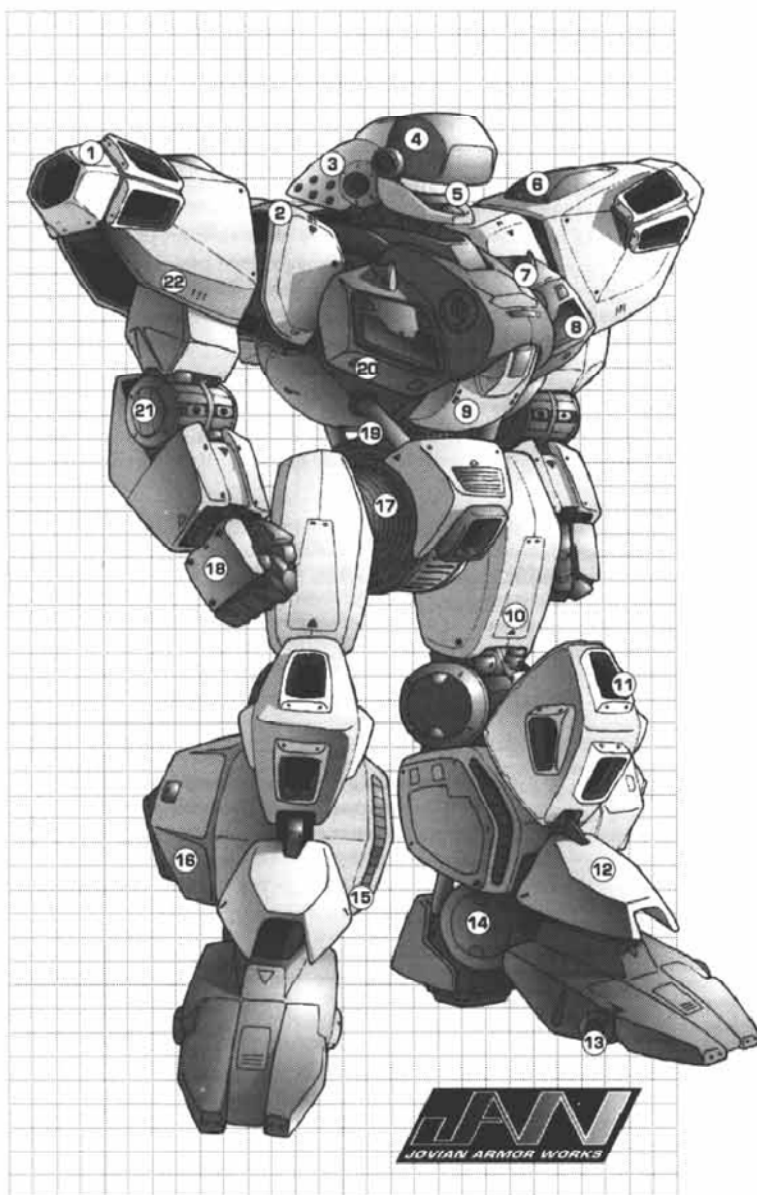


Standard Backpack



▼ REAR VIEW

- | | |
|---|--|
| 1 Shoulder Modular Thruster Block | 12 Lateral Leg Thruster Array |
| 2 Shoulder Hardpoint (covered) | 13 Docking Clamp (retracted) |
| 3 Fusion Core Housing | 14 Ankle Articulation Housing |
| 4 Plasma Drive Module Hardpoint | 15 Heel Block |
| 5 Head Fairing | 16 Leg Thruster Housing |
| 6 Main Sensor Housing | 17 Leg Maintenance Access Panel |
| 7 Shoulder Actuator Group Housing | 18 Leg Actuator Connecting Rod |
| 8 Laminated Armor Panel | 19 Leg Myomar Actuator |
| 9 Forearm Modular Armor Panel | 20 Waist Drive Heat Sink |
| 10 Right Waist Hardpoint | 21 Main Fusion Core Access Panel |
| 11 Knee Thruster Housing | 22 Fusion Core Power Output Port |



▼ FRONT VIEW

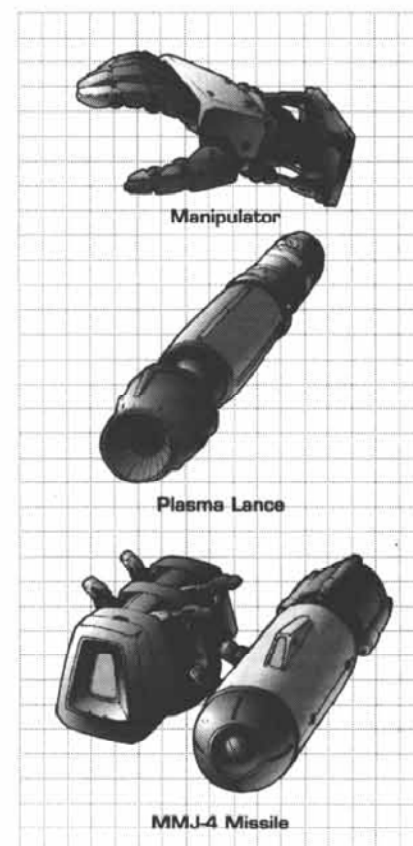
- | | |
|---|---|
| 1 Modular Shoulder Thruster Block | 12 .. Articulated Laminated Armor Greave |
| 2 Shoulder Actuator Group Housing | 13 Docking Clamp Articulation |
| 3 Head Heat Sink Output Ports | 14 Ankle Articulation Housing Access |
| 4 Main Sensor Housing | 15 Leg Heat Sink Output Port |
| 5 Secondary Sensors Defense Panel | 16 Leg Thruster Housing |
| 6 Shoulder Hardpoint (covered) | 17 Flexible Drive Train Protective Cover |
| 7 Upper Torso Sensor/Searchlight | 18 Three-axis Manipulator |
| 8 Torso Heat Sink Output Port | 19 Waist Rotation Ring |
| 9 Cockpit Hatch | 20 Computer Access Port (typical) |
| 10 Plasma Lance Housing Port | 21 Elbow Articulation Housing Access |
| 11 Upper Knee Thruster Port | 22 Laminated Armor Panel |

► PILOTS COMMENTS

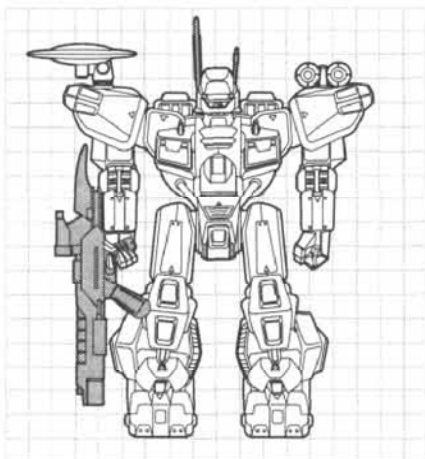
"Once you start it up, the exo-armor feels *right*. Some exos are so sluggish you have to compensate all the time. Not so with the *Pathfinder*. It's not quite like wearing a set of clothes, but it's close. Once you master the flight control and the tactical display, it handles like a charm — for a thirty-plus ton spacecraft, that is.

"The exo is equipped with one of those Nakasu miniaturized plasma drives, and when you open up the throttle it can kick back at two and a half gees. It's got a good reserve of re-mass, too, so you can generally ignore the gauge for a few minutes. Don't expect to make the trip from Jupiter to the Belt in one of these, though.

"There's only one thing that annoys me about the *Pathfinder*. Seems like the designers couldn't decide whether they wanted a scout or a light combat unit, so they gave it a little bit of both. You've got more sensors than you can shake a joystick at, ECCM to burn through any interference, and enough thrust and maneuverability to fly out of almost any situation. Except for the two missiles, though, you don't have much real firepower. But hey, new system upgrades come in all the time, so I'm not worried — much."



EAL-04A PATHFINDER CT

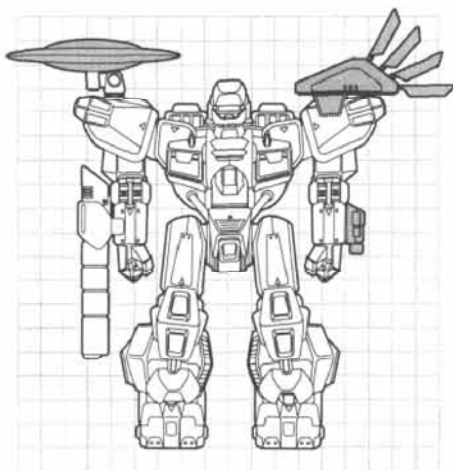


Add:	792R Particle Cannon, 200 BPs
Remove:	652A Particle Cannon
Change:	Upgrade Space Movement to 2.9 g, Communications to +2/20 km
Offensive:	6900
Defensive:	1300
Miscellaneous:	5100
Modified Threat Value:	5100 (7,400,000 credits)

The *Command Type* is used by officers and ace pilots. The enlarged antenna houses advanced communications gear, while the engine is more powerful than in the standard model, giving the CT greater acceleration and range. The other additions are small whisker-type antennae and many small sensor cameras that are linked to the main screen of the machine.

The CT carries more powerful weapons than the standard EAL-04A. As with the standard *Pathfinder*, the detection gear of the command type is composed of a MR-65 EWAC system. This is sometimes replaced by a long range radio communications system if the mission calls for it.

EAL-04A PATHFINDER RC

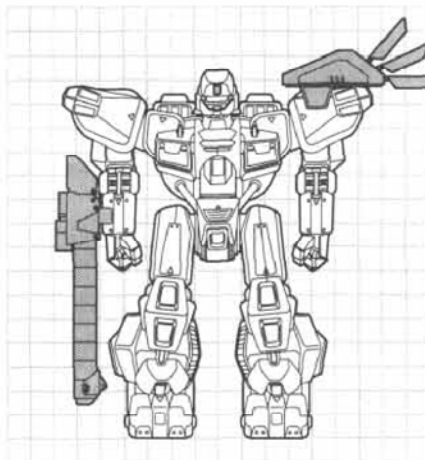


Add:	400 BPs, Fuel Efficient (1.5 times)
Remove:	MMJ-4 Missiles
Change:	Upgrade Sensors to +4/10 km
Offensive:	4400
Defensive:	1300
Miscellaneous:	5500
Modified Threat Value:	3800 (8,000,000 credits)

The RC was created to fill the need for a long range reconnaissance exo-armor unit. The engine has larger thrusters than the standard model and has adaptators for two reaction mass tanks. The sensor array is both larger and more efficient than that of the standard EAL-04A. The RC has an MR-130 EWAC system on its shoulder. The two MMJ-4 missiles are replaced by an array of sensors and communications gear.

The RC has been used since 2194 and seen action against pirates. The early warning capabilities provided by its sensor array have made it very popular with line units, who rely on it to shield them from surprise attacks.

EAL-04A PATHFINDER ST

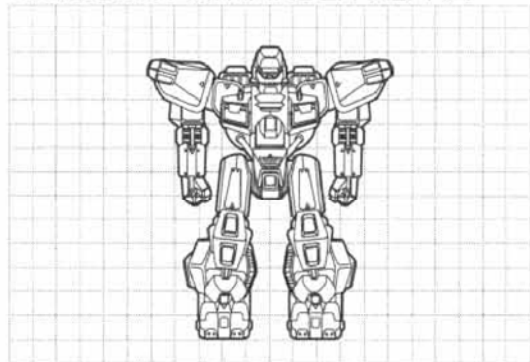


Add:	MD-5555 Massdriver
Remove:	All Weapons
Change:	Upgrade Sensor Base Range to 10 km
Offensive:	2800
Defensive:	1300
Miscellaneous:	5200
Modified Threat Value:	3100 (4,200,000 credits)

The *Sniper Type* is the most recent and specialized version of the *Pathfinder*. The standard blast shield is replaced with a visor to cover the main sensor array; this is equipped with a trio of advanced telescopic lenses and other types of detection devices.

The main weapon of the ST is a Jovian Optics MD-5555 massdriver rifle which fires high speed armor-piercing slugs. Two different models of ammo clips are available, with 10 slugs for single shots, or 30 slugs for bursts. The ST was inducted to the JAF in 2208 and only been seen in combat at the battle of Elysée.

▼ EAL-04A PATHFINDER ALPHA



▼ PRODUCTION DATA

THREAT VALUE:	5000
OFFENSIVE:	8780
DEFENSIVE:	1300
MISCELLANEOUS:	5100
COST:	3,900,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as level 1 pilot	Y
Backup Systems	-	Comm, FireCon, Life Support, Sensor	
Computer	2	CPE 0, KNO 0, PP2	
ECCM	4	Defensive Electronic Warfare Equipment	Y
Ejection System	-	Escape Pod	
HEAT-Resistant Armor	4	Add to Armor vs. HEAT weapons	Y
HEP: Radiation	4	Rad protection	
HEP: Vacuum	-	Space protection	
Life Support	-	Limited	Y
2 x Manipulator Arm	11	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	
Satellite Uplink	-	1000 x Comm Range	Y
Searchlights	-	Front, 200 meters	Y
Exposed Aux Systems	-	"AUX" Hits are one step worse	
Large Sensor Profile	2	Too large to hide	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	652A Particle Cannon	Forward	x15	3	+1	0	Inf.	AD1, Haywire, HEAT	12	3600	13
2	MMJ-4 Missile	Forward	x20	5	-2	0	N/A	Mis, SD, Sk1, Smt2	11	2500	n/a
2	PL4 Plasma Lance	Forward	x20	Melee	0	0	LU5	AC, Conceded, HEAT	4	420	n/a
X	792R Particle Cannon	Forward	x16	5	+1	0	30	AD1, Haywire, HEAT	8	1000	4
X	MD-5555 Messdriver	Forward	x20	10	0	1	30c	AP, Clumsy, Heavy	11	2800	10

▼ NOTES

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	11
DEFAULT SIZE:	17
STACKING SIZE:	11
ARMOR:	
LIGHT DAMAGE:	22
HEAVY DAMAGE:	44
OVERKILL:	66

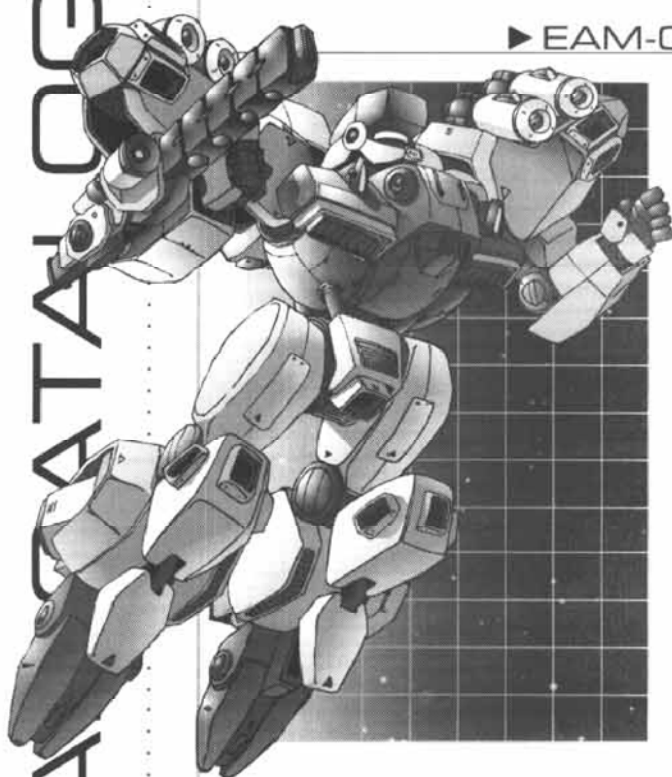
▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	6 (36 kph)	12 (72 kph)	0
SPACE:	14 (1.4 g)	28 (2.8 g)	0
DEPLOYMENT RANGE:	700 km	Fusion/electric	
REACTION MASS:	500 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	+2/5 km
COMMUNICATIONS:	0/15 km
FIRE CONTROL:	0

★ JOVIAN
 CHRONICLES



► EAM-03A RETALIATOR ALPHA

Name:	Retaliator: Alpha
Production Code:	EAM-03A
Origin:	Jovian Confederation
Manufacturer:	Jovian Armor Works
Type:	Medium Exo-Armor
Role:	Anti-Ship Strike, Close Support, Interceptor, Tactical Strike
Control System:	Linear Frame
Height:	15.5 m
Width:	11.6 m
Empty Weight:	37.7 Tons
Loaded Weight:	42 Tons
Main Drive:	12 MW
Powerplant:	1598 KW
Main Thrusters:	4 x 20,000 kg, 2 x 8,000 kg
Apogee Motors:	20
Walking Speed:	66 kph
Acceleration:	2.4 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	2 x PL4 Plasma Lances
Additional Armament:	JAW-11A Railgun, MMJ-4 Missiles, LMJ-2 Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod

◇ OVERVIEW



The *Retaliator* is the standard medium interception exo-armor of the JAF. Many of the actual Jovian exo-armor designs are based on this machine, as its reliability has been proved many times over (although it isn't entirely flawless: see below). Like its Jovian Armor Works siblings, the *Pathfinder* and the *Vindicator*, it has undergone an extensive redesign process in the aftermath of the Battle of Elysée. Well-armed and fast for its size, the updated *Retaliator Alpha* can take on opponents bigger than itself and still come out on top. The *Retaliator* is commonly found in strike teams along with *Pathfinders* because of its high speed and heavy armament.

◇ CAPABILITIES

The machine is generally considered to lack proper armor considering its combat role. To ensure speed and maneuverability similar to that of light exo-armors while still carrying heavy armament, design compromises had to be made. The extra mass needed for weapons and thrusters came off the limbs' armor, much to the dismay of the pilots assigned to the machine. To save further mass, the engineers tried to reduce the size of the thrusters by using a new plasma injector cone which uses pre-heating to boost the output of the core. It worked, up to a point: since the verniers have to operate at near maximum level for extended periods of time, they tend to overheat, which used to cause shutdowns. Though the problem has been mostly solved on the *Alpha*, green pilots still burn out the thruster array on their first sortie with a *Retaliator*, despite repeated warnings from the technical crew.

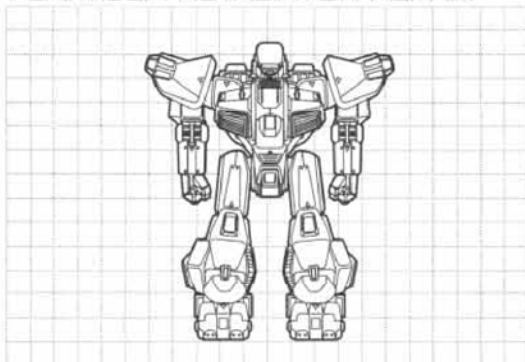
The *Retaliator* is equipped with the powerful JAW-11 railgun, a proven modular design able to send a Lexan shell with metal sabot straight through several inches of composite armor. Early examples suffered many cases of jamming because of the rapid wear of the gun's rails, but the problem was solved during the redesign process by a young weapon expert called Gerard Vincennes, recently hired right out of school by the Armament Division at JAW. The redesigned 11A can now fire nearly ten clips before rail replacement, thanks to an innovative rail wear control technique developed by Vincennes.

◇ SERVICE RECORD

Like the *Pathfinder*, the *Retaliator* has been mostly used against pirates in the Jovian system. A few were sent to assault strongholds in the Asteroid Belt in conjunction with units from the Martian Free Republic, which put both the standard and HA versions to test. *Retaliators* flew several missions during the Odyssey, most of which pitted them against machines such as the CEGA Wyvern or the Martian *Defender*.

There have been few modifications to the basic *Retaliator* frame over the years, mainly because building a *Pathfinder* variant for a given operational role is much cheaper.

▼ EAM-03A RETALIATOR ALPHA



▼ PRODUCTION DATA

THREAT VALUE:	15,000
OFFENSIVE:	42,000
DEFENSIVE:	1300
MISCELLANEOUS:	2400
COST:	16,000,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as level 1 pilot	Y
Backup Systems	-	Comm, FireCon, Life Support, Sensor	
Computer	2	CRE O, KNO O, PP2	
Ejection System	-	Escape Pod	
HEP: Radiation	4	Screen	
HEP: Vacuum	-	Space protection	
Life Support	-	Limited	Y
2 x Manipulator Arm	12	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	
Annoyance	-	Overheating thruster cones	
Exposed Fire Control	-	"FireCon" hits are one step worse	
Large Sensor Profile	2	Too large to hide	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	JAW-11A Railgun	Forward	x16	5	0	0	20c	AP	10	1900	B
6	LMJ-4 Missile	Forward	x16	2	-1	0	n/a	Mis, SD, Sk1, Smt1	11	2600	N/A
4	MMJ-4 Missile	Forward	x20	5	-2	0	n/a	Mis, SD, Sk1, Smt2	11	5800	N/A
2	PL4 Plasma Lance	Forward	x20	Melee	0	0	LU5	AC, Concealed, HEAT	4	420	N/A

▼ NOTES

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	12
DEFAULT SIZE:	25
STACKING SIZE:	12
ARMOR:	
LIGHT DAMAGE:	26
HEAVY DAMAGE:	56
OVERKILL:	78

▼ MOVEMENT DATA

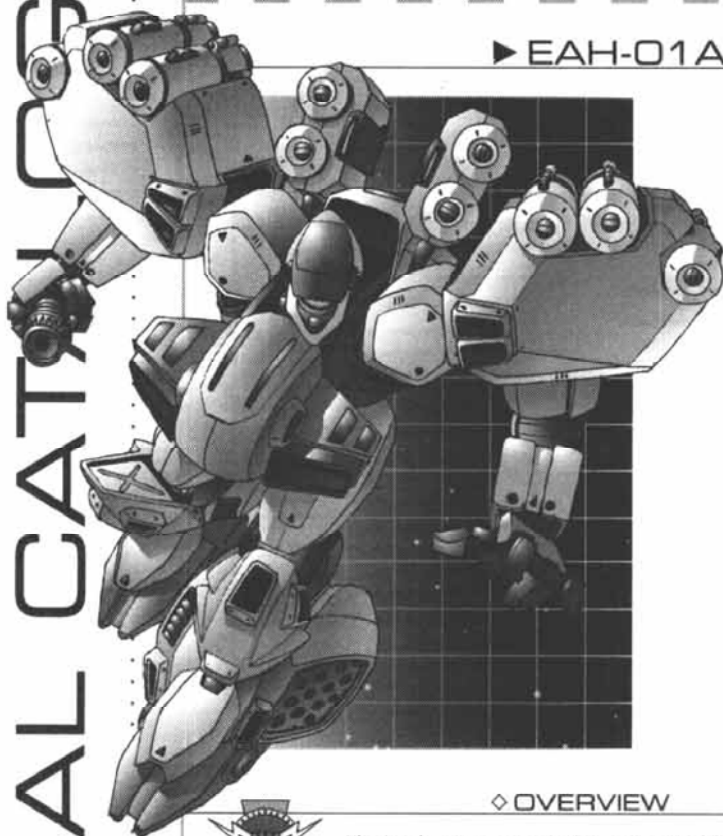
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	6 (36 kph)	11 (66 kph)	0
SPACE:	12 (1.2 g)	24 (2.4 g)	0
DEPLOYMENT RANGE:	450 km	Fusion/electric	
REACTION MASS:	400 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

JOVIAN
CHRONICLES

▶ EAH-01A VINDICATOR ALPHA



Name:	Vindicator Alpha
Production code:	EAH-01A
Origin:	Jovian Confederation
Manufacturer:	Jovian Armor Works
Type:	Heavy Exo-Armor
Role:	Anti-Ship Strike, Assault Transport, Fighter, Tactical Strike
Control System:	Linear Frame
Height:	16.4 m
Width:	14.7 m
Empty Weight:	65.7 Tons
Loaded Weight:	70 Tons
Powerplant:	1970 KW
Main Drive:	25 MW
Apogee Motors:	20
Walking Speed:	36 kph
Acceleration:	1.8 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Redcounter, Telescope
Fixed Armament:	2 x Jovian Optics AM-1 Anti-Missile System, 3 x PL3B Plasma Lances
Additional Armament:	JAW-15 Massdriver w/Jovian Optics 54L Laser Cannon, HMLJ-6 Missiles, LMJ-1 Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod

◇ OVERVIEW



The *Vindicator* is currently the most powerful mass-produced exo-armor in the solar system. Because of its high cost, it is usually assigned to proven pilots or squadron commanders only. The massive armament and armor it carries gives the *Vindicator* a tremendous advantage in combat.

The *Vindicator* program was started only two years ago, in 2208, as a direct result of the introduction of the *Wyvern* by CEGA. The JAF's generals felt that since the *Wyvern* was nearly the equal of the *Retaliator* in combat, they needed an even more powerful unit to stay in the forefront of the arm race — the *Vindicator* is such a machine.

◇ CAPABILITIES

Although a bit slow, the exo's massive light missile batteries (located on the side of its legs) can easily overwhelm most close defense systems. The heavy warheads carried on the shoulders and in the backpack can be used to destroy or severely cripple small ships or damage large ones. A pair of Jovian Optics anti-missile turrets guard the exo against return fire. Its most impressive weapon, however, is the massdriver/laser assembly mounted on the right arm. The presence of a non-ammunition based weapon extends the combat endurance of the *Vindicator*, enabling it to get rid of small threats while saving the precious massdriver ammunition for more important targets.

If the *Vindicator* had only those qualities, it would indeed be king of the battlefield. Unfortunately, the development was rushed, leaving minor flaws in some of the systems. For example, due to a powerplant sensor malfunction, an overheat warning sounds every time the pilot pushes his machine above the normal operating parameters. Veterans are now used to the problem, simply disabling the sensor and relying on their "gut instinct" instead. The *Vindicator* is also painfully slow compared to other, smaller machines.

◇ SERVICE RECORD

The *Vindicator* has seen combat only in the Battle of Elysée, although computer simulations and mock battles clearly established the effectiveness of the design in many other situations. The JAF's high command is considering sending a few *Vindicators* to the Belt to help clear the way for commercial ships in the space lanes plagued by pirates. If these operations are a success, the *Vindicator* will be widely used by the JAF in the near future, though only the less expensive mass-produced version identified as "Alpha."

Since the *Vindicator* is a relatively new design, no variants were built as of 2210. There are plans for a commander-type version, but production is not expected to begin until late 2212. If the machine proves successful in service, it will probably be adapted to a variety of operational roles such as interception, heavy assault and hunter/killer.

THREAT VALUE:	20,000
OFFENSIVE:	55,000
DEFENSIVE:	900
MISCELLANEOUS:	3200
COST:	19,000,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

CREW:	1
ACTIONS:	2

SIZE:	14
DEFAULT SIZE:	27
STACKING SIZE:	14
ARMOR:	
LIGHT DAMAGE:	32
HEAVY DAMAGE:	84
OVERKILL:	96

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	3 (18 kph)	5 (30 kph)	-1
SPACE:	9 (0.9 g)	18 (1.8 g)	-1
DEPLOYMENT RANGE:	700 km		Fusion/electric
REACTION MASS:	750 BP		Hydrogen

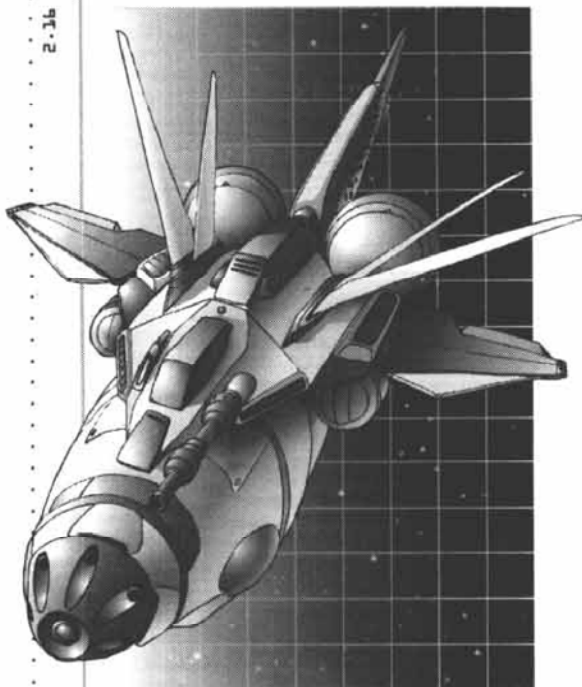
SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

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★ JOVIAN

CHRONICLES

► IM-09 LANCER



Name:	Lancer
Production Code:	IM-09
Origin:	Jovian Confederation
Manufacturer:	Olympus Aerospace
Type:	Medium Interceptor
Role:	Anti-Ship Strike, Fighter, Interceptor, Tactical Strike
Control System:	Standard Cockpit
Length:	24.8 m (overall)
Width:	10.3 m
Empty Weight:	45.7 Tons
Loaded Weight:	50 Tons
Main Drive:	2 x 24.6 MW
Secondary Powerplant:	1970 KW
Main Thrusters:	2 x 80,000 kg
Apogee Motors:	16
Ground Speed:	0 kph
Acceleration:	3.2 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope, Wide-Band Antennae
Fixed Armament:	2 x MMJBD Missile Racks
Additional Armament:	Laser Gun, Various Missile Systems in Advanced Tactical Mission Pod
Defensive Systems:	Active Counter-Measure System, Mag Screen
Equipment:	Escape Pod

◇ OVERVIEW



Interceptors remain an important part of most modern space navies. They are simpler to maintain than the complex exo-armors and are generally capable of higher acceleration, though their endurance and maneuverability are inherently limited. The IM-09 *Lancer* is the most common Jovian Armed Forces interceptor as of 2210, where it constitutes about half the total number of interceptors in service.

The *Lancer* was designed around paired fusion drives located at the back, under the large dorsal fin. The reliable Nakasu 423M PCC engines provide the craft with good acceleration even when carrying a full combat payload, making it appreciated by pilots and commanders alike. Like all spacecraft of its type, though, the *Lancer* suffers from poor range due to its limited on-board reaction mass reserve.

◇ CAPABILITIES

The most obvious feature of the *Lancer* is the large payload module attached to its belly. The Advanced Tactical Mission Pod (ATMP) is a modular pod system designed to increase the mission versatility of the vehicle. Most of the offensive payload is carried within the pod, which can be exchanged for a new one within minutes by a trained crew.

The hull is covered with numerous protusions, all of which have a specific function. The large blades along the upper mainframe are an extensive antennae array which the craft uses for both sensor and communication purposes. Crewmen sometimes refer to them as "whiskers." The rear section features twin reaction mass tanks which are armored separately to reduce the chance of a fatal leak due to combat damage. Finally, the long dorsal boom mounts two important systems, an array of heatsinks and the countermeasure launcher known as the Active Counter-Measure System (ACMS).

◇ SERVICE RECORD

According to standard combat doctrines, *Lancers* form the first line of defense, their great acceleration allowing them to be sent forward to deal with invaders as they enter Jovian airspace. They must be carried aboard spaceships because of their lack of range, and they are often left behind as they exhaust their fuel. Survivors are picked up after the fight by rescue tugs, which tow the fighters back to base. Most of the ships that patrol the outer regions around each Jovian sphere of activity carry one or two *Lancers* aboard for fast reaction.

Because of the flexibility of the ATMP mission pod system, the *Lancer* has no true variant. Though the model has gone through several updates and refits during its service life, there have been no significant changes to the frame or the performance of the vehicle.

PILOTS' COMMENTS ◇

"Speed, speed, and speed. These are the three S's of *Lancer* piloting, and the part that I personally like best. There's no feeling in the world like sitting atop twin pillars of fusion flame and driving straight toward an enemy formation, cutting thrust and letting them have it up the drive tubes as you pass them by. Leaving that trail of destruction in your wake is just a priceless moment.

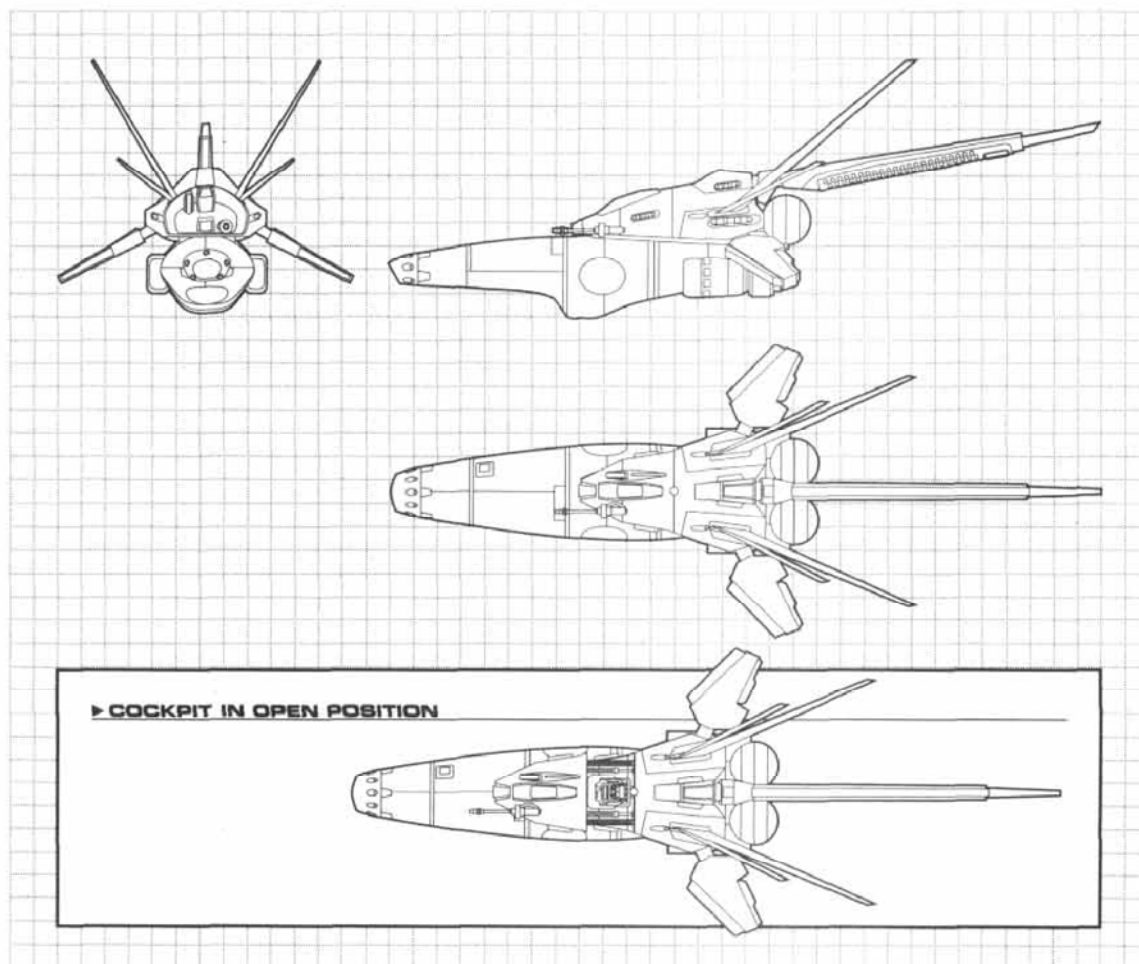
"Of course, after the first pass it takes some fancy piloting to hold the fort until *exo-armors* or ships arrive to finish the job. It helps that the relative speeds involved are so high then — after all, it ain't easy to hit something moving by at tens of clicks per second. You'll be fine as long as you remember that it works both ways, and that missing with all your shots during that high speed pass means you've not only wasted ammo but reaction mass and time, too. When you're on an intercept vector, a few extra seconds can mean a few more clicks, or the difference between life or death!

"But it ain't just the three-plus gees of acceleration that give the *Lancer* its power. She has enough firepower to sweep a lot of enemy craft out of the way during the first pass. Some people complain that all the weaponry is missile based (they fixed that on the *Pilum* variant), but personally I'm ready to deal with limited ammunition in exchange for self-guiding high-explosive payloads. Four of those HMJ-6 heavy missiles is more than enough for me to deal with even capital ships. Together with my flight, I can face anything out there.

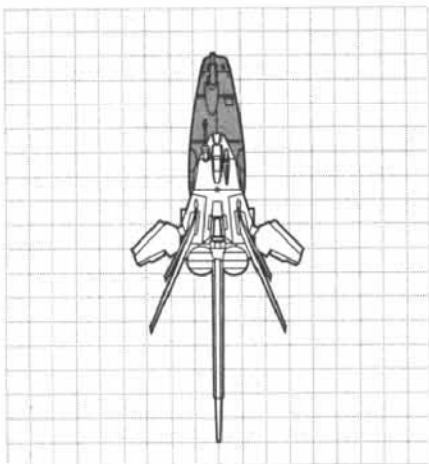
"Glamour? Heh! Who needs it? While interceptors are a lot less glamorous than *exo-armors*, they have their place too. We fighter jocks are the ones that push ahead in front of everybody else to be the first line of defense, and we take the first punch. Without us, anyone stupid enough to attack would just come knockin' on the door. Let the *exo-pilots* take the laurels — we know who gets the job done."

— Lieutenant Ynom Har, Flight Leader, Beta Division

LANCER SCHEMATICS ◇



◇ IM-09 PILUM LANCER

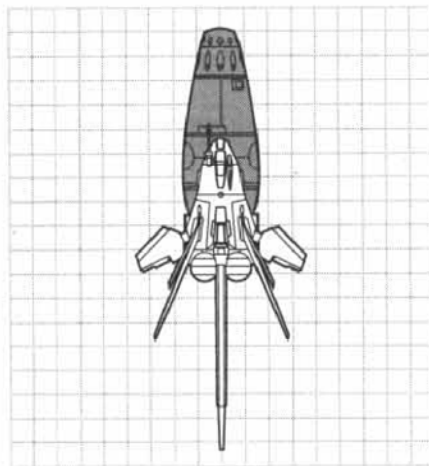


Add:	1 x QFS Laser, 16 x MMJ-2LR Missiles
Remove:	All HMJ-6 Missiles
Change:	-
Offensive:	8907
Defensive:	712
Miscellaneous:	1446
Modified Threat Value:	3700 (5,500,000 credits)

This combat payload is more effective at long range, but lacks punch. The armament is composed almost exclusively of MMJ-2LR missiles, which have a longer effective range than the HMJ-6s. The *Pilum* also carries the QFS laser, which helps to increase the *Lancer's* loiter time.

The accuracy of the laser and the range at which the MMJ-2LRs are effective make the *Pilum* a fearsome craft when used for hit-and-run or lightning strikes. The main flaw of the design is the same as the normal *Lancer's*; the fighter can only stay in combat a short time before its missiles run out. Once this happens, the interceptor's combat performance drops off.

◇ IM-09 LANCER BOMBER

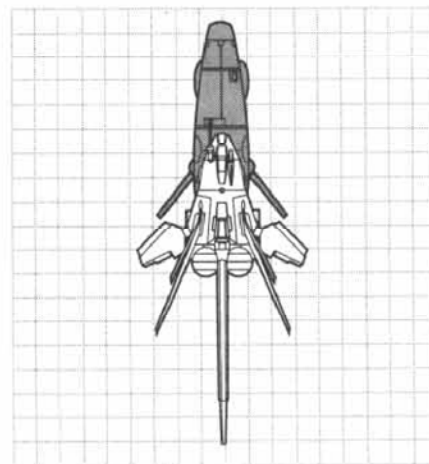


Add:	4 x MMJ-4 Missiles, 20 x RJ-56 Unguided Rockets
Remove:	All Missiles
Change:	-
Offensive:	27,000
Defensive:	700
Miscellaneous:	1400
Modified Threat Value:	9800 (20,000,000 credits)

The configuration is centered around missiles. Its ATMP is filled with MMJ-4 missiles and RJ-56 unguided rockets for use against slow targets and installations. Because of the limits which its weaponry places on it, the *Lancer Bomber* is usually escorted by other types of fighters for wingmen.

The bomber version of the *Lancer* is often launched from carriers when the distance to target has been shortened considerably. The fighter can then burn to close range, loose its barrage, and return to the carrier for quick resupply. In this way, the fighter minimizes the disadvantage of its low reaction mass reserve and maximizes the firepower it brings to bear.

◇ IM-09 LIGHTNING LANCER



Add:	ECM 5, ECCM 5
Remove:	-
Change:	Upgrade Sensors to +1/5 km
Offensive:	12,000
Defensive:	700
Miscellaneous:	3400
Modified Threat Value:	5400 (9,700,000 credits)

The sophisticated *Lightning Lancer* is an Electronic Warfare boat, with a large electronics bay placed on both sides of the ATMP. Long whisker sensors and antennae extend below and behind the pod, to increase the area covered by its impressive electronic warfare equipment.

The *Lightning* often serve as the Electronic Warfare center of a battlegroup. In its second role as forward disruption unit, the *Lightning Lancer* accelerates from range, then cuts its engines and coasts in, attempting to reach the target unnoticed. When it gets close enough to jam enemy sensors, it activates its ECM and waits for the cavalry to arrive.

THREAT VALUE:	4800
OFFENSIVE:	12000
DEFENSIVE:	700
MISCELLANEOUS:	1400
COST:	4,000,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

CREW:	1
ACTIONS:	2

SIZE:	10
DEFAULT SIZE:	17
STACKING SIZE:	10
ARMOR:	
LIGHT DAMAGE:	20
HEAVY DAMAGE:	40
OVERKILL:	80

MOVEMENT MODE	COMBAT SPEED:	TOP SPEED	MANEUVER
SPACE:	16 (1.6 g)	32 (3.2 g)	-2
GROUND:	0 (0 kph)	0 (0 kph)	-2
DEPLOYMENT RANGE:		100 km	Fusion/electric
REACTION MASS:		200 BP	Hydrogen

SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

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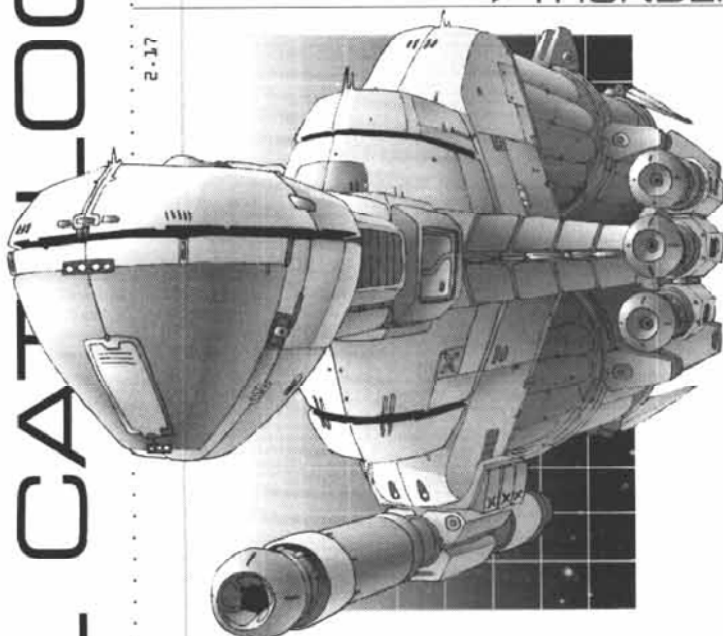
Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Active Counter-Measure System	Turret	x8	1	+2	4	120	AM, Defensive, Smart 1	10	4000	8
2	MMJ6D Wing Launched Missile	FF	x15	3	-1	0	5	Mis, G	6	500	2
12	MMJ-2LR Missile	FF	x10	6	-2	0	-	Mis, SD, Seek1	4	95	N/A
4	HMJ-6 Missile	FF	x30	5	-2	0	-	Mis, SD, Seek1	5	310	N/A
X	GFS Laser	FF	x12	4	+1	0	Inf.	AD1, HEAT	7	1400	N/A
X	RJ-56 Rocket Pod	FF	x10	3	-2	4	20	Mis, F	4	140	1
X	MMJ-4 Missile	FF	x20	5	-2	0	N/A	Mis, SD, Sk1, Smt2	1.1	5600	N/A

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end of section 2.16 im-09 lancer

2.17

▶ THUNDERBOLT-CLASS CRUISER



Name:	Thunderbolt-class
Origin:	Jovian Confederation
Manufacturer:	Atlas Shipyards
Type:	Cruiser
Control System:	Bridge w/ Astronomical Display
Length:	235 m
Width:	72 m
Empty Weight:	2200 Tons
Loaded Weight:	4000 Tons
Main Drive:	2 x 100 MW
Secondary Powerplant:	2000 KW
Main Thrusters:	2 x 100,000 kg
Apogee Motors:	60
Acceleration:	0.6 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	6 x Kinetic Kill cannon, 1 x Missile Bay, 1 x Particle Accelerator
Additional Armament:	N/A
Defensive Systems:	Meg Screen, POD
Equipment:	Escape Pods, Satellite Uplink

◇ OVERVIEW



As the Jovian Confederation grew in importance during the twenty-second century, the need for a sturdy and inexpensive frontier defense vessel appeared. The Thunderbolt-class was the answer. A relatively inexpensive ship, it was jury-built around two modified cargo tugs attached to an elongated hull. A large blister on the front section held the sensors and one missile launcher. Subsequent versions of the Thunderbolt became more sophisticated but also more expensive, leading up to the present design which incorporates two refined kinetic kill cannon turrets and a fearsome particle cannon in addition to the original missile launcher.

Thunderbolts are quite common in the Jovian Navy, even now. The forty-one existing ships (the JSS *Lancer* was lost in 2196 to a powerplant malfunction) are divided almost equally between the three JAF Divisions; Alpha division has fifteen, Beta twelve and Gamma the remaining fourteen. They are crewed by experienced people, though many consider the Thunderbolt as only a stepping stone to bigger and better assignments. Many of the great Jovian naval officers began their careers aboard a Thunderbolt.

◇ CAPABILITIES

The ship's overall design is different from the standard Jovian ship design philosophy due to the age of the class. The lack of auxiliary craft bays as well as the low reaction mass reserve somewhat reduce the ship's survivability, while the armament is heavier than one would expect on such a small vessel. The main weapon of the ship is the ventral turret-mounted particle accelerator which is especially deadly, though it requires a great deal of power and attention to fire properly. As secondary armament, the ship carries six kinetic kill cannons and a missile bay which normally carries heavy missiles for use against capital ships.

Crew accommodations are small but comfortable. Care has been taken to ensure that a minimum of systems intrude on the crew space. The interior lighting is clear and mirrors are strategically placed to emphasize large rooms and give an illusion of space. As a result, the cabins and commons look bigger than they really are, which helps the crew to deal with the psychological problems inherent with living in cramped quarters.

◇ SERVICE RECORD

Many of the original jury-rigged Thunderbolts were retired, stripped of their armament and either sold to private interests or mothballed in orbit around Jupiter. The most recently produced ones were routinely upgraded throughout their service life in order to maintain their usefulness in the fleet. Many of the upgrades uniformized the various systems with the ones used on the Javelin missile ships, for easier maintenance.

Thunderbolts are generally well appreciated by their crew. The ships have a reputation of toughness and durability that, although not always confirmed by the facts, persists to this day. It is a testament to their strength that none of the ten Thunderbolts engaged in the Battle of Elysée were destroyed.

CREW COMMENTS ◇

"I don't suppose the term 'old reliable' means anything to you. After all, the expression was falling out of style even in my day. Regardless, it still captures the essence of the Thunderbolt cruiser. She may not be as fancy as the rest of the ships in the fleet — certainly nothing compared to the Valiants or *Godsfire* — but she gets the job done and that's what counts. Living on board is somewhat cramped and even officers have almost no amenities aboard, but you can get used to that. Anyway, sharing your cabin with three or four other people helps build camaraderie. Thunderbolt crews are closer knit than any others in the fleet, if you ask me.

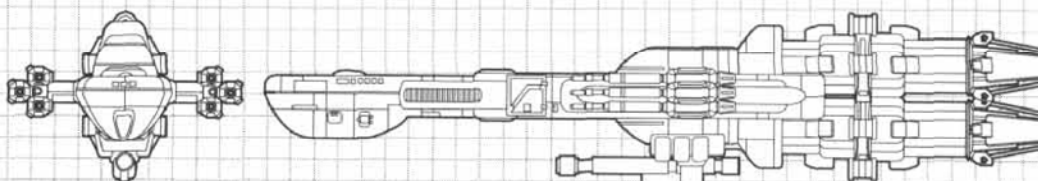
"You'll hear lots of technicians and crewmen from other ships saying how great their new tech is. The Valiant has this new computer system, the *Godsfire* is totally refitted, the Athenas has these new guns, and so on and so forth. Just smile when they say that. Remember that our ships have been tested in action for years. Sure there are bugs in the Thunderbolt — I don't know how many times I've had to deal with panicked rookies yelling about airlock breaches because of unclear readouts — but we know about the bugs. From the captains down to the newest recruit, when we go into battle we know exactly what our ship can do and how it can do it.

"Despite being older, the Thunderbolt still packs quite a wallop. She's got a fair amount of armor and carries a lot of firepower. Her biggest weapon is the particle accelerator along the center line, but it takes a sensitive touch to use that one.

"The only real concern you should have is when we are forced to deploy for long range operations. The Thunderbolt was designed and built in an era of short to medium range operations and it just doesn't carry as much reaction mass as more recent ship classes. That means that when we're forced into long range fleet operations, cargo and supply vessels have to tag along to resupply us. They are very vulnerable in battle and we are sitting ducks when refueling. You have every right to be nervous then. Sometimes we use other solutions, like siphoning some reaction mass off other vessels who have it to spare, or strapping extra tanks to the ship itself. That doesn't leave us exposed during refueling, but it reduces speed, maneuverability and can even interfere with weapons fire. All in all, a nasty trade-off if you ask me."

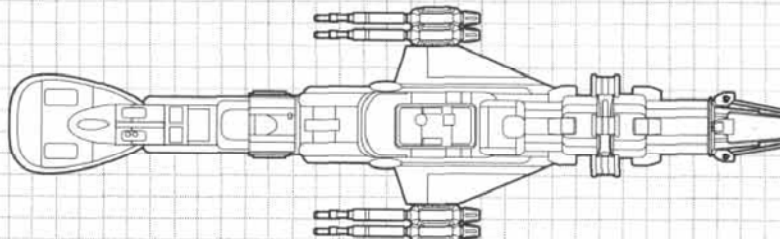
— Master Sergeant Lucas Moyne, JSS *Brave*

SHIP SCHEMATICS ◇



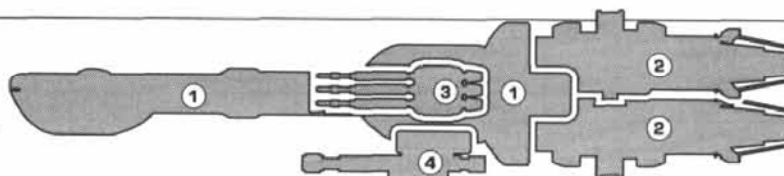
► SHIPS IN CLASS

JSS *Battleaxe*
 JSS *Boxer*
 JSS *Brave*
 JSS *Daring*
 JSS *Defiant*
 JSS *Steadfast*
 34 others



► SECTIONS

1. Main Hull
2. Plasma Drives (2)
3. KKC Turrets (2)
4. Particle Accelerator



▼ THUNDERBOLT-CLASS CRUISER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	38,000
OFFENSIVE:	66,000
DEFENSIVE:	3300
MISCELLANEOUS:	45,000
COST:	45,000,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	3 (0.3 g)	6 (0.6 g)	-4
DEPLOYMENT RANGE:	2000 km	Fusion/electric	
REACTION MASS:	2100 BP (adjusted for drives)	Hydrogen	

► MAIN HULL

COST:	13,000,000 credits
CREW:	24
ACTIONS:	6
HULL SIZE:	34
DEFAULT SIZE:	23
STACKING SIZE:	34
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Passenger Accomodations	-	6000 m³ total
Backup Systems	-	Comm, Fire Con., Life Sup., Sens.	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Cargo Bay	-	100 m³	Satellite Uplink	-	1000 x Communication Range
Computer	3	CRE O, KNO O, PP3	Sick Bay	1	Operating theater
Ejection System	-	Escape Pods (40 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Laboratory: Cooking	-	Galley			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x5	1	+1	4	Inf.	AM, HEAT	6	1200	N/A
	(shield)	FF	x10	M	+1	4	Inf.	Def, E-Shield, HEAT	3	85	N/A
1	Missile Bay	Forward	x30	5	-2	5	30	Mis, G, Concealed (O action)	14	6000	6.2

► 2 X KKC TURRET

COST:	12,000,000 credits
CREW:	3
ACTIONS:	2
HULL SIZE:	16
DEFAULT SIZE:	21
STACKING SIZE:	16
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Controls	-	Absorbs first "FireCon" hit	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen	Weapon Link	-	All kinetic kill cannons
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Kinetic Kill Cannon	Side	x30	7	-2	3	300ea	AP	10	4500	12

▼ SECTIONS

1 x Main Hull
2 x Drive Section
2 x KKC Turret
1 x Particle Cannon

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
1 x Particle Accelerator (turret)
1 x Missile Bay
6 x Kinetic Kill Cannons (turret)

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA: Towed by Drive Section	
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▶ PARTICLE CANNON

COST:	2,800,000 credits	ARMOR:	
CREW:	3	LIGHT/HEAVY/OVERKILL:	10/20/30
ACTIONS:	3	MOVEMENT DATA:	Towed by Drive Sections
HULL SIZE:	5	DEPLOYMENT RANGE:	1000 hrs
DEFAULT SIZE:	14	SENSORS:	-3/2 km
STACKING SIZE:	5	COMMUNICATIONS:	-3/10 km
INDV. LEMON DICE:	3	FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit			
HEP: Radiation	3	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Reinforced Crew Comp.	-	Absorbs first "Crew" hit			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Part. Acceler.	Turnet	x35	3	-2	0	Inf.	AD5, Haywire, HEAT, PH2	9	3300	N/A

▶ 2 X DRIVE SECTION

COST:	1,600,000 credits	MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
CREW:	5	Space	3 (0.3 g)	5 (0.5 g)	-5
ACTIONS:	4	Deployment Range:	1000 hrs	Fusion/electric	
HULL SIZE:	20	Reaction Mass:	3250 BP	Hydrogen	
DEFAULT SIZE:	12	SENSORS:	-3/2 km		
STACKING SIZE:	20	COMMUNICATIONS:	-3/10 km		
INDV. LEMON DICE:	3	FIRE CONTROL:	0		
ARMOR:					
LIGHT/HEAVY/OVERKILL:	50/100/150				

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sen.	Life Support	-	Full
Ejection System	-	Escape Pods (20 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space Protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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▶ EMPTY

COST:	-	ARMOR:	-
CREW:	-	LIGHT/HEAVY/OVERKILL:	-
ACTIONS:	-	MOVEMENT DATA:	-
HULL SIZE:	-	DEPLOYMENT RANGE:	-
DEFAULT SIZE:	-	SENSORS:	-
STACKING SIZE:	-	COMMUNICATIONS:	-
INDV. LEMON DICE:	-	FIRE CONTROL:	-

▼ PERKS AND FLAWS

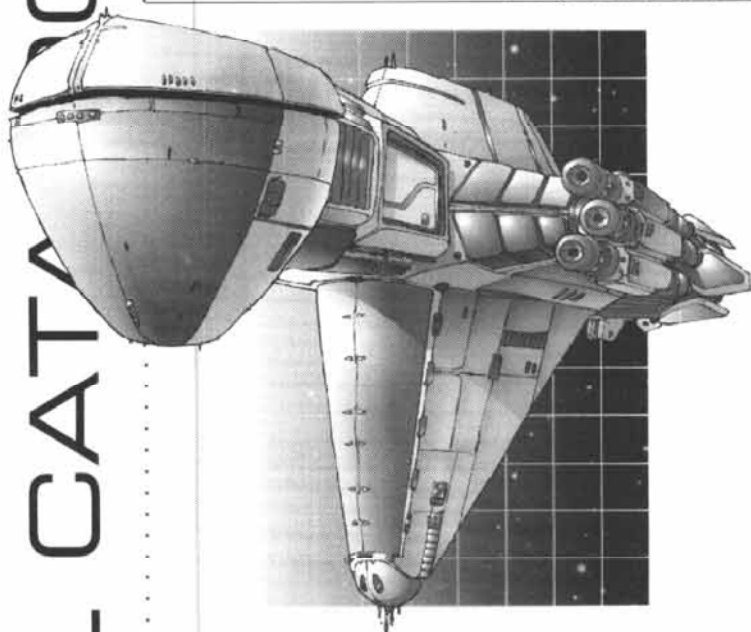
NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
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▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
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▼ NOTES

★ JOVIAN
CHRONICLES



► JAVELIN-CLASS MISSILE CRUISER

Name:	Javelin-class
Origin:	Jovian Confederation
Manufacturer:	Atlas Shipyards
Type:	Missile Cruiser
Control System:	Bridge w/Astronomical Display
Length:	230 m
Width:	70 m
Empty Weight:	1600 Tons
Loaded Weight:	3080 Tons
Main Drive:	15 MW
Secondary Powerplant:	2000 KW
Main Thrusters:	1 x 10,000,000 kg
Apogee Motors:	60
Acceleration:	0.5 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	6 x KK Cannon, 1 x Missile Bay, 1 x Large Missile Hardpoint
Additional Armament:	N/A
Defensive Systems:	Mag Screen, PDS
Equipment:	Escape Pods, Satellite Uplink

◇ OVERVIEW



The Javelin-class missile cruiser evolved out of a need for a long distance support ship that could still inflict heavy damage at all engagement ranges. Starting from a hull design similar to the one used for the successful Thunderbolt-class cruiser, Olympus Shipyards designed a ship capable of carrying the deadly Space Dart long range autonomous missile. Turrets bearing kinetic kill weaponry (in this case, massdrivers) were part of the design from the start to augment the combat autonomy of the ship and diversify its combat profile.

Unlike its cousins of the Thunderbolt class, the Javelin is built around a single plasma combustion chamber drive unit. Speed was not as much of a concern, and the ship carried less equipment than the heavier Thunderbolt anyway. The single drive also reduces the number of engineers required to supervise the propulsion, which fits well with the "reduce crew" philosophy of the design.

◇ CAPABILITIES

The ship carries its missile complement in a large "keel" mount on the underside of the main hull. Although each hardpoint can only hold three missiles (for a total of six Space Darts per ships), the heavy damage they can inflict on targets of virtually any size improves the odds of any battles in favor of the Javelin. Space Darts are totally autonomous — target acquisition is sent down from the bridge, but the missile operates entirely on internal logic once "in the water." Future upgrades may increase the number of missiles carried at the expense of internal maintenance access space. Although it will make the crew's work slightly more difficult, it will reduce the ship's dependence on resupply vessels.

Assignment to these ships is popular because of the comparatively large living accommodations. These were made possible by mounting the Space Darts in the keel, thus saving internal space in the main hull, and by reducing the crew of the vessel. The Javelin is served by a comparatively small crew, and most of the on-board systems are entirely automated. The ship's main computer has slightly more processing power than the computers found aboard other military vessels of the same size in order to cope.

◇ SERVICE RECORD

The twelve existing Javelin-class vessels have been divided equally between the three JAF divisions. Once the 2210 field testing period is over, more ships of the same designs will be produced, probably in an upgraded form carrying more missiles or an advanced weapon complement. There is room enough to almost double the number of missiles carried, and studies are underway to replace the ammunition-fed weapons of the turret with lasers or particle accelerators powered by a dedicated fusion core.

Crew assigned to the existing vessels are generally ecstatic once they discover the amount of living space available. Although the ship carries only a standard amount of reaction mass, it is sometimes sent on long patrol at the edge of Jovian territory, the enlarged living quarters supposedly helping the crew to deal with the boredom.

CREW COMMENTS ◇

"Truth to tell, the Javelin is a crewman's dream come true. I mean the ship is pretty new and was designed when a priority was being put on crew comfort for long range operations. The quarters are fairly spacious and there's enough rest and relaxation spaces aboard to take the edge off three months in the Belt or whatever the high command dreams of next. Officers get the best treatment of course, but the difference isn't that great. Most enlisted get a roommate, but you still have enough space for your stuff and can find some privacy when its necessary. When you're on a long haul, privacy becomes a real luxury.

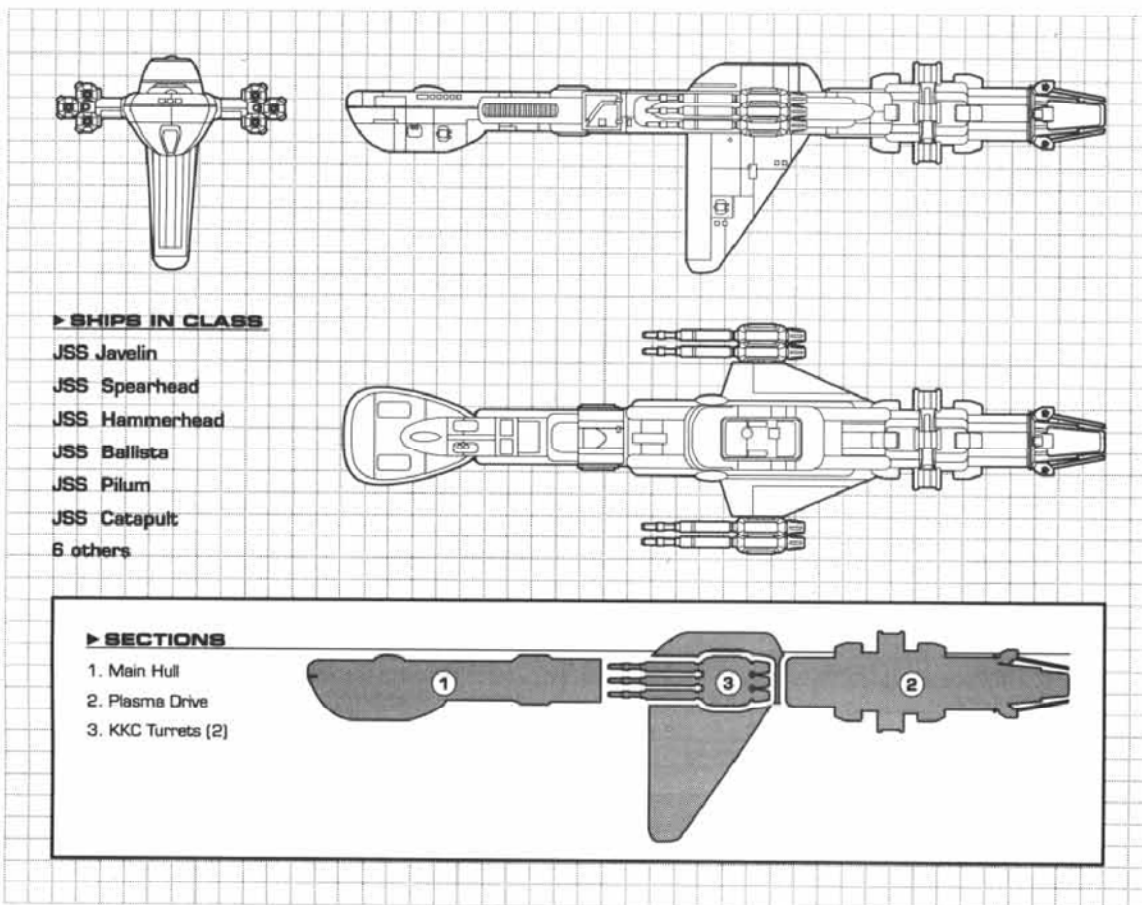
"Techies like the Javelin too because it blends old and new equipment. The general mechanics follows the pattern set by the old Thunderbolt cruisers, so there's a lot less retraining than on other new ships. The new systems have a good reputation and the ship is generally technician-friendly. The best example is the missile bay. The Space Dart guided missiles that give the Javelin most of its punch are stored in a ventral bay with a lot of space for repair and maintenance crews. I've heard that CEGA techs on Uller missile frigates have to crawl through ducts or along the hull to get to their missiles — not our boys, they get dedicated elevators.

"The 'Jav' (as we like to call it) performs well in combat too. We carry a half-dozen of the most powerful guided missiles around and can use them to take out practically any ship there is. Unlike the Uller, the ceguies' pale imitation of us, we don't rely exclusively on missiles. We have two kinetic kill cannon turrets that aren't about to run out of ammunition. This gives us an endurance that puts other ships to shame.

"I've heard rumors that the Javelin is a trap, though. Commanders of the old school, who got their bars by commanding Thunderbolts, supposedly think the Javelin is too nice to serve on. They think that it turns out soft and sloppy crewmen who can't take any real pressure. I hear stories through the grapevine that promotion from a Javelin is hard to come by. Oh sure, you can advance a bit on the ship itself, but getting to the *Godsfire* or one of the new Valiants seems to be a lot easier for people who've never set foot on a Jav."

— Warrant Officer Sabine Derrik, *JSS Catapult*

SHIP SCHEMATICS ◇





▼ JAVELIN-CLASS MISSILE CRUISER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	48,000
OFFENSIVE:	67,000
DEFENSIVE:	12,000
MISCELLANEOUS:	66,000
COST:	53,000,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	3 (0.3 g)	5 (0.5 g)	-3
DEPLOYMENT RANGE:	2000 km	Fusion/electric	
REACTION MASS:	5300 BP (adjusted for drive)	Hydrogen	

► MAIN HULL

COST:	18,000,000 credits
CREW:	24
ACTIONS:	6
HULL SIZE:	32
DEFAULT SIZE:	28
STACKING SIZE:	32
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Act as level 1 pilot	Life Support	-	Full
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Passenger Accomodations	-	6000 m³ total
Cargo Bay	-	200 m³	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Cargo Bay	-	Missile Housings, 3000 m³	Satellite Uplink	-	1000 x Communication Range
Computer	4	CRC O, KNO O, PP4	Sick Bay	1	Operating theater
Ejection System	-	Escape Pods (40 places)	Large Sensor Profile	4	Too large to hide
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Laboratory: Cooking	-	Galley			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x8	1	+1	6	Inf.	AM, HEAT	10	4300	n/a
1	(shield)	FF	x20	M	+1	4	Inf.	Def, E-Shield, HEAT	3	230	n/a
1	Missile Bay	Forward	x30	5	-2	5	30	Mis, G, Concealed (O action)	14	6000	6.2

► 2 X KKC TURRET

COST:	12,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	16
DEFAULT SIZE:	19
STACKING SIZE:	16
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	1	Absorbs first "FireCon" hit	Reinforced Crew Compartment	1	Absorbs first "Crew" hit
HEP: Radiation	4	Screen	Weapon Link	-	All kinetic kill cannons
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Kinetic Kill Cannon	R/L Side	x30	7	-2	3	300ea	AP	10	4500	12

▼ SECTIONS

1 x Main Hull
1 x Drive Section
2 x KKC Turret

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
1 x Missile Launcher (main hull)
6 x Kinetic Kill Cannon (turret)
6 x Space Dart Long Range Missile

► 6 X SPACE DART

COST:	1,300,000 credits
CREW:	0
ACTIONS:	0
HULL SIZE:	5
DEFAULT SIZE:	9
STACKING SIZE:	5
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	10/20/30

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	30 (3 g)	60 (6 g)	-3
Deployment Range:	10 hrs	Electric	
Reaction Mass:	300 BP	Hydrogen	
SENSORS:		0/2 km	
COMMUNICATIONS:		-2/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Act as level 1 pilot	Sensor Dependent	-	Requires Sensors to function
Computer	2	CRE 0, KNO 0, PP2			
HEP: Vacuum	-	Space protection			
Exposed Aux Systems	-	*"AUX" Hits are one step worse			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Warhead	F. Forward	x50	M	-1	0	N/A	AEO,SD	4	170	n/a

► 1 X DRIVE SECTION

COST:	8,400,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	20
DEFAULT SIZE:	20
STACKING SIZE:	20
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7 (0.7 g)	14 (1.4 g)	-3
Deployment Range:	1000 hrs	Fusion/electric	
Reaction Mass:	15,000 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Life Support	-	Full
Ejection System	-	Escape Pod (10 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

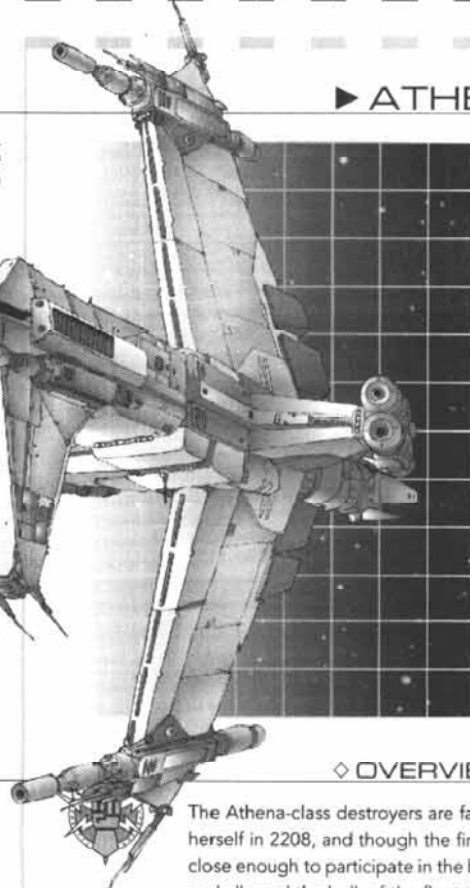
▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

★ JOVIAN
CHRONICLES

2.19



► ATHENA-CLASS DESTROYER

Name:	Athena
Origin:	Jovian Confederation
Manufacturer:	Althea Shipyards
Type:	Destroyer
Control System:	Bridge w/Astronomical Display
Length:	291 m
Width:	81 m
Empty Weight:	1900 Tons
Loaded Weight:	3900 Tons
Main Drive:	2 x 25 MW
Secondary Powerplant:	4000 KW
Main Thrusters:	2 x 12,000,000 kg
Apogee Motors:	68
Acceleration:	0.7 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	8 x Kinetic Kill Cannons, 2 x Missile Bays, 2 x Laser Cannons
Additional Armament:	N/A
Defensive Systems:	Mag Screen, POS
Equipment:	Escape Pods, Satellite Uplink

◇ OVERVIEW

The Athena-class destroyers are fairly recent additions to the Jovian fleet. They were commissioned by President Itangre herself in 2208, and though the first three Athenas were already in service by the time of the Odyssey, none of them was close enough to participate in the battle that ended it. Their subsequent arrival did help to calm the population of Olympus and allowed the bulk of the fleet to concentrate on search and rescue operations rather than picket duties. Athenas have thus started to get a reputation as vigilant protector of the innocents in the eyes of the Jovian people.

Athena destroyers can only be described as graceful when in flight. Their large wing-like heat sinks, located above and below the main hull, give them the aggressive allure of a pre-spaceflight sailing vessel. The large twin plasma drive assembly allows them to follow the speed new Valiant-class strike carrier, which adds to their mystique. The destroyers are also unusually maneuverable for ships of their size, a design feature made necessary by the fixed angle of fire that limits many of the ship's weapons.

◇ CAPABILITIES

These destroyers definitely live up to their namesake: they are made to destroy, and are well-equipped to do so. A deadly array of linked kinetic kill cannons gives them great punch, though they lack range and may run out of ammunition. The cannons are backed up by a pair of hidden missile bays which are usually kept for heavy bombardment of large capital ships or stations. The real punch of the design comes from the twin laser assemblies located in the vertical fins. These lasers are so large that they must be placed perpendicular to the hull. The lasing apparatus follows the length of the fin, and a set of optics near the tip redirect the resulting beam toward its target. Most of the fins' structure is made up of the power supplies and cooling equipment required to fire the weaponry.

Many crewmen have said that the Athena was "a capital ship that thinks it's a fighter." While this is a gross exaggeration, the destroyer is quite agile, and matches ships half its size and mass with its maneuverability. This is due to the ingenious disposition of the various vernier clusters that enables the ship to change its position in space. Most of them are located on the tips of the fins and around the prow, which gives them long moment arms.

◇ SERVICE RECORD

The Athenas have not been in service long enough to acquire significant reputations, but a member of any crew assigned to one is likely to boast of the vessel's capabilities and how lucky he was to have been assigned to it. A strong sense of brotherhood has grown among members of Athena crews, with many rumors of secret clubs being formed among the crew's rank and file.

Most of the ships currently in service are assigned to Alpha and Gamma Division, with Beta in line for the next three vessels which are scheduled to come out of the shipyards within the next two years. There is talk among the military circles of a new class of vessels based on the Athena, the Minerva, which would carry improved electronics systems.

CREW COMMENTS ◇

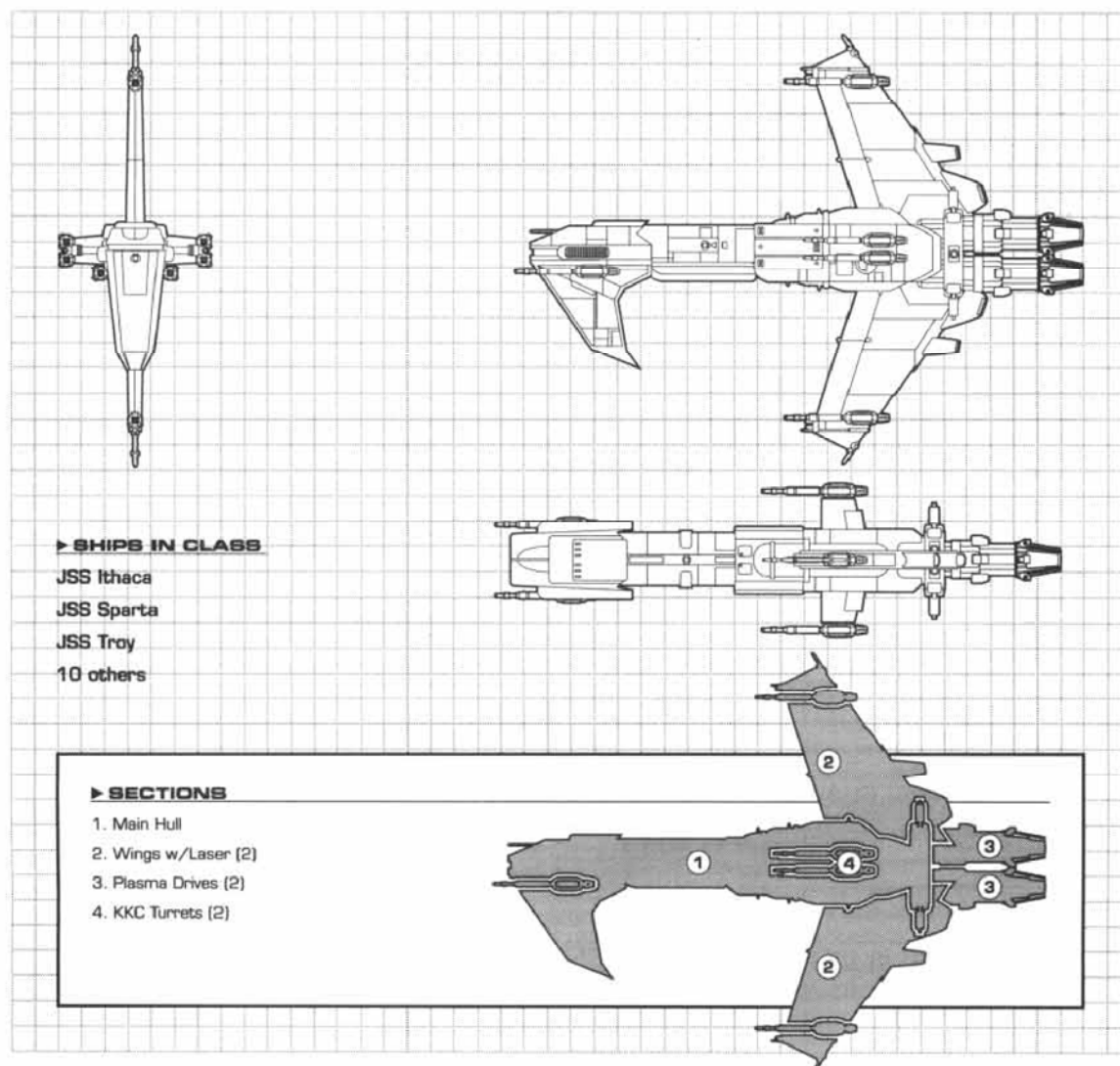
"Serving on an Athena is a little like a JAF shipmate's dream. These are new vessels that carry a phenomenal amount of firepower into the field. There may not be any exos or fighters aboard, but she packs quite enough of a punch on her own. The laser cannons are especially potent but they have their own drawbacks. They require a hell of a lot of power and generate more heat than any other weapon system. Before using them, the tech crews have to give the okay that all the power lines and cooling systems are in place and functioning, or they may burn out whole parts of the ship!

"The greatest thing about the Athena is how she moves. I served on a Thunderbolt for four years and grew to love that bucket of bolts, but nothing moves quite like an Athena. The designers really had rapid combat in mind when they put verniers on the edge of the fins, giving a destroyer the ability to move like a corvette — or almost. In combat the combination of firepower and agility combines to make these ships very deadly.

"There's not that many Athenas in service yet, so keep in mind that you have to prove to the brass that your ship is worthwhile. The crew comes together to show what they can do, but slackers and trouble-makers just aren't tolerated. If you pull your weight, though, we will always be here to back you up. Some of the brass don't like it, but each Athena is like a club and newbies are considered on probation. Once they have proven themselves they can call themselves warriors of Athena. If and when this happens to you, you'll get a tattoo that will mark you as member and you will be part of the family. Warriors support each other always, on board and off. But first you will have to pass the initiation..."

— Master Sergeant Pertram Stone, JSS Troy

SHIP SCHEMATICS ◇





▼ ATHENA-CLASS DESTROYER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	48,000
OFFENSIVE:	88,000
DEFENSIVE:	4500
MISCELLANEOUS:	52,000
COST:	51,000,000 credits
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	4 (0.4 g)	7 (0.7 g)	-3
DEPLOYMENT RANGE:	1000 hrs	Fusion/Electric	
REACTION MASS:	6500 BP	Hydrogen	

► MAIN HULL

COST:	25,000,000 credits
CREW:	24
ACTIONS:	6
HULL SIZE:	34
DEFAULT SIZE:	29
STACKING SIZE:	34
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Satellite Uplink	-	1000 x Communication Range
Backup Systems	-	Comm, Fire Con, Life Supp., Sens			
Computer	4	CRE O, KNO O, PP4			
Ejection System	-	Escape Pods (40 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Passenger Accomodations	-	10,000 m³			
Reinforced Crew Comp.	2	Absorbs first two "Crew" hits			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x10	1	+1	6	Inf.	AM, HEAT	12	7400	n/a
	[shield]	FF	x20	M	+1	0	Inf.	Def, E-shield, HEAT	4	110	n/a
2	Kinetic Kill Cannon	F. Forward	x30	7	-2	3	300ea	AP	10	4500	6.2
2	Missile Bay	Forward	x30	5	-2	5	30	Mis, G, Concealed (0 action)	14	6000	18

► 2 X KKC TURRET

COST:	6,900,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	16
DEFAULT SIZE:	18
STACKING SIZE:	16
INDV. LEMON DICE:	3

▼ SECTIONS

1 x Main Hull
2 x Drive Section
2 x KKC Turret
2 x Wings w/Laser Cannons

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
8 x Kinetic Kill Cannon
2 x Wing Laser

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	1	Absorbs first "FireCon" hit	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen	Weapon Link	-	All kinetic kill cannons
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	Kinetic Kill Cannon	Side	x30	7	-2	3	300ea	AP	10	4500	12

► 2 X WING LASER

COST:	3,100,000 credits	ARMOR:	
CREW:	3	LIGHT/HEAVY/OVERKILL:	25/50/75
ACTIONS:	3	MOVEMENT DATA:	Towed by Drive Sections
HULL SIZE:	16	DEPLOYMENT RANGE:	1000 hrs
DEFAULT SIZE:	14	SENSORS:	-3/2 km
STACKING SIZE:	16	COMMUNICATIONS:	-3/10 km
INDV. LEMON DICE:	3	FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Backup Life Support	-	Absorbs first Life Support hit			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Kinetic Kill Cannon	F. Forward	x30	7	-2	3	3000ea	AP	10	4500	12
1	Laser Cannon	F. Forward	x40	10	-2	0	Inf.	ADS, HEAT, PH6	8	2500	n/a

► 2 X DRIVE SECTION

COST:	2,600,000 credits	MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
CREW:	6	Space	14 (1.4 g)	28 (2.8 g)	-3
ACTIONS:	4	Deployment Range:	1000 km	Fusion/electric	
HULL SIZE:	20	Reaction Mass:	6500 BP	Hydrogen	
DEFAULT SIZE:	14	SENSORS:	-3/2 km		
STACKING SIZE:	20	COMMUNICATIONS:	-3/10 km		
INDV. LEMON DICE:	3	FIRE CONTROL:	0		
ARMOR:					
LIGHT/HEAVY/OVERKILL:	50/100/150				

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Life Support	-	Full
Ejection System	-	Escape Pods (10 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-	ARMOR:	-
CREW:	-	LIGHT/HEAVY/OVERKILL:	-
ACTIONS:	-	MOVEMENT DATA:	-
HULL SIZE:	-	DEPLOYMENT RANGE:	-
DEFAULT SIZE:	-	SENSORS:	-
STACKING SIZE:	-	COMMUNICATIONS:	-
INDV. LEMON DICE:	-	FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

JOVIAN
CHRONICLES

► VALIANT-CLASS STRIKE CARRIER



Name:	Valiant
Origin:	Jovian Confederation
Manufacturer:	Valiant Consortium
Type:	Strike Carrier
Control System:	Bridge w/ Astronomical Display
Length:	320 m
Width:	75 m
Empty Weight:	29,000 Tons
Loaded Weight:	50,000 Tons
Main Drive:	4 x 0.8 GW
Secondary Powerplant:	2 x 6900 KW
Main Thrusters:	4 x 13,750 tons
Apogee Motors:	100
Acceleration:	0.8 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	PDS, 6 x Kinetic Kill Cannons, 1 x Missile Bay, 1 x Spinal Laser
Additional Armament:	Auxiliary Craft
Defensive Systems:	Mag Screen, PDS
Equipment:	Catapults (6), Centrifuge, Escape Pods, Satellite Uplink, Vehicle Bay

◇ OVERVIEW



The Valiant-class Strike Carrier was already on the drawing board when the Battle of Elysée took place. If anything, the conflict provided a much-needed impetus that accelerated the progress of Proposal 99, an advanced JAF program dedicated to supplying the Jovian Confederation with a line of vessels that could serve as roving defense outposts. These highly sophisticated ships would be able to accomplish long patrols on the fringes of Jovian space while still being able to pull their weight as dedicated front-line battle units. Funds were rapidly allocated by the Agora so that three ships were ready by the time 2210 closed.

Once in the testing phase, the three Valiant-class vessels proved to be unusually sturdy and resilient, routinely escaping damage and facing tough situations that would have rendered any other ship inoperable. The *Valiant* itself, first ship of the class, survived multiple enemy attacks during its shakedown cruise and came back home mostly intact (see page 208 of the **Jovian Chronicles Rulebook** for the full story).

◇ CAPABILITIES

The Valiant's quadruple engine pods supply it with high thrust, though the drives are seldom used to save reaction mass on long trips. The Valiant is probably one of the fastest warships ever designed, and outperforms all current military ships in terms of acceleration. The ship is heavily armed and armored, and features deployable habitat sections that are always oriented correctly for gravity purposes, increasing crew comfort on long patrols.

Though much of the internal space of the ship is taken up by consumables, additional stores and machinery, the crew quarters are relatively spacious and comfortable. Each crewman is assigned to a two-man cabin, each with two private bunks, lavatory and small desk with personal computer. Commons and a galley are available in all three main deck areas, and function around the clock to service the three shifts that operate the vessel.

◇ SERVICE RECORD

Once the initial shake-down period is over and the crews have settled into their new ships, the Valiant class is expected to become the pride of the Jovian fleet. Three more vessels are in the planning stage, for a total of six ships. They will be built outside of Vanguard Mountain, most likely at the Olympus dry-docks (though Newhome has waged an efficient public relations campaign to have one of the three ships built in its shipyards).

The Agora is debating whether or not the vessels are worth their exorbitant price and prefers to wait until all testing is completed before permitting the expenses of additional ships. There have been many closed door meetings between Agora and JAF officials, the latter trying to explain why a long operational range and a large auxiliary craft complement are mutually exclusive. Many local representatives are asking that the program be scaled back to a series of smaller carriers and auxiliary tankers that would be able to fulfill much the same mission but at a reduced cost to the Jovian treasury. Only the future will tell if the *Valiant* and its sister ships will be more than a footnote in Jovian military history.

CREW COMMENTS ◇

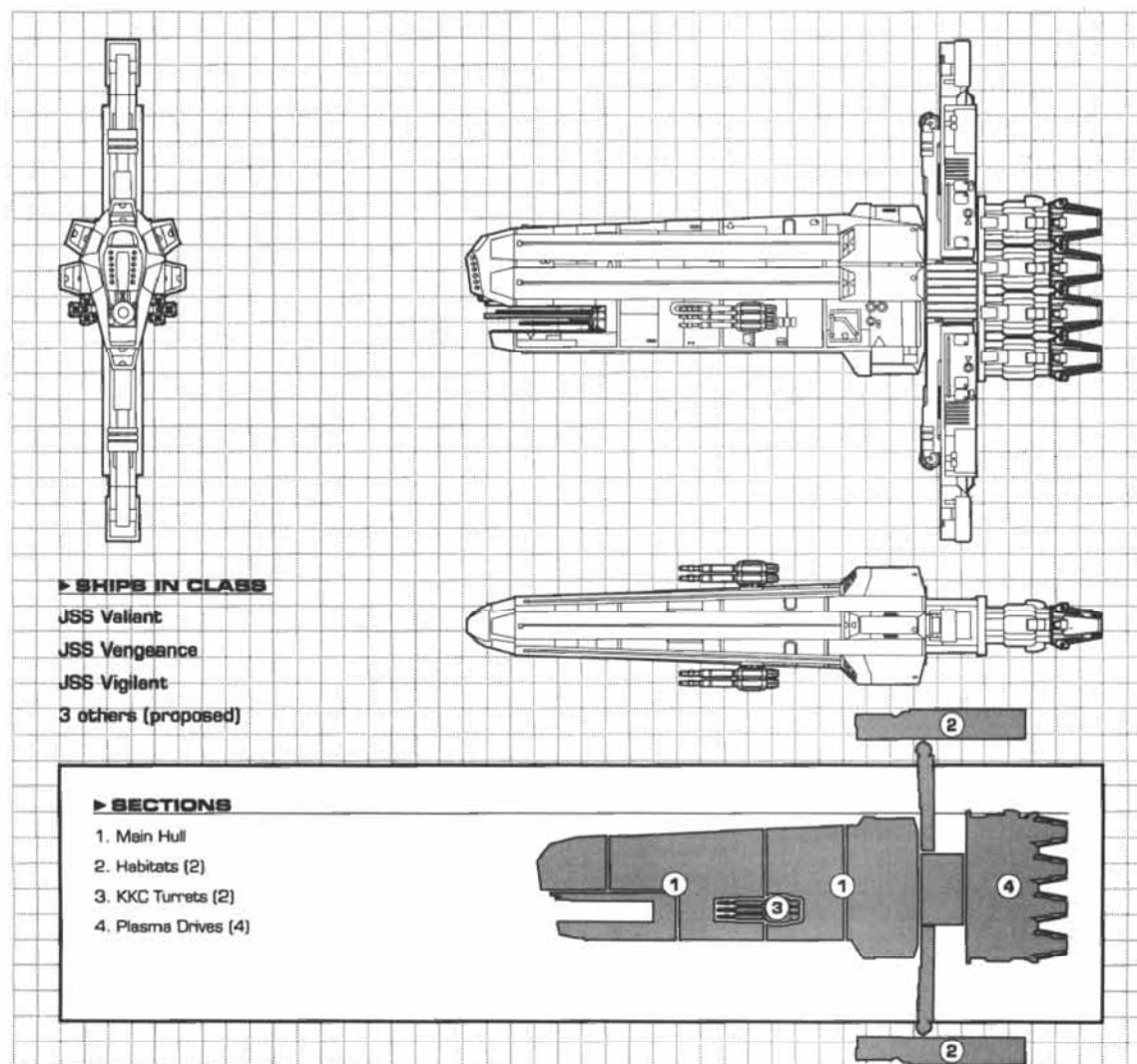
"The Valiant strike carrier is a ship like no other. Everything else in the fleet is basically designed to act in cooperation with other ships, either as part of a fleet patrol, in destroyer groups or attached to a military station. Valiants, on the other hand, are meant to be independent. Their mission profile is a long range, long term patrol without any backup whatsoever. That means the ship has to be highly self-reliable, with lots of supplies and even more firepower.

"The crew has to be special as well. The very nature of the Valiant's mission brings it into dangerous situations on a regular basis and the crew needs to be ready. The high command decided to mix veterans and rookies, taking experienced command personnel and the top graduates from the JAF and putting them together. This usually makes for a good mix. The two grav decks make living comfortable even without acceleration and they have spacious quarters for the crew. The advantage of long range patrols is that life is never totally boring. We enter new territory on a regular basis and have to deal with a variety of situations. A common mission is to cruise the Belt, meaning you end up dealing with xenophobic Nomads, over-anxious pirates and even CEGA patrols.

"Thankfully, the ship can take care of herself. Armed with six fighters or exo-armors, two kinetic kill batteries and a missile bay, we can stare down pretty much anything that comes our way. For really hairy situations, the ship is also equipped with a spinal laser. It takes a while to charge up, but this gun can cut through an O'Neill cylinder if need be. Trust me that keeps the other side in line, all right."

— Lieutenant Helena Juno, JSS Valiant

SHIP SCHEMATICS ◇





▼ VALIANT-CLASS STRIKE CARRIER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	330,000
OFFENSIVE:	70,000
DEFENSIVE:	8500
MISCELLANEOUS:	910,000
COST:	1,600,000,000 credits
PRODUCTION TYPE:	Late Prototype
INDV. LEMON DICE:	1

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	4 [0.4 g]	8 [0.8 g]	-5
DEPLOYMENT RANGE:	2000 hrs	Fusion/electric	
REACTION MASS:	10,000 BP (adjusted for drives)	Hydrogen	

► MAIN HULL

COST:	1,100,000,000
CREW:	260
ACTIONS:	10
HULL SIZE:	90
DEFAULT SIZE:	60
STACKING SIZE:	90
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as Level one pilot	Passenger Accommodations	-	15,000 m³ total
Backup Systems	3	Comm, FireCon, Life Supp., Sens.	3x Reinforced Crew Compart.	3	Absorbs first three "Crew" hits
Cargo Bay	-	80,000 m³	Satellite Uplink	-	1000 x Communication Range
6 x Catapult	3	(450/mass) m/s² acceleration	Sick Bay	2	Two surgical theaters
Computer	4	CBE 0, KNO 2, PP4	Large Sensor Profile	5	Too large to hide
Ejection System	-	Escape Pods (300 places)			
HEP: All	-	Multi-environment protection			
HEP: Radiation	4	Screen			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x10	1	+1	6	Inf.	AM, HEAT	12	7400	n/a
	(shield)	FF	x25	M	+1	4	Inf.	Def, E-shield, HEAT	6	410	n/a
1	Missile Bay	Forward	x40	5	-2	5	90	Mis, G, Concealed [0 action]	12	3300	10
1	Spinal Laser	Fixed F.	x80	3	-2	0	3	HEAT, PH9	6	1100	13

► 2 X KKC TURRET

COST:	13,000,000
CREW:	3
ACTIONS:	3
HULL SIZE:	16
DEFAULT SIZE:	22
STACKING SIZE:	16
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: All	-	Multi-environment protection	Weapon Link	-	Link all kinetic kill cannons
HEP: Radiation	4	Screen			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Kinetic Kill Cannon	R/L Side	x30	7	-2	3	300ea	AP	10	4500	12

▼ SECTIONS

1 x Main Hull
2 x Habitat Section
2 x KKC Turret
4 x Drive Section

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
1 x Missile Launcher (main hull)
1 x Spinal Laser (main hull)
2 x Kinetic Kill Cannon Turrets

► 2 X HABITAT SECTION

COST:	100,000,000
CREW:	12
ACTIONS:	5
HULL SIZE:	20
DEFAULT SIZE:	27
STACKING SIZE:	20
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	4000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Life Support	Laboratory: Cooking	-	Galley
Cargo Bay	-	800 m³ (20x20x2 m)	Life Support	-	Full
Ejection System	-	Escape Pods (200 places)	Passenger Accomodations	-	20,000 m³ total
HEP: All	-	Multi-environment protection	Reinforced Crew Compartment	3	Absorbs first three "Crew" hits
HEP: Radiation	6	Screen & shielding			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 4 X DRIVE SECTION

COST:	70,000,000
CREW:	16
ACTIONS:	6
HULL SIZE:	42
DEFAULT SIZE:	24
STACKING SIZE:	42
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	14 (1.4 g)	28 (2.8 g)	-5
Deployment Range:	4000 hrs		Fusion/electric
Reaction Mass:	17,500 BP		Hydrogen
SENSORS:			-3/2 km
COMMUNICATIONS:			-3/10 km
FIRE CONTROL:			0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	HEP: Radiation	4	Screen
Ejection System	-	Escape Pods (20 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Life Support	-	Full	Rugged Movement System	2	Absorbs first two "Movement"
HEP: All	-	Multi-environment protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

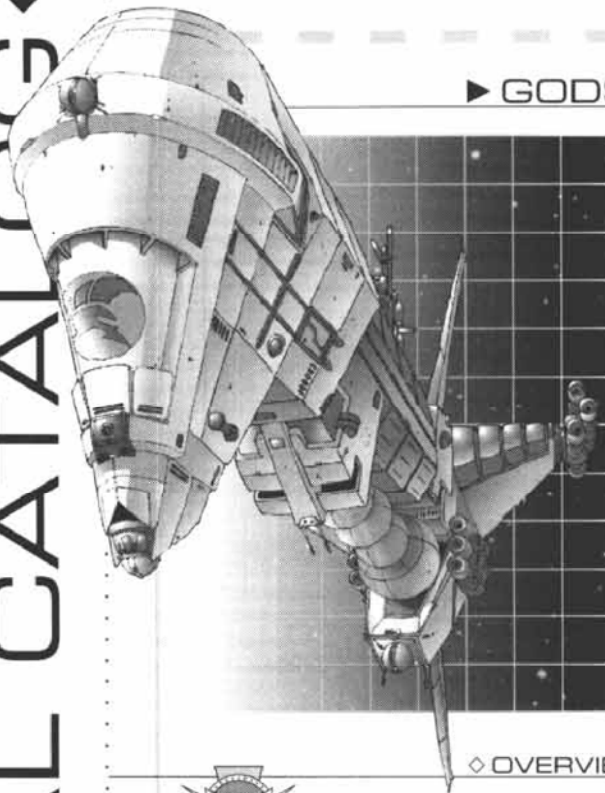
▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

JOVIAN
 CHRONICLES

► GODSFIRE-CLASS SUPERCARRIER



Name:	Godsfire
Origin:	Jovian Confederation
Manufacturer:	Olympus Shipyards
Type:	Supercarrier
Control System:	Bridge w/ Astronomical Display
Length:	368 m
Width:	106 m
Empty Weight:	7900 Tons
Loaded Weight:	15,000 Tons
Main Drive:	4 x 35 MW
Secondary Powerplant:	3 x 6880 KW
Main Thrusters:	4 x 8,000,000 kg
Apogee Motors:	100
Acceleration:	0.5 g
Onboard Sensors:	ECGM, ECM, Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	6 x Particle Cannon, 6 x Kinetic Kill Cannon, 1 x Missile Bay
Additional Armament:	Auxiliary Craft
Defensive Systems:	Mag Screen, PDS
Equipment:	Catapults (4), Escape Pods, Satellite Uplink

◇ OVERVIEW



When the JSS Godsfire left its moorings in the early days of the twenty-third century, most military analysts could not believe the reports. Although it was not the largest space construct ever built — even its massive bulk is dwarfed by the space stations — the Jovian vessel was mobile and capable of acceleration comparable to most fighting ships already in service. Its reaction mass reserve would give it the possibility of cruising from Jupiter to Earth and back.

Perhaps the most advanced vessels in service today, the Godsfire-class ships are a perfect example of the Jovians' considerable skill in ship building. Apart from being unusually large, its considerable armament and auxiliary craft carrying capacity makes it capable of sustaining prolonged battles with an excellent chance of survival. The ship was rebuilt to incorporate advanced partition modules. Part of the hull was also modified to become a centrifuge for extended deep space operations, though the ship cannot apply any thrust when they are deployed. The two middle sections extend on long tethers, an internal gyroscope maintaining the ship's balance. The habitat sections, however, are accessible only through a small pressurized tunnel when rotating.

◇ CAPABILITIES

The most striking item on the original design of the ship was the massive weapon block that held twin particle accelerators and a heavy railgun unit. It was thought that it would ease the maintenance and allow the ship to be upgraded effortlessly. Unfortunately, the weapon block was to prove a prominent target during the Battle of Elysée, and the ship was severely damaged. The JAF brass then decided to do a complete overhaul of the vessel.

The Confederation flagship has been almost completely redesigned. The vulnerable "weapon block" has been removed and replaced by new wing-like weapon mounts on each side of the hull. The addition of new, stronger reaction mass tanks have permitted the removal of much of the armor that previously covered the lower hull. The mass saved was then used to bolster the thickness of the plating on the rest of the ship. The redistribution of the masses has forced the engineers to remount the drive units in a square configuration rather than the previous line. Many systems were upgraded at the same time, making the Godsfire the shining jewel of Jovian shipbuilding know-how.

◇ SERVICE RECORD

The refurbished Godsfire has just been recertified for service. Two other ships of the same class are presently in construction, one at Newhome and one at Vanguard Mountain, to serve as mobile command posts for the forces defending the faraway reaches of the Confederation.

The Godsfire-class space ships are probably too expensive to ever form an important segment of the Jovian fleet. They do boast important firepower, but their speed and limited auxiliary craft capacity makes them unsuitable to the long range missions that are so common in Jovian space today. This function would be better served by the new Valiant-class strike carrier, now just entering service.

CREW COMMENTS ◇

"Okay people, this is the big leagues. I don't care where you've been or what you've done, nothing compares to serving on the *Godsfire*. This is the biggest military space craft to ever set sail and the flagship of Gamma Division. This class of vessel (there's two more on the way, just to keep those CEGA boys nervous) has earned its name — it really does carry the fire of the gods. The engines and the guns are the biggest, the best and the scariest ever made. That the ship carries exos and fighters as well is just an added bonus to bring it really over the top.

"Of course there are plenty of bigger things in space. Even a *Godsfire* is dwarfed by a colony cylinder. But a cylinder just sits there and turns. We move and fight, and we do both well. Actually, that's not a bad way to think of the *Godsfire*: a space station that thinks it's a ship.

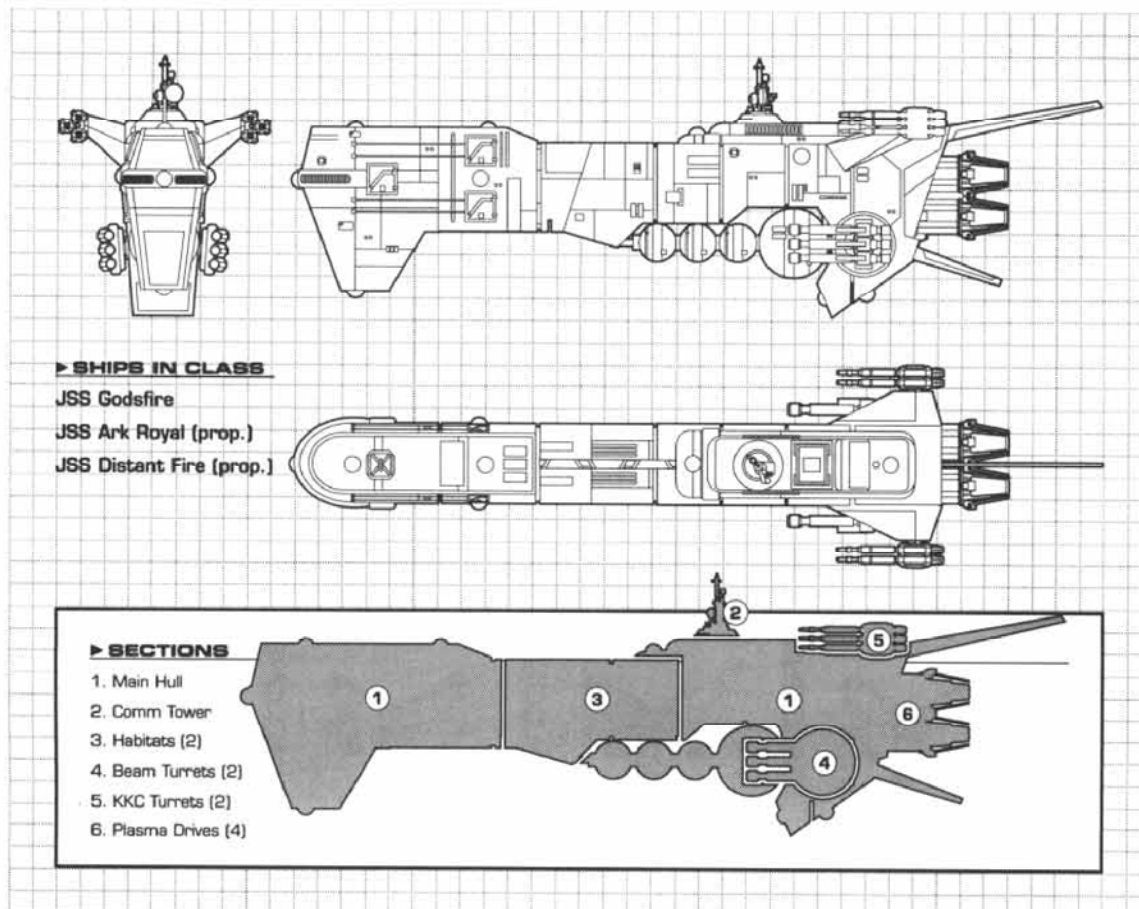
"You have to be on your toes when you join the crew. Serving on board will be a feather in your cap, and if you're an officer, could lead to your own command. The key is not to screw up. If you forget to adjust the temperature in the water system, the person to be scalded by his coffee could be GamDivCom. That's the commander of Gamma Division for those who haven't been paying attention. You'll be cleaning out water pipes for the rest of your tour if you do that. On the other hand if you do your job and do it well, the person signing your commendation could easily have a general's rank. Serving there is a risk, but what fun is life without risk?

"There are some simpler perks as well, such as relatively spacious living quarters and some nice recreational facilities. With over five hundred people aboard, there has to be more than a bit of space to stretch your legs, after all. That's another unique thing about the *Godsfire*: its crew size. In most ships you can get to know everyone aboard pretty well, especially if you're an officer. On the flagship, that becomes a lot harder. You'll know people you work side by side with and officers know those they command directly, but almost no one knows everyone aboard.

"I sometimes wonder if that's dangerous somehow..."

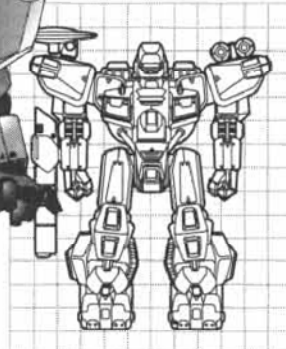
— Chief Warrant Officer Lisa Marquette, JSS *Godsfire*

SHIP SCHEMATICS ◇

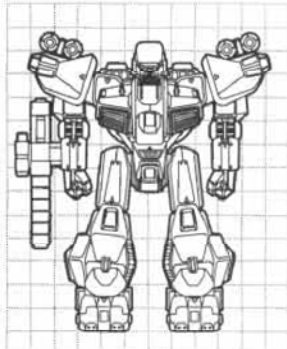




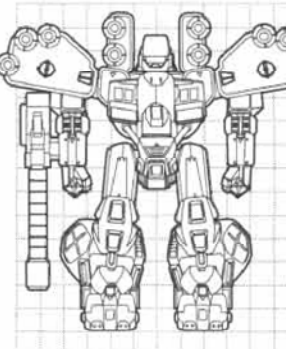
2 X EXO-ARMOR FLIGHT



PATHFINDER ALPHA



RETALIATOR ALPHA



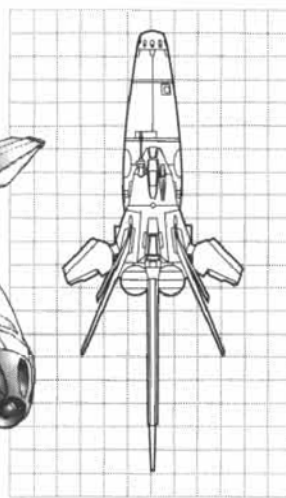
VINDICATOR ALPHA



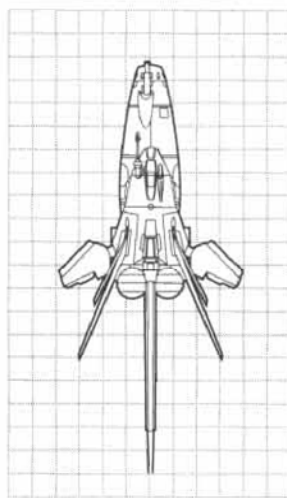
► LIGHTNING AND THUNDER FLIGHTS

Lightning Flight is composed of two Pathfinder Alphas flanking a Retaliator Alpha flight leader. Thunder Flight is the punch of the ship, being composed of three Vindicator Alphas. Both flights are composed entirely of veterans (Level 3 pilots).

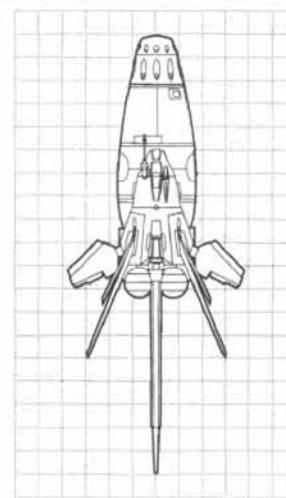
► 2 X INTERCEPTOR FLIGHT



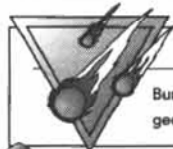
LANCER



PILUM LANCER



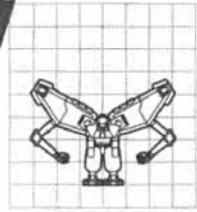
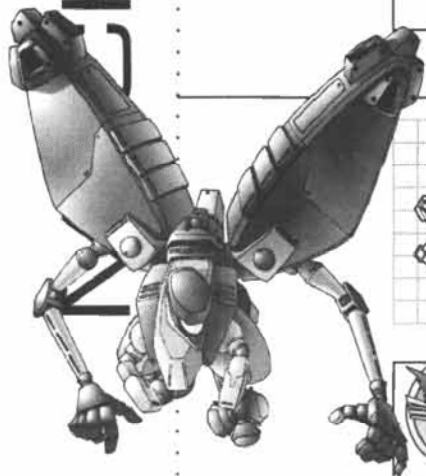
BOMBER LANCER



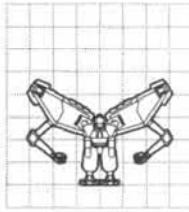
► BURNING STONES AND ARMAGEDDON FLIGHT

Burning Stones Flight is composed of two standard Lancers with a Pilum Lancer for softening up the opposition. Armageddon Flight is made up of three Lancer Bombers. Both flights are composed entirely of veteran (Level 3 pilots).

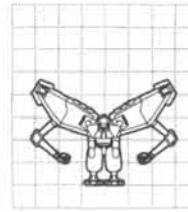
SECURITY AND MAINTENANCE SQUADS



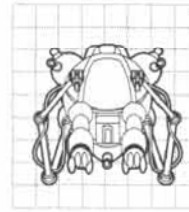
FALCONER



FALCONER



FALCONER



M-POD



► SECURITY AND MAINTENANCE SQUADRONS

The Godfire carries thirty Falconer-class exo-suits, grouped in six squadrons of five, for defense and boarding actions. Half the pilots are veterans (Level 3 pilots). A small group of four M-Pods is also available for routine maintenance and repairs.

▼ GODSFIRE-CLASS SUPERCARRIER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	140,000
OFFENSIVE:	93,000
DEFENSIVE:	8400
MISCELLANEOUS:	320,000
COST:	2,300,000,000 credits
PRODUCTION TYPE:	Early Prototype
INDV. LEMON DICE:	1

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	3 (0.3 g)	6 (0.6 g)	-5
DEPLOYMENT RANGE:	2000 hrs	Fusion/electric	
REACTION MASS:	7000 BP (adjusted for drives)	Hydrogen	

► FORWARD HULL

COST:	540,000,000
CREW:	24
ACTIONS:	6
HULL SIZE:	34
DEFAULT SIZE:	29
STACKING SIZE:	34
INDV. LEMON DICE:	1

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
2 x Cargo Bay	-	5000 m³ each	HEP: Vacuum	-	Space protection
4 x Catapult	4	(600/mass) m/s² acceleration	Life Support	-	Full
Computer	4	CRE D, KNO D, PP4	Passenger Accomodations	-	10,000 m³
Ejection System	-	Escape Pods (140 places)	Reinforced Crew Compart.	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen	Backup Systems	3	Redundent systems

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x10	1	+1	6	Inf.	AM, HEAT	12	7400	n/a
	[shield]	FF	x25	M	+1	4	Inf.	Def, E-shield, HEAT	6	410	n/a
1	Missile Bay	Forward	x40	5	-2	5	90	Miss, G, Concealed (0 action)	17	10,000	10

► MAIN HULL

COST:	360,000,000
CREW:	24
ACTIONS:	6
HULL SIZE:	50
DEFAULT SIZE:	26
STACKING SIZE:	50
INDV. LEMON DICE:	1

ARMOR:	
LIGHT/HEAVY/OVERKILL:	90/180/270
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Life Support	-	Full
Autopilot	-	Acts as level 1 pilot	Passenger Accomodations	-	10,000 m³
Computer	6	CRE D, KNO D, PP6	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
Ejection System	-	Escape Pods (200 places)	Sick Bay	4	Four surgical theaters
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x6	1	+1	6	Inf.	AM, HEAT	8	2200	n/a
	[shield]	FF	x25	M	+1	4	Inf.	Def, E-shield, HEAT	6	410	n/a

▼ SECTIONS

1 x Forward Hull
1 x Main Hull
1 x Comm Array
2 x Habitat Section
2 x KKC Turret
2 x Particle Cannon Turret
4 x Drive Section

▼ OFF. & DEF. SYSTEMS

2 x Point Defense System
2 x Shield (main hull)
1 x Missile Launcher
6 x Kinetic Kill Cannon (turret)
6 x Particle Cannon (turret)

► COMM ARRAY

COST:	46,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	12
STACKING SIZE:	10
INDV. LEMON DICE:	1

ARMOR:

LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	+1/20 km
COMMUNICATIONS:	+3/30 km
FIRE CONTROL:	-2

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Communications	-	Absorbs first "Comm" hit	HEP: Vacuum	-	Space protection
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Life Support	-	Full
ECM	3	Offensive Elect. Warfare equip.	Satellite Uplink	-	Multiply Comm range by 1000
ECCM	3	Defensive Elect. Warfare equip.	Exposed Auxiliary System	-	"AUX" Hits are one step higher
HEP: Radiation	4	Screen			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	RDF	AMMO	SPECIAL	MS	WC	AC
1	Comm Laser	FF	x10	10	-2	0	Inf.	AD1, HEAT	8	2700	n/a

► 2 X PC TURRET

COST:	15,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	10
DEFAULT SIZE:	20
STACKING SIZE:	10
INDV. LEMON DICE:	1

ARMOR:

LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Weapon Link	-	All particle cannons
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Reinforced Crew Compart.	2	Absorbs first two "Crew" hits			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	RDF	AMMO	SPECIAL	MS	WC	AC
3	Particle Cannon	Side	x30	7	-2	0	Inf.	AD1, Haywire, HEAT	13	4700	n/a

► 2 X KKC TURRET

COST:	4,300,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	16
DEFAULT SIZE:	16
STACKING SIZE:	16
INDV. LEMON DICE:	1

ARMOR:

LIGHT/HEAVY/OVERKILL:	25/50/75
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Weapon Link	-	All Kinetic Kill cannons
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			
Life Support	-	Full			
Reinforced Crew Compart.	2	Absorbs first two "Crew" hits			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	RDF	AMMO	SPECIAL	MS	WC	AC
3	Kinetic Kill Cannon	Side	x20	7	-2	3	300ea	AP	10	2200	4.5

► 2 X HABITAT SECTION

COST:	100,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	20
DEFAULT SIZE:	17
STACKING SIZE:	20
INDV. LEMON DICE:	1

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	2000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, FireCon, Life Supp., Sens.	Life Support	-	Full
Ejection System	-	Escape Pods (40 places)	Passenger Accommodations	-	3000 m³
HEP: Radiation	5	Screen & shielding	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Vacuum	-	Space protection			
Laboratory: Cooking	0	Galley			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 4 X DRIVE SECTION

COST:	300,000,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	30
DEFAULT SIZE:	25
STACKING SIZE:	30
INDV. LEMON DICE:	1
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7 (0.7 g)	14 (1.4 g)	-5
Deployment Range:	2000 hrs	Fusion/electric	
Reaction Mass:	20,000 BP	Hydrogen	
SENSORS:	-3/2 km		
COMMUNICATIONS:	-3/10 km		
FIRE CONTROL:	0		

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens.	Life Support	-	Full
Ejection System	-	Escape Pods (10 places)	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

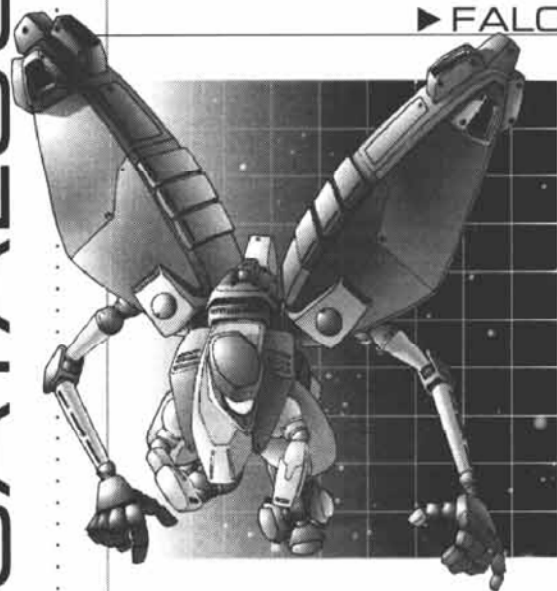
▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

JOVIAN
 CHRONICLES

► FALCONER



The *Falconer* is the standard Jovian space exo-suit. Though small, when correctly used it can be a threat to units many times its own size. Its acceleration rate is comparable to many fighting spacecraft, and it carries enough reaction mass in its oversized shoulder pods to outlast many other exo-suit designs. The smaller models of guided missiles can even be mounted on hardpoints located on the shoulders.

The pilot of a *Falconer* enters the suit by the upper torso hatch, to which the helmet is attached by a rotation collar. Many crews have compared wearing a *Falconer* to riding a bicycle, as the overall posture is very similar. The operator's legs fit within recesses in the upper thighs, where they can activate the complex actuator and shock absorber mechanisms of the lower legs as well as part of the thruster array. The oversized slave arms are controlled through a pair of small master arms located to the side of the torso. The flight controls are located on the master arms' joysticks.

The insectile-form of the *Falconer* is commonly seen in or around the various Jovian stations, performing patrols or security duties. JAF space ships that have built-in cargo holds carry at least two of these, especially those that cannot carry exo-armors or fighters.

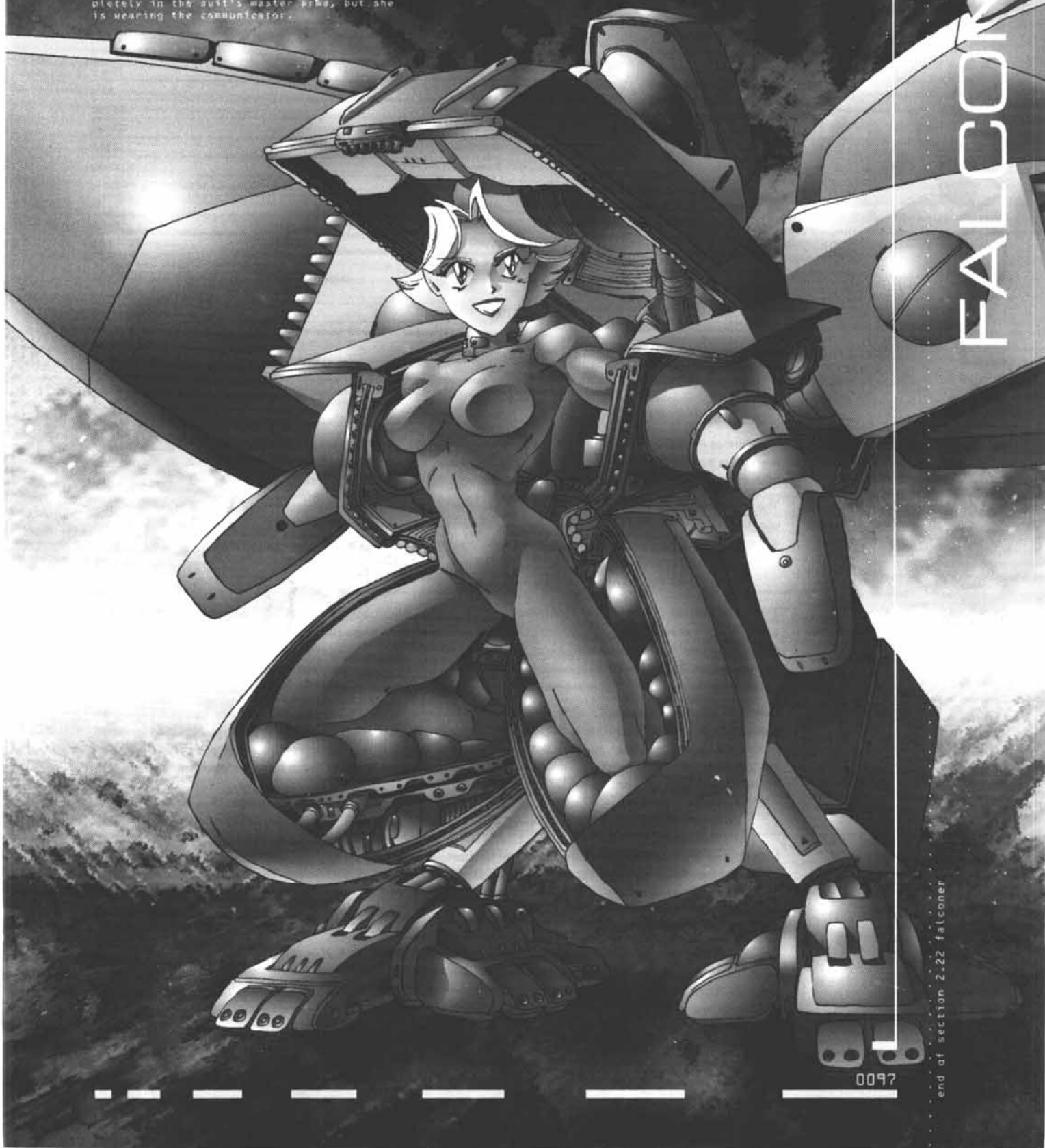
▣ VEHICLE DATA



Threat Value:				820 (1,900,000 credits)				
Crew				1 (2 Actions)				
Size				2 (800 kg)				
Armor				6/12/18				
► MOVEMENT DATA								
Movement Mode		Combat Speed		Top Speed		Maneuver		
Walker		2 (12 kph)		4 (24 kph)		0		
Space		8 (0.8 g)		15 (1.5 g)		+1		
Deployment Range:				150 km				
Reaction Mass:				240 BPs				
► ELECTRONICS DATA								
Sensors:				-1/2 km				
Communications:				-1/10 km				
Fire Control:				0				
► PERKS & FLAWS DATA								
Name		Rating		Game Effect				
Autopilot		-		Acts as level 1 pilot				
Backup Systems		-		Comm, FireCon, Life Support, Sensor				
Computer		2		CRE -2, KNO 0, PP2				
Ejection System		-		Escape Seat				
HEAT-resistant Armor		2		Add against HEAT attacks				
HEP: Radiation		3		Screen				
HEP: Vacuum		-		Space protection				
Life Support		-		Limited				
2 x Manipulator Arm		2		Can punch				
Target Designator		1		Target for Guided weapons				
2 x Tool Arm		1		Can punch				
Reinforced Crew Compartment		-		Absorbs first "Crew" hit				
Decreased Maneuver		1		Walker				
► OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	RDF	Ammo	Special
1	Rifle	Forward	x6	4	0	2	20c	-
4	Light Missile	Forward	x5	3	-2	0	n/a	Mis, SD, G
2	Heavy Missile	Forward	x8	5	-2	0	n/a	Mis, SD, G
1	Plasma Lance	Forward	x6	M	0	0	LU3	AC, Concealed, HEAT

Master Sergeant Anna Gaumont proudly show off a demonstrator model of the successful Falconer exo-suit. The leg and lower torso hatches that normally protect the body of the operator have been removed to show the cockpit cavity. Master Sergeant Gaumont wears a one-piece skin suit designed to protect her against sudden decompression. For this picture, she has not attached the torso harness or slipped her arms completely in the suit's master arms, but she is wearing the communicator.

FALCONER



► HA-101 BRIMSTONE



Name:	Brimstone
Production Code:	HA-101
Origin:	Mercury
Manufacturer:	Hermes Aerospace
Type:	Medium exo-armor
Role:	Close Support, Fighter, Search & Rescue, Tactical Strike
Control System:	Linear Frame
Height:	15.4 m
Width:	16 m
Empty Weight:	35 Tons
Loaded Weight:	38 Tons
Main Drive:	19 MW
Powerplant:	2000 KW
Main Thrusters:	4 x 14,000 kg, 2 x 12,000 kg, 2 x 10,000 kg
Apogee Motors:	12
Walking Speed:	24 kph
Acceleration:	2.8 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	LB Plasma Lances
Additional Armament:	FESat-12 Missdriver Rifle, M10 Light Missiles, M30 Heavy Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod, ECM/ECCM (opt.)

◇ OVERVIEW



The Hermes Aerospace *Brimstone* is the newest exo-armor to enter service in the ranks of the Mercurian defense force. The machine is the first home-grown exo-armor produced entirely in Mercurian space. It was designed to answer the needs of both the army and the Merchant Guild, which has ordered the *Brimstone* to escort its transports.

The first *Brimstone* prototype took its first step in March of 2203, after a long development period characterized by numerous difficulties. Most of these came from Hermes' limited experience in the field of exo-vehicle design, as the company's exo-craft division had only produced one such vehicle in the past (the HA-600 exo-suit, back in 2190).

◇ CAPABILITIES

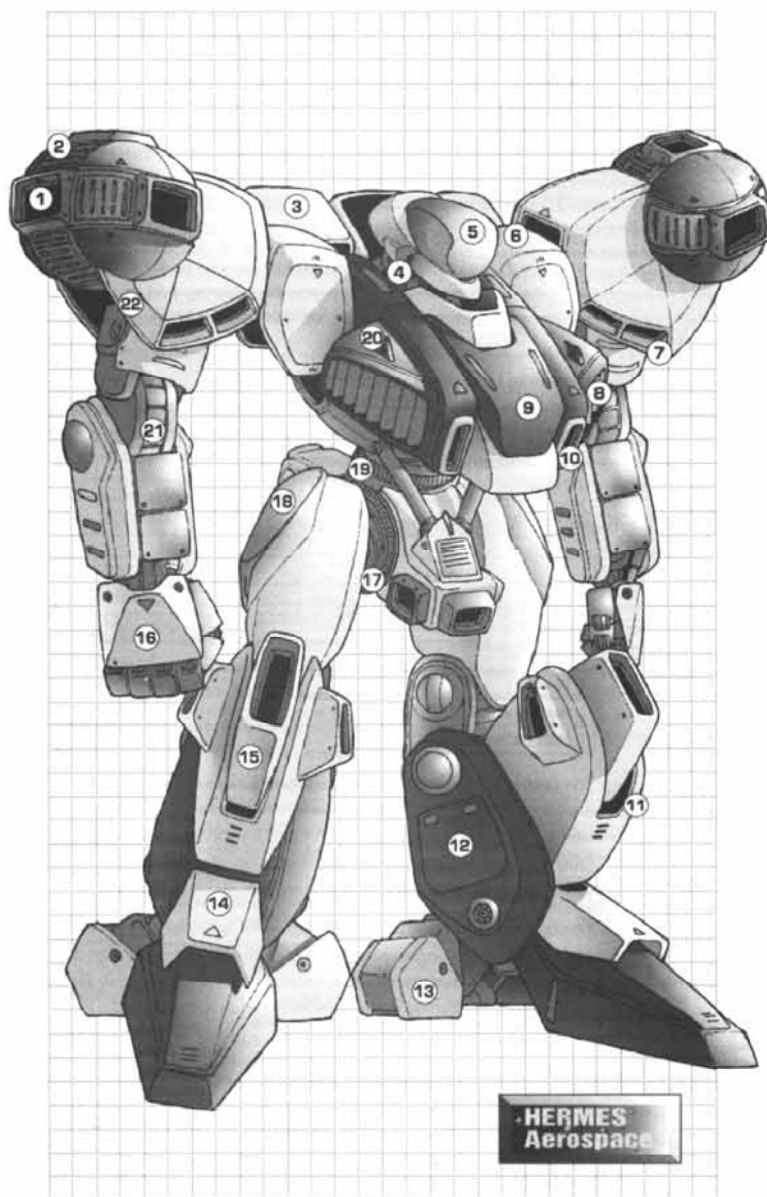
The most prominent characteristic of the *Brimstone* is its large thrust rating. Its eight main engines, all based on PCC technology, generate enough thrust to propel the craft forward at almost three Earth gravities. Unfortunately, this is achieved at the expense of the reaction mass reserve. The *Brimstone* has large maneuver thruster arrays located on the shoulder and in the feet, giving it increased maneuverability for operations in confined areas. The Hermes design team heard of JAW's experiment with removable engine pods, and applied a similar principle to the HA-101's shoulders.

Hermes incorporated a number of design elements that were specifically requested by the Mercurian government and the Merchant Guild. The *Brimstone* has large manipulator units that are useful when handling material and ships in space docks. It also features numerous heatsinks and cooler units since it often operates under high temperature conditions. The sensors are completely protected by a tough one-way radome. Auxiliary cameras are placed in twin pod mounts on either side of the head unit and on the torso.

◇ SERVICE RECORD

Ever since its introduction in 2205, the *Brimstone* has been dismissed by military observers as a marginally effective exo-armor that tries to do too many things at once. It has a high thrust rating, but not enough reaction mass. It can support electronic warfare pods, but nothing really powerful. It has weapon hard points, but not enough of them. Still, it has proven popular with merchant associations, who appreciate the fact that it can serve as a makeshift tug and cargo-handler when not defending their ships against attacks.

The machines of the first prototype production run of the *Brimstone*, identified as YHA-101, were delivered for tests in 2204. Most of the differences between these and the final mass-production models were cosmetic, though a number of electronic sub-systems were replaced before the *Brimstone* entered full production. The YHA-101s were readily identifiable by their white and cream paint scheme, which was intended to reflect as much light (and heat) as possible.



HERMES
Aerospace

▼ FRONT VIEW

- | | |
|---|--|
| 1 Lateral Shoulder Thruster | 12 Main Leg Access Panel |
| 2 Modular Shoulder Thruster Block | 13 Articulated Heel Block |
| 3 Plasma Drive Housing | 14 Articulated Armor Greave |
| 4 Secondary Sensors | 15 Upper Knee Thruster Port |
| 5 Main Sensor Housing | 16 Three-Axis Manipulator |
| 6 Shoulder Actuator Group Housing | 17 Flexible Drive Train Protective Cover |
| 7 Shoulder Vents | 18 Plasma Lance Housing Port |
| 8 Torso Heat Sink Output Port | 19 Waist Rotation Ring |
| 9 Cockpit Hatch | 20 Torso Secondary Sensor |
| 10 Forward Torso Thruster | 21 Elbow Articulation Housing |
| 11 Knee Thruster Housing | 22 Ceramic Laminated Armor Panel |

► PILOTS' COMMENTS

"I keep hearing all these discussions about how this exo is the best, or that one, let me tell you, the *Brimstone* is the best. With a superior blend of speed, dodging ability, armor and weapons mix, the *Brimstone* can take on pretty much any other exo-armor out there, and kick the stuffing out of it. I've piloted a couple of the other models out there... No, I can't say which ones — security clearance and that sorta thing y'know. Anyways, as I was saying, there ain't another exo that I've seen that holds a candle to the *Brimstone*. I pity the fool who attacks a Merchant Guild vessel these days. cause if it's got a couple o'these babies aboard, there won't be nuthin' left of him after. I guess you could say that the *Brimstone* is likely to run pirates outta business. Haw!

"Of course, you have to keep an eye on the re-mass gauge at all time, 'cause this baby burns it like crazy... But any pilot worth its salt knows that, for any type of spacecraft. Well, anyways, all of the army pilots I've talked to think that the *Brimstone* is bound to keep any aggressors well away from Mercury. After all, it's pretty much sure that they couldn't take the heat anyways, right? Haw!"

— Keyvan Goud, Mercurian Merchant Guild pilot



Head

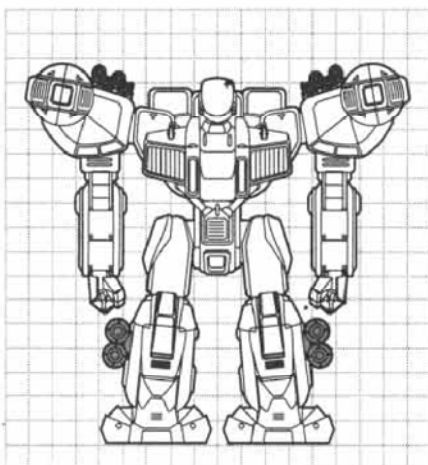


Shoulder Thruster Pod



Manipulator

◇ CLOSE SUPPORT

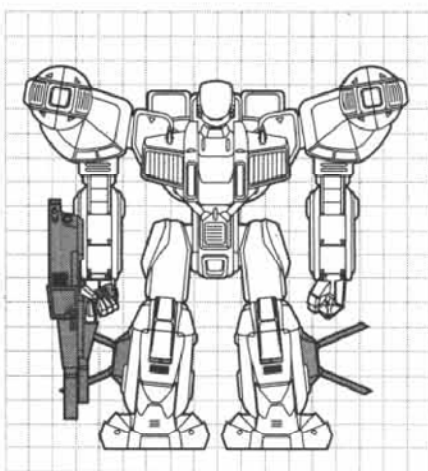


Add:	4 x M30 Heavy Missiles, 8 x M10 Light Missiles
Remove:	Rifle
Change:	-
Offensive:	44,000
Defensive:	2200
Miscellaneous:	2725
Modified Threat Value:	16,000 (17,000,000 credits)

The Close Support *Brimstone* is used primarily for defense, but is also sometimes used in hit-and-run attacks or assault roles. Reliance on rapidly expended missiles requires frequent resupplying, and this configuration is only used if there are suitable facilities nearby.

This *Brimstone* is often used as an anti-ship unit, supported by space superiority fighters and/or exos on its attack runs. With its high speed and excellent maneuverability, the *Brimstone* can avoid counter-battery fire and deliver its payload; if the missiles penetrate the point defense systems, significant damage is usually done.

◇ ELECTRONIC FIGHTER

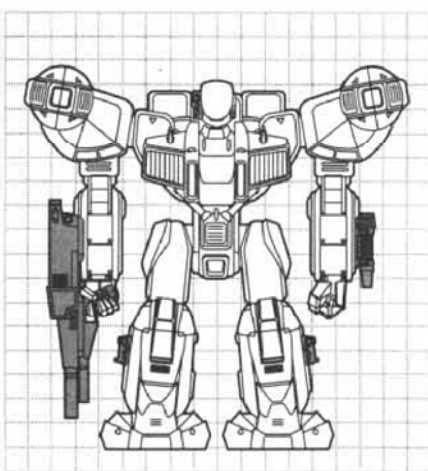


Add:	Second Crew, ECM 4, ECCM 4
Remove:	All Missiles
Change:	Upgrade Sensor Range to 4 km
Offensive:	510
Defensive:	2200
Miscellaneous:	4700
Modified Threat Value:	2500 (1,400,000 credits)

The rarest of the standard weapons configurations seen on the *Brimstone*, the Electronic Fighter carries a sturdy massdriver rifle and two electronic warfare pods. This variant is often used by group commanders who can relay verbal commands to the electronics crewman to send to other pilots in the flight, or send them directly through normal channels.

The biggest drawback of the *Brimstone* EF is the lack of powerful weaponry. With only a single massdriver rifle, the EF can easily run out of ammunition if too much burst fire is used. Similarly, if an enemy manages to hit the gun, this configuration is effectively disarmed.

◇ SEARCH & RESCUE

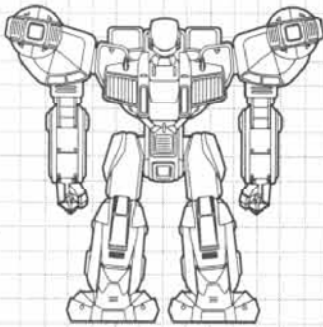


Add:	500 BPs, Plasma Lance
Remove:	All Missiles
Change:	Upgrade Sensor to +1
Offensive:	570
Defensive:	2200
Miscellaneous:	2800
Modified Threat Value:	1800 (920,000 credits)

Search and Rescue is one of the missions which the *Brimstone* excels at. Its high thrust rating allows it to search large areas, and to even salvage small derelict vessels. Another ship (usually a tug) must be present at the point of destination to slow both the vessel and the *Brimstone* down.

The S&R is equipped with an additional plasma lance which it can use to defend itself, and, if necessary, to blast its way into a wreck to salvage materials or crew. Great care must be taken when doing this, however, in order to avoid sudden decompression that would injure crew and to avoid damaging the objects to be salvaged.

▼ HA-101 BRIMSTONE



▼ PRODUCTION DATA

THREAT VALUE:	7500
OFFENSIVE:	18,000
DEFENSIVE:	2200
MISCELLANEOUS:	2800
COST:	8,125,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	12
DEFAULT SIZE:	20
STACKING SIZE:	12
ARMOR:	
LIGHT DAMAGE:	26
HEAVY DAMAGE:	52
OVERKILL:	78

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	2 (12 kph)	4 (24 kph)	-1
SPACE:	14 (1.4 g)	28 (2.8 g)	+1
DEPLOYMENT RANGE:	150 km	Fusion/electric	
REACTION MASS:	200 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as level 1 pilot	Y
Backup Systems	-	Comm, FireCon, Life Support, Sensor	
Computer	2	CRE O, KNO O, PP2	
Ejection System	-	Escape Pod	
HEAT-resistant Armor	2	Add against HEAT attacks	Y
HEP: Extreme Heat	-	Extra heatinks	
HEP: Radiation	3	Screen	
HEP: Vacuum	-	Space protection	
Life Support	-	Limited	Y
2 x Manipulator Arm	12	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	
Decreased Maneuver	2	Walker	
Large Sensor Profile	3	Too large to hide	

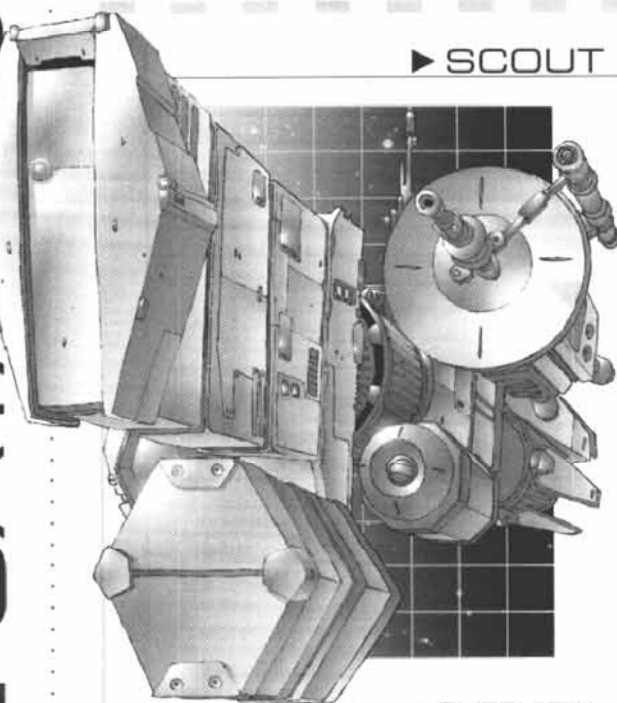
▼ WEAPONS

Qty	NAME	FIRE ARC	DM	GR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	FEStar-12 Rifle	Forward	x10	4	0	2	60c x3	-	4	180	1
6	M10 Light Missile	Forward	x15	3	-2	0	n/a	Mis, SD, Sk1, Smt2	8	1200	N/A
2	M30 Heavy Missile	Forward	x30	5	-2	0	n/a	Mis, SD, Sk1, Smt2	13	4900	N/A
2	L6 Plasma Lance	Forward	x12	M	0	0	LJ3	AC, Concealed, HEAT	2	54	N/A

▼ NOTES

★ JOVIAN
CHRONICLES

► SCOUT SHIP



Name:	Scout
Origin:	Various
Manufacturer:	Various
Type:	Scout Ship
Control System:	Bridge
Length:	345 m
Width:	40 m
Empty Weight:	350 Tons
Loaded Weight:	1000 Tons
Main Drive:	18 MW
Secondary Powerplant:	3400 KW
Main Thrusters:	1 x 1,000,000 kg
Apogee Motors:	20
Acceleration:	0.3 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Radcounter, Telescope, Wide-band Antennae
Fixed Armament:	N/A
Additional Armament:	N/A
Defensive Systems:	Mig Screen, POS
Equipment:	Cargo Module Handpoints, Satellite Uplink

◇ OVERVIEW



The Scout-class exploration ship is one of the oldest ship designs still in service. First built during the exploration and colonization boom of the middle of the twenty-first century, the Scout served as a multi-role platform to map out, prospect and examine the various environments of the Solar System, first in near Earth orbit and later out as far as the Jovian subsystem. These vessels were among the first to be equipped with plasma combustion chambers, its vastly increased efficiency and resulting extended range overriding any consideration of cost.

The first Scout was built in Earth orbit in 2067, and the design has changed little since. Except for upgrades to the electronic and propulsion systems, any twenty-first century pilot would be able to fly a modern one. Structural variations have been tried from time to time, and the general shape of the craft may differ slightly between manufacturers, but all share similar performance levels.

◇ CAPABILITIES

The modular design of the Scout is its greatest asset. Anything from sensors to weapons to an exploration shuttle to a water asteroid can be incorporated into the design in one way or another, and this ability is considered to be the reason that the ship has been kept in service all these years. Most of this cargo is carried in the forward modular cargo bay, but some cargos can be attached to the outside of the hull with reinforced webbings.

In its role as a long distance explorer, the Scout's passenger accommodations require a minimum of gravity to keep the crew healthy. The entire crew section has been designed to be extended away from the main hull of the ship on a tether, creating centrifugal gravity for the crew. The section is counterbalanced on the opposite side by a large water tank. The rest of the ship is accessible through a small one-man pressurized tunnel running alongside the tether.

The ship has very large reaction mass tanks which allow for extremely long range expeditions. The plasma drive can process almost any type of reaction mass, as long as it is liquid or gaseous and relatively fine. Primitive filters can generally be jury-rigged with the material on-board, should the crew run across contaminated volatiles.

◇ SERVICE RECORD

The many Scouts that are still in service are a tribute to the resilience of the craft. Most of them are in the hands of corporations or private exploration consortiums, and are put to good use as small transports, patrol craft for claims, and of course as exploration vehicles.

While most of these old ships are used by private entities, some of the poorer armies, such as in the Belt or the Martian Free Republic also field modified Scouts. In general, their cargo pod is modified to carry weaponry or a fighting spacecraft such as an exo or interceptor. While most captains dismiss the craft as too small to be a threat, the modular design of the ship allows for a huge variety of craft; this variety of operation profiles has allowed some Scout captains to best much larger or better equipped ships whose over-confident captains ignored the little craft.

CREW COMMENTS ◇

"Best goddamn ship in the system. No doubt in my mind. You could give me command of the bloody *Godsfire* and I'd laugh in your face. The *Raptor* is the ship for me and it always will be. I mean just take a look at her, mismatched, patched together and utterly beautiful!

"She's a Scout-class exploration vessel and that helps a whole lot to begin with. I was on two different Scouts before I got my own back in '07 and all three have been a pleasure. People say they look weird, all asymmetrical and stacked with comm arrays and water-tanks, but I've learned that looks just don't make a difference when it comes to performance. These ships were originally built as exploration craft and they have a range like nothing else out there (except maybe for a mag-sail, but that's sort of like piloting an asteroid... boring!). Scouts are tough too. When you're piloting a ship bound for Charon, you sure don't want to have vulnerable systems. In the Scout, you're safe. Anything that actually manages to break down can be repaired with a ball of wire, a spare computer board and a prayer.

"I know of a Scout that got stranded out in the neighborhood of Pluto. Don't wanna know what they were doing out there, perhaps taking readings of the Oort Cloud or checking out an inbound comet. One valve burst wide open, a hydrogen one. That's not supposed to happen anymore, but hey, we are dealing with cryo-temp material here, right? So the valve goes, and by the time they get the spray under control the blast has frozen two other lines, and most of the hydrogen reserve is gone. The crew didn't panic, just took a valve elsewhere in the plumbing, fixed the leak, and used the remaining re-mass reserve to get to a passing 'roid. They used their standard cargo cables to tether the ship to the surface, and then modified the fusion core's main heat sink to melt some ice into liquid water. They managed to jury-rig a pump and *hand filled* the ship's tanks. It took them nearly three weeks! Then they broke everything down, rebuilt the systems they had taken apart, boarded the ship, and on their merry way they went. My dad swore to me the ship was never in any danger, though his arms were sore for years from all the pumping!

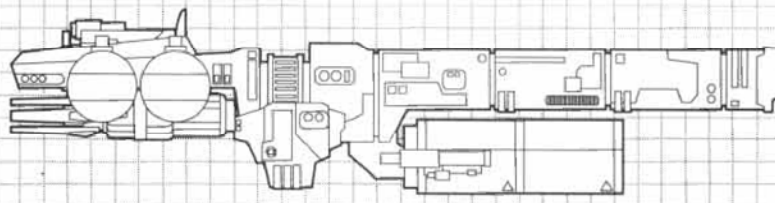
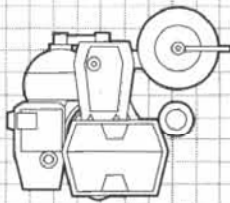
"What's easy to repair is easy to change, and change again. That's what I love the most about the ship is that you can add pretty much anything you want to it. I've seen extra boosters strapped along the side, comm arrays that put capital ships to shame and even some very impressive weapon batteries. Personally, I've added extra verniers that make the *Raptor* much more agile. It's not really that useful in long trips in the Outer Realms, but I've had enough trouble with pirates that I appreciate being able to move quickly.

"If you want to see just how good this ship is, you need to go out to the frontier. About every two Earth years there's a sort of get together of Scout owners who come to show off their ships and compete. It's a crazy time with every conceivable variation vying for attention. We always hold it well away from anything resembling authority figures so no one will hassle us. The next meet is supposed to be out near Saturn and THC is even willing to participate.

"How do I know all this? You're looking at the next champion."

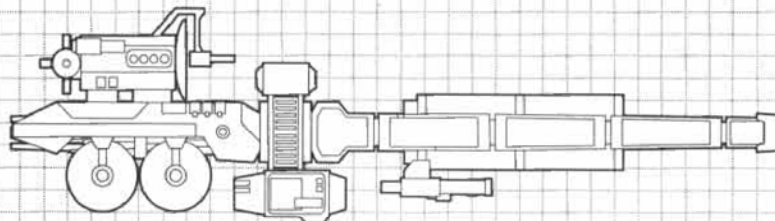
— Captain Maria Xiang, SS *Raptor*

SHIP SCHEMATICS ◇



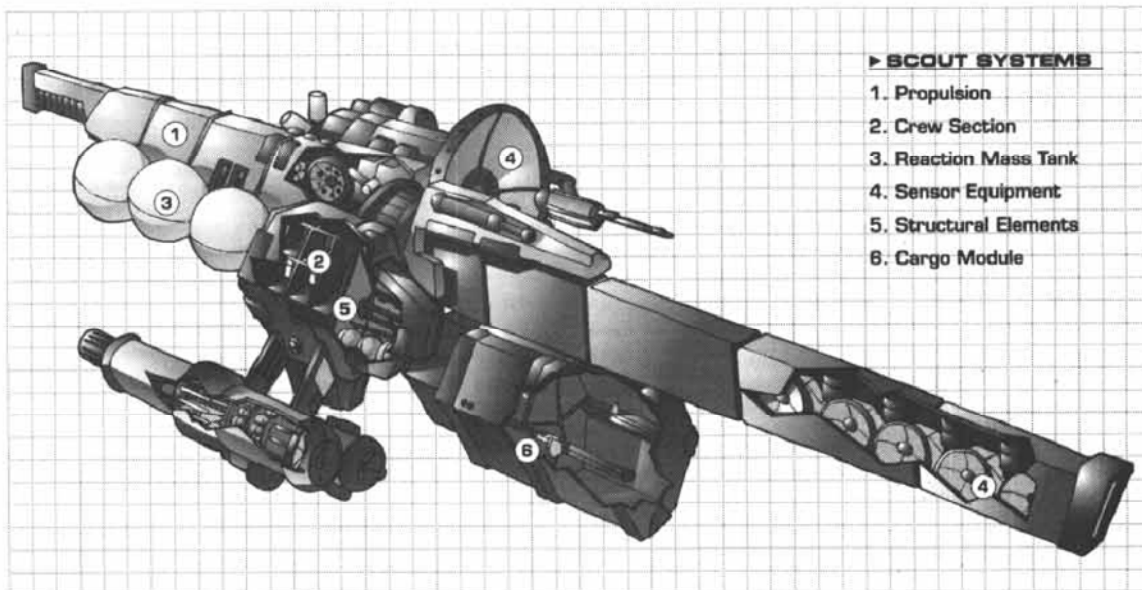
► SHIPS IN CLASS

Scout-class space ships are named by their owner(s), so the names do not follow any particular pattern. In general, the prefix "SS" (Space Ship) or "RSS" (Registered Space Ship) is added.



◇ SHIP INTERIOR VIEW

This diagram shows the disposition of the main systems aboard an older Scout-class space ship. The crew compartment can normally be extended to become a centrifuge, balanced by a water tank on the other side, but this ancient vessel does not feature this option. Most of the bulk of the hull is filled with electronic systems, tanks and ship machinery. This particular ship, the IGSS Starseeker, carries a large astrophysics sensor pod attached to its crew compartment.

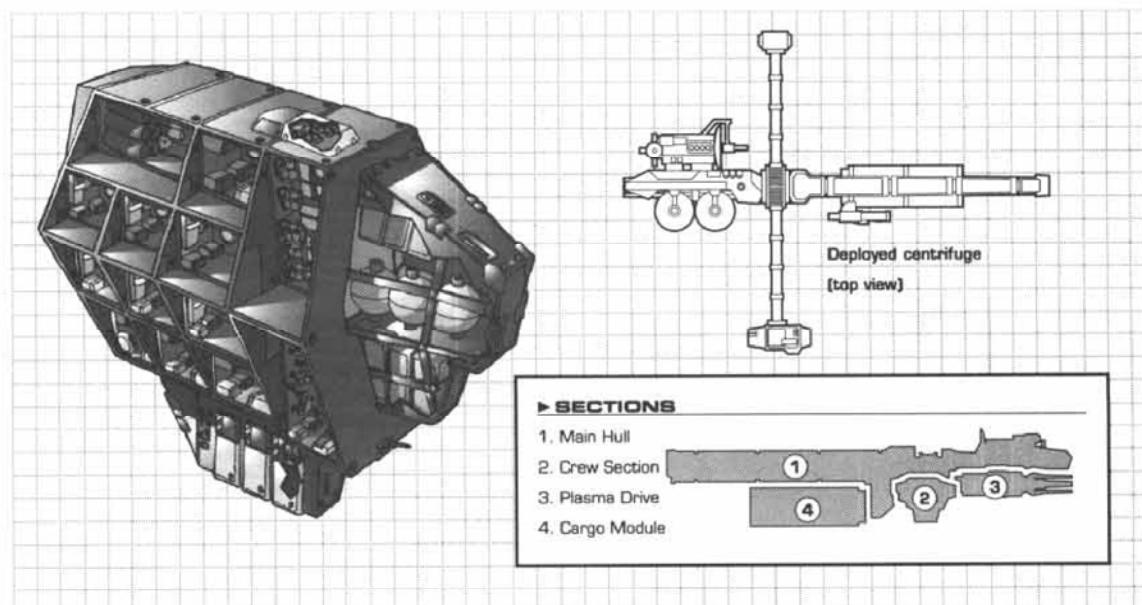


► SCOUT SYSTEMS

1. Propulsion
2. Crew Section
3. Reaction Mass Tank
4. Sensor Equipment
5. Structural Elements
6. Cargo Module

◇ CREW SECTION

This diagram shows the internal division within a standard crew compartment. It has been specifically designed to accommodate the changes in gravity orientation. When the ship is under acceleration, "down" is toward the back of the ship; when the centrifuge is in action, "down" becomes "out," away from the axis of the ship. The central corridor is equipped with both ladders and nonslip floor and connect to all the main rooms, though part of it can be sealed off at will. Three six-person escape barges are located on the side of the crew compartment. They can either be released under their own power or thrown out using centrifugal force.



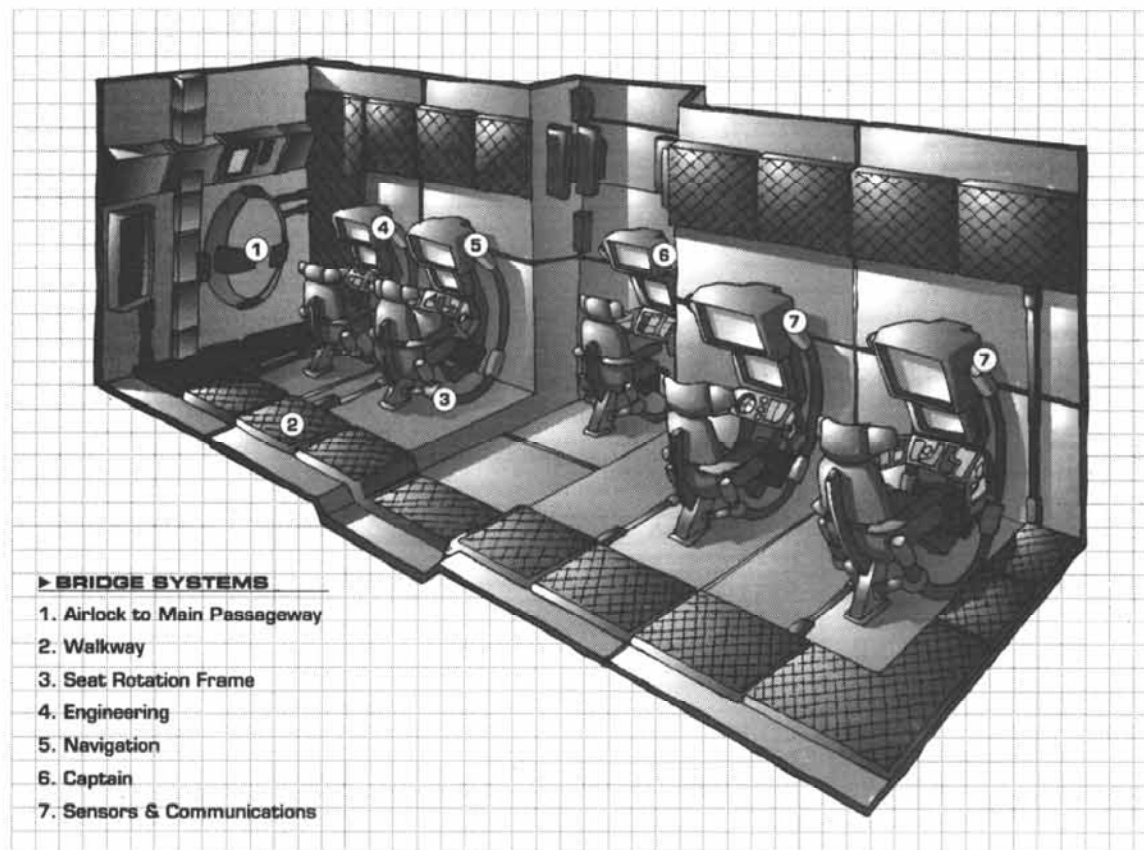
► SECTIONS

1. Main Hull
2. Crew Section
3. Plasma Drive
4. Cargo Module

BRIDGE ◇

The bridge of the Scout is located in the side of the crew compartment module. It occupies as much space as two cabins and is accessible through the central corridor. A fourth escape module, this one rated for two persons, is directly accessible from the room.

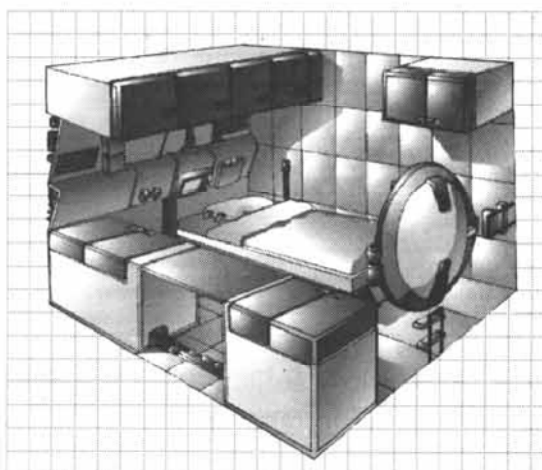
There are four crew stations, though only one of them needs be occupied. Command functions can be shifted from one station to the others, though this requires the authorization of the captain. The stations are mounted on rotating supports so that the crew are always correctly oriented in respect to the gravity gradient.



CABIN ◇

The standard cabin follows the same design principle as the rest of the crew habitat: it can be used in either of the ship's possible gravity gradient, and is also fully equipped for microgravity operations. All lockers are accessible in either orientation and feature webbing, and securing straps to prevent items from breaking loose. The ship's crew cabins are built around the same basic elements, though the disposition of the accommodations varies depending on the location of the cabin in respect to the gravity gradients.

The bed is mounted on a special articulated mount that allows it to be shifted around to match the current gravity orientation. There are hidden latches along the undersides to secure a zero gee sleeping web. A small high-resolution screen can be used in either orientation and serves both for work and entertainment. The screen features a touch-responsive surface, but will accept input from a standard keyboard or datapad.





▼ SCOUT SHIP

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	22,000
OFFENSIVE:	5200
DEFENSIVE:	1700
MISCELLANEOUS:	60,000
COST:	15,000,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	2 (0.2 g)	3 (0.3 g)	-5
DEPLOYMENT RANGE:	4000 km	Fusion/electric	
REACTION MASS:	3000 BP (adjusted for drives)	Hydrogen	

▼ MAIN HULL

COST:	3,000,000 credits
CREW:	6
ACTIONS:	4
HULL SIZE:	20
DEFAULT SIZE:	18
STACKING SIZE:	20
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Life Support	-	Full
Backup Systems	-	Comm, Fire Con, Life Sup., Sens.	Reinforced Crew Compart.	-	Absorbs first "Crew" hit
Computer	3	CRE -1, KNO 0, PP3	Satellite Uplink	-	1000 x Communication Range
Easy to Modify: All	-	+2 to Repair and Modify	Sick Bay	1	One surgical theater
Ejection System	-	Escape Pods (10 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	POS (ranged)	Turret	x8	1	0	6	Inf.	AM, HEAT	8	2900	n/a
	(shield)	FF	x16	M	0	0	Inf.	Def, E-Shield, HEAT	3	48	n/a

▲ CREW SECTION

COST:	4,300,000 credits
CREW:	1
ACTIONS:	2
HULL SIZE:	10
DEFAULT SIZE:	17
STACKING SIZE:	10
INDV. LEMON DICE:	3

▼ SECTIONS

1 x Main Hull
1 x Drive Section
1 x Crew section
1 x Cargo Pod

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	0 (0.01 g)	0 (0.02 g)	-5
Deployment Range:	4000 km	Fusion/electric	
Reaction Mass:	1000 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "Life Support" hit	Life Support	-	Full
Ejection System	-	Escape Pods (20 places)	Passenger Accomodations	-	2000 m³
HEP: Radiation	6	Screen & shielding	Reinforced Crew Compartment	3	Absorbs first 3 "Crew" hits
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

CARGO MODULE

COST:	4,300,000 credits
CREW:	0
ACTIONS:	0
HULL SIZE:	10
DEFAULT SIZE:	17
STACKING SIZE:	10
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	20/40/60
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	4000 hrs
SENSORS:	n/a
COMMUNICATIONS:	-5/1 km
FIRE CONTROL:	-5

PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Cargo Bay	-	20,000 m³	Laboratory: Cooking	-	Galley
HEP: Radiation	6	Screen & shielding	Life Support	-	Full
HEP: Vacuum	-	Space protection	Passenger Accomodations	-	1000 m³ total
No Sensor	-	Can't perform Active Sens. checks	Reinforced Crew Compartment	2	Absorbs first three "Crew" hits

OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

DRIVE SECTION

COST:	3,700,000 credits
CREW:	1
ACTIONS:	2
HULL SIZE:	15
DEFAULT SIZE:	18
STACKING SIZE:	15
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	5 (0.5 g)	10 (1 g)	-5
Deployment Range:	4000 km	Fusion/electric	
Reaction Mass:	10,000 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		-1	

PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Sup., Sens.	HEP: Vacuum	-	Space protection
Easy to Modify: Movement	-	+2 to Repair and Modify	Life Support	-	Full
Ejection System	-	Escape Pods (10 places)	Reinforced Crew Compart.	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			

OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

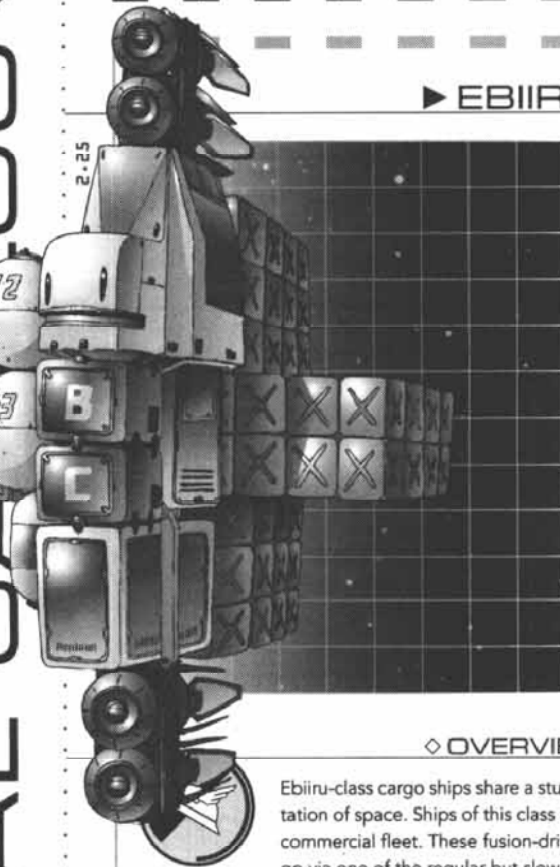
PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

NOTES



► EBIIRU CARGO HAULER

Name:	Ebiiru
Origin:	Various
Manufacturer:	Various
Type:	Cargo Ship
Control System:	Bridge
Length:	345 m
Width:	40 m
Empty Weight:	3450 Tons
Loaded Weight:	38,000 Tons
Main Drive:	4 x 0.2 GW
Secondary Powerplant:	2 x 6740 KW
Main Thrusters:	4 x 1,000,000 kg
Apogee Motors:	20
Acceleration:	0.4 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Magnetometer, Radcounter, Telescope
Fixed Armament:	Point Defense System
Additional Armament:	N/A
Defensive Systems:	Mag Screen
Equipment:	Cargo Module Hardpoints, Escape Pods, Satellite Uplink

◇ OVERVIEW

Ebiiru-class cargo ships share a sturdy and common design that dates back to the earliest phases of the commercial exploitation of space. Ships of this class are in service with virtually every settlement of the solar system, particularly by Mercury's commercial fleet. These fusion-driven cargo vessels are used whenever a cargo needs to arrive rapidly, and cannot wait to go via one of the regular but slower clipper flights.

The external appearance of the ship is blocky and massive, with little thought given to esthetic concerns. The Ebiiru is practical above anything else, and its surface is bristling with hardpoints and tie-down rings where cargo, either in the form of modular pods or free flying, can be attached.

◇ CAPABILITIES

The ship has no internal cargo bay, rather, it tows a large structure called a "tree," to which various cargo pods are attached. Power and atmosphere hook-ups can be run from the pod to the tree if the cargo needs such amenities, but people generally require a separate life support system in the pods due to the limits of this hook-up. The tree sections can be attached to one another to form a train of sorts, though this greatly reduces the possible acceleration (and thus increase the duration of the voyage). This fact makes speedy deliveries limited to either small cargos or those who can afford to pay for multiple ships to transport goods.

The Ebiiru is designed around a large reinforced nanogrown spar that runs from one engineering section to the other. Various types of hardpoints are available on the outer hull of the ship to affix additional cargo and reaction mass modules. Additional spars run from these to the main structure, reinforcing the structural integrity of the vessel. Although most of the internal volume of the hull is taken up by the ship's engineering systems and structure, there are many man-sized passageways running in between them for maintenance and emergency repairs. All can be partitioned and isolated at will by firewalls and airlocks.

◇ SERVICE RECORD

Ebiirus are found in great quantities in the commercial fleets affiliated with the Mercurian Merchant Guild, but the design is not limited to the Guild. Indeed, many ambitious spacers have bought second-hand or reconditioned cargo ships and ply the space lanes as independent contractors, selling their services to whomever can afford their fees. Since the ships are expensive (both to buy and operate), most captains cannot afford to buy their own cargo pods, and many will ask that pods be supplied. Some other captains will rent them in a spaceport according to the needs of the contractor, but usually charge a premium for this service.

There are also a few Ebiirus in military service, where they act as supply and ferry ships. They are unmodified civilian hulls, though they often mount additional defensive systems in special pods. The Martians (of both countries) are especially noted for this, and they have a few Ebiirus permanently transformed into makeshift carriers. Similarly, they are known to have modified at least one into a gunboat armed with very heavy missiles.

CREW COMMENTS ◇

"So there are the ships that get all the glamour and there the ships that get the job done. Guess which category the Ebiiru falls into. Very good.

"She ain't that pretty to look at, I admit, but you try to make a bunch of boxes pulled along by a few engines look beautiful. The important thing is that she will get those boxes from point A to point B without a hitch. That's what you want a cargo ship to do, right? So don't ask for it to out-dazzle a Poseidon battleship in the process, okay? Okay.

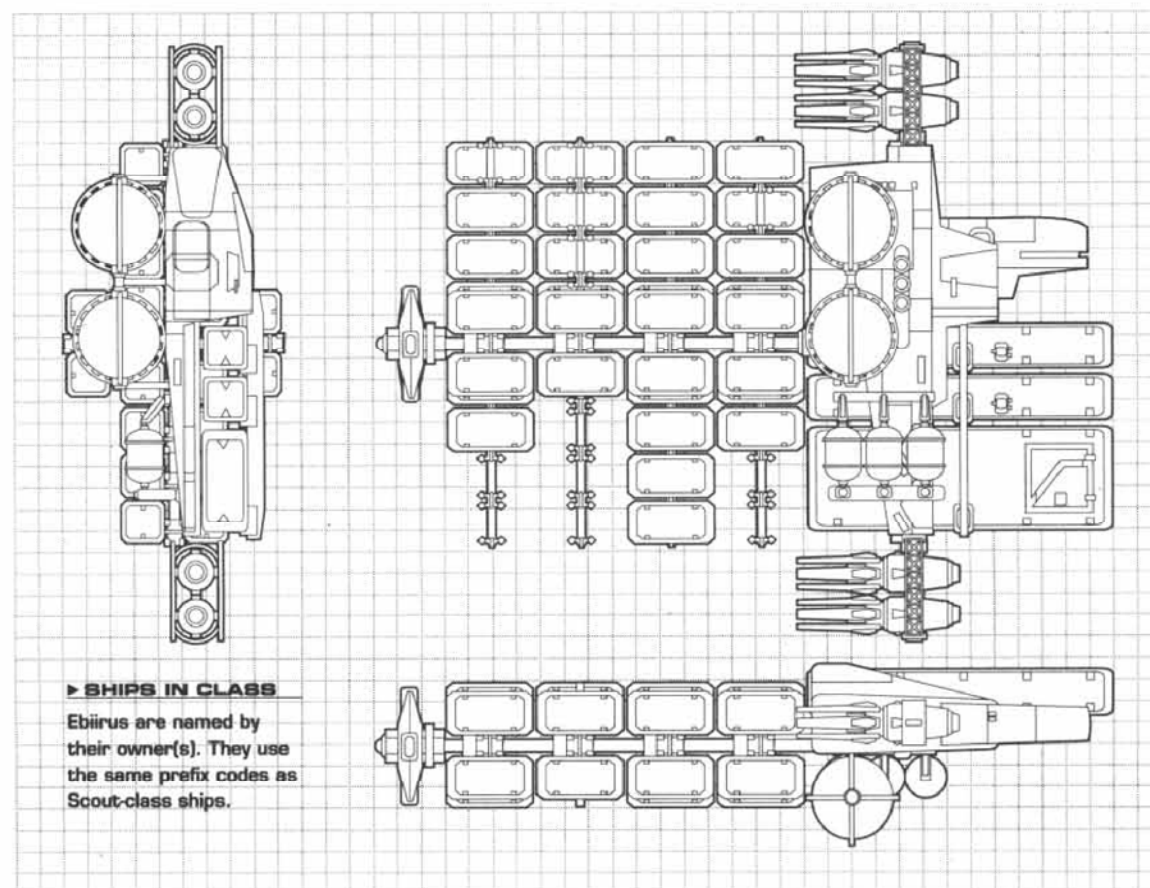
"What you have to understand is that the ship's got its own kind of beauty. Maybe only a cargo man like myself or an engineer could appreciate it, but the Ebiiru is better designed than pretty much anything else out there. I mean you can ship anything with this craft. Most of the boxes you see are standard 20-10-10 containers, but there's all kinds of other ones you can replace them with. I've seen damaged Scout ships being carried by Ebiirus, containers transformed into exo-armor bays for military ambushes, and whole habitats made from interconnected pressurized containers. The IGS has a few Ebiirus decked out with scientific equipment pods instead of containers.

"Actually that last option has made life, and the lives of most Ebiiru crewmen, a whole lot easier. For really long hauls (like bringing methane in from Titan) the living space on the Ebiiru is a little cramped, so we usually insist that several containers be set aside as a habitat. That gives us some extra breathing room and they can even be released and used as makeshift lifeboats in a real emergency.

"You have to be careful and not go overboard, though. I know of one Ebiiru where there's a crew habitat of over sixty interconnected containers. The captain thinks he's some sort of merchant prince and has these luxurious quarters. No one really knows how he affords all that luxury (heck, just the cost of the fuel required to haul all that mass around must be killing him). Some people say he's the spoiled son of a Venusian banker and others that he stole a fortune from the Merchant Guild. I hope for his sake that that last story isn't true, 'cause I've seen what the Guild does to those who steal from them. Not a pretty sight."

— Gordo Jones, SS Mathilda

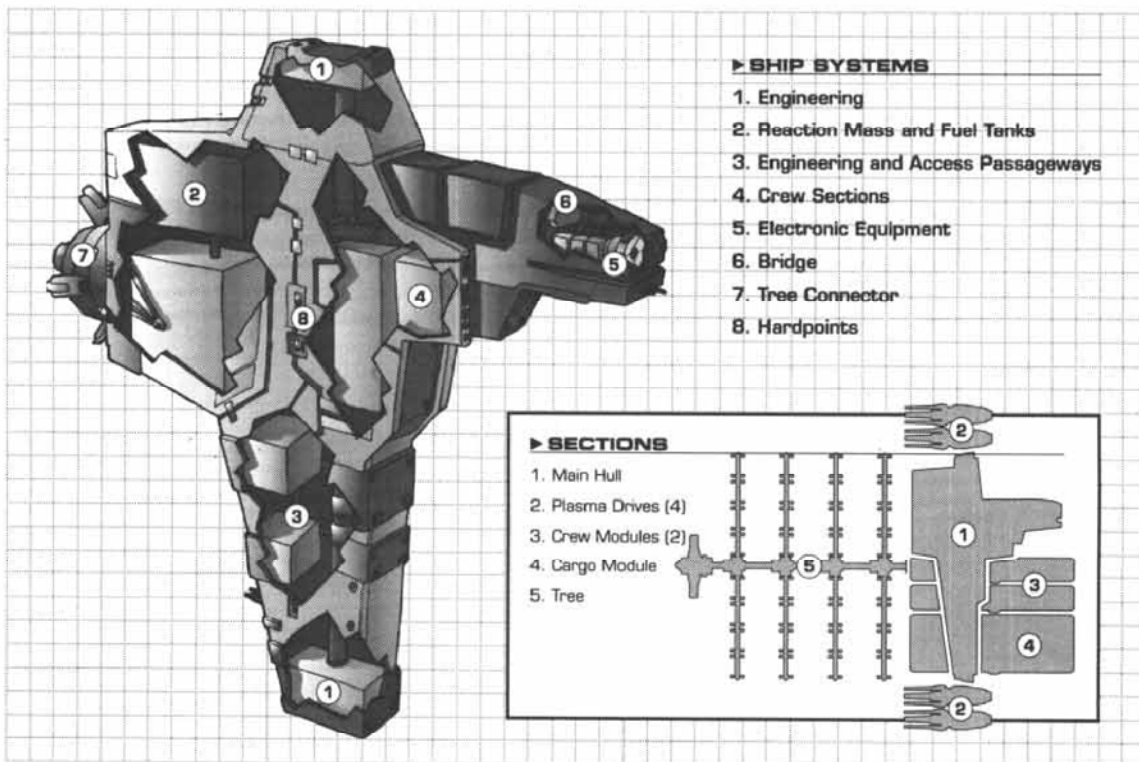
SHIP SCHEMATICS



◇ SHIP INTERIOR SYSTEMS

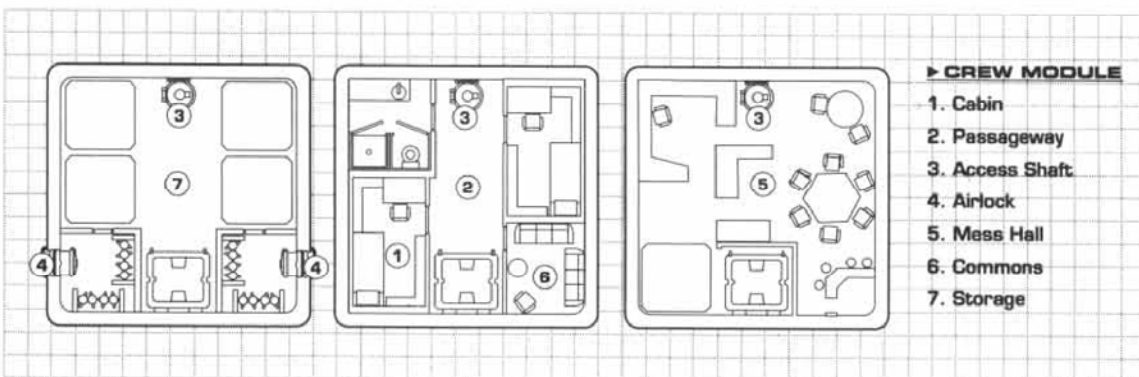
Most of the main hull of the Ebiiru is taken up by engineering systems and primary fuel tanks. The design is somewhat old and did not benefit from the more modern shipbuilding techniques, many of which reduce the size and mass of the various components.

The ship is built along two general axis, both of which are paralleled by an access passageway. The main corridor is horizontal when the ship is under thrust and join the two engineering sections. The main shaft is perpendicular to this and run from the front end of the hull to the cargo access corridor at the rear. Both are closed at regular intervals by blast doors and airlocks, ensuring that damage to one part of the ship does not propagate to others. They are also lined by handholds for use in microgravity.



◇ PRESSURIZED CREW MODULE

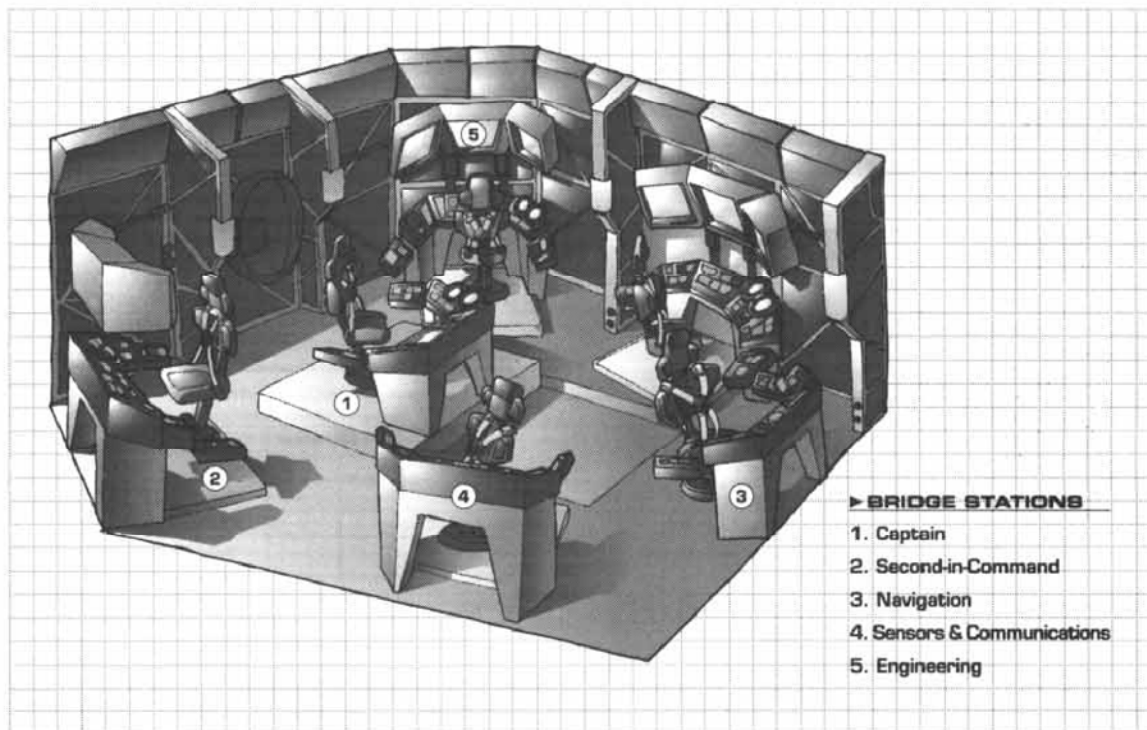
The interior of the main hull is much too cramped to allow anything more than the crew stations and the barest accommodations, so the living quarters are located in a pressurized modules attached to the upper forward cargo hardpoints. They are configured to present the proper deck orientation when the ship is under thrust. A series of central shafts allow movement between the decks, by both ladders and a small elevator plate. Airtight doors allow each floor to be isolated from the others.



BRIDGE ◇

The bridge of the Ebiiru is located in the forward hull, just beside the main shaft. Access is restricted to bridge personnel, although the captain may authorize guests on a case-by-case basis. The bridge has an irregular shape, its interior covered with monitors that relay images from the cameras and sensors placed on and within the hull. The floor is covered with a non-slip rubberized material to prevent accidental falls. All seats are equipped with harnesses for protection during maneuvers, though the thrust is generally very light. Handholds and rails line the room for easy movements in low gravity. The bridge is generally kept somewhat dark, the screens providing most of the illumination.

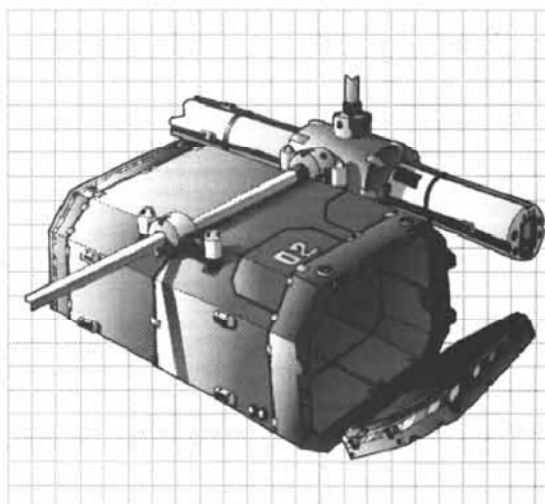
The captain sits in the middle chair, surrounded by specialized crew stations. Partial command functions can be transferred between stations, subject to the captain's approval. With assistance from the computer, the ship could theoretically be run by a single person, though any sudden complication would most likely result in disaster.



MODULES ◇

Ebiiru-class ships are built to accept a large variety of payload, most of them stored in standardized modular blocks that are easily attached to the hull or tree hardpoints. Modules are available in a variety of lengths, but their width and height are always a multiple of ten meters in order to match the attachment points. Some are equipped with radiation screen and life support systems; other, simpler modules are just empty sheet metal boxes that have no purposes other than holding the transported goods together while protecting them from micrometeors.

The cargo module shown here is a standard 20 x 10 x 10 meters, 5-ton box for transporting inert goods. Though it has a double alloy skin, it is not pressurized and cannot be accessed from inside the ship. The main tree engineering shaft is visible at right. It is fully pressurized and equipped with airlocks at each branch intersection, and can accommodate a man equipped with a worksuit (though only barely). A ladder allows easy movement even when the ship is under acceleration.



▼ EBIIRU CARGO HAULER

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	130,000
OFFENSIVE:	5200
DEFENSIVE:	3200
MISCELLANEOUS:	390,000
COST:	75,000,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	2 (0.2 g)	4 (0.4 g)	-5
DEPLOYMENT RANGE:	5000 km	Fusion/electric	
REACTION MASS:	1600 BP (adjusted for drives)	Water	

► MAIN HULL

COST:	46,000,000 credits
CREW:	8
ACTIONS:	5
HULL SIZE:	45
DEFAULT SIZE:	45
STACKING SIZE:	45
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Life Support	-	Full
Backup Systems	-	Comm, Fire Con, Life Sup., Sens.	Passenger Accommodations	-	2000 m³
Computer	3	CRE-2, KNO D, PP3	Reinforced Crew Compart.	1	Absorbs first "Crew" hit
Ejection System	-	Escape Pods (10 places)	Satellite Uplink	-	1000 x Communication Range
HEP: Radiation	4	Screen	Sick Bay	1	One surgical theater
HEP: Vacuum	-	Space protection	Brittle Armor	-	Loses twice as much Armor
Laboratory: Cooking	-	Galley			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x8	1	0	6	Inf.	AM, HEAT	8	2900	n/a
	(shield)	FF	x16	M	0	0	Inf.	Def. E-Shield, HEAT	3	48	n/a

► 2 X CREW MODULE

COST:	4,900,000 credits
CREW:	0
ACTIONS:	0
HULL SIZE:	17
DEFAULT SIZE:	20
STACKING SIZE:	17
INDV. LEMON DICE:	3

ARMOR:

LIGHT/HEAVY/OVERKILL:	20/40/60
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	5000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Comm, Fire Con, Life Sup., Sens.	Laboratory: Cooking	0	Galley
Ejection System	-	Escape Pods (40 places)	Life Support	-	Full
HEP: Radiation	5	Screen & shielding	Passenger Accommodations	-	6000 m³
HEP: Vacuum	-	Space protection	Reinforced Crew Compartment	2	Absorbs first two "Crew" hits

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ SECTIONS

1 x Main Hull
4 x Drive Section
1 x Tree
2 x Crew Modules
1 x Pressurized Cargo Module
Various Cargo Modules

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)

▶ TREE SECTION

COST:	2,300,000 credits	ARMOR:	
CREW:	0	LIGHT/HEAVY/OVERKILL:	20/40/60
ACTIONS:	0	MOVEMENT DATA:	Towed by Drive Sections
HULL SIZE:	14	DEPLOYMENT RANGE:	5000 hrs
DEFAULT SIZE:	16	SENSORS:	N/A
STACKING SIZE:	14	COMMUNICATIONS:	-3/0 km
INDV. LEMON DICE:	3	FIRE CONTROL:	-5

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
8 x Tool Arm	20	Cargo Manipulators; can't punch			
No Sensor	-	Cannot use Active Sensor			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▶ 4 X DRIVE SECTION

COST:	3,800,000 credits	MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
CREW:	1	Space	15 (1.5 g)	30 (3 g)	-5
ACTIONS:	2	Deployment Range:	5000 hrs	Fusion/electric	
HULL SIZE:	16	Reaction Mass:	100 BP	Water	
DEFAULT SIZE:	16	SENSORS:		-3/2 km	
STACKING SIZE:	16	COMMUNICATIONS:		-3/10 km	
INDV. LEMON DICE:	3	FIRE CONTROL:		-2	
ARMOR:					
LIGHT/HEAVY/OVERKILL:	30/60/90				

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con, Life Supp., Sens	Life Support	-	Full
Ejection System	-	Escape Pods (4 places)	Reinforced Crew Compart.	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▶ PRESSURIZED CARGO MODULE

COST:	1,900,000 credits	ARMOR:	
CREW:	0	LIGHT/HEAVY/OVERKILL:	20/40/60
ACTIONS:	0	MOVEMENT DATA:	Towed by Drive Sections
HULL SIZE:	16	DEPLOYMENT RANGE:	5000 hrs
DEFAULT SIZE:	15	SENSORS:	N/A
STACKING SIZE:	16	COMMUNICATIONS:	N/A
INDV. LEMON DICE:	3	FIRE CONTROL:	-5

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Cargo Bay	-	6000 m³	Life Support	-	Full
HEP: Radiation	3	Screen & shielding	No Sensors	-	Cannot perform Active Sensors
HEP: Vacuum	-	Space protection	No Communication	-	Cannot communicate

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

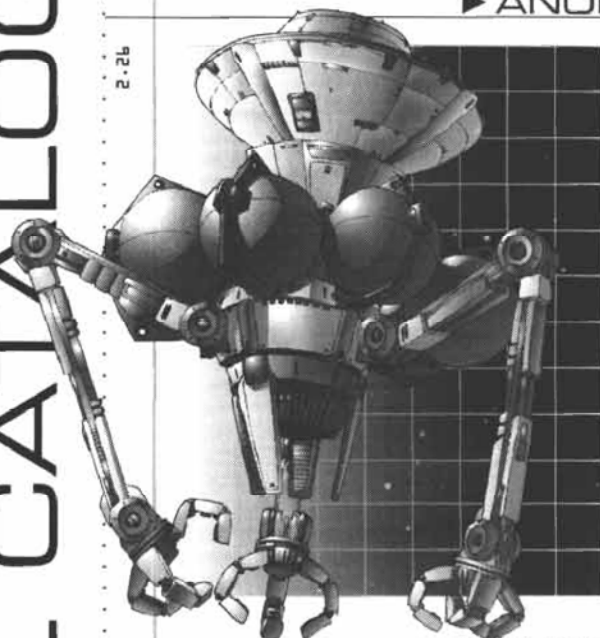
Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

JOVIAN
 CHRONICLES

2.12

► ANOPHELES MINING SHIP



Name:	Anopheles
Origin:	Various
Manufacturer:	Various
Type:	Asteroid Mining Ship
Control System:	Bridge
Length:	80 m
Width:	80 m
Empty Weight:	630 Tons
Loaded Weight:	1134 Tons
Main Drive:	2.2 MW
Secondary Powerplant:	4500 KW
Main Thruster:	1 x 180,000 kg
Apogee Motors:	14
Acceleration:	0.15 g
Onboard Sensors:	Fire Control Radar; Infrared/Ultraviolet; Lidar; Magnetometer; Radcounter; Spectroscope; Telescope
Fixed Armament:	Point Defense System
Additional Armament:	N/A
Defensive Systems:	Mag Screen
Equipment:	Cargo Module Handpoints; Satellite Uplink

◆ OVERVIEW



A strange and ungainly ship, the Anopheles was designed in the early twenty-first century as a mobile asteroid prospecting and exploration unit. The first vessels built differed little from the present day design, though their crew compartment extended further away from the dangerous nuclear fission reactor then used in deep space as a propulsion unit. Despite the fission reactor, there are few records of accidents on the early Anopheles, although there are an unusual number of unexplained disappearances.

Despite this, Anopheles (and other ships built along similar lines) remained a staple of the human presence in the solar system. When the plasma combustion chamber was developed, most Anopheles ships in existence were refitted for additional safety and improved performance. The cleaner fusion exhaust and better temperature control of the combustion chamber was also better suited to the task of melting ice for collection and loading, which in turn improved the efficiency of the mining process.

◆ CAPABILITIES

The Anopheles has been designed with one task in mind: to hop from asteroid to asteroid, using its sensors to look for valuable volatiles and water, either in the form of ice or hydrated compounds. As such, its drive unit is extremely efficient, capable of providing sustained thrust for long periods of time using whatever reaction mass the ship manages to find. Special filters are built directly into the intake valves to protect the machinery against the corrosive effects of dissolved oxygen and fine dust in the excavated water.

The ship is divided into three general sections: the crew habitat, the tanks and the drive. Most ships still sport the original crew habitat with its inverted cone-like design, intended to provide increased shielding. The tank section is fairly simple, and consists of a single central reaction mass tanks that doubles as a radiation buffer between the habitat and the drive (though screen generators are installed in most ships nowadays). The drive section is fairly standard, though it has been heavily reinforced to support a set of three large articulated arms that are used to hold the ship in place when landed on an asteroid (the feeble gravity — often less than 0.01 gee — is not enough to do so). The main refueling probe also extends from the side of this section.

◆ SERVICE RECORD

Anopheles have been around for so long that many ships are available for sale at prices that even a single prospector can afford. Of course, the ship may not be exactly state of the art and is probably in need of extensive repairs and will have recurrent maintenance problems, but the profits that can be made entice some despite the risks.

Many Anopheles, which have had their operational role replaced by more modern vessels and automated mining facilities, were converted into tugs (their reinforced broad nose section makes them very suitable for pushing) or second-rate freighters. These modified craft range wildly in performance, and not all individuals are willing to trust their cargo to one of these jury-rigged monsters.

CREW COMMENTS ◇

"Ah, the joys of the miner's life. What can I say about the good old Anopheles water miners that hasn't been said a thousand times before by better storytellers than myself? When I was a hell of a lot younger than I am now, I spent almost five years mining water in the Belt. Those were the glory days of independent prospectors, before the CEGA and Jovian fleets decided that the Belt was becoming a strategic frontier and upped their patrols. When I was out there, if you wanted to you could vanish forever, moving from one asteroid to another. I hear some people still do that beyond Saturn, but even I was never crazy enough to go out there.

"There was a whole new culture out there, beyond the planetary spheres. Each ship was a home, an oasis in the middle of space. Entire families were moving about, looking for a good asteroid that would support them for anywhere from a month to a year. Yeah, only that — sure you have a million tons of water or steel to sell, but do you know how much money a spaceship cost just in maintenance? And you have to survive on something while you extract the juice. Plus, finding a good place isn't as easy as you'd think. Sometimes, you just don't have enough fuel reserve to match delta-V, and you've got to ignore a promising rock.

"You may have heard that the life of a prospector was lonely, but that's only a half-truth: we knew where our pals went and we like to keep in contact with radio and maser (only recorded messages, though — too much time lag). From time to time we'd meet at a port somewhere and swap stories. The young ones would meet new people, and sometimes find a mate. The bars of Ceres were great for that — I remember the wild nights I had with my pal Hamilton. <pause> Miss the old codger, you know. He misplaced a prospecting charge and blew himself up (away, whatever) two years ago. I take care of his daughter now — we miners, we take care of our own.

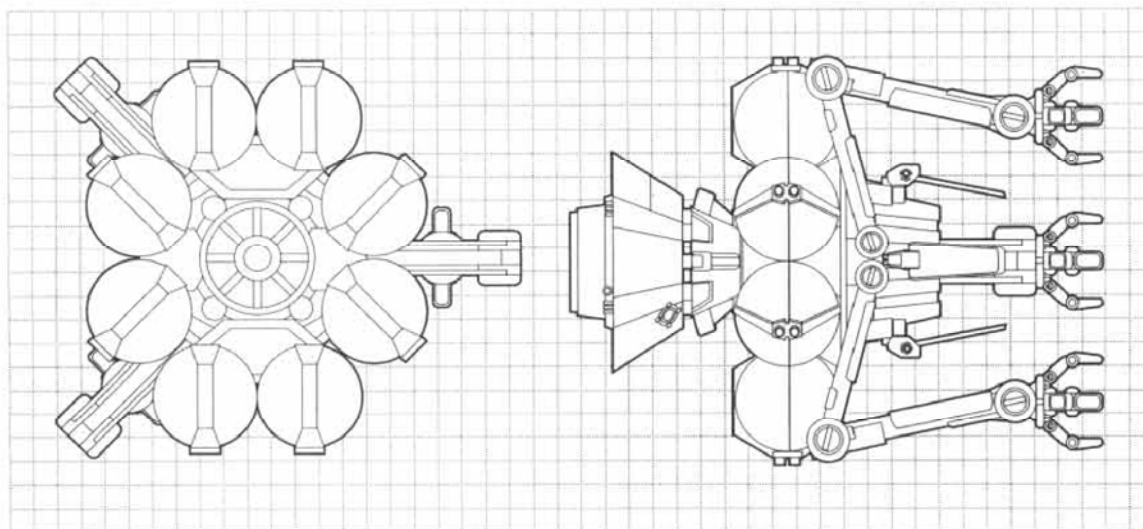
"The five years I spent in the Belt were all aboard an Anopheles — the *Water Lilly*. I started off as a partner with three other guys, all Nomads, and we went off for months at a time, taking that ship from rock to rock, sucking out all the frozen water we could find and then returning to one of the big Nomad settlements to sell it off. The *Lilly* was perfect for that. You see, the Anopheles was designed for a crew of twelve or so, but as long as you're not going to do anything stupid, you can operate it with far fewer people and have supplies to last a really long time. I proved how far you can go with that a year later when I bought out my partners and took the *Lilly* out by my lonesome, helped only by a few M-bots and an expert system. I had enough supplies to stay out a full year before coming back in, although I usually dropped by to trade my water every few months or so.

"Being out there alone isn't always rosy, of course. The Anopheles may be a tried and true water miner, but she has more than her fair share of bugs. She has to hang on to big rocks, drill and pump water, accelerate and decelerate more than most ships her class. All that wears down on the mechanics and you have to fix her up every once and a while. When you've got a crew of twelve, that's not a big deal. When you're alone, you have to go out every bloody time and do it all yourself. Yeah, I had an M-bot, but it broke down too.

"And then I was the one stuck doing the grunt like cleaning intake valves and fuel filters, recharging the oxy bottles and such. You need to do a complete check-up and recharge every five months or so, though we usually did it more often, and you can go around it if you want to avoid breathing vacuum. Yeah, it was hard... But I made it."

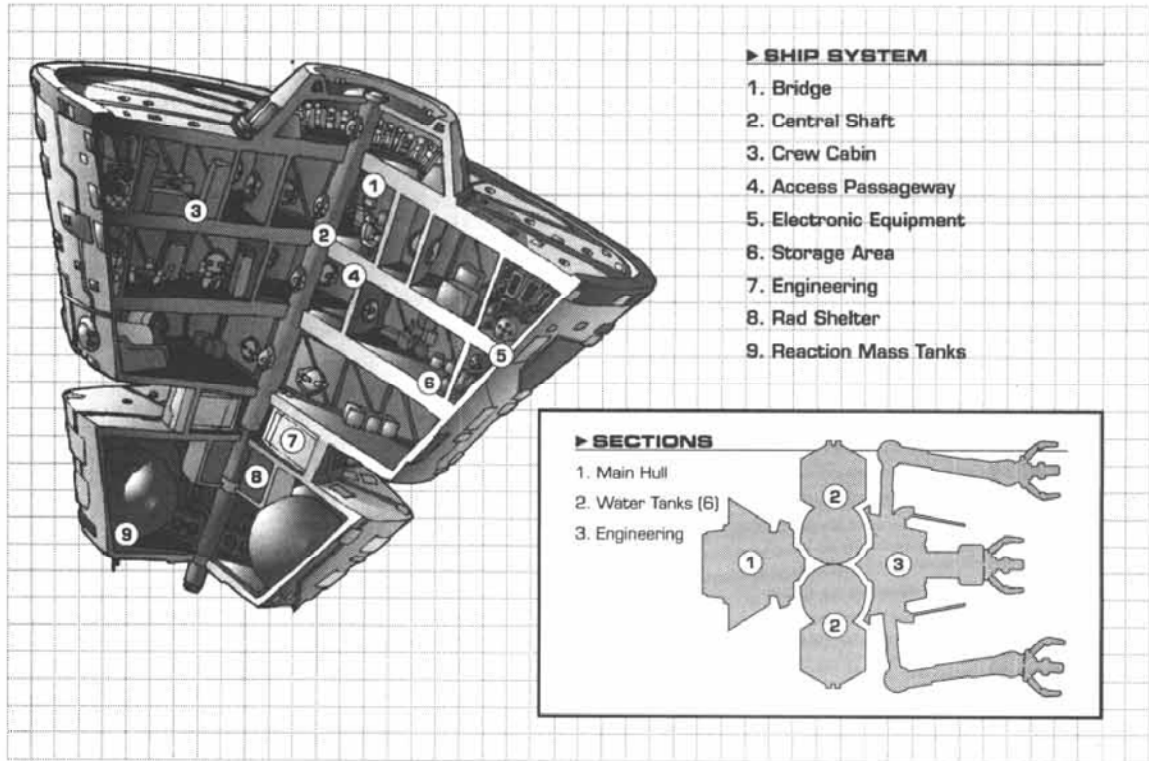
— Zacaharia Bledsoe, SS *Water Lilly*

SHIP SCHEMATICS ◇



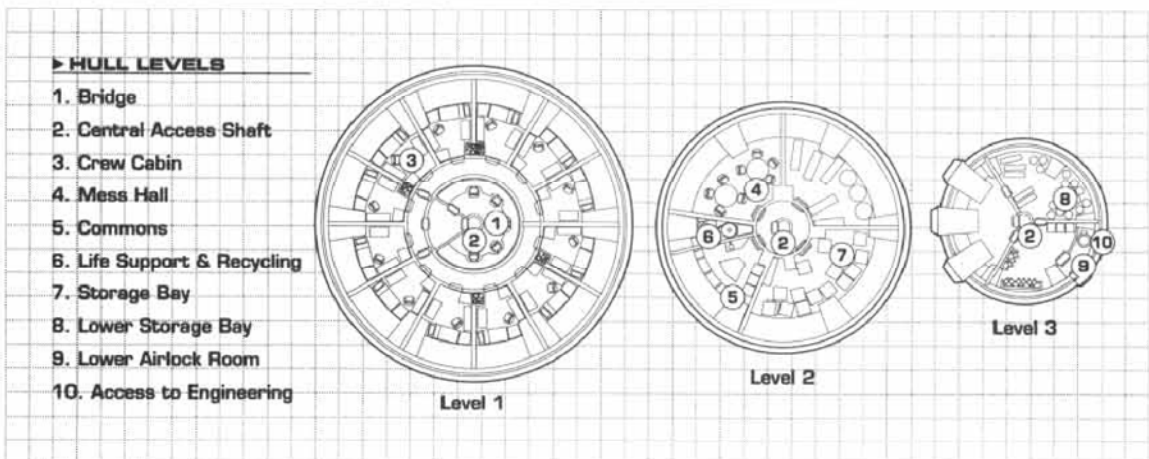
◇ SHIP INTERNAL VIEW

The design of the Anopheles dates back to the early days of the commercial exploitation of space. Though many ships were later upgraded with more modern systems, the overall layout retains the rugged look of a space pioneer. The crew compartment is divided into several broad decks stacked around a central airlock core. Handrails are available everywhere to facilitate movement. The lower part of the main axis shaft ends in a heavily shielded room which served as a radiation shelter before the wide distribution of the magnetic radiation screens.



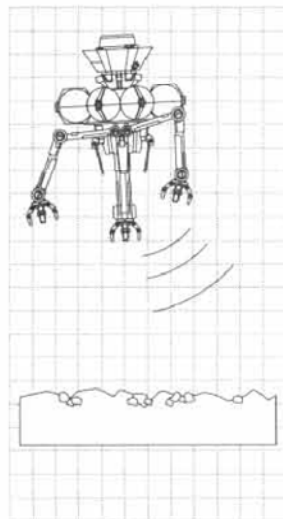
◇ CREW COMPARTMENT DECKS

Each deck is designed around the central shaft, which is both a structural element and the main access. Heavy doors ensure that any parts of the ship can be isolated in case of decompression. There are two main airlocks, one at the top of the ship in a standard universal docking collar and the other in the lower storage bay. It is also possible to exit the ship by releasing one the three escape pods, though this will depressurize the lower bay.

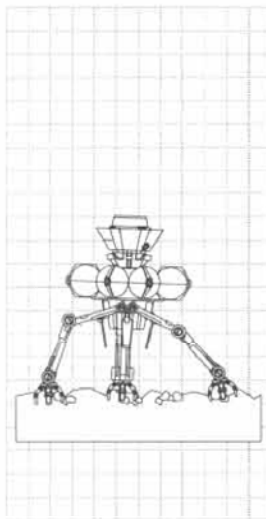


MINING PROCEDURES ◇

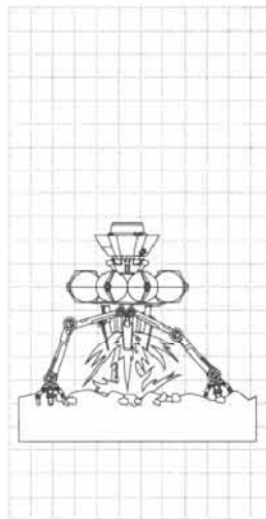
The mining procedures consist of three separate phases: exploration, attachment and extraction. During the exploration phase, the ship coasts while using its sensors to detect large free flying masses. Once such a mass is found, the crew will examine it to ensure that it contains the desired elements (in this case, water and other volatiles) and is not already claimed by another ship or group. The mass can then be claimed with a buoy or immediately processed. If the latter option is selected, the ship lands (or more properly, matches velocity and course) and uses the grasper arms to secure itself to the surface. The main drive is then started up at very low power to liquefy the material to be mined, which is then sucked up by a special probe. Once the tanks are full, the ship heads for its base camp to unload its prize before setting out again.



STAGE 1: EXPLORATION



STAGE 2: ATTACHMENT



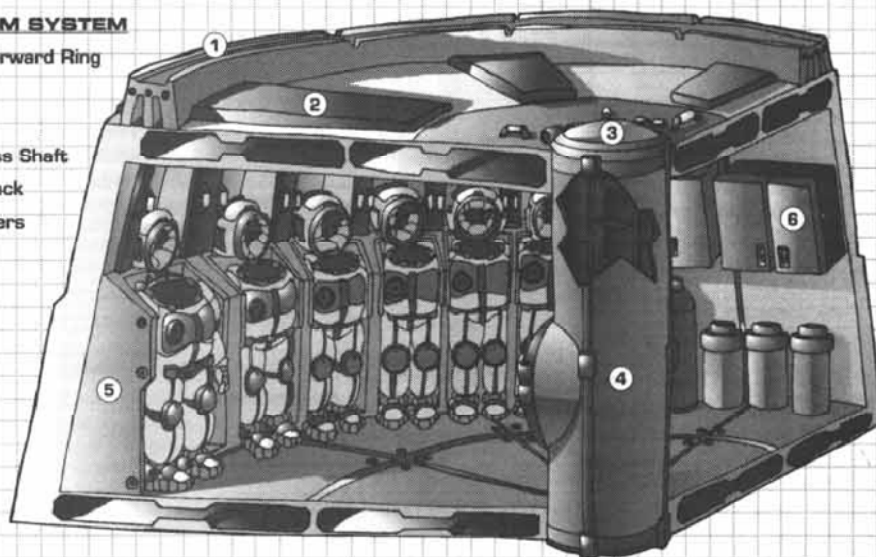
STAGE 3: EXTRACTION

WHITE ROOM ◇

"White room" is old space slang for a suiting up area. The Anopheles' white room, where the crew's space suits and EVA (Extra Vehicular Activity) tools are stored, is located at the prow of the ship. The room can be accessed through a heavy airlock leading to the main shaft and to the universal docking adapter above. There are racks for storing space suits along every wall as well as lockers for tools and nozzles for replenishing oxygen tanks. Handrails and footholds are found on nearly every surface to facilitate operations (though many are not shown to keep the illustration clear).

► WHITE ROOM SYSTEM

1. Reinforced Forward Ring
2. Docking Pad
3. Main Airlock
4. Central Access Shaft
5. Space Suit Rack
6. Storage Lockers



▼ ANOPHELES MINING SHIP

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	24,000
OFFENSIVE:	900
DEFENSIVE:	1400
MISCELLANEOUS:	70,000
COST:	13,000,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	1 (0.08 g)	2 (0.15 g)	-5
DEPLOYMENT RANGE:	4000 hrs	Fusion/electric	
REACTION MASS:	800 BP	Water	

► MAIN HULL

COST:	7,500,000 credits
CREW:	8
ACTIONS:	5
HULL SIZE:	18
DEFAULT SIZE:	19
STACKING SIZE:	18
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	40/80/120

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as level 1 pilot	Life Support	-	Full
Backup Systems	-	Comm, Fire Con, Life Sup., Sens.	Passenger Accomodations	-	2000 m ³
Cargo Bay	-	200 m ³	Reinforced Crew Compartment	1	Absorbs first "Crew" hit
Computer	3	CRE -2, KND 0, PP3	Satellite Uplink	-	1000 x Communication Range
Ejection System	-	Escape Pods (18 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	Turret	x5	1	0	6	Inf.	AM, HEAT	7	1500	n/a
	(shield)	FF	x8	M	0	4	Inf.	Def, E-Shield, HEAT	3	39	n/a

► 6 X TANK SECTION

COST:	2,300,000 credits
CREW:	0
ACTIONS:	0
HULL SIZE:	13
DEFAULT SIZE:	13
STACKING SIZE:	13
INDV. LEMON DICE:	3

▼ SECTIONS

1 x Main Hull
6 x Tank Modules
1 x Drive Section

▼ OFF. & DEF. SYSTEMS

1 x Point Defense System (main hull)

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	0 (0.001 g)	0 (0.002 g)	-5
Deployment Range:	4000 hrs	Fusion/Electric	
Reaction Mass:	30 BP	Hydrogen	
SENSORS:		0/2 km	
COMMUNICATIONS:		0/10 km	
FIRE CONTROL:		-2	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Easy to Modify: All	-	+2 to Repair or Modify	No Communication	-	Cannot communicate
HEP: Vacuum	-	Space protection			
Cargo Bay	-	1000 m ³ , liquids			
No Sensors	-	Can't perform Active Sens. checks			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► DRIVE SECTION

COST:	3,400,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	15
DEFAULT SIZE:	15
STACKING SIZE:	15
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	30/60/90

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	5 (0.5 g)	10 (1 g)	-5
Deployment Range:	4000 hrs	Fusion/electric	
Reaction Mass:	4000 BP	Water	
SENSORS:		-2/2 km	
COMMUNICATIONS:		-2/10 km	
FIRE CONTROL:		-2	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Systems	-	Comm, Fire Con., Life Supp., Sens.	Reinforced Crew Compart.	2	Absorbs first two "Crew" hits
HEP: Radiation	4	Screen	3 x Tool Arm	10	Landing graspers, can't punch
HEP: Vacuum	-	Space protection	Tool Arm	6	Refueling probe,
Life Support	-	Full			load 6 tons/turn, can't punch

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

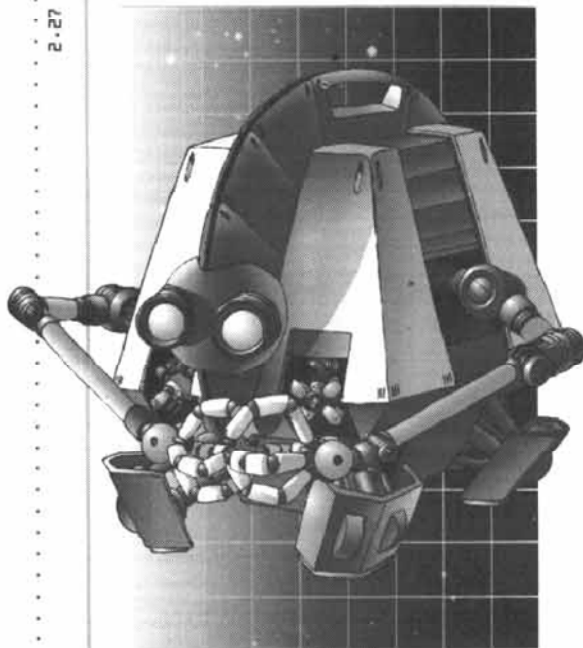
▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

JOVIAN
CHRONICLES

► M-BOT



M-Bot is short for Maintenance Robot, a small automated machine that can take care of basic repairs within a ship or habitat. The most common design looks like a rather large rectangular box moving about on small wheels. In microgravity conditions, or to cross rough ground, the robot can extend magnetized pseudopods and walk clumsily with them. The wheels then retract inside the "feet" for protection. The pseudopods have enough reach to propel the robot over standard human stairs, but it has no further climbing ability.

Most of these robots are equipped with a variety of other tools to perform specialized tasks. For instance, some are fitted with two heavy duty arms for lifting and moving heavy objects, two smaller arms with tool clusters and/or manipulators and a sensor mount placed on the front of the "body." The main input for the M-Bots is provided by dedicated sensors placed all around the main body, and two stereoscopic cameras placed in a head-like mount on the front of the machine. The manipulators also have pressure sensors so the machine can gauge the force needed to move the object it is working on.

The artificial intelligence which these M-bots possess is very low. Crew usually ignore them, but a few have adopted their M-bot as a sort of pet and ship mascot. Because the programs give it the intelligence comparable to that of a dim-witted dog, crews can sometimes teach their mascot tricks. It is rumored that the crew of a Scout called *Zamimaz* has trained their M-bot to do such things as fetch tools, and "beg" when it is time for a maintenance check.



▼ VEHICLE DATA

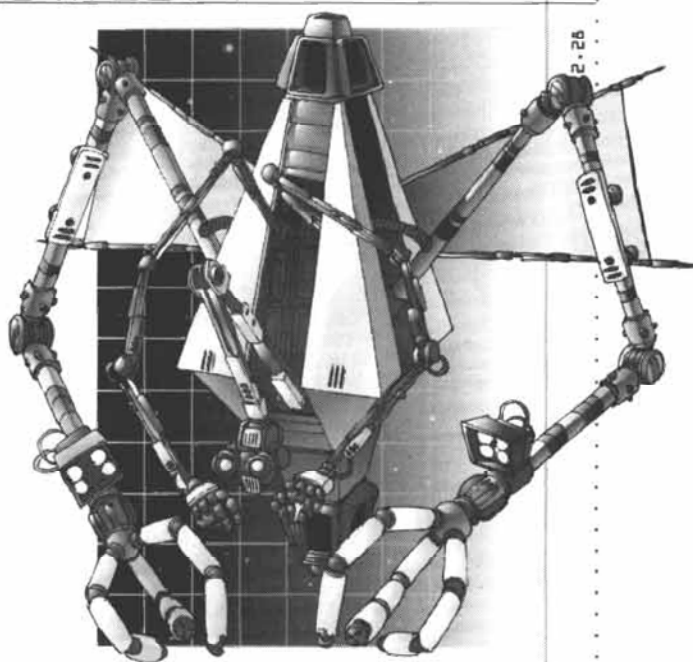
Threat Value:		110 (280,000 credits)						
Crew		0						
Size		1 (55 kg)						
Armor		1/2/3						
► MOVEMENT DATA								
Movement Mode		Combat Speed			Top Speed		Maneuver	
Walker		0 (2 kph)			1 (4 kph)		0	
Ground		2 (12 kph)			4 (24 kph)		-1	
Deployment Range:		150 km						
Reaction Mass:		-						
► ELECTRONICS DATA								
Sensors:		-2/2 km						
Communications:		-2/10 km						
Fire Control:		-2						
► PERKS & FLAWS								
Name		Rating					Game Effect	
Autopilot		-					Acts as level 1 pilot	
Computer		2					CRE -2, KNO 0, PP2	
HEP: Extreme Heat		-					Extra heatsinks	
HEP: Radiation		3					Screen	
HEP: Vacuum		-					Space protection	
2 x Manipulator Arm		2					Can punch	
2 x Tool Arm		1					Microtools, cannot punch	
Decreased Maneuver		1					Walker	
► OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	Rotor Saw	FF	x1	Melee	-1	0	Inf.	AC
1	Laser Torch	FF	x1	Melee	0	0	50	HEAT

SRU M-BOT ◀

SRU is short for Space Repair Unit. A SRU is a small automated machine that is vacuum-proofed and is equipped with thrusters to move about in zero or micro-gravity conditions. They are used as roving maintenance units or as inexpensive remote probes. With its arms and sensor extensions folded into the hull, the robot looks like somewhat like a small missile and can be carried in that manner by many spacecraft.

The robot has four arms, two large ones with graspers for stationkeeping while at work, and two small ones for precision tasks. If necessary, the small ones can be used by a human operator with a waldo setup that can be used either through direct connection to the unit, or by remote control if the SRU is equipped with a slave program. Two small solar panels can be deployed like wings to supplement the unit's batteries, allowing it to operate for extended periods of time. The main sensor pod is mounted on an articulated arm of its own, which allows it to look into nooks and crannies where the machine would normally not fit. Unfortunately, some older SRUs have been disabled when the sensor pod was removed from such a crevice and the machine smashed against the wall on its way out. Models produced since 2194 have also included better sensors on the back of the pod to reduce this problem.

Some military contractors have suggested that SRUs could be used as expendable troops in war if equipped with weapons, but the enforcement of the Edicts has prevented the computer programs that would be required from being developed.



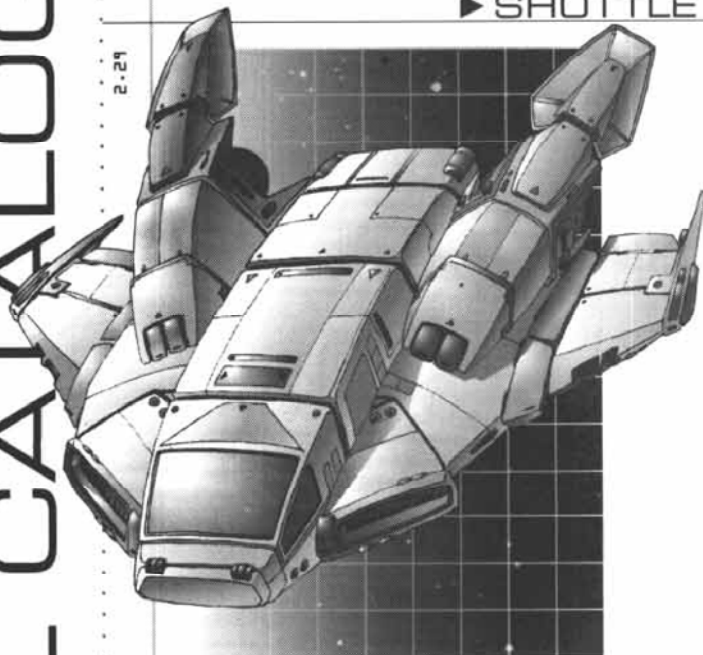
VEHICLE DATA ▼

VEHICLE DATA								
Threat Value:		190 (280,000 credits)						
Crew		0						
Size		2 (250 kg)						
Armor		1/2/3						
► MOVEMENT DATA								
Movement Mode	Combat Speed	Top Speed	Maneuver					
Space	2 (0.2 g)	3 (0.3 g)	+1					
Deployment Range:		150 hrs						
Reaction Mass:		200 BP						
► ELECTRONICS DATA								
Sensors:		-1/2 km						
Communications:		-1/10 km						
Fire Control:		-2						
► PERKS & FLAWS								
Name	Rating	Game Effect						
Autopilot	-	Acts as level 1 pilot						
Computer	2	CRE -2, KNO 0, PP2						
Fuel Efficient	-	One and a half times normal Dep. Range						
HEAT-resistant Armor	2	Add against HEAT attacks						
HEP: Extreme Heat	-	Extra heatsinks						
HEP: Radiation	3	Screen						
HEP: Vacuum	-	Space protection						
2 x Manipulator Arm	1	Hands, can punch						
2 x Tool Arm	2	Graspers, can punch						
1 x Tool Arm	1	Sensor mount, cannot punch						
► OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	Laser Torch	FF	x1	Melee	0	0	50	HEAT



2.29

► SHUTTLE



The Shuttle has best been described as the "Mack Truck of Space," a sturdy workhorse designed to take off from a ground base, accelerate to high altitude and then boost itself to orbit. It is the descendant of a long line of utilitarian launch vehicles that, along with the skyhooks and their hypersonic service shuttles, have made possible the everyday conquest of space. Whereas most cargo and passenger flights are taken up by the inexpensive skyhooks, shuttles and other similar vehicles provide service in the field of charter transport and private flights. While a transorbital flight is far from pleasant, the shuttles allow civilians to travel to space without too much trouble. Only people suffering from illness or other fairly severe health problems suffer greatly from traveling with this vehicle.

The Shuttle's design is in itself unremarkable. A stout body links two engines pods, which are themselves molded into small delta wings. Air intakes for the atmospheric variable-cycle engines (used during the first part of the flight) are placed just above the leading edge of the wings. The exhausts are ducted to the back of the engine pods, where they merge to the trans-orbital motors' cones. The two-man crew looks out from large windows that afford them excellent visibility during all phases of the flight. Most of the fuselage is available for cargo or passengers since the engines and fuel tanks are located within the wings. The stubby landing gear can retract or extend by as much as 40 centimeters to facilitate loading operations. The entire front section splits down to form a ramp to load cargo pallets, or a gangway to board passengers.

VEHICLE DATA



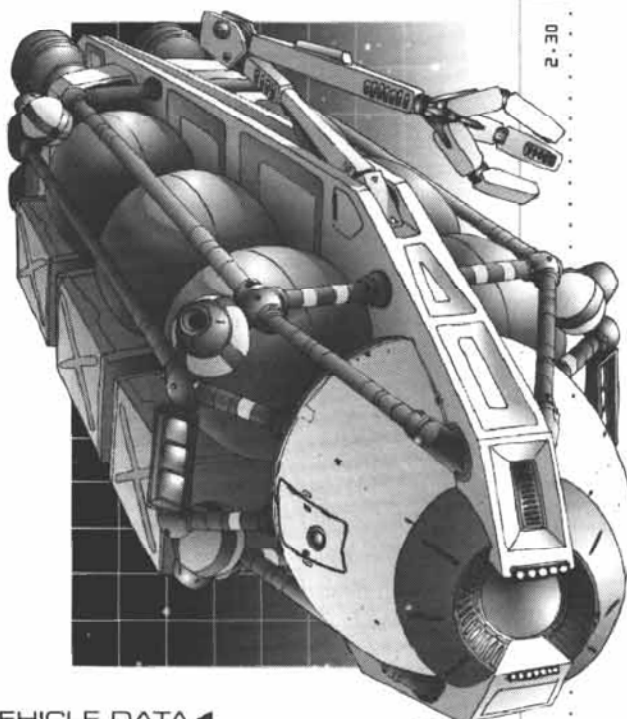
VEHICLE DATA									
Threat Value:					2800 (1,600,000 credits)				
Crew					1 (2 Actions)				
Size					12 (45 tons)				
Armor					14/28/42				
► MOVEMENT DATA									
Movement Mode			Combat Speed			Top Speed			Maneuver
Flight			20 (1200 kph)			40 (2400 kph)			-2
Space			15 (1.5 g)			30 (3.0 g)			-2
Ground			0			0			-2
Deployment Range:					1500 km				
Reaction Mass:					1000 BP				
► ELECTRONICS DATA									
Sensors:					-1/2 km				
Communications:					-1/10 km				
Fire Control:					-2				
► PERKS & FLAWS DATA									
Name				Rating			Game Effect		
Autopilot				-			Acts as level 1 pilot		
Backup Systems				-			Comm, Fire Con, Life Support, Sensor		
Cargo Bay				-			2000 m³		
Computer				2			CRE -2, KNO 0, PP2		
HEAT-resistant Armor				2			Add against HEAT attacks		
HEP: Radiation				3			Screen		
HEP: Vacuum				-			Space protection		
Life Support				-			Limited		
Manipulator Arm				12			Cannot punch		
Re-entry System				-			Permanent Feature		
Reinforced Armor				2			Underside		
► OFFENSIVE & DEFENSIVE SYSTEM DATA									
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	
None									

ATLAS OTV ◀

The Atlas Orbital Transfer Vehicle, also known to its crews as a "Flitter" or "Flying Trapeze," is fairly representative of the class of short range utility vehicles designed to fulfill a variety of tasks in space. Atlases have been used as tugs, freighters, and even explorer ships. Their mechanical simplicity, as well as their low price, have ensured their presence in the entire space-based society. The main structure is composed of a strong alloy "backbone" to which the various components and systems are grafted. These include the crew compartment (the large cone-like structure located to the front of the ship) reaction mass tanks, hardpoints for lashing cargo boxes and various numbers of rocket engines. Most Atlases mount some kind of manipulator arm to assist in docking and the loading/unloading of material.

This modular design helps crews to perform their missions with ease, provided that the obstacles to be encountered are known beforehand. Unfortunately, the OTV lacks sufficient reaction mass and consumable to undertake long-range hauling, and most exploring is done fairly close to a friendly port. The threat of unscheduled course corrections ensures that only the canny or the deranged stray too far from a refueling station.

Another reason that the OTV is used only for short-haul duties is the lack of gravity. During a long journey, the ship must cease acceleration due to its limited reaction mass reserve and the crew environment becomes weightless. Over an extended period of time, this results in health deterioration because there is not enough room to undertake the proper exercises required for a microgravity health regimen.



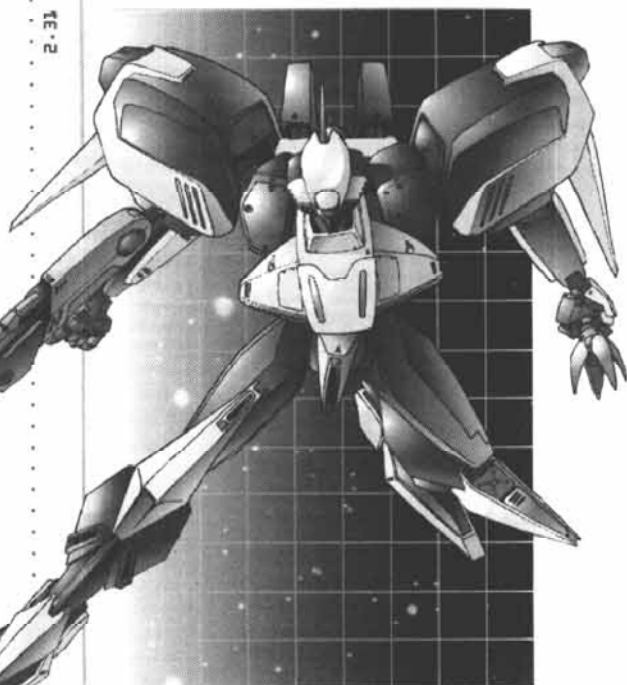
2.30

VEHICLE DATA ◀

VEHICLE DATA									
Threat Value:		1500 (750,000 credits)							
Crew		1 (2 Actions)							
Size		12 (41 tons)							
Armor		10/20/30							
► MOVEMENT DATA									
Movement Mode		Combat Speed			Top Speed			Maneuver	
Space		14 (1.4 g)			28 (2.8 g)			+1	
Deployment Range:		300 hrs							
Reaction Mass:		200 BPs							
► ELECTRONICS DATA									
Sensors:		-1/2 km							
Communications:		-1/10 km							
Fire Control:		-2							
► PERKS & FLAWS DATA									
Name		Rating			Game Effect				
Autopilot		-			Acts as level 1 pilot				
Backup Systems		-			Comm, Fire Con, Life Support, Sensor				
Cargo Bay		-			50 m³				
Computer		2			CRE -2, KNO 0, PP2				
Ejection System		-			Escape Pod				
HEP: Radiation		3			Screen				
HEP: Vacuum		-			Space protection				
Life Support		-			Limited				
2 x Manipulator Arm		12			Can punch				
Reinforced Crew Compartment		-			Absorbs first "Crew" hit				
Searchlights		-			Front, 200 meters				
► OFFENSIVE & DEFENSIVE SYSTEM DATA									
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	
None									



▶ G-1 RYU



Name:	Ryu
Production Code:	G-1
Origin:	Venus
Manufacturer:	Venusian Aero Corp
Type:	Medium exo-armor
Role:	Anti-Ship Strike, Fighter, Interceptor, Tactical Strike
Control System:	Linear Frame
Height:	16 m
Width:	12.5 m
Empty Weight:	31.5 Tons
Loaded Weight:	35 Tons
Main Powerplant:	2 x 6.8 MW
Secondary Powerplant:	1700 KW
Main Thrusters:	2 x 25,000 kg, 2 x 8,000 kg
Apogee Motors:	14
Walking Speed:	48 kph
Acceleration:	2 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	2 x Najima PB Head Pulse Lasers, 2 x Xidar-4 Plasma Lances
Additional Armament:	Krauss K-675R Massdriver Rifle, ALM-16 Medium Missiles, AHM-4 Heavy Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod

◇ OVERVIEW



The *Ryu* is a relatively recent development of the Venusian exo-armor industry. It is a state-of-the-art, high performance exo-armor which is intended to become the main Venusian trooper unit in the next decade.

The *Ryu* is a little-known vehicle, as it was not well publicized by the Home Defense Force and its maker, Venusian Aero Corp. Pictures are hard to get, the information that follows is based on what little has been released about them and pictures taken at long range.

◇ CAPABILITIES

The *Ryu* is built along traditional exo-armor design principles. It uses both hydraulic and myomar technologies to move its limbs and weapon systems, and is powered by a standard micro-fusion reactor located in the rear section of the body. The standard G-1 configuration has a large backpack, indicating good reaction mass reserve and good or superior acceleration.

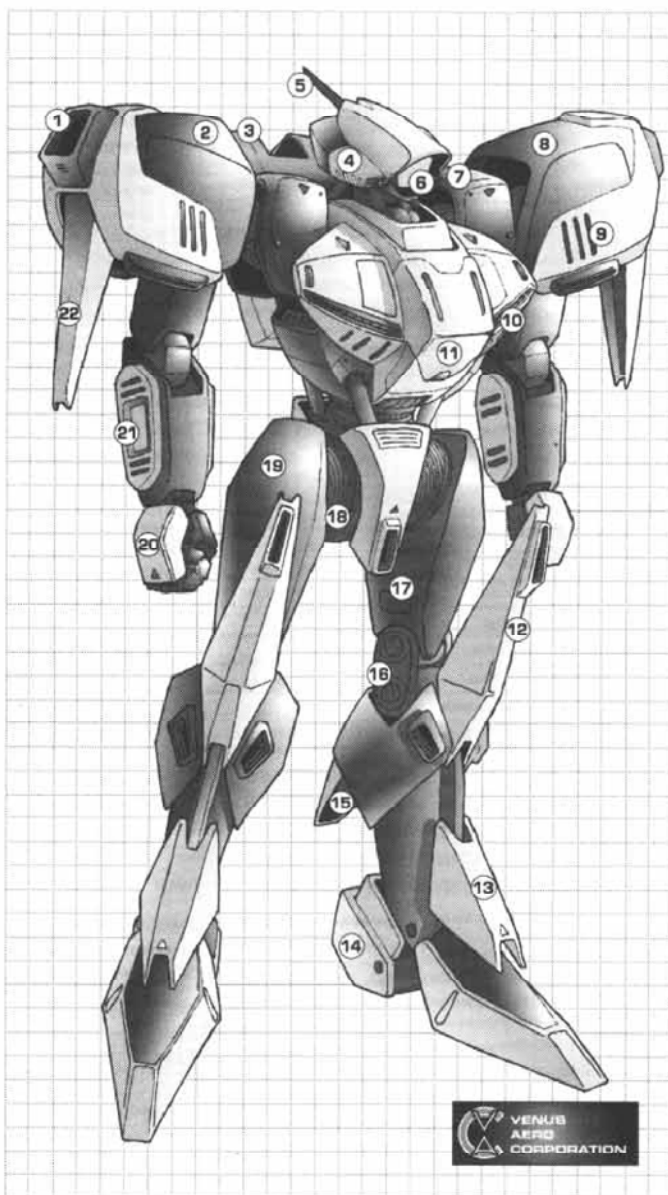
The Venusian exo-armor does not seem to have been intended as a "slugger" combat unit. The legs are very thin, indicating a possible structural weakness. The only built-in ranged weapons are the twin massdrivers mounted in blisters on either side of the head unit. There are hard points on both shoulders, probably for missiles or rocket packs, but there are no other apparent weapon-bearing locations. Most likely, any other armament will be carried in the manipulators.

The vehicle is far from defenseless in melee combat, however, as it can carry two to four plasma lances in a special compartment located behind mobile armor panels on the upper thighs.

◇ SERVICE RECORD

The *Ryu* is a relatively recent addition to the Venusian Home Defense Force and as such has not had time to make a name for itself. It is currently fielded alongside the *Oni*, the Venusian version of the *Wyvern* exo-armor. The *Ryu* is expected to completely replace that obsolete unit within the next ten years.

There are no official variants in the work, but field reports and rumors in the defense industry indicate the existence of at least two variants, tentatively denoted as G-1A and G-1B. The G-1A seems to be equipped for assault and strike missions, with more thrusters and more weapon mounts. The legs and the rear torso have been extensively modified to structurally support them, leading observers to believe it could also sport more armor. The new K-1200 massdriver, unveiled by Krauss officials in a press release last year, could conceivably be carried by the G-1A. The G-1B differs from the standard *Ryu* by the addition of several antennae and small hardpoints. It is almost surely intended to serve as an electronic platform, either for warfare or for close reconnaissance.



▼ FRONT VIEW

- | | | | |
|----------|---------------------------------|----------|---------------------------------------|
| 1 | Lateral Shoulder Thruster | 12 | Thruster Attitude Strut |
| 2 | Laminated Armor Panel | 13 | Articulated Armor Greave |
| 3 | Main Backpack Hardpoint | 14 | Heel Block |
| 4 | Pulse Laser Housing | 15 | Main Leg Thruster |
| 5 | Superheterodyne Antenna | 16 | Knee Articulation Housing |
| 6 | Main Sensors Defense Panel | 17 | Maintenance Access Port |
| 7 | Shoulder Actuator Group Housing | 18 | Flexible Drive Train Protective Cover |
| 8 | Shoulder Hardpoint (not shown) | 19 | Plasma Lance Housing Port |
| 9 | Shoulder Vents | 20 | Three-Axis Manipulator |
| 10 | Torso Heat Sink Output Port | 21 | Modular Forearm Hardpoint |
| 11 | Cockpit Hatch | 22 | Balance Strut |

▶ PILOTS' COMMENTS

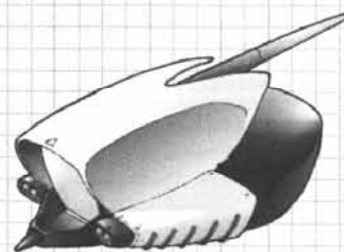
"You wish to know about the new *Ryu* exo-armor, hai? May I see your security pin please? Ah, I see that you are cleared for this information. I will tell you what I have learned in the brief time that I have been allowed to use the machine. I am sure you will be pleased.

"The Ryu is a well-designed machine. It handles well both in space and on the ground, although I have had little chance to use it on the surface myself. I find that, compared to the *Oni*, the vehicle responds much better to my masterful piloting when I wish to dodge attacks or when I wish to use its plasma lances.

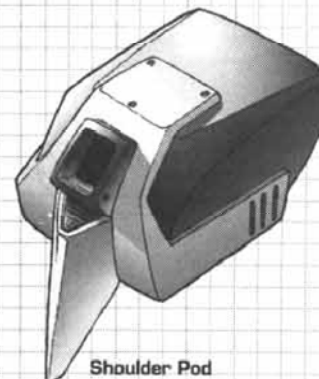
"While none of the weapons the new design carries are particularly heavy, all of them are elegantly designed and have a meaningful purpose in the scope of the design. The head pulse lasers are most useful as an anti-missile system, but can also perform duty as a close range weapon when ammunition is a concern. The massdriver rifle that it carries is a well-designed weapon that has both penetration power, and a high rate of fire. The medium missiles are useful in anti-ship actions, and the plasma lances are perfect for close combat with enemy exos.

"I believe that the machine will help Venus to claim her destiny."

— Tai-I Hagiwaga Omicoru, HDF test pilot

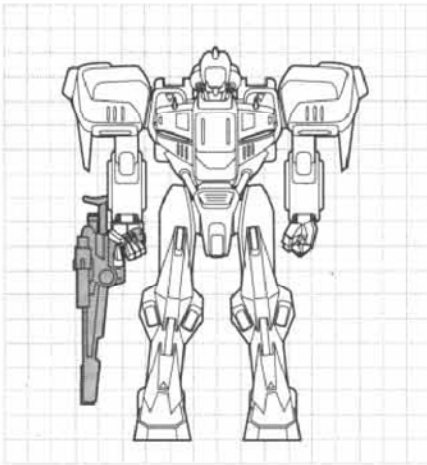


Head



Shoulder Pod

◇ INTERCEPTOR

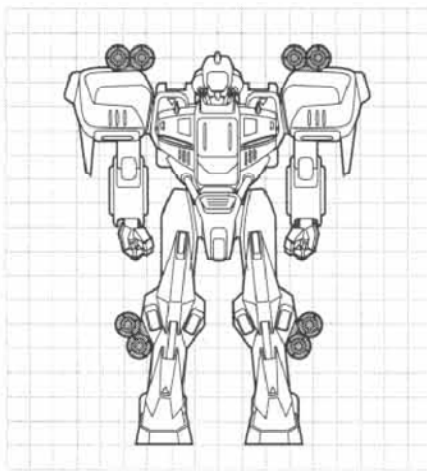


Add:	Najime AB 4 MW Particle Cannon, +200 BPs
Remove:	Rifle
Change:	-
Offensive:	11,500
Defensive:	1800
Miscellaneous:	3000
Modified Threat Value:	5400 (8,400,000 credits)

The Interceptor version of the *Ryu* is capable of engaging enemy units far away from its base of operation due to the two additional reaction mass tanks it carries. The armament of the machine is still light, but it is adequate for dealing with most other exo-armor designs used.

The greatest limitation of the *Ryu* in this role is its relatively low speed. While the machine can easily travel a long distance to engage its opponents, it may not reach them soon enough to prevent a launch against the asset that the *Ryu* is supposed to protect. Some pilots have also complained that the light missiles are inadequate for use against ships.

◇ ANTI-SHIP

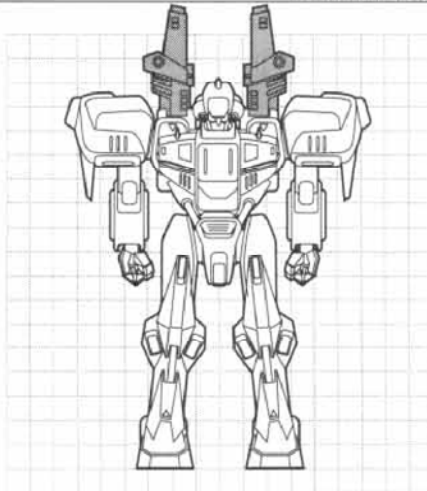


Add:	10 x Heavy Missiles
Remove:	Rifle, All Missiles
Change:	-
Offensive:	13,180
Defensive:	11,000
Miscellaneous:	3000
Modified Threat Value:	9080 (14,000,000 credits)

The anti-ship configuration relies on large missiles to do its job. While the pulse lasers are adequate for wading through smaller opposition, the Anti-Ship *Ryu* must save its missiles for use against its primary targets. With ten heavy missiles, the exo has enough firepower to destroy or at least severely damage any ship it comes in contact with.

While the ship carries heavy ordinance, it is slightly slower and less maneuverable, and has lower combat endurance compared to the standard model. For this reason, they rarely operate very far from a resupply base and are always accompanied by standard *Ryu* exos for protection.

TACTICAL STRIKE



Add:	2 x Kreuss K-675R Railgun w/Weapon Link, +200 shots each
Remove:	All Missiles
Change:	-
Offensive:	6600
Defensive:	1700
Miscellaneous:	3000
Modified Threat Value:	3800 (5,800,000 credits)

The Tactical Strike *Ryu* is a space-superiority exo with heavy weaponry and good maneuverability — a deadly combination which helps it fulfil its role. With twin cannons, the *Ryu* TS can deliver enough firepower to suppress its opponents. The variant has also been granted a special nickname which everyone feels is apt — “Gunman.”

It is expected that this model will be handed out to expert pilots only since the risk of premature ammunition exhaustion is great. There are high hopes among the top HDF brass that the *Ryu* will help to add military firepower to the financial might of Venus.

A line drawing of a Transformer robot in its robot mode, standing on a grid background. The robot has a boxy, mechanical design with a prominent head, large shoulders, and thick legs. It is facing forward with its arms slightly away from its body. The drawing is composed of simple black lines on a white background with a light gray grid.

THREAT VALUE:	5300
OFFENSIVE:	11,000
DEFENSIVE:	1700
MISCELLANEOUS:	3000
COST:	8,300,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

CREW:	1
ACTIONS:	2

SIZE:	11
DEFAULT SIZE:	17
STACKING SIZE:	11
ARMOR:	
LIGHT DAMAGE:	25
HEAVY DAMAGE:	50
OVERKILL:	75

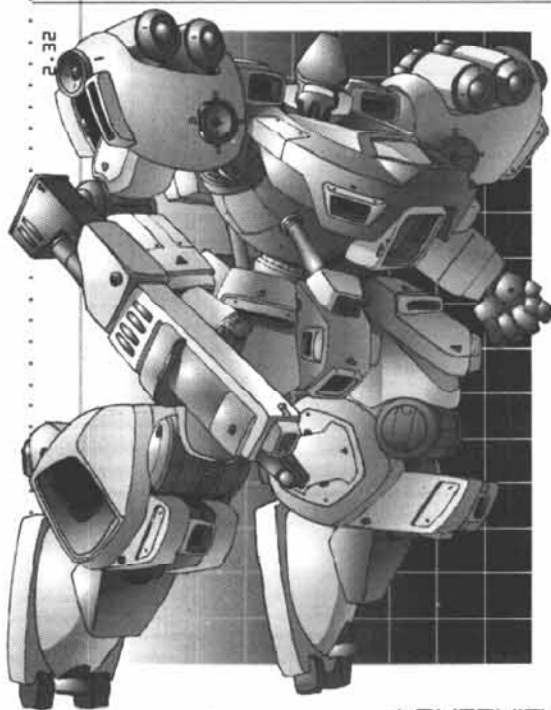
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	6 (36 kph)	11 (66 kph)	+1
SPACE:	11 (1.1 g)	22 (2.2 g)	+1
DEPLOYMENT RANGE:	500 km		Fusion/electric
REACTION MASS:	300 BP		Hydrogen

SENSORS:	0/2 km
COMMUNICATIONS:	0/10 km
FIRE CONTROL:	0

[illegible][illegible]

JOVIAN

CHRONICLES



► MEAM-01 DEFENDER

Name:	Defender
Production Code:	MEAM-01
Origin:	Martian Federation
Manufacturer:	Martian Metals, Ares Corp.
Type:	Medium Exo-Armor
Role:	Anti-Ship Strike, Close Support, Counter-Insurgency, Fighter
Control System:	Linear Frame
Height:	16.9 m
Width:	12 m
Empty Weight:	44.5 Tons
Loaded Weight:	51 Tons
Powerplant:	1670 KW
Main Thrusters:	7 x 9,600 kg
Apogee Motors:	16
Walking Speed:	36 kph
Acceleration:	1.4 g
Onboard Sensors:	Audio, Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	N/A
Additional Armament:	MM-324 Beam Cannon, GPM-1 Missiles, MCJ-1 Missile Canisters
Defensive Systems:	Mag Screen
Equipment:	Escape Pod

◇ OVERVIEW



Like the *Explorer*, the *Defender* was originally a Jovian Armor Work design sold to the Martian governments. The initial project was started at the same time as the *Explorer* project, which may account for the visual similarities of the two machines. The *Defender* was remarkable for the quality of its particle accelerator, which remains one of the best weapons produced by the Jovian engineers. It later served as the basis for the *Pathfinder's* own 652A beam cannon.

The *Defender's* early flights proved the overall soundness of the design. It served in the JAF for the same period of time as its smaller brethren, the *Explorer*, and was also sold to the Free Republic after its tour of duty in the Jovian forces. At first, the Federation could not get their hands on the new unit, much to their despair, until a commando team successfully stole the plans and some test data from the Martian Metals plant in Republic territory in 2191. Soon after, Ares Corporation became the second manufacturer of the MEAM-01.

◇ CAPABILITIES

The *Defender* is a well-rounded, run-of-the-mill machine. It was designed as a grunt unit, capable of fulfilling many types of missions in a variety of environments. Though its internal systems lack sophistication, they are relatively easy to repair and maintain. The tech crew is particularly grateful for the well-designed electronic bays, because the panel linings is exceptionally good at keeping the fine red Martian dust out of the delicate circuitry.

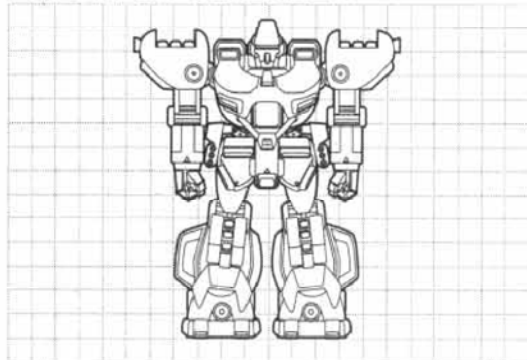
The *Defender*, however, does suffer from limitations related to its age. Its plasma drive system is somewhat primitive and can only develop a limited amount of thrust, though it is fully capable of lifting the weight of the machine in the feeble local gravity. Martian engineers have been working on this for many years, and their researches may well lead to either an upgrade for the Federation's machines or the development of more modern home-grown designs in the near future.

Like the *Explorer*, the *Defender* is the basis for several operational variants, many of them related to combat in the dust of the Martian Desert. The *Camel* places emphasis on desert survivability; as such, it is equipped with air filters and extra reserves, as well as a rugged massdriver. The missile canisters are replaced by disposable packs of short range rockets strapped to the side of the legs. The *Rifleman* is primarily a long-range support machine. Sporting a large backpack-mounted railgun, it is not equipped with the desert protection system of the other models and must be carefully monitored by a nearby tech crew during a battle.

◇ SERVICE RECORD

The *Defender* has been involved in a number of minor conflicts along the Martian borders in the past few years. To date, no *Defender* has been lost in combat by either side. Rumors abound that the Federation will possibly replace their *Defenders* with the CEA-05 *Wyvern* in the coming year, but nothing has been confirmed yet.

▼ MEAM-01 DEFENDER



▼ PRODUCTION DATA

THREAT VALUE:	5700
OFFENSIVE:	14,000
DEFENSIVE:	550
MISCELLANEOUS:	2400
COST:	4,300,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as level 1 pilot	Y
Backup Systems	-	Comm, FireCon, Life Support and Sensor	
Computer	2	CRE -1, KNO 0, PP2	
Easy to Modify: Aux. Systems	-	+2 to repair and modify	
Ejection System	-	Escape Pod	
HEAT-resistant Armor	2	Add to Armor vs. HEAT weapons	Y
HEP: Radiation	3	Screen	
HEP: Vacuum	-	Space protection	
Life Support	-	Limited	Y
2 x Manipulator Arm	12	Can punch	
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	
Large Sensor Profile	2	Too large to hide	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	MM-324 Beam Cannon	Forward	x15	3	+1	0	Inf.	AD2, Haywire, HEAT	9	2900	N/A
4	GPM-1 Missile	Forward	x20	5	-2	0	n/a	Mis, SD, Sk1, Smt2	14	5000	N/A
2	MCJ-1 Missile Canister	Forward	x10	3	-2	4	10	Mis, G, IF	7	790	1

▼ NOTES

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	12
DEFAULT SIZE:	18
STACKING SIZE:	12
ARMOR:	
LIGHT DAMAGE:	25
HEAVY DAMAGE:	50
OVERKILL:	75

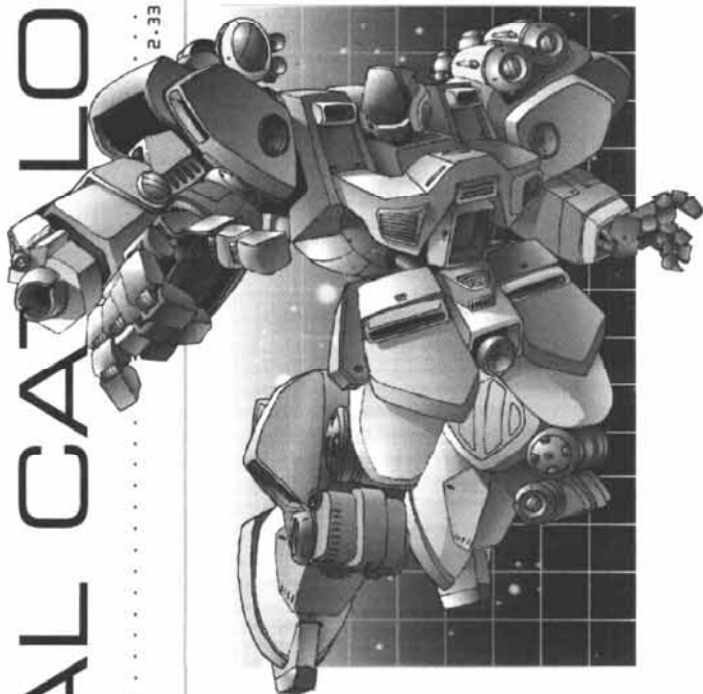
▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	2 (12 kph)	4 (24 kph)	-1
SPACE:	7 (0.7 g)	14 (1.4 g)	-1
DEPLOYMENT RANGE:	250 km	Fusion/electric	
REACTION MASS:	400 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	-1/2 km
COMMUNICATIONS:	-1/10 km
FIRE CONTROL:	0

▶ MEAL-02 EXPLORER



Name:	Explorer
Production code:	MEAL-02
Origin:	Martian Free Republic
Manufacturer:	Martian Metals
Type:	Light Exo-Armor
Role:	Counter-Insurgency, Fighter, Reconnaissance, Search & Rescue
Control System:	Linear Frame
Height:	16.2 m
Width:	12 m
Empty Weight:	27.2 Tons
Loaded Weight:	32 Tons
Main Drive:	10 MW
Powerplant:	1652 KW
Main Thrusters:	3 x 8,000 kg, 2 x 5,000 kg
Apogee Motors:	9
Walking Speed:	42 kph
Acceleration:	1.2 g
Onboard Sensors:	Audio, Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	2 x MCJ-1 Missile Canisters
Additional Armament:	JAW-Q3 Railgun, MCJ-1 Missile Canisters, GPM-1 Missiles
Defensive Systems:	Mag Screen
Equipment:	Escape Pod, MR-25 EWAC

◇ OVERVIEW



The *Explorer* was originally a Jovian Armor Work design which the JAF sold to the Martian governments in the late 2180s. It is representative of the first true exo-armors and as such is not very sophisticated. The *Explorer*, original Jovian code EAL-02, was used by the JAF from its introduction in 2175 (when it replaced the EAL-01, the first EA in existence) to its gradual replacement by the more advanced EAL-04 *Pathfinder*. The machines still in service were gradually transferred to the Martian Free Republic army, although a few ended up as the first exo-armors of the Martian Federation (by a twist of fate — the nomads responsible for delivering them simply sold their cargo to the Federation for a higher price).

Eventually, Martian Metals, a mining and heavy equipment company, began producing a home-grown copy which was almost identical to the original Jovian design. The name was retained, but the identification code was changed to MEAL-02, the M standing for Martian.

◇ CAPABILITIES

The machine has not changed much over the years. Except for the Martian-built computers and communication systems, everything is pretty much the same as it was when the *Explorer* served with the JAF. The armament is still of Jovian manufacture, although a few units sport home-grown designs instead of the JAW railgun (this happens mostly with Federation exo-armors, which use the Ares RJ-3 railgun — a pale copy of the original weapon).

◇ SERVICE RECORD

As the *Explorer* serves in both Martian armies, it was inevitable that a confrontation between two exo-armors of this model would occur. In 2194, a group of Federation soldiers, out on a wargame operation, "accidentally" crossed the border and found their way into the Republic's territory. As defending troops approached to investigate, the Federation's lone *Explorer* "mistook" them for its game opponents and opened fire. As the fight took dangerous proportions, a Republic *Explorer* was sent as reinforcement.

The resulting fight lasted nearly three hours since the opponents were evenly matched. Exhausted, the Federation pilot finally made an error and his battered machine was vaporized when its reactor went critical. As the heat of the incident died down, formal apologies were exchanged and the first and only *Explorer* vs *Explorer* confrontation was relegated to a dark corner of Martian history.

Since the Martians have so few exo-armors, they have been forced to adapt them to various operational duties. The most common variant is the *Desert Fox*, a ground version of the standard *Explorer* equipped with air filters and slightly larger feet for better efficiency in the desert dust. It is used as heavy support for the exo-suited troopers on the battlefield.

THREAT VALUE:	2800
OFFENSIVE:	6000
DEFENSIVE:	450
MISCELLANEOUS:	2100
COST:	1,800,000 credits
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

CREW:	1
ACTIONS:	2

SIZE:	11
DEFAULT SIZE:	14
STACKING SIZE:	11
ARMOR:	
LIGHT DAMAGE:	23
HEAVY DAMAGE:	46
OVERKILL:	69

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:	2 (12 kph)	4 (24 kph)	-1
SPACE:	6 (0.6 g)	12 (1.2 g)	-1
DEPLOYMENT RANGE:	300 km		Fusion/electric
REACTION MASS:	400 BP		Hydrogen

SENSORS:	+1/2 km
COMMUNICATIONS:	-1/10 km
FIRE CONTROL:	0

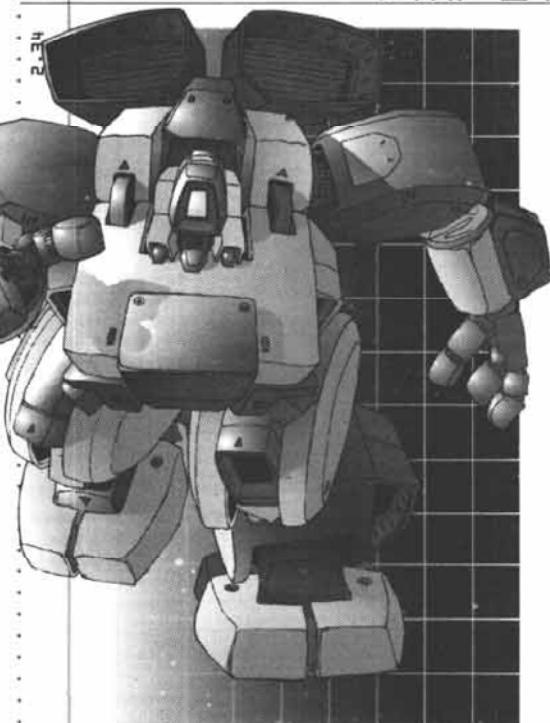
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★ JOVIAN

CHRONICLES

▶ MP-21 SABERTOOTH



The *Sabertooth* (sometimes referred to as simply "Saber") came to be in late 2184, when the Federation felt the need to replace their aging *Hunting Tiger* exo-suits. These had been in use for nearly twenty years and, despite upgrade following upgrade, were by then completely obsolete by modern battle standards. The Federation military design section worked closely with technicians from Ares Corporation to design the new unit in the least amount of time possible, since Federation officials wanted the exo-suit ready for the centennial of the independence. After a mere six months of design and testing, the *Sabertooth* was first distributed to a few elite units of the Army. The *Saber* would not see mass-production before 2192 however, when it became the standard mechanized infantry unit of the Federation.

The *Saber*, although smaller than its predecessor, is still just as bulky, with big lumpy legs and arms. Its armor is especially thick on the lower legs, thighs, shoulders and torso, with angled plating to help deflect incoming projectiles. Articulated areas are protected through the use of heavy composite cloth, flexible yet tough, which also doubles as protection against sand infiltration. The suit is boarded through a large hatch in the upper torso. The pilot only has to slip inside, fasten the harness and power up the suit, which allows the hatch to close. The arms are controlled through a pair of joysticks located inside the suit's large torso.

The *Sabertooth* is routinely used as a patrol and crowd control unit by the Federation. It is also used against pirate raiders and has been involved in several military operations. The *Saber* has recently been sold in large quantities to the CEGA. It is expected these units will be deployed on Earth and on the Moon.



▼ VEHICLE DATA

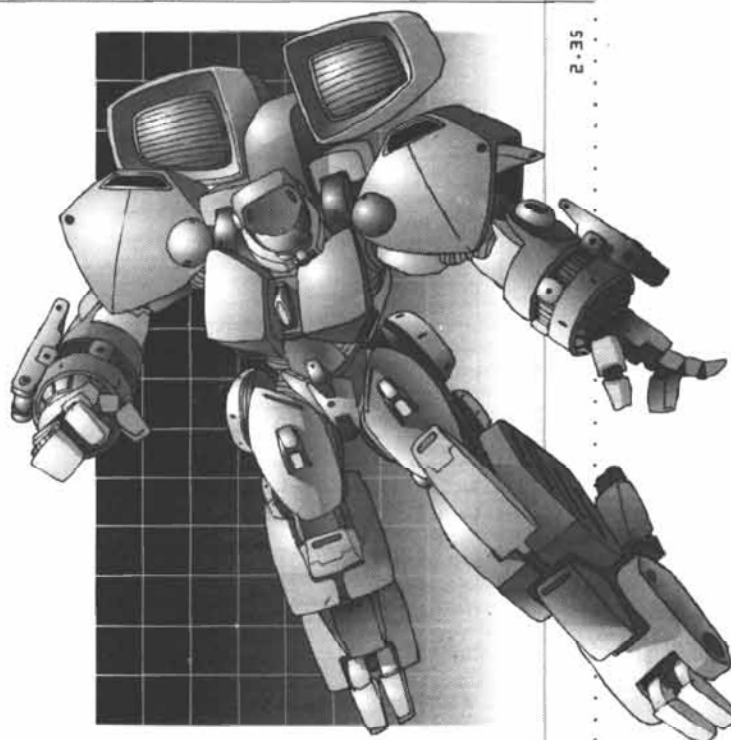
Threat Value:		240 (120,000 credits)						
Crew:		1 (2 Actions)						
Size:		6 (5420 kg)						
Armor:		12/24/36						
▶ MOVEMENT DATA								
Movement Mode		Combat Speed			Top Speed			Maneuver
Walker		3 (18 kph)			5 (30 kph)			-1
Space		3 (0.3 g)			5 (0.5 g)			-2
Deployment Range:		200 km						
Reaction Mass:		50 BPs						
▶ ELECTRONICS DATA								
Sensors:		-1/2 km						
Communications:		-1/10 km						
Fire Control:		0						
● PERKS & FLAWS DATA								
Name		Rating					Game Effect	
HEP: Desert		-					Filters	
HEP: Radiation		2					Screen	
HEP: Vacuum		-					Space protection	
Life Support		-					Limited	
2 x Manipulator Arm		6					Can punch	
Decreased Maneuver		1					Space Movement	
▶ OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
2	Laser Cutter	Forward	x6	Melee	0	0	Inf.	AP
1	Autocannon	Forward	x5	1	0	2	60	-
1	Grenade Launcher	Forward	x10	2	-1	0	5	AED, AI, IF

HG-43 SAND STALKER ◀

The Martian Free Republic's need for a new, more efficient exo-suit appeared in 2192, when the Federation started mass-producing the *Sabertooth*. Studying the known specs of the *Saber*, the Republic's engineers discovered that the design could be much improved upon. By using a new type of armor, composed of a sandwich of fiber-reinforced plastic, the projected weight of the suit was decreased substantially. Although it was lighter, the armor plating was actually more resistant and flexible than the one used on the *Saber*. The overall frame was also made lighter and smaller to allow operations in urban areas. Because of the suit's new dimensions, a more ergonomic layout was chosen, leading to a design made of curved plates and flexible composite cloth which was very comfortable and easy to use.

The *Sand Stalker* does not have any built-in life support system. The pilot must wear a standard pressure suit if the suit is to operate in hostile environments. This was a deliberate design choice — not only does it cut the cost down, but the pilot can now exit his machine at leisure should he need to enter a location where it would not fit. Powerful fan thrusters are placed in the backpack; a heavy dust screen protects the dual turbines from the desert dust. Because they require air to function, the suit cannot operate in vacuum; the *Sky Stalker* variant can, however, as it replaces the fans with liquid fuel engines.

The *Sand Stalker* entered service in the Republican army in late 2194, at the Chryse outpost. Since then, it has seen a lot of action, being part of virtually all of the Republic's military operations. A few have fallen in the hands of pirate bands over the years, but these are generally poorly armed and inadequately maintained.



2.35

VEHICLE DATA ▼

Threat Value:	350 (240,000 credits)							
Crew:	1 (2 Actions)							
Size:	5 (3800 kg)							
Armor:	10/20/30							
► MOVEMENT DATA								
Movement Mode	Combat Speed		Top Speed			Maneuver		
Walker	3 (18 kph)		6 (36 kph)			0		
Space	3 (0.3 g)		6 (0.6 g)			-1		
Deployment Range:							300 km	
Reaction Mass:							70 BPs	
► ELECTRONICS DATA								
Sensors:							-1/1 km	
Communications:							-1/10 km	
Fire Control:							0	
► PERKS & FLAWS DATA								
Name	Rating			Game Effect				
HEP: Desert	-			Filters				
Improved Off-Road	-			Walker movement				
2 x Manipulator Arm	5			Can punch				
Decreased Maneuver	1			Space Movement				
► OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	Gettling Gun	Forward	x3	1	0	4	200	-
1	Grenade Launcher	Forward	x8	2	-1	1	10	AED, AI, IF
X	Ares Rifle	Forward	x10	3	-1	0	5	AP, Heavy
► NOTES								
Sky Stalker variant: add HEP: Vacuum, Threat Value: 360								



end of section 2.35 hg-43 sand stalker

0134

SPACESHIP SHEET

► SECTION NAME:

COST:

CREW:

ACTIONS:

HULL SIZE:

DEFAULT SIZE:

STACKING SIZE:

INDV. LEMON DICE:

ARMOR:

LIGHT/HEAVY/OVERKILL:

MOVEMENT DATA:

DEPLOYMENT RANGE:

SENSORS:

COMMUNICATIONS:

FIRE CONTROL:

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► DRIVE SECTION

COST:

CREW:

ACTIONS:

HULL SIZE:

DEFAULT SIZE:

STACKING SIZE:

INDV. LEMON DICE:

ARMOR:

LIGHT/HEAVY/OVERKILL:

MOVEMENT MODE

COMBAT SPEED

TOP SPEED

MANEUVER

Deployment Range:

Reaction Mass:

SENSORS:

COMMUNICATIONS:

FIRE CONTROL:

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► SECTION NAME:

COST:

CREW:

ACTIONS:

HULL SIZE:

DEFAULT SIZE:

STACKING SIZE:

INDV. LEMON DICE:

ARMOR:

LIGHT/HEAVY/OVERKILL:

MOVEMENT DATA:

DEPLOYMENT RANGE:

SENSORS:

COMMUNICATIONS:

FIRE CONTROL:

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES



Figure 1 is a line graph showing the percentage of respondents who believe that the use of force is justified in various circumstances. The Y-axis represents the percentage of respondents (0 to 100). The X-axis represents the circumstances (0 to 100). The graph shows a general upward trend, with the percentage of respondents believing that the use of force is justified increasing from approximately 10% at 0 to approximately 90% at 100.

THREAT VALUE:
OFFENSIVE:
DEFENSIVE:
MISCELLANEOUS:
COST:
PRODUCTION TYPE:
INDV. LEMON DICE:

CREW:
ACTIONS:

SIZE:
DEFAULT SIZE:
STACKING SIZE:
ARMOR:
LIGHT DAMAGE:
HEAVY DAMAGE:
OVERKILL:

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
WALKER:			
SPACE:			
DEPLOYMENT RANGE:			
REACTION MASS:			

SENSORS:
COMMUNICATIONS:
FIRE CONTROL:

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0136



★ JOVIAN I

CHRONICLES

Quinn anxiously peered around the edge of the airlock, making sure no one was there to spot him. He pushed himself through the opening and coasted rapidly to the safety of a large stack of crates tethered to the wall. From his hiding place, he had a perfect view of the monstrous dock.

Small ships and numerous spacecraft were docked in the immense berth, their hulls shining in the light of the distant Sun. Quinn recognized the stubby shapes of the Nomad mining ships unloading their precious cargo of asteroid water. A little further away, maintenance robots were helping dockhands load containers of food and supplies aboard scout ships and Merchant Guild cargos. He could see M-pods and exo-suits moving about, their thrusters glowing like hundreds of fireflies as they went about their business between the larger vessels.

Quinn was so enraptured by the sight that he did not notice the two men coming toward him. They observed the kid for a while, noting how fascinated he was by the dance-like operations occurring before him. The technician and the pilot looked at each other and smiled, remembering similar covert expeditions in their own youth. The pilot winked and nodded, then flew back to his idling M-pod. Quinn jumped in surprise when he felt the technician's glove on his space-suited shoulder. His radio crackled to life.

"Hey kid. Wanna catch a ride?"

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