



Rocketship Empires 1936™



THE WORLD WAR II ERA SPACE OPERA

Core Campaign Book
by
Edward Kann

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What is in this book?

Rocketship Empires 1936 is a space opera campaign, written so that it may be easily adapted to most table top RPG systems.

This book represents the core material necessary for kicking off your own Rocketship Empires campaign.

The campaign kicks off in the year 1936 but source books, ship books, adventures and supplements forthcoming will span the entire course of the World War II era starting in 1936 through 1946.

Welcome to what I hope will become your next favorite science fiction campaign.

Edward M. Kann



Introduction

This is the first in what I hope will become an extended series of campaign books for the Rocketship Empires setting. Rocketship Empires is a sweeping space opera intended to be adopted into your favorite table top roleplaying game system. Truth be told, Rocketship Empires represents the author's favorite bits and pieces from various genres all forged together into one setting, allowing him (and now you) to enjoy them as a cohesive whole. Some of the genres Rocketship Empires includes are:

Pulp / Science Fiction
Dark and Gritty Science Fiction
Steampunk
Horror
Mecha
World War II
Mystery / Suspense

If you are a fan of space opera and also enjoy any of the genre's listed above chances are that you will enjoy Rocketship Empires.

Game System

I recommend that you play Rocketship Empires in a game system with an existing framework for handling firearms and vehicle combat. Having a system that can handle supernatural creatures, psi, occult abilities and horror elements will also be helpful but is not mandatory. Many of those elements a creative GM can improvise.

Mature Themes

Rocketship Empires contains mature themes and content only suitable for an adult audience or with adult supervision. These mature themes include violent combat, content associated with the 1930's era including references to the Third Reich, racism and other potentially controversial subjects. If you are under the age of eighteen it is best if you seek out a different campaign setting for now or have a responsible adult running the campaign to insure that the content is age appropriate. If there is any question, ask your parents.

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Thanks

Thanks to everyone who waited patiently or not so patiently for this series of books to be realized. A special thanks to the artists who had to wait for an especially long time. I am pleased to be back in the writer's chair after having to focus for so long on health and other important issues. A special thank you to the men and women in the WARBIRDS organization who provided me the opportunity to crawl around in, fly in and ask all sorts of fool questions about their beautiful birds.

Dedication

This book is dedicated to my wife Valerie. Thank you for sharing a day dreamers love of books and adventure stories.

The Rocketship world is dedicated to my boys Alexander and Sebastian in the hopes that they will see that you are never too old to write and create for the sheer joy of it.

STORYART



ROLEPLAYING GAMES
THAT TAKE NO PRISONERS



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Systems Check

In a systemless campaign book it may seem a bit strange to kick things off with a chapter dedicated to game mechanics. I felt that it was important to cover this topic first so that readers might make head and tails of weapons, equipment and starship descriptions presented later.

The primary reason for introducing a basic conversion structure and all of the starship information introduced in this book is to assist the game master. As mentioned previously this is a campaign setting and not a full blown rules set. As a GM reading this with a system already in mind your perspectives are going to vary greatly from reader to reader depending upon what you have available in the tool box of your system of choice.

Those of you who GM systems with a starship combat system already in play must understand that not every excellent game system includes rules for starship combat or starship construction. While I do not try to create a universal starship combat system I do try to create enough of a skeleton that someone could expand on say an existing set of modern vehicle or aircraft combat rules and use those same ideas for running their ship combat.

Finally the ship technology goes a long way to setting the mood and gritty flavor of the Rocketship universe. Rocketship should -not- have humans beaming down from their warp drive vessels in spiffy spandex uniforms. Humans in Rocketship should not be carrying around blasters or phasers or stunners or light sabers. They should have ball turrets in their ships that fire the equivalent of machine guns in space. They should have simple rocket weapons. Landing parties rumble out in their jeep with their Colt .45 strapped to their hip and a hack their way through alien jungles with a machete.

If I ever see a Rocketship landing party using a tricorder to scan for aliens I am going to be a little irked because that is not what Rocketship is meant to be. There are plenty of games with the hard science fiction look and feel of the popular movies. If you want buck rogers and ray guns go play those games. If you want warp drives and phasers or light sabers go play the other games. If you want knocking the teeth out of an alien with brass knuckles, covering the space bar with your Thompson, hunting dinosaur aliens with your elephant gun...welcome to Rocketship Empires.

My intention is to go a step beyond simply listing one pistol as a light pistol and another is a medium pistol while at

the same time remaining well outside of the scope of trying to mold Rocketship for a specific set of rules.

Writing Rocketship Empires as a systemless work was a decision based upon quite a bit of back and forth dialog with readers who all seemed keen to investigate their own Rocketship campaign but who likewise remained avid fans of a wide variety of game systems. Those of you who remember Rocketship Empires as a potential rpg product back in 2004 will hopefully be enthusiastic at the many hours of combined play, writing, rewriting and art poured into this system over the last three years. My apologies to those of you who were looking for the campaign setting back in 2004. Life has a funny way of rearing up its head from time to time amidst these labors of love but happily things have sorted themselves out. I am pleased that in the end we find ourselves with a line of Rocketship Empires campaign books ready to publish in 2008.

With the right game system, much of what is covered here will be simple enough to plug into existing frameworks for weapon damage and combat rules. Many of the 30's era firearms have been written up in a half dozen other game systems. I see this as a good thing. Why redesign 1930's weapons yet again when they have already been covered so completely and so well by other authors?

In some cases a GM will need to invest a bit of time on the front end in plugging in final damage or equipment stats for the items covered. I have included empty boxes for GMs to write in the appropriate stats for items in their favorite game system. In the same way, Rocketship Empires modules will include most of the descriptions, equipment lists and tactics of NPC characters but will also include a spot where GMs can pencil in the attributes, skills and other stats should they desire to do so.

The most important advice I can give to those of you planning to run Rocketship Empires is that the rules should not get in the way of the story. Nor should they shackle you to hours of preparation prior to play. A quick reference and starship builder's guide is included at the end of this book to speed up your own original starship designs.

Writing Style

I write to readers directly in this book as though we were hashing it out over a few beers. That is the style I write in. Just warning you because this sometimes grates on the nerves of those who want to approach all game books as though they were required to be "in character" at all times.

Screw that nonsense. This is a manual to help game directors and players figure out how to play in his campaign setting. Sometimes I write "in character" and sometimes I break character to give examples. You have been warned.



Directors, Actors and Campaign Styles

First let us define a few terms found in Rocketship Empires 1936 so that they make sense to you as a reader.

Directors

In Rocketship I refer to the GM as the Director. Game Mastering can sometimes devolve into what I feel is an unenviable post as referee at a sporting competition. Successful and compelling storytelling is much more than mere rules lawyering or monitoring. Game Masters are referred to as Directors as they should have more in common with a film Director than a referee at a sporting competition.

Actors

Player characters in this series of books are referred to as Actors. This is to encourage the cinematic frame of mind in which the campaign was written. This is not to say that every campaign need be heavily cinematic and in point of fact my own version of Rocketship Empires is fairly gritty and dark, only a few steps off from a realistic style of play.

In general there are two types of campaigns which Directors are most likely to be drawn towards in running Rocketship Empires. I call these two styles of campaign Saturday Matinée Cinematic and Tubepunk. Both styles are perfectly appropriate for Rocketship and I have run adventures with different player groups using both with equal enjoyment.

Saturday Matinée Cinematic

Characters in a Saturday Matinée Cinematic campaign have access to a pool of hero points or some other game mechanic to allow them to dodge hail storm after hail storm of bullets or at the very least to take a handful of hits and still keep going. To assist with this the Director might consider weakening the damage of the weapons (a technique also known as nerfing) as they adopt them into their campaign unless the weapons have already been written up with that style of campaign in mind.

In a Saturday Matinée campaign the Director may wish to stat medium class weapons so that they inflict between four to six hits before a character is knocked out of combat. The more severe Tubepunk style campaign may require only two to three hits from the same weapon before a character is knocked out of combat. When I describe average damage hits I am describing the average damage roll for the weapon. If a weapon inflicts 1d6 damage per hit then the average damage for that weapon would be 3.5 points. If the average actor can take ten points of damage before being knocked out of combat then 1d6 points of damage would be perfectly reasonable for a medium class weapon in a Tubepunk campaign. The same weapon in a Saturday Matinée campaign might be nerfed down to 1d4 points of damage. When it comes right down to it players will be unlikely to at-



tempt the over the top, two fisted action moves indicative of the pulp genre if they are worried that their character is going to be dropped with one or two bullets from a low ranking thug. The game system you adopt must have some mechanic in place to protect the actors by using hero points or the damage from weapons must be appropriately weakened if your intention is the pulpy flavor of the Saturday Matinée style.

Tubepunk

Tubepunk is the baseline style for the material presented in Rocketship Empires 1936. Like steampunk and cyberpunk before it the word tubepunk reflects the technology of the 1930's era (vacuum tube) tweaked and molded into the vehicles and gear of Rocketship Empires.

Tubepunk is one or two steps away from a gritty realistic campaign. Characters can be a bit heroic but still face a quick and brutal end should things go wrong. In Rocketship Empires 1936 the horror element can make things go terribly and horribly wrong with a sweet, vengeance. One bullet might not put your character out of action in a tubepunk game but two probably will, three hits will almost certainly spell curtains for an actor.

Tubepunk helps to bring out the darkness and danger of the horror elements written into Rocketship Empires. Since actors face a greater risk of damage and death, players will tend to be more cautious, engage in more careful plotting and planning and operate with a bit of a survivalist flare that helps bring out the intended flavor of the campaign. While I will be presenting most of the stats and material in Rocketship Empires in the tubepunk flavor that is not to say that the more pulp / cinematic approach can not be enjoyed.



Rocketship makes for a fantastic pulp serial. Directors are encouraged to review the setting and adventures and to play them in the style most enjoyable to them and their players.

The Horror Element

Rocketship Empires 1936 contains a strong under current of sci-fi horror. How far the Director wishes to delve into psi and the occult, the appearance of twisted mutant zombie super soldiers and the horror that exists in jump space is up to him or her. Saturday Matinée campaigns may not want to delve into this territory and may prefer instead to run the campaign absent any of the horror material. The game makes a fine pure space opera without the added horror genre feel but it is something that I enjoy and including it is certainly more true to form for how the setting was meant to be presented.

COMBAT

Every conceivable type of damage to which a character can be exposed is rated in these books on a simple three tier scale. Actor vs Actor combat represents the base tier of damage. This covers actors using weapons to stab, pummel, shoot or otherwise make life difficult for one another. The next tier of combat is vehicle combat. Vehicle combat covers automobiles, armored cars, hovercraft, aircraft, surface ships, tanks and mecha. Where actor damage is rated by how much damage it takes to take down a player character vehicle damage is rated by how much damage it takes to destroy a vehicle. The top tier of damage is the starship tier and as you may have already guessed it covers how much damage is required to blow a starship into a cloud of space debris.

Overview of the all important Damage Table

Tracy is directing her story using a system where the average actor can take about fourteen points of damage before being knocked unconscious. Tracy has decided that for her purposes a character that is knocked out is incapacitated. Using the three tier damage system Tracy works out a rough outline for damage in her game presented in table 1.1. Keep in mind that medium damage may reflect a type of weapon or it may reflect an environmental threat such as radiation or exposure to vacuum. The final dice value is up to the director to define and specific weapons may fall slightly above or below the listed damage dice. One medium weapon might inflict 1d6-1 damage while another may inflict 1d6 and another 1d6+1. Tracy's table provides a good spread that covers all of the bases and is meant to provide guidance when plugging in stats for specific weapons.

Why do we present this example here? If you want to customize weapons and threats to fit your Rocketship campaign creating this simple table is critical. After you have the table setup you will know the dice damage for every moder-

ate, heavy or very heavy damage weapon or attack in the game.

Core Damage Table 1.1

Type	Character	Scale	Vehicle	Scale	Starship
Moderate	1d6	Up x5	1d6	Up x5	1d6
Heavy	1d8		1d8		1d8
Very Heavy	1d10		1d10		1d10
Shred	3d10	Down x.2	3d10	Down x.2	3d10
Atomize	10d10		10d10		10d10

Light Damage

Stubbing your toe or banging your head while ducking through a pressure door is very light damage or light damage. Sure it hurts. Sure it might require you to go to the medical bay for a couple of stitches but it is nothing on the order of having someone push you out an airlock or blast you in the face with a Thompson submachine gun. Including very light or light damage lethal weapons in a game system is rather misleading. It implies that since these are silly old light weapons your character rather doesn't mind getting shot, stabbed or clubbed with them. While that is all well and good for a super hero roleplaying game it is not appropriate for Rocketship Empires and is particularly off target for tube-punk. Weapons are meant to kill or badly injure their target. Even a deckhand picking up a spanner is not going to use it to tickle the actor into submission. This is why weapons and the table begin with a rating of moderate.

In Rocketship your characters don't want to get shot or stabbed and with good reason. All it takes is a lucky critical and bingo, your favorite blockade runner's brains are now spattered all up and down the ship gangway and who wants that? Certainly not your character. The core damage table is our little way of communicating to both directors and players that combat in Rocketship should hold players by the seat of the pants and never become a yawn factory.

Do you want to include light damage in your game? That is easy. Light damage can easily be simulated by inflicting a point or two of damage on the target. Did an actor fall off of a stack of crates in the loading bay? Take a point of damage. Did the Martian Enforcer's slam your hand in the door of your locker to get your attention? Take a point of damage. While combat and facing down the supernatural should present a certain atmosphere of danger at the same time I want to discourage play where a simple fumble on a climb roll results in character death. So you failed your roll. Take a point of light damage and keep the adventure moving. Let the actors at least go down with guns blazing or fists swinging doing something exciting.

Character Incapacitation



An Imperial Japanese Cruiser lines up for its star dive.

Ship gravity drives require the massive gravity well generated by a star in order to slingshot a starship into jump space.

How you define this is really up to the director. For some directors having an actor incapacitated only occurs when the player character is dead, dead. For others an actor may be counted as incapacitated when they are knocked unconscious or when they may be barely conscious but have such massive penalties on their actions as to be fairly useless in a fight. If you are looking for my recommendation I would recommend having actors incapacitated when they reach zero health or life points but remaining barely conscious. This way actors can still sputter out their last orders to their comrades, plead for mercy or crawl across the starship corridor to attempt to hit the self destruction button on the engines. They may be out of most of the combat but why remove them from the story? When an actor is completely and utterly unconscious that is when the game can enter yawnsville for a player. Keep the actors awake a bit longer and the players get to enjoy themselves as well. I place a hefty penalty on character actions starting at zero life points and increase this gradually as the character bleeds out.

Characters begin bleeding to death in my games when they hit zero health. A nice long fully conscious, lingering and bloody death is perfectly tubepunk and also gives the actor's comrades plenty of time to try and save them. I try to allow actors at least ten points negative before falling unconscious and soon after expiring. Your own game system will likely have its own mechanics covering this inevitability. Adapt them or not as you see fit.

Medium Damage

As I mentioned previously it takes approximately three to three hits rolling average damage rolls for a medium damage weapon to incapacitate a character. Most pistols and light small arms will fall into this category as will many single handed melee weapons. This is not to say that you need to redo the stats for all of the weapons you already have in your rules of choice. Far from it. Go with the existing stats for weapons and just keep in mind where they fall in the table. A short sword will fall into the range of a medium damage weapon while a claymore might be better defined as a heavy damage weapon. There is no need to reinvent the wheel or re-stat your game system's existing weapons.

Heavy Damage

A heavy damage weapon will likely incapacitate a character in two average damage rolls. Many rifles and shotguns will fall into this damage classification along with most two handed melee weapons. Some high caliber "hand cannon" pistols may also fall into this classification.

Very Heavy Damage

A very heavy damage weapon will incapacitate a character in one or two average damage rolls. High power rifles, most grenades and other non-vehicle mounted weapons such as tripod mounted machine guns and the like will fall into this classification. Almost no melee weapons will fall



into this classification with the exception of a few powered alien weapons covered in other source books. Keep in mind that a very heavy damage weapon that rolls maximum damage on a single attack is very likely to incapacitate the majority of characters.

Shred

Did I mention that Rocketship Empires has a strong horror element? The shred damage classification is usually reserved for environmental threats or attacks by alien or supernatural creatures so vicious as to reduce an average character to hamburger with a single attack. It can also represent the upper end of starship weapon systems. A capital ship's 14" guns will inflict SHRED damage against starfighters and other small classes of starship, turning a perfectly shiny starfighter into so much shredded metal.

Atomize

A single average damage roll from an attack of this classification is capable of reducing its intended target to a fine mist. How much damage do you roll if your character nudges the thrust control on his starship while that Nazi agent is poking around behind his starship's engines? How many dice do you have? A target hit with an attack of this damage classification is toast. How often should a game master apply this sort of gross overkill against player characters? Almost never. Almost. The key to shred and atomize damage is simply that they exist. For the game master it is a bit like having nuclear weapons capability. You do not need to push the button to produce the desired effect and the desired game effect for a talented director is not necessarily blasting an actor into infinity. As a plot device having some alien threat aboard a vessel that does shred damage provides that required "oh..my..god" and wide eyes from the players to set the mood and get the roleplaying headed in the right direction.

Damage Between Tiers

In the damage table actor damage that is used against vehicles faces a x.20 modifier. In practical terms this translates into a player character weapon inflicting one fifth of the listed damage when employed against a vehicle such as a truck, hovercraft, tank or mecha or in even simpler terms, when all the rounding up and down is done five points of actor damage will inflict one point of vehicle damage. That does not mean that player character weapons do not have a capacity for destroying a vehicle. A very heavy weapon rolling 10 points of damage would inflict two points of vehicle scale damage. Damage that falls below one point of vehicle damage merely bounce off a vehicle. A character throwing a rock at a car that rolls three points of character damage falls below the five point threshold required to inflict a single point of damage and while the rock might leave a small dent and scratch the paint or crack a windshield it does no significant damage towards the destruction of the vehicle.

The damage scale is built with some intentional overlap. A vehicle mounted machine gun might be defined either as a very heavy vehicle weapon or as a shred class character weapon. In my game I use this overlap to fine tune damage types between similar weapons with different historical performances or applications. A particularly nasty American built weapon may find itself classified on the vehicle chart while a different machine gun of Italian manufacturer may find itself on the upper end of the actor chart. In your own campaign you certainly do not need to concern yourself with that level of detail but the potential is there for directors who, like me, get a certain twisted sense of satisfaction about such small points.

At the same time a vehicle scale weapon used against a character will have its damage dice multiplied by five. Thus a medium damage vehicle weapon that usually inflicts 1d6 damage against a target vehicle will inflict 5d6 damage against a character. Damage multipliers add (they do not multiply) and stack when passing up and down the damage tiers. A medium damage starship weapon that inflicts 1d6 damage against a target starship would inflict 5d6 damage against a vehicle and 10d6 against a character. While some mecha and armored vehicles, tanks and the like may be able to withstand a hit or two from the weakest starship weapon they will not stand up against such punishment for very long. Characters have almost no chance of survival against a starship weapon. A single hit generally translates to instant actor splatter.

Starships

Capital Ships

The starship weapon damage scale provided on the table works exceptionally well for snubfighters, starfighters and starships up through freighters and small pocket destroyers. Weapons beyond that scale could enter an entirely different scale of damage both in ship armor, damage points and the destructive power of its weapons. One easy way around this problem of scale is to simply go with mounting a larger quantity of shred and atomize class guns and rocket platforms onto cruisers, battleships and carriers. Given the choice of introducing a fourth tier of weapons and equipment capable of atomizing a battle cruiser or destroying a planet I opted to use a greater quantity of the existing starship weapons and keep the tables at three tiers. Keeping the starship weapons to a single tier is handy and it creates vessels bristling with turrets and big guns that look more like the surface vessels of the World War II era and that suits the Rocketship setting very well.

Just keep in mind that a destroyer is not going to be blown into bits after being struck four or five times by a medium class starship weapon like a starfighter. Common sense more than anything else is a good guide to directors



in designing vessels that perform correctly in combat. My focus in putting together the ships in this book has been on vessels most likely to include the characters as commander and crew, thus the emphasis on the lighter classifications of starship.

Armor

Another major factor in any game system is armor both for actors and for the vehicles and starships they use. When it comes to armor I will be recommending armor values based upon the example damage table 1.1. I will also introduce how vehicle and starship armor works in my own campaign so you have a look at my own ideas on the subject. Again you could just as easily go with whatever armor rules you find in your existing game system or create some mixture of the two. Starship armor is covered in chapter seven and the concepts used there should be applied directly to vehicle and actor armor.

Equipment

Equipment tends to be an easy thing to approach in a systemless campaign book. I can write up the range, general modifiers in comparison to other similar types of equipment and purchase price and this sort of gear is ready to go with almost no work required on the part of the director.

Starship Construction

I suggest a simple systemless starship construction in chapter seven. I like to think of it as a sort of building block / plug and play approach to starship construction and design. Ships are divided into different classifications based around their general size, intent and characteristics. Each class of ship has a certain number of slots available for engines, armor, weapons and equipment. Ship equipment requires a

certain number of slots for installation. In addition I introduce a location component into this approach where a ship has a certain number of engineering slots, cockpit or bridge slots, internal slots and the like. This narrows down what can be installed into ships a bit more in order to encourage things to look and operate like Rocketship Empires starships ought to look and operate.

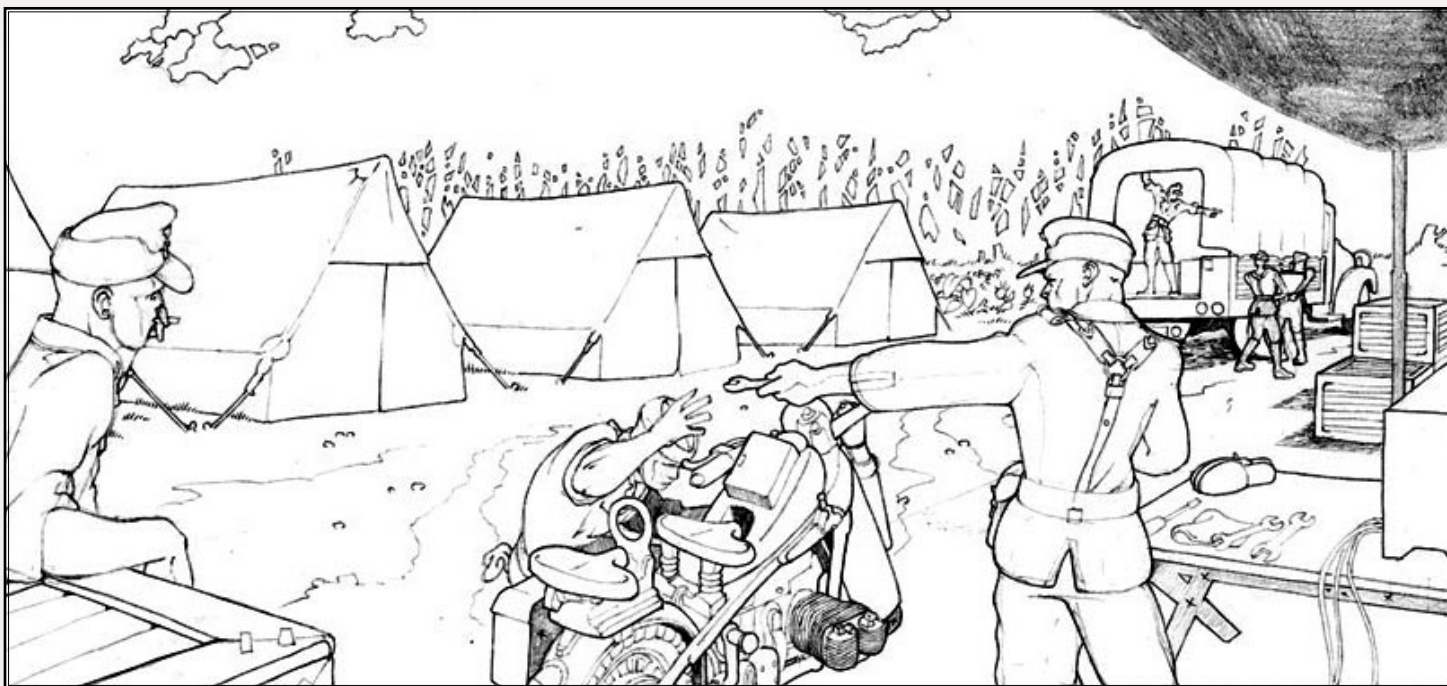
Creating Actors

Character creation is covered in brief in chapter four of this volume. It should be stated here that the primary storyline presented in Rocketship Empires 1936 is viewed through the eyes of human characters.

Offering alien player characters into the mix is always an option but as the author of this series I strongly discourage taking that step. Alien player characters immediately create a bridge for human player characters with the societies of the aliens surrounding them. I believe that the campaign and stories are much more interesting when alien cultures and intentions are largely a mystery, most especially at the beginning of a campaign.

The Ubermen

In Rocketship humans are not the standard science fiction humans we are familiar with from a thousand different works of science fiction. In this setting humans are widely regarded as the most physically and socially dangerous intelligent creatures one might encounter in the surrounding region of known space. Only our long exile and our banishment from our previous technology, psi abilities and so forth have brought us to our current position as the mercenaries for hire of the Martian Hegemony.





In many science fiction settings and in many fantasy works humans are shorter lived, weaker, slower and less capable than most other races. In Rocketship this scenario is mixed. Other alien races seem to be more consistent in their physical traits. Humans who work to achieve something close to their physical potential are on the whole stronger, faster and tougher and capable of a greater capacity for violence than ninety percent of the alien races in surrounding space. In short, humans are tough and the aliens out there are not at all pleased to see us released from our imprisonment on planet Earth.

Weird Tales

Rocketship Empires is a campaign filled with the activity of the supernatural, alien and paranormal. Occultists pour over forbidden alien texts to summon forth twisted creatures from outside our own dimension. Nazi super soldier experiments backfire and create a plague of nanotech zombies. Allied experiments gone wrong introduce a secret plague of vampires into the colonies. Despite the apparent toughness of the human race in this brave new world something dark and terrible lurks just around every corner.

Little should be taken at face value and the actors must remain on their guard even when things seem to be fairly normal. The Hegemony is aloof and unwilling to share many details human characters might consider necessary or essential for success in entering a new region. Other alien races are nearly impossible to communicate with, possess bizarre traditions and almost all of them are hostile to humans on general principle.

Jump space represents a terrifying potential as an accidental gateway into some alternate reality inhabited by ghosts, spectres and other forms of shocking and hostile undead. Travel between star systems has become both a risky venture from a technical standpoint and a religious point of view. Priests, Muslim clerics, rabbi and agents of the Order of the Golden Dawn are routinely employed to shield a vessel, warding it from what exists in the deep black between the stars.

Does every ship entering jump encounter a problem? No. That would make things more predictable and easier in some ways to contend with. Usually nothing strange occurs but sometimes vessels seem to punch through in just the right way and enter some other horrifying state of reality where all aboard must battle for their very sanity and survival.

Rocketship is gritty and grim. Mankind stands at the edge of the abyss of an intergalactic war and is confronted with our own violent past as we forge our colonies in the nationalized corridors.

Gear

Rocketship introduces a concept of four broad types of technology characters come into contact with during the course of their adventures. The first type of technology is human gear. Human gear is anything one might find on the store shelves or in the hands of humans on Earth during the 1930's with or without the arrival of the Hegemony. This is strictly human technology and we continue to adapt it for our use during our adventures in space.

Hybrid gear is technology such as starship controls, engines, weapons, communications devices and the like with Martian technology at its core but with familiar human controls. Cockpits on human starships look nearly identical to the cockpits of human aircraft or the bridges of familiar human surface going vessels back home. Sensors operate with a radar style interface. There are few computers as we have come to know them anywhere on board a human starship in 1936 as those devices are not especially familiar with human technicians. Computers would require quite a bit of additional training in order for them to be proficient in operating such systems.

Martian gear is the largely biomechanoid technology of the Hegemony. Most of it remains far beyond our understanding. A few of our most brilliant scientists through long years of work within the Martian ecologies have some limited understanding of its workings.

Xeno gear covers any alien technology that is beyond the understanding of our Hegemony allies. This is equipment, ship technology, weapons and the like which were constructed by alien civilizations either current or long dead with which humans have little to no exposure or understanding.

Build Your Own Damage Table...

After reviewing the guidelines presented in this chapter and the weapons, starship equipment and setting materials in this campaign guide it will be time to construct your own damage table. Whether your existing game system has the weapons presented in these books already created you will probably find constructing the table useful as a guide for those few items you still need to write up. In addition your game system may have no provision for weapons or environmental threats in the shred and atomize category. While you may not use them often it is handy to have them defined for a reference.

I recommend that game director's always invest a little extra time working out the charts before launching into writing their adventures. I know this sounds like an unnecessary step but please believe me when I tell you that this will probably save you hours of work on the back end.

Chapter Two: Hegemony

Campaign Scale Map

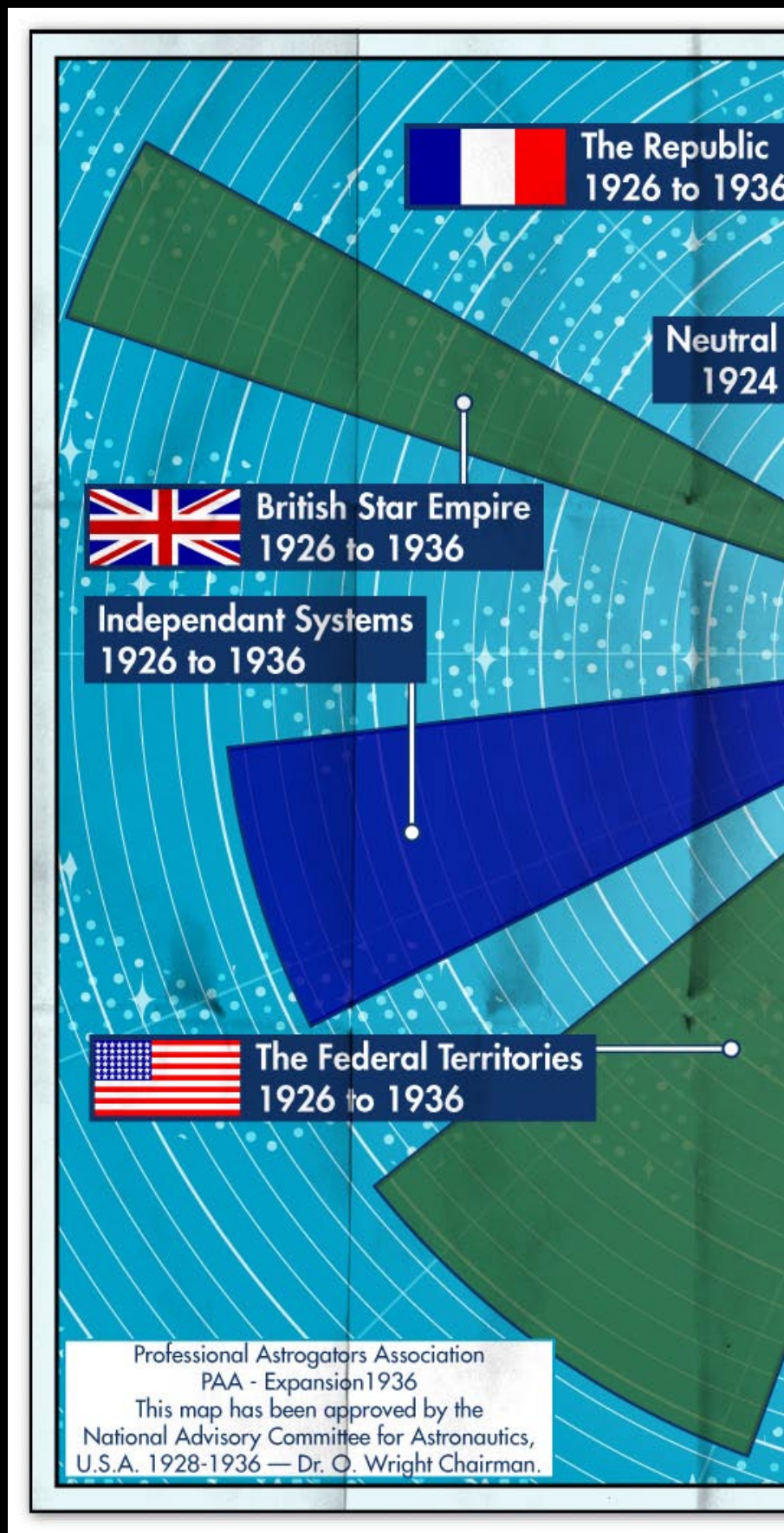
Featured to the right is the campaign scale map for Rocketship Empires 1936. This map shows the current extent of mankind's exploration into space.

At the center of this map are the Core systems; the ten closest star systems to planet Earth. Further out are the Neutral Systems which are also known as the League of Nation's Charter colonies.

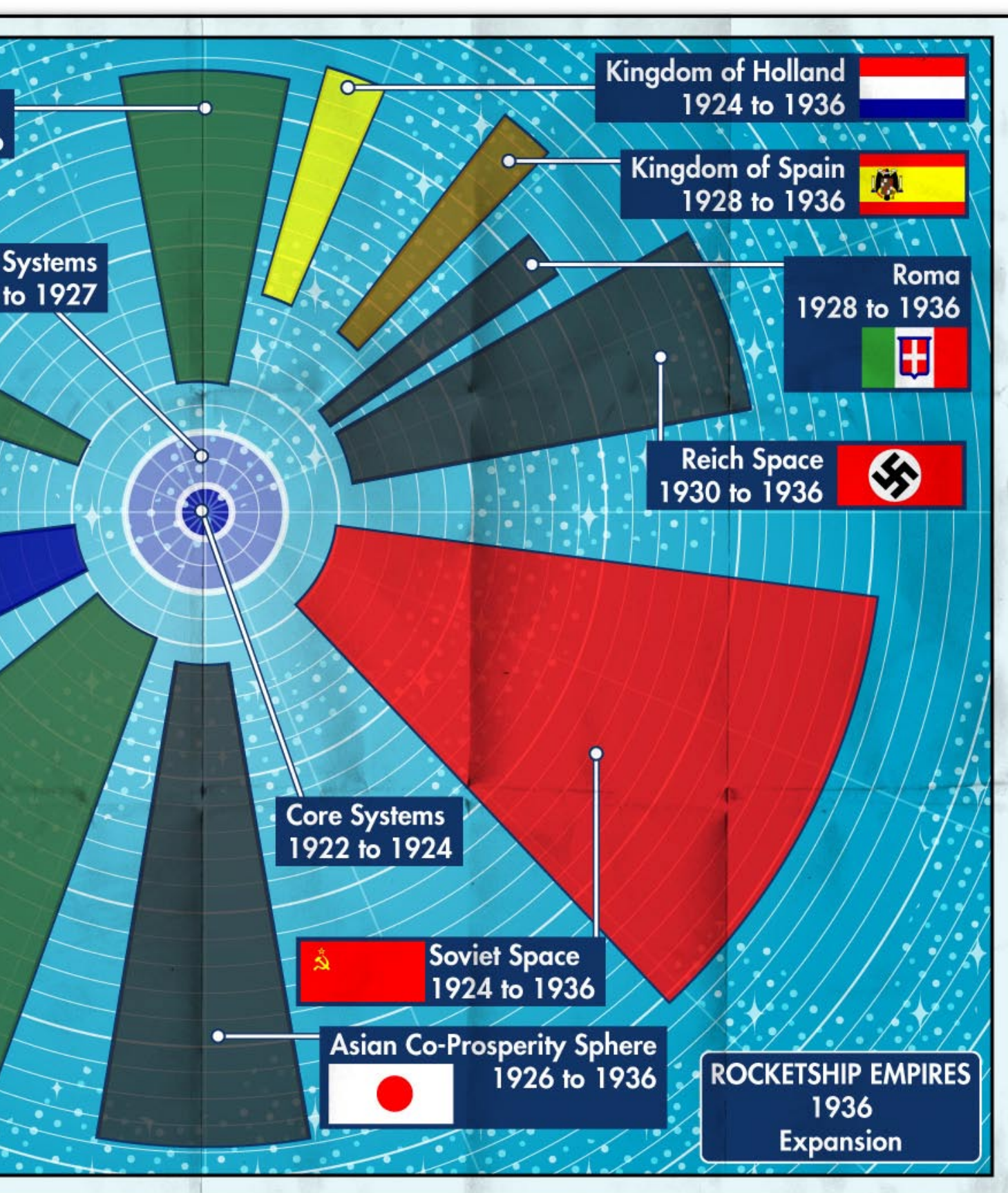
League charter colonies operate under the direction of the League of Nations with a League member (Britain, France, Spain, etc...) acting as a colony sponsor. Under the revised articles of the Treaty of Versailles and the Hegemony Accord issued in 1928 the authority of the League of Nations ends approximately twenty five light years from the Sol system. Beyond the border of League space are the vast reaches where the nationalized corridors were established in 1926.

As a systemless campaign setting the exact scale of this map is left up to the game director. In my own campaign, each ring on the map represents a distance of roughly ten light years.

Plenty of space is left between each of the nationalized corridors where hundreds of still unexplored star systems remain. Human expansion has been swift but piece meal with many world's left unexplored as the Hegemony encourages our expansion outwards towards the borders of their Empire.



Rocketship Empires 1936





2

The Hegemony

*Out of the dark they came.
Driven by madness, inspired to war against every race.
None are secure from the burning fire of their wrath.
Neither male, nor female, nor childling.
To all they serve an equal portion of their hatred.
Dream terrors out of the starry night.
Bringers of hate, plague and suffering.
Thus came the humans to the stars of our home.*

The Ovida Galata of the Purvyans
Ancient Pre-Hegemony Text
Circa 9318 BC - Earth Standard Calendar

Here's your first lesson reuben and all of it is on the level. Mankind was in space millennia before the Hegemony introduced itself. We once dominated the surrounding galaxy until the aliens we'd enslaved rose up and gave us the bum's rush.

Humans are the boogie men in the holy books of eight out of the ten major galactic religions. The holy war unleashed to remove us from power slaughtered hundreds of billions. In the end the few of us who survived were banished here, to planet Earth. Here we've been doing time so long for our crimes that our descendants have come to think of this galactic slammer as home. It was a crime against intergalactic law to land on planet Earth much less speak to the human inmates.

When we were sent into exile the Martians were little more than a rabble living off of dust rats on the surface of Mars. None of the great powers of that ancient era asked them their leave before dumping humans onto the third world in their star system. Decades passed into centuries and centuries passed into millennia and wouldn't you just know that those same Martians rose up and replaced most of the big players in surrounding space. They carved themselves out an empire of their own known as the Hegemony.

By the 20th century the Hegemony has been around a long, time and the Martians have experienced their own cycle of waxing and waning. Now its the Hegemony which is slipping into a slow decline. It was the war that brought them looking for us on Earth. No not our war, the First World War which you might even remember back when you were just a kid. No this was a Martian war. Somewhere on their vast borders they have been fighting and losing. Faced with the slow but inevitable extermination of his entire race, the Martian Emperor told the rest of the aliens in our corner of the galaxy to go mind their own potatoes and came calling on humanity for help.

The Martians arrived in 1919 right on the heels of the first world war. While most of us were singing about how we'd never fight again and turn swords into plowshares the offer of a new home in space put the notions of the peace movement behind us in short order. The arrangement was simple. The Martians had the technical knowledge, the resources and plenty of abandoned habitable worlds for humans to occupy. What they lacked were sheer numbers and a certain level of cold calculated mean streak to turn the tide of war in their favor.

In exchange we agreed to put the pursuit of warfare on Earth and in the Sol system behind us and instead pursue a career as the mercenary pretty boys of the Hegemony. The Hegemony didn't want humans rushing into any further wars against one another on the human home world. It was bad business, after all, to allow their future partners to kill one another off before they served any useful purpose. Humans were, after all, said to be the most vicious, ruthless and dangerous species to enter this part of the galaxy in known history. Pretty big boots to fill but so far we seem to be holding our own. Humans certainly are numerous when compared to many other alien races and we have no lack of mean streak that is certain.

Its been nearly twenty years since the first humans returned to space. I'm not saying the road has been easy. Its been the school of hard knocks for all of us out here on the bullet end of rocketeering. We've come a long way but we still have great things to achieve ahead of us.

Provided we don't kill one another in the process.

Regarding Martians

The Hegemony

The planet Mars is the center of an intergalactic empire known as The Hegemony which has existed for the last six thousand years. The outward expansion of the Hegemony came to a close around two thousand years ago when the old Martian war cults were replaced by the Temple of Science. For fifteen hundred years the Martians enjoyed a golden age out of which arose the vastly powerful bio-mechanoid technology which provides them with technical superiority over all other space faring civilizations in the surrounding region of space. In Earth terms the Hegemony began carving out their galactic empire right around the time of the very first glimmering of human civilization in ancient Sumeria. By the time of the height of the Roman Empire the Hegemony had already achieved the limit of its expansion and had begun a very slow but steady period of decline.

Martian society continues to rattle forward despite its many short comings. Culturally, Martian society continues to be based on an caste system which has been in place for



millennia. At the center of this system are the Martian Septs whose origins extend back deep into the age of the cults of war. The Martian cults of war predate our own notions about the beginnings of human civilization so much that they seem primordial from our point of view. Today the Septs function like a conglomeration of noble house and 20th century political party. Each Sept controls its own private colonies and military and at the same time shares joint responsibility and loyalty to the Emperor. The Emperor and the Imperial Household have exercised a loose executive and judicial privilege over the most important decisions to be faced by the Empire throughout its long history. Martians largely divide their history into epochs based upon the dynasty holding power over the Imperial throne. While there have been periods of bloody civil war and power struggles over control of the throne the current dynasty can count its reign back nearly twelve hundred years.

Cloning

A Martian's profession is primarily mandated for them by the genetics and position of their parent. Within Martian society each individual has only one parent who is a genetic master of a cloned offspring. A Martian clone is activated upon the death of their parent so they never personally meet or come to know one another.

The maintenance of the Martian genome and the

development of offspring is the mandate of the priests of the Martian Temple of Science. When a clone is born they are granted the name of their parent. One of the unusual teachings of the Temple of Science is that the process of cloning provides a sort of virtual immortality to an identity.

Example

While hundreds if not thousands of Martians named Paxt of Pictaxi may be born and die over thousands of years there will always be, and according to Temple of Science doctrine always must be a Paxt of Pictaxi living in the Hegemony.

With the exception of those who take the name of a Martian noble caste member and who are raised in the crèche of a Sept to be groomed for leadership, all other Martians are raised in a collective fashion free of Sept allegiances, politics or specific work responsibilities. Despite communal childhoods where friendships can be forged across caste borders every Martian must face the inevitable position carved out for them in their own society which, under Martian law, is predetermined by the color of their skin and the identity of their parent.

Gold Martians

The rarest breed are the gold Martians. Gold is the color of the Imperial house. It is, in point of fact, an artificial coloration introduced through genetic manipulation by the Temple of Science more than twelve hundred years ago under Imperial order. With a race based class system so firmly entrenched in Martian society the then Emperor Fayootaktal forced the breeding of a golden skin pattern into his own familial line to discourage future shifts in power favoring the rise of other dynasties.

Red Martians

Red is the skin tone of the nobility. Nobles are separated early for training as leaders and to secure them from threats and attacks by rivals. Conflict and competition between the Septs is fierce. Duels, bloody feuds, political maneuvers meant to discredit and destroy, military coups of rival colony worlds, assassination, poisoning and a thousand different dangers await those whose fate it is to rise to a position of noble power within a Sept. While the Temple of Science has largely replaced the old ways of the cult of war for the bulk of the Martian population the old gods are still very much a part of the day to day life of the nobles.

Green Martians

Green is the skin tone of the mass of the Martian population. Commoners can hold any position from techni-



cian to artist to soldier depending upon their personal tastes and talents. Certainly there remains a strong tendency for a clone to follow in the footsteps of their ancestors but this is not always the case and there is no specific pressure for a Green Martian to become say a soldier over a technician or even a diplomat. While birth predestines a Red Martian for a particular Sept the decision of joining one Sept or another is closer to the decision to join a political party for the Greens. Not every commoner joins a Sept although living without the support of a Sept is much more difficult and severely limits an individual's ability to rise far into the ranks in any career within the Hegemony.

Within the Hegemony personal skill is important but the sponsorship of a powerful Red is even more important. Joining a Sept and obtaining a sponsor is a bit like swearing fealty. Once the act is accomplished there are serious social repercussions for backing out on the relationship. By the age of twenty the vast majority of the Greens have aligned themselves with a Sept and have sworn their oath to a noble sponsor. With that sticking point cleared up their ability to rise in society is largely determined by their personal skill and a certain amount of social positioning and luck.

From the perspective of the Greens, the violence inherent in high political office is limited to those who choose to pursue a career in the military or in a security detachment for a particular noble. For the vast majority of the Greens such incidents are more the subject of evening news broadcasts rather than direct personal experience. While they may be indirectly affected by such events they are rarely touched by them on a personal level and this remains an important and intrinsic part of Hegemony society. As wild and dangerous as political life for a Red may become it is always in exceptionally poor form to allow that violence to spill over into the surrounding community or to effect innocent bystanders through needless collateral damage.

Martian Priest of the Temple of Science extends the sign of greeting to a human scientist.

Note: In fact this is a sign generally used to ward off evil in many ways similar to Earth notions of warding off the evil eye.



Martian vs. Human Physiology

Martians are similar to humans physically although they tend to fall just a bit short of maximum human potential in all areas with the exception of intellectual capacity. Martians are clearly as bright as a human and can be just as deceptive which turns out to be an interesting exception to the rule among the width and breadth of other alien races in our region of space.

Martian breeding insures that on average they are slightly stronger, faster and tougher than the baseline average human but they fall short of maximum human potential for strength, speed and endurance. This has nothing to do with the primary nature of their planet of origin and is more a product of their alien biology in comparison to human biology as a whole. For example. On a scale of one to ten a Martian may score an average of a six or seven in physical attributes but this represents a higher overall limit for them as a race. Individual humans may develop their physical skills to reach a ten out of ten but many humans fail to reach anything close to their true potential. An average human may rate a four or five and a desk jockey may score a low of two or three and appear shamefully weak by Martian standards.

Martians are relatively long lived by the standards of most intelligent alien races. Martian males have a life expectancy of between thirty eight and forty five years of age. Martian females possess a slightly shorter life cycle. By human standards the Martian life cycle is brief, nearly half that of a human and that is one of the surprising truths which humans have had to wrestle with in their return to space. If there were to be an ancient and long lived race similar to the elves of fantasy fiction in Rocketship Empires it would not be the Hegemony or any of the other alien races in the galaxy. It would be the human race.

The Hegemony and Aliens

Humans now know of at least four other intelligent alien races which currently dwell under the umbrella of the Hegemony. These are aliens who are star faring in their own right but who have either been conquered or absorbed by the Hegemony over the long course of its expansion.

The Hegemony allows each of these alien races to maintain their own governments, colony worlds and cultures. Military forces and especially starship fleets of these other races are carefully monitored and kept in compliance with long established limits. Subject aliens have no political rights or voice in the Hegemony as a whole. They are allowed to rule and operate their existing worlds without interference and are encouraged to settle new territories beyond the edge of the current Hegemony territory when they wish to expand.



Red Martian of the Fahz Sept. Noble Households are identified by the raised pattern covering a Martian's face.

The pattern is generally assumed by most humans to be natural but in fact it is produced through a ritual which leaves these permanent patterns or war marks as they are known.

Every few solar years the Hegemony receives tribute from each of the alien races within its territory. The tribute does not appear to be a vast hardship for any of the alien races although the subject can become a point of contention for some individuals.

There may have been a time in the distant past where these subject races rebelled or refused to pay their tribute but those days are long past, at least for now. Whatever brutal steps were taken to insure tribute was paid during the age of the cults of war seem to have made a lasting impression.

The Hegemony War

Throughout our introduction into space it has become clear that humans were recruited by the Hegemony in order to respond to a rising threat somewhere near the current border of Hegemony space. The specific details of the Hegemony war on the frontier remain sketchy and the border remains a hundred light years beyond the current extent of human expansion. The war is presently being fought by the Martians themselves along with mercenaries recruited from their subject races. While it is clear that things are not going particularly well there seems to be no immediate danger of a collapse of the front or of the Hegemony war falling into the laps of humans at least for a few more years. It was clear from the onset of Hegemony talks with human governments that their primary reason for contacting us was to seek out allies for their war.

The Emperor has been clear from the beginning that



his preference would be a twenty year ramp up prior to direct human involvement in the conflict which has been grinding on at its current pace for well over two and a half centuries. The twenty year margin was meant to insure that humans were trained and sufficiently equipped to be of some use in the conflict. It was also thought that it would take human beings at least that long to establish sufficient colony worlds, bases of supply and technical knowledge to reach the front in an effective fashion.

Life on Mars

Specific details relating to life on the planet Mars remain a mystery despite regular traffic by human crew'd starships past the carefully guarded planet. It is generally understood that the long passage of centuries at the political center of a vast galactic Empire have reduced the surface of Mars to a dusty, polluted and fairly squalid condition. Little lives outside of the domes of the Imperial capital and the vast majority of Martian government and affairs are

conducted on one or another of the Martian Sept colonies in the surrounding star systems.

Face to face contact between humans and Martians is generally limited and Martians do not make personal contact with human beings as a rule outside of an environmental suit. This has been explained as a precautionary measure to insure that dangerous ailments do not pass from the Martians to the human population or vice versa although we have come to understand that the later is of a greater concern. Amidst our many desirable racial traits humans have an ability to shrug off illnesses that might otherwise prove a serious threat to an alien and in addition we have a tendency to become carriers of said diseases for extended periods of time. Ancient histories not only record the human conquests as cruel but measure the years of human occupation of the surrounding region by the dozens of intelligent alien races



we managed to infect and utterly destroy merely by making contact. One of our loftier titles translates loosely to something akin to plague carrying rodent of the galaxy.

Despite this and many other aspersions against human kind the Martians have seen fit to set us up as their primary military allies in the years to come. While humans and for that matter all other alien races are restricted from landing on Martian primary worlds a number of Martian ecologies have been set up to allow for the regular exchange of goods, technology and technical training on human planets. It is through our interactions in the Martian ecologies that we have come to learn the vast majority of what we currently know about Martian culture, politics, history and the Martian language.

Martian Standard

Martian Standard is the trade language spoken throughout the Hegemony. It has been the primary language between the diplomats of the Hegemony and their subject races for thousands of years and in some cases has nearly replaced the native language of some of the subject races. Martian Standard is symbol based where glyphs both communicate vocal tone as well as individual meaning. The written form consists of literally thousands of individual sym-

bols and symbol pairs. Martian Standard has more in common with Chinese than other human languages. In fact the development of an alphabet based language seems to be a fairly unique and interesting invention that is purely human in nature.

With the majority human population on Earth speaking Chinese and the similarity in structure to Martian Standard it is no real surprise that Mandarin was identified as the "Human Standard" language by the Hegemony rather than English or German, Japanese, French or some other tongue. For more than a decade Hegemony scholars have taught their scholars Mandarin as the primary human language and so human explorers are more likely to encounter aliens speaking a broken form of Mandarin mixed with Martian Standard than any other human tongue.

The Accord

The Accord is the formal agreement forged between the Imperial leadership of the Hegemony and the human governments participating in the League of Nations. This is an important, even critical point. The Accord involves the application and acceptance of the Hegemony as a member state of the League of Nations. It is clearly included as one of the major powers holding seats on every executive coun-





cil and decision making body. The arrival of the Hegemony and their involvement with the League made it impossible for the United States to continue down its path towards refusing membership. The United States changed political course and became a leading member of the League of Nations late in 1920.

Any League of Nations member state in good standing with sufficient natural resources to present in trade receives Hegemony support. While this means that major nations like Great Britain with its large wealth and many available ship yards possesses a large edge over other member governments it does not mean that lesser states have not forged into space to some degree on their own.

Many second and third world nations remain outside of the League of Nations and those states do not have sufficient support to mount their own exploration or colonization efforts in space. They do however provide a vast resource for labor and the exportation of workers. Laborers both skilled and unskilled from second and third world nations remain a booming part of the export trade.

One of the central requirements of the League treaty is that organized warfare of nation upon nation is now outlawed on planet Earth. War has become an outlaw activity anywhere within the core worlds surrounding the Sol system. Individual attacks, pirates and criminal activity are left to local magistrates to contend with but the League has the support of the military power of the Hegemony available to thwart any nation that decides to break the general peace accord upon Earth or within the Core worlds. This means that any large scale violence, any wars of any sort must be pursued either in what is now known as League space or more likely in the nationalized corridors further out towards the rim of explored space.

Truth be told the Hegemony has no vested interest in keeping humans from fighting with one another outside of what it considers to be its industrial center.

Hegemony Technology

Hegemony starships, equipment and weapons are largely biomechanoid in nature. The hegemony can field an entire nightmare of gadgets against a foe, the nature of which humans can barely begin to imagine. A single Martian war machine possesses sufficient shields, beam weapons and biological terrors to put the fear of god into any fully equipped human armored brigade. Even so said weapons are expensive and difficult to produce even for the Hegemony and they lack them in anything like the numbers necessary to dominate in the war that they currently face.

In personal conflicts the Martians prefer confrontations with melee weapons over ranged weapons. Duels and one on one combat has a long and glorious tradition

in Martian culture, particular among the Red Martian noble caste. When armed assassins are employed in a blood feud between Martian houses they inevitably prefer personal attacks using daggers, swords or the halberd style arms that the Martian's view as traditional tools for settling disagreements.

While dueling and ninja style assassinations remain within the circle of honorable conflict for the Martians, poisoning also is considered to be a respectable means for ending the life of an opponent. All of this tradition of bloody political coups and murder resolves itself within the confines of the Red Martian social circles without so much as ruffling a feather of Martian society. Assassinations of Green Martians and especially poisonings of Green Martians is viewed as "taking things too far" and in a strange reversal of usual social pecking orders is considered to be a violation of the law.

The Martians and the Dark

Every alien race has experienced the horrors that lurk around the edges of space exploration and especially jump space travel. Martian vessels are constructed with a variety of religious symbol and carefully constructed prayers noted in the runes covering the surface of their starships both within and without. Martians and other aliens avoid space travel with humans. Humans are thought to be a catalyst for attracting whatever it is that lurks in the deepest shadows in space. They are thought to be by their very nature existing in a cursed state, soulless and abandoned by the higher beings revered by a variety of alien cultures.

This is not to say that Martians have not encountered ghosts of their own or horrific beings on distant planets or in space. Far from it. Martians have lost entire colonies to what humans would consider to be supernatural threats. For the Martians there is nothing particularly supernatural about such dangers. They, like many other alien races do not perceive a separation between the supernatural and the natural world. To the Martians the notion of a greater spiritual good and spiritual evil, heaven, hell and the afterlife all exist together as part of one greater reality. From the Martian perspective ghosts or demons or other threats are all part of the greater picture and while they are still terrifying and must be overcome there is nothing particularly paranormal about such things. Of course the Martians have shared almost none of this with their human allies and have instead allowed the humans to sort their own perspective on such matters out for themselves. From a certain point of view making a deal with the human race is on a par with making an alliance with a race of demons or some other cursed alien race of the damned to the Martians as it is to several other alien races. This largely explains the attitude of aliens both within the Hegemony and without regarding the Martian's current deal with the devil.

Chapter Three: Background

The Core Systems

Featured to the right is the map covering the Core star systems, which include the ten star systems closest to Sol.

Maps like this one are produced by any of a number of organizations. This particular map was created by the Professional Astrogator's Association or PAA which was born out of the Professional Pilot's Association of the early 1920's. The current chairman of the PAA remains Dr. Orville Wright of the famous Wright brothers. While Dr. Wright is getting along in years he remains a leader within the aviation community and is a respected voice both on technical aspects of aviation and political matters related to human / martian relations.

Game Director's Note

Even this map of the Core systems does not need to be the last word on what star systems are available in the campaign and their respective distances. These corridors may reflect the most widely travelled routes and there well may be other unlisted star systems branching off from those shown here should a game director wish to introduce their own star systems and locations anywhere within the campaign.



Rocketship Empires 1936



3

Campaign Background

The years 1920 through 1925 are largely regarded as humanities infancy within space. During that period all of our experiments, colonies and explorations occurred in what to the Hegemony remains the heart of the Empire

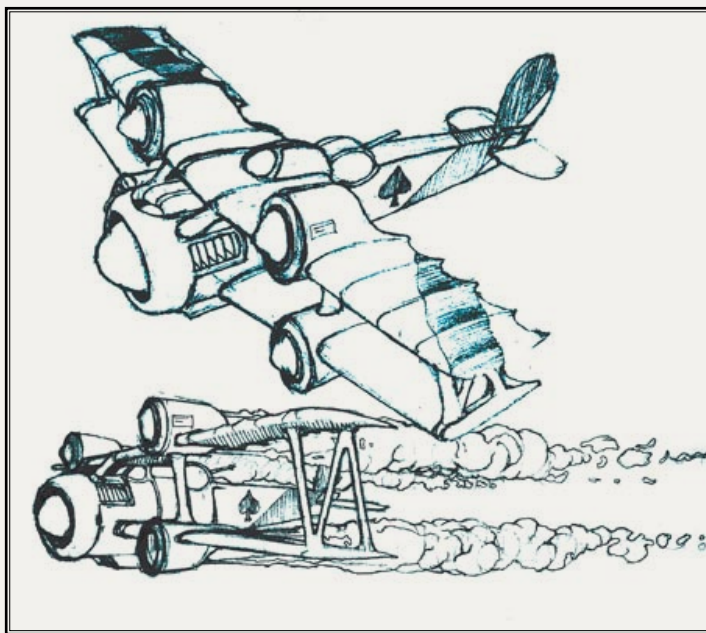
The meeting point between human scientists and engineers and Hegemony experts was conducted within the vast Martian ecology constructed within the arctic circle. The site for the Martian ecology was arrived at through mutual negotiations and agreements between the Hegemony and other League of Nation member states. The location required no sacrifice of valuable land on the part of any Earth government and also allowed for a certain measure of physical security to the facility based upon its geographic location and in climate local weather conditions.

The Martian dome or "Santa's Workshop" as it became known (a wry reference to both the extreme Northern location as well as the beneficial "presents" produced at the site) covers a geographic area approximately the size of Rhode Island and by 1923 housed some twenty five thousand human scientists, workers, and engineers along with an unknown but equally large number of Martian technicians, scholars and instructors.

Hybrid fabrication techniques were first established at the workshop and these have generally held true even through 1936. Martian experts consulted with human engineers who set down the project goals and worked up the general designs for any given ship or piece of equipment. From these drawings the Hegemony went to work fashioning working prototypes of the item. Clearly the Martians hope to produce starships and equipment familiar for humans and easy for them to utilize. Scientists working in the workshop must then sell their project ideas to the politicians back home who then finance the creation of factories or port facilities and provide the Hegemony with sufficient payment in raw materials in order to make the project viable from the Martian perspective. Human construction of starships has never been a free ride although it has been heavily supported by Hegemony training and advisory resources. Perhaps the Martians hope that maintaining a high standard and cost in trade will insure that humans continue to develop towards the creation of their own industrial base a push that seems to be working for the most part.

Early starship designs and especially small craft often mirrored human concepts of aircraft from the early 1920's. This gave rise to an entire array of fighters and small exploration vessels built around the two wing, atmosphere capable template one might expect to see in a world war one

era bi-plane. Those concepts have certainly evolved over the last two decades but remained fairly influential up until 1928. The oldest human starship designs should reflect this pattern in your own campaign and will help establish a certain flavor and depth as far as history and feel to the setting for your players.



*Early 1920's era
Biplane style starfighter*

1920-1923

This period was largely marked by human flight training and operations within our own solar system. Unbeknownst to us at the time the Hegemony recruitment of mankind during these years was a carefully guarded military secret. By limiting our training to a few locations in our home system the Martians were successful in keeping the entire affair concealed from both their close allies and neighbors in the surrounding region of space. This careful period saw us past our first wary years of alliance with the Hegemony and exposure to the hybrid technologies which would propel the human race back into space.

Alpha Base

By 1922 the first outpost in space was completed on the surface of the moon. Alpha base served as the primary operations control and starship construction facility for freighters and larger vessels under construction within the Sol system. During the early years of its operation Alpha Base was a model of League cooperation and achievement. During the golden years of early space exploration vast numbers of human starships were constructed and launched



from the League's lunar colony. By 1930 Alpha Colony had grown to cover an area sufficient in size to house a population of nearly fifty thousand technicians and construction laborers.

During the remainder of the 1930's, Alpha base experienced a steady decline in both population and use. While League colonies have certainly produced a sufficient profit in minerals and valuable goods to fund the station many of the nations and corporations previously leasing construction births on Alpha base have moved their facilities to locations further out into League space.

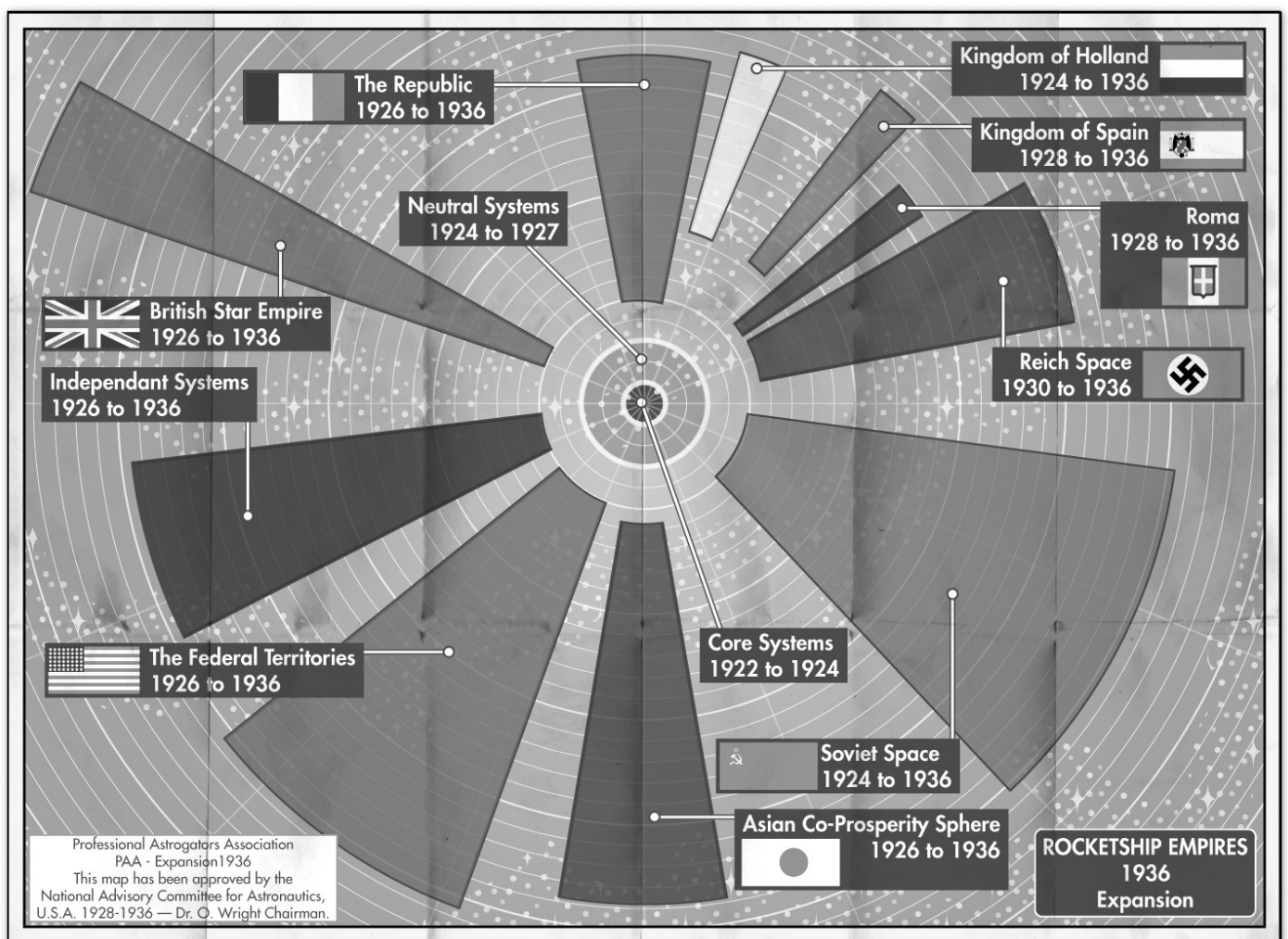
Today the League's naval yards continue to construct and service their small navy of military vessels out of Alpha base. In addition the top secret League of Nations intelligence agency organized under the Order of the Golden Dawn moved its school to Alpha base in 1932. Today almost half of the facility is dedicated to the training and development of humans showing psi traits as intelligence agents working under the direction of the Order of the Golden Dawn.

Proxima Centauri

At 4.3 light years from Sol a small habitable planet within the Proxima Centauri system offered the first opportunity for humans to experience gravity drive operations, jump travel and the unsettling experience of flight between star systems.

As the closest star system to Mars, Proxima Centauri once possessed a terra formed colony and close base for Hegemony military operations. The Hegemony had all but used up the natural resources available on this planet which was later dubbed "Century" colony by its new human occupants. Century had been in a state of abandonment by the Hegemony for nearly eighty years prior to the arrival of the first human settlers.

Century colony is arid with small regions of scrub forest and fresh water while much of the planet is little more than a desert. At least three enormous ruins are located on Century colony, the ghost towns of Martian settlements and starports during the height of the planet's use. The ruins





have long been stripped of anything valuable and little remains within them with the exception of the rare small find. Anything larger than a bread box was removed long ago, likely carted away by other alien scavengers with thoughts of looting anything left behind by the Hegemony including most useful scrap, any valuable alloys included in building construction and the like.

The Hegemony has revitalized a small science outpost on the planet with a very modest military base. Human experts believe this outpost serves as little more than a last close to home listening post manned for security purposes. The Hegemony base on Century colony rests under a dome and behind a security shield. Humans who wander too close to the facility have a disturbing habit of vanishing and the Martians make no secret their policy of non interference by any other aliens when it comes to their secure bases, humans included.

Most of the human presence on Century colony is built up on the opposite side of the planet from the Hegemony base. During the 1920's Century was the hot jumping off point for human exploration into the surrounding core systems. During those years everything about space exploration and the star systems closest to Earth was brand new and extremely exciting. Almost twenty years later Century has become little more than a refueling station and fully half of its store fronts and buildings now stand empty. Most of what remains in operation squats in close to the planets single human starport.

Century Architecture

Enthusiasm over the discovery of mankind's origins as a once great star faring empire and a return to space spawned an entire revolution in art and architecture where the prevailing art deco style met with a predominance of man and woman in idealized forms.

Most of the construction on Century colony was meant to be stunning and new. Builders wished to capture the "spirit of the age" in the towering offices, apartment buildings and corporate structures made from glass, steel and new hegemony alloys. These triumphant structures with their soaring archways, massive bronze and steel statues depicting square jawed men in an almost Olympian zeal of form and fashion are largely abandoned now, less than a decade and a half after their construction.

The style of architecture used on Century colony became known as the Century style and it was recreated again and again in one form or another on most of the major colonies established within the Core Systems. The period 1922 through 1928 witnessed the height of the Century architecture and art movement. By 1930 colony construction had abandoned this trend of form over function and the vast

majority of the colonies established after 1928 were made up of buildings which were simple, functional and quite plain. A major civic building such as a starport or government seat might still reflect something of the high minded Century style but by 1933 that style was abandoned even in most civic buildings.

1923-1925

The years 1923 through 1925 witnessed the expansion of mankind to the ten star systems closest to Sol. Most of these worlds possessed planets or moons and even the occasional orbital base long since neglected by the Hegemony and offered for occupation to human explorers.

By 1925 it was clear that fully seventy percent of the star systems explored so far possessed at least one habitable planet. Most of these had been terra formed either by the Martians or possibly by the presence of an ancient human population so long ago as to be effectively normalized as a near earth like habitat.

While space exploration remained new and exciting to human survey teams and scientists the surrounding region of space had clearly been occupied by first one faction and then another for countless centuries. In some cases the ruins of one ancient galactic civilization were built on top of the ruins of an even older space faring civilization. While most of these archeological sites, while exciting and exotic were long since stripped of anything of real value in some cases caches of ancient technology or valuables were discovered.

The Core

The ten star systems closest to our own solar system are considered to be the core of both the Hegemony and occupied human space. Colonies constructed within the Core are the oldest. Most have been in operation for more than a decade and have begun to possess a settled, firmly established feel to them.

The rules of the Hegemony Accord apply equally to human colony worlds in the Core. Large scale fighting between factions of humans against one another or anyone else for that matter are outlaw in this region of space and the Hegemony possesses both the local military might and will to enforce this policy.

Security

With a Hegemony attack ship within moments of a distress call by any human vessel operating within the Core raids by pirates and the activities of organized criminals is almost unknown in this region of space. Many human ves-



sels carrying cargo in this region of space do not require an escort and do not routinely arm themselves.

On Earth as well as in the Core the assistance of Martian Enforcers and their advanced technology has made criminal operations extremely difficult. Eluding the law has become so problematic that as soon as it was viable to do so the criminal element and most modern revolutionary movements migrated their operations out of these areas.

The presence of psi capable human agents has thrown an additional wrench into the works of criminal operations in the Sol system, Core and in many corners of League space. The Order of the Golden Dawn does not officially send agents or representatives of its organization beyond League space and into the nationalized corridors without an official invitation. This means that most psi capable humans dwelling within the nationalized corridors are independent psi-witches and warlocks seeking a life away from the structure and laws concerning psi in place within League space.

Imperial Edict Against Looting

In 1925 the Martian Empire proclaimed that while it appreciated the curiosity shown by its new human allies about the ancient sites located in Hegemony space that these sites were located within Hegemony territory and that the artifacts located within them and the continued preservation of their value as scientific sites for study and research continued to be the responsibility of the Hegemony and not humanity.

A number of human research teams were granted specific rights to dig and explore by the Hegemony. The British Museum was one such organization. This move was meant to show that the Hegemony had no problem with humans learning about the history of these sites but that they could not allow rampant acts of looting.

In addition the Hegemony pointed out that many of these civilizations had slipped off of the stage of history for a very good reason. They had either been defeated in a war or had suffered from some horrible cataclysm which had utterly consumed their city. Ancient weapons, plagues and other unknown threats certainly existed in some of the sites humans had been poking their noses into. For mankind's own safety the Hegemony established a policy of policing ruins known to hold potential treasure and threats with a security force of drones and bio-mechanoid war machines.

By 1928 most of the best ruins and digs were either operated by licensed teams or under close mechanized guard. Still the occasional small site slipped under the Hegemony radar and it was into those locations that teams of treasure hunters slipped seeking their fortunes.

Star Maps

The star maps presented in this and future Rocketship Empires volumes are largely works of fiction. By that I mean to say that the routes and stars portrayed do not actually exist on any established star map in the real world.

The star maps are not meant to be all inclusive. Only the primary and some secondary star systems are listed on any star map. This leaves plenty of opportunity for directors to add their own routes and systems.

Within League Space the star systems are largely named after a city, location or famous person associated with the government granted the League Charter. See below for more information on League charter colonies. Outside of League space I feel it is important that star systems generally reflect a location of a city, battlefield or other location of note from the second world war. This helps established a battlefield in space where future battles can be fought as the war unfolds in space.

In Rocketship humans tend to name colony worlds after familiar locations from Earth. This helps to explain the application of familiar Earth names to many space colonies and star systems.

1925-1928

The remainder of the 1920's witnessed an explosion of human expansion into space. By 1925 mankind possessed sufficient numbers of larger colony vessels, freighters, fast transports and other ships to significantly speed the rate of exploration and colonization. The practice of evaluating and granting a charter to a League of nations member had been tested and put into practice by 1925 to the point where it had become somewhat familiar.

More than fifty star systems surrounding the core worlds were explored between the years 1925 through 1928. Many of these now possess modest colonies from science stations to refueling and supply depots to mining, agricultural and full blown manufacturing centers. The majority of the colonies in this region maintain a population of fewer than a thousand individuals and the chances of them growing beyond that scale are fairly limited. In all of what would later become known as League space perhaps eight colony worlds have grown to become significant in size, with populations in excess of twenty five thousand persons.

Chapter Four: Campaign

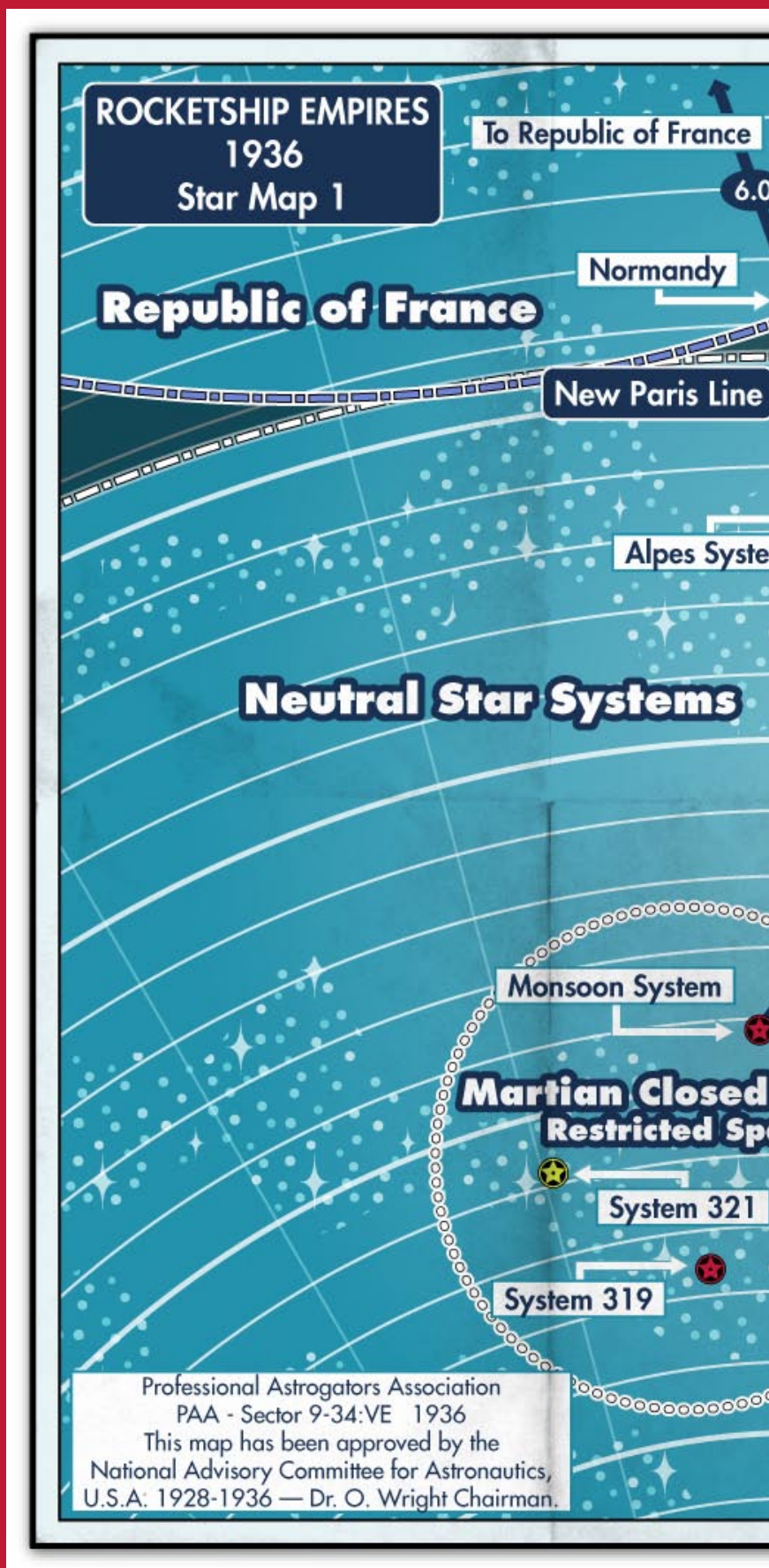
Campaign Map

This map presents the starting campaign map for the Rocketship Empires 1936 setting. Our first adventure modules will unfold in and around the civil war unfolding within the Kingdom of Spain and regions bordering that conflict. The jump route linking Metropolis Starbase at the bottom of this map leads back to Barnard's Star on the map of the Core star systems.

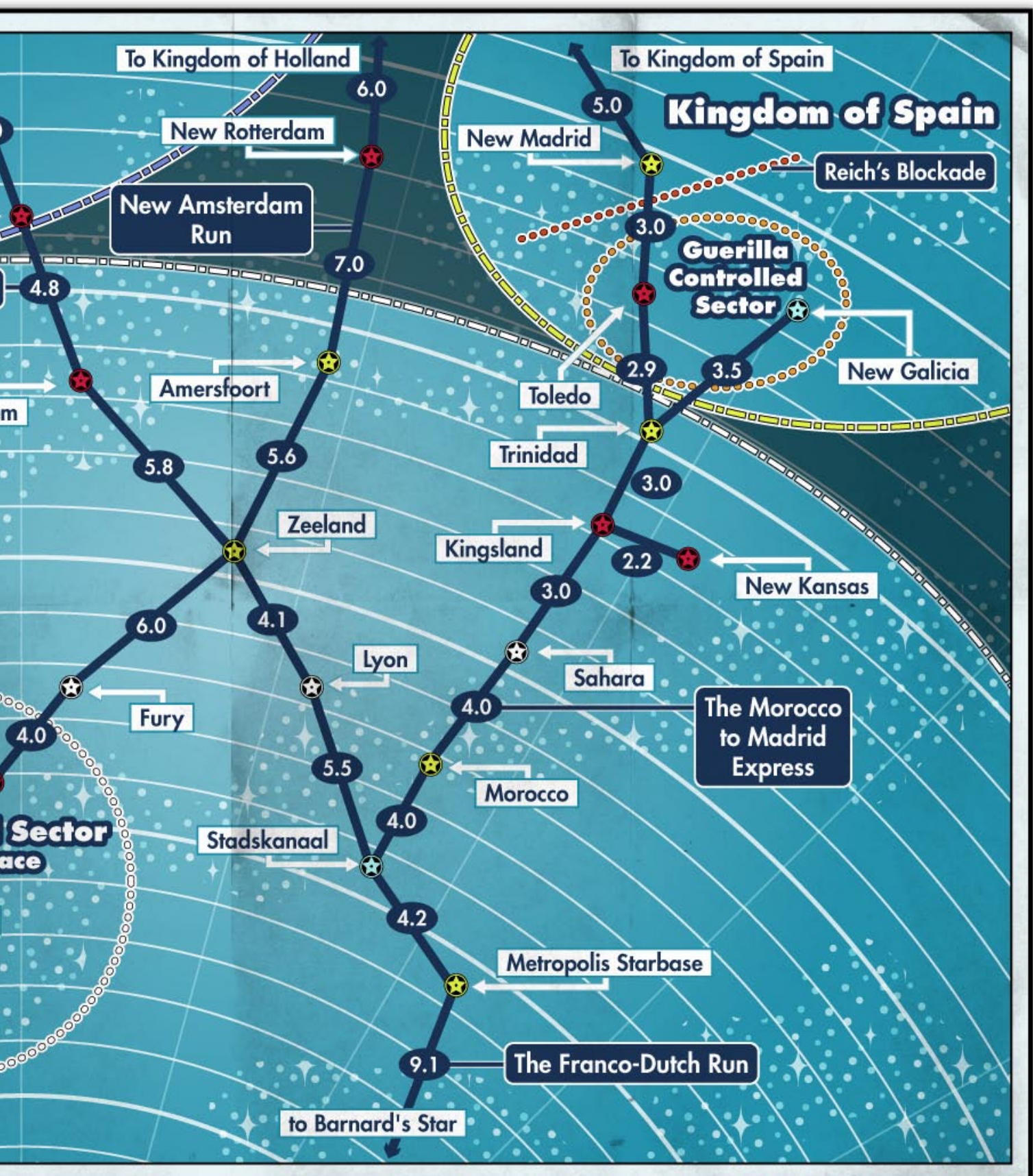
Between the map of the Core star systems and the starting Campaign map a director has thirty star systems to choose from for kicking off their campaign. This should provide plenty of room for adventuring through dozens of sessions.

Starting in 2008, we will release source books covering each of the major regions on the grand campaign map. Regional source books on areas like Reich Space, Soviet Space and the Federal Territories will greatly expand upon the overview of those areas presented in this volume.

This star map focuses primarily on colonized star systems along the major trade routes. There is no reason why a director can not add an entire network of lightly populated or unexplored star systems linked to jump points all up and down the routes shown on this map.



Rocketship Empires 1936





4

League Space and the Nationalized Corridors 1928-1936

By 1928 it was clear that the idealistic days of human space exploration were beginning to wane. Old tensions and differences in ideologies, nationalistic agendas and a return towards Imperialism began to consume the spirit of cooperation of the League of Nations from within.

Policies which once passed smoothly and most especially the approval of new League colonial charters were hopelessly bogged down in League committees by 1927.

In November of 1928 the League of Nations voted to impose an outer limit to their sphere of influence and responsibility. This outer border established the extent of Neutral space and beyond it the beginnings of Free space. In a brilliant diplomatic coup the leading powers within the League voted to identify specific sectors of Free space as the primary territory for future expansion and exploration by its member

states. These territories which were roughly marked out in committee agreements by the spring of 1929 were known as the Nationalized corridors.

The Nationalized Corridors

The idea behind nationalized corridors where a human government would segregate itself from competitors and outside influences was being discussed on the floor of the League as early as 1924. By 1926 a number of governments (notably the Soviets and Germans) had already begun to expand beyond the edge of League space and were laying down a claim for sovereign colony worlds outside of the control of the League of Nations.

On May 1st, 1929 the location of the nationalized corridors was officially established for the French Star Republic, British Star Empire, Soviets, Roma, The Kingdom of Spain and the United States. Additional sections were loosely partitioned off for other nations developing active space efforts including China, Japan and The Kingdom of Holland.

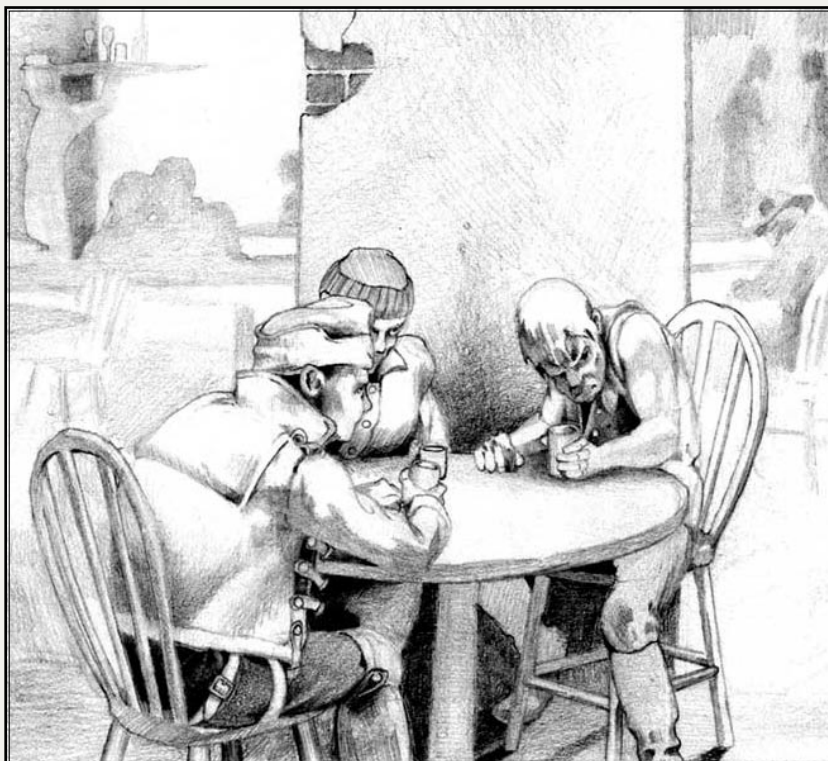
What follows is an overview of each region or nationalized corridor on the campaign map and a history of the most vital influences upon the current situation in space as of 1936.

Hegemony Interests in the Nationalized Corridors

The Hegemony has identified those star systems which it feels are vital to its interests and has marked these as restricted sectors on the star charts. Human vessels are not authorized to enter restricted star systems without a Hegemony invitation and escort. Those that violate this policy are not heard from again.

The Septs seem unconcerned with human claims to habitable planets within Hegemony territory. On the one hand the Hegemony would occupy these locations if they had the population. Human occupation merely insures that otherwise unproductive colonies will return to production again. In fact, by charging a respectable amount in raw materials for their technology the Hegemony has insured a prosperous future for themselves should their alliance with the human governments succeed.

At the moment there is no question that if the Hegemony wished to take back a colony world they could do so despite human claims of national sovereignty.





French Star Republic

The government of the Third French Republic was established in 1870 following the collapse of the Empire of Napoleon III. Since 1870 the generally unpopular Third French Republic has stumbled through internal uprisings, social upheavals and regular changes in power.

The Great War rallied support around the cause of the Republican party for the duration of the war; however following the war popular support for the government waned.

The new French Star Republic was established in 1920. After an initial upswing in popularity the Republican government has resumed its routine of regular political upheaval with a number of parties engaging in public smear campaigns, protests, political coups and the occasional riot or bombing.

Instability in the seat of government remains one major contributor to weak reaction in French foreign policy in space. In fact, most of the French success in their efforts in colonization have been led by French industrialists and the private sector, while the Republican, Socialist, Anarchist and Fascist factions squabble over political policy.

The French Corridor is therefore a chaotic region. In one star system the Republican Party may hold sway while in another the Monarchists may hold power. Each star system in The Republic elects its own popular local government and local leadership which may be widely disparate in relationship to one another. Planets in French space may have wildly varying local tax and social policies and laws. Each planet sends a pair of representatives to Earth as system representatives to sit and vote in the French parliament which remains in its traditional forum on Earth.

French Foreign Legion

The French Foreign Legion was formed on March 10th, 1831 by King Louis Phillipe, "King of the French". The French Foreign Legion is a French military force that allows foreign nationals to enlist in order to leave behind their past. Through a five year term of service a legionnaire may obtain a French citizenship and if they so desire, a new name and a fresh start.

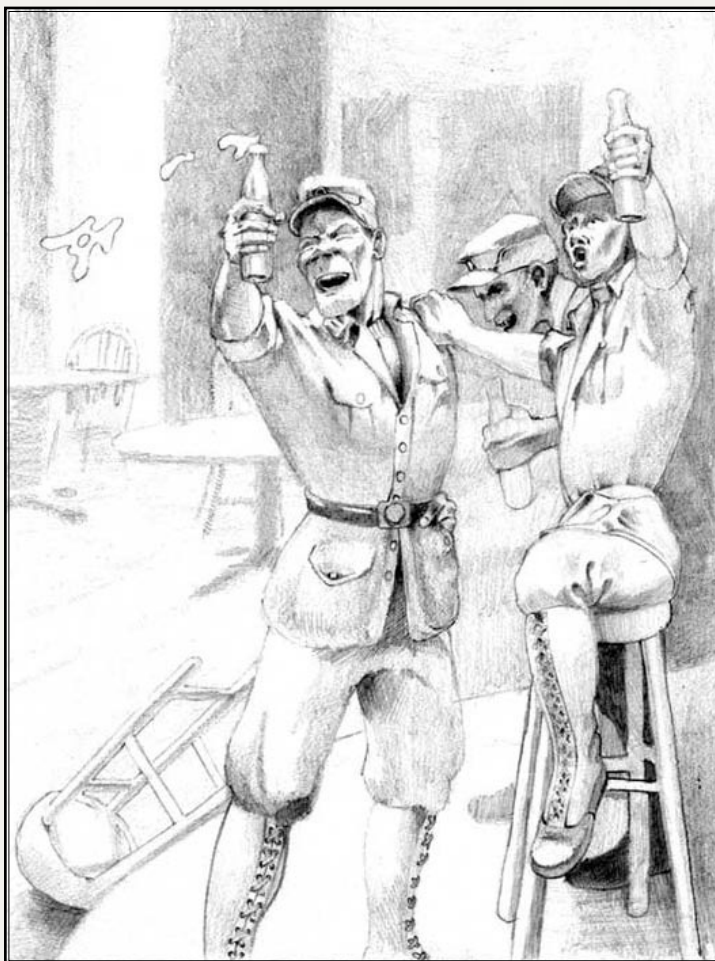
The Republican Party and Monarchists have each sponsored their own version of the French Foreign Legion. To be more accurate the Monarchists managed to acquire three regiments of the original French Foreign Legion during The Mutiny of 1931. Since 1931 the Monarchists have continued to expand their own Legion which is known as The King's Foreign Legion, while the Republic's Legion remains

simply the French Foreign Legion.

Government

Adolphe Thiers, the first President of the Third Republic described Republican government in France as "the government that divided France least". Little more can be said for the Third Republic which was unloved at its foundation and remains unloved by the French people in 1936.

Radicals, socialists, liberals, conservatives, republicans and monarchists all struggle for influence and control both in the French parliament and in the French star colonies right through to the start of the campaign. France continues to lead the charge on many fronts in their space effort and in particular their discoveries related to unlocking the secrets behind Hegemony technology. What France lacks is a cohesive government. Decisions continue to be argued in the republican assembly back on Earth where individual colonies send their representatives. Meanwhile local governments are operated by the local party in control and this leads to an chaotic mixture and occasional violence with some colonies holding fast to republican forms while others adopting the policies of their local monarchist cabinet members.





Radical elements in the Republic including communist and fascist elements maintain a small but present voice in French politics but they do not yet control any individual colonies.

Republican Party

The republican party seeks to support the parliamentary system with executive power held by an elected president. The current president of France is President Albert Lebrun.

The republicans are staunchly anti-royalist, even rabidly anti-royalist with roots that hail back to the French Revolution. Presently the republicans hold the majority of the parliamentary seats and also control the majority of the French colonies in space however the monarchists have managed to gain control of four major star systems and their influence continues to expand. Monarchist successes have been shored up by other right wing party elements which swing in under their voting block during major elections. There is a growing concern among republican leaders that diplomatic ties may grow between the monarchists and their fascist supporters and the rising power of the Reich government.

Monarchists

The Monarchists seek to place Charles XII on the throne of France, dissolve the parliament and return government to the hands of the nobility. Charles XII is a relatively obscure and probably illegitimate grand sire of Charles X. Despite this he has received the largest support by the French nobility and the monarchist party.

Charles's popularity stems from his youth and vigor (he is only twenty eight) and his successful career as a starship pilot and explorer, both appealing romantic images that fit well with the political imagination of the French populace.

Radicals

Radical elements in France are varied. They include the French Communist Party and a French branch of the National Socialist Party (Nazi).

Taken individually anarchist elements are the smallest political factions in The Republic, however as a whole the radical factions encompass thousands of French citizens from artists to students, professors, free thinkers, labor unionists and laborers. These parties control no colony worlds or systems but their influence is felt through demonstrations, riots, political protests, radical pamphlets and even bombings.

The Republic presents many opportunities for adventure. Characters may play volunteers to the French Foreign Legion, each with a past they would rather leave behind.

A campaign may feature the adventures of Charles XII (one of the player characters) and his attempt to reunite all of France under the monarchy.

French Starship Builders

Augustin Norman an Cie

This shipbuilder has a long history extending all the way back to building ships of the line during the Napoleonic wars. In 1922 the ownership made the transition to the construction of starships with a focus on military capital ships.

Augustin Norman An Cie remains based on Earth and is the leading starship builder on Franco-Terran soil.

Bloch Starfighter

The Bloch Starfighter firm began as a private enterprise created to meet a 1930 starfighter specification by the Service Technique Aeronautique. This relatively small firm specializes in the development of the starfighter that carries its name, the Bloch 150.

Bloch Starfighter is based in the Versailles system, which is a center of Monarchist power in the Republic. The Bloch Starfighter is the favored starfighter flown by Monarchist forces throughout The Republic.

Chantiers Naval Francals

Chantiers Naval Francais is the major capital ship producer for the Republican fleet. The company's shipyards are located at the firm's orbital facility in the New Paris system.

Morane-Saulnier Starfighter

Morane-Saulnier Starfighter is a slightly younger French starfighter manufacture than Bloch Starfighter. It was founded in 1934 and has recently finished trials for their MS 405/406 fighter designs.

Morane-Saulnier is fairly typical for starfighter construction outside of the British Star Empire and the United States. Fighters are constructed a few at a time and crafted by hand. Orders of a hundred such fighters require upwards of a year to fill.



Morane-Saulnier Starfighter has recently entered into a contract with Hispano Suiza for a joint starfighter project for the Republican French fleet. Their workshops are located at the starport in the Bastille star system.

Capital

New Paris is the capital of the French Star Republic in free space and the crown jewel out of numerous French colony worlds both within the borders of the Republic and French controlled charter colonies in League Space.

France may well see their political center moved from Earth to New Paris but this transition remains at least a decade removed. Suggestions to move the capital off of Earth has met with loud and assertive opposition by popular opinion. So long as the majority population remains at home it is unlikely that this will change however as of 1936 fully twenty eight percent of the French population resides outside of the Sol system.

For now New Paris serves as a secondary capital where trade agreements and various decisions of law are decided which do not require the attention of the republican parliament. The planet is slightly larger than Earth and it is pristine and beautiful. New Paris possesses a wealth of native wildlife, flora and fauna and is rich in natural resources. Vast regions of New Paris remain unsettled and unexplored.

The Kingdom of Holland

Queen Wilhelmina Helena Pauline Orange-Nassau became Queen of the Netherlands in 1890. She is the daughter of King William III and his second wife Queen Emma. Her father, King William III was 63 years of age when she was born. He died on November 23, 1890.

In order for Wilhelmina to be crowned a special law had to be passed to allow a woman to ascend to the throne. On August 31, 1898, Wilhelmina was crowned in the New Church of Amsterdam. Queen Wilhelmina retained absolute veto power over any legislation and appointed each member of the official Council of State. She alone retains the power to dissolve the States-General despite the fact that Holland remains a constitutional monarchy.

In 1920, what had been split into North and South during the conquest of Napoleon returned to a united nation and the Kingdom of Holland was reborn. Since the rebirth of the Kingdom of Holland, Queen Wilhelmina has carefully negotiated support from the cautious Naz-Raln Sept and receives abundant building materials and hybrid components from her alien allies.

Dutch ship building concerns were well positioned to convert themselves over to the construction of starships in 1920. The first ten years of the Kingdom's space program focused specifically on the exploration and occupation of strictly Dutch colonies and communities in space.

The Kingdom of Holland has not had the sheer abundance in natural resources on Earth nor the large population available through existing colonial holdings to provide it with the momentum that the British have enjoyed in their own colonial efforts.

Expansion and colonization for the Dutch has advanced steadily but at a measured pace and their communities tend to be more homogenous with few conscripted workers from second and third world nations.

Politically the Kingdom of Holland is exceptionally stable compared to the other Royalist colonial efforts.

Queen Wilhelmina is a shrewd business woman. Her success in the expansion of her Kingdom, both politically and economically, has made her the most wealthy woman in the world.

The young Queen was shrewd enough to keep her nation neutral during the Great War and she successfully extended to Kaiser Wilhelm political asylum following the defeat of Germany.

The Kingdom of Holland has, more or less, remained neutral during the civil war in Spanish space. There have been complaints from the Reich that Royalist elements in Dutch space have been running guns, munitions and medical supplies to the Alphonsine government and these accusations hold at least a measure of truth.

The Kingdom's fleet has been recalled to be installed along the Spanish frontier. The Queen has threatened that any sign of her Spanish neighbor's conflict spilling over into Dutch space will be dealt with immediately and without hesitation by the Kingdom navy.

The Kingdom of Holland is politically fairly monochrome. The vast majority of its colonists and people are staunchly Constitutional Monarchist and firmly behind their Queen.

During the last fifteen years political relations between the Kingdom of Spain and its policies and the Kingdom of Holland have been strained. It is likely that the Dutch only extend assistance to the survival of the Spanish monarchy because they perceive the rise of a communist or fascist state on their frontier to be the greater of potential evils.



The Other Woman - This atmo capable freighter works as a tramp under charter from the Dutch East India Company.

The Dutch East India Company

The original Dutch East India Company was disbanded in 1799 when it finally ran itself onto financial rocks after more than a century of trade and exploration.

At its height, the Dutch East India Company transported more tea and goods than the British East India Company and the two firms sparked rivalries and conflicts throughout their long histories.

In 1930 Queen Wilhelmina financed the restoration of the Dutch East India Company whose mission continues to be, to advance Dutch domination over key trade routes, no longer on the seas ,but amidst the stars.

The restoration of the Dutch East India Company

was nothing less than a direct shot across the bow of the British Star Empire. It was Queen Wilhelmina's answer to the aggressive policies during British colonization efforts and attempts to lock out the Dutch from valuable merchant contracts.

For now the British and the Dutch keep a wary eye on one another's economic interests. The Dutch East India Company's current focus has been a triangular trade route between its own ports in the Kingdom of Holland through the Kingdom of Spain to the isolated colonies of Czarist space.

Like the sea captains of old, the entire run takes the average Dutch merchantman between a year and eighteen months to complete but insures a lucrative haul when successful.

New Rotterdam

New Rotterdam is the capital of the Kingdom of Hol-



land's corridor in Free Space. The planet is approximately two thirds of Earth size with a breathable and fairly dense, humid atmosphere.

New Rotterdam's climate is stormy and rainy much of its 401 day year. Vegetation and the growth of jungles is extremely dense; particularly in pockets near the coast in the Northern hemisphere. Constant wash outs and flooding in the Central and Southern hemispheres of the planet have created a rugged terrain, rocky and barren in the heights and covered in dense bog and marsh in the low lands.

New Rotterdam's capital features a large spaceport and a major office for the powerful Dutch East India trading company.

The Kingdom of Spain



King Alfonso XIII of Spain was crowned in 1902 when he attained his 16th year. In 1906, he married Princess Victoria Eugenie of Battenberg; youngest niece of King Edward VII and granddaughter of Queen Victoria. As the young King and Queen were returning from their wedding they barely escaped assassination from a bombing which killed many bystanders and members of the royal proces-

sion.

This event stands out as a symbol of Alphonso's experience encountering the unrest of radical elements among the labor parties of Spain. All of his life, Alphonso has been the target of attack and threats by radical elements. The violent policies of the communists and republicans in Spain have done little to encourage Alphonso to lend an open ear to the concerns of the lower class, no matter how legitimate their complaints may be. Unfortunately Alphonso's experiences have led to his isolation from the plight of his Kingdom's citizens. Surrounded himself with corrupt ministers willing to feed him whatever story suits their own ambitions, Alphonso is regarded by many outside of Spain as the worst monarch in Spanish history.

The arrival of the Martians in 1919 very likely saved King Alfonso from being forced to abdicate his throne because of rising unrest. The labor and student union movements in Spain had begun to make significant inroads towards forcing national elections from 1916 to 1919.

"The Great Leap Into Space" (1919 to 1929) opened new opportunities for the Kingdom of Spain and a new hope for Spanish workers who had simmered on the edge of rebellion. The faltering Spanish monarchy, temporarily propped up by hopefuls among the conservatives and local bishops pushed hard to achieve a place in the new frontier of space. Convinced by his ministers of the potential greatness of Spain in space; King Alfonso hoped to rebuild something of Spain's old world colonial might and set about putting what existed of Spain's industrial base on a footing towards building the starships and materials necessary for colonization.

From 1920 until 1932 King Alfonso practically emptied the enormous Spanish gold reserve; at the time, the single largest gold reserve in the world. He managed to accomplish this feat by trading large quantities of gold to the Martian Fah-Zol Sept in exchange for support, building materials and hybrid components for its starships.

Meanwhile, Spanish economic and fiscal policy did not improve in the colonies. In 1928 the Spanish monarchy reinstituted laws which forced farmers and their families into a state of near serfdom.

From 1928 until the present, the old issues of corruption and lack of vision within the noble class and deep unrest in the labor parties, has resurfaced. In 1932 several left wing political groups united into a Republican faction which, among other things, demanded the immediate abdication of the King and the establishment of a representative form of government.

Alphonso, who had previously waffled on issues of worker's rights and national elections, hardened his line and declared martial law over the larger urban centers of the



Kingdom.

A labor strike followed in the star system of New Galicia, which Alphonso put down by dispatching the Spanish Foreign Legion. The Legion executed the labor leaders and replaced many of the workers with peasants shipped in from off world. Four thousand factory workers were detained in the plaza district of Vera Cruz for nine months. During the detentions a great many workers starved or died of disease.

From 1932 onward the King would call upon the Spanish Foreign Legion with increasing frequency. After each strike a battalion of the Legion was garrisoned in the area to insure that no further troubles arose. By 1934 the

Spanish Foreign Legion had been stretched thin, with seventy percent of its strength billeted in semi-permanent garrisons throughout nine star systems and thirteen planets.

In February of 1935 fighting between supporters of the King and the Republican People's Front continued to escalate. The Legion did not have the manpower to suppress the labor strikes effectively and within months a full scale civil war had erupted on three of the Kingdom's colony worlds.

In May of 1935 a Republican privateer seized a vital shipment of precious Spanish gold reserves. Approximately half of what remained in the Spanish coffers at the time were lost. The shipment had been earmarked to meet the payrolls of thousands of young Spaniards who were being forcibly conscripted into the Spanish military.

Losing the gold shipment allowed the Republicans to make an arms deal with the Soviets to the tune of twenty five million dollars worth of arms and ammunition.

The ragtag coalition of the People's Front no longer seemed so ragtag when they began to meet the King's troops with Soviet tanks, machine-guns and even a number of Soviet built starfighters.

At the same time, the loss of the gold shipment insured that tens of thousands of green draftees would remain unpaid in the Royalist military. By the end of 1935 entire garrisons were in mutiny and joining the rebel faction.

Not all of the mutineers joined the People's Front. As early as October of 1935 the entire Spanish garrison stationed at San Margarita, the main Spanish fortification in the Toledo system rebelled and declared themselves to be a part of a new faction, those in support of Carlos the First, a rival to Alphonso for the throne of Spain.

From October of 1935 through February of 1936 more conservative and right wing groups abandoned the Al-

phonsine cause and joined the faction that soon adopted the name of the Nationalists.

The Nationalists include conservative members of the Catholic clergy who preached that Alphonsine corruption and excess were the core contributors to suffering in Spain. The Nationalists embraced a group of old guard army officers, determined to see political change but just as determined to insure that Spain would not fall into communist or socialist hands.

Conservative land owners, members of the old aristocracy and rural peasants whose primary loyalty was set in the hands of local bishops rallied to the Nationalist cause. Through 1935 the Nationalists began to adopt Fascist political ideals as a reaction to the ideals of the communists and socialists.

In December of 1935 the Reich and Roma protested Soviet intervention into the conflict in the Kingdom of Spain and stepped forward in support of the Nationalists.

Currently, a three way civil war rages in the Kingdom of Spain with Reich and Roma supplied Nationalist troops fighting against Soviet supplied Republican forces and both of these fighting against the weakening military of the Royalists.

Political Factions in Spain

The number of political factions fighting amidst the three coalitions is mind boggling. The sheer confusion and chaos of the civil war in Spain has helped to encourage nations with Royalist leanings to maintain a careful distance.

The Kingdom of Holland remains officially neutral, although the Reich's fleet, engaged in its blockade of the "combat zone" complains that Dutch blockade runners continue to carry arms and supplies to the besieged Royalists.

The British Star Empire likewise keeps the conflict at arms length despite the direct relationship between the Spanish royal family and the British royal family.

The French Star Republic is deeply divided over the issue of the civil war. The Monarchists recommend a careful intervention to force the Reich to abandon its military blockade, while the Republican government staunchly demands a policy of non-involvement. The Monarchist faction recently dispatched a French Destroyer into the region to escort a "peaceful" convoy carrying food and relief to the civilians, to test the resolve of the Reich's convoy.

The Soviets routinely send transports into Spanish space. Most of these are supply vessels carrying weapons



to the People's Front / Republicans. Soviet vessels operating in the region bear the markings of the Republican faction while the Reich forces often operate under markings for the Nationalists. By removing most of their own national markings the Soviets and Reich attempt to throw a thin veil over what has turned into a direct military confrontation between the two dictatorships.

Whatever the results of the war, conditions for laborers, mine workers and farmers in the colonies of the Kingdom of Spain can not get much worse than they already are. Spain surpasses every other state in its poverty and poor conditions for workers and factory laborers.

Royalists

Renovacion Espanola

This is the prime party supporting Alfonso which stumps for a return to the "good old days" before the civil war. This party is primarily supported by old aristocratic families and those servants and regional clerics that remain loyal to them.

The Spanish Foreign Legion

Despite the fact that several of the legions battalions have been lost during the war, the Spanish Foreign Legion remains the most effective fighting force remaining in the camp of the Royalists. How long the legion will remain loyal to Alfonso is questionable. Chances are high that if key members of the Legion's officer corps mutiny and join the Nationalists that most of the Legion will follow them.

The Spanish Foreign Legion was founded in October 1920 by Lt. Col. Jose Millan Astray Terreros, a 41 year old veteran of the Philippines and a battalion commander of a unit of Moorish Regulares.

In 1919, Astray requested that the Spanish monarchy organize a unit similar to the French Foreign Legion. Alfonso approved his request, since an expansion of the military seemed prudent on the eve of establishing new settlements in the unknown vastness of space. Astray went to study the French at Tlemcen and Sidi bel Abbes first hand to see what made them stand out.

The Spanish Foreign Legion is similar to the French Foreign Legion in that it allows foreign nationals to achieve Spanish citizenship by serving for a period of five years in the Legion.

In 1920 the order was given to establish the "Tercio de Extranjeros" (Tercio coming from the renaissance term,

when the pike/musket blocks of the Spanish had wreaked havoc in Flanders and Italy) comprised of 9 "banderas" (battalions). The second in command picked by Astray was a 27-year-old Francisco Franco Bahamonde, a Major at the time, known for his coolness under fire, courage and devotion to duty. Always leading from the front; Franco had only been wounded once and because of this the troops under his command said he had 'baraka' or divine protection from God.

The Legion's Creed

The spirit of the legionnaire: It is unique and without equal, blindly and fiercely combative, seeking always to close in on the enemy with the bayonet.

The spirit of comradeship: Sworn between each man to every other Legion brother.

The spirit of unity and succor: At the cry of 'To me the Legion! Wherever they may be, all will go to the rescue and, with or without reason, will defend the legionary who called for aid.

The spirit of marching: A legionary will never say he is tired until he collapses with exhaustion. The corps will be the swiftest and the toughest.

The spirit of endurance and perseverance: He will never complain of fatigue, nor of pain, nor of hunger, nor of thirst, nor of drowsiness; he will do all tasks: will dig, will haul cannons, vehicles; he will man outposts, escort convoys; he will work on whatever he is ordered.

The spirit of seeking battle: The Legion, from the lone man to the entire Legion, will hasten always to where the firing is heard, by day, by night, always, even though not ordered to do so.

The spirit of discipline: He will accomplish his duty, he will obey until death.

The spirit of combat: The Legion will demand always, to fight, out of turn, without counting the days, nor the months, nor the years.

The spirit of death: To die in combat is the greatest honour. One does not die more than once. Death comes without pain and to die is not as terrible as it appears. More terrible is to live as a coward.

The flag of the Legion: It will be the most glorious because it will be stained with the blood of its legionaries.

All Legionaries are brave. Each nation has a reputation of courage. Here it is necessary to demonstrate which people



is the most valiant.

Astray established the Legion battle-cry: "VIVA LA MUERTE!"- Long Live Death!

The cap badge for the Legion is a Halberd, with crossed Rifle and Crossbow (bow pointed down).

Union Militar Espanola

An organization of old guard military officers organized by General Francisco Franco who, for now, supports the Royalist faction. Some political experts believe that additional faltering on the part of the Royalist cause will insure an abandonment by Franco of the Royalist side and his likely striking out on his own or joining the Nationalists.

Franco's abandonment of the Royalist cause would signal a major shift in the current three way balance of power with large portions of the Union Militar Espanola following him as well as the remaining brigades of the Spanish Foreign Legion.

Alphonso is lucky to retain the support of a reasonable portion of the Spanish national military at present. Most of the forces of the Republicans are comprised of civilians, foreign adventurers, foreign soldiers and military advisors from the Soviet Union.

By contrast, approximately a third of the current Nationalist front is former Spanish military with additional support from the civilian sector and a growing presence of troops from both Roma and the Legion Condore of the Reich.

Nationalists (Fascist)

Carlist Monarchist

The Carlists support Carlos I de Borbon y Austria-Este's claim to the throne of the Kingdom of Spain. The Carlists represents a faction of the nobles and wealthy land owners who believe that only a replacement of Alfonso on the throne will bring any kind of lasting peace to Spain. They see Carlos the First as a suitable alternative. The Carlists are clerical hardliners that preach that the Alphonsine throne has become weakened by secular corruption and concerns.

Carlist militia men are known as "Requetes" and have a Catholic priest attached to every unit. Each Carlist military unit identifies itself by carrying a large wooden crucifix into battle.

Priests fighting in the conflict on either side are usually armed. They give last rights to any Catholics they encounter and many boast about dispatching the godless communists they encounter to hell.

The Falange (phalanx)

The Falange is a union of several student and labor groups into one united Fascist front. The leadership of the Falange has garnered support from Roma since 1932. Roma support includes arms, starfighters and most recently troops. The Falange hopes that if they are victorious that they will control the greatest influence, votes and military authority in determining the new government of Spain.

The falange represents a general shift from older conservative religious militant groups to support for fascist organizations in Spain.

Union Militar Espanola

An organization of rebel army and naval officers who have courted the government of the Reich for military support. The membership broke free from the Royalist faction after the Royalists suffered a number of spectacular military fiascos at the hands of the Republicans.

The membership of the Union Militar Espanola believes that the current leadership of the Royalists is doomed and that something must be done to insure that communist and liberal factions do not assume control of the government after the war.

Republicans (Popular Front)

Partido Socialista Obrero Espanol

The Spanish Socialist Worker's Party is one of the largest political parties in the Kingdom of Spain. It is comprised primarily of urban laborers and mill workers from the major urban centers.

If there were popular elections in the Kingdom of Spain today, it is likely that this political party would win a slight majority of seats during the election. The party has no real military support and most of its fighters are comprised of urban workers using whatever rifles, pistols and makeshift bombs they have managed to acquire during the war.

A recent seizure of gold has led to the party gaining valuable shipments of Soviet military goods, among them tanks, military scout cars, weapons and even a few dozen starfighters. These shipments have been slow coming and the Reich blockade has managed to cut supplies from the PSOE's Soviet allies down to a trickle. Barely two battalions of the PSOE are armed with weapons from the Soviets. The vast majority of the PSOE still fights with hunting rifles, revolvers and makeshift fire bombs.



The civilian leadership of the PSOE has managed to pull off a number of brilliant military successes against the Royalists, despite the absence of trained soldiers among its general staff.

Partido Comunista De Espana

The Communist Party of Spain is currently a minority labor party, well behind the membership of the PSOE in urban areas. The communists have a direct line of communication and a direct relationship with the Soviets which allows them to receive military support in the form of rifles, ammunition and a modest amount of artillery without the need to purchase these arms. Supplies for the PCDE have slowed in recent months because of the Reich blockade as well.

It is clear that in the final outcome the Soviets would prefer to have the Spanish communist party come out on top and they have been sending military advisors, intelligence operatives and equipment to assist their comrades. The regular assistance of the Soviets has insured a slow but steady rise in popularity and power for the communists in Spain. Unfortunately for the Republicans, the increased presence of the "godless" communists in the territories of god fearing peasants has insured that their enemies in the Nationalist movement can count on a steady supply of conservative recruits.

Partido Obrero de Unificacion Marxista

The Worker's Party of Marxist Unification is a Trotskyite political party which forwards the notion that Marxist government can not withstand the pressures of surviving capitalist neighbors, and that communism must achieve a series of quick national worker's revolutions throughout the world in order to achieve a stable world communist state.

The party is generally in opposition of Stalinist communist ideals which postulate that communism can survive on its own in a single state.

The Trotskyites represent a radical left element comprised mainly of eager students and young revolutionaries. While they represent one of the smallest factions in the Republican camp they still number in the tens of thousands.

The Trotskyites were more inclined to engage in student riots and bombings before the outbreak of the civil war than full scale fighting and they still rely heavily on hit and run guerilla tactics. While armed now with rifles and ammunition gained during the successful seizure of two national armories, the Trotskyites do not have the manpower to front a sufficient force to hold a region from the Royalists.

Federacion Anarquista

A half dozen different anarchist groups from diverse colony worlds have collected together under this party banner. The FA originally opposed the other members of the popular front but joined once open hostilities broke out.

The anarchists hope to achieve a complete break down in the social order and believe that only once the system completely breaks down can true government for the people appear.

The anarchist factions are made up of the most extreme leftist and revolutionary elements in Spain. Many of the members have joined since the fighting and have travelled here from other nations to join in "the struggle".

Current Situation in Spain

The star systems of Toledo and New Galicia have seen the withdrawal of all Royalist troops after the Royalists suffered a series of spectacular military fiascos and crushing defeats.

Royalist forces have pulled back to New Madrid, the star system which serves as the capital for the Kingdom of Spain. If the war had a specific front line, that front line would be in New Madrid.

Fighting continues to rage in the Toledo and New Galicia star systems where Republican and Nationalist forces, absent a Royalist army to pound on, have turned their attentions to one another.

Five habitable planets are located in those systems, two in New Galicia and three in the system of Toledo. Each planet is criss crossed with zones of control by different factions. Territories are fluid and the political map of control changes weekly, if not daily.

In January of 1936, the League of Nations voted that the conflict would be officially off limits to any member nation. Despite this warning from the League; the Soviets, Reich and Roma have all become more or less directly embroiled in the civil war, in breach of the League mandate.

Roma and Spain

The fascist government of Roma has been in contact with fascist revolutionaries and unions in the Kingdom of Spain for the better part of the last seven years. The Italians are not newcomers to this conflict, and out of the three nations involved in the conflict, they have the strongest case for mounting a military presence here.



First and foremost Roma shares the frontier of its space colonies with those of the Kingdom of Spain. Political upheaval and instability equates to potential trouble with communist and anti-government movements already present in Roma territory.

The government of Roma holds a hard line, right wing position and as such aligns itself as an enemy of all communist states and political movements. Soviet intervention in the civil war practically guaranteed that Roma would be obliged to respond in kind.

The Roma government has strong political ties to the Falange. Currently the Falange is gaining ground on the Spanish Socialist Worker's party. Roma has a strong case that the Falange and its associated Nationalist party represent the closest thing to a home grown conservative political movement in the Kingdom of Spain. By supporting the Falange the Roma government claims that it is merely working to restore order and place the government of Spain into the hands of "the people".

The Roma government has long been aware that conditions experienced by the farmers and rural workers, quarry and mine laborers have been absolutely appalling in the Spanish colonies. Conditions on Spanish colony worlds have ranked at the top of the list of very worst conditions found in the nationalized corridors. Roma points to these deplorable conditions as yet another reason for humanitarian intervention. The irony of this public stance being that Roma runs a close third on the list of governments with the worst working and economic conditions in space.

The Roma government has exercised a certain measure of control, having entered the conflict with military action only in the last two years. Part of the reluctance to become personally embroiled in the conflict is the current disorganized state of their military and fleet. Roma is ill prepared to fight a protracted conflict in space against a major power. The volunteers that Roma sends to fight in Spain are equipped with the most basic equipment, weapons and supplies (and sometimes not even that). Once in Spain, Roma troops must scrounge for resupplies of food and ammunition from the Spanish as supply convoys from home are unreliable.

During the five years previous to the civil war the government of Roma attempted to exercise political and economic sanctions and protest against the inhumane treatment of workers on the League of Nation's floor.

Whether the dictatorship views its involvement in the conflict as a true humanitarian effort is questionable at best. More likely the Roma leadership views the war as an opportunity to expand its influence and seize an opportunity that may expand Roma territory and power.

Many thousands of Italian men have volunteered into the Nationalist army in Spain and in the last year the government has begun to send military advisors and some of their regular navy and army troops into the fray.

Soviets and Spain

The Soviets began to provide direct support to the communist movement in Spain as early as 1924. Financial support became supplies of rifles the very day that fighting broke out. Despite their long involvement the Soviets are still behind the curve in strengthening the communist party elements fighting in Spain. Even prior to the arrival of the Reich blockade shipments of weapons and military hardware from Soviet space were piecemeal. Despite this the Soviets have made slow but steady gains against the home grown Socialist party as they continue to point to the success of their own system where their claim to modernization within a single generation holds more than a small grain of truth.

Like Roma or the Reich, The Soviets view Spain as an opportunity to expand their own sphere of influence. A successful communist revolution in Spain would mean a greatly extended Soviet sphere, greater trade opportunities and the opportunity to stage Soviet military bases on the border of the Kingdom of Holland. Holland remains one of the wealthiest Royalist nations in Free Space and a primary target for the Soviets in their plan of toppling all Royalist governments and replacing them with communist regimes.

The Reich and Spain

A successful fascist coup in Spain would equate to an extension of Reich influence, trade and the establishment of Reich military outposts and bases on the frontier of the Kingdom of Holland. Victory for the fascists would also deny this same influence and military footing to German rivals in the Soviet Union. Denial of resources and military ports to the Soviets is reason in and of itself for the Reich to take a strong interest in the outcome of the civil war.

The Reich War Ministry feels that a full scale conflict in free space is inevitable and the ability to stage bases on the Dutch frontier would provide the Reich with a stepping stone for launching an invasion into The French Star Republic. At the present time the Reich can not imagine a struggle where the Republic would not be matched against them. A quick destruction of the military presence of the French in space is a cornerstone for any war plans related to Reich survival in the nationalized corridors.

In many ways the civil war has become a testing ground, not only for new starfighters and weapons but for the political will of the governments of The Republic and the British Star Empire. In Spain the Reich measures how these



governments react to the exercise of German military power beyond the borders of League space.

In February of 1936 the Reich established a military blockade of New Madrid and all points beyond in the Kingdom of Spain. The Reich claims that this military blockade was placed "in support of the League mandate against foreign nations supplying arms to the conflict."

The naval blockade has led to a great many protests in the League, primarily led by the Soviets. During the last few months the blockade has seized a dozen different ships carrying contraband cargos of weapons and military supplies into the region. In addition to ships seized, nine Spanish vessels have been destroyed by the mysterious Reich S-Boats that have practicing test operations in the region.

The Legion Condor

The Legion Condor is a specialized force of the Reich's regular fleet and army that has been dispatched to perform blockade duties and starfighter cover for the Nationalists fighting in Spain.

Currently some 100 ships including two cruisers, six destroyers and numerous transports and starfighters have been dispatched to the conflict along with some 15,000 military personnel.

In public radio broadcasts, the Reich government has declared that the presence of the Legion Condor is a response to direct Bolshevik intervention in the civil war. In many corners of space the notion of a fascist force fighting against the communists in Spain has been seen as a positive. Christian organizations throughout the West view the anti-Christian / anti-religious stance of the communists as the number one reason for opposing them. Fascist forces are applauded as a modern nationalist force fighting for the modernization of the Spanish colonies against the godless, anti-Christian forces of the communists. This point of view is especially true within the Federal Territories and the United States where there seems to be no significant interest in meddling in the conflict as it now stands.

The Spanish and Foreign Intervention

Many Spaniards would prefer to settle the conflict in Spain on their own terms without the intervention of foreign troops. Soldiers from Roma, The Reich and the Soviet Union must be cautious at all times. If they are caught away from their companions they are just as likely to be attacked by their Spanish "allies" as they are to be welcomed by them with open arms.

Legion Condor air raids against the large Spanish

settlements on New Madrid represent the very first occasion where civilian populations have been made the target of major bombing campaigns. While the physical destruction of Reich bombing raids has been limited to San Pedro and a few lesser locations the psychological impact has been severe. Many Spaniards on both sides of the conflict carry a deep hatred for Reich air crews who they see as the monsters personally responsible for the destruction of their cities and bringing the war against women and children who had sought safety from the violence of the countryside in the shelter of urban areas.

In one case a Soviet flyer shot down while dogfighting the Legion Condor over New Madrid was assaulted by an angry mob. Despite the fact that the Soviet pilot was attempting to destroy the bombers flying over the city, when he landed safely with his parachute he was promptly beaten and then hung by citizens who believed he was a flyer from the Legion Condor.

New Madrid

The planet of New Madrid is the capital of the Kingdom of Spain. Here against the backdrop of the beautiful rocky slopes of the Iberian Sea; the three way civil war churns forward.

New Madrid has a population of approximately 170,000 colonists which are scattered between the settlement of Rio Del Sol in the North through the El Capitan region and the main city of San Pedro where the planet's only large starport is located. The war extends from San Pedro, South into the desert country of La Mesa del Diablo.

Currently San Pedro is hotly contested in a block by block fight that has been dragging on for the last year. The starport has changed hands on a more or less weekly basis as rival factions launch attack and counter attack.

The fascists have established a series of military bases in the desert country of the South while the Communists have secured themselves a string of villages in the North along the coast. San Pedro is a mix of constant combat where control can be attributed to one faction or the other in a change of hands which cycles monthly.

Roma

The government of Roma has operated as a Fascist dictatorship under the rule of Benito Mussolini since 1922.

Roma controls a fairly modest region of space. Despite the presence of a sizeable ocean going navy on Earth, the Italian naval yards were aging in the early 1920's and many of them were insufficient for handling the transition to



the construction of starships.

Corruption and lack of funding, poor economic times and other factors insured that the Italians remained Earth bound from 1919 until 1923. In 1923 Mussolini was successful in the purchase of a small collection of starships that could barely be called a fleet. With these ships the Italians began the laborious process of shuttling equipment, resources and manpower off of Earth and into what would become the Roma corridor in Free Space. With such a limited fleet the establishment of the first Roma colony in Free Space crawled at a snails pace compared to other expansions and colonization programs. Roma maintained only a single colony until 1925.

In 1925 the Italians managed to construct a ship yard on their colony world of New Galicia. With a space based shipyard and the beginnings of a modest income from merchanting the Italians began to cobble together something resembling a fleet.

From 1925 until 1934 the Italians settled a half dozen colony worlds. Only three of these have developed into colonies of any real size or economic significance. Early colonial expansion by the Italians were largely funded by private sales of national treasures into the hands of wealthy collectors and the black market during the later years of the 1920's. An unknown quantity of national treasures have been secretly replaced with duplicates. Italian support of the creation of a small Papal state in space has produced a close trading relationship between the Vatican and the Roma government. In 1930 the Vatican launched a world wide fund raising effort where hundreds of millions of dollars were raised towards the expansion of the Papal colonies in space. Perhaps a sum as great as forty percent of those funds were quietly diverted into Mussolini's war machine under an agreement that the Roma government would act as the Papal state's military protector in the event of any attack.

The significance of the unsettling evil which seems to brood in jump space should not be played down in the close relationship between the Vatican and Roma. Catholic clergy invest significant efforts into blessing and spiritually protecting the vessels active in the Italian fleet. These efforts are not without a certain measure of success.

In 1934 the Roma government entered into an economic and military alliance with their neighbors in Reich space. The Italian fleet was expanded further in 1934 by a program of leasing older ships from the Reich.

Today, Roma occupies a narrow region of space between The Kingdom of Spain and The Third Reich. The Italians have been unable to expand into the frontiers as French and British interests have begun to seed these undeveloped habitable worlds with colonies of their own.

French and British expansion into Italian Free Space has greatly weakened diplomatic relations between these nations and has more or less insured that Mussolini's government is driven into the arms of the Reich. French and British treatment of Italian interests on the floor of the League has also served to distance and strain their relationship with the Vatican.

Reich Alliance

The Italian government joined World War One on the side of the British and the French but found themselves disenfranchised when the spoils of victory were handed out during the Treaty of Versailles. Even after this smack in the face of Italian pride and further barely hidden operations by the French and British towards hindering the growth of Italian trade in space, an alliance between Germany and Italy has been slow in coming. While publicly the Reich and Roma put the best face on the alliance, the Roma government continues to make overtures to the French and British to remove their colonies from Italian space in exchange for closer and more cordial diplomatic ties with Roma. Overtures which both governments refuse to heed.

With the rise of open warfare just beyond the Italian frontier Roma has begun to mobilize its colonies to deal with the dual threat of Allied encroachment and the appearance of a Soviet backed revolt on its border. Roma makes no secret its plans to establish a new and mighty Rome in the nationalized corridors. Mussolini clearly fashions himself as a reincarnation of one of the great Caesars of old. Rather than ignoring Italian pomp and bragging it appears that the French and British are actively interested in throwing mud in the face of the Italians at every opportunity. While there could be clear grounds for arguing that Mussolini conducts his government more in the manner of a crime boss than a politician British and French actions have only served to push the popular opinion of the Italian people squarely into his hands and into the hands of his party.

For now the Roma fleet busies itself with pulling personnel and materials off of Earth, a move which has begun to strip clean what industrial base was present in Italy to begin with. Much of Roma's efforts in 1936 are invested in programs to further shuttle Italian manpower out of Italy and North Africa and into its nationalized corridor. These efforts remain voluntary and limited. Many Italians remain sceptical of migrations away from Italy. The rumors that jump space contains a possible doorway to hell or the world of the dead have not served to further Italian recruitment efforts.

Government

Under the current dictatorship the Italian parliament has been all but dissolved. At one time or another Mussolini



has held seven different key positions within his own cabinet including the ministry of the interior, ministry of the colonies, ministry of the armies, ministry of the space fleet and ministry of industry.

Complete centralization of power has unfortunately not been of much service to the Roma government in its efforts towards modernization. Important decisions pile up as work funnels into the various ministry departments and stop as they wait for attention on Mussolini's desk.

Corruption and graft within the government insures that projects with considerable monetary pay backs to Mussolini personally or to his staff members gain priority over projects that are of greater vital importance to the national economy or to the colonies.

While the number of service personnel in the fleet and military continue to climb, entire units of these forces lack modern weapons are wearing the most shabby of uniforms and riot against one another over issues of pay, lack of food and lack of footwear.

With such a poorly administered and poorly organized military in hand it is no wonder that the French and British laugh at Italian complaints about encroachments into Italian held space. Of course pushing the colonies of the Italians meager though they may be, and the sheer volume of potential military personnel into the hands of the Reich may not be the wisest foreign policy exercised by the Allied powers.

The Papal States

In 1932 the Vatican authorized the exploration, survey and establishment of star systems in Italian space which fell under the specific authority of the Pope. The Kingdom of Spain and Roma both stepped forward with ships and personnel to assist the Vatican in the exploration and establishment of the newly formed Papal States. In many ways the development of the Vatican colonies as a most holy and catholic mission helped to cement diplomatic ties between Spain and Roma. Had Alphonsine policy shifted in favor of reforms favored by Roma it is quite possible that the Roma government would have joined the conflict backing the monarchists rather than favoring what they insist remains popular support of a fascist state.

In 1936 the Papal States now possess a limited fleet of vessels gifted by private supports and by the governments of Roma and Spain. Colonists have migrated to the Papal colonies from nations all throughout Earth and the population of the Papal colonies has soared to a quarter of a million souls.

The Papal States remain officially neutral in all con-

flicts, although the church has thrown support behind movements that oppose the expansion of communism in Spain. Church policy everywhere remains anti-communist first with humanitarian concerns often taking a back seat to this position.

The Papal States operate the usual mining and manufacture operations and in addition a number of Vatican schools, libraries and a trio of large monasteries known to provide solitude and retreat from the worries of the world.

The Knights of St. Michael

A secret order within the Papal States conducts investigations into the occult and the activities of the Reich, the Ypres League and the Order of the Golden Dawn. Official church policy considers psi abilities a manifestation of one of god's spiritual gifts. Official doctrine holds that they are not necessarily a work of evil. Even so the church has been careful to watch for rising occult influences both for spiritual reasons as well as political ones within groups that work to develop psi talents among their members.

The Knights quietly work to spy out the most recent developments in the field of psi and the occult. When and where the supernatural appears to be involved the Knights perform careful investigations to conclude whether this is indeed the case or not. The Knights report back to the Papal States in order to receive instructions on how to proceed when action is required.

Reich Space

Germany before 1933

Following World War I the defeated German aristocracy lost considerable political influence and power in Germany under the artificially mandated Weimar Republic.

From 1919 until 1924 the Weimar Republic suffered one of the worst economic collapses ever witnessed in human history. German money became so worthless that wheelbarrows full were required to purchase a loaf of bread and German citizens found that burning stacks of money was cheaper than purchasing firewood.

Economic hardships in Germany from 1919 until 1924 insured that the Weimar Republic was absent from the first years of the race into space. In 1924, a group of German aristocrats, including the exiled Kaiser Wilhelm quietly formed a planetary survey and starship building firm (the first starship construction company in Germany) called Deutsche Werke. Deutsche Werke was launched, mere months before a vote by the League of Nations declared all space beyond the Neutral Systems as Free Space, opening vast re-



gions to colonization free from League interference. In fact the League of Nations was specifically consigned to affairs within the Core and Neutral Systems and was specifically restricted from getting directly involved in affairs conducted by states in Free Space.

Deutsche Werke

From 1924 until 1926 Deutsche Werke began to dominate the lucrative field of planetary survey missions. Deutsche Werke survey teams and the specialized survey equipment, cameras and mining equipment developed by Deutsche Werke attracted lucrative contracts from the Dutch and Americans during the 1920's. By 1927 Deutsche Werke controlled more than fifty percent of the market share for equipment and even more so in the arena of survey and camera technology.

During its ascension as the company with the most to offer in the arena of planetary surveys the Deutsche Werke company quietly staked out claims for a group of private backers. From 1925 through 1927 this collection of bankers and investors designated as the Ypres Grupe successfully received League sponsorship for the first privately sponsored colony worlds in space. In 1927 these private colonies declared themselves to be united under the banner of the German Star Empire.

The sudden appearance of the German Star Empire in 1927 presented a number of challenges to the League of Nations. First, the GSE declared its existence after filing legal planetary surveys under the Deutsche Werke company charter. Previous treaties did not stipulate that a colonizing state must be a recognized government and member of the League of Nations prior to 1927. Honestly, no one had thought that anyone but a recognized nation would have the resources to establish survey teams. The GSE was not a recognized League member nor was the German Star Empire a recognized government on Earth. Worse, the GSE was immediately vastly controversial and the very notion of the German Empire resurfacing in space outraged the Allied governments.

In the chaos following a press release and the stir in the League, representatives of the GSE mounted the most assertive and bold recruitment effort in history, right under the nose of the Weimar Republic. As the Weimar Republic and allies prepared their rejection of the GSE application, Deutsche Werke hustled no fewer than 30,000 German nationals off the planet where they took immediate oaths of loyalty to the Kaiser and the newly formed GSE government.

Herbert Hoover stepped forward and spoke on the floor of the League condemning the clandestine dealings of the German Star Empire but also pointing out that attempts

by groups not currently recognized as a government on Earth to organize future governments in space was inevitable.

Hoover postulated that the League must possess a means of making decisions regarding the appearance of new states or face the inevitable formation of new political boundaries driving deep rifts into the League.

Hoover recommended that the League submit the status of any new state to a vote of the general assembly. A two thirds vote in favor of recognition would establish the new state as a legitimate government. Failure to receive a two thirds majority would consign the new state to whatever fate had in store and member governments were free to conduct embargo or any peaceful tactic necessary to force the offending colony to submit to the rule of a legitimate member.



Predictably, the GSE failed to receive the required vote in the League and the territory claimed by the German Star Empire was determined to be the rightful territory of the Weimar Republic.

The Weimar Republic had no fleet to enforce its claim on the territory. No other nation was eager to become embroiled in an armed conflict in space and so the German Star Empire, although officially a rogue state, remained.

Kaiser Wilhelm and The Ypres League

Following Germany's defeat in 1918, the Kaiser was exiled to the court of Queen Wilhelmina of Amsterdam. The young Queen boldly refused to hand over Kaiser Wilhelm to stand trial for war crimes despite enormous pressures from France and Great Britain to do so.

The arrival of the Martians in 1919 largely distracted the world from the "villains" of the First World War and the Kaiser quietly slipped out of the spotlight and off of the world stage. Starting almost immediately in 1919 allies of the Kaiser in key locations of the new Weimar government funneled government gold reserves and state treasures to the Kaiser in exile. No one knows for certain how long this practice went on but we can be reasonable sure that it halted some time prior to 1933. Certainly between 1919 and 1924 the Kaiser had received tens if not hundreds of millions in plunder, robbing the Weimar Republic blind at a time when the new and struggling government needed these funds the most.

In 1920, the Kaiser and a group of like minded German aristocrats and scientists formed the Ypres League. The Ypres League is a shadowy, underground organization. It is named after the battle of the second Ypres where the Germans employed poison gas for the first time.

The Ypres League dedicated itself to launching a new German Empire with the Kaiser and various leaders from the old German aristocracy at the helm. The grand plans of the Ypres League included purchasing, stealing or designing a number of fearsome super weapons to someday unleash on Britain and France as payback for old scores.

Despite the existence of a new German Empire in space, Kaiser Wilhelm did not dare to leave the protection of Queen Wilhelmina and the court of Amsterdam. Even to travel beyond the boundaries of the court exposed him to the risk of attacks by agents of the French and British. Leaving the planet to travel to the new German Star Empire was too risky in 1927.

The Kaiser therefore entrusted his authority in the German Star Empire and more importantly in the activities off world of the Ypres League to his close confidant and supporter Professor Moriarty.

The Kaiser has remained in the court of Queen Wilhelmina on Earth throughout the brief history of the GSE. With the rise of Hitler and the Nazi party in 1933 and the successful Nazi annexation of the GSE colonies the Kaiser and his supporters have been forced to abandon most of their plans for the rebirth of Imperial German interests in space.



The German Star Empire

From 1927 until 1933 the German Star Empire occupied a slowly expanding number of star systems in what would become the core of Reich space after 1933. At its height (1930) the GSE maintained colony worlds in nine star systems and claimed an additional six for a total territory of fifteen star systems.

The German Star Empire provided an attractive alternative to German citizens willing to return to rule under the Kaiser and the German aristocracy from 1927 until 1933. At the height of the economic woes of the Weimar Republic, a steady stream of colonists left Germany for the Dutch starport at Rotterdam on Earth. Once safely at Rotterdam these colonists would swear an oath of loyalty to the Kaiser, board Dutch ships and be transported into space where they would transfer to GSE starships for the final leg of the trip to their new home.

Unfortunately, promises of a better life in the German Star Empire were a bitter disappointment to these hopeful colonists. Upon arrival, they found the steep social and economic divide between the landed aristocracy and the common colonist to be greater than was present in Germany prior to the war.

The middle class in the German Star Empire virtu-



ally vanished. Wealth was concentrated in the hands of the regional aristocracy who did precious little to improve the living and working conditions for colonists.

By 1931, the absurdity of leadership decisions by German aristocrats resulted in plagues, shortages of supplies and food stuffs in the colonies. Thousands of colonists died. By the elections of 1933 the German Star Empire had abandoned four star systems, while a dozen different movements from anarchists to communist to socialists threatened bloody revolution.

The Nazis

Enter the Nationalist Socialist Party; who in 1933 won a majority of seats in the Reichstag elections.

Within a few weeks the head of the National Socialists; Adolph Hitler, was elected Chancellor of Germany and a number of political reforms called the Gleichshaltung practically abolished the Reichstag, handing complete executive power to Hitler. By the fall of 1933 Hitler was the unchallenged, totalitarian authority over Germany.

One of Hitler's first acts as Chancellor was to declare the colony worlds of the German Star Empire to be member states of the new Third Reich. Hitler pointed to the 1927

League of Nations vote that confirmed that the German Star Empire territory remained the territory of the Weimar Republic.

The Nazis in 1933 faced the challenge of inheriting no substantial space fleet from the Weimar Republic. The Nazis seized all major shipbuilding facilities in Germany and nationalized them, making an immediate push towards building a "civilian" space fleet. This major push by the government converted several aircraft and shipbuilding factories over to starship production. Meanwhile, a mercenary force of starships was cobbled together to provide transport to 1,000 volunteer soldiers, the nucleus of what would become the Legion Condore.

Legion Condore

Late in 1933, Nazi troops reached the first of the colony systems claimed by the German Star Empire. Workers turned out to greet the arriving troops at the planet's starport and showered them with flowers. The garrison of the Imperial guard arrested its own Officer Corps, burned their pay books (the aristocracy had neglected to pay or supply them in months) and volunteered to serve in the Reich's new army.

The change of power in the German Star Empire was more or less a bloodless coup. By the start of 1934 the Nazi's held firm control over the colony worlds that remained and perhaps more importantly had seized control of the large Deutsche Werke shipyards off world.

In July of 1934 Hitler recognized the efforts of the units he sent to the German Star Empire and officially formed the Legion Condor, which he intended to build into something to rival the power and structure of the French Foreign Legion.

Just as in Spain and France, the concept of a Foreign Legion provided an opportunity to gain national citizenship through years of military service. Germany began offered citizenship in the Third Reich through voluntary military service in the Legion Condore as early as 1934. Volunteers inspired by the National Socialist agenda joined from all parts of Europe and the United States.

From 1933 until 1936 the Legion Condore expanded with volunteers to nearly 10,000 members. By 1936 the Legion Condore maintained five wings of combat starfighters and military starships and an additional five ground battalions of infantry with limited artillery and armored support.

1933 to 1936

The years from 1933 until 1936 have been a blur





of activity in the Reich. Hitler and the Nazis have instituted successful economic growth and change on a massive scale. In 1935, Adolph Hitler openly declared that Germany would no longer conform to the military restrictions imposed by the Treaty of Versailles. This announcement produced no official protests on the floor of the League, a notion which would have been shocking in the extreme during the 1920's. The abandonment of the Treaty of Versailles by Germany garnered protests only in the newspapers of France and England and to a lesser extent liberal papers in the USA.

In fact, Hitler was successful in securing a revised treaty with the British Star Empire and France through behind the scenes negotiations at the League of Nations. The new treaty granted Germany the right to develop a space based fleet up to half the size of the existing British fleet, an enormous concession that allowed for the Reich to produce hundreds of starships, both civilian and military without protest or interference from the Allied nations.

With success in the League and using the Allied fear of a growing threat of a the world communist movement, the Nazis pushed ahead with the development of their fleet and military machine.

The Reich's Astronatique's Corps immediately began the construction of German starship facilities and the expansion of private starship and starfighter contracts in Free Space. By 1936 fully 80 percent of all Reich starship production occurs in the Reich's nationalized corridor, positioning the Germans at the fore front of the trend towards moving starship production centers off world.

The Nazis have been cautious not to violate the terms of the League Charter banning activated weapons on starships or starfighters on Earth, in the Core or Neutral Systems. They retain ambassadors with all five of the Martian Septs but focus solely on the Fah-Zol Sept in their trade relations.

Racism and Hate

The Nazis have built much of their political platform around a stance of racial bigotry and hatred. Anyone who is not ethnically Northern European faces the growing threat of violence and state terrorism in The Reich. During the days of the German Star Empire the colonies became ethnically diverse and so the entire region now referred to as Reich Space has faced considerable social upheaval.

Anyone who does not fit into the narrowly defined mold of the proper German, as spelled out by the Nazi party, is rightfully worried about life in Germany or on German colonies. An underground movement has been established to shuttle minorities and those threatened by the Nazi party

away from German colony worlds.

The Nazis have used their racially bigoted policies to seize the property and wealth of many families both within Germany and in the colonies. They have used this wealth to further finance the rapid expansion of their military and secret research projects.

Where are the Martians?

Why don't the Martians intercede on the behalf of human minorities in Reich space? Firstly, the worst atrocities are currently limited to the German nationalized corridor well outside of League authority.

Secondly, the Martians are not particularly altruistic or interested in the social or moral questions facing the human race. So long as humans keep from fighting one another on a mass scale in the core worlds and the inner systems the Martians are unconcerned with human social issues or concepts of morality or just treatment.

To the Martians, humanity is a labor force and an extension of their military power. Humans are merely shock troops to slow the advance of the enemy; nothing more. In particular, the Fah-Zol Sept sees little reason to blunt the edge of human militarism in Free Space. The Martians need an effective fighting force and a period of conflict in space would only help to train humanity for future conflicts against far more dangerous foes.

German Characters

Communist or Socialist

The Nazis are focusing on the communist and socialist party elements in German territory as the pawns of the Stalinist soviets. The Nazis have continued to stress the atheistic "godless" nature of the communists. Prior to 1933, the communist and socialist parties were very active in the Weimar Republic, openly running for political office. Following the seizure of control by the Nazis many communist and socialist figures have been arrested and imprisoned.

A German character who is a staunch communist or socialist will have to keep their political ideals secret if they wish to survive for long in Reich space. Operating in secret resistance cells the German communists and socialists work against the Nazi government.

Weimar Republican

Few Germans will admit to remaining loyal to the now defunct Weimar Republic. However, there are those who feel that the Weimar government showed the best



promise for creating a prosperous and above all peaceful Germany.

As a loyalist to the old Weimar Republic you must keep your wits about you and your contacts and politics secret. Chances are good that you work with the underground, smuggling those minorities targeted by Hitler's Nazi thugs to safety.

Loyalty to any movement in Germany other than the Nazi movement is dangerous. You have seen other loyal members of the Weimar Republic assassinated or declared an enemy of the state and hauled off to who knows where.

German Citizen

Many Germans are not a part of any particular political movement. They are merely German citizens. As a German citizen you may be one of the many minorities that the Nazis have targeted for persecution. If you are a member of the underground movement you may work to rescue others like yourself from German colonies or you may stay behind, hiding your ethnic background as long as possible and working with the allies as a spy.

You may be a member of the German armed forces. Perhaps you joined when you were very young, during the first World War and served under the Kaiser, then the Weimar Republic and now under the Nazi government. As a member of the old guard in the German army, loyal service to your country comes first no matter who happens to be at the reins of leadership. If the Nazis become too dangerous in their leadership perhaps you will work with other members of the Officer corps to force a coup to change the government.

Soviet Space

Life in Soviet space is brutal, fearful and short. The Stalinist government is the equal of the Reich in perpetrating brutal purges, not only against minorities within its borders, but against its own general staff and party membership.

Early innovations and designs in Soviet technology have changed little from the early 1920's until 1936. Moscow adopts an "if it works, don't fix it" approach on many of its starship, equipment and weapons designs. Many early Soviet designs while functional remain borderline in their functionality or even dangerous in some respect. Soviet space suits still resemble the deep sea diving suits first cobbled together in 1919 complete with oxygen hoses and oxygen pumps on board ship.

Most Soviet equipment has a decidedly industrial and cumbersome look to it, in fact the bulk of the Soviet fleet

was constructed between 1920 and 1925. Most of the Soviet starships and starfighters are models that are well over ten years old.

The Soviet / Reich Frontier

Using the starship drives currently provided by the Martians, there is no direct route of travel through the vast open expanse of unexplored and unsurveyed space between the Reich and Soviet Space.

For now this expanse of unexplored space between the Soviets and the Reich helps to maintain a fragile peace. A closely shared border and the ongoing rivalry between Nazi fascism and Soviet communism would likely escalate into full scale war if this were not the case.

The Russian Revolution of 1917

Economic hard times, insufferable conditions in the army, the continued war against Germany, the refusal by the Czar and royalists in Russia to provide meaningful reform for the common people, all led to the Russian revolution of 1917.

The initial Bolshevik revolution of 1917 was a reasonably bloodless coup that forced the abdication of Czar Nicholas and the exile and eventual execution of the Czar and his family.

In 1918, the chaos engulfing the Russian state exploded into a four way civil war between the Red Army, the White Army of the royalists, the Black Army of the anarchists and the Green Army comprised of a number of different nationalist factions.

The Russian Civil War was in full swing in 1919 during the first Martian contact. The Martian arrival in 1919 and the subsequent offer to the League of Nations (see Chapter Two) isolated the Russian factions from consideration for the Martian treaty, at least until hostilities were resolved and a final government for the nation declared.

Fighting continued from 1919 until 1921 when the Red Army faction was finally victorious, driving the shattered remnants of the White Army out of Soviet territory and into exile. The exile which would carry the Czarists into the most far flung regions of explored space.

The survivors fled into Eastern Europe and beyond. Many of the surviving leaders of the White Army found themselves at the court of Queen Wilhelmina of the Kingdom of Holland. Battered from long years of neglect the shipyards of the newly forged Soviet navy were in no state to make the transition from early 20th century shipbuilding to the con-



struction of starships. Despite the best efforts and pressures of the Soviet government to force improvements, the Soviets were Earth bound and this encouraged the White Army survivors to cast their gaze to the stars, where the Soviet Army, at least for now, could not interfere.

White Army

Backed financially by Queen Wilhelmina, the White Russians and many of their Cossack followers migrated into space where they forged new communities on the colony worlds of the Core Systems.

In 1924, with the League of Nations opening Free Space for un-monitored colonization, the White Russians gathered their resources and blazed a trail far out into the unsettled reaches of Free Space. There they established three colony worlds, remote, Spartan, but free to rebuild something of their old way of life beyond the reach of the Soviets.

The White Russian colonies were so remote as to remain unmolested from 1924 until 1934 when Soviet settlement and colonization efforts in Free Space finally began to encroach on their territory.

Soviet movement outwards in the direction of the space claimed by the White Russian faction seems to be by design and not by coincidence. It is generally understood that so long as the White Russian party survives as a political force, with an army at its disposal, that stability and security will always be in question for the Soviet government.

Society

No monolithic White Army hierarchy exists, as such. Since its inception the White Army has been a loose association of troops, workers and peasants who were simply "against the Red Army" for a variety of reasons.

Some factions of troops, loyal to their Royalist officers certainly retained something of their loyalty to the old guard nobility. Other groups simply resist the Soviet stance on religious practices. The Red Army and Soviet system is staunchly atheistic, has forced the closure of many churches and refuses to allow citizens to practice their religion outside of their home or to possess any sort of religious writings. The Eastern Orthodox Church, its priests and loyal members comprise a large portion of the White Army faction.

The Cossacks also form a major segment of White Army society. Cossack culture supports a local power structure which includes loyalty to a Cossack headman and the following of Cossack traditions, none of which are approved by the Soviet state and are suppressed in Soviet territory.

As the territory of the Red Army, the region known as Soviet Space, expands and advances upon the White Army colonies the Whites prepare for coming conflict. For now the forces of the Soviets have been content to scout and monitor the White Army colonies. Open conflict is inevitable and is likely to develop in the next two solar years.

Government

Although no new Czar has arisen over the White Army faction, the three systems controlled by them are collectively known as Czarist Space. There seems to be some concern that the Whites will loose a measure of support and stability in their own systems if they attempt to impose a new Czar on the free willed Cossack factions.

The current "head of state" of Czarist space is Grand Duke Nicholas Nikolayevich who heads the Volunteer Army.

The Volunteer Army is the largest single White faction and controls one entire star system. The other two systems have no real central authority. Regions of the two habitable planets, one in each system, are divided into nations, each ruled over by their own small government.

The Grand Duke rules only over his own territories and must gain the cooperation of the Cossack headmen, the Patriarch of the United Eastern Orthodox States and a number of tribal warlords to conduct a full mobilization.

Cossack Pirates and Slavers

The Cossack States have developed a three year tradition of sending raiding parties into foreign controlled regions of space looking for loot, hostages and women to carry off as war brides. The Cossack piracy and raiding is reminiscent of the Viking raiding parties of the Dark Ages.

Cossack raiders may travel in a single raiding party or in packs. Once every three years the Cossack States unite their raiding fleets into a massive raiding party known as the Horde. Successful Cossack raids over the years have developed the Cossack fleets in both the numbers and types of vessels they can deploy. In the past, Hordes have numbered upwards of one hundred starships and have been known to pillage and gut an entire colony.

Over the last five years, as Soviet fleets move outwards, settling and establishing military bases closer and closer to Czarist space, the cossacks have focused most of their raids on Soviet colonies and supply convoys operating near their own systems.



The Red Army

The Red Army was originally a volunteer organization, without ranks or insignia. The Red Army was created in 1918 by a decree of the Council of People's Commissars.

During the Russian Civil War, individual army units of the Red Army were assigned a political commissar who could counter the commands issued by unit commanders. This system was put into place because the early Red Army relied heavily on army officers who were once part of the Czar's own military machine. Political loyalty was therefore always an important issue and control over the individual army units was considered to be a supreme priority for the Red Army leadership.

On May 29, 1918 involuntary drafts were instituted and regions of Russia under the control of the Bolsheviks instituted a mandatory military service for all men between the ages of 18 and 40.

Soviet Government

Soviet government is based around the Politburo,

a body of the top members of the Communist Central Committee. The Politburo acts as the cabinet of the General Secretary of the Communist Party and under the direction of the General Secretary, sets all of the important policies and directions followed by the Soviet government.

The General Secretary of the Soviet Union has been Joseph Stalin since 1927. In 1928 Stalin instituted a series of five year plans, around which the Soviets have worked to build their new nation, not only the new Soviet state on Earth but the Soviet colonies in space, as well.

The use of political commissars continues to be practiced in the Soviet Union. In space, a political commissar or political officer is required on each and every starship that operates under the Soviet flag. The political commissar is responsible to observe that Soviet crews maintain limited contact with the corruption of decadent Western capitalist colony worlds. They must insure that crew members do not jump ship and that they continue to study their communist writings.

Stalin

Joseph Stalin has, by 1936, established himself as a demagogue and dictator over the Soviet Union. He is perhaps, the father of the personality cult. Massive paintings and images of Stalin are everywhere on Soviet colonies and space stations.

Loyalty to the party, loyalty to Stalin, loyalty to the communist ideal are always scrutinized in Soviet space.

Stalin has instituted a policy of political purges that has set the Soviet government and most especially the Soviet military on edge. Questioning or throwing into question the party loyalty of one's enemies in the Soviet state has become a common, albeit risky practice.

In Soviet space one must always be looking over one's shoulder. The political commissars have become as suspicious, agitated and ruthless in the protection of their own positions as anyone else in the government. Rooting out traitors within the party and within Soviet space is a primary way for the commissars to score points within the party leadership.

Foreign Relations

Stalin has led the nation with a policy of active intervention and support of fledgling communist movements in foreign nations. Stalin's policies have led the way for the Soviet support of the Communist elements involved in the Civil War in Spain.



At the same time Stalin allows and encourages trade with states that remain outside of the Soviet sphere of influence, so long as contact between loyal communist comrades and corrupt merchants from decadent western capitalist nations is limited and heavily monitored.

Visiting Soviet Space

Merchants from foreign nations are required to surrender their vessels to the control of a Soviet pilot once they enter Soviet space. Crews from foreign nations are restricted to "foreign quarters" on Soviet starports and space stations. In these foreign quarters, foreign crews are only allowed to make contact with workers and party members that have been carefully screened, cleared and monitored by the Central Committee.

As the Soviet sphere of influence expands outward into the frontier, Soviet explorers keep their own charts and star maps which are no longer turned over to the Martians for adaptation into the Martian navigational computers. Once a starship arrives in some of the more remote Soviet systems they must signal and wait for a Soviet pilot to board and fly their vessel, because Martian navigation computers will not be able to chart a course to system planets or starports.

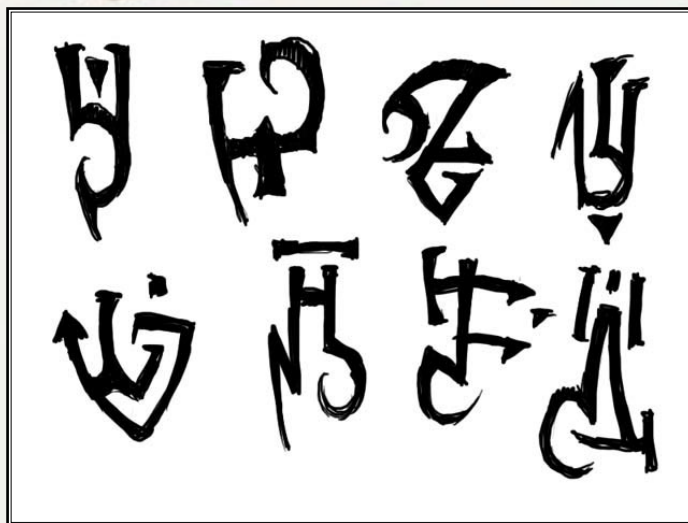
Most of the personnel in the foreign sections of Soviet starports are military personnel or political officers. In many cases all of the individuals the foreign crews encounter work to influence and if possible recruit the starship crews to the communist cause.

It is a fairly routine practice to plant listening devices and tracking devices on visiting starships and convince foreign crews to jump ship and join the communist party.

More than once, foreign vessels minus their crews have had no choice but to remain in Soviet space. These ships ultimately are turned over to the Soviet government in exchange for safe passage for the remaining crew and Captain out of Soviet space.

In some cases, ships crews are detained by the Soviets for "security reasons". Stalinist science teams work hard to develop new methods both psychological and chemical to sway individuals to their cause, willingly or otherwise.

For these reasons merchant traffic into Soviet space is limited to those merchants who can build the political connections necessary to do business with a minimum of political hassle.



Martian brush script characters resemble Chinese script both in form, function and art.

Goals

The Soviets under Stalin's leadership are working towards a direct conflict with the White Russian factions in Czarist space. To this end they are expanding their starship and starfighter fleets in preparation for war.

The Soviets also support communist insurgents in Spain and work to develop communist cells in The Republic, the British Star Empire, The Free Territories and Roma.

Soviet Maps

Soviet occupied space is already vast. Many of the systems contain minimal colonies, modest settlements of a few thousand people dedicated to a particular mining or manufacturing venture. In a few systems only a basic starport and Soviet military outpost or scientific research facility are present.

The main Soviet systems where population centers are significant have their names listed in red. Systems with minimal colonies or only a single outpost are listed in white.

The area of Czarist space is noted as well with the region where cossack raiding is heaviest indicated by the light blue bordered area.

Cossack raiding activity extends well outside of Soviet space. Cossack raiders have been known to travel into Reich space, Roma, Spanish Space, and Dutch Space. Outside of Soviet Space they seem to prefer raids into Independent space and the Free Territories where resistance is likely to be light.



The Chinese Corridor

Between Soviet Space and a region of space known as the Asian Co-Prosperity Sphere there lie a dozen star systems stretched in a finger of settled systems known as the Chinese corridor. One might find it surprisingly to witness the great strides forward China has made towards industrialization and modernization during the 1920's and 1930's. As a great national power with a vast human population and enormous natural resources the Hegemony has felt a push forward on behalf of the Chinese to be largely serving their own interests.

As I have already discussed Chinese has become what Hegemony scholars consider the primary language of the human race. Chinese scientists and technicians receive choice spots in Hegemony training programs and China has always rated in the top three positions for receiving Hegemony aid and additional investments in developing their ship construction capacity.

For their part the Chinese have wisely embraced the good graces offered to them by the Hegemony. In 1924 the second Martian ecology was constructed on Earth on the invitation of the Chinese government. A vast area of former farm land was granted to the Hegemony for construction and the dome outside of Beijing now covers something on the order of seventy five square miles.

The Beijing dome largely focuses on special problems presented by desirable Earth governments whose industrial infrastructure and technical know how is not up to par with that of leading nations like Britain and the United States. Here entire manufacturing teams are trained from the general assembly worker to line supervisors, scientists, technicians, engineers and factory managers.

The Beijing dome offers the additional benefit of training second and third world nations in the use of advanced hydroponics, cultivation and agricultural practices which greatly increase their native food resources. Programs have been put into place whereby Hegemony physicians pair up with Terran doctors to discuss methods for researching and combating disease.

Government

On January 1st, 1912, the Republic of China was established. The Republic of China brought to a close the Qin Empire which had been dominated by the Manchu dynasty. Sun Yat-Sen led the Republic of China until he was forced to flee the capital during a revolt led by Yuan Shikai, a former Qin general intent on declaring himself Emperor of China.

The 1924 Qin Revolt was the first serious breach of

the Accord established by the Hegemony and the League of Nations and as a member nation the Republic of China was within her rights to request League assistance in resolving the matter. What may have evolved into a complex and bloody conflict between rival warlords and the fledgling Republic of China was brought to a swift conclusion with the assistance of Hegemony power armored troops and war machines. Within a month the Qin revolutionary army, a force of 40,000 troops, was utterly destroyed.

Surprisingly the leader of the revolt, Yuan Shikai, managed to escape capture and did not emerge until years later as the likely leader behind the Qin Shadow Empire, a rising underworld organization with centers of power scattered throughout the nationalized corridors.

After the rebellion Chiang Kai-Shek, the leader of the Kuomintang or Nationalist party managed to unify China. By 1928 China, which had been split into a variety of different political factions for the better part of a decade was more or less reunited under a single republican government.

Chinese involvement in space from 1919 until 1924 was limited to the endeavors of individual laborers; workers who emigrated to the colony worlds of other nations. Chinese workers provided cheap labor for French plantations, British mills and Territorial mines.

With the construction of the Beijing dome in 1924 that trend reversed itself and the Chinese have forged for themselves a respectable position with regards to the sheer size of their freighter and merchant starship production.

The Qin Shadow Empire



Yuan Shikai's pirate reavers were the first significant and independent purely Chinese faction to explore and construct



bases in Free Space. It is believed that the Qin raiders maintain secret bases throughout the Chinese corridor but they are certainly not limited to operation in that region of space alone. Between 1924 and 1936 the Qin Shadow Empire has become the single most powerful organized crime syndicate in space (and that includes rival alien organizations of a similar nature). The Qin income is so vast that they are capable of hiring alien contractors and outside assistance in constructing their own hidden starports and concealed star base operations.

The rise of the Qin Shadow Empire has been of some concern to the League of Nation as well as to the Hegemony. Qin allies in potential rival alien factions presents them as a real and present potential complication to Hegemony plans for keeping humans largely under observation and control within Hegemony space. The Qin possession of a variety of cloaking and sensor jamming technologies and communications devices which are not of Hegemony manufacture keeps them largely off the radar even of Hegemony agents. For this and other reasons the Hegemony has made investigations into the more vital Qin Shadow Empire bases a priority.

It is also believed, that a Martian renegade Vroxnos remains active behind the success and growth of the Qin Pirates. Certainly the starfighters the Qin Pirates fly are more advanced than many of the starfighters currently under production by Earth governments.

The ranks of the Qin raiders have expanded over the years attracting the criminal elements of dozens of colony worlds and even criminals from outside of Hegemony space. Currently the Qin Shadow Empire exists as a broad undercurrent with agents secreted on almost every major colony. They remain perhaps the most powerful underworld organization in explored space.

Qin Reavers strike frequently out of the dark void of space just beyond the Soviet settlements in the Tula System. It is believed that the Qin occupy a remote star system somewhere in the expanse of unexplored space between Soviet Space and the Asian Co-Prosperity Sphere.

With Qin Reavers attacking Soviet shipping and slipping into the Neutral Systems to do raiding and Cossacks raiding shipping around Odesa and Oral the Soviets have their hands full with pirate troubles.

Chinese Star Republic

Starting in 1928, the Republic of China under the leadership of Chiang Kai-Shek began to construct basic starfighters, survey ships and transports at their Fu-Chau-Fu Arsenal and Kiang Arsenal on Earth.

Working with the League of Nations, the Chinese laid claim to a number of star systems deep in the frontier between Soviet space and a region of space under the control of the Imperial Japanese. The Republic of China received significant support from the United States and their Free Territorial governments; who lent expertise in research and survey teams, ships and supplies to the new Chinese colony worlds.

Poverty and over population in China led to an explosion of Chinese moving to Republican colony worlds to find new opportunities, their own land and future in the stars.

The newly forged Chinese Star Republic has done well in establishing for itself a large and far flung merchant fleet. The Chinese provide bulk freight transport for the Independent Systems, the Free Territories and the French and British colony worlds in the Asian Co-Prosperity Sphere.

Cossack activity and the organized crime syndicate of the Qin Shadow Empire make life for the many merchants operating in and around the Chinese corridor an ongoing adventure.

Communists

Yuan Shikai's failed coup in 1924 was a wake up call to all revolutionary groups throughout the world. It demonstrated that the Martians were intent on enforcing the status quo on Earth. Military revolutions were clearly no longer a viable approach to political change, at least this option had vanished on Earth. Real change through revolution could only be pursued far from Earth and the Core Systems.

The communist movement in China therefore moved its cells and supporters off of Earth and out of League Space. In the Chinese Star Republic the Republican government retains control over most of the large cities and all of the star-



Asian Co-Prosperity Sphere

The area of space dubbed the Asian Co-Prosperity Sphere is in reality a combination of colonized star systems controlled by disparate governments and factions. By far the most numerous holder of colonies and star systems in this region of space is Imperial Japan.

In 1919, Japan became one of the "big five" in the League of Nations and gained considerable additions to her territories on Earth as a result of the Treaty of Versailles.

The Rising Sun

By 1910 Japan had defeated both Russia and China in the Sino-Japanese and the Russo-Japanese wars. Japan controlled Taiwan, occupied the Korean peninsula and half of Sakhalin.

In 1912 the Meiji Emperor died and Crown Prince Yoshihito succeeded him to the throne. This marked the beginning of the Taisho Period or Taisho Government, an era marked by huge domestic and overseas investments, defense programs and a nearly exhausted Japanese financial reserve and credit.

Japan took advantage of the war in Europe by declaring war on Germany and occupying most of the German colonies in the Pacific region. During the Great War, Japan provided enormous amounts of raw materials to the war machines of the United States, Great Britain and France and after the war was allowed to retain the territory it had seized from Germany as well as being awarded the territory it had won from China and Russia.

During the Taisho era a two party, democratic system arose. The Japanese parliament was also strengthened. The Taisho government continued until a major transition occurred in the Japanese government in 1930.

Following the arrival of the Martians in 1919 the Japanese forged strong relationships with a Martian sponsor known as the Surog-Zol Sept. Supplied with Hybrid construction materials, components and advisors for the creation of early starships and starfighters; the Japanese launched their own major push for colonization in space, completely independent of the Western powers.

Japan was a key player during the 1920's and was heavily involved in the exploration, survey and colonization of the core and neutral systems during that decade.

In 1926, Japan eagerly pushed its own corridor of settlement and exploration into Free Space. After being awarded the region known as the Japanese corridor in 1926

ports and space stations. Control over the rural areas has begun to shift. Entire pockets surrounding major starports and cities are now in communist hands. Bombings, mortar attacks into urban areas and political violence is becoming common place.

Set as they are right on the frontier of Soviet space, it comes as no surprise that the communists operating in the Chinese Star Republic are supplied with Soviet weapons, equipment and occasionally fly converted Soviet starfighters.

The Chinese Communist Party, for one, has determined to avoid contact with the Martians as much as possible and to trade with them only when necessary. The Chinese Communist Party openly advocates for the removal of Martian Controlled Sectors from Human space and the establishment of separate Martian colony worlds outside of an established and clearly marked region of Human space.

The Chinese Communists are not the only group discussing the limitations placed on Human self determination.



the Japanese arrived in force to establish colonies in 1927 to find that part of the territory was already occupied by the British and Americans.

The Japanese were powerless to push the squatters out without stirring up an open war with both the United States and Britain, a war it could ill afford at the time. Japanese exploration vessels moved deeper into Free Space and established the Japanese colony worlds in more remote regions; a move which has impacted the Japanese colony worlds economically and which they are openly bitter about to this day.

Yoshinobu Tokugawa, the 15th Shogun of the Tokugawa Shogunate returned the reins of political power to the Emperor with the "Return to Sovereignty Act of 1930". With this, the feudal clans of the Satsuma and the Choshu supported the restoration of a new Meiji government and the creation of "The Grand Imperial Nation of Japan."

The new Imperial government of Japan pushed hard for military reforms and an expansion of the Japanese fleet in Free Space.

On Earth, the new Japanese Empire faced the reality that the League of Nations, backed by the power of the Martians, made military expansion into other territories on Earth far too risky. Any future expansion of the Japanese sphere of influence must therefore take place outside of League controlled space, in the arena of Free Space.

From 1930 until 1933 entire clans of the Japanese Empire moved their homes, whole ancient castles, temples and shrines to new homes on alien worlds.

By 1935, Japan on Earth had been reduced to a depopulated rural countryside. The Emperor remains on Earth along with several key officials, but most of the government and nearly the entire military of Japan, along with two thirds of the population of the entire country, have migrated into space.

Government

As you can see from the map on the following page, the entire region set aside by the League of Nations as the Chinese and Japanese corridor in Free Space, has evolved into a political morass, with no fewer than seven different governments claiming systems in the area.

Several star systems explored and surveyed by the Chinese were not colonized within the five year window provided by the League Charter, and so the French, British and Dutch established their own colonies in those star systems. The original Chinese names for the systems were removed

and familiar colony names from French and British colonies in South East Asia were put in their place.

This move on the part of the French, British and Dutch infuriated the Chinese who claim that they did indeed have minor colonies on those planets. Unfortunately the few hundred colonists they had in those systems working at refueling and repair depots, possessed neither the firepower nor the will to resist the arrival of the larger French, British and Dutch colonial fleets.

The Chinese logged official protests in the League of Nations against the violation of their chartered space, but of course all activities in Free Space remain outside of League authority.

Both the Soviets and the Chinese complain that the policies of the British Star Empire and The Republic are nothing less than an attempt to hem in those governments both militarily and economically. The Republican Chinese have been forced to concede entire star systems as they remain unprepared for a war with the major Western powers.

The loss of Chinese colonies from 1928 until 1932 sparked additional unrest and internal problems for the Chinese Star Republic. A communist insurgency developed in the Canton system. Supported by weapons smuggled to them from the Soviets, the communists managed to seize the Canton system and later began fighting in the Peiping system where the insurgency continues in 1936.

The Japanese face similar difficulties. Upon receipt of their charter to expand into Free Space the Japanese found French, British and American colonies already in place. All of these parties claimed that they were following the letter of their League agreements and had performed the required planetary surveys for approval within the League several years prior to the arrival of the Japanese.

Reluctantly, and with an understandable bitterness, the Japanese focused on the remaining systems for the establishment of their territories. In 1933 a border conflict between the Imperial Japanese and the Chinese resulted in the seizure of the Manchuria star system by the Japanese.

The Federal Territories

The Federal Territories represent twenty six different star systems that were explored and surveyed by science teams from the United States of America.

In 1926, the United States Government authorized the establishment of the Professional Astrogator's Association, or PAA, which evolved out of the Professional Aviator's Association led by chairman Orville Wright. The PAA was



the first organization to create a detailed compendium of starmaps in a standardized fashion. Much of the map design was credited to the famous Astrogator and Explorer T. Jeppesen whose hand drawn guides and maps became highly sought after by pilots operating in systems he had charted due to their detail and accuracy.

The PAA continues to look for the very best in maps and star system charts. Contributors may win themselves a place in history as one of the great founders of Astrogation.

Free Territory Act of 1926

The Free Territory Act was established by the United States Congress in 1926 and applied U.S. Territorial Law to any star systems that were surveyed, claimed and developed into viable colonies within what became known as the American corridor of Free Space. The Free Territory Act set each colony up as a regulated Federal Territory, identical in many respects to the laws governing Federal Territories in Arizona, New Mexico and Utah prior to their acceptance as states into the Union.

Government

Each Federal Territory is assigned a Territorial Governor appointed by the President of the United States. The Territory Governor wields supreme executive power in their respective territory. They have the power to appoint and ap-

prove all Territorial Judges and also have the authority to appoint any Federal Marshals operating in their territory.

Each Federal Territory receives funding for a system of traveling circuit court justices as well as a supreme court for the territory in question. In exchange the territory is required to pay taxes and tariffs back to the U.S. government. The rate of taxation for private individuals in the Territories is not particularly high, only fifteen percent of their annual income or production, however when times are tough as they are now, that fifteen percent can mean the difference between "making it" and "belt tightening" for many American families.

In 1924 The United States government authorized a general expansion of the Federal Marshal's Service and re-instituted the name of the Federal "Territorial" Marshal's Service to the organization. The Marshal's Service trains and provides law enforcement personnel that operate throughout the Federal Territories.

The Territorial system relies heavily upon the independence and self governing nature of the colonists that settle in the Free Territories. The United States government re-instituted an attractive policy granting land ownership to any United States citizen who staked out a claim, provided they developed the land they had claimed into productive farm land, a productive mining operation or operated a licensed dry goods or other merchant operation on the property within a year of staking the claim.

Forced labor camps, systems of indentured servitude and other methods used to insure labor is available for State projects have not seen use in the Federal Territories and remain illegal.

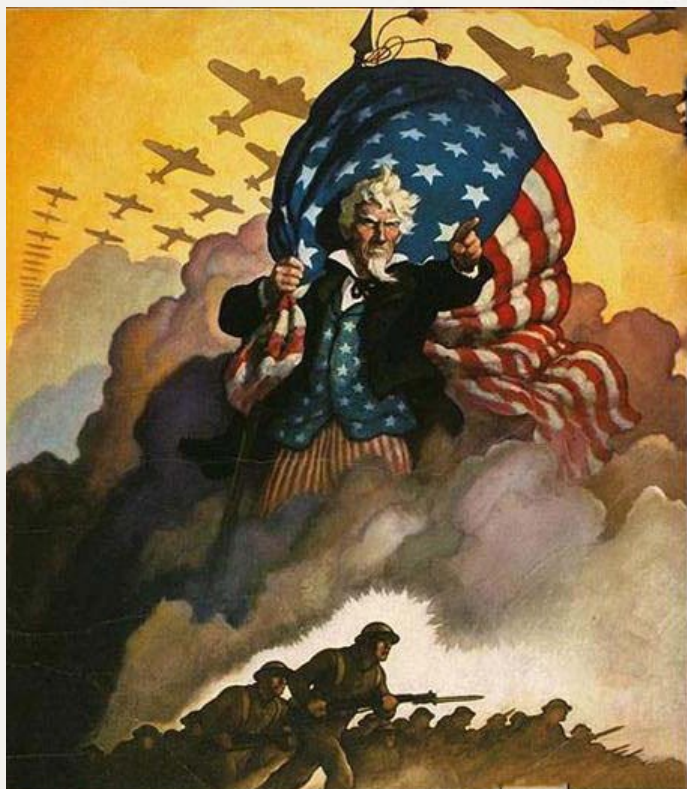
The Mudder Laws and Stamp Act of 1931

Two incredibly controversial piece of legislation were passed in 1931 which have created an environment of unrest and ill will within the Territories with regards to the Federal Authority.

The Mudder Laws of 1931 established an exportation policy that made it illegal to export raw materials off of U.S. Territory to any foreign interest without the express permission and license of the Federal Government.

The Mudder Laws locked local miners and producers into exporting directly to the Federal Government where they were forced to pay additional exportation fees instead of selling directly to foreign concerns where their profits would be higher.

The Stamp Act of 1931 requires all Territorial mer-



Colonize the Free Territories!

chants to display a Federal tax stamp on all goods for sale in any store or merchant outlet. This insures that all goods must first go through Federal regulators and that merchants must pay the proper import fees for the goods on their shelves.

These two laws in tandem have insured a thriving business of smuggling, stamp forgery and a thriving black market in the Free Territories.

Town Government

Settlements in the Free Territories are rarely referred to as colonies by the local inhabitants. The notion of the United States of America holding a series of colonies, while true, still rubs many Americans, both on Earth and in space, the wrong way.

Settlements are instead referred to as Towns or Townships. Each town is expected to run its own affairs by electing its own town council, mayor, local law enforcement and local judge.

Each township is also allowed to establish its own penal code of municipal ordinances. One town, for instance, may require all visitors to check their firearms with the local constable before visiting the city proper. Another township may simply have a rule against discharging a firearm within

the city limits and may allow firearms to be carried so long as they are carried openly and are used only for self defense. There are even townships that have no real regulations over firearms or weapons of any sort. "An armed society is a polite society," is the maxim that governs gun control laws in these areas.

Local starports will almost certainly have a resource available where all key township laws are posted clearly, so visitors may read the local laws and obey them.

Unfortunately, most local townships only post these notices in English and perhaps one other regional language. Those without English skills are forced to fend for themselves for the most part in the fairly ethnocentric and wild west culture of the Territories.

The Confederation

In 1930, an isolationist culture which had developed in several of the most remote star systems in the Federal Territories declared their independence. Five star systems developed an old Earth "states rights" political stance and modeled themselves after what many perceive as a romantic view of the American South prior to the American Civil War.

In 1931, the Confederate political party won key seats in many of the local township governments. The local systems took advantage of laws allowing self regulation and the development of local law enforcement authorities to establish their own substantial militias and an independent fleet.

In 1932, the rebel star systems joined together into the Star Confederation, adopted the battle flag of the old South and declared themselves independent from the Federal authority.

Economic hard times, which have run deep on Earth and all of its Federal Territories, have heavily impacted the ability of the Federal government to organize a military response to the Confederation's rogue systems.

In 1934, the Confederation government pulled off a major coup. After fending off a number of weak border actions by a cobbled together fleet of ships from the Territorial Marshal's service, the Confederation government secured the political support of the Republic of France and the Republic of China by opening favorable trade relations with the two nations.

With the votes of the French Star Republic and the Republic of China secured and able to secure the votes of Imperial Japan, The Reich and Roma simply to spite the



interests of the United States, the Confederation was successful in gaining the necessary two thirds majority vote to establish itself not only as a recognized independent government in Free Space but also to allow it membership into the League of Nations.

The Dirty Little War

The Federal Territories have not made it easy on the newly established Confederation systems. They have established an embargo and trade blockades against any ships bearing Confederation goods. This has forced the Confederation to adopt a blockade runner mentality for its merchant fleet and all Confederation merchants operate armed and ready to fight when they cross into Federal space.

In 1935, the Federal Territories authorized private captains and pilots with letters of mark to capture and seize any Confederation cargo or vessel discovered in Federal space. In 1936 these letters of mark were expanded to include authorization to capture and seize any Confederation cargo or ship operating in Free Space. As a response the Confederation has established its own small fleet of privateers. Skirmishes back and forth, up and down the frontier have become routine.

The British Star Empire

At the time of the Martian contact in 1919, Great Britain was perhaps the government most capable of taking the initiative on the Martian offer of a partnership in space exploration and colonization.

As a nation Britain possessed shipyards at home and in her many colonies sufficient to convert for the creation of a vast fleet of ships. Her national spirit was well aligned for the challenge of exploring new worlds, seeking adventure in the new frontier of space and planting the Queen's flag in new lands.

1919 to 1921 Early Misgivings

Early in the process of developing a dialogue with the Martians the British were leery of the alliance. The British leadership felt that Great Britain could rely on the advantage of her superior shipyards to catch-up on any early efforts by other nations that might enter into early agreements.

The British insisted on visits to Martian vessels whenever possible and lengthy discussions and negotiations with delegates. British intelligence experts and scientists carefully studied the Martian Ambassadors and their enormous bodyguards to gain clues about Martian capabilities and possible intentions.

Concerns among British leaders were not soothed when the Martians began to discuss their real interest in developing contact with humans because of a war, possibly a war that was not going well, on their distant borders.

The French signed the first agreement with the Martians and began to convert two shipyards into production for the building of starships. Later in 1920 the United States and the Kingdom of Spain signed the agreement and by the end of 1920 the Kingdom of Holland was on board.

In the face of old rivals such as the French, Spanish and Dutch developing their space fleets with a new and incredibly powerful Martian alliance to count on the general public in the United Kingdom began to grumble about Parliamentary foot dragging. Signing the agreement was no longer an issue of military necessity or scientific or political advantage, it was becoming an issue of national pride.

In 1921 two events occurred that served to seal the British into forging an alliance with the Martians. First, the French successfully explored and surveyed the first human space colony. A French flag was flying next to the flag of the League of Nations in space, not a British flag. The public was up in arms and Parliament began serious discussions about an agreement for the first time.

Later that same year the communists won the Russian Civil War and were recognized by the League of Nations as a new and legitimate government under the name of the Soviet Union. The Soviet government immediately agreed to the terms of the Martian proposal and began a massive propaganda campaign about the building of a new communist utopia which would be forged in space. The notion of a strong communist or fascist government in space drove the final nail into the coffin of those resisting an agreement with the aliens. Late in 1921 the British signed the treaty and mankind's great leap into space began in earnest.

British Ascendancy 1922 to 1924

Almost immediately the British Admiralty launched a half dozen exploration missions of its own. British survey teams pressed on, moving out quickly into the unexplored systems closest to Sol, planting the Union Jack proudly for King and country.

The economic might and flexibility of the British Empire provided the advantage necessary to purchase a large amount of hybrid construction materials and hybrid components for their fleet and for use at home. Life in England changed almost overnight. Everywhere there was excitement about the chance to become a renowned pilot or explorer, scientist, merchant or soldier of fortune in space.



Fashions and high society were heavily influenced and British society figures began to request the appearance of Martian representatives at gatherings and social events. By the end of 1924 the British space fleet had become the largest human fleet in space and the future of British space exploration and colonization never looked so bright.

The British Empire Reborn -1924

The United Kingdom launched a campaign of survey missions, securing of trade routes and industry in League space which was so enthusiastic and so utterly pro-British as to border on becoming ruthless. Most of the League charters secured in League space between 1922 and 1927 were granted to Great Britain although the French, United States and Soviets were not far behind.

The debacle of the rise of the German Star Empire disillusioned British leaders over the effectiveness of the League of Nations and their lack of confidence in the League greatly contributed to the general bogging down of future League charters being granted by 1927. The British were certainly aware that the French and Spanish were already quietly exploring star systems well beyond the edge of League space. To the minds of the Admiralty the establishment of a British nationalized corridor seemed the best option although British leaders were quietly opposed to any move which would tie their hands against seizing plume worlds and trade lanes wherever they could find them.

By December 23rd, 1924 the British flag was flying over three rapidly expanding and quite successful colony operations beyond the borders of League space and the reach or influence of the League. The British Crown announced the adoption of a new official name for Great Britain as a Christmas present to its people on December 25th, 1924 and The British Star Empire was born.

The Off world Admiralty

By 1928 the British Admiralty began construction on the largest starport and naval construction yards in space. The new naval yards were built on the colony of York. By 1930 the majority of the British Admiralty had moved off world to the British training facilities on York.

A modest home defense force remains on Earth, including an expansion of hybrid vehicles, anti-aircraft and radar installations. All currently unarmed. All stored in hardened bunkers where their crews can man them in a moments notice in case humanities allies turn out to be the real enemy, or war finally returns to Earth.

Encirclement

Since their adoption of the Martian treaty, the British have exercised a policy of territorial containment with regards to both Fascist and Communist powers in space. Wherever possible the British have exercised the might of their navy and their advantage in the size of their civilian and military fleets to secure trade routes and colony worlds that encroach on the trade and colony worlds of fascist and communist nations.

The British are preparing for what they believe is an inevitable show down between the political ideologies of the Allied powers and the Fascist and Communist powers. They are determined that England will survive this inevitable encounter.

British colony worlds that infringe on communist or fascist regions are heavily fortified and maintain significant British naval and military installations. As mighty as the fleet of the British Star Empire is, its flotillas and numbers are spread thin, scattered throughout the length and breadth of space. A concentration of British naval might would dwarf the space fleet capabilities of every other nation in space and yet it would likely take a full year for word to reach all British shipping to return to the British Star Empire and another year for them all to do so in the event of a full scale war in space.

The British Royal Museum

In 1926 a British survey team stumbled upon a colossal alien ruin in what is now the Nationalized Corridors. As soon as the announcement was released the Martians intervened and declared the entire system and the neighboring star system to be a Martian Closed Sector of space for security reasons.

The Martian Ambassador to the League explained that ruins from ancient star faring civilizations, while fascinating, may contain anything from exceptional knowledge to dangerous weapons systems to a virulent plague that could wipe out the Humans for dozens of systems around, not to mention the threat it could also pose to the Martians themselves.

Since that announcement the Martians have declared a growing number of star systems as closed, largely because of the presence of alien ruins. In 1930 the Crown quietly instructed the British Royal Museum to keep quiet any new ruins that might be encountered during planetary survey missions.

The presence of ruins on habitable planets in the Hegemony territory points to how out of touch the Hegemo-



ny leadership is with the state of affairs in their own space. While records of the presence of these ruins and even details concerning their origins and nature are likely to reside somewhere in the libraries of the Hegemony, the Martians seem to be challenged in uncovering them.

Truth be told the current library accessible to most Martians dates back to the beginning of the current dynasty. Many, previous records and histories were either destroyed or were locked away into vaults following the victory over the old regime. Martian records are quite detailed, extending back for almost a thousand years. Unlike our own history texts however the Martian record of much that occurred previous to that period are lost or are at least ignored. Fully two thousand years of Martian history and most of what occurred during the height of Hegemony power is vague or missing altogether.

The Heart of Darkness

What exactly is the nature of the evil lurking in jump space? What terrors are unleashed aboard starships that venture into that space between the stars void of the prayers and religious talisman's of their holy men?

Think of the most horrifying and utterly terrifying evil you can imagine, breathe life into it and that is touching on the nature of what lurks in the darkness between the stars.

For my part I leave the specific details of the evil hazy. It is much easier as a Game Director to inject fear and terror into a game when the players are confronted with something they cannot quite figure out.

To help you prepare for your games I will define what I can of this aspect of the campaign. Feel free to run with what inspires you most out of this material. Keep in mind that the darkness is not encountered frequently, but it is encountered enough that it remains terrifying element of space travel. Probably the easiest way to detail this section is in the form of a simple question and answer session.

1. Is jump travel the only way to travel between the stars?

Practically speaking, yes. It is possible to travel between close star systems at system speeds but it takes months or years to accomplish. To travel between stars with any speed at all requires jump travel.

2. Is jump space an alternative dimension?

Yes. A ship entering jump space punches a worm hole through an alternate or parallel reality.

3. Are undead encountered in jump space?

They seem to be or rather whatever is encountered seems to take that form or perhaps it allows ghosts or lingering traces of spirits the energy to manifest.

4. Are we talking ghosts? Space zombies?

Yes. Any of those and worse. The dark can manifest as undead or it can merely infest the mind of a crew member and drive them into a slaving tool of its own homicidal intent.

5. So whatever it is, it is hostile.

Yes. Whatever it is or whatever is happening results in people being slaughtered. That is the usual result of an encounter although there can definitely be survivors.

6. Can the undead be harmed?

One universal of the manifestations of the Dark is that they can always be harmed or battled. Fire seems to be a universal means of combating them. Massive trauma seems to work well too. Shooting something might destroy it, might just annoy it. When fighting the undead think fire axe instead of automatic pistol.

7. Where do the undead come from?

Sometimes one of the crew is taken over. Sometimes one of the crew is taken over enough to kill a crew member or two and those come back as full blown undead. Whatever the darkness is it tends to operate like a virus, infecting one person or area of the ship and then spreading itself as aggressively and quickly and violently as possible.

8. Does the evil destroy ships while in jump?

No. Never. The evil never attacks a ship directly. It always focuses on the living beings inside the ship be they human or alien.

9. Why human forms of evil and undead why not alien?

The evil seems to take the form of whatever race it is attacking's greatest fear or enemy. For humans we might be faced with homicidal killers or zombies or vampires. An alien race like the JEN might discover that their ship is swarming with humans...as humans feature largely in their religious texts as their form of the great Satan. This is true of several alien races and probably explains quite a lot about why they are so actively and intensely hostile towards humans.

10. What about religious protections?



Ships which go through the trouble of keeping up shrines and blessings in various parts around the ship seem to have a much reduced incidence of encounters with the evil.

11. What about psi?

Psi talents seem to draw the evil more aggressively to a ship. They also seem to be the individuals best equipped to sense the evil, hunt it and help to destroy it. The evil seems to have a hard time hiding out amidst the crew when a psi talent is on board.

12. Once a human is touched or tainted with the evil can they be saved?

An axe will definitely save anyone from the evil, sadly it will not save them from being chopped into bits in order to save the crew from the infection being carried.

13. What does this evil seek to achieve?

Whatever it is, its first order of business seems to be an escape from jump space into normal space. The evil seeks to kill off the inhabitants of a vessel or corrupt them and control them. Once the vessel is completely under the control of the evil and emerges into real space again it may float as a derelict ship until someone is foolish enough to board it. It will then seek to infect the new ship and hop from ship to ship until it can be carried to an inhabited world.

14. Has the evil ever reached a space station?

Yes. Humans know of one time the evil was unleashed on a space station. The Royal Navy destroyed the station at range rather than risk the spread of undead to the nearby colony.

15. Has the evil ever reached a habitable world?

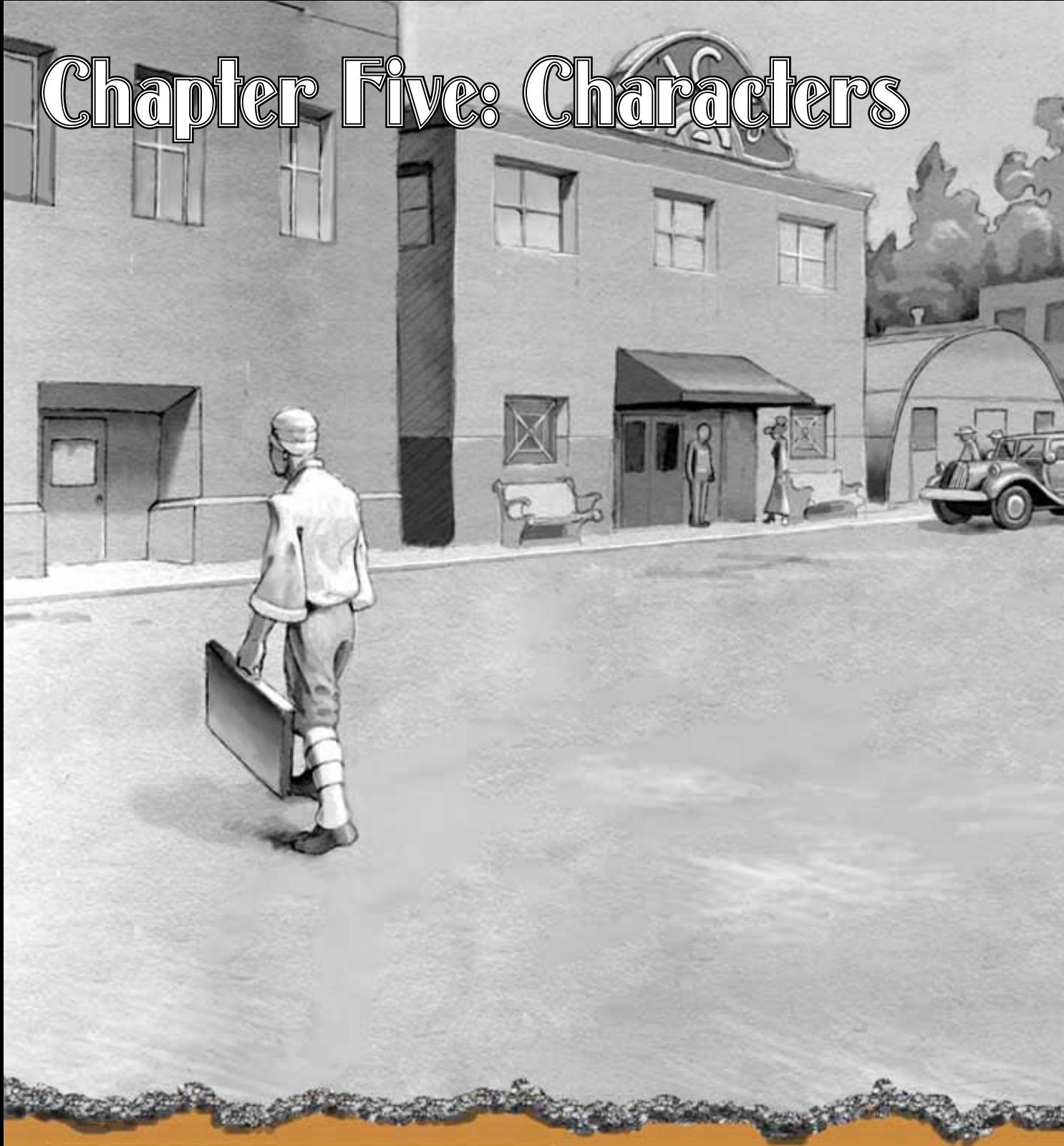
The Martians say that it has on rare occasions. In their own history they know of at least two instances when that occurred. In both cases the Hegemony isolated and later scourged the surface of the planet to burn off the infestation...killing all life on the planet in the process. Both of these events occurred long, ago.

Hopefully this is helpful. It is up to you as the game director how far you want to develop the real details behind the Dark and its nature. Of course there are modern and 1920's and 1930's horror games which already have their own themes which can be readily applied.

Could there be secret and ancient human cults which somehow know the true nature of the evil between the stars? Certainly. Perhaps part of mankind's evil legacy is an ancient link to whatever it is that dwells there. Ancient human writings related to magic, angels, demons, the war between heaven and hell, may very well relate directly to what lurks in the darkness of jump space...or it may be completely wrong and the manifestation might be totally alien.

The truth is up to you to explore. Keeping some of those details in your hands as the game director also insures that players who pick up this book as a campaign resource won't know any of the specifics either. The sense of mystery will lend itself a great deal towards the mood of your game when it comes to this particular piece of the landscape.

Chapter Five: Characters



Rockets

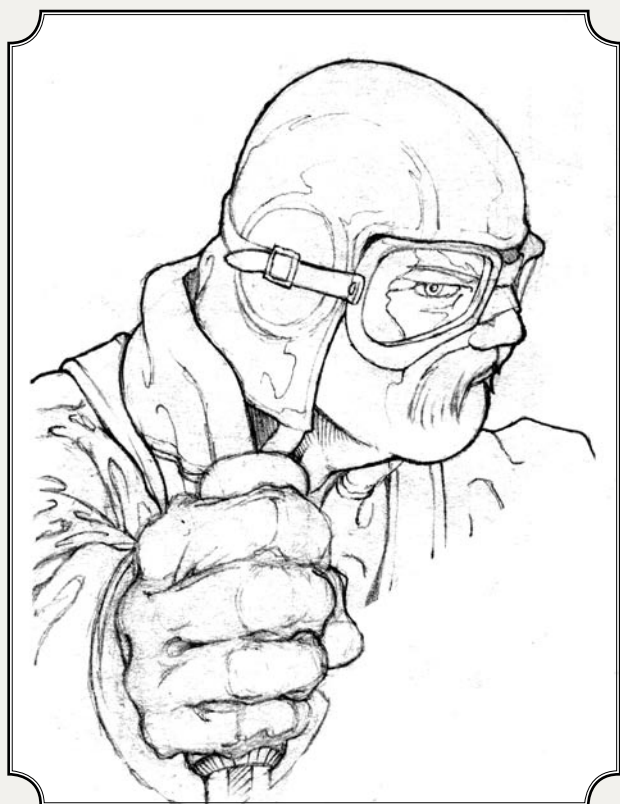


Ship Empires 1936

5

Characters

As you may have already guessed, chapter five is devoted to the player characters or actors who make up a great Rocketship Empires 1936 game. Let's face it. In a space opera as vast as Rocketship the potential directions a director can take a campaign are nearly limitless and so the possible approaches to characters are equally enormous. I will cover some of the most obvious choices from my own games briefly in the hopes that these ideas may spark some of your own.



Remember, you already have that fantastic game system you have chosen as your favorite of favorites to run Rocketship in. That means that most of the territory covering character generation, skills, careers and character advancement are already sorted out for you. Of course there is always room for a little fine tuning and that is what this chapter hopes to achieve. I hope to help you fine tune your existing character types to be more in line with what I envisioned for the setting. Feel free to run with the ideas presented here or to ditch them entirely to create your own approach.

Archetypes vs Careers

A wise man once wrote that a man is more than his job description or the title written upon his business card. In the same way an actor in Rocketship Empires 1936 will likely possess both a career (the job they perform to keep a roof over their head, make their starship payment and keep three square meals on the table) and an archetype.

Archetypes are tricky as they can either hammer home a certain type of stock actor for an adventure story or present a complex character with subtle shades of development. Players should be encouraged to use archetypes as a starting point for character generation but not as an ending point. Why not combine several archetypes into something new and interesting? Why not create archetypes that are completely original? The more work your players invest in developing the little details regarding their actors the more material you will have to run with during the course of the game.

Careers

There are plenty of career opportunities awaiting an actor in the Rocketship Empires universe. In case you are working with a game system that does not possess an appropriate list of available careers for your actor I will list some of them as a resource here.

Rocketship Career Ideas

- Adventure / Action Filmmaker
- Assassin
- Belter (Asteroid Miner)
- Big Game Hunter
- Commando / Soldier
- Deep Survey Crew (Explorer)
- Dilettante
- Documentary Filmmaker
- Fast Transport Pilot
- Gambler
- Gun Runner
- Lawman
- Mecha Pilot
- Mecha Technician
- Navigator
- Newspaper / Radio Reporter
- Rum Runner
- Organized Crime Member
- Physician
- Politician
- Political Officer
- Priest
- Professional Athlete (Boxer)



Professional Entertainer (Movie Star)
 Propaganda Filmmaker
 Scientist
 Secret Agent
 Starship Engineer
 Starship Gunner
 Starfighter Pilot
 Thief
 Tramp Freighter Pilot

Archetypes

It is likely that your chosen game system will have plenty of archetypes to choose from in designing your character / actor. In addition to those already included in your game we offer these additional ideas which hook directly to the Rocketship Empires universe.

Archo-Raider

As an Archo-Raider you are dedicated to defeating the surveillance of the Hegemony and in delving into the secrets concealed in the ruins scattered throughout explored space. An Archo-Raider must be agile, capable of spotting and defeating potential hazards, traps and security systems. The Archo-Raider is usually a scientist or a specialist in a particular field of study. At the very least an Archo-Raider has an eye for objects which may be attractive to black market buyers to university or government agencies secretly interested in obtaining alien artifacts.

Ball Turret Gunner

It takes a special personality and a certain smallness of stature to strap one's person into a little mobile gun turret. Some ball turret gunner's are gamblers and possess a certain lucky streak which helps them to survive in their chosen line of work. Ball turret gunners are brave, perhaps a bit over confident, plucky and determined. They are typically skilled in a secondary area such as ship's radio operator, assistant medical officer, mech mechanic, priest or armed security agent.

Bounty Hunter

Within the core and neutral systems the Bounty Hunter tracks down criminals for the reward money offered by local law enforcement, corporations or private individuals. Bounty Hunter's are admittedly much more common in the Federal Territories and Confederation colonies where a certain frontier mentality governs the culture and legal system. They do exist in other areas. Within the Chinese Corridor and colonies of Imperial Japan a Ghost Hunter character works for hire to hunt for and defeat demons, curses, ghosts, witches (the psionic variety) and other supernatural threats.

Ghost Hunters may be hired aboard a vessel to serve as specialized guards in the event that something breaks through the vessels wards, prayers and the protections covering it while it travels through the vastness of jump space.

Enigma / Crusader

Concealing his or her identity from those who might seek revenge against them the Enigma / Crusader fights a continual battle against organized crime, a perceived political evil (communists, fascists, western imperialists) or a supernatural evil. Enigma characters may receive tougher than average physical traits and special powers born out of their involvement in a secret government super soldier project or exposure to some lost piece of alien technology or magical hoo-doo. The Enigma is larger than life. They are the classic pulp action heroes straight out of the radio serials and comics of the historic 1930's.



Evil Genius

The Evil Genius is the villain foil of the Enigma / Crusader character. While their ultimate goals may range from



personal wealth to galactic fame or the release of some extra dimensional evil into the universe the Evil Genius expends a certain amount of their diabolical plans in making the life of the Enigma / Crusader character difficult. In my own campaign the Evil Genius is a non-player character but they certainly could be adopted as a player character archetype in a villain's only campaign. Evil Genius characters should always be paired up with at least one if not two Enigma characters dedicated to hunting and ultimately defeating them.

fashioning themselves to be the modern day version of the noble knight. Knights of the air modify and custom paint their starfighter or mecha in their own personal color scheme, incorporating in their own heraldry or nose art and sometimes even their own motto. What sets the knight of the air apart from other pilots is their willingness to adhere to a certain honorable code of conduct during ship to ship combat. A knight of the air must accept a challenge from a rival for a one on one duel.

Flyboy

Part test pilot, part explorer and radio celebrity the flyboy is always looking towards the horizon. They seek to break the next record, explore the unexplored and carve a name for themselves built around their career as a pilot. Flyboys do not necessarily need to be combat oriented. They could be industrialists interested in new and cutting edge starship designs. They could be explorers seeking to travel to alien systems outside of the experience of both mankind and their hegemony allies. The flyboy embodies the spirit of the golden age of flight and they easily hold the same gigantic celebrity stature as any major athlete or film star in our own era.

Grease Monkey

The grease monkey is the actor with a love affair for the starship, mecha or vehicle central to the story. They possess an amazing ability to keep the vehicle and its equipment functioning despite the odds. Behind the grease stains and tools the grease monkey is a passionate but frequently isolated character. They are often secretly seeking the same love they possess for engineering and vehicles in a personal relationship although these desires rarely seem to work out.

A grease monkey's ability to maintain a vessel may seem nearly mystical. It is possible that some of these amazing individuals are manifesting human psi talent in a new and interesting fashion which empowers them to achieve the results they are able to achieve.

Knight of the Air

The knight of the air hails back to the era of the first world war where pilots would meet in single or group combat



Leading Man / Woman

You are a famous film, radio or newspaper personality. Most likely you are an actor or actress whose face and name are known in most human star systems both inside and outside of your own national corridor. You may be working on your next epic film or be currently between pictures following whatever personal interest your financial success has freed you to pursue. Your status as an actor or actress and your charm and personal good looks are likely to get you invitations into social circles outside of the orbits of most common folk.

Monarchist

You may be a member of a noble family seeking to regain something of its former glory. You may be a member of a noble

family whose holdings are currently under assault by revolutionaries, communists, anarchists or fascists. Perhaps you are an important and closely trusted retainer whose family has served one of the great noble families of the world for generations.

Mad Scientist

As a mad scientist you delve into research beyond the scope of what one might consider the usual or reasonable. You may have the ability to introduce modest improvements to equipment, vehicles and gear using your ability to cobble together unique and difficult to fathom inventions. You may possess the skill Xeno-Science. Whatever your arena of study you have "seen a little too much" to be completely sane. Your experiments have cost you and under the thin veneer of polite conversation beats the heart of a zealot totally devoted to whatever secret agenda they have dedicated themselves to.



Mercenary

You make your living as a warrior. Perhaps you are an individual mercenary soldier or pilot. Perhaps you are the commander of a mercenary company. Whatever your own nationality you fight on behalf of your employer for as long as your contract is being paid. As a mercenary you frequently find yourself dispatched to hot spots or duties your employer would rather not be associated with directly. Mercenaries may work covertly for governments, corporations or private individuals.

Order of the Golden Dawn Agent

For more than a decade the Order of the Golden Dawn has been absorbed into the official workings of the League of Nations. It has been tasked with the research and development of human psi potential and the supernatural. Something dark and formidable exists in the blackness between the stars. Something alarming that requires the special attentions of the Order. In addition to your duties as a protector of those without your special skills you are the eyes and the ears of the League. This status may gain you friends in surprisingly places and earn you bitter enemies in others. You must also come to grips with those who have manifested clear psi abilities but who refuse to join in the cause of the Order and the League. While psi talents outside of the Order are not specifically illegal, rogue talents are dangerous and certainly not welcome. It is your duty to identify rogue psi-witches and warlocks, bringing them into the Order's fold or determine if they represent a security risk to the rest of humanity which must be contained.

Plucky Sidekick

Maybe your actor is not intended to be the main hero of the unfolding adventure. Maybe they are meant to be a secondary character. The plucky sidekick's role is that of assistant to a main actor in the story. Their skills fill out those of the main character. Perhaps they act as the main actor's driver, friend and occasional medic. Perhaps they provide a social connection to the rest of the world for a character too changed by super soldier experiments or psi development to function easily in day to day society. Beyond providing the main character with a friend and boon companion the plucky sidekick sometimes offers a certain humorous take to an otherwise grim and dire setting.

Psi-Witch or Psi-Warlock

You are a human being with psi abilities. When the smiling "instructors" of the Golden Dawn came knocking on your door you sensed something about them that inspired you to seek your own path. Perhaps you are a former member of the Order who has since become disillusioned. What-

ever your reason for remaining independent of the umbrella of the Order and the League, you are regarded by them as a rogue and a potentially dangerous agent. If you continue to insist on your freedom you may be forced to fight for both your independence and perhaps for your very life. The Order of the Golden Dawn is not physically forcing psi talented individuals to join them at the present time but there are rumors that this move looms somewhere just beyond the horizon. Those sensitive enough to catch glimpses of the future are already making preparations for the coming Psi war.

Qin Shadow Pirate

The Qin Shadow Pirates are the most powerful and notorious organized crime syndicate in explored space. By 1936 this human crime organization with its roots in China has pushed far beyond the borders occupied by the rest of humanity. The Qin have established relationships with alien races beyond the borders of the Hegemony. More than simply a criminal organization, the Qin Shadow Pirates see the Hegemony as a serious threat to the future of mankind. They remain one of the few organizations engaged in an active and armed resistance of Hegemony influences over human colonization and future development.

Revolutionary

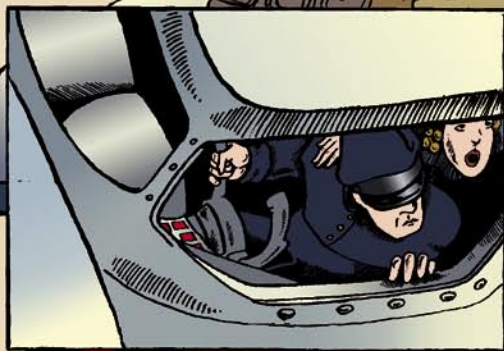
You are the avid proponent of a particular social or political movement. You may be a communist seeking to free the oppressed workers from the iron gauntlet of their masters. You may be a fascist seeking radical reform against monarchists or republican systems through the empowerment of extreme right wing governments and dictatorships. Perhaps you are an anarchist who seeks to create sufficient chaos for a complete break down of the current power structure, so that you might have the chance to build your own utopian view of the future of mankind.

Occultist

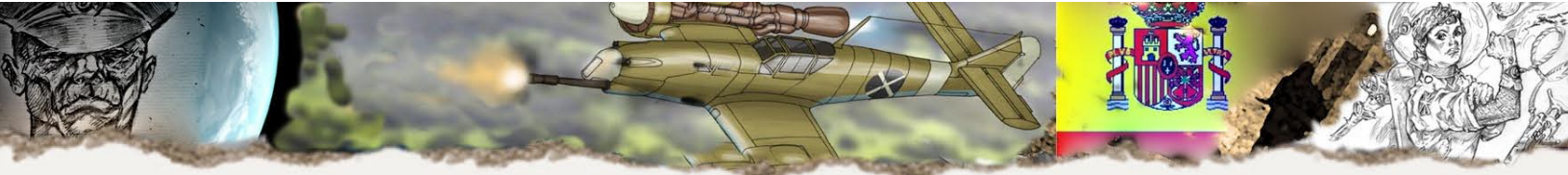
As an occultist you see more at work in the strange and seemingly supernatural disturbances encountered both in space and on remote alien worlds. You believe that human psi potential is only part of the story and you point to the long practice of ritual magic by the Order of the Golden Dawn as evidence to further support your ideas. The concept of magick versus psi talent remains a gray area and in your opinion spells, curses, demons and the like are very, real. Jump space may be an alien technology which accidentally traverses space by hurtling a ship through a parallel dimension. You are concerned that the parallel dimension in this case might be hell itself.

Chapter Six: Gear





Rocketship Empires 1936



6

Gear

In general terms there are three types of equipment available in Rocketship Empires 1936. These are designated as Human Gear, Hybrid Gear and Xeno Gear. The equipment listed in the follow pages is presented as an example from a specific colony called New Kansas. Directors can use the template in the back of this book to price out and write up availability of gear on other colonies.

Human Gear

Human gear includes everything from your trusty Colt .45 automatic pistol to a bottle of nice cold soda pop. With humans relying upon a vast quantity of their own manufactured supplies, vehicles, fuel sources and weapons in space there is quite a bit of human gear available in 1936. The environments on board starships are maintained by a Martian system providing artificial gravity and life support and almost every colony world in occupied space was terra formed either by ourselves or by the Martians (who require a similar habitat to our own) a long, time ago. This means that explorers to alien worlds can set out in their trusty jeep wearing fatigues and some rugged hiking boots without the need for fancy and expensive space suits to protect them in most cases.

Hybrid Gear

The Hegemony has invested quite a bit of energy into creating equipment and starship controls which reflect current human designs and concepts. Human control panels aboard starships are a collection of dials, switches and simple read-outs without any fancy alien computer screens or computer keyboards. The theory behind this design is that human operators will become more familiar and comfortable with Hegemony technology and space travel in general if they have controls they can relate to and understand without massive additional training.

Hybrid radios operate just like human short wave radio sets back on Earth although their internal components give them the range to communicate clearly between an orbiting starship and a team on the ground. Hybrid gear requires special training to use and in most cases is covered under one of the tech skills or the starship piloting skill.

Xeno Gear

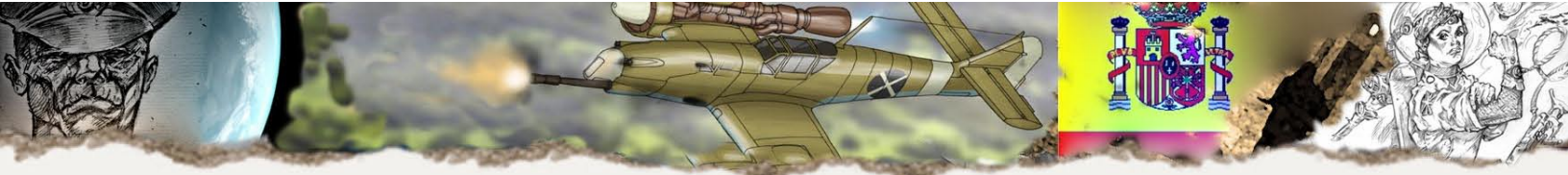
Inside any piece of hybrid gear is the Martian technology which allows it to function. The Martian engineers have worked with our guys to make these components modular. Each is noted with its own part number and you can swap out an old one for a new one with a good old fashioned screwdriver and a bit of elbow grease. Taking apart an alien module to repair the module is a whole other ball of wax. Even our best scientists are stumped by devices which are fairly mundane to the aliens. A human character must take the skill Xeno Science to have even a chance of making repairs directly to a piece of alien technology. Only scientists and engineers who have spent a lot of time inside of a Martian ecology have the opportunity to take the Xeno Science skill. Many scientists are not allowed to leave once they enter work in one of the Martian ecologies. This arrangement of science team members and engineers agreeing to spend most of their life in seclusion within an ecology is no secret to those who agree to work within them. Many still see the opportunity as the chance of a lifetime. Certainly there are a few individuals who have fled the Martian ecology for one reason or another but they are hunted both by our Intelligence guys and by the Martians. Nobody likes the idea of some rogue scientist carrying the Martian equivalent of the Black Death out of a Martian ecology and out to a human colony world. It might be possible for someone with an incredible intelligence to eventually puzzle out a little bit of skill in Xeno Science but those individuals are rare indeed.

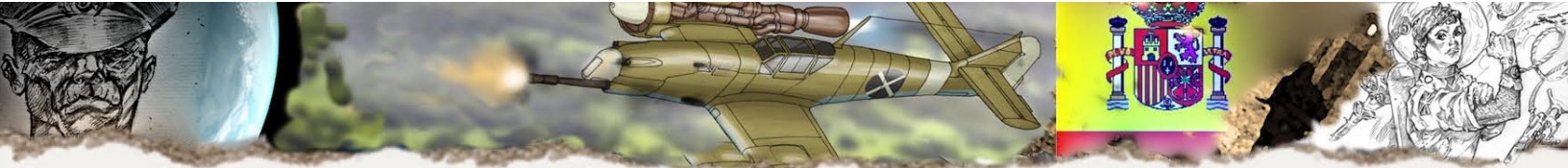
Xeno gear is not limited to Martian equipment alone. It covers any piece of alien technology a character might encounter while exploring space. We know of at least four intelligent alien races within the borders of the Martian Hegemony besides ourselves. Each has their own technology and equipment however they all seem to obey the same general principles and use the same general pieces and parts. Only the designs and preferences for different types of equipment or weapons differ from alien to alien.

Availability

Human gear includes all of the clothing, food, weapons, tools and equipment found on store shelves during the years 1930-1939, alien arrival or no. Even though the campaign year is 1936 the Introduction of alien technology and the leap into space has pushed forward the human development of all sorts of things beyond where they might have been without the arrival of the Martians. Humans know how to produce their own tech level of gear and do not require Hegemony equipment or Hegemony equipped workshops or factories to do so.

For this reason human gear can be found in just about every corner of human occupied space. Hybrid gear





is more of a challenge. Since 1926 the construction of hybrid equipment and ships has passed out of the Martian enclaves and onto the factory floors of refurbished human factories and ship yards. Finding the right hybrid part for a starfighter engine constructed by the Mercedes Benz corporation might prove to be a challenge outside of the major starports.

Xeno gear is even tougher to replace. When a xeno module is destroyed or is FUBAR a pilot might have to place an order for it if it is not something kept in stock. Waiting for the replacement to arrive can take weeks or even a month. Limited parts and supplies greatly increases the use of jury rigging or the purchase of black market parts to keep a ship running. Black market supplies and outright stealing from other vessels in port are always alternatives to waiting for the arrival of ordered parts (and are a good reason for a captain and crew to keep on their toes while in port).

Purchase List

The list below provides a snapshot of a wide range of items, clothing and equipment at 1936 prices in US dollars. Immediately to the right of the list price is a percentage chance which indicates how likely this particular item is to be found upon the store shelves of the New Kansas colony. New Kansas is offered merely as an example price list. Using this template a director can flesh out his or her own price lists which by rights should be adjusted somewhat from colony to colony. This is not to say that a director must write up price lists for every star system in the Rocketship setting. Focus on the starting star system and those within one or two jumps and go from there. You only need price lists for the worlds the characters are likely to reach in the next game session. Usually this limits your work to two to four star systems and you certainly do not need to completely rewrite the percentages or prices for every single item.

On the up side having a list like the only provided below for each star system allows characters to truly plan out merchant operations should they choose to do so. Choosing to transport purchased or captured goods to planet A versus planet B because there is a better market for the goods is a major element in science fiction campaigns and is also a handy tool for steering characters towards the planet, environment, adventure you hope to run in an upcoming session.

Human Currency Exchange

What follows is an overview of most of the human currencies currently in circulation in either League Space or the Nationalized Corridors. In addition the League Credit remains a widely used form of currency. Currently four League Credits (or credits) are equal to one US dollar.

Nation	Currency	1936 Value
USA	Silver Dollar	\$1.00
Argentina	Pesos	3.00p to \$1.00
Brazil	Milreis	4.50m to \$1.00
Britain	Pound	.20 to \$1.00
China	Yuan	3.36 to \$1.00
France	Franc	16.36 to \$1.00
Germany	Reichsmark	2.48 to \$1.00
India	Rupees	2.67 to \$1.00
Italy	Lyre	13.71 to \$1.00
Japan	Yen	3.45 to \$1.00
Spain	Pesetas	8.12 to \$1.00
Gold	1 ounce	1 ounce to \$35.00
Australia	Pound	.28 to \$1.00
Mexico	Paper Peso	3.6 to \$1.00
	Gold Peso	.50 to \$1.00
Holland	Gulden	1.9 to \$1.00
League Credit	Credit	4.0 to \$1.00
USSR	Ruble	4.0 to \$1.00

Currency Exchange Table 6.1

General Goods and Equipment

Clothing

Baseball Cap	\$1.95	70%
Belt	\$1.00	80%
Beret	\$2.00	10%
Boots, cowboy	\$3.25	70%
Boots, military surplus	\$.90	70%
Boots, mountaineering	\$11.00	30%
Boots, riding	\$9.00	70%
Bowler Hat (Derby)	\$6.00	50%
Coat, Common	\$6.98	80%
Coat, Dress	\$6.75	50%
Coat, Exotic Fur	\$88.00	02%
Coat, Luxury (Endangered)	\$250.00	01%
Coat, Overcoat	\$10.50	09%
Coat, Raincoat	\$2.69	25%
Cold Weather - Gloves	\$1.25	80%
Cold Weather - Mittens	\$1.00	80%
Cowboy Hat	\$5.00	60%
Dress, Common	\$2.80	60%
Dress, Fancy	\$8.10	55%
Dress, Wool	\$2.15	90%
Engineer's Cap	\$1.20	40%
Goggles, Driving	\$1.30	70%
Goggles, Pilots (WWI era)	\$1.10	40%
Jacket, Leather Flight	\$20.00	50%
Jacket, Rugged Leather	\$16.00	60%



Jacket, Soft Leather	\$11.00	30%
Pants, Common	\$2.80	60%
Pants, Heavy Labor	\$1.35	90%
Parka, Modern	\$4.00	60%
Parka, Seal Skin	\$9.00	05%
Set, Heavy Clothes	\$5.00	70%
Set, Dress Clothes	\$9.00	25%
Scarf, Cold Weather	\$0.50	80%
Scarf, Silk Flyer's Style	\$1.25	10%
Scarf, Women's Auto	\$0.40	20%
Shirt, Common	\$0.79	90%
Shirt, Hunting	\$1.95	80%
Shoes, Common Men's	\$3.95	90%
Shoes, Common Women's	\$1.95	80%
Shoes, Leather Labor	\$1.89	80%
Shoes, Alligator	\$6.00	30%
Silk necktie	\$0.79	20%
Silk Stockings	\$0.69	20%
Suit, Common	\$13.00	80%
Suit, Tailored	\$35.00	30%
Suit, Tuxedo	\$25.00	02%
Suit, Wool (men's)	\$10.50	70%
Suit, Wool (women's)	\$3.98	50%
Sweater, Common	\$1.85	80%
Sweater, Wool	\$1.50	80%

*Baseline prices are for New Kansas: General Stores and Town Shops. Isolated / Rural Shops suffer a +10% increase in price and a -10% reduction in availability.

Containers and Carrying Cases

Backpack, Military Surplus	\$2.00	40%
Backpack, Scout	\$3.50	50%
Backpack, Leather	\$6.00	60%
Bandolier	\$1.10	50%
Briefcase, Common	\$1.00	10%
Briefcase, Luxury	\$2.95	05%
Change Purse, Sequin	\$1.10	05%
Cigarette Holder	\$1.00	20%
Duffel Bag, Military	\$2.00	60%
Gunny Sack, Military	\$1.00	60%
Holster	\$1.00	40%
Packing Crate (Wood)	\$0.70	70%
Purse, Common	\$1.00	20%
Purse, Luxury	\$4.70	05%
Satchel, Leather	\$2.95	30%
Steamer Trunk	\$5.00	50%
Scabbard, Knife or Dagger	\$0.50	70%
Scabbard, Sword	\$2.00	10%
Shoulder Holster	\$1.70	20%
Snuff Case, Ivory	\$4.95	05%
Tool belt, Leather	\$2.25	20%
Wallet, Common	\$2.00	40%
Wallet Holster	\$3.00	10%

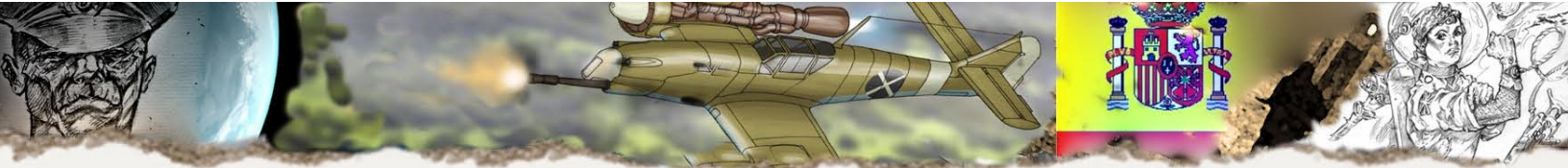
Gadgets and Gizmos

Alarm clock	\$1.95	15%
Aerial Antenna Set (Human)	\$3.00	10%
Battery, Common Gadget Type	\$0.20 ea	60%
Belt Buckle Knife	\$2.00	05%
Belt Buckle Derringer	\$8.00	05%
Camera - 35mm	\$5.90	10%
Camera - Kodak box brownie	\$3.20	15%
Camera - Tourist / Palm Size	\$19.00	05%
Camera - Spy Camera / Miniature	\$18.95	01%
Eye Glasses	\$9.00	20%
Garotte - Retractable Spool	\$5.00	01%
Radio Headphones	\$1.25	05%
Microscope, Laboratory	\$13.00	02%
Microscope, Common	\$5.00	04%
Monocle	\$8.00	01%
Movie camera, 8mm	\$29.50	05%
Movie camera, Professional	\$49.95	01%
Movie Boom Microphone	\$24.00	01%
Movie Can of Film, Professional	\$2.00	01%
Movie Light Screens	\$1.25	01%
Pocket watch, Railroad	\$14.95	20%
Radio, Family	\$65.00	10%
Radio, Crystal	\$1.35	20%
Radio, Portable	\$9.00	10%
Record, per five songs	\$0.40	35%
Record Player	\$8.00	30%
Swagger Stick	\$0.50	01%
Sword Cane	\$13.95	01%
Typewriter	\$41.00	25%
Umbrella, Common	\$1.95	50%
Watch (wrist / luxury)	\$22.00	30%
Watch (wrist / common)	\$5.00	50%

Note: US Territorial Dollars Territorials are paper money printed locally. Territorials generally have a one for one value for US dollars locally but immediately loose significant value when transported off planet. New Kansas suffer a -40% decline out system.

Adventuring Gear

Binoculars x4	\$7.50	40%
Binoculars x5	\$11.00	30%
Binoculars x6	\$12.00	20%
Binoculars x8	\$18.00	10%
Canoe	\$10.00	30%
Canoe, Paddle	\$0.90	30%
Compass	\$1.50	80%
Camping Pots and Pans	\$3.25	80%
Cloth Camping Cot	\$4.50	70%
Crate (small) Dynamite for Mining	\$9.00	50%
Crate (small) Cord, Fuses and Caps	\$3.00	50%



Dog Sled (Modern)	\$12.00	05%
Emergency Flare (Ground)	\$.25ea	60%
Fireproof safe	\$12.45	05%
Fishing Pole, Common	\$1.50	80%
Fishing Pole, Fly Fishing	\$10.00	20%
Fisherman's Knife	\$5.00	10%
Fly Fisherman's Basket	\$4.00	05%
Fountain pen	\$.85	10%
Gas Lantern	\$4.00	70%
Gas Mask	\$7.00	05%
Grappling Hook	\$2.00	05%
Hack Saw	\$1.25	40%
Hand Axe	\$1.00	50%
Hammer, Ball Peen	\$.90	40%
Hammer, Carpenters	\$.70	60%
Hammock, Rope	\$2.00	05%
Hammock, Naval	\$4.00	05%
Hand Generator (Hand Crank)	\$6.35	10%
Ink	\$.20	10%
Kit, Archaeology	\$15.00	NA
Kit, Carpentry Tools	\$12.00	10%
Kit, Electricians	\$14.00	08%
Kit, Fingerprint Dusting	\$10.00	01%
Kit, Lock picking	\$13.00	01%
Kit, Mechanics	\$35.00	20%
Kit, Surgical	\$40.00	05%
Kit, Telephone Lineman	\$10.00	02%
Kit, Welding/Cutting	\$95.00	01%
Leg Irons with Ball	\$4.20	05%
Lumber Axe	\$1.50	60%
Mallet, Wooden	\$.30	60%
Miner's Protective Hard Hat	\$3.00	10%
Miner's Carbide Lantern	\$2.25	10%
Miner's Lantern Carbide (Tin)	\$.70	10%
Miner's Pick and Shovel	\$4.95	20%
Miner's Rock Drill and Sledge	\$6.25	20%
Parachute	\$20.00	01%
Pith Helmet	\$3.00	01%
Pocket Knife	\$3.00	40%
Scissors	\$5.00	30%
Slide Ruler	\$3.00	20%
Surveying Equipment	\$25.00	10%
Sleeping bag, summer	\$1.00	50%
Sleeping bag, winter	\$3.00	70%
Telescope	\$16.00	05%
Tent, 7'x7' waterproof	\$11.00	30%
Tent, Pup	\$5.00	30%
Wrench (Spanner)	\$1.00	50%

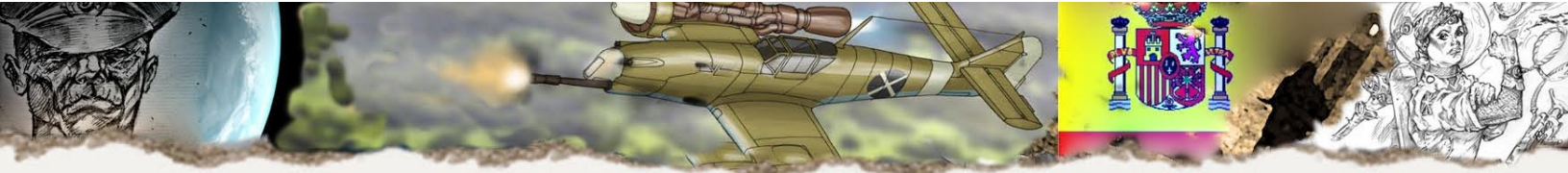
Entertainment

Ballgame, Colonial League, one ticket	\$.25	In Town
Ballgame, season pass	\$1.50	In Town
Basketball (leather)	\$1.25	05%
Bicycle	\$32.25	05%

Book, Journal	\$.65	30%
Book, University Text	\$2.50	20%
Butterfly Net	\$.90	10%
Catcher's mitt	\$3.95	05%
Cigarettes	\$.15 pack	90%
Cigarette lighter	\$.38	80%
Comic Book	\$.05	40%
Drawing set	\$4.35	20%
Drum (Jazz Set)	\$45.00	NA
Fielder's glove and ball	\$5.00	05%
Guitar	\$6.19	20%
Guitar, Blues Slide	\$11.00	20%
Handcuffs	\$5.00	05%
Harmonica	\$1.75	40%
Movie	\$.35	20%
Newspaper	\$.05	80%
Novel, pulp	\$.10	80%
Pool Cue (Ivory with Case)	\$30.00	01%
Tennis racket	\$4.00	NA
Trumpet	\$15.00	01%
Vaudeville Show, One Admission	\$.25	Rare
Violin, average	\$9.00	01%
Violin, fine	\$45.00	NA

Furniture and Personal Items

Area Rug	\$9.00	80%
Bed, Single	\$12.95	30%
Bed, Double	\$15.90	30%
Bed, Four Poster	\$21.00	05%
Bedroom Set	\$40.95	20%
Bed sheets, Double	\$1.24	80%
Bed sheets, Single or Cot	\$.90	80%
Blanket, Quilt	\$4.00	80%
Blanket, Wool	\$1.35	80%
Brush set	\$2.00	80%
Brush, Shaving	\$1.00	80%
Chair, Wooden Folding	\$8.00	80%
Chair, Lounge	\$17.95	20%
Chair, Wing	\$33.00	10%
Combs	\$.10	80%
Dining Room Set	\$42.50	20%
Electric Iron	\$2.75	30%
Electric Shaver	\$15.00	10%
Face Powder	\$1.10	80%
Lamp, Copper	\$1.95	80%
Office Desk	\$40.00	05%
Piano, Grand	\$395.00	NA
Piano, Mechanical Player	\$410.00	NA
Razor	\$4.00	80%
Razor Blades Dozen	\$.49	90%
Silverware, Common	\$6.00	10%
Soap, Dozen	\$.50	90%
Stove, gas	\$23.95	30%
Stove, wood burning	\$14.95	80%



Table, Bridge	\$1.00	NA
Table, Luxury	\$124.00	NA
Table, Common	\$10.75	30%
Tablecloth, Linen	\$1.05	80%
Tooth Brush	\$.10	90%
Tooth Paste	\$.25	90%
Towel	\$.30	70%
Vacuum Cleaner	\$21.75	01%

House and Land

Cattle Land - Per Acre	\$10.00
Farm House	\$2,300
Farm Land - Per Acre	\$20.00
Estate	\$19,500
Shotgun House, 6 rooms	\$2,800
Town House, 9 rooms w plumbing	\$4,250
Undeveloped Claim*	
Apartment,	\$20 a month
Hotel room, The Carlisle (Silver City),	\$5-\$15 a night
Hotel room, The Wabash	\$1-\$2 a night

*It takes approximately one week for a pair of men equipped with a gasoline powered tractor and proper tools to turn one acre of alien terrain into productive terrain suitable for cattle or growing crops.

Rations and Supplies

Working Stiff's Meal	\$.40	99%
Soup Kitchen	\$.10	80%
Town Cafe	\$.45	90%
Big City Diner	\$.90	70%
Fancy Hotel	\$3.00	05%
Day's Trail Rations	\$.50	99%
Army Rations	\$.35	80%
Beer	\$.10	80%
Cup of Tea	\$.05	80%
Glass of Milk	\$.05	70%
Whiskey (per qt)	\$1.50	20%
Moonshine (per qt)	\$.50	90%

Human Transport

1936 Plymouth Coupe	\$645	05%
1936 Plymouth 4-Door Sedan	\$730	05%
1936 Nash LaFayette 400	\$595	01%
1936 Nash Ambassador Six	\$755	01%
1936 Nash Ambassador Eight	\$855	01%
1937 Oldsmobile 4-Door Sedan	\$785	01%
1936 De Soto Airstream	\$1,095	NA
1936 Cadillac 5-Passenger Sedan	\$1,555	NA
1936 Studebaker 4-Door Sedan	\$665	05%
1936 Hudson Terraplane	\$595	05%
1936 Dodge 4-Door Sedan	\$640	05%



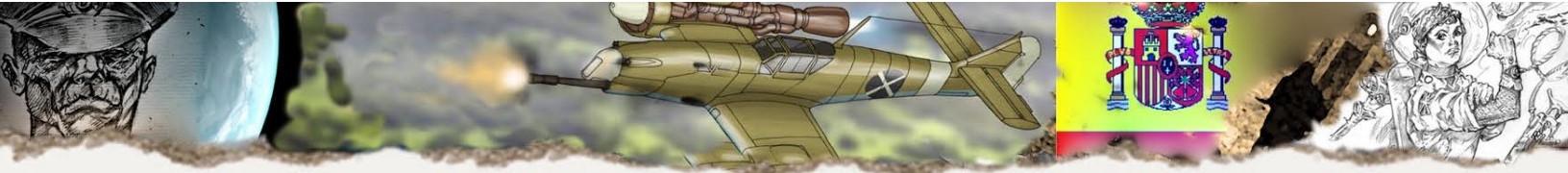
1936 White Motor Co. Model 700 Truck	\$985	03%
1936 International Harvester Half-Ton	\$530	09%
1936 Studebaker Cab-Forward 1-Ton	\$565	07%
1936 GM Half Ton Truck	\$425	09%
1936 GM 1.5-2 Ton Truck	\$525	07%
1935 BMW motorcycle with sidecar	\$300	03%
1934 Harley Davidson motorcycle	\$225	03%
1932 Pitcairn Autogiro	\$720	01%
1930 Sterling Sealion Bi-Plane	\$400	01%
1931 Douglas Amphibion	\$2,000	01%
1920 Spad Bi-Plane	\$300	02%
1936 Army Jeep	\$100	05%

Hybrid Transport

1935 BMW hoverbike and sidecar	\$1,200	01%
1934 Dusenbug convertible hoverauto	\$3,000	NA

Services

Interplanetary Transport (system to system)	
Freight (basic per ton)	\$5.00 per day
Freight (livestock per ton)	\$6.25 per day
Freight (explosive/hazardous)	\$8.00 per day



Freight (illegal)	\$9.00+ per day
Passenger (general/standard)	\$3.50 per day
Passenger (private cabin)	\$5.50 per day
Passenger (luxury)	\$10.00+ per day

Shuttle Service (inner system)	
Freight (per ton)	\$3.50 per day
Passenger	\$2.50 per day

Medical Care

Antibiotic Course	\$3.00*
Full Physical	\$2.00
Surgery, Minor	\$45.00
Surgery, Major	\$400.00+

League Postal Service

(Interplanetary Parcel Post)

Up to 10 pounds	\$1.00
Western Union	
System to System Telegraph	Per Word \$.03*

*Messages will experience a lag between transmission and reception of several hours to up to a few weeks depending on the distances involved. Requires an operational hybrid telegraph station.

Starship General Repair	\$30 per hour*
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*Labor cost only. Parts cost not included.

Companionship

Evening	\$20.00
Full Day	\$30.00

Rates vary tremendously from star system to star system and even from town to town depending on the quality of the services offered and the state of the local economy.

Hired Gun

Bodyguard	Per Day \$25.00
Rough Someone Up	\$10.00 per time
Break the Law	Negotiated

Hired guns are available in most systems. The reliability of a hired gun depends largely upon the individual, the reputation of the person doing the hiring and the risk involved in the job. The vast majority of hired guns will not desire to break the law as they usually plan on returning to live in the community they are working within. A professional required to violate a serious law (like murdering someone) would not only require a significant pay off up front but would want to cover their costs necessary in relocating, running from the law if necessary and purchasing a false identity if they do not possess one already.

Weapons

What follows is an overview of possible weapons available to human characters in the Rocketship Empires universe. A theme running through Rocketship is the fact that a glut of weapons produced towards the end of World War I remain on the international arms market. Weapons ranging from pistols and rifles to military munitions and even grenades from the era of the Great War remain a common commodity with more recent weapons designs being more difficult to track down and purchase outside of the Core systems or League charter colonies.

The Hegemony does not provide humans with any advanced anti-personnel weapons in trade. The Hegemony position is that projectile weapons and explosives kill and destroy just as effectively as energy weapons and can be built at a significantly lower cost. The only time human weapons run into significant trouble is when going up against a target with advanced forms of armor or shields.

The Hegemony -has- introduced advanced rail and mass throwing weapons designed around human ideas regarding cannon and machine gun weapons for human starships. Humans must be equipped to face down the enemies of the Hegemony after all. While there has been some forward movement in the arena of applying starship weapon designs and concepts to vehicle mounted and portable weapon systems those advancements have been slow in coming. For the most part they remain expensive and in the prototype stage. The rare exception to this is experimental weapons being mounted into human mecha.

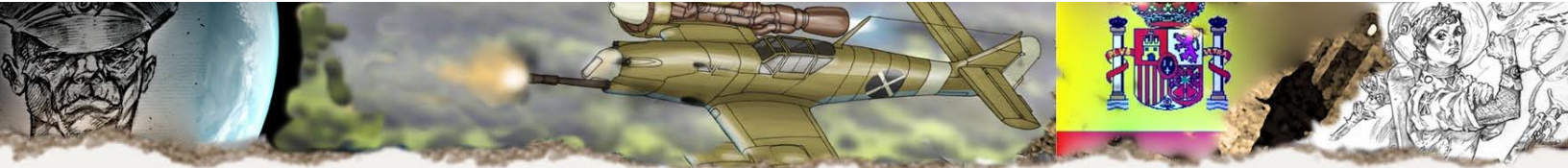
Weapon Descriptions

The weapon descriptions listed below are numbered according to the illustration of collected 1930's weapons on the following page. (page 75)

- 1905 Model - Bayonet**
MODERATE (-)
Weight 3 pounds
Availability: Common
Cost \$2.00

The 1905 model bayonet saw wide use and production during the Great War. Many veterans still retain their bayonet as a memento of the war. So many millions of these were manufactured that they linger here and there sometimes still wrapped in their original packing materials.





2. **Springfield 1903 Infantry Rifle**

MEDIUM

Weight 18 pounds

Range Inc. 100 ft.

Max ROF 1 (bolt action)

Availability: Common

Cost \$30.00

The Springfield 1903 Infantry Rifle was created during the Spanish American War as an attempt to match the German Mauser Model 93 Rifle carried by Spanish troops.

By the end of World War I more than one million Springfield 1903's had been produced along with countless shipments of ammunition. The surplus of these rifles have been snapped up over the years by a variety of nations and groups. The weapon continues to see steady action on all sides of the conflict developing within the Kingdom of Spain. The Springfield 1903 and the Mauser Model 93 remain the most widely available rifles found on any colony world. They are used for everything from hunting to simple homestead defense to military use.

3. **MG34 Medium Machine-gun**

HEAVY

Weight 25.1 lbs

Availability Limited (Illegal)

Range Inc. 100 feet

Max ROF 1/3/30 single/burst/auto

Magazine 50 rounds of linked ammo

The Maschinengewehr 34 or MG34 is a German machine gun first issued in 1934 and considered by many to be the first modern general-purpose machine gun.

The MG34 can use 50 round belts of 7.92mm ammunition or 250 round magazine boxes. Weighing only 12.1kg the MG34 can be carried by a single gunner. A crew of three is recommended and most commonly employed in its use. One soldier in the crew carries the weapon and two additional soldiers carry the ammunition and the tripod.

The MG34 is a popular weapon used to great effect by fascist forces fighting within the Kingdom of Spain. Great numbers of the weapon have not yet been created because it is complex and expensive to produce. The MG34 is difficult to clean and prone to jam if it is not cleaned properly. After a combat has been completed and prior to at least an hour of cleaning the weapon's chance to jam raises from a fumble roll to a fumble +1 roll.

The MG34 is nearly impossible to purchase at the present time on the black market. Communist troops who have managed to capture one guard these weapons carefully despite ammunition constantly presenting a challenge.

A weapon lost on the battlefield which found its way into the blackmarket might command a tremendous price. Belts and boxes of ammunition for such a weapon would also bring in high dollars.

4. **Grenade - German 1917 Pattern**

MODERATE (+)

Range Inc. 10 feet

Weight 2 lbs

Burst Radius 20 ft.

Availability: Common

Cost: \$2.00 for 4

The Stielhangranate has served as the standard German hand grenade from the later years of the Great War until now. The grenade has a cap on the bottom end that is unscrewed to ready the grenade. A porcelain ring and string will then fall out allowing the user to pull on the string to strike the grenade's fuse.

The potato masher grenade, as it was dubbed by allied troops, is effective against troops but its low charge makes it almost useless against all but the lightest vehicles and completely useless against armored vehicles or solid stone or brick construction. Stielhangranates have such a low charge that they are favored by pirates as the only explosive risked in confined combat during ship to ship boarding actions. The low charge may damage or destroy internal equipment but is not powerful enough to breach the outer hull.

More than a million Stielhangranates sat in crates after Germany's surrender. Germany has sold off most of these explosives since 1919 in order to raise money for other endeavors. Most of the 1917 models remaining in circulation are so aged that they have a one in four chance of being a dud. They are so common that rural farmers in the colonies have been known to purchase them as a cheap alternative to dynamite for use in blasting stumps while clearing land.

5. **Brass Knuckles**

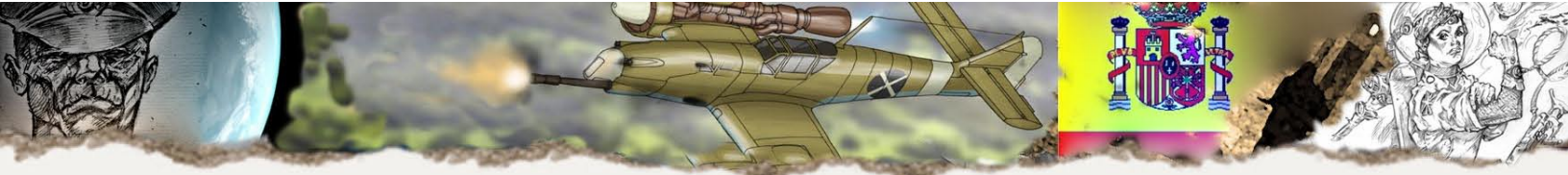
Damage *converts unarmed damage into basic damage

Weight 1 lbs

Availability: Common

Cost: \$1.00

Brass knuckles are a common weapon in the pockets of smugglers, pirates, aviators and bounty hunters throughout space. They are handy in a bar brawl and completely legal on every world outside of the core systems. Shoot a man on a foreign world and you might swing at the end of a rope. Knock him out in a fight with these and you might spend a night in jail for your trouble before being sent on your way.



6. **Browning High Power**

MEDIUM (+)

Range Inc. 50 feet

Max ROF 1 / 13 clip

Weight 2 lbs

Availability: Uncommon

Cost \$18.00

The Browning High Power was the last firearm designed by John Browning for the Colt firearms company. It features a double column design in the magazine that allows the weapon to carry a large number of rounds and remain manageable. The hammer and magazine also have a safety feature that prevents the hammer from being dropped if the magazine is not fully seated in the weapon.

The Browning High Power, Colt 1911 and Thompson SMG were created out of a need for military weapons with increased stopping power. In particular the Colt 1911 and Browning High Power were designed after United States Marines attempted to put down an uprising by a tribe of natives called The Moro in the Philippine Islands. The Moro, able to pump themselves up on drugs, leather strapping and religious fervor were capable of largely ignoring the .38 caliber pistols the Marines were supplied with at the time.

7. **Thompson Submachine-gun**

1928 Navy Model

MEDIUM

Range Inc 30 feet

Max ROF 1/3/20

Weight 10 lbs

Availability Limited (Law Enforcement and Military) / Illegal

Cost: \$100.00

The Thompson Submachine-gun captured the imagination of the public as the weapon of choice for "public enemy number one" Baby Faced nelson and other famous personalities of the American mafia.

Prohibition, the economic downturn and the increased freedom provided by operating in the Free Territories created an environment where organized crime thrived through the later part of the 1920's and into the early 1930s.

The cyclic rate of the 1928 navy model is 700 rounds per minute and it loads either a drum or a straight magazine. The drum carries 50 rounds of .45 caliber ammunition while the straight clip has a 20 round capacity. The weapon can be fired either in single action, three round burst or full automatic fire. American Marines have used the weapon against bandit insurgents (communists) in the Nicaragua star system. They found that the weapon was fairly heavy to wield weighing in at ten pounds (making the weapon heavier than

the M-1 Garand).

The weapon is reported as devastating in close quarters but has a short effective range and is very difficult to control during fully automatic fire.

8. **Grenade: Mills Bomb**

HEAVY (-)

Range Inc 10 feet

Weight 1 lbs

Availability: Common (Restricted)

Cost: \$3.00 each or \$20.00 for a crate of ten

The Mills Bomb or Type 5 Grenade was introduced to the British Army during the Great War in 1915. The Mills Bomb was only one of literally dozens of grenade weapons both manufactured and improvised during the Great War. (Fifty different varieties of grenade existed at the very least.)

The Mills Bomb weighs one and a quarter pounds and has a serrated exterior designed so the grenade fragments into many pieces when it explodes. The grenade was introduced as a weapon which could be tossed or pitched like a cricket ball. As a fused grenade the weapon became popular over earlier models of impact grenade which could easily get jostled and explode prematurely within the trench environment.

An estimated seventy -million- mills bombs were thrown during the Great War and millions upon millions more were manufactured and still sitting on the docks by the arrival of armistice. Like the potato master, the mills bomb can be found throughout the colony worlds as a staple within any market where weapons and explosives are sold. Mills bombs are less favored by pirates and marauders because their higher explosive charge tends to risk greater destruction to targeted buildings, vehicles or starships the pirates seek to capture during boarding actions.

9. **Lewis Machine-gun**

HEAVY

Weight 36 lbs

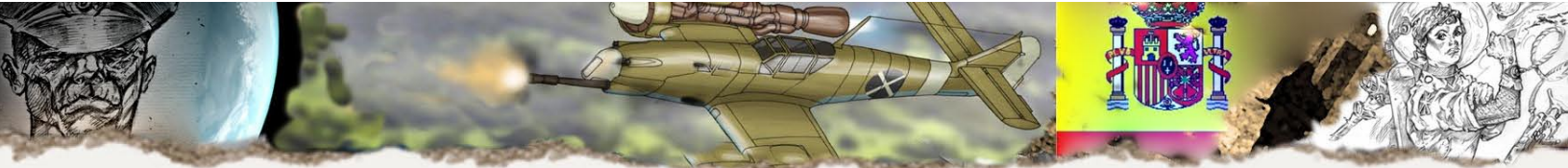
Availability Limited (Illegal)

Range Inc. 60 feet

Max ROF 3/20 burst/auto

Magazine 47 round box

The Lewis Machine-gun was one of the first workable designs to adapt a light machine-gun as a mobile infantry weapon. The Germany infantry who encountered the weapon in 1914 nicknamed them "Belgian Snakes". Vast numbers of the Lewis saw service during the war. From 1914 until 1915 alone 50,000 of the weapons were manufactured



and put into service by the British and Belgian armies.

With its top mounted canister of ammo the Lewis served as an infantry weapon, anti-aircraft gun and saw action mounted on vehicles as well as a rear mounted machine-gun for aircraft observers. The 1914 model magazine accommodates 47 rounds (97 for aircraft and vehicles) and has a rate of fire of 500 to 600 rounds per minute. The Lewis fires the British .303 caliber round.

Lewis machine-guns have made their way into the hands of mercenaries, law enforcement, bounty hunters, the military of the British, Americans, Kingdom of Holland, Japanese, Chinese, Soviets and into the hands of all factions embroiled in the war in Spain. Lewis guns are illegal in most places for civilians to own on their own but local law enforcement officials have been known to purchase them as community defense weapons against attacks by pirates and marauders.

10. **Mosin Nagant Infantry Rifle**

MEDIUM (+)

Range Inc 100 feet

Max ROF 1 Bolt Action

Weight 16 lbs

Availability: Uncommon

Cost: \$10.00

The Mosin Rifle was adopted into service by the Russian Czar in the 1890s. The rifle was primitive and simple in design even for the date of its introduction which reflects the backwards nature of the Russian arms industry during the date of its inception into service. Despite its simple design and primitive nature the Mosin Rifle had an acceptable accuracy and remains the primary infantry rifle issued to Russian infantry during 1936.

The Mosin Rifle has an incredibly long profile and is constructed with its sights zeroed in with the bayonet in place. This causes problems in aiming when the bayonet is removed or when the bayonet lugs become loose (which is often the case). Minus the bayonet the weapon must be re-adjusted by a gunsmith for accurate firing. Without adjustment all attacks with the weapon face a -2 step attack roll penalty.

Fitted with a side mounted scope the Mosin Rifle makes an accurate if fairly unwieldy and heavy sniper and hunting weapon. The Mosin Rifle is freely available in the inventory of most gun dealers and arms merchants. the rifle is a favorite among insurgents or just plain colony folk looking for an inexpensive hunting rifle. The Soviets have no shortage of the weapons or the cheap, dirty firing ammunition required for it. The Mosin Rifle is the primary military rifle of the Chinese military both legitimate and communist insurgent.

11.

Colt 1911A Autoloader Pistol (A1)

HEAVY (-)

Range Inc. 60 feet

Max ROF 1 / 14 clip

Weight 4 lbs

Availability: Common

Cost \$24.00

The Colt 1911 autoloader entered trials by the US government under the direction of the Secretary of War in 1906. After coming out on top of the weapons trials the Colt was officially declared as the Colt 1911 and became the official sidearm of the United States military services.

The first model Colt pistols saw action during the Great War. While the weapon was reliable and a "mudder" meaning that it could function well even with considerable amounts of dirt and grit in the weapon, the Colt 1911 was never terribly accurate.

In the 1920's the weapon was redesigned into the Colt 1911 A1 which included many improvements. The newer Colt possesses a shorter trigger pull, an improved grip and a design that is more accurate than the first Colts off the assembly line. This weapon is widely available. It is one of the preferred side arms of colonists and starship pilots everywhere. Ammunition availability makes the Colt 1911 more common in the hands of American or British personnel but so many have been manufactured and it remains such a popular seller that it can make an appearance almost anywhere.

12.

Mauser Karbiner 98k

MEDIUM (+)

Weight 14 pounds

Range Inc. 120 ft.

Max ROF 1 (4 round box)

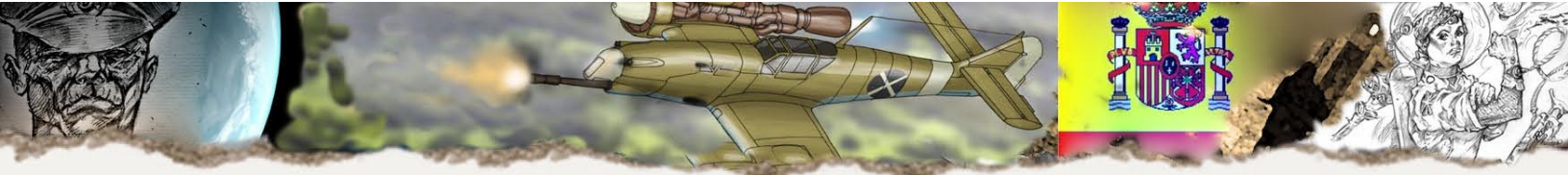
Availability: Limited

Cost \$60.00

The frantic pace of rearmament and the era of the great leap into space has focused German arms development upon starfighters, starships, tank and armored vehicle production. Redesign of the German foundational infantry rifle has been somewhat neglected and the Mauser Karbiner 98k is the current top revamp over the earlier Mauser 93.

In 1930 a decision was made by the German High Command to continue to use the basic design of the Mauser rifle as the primary infantry weapon for the Germany military. A cut down version of the Mauser 93 was finally settled upon and production began in earnest in 1933 on the only somewhat improved Mauser 98k.

Between 1933 and 1936 no fewer than two hundred



and fifty thousand of these weapons have been produced. Approximately twenty percent of the total have moved into the Rim weapons market, primarily as arms being sold to allies of the Third Reich.

The major difference between the mauser carbine and the Mauser 1894 rifle is that the Mauser carbine is sighted (the 1894 rifle has -no- sights) and designed for a new pointed 8mm bullet while the mauser 1894 fires a round nosed 6.5x55mm round. Both are single fire bolt action rifles although the carbine features a four round box to speed up reloading.

13. **Mauser C96 Autoloader Pistol**

MEDIUM (-)
Range Inc. 50 feet
70 feet with stock attached
Max ROF 2 / 10 box clip
Weight 2 lbs
Availability: Common
Cost \$14.00

The Mauser C96 was invented by the Feederle brothers who were employed in the experimental workshops of the Mauser company in the late 1800s. The Mauser C96 was the first semi-automatic pistol ever created. While Paul Mauser had high hopes that the unique handgun would quickly be adopted as the official sidearm of the Germany army this was not to be the case. The weapon may have been too advanced for military commanders to feel comfortable in adopting it into service at the time of its release.

The Mauser C96 was on the other hand, one of the most popular pistols to be purchased by private individuals around the world. Law enforcement agents from a wide range of nations were known to carry the Mauser C96 whose wooden shoulder holster could be attached to the weapon to allow the pistol to be fired with a shoulder stock. From 1896 until 1936 more than seven hundred thousand of these weapons have been built and distributed by the Mauser company.

The weapon can easily be located in the stock of almost every arms dealer in both the Core and the Rim worlds. The 9mm round used in the weapon's magazine are common and easy to find. The weapon comes with a variety of magazine sizes. Magazines from six rounds up to twenty rounds and most even numbers in between can be found if one looks hard enough.

14. **Webley .455 and .38 Revolvers**

MEDIUM (-)
Range Inc. 40 feet
Max ROF 1 / 6 Round - Revolver
Weight 2 lbs

Availability E
Cost \$10.00

The .38 caliber Webley revolver has served as the official sidearm of the British Officer Corps since the Great War. The Webley carries six rounds and can be secured to the holster by the attachment of a leather lanyard tied to the grip of the weapon.

British crews, settlers, veterans of the Great War and British citizens from all walks of life have carried the Webley to every corner of the explored Verse. Like the Mauser C96 they are a light pistol found almost everywhere.

15. **M1895 Nagant Revolver**

MEDIUM (-)
Range Inc. 30 feet
Max ROF 1 / 7 rounds - Revolver
Weight 2 lbs
Availability: Uncommon
Cost \$18.00

The model 1895 Nagant is manufactured in the Soviet Union. The Nagant is the only revolver that fires a subsonic round making it the only revolver available that can be fitted with a sound suppressor.

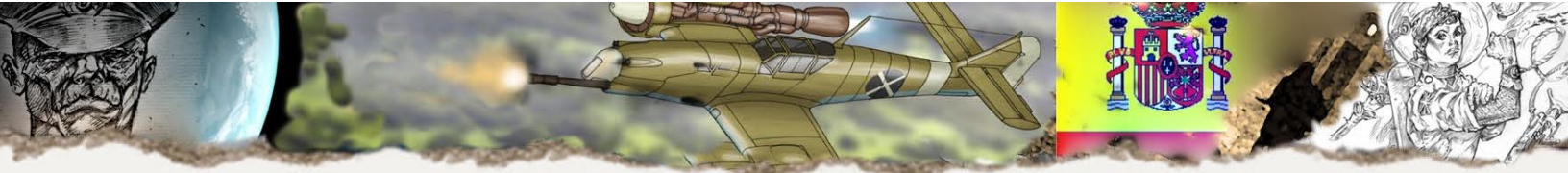
While the Nagant carries seven rounds the weapon has a stiff trigger pull and is not particularly accurate beyond extremely close ranges. Outside of the Soviet Union the Nagant is not particularly common. It has been in production so long however that examples of it might be found here and there scattered all over the Core, Neutral Systems and Rim.

16. **Winchester Pump Shotgun 1898 Model**

HEAVY (-) (within 30 feet)
MEDIUM (+) (30-60 feet) MEDIUM 60 feet+
Range Inc. 30 feet
Max ROF 1 / 5 shells
Weight 14 lbs
Availability: Common
Cost \$20.00

The Winchester 1898 pump shotgun is a civilian firearm intended for hunting and sport shooting. In the early 1920's the Federal Marshals service began carrying the Winchester 1898 along with the Thompson SMG as a counter to the sorts of weapons being carried by organized criminals and bank robbers.

With the leap into space the Federal Marshals of-fice still issues the Winchester 1898 as a standard part of its arsenal. As a sport shotgun the weapon can be found almost anywhere.



17. **Officer's Sword**

Rules for swords are very likely to be covered in your game system of choice. Officer's swords come in all types and from a wide range of eras. Officer swords constructed during the Great War are the type most commonly encountered although beautiful examples of Samurai era Katana can be found in the possession of officers serving in the Japanese fleet.

Alien Gear and Super Science

Rocketship Empires presents endless opportunities for you as the game director to develop your own alien civilizations, equipment and weapons. You might also consider what secret science projects are being developed by both private and government laboratories now heavily influenced by the fantastic feats of alien science surrounding humanity.

Remember that the territory occupied by the Hegemony expands well beyond what is presented on the grand scale campaign map for occupied human space. Humanity might explore and develop for another three, five, ten years before the outward edge of human expansion reaches the current border of Hegemony space and the Hegemony war.

Meanwhile there may be dozens of alien races and cultures to encounter within Hegemony space. Some of these may be civilizations which have long been allies of the Hegemony or even conquered by them with all or most of their colonies within Hegemony territory. Other aliens may be travelers or merchants from outside of Hegemony territory but who have access through trade agreements to conduct business within Hegemony space. Finally there may be aliens to encounter who are operating within Hegemony space, particularly on the furthestmost edge of human exploration, without Hegemony knowledge or permission.

Humans may even encounter aliens who are outright enemies of the Hegemony operating within Hegemony space.

The Enemy

Who or what exactly is the enemy facing the Hegemony on their furthest borders has been purposely left undefined in this book. In fact you won't find exact references to who or what it might be in any Rocketship source book.

The exact nature of the outside threat driving the Hegemony into their alliance with humanity we leave solely in the hands of you as the game director. No Rocketship source book is going to tip your hand in this regard but hopefully we will present sufficient resources in ships, campaign

ideas, adventures and books on aliens to make your final decision and designs easier to execute.

Some ideas include a totally alien species perhaps of insect or mechanical nature bent on the destruction of all alien races unlike their own. An alien empire completely overwhelmed by whatever dark forces dwell in the expanse between the stars. An entire alien empire consumed by and populated by the undead.

Agent Yellow / Agent Blue / Agent White

The Hegemony has introduced a variety of different chemicals designed to protect imported human crops from potential blights caused by indigenous plants or insects. By crop dusting agent yellow over a region human colonists can insure that the acres they have planted with human crops will grow well and that indigenous plants will not strangle out the coming harvest.

Of course these agents perform as they were designed to perform but they also inject into human food supplies agents which cause humans to breed multiple children more frequently or cause humans to grow slightly faster or stronger as they consume these foods over the course of years. Agent white might be limited to only a few experimental colonies where the Hegemony seeks to increase the strength of human psi development.

Humans are meant to be the super soldiers of the future and perhaps these secret programs are one way for the Hegemony to hedge their bets regarding their new allies.

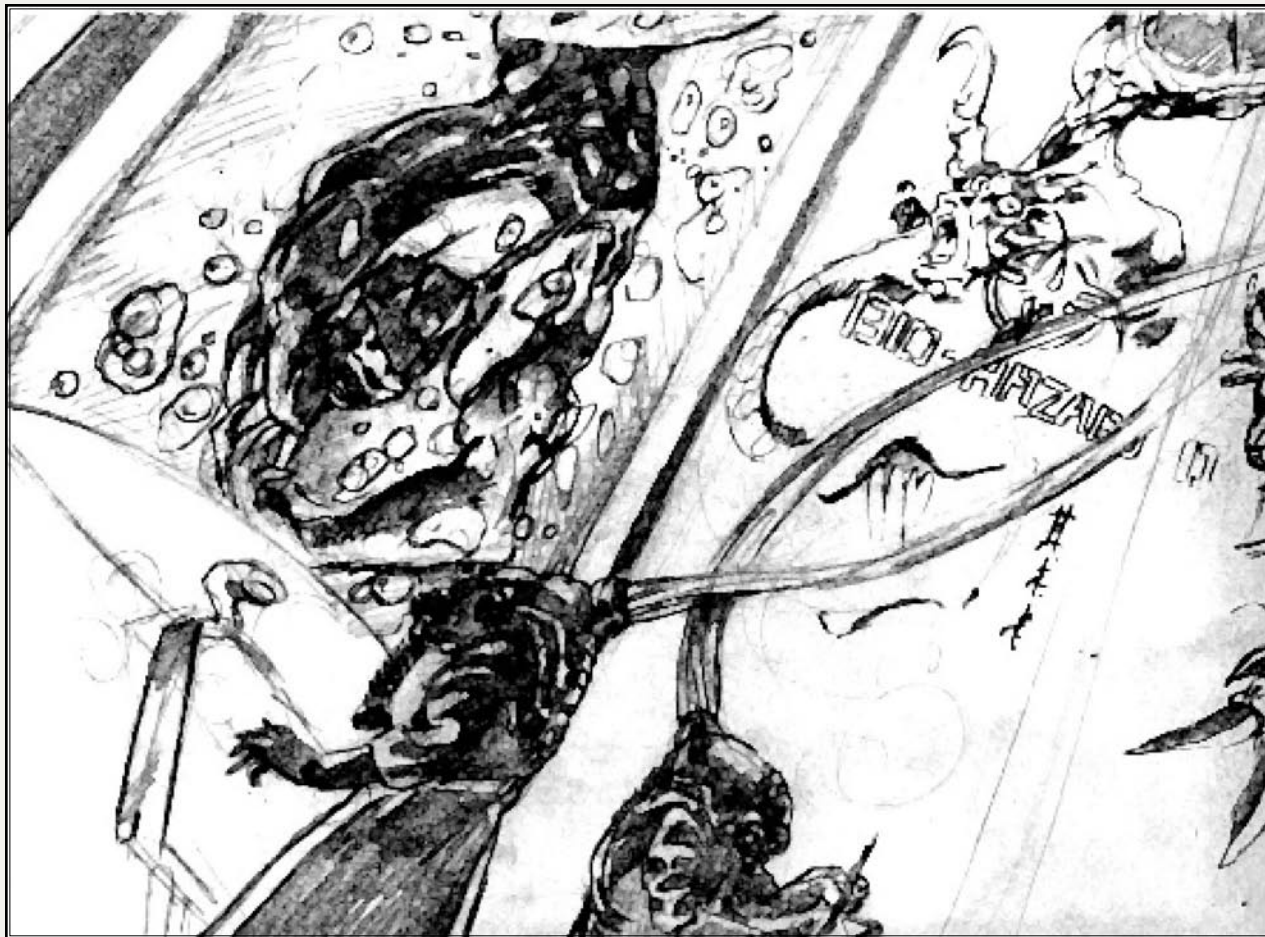
Agent Blue enhances the agility and speed in a human population over years of exposure. This may come with an increase in social and mental quirks to a small degree in the target population as it is the most experimental agent out of the three.

JEN Disrupter

Disrupter Pistol - Alien Tech
Damage: HEAVY
Weight: 6 Pounds
Rate of Fire: 1
Load: Battery Pack = 5 Shots
Availability: Exceptionally Rare
Cost: \$1,500.00 US

The JEN sha Dee Disrupter is the standard officer's side arm of an alien race known as the JEN. The JEN occupy a region of space somewhat beyond the limits of soviet space but well within the borders of the Hegemony. The JEN are a race that appear to be more or less reptilian with facial traits one might compare to a terrestrial sea turtle.

Target's hit by a JEN disrupter exhibit wounds simi-



lar to having parts of their body exposed to the vacuum of space. This weapon is not available on the general market and in fact very few humans even know of the existence of the JEN or this weapon. Soviet encounters with the JEN have been rare and unpleasant. The JEN, like most alien races encountered by humans are openly hostile to humans almost to the point of immediate violence.

Super Soldier Projects

It should come as no surprise that the Reich, Soviets and several other governments have quietly worked in the pursuit of their own super soldier projects. Most of these have resulted in complete or partial failures. A very few have begun to show progress to a limited extent.

Stolen artifacts or Hegemony technology might allow human secret projects in the exploration of genetics, cyberotechnology or nanotechnology.

Universal Translator

Almost a "must have" for humans who frequently explore beyond the edge of the nationalized corridors. Universal translators are Hegemony biomechanoid devices which implant themselves directly into the cortex of the user's brain in a process that is both permanent and brutally painful. Uni-

versal translators require a certain developed psi empathic or telepathic ability in the user so only psi capable hosts can make use of these devices.

Once installed a universal translator enhances the psi and language abilities of its host so the host can interpret otherwise foreign or alien communications into simple but understandable patterns. Complex communications present more of a challenge for the device which always attempts to break down foreign speech into its most basic concepts. Four or five sentences including the proper alien manner for introducing ones self to a potential trading partner may be boiled down by the translator to a simple "we want to trade with you" sort of message.

The translator functions one way. It provides no means of communicating back in the proper speech or language of the alien in question. Aliens operating within the Hegemony may possess a crew member with such a device installed and at least some simple psi capabilities in order to make use of the device.

Availability:	Very Rare
Purchase:	\$1,950.00 US

Chapter Seven: The Shipyards





Rocketship Empires 1936



7

The Shipyards

Starships in the Rocketship Empires universe are divided into two broad categories. The first broad category is defined as capital vessels. Capital vessels are not designed for atmospheric flight or dogfighting maneuvers. They are capable of evasive maneuvers but only in a very limited sense. Capital vessels tend to be starships with a total unloaded mass greater than 150 tons.

The second broad category of starship is defined as dogfighters. These are starships designed to be more maneuverable and in some cases very maneuverable during ship to ship combat. While capital vessels depend on armor, weapons platforms and point defense systems for protection a dogfighting class starship relies on speed and the skills of the pilot in getting the ship out of the line of fire of an enemy.

Dogfighters are able to operate within a planetary atmosphere. The pilots and crews that operate these vessels refer to them as “Atmo-Capable”. Dogfighter class starships are generally starships with a total unloaded mass below 150 tons.

Building Starships

All starships in Rocketship use a simple slot and location system which allows game director’s and players an easy framework around which to design customized ships. Rather than invest a great deal of time and energy into defining tonnage and space requirements we simply provide a basic framework of tables associated with each vital piece of equipment installed in a starship. It is up to the game director to plug in the specific stats for the values in each table based on their game system of choice. Once the values are defined, building and running starships in the campaign should be fairly simple.

Equipment falls into just a few broad categories. These categories include weapons, armor, shields, sensors, communications, jammers, cloaks, tactical engines, jump engines and other.

All of the tables covered in this chapter leave an open section for the game director to pencil in damage dice, ranges and dice modifiers. Once the tables are complete it should be a simple matter to know exactly how a ship will perform during combat.

Each piece of equipment has an appropriate loca-

tion for installation and an associated slot cost. Engines, for example, are generally required in the fuselage or wing locations on a ship. A specific engine type’s slot cost reflects the overall size / scale of the engine in question. Radio equipment and sensors are generally limited to installation in the nose, cockpit or fuselage areas. Most pieces of equipment have at least some flexibility in their possible locations for installation. This allows game directors some flexibility in coming up with their own ship designs while keeping ships more or less looking like the classic 1930’s era aircraft and ocean going vessels we seek to reflect in our starship designs.

Weapons

Starship weapons are rated using the generic terms covered in chapter one under the core damage table covered on page seven.

Starship Weapon Table 7.1

Damage	Dice	Range	Actual
Moderate		Very Short	
Heavy		Short	
Very Heavy		Medium	
Shred		Long	
Atomize		Extreme	

*Game Directors should pencil in the associated damage dice in the blank gray area provided above.

This table is not meant to imply that all moderate damage weapons possess a very short range. A moderate damage weapon may indeed have a short, medium or long range at the game director’s discretion. Likewise a very heavy damage weapon might have a very short range, medium, long or extreme range. In all respects while a weapon system written up in this chapter may possess a description of moderate damage / short range it is up to the game director to define what power level and dice are most appropriate for their game.

Moderate (+) damage indicates that a weapon performs just a little better than most other weapons in that damage class. If moderate weapons roll 1d6 for damage then perhaps that particular weapon inflicts 1d6+1 damage. In the same way Moderate (-) damage indicates that a weapon’s performance is somewhat below par. Perhaps that weapon rolls 1d6-1. This means of identifying slightly better or worse performing equipment runs throughout all of the various types of gear in presented in these rules.



Armor

In Rocketship Empires 1936 all armor is meant to be ablative. That means that whenever a vessel is hit that chunks of protective armor are blasted off of the vessel until little is left. In my own games at least one point of armor is lost from a starship any time it is hit with a weapon and two points are lost if the total armor value of the vessel is exceeded by an attack.

Armor ratings begin at light and work up from there. A starship with a light armor rating has an armor value equal to half the average damage roll of a moderate class weapon. Thus if a moderate class weapon inflicts 1d6 damage per attack, a ship with light armor will have an armor value of three. If a ship with three points of armor is struck for two points of damage then both points of damage are bounced by the armor but the total armor value of the ship drops by one. If a ship with three points of armor was struck for four points of damage the armor would reduce the damage taken by the ship down to one point but the ship would also lose two points from its total armor value.

Armor does not regenerate between combats. A vessel must put into a port and have its armor repaired.

In addition to armor value a ship's armor is defined by type. Some types of armor are very poor in design but cheap to construct and easy to apply. Poor armor designs increase the possibility of a critical hit. In most game systems a certain dice result indicates a critical hit. A poor armor design may invite a critical hit on the best two possible dice rolls or even the best three possible dice rolls for a weapon which typically only scores a critical hit when a maximum dice roll results.

Starship Armor Table 7.2

Armor	Value	Type	Stats
Light		Bolted	+2 Crit
Moderate		Welded	+1 Crit
Heavy		Cast	+0 Crit
V. Heavy		Rolled	+0 Crit
Extreme		Sloped	+0 Crit

*Types of armor and slot / location costs are covered in detail in the starship equipment section of this chapter.

In general human starships and those of most early starfaring races possess armor and no shields. Middle age starfaring cultures rely on a mixture of lighter armors and some shields and ancient starfaring cultures possess mostly

shields with little to no armor. Human starships built between 1920 and 1930 will inevitably possess only bolted or joint welded armor plates (unless they have been upgraded). Hegemony starships rely strictly upon shields and possess little to no armor.

Shields

Force fields and screens or shield technology protects a starship from attack through the use of an energy shield which can be regenerated between each combat. In Rocketship a shield starts combat with a full count of armor points. During combat a shield protects a ship from damage but also loses armor value in the same way that standard ship armor is ablative. Shields are best against energy weapons and explosions. They do not fair as well against attacks by projectile weapons.

When a shield is hit with a projectile weapon attack it will either deflect the entire attack or it is penetrated and will provide NO defensive protection whatsoever. The reasoning behind this is that shields can deflect projectile attacks which are glancing but fail against well targeted attacks which strike the shield straight on. In any case a shield will not lose any value when struck with a projectile attack whether it penetrates the shield or not. Shields are ablative against energy weapons, beam weapons, explosives, radiation attacks and the like.

Example: A Hegemony snub fighter has a light shield with an armor value of four. The snub fighter is hit with a burst of weapons fire from a human fighter firing slugs for three points of damage. The human attack bounces harmlessly off of the Hegemony snub fighter's shields and does not deplete the snub fighter's shields. (The remain at four points.) The next combat round the Hegemony snub fighter is hit with six points of damage from the same slug throwing weapon. Because the total value of the shield was exceeded by the attack all six points of damage make it through to the Hegemony ship. If the Hegemony ship survives the attack its screens remain at full strength despite the hit.

Explosives strip away shield value at a rate of one point for any hit against the ship's shields and two points of the ship's shields are exceeded. Shields still protect against explosive damage even if the shield value is exceeded.

Example: A Hegemony shield with a value of six is hit with a explosive charge inflicting 5 points of damage. Even though this did not exceed the shield strength of the target the shield drops in value by one point to a five. The next round the shield is hit with an explosion inflicting 7 points of damage. This exceeds the current strength of the shield and drops the shield strength by 2 points to a value of three. Want to drop a shield fast? Rockets are the answer.



Energy weapons strip away shield values at a rate of two points for any hit against the ship's shields and two points if the value of the ship's shields are exceeded. Shields still protect against energy weapon damage even if the shield value is exceeded. So unlike projectile weapons a shield with a value of six hit for eight points of damage would reduce the total damage taken to two points instead of all the damage making it through.

Shields are superior to armor in several respects but perhaps their greatest advantage is their ability to regenerate between combats. When a combat is complete a ship's shield will regenerate to full value within fifteen minutes of the end of the last combat round so long as the vessel's shield generator is functioning and has not been damaged during the combat.

In my own campaign I generally stat shields as one to two points higher in value than armor values in the same class. Thus when light ship armor has a value of three, light shields begin with a value of four. Where moderate ship's armor may have a value of four or five, moderate ship's shield generators begin with a value of five or six and so forth.

Starship Shield Table 7.3

Shield	Value	Type	Stats
Light		Hegemony	+1 Value
Moderate			
Heavy			
V. Heavy			
Extreme			

* Different alien cultures possess different qualities in their shield technology. Some of these are covered in brief in the equipment section of this chapter.

Engines

In Rocketship there are three speeds a game director must deal with when it comes to starships. The first is jump speed and that is covered under the guidelines for jump engines listed below. Jump speed is the speed a vessel travels between star systems, usually by using a gravity drive. The next speed a game director must deal with is system speed. This is the speed that a ship uses when traveling between planets or destinations in the same solar system. For our purposes system speed is defined in how long it takes a vessel to travel one AU (astronomical unit or the distance from the Earth to the Sun in our own solar system). Finally the third speed a game director need be concerned with is combat or tactical speed. In Rocket-

ship starships are not very maneuverable when traveling at system speeds. In fact when a starship is blasting between planets they are moving so fast as to be quite difficult to target or attack with weapons. System speeds are too fast to be safely used when approaching a planet to make orbit or to land or when attempting to dock at a starport or execute an important change in direction. Whenever a ship drops out of system speeds to maneuver, dock, land or orbit it moves using its tactical or combat movement speeds and becomes vulnerable to attack.

Tactical engines then have a combat speed and a system speed. Like weapon systems these can vary widely from one another depending on the design of the ship the engine is intended for and how recently the engine was built. Engines built during the 1920's tend to perform more sluggishly when compared to engines built during the 1930's.

Starship Tactical Engine Table 7.4

Tactical	Speed	System	Speed
Dog Slow		Dog Slow	
Slow		Slow	
Moderate		Moderate	
Fast		Fast	
Blazing		Blazing	

In my own game the crossing of one AU is measured in hours. A fast system engine might cross an AU in twenty four hours while a moderate engine might require forty eight hours to cross one AU. My own movement speeds for system travel are listed below. Game directors can use these speeds or come up with their own values.

Blazing Fast	8 Hours
Fast	12 Hours
Moderate	24 Hours
Slow	48 Hours
Dog Slow	72 Hours

Engines - Jump

Almost all starship drives in the Rocketship universe are based around the notion of a gravity drive system. A gravity drive relies upon the presence of a massive stellar object like a star and uses the gravity well of this object to slingshot the vessel into jump space. Gravity drives create a setting where ships must island hop from star system to star system which translates well for a campaign which seeks to emulate a World War II era space opera.

Axis starships should not have the capability of



jumping directly to the heart of British space. They must first cross through territories controlled by the Kingdom of Holland and the French Star Republic. In the same way Allied starships can not simply jump directly to the Reich capital. Once the Rocketship books pass into the years of the war the battles and the flow of combat in space should somewhat mirror the course of the war at least in some respects.

Jump engines tend to have two features, speed and type. Engine type is usually determined by the alien race manufacturing the engine. Human starship engines perform in a similar fashion while the engines of an alien race may have somewhat different advantages or disadvantages.

Starship Jump Engine Table 7.5

Jump	Speed	Type	Stats
Dog Slow		Human	+0
Slow		Hegemony	-4 Hours
Moderate			
Fast			
Blazing			

* Fuel requirements for both tactical and jump engines are covered in the equipment section of this chapter. Gray spaces are left in the chart for the game director to pencil in his or her own values based on their game system of choice or preferences.

Jump travel is measured in days per light year. I like simple mechanics with easy to remember values. Travel rates are therefore mirrored between system speeds and jump speeds. Just remember that jump travel crosses one light year of space in the time defined below while system travel crosses one AU. My own campaign travel times for jump travel are outlined below.

Jump Travel = Cross One Light Year

Blazing Fast	8 Hours
Fast	12 Hours
Moderate	24 Hours
Slow	48 Hours
Dog Slow	72 Hours

Sensors

As one might suspect a ship's sensor system is rated by range and quality. A sensor's quality score determines what bonus it provides to the skill roll of a sensor operator (if any). Poor quality sensors may create a penalty rather than a bonus for the operator.

Hybrid sensor systems have a minimum range of one hundred kilometers and a long range of one AU. Ship sensors specifically cover radar style devices capable of targeting ship sized targets in space. Ships have the ability to observe and locate large objects like planets, moons and asteroids without requiring a sensor skill roll. Sensors specifically deal with detecting enemy ships, mines, missiles and other similar threats.

Advanced sensor systems carried on alien starships easily cover an entire solar system and provide solid bonuses to the sensor rolls of their operators however no sensor system in Rocketship allows any ship the ability to scan for the presence and location of starships in a different star system.

Starship Sensor Table 7.6

Quality	Value	Range	Value
Very Poor		Very Short	
Poor		Short	
Moderate		Moderate	
Good		Long	
Extreme		Extreme	

*Game directors can pencil the appropriate values for their own campaign in the gray areas above.

In my own campaign I use the values listed below:

Sensor Quality

Very Poor	-2
Poor	-1
Moderate	+0
Good	+1
Extreme	+2

Sensor Range

Very Short	100 Kilometers
Short	Planet and Lunar Orbit(s)
Moderate	.5 AU
Long	1 AU
Extreme	System Wide

Communications

Communication systems are similar in some respects to ship sensors in that they are rated by both quality and range. Communication system quality assists an operator in breaking through interference both natural and the sort



produced by a jamming device.

In general purely human radio systems are limited to line of sight communications of a few dozen miles in range while early hybrid communicators are capable of transmitting between an orbiting starship and a target located anywhere on the surface of the planet facing the ship.

Starship Communicator Table 7.7

Quality	Value	Range	Stats
Very Poor		Very Short	
Poor		Short	
Moderate		Moderate	
Good		Long	
Extreme		Extreme	

Communication jammers use the same table as the starship communicator table above. The primary concern with jammers is their range and what sort of bonus they provide to the jammer operator. In my own game a jamming roll is an opposed skill check between the operator of the jamming device and the operator of the communication or sensor system attempting to bypass the jammer.

Jammers in Rocketship are always active devices meaning that while they may block communications or frustrate the use of sensors they also immediately give themselves away as being used (thus showing that an enemy ship is in the area using jamming equipment).

Cloaks

Cloaking devices are quite rare. The more advanced space faring societies have dabbled in cloaking technology but have abandoned such projects as too impractical or expensive to pursue in favor of more powerful jamming devices. After all, jamming an enemy sensor is just as effective in combat as the use of a cloaking device. The only real benefit a true cloak offers is that it can be active without the enemy being clued in that something is amiss.

In Rocketship Empires 1936 the only human government of note working to pursue a cloaking device on any scale is the Reich. Reich S-Boats use a variation on the gravity drive to bubble a starship into jump space where it remains adrift. A wormhole allows the S-Boat to maintain contact with surrounding regular space and allows S-Boat sensors to scan for enemy shipping through the worm hole.

The worm hole connecting the S-Boat to normal space is unstable and if it is destroyed through the detonation of a large explosive device near or at the site of the

worm hole the S-Boat may be unable to reconnect to normal space. In effect the S-Boat can be lost into jump space where it will drift until all aboard her perish.

Cloaking devices (like sensors and communicators) possess a quality score which indicates how difficult the cloaking device is to detect. In some games this may equate to a bonus to a ship's stealth roll. In others it might simply equate to a large penalty versus the sensor roll of an enemy to detect the vessel.

Cloaked vessels are most vulnerable when they enter combat and begin to pop in and out of normal space in order to launch their weapons. S-Boats can not fire weapons into normal space from jump space (yet). They must emerge into normal space for an entire combat round to fire. While they are in normal space they do not gain the benefits of their cloak and they or their weapons may be detected giving enemy vessels a good idea of where they should target their own weapons or what area of space to flee.

Other (Equipment)

Other pieces of equipment or options for installation into a starship tend to have a simple quality rating which indicates what bonus if any they offer to character skill rolls associated with the equipment. A ship sick-bay may provide a bonus to the medical skill roll of a physician (for example). Equipment will also have a slot and location requirement. A sick-bay might be installed into the fuselage of a vessel but not into a wing or a cockpit area.

Mecha

Mecha are also available within the Rocketship Empires universe. Mecha were first introduced to humans as the standard armored unit fielded by the Hegemony military. Hegemony mecha are designed for flight operations both in space and in atmosphere. They are carried to a target planet on a Hegemony carrier and then launched to assist in setting up a planetary beach head. Once the Hegemony mecha are operational on the target planet they provide both air support and ground armor support for martian troops, in fact few martian troops of any kind engage in an infantry role until the major fighting is decided using a force almost entirely made up of mecha.

For the last twelve years the Hegemony has assisted their human partner governments with the design of mecha for human operation. These tend to appear boxy and cumbersome compared to their sleek Hegemony counter parts. They operate like human armored vehicles mounted on walker bodies. Few true human mecha with fully articulated hands currently exist. The few that do exist are without exception of the large mecha variety. Currently the Third



Reich, United States, Japan, France, Great Britain and the Roma governments all possess a variety of hybrid mecha as an addition to their armored forces.

Starship Classes

A starship class is a list of potential equipment locations and available slots. A starship class works sort of like a recipe for cooking a dish. The game director can use the starship class as a recipe to design dozens if not hundreds of models of starship. The snub fighter class outlined below would be one example of a starship class.

Game directors can define as many classes of starship as they like. For our purpose a starship class is a general configuration of vessel which may be copied from nation to nation and from corporation to corporation because the configuration is both familiar and effective.

Tramp freighters are an example of a starship class as are snub fighters because these configurations of vessel function well in the roll for which they were designed and many different types of vessel have been created using these templates as a guide. There are British freighters and there are Chinese freighters. While a freighter from the Royal Navy may have quite a different variety of engines, armor and equipment when compared to a Chinese freighter the actual slots and locations available are the same.

The starship class is then the template or framework upon which a game director or player can plug in engines, armor and other features in order to design their own particular model of starship. Current classes of starship are described here in order from smallest to largest.

SNUB FIGHTERS

Snub Fighters are especially short, single crew fighters whose primary mission is aggressive or defensive CAP or Close Air Patrol. These starships are designed for interstellar operations. (Operations in the same star system.) They must be carried from star system to star system aboard a military carrier vessel or transport ship. A very few varieties of these vessels are equipped with a gravity drive system and sufficient fuel reserves for one jump between star systems. Jump travel in a single crew cockpit is a miserable affair. The equivalent in standard 1930's aircraft would be a solo pilot flight from New York to Paris via the North Pole. Even equipped with a gravity drive very few pilots willingly undertake this sort of transit unless they are ordered to by a superior officer or have very grave personal reasons for doing so.

Equipment Slots - Snub Fighters

A snub fighter has between 12 and 20 available equipment slots. An example of one possible configuration of slots is shown below.

Cockpit	5 slots.
Nose Hard point	4 slots.
Left Wing Hard point	1 slot.
Right Wing Hard point	1 slot.
Fuselage	3 slots.

Combat Characteristics - Snub Fighters

Snub fighters should experience a size based advantage against detection by sensors. In short they should be harder to detect via sensors than standard fighters. Snub fighters should also receive a small defensive bonus making them slightly harder to target / hit than standard fighters during space combat. Game directors are within their rights to strip down the damage points a snub fighter can endure making them more fragile than a standard fighter when they are hit in combat.

STARFIGHTERS

Starfighters represent the great bulk of fighter craft employed by humans, martians and other alien races. These craft do not possess a cargo hold or bomb bay. They tend to be single or at the most two crew vessels designed for interstellar and especially orbit to ground combat operations. Like the smaller snub fighter, the standard starfighter includes a few models which possess a gravity drive although these are largely the exception and not the rule. Gravity drive capable starfighters tend to be on the larger end of the scale with two crewmen and a slightly larger cockpit arrangement. Jump transits in a starfighter are only very slightly less cramped and uncomfortable than transits in a snub fighter.

Starfighters are operated from ground or orbital bases when defending a star system. In most cases they must be moved from star system to star system aboard a military carrier or transport vessel.

Loaded weight limits for starfighters reflect the attachment of bombs or unguided rockets to the under belly of the craft or wings. Some starfighters may be equipped with drop tanks to extend their operational range. See the equipment lists for details.

Combat Characteristics - Starfighters

Where the Fast Transport is the base line starship for ship combat (zero modifiers for size or maneuver) the



starfighter is smaller and faster giving it a defensive bonus against being hit in combat. In my own campaign where Fast Transports might receive a +0 modifier versus being hit a starfighter might receive a +1 defensive bonus making it slightly harder to hit while a snub fighter might receive a +2 defensive bonus. Starfighters should also be slightly harder to detect with sensors than Fast Transports.

Equipment Slots - Starfighters

Starfighters have 15 to 30 equipment slots available for installations of equipment and weaponry. The slots for a 17 slot vessel are shown below. Many different configurations exist so feel free to mix up these slots as necessary when designing your vessel.

Cockpit	5 slots.
Nose Hard point	4 slots.
Tail Hard point*	2 slots.
Left Wing Hard point	2 slots.
Right Wing Hard point	2 slots.
Fuselage	2 slots.

*Tail hard points are used for rear mounted weapons. In addition to a light weapon an additional slot may be filled with a piece of equipment meant to be operated by the rear seated crew member.

FAST TRANSPORTS

Everything from small system survey vessels, fast couriers and mail carriers, fast medical transports, troop or armored assault ships to bombers, private craft, and patrol vessels fall under this category. These vessels are set apart from larger vessels by their ability to operate in atmosphere and maneuver in dogfighting combat albeit to a more limited degree than starfighters.

Fast transports have a larger cockpit designed to accommodate two to three crewmen. They may possess a crew area either in the nose, fuselage or tail depending on their design and purpose. Fast transports are usually limited to carrying an operational crew of three to five. (Making them an excellent choice as a starship class for a group of player characters.) Assault transports or fast transports designed to carry passengers will have fuselage space turned into cramped bunk quarters for between ten and twenty troops. Assault transports attached to an armored division will possess sufficient space to carry one armored fighting vehicle, tank or mecha along with its associated crew and mechanics. Armored assault transports possess a rear facing hydraulic ramp which can be lowered to allow its carried vehicle to rumble down the back ramp and into action in short order. The rear facing ramp design helps to protect the emerging vehicle and troops from ground fire with the starship's superior armor.

Combat Characteristics - Fast Transports

Fast Transports are the baseline starship around which other ships are measured. Sensor operators gain no bonus to detect a Fast Transport and no penalty. Fast Transports receive no defensive bonus based on their size or ability to maneuver but no penalty either. Larger vessels become proportionally easier to detect as they increase in size. They also tend to be easier to target and must depend on heavier armor, shields and point defense systems for protection.

Equipment Slots - Fast Transports

Fast Transports possess 25 to 50 equipment slots. An example is shown below. As with all other vessels keep in mind that this configuration can be mixed and changed as necessary for designing individual vessels or models of fast transport.

Cockpit	5 slots.
Nose Hard point	6 slots.
Tail Hard point	3 slots.
Dorsal Hard point	2 slots.
Ventral Hard point	2 slots.
Left Wing Hard point	2 slots.
Right Wing Hard point	2 slots.
Fuselage	6 slots.

Dorsal and Ventral hard points may be used for the installation of ball turrets or remote control barbettes. Equipment operated by a crew station located within the ship's fuselage may also be installed in these locations. Nose hard points on fast transports are of sufficient size to allow for a simple (and cramped) nose observer or navigator compartment. Nose compartments are installed on human starships inside of an enclosed glass-steel green house.

Fast transports remain small enough in some cases to be equipped with large pontoon landing skids allowing for water landings. Water capable transports are handy as not every habitable planet has a large starport facility with a runway where a pilot may make a landing. Other transports are equipped with one of the advanced VTOL (vertical take-off and landing) systems. Most human starships (more than seventy percent) depend on old fashioned tripod wheel assemblies and long landing strips.

ATMO-CAPABLE TRANSPORTS

Atmo-capable transports include all of the largest vessels capable of making an atmospheric entry and flight. These vessels are slow and ponderous compared to starfighters and have little to offer in the way of maneu-



verability in dogfighting combat. Atmo-capable transports instead depend on heavier superstructures, heavy applications of armor, point defense weapons, defensive turrets and in the case of martian or certain alien vessels upon shield technology.

Military vessels in this class are constructed with sufficient turrets and firepower to make approaching them very dangerous.

An entire range of vessels are included in this class of starship. Many independent merchant vessels operate in this class due to the convenience of being able to make a planetary landing at remote locations. A number of small passenger liners operate in this class. These liners can carry between ten and thirty passengers between star systems with a range of pleasant on-board accommodations to keep them entertained and comfortable. Military transports in this class with packed quarters may carry close to a hundred troops or fifty troops and two or three armored vehicles.

Almost all atmo-capable transports are equipped with a gravity drive system of one type or another. Large cockpits and a number of interior crew quarters plus the luxury of having sufficient crew to operate the flight decks in shifts makes jump travel in a vessel of this class fairly tolerable.

Atmo-capable transports and their crews refer to the activation of emergency boosts to speed as engaging afterburners or making a full burn. Crews aboard capital vessels refer to engaging engines at full capacity as "ahead full" or "ahead flank". This change in terminology applies to all starships larger in class than atmo-capable transports. In general there seems to be a transition on the upper end of atmo-capable vessels over to naval vessel bridge structures, controls and terms more common in human surface ships than in aircraft, while fast transports, starfighters and snub fighters possess cockpits and jargon more commonly associated with human aircraft.

Combat Characteristics - Atmo-capable Transports

Vessels in this class are easier to detect than Fast Transports with ship sensors but only slightly. Gunners receive a small bonus when targeting a vessel of this class due to its size and general lack of maneuverability.

Equipment Slots - Atmo-capable Transports

Atmo-capable transports possess 35 to as many as 70 equipment slots for weapons and equipment. A 37 slots example is shown below.

Cockpit 6 slots.

Nose Hard point	6 slots.
Tail Hard point	3 slots.
Dorsal Hard point	3 slots.
Ventral Hard point	3 slots.
Left Wing Hard point	4 slots.
Right Wing Hard point	4 slots.
Fuselage	8 slots.

Starship Construction Materials

Human starships are constructed from advanced metal alloys introduced to mankind by the Hegemony. By 1922 converted mills on Earth were already producing the most common of these alloys which is known as Astrosteel. All human starships of any class produced between 1920 and 1925 are constructed from Astrosteel which by 1936 remains in wide use only by the poorest or least technologically advanced space faring alien races in our quadrant.

Human starships constructed after 1925 may be constructed from Rocketanium although this more advanced metal alloy did not see wide use outside of military capital ships until 1928. Rocketanium was presented to human scientists by the Hegemony late in 1926.

In the 1930's and up to the present almost all human starships except those specifically constructed of cheaper materials are framed with Rocketanium. Martian engineers have not introduced humans to any of the more advanced alloys which require additional forward leaps in computerization and automation on the floors of human ship yards. Further advancements will likely be a long time in coming although human scientists are certainly aware of more advanced alloys being employed in the starships of some of the alien races we have encountered and especially within the starships and mecha of the Hegemony.

CAPITAL CLASS STARSHIPS

Capital class starships are those vessels of such size for which orbital re-entry and atmospheric flight are impractical. While it is possible to bring one down through the atmosphere in an emergency, the vessel will likely break apart to a great extent prior to crash landing. There are no soft landings for a capital vessel forced to put down onto a planetary surface and few crew have survived such an incident to share their tales.

Capital class starships come in four broad classifications. These are Light Capital Class, Medium, Heavy and Super heavy. The largest vessels produced by human shipyards to date range into the heavy capital class. There are no super heavy human starships in existence. Super heavy starships are limited to the very largest vessels within the



Hegemony fleet. Massive vessels of that type and tech level have only been encountered in the fleet of our Martian allies and no other alien race within the Hegemony has demonstrated possession of any starships within the super heavy class. In fact, among the other alien races within the borders of the Hegemony very few alien races possess starships of the heavy class. By far the most common types of alien capital vessels encountered are those of the light and medium classification.

Using the examples provided in this chapter it should not be that difficult for a game director to extrapolate their own capital class starships should they choose to do so. Locations and slots for classes of capital ships will be covered in a later Rocketship book.

Human capital class starships tend to mirror the tonnage of 1930's and 1940's era surface ships at a ratio of one hundred and twenty five to one hundred and fifty percent. Thus, a Rocketship Empires space destroyer will likely have a tonnage around one hundred and twenty five to one hundred and fifty percent of the same destroyer constructed as an ocean going warship from the historical 30's and 40's.

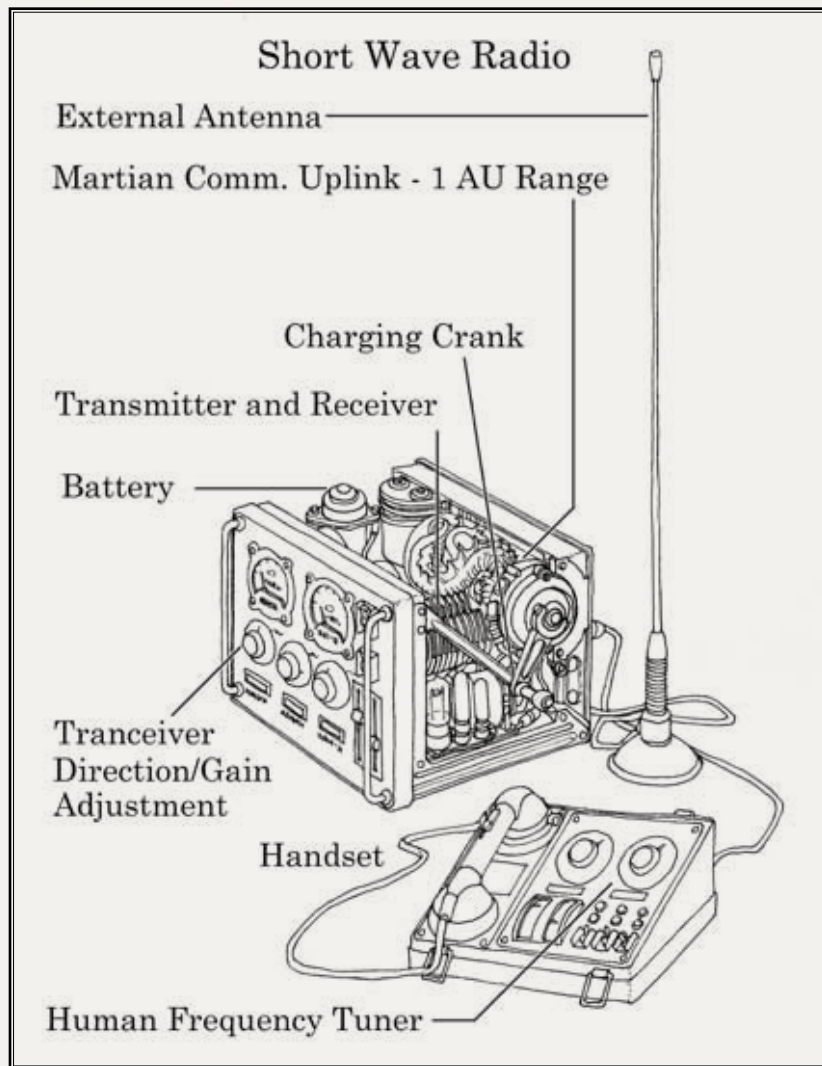
EQUIPMENT

The remaining pages of this chapter are dedicated to starship construction and equipment. The director can customize any basic starship by plugging in equipment, engines, armor and weapons into the slots available for that class of starship.

The vast majority of the equipment covered in this campaign book is hybrid technology designed by Hegemony and human engineers for human starships. A few examples of alien technologies has been included to provide a point of reference for directors who wish to create the occasional alien starship prior to the release of a source book covering alien ships in detail.

Guidelines

As a general rule a starship has one type / array of engines, a fuel supply, armor, a sensor system, communications system and weapons. Try not to be alarmed by the sheer volume of material available for starship building in the follow pages. This book is meant to provide a solid foundation for the construction of human starships from a variety of nations from starships of the British Star Empire to ships of the Reich.



The illustration above shows a hybrid radio. The controls and much of the look of the device reflects current 1930's technology. The Martian component allows the device to transmit out to a 1 AU range.

Consider the material provided here as ingredients available for cooking. While your cupboard may be filled with all manner of possible components for baking a cake you will only need to bother yourself with those ingredients appropriate for the work at hand. In the same way a director wishing to design a starfighter will greatly narrow the focus of what equipment, engines, weapons and gear they have to consider for a ship.

A considerable amount of research has gone into creating equipment, armor and weapons with an early WWII era flavor. My goal has been to create a sufficient list for building a decent assortment of starfighters and starships based on aircraft and surface ships from the historical WWII era. Through expansions and modules we hope to one day present a modular starship design system where a direc-

tor can model starships based on most of the aircraft and surface vessels or submarines which saw action during the 1930's and 1940s.

In some cases weapons perform more or less with an eye towards their historical counterparts. In other cases quite a lot of creative license has been taken by the author. At the end of the day the material presented here was made to be fun and somewhat balanced. If you have a bone to pick over the rate of fire of a weapon system based on a historical counter part then feel free to edit it as you see fit. The bottom line should be that the material should be understandable and playable for you as the game director and for your players.

Engines

Gravity Drives and Hybrid Technology

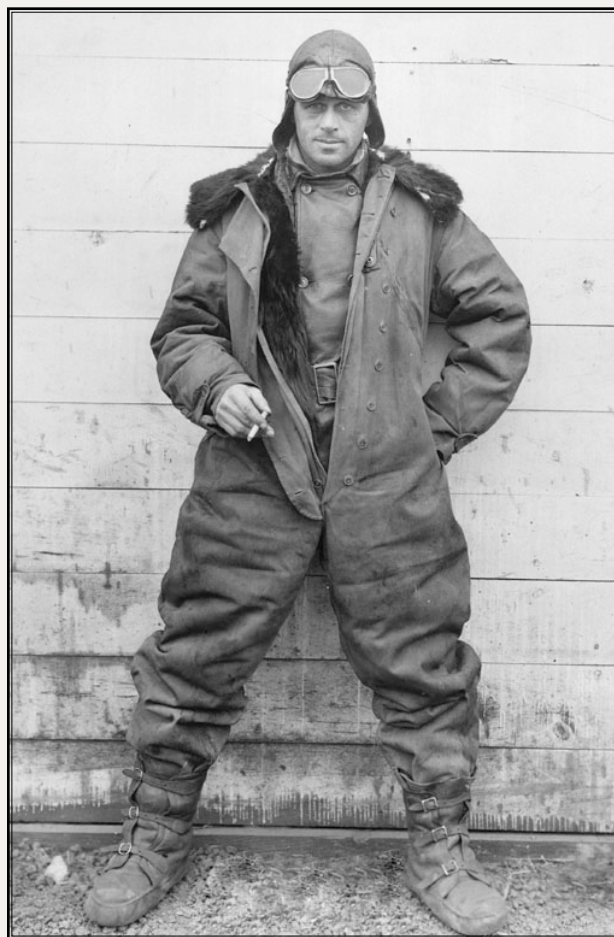
The internal workings of all human starship engines are the bio-mechanoid Gravity Drive systems purchased through trade directly from one of the Martian Septs.

The Gravity Drive is the fundamental engineering marvel that allows jump travel from one star system to another quickly and without the undesirable side effects of faster than light or near light speed travel. While the gravity drive is well advanced beyond interstellar starship drives and is a gateway device allowing a sentient race the ability to function as a star faring society it remains two or three generations behind the starship drive systems currently in use by the Hegemony and the other major players in the surrounding region of space.

The super high tech "guts" of a gravity drive and in fact all of the Hegemony technology at the core of any piece of hybrid technology are purchased by governments and corporations directly from one of several Martian Septs. The purchase of shipments of Hegemony components require sizeable shipments of ore, radioactives, petrochemicals, food stuffs and goods produced, mined or farmed by human labor.

The Hegemony component which allows a gravity drive to function or allows a communicator to transmit out to one AU is designed to be encased in a package with controls familiar to human mechanics and engineers. This allows fast assembly of modular pieces of equipment by human workers in human shipyards and a faster learning curve or human operators.

Over the last ten years much of the technology made available by the Hegemony has moved out of the laboratories of the Martian ecology on Earth and out onto the fac-



*One last smoke before suiting
up for two solid weeks of "freezer time".
The life of the lone starship pilot is lonely,
cold and unforgiving.*

tory floors of hundreds of converted shipyards and factories. There human governments and corporations have labored to research Hegemony devices and have in some respects been successful in introducing improvements or minor modifications. This has evolved the human starship industry from one where all starfighters operated with the same standard Hegemony drive purchased through trade and installed as-is to an almost bewildering array of makes, models and types.

Gravity Drives and Ship Operations

Before we launch into an overview of starship engines of all classifications we must first explain space travel from the perspective of the humans living, working, exploring and fighting in space in 1936.

The Star Dive

Gravity drives operate on the Z'an a Thraxzak principle developed by an alien scientist of an unknown race mil-



lennia ago. This principle suggests that a starship can use the gravity well of a massive stellar object such as a star to not only slingshot itself out of a star system but also to fold it into an alternate dimension of space known as jump space or a worm hole.

A gravity drive requires a starship to approach a massive stellar body, usually the star at the center of a system and launch itself on a slingshot course towards a neighboring star while activating the drive. The gravity drive folds the ship into jump space which protects it from any direct harm from the heat and radiation projected by the star.

As it folds into jump space the starship slingshots around the star and out of the star system with tremendous speed. After exiting the system the starship will begin to fall into the gravity well of the target star system.

Gravity drives require a starship to travel through space in an island hopping fashion moving from one star system to the next in the general direction the occupants wish to travel.

Direct flight skipping past multiple systems in between remains well beyond the capabilities of the gravity drive. Even if a vessel experiences a tremendous error in plotting a course it will tend to fall into the gravity well of one of the star systems closest to the ship's point of entry.

When the vessel reaches its destination it will be pulled back into normal space near the center of the target solar system. A vessel typically leaves jump space on the opposite side of the destination star well beyond the range of any serious danger to the ship. The point where a vessel leaves jump space is referred to as the "*immersion point*". In our own solar system a vessel's immersion point is somewhere between the orbital distance of the planet Mercury and the planet Venus.

Jump Travel and Freezer Time

Depending on the model of the gravity drive being used and the number of engines in the ship's engine array a starship can take between a few hours to several days to transit one light year. Specific details are covered under the description for each model of gravity drive.

Vessels traveling in jump space do not exist within the reality of space and time as we know it and are immune to attack by enemy vessels. Ships in jump space exist in a worm hole of their own creation. Outside of the occasional "strange and horrible" encounter a vessel and crew may have with the darkness between the stars a vessel is safe from direct attack while within jump space.

Hybrid life support systems rely primarily on martian technology and perform very well in standard space environments. Temperature control, atmosphere controls and g-forces are not a problem for a starship until a ship enters jump space.

In jump space even the best Hegemony technology is pushed to its limits. Jump space is a punishing environment even for Hegemony technology and it can only be tolerated for a limited period of time measured in days or weeks.

Moments after entering jump space a starship has already hurtled itself outside of its star system of origin. On the average hop a starship will remain in jump space for a few days or a week before the gravity well of its destination star pulls the starship back out and into what we consider the normal space time continuum.

While in jump space, the life support system on board the starship will begin to be slowly overwhelmed by the intensity of extreme background radiation and other adverse conditions. During the first twenty four hours the temperature on board will move from comfortable and warm to a temperature that becomes chilled enough to see one's breathe. By the end of 48 hours the starship will be uncomfortable outside of layered winter clothing and the crew will remain close to their adapted electric heaters at their stations. Between day three and day four the crew will be forced to wear arctic clothing and every hour one of the crew members will be forced to scrape the ice out of the vents for the life support system so that air flow and what little warmth that can be produced is not blocked.

The North Pole of Space

From day four onward the interior of the starship will begin to ice up as moisture produced by breathing and water vapor present in the ship will condense and freeze in a thin but growing layer of ice over every exposed interior surface. Each day, beyond day four another quarter inch of ice will deposit on exposed surfaces. Over time this will decorate the interior in ice and icicles that can damage instruments if the crew is not diligent about keeping things as scraped off and as clear as possible. Pilots and crews have likened the cold and build up of ice as "taking a trip to the North Pole" and indeed the ship interior does begin to resemble something out of an arctic research station.

Martian life support systems are designed to push themselves harder and harder in this environment. Thankfully when these systems are functioning normally they can withstand the extreme environment of jump space for as long as fourteen solar days, even longer in some lucky cases. The longest jump ever performed by a human crew had a duration of twenty four days and spanned as many light



years following a cataclysmic gravity drive malfunction. Out of a crew of thirty only two members survived.

Starship pilots and crews have learned to live and work within the bitter cold of jump space travel. It is after all an unavoidable part of the experience for any alien species working in space. Many human crews look forward to the days bracketing either side of the jump portion of the trip hailing these as, *"what we all thought being a space pilot would be like in the first place"*.

On the average a starship using a hybrid gravity drive system will travel one light year for each day spent in jump space. Most star hops average between 3 and 6 light years. The strain on the crew from jump space travel is one reason why crews will continue to travel in an island hopping fashion from system to system with stop overs after each jump for rest and repairs even when they have the capacity to perform consecutive jumps. Few human crews have the tenacity to engage in multiple jumps even if their starship is capable of achieving such a feat, not without sufficient reasons for suffering the extremes in cold and cramped conditions over and over again.

Tactical Flight

In order to travel within a star system either from one planet to another or from a planet out to a jump point, a starship uses its engines in system flight mode. System flight surrounds a starship with an energy field which allows the vessel to travel at high speeds without the negative effects of

g-forces. While traveling at system speeds a vessel can only aim in the direction of the destination, fire a burst from its engines and move more or less in a straight line. The path of travel may be slightly modified by plotting a course near a planet or moon in order to use the object's gravity to create an arc in the vessel's flight path. Otherwise system flight is not maneuverable. In order to change course or to modify a heading the pilot must drop the ship out of system flight and into tactical flight. During tactical flight the vessel can make quick course changes and perform other vital maneuvers.

Vessels traveling at system speeds are more or less immune to attack. They are traveling too quickly to be targeted by most known weapon system including the weapons employed by the Hegemony. Space mines may cause a problem for ships traveling at system flight speeds but they would have to impact one directly (and the odds of that are very low). Even a device which detonates within a fraction of a second of a vessel passing it would activate after the vessel had passed the mine and moved out to a range of hundreds of kilometers from the device at system speeds.

Any time a vessel needs to enter orbit, slow for docking or atmosphere re-entry it must exit system flight and engage its tactical drive. Tactical drives are designed for take-off and landings, docking, effecting course changes quickly and combat. In general terms most starships from starfighters to cruisers have a cruising tactical speed from several hundred miles per hour to Mach speeds, depending on the craft.

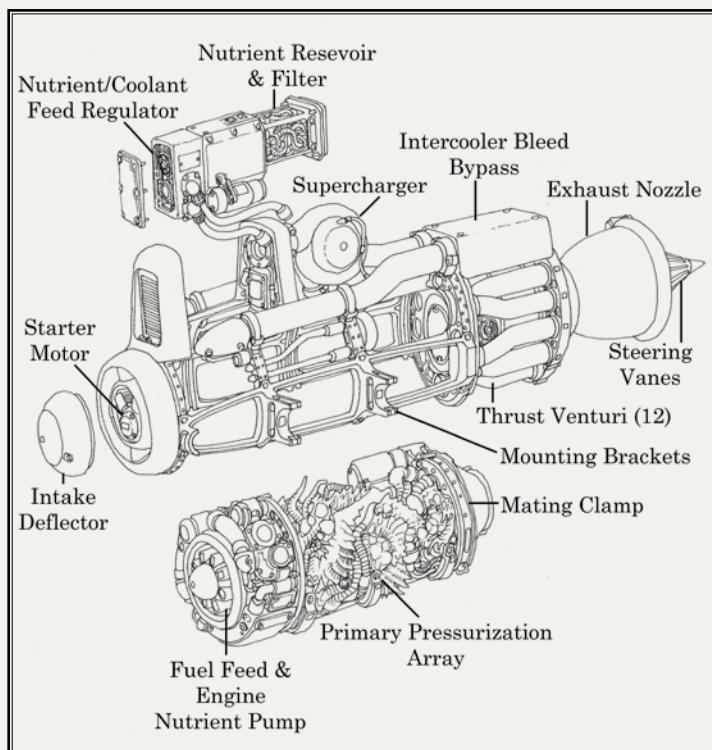
Hegemony Drives: Type A to Type E

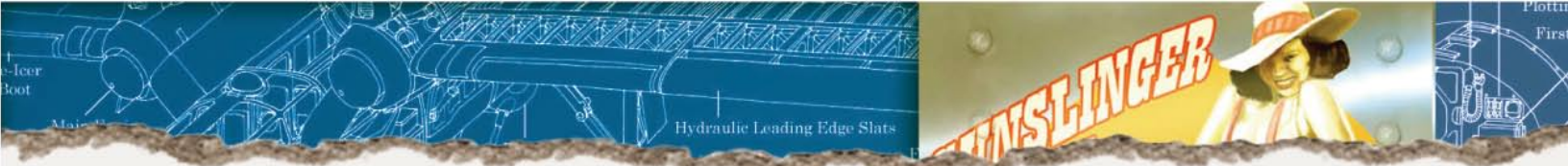
The foundation of every engine remains the five different classifications of Martian gravity drive. The Martian Septs have maintained an internal treaty that levels all engines provided to human governments so that all human governments receive equivalent drives. The major difference between each type of Martian gravity drive is the sheer power that the engine will produce in generating the all important field for making the leap into jump space.

Larger ships require larger gravity drives to fold them into jump space. Larger gravity drives consume greater quantities of fuel and require great space in a starship hull (slots) for installation.

Multiple starship drives can be arranged in two engine, three, four, five or more engine combinations known as the ship's engine array. A two engine vessel is said to have a dual engine array. A vessel with three engines has a tri-engine array. A vessel with four engines is a quad array. An ship with five engines is said to have a star array.

Generic ships begin with a standard unmodified





Hegemony gravity drive for an engine. (A Type-A, B, C, D, or E depending on the size of the vessel.) To improve the performance of an engine a starship designer may wish to swap out the generic drive for one that has gone through the shop floor of any of a number of human manufacturing firms. Swapping out a generic drive for a brand drive does not require any additional slot costs but it does raise the value of the ship. Adding additional engines in order to design an engine array does come with additional slot costs both for the installed engine and the required fuel.

Directors who want a quick and easy way of building starships can simply leave a generic single engine on their starship and add in sensors, weapons, armor, modules and other equipment. Players who wish to design a starship based on a specific aircraft or surface ship design from the 1930's and 1940s era can invest a little more time into the process and write up stats for their brand name drive based on the examples provided in this chapter.

Obviously there is not room in this book to present every model of engine that could be available. We feature one or two engine designs however from a fairly long list of manufacturers under the ship descriptions in chapter eight.

What follows is a description of each of the Hegemony drives as they are shipped "out of the box" to starports, human supply depots and starship manufacturing concerns throughout space.

The Type-A

The earliest gravity drive models were universally limited to what is now referred to as the Type-B drive. The first type B drives limited starfighter designs to the upper end of the size range when it came to starfighters and fast transports due to the size and fuel requirement for the operation of the Type-B. The Type-A gravity drive was made available for trade in 1926. Introduction of the Type-A allowed for a lighter basic drive model with a significantly lower fuel requirements. The Type-A allowed the development of lighter and faster models of starfighters all the way down to snub fighter designs. Snub fighters began to make their debut in 1927 and they have been a popular and widely produced type of fighter due to their speed and relatively low cost ever since.

The Type-A is limited to snub and starfighter class starships because it is unable to generate a jump web large enough to fold a larger starship into jump space. With the Type-B being the only Hegemony drive available prior to 1926 human "starfighters" from the early 1920's tend to be quite large and ponderous. Freighters and other large vessels required Type-B drives to be mounted in large arrays in order to generate a sufficient jump web to fold them into

jump space.

Some early freighters and colony ships built prior to 1925 still retain their original double star engine array which features no less than TEN type-B drives working together.

The Type-B

At one time (1920-1925) the Type-B was the only gravity drive available in trade from the Hegemony. This limited the range of human starship designs in the early 1920's to larger starfighters, fast transports and the smallest atmo-capable vessels. In the old days the Type-B or Bravo drive was referred to generically as "The Engine" without any special designation. The alpha system of engine designation came after 1926 and was based upon a rough scale of which engines were suitable for which sizes of vessel. The smallest vessels received the type-A drive, some fighters and fast transports utilize the type-B, freighters utilize the type-C all the way up to the massive type-E engines utilized by capital vessels.

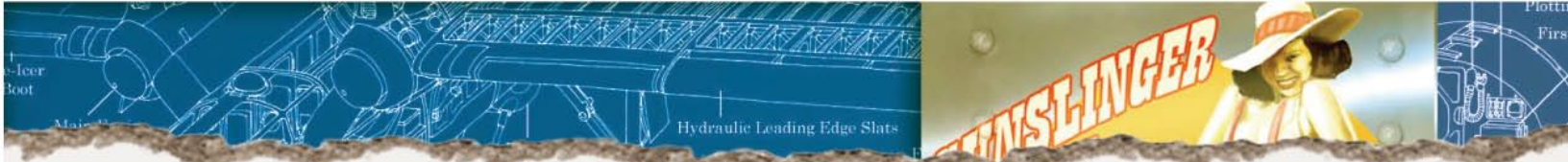
Prior to 1926 incorporating multiple Type-B engines into an array allowed for a certain flexibility in the upper end scale of ships. Limitations on the upper end of starship designs insured that there were no human vessels operating in the light capital range or upwards during the first five years of human exploration and colonization in space.

During the early 1920's the Hegemony worked with each of its partner governments to develop shipyards capable not only of building space capable starships but in developing their own minor improvements and customizations to hybrid equipment when necessary. During the early 1920's that capability was not yet available however and all starships produced prior to 1926 operate with strictly generic superstructures, engines, speed and jump performance.

Second Generation Drives

Beginning in 1926 sufficient training and development of human science and engineering capabilities allowed for human corporate development of customized engine designs. These early engines possessed minor improvements limited to the hybrid assembly. This improved fuel consumption, tactical speed and later began to make improvements in durability and system flight capabilities.

Human technology has not advanced sufficiently to improve or alter the jump flight performance of a gravity drive even in 1936. Many of the functions and technologies of a Hegemony jump travel remain far beyond the scope of human engineering and understanding.



The Type-C

The Type-C gravity drive was introduced in 1926 and allowed the development of the full range of Atmo-Capable class starships. The Type-D drive was also introduced in 1926 and by 1927 the first human capital class vessels were rolling out of shipyards. The earliest capital vessels included human destroyers, a wide range of freighters and small scale passenger liners, science vessels and the largest of the deep space survey and exploration ships. The introduction of the Type-D drive and light capital ships greatly enhanced the speed of human colonization in space and marked the beginning of the "Great Leap" into space.

The Type-E gravity drive was introduced in 1928 and was followed by the Type-F gravity drive made available in 1929. At the present time there seems to be little movement by the Hegemony towards introducing any new or larger engine designs. Instead Hegemony focus seems to be on further training of human designers, engineers and scientists on existing Hegemony engines and equipment.

FUEL

Liquid fuel for Type-A, B and C gravity drive engines can either be purchased from a refueling station or processed by the ship's onboard systems. Generally speaking liquid fuel that has gone through the additional treatments available at a refinery is higher grade than fuel processed by a starship. Starships running on refined or "Rocket Grade" liquid fuel operate normally.

Unrefined fuel burns dirty and creates an easier to detect energy signature. A vessel burning unrefined fuel operates as though the vessel is running "hot" at all times. Engines running hot are easier to detect with sensors. Unrefined fuel burns at a faster rate than refined fuel. Fuel consumption for all ship operations while burning unrefined fuel increases by 10%. Capital ship class engines cannot operate on unrefined fuel. They cannot operate on standard refined or "rocketship" liquid fuel. Capital ships require a more refined and heavily processed solid propellant referred to as "super high grade" fuel.

Super high grade fuel has a purchase cost (average) of .30 cents US per pound. Remember that super high grade fuel is a solid propellant versus the liquid fuel processed by the smaller engines. A bio-mechanoid drive will reject a fuel it was not designed to consume. Super high grade fuel could be swamped into rocket grade fuel at a rate of:

Solid Fuel / 2 pounds = 1 Liter

The money lost in this venture would cause a star-

ship Captain a bit of pain in his or her wallet but in an emergency one has to sometimes become creative.

Rocket Grade Fuel

One liter of refined fuel at a starport has a purchase price of .10 cents. Refueling a ship with a 2000 liter tank has a cost then of \$200.00 US or 800.00 League credits. Refueling a starship is a fairly expensive process by 1936 standards. Starship captains operating without the facilities or cash to purchase refined fuel can opt to create their own. To do this the ship must land on a planet's surface and the crew must set up the ship's fuel processing equipment.

A Martian gravity drive can process either raw biomass, raw petrochemicals or radioactive ore into unrefined fuel. Each material has its advantages and disadvantages. Bio-mass (plants, moss, even organic sewage) requires the largest volume of raw material to fuel produced. Petrochemicals or coal require significantly less volume per liter of fuel and radioactive ores produce the greatest volume of fuel with the least volume of materials and in the shortest period of time.

Refueling a starship in this fashion is usually a lengthy, tedious, filthy work and for this reason the process is referred to as "swamping" the ship.

Starship Swamping

Biomass 20 pounds = 1 Liter

A starship will process 100 Liters of fuel per hour so long as the biomaterial is continually fed into the processors. A gasoline powered tractor or bulldozer is preferred for this labor although a handful of crew members equipped with shovels could maintain this rate while their endurance holds.

Petrochemicals / Coal 10 pounds = 1 Liter

A starship will process 500 Liters of fuel per hour so long as the petrochemicals and coal are continually fed into the processors.

Radioactive Ore .05 pounds = 1 Liter
50 pounds of Ore = 1,000 Liters

A starship will process 1000 Liters of fuel per hour so long as the radioactives are continually fed into the processors. Obviously working with radioactives has its own dangers. Humans have been enlightened by Hegemony technicians on the dangers surrounding radioactive ore or waste material. Environmental suits provide at least some measure of protection against exposure to radiation and will



protect the occupant from breathing radioactive particles or experiencing direct skin contact.

Swamping produces a thick column of greasy industrial smog that is impossible to conceal. Within 30 minutes of beginning the process this plume of smog will rise in a column over the ship like a gigantic flag announcing “here we are” to any hostiles that happen to be within the immediate vicinity. After an hour of processing the plume of smog can be seen up to twenty kilometers distant. Ten hours of swamping may create a plume of smog detectable from orbit.

Setting up processors for swamping will take a two person team 30 minutes. The processors can only be set up for one material at a time and take a full 30 minutes to swap over to a new fuel source. It takes five minutes to break down a processing set up. Taking off without performing this task will leave vital components back at the processing site. Without these components further swamping is impossible until they are recovered or replaced. Replacement components from a hastily abandoned swamping operation have a purchase price of approximately \$200.00 depending on the ship and are available on most planets with a starport of any size.

Capital vessels do not equip themselves with launches capable of swamping because they depend solely on highly processed solid fuel and can not operate using the raw fuel or even rocket grade fuel used by smaller ships.

Engine Slot / Location

Engines must be plugged into a ship’s wing or fuselage or in a few instances a tail slot. Engines may not be plugged into any other available slot on a starship. Not in the cockpit. Not in a weapon hard point. Not even in a tail slot (tail slots imply the presence of a rear mounted observation or weapon mount).

Engines = WING - FUSELAGE - TAIL
No Exceptions

The hull requirements for each type of drive does not vary from manufacturer to manufacturer unless there is a specific note in the description for the starship in question.

A few manufacturers admittedly construct engines that are enormous, industrial affairs which take up far more room than necessary when compared to the more efficient designs of their competitors. Look to the designs of the Soviets and to a lesser extent the designs of the United States for this bulky feature.

Gravity Drive	Base Slot Cost
Type A	2
Type B	3
Type C	4
Type D	6
Type E	10
Type F	15

Gravity Drive Slot Costs 7.8

Engine Arrays

It is possible and even common for manufacturers to mount more than one drive on a starship. Starfighters may have one or two engines while bombers and light transports may have three and larger ships six or eight engines or more.

Multiple engines equates to greater top speeds, faster solar system transits, faster trips through jump space and the benefit of a secondary engine in case one of the engines is damaged or destroyed during combat.

Multiple engines also equates into a larger appetite for the specially processed fuel necessary to power a gravity drive system. The big trade off between increased performance through multiple engines and the larger fuel requirement and fuel tank capacity (more tonnage dedicated to fuel storage means less available for cargo) is one of the major considerations facing any starship designer.

For simplicity sake we mandate a simple bonus to tactical speed and to hard burn speed when engines are mounted in a pair. Performance increase by adding an additional engine is not a straight doubling affair.

Each additional engine increases fuel consumption and fuel storage requirements by the amount necessary to power the engine in question. Each engine has its speed, range and fuel requirements listed in the descriptions below.

Short Range Starship Drives (Stripped Drives)

Short range engines have the major portion of the jump drive engine stripped out in order to reduce fuel consumption and weight. (slot requirements.) Many designs from starfighters to large transports and freighters feature a single jump drive with additional engines that are stripped down short range drives which add only to the ship’s tactical movement and system flight speeds.

A ship which features only short range drives is not



capable of jump travel. It may be able to make the transit between two very close stars using only pulse drive but the trip is going to take months to perform rather than days. Short range drives benefit from a half reduction to the amount of tonnage required to install them (rounded up). They have no jump activation fuel requirement and consume fuel in pulse travel and reaction flight only.

Short range engine statistics are included on all of the engine descriptions provided in the following pages in red after the standard drive statistics are listed. The vast majority of large capital vessels are far too expensive to justify the installation of stripped drives. Large, system transit only capital vessels are very rare and usually serve some very specialized function. Massive ore carrying vessels used in key asteroid belt mining operations are one example.

While the base drive for every starship is fairly generic, modifications for each manufacturer and the final write up for each model of starship makes each drive installed on a ship individual.

Type A - Tech Specs

The Type A - Gravity Drive is specially designed to fold a fighter or courier vessel into jump space and allow the ship to operate and perform a single hop on an extremely limited fuel reserve.

The limited fuel requirements of the Type A - Gravity Drive equate to a drop in performance in system and tactical speeds when compared to the larger Type B - Gravity Drive.

For this reason many fighters will utilize the larger Type B Gravity Drive in order to take advantage of the Type - B's superior power. The trade off remains fuel storage space and engine power in exchange for hull space for sensors, weapons, ammunition and other pieces of equipment.

The Type - A is not a practical drive for ships larger than 100 tons because the drive can not generate a large enough field to fold a vessel larger than 100 tons into jump space.

Snub Fighters are built for high end speed in combat and in atmosphere. Those that do possess a jump capable drive do not generally have the room to install more than one with additional engines being stripped drives. Not only are snub fighters cramped and distressing to attempt a jump transit in the Type-A drive is underpowered when it comes to jump travel and transit times tend to be slow.

Ship Class	Snub Fighter / Fighter
Ship Size	10-100 Tons

Hull Requirement	2 Slots 1 Slot
Fuel Consumption (per engine)	
Jump Activation	100 Liters Zero
Pulse Transit	5 Liters / Hour 3 Liters / Hr
Tactical Flight	1 Liter / Hour 1 Liter / Hr
Flight Performance	
Jump Flight	SLOW / NA
System Flight	MODERATE / MODERATE
Tactical Flight	*see SPEED chart below

SPEED CHART

Single Engine	40 Tons< FAST (-) 41-80 Tons MODERATE (+) 80-100 Tons MODERATE (-)
Twin Engines	40 Tons< FAST 41-80 Tons FAST (-) 80-100 Tons MODERATE (+)
Three Engines	40 Tons< BLAZING 41-80 Tons BLAZING (-) 80-100 Tons FAST (+)
Four Engines	40 Tons< BLAZING (+) 41-80 Tons BLAZING 81-100 Tons BLAZING (-)

Base Purchase Price: Approximately \$3,500 US
\$14,000 Credits

An additional Type-A gravity drive reduces the flight time in jump per light year by 5 hours.

RED: Indicates the performance of a stripped type A gravity drive.

Type B - Tech Specs

Ship Class	Starfighter / Fast Transport
Ship Size	100-1000 Tons
Hull Requirement	3 Slots 2 Slots
Fuel Consumption	
Jump Activation	150 Liters / None
Pulse Transit	10 Liters / Hour 8 Liters / Hour
Reaction Flight	2 Liters / Hour



		2 Liters / Hour
Flight Performance		
Jump Flight		MODERATE / None
System Flight		MODERATE
		MODERATE (+)
Tactical Flight		*see SPEED chart below

Fuel Consumption		
Jump Activation		200 Liters / None
System Transit		15 Liters / Hour
		12 Liters / Hour
Tactical Flight		3 Liters / Hour
		2 Liters / Hour

SPEED CHART

Single Engine	40 Tons<	FAST
	40-100 Tons	FAST (-)
	101-400 Tons	MODERATE (+)
	401-800 Tons	MODERATE
	801-1000 Tons	MODERATE (-)
Twin Engines	40 Tons<	BLAZING (-)
	40-100 Tons	FAST (+)
	101-400 Tons	FAST
	401-800 Tons	FAST (-)
	801-1000 Tons	MODERATE (+)
Three Engines	40 Tons<	BLAZING (+)
	41-100 Tons	BLAZING
	101-400 Tons	BLAZING (-)
	401-800 Tons	FAST (+)
	801-1000 Tons	FAST
Four Engines	50-100 Tons	BLAZING (++)
	101-400 Tons	BLAZING (+)
	401-800 Tons	BLAZING
	801-1000 Tons	BLAZING (-)

*Type B drives are not mounted in quad fashion on starships below fifty tons. Lack of space for equipment, crew and fuel makes a quad arrangement on such a small ship impossible. Each additional Type-B gravity drive reduces the flight in jump by five hours.

Base Purchase Price: Approximately \$5,000 US / 20,000 Credits per engine when purchased new. Engines, like starships suffer from fairly steep depreciation based on their manufacturer, quality and age.

RED: Indicates the performance of a stripped type B gravity drive.

Type C - Tech Specs

Ship Class	Fast Transport / Atmo-Capable
Ship Size	1,000-3,000 Tons
Hull Requirement	4 Slots
	2 Slots

Flight Performance		
Jump Flight		FAST / NA
System Flight		FAST to MODERATE
		FAST(+) to MODERATE
Tactical Flight		*see SPEED chart below

SPEED CHART

Single Engine	50-100 Tons	FAST (-)
	101-500 Tons	MODERATE (+)
	501-1000 Tons	MODERATE
	1001-1500 Tons	MODERATE (-)
	1501-2000 Tons	SLOW
	2001-2500 Tons	SLOW (-)
Twin Engines	2501-3,000 Tons	DOG SLOW
	101-500 Tons	FAST
	501-1000 Tons	FAST (-)
	1001-1500 Tons	MODERATE (+)
	1501-2000 Tons	MODERATE (-)
	2001-2500 Tons	SLOW (+)
Three Engines	2501-3,000 Tons	SLOW (-)
	100-500 Tons	BLAZING
	501-1000 Tons	FAST (+)
	1001-1500 Tons	FAST (-)
	1501-2000 Tons	MODERATE
	2001-2500 Tons	MODERATE (-)
Four Engines	2501-3,000 Tons	SLOW (+)
	501-1000 Tons	BLAZING
	1001-1500 Tons	FAST (+)
	1501-2000 Tons	FAST (-)
	2001-2500 Tons	MODERATE
	2501-3,000 Tons	MODERATE (-)

Type-C drives are not mounted in quad fashion on ships lighter than five hundred tons. Type-C drives are not suitable for ships greater than 3,000 tons because they can not generate a sufficient warp field to allow a vessel of a larger size to enter jump space.

Each additional engine removes five hours of transit time off of jump travel.

The Type-C drive is the largest gravity drive issued to what are considered non-capital ships. Bulk freighters and larger vessels fall into the capital ship category and use a signifi-



cantly larger drive prone to burning greater quantities of fuel. In general non-capital ship drive configurations are limited to a maximum of four engines, the most common configuration being tandem engine configurations. Capital ship engine configurations are usually quad configurations but can range up to six engines for smaller ships and up to eight or more on very large vessels.

Base Purchase Price: Approximately \$8,000 US / 32,000 Credits per engine when purchased new.

RED: Indicates the performance of a stripped type C gravity drive.

Fuel Consumption

In the Rocketship setting, when a designer places an engine designed for a larger starship onto a smaller one the fuel consumption for the larger engine does not change significantly despite the lighter tonnage of the craft.

Sensor Signature

Placing an over sized engine onto a starfighter or starship dramatically increases the sensor signature of the vessel in question. Smaller vessels do not possess the heat sinks or mass necessary to dissipate the heat built up during engine operations. Type-C Engines are designed for Atmo-Capable starships. Placing a Type-C engine on a Fast Transport starfighter or scout provides any sensor operator looking for the vessel a bonus to the character's skill roll.

The penalty for placing an oversize starship engine onto a vessel does not kick in until the engine is two full classes over the recommended engine type for the vessel. A Type-B engine on a starfighter would not produce an unusually high sensor signature but a Type-C signature would.

Fuel Capacity

The fuel tank capacity of individual starfighters and starships varies from ship to ship. Here are some guidelines for quick and easy starship construction. To determine how much fuel storage you need in your new starship you should first determine the maximum jump range of your ship. The vast majority of starships can only perform a single jump before refueling. In the case of a Type - C Gravity Drive the engine requires 200 Liters of fuel to perform a single transition into jump space.

Next you must determine what range requirement your vessel will have in traveling within the star system both

moving out to a jump point and upon arrival, moving to the destination planet.

The vast majority of habitable planets exist more or less within one to one and a half astronomical units or AU's from the system's star. At minimum you will need 3 AU's of pulse flight fuel and to be on the safe side you may want to insure that your ship has at least 3.5 AU's of range.

Key Fuel Measurement

Slot and Location

Fuel can be installed into the FUSELAGE and WING locations, only. 1 slot stores up to 1,000.00 liters of fuel.

One fuel ton has been regarded as equal to 2 butts or 252 U. S. gallons; this is equivalent to 33.6875 cubic feet or about 953.93 liters. Using our example above two fuel tons of storage would contain 2006 liters of starship fuel. To make things easier I like to count one ton of fuel storage as equal to 1,000 liters of fuel the remaining weight being invested into fuel lines, pumps and equipment related to the fuel tanks.

Fuel and Game Play

So what does all this mean to game play? Do we expect GMs and players to copiously track every liter of fuel expended during an adventure? Not at all. Some game masters and players may enjoy this detail in the game, I certainly enjoy it but it is not a requirement. Determining a ship's fuel requirement is primarily a game mechanic that requires large powerful engines to use up valuable hull space with fuel capacity instead of allowing those slots to remain free for the installation of weapons or armor.

Want to move really fast in a really small starship? Great, but most of your ship will be made up of engine and the fuel to operate the engine. Your design may not have room for all of the weapons and other systems you wish to install into it.

A ship's fuel requirement simply establishes the number of jumps a ship is likely to make and its operational range. Once these are established those numbers are used for keeping a very general frame of reference when it comes to fuel consumption.

Fuel Tanks

Starships and starfighters in Rocketship Empires employ an integral fuel tank system. These tanks are vulnerable to damage not only directly to the fuel tank but to impact damage to the rest of the ship that can create a stress



fracture in the tank or tear free a fuel line. Critical hits to fuel tanks on board starships result in massive losses of fuel, rapidly from the ship. The escape of fuel can be particularly brutal in space where the hard vacuum can insure that an entire fuel supply is lost within seconds.

Self sealing fuel tanks and fuel tanks with other safety features have begun to circulate into production in an attempt to protect starships and starfighters from this problem.

For our purposes starships have one of two different types of fuel tank assemblies. A basic fuel tank or an advanced fuel tank. Basic fuel tanks suffer all of the ill effects listed here. Advanced fuel tanks suffer only a twenty percent loss in fuel each time the fuel tank area is hit.

Basic Fuel Tank Assembly

This fuel tank assembly comes standard in all starships and starfighters unless specifically detailed as an advanced system. The basic fuel tank assembly has no additional slot cost beyond the size requirement it has for the fuel supply it contains. This is standard equipment and has no additional cost for the ship.

Advanced Fuel Tank Assembly

Reduces the loss of fuel to twenty percent each time the fuel tank area is hit. Advanced fuel tanks have a slot cost of one per 1,000 liters of capacity. Location requirement is the fuselage or wings.

Cost: \$250.00 US or \$1,000 Credits per Slot

Capital Ship Drives

Type D - Tech Specs

Ship Class	Bulk Freighter / Destroyer
Ship Size	2,001-5,000 tons
Hull Requirement	6 Slots 3 Slots
Fuel Consumption	
Jump Activation	1000 Liters / None
System Transit	30 Liters / Hour 20 Liters
Tactical Flight	8 Liters / Hour 5 Liters
Flight Performance	
Jump Flight	MODERATE

System Flight
Tactical Flight

MODERATE
*see SPEED chart below.

Speed Chart

Single Engine	1,000-1,500 Tons	FAST (-)
	1,501-2,000 Tons	MODERATE (+)
	2,001-2,500 Tons	MODERATE
	2,501-3,000 Tons	MODERATE (-)
	3,001-3,500 Tons	SLOW
	3,501-4,000 Tons	SLOW (-)
Two Engines	4,001-4,500 Tons	DOG SLOW
	1,000-1,500 Tons	FAST
	1,501-2,000 Tons	FAST (-)
	2,001-2,500 Tons	MODERATE (+)
	2,501-3,000 Tons	MODERATE
	3,001-3,500 Tons	MODERATE (-)
Three Engines	3,501-4,000 Tons	SLOW
	4,001-4,500 Tons	SLOW (-)
	4,501-5,000 Tons	DOG SLOW
	1,000-1,500 Tons	FAST (+)
	1,501-2,000 Tons	FAST
	2,001-2,500 Tons	FAST (-)
Four Engines	2,501-3,000 Tons	MODERATE (+)
	3,001-3,500 Tons	MODERATE
	3,501-4,000 Tons	MODERATE (-)
	4,001-4,500 Tons	SLOW (+)
	4,501-5,000 Tons	SLOW (-)
	1,501-2,000 Tons	FAST (+)

Color Codes

Red - This configuration or engine causes a vessel of this mass to "run hot" making it +1 step easier for enemy sensor operators to detect it.

Green - This is the intended ship tonnage for this configuration of engines and is considered to be in-spec" for that configuration. This configuration also reflects the baseline flight hours per AU indicated under flight performance. Engine configurations running "hot" will manage one AU of travel in a shorter time indicated on that individual starship's character sheet. Vessels running "cold" will take a bit longer.

Light Blue - This color indicates that this engine configuration is considered to be "under spec" for the tonnage listed.



Ships flying "cold" will be slightly more difficult to detect in space (-1 step to sensor detection rolls). They will also take a bit more time to cross one AU than a ship with engines built to spec for that tonnage.

Additional engines reduce the jump flight transit by five hours per engine. A three engine configuration of type-D gravity drives on any vessel lower than 1,001 tons generates such significant problems from heat and vibration as to be unsafe and impractical.

The Type-D is the oldest and first gravity drive put into use for capital ships. The engine is heavy and big. Very, big. Placed onto any non-capital vessel with an airframe intended for atmospheric maneuver, this engine is going to impact the vessel's flight characteristics. The non-caps sporting one of these big hog engines may be fast but they guzzle an expensive fuel and they handle like a cow.

The movement of solid fuel stores via tugs, military convoys and supply ships is therefore of utmost importance when it comes to supporting the bulk of any industrial or military supply chain. Refineries for processing the liquid fuel into the solid type are also key military targets and governments take steps to insure that these targets are well protected whenever possible. Historic WWII era destroyers range in the 900 ton to 3,000 ton range. Given the rule of thumb of starships in the Rocketship universe being somewhere around 125% to 150% of their historic counterpart the tonnage range for the Type-D drive is just about right.

Base Purchase Price: Approximately \$10,000 US / 40,000 Credits per engine when purchased new.

Type E - Tech Specs

Ship Class	Cruisers and Light Carriers
Ship Size	5,000-25,000 Tons
Hull Requirement	8 Slots
Fuel Consumption	
Jump Activation	5000 Liters
System Flight	50 Liters / Hour
Tactical Flight	25 Liters / Hour
Flight Performance	
Jump Flight	SLOW
System Flight	SLOW
Tactical Flight	*see SPEED chart below

Type-E and Type-F gravity drives are not available in a short range version. Stripping down these engines seems to be an expensive means of ruining a perfectly good and very expensive piece of equipment. A very few of these engines

which have either been damaged or were otherwise salvaged over time have been incorporated into large system transit only freighters, ore barges and industrial vessels.

Speed Chart

Single Engine	5,001-7,500 Tons	FAST (-)
	7,501-10,000 Tons	MODERATE (+)
	10,001-12,500 Tons	MODERATE
	12,501-15,000 Tons	MODERATE (-)
	15,001-17,500 Tons	SLOW (+)
	17,501-20,000 Tons	SLOW
	20,001-22,500 Tons	SLOW (-)
Two Engines	22,501-25,000 Tons	DOG SLOW
	5,001-7,500 Tons	FAST
	7,501-10,000 Tons	FAST (-)
	10,001-12,500 Tons	MODERATE (+)
	12,501-15,000 Tons	MODERATE
	15,001-17,500 Tons	MODERATE (-)
	17,501-20,000 Tons	SLOW (+)
Three Engines	20,001-22,500 Tons	SLOW
	22,501-25,000 Tons	SLOW (-)
	5,001-7,500 Tons	FAST (+)
	7,501-10,000 Tons	FAST
	10,001-12,500 Tons	FAST (-)
	12,501-15,000 Tons	MODERATE (+)
	15,001-17,500 Tons	MODERATE
Four Engines	17,501-20,000 Tons	MODERATE (-)
	20,001-22,500 Tons	SLOW (+)
	22,501-25,000 Tons	SLOW
	7,501-10,000 Tons	FAST (+)
	10,001-12,500 Tons	FAST
	12,501-15,000 Tons	FAST (-)
	15,001-17,500 Tons	MODERATE (+)
Five Engines	17,501-20,000 Tons	MODERATE
	20,001-22,500 Tons	MODERATE (-)
	22,501-25,000 Tons	SLOW (+)
	7,501-10,000 Tons	BLAZING (-)
	10,001-12,500 Tons	FAST (+)
	12,501-15,000 Tons	FAST
	15,001-17,500 Tons	FAST (-)
	17,501-20,000 Tons	MODERATE (+)
	20,001-22,500 Tons	MODERATE
	22,501-25,000 Tons	MODERATE (-)

Base purchase price: Approximately \$25,000 US / 100,000 Credits per engine when purchased new. Type-E drives are not mounted in four drive configurations on any vessel below 7,500 tons. The primary reason for this is economic.



The routine maintenance and fuel costs of operating a vessel with more than four engines requires a greater return on each cargo run in order to remain sufficiently profitable to remain an attractive design.

Type-E gravity drives are a push upwards in combat speed over the early work horse of the Type-D. While Type-E drives perform well at tactical speeds they push the mass of their intended payload less effectively than the older Type-D at jump and system flight speeds.

Is it possible for a Light Carrier to outpace a fighter? Not really. The smallest light carrier comes in around 20,000 tons. The smallest and fastest cruisers when they are outfitted with an especially large number of drives can keep pace with the middle and slower range of fighter during space combat. They are also not capable of entering an atmosphere nor are they capable of dogfighting style maneuvers. A Blazing fast cruiser scale vessel would be more along the lines of a custom built blockade runner, mostly engines and cargo with little room for weapons or other systems. Most military cruisers have a combat / tactical speed somewhere between a top end of Fast (-) and Moderate (-) depending on the size, model and nation.

Type F - Tech Specs

Ship Class	Battleships - Super Industrials
Ship Size	30,001 to 100,000 Tons
Hull Requirement	15 Slots Each
Fuel Consumption	
Jump Activation	25,000 Liters
System Flight	250 Liters / Hour
Tactical Flight	250 Liters / Hour
Flight Performance	
Jump Flight	MODERATE
System Flight	SLOW
Tactical Flight	*see Speed chart for details

Speed Chart

Single Engine	25,001-30,000 Tons	FAST (-)
	30,001-35,000 Tons	MODERATE (+)
	35,001-40,000 Tons	MODERATE
	40,001-45,000 Tons	MODERATE (-)
	45,001-50,000 Tons	SLOW (+)
	50,001-55,000 Tons	SLOW
	55,001-60,000 Tons	SLOW (-)
	60,001-65,000 Tons	DOG SLOW
Two Engines	30,000-35,000 Tons	FAST
	35,001-40,000 Tons	FAST (-)

40,001-45,000 Tons	MODERATE (+)
45,001-50,000 Tons	MODERATE
50,001-55,000 Tons	MODERATE (-)
55,001-60,000 Tons	SLOW (+)
60,001-65,000 Tons	SLOW
65,001-70,000 Tons	SLOW (-)

Three Engines	40,000-45,000 Tons	FAST
	45,001-50,000 Tons	FAST (-)
	50,001-55,000 Tons	MODERATE (+)
	55,001-60,000 Tons	MODERATE
	60,001-65,000 Tons	MODERATE (-)
	65,001-70,000 Tons	SLOW (+)
	70,001-75,000 Tons	SLOW
	75,001-80,000 Tons	SLOW (-)

Four Engines	50,000-55,000 Tons	FAST
	55,001-60,000 Tons	FAST (-)
	60,001-65,000 Tons	MODERATE (+)
	65,001-70,000 Tons	MODERATE
	70,001-75,000 Tons	MODERATE (-)
	85,001-90,000 Tons	SLOW (+)
	90,001-95,000 Tons	SLOW
	95,001-100,000 Tons	SLOW (-)

Five Engines	50,000-55,000 Tons	FAST
	55,001-60,000 Tons	FAST
	60,001-65,000 Tons	FAST (-)
	65,001-70,000 Tons	MODERATE (+)
	70,001-75,000 Tons	MODERATE
	85,001-90,000 Tons	MODERATE (-)
	90,001-95,000 Tons	SLOW (+)
	95,001-100,000 Tons	SLOW

Type-F Gravity Drives while new are tuned to run more efficiently than the old method of installing banks of Type-E engines on ships of this size. Type-F gravity drives are restricted to military capital ships such as heavy cruisers, battleships and carriers and the occasional super industrial. They are sometimes used in experimental mobile space stations.

The Type F requires an additional 10,000 tons of ship mass for the installation of heat sinks and dampeners beyond two. Thus every additional Type F installed bumps the minimum tonnage of the vessel up by approximately 10,000 tons. Attempting to install Type F's in below tonnage vessels results in quick engine burn out due to massive heat build up in the engine core. More likely this results in the burn out of the expensive engine unit instead of any sort of spectacular explosion.

In 1936 a nation may possess between eight and thirty dreadnaught class vessels in their entire fleet. The Brit-



ish Star Empire is an example of a nation with thirty dreadnaughts (primarily heavy cruisers and battleships) with other nations coming in behind them. The largest fleets in space in 1936 include the British, French, Imperial Japanese, Dutch, and the United States in that order. The Chinese produce a large volume of low quality commercial ships but only possess a handful (five) of these dreadnaught class vessels and they are older models with the banked Type-E engines purchased from the French and Dutch.

Spain possesses twelve dreadnaught class vessels but eight of these ceased to be operational by 1930 because of poor maintenance and lack of funds. Of the eight vessels in mothballs four have been destroyed and four remain in orbital dock further into the Royalist controlled region of space. The Spanish have been reluctant to commit the remaining four dreadnaughts of their fleet and instead use them to discourage deeper encroachments into Alphonsine held space by the Roma and Reich blockade. A defeat of the Royalists and salvage of the Spanish dreadnaughts by the fascists would help to bolster, even moderately the limited numbers and quantity of the combined Roma and Reich fleet when it comes to ships of this class.

Currently Roma possesses eight dreadnaught class vessels all built prior to 1928 and maintained in a more or less operational state. The Third Reich relies largely on smaller vessels to make up its military fleet and its gradually increasing numbers of S-Boats. At the present time the Third Reich has one battleship, one carrier and four heavy cruisers. The RLM has plans to expand the Reich space fleet with additional cruisers but these have been slow in even reaching the drawing board amidst all of the other projects in front of German high command. It is likely that a seizure of the remaining Spanish fleet would be split up between the fleets of Roma and the Reich.

The Dutch maintain one battleship and two heavy cruisers. No other government is currently in possession of a vessel of this class.

Starship Airframe

A starship airframe determines a ship's flight characteristics during atmospheric maneuvers. A starship airframe is also key in determining how the ship stands up to punishment during combat. Without an airframe a starship can not fly or maneuver in atmosphere.

Ships with light airframes tend to be more agile during atmospheric flight while starships with heavier airframes tend to be more durable when hit with weapons fire. For our purposes there are four generic types of airframes. The four types are Light, Medium, Heavy and Non-Atmosphere Capable (NAC). Airframes have a hull cost associated with

them in slots. The heavier the airframe the greater the cost. NAC airframes amount to having no airframe at all and this type of construction is generally reserved for capital ships and space stations. NAC airframes have no slot cost but are presented with stats to help reflect their durability.

Light Airframe Technical Data

Ship Class	Snub Fighter / Fighter	
Ship Size	3-100 Tons	
Installation Tonnage	No Slot Cost	
Space Flight		
Initiative Modifier	None	
Piloting Modifier	None	
Defense Bonus	None	
Atmospheric Flight		
Initiative Modifier	+1	
Piloting Modifier	+1	
Defense Bonus	+1	
Durability		
Armor	_____	
Damage Points	_____	
Flight Performance		
Reaction Flight	Bonus (+)	

A light airframe is the default configuration for all atmosphere capable snub fighters and starfighters. A light airframe provides no advantages during space combat outside of the overall +1 speed adjustment during tactical flight.

A light airframe provides advantages in initiative and piloting rolls when operating in atmosphere. A light airframe provides no protection in the way of adding to a starship's armor value.

Light Airframes are part of the core frame of any starship that is atmosphere capable between 10 and 200 tons. Constructing a starship with a heavier airframe for a ship between 10 and 200 tons has an associated cost and additional slot requirements. A Medium airframe is the standard / default airframe for atmosphere capable vessels between 201 tons and 1,000 tons.

Medium Airframe Technical Data

Ship Class	Fighter / Fast Transport
Ship Size	4 Tons - 1,000 Tons



Installation Tonnage	1 Slot / Fuselage per 100 Tons or Less
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Space Flight	
Initiative Modifier	None
Piloting Modifier	None
Defense Bonus	See Durability

Atmospheric Flight	
Initiative Modifier	+0
Piloting Modifier	+1
Defense Bonus	See Durability

Durability

Armor	_____
-------	-------

Damage Points	_____
---------------	-------

Flight Performance	
Tactical Flight	Bonus

A medium airframe reduces the responsiveness of the craft during atmospheric flight and in exchange beefs up the resistance of the ship to damage during combat.

A medium airframe can not be installed into a vessel with a mass greater than 1,000 tons as it will not provide sufficient integrity for the vessel to operate in atmosphere without breaking apart. It is possible to install a heavy airframe into a vessel in the 201 Ton to 1,000 Ton range although the slot cost may prove to be a challenge. Heavy airframes are the foundation for heavily armored slower moving assault transports and similar vessels.

Heavy Airframe Technical Data

Ship Class	Fast Transport / Atmo
Ship Size	1001 Tons - 3,000 Tons
Installation Tonnage	2 slots / fuselage per 100 Tons or Less

Space Flight	
Initiative Modifier	None
Piloting Modifier	None
Defense Bonus	None

Atmospheric Flight	
Initiative Modifier	None
Piloting Modifier	None
Defense Bonus	See Durability

Durability

Armor	_____
-------	-------

Damage Points _____

Flight Performance	
Tactical Flight	No Bonus

A heavy airframe further sacrifices agility in atmospheric combat for durability versus enemy firepower. A heavy airframe is the standard for all atmosphere capable vessels with a mass of 1001 to 10,000 tons. A heavy airframe may be installed into a smaller vessel down to a size of 201 tons by adding a +3 modifier to the complexity of the vessel when figuring final cost.

Non-Atmosphere Capable Frame (NAC) Technical Data

Ship Class	Any vessel not designed for atmospheric flight.
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Hull Requirement	None
------------------	------

Space Flight	
Initiative Modifier	+1
Piloting Modifier	+1
Defense Bonus	None

Atmospheric Flight	
Initiative Modifier	Impossible
Piloting Modifier	Impossible
Defense Bonus	None

Durability	
Armor	None
Damage Points	None

Flight Performance	
Tactical Flight	None

This frame is the default for all non-atmospheric capable starships. Ships designed for space flight -only- can be engineered to provide small advantages to the pilot while operating in space that might otherwise not be practical for a vessel which is faced with atmosphere entry or the potential of flight in atmosphere.

Armor

Armor Installation

Location and Slots

Wings or Fuselage Only
1 Slot per 250 tons x Armor Level



Example: Installing light armor into a 100 ton vessel has a cost of one slot as light armor represents the first possible level of armor. Installing heavy armor into a vessel.

250 Tons = 1 Slot x Light Armor (Level 1) = 1 Slot
250 Tons = 1 Slot x Heavy Armor (Level 3) = 3 Slots

Light	Level One
Medium	Level Two
Heavy	Level Three
Very Heavy	Level Four
Extreme	Level Five

Installing medium armor (Level 2) into a 500 ton vessel thus requires four slots.

Slot installation into a starship for armor can be spread between the fuselage and wings of a vessel. In the case of the example above a designer might invest three points of armor in each wing location and the remaining four points of armor in the ship's fuselage.

Armor Construction

During the Great War armor plates were simply bolted directly onto tanks. It was not until much later that designers realized that bolted armor merely provided dozens of projectiles which would be thrown around the inside of a vehicle should the plate be hit on a seam.

Bolted armor construction is still present in many early starship and starfighter designs. In the later 1920's significant efforts were made to develop new methods for fastening armor to a starship, starfighter or hybrid design ground tank.

There are five different techniques employed in installing armor plates to a starship. These are, bolted, joint welding, cast, rolled plate and sloped.

Keep in mind that the Hegemony has introduced sufficiently advanced building materials to be formed and handled by human workers using modified tools and techniques more or less familiar to them. Once a vessel's hull is constructed the materials seem to self seal, creating a completely reliable and durable vessel for space travel. When it comes to the application of armor and the design of weapons the Hegemony seems to have taken a step back and allowed human engineers to flounder in the dark somewhat with their designs. This explains why bolting and other techniques which actually put a vessel at greater risk were employed on early vessels. Bolting self seals and remains very resistant when facing typical human weapons, however, when faced with hybrid starship weapons throwing slugs or rockets the bolting techniques pop and buckle in much the same fash-

ion as early applications of human tank armor versus human weaponry.

Bolted Armor

Bolted armor is the simplest method for installing armor onto a starship or starfighter. Several starship manufacturers still use this technique and it remains present on many starships built prior to 1930.

Bolted armor provides no additional hardness protection to a vehicle. Bolted armor has no additional hull cost.

Starships and starfighters that are covered in bolted armor suffer a +2 critical hit chance whenever they are attacked by an enemy. Thus a weapon system that usually scores a critical hit on a natural roll of a 20 will score a critical hit on an 18, 19 or 20.

Bolted armor provides almost no protection along the seam where the armor plates meet and the bolts used to fasten the armor to the vessel often fracture and are blasted throughout the interior of the vessel like bullets whenever the starship receives a solid hit.

Joint Welded

Joint welding adds no specific bonus to the total protection of a starship or starfighter. Joint welding adds only a +1 to the critical hit chance for the vessel when attacked. A weapon system that scores a critical hit on a natural roll of a 20 will score a critical hit against a vessel covered in joint welded armor on a 19 or 20.

Joint welding removes the danger of loose bolts flying around inside of the vehicle but the welded seams remain weak.

Cast

Cast armor insures that there are very few weak seams or joints in the armor after it is installed. Cast armor must be created in a plant capable of forming armor plates through a process of molding and die cutting. Cast armor is typically installed as part of a factory process while any well equipped technician in the field can repair or apply armor plates using the simpler bolted or joint welding techniques. Replacement and repairs of cast armor require the vessel to land at a port and obtain the proper replacement pieces of armor or to rest in space dock until replacement parts are obtained.

Cast armor adds +1 point of additional protection over other types of armor. Critical hits are handled normally



when facing cast armor.

Cast armor is formed for a specific make and model of starship or fighter. One can not take a piece of cast armor built in a factory for a ME 109 starfighter and apply it to a Bloch. Finding the specific armor replacement can be a real problem and require that a vessel put in at a naval yard for the nation responsible for mass producing that particular line of vessel. Ordering a piece of replacement armor can take weeks or even months.

Rolled Plate

Rolled plate armor is the next level in the evolution of armor installation for starships and starfighters. Rolled plate armor techniques require a plant or factory assembly. Installing this type of armor outside of those conditions imposes a penalty to the difficulty of the character's repair check.

Rolled plate armor is expensive and the use of this technique in a starfighter or starship should be reflected in the purchase price of the vehicle.

Rolled plate armor adds +2 points of additional protection to the vessel above and beyond the armor rating and Rolled plate is important not only because of its strength but because it tends to smooth flight surfaces and provide an improved atmospheric flight characteristic. Atmosphere capable vessels with rolled plate armor gain a bonus to their piloting modifier.

Sloped

Sloped armor techniques were first developed by the Soviets for use in their new T-34 hover tank. Since 1934 the Soviets have experimented with this armor technique on several types of starfighter, bomber and starship with varying levels of success.

The high performance of this armor against ballistic weapons of all types has earned the attention of The Reich and The British Star Empire. Sloped armor can not be installed effectively on an atmospheric flight capable spacecraft at this time and so it is limited to capital ship and non-atmo capable vessels.

Sloped armor provides an overall +3 points of protection. Sloped armor is not generally available outside of Soviet space at this time.

Armor Repairs

Repairing damage to armor requires one technician to devote thirty minutes of repair time per point of armor to

be recovered. Difficulty is determined by the game master based on the circumstances surrounding the damage. A few points of damage received from a brief fight involving light weapons will require a lower difficulty than repairing the armor to a section of a starship which for all practical purposes has been blasted into scrap.

Armor Accessories

Armor accessories may be included during regular starship production or they may be installed after production by a skilled tech. Armor accessories provide additional points of protection for crew members in a cockpit or turret should that specific location take a hit during starship combat. These accessories provide no extra armor to the vessel. The additional armor of the accessory stacks with the general ship armor when determining what sort of protection crew members possess versus direct hits to their compartment.

Location: Cockpit, Nose, Tail, Fuselage
(Any appropriate crew area.)

Cost: See specific equipment description.

Accessories stack with one another. A game director running a more "realistic" setting might create a loss in tactical / combat speed for snub and starfighter craft where armor accessories are installed or upgraded in a model at a greater level than the craft was originally designed to possess. Adding a 12mm armored plate into the cockpit of a Hurricane starfighter along with an upgraded armored windscreen might cost that specific vessel a little bit of speed. Radical changes in design might even result in penalties to the control rolls of the pilot as the vessel is pushed beyond weight tolerances and design limits.

8mm, 10mm and 12mm armored plate

These armored plates provide additional protection for the cockpit should it be hit with a critical hit. The installation of these armored plates behind the pilot's seat has one downside and that is a restriction of the view of the pilot. A pilot with one of these installed suffers a small penalty* for spotting an enemy starship or spacecraft approaching them from the six o'clock position.

In many cases an enemy pilot will attempt to obtain a "tail" advantage during dogfighting combat. Armored plate will provide some small measure of added protection versus hits to crew occupied areas from an enemy in a tail or rear position.

*The actual penalty is up to the game director and their system of choice. In most systems a simple -1 to the skill would roll will suffice. Designers can not stack applications of ar-



mored plates in a single crew location. Designers may either install 8mm plates, 10mm plates or 12mm plates but may not install two 8mm plates or an 8mm plate and a 12 mm plate to protect the same location.

8mm Armored Plates

Crew Position Protection	LIGHT (-)
Slots to Install	None
Purchase	\$30.00 US

10mm Armored Plates

Crew Position Protection	LIGHT
Slots to Install	None
Purchase:	\$45.00 US

12mm armored plates

Crew Position Protection	LIGHT (+)
Slots to Install	None
Purchase:	\$55.00 US

20, 30 and 90mm armored windscreen

These external windscreens are secured over the regular windscreen on a starfighter to provide additional protection to the cockpit crew. The protection provided by this accessory is applied to the crew any time the cockpit is struck with a critical hit, no matter the direction of attack.

The material used in constructing these windscreens is a composite made from Martian construction materials and is called glass steel. A purely Human technology made out of a thick bullet proof form of glass called "tank glass" provides considerably less protection but has a fraction of the cost. Tank glass is not suitable for vessels which make atmosphere re-entry as the surface will become scarred and melted making it impossible to view through after even a single landing.

Starship designs can not stack two armored windscreens. A designer may stack an installation of armored plates and an armored windscreen.

20mm Armored Windscreen - Martian

Protection	Medium (-)
Slots to Install	None
Purchase	\$150.00 US

30mm armored windscreen - Martian

Protection	Medium
Slots to Install	None
Purchase	\$175.00 US

90mm armored windscreen - Martian

Protection	Medium (++)
Slots to Install	Crew Location 1 Slot
Purchase:	\$190.00 US

Human Gear - Armored Windscreens

20mm "tank glass" armored windscreen

Protection	LIGHT (-)
Slots to Install	None
Purchase:	\$25.00 US

30mm "tank glass" armored windscreen

Protection	LIGHT (+)
Slots to Install	None
Purchase	\$55.00 US

90mm "tank glass" armored windscreen

Protection	Medium (-)
Slots to Install	Crew Location 1 Slot
Purchase	\$65.00

8, 10 and 30mm Cockpit Armor Reinforcement

This addition is installed beneath the pilot's chair and surrounds the cockpit on all sides (except for the windscreen area) with one solid, molded piece of internal armor. These "armored bathtubs" come in a variety of sizes and are pre-fabricated using a mold and tool and die process at a large plant. They can be installed by a technician but a tech cannot create one of their own without a full scale manufacturing facility at their disposal.

Armored bathtubs are usually installed during starfighter or starship manufacture but they can be purchased to add into a ship at any large starport with a nearby ship overhaul yard.

Installing the tub depends on the size of the cockpit area. A single seat, starfighter cockpit area may take between four to six hours to install while the bridge of a starship



where three or four crew persons are seated may take two or three full days.

During the installation process much of the control panel in the cockpit must be disassembled and reinstalled making the ship completely grounded during the installation process. (If the starport is attacked while your installing one of these you won't be going anywhere in your ship, that much is certain.)

8mm armored bathtub

Protection	Astrosteel	LIGHT
	Rocketanium	MEDIUM
Slots to Install	Both	1 Slot
Purchase:	Astrosteel	\$60.00 US
	Rocketanium	\$110.00 US

10mm armored bathtub

Protection	Astrosteel	LIGHT (+)
	Rocketanium	MEDIUM (+)
Slots to Install	Both	1 Slot
Purchase:	Astrosteel	\$100.00 US
	Rocketanium	\$160.00 US

30mm armored bathtub

Protection	Astrosteel	MEDIUM
	Rocketanium	HEAVY (-)
Slots to Install	Both	2 Slots
Purchase:	Astrosteel	\$150.00 US
	Rocketanium	\$240.00 US

Armored Rings Around Engine Cowling

This protection provides durability to the ship's engines should they receive a hit. Armored rings around the engine cowling allow an engine to avoid rolling versus engine failure through the first two hits that the engine receives.

Normally an engine might begin rolling engine failure checks the first time the engines suffer a direct hit. (rolled on the critical hit table)

Armored rings around the engine cowling of a starfighter or spacecraft tend to muck about slightly with the craft's atmospheric flight capabilities. Starships that possess armored ring cowlings suffer a small penalty to their atmospheric flight performance when it comes to piloting control rolls.

Slots to Install	Engine Size - 3 Slots or less (zero)
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Purchase:	\$50.00 US per engine
Tonnage to Install:	Engine Size 4+ Slots +1 Slot to Engine Installation
Purchase:	\$100.00 US per engine

Sensors

Human Gear - Radar

Radar systems are touchy, difficult for operators to use and bulky. In addition the early human radar technology of 1936 has a *considerably* shorter range than hybrid sensor systems. Some governments can only afford very limited numbers of hybrid radar components from their martian allies and so installations on capital ships from The Kingdom of Spain, Roma and China may still feature early completely human radar technology.

The smallest human gear radar system featured in this section takes up 3 slots on board a starship and so they do not make practical sensors for starfighters. Human radar systems are large. In general they require a large antenna and a small building or room to contain all of the necessary equipment.

Larger human tech radar installations have a greater range and improved accuracy. Human tech radar installations face considerable challenges in detecting hybrid starfighters whose hybrid construction materials absorb a certain amount of the radar energy sent out by these systems.

Human radar installations face even greater challenges in attempting to detect martian and other alien spacecraft of any size. Martian starships who wish to avoid being detected by human radar installations can count on their vastly superior construction and equipment to make it almost impossible for them to be observed.

Human Gear
Starship Radar Systems and Planetary Radar

On-Board Ship Systems

Seetakt Radar System
(Reich)

Range:	20 Kilometers
Hull Cost:	3 Slots to Install
Location:	Fuselage or Nose
Detect Hybrid Ship:	-2 Penalty
Detect Martian Ship:	-4 Penalty
Cost:	\$120.00 US



Osprey Radar System

(Britain)

Range:	20 Kilometers
Hull Cost:	3 Slots to Install
Location:	Fuselage or Nose
Detect Hybrid Ship:	-2 Penalty
Detect Martian Ship:	-4 Penalty
Cost:	\$140.00 US

RCA 80 mhz Radar System

(United States)

Range:	40 Kilometers
Hull Cost:	4 Slots to Install
Location:	Fuselage or Nose
Detect Hybrid Ship:	-2 Penalty
Detect Martian Ship:	-4 Penalty
Cost:	\$180.00 US

Planetary Radar

Welle Radar System

(Reich Installation Type)

Range:	100 Kilometers
Hull Cost:	Ground Based Building with Radar Tower
Detect Hybrid Ship:	-2 Step Penalty
Detect Martian Ship:	-4 Step Penalty
Cost:	\$400.00 US

Home Chain Defense Radar

(British Installation Type)

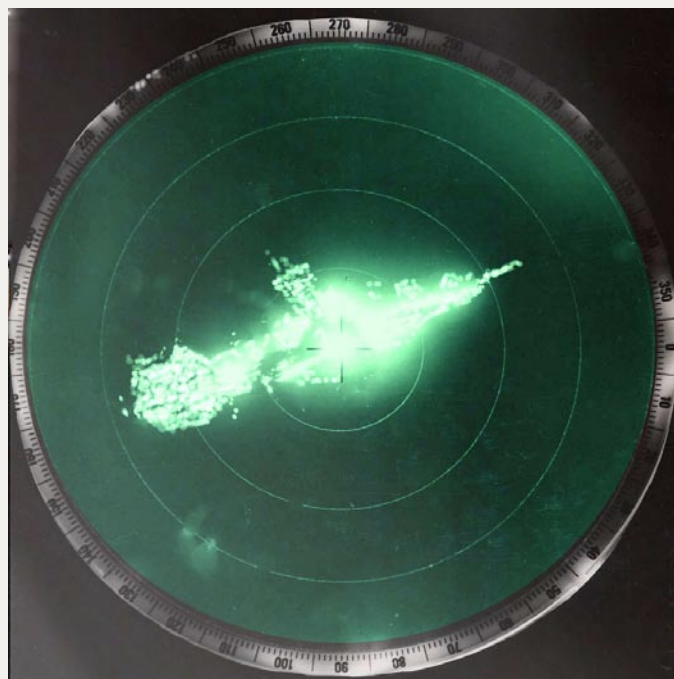
Range:	50 Kilometers
Hull Cost:	Ground Based Building with Radar Tower
Detect Hybrid Ship:	-2 Step Penalty
Detect Martian Ship:	-4 Step Penalty
Cost:	\$390.00 US

SCR 270 Coastal Defense Installation

(United States Installation Type)

Range:	100 Kilometers
Hull Cost:	Ground Based Building with Radar Tower
Detect Hybrid Ship:	-2 Step Penalty
Detect Martian Ship:	-4 Step Penalty
Cost:	\$410.00 US

Human innovations in radar technology are still quite primitive in 1936. Still, the exposure to martian technology



and science has accelerated improvements in radar technology quite dramatically over those seen in the historical 1936 era.

The early Seetakt radar system developed by Germany as a range finder for their capital ship's gun systems was developed in 1931 in the Rocketship Empires universe two full years before its historical inception in 1933 in the real world.

The Welle ground installation radar system developed by Germany in 1933 has become a standard human gear sensor package which the Germans have sold to a variety of different buyers including their allies in Roma and potential future allies in Japan.

In 1934 the United Kingdom released its own "Home Chain" radar technology which suspiciously featured many of the exact characteristics as the Welle system. The British radar technology became readily available to The Kingdom of Spain, The Kingdom of Holland and to The United States.

The United States jumped on board developing their own radar systems and installations starting in 1934. By expanding on existing systems they have established a new benchmark in human radar range finding and radar detection capabilities.

Soviet advancements in radar technology have been lacking. The Soviets have preferred to stick strictly with hybrid systems purchased from their martian suppliers.



Hybrid Gear - Sensor Systems

Hybrid sensor systems are built around a martian bio-mechanoid sensor system. A martian system is contained within a user interface that is familiar to human operators. The screens and indicators on the hybrid system mimic the screens, indicators and switches found on most human radar systems.

There are four different types of starship sensor suites available for installation. These four sensor suites are “active sensors”, “passive sensors”, “heat signature sensors” and “jump signature sensors.”

All starship and starfighter weapons systems rely on the ship’s sensor suite to allow them to target without significant penalties. A starship or starfighter flying into combat without a functioning sensor suite faces the difficulty of firing at fast moving targets in the darkness of space.

Weapons systems without targeting support rely on direct fire (eyeballing on the part of the gunner). Direct weapons fire is only possible when a starship or starfighter is engaged at extremely close range during starship combat. Weapons with functioning sensor suites enjoy their full range capabilities.

Active Sensors

An active sensor system emits sensor pulses in order to detect objects, asteroids, starships and even incoming rockets or torpedoes. An active sensor system must be activated in order to operate. An active sensor system provides improved detection and sensor capabilities to a starship over other types of sensors and is easily the most effective sensor package available, however the active sensor suite will reveal the location of the operator’s ship more readily than other sensor packages.

Active sensors come in two varieties, the first being a relatively short range sensor package that is designed to be small enough to be practical as a sensor suite for starfighters. The second active sensor suite requires a fairly large space within a starship, at least a modest radio room where the equipment can be installed and an operator can be seated to operate it. The capabilities of each active sensor suite depends largely on the manufacturing firm.

Active sensors are similar to gravity drive systems in that the martians trade for a relatively standardized internal module which human engineers install in an interface that functions like a human radar set. From the early 1920’s until the present human scientists have experimented with the basic active sensor array and have discovered ways to fine tune the equipment for detecting different types of targets or

gathering a range of different types of information during a sensor sweep.

Sensor readings are always indicated on a radar style scope or by the fluctuations of a number of oscilloscopes. Different peaks and valleys on the oscilloscopes during scans can indicate the presence of different types of objects that the sensor is set up to scan for. Since there is no computerized read out to interpret information the system requires a skilled operator.

Counter Measures

The counter measures modifier indicates how easily the system can avoid detection by vessels and installations that are on the lookout for an enemy ship. To avoid detection the sensor operators in each vessel make opposed skill rolls.

Starfighter: Active Hybrid Sensors Seetakt II System

(Reich)

Range:	100 Kilometers
Hull Cost:	1 Slot
Location:	Cockpit, Nose
Detect Human Craft:	+2
Detect Hybrid Ship:	+0
Detect Martian Ship:	-2
Counter Measures:	Poor (Bright System)

Cost:	\$200.00 US
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Pelican Sensor System

(Britain)

Range:	50 Kilometers
Hull Cost:	1 Slot
Location:	Cockpit, Nose
Detect Human Craft:	+1 Step
Detect Hybrid Craft:	+0 Modifier
Detect Martian Ship:	-3 Steps
Counter Measures:	Average

Cost:	\$220.00 US
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Osprey II System

(Britain)

Range:	100 Kilometers
Hull Cost:	2 Slots
Location:	Cockpit, Nose, Fuselage
Detect Human Craft:	+2 Steps

Detect Hybrid Ships: +0 Modifier
 Detect Martian Ships: -2 Steps
 Counter Measures: Poor (Bright System)

Cost: \$200.00 US

Rapier Sensor System (France)

Range: 50 Kilometers
 Hull Cost: 2 Slots
 Location: Cockpit, Nose, Fuselage
 Detect Human Craft: +2 Steps
 Detect Hybrid Ships: +0 Modifier
 Detect Martian Ships: -2 Steps
 Counter Measures: Poor (Bright System)

Cost: \$300.00 US

RCA Sensor System (USA)

Range: 100 Kilometers
 Hull Cost: 1 Slot
 Location: Cockpit, Nose
 Detect Human Craft: +2 Steps
 Detect Hybrid Ships: +0 Modifier
 Detect Martian Ships: -2 Steps
 Counter Measures: Average

Cost: \$320.00 US

October Victory System (Soviet)

Range: 50 Kilometers
 Hull Cost: 2 Slots
 Location: Cockpit, Nose
 Detect Human Craft: +1 Steps
 Detect Hybrid Ships: +0 Modifier
 Detect Martian Ships: -3 Steps
 Counter Measures: Poor (Bright System)

Cost: \$120.00 US

Starship: Active Hybrid Sensors

Freya FuMG 39G (Reich)

Range: 1 AU
 Hull Cost: 2 Slots
 Location: Cockpit, Nose, Fuselage
 Detect Human Craft: +2 (Only practical vs. aircraft when

operated within a planetary atmosphere or orbit.)
 Detect Hybrid Ships: +1 Modifier
 Detect Martian Ships: -1 Modifier
 Counter Measures: Average

Cost: \$1,500.00 US

Type 281 Sensor (Britain)

Range: 1 AU
 Hull Cost: 3 Slots
 Location: Cockpit, Nose, Fuselage
 Detect Human Craft: +2 (Only practical vs. aircraft when operated within a planetary atmosphere or orbit.)
 Detect Hybrid Ships: +1
 Detect Martian Ships: -2
 Counter Measures: Poor (Bright System)

Cost: \$1,200.00 US

The Type 281 Sensor has been in service since 1930. With the arrival of various improved sensor packages both for the British and other nations the Type 281 is one of a few large scale arrays available for sale on the general market. Many, starships feature the Type 281 Sensor and sales of this item have been a source of income for the British for several years.

CXAM Sensor (USA)

Range: 1 AU
 Hull Cost: 3 Slots
 Location: Cockpit, Nose, Fuselage
 Detect Human Craft: +2 (Only practical vs. aircraft when operated within a planetary atmosphere or orbit.)
 Detect Hybrid Craft: +0
 Detect Martian Craft: -2
 Counter Measures: Average

Cost: \$1,400.00 US



The CXAM is quite similar to the Type 281 produced by the British although its performance is somewhat under powered compared to the Type 281 the CXAM (SAM) has the advantage of running without such a brilliant signature for others to detect. Various US firms have produced the CXAM for sale on the international market. Its price allows it to remain quite competitive with the Type 281.

Type 13 Sensor (Japan)

Range:	2.00 AU
Hull Cost:	4 Slots
Location:	Cockpit, Nose, Fuselage
Detect Human Craft:	+3
Detect Hybrid Ships:	+1
Detect Martian Ships:	-2
Counter Measures:	High (Very Good - Low Energy)
Cost:	Highly Restricted

The Imperial Japanese Fleet developed a sense of urgency surrounding the development of their own hybrid sensor systems in capital ships only recently.

From 1922 until 1934 the Japanese fleet relied exclusively on "out of the box" Fah Zol Sept sensor suites with little to no attempts to improve the performance of the units.

Currently the Japanese fleet remains highly dependent on their older Type 1 active sensor arrays. Japanese starfighters carry almost exclusively imported human gear radar units, mostly German and U.S. designs. Japanese starfighters have relied on capital ships to provide primary detection for the fleet and dispatching of fighters to the vicinity where their own short range radars become effective.

The Japanese fleet only has two ships that have the new Type 13 sensor suite installed. These are the Oi and the Kitagami. Plans are on the table for fitting the Katori, Kashima and Kashii with the systems by June of 1936 with two additional vessels receiving the units every month following.

The super top secret type 13 has an outstanding, ground breaking range of 2.00 AU and its sophisticated low energy signal is difficult to detect even at full operational power. With the Type 13 Sensor the Imperial Japanese fleet will soon have the advantage in identifying and intercepting enemy targets in space.

Type 1 Sensor (Fah Zol Sept)

Range:	1 AU
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Hull Cost:	2 Slots
Location:	Cockpit, Nose, Fuselage
Detect Human Craft:	+0
Detect Hybrid Ships:	-1
Detect Martian Ships:	Counter Engineered to make detection of Martian starships and fighters impossible.
Counter Measures:	Poor (Bright System)

Cost:	\$1,000.00 US
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The Type 1 Sensor is the standard, bare bones, out of the box active sensor system provided by the Fah Zol Sept in trade with human governments.

The Type 1 was the only active sensor available for starships from 1921 until 1928 when government and corporate research began to make headway into making improvements on the system.

The Reich, United States, British and Japanese all have advanced their own upgrades to the Type 1 sensor. For all other governments they face the option of importing one of these more advanced units or sticking with the Type 1.

Hybrid Gear: Starships Passive Sensors

Passive sensor suites allow a vessel to detect the sensor pulses, radio signals and engine energy signatures of enemy vessels at long range. These systems are not much good in detecting navigational hazards, asteroids, meteoroids and debris.

Passive sensors are useful in that they allow a ship to search for enemy targets without betraying the ship position by pinging away with its own active sensors.

Many larger ships carry both an active and a passive sensor suite to allow the sensor operator the option of operating in a more aggressive or defensive posture depending on the circumstances.

Passive sensor designs are spin offs of research into improving on the Type 1 sensor suite. All of the designs listed here are hybrid systems which have been developed by human scientists.

Starfighters do not generally carry passive sensors unless they are specifically designed to function in a listening post role in support of a fleet or base.

Heimdal Sensor (Reich)

Range:	1 AU
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Hull Cost: 2 Slots
Location: Cockpit, Nose
Detect Hybrid Sensors: +0
Detect Martian Sensors: -3

Cost: \$2,000.00 US

The Heimdal is the first passive sensor to be reverse engineered off of an active hegemony sensor. It has been in use for almost ten years and has become a significant German export. It is found on a great variety of starships. It is likely that the Reich has a method for "spoofing" its own detection unit and so it is not found on the warships or military vessels of Britain, France or the Kingdom of Holland.

Type 282 Sensor (Britain)

Range: 1 AU
Hull Cost: 2 Slots
Location: Cockpit, Nose
Detect Hybrid Sensors: +0
Detect Martian Sensors: -3

Cost: \$2,200.00 US

If the Type 282 Sensor sold by British exporters is similar to the Heimdal in all respects this is probably no coincidence. The Type 282 sensor became available for general purchase in 1928 and has remained a strong seller for British exports ever since.

SCR - 271 (USA)

Range: 1 AU
Hull Cost: 3 Slots
Location: Cockpit, Nose
Detect Hybrid Sensors: +1 Step
Detect Martian Sensors: -2 Steps

Cost: \$2,400.00 US

The USA entered the market with its own somewhat improved but fairly large starship passive sensor array in 1931. The SCR-271 offers yet a third alternative to captain's looking to outfit their starship with a passive sensor addition to their vessel.

Hybrid Gear: Jump Signature Sensors

Jump signature sensors do exactly what the name implies. They detect and locate the jump signature of a vessel emerging from jump space into a star system.

Jump signature sensors are vital to a fleet or base

that wishes to monitor potential inbound hostile ships into a star system.

Installed on a Destroyer or Fast Escort the Jump Signature sensor can help the ship blockading known immersion points to close to firing range before the enemy vessel has time to power up its system drive.

Only the Reich and the British have developed these sensors to any extent. They are not usually available for exportation and are difficult to find on the market and expensive. Jump signature detectors are not widely distributed in any fleet as of yet. Only a few destroyers and escorts in the Reich's fleet and a similar number of vessels in the British fleet have these devices installed.

Jormungandr T-11 (Reich)

Range: System Wide
Hull Cost: Frequently a planetary installation.
Otherwise a full 5 slots to install this large antenna and related equipment on board a vessel. Requires a staff of three to man effectively.
Location: Fuselage. Must be installed with an associated Laboratory. See Lab costs later in this chapter.
Detect Hybrid Ships: +2 Modifier
Detect Martian Ships: -1 Modifier
Counter Measures: Average

Cost: Highly Restricted

J.A.S. Sensor (Britain)

Range: System Wide
Hull Cost: Frequently a planetary installation.
Otherwise a full 6 slots to install this large antenna and related equipment on board a vessel. Requires a staff of three to man effectively.
Detect Hybrid Ships: +1 Modifier
Detect Martian Ships: -2 Modifier
Counter Measures: Average

Cost: Highly Restricted

Heat Signature Sensors and Targeting Systems

Heat signature detectors operate by picking up on the heat signature presented by starfighters and starships and other targets in space.

The first heat signature detector system listed here is a primitive human gear design constructed by German scientists known as the Enzian targeting system.



The Enzian system can be introduced into most hybrid rocket systems, converting these systems into heat seeking weapons. The Enzian system has a limited range. Rockets fitted with this system must be fired at a range of one kilometer or closer in order for the Enzian system to pick up on a heat signature.

The Schmetterling and Falcon systems are designed as starfighter on-board sensors and each system has a decent range as far as starfighter sensor systems go. Both the Schmetterling and Falcon systems can identify heat signatures on starships and starfighters out to a range of 100 kilometers.

Within key strategic star systems satellites and robot drones are fitted with these systems and linked into an array of sensors for monitoring a planetary orbit. The relatively short range of these units make them impractical for use except within space lanes where shipping is likely to travel and in orbital arrays.

No system wide heat based sensor systems have yet been developed and the development of systems of that type seem to be quite a long way off.

Heat Signature Sensors
Enzian Infrared Photocell
(Reich)

Range:	1 Kilometer
Hull Cost:	n.a. (Installed in a rocket, or missile)
Detect Human Craft:	+2 Modifier
Detect Hybrid Ship:	+1 Modifier
Detect Martian Ship:	-2 Modifier
Counter Measures:	n.a.
Purchase:	\$23.00 US each

Schmetterling Unit
(Reich)

Range:	100 Kilometers
Hull Cost:	2 Slots
Location:	Cockpit, Nose
Detect Human Craft:	+4 Modifier
Detect Hybrid Craft:	+2 Modifier
Detect Martian Craft:	-2 Modifier
Counter Measures:	+1 Modifier
Purchase:	\$200.00 US

HSD Falcon Sensor
(Britain)

Range:	100 Kilometers
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Hull Cost:	3 Slots
Location:	Cockpit, Nose
Detect Human Craft:	+2 Modifier
Detect Hybrid Craft:	+0 Modifier
Detect Martian Ship:	-2 Modifier
Counter Measures:	+1 Modifier
Purchase:	\$125.00 US

Weapon Systems

The weapon systems on board a human starship or starfighter are by necessity all hybrid weapon systems. Strictly human technology such as machine guns are incapable of effective use in a space environment, do not have the range or speed to be of practical use and are miserably underpowered when faced with the hybrid construction materials and armor installed in any starship or starfighter.

Weapon Costs

Some game systems use character points to introduce game balance and some use economics (or both). In any event chances are good that you will already have examples of vehicle weapon costs in your current game system. Game director's should extrapolate off of those to determine the costs for weapons in their own campaign. Space has been left on the charts for the Game Director to pencil their own weapon prices into the charts.

Light Projectile Weapons

Rifle-caliber machine-guns are the model around which these hybrid weapons systems have been developed.

Rifle-caliber machine-guns range from 7.5 mm to 8 mm. This range of weaponry in human designs was common in World War One aircraft and remains common in the smallest starfighters and starships in hybrid form right up to 1936.

Some considerable improvements have been made over the original rifle-caliber machine-guns found in the biplanes of the World War One. Martian intervention took the concepts behind these weapons and added improved ammunition, more suitable and substantial for combat against lightly armored spacecraft, new and improved metallurgical techniques, hybrid building materials and technical expertise.

Many of the light weapon systems now available for spacecraft retain some general physical similarity to the original weapon systems that they are based around at first glance. They are meant to be loaded, aimed, operated and

served by humans and so they closely mirror their human technology counterparts in how they look and their basic functions.

By 1930 the military experts of the world were arguing about the future of rifle-caliber machine guns and their practical application in purely terrestrial aircraft or vehicles. Concerns arose about the rifle-caliber weapon becoming too unreliable and light for effective use in future aircraft or standard armored divisions much less ships operating in space.

Substantial improvements through Martian experimentation and intervention in 1930 likely staved off their abandonment. The new hybrid rifle-caliber weapons were adapted to reliable function in spacecraft and upgrades in ammunition resulted in the weapons experiencing a huge increase in effective power against human vehicle targets.

In starship combat against pirates and raiders these light guns are still useful. The Italian Breda SOFAT has seen considerable use in a wide variety of roles in the current civil war in Spain.

Rifle-caliber weapons are generally referred to as "light ship's guns". They remain behind the curve as starship defensive systems and armor improve. In a military conflict there remains some concern that nations who equip their starfighters with these light weapons will find themselves under armed.

Most of the light projectile weapons listed on the table have a one slot hull installation cost and they all are

designated as ballistic weapons.

One slot installation includes enough space for one full load-out of ammunition. The standard load of ammunition for all of the light project weapons listed here is ten fully automatic attacks. Spending one slot on an expanded ammunition reserve will add an additional 10 attacks for up to ten belt or rack fed weapons.

Without the expanded ammunition reserve a gunner must take one full combat round to reload their weapon.

Medium Projectile Weapons

Medium caliber machine guns are the model around which these weapon systems were designed. Medium caliber machine guns fall into the .50 caliber range and include many similar 11 mm to 15 mm weapons. The round fired from a medium caliber machine gun is between three and four times heavier than that fired from a rifle-caliber machine-gun. The rate of fire of most medium caliber machine-guns is well below that of rifle-caliber machine-guns.

The medium caliber weapons developed with the intervention of Martian technology and engineering are superior to their human forerunners in every way. Once again these weapons typically inflict much greater damage than their non-hybrid predecessors. The medium projectile weapons currently in circulation are the main starfighter and bomber armaments for many fleets. Many designs include a type of rail gun technology seen in martian and other alien projectile weapon systems.

Early .50 caliber machine-guns were developed and

Light Weapons Table 7.9

Nation	Weapon	Damage	Critical	Range	Slot	Price
Britain	Browning .303	Medium	Normal	Very Short	1	
France	Darne Light	Medium(-)	Normal	Very Short	1	
	MAC 1934	Medium	Normal	Very Short	1	
Japan	Type 89	Medium	Normal	Very Short	1	
	Te 1	Medium (-)	Limited	Very Short	1	
	Type 92	Medium (-)	Limited	Short	1	
	Type 1	Medium	Normal	Very Short	1	
Reich	MG 17	Medium	Normal	Very Short	1	
	MG 81	Medium (+)	+1	Short	1	
Roma	Breda SOFAT	Medium (-)	Normal	Very Short	1	
Soviet	SHKAS	Medium (++)	+1	Short	2	
U.S.A.	Browning .30	Medium	Normal	Very Short	1	



Medium Weapons Table 7.10

Nation	Weapon	Damage	Critical	Range	Slot	Price
France	7.5 MAC 1934	Medium (+)	Normal	Very Short	1	
Japan	Ho-103 Typhoon	Heavy	Normal	Short	2	
	13mm Type 2 Tsunami	Heavy (-)	Normal	Short	2	
Reich	MG 131 Lightning	Heavy (-)	Normal	Short	1	
	MG 151 Thundergod	Heavy	Normal	Very Short	2	
Roma	Breda Legionnaire	Medium (+)	Normal	Short	1	
Soviet	Berezin UBK	Heavy (+)	+1	Short	2	
	Berezin UBS	Heavy (-)	Normal	Short	2	
U.S.A.	Browning .50 Hellion	Heavy	Normal	Short	2	

introduced into service for human fighter planes as early as 1921 by the United States. Visionary military experts in the United States already saw the twilight growing on the early rifle-caliber machine-guns of the World War One period. The British also developed a .50 caliber machine-gun but had not made steps to introduce it widely into their air force. Even with the intervention of the Martians and great strides being made forward in weapons technology, most British starfighters remain armed with hybrid weapons based on their lower caliber .303 machine-guns.

The Japanese HO-103 is more or less a copy of the earlier Browning .50 Hybrid system. The Japanese version is lighter and has a higher rate of fire but fires a somewhat lighter round than the US version. These differences in weapon design remain as the Martians carry technological improvements to existing weapons systems and present them to all of the major factions and governments on Earth.

The Breda-Legionnaire is the primary weapon installed in the starfighters of Roma. Unfortunately the Legionnaire, despite improvements provided by the Martians to increase its power and allow it to be used in space, was based on a rather primitive design. The sad truth is that the Breda-Legionnaire used to base the Martian improvements upon was little more than a glorified 1918 Lewis-Machine-gun. The Breda-Legionnaire fires the same small round as the Japanese Ho-103 but has a slower rate of fire. The Scotti gun is considered to be superior to the Breda but it has mostly been adopted only in ball turrets and flexible gun

emplacements as a defensive gun in bombers.

Soviet weapons such as the Berezin UBK are some of the most effective, powerful and highest rate of fire weapons currently being produced. Soviet hybrid weapons are powerful, reliable and accurate; making Soviet starfighters some of the most effectively armed spacecraft among all of the Human factions.

All of the weapons listed on the Medium Projectile Weapons Table are ballistic weapons that require 2 slots for installation. Installation includes room for one full load of ammunition equivalent to ten bursts of autofire attack.

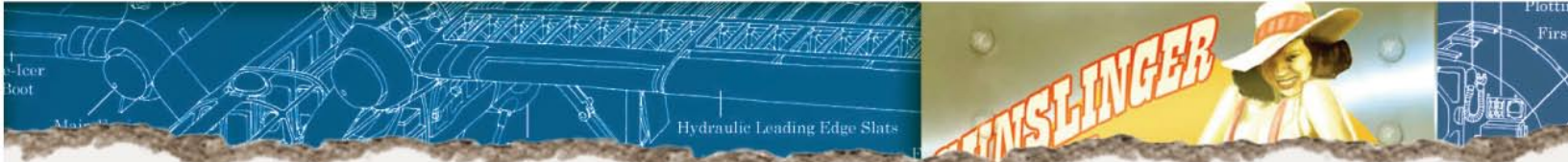
Expanding the ammunition storage by one additional hull slot only expands the ammunition supply for a medium projectile weapon by one additional belt of ammo.

Thus a weapon with one additional slot devoted to ammo storage would have a total of 20 bursts of autofire attack available.

Ammunition Costs

The hybrid ammo required for these weapons is expensive and can be difficult to come by depending on the model of the weapon and the ship's current location.

Finding ammo for a Soviet built Berezin UBK may be expensive in or near Soviet space but it is certainly possible. Finding the same ammo is even more expensive in the Free Territories far from Soviet space and Soviet influence.



Cannon Weapons Table 7.11

Nation	Weapon	Damage	Critical	Range	Slot	Price
France	20mm S-9 Cannon	Very Heavy	Normal	Short	2	
Japan	Ho-1 Cannon	V. Heavy	Normal	Short	2	
	Ho-3 Cannon	V. Heavy	Normal	Medium	2	
	Type-99	V. Heavy (-)	Normal	Short	2	
Kingdom of Spain	Hispano Mk II	V. Heavy (+)	Normal	Medium	2	
	20mm Hispano-Suize HS 404	V. Heavy	Normal	Short	2	
Reich	MG c/30L Atilla	V. Heavy	Normal	Medium	2	
	MG-FF Micky	V. Heavy (+)	+1	Short	2	
	MG-FF/M Minny	V. Heavy (-)	Normal	Medium	1	
Roma	HS .404 Cerebus	V. Heavy	Normal	Medium	2	
Soviet	ShVAK 20mm Icebear	V. Heavy (-)	Normal	Medium	2	
	B-20 Destroyer	V. Heavy	Normal	Short	2	
Kingdom of Holland	Oerlikon Griffon	V. Heavy	Normal	Medium	2	

In many star systems in the Free Territories ammo for a Berezin UBK may not be available for any price.

1 Belt - 10 Bursts
Medium Projectile Weapon
1 Belt - 10 Bursts

\$20 US
\$40 US

For these reasons many ships carry a reserve supply of ammo in their cargo bay. A turret or gunner position can be supplied with two additional free floating belts of ammo that the gunner can hand reload when the weapon runs out. After that the gunner must leave their gun and go to the weapon supplies in the hold for more ammo.

Cannon Projectile Ammo
1 Belt - 10 Bursts: Normal
1 Belt - 10 Bursts: HE
1 Belt - 10 Bursts: AP

\$60 US
\$80 US
\$90 US

Pulling ammo out of storage can easily take several full combat rounds.

1 Belt - 10 Bursts: Incendiary

\$100 US

For our purposes we are introducing a flat rate for ammunition depending on the caliber of the weapon.

Heavy Projectile Weapon
1 Belt - 10 Bursts

\$120 US

Ammo Purchase

Light Projectile Weapon

As you can see, ammunition for Hybrid weapon systems can become very expensive to replace. Pilots and gunners are constantly reminded not to waste rounds and that “every shot counts”.



Cannon Weapon Systems

In 1936 the 20 mm cannon is considered to be the smallest practical caliber for incorporating explosive rounds into a weapon's ammunition. The 20 mm cannons on upwards do not always incorporate explosive ammunition into their design but this is often the case.

Each of the cannons listed below may use high explosive rounds (HE), incendiary rounds (I), or armor piercing rounds (AP). The British have had considerable trouble with the fusing for their HE rounds and currently prefer to stick to solid AP ammunition for their Hispano cannon.

The Soviets have not developed their early cannon systems to the same extent that they have excelled with lower caliber machine gun style systems. In fact, the soviet systems are some of the weakest cannon systems currently in development.

Standard / Ballistic

The standard ammo for all cannon systems whether it is widely employed by a government or not is simple ballistic ammunition.

HE

High explosive ammunition has a standard fused range depending on the manufacturer. When the ammunition reaches the extent of this range roll a random roll as though determining the location where a grenade has been thrown to determine which square the round explodes in.

When an HE round explodes it inflicts one half of its normal damage versus any starship or starfighter occupying a square or hex in the blast radius. Direct hits inflict full damage.

For our purposes all rounds in a burst of autofire detonate in the same area.

AP

Armor piercing ammunition is extremely expensive. AP ammunition reduces the effective armor of a target by 1 point for every three points of damage it inflicts on the target in addition to the usual ablative loss of armor. In this fashion an AP weapon can literally chew through the hardness of a target, destroying armor until it easily inflicts massive damage on the vessel.

Incendiary

Incendiary ammunition is usually confined to combat in a planetary atmosphere. It is not effective in space unless the round is able to penetrate a hull and interact with an oxygen atmosphere inside the ship.

In an atmosphere a hit by incendiary rounds will start a secondary fire either on the surface of the target ship or in the ship's bulk heads or interior. The secondary fire will inflict LIGHT to MEDIUM additional damage that the vessel's armor provides no protection against until the fire is extinguished.

In space incendiary ammo only creates a secondary burn when a critical hit is scored that indicates that an internal hit has occurred. The fire will burn on the ship's interior so long as the ship has maintained its atmosphere and has not vented the ship's atmosphere prior to entering combat. Normal surface hits in space have no additional effect when incendiary ammo is employed.

Rocket Weapons

A variety of rockets developed for use on fighter aircraft and light bombers have been adapted through Hybrid technology to applications in space combat.

The most simple of these designs are tube types mounted under a starfighter wing. These simple bazooka style tubes each contain a primitive rocket round. Each tube is capable of holding only one rocket. The most common configuration for these tube mounted weapons are mounted groups of three. The M-8 Widowmaker, the British Tiny Tim, the Arado Sparrowhawk and the Shi-Kai Rocket are all tube launched rockets of this type.

More advanced rockets are still relatively simple and are mounted on rocket racks beneath the wing. Each rack typically holds between three and five rockets. The HVAR Yankee, both Soviet rocket designs, the Reich's R-3 and the Japanese Naginata and Katana are all rack mounted rockets.

Rockets are not widely used or distributed among the fleets at present. This lack of availability inflates the price for rockets somewhat over other weapon systems. Rockets tend to be fairly inaccurate weapons, particularly against other airborne targets. Rocket weapons are unguided and do not maintain a stable trajectory for long distances.

Rockets are primarily designed for use against stationary ground targets, installations, fortifications, radar and radio towers.

Rocket weapons may be employed successfully in attacks against the larger classes of capital ships. Starfight-

Rocket Weapons Table 7.12

Nation	Weapon	Damage	Critical	Range	Slots	Price
Britain	Tiny Tim Rockets	V. Heavy	+1	Short	2	
China	Shi-Kai	V. Heavy	+1	Short	2	
Japan	Mitsubishi Naginata	V. Heavy	+1	Short	2	
	Mitsubishi Katana	V. Heavy (+)	+1	Short	2	
Reich	R-3 Lion Tamer	V. Heavy	+1	Short	2	
	Rheintochter	V. Heavy (+)	+1	Medium	3	
Roma	Arado Sparrowhawk	V. Heavy (-)	+1	Short	2	
Soviet	RS-82 Baby Bear	V. Heavy (-)	+1	Short	2	
	RS-132 Papa Bear	V. Heavy	+1	Medium	3	
USA	M-8 Widomaker	V. Heavy	+1	Short	2	
	HVAR Yankee	V. Heavy (+)	+1	Medium	3	

er attacks against cruisers or battleships may employ rocket weapons when the sheer enormous size of the target makes weapon guidance less of an issue.

Rockets are considered to be ENERGY weapons and not Ballistic weapons.

Rocket weapons are designed to explode upon impact or automatically when their solid fuel expires. When a rocket weapon misses its target it will either impact on the ground or explode when it reaches its maximum range. Roll for the square or hex where the rocket explodes using the grenade scatter pattern. Any ship within the blast radius of a rocket receives one half of the weapon's damage. Only direct hits inflict full damage.

The rocket designs currently in circulation are all single action weapons, meaning they only fire one rocket at a time.

Cost to Install Varies with type but installations are listed in tube clusters of three or racks of five.
Locations: Wings, Fuselage, Nose, Ventral and Dorsal

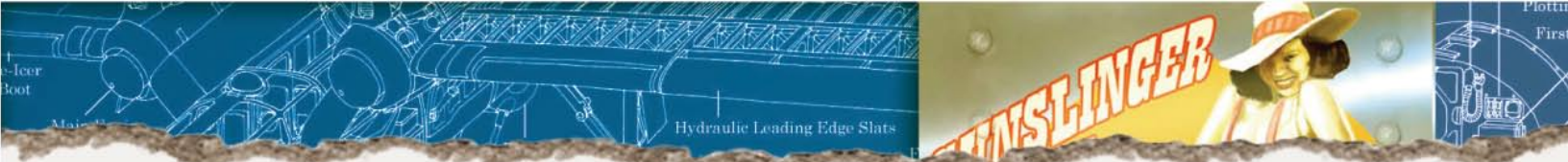
S-Boat Torpedoes

Torpedoes are missiles designed to destroy most vessels in the medium capital class or below and to cripple many larger types of starships with a single hit.

Torpedoes are expensive devices and the S-Boats that favor these weapons usually only carry between three and six of them when fully loaded.

S-Boat torpedo systems in 1936 are roughly based around the design for tube launched rockets. Each torpedo must be pre-loaded into its own firing tube on board the S-Boat. Firing tubes are equipped with an energy charge that launches the torpedo toward its intended target. Torpedoes carry no self guidance and they do not have their own propulsion system. An S-Boat Captain must be skilled in determining the appropriate angle of fire versus a passing vessel and fire accordingly. Torpedo weapons are only practical against vessels moving at tactical speeds or vessels currently sitting in space dock or an orbital pattern. They are not effective against alert and mobile vessels moving at tactical speeds of FAST (-) or higher.

Because an S-Boat torpedo receives its momentum from an energy charge and has no on-board propulsion sys-



Torpedo Weapons Table 7.13

Nation	Weapon	Damage	Critical	Range	Slots	Price
Reich	Type 1 HEAP	V. Heavy	+1	Long	3	
	Type 1 IAP	Shred	+2	Long	4	
	Type 2 HEAP	Shred	+1	Long	4	

tem of its own, the S-Boat torpedo is extremely difficult to detect.

Torpedoes make exceptionally poor weapons against small targets. Torpedoes suffer a -4 circumstance bonus to hit versus any target in the dogfighter subtype and a -6 penalty versus starships that fall into the starfighter or snub fighter class.

S-Boats are routinely outfitted with a turret gun and additional ship to ship rockets for handling attacks by starfighters and smaller enemies. For the most part the S-Boat relies on its ability to pop in and out of jump space quickly when firing to avoid detection and attack.

Type 1 and Type 2 HEAP Torpedoes

These weapons inflict VERY HEAVY to SHRED damage when they impact a starship hull. This initial blast is intended to open a rent into the ship's interior. The torpedo is designed along the lines of a shaped charge. One to blow open the ship's hull and the other to produce a secondary explosion inside of the enemy ship as the Torpedo's warhead penetrates the starship's armor.

If the torpedo inflicts enough damage with its first attack to penetrate the target's armor then the target suffers the full effect of the secondary explosion and gains no hardness protection against the attack. Only the strength of a target's airframe or capital ship design count as hardness against the secondary explosion. Secondary explosions for both the Type 1 and Type 2 HEAP Torpedoes are VERY HEAVY.

If the torpedo does not inflict enough damage with its first attack to penetrate the target's armor then the secondary explosion does not inflict damage against the target.

Type 1 – IAP Torpedoes

The type one, incendiary / armor piercing torpedo is currently under close scrutiny and criticism by the League of Nations. The armor piercing, incendiary torpedo is designed to penetrate the target's armor and then detonate a powerful incendiary explosion inside of the oxygen atmosphere of the interior of a starship.

If this weapon manages to penetrate the target's ar-

mor then all interior compartments filled with oxygen that are not protected by closed hatchways will suffer an immediate chain reaction incendiary burn as all of the available oxygen inside of the starship is consumed in flames. The starship takes the full effect of the secondary attack without the benefit of any hardness protection and what is much worse, all equipment, munitions, passengers and crew exposed to this attack also take it at full effect.

IAP secondary attacks inflict SHRED damage.

The IAP torpedo has only seen limited use by the Reich's fleet in the blockade against the Spanish. Cautious blockade runners or ships flying in this region of space will operate in space suits with their various compartments sealed off and many unused sections of their ships vented of oxygen to avoid the spreading of this weapon throughout their ship.

An IAP torpedo that impacts a starship with compartments emptied of oxygen will inflict only a quarter of its damage against the immediate area where the torpedo hit. If the IAP torpedo fails to penetrate a target starship's armor the secondary blast is reduced to a quarter of its power and the starship gains the full benefit of its Hardness to resist the damage. IAP torpedoes are primarily deadly against unwary starships, passenger liners, science vessels, cargo runners and the like the IAP torpedo is one of the most deadly weapons in the S-Boat arsenal.

The armor piercing nature of the IAP Torpedo allows it to destroy one point of starship armor for every three points of damage the weapon inflicts upon impact with the target's surface.

This AP quality allows multiple torpedo attacks by this weapon to quickly blow through the hardness of an enemy target in order to achieve penetration of the weapon's warhead. Torpedo weapons are considered to be Energy weapons.

An enemy vessel that is alerted to the presence of an incoming torpedo and declares that it is performing evasive maneuvers gains a piloting roll to avoid impact.

The Type 2 HEAP torpedo contains a modest solid fuel rocket that can be fired under remote control which can make a course change for the torpedo assisting in its guidance to the target.

Capital Ship Guns

Capital ship guns fire a ballistic style shell adapted for starship combat which contains a plasma warhead designed to deliver a powerful energy explosion either on impact or via a fuse. The energy warhead is manufactured by the Fah-Zol Sept, which supplies the vital portion of this weapons technology in exchange for trades in large quantities of mineral ores.

The restricted supply of reliable ammunition for these vessels makes most fleets extremely hesitant to employ their larger guns. Scientists among the Reich, Royal Navy and United States Fleet are currently investigating how to manufacture these energy warheads on their own. Attempts to reproduce the warheads have, so far, met with no real success. Despite early failures the work continues at secret research centers such as the Manhattan project.

Capital ship guns are notoriously slow to reload. Each time a capital ship fires a cannon type weapon from 5" to 16" in size the weapon requires a full action or combat round to ready for the next salvo. Capital ship guns also take up quite a bit of room. Their slow rate of fire and massive size are more than countered by the sheer destruction that these weapons can create against enemy shipping. Capital guns have a higher muzzle velocity and a greater range than most other weapons available in the human arsenal.

Capital Ship Guns 7.14

Nation Restriction	Weapon	Damage	Critical	Range	Slot	Price
US, Britain and Reich	16" Guns	Atomize	+2	Extreme	8	Restricted
Japan, France	15" Guns	Atomize	+2	Extreme	7	Restricted
Soviet	14" Guns	Atomize	+2	Long	6	Restricted
Roma	12" Guns	Shred	+2	Long	6	Restricted
Spain, Holland and China	10" Guns	Shred	+1	Long	5	Restricted
All	8" Guns	V. Heavy	+1	Medium	5	
All	5" Guns	Heavy	+1	Medium	4	
All	40mm Quads	V. Heavy	+1	Short	5	
All	40mm Twin Guns	Heavy	+1	Short	4	
All	20mm Quad Guns	Heavy	+1	Short	4	
All	20mm Twin Guns	Medium	+1	Short	3	

Capital guns are considered energy weapons, which should be noted if and when they are employed against targets using shields. Like 20mm cannons these weapons can be armed with HE, AP or incendiary ammunition.

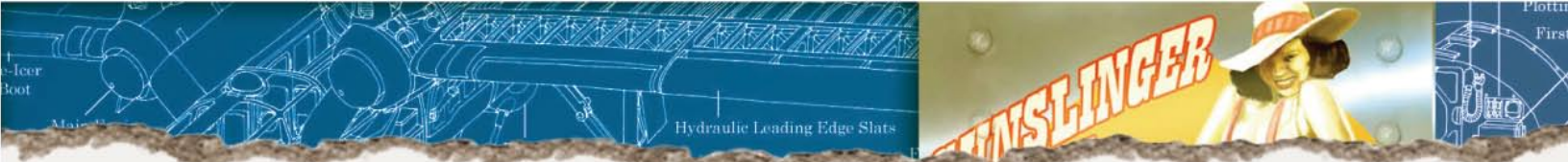
Large capital ship guns are restricted to active naval vessels in the service of a government capable of sustaining the high costs involved with these weapons.

Capital ship guns are listed as single action weapons but in fact they are considered to be firing a salvo of between two and four rounds each time they are fired.

Space Mines

The development and production of space mines has seen significant advancements due to the current civil war in territory of the Kingdom of Spain. The out gunned and out numbered Royalist faction in Spain was the first to adopt the use of anti-ship mines which they deployed into high orbits surrounding key planets in their systems. Only the Spanish possessed maps through these complex mine fields staving off an early invasion of these planets by supporters of the Nationalist insurgents.

Early attempts by the Reich to supply Fascist insurgents on these planets met with Reich military transports falling victim to mines. Through the first year of the war twenty different Reich vessels have been lost to Spanish mines.



Mines 7.15

Nation	Weapon	Damage	Critical	Range	Slots	Price
Reich	Type 1 Magnetic Mine	V. Heavy	+2	None	2	
Kingdom of Spain	Royalist Anti-Ship Mine	Heavy	+2	None	1	
Soviet	R1 Proximity Mine	V. Heavy	+2	None	2	

The Reich government pointed to the use of these mines against Reich shipping as justification for the expansion of the Reich's blockade against all major Spanish ports.

The Reich has worked diligently to clear flight paths on and off planet allowing them to supply their troops despite the presence of Alphonsine orbital mine fields. In 1936 two special foreign divisions support the Fascist insurgents in the civil war. These are the Reich sponsored Condor Legion and the Roma sponsored Avrazione Legion both of these military organizations have made solid strides forward in the detection and dismantling of space mines.

Space mines have no guidance system of their own and are simply deposited in space, usually in orbit around a planet where enemy shipping passes. Some types of mines are designed to detonate when an enemy ship comes within a certain distance (within their effective blast radius). These mines are called proximity or magnetic mines.

The majority of space mines are impact mines. Mines are only really effective when scattered in vast numbers or when they can be dropped or towed directly in the path of an unsuspecting vessel.

Mines are considered energy weapons with regard to ship shields. The usual method of launching a mine is out of the bomb bay of a bomber class ship. Mines have no propulsion of their own. They have no on-board equipment

or sensors of any real power so they are difficult to detect (penalty on sensor sweeps).

When running a mine field, take some graph paper and plot out the locations of mines in advance. Then allow the players to thread their own way through the mine field.

Mines are considered small objects for purposes of targeting. In my own campaign they have an armor value of five and twenty damage points. By far the simplest way to deal with mines is to carefully identify them and then destroy them from a safe distance with ship's weapons.

Bomb Ordinance

"So let me get this straight, you want me to fly through space with ten thousand pounds of explosives rattling around in the belly of a spacecraft that has to first dive around a star, freeze its way through a week of jump space and last another couple of days in hostile space?"

Bombs have been a key part of aviation warfare since the Great War. Starship and starfighter construction is no exception although great challenges face the bomber pilots of the new space fleets.

The environment on board a starship is no place to be carrying thousands of pounds of high explosive. The variations in temperature, the jostling of the cargo bay all place the pilot and crew of such a craft on edge.

Bomb Ordinance Table 7.15

Nation	Weapon	Damage	Critical	Range	Slots	Price
All	25 lb	LIGHT	19-20	100 ft	S	Restricted
All	40 lb	MEDIUM	19-20	100 ft	S	Restricted
All	125 lb	HEAVY	19-20	200 ft	S	Restricted
All	250 lb	V. HEAVY	19-20	200 ft	S	Restricted
All	500 lb	SHRED	19-20	400 ft	S	Restricted
All	Incendiary	HEAVY	19-20	200 ft	S	Restricted
Allied	Tall Boy	SHRED	19-20	400 ft	S	Restricted
Allied	Grand Slam	ATOMIZE	19-20	400 ft	S	Restricted
Axis	Radio Guided	SHRED	18-20	1 Kilometer	S	Restricted

Equipment 7.16

Nation	Type	System	Function	Hull Cost	Price
France	Human Gear	Single Seat	Suitable for space or atmospheric ejection at altitudes higher than 500 feet.	1	
Holland	Human Gear	Single Seat	Suitable for atmospheric ejection only at altitudes higher than 500 feet	1	
All	Hybrid Gear	Dual Seat	Suitable for space or atmospheric ejection at altitudes higher than 500 feet.	1	
Martian	Hybrid Gear	Cockpit	Escape Pod - Allows full separation of cockpit with limited thrust for orbital re-entry	4	
France	Hybrid Gear	Cockpit	Escape Pod - Allows emergency separation of entire cockpit but with no thrust or ability to perform an orbital re-entry. Emergency beacon only.	4	

Bomb payloads on board "bombers" must be carefully secured and the ready state of these weapons staged throughout the flight so that the weapons remain inert for as long as possible.

This challenge insures that on board every bomber there is a demolitions expert whose job is the final assembly and activation of bomb payloads several hours before the bomber reaches its final destination.

Bombs are, of course, gravity dependent weapons. They are of little use in space combat. Bombers must therefore be atmo-capable starship designs, able to making an atmospheric re-entry and a final approach to a target within a planetary atmosphere.

Most bomber doctrines call for flights of bombers to arrive at a planet and begin regular operations in the role of an atmospheric bomber, operating out of an established

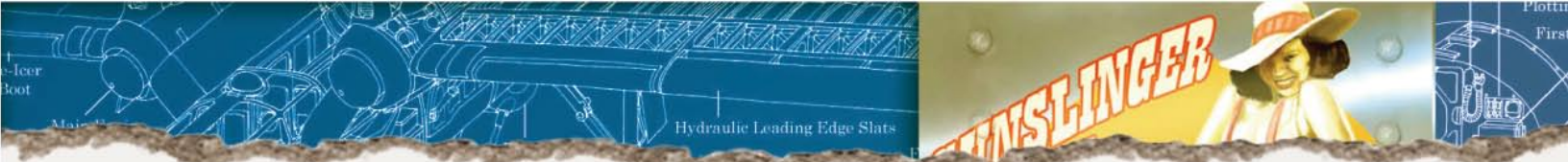
airfield well back from the front lines.

Starship designs have simply made bomber squadrons much more flexible in the locations they can operate out of. Wings of bombers carry with them all of the necessary equipment, tents, rations, and personnel necessary to set up a squadron airfield at the planet that is intended as their new area of operation.

Bomb Payloads

In general bomb payloads vary little from nation to nation. Differences occur in the creation of larger ordinance designed to destroy hardened bunkers or specialized weapons such as the Reich's cutting edge radio guided bombs, but the vast majority of bomb ordinance is the same from nation to nation. The range increment indicated on the bomb ordinance table indicates a recommended range in altitude over the intended target.

Light bombs in the 25lb to 40lb range are designed



to be dropped by small craft at lower altitudes. These are usually precision bombs or bombs designed for dropping by dive bombers versus tanks, vehicles and military positions. The hull cost required for a bomb payload depends on the size of the payload that a bomber is designed to carry.

In general wing mounted payloads have a hull cost of one slot for each pair (2) of wing or undercarriage mounts that are installed.

Bomb bays have a hull cost of one slot for every hundred pounds of bombs the bomb bay is designed to carry. Thus a bomber designed to carry a payload of one five hundred pound bomb and ten forty pound bombs would face a nine slot hull cost for the creation of its bomb bay.

Large bombs designed for busting bunkers and hardened fortifications are not widely distributed. The vast majority of the bomb ordinance in play in the theatre of the civil war in Spain is of the lighter varieties.

The Reich has made significant strides forward in the design of radio controlled bombs. These bombs can be guided directly to a target using a radio control unit and a flare mounted in the rear of the bomb to assist with adjusting the bomb's flight by watching its smoke trail during descent.

Radio guided bombs is a term used to describe any fly by wire, radio controlled craft used to bomb a target. The Reich, British Star Empire and the United States have all experimented with fly by wire systems. Radio guided bombs are an early version of the guided missile which has not yet entered the human arsenal.

Defensive Systems

Ship's defensive systems are limited in the Rocketship Empires setting. Certainly Martian vessels possess sophisticated autopilot, automated targeting systems and computers. The Martians have been reluctant to share leaps in computer technology with their human allies providing them with only the bare minimal amount of training necessary to operate their hybrid equipment effectively.

Human starships are not equipped with autopilot or automated targeting systems. Automated damage control systems are also absent on board Human starships. The different types of defensive systems available for Human starships are listed on the table above with full descriptions outlined below.

Ejection Systems

Pilot or cockpit crew ejection systems are one of the latest models in defensive system available for protecting pi-

lots and crew members in the event that their vessel faces destruction.

Pilot ejection systems for starfighters became available only recently in 1935 and so many of the existing starfighter and starship designs do not yet include this feature. The feature has become a red hot item among independent starship pilots (for obvious reasons) and the demand for these systems insures that they will quickly become a routine feature in starfighters and starships of all types.

The French and Dutch have made the most aggressive progress in this new approach to pilot survivability. Struggling to find new inroads into the private starship market, Dutch and French manufacturers have seized onto this new technology with both hands while German, US and UK manufacturers have been slower to step into the arena.

A variety of different models of ejection systems are currently available. These range from ejection systems strictly designed to eject a pilot or cockpit crew member to cockpit systems that eject the entire cockpit section into space.

Martian ejection systems are available through black market purchase from agents in the Fah-Zol Sept. The Martin systems have been retro-fitted with a number of Hybrid control systems allowing the more advanced Martian escape vehicle to function for a Human crew. Still these systems are rare and very expensive to come by.

Human Gear - Ejection Systems

These systems feature explosive bolts that blow open the starfighter or starship canopy or a hatch over the head of the individual being ejected. The entire seat is ejected with the pilot or crew member strapped inside. In human systems a parachute system deploys immediately upon release. The parachute serves no practical purpose during ejection in space but deploys anyway and the pilot in the ejection chair will survive only so long as the life support in their space suit holds out during ejection in space.

Hybrid Gear – Pilot Ejection Systems

Hybrid ejection systems cleverly construct the ship's life support components directly under the ejection pod so that the ship's life support system ejects along with the cockpit crew. The hybrid system encloses the pilot or cockpit crew into a survival pod with a life support system that will insure survivability for extended periods. The hybrid system includes the cockpit radio and an emergency beacon. Hybrid designs also include short duration emergency landing and maneuver thrusters and a parachute which allow the pod to descend safely from planetary orbit to land on a planetary



surface when necessary.

Hybrid Gear – Cockpit Ejection Systems

These systems are designed to eject the entire internal structure of the cockpit out of the starship. Cockpit ejection systems include life support, emergency thrusters and a large parachute system for landing safely on a planetary surface.

In addition to these systems the French manufacturer Chantiers de Bertange is developing a system that allows a merchant ship to eject it’s cargo in a pod with emergency thrusters that send the entire cargo payload rocketing away in the opposite direction of the starship. The logic behind this system is that aggressive pirates will divert to seize the ejected cargo providing the fleeing starship with an opportunity to escape safely.

Parachutes

Parachutes are a personal piece of safety equipment commonly carried on board bombers and atmosphere suitable starships. Running towards a habitable planet in a colonized system and bailing out if the combat goes poorly is often the best option for survival for a light merchant.

Bailing out is less of an option for starships operating or fighting in space unless they are fitted with a specialized ejection system. Parachutes can be found in the general equipment section of this book. They are mentioned here because their use is so widely established on board atmosphere capable vessels.

Emergency Hatch Systems

Emergency Hatch Systems are a human technology that provides powered, locking hatch systems that activate automatically whenever decompression is detected anywhere on board a starship. This system of hatches can isolate the section where decompression has occurred protecting passengers and crew in other sections of the starship.

The system itself takes up one slot on board a starship to house the detection and automation gear necessary to monitor the automated doors. This one slot system can control a handful of doors or several hundred. The real cost involved is in the total number of pressure doors installed into the ship.

Hull Cost:	(Control Unit)	1 Slot
Purchase:	(Control Unit)	\$1,200 US
Purchase:	(Hatch)	\$50 US each

EHS is not standard equipment either on merchant / private vessels or in military vessels. Standard pressure doors must be secured manually. In most cases this additional safety system is installed into a vessel after construction.

Fire Control System

A starship fire control system is a automated system that shoots fire extinguishing chemicals into a compartment where a fire has been detected. An emergency hatch system, fire control system and the possibility of an on-board Martian repair robot is the extent of possible automated damage control systems on board human spacecraft.

All automated fire control systems on board starships are a hybrid technology. The sensor portion of the equipment is constructed with the assistance of Martian invention and engineering although the vast majority of the system is adapted human gear.

A starship fire control system will keep damage from spreading should a fire begin on board the ship during combat. The control unit requires one slot of space. The remainder of the system can be installed throughout the starship. One control unit and system will support a light starship. Two control units will support a medium class starship and three control units spaced throughout the ship will support a heavy class starship.

Hull Cost:	1 Slot per unit
Location:	Cockpit, Fuselage
Purchase:	\$140 US

Hegemony Tech - Androids

One of the most controversial pieces of technology made available by the martians are the biomechanoid androids birthed out of the laboratories of the martian septs. Martian robots come in a wide range of types and styles too numerous to list here. The most interesting of these are the androids engineered to look like human beings.

Martians believe that androids that appear and act human will place a human operator more at ease and provide some measure of companionship to the human owner beyond simply providing labor or technical skills. The problem comes in where Hegemony scientists and engineers don’t seem to quite “get” how a natural human looks, speaks and behaves. Martian androids never behavior nor do they look quite human. Many humans feel that they are creepy at best.

Martian androids are also incredibly expensive. The



amount of raw materials, ores, radioactives and precious metals required to trade for one is staggering. For this reason they are only purchased new by governments or the very wealthy. Even so over the last twenty years models have improved and older models have been sold off into the general market. By 1936 while androids are somewhat rare they are not unheard of in the colonies and in space installations..

Some wealthy space explorers in the early 1920's felt it fashionable to crew their vessels with at least one or two of these biomechanoids. Over the years these androids continue to function and appear as they always have. Androids have an amazing regenerative capability for their tissues and systems. While Martian androids are built to look extremely life like their behavior can only be described as somewhat odd and alien. The Martians have never really understood basic human emotions and nature and a Martian android is a facimile more of how a Martian perceives a human to act than anything close to a real human. Martian biomechanoids tend to display emotions, or rather facimilies of human emotions at just the wrong time. A biomechanoid may laugh at an inappropriate moment and in a fashion that is somewhat manic and disturbing, they may over play their enthusiasm and joy and they may become morose and behave in a depressed fashion for longer periods than would be normal in a healthy human.

Purchase:	Companion Model \$6,000 US
	Scientist / Aid \$10,000 US
	Military / Aid \$15,000 US

Out of date models maintain their value fairly well. Reduce the purchase price of a dated model by twenty percent if it is five years old or older. If a model shows obvious signs of damage further reduce the purchase price.

S-Boat Generator

The Reich is suspected of having stolen this piece of Martian technology and has applied it to their S-Boats to create a cloaking system. Oddly no protests have been forthcoming from the Martian Septs related to the emergence of this unusual technology in the hands of the Reich.

In truth the S-Boat generator is an experimental application of existing gravity drive technology. The device is something completely new that has come out of the depths of the top secret Reich war ministry laboratories hidden somewhere in Reich space.

The Hegemony has been a bit taken aback by this emergence of new applications of their technology and for now they are exercising a reserved "we could have done this any time we wanted to ourselves and we knew about this all

along" attitude.

Reich S-Boat manufacturing facilities are hidden deep inside of Reich space and the security around the S-Boats, their crews, commanders and most importantly the top secret S-Field Generator remains on high alert at all times.

Reich S-Boat commanders and crews are some of the most highly trained, loyal and highly motivated crews in the fleet and S-Boat commanders have strict orders to scuttle their vessel before allowing any portion of the S-Field Generator into enemy hands.

The S-Boat Generator circumvents the necessity of the presence of a massive gravity well to activate the jump space field which surrounds the ship and pulls it into jump space. Without the presence of the gravity well the vessel remains stationary or drifts along at DOG SLOW tactical speeds while covered in the jump space envelope.

The energy field generated by the S-Boat Generator pulls the ship into jump space with the exception of a small worm hole several feet in diameter through which the vessels sensors can be raised on a telescoping post similar to a periscope.

The worm hole allows the S-Boat to monitor the surrounding region of space for enemy ships. While surrounded by the jump space envelope, the S-Boat ceases to exist in normal space. Only the active sensor and wormhole can be detected by enemy ships making the S-Boat extremely difficult to detect while running under cloak.

The S-Boat Generator places a heavy strain on all ship systems powered by the ship's gravity drive. The strain placed on the ship's life support system accelerates the onset of the extreme cold conditions encountered any time a vessel operates in jump space for any period of time.

The onset of the cold limits the amount of time that an S-Boat may remain cloaked. Linger in jump space longer than eight to ten hours risks the crew suffering from severe effects of the cold and risks other vital aspects of the life support system shutting down (such as oxygen production).

So far no S-Boat has remained cloaked for longer than 48 hours and returned. It is assumed that beyond the 48 hour threshold that all crew members on board will succumb to freezing temperatures and a general failure of life support. There may be other factors involving the occasional and mysterious loss of an S-Boat. These may be technical failures or they may be related to an terrifying encounter with the darkness that seems to lurk within jump space.



Life on board an S-Boat is cruel and cold. Crew always face the threat of slowly freezing within the confines of jump space. Crew uniforms are thick with multiple layers of wool and arctic style parkas, gloves and goggles.

The worm hole connecting an S-Boat to regular space is vital. British intelligence believes that rupturing this worm hole through the application of powerful explosives will isolate the S-Boat in its pocket dimension. Closing the worm hole forcefully from regular space may trap an S-Boat indefinitely in its pocket dimension dooming the crew to suffer a horrible demise. Closing the worm hole is no easy feat. The worm holes are almost completely undetectable and the explosive charge must be detonated right on top of the target. Near misses will have no effect other than creating shock wave damage which passes on to the hiding S-Boat.

An S-Boat Generator provides a pocket that can surround a light starship. Medium and Heavy class starships are too large for the S-Boat Generator to pull them into jump space. Ultralight starships do not carry enough power in their engines and ship systems to power the S-Boat Generator which pulls its power from all internal hybrid systems. S-Boat Generators are limited to the Reich ships that are specifically designed to operate with these generators installed.

Hull Cost: 2 Slots
Locations: Fuselage Only

Purchase: Highly Restricted / Top Secret

Radios and Radio Jammers

Basic Radio (Human Gear)

Basic human radio technology allows reasonably reliable communication outside of a planetary atmosphere to other vessels so long as they are not hidden below the horizon of a planetary body and moving as part of a convoy. Planetary atmosphere and the planet itself can severely limit radio transmissions of this sort. Radio waves take a considerably long period of time to travel inside a star system. They are completely impractical for communications between ships that are not operating close to one another.

A basic radio set takes up no slot space to install. All human starships come with one of these units installed as standard equipment in the cockpit. It adds nothing to the base cost of the vessel.

Hull Cost: None
Purchase: \$40.00 US

Short Wave - Military Radio (Human Gear)

Human gear short wave radios are only slightly superior to basic radio sets. Short wave radio units have a longer range and are more successful in communicating through atmosphere. Military starships will have a human gear, short wave radio unit installed into the cockpit as standard gear.

Standard short wave radio sets have no hull cost and do not add to the purchase price of a vessel. The performance of a ship's radio may be impacted by the quality of the starship's manufacturers ranking under the area of ship's systems. (See the optional rules at the end of this chapter.)

Hull Cost: None
Purchase: \$55.00

Hybrid Gear – Radio Set (1920-1933)

Hybrid radio gear is constructed to use a familiar human interface (radio equipment) to use Martian communications technology. This device is a relatively early design compared to systems currently on board recent military vessels.

Hybrid radio gear allows an operator to communicate with little noticeable delay to any starship located in the same star system. Communications between star systems is impractical with this system, even if the message successfully transmits through the interference of space to a nearby system it would take years, even decades for the message to arrive.

The guts of the hybrid radio set takes up one slot on board a starship. The interface can be installed in the cockpit or into a radio room.

Hull Cost: 1 Slot
Location: Cockpit, Fuselage, Nose, Tail
Purchase: \$300.00 US

*Portable hybrid radio sets have a range either from an orbital ship to a planetary surface or out to 1 AU depending on the model. Radio units capable of communicating system wide are much larger and require a considerable send and receive dish antenna as part of their installation.

Triple Star Array (Star System Satellite Array)

The Triple Star Communications Array is one solution in locations with well developed colonies. The system provides a work around for the limitations of standard human gear radios.



Triple Star Communications satellites and relays are located in orbit around each planetary body in the system. The Triple Star system picks up local radio transmissions and then broadcasts the signal as a system wide transmission using Martian communications technology.

The broadcast signal of the Triple Star system can be picked up by human radio systems, hybrid communicators and Martian systems.

Triple Star Arrays are found in colonial systems that have been established for five years or longer. These are not ship board systems and so they do not have a purchase price or slot cost related to starships.

A complete Triple S system which consists of a dozen satellites has a purchase price of \$70,000.00 US.

FAST Messengers

Communications between star systems depend upon a pony express style relay of fast transports carrying both physical mail and recorded broadcasts. FAST messenger communications between star systems is generally slow even under the best circumstances with messages taking anywhere from a few days to weeks to travel from origin to destination.

Quick direct communication between the core planets and outer systems can be accomplished but only by the Hegemony. The Martians routinely release intelligence updates to the League of Nations as it relates to important events transpiring in the outer systems. Human governments largely rely on the Martians to make direct communications with their outer systems should they need to dispatch an immediate directive.

Some starships are equipped with FAST messenger drones. These drones consist of a single Type A gravity drive and a hybrid beacon capable of storing and then transmitting a considerable amount of recorded information. The drone can receive a lengthy message, data and other information, launch to perform a single jump to a nearby inhabited system, broadcast the message and then perform an automated jump back to the original system for retrieval by the mother ship.

FAST drones are usually limited to one per ship. They are expensive and carried by important battleships, cruisers and carriers. Occasionally scientific survey vessels carry FAST drones to communicate their discoveries back to a nearby inhabited system.

FAST drones are limited to a single jump out and back. A starship operating two or three jumps beyond the

edge of colonized space can not rely on a FAST drone. A FAST drone takes up 2 slots on board a starship.

Hull Cost:	2 Slots per Drone
Location:	Fuselage, Nose, Tail
Price:	\$1,200.00 US each

Hybrid Communications Jammer

A communications jammer interferes with all communications between hybrid vessels within the range of the device. Most jammers are designed to block communications within a wide area. Radio operators may still attempt to get a transmission through but must make an appropriate roll (usually an opposed skill roll).

Hybrid communications jammers are fairly rare. Usually only humans with specific duties who are working in support of a martian faction are supplied with hybrid devices of this nature. Human gear jammers, while more common, will not intercept or jam communications between hybrid gear systems. Hybrid gear systems may attempt to block communications between martian communications systems but the martian comm. operator has a bonus to break through the interference.

Communications Jammers

Portable (Backpack)

Radius:	One Kilometer
Hull Cost:	NA
Purchase:	\$190.00 US

Light (Starfighter)

Radius:	Ten Kilometers
Hull Cost:	1 Slot
Location:	Cockpit, Nose, Fuselage
Purchase:	Restricted / Military

Medium (Capital Ship)

Radius:	100 Kilometers
Hull Cost:	2 Slots
Locations:	Cockpit, Nose, Tail, Dorsal, Ventral
Purchase:	Restricted / Military



Large (Ground Installation)

Radius:	500 Kilometers
Hull Cost:	8 Slots
Locations:	Fuselage in a Lab
Purchase:	Restricted / Military

Jammers are not installed during the design of a starship. Therefore they are listed here as separate purchases to be installed after construction in any open slots that remain on board the ship. Only a very few heavy capital vessels support a large scale communications jammer as part of their on board equipment.

Starship Systems, Bays and Compartments

This section covers crew compartments, passenger quarters, ship's boats and cutters, cold sleep chambers and other final but important parts of starship design.

Life Support

All starships and starfighters have a Hegemony life support system installed as a matter of course. The guts of the ship's life support system is a martian system with controls and components that must be occasionally swapped out designed for easy handling by human operators.

The life support system provides an environment, temperature controls, protection from radiation and an artificial gravity system. The artificial gravity system is critical as it protects pilots from blacking out from the heavy g-forces they would otherwise experience.

The system has no hull slot cost as it is part of the basic design of any ship. Should the system be destroyed it must be replaced. The purchase price for replacing a life support system depends on the size of the vessel that the system was designed to support.

Ship Size	Life Support Purchase
Snub Fighters	\$190.00 US
Starfighters and Mecha	\$215.00 US
Fast Transports	\$340.00 US
Atmo-Capable Vessels	\$690.00 US
Light Capital Ships	\$2,200.00 US
Medium Capital Ships	\$5,900.00 US
Heavy Capital Ships	\$14,000.00 US

Ship's Boats

Many ships in the colossal size category and in fact all ships starting at the Light Capital class and higher are outfitted with a ship's launch, ship's boat or escape modules.

The quality and size of a ship's boat can vary widely from vessel to vessel in the same way that the automobile in one person's garage can vary widely from the automobile in a neighbor's garage. The majority of ship's boats are constructed around a single or dual Type - A gravity drive that has the jump field generator stripped out. These stripped down Type-A drives provide tactical movement and are designed for short hops, usually ferrying crew back and forth to a station or planet.

Other than this commonality the range of different types of launches is dizzying. There are luxury models, flying limousines, sports models, racers, military models and work horse models.

Many ship's boats are built with a 1930's model car in mind although plenty of work horse cargo haulers and military models have a more futuristic appearance influence by the vehicles observed in the hands of the Hegemony or their alien allies.

Confederation Marauder

The confederation marauder is a military / work horse transport built almost exclusively in the confederation shipyards of the Dixie system.

Like many aspects of confederation technology, styles and fashions the marauder removes itself from the habit of copying styles and fashions from Earth and instead seeks to mirror the designs encountered in the hands of the Hegemony.

The low profile, heavily armored marauder has been constructed to function as armored personnel carrier, ship's boat, and smuggler's cargo hauler.

The confederation marauder is powered by a twin set of stripped down Type-A gravity drives. It is designed for easy vertical take off and landings, handles well in the air but requires a very solid landing platform due to the heavy weight of this armored transport.

Crew	2
Passengers	6
Cargo Capacity	5000 lbs
Towing Capacity	n.a.
Initiative	-2



Maneuver -2
-4 (at high speeds)
Top Speed 180 kph
Defense MEDIUM

Damage Points _____

Purchase \$2,150.00 US
Restriction: Military Vehicle

Marauder Installation into Starship

Marauder Bay 3 Slots
Locations Fuselage

The armor on the confederation marauder is cast ship's armor plate. The vessel is usually unarmed but can resist considerable punishment, even from the guns of a starfighter.

It is possible to install a dorsal or belly ball turret in the confederation marauder. The turret is capable of holding a single light or medium machine-gun (human gear). The missing drives in the ship's boat remove the power necessary to support a full scale ship's gun.

The weight of a hybrid ship's gun would greatly impede the speed and handling of a ship's boat making them impractical.

Jaguar Cloudbunner

This ship's launch looks like its name suggests, a top of the line two seat jaguar sports coup designed around a single Type - A stripped down drive. The Jaguar Cloudbunner runs on the small side and is more of a luxury launch than a work horse.

The Cloudbunner still provides excellent service, is equipped as all ship's boats are with its own life support system, is capable of atmospheric re-entry. It is designed for vertical take-off and landings.

The Jaguar Cloudbunner sits two but has a rear baggage compartment sufficient to carry a bit of gear or luggage.

Crew 1
Passengers 1
Cargo Capacity 300 lbs
Towing Capacity n.a.
Initiative -1
Maneuver -1
-2 (at high speeds)
Top Speed 240 kph

Hardness 10
Defense LIGHT (-)
Purchase \$3,890.00 US
Restriction None

Jaguar Cloudbunner Installation into Starship

Cloudbunner Bay 2 Slots
Locations Fuselage

Cold Sleep Chambers

One way around the uncomfortable cold imposed by jump space travel are cold sleep chambers. Cold sleep chambers allow a human to be placed into a state of suspended animation. Cold sleep chambers are largely a feature of Hegemony and alien spacecraft. To a certain extent the Hegemony has its own experiences and perspective on the darkness that lurks between the stars. The Martians also incorporate their own rituals and good luck charms for passing their vessel through jump space without encountering whatever it is that manifests aboard a vessel from time to time. Beyond their preparations however the Martians have something of a fatalistic outlook on such encounters. They are willing to roll the dice, as it were and enjoy the comfort of transit in cold sleep rather than attempting to remain awake in order to fight off what may come.

Cold sleep chambers are a bit of martian technology that slipped into the corporate market in 1931. The chambers are once again a hybrid gear with strictly martian primary components and an interface familiar to human engineers and techs for operation.

Unfortunately cold sleep chambers are wired directly into the ship's life support system and if the ship's life support system ultimately fails any occupants in the cold sleep chambers on board will also perish.

Cold sleep chambers can prolong survival in jump space and preserve supplies. A crew member in a cold sleep chamber may last an additional two, three, even four weeks or more. Seriously injured companions can be placed in a cold sleep chamber where their injuries will no longer progress until they can be carried to a starport with appropriate medical facilities.

When traveling in normal space a cold sleep chamber could theoretically keep a crew member stable for months, even years depending on the supply of fuel on board the ship for keeping the ship's systems powered.

Entering a cold sleep chamber does pose risks. A character with medical skill should be present to help revive



the character. Extended stays in cold sleep may impose penalties to the medical roll of the attending physician.

Failing the medical roll will result in some adverse side effect, memory loss or personality changes being the most common although it is possible for the patient to lose fingers, toes, ears to frost damage or suffer a prolonged illness as a side effect.

Cold sleep chambers are rather rare. Installing one is expensive and requires at least four to eight hours of work at a well equipped starport.

Cold Sleep Installation

Hull Cost	Minimum of 1 Slot
	1 slot can support up to 5 cold sleep chambers.

Purchase:	\$3,200 each
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Starship Quarters and Cargo

The cost in dollars or League credits for quarters, turrets and other ship board facilities are built into the cost of the finished starship. It is wholly up to the game director to sort out a reasonable cost for the final ship design.

Crew Quarters

Crew Quarters are fundamental on board starships in the Rocketship Universe, where most of the on-board duties must be assigned to crew personnel and little is handled by computerized automation.

Banks of turrets in other science fiction settings might be remote controlled. This is not usually the case in the Rocketship Universe where every turret requires an individual gunner during a combat. Radio operators, radar and sensor operators, medical officers, engineers, all of the important jobs on board a starship require living and breathing human beings to fill the positions.

Crew quarters take up a bit more room than short hop passenger quarters. Crew members want to have access to a wide array of personnel effects, equipment and clothing that they do not wish stored in the cargo bay. Crew members require a little more room since they must live from day to day within the confines of the starship.

Each crew member assigned to a starship requires two slots of space. Very small starships may only have their cockpit area with no actual crew quarters to speak of. This forces the pilot and crew to make the best of this confined

space for the duration of what can be, a very long flight.

Crews forced to suffer through long haul flights without access to basic crew quarters suffer cumulative penalties from exhaustion to their skill and ability rolls until they can land and recover.

Location:	Fuselage Only
Cost:	1 slot can accommodate 3 crew with sufficient room for some movement, storage of gear and clothing, personal articles, a toilet area shared by the crew, heater, lamp, small desk and a few minor comforts.

Passenger Quarters

Passenger quarters on a starship come in a wide range of sizes and accommodations. At the low end of the spectrum are short hop passenger quarters, commonly referred to as steerage. For many Ultralight transports and Light transports these are the only accommodations available.

Steerage

Steerage quarters are compact and simplistic. Passengers share a very small galley and common area during the flight and may make use of the cargo bay to exercise and spend time with social activities if the bay is pressurized and temperature controlled.

Small portable heaters, extra blankets and ship cold weather clothing helps passengers weather the harsh environment of jump space in steerage.

Most of a passenger's personal belongings will be stowed and secured in the cargo area during a flight and passengers must make the best of a very limited amount of personal items. Usually only one or two medium sized duffel bags can be carried on board the passenger area and stowed under the passengers bunk or in a compartment near their hammock.

Location:	Fuselage Only
Cost:	1 slot can accommodate 4

First Class

First class passenger accommodations are only found on starships specifically designed for carrying wealthy passengers.

First class cabins are heavily insulated to stave off the onset of cold and are equipped with their own individual heating units that help to warm the room to more bearable temperatures during the cold of jump travel.



First class passengers are provided with enough room to spend a fair amount of time in the privacy of their own quarters. First class passengers may still take meals in a common galley and typically share a water closet facility with several other passengers traveling together in first class accommodations.

First class accommodations usually necessitate the addition of an onboard chef and a purser as members of the ship's crew.

Location: Fuselage Only
Cost: 1 slot can accommodate 2 persons

Suites

Beyond first class accommodations there are the lavish private suites one only finds on board the most expensive and lavish passenger liners. Passenger liners are super heavy class starships devoted to the transport of hundreds of passengers many in steerage but a good number in first class and a select few in private suites. A private suite is the equivalent of a small apartment and is divided into a number of small but lavishly appointed rooms.

Location: Fuselage Only
Cost: 2 slots accommodate 1 passenger.
A luxury suite with multiple rooms and rich furnishings designed for two passengers might easily fill 4 slots.

Medical Quarters

A basic medical quarters requires a minimum two slots on a starship for installation. A basic medical quarters includes a small surgical bay and two bunk areas for patient recovery. Storage for medical supplies are also included here although bulk supplies are stowed in special containers within the cargo bay. The lockers within the bay itself hold just enough medical supplies to treat two patients before requiring re-supply.

Expanding a medical quarters so that it may support additional injured requires one slot for every two additional patients. Thus a medical quarters capable of receiving an influx of ten injured crew and treating them on the spot would require six slots for installation. It would also, of course, require two attending physicians, two nurses, an orderly and at least one trained surgeon. Basic medical quarters can be easily staffed by a single physician or a crewman with medical training.

Location: Fuselage Only
Cost: 2 Slots

Laboratory

It is not uncommon for a starship to contain a number of specialized rooms each devoted to an important function of the ship. These rooms might contain radar equipment; they may contain field laboratory facilities for the study of flora and fauna on a newly discovered world or a workshop for building inventions for the vessels on-board mecha. A standard laboratory requires only a modest work space containing a desk and basic lab equipment. A lab for handling the operation of a large radar installation on board a capital ship would require one slot in addition to the four slots required for the equipment. Radar equipment without a separate operator may be patched into cockpit controls.

Dedicating a radar room, radio room or other type of equipment to a single, dedicated operator provides a small bonus to the operator as they are able to completely focus on the task at hand. Most starships of any size maintain a separate area for the radio operator, a separate radar operator station, etc...

Laboratory Location: Cockpit or Fuselage
Cost: 1 slot accommodates up to two technicians.

Cargo

Cargo space in Rocketship design is completely abstract. In considering cargo capacity I started with the notion that one slot would equate to approximately one ton of fuel. Taking that as a starting point I picked a ten ton capacity for cargo per one slot of space as a purely abstract method for ship building. Larger vessels gain more cargo space per slot spent.

Twenty tons of basic cargo space on board a starship requires two slots of hull space to install. Smaller cargo bays down to a five ton cargo bay require one slot of space. Starships with a cargo capacity below five tons do not require a special cargo hold. Cargo may be stowed in the starship interior in nets and interior compartments.

Specialized (temperature controlled or cargo space designed for carrying livestock) cargo space requires shielding or equipment to maintain special conditions in the cargo bay. Ten tons of specialized cargo space require two slots of space to install. Specialized cargo spaces do not come in sizes below a ten ton module.

Cargo space does not add any additional cost to a starship unless the cargo space is installed with special atmosphere, temperature controls or safety systems. Some starships which regularly haul radioactive materials, livestock or other specialized goods will modify their cargo area



to make it more suitable for the cargo they haul.

Small Vessels:	10 Tons = 1 Slot
Atmo-Capable Ships	100 Tons = 1 Slot
Capital Ships	150 Tons = 1 Slot
Specialized	+1 Slot
Cargo Locations:	Fuselage Only

Turrets and Hard Points

A turret requires a certain amount of hull space for the installation of the turret and its motor. Turret installation costs are in addition to the installation cost for the weapon installed in the turret. Turrets allow either an 180 degree or 360 degree arc of fire depending upon their placement and design.

Weapons can also be installed in hard points. A hard point is a fixed weapon placement. Hard points do not require additional hull cost beyond the cost to install the weapon and its ammo.

It is perfectly reasonable to add notes into your ship design which provide a few extra points of protection for characters seated inside a hard point.

Turret Hull Cost:	1 Slot
Turret Locations:	Dorsal, Ventral, Fuselage

Damage Points and Tonnage

Chances are that your game system already has a system for determining vehicle damage points. I tie a flat base of vehicle damage points to each class of ship and then tweak the total slightly depending on the ship's airframe and the concept I had for the ship's design.

In the same way ship tonnage is completely arbitrary. I base mine loosely off of historical aircraft and ship models but your game system may already have ship tonnage for starfighters, transports, destroyers and so forth. If your game system already has that worked out, so much the better. Simply modify the engine performance and ship tonnage in the examples to fit your game system's values and you should be ready to go.

Starship Manufacturers Optional Rules

Of course all of the ideas presented in this campaign book are optional. It is up to you as the game director to determine what to include and what to ignore. I enjoy the added detail of having variations between different starship manufacturers in my own campaign and so I have included my reference charts in this chapter for your use.

The scale used for these charts is simple and it is up to you to determine what it exactly means for each starship you design. In my campaign I use a simple sliding scale with average quality meaning no adjustment positive or negative and a minor penalty for sub-standard gear and a minor bonus for quality gear.

Wretched, Poor, Average, Good and Excellent is the scale I used on these charts shown on page 136 and 137.. Most of the starship builders listed on the charts provided here are historic surface ship or aircraft manufacturers from the 1930's and 1940s era. Of course there are many, many ship and aircraft builders who are not shown on this limited list. One has to draw a line somewhere in what one can include in any RPG book. Even so this should provide a game director with sufficient points of reference and examples for building his or her own charts.

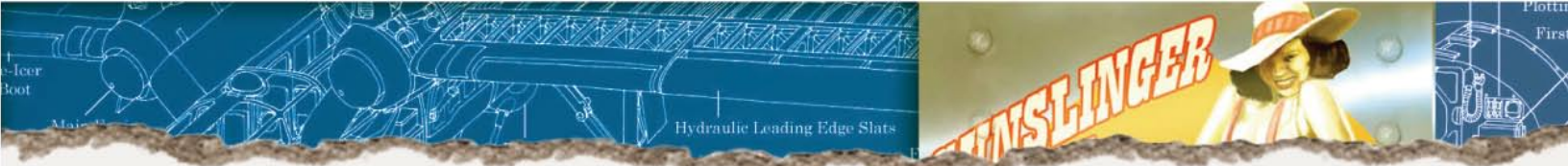
The quality ratings here are absolutely based upon nothing more than what I have used for running my own game. Some of these values were derived from reading about the performance of historic aircraft or surface ships while others are fairly arbitrary and set to achieve the sort of balance and feel I was going for in the setting.

Game directors should not feel tied to these values. Take this as an idea and run with it how you would interpret these values for your own campaign. This material is altogether unimportant if you don't plan to push your character's starship and ships in general into the arena of player characters in the setting. If you barely spend time aboard ship and starship combats are few and far between you might as well ditch this section all together.

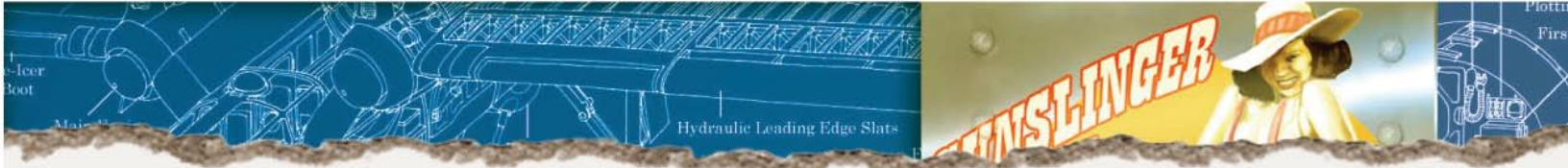
Summary

Starships are not the end all, be all of a Rocketship campaign but they certainly are an important piece of the action. Starships can be as interesting and vital to a party of player characters as a full fledged character. The personality and feel of a ship should mesh well with the style and mood of both the campaign and the players.

The material presented here should be more than sufficient to get your creative wheels turning. Certainly you can launch a campaign using the material just as it is written. As you progress you may find this or that piece which you feel should be tweaked to fit more with your campaign or to bring the setting closer to historical models.



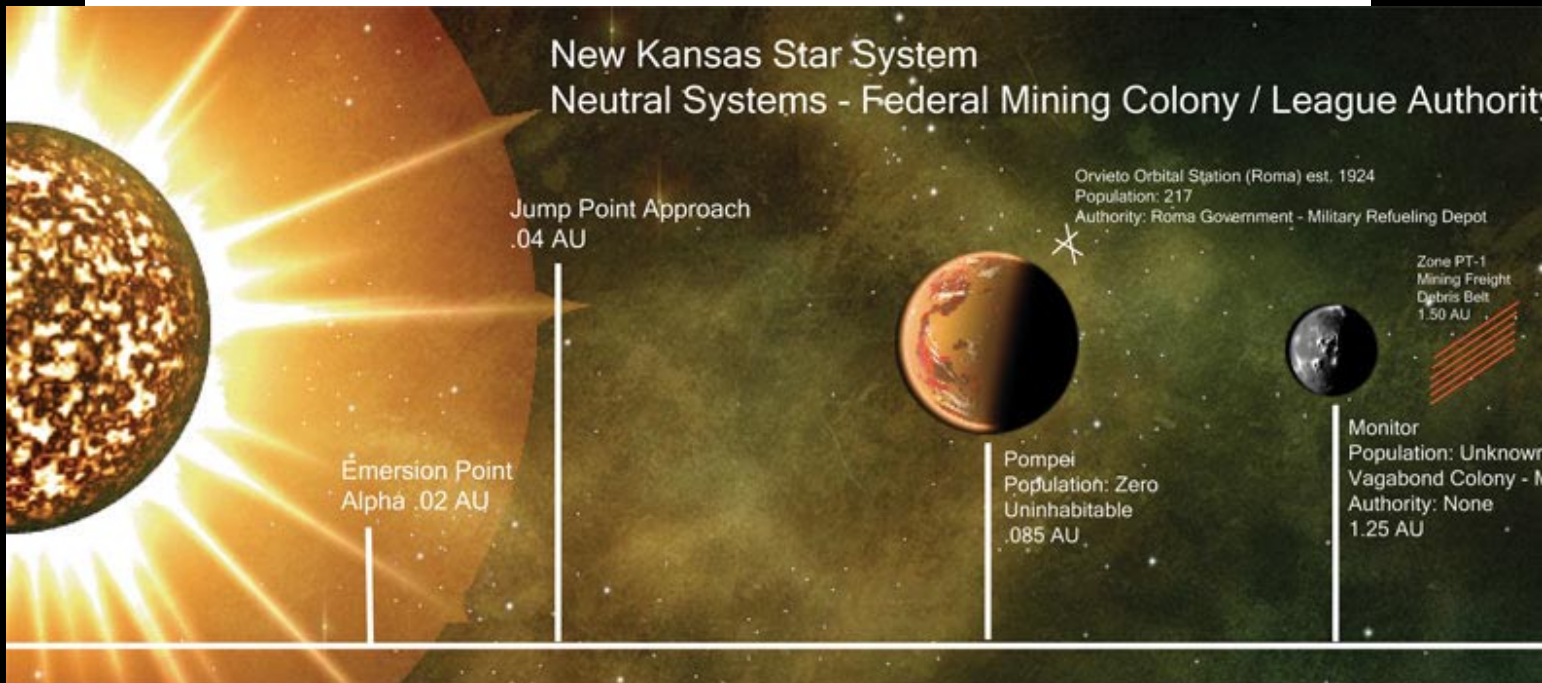
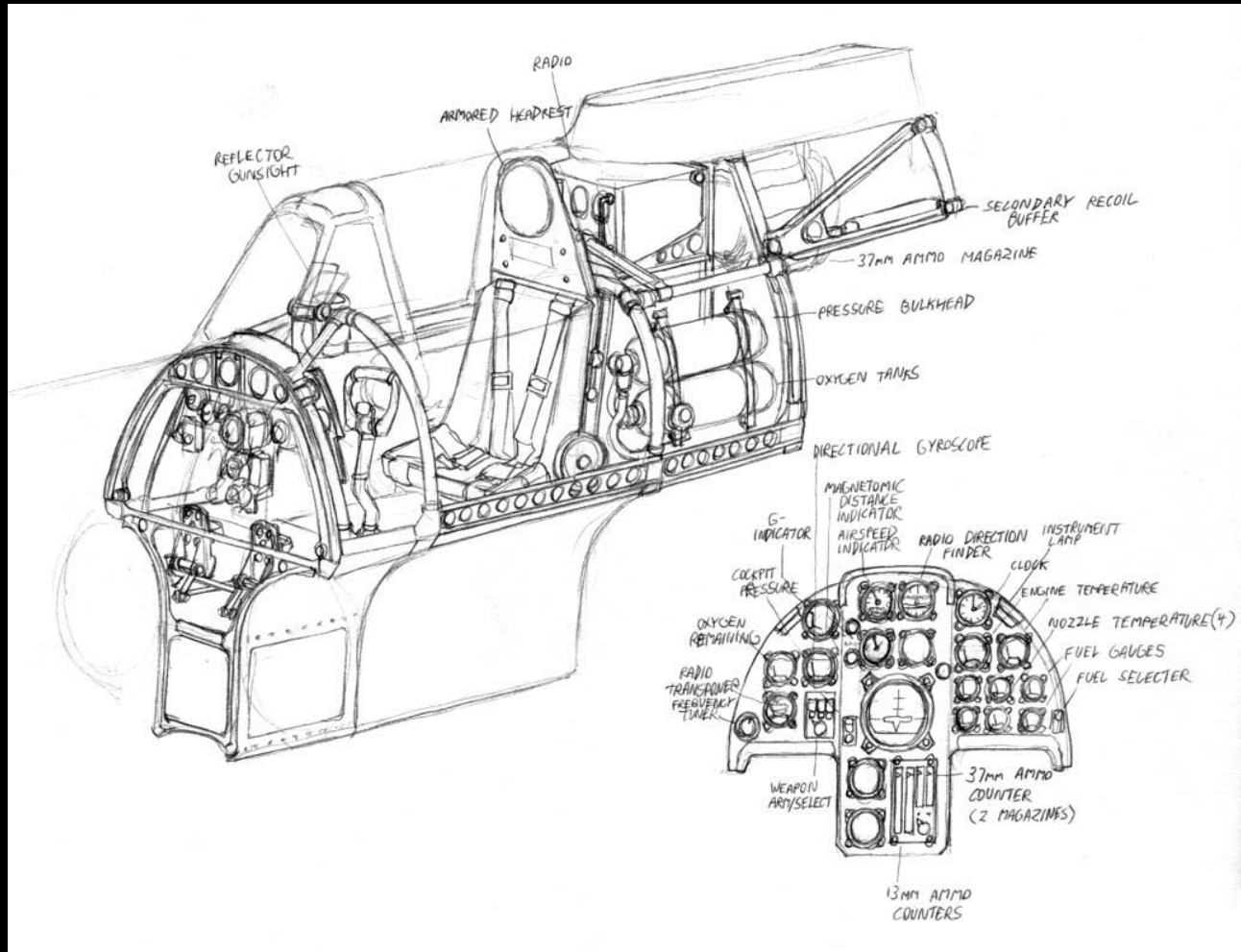
Nation	Manufacturer	Hull	Engines	Weapons	Armor	Systems	Price
China	China Star	Average	Poor	Good	Average	Average	Average
	CAMCO	Poor	Good	Good	Good	Average	High
	Fu-Chau-Fu Arsenal	Average	Poor	Poor	Average	Average	Low
	Kiangnan Arsenal	Average	Poor	Poor	Poor	Average	Low
	Taku Arsenal	Wretched	Wretched	Poor	Poor	Wretched	Cheap
	The Yangtse Works	Wretched	Poor	Poor	Wretched	Wretched	Cheap
France	Augustin Norman an Cie	Average	Average	Average	Average	Average	Average
	Bloch	Average	Good	Average	Average	Good	Average
	Chantiers De Bertange	Average	Average	Average	Average	Average	Average
	Chantiers De Provence	Average	Average	Poor	Average	Good	High
	Chantiers Naval Francais	Average	Average	Poor	Good	Average	High
	Dewoitine	Good	Good	Average	Average	Average	High
	Dyle and Bacalan	Average	Average	Average	Good	Good	High
	Loire	Good	Average	Poor	Average	Good	Average
	Schneider an Cie	Average	Average	Average	Average	Good	High
Japan	Kawasaki	Good	Good	Average	Poor	Average	Average
	Mitsubishi	Good	Good	Average	Poor	Average	Average
	Nakajima	Good	Average	Average	Average	Good	Average
Kingdom of Holland	Fokker	Good	Good	Good	Average	Average	High
	Koninklijke Maatschaapij "de Schelde"	Good	Excellent	Average	Average	Excellent	Expensive
	Maatschaapij "Fijenoord" Rotterdam	Good	Excellent	Average	Average	Excellent	Expensive
Kingdom of Spain	Construcciones Aeronáuticas S.A	Poor	Poor	Wretched	Poor	Average	Cheap
	Cierva	Poor	Average	Poor	Average	Average	Low
	Empresa National Bezan	Wretched	Poor	Wretched	Average	Poor	Low
	González Gil-Pazó	Poor	Average	Poor	Poor	Average	Average

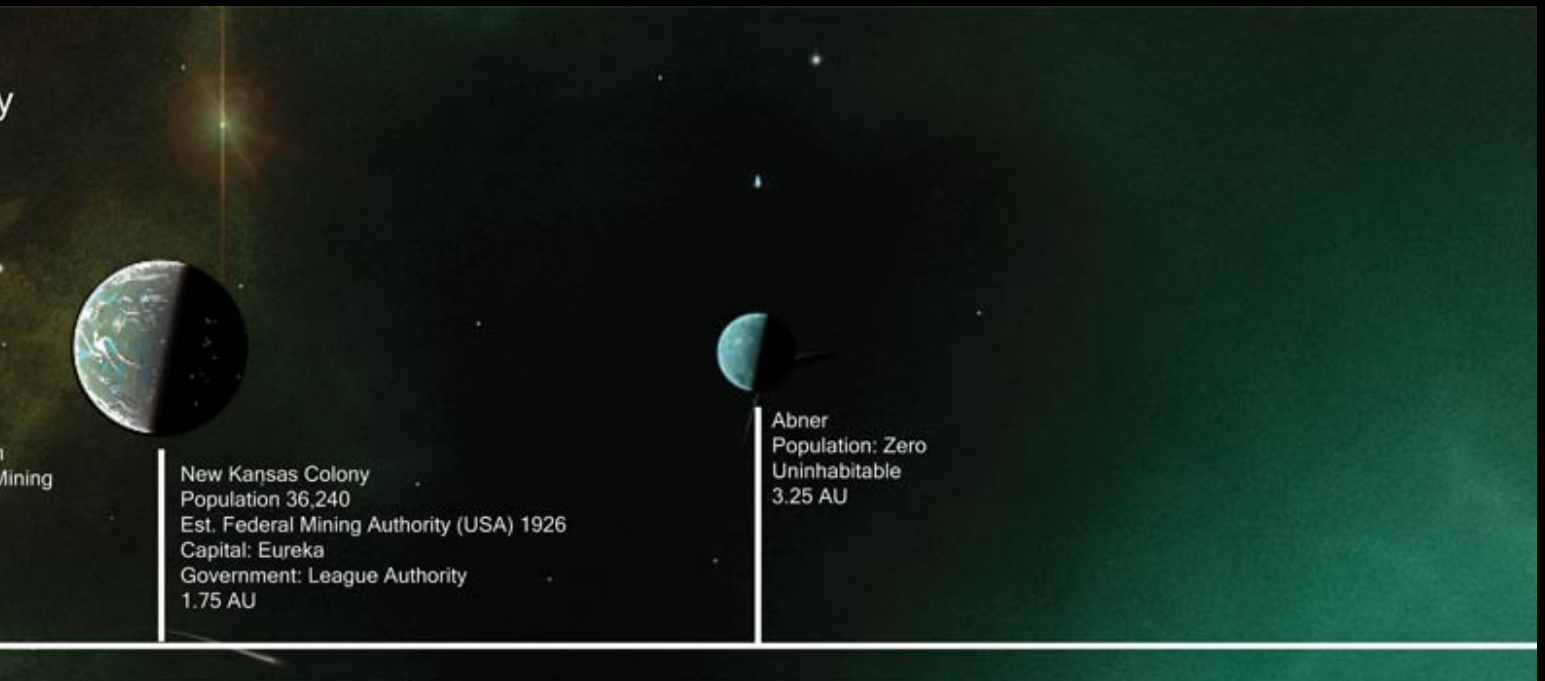


Nation	Manufacturer	Hull	Engines	Weapons	Armor	Systems	Price
Reich	Hispano-Suiza	Good	Good	Excellent	Average	Average	High
	Blohm & Voss	Average	Average	Good	Average	Good	Average
	Dornier	Average	Good	Average	Average	Good	Average
	Deutsche Werke	Average	Average	Poor	Excellent	Average	High
	Focke-Wulf	Average	Good	Good	Average	Good	High
	Heinkel	Average	Good	Average	Good	Good	High
	Junkers	Average	Average	Average	Good	Good	Average
	Messerschmitt	Good	Exceptional	Good	Average	Good	High
Roma	Fiat	Good	Good	Average	Average	Average	High
	Marchetti	Average	Average	Average	Poor	Average	Average
	Piaggio	Average	Poor	Poor	Poor	Average	Low
	Meridionali	Average	Poor	Poor	Wretched	Average	Cheap
	Breda	Average	Good	Poor	Poor	Average	Low
Soviet	Red Star Liner	Wretched	Poor	Poor	Average	Poor	Low
	Soviet Naval Yards	Poor	Average	Good	Excellent	Poor	Average
United Kingdom	Hawker	Good	Good	Average	Poor	Average	Average
	Rolls Merlin	Good	Exceptional	Average	Average	Good	High
	Royal Naval Yards	Good	Good	Good	Average	Good	High
	Spaad	Good	Average	Average	Poor	Average	Average
	Submarine	Good	Average	Average	Poor	Average	Average
United States	Aero	Poor	Average	Average	Average	Average	Average
	Beechcraft	Poor	Good	Average	Average	Average	Average
	Curtis-Douglas	Average	Exceptional	Good	Good	Average	Average
	Consolidated-Ford-Douglas	Poor	Good	Average	Average	Good	Average
	Grumman	Average	Average	Good	Average	Good	High
	Hughes	Good	Good	Average	Average	Exceptional	High
	Martin	Good	Good	Good	Average	Good	High
	North American	Average	Good	Good	Good	Good	High
	Republic	Poor	Good	Good	Good	Good	High

Starship Manufacturing Table 7.17

Chapter Eight: Starship Designs





Rocketship Empires 1936

8

Snubfighters, Starfighters Freighters and Free Traders

Chapter eight is devoted to several examples of starships that actors might encounter or operate during a Rocketship Empires 1936 campaign. These vessels are built using the equipment listed in chapter seven and follows the guidelines laid out for hull slots and plug and play ship building.

Once you have plugged into the charts the specific range modifiers, damage dice and stats using the rules from your game system of choice it should be a fairly easy matter to note the performance of each of the ships provided here. Not every game system includes a starship combat system. I recommend that you kitbash in one from another system or modify a vehicle combat system to apply to starships.

The Hurricane

The first Hurricane was developed in 1928 by Sydney Camm. His early designs on the Fury series starfighter line focused on a single Class A - hybrid engine mounted in the tail section. Despite successful combat trials fighter pilots found the Hurricane I to be sensitive and unstable during atmospheric maneuvers. (-2 penalty to all atmospheric flight characteristics.) Ultimately many of the Hurricane I models were refitted with a medium airframe and armor which limited the Hurricane 1M (Type1 Modified) to space faring duty only. In the Royal Fleet the modified Hurricane 1M fills the role of a medium fighter launched and supported by the carriers of the royal fleet.

In 1934 the Hawker Spacecraft Company and their primary scientist Sydney Camm, designed the Hurricane II, which featured twin Class A hybrid engines mounted close in on the wings. The twin engine design greatly improved the fighter's stability during atmospheric maneuvers while improving the speed and the range of the starfighter. In the Hurricane II the Hawker Spacecraft Company may finally have the strong, maneuverable multi-role starfighter that the royal navy has been looking for.

Hurricane I

The 1928 Hurricane I, constructed by Hawker Aircraft is the company's first venture into a dual role, light starfighter design. The model one has been in active service for eight

years, functioning as the primary line starfighter for Her Majesty's Royal Navy. The instability of the Hurricane I in atmospheric combat is the only significant drawback on the design but has encouraged naval engineers to modify many of these starfighters into heavier fighters limited to space combat.

Hurricane Snub fighter (Starship Sheet)

Snub fighter Class / Slots and Locations (Template)

Cockpit	5 slots
Nose Hard point	4 slots
Left Wing Hard point	1 slot
Right Wing Hard point	1 slot
Fuselage	3 slots

Hurricane I Snub fighter / Slots and Locations

Cockpit	1 Slot	Hybrid Radio
	1 Slot	Fire Control System
	1 Slot	Pilot Ejection System
	2 Slots	Osprey II Sensors
	2 Slots	Browning .303 Light
Nose	1 Slot	Browning .303 Light
	2 Slots	Hispano Mark II
	1 Slot	Fuel
Left Wing	1 Slot	Browning .303 Ammo
Right Wing	1 Slot	Reserve - 10 Bursts
Fuselage	0 Cost	Light Airframe
	2 Slots	Type A Drive
	1 Slot	Light Armor / Bolted
	3.5 Tons	
Tonnage	FAST	
Tactical Speed	12 mm Armored Plate	
Pilot Protection	*Behind the seat.	
	30 mm Armored Windscreen	
	Hegemony	

The Hurricane I features two Browning .303 light guns and a Hispano Mark II Cannon mounted in the nose. The weapons are designed to be fired selectively (separately) or linked (as one attack).

The Hurricane I model features only minimal armor with a 12mm back plate and a 30 mm external bolted armored windscreen to provide some additional measure of protection to the cockpit.

The 1928 Hurricane I model is old enough and quirky enough in design to be found for sale here and there at military auctions from a variety of different dealers. The royal navy ceased production on the 1928 Hurricane I in 1934 but Hawker continues to produce numbers of these starfighters for exportation to a wide variety of buyers. The 1928 mod-



el Hurricane I remains a favorite among private enforcers, bounty hunters, prospectors and sadly, pirates. The 1928 model Hurricane I is well known as an affordable starfighter in many sectors of space.

The Hawker Spacecraft Company constructed nearly 15,000 of these type I starfighters between 1928 and 1936. The Royal Fleet maintains only 250 of the original Type I design with another 500 of the Hurricane IM's in active service on carriers or space stations. The Hurricane IM remains a staple if aged starfighter used in protecting the space lanes and merchant convoys of the British Star Empire.

The Hurricane I with its single tail mounted engine, is unstable in atmospheric flight providing a -2 penalty on piloting rolls during atmospheric combat maneuvers. The slight instability of the Hurricane I coupled with the inherently poor targeting design which remains in all Hawker starships makes the gunnery platform of the Hurricane unstable with a -3 modifier to all gunnery rolls (attack rolls) during atmospheric combat.

**Modifiers are presented as an example only. These may come in handy for game masters forced to adopt or build*

their own starship combat system.

Hurricane IM (Type 1 Modified)

The Hurricane IM is simply a Hurricane I that has been pulled into the British naval yards and had its airframe strengthened and heavier armor plates installed over its flight surfaces.

Tampering with the airframe during the refitting process eliminated the reliability of the Hurricane IM's stability during atmospheric flight. The rebuild of the airframe introduced a significant vibration in the starfighter, particularly during atmospheric re-entry which has resulted in the loss of several test flights. The Hurricane IM's significant vibration added to her already unstable design earned her the nickname of the "Shimmying Mini" among British crews.

The Hurricane IM has been removed from its role as an atmospheric capable starfighter and is carried solely on British Star Empire carriers and orbital bases as a space based starfighter.

Pilots attempting to fly the Hurricane IM in atmo-



sphere face a penalty to all flight maneuvers, including simple take off and landing maneuvers. The vibration kicks in and becomes noticeable any time the Hurricane IM exceeds a combat move of 150 kph, a speed which is abysmally slow for a starfighter of any type. The vibration will make any gunnery attempts face a penalty to attack rolls.

Attempting an atmospheric re-entry in a Hurricane 1M requires the pilot to succeed at a piloting roll or face the vessel taking the effects of a collision. In most cases a critically failed piloting control roll in atmosphere will equate to the Hurricane IM shaking itself into pieces. Few pilots are willing to risk this while flying this version of the starfighter.

Hurricane II

The Hurricane II is a fairly new starfighter. Production of the Hurricane II began in 1934 and currently the Royal Fleet has 500 of these dual role, light starfighters within its fighter assets. Hawker Spacecraft has sold an additional 500 of these starfighters to allied governments, most significantly to the French Star Republic. In late 1935, 100 of the Hurricane II starfighters were purchased by the Chinese for service in their defense forces and for use in combat against the communist insurgents within their territories. The royal families of New Spain and Holland have also purchased the Hurricane II to supplement their rapidly aging starfighter assets but not in large numbers.

Hurricane Snub fighter (Starship Sheet)

Starfighter Class / Slots and Locations (Template)

Cockpit	5 slots
Nose Hard point	4 slots
Left Wing Hard point	2 slots
Right Wing Hard point	2 slots
Fuselage	2 slots
Tail Hard point	2 slots

Hurricane II / Slots and Locations

Cockpit	1 Slot	Hybrid Radio
	1 Slot	Fire Control System
	1 Slot	Pilot Ejection System
	2 Slots	Osprey II Sensors
Nose	1 Slot	Browning .303 Light
	1 Slot	Browning .303 Light
	2 Slots	Hispano Mark II
Left Wing	2 Slots	Type A Drive
Right Wing	2 Slots	Type A Drive
Fuselage	0 Cost	Light Airframe
	1 Slot	Fuel
	1 Slot	Light Armor / Bolted
Tail	1 Slot	Copilot Ejection System

1 Slot	Secondary Controls
	5 Ton Cargo Bay + Ammo Reserve .303 Light Additional 10 Bursts
Tonnage	5 Tons
Tactical Speed	FAST
Pilot Protection	12 mm Armored Plate *Behind the seat. 30 mm Armored Windscreen Hegemony

Fixing the instability problem in the starfighter through the addition of a twin engine design is not the only improvement on the Hurricane II. Requests from private customers created a second seat behind the pilot in the cockpit area where a single passenger or observer can be transported within the Hurricane II.

While the Hurricane II has a nearly identical profile or look to the Hurricane I the installation of the twin engine design and the expansion of the cockpit to accommodate a co-pilot has increased the size of the starfighter.

If a Hurricane I and a Hurricane II are sitting next to one another on the runway of a starport the Hurricane II sits approximately fifteen percent larger in scale than the Hurricane I and falls into the class of a full scale starfighter rather than a snub fighter. The Hurricane II is a stable starfighter which receives neither penalties nor bonuses to piloting rolls during atmospheric combat. The Hurricane II functions normally for a starfighter in space combat.

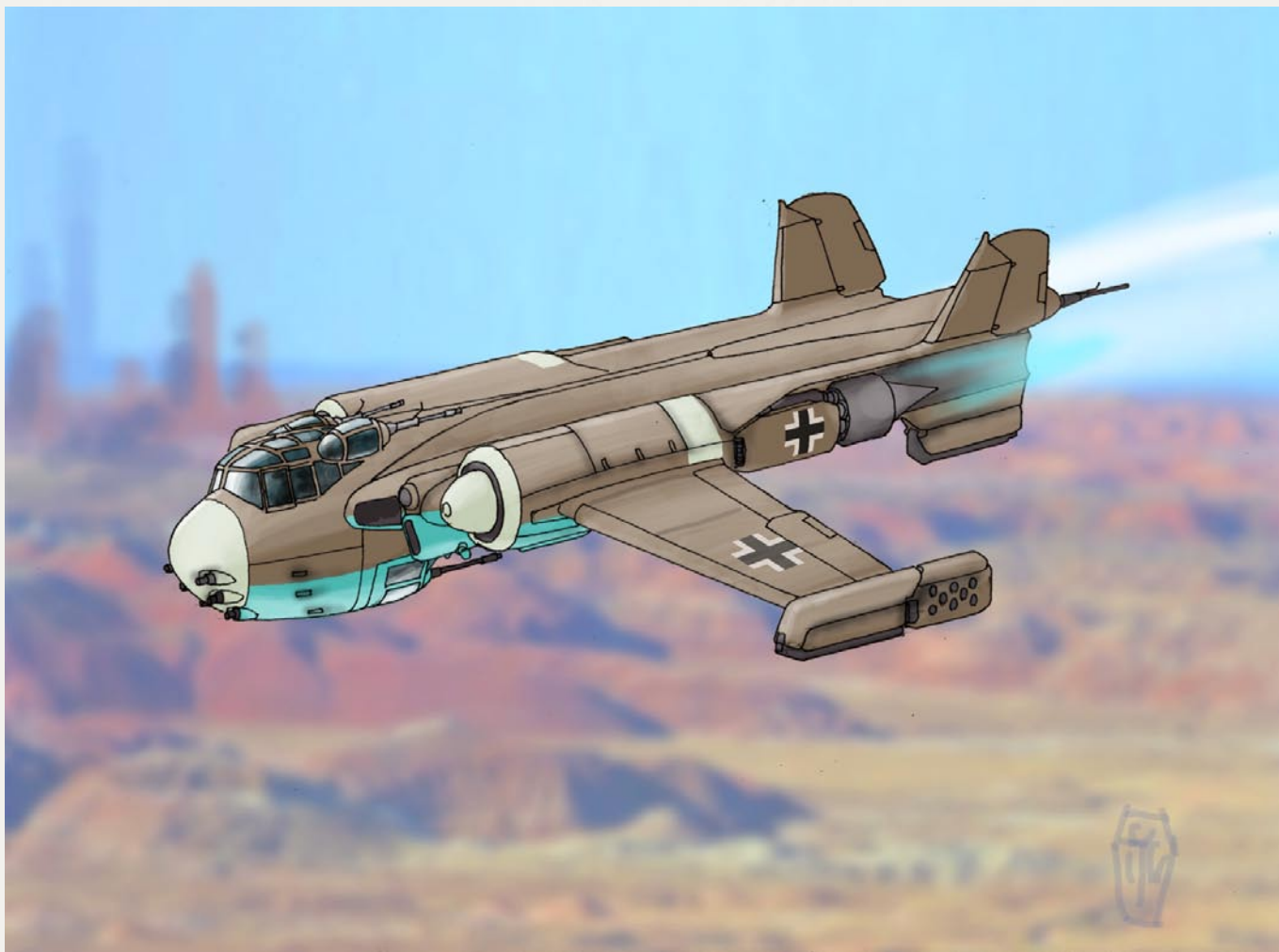
The Hurricane II suffers from the same low quality in its targeting capabilities as all Fury series starfighters. Because the Hurricane II is more stable it suffers only a lower penalty to attack rolls than the Hurricane I or IM.

Pilot's Walk-Through

The Hawker Hurricane I is constructed with a light airframe and a light covering of bolted armor.

The light airframe of the Hurricane I provides it with an improve initiative bonus and speed reflected on the ship's combat record. The installation of the engine into the tail however was insufficiently engineered and the resulting tendency of the ship to yaw during flight not only eliminated the control bonus a light airframe normally provides, it created a penalty.

Hawker as a starship manufacturer (see the manufacture table on page 137) is rated average or good in most aspects of its ship construction with the exception of its armor quality which receives a poor rating.



Hawker receives this poor rating because it still relies on the earliest bolted armor installation techniques developed in the early 1920's for all of its starships designs. The bolted armor installation increases the chance of an enemy scoring a critical hit by +2. Thus an enemy firing a weapon that normally scores a critical on a natural roll of a 20 scores a critical hit against any model of Hurricane on an 18, 19 or 20.

"Good pilots don't get hit"; seems to be the unfortunate prevailing school of thought within the starfighter command of the British Star Empire.

Do 17E and F Valkyrie

The Dornier Do 17 was developed by the Dornier Spacecraft Company in an attempt to enter the market for contracts building starships and starfighters for lucrative Reich ministry programs. The Do17 was constructed to be a fast, twin engine spacecraft to compete with the designs of the Heinkel HE 70 Blitz and the Focke-Wulf FW 200 Conдор.

Do-17 Assault roars into action in Spain: M. Doscher

In order to compete with these top notch spacecraft the Do 17 was designed with a fuselage that was as narrow as possible in order to reduce drag and improve speed performance in atmosphere. The first production run of Do 17's were used as passenger and courier transports for short hops between planets in system. The spacecraft was so skinny that passengers complained that it was terribly uncomfortable and that they had a horrible time clambering into and out of it.

In the fall of 1933 a Luftwaffe pilot, Flugkapitan Untucht, visited the Dornier plant and test flew one of the early model Do 17's. He believed that the spacecraft had potential to serve as a reconnaissance spacecraft and a light bomber. Soon the RLM (German Air Ministry) asked Dornier to demonstrate the Do 17. The demonstrations went well and the craft was looked upon as the first example of the schnell-bomber concept, bombers and fast assault transports which would retain the speed advantage due to their extra power and possess the ability to outrun fighters.



The Do 17E and F

The Do 17 E-1 features the excellent Daimler Benz DB 600 Hybrid Gravity Drive (Modified Type-Bs). A pair of these outstanding engines are mounted close in against the fuselage. They are unfortunately often in short supply and only a limited number of Do 17E's have been finished while full lots of them sit on the Dornier production floor waiting for engines.

Only fifty Do 17E's have become operational since 1933 and all of these have been transferred into service under the Legion Condore.

The Do 17F-1 is the reconnaissance version of the spacecraft. Instead of the Daimler Benz Drive it is outfitted with the older and fairly insubstantial BMW V1 Gravity Drive which has been in service since 1928. With the RLM cutting corners in production the Do 17F-1 immediately lost its speed advantage, the purpose for the spacecraft's design in the first place.

Dornier is currently testing the feasibility of producing a new Do 17L model with the brand new BMW Bravo 323A-Fafnir engine which will boost the speed and power of the spacecraft back to respectable levels.

200 production models of the slower Do 17F-1 have come into service. One hundred and fifty of these craft have been placed under the command of the Legion Condor. The Legion Condor has chosen to modify half of these starships to perform as military transports, capable of carrying twenty troops or ten troops and a small vehicle (scout car) secured within its narrow passenger compartment.

Do 17F-1 Assault (Starship Sheet)

Fast Transport Class / Slots and Locations (Template)

Cockpit	5 slots
Nose Hard point	6 slots
Dorsal Hard point	2 slots
Ventral Hard point	2 slots
Left Wing Hard point	2 slots
Right Wing Hard point	2 slots
Fuselage	6 slots
Tail Hard point	3 slots

Do 17F-1 Assault / Slots and Locations

Cockpit	1 Slot	Hybrid Radio
	1 Slot	Fire Control System
	1 Slot	8mm Astrosteel Armored "bathtub"
	2 Slots	Freya FuMG 39G Sensor

Nose	4 Slots	MG 81 x4
	2 Slots	MG 131 x2
Dorsal Hard point	1 Slot	MG 131
	1 Slot	MG 131
Ventral Hard point	1 Slot	MG 81
	1 Slot	5 Ton Crew Cargo
Left Wing	2 Slots	Type B BMW V1
Right Wing	2 Slots	Type B BMW V1
Fuselage	0 Cost	Light Airframe
	1 Slot	Fuel 1,000 Liters
	1 Slot	Light Armor / Welded
	2 Slots	Crew Quarters (5)
	1 Slot	Troop Benches (16 Troop Squad)
	1 Slot	10 Ton Vehicle Bay
Tail	1 Slot	Fuel 1,000 Liters
Tonnage	15 Tons	
Tactical Speed	BMW Bravo 323A = BLAZING (-)	
	Daimler Benz = FAST (+)	
	BMW V1 = FAST	
Crew Protection	10 mm armored plate in rear of the cockpit.	
	20 mm glass steel windscreen	
	8mm Astrosteel armored bathtub in cockpit.	

Note: All three engines are based on the standard Type-B drive. Both the BMW V1 and Daimler Benz engines gain in sturdiness versus damage and critical hits. All three engines enjoy a 10% increase in range over the standard Type-B (out of the box) but both the Daimler Benz and BMW V1 suffer in tactical speed. The BMW Bravo 323A is the first design to enjoy all of the additional sturdiness and 10% increase in range while retaining the standard engine's velocity at tactical speeds.

Remember the entire point of the Do-17 project is the production of a light bomber or assault transport that is so fast that it can outrun most of the starfighters currently employed by France and England. Only the Do-17F equipped with the BMW Bravo 323A engines truly achieves this goal although Do-17 models equipped with the original Daimler Benz engines come close. The BMW V1 while fast for a vessel of this size can only hope to outrun the slowest and most out dated of starfighters.

Pilot's Walk-Through

Dornier is a privately held starship and starfighter manufacturing concern that transitioned all of its production facilities over to space program designs in 1924.

The firm is in a mixed position, enjoying the massive influx of business related to the Reich's space armaments



programs while facing constant meddling in the availability of critical components by the RLM.

Left to its own devices; Dornier is known to produce reasonable hull designs, no better or worse than most with solid well performing engines. Weapon installations and armor installations by Dornier are respectable in quality while their on-board systems (sensor systems, cockpit and emergency system designs) are above average. Dornier ships can be found for average prices when they reach the larger consumer market. Dornier has sold 50 of the Do 17F-1 Reconnaissance vessels to a variety of customers.

Engines

Dornier prefers to purchase engine installations from the German Daimler Benz company which provides superior engine designs and upgrades. Daimler Benz has been exceptionally successful in exploring the hybrid gravity drive technology and how best to install it for maximum performance on human starships.

Unfortunately for Dornier the success of the Daimler plants has caught the eye of the RLM which has pushed Daimler to higher and higher production marks for Bf 109 fighters. Constant pressure from the RLM to produce larger and larger quantities of fighter engines has forced Daimler to push back orders from Dornier. This has created an artificial shortage of engines for the core design of the Do 17E-1.

The twin Daimler Benz DB 600 Type C Gravity Drives on the light framed, light armored Do 17E-1 makes this light attack bomber exceptionally fast. The Do 17E-1 is so fast that it qualifies as the first true *schnelbomber*. With its already high end tactical move and the ability to reach speeds exceeding that of most fighters built prior to 1930 (when the ship's WEP is engaged) the ship can out run almost every fighter in the air in the current conflict in Spanish space.

Armor

The Do-17E is constructed with a light airframe and light / joint welded armor. The Do-17E's joint welded armor construction is superior to the bolted armor found on most of the aging starfighters flying in the skies over New Madrid but it is in no way top of the line. Joint welded armor still creates a +1 increase in the chance of a critical hit being scored against this starship. Weapons that normally score a critical hit on a 20 will score a critical hit on a 19 or 20 against this craft.

Cockpit

Dornier attempts to make up for the light armor of

this bomber by installing some modest additional protection into the cockpit. The pilot and co-pilots positions and sensor / radio room are protected by a 10 mm armored plate mounted in the rear of the cabin and a 20mm glass steel, exterior, bolted armor windscreen.

This protection provides the crew with an additional 13 points of Hardness against critical hits that strike the cockpit or sensor compartment.

The Do 17E's martian construction materials and armor reinforcement provides sufficient protection that small arms fire and attacks from human technology anti aircraft guns on the ground do not pose much of a threat to the flight crew.

Airlocks and hatches

A small airlock similar to a hatch found on a terrestrial u-boat is located in the floor of the cockpit just behind the pilot and co-pilot's chairs. This hatch is secured from the inside during flight. A second airlock is installed in the bomb bay section near the tail of the ship. Both airlocks are positioned in the belly of the vessel and docking in space is conducted belly down. Fuel and bomb bay access are all designed with belly down ports and hatchways.

Weapons

The Do 17F-1 is armed with two MG 81's and four MG 131's mounted in the ship's nose. The two light MG 81's and the four medium MG 131's can be fired in separate linked sets or all together by the pilot.

The machine guns on the Do 17F-1 all fire in an automatic fire setting at all times. Gunners and the pilot may take advantage of autofire related feats if they possess them.

Despite the impressive looking assembly of guns on the nose of the Do 17E it has no expanded internal ammunition reserve. All of the guns both in the nose and in the turrets of the Do 17E only have the most basic 10 burst ammunition supply. For this reason most pilots prefer to break the use of the nose guns up into two groups to greater extend the ammunition supply during combat. Unfortunately this greatly reduces the firepower of the ship making its potentially impressive firepower only average.

Two dorsal guns are fixed just behind the cockpit in a rear facing. These are occupied by the co-pilot and first gunner during combat. Each turret carries a single medium MG 131 with a basic ammunition capacity for 10 bursts. These are fixed weapon placements with an arc of fire limited to a 90 degree coverage of the rear only.



A single ventral gun is located just below and to the rear of the cockpit. This light MG 81 has only a basic ammunition capacity for 10 bursts and is a fixed position with only a 90 degree arc of fire towards the craft's rear.

The light weapon and single turret in the belly make the Do 17E vulnerable to attacks from this angle and from the flanks. The limited firing arc of all of the rear facing turrets (none of them can traverse a full 180 degree firing arc) makes the ship vulnerable from strafing attacks from the side where the Do 17E carries zero defensive firepower.

Overall the Do 17E has been designed to rely on its speed and not its firepower to survive in combat and pilots and crews should well remember this fact.

Bomb load

The Do 17E is designed to carry a five hundred pound bomb load. This is frankly an almost ridiculously low bomb load for a starship built after 1925. The bomb payload in the Do 17E is just barely 25 percent higher than the bomb capacity of the larger human bi-plane bombers of the Great War. The light bomb load restricts the Do 17E to flying tactical bombing missions putting pressure on the bombardier to place their payload with nearly pinpoint accuracy. When forced to take part in a more strategic bombing run against factories or city targets the crews of the Do 17E's are forced to make the run over and over and over again to achieve the same effect that other slower but much more effective bombers can achieve in a single run.

Sensors and radio

The cockpit is divided into two chambers, the forward chamber where the pilot and co-pilot sit during flight and a rear chamber where one of the two gunners mans the sensor and radio station in shifts.

The Do 17E is outfitted with a hybrid radio system that is capable of transmitting instantly throughout a star system on a scrambled range of frequencies.

The Do 17E carries the advanced Seetakt II Radar System, which is a hybrid sensor system containing Martian sensor technology. The Seetakt II has a sensor range of 100 kilometers, well over ten times the range of purely human radar models.

The Seetakt system is designed to be effect during planetary missions but has too short of a range to be of any use spotting enemy targets in space. Clearly the Do 17E was designed to fight in planetary combat while its gravity drive system allows the ship to be relocated from one system to the next with relative ease. In space based operations the

Do 17E typically operates with a spotter ship outfitted with a more advanced and long range sensor capable of tracking vessels and their movements out to 1 AU. The spotter vessel will guide the rest of the flight in to a space based target or help the wing avoid contact, whichever is most appropriate under the circumstances.

Crew quarters

The crew quarters for the Do 17E are located in a single cabin directly below the cockpit. The chamber is cramped compared to the crew quarters on other bomber class starships as it incorporates the ship's galley and a meeting table in the center flanked by individual hammocks and lockers on the sides. During space flight operations the crew works in shifts with two on and two off. One flyer must remain at the controls of the starship and one crew member mans the ship's sensor and radio. Once the ship enters jump space the sensors and radio no longer need be manned. This allows the crew to break up the length of their shifts a bit more.

The Do 17F-1 Assault is filled with a 10 ton cargo bay dedicated to bench seating and weapons lockers for carrying up to 16 troopers (one squad) into combat. The assault bay is not designed for long trips through jump space. It is specifically designed for shuttling troops already within a star system or on a planetary base to a hot combat drop in the same system over a matter of hours or at most a few days.

In addition the Do 17F-1 Assault has a rear loading 10 ton vehicle bay. This can contain (by way of example) a Panzer II light tank with associated ammo and some additional fuel into combat. With the vehicle bay empty the vessel can be rigged to carry either additional supplies for its squad or a second squad of 16 troopers into combat.

Almost as an after thought a dorsal mounted pressure hatch can be opened during atmo-flight ops to allow a standard machine gun crew a position for covering the area surrounding the vehicle while troops load or off load. This hatch must be closed during flight.

Miscellaneous

Crews on board the Do 17E carry additional belts of ammunition for their guns. Most crews carry at least ten belts of ammo stored in ammo cans in storage compartments located under the cockpit deck. During combat a gunner can run and fetch an ammo can to reload one of the rear guns. This operation takes two full combat rounds. One for the gunner to go get the ammo and bring it back and one for the two crewmen to reload the gun. The nose mounted guns of the Do 17E can not be reloaded while the vessel is in flight. Access to the gun feeds of these weapons is from the exte-

The Piranha is in fact an entire range of privately manufactured starfighters copied after the R-1 Super Sportster model racing ship which won the Thompson trophy in 1931 and 1932. The starship's small and unusual design pegged it as the fastest human snub fighter class ship in 1931, 1932 and to a large extent in 1933.

At its core the Piranha is a concept craft whereby a designer paired the smallest current snub fighter design with a stripped down Type-B drive intended for a much, larger starship.

light machine gun weapons in the nose and a spinal or wing mounted cannons with an extremely low ammunition capacity. The vast majority of these snub fighters are built with older stripped out engines, saving on tonnage and cost while maximizing speed. The off shoot of course is that very few of these ships have the ability to perform jump travel.

Piranha Model Snub fighter
Manufacturer: Fu-Chau-Fu Arsenal

Cockpit	4 slots	
Nose Hard point		4 (2) slots
Left Wing Hard point	1 slot	
Right Wing Hard point	1 slot	
Dorsal Hard point	1 slot	
Fuselage	3 (5) slots	

Cockpit	1 slot	Fire Control System
	1 slot	French Pilot Ejection Kit
	1 slot	Hybrid Radio
	1 slot	Pelican Sensor System
Nose	1 slot	Japanese Type 92 (Light)
	1 slot	Japanese Type 92 (Light)
	2 slots	Shifted to Fuselage for engine installation
Left Wing	1 slot	Type A drive (stripped)





Right Wing	1 slot	Type A drive (stripped)
Dorsal	1 slot	Soviet shVak 20mm*
Fuselage	2 slots	Type-B drive (stripped)
	1 slot	Fuel 1,000 Liters
	0 slot	Light Airframe
	1 slot	Light Armor / Bolted
	1 slot	Light Hybrid Sensor/Radio Jammer
Size	4 Tons	
Tactical Speed	BLAZING (-)	

The Sha Yu is a Chinese built snub fighter which finds its way into the hands of mercenaries, local system defense squadrons in remote regions, corporate security starfighter wings and pirates. In fact the Sha Yu has gained something of a reputation as the starfighter of choice for the Qin Shadow Pirate syndicate operating in various corners of space.

The Sha Yu's one Type-B and two Type-A stripped down drives provide it with a speed equivalent of two Type-B gravity drives (Blazing -). This speed varies from fighter to fighter as Fu-Chau-Fu has something of a reputation of producing ships which hit and miss around the performance goals of its space craft, particularly in the arena of engine performance. As Chinese designs go the Sha Yu's are largely custom designs even though they are fairly widespread. Simple components like mountings and joints on a 1933 model may vary wildly from a 1934 ship of the same type and class.

Two best features of this snub fighter are its relatively cheap cost for what one gets compared to similar fighters and its excellent speed.

The spinal mounted cannon on the Sha Yu has a simple spring fed chamber which holds only twenty rounds. This requires the crew to hand load the weapon while the vessel is on the ground one round at a time. The cannon only has enough ammunition to fire four bursts from its cannon. The light guns in the nose are decent against ground vehicles and normal human targets but somewhat under powered, even against other starfighters. The nose guns are almost worthless against larger vessels and the Sha Yu raider almost solely depends on racing in close and unloading his spinal mounted cannon into a target's engines in order to incapacitate it sufficiently for a boarding party by a partnered fast transport or atmo-capable pirate vessel.



BLOCH MB 151



Historically the MB 150 remained a prototype through 1936. In the Rocketship universe this fighter design by Morane-Saulnier entered production with the MB 151 model in 1933. It features a pair of Gnome-Rhone 14N Type-A gravity drives and is interesting in that the design almost universally includes full scale jump capable engines rather than the stripped down / system only versions favored by other starfighter builders.

By 1936 almost five hundred of these have entered service in the fleet of the French Star Republic. Most notably these fighters are favored by the Monarchist faction operating fleets in French space. An unknown additional number of these starfighters have been exported into the fleets of a variety of military and corporate buyers.

A number of these have shown up in the squadrons fighting on all sides of the conflict in the Kingdom of Spain. In general the MB 151, which remains heavily influenced by earlier 1920's period starfighter designs, has performed horribly against the modern Bf 109's at the core of the Reich's starfighter wings operating in that theatre.

Against classic bi-plane style wing starfighters from the 1920's era the MB 150 performs well. It is possible that the design requires only a few minor modifications in order to turn and maneuver sufficiently to give the faster and tighter turning Bf 109 considerable trouble. The starfighter's performance in Spain has not raised sufficient attention in the French Star Republic to demand these upgrades. For now the fighter is heralded as the most modern starfighter currently built by the French. Other French manufacturers look towards the fighter's performance against older model craft and seek to emulate the current design rather than at the obvious red flags raised by its performance against Reich starfighters in Spain.

BLOCH MB 151 Starfighter (Starship Sheet)

Starfighter Class / Slots and Locations (Template)

Cockpit	5 slots
Nose Hard point	4 slots
Left Wing Hard point	3 slots
Right Wing Hard point	3 slots
Fuselage	4 slots

Bloch MB 151 / Slots and Locations

Cockpit	1 Slot	Hybrid Radio
	1 Slot	Fire Control System
	1 Slot	French Ejection System
	2 Slots	Rapier Ship Sensors
	2 Slot	British Type 282 Passive Sensor
Nose	1 Slot	Ammo Reserve 10 Bursts
	1 Slot	1,000 Liters Fuel
	2 Slots	Type A Drive
Left Wing	1 Slot	7.5 MAC 1934
	2 Slots	Type A Drive
	1 Slot	7.5 MAC 1934
Right Wing	1 Slot	Medium Airframe
	2 Slots	2,000 Liters Fuel
	1 Slot	Light Armor / Bolted
Fuselage	6 Tons	
Tonnage	FAST	
Tactical Speed	8 mm Armored Plate	
Pilot Protection	*Behind the seat.	
	30 mm Armored Windscreen	
	Hegemony	

One of the major flaws in the MB 151's design is its reliance on sensors for pilot information regarding enemy fighters instead of good old fashioned field of vision. The cockpit presents poor visibility to the rear to begin with which is further hindered by the twin full scale jump engines mounted close in on the craft's wing. Add to this the tall fins thrust upwards on the ends of the wing tips and it has one of the worst field's of vision during close dogfighting combats of any modern starfighter. Only the poor visibility of the bi-plane style wing configurations on early 1920's starfighters is worse.

The MB 151 benefits from the addition of an imported British Type 282 passive sensor package mounted in the nose. This allows the MB 151 an ability to detect incoming vessels and enemy fighters using active hybrid sensors that many other starfighters simply do not possess.

The MB 151 was built with the idea in mind that future French squadrons would possess the ability to jump on

their own in short hops between star systems. Because of this the design benefits from what can only be described as a fairly spacious cabin arrangement. The seat is capable of being moved to the rear of the cabin which features an additional six feet of space complete with wall and floor lockers for holding supplies and equipment.

The cockpit has quite a bit of head room. At the rear it is tall enough for a six foot pilot to stand fully erect, allowing some ability to stand up, stretch, run in place or exercise in place during a jump flight lasting several days. Even so the experience of jump space travel aboard the 151 presents no picnic to the lonely pilot manning the craft.

The added cabin space makes the 151 a popular vessel for bounty hunters and others seeking a starfighter class vessel with low fuel and operational costs, speed and decent combat performance against civilian craft or older fighters. Modified private versions further expand the cockpit into the fuselage area, sacrificing some fuel capacity for sufficient room for a second crewman, locker space and even a very cramped bunk space for sleeping.

Lockheed Martin Model 14 Super Electra and Hudson Armed Recon / Survey



The Super Electra is a scaled up version of the original Electra civilian transport first put into service in 1929. This type of civilian transport has seen service in the service of a wide variety of nations and private crews including a polish crew which set a record in 1930 for the longest single jump previously recorded. (Twenty four light years in a single jump.) The polish record established the beginnings of long haul commercial transport although much of that business has been invested into shorter hops performed consecutively from system to system.

The civilian version of this starship is outfitted for a three person crew (two flight crew and a steward). Passen-



ger models typically feature decent sized and reasonably comfortable accommodations and carry between twelve and sixteen passengers. Civilian transports of the Electra and Super Electra are usually designed either as cargo haulers or as passenger transports but not as both.

The dangers present in free space encouraged the creation of the military version or Hudson Armed Recon / Survey vessel a good four years prior to its historical inception. The Hudson was built as a moderately armed and sturdy military recon or civilian survey vessel capable of providing its crew with a certain security when operating in unexplored or lightly patrolled regions of space.

The Hudson features four Wright Cyclone Type-A gravity drives. Two of the drives are full jump versions and two are stripped down drives. This makes the Hudson a fast vessel capable of out distancing potential enemies in many cases. The vessel operates with a crew of six and is armed with four .303 Browning light guns, two mounted in the nose and two mounted in a tail turret.

Since 1934 the Hudson has been adopted by the Royal Navy as a recon vessel intended to counter the threat of raiders against British shipping operating in and around Independent space and the Asian Co-Prosperity sphere where pirate assaults have been on the rise.

Lockheed Martin Model 14 Super Electra and Hudson Armed Recon / Survey

Fast Transport Class / Slots and Locations (Template)

Cockpit	6 slots
Nose Hard point	4 slots
Dorsal Hard point	2 slots
Ventral Hard point	2 slots
Left Wing Hard point	3 slots
Right Wing Hard point	3 slots
Fuselage	8 slots
Tail Hard point	2 slots

Lockheed Martin Model 14 / Slots and Locations (30)

Cockpit	1 Slot	Hybrid Radio
	1 Slot	Fire Control System
	1 Slot	8mm Astrosteel Armored "bathtub"
	3 Slots	CXAM Sensor
Nose	4 Slots	.303 Browning x4
	1 Slot	.303 Browning x1
Dorsal Hard point	1 Slot	Ammo Bay x1
Ventral Hard point	1 Slot	1,000 Liters Fuel Reserve
	1 Slot	5 Ton Crew Cargo
Left Wing	2 Slots	Type A Wright Engine

Right Wing

Fuselage

Tail

Tonnage

Tactical Speed

Crew Protection

1 Slot	1,000 Liters Fuel
2 Slots	Type A Wright Engine
1 Slot	1,000 Liters Fuel
0 Cost	Light Airframe
1 Slot	Type A Wright Stripped
1 Slot	Type A Wright Stripped
1 Slot	Light Armor / Welded
3 Slots	Crew Quarters (6)
1 Slot	Troop Benches or Seats (16 Person Capacity)
1 Slot	10 Ton Vehicle Bay
2 Slots	.303 Browning x2
85 Tons	
Fast (-)	All 4 Engines
Moderate (+)	2 Engines
8 mm armored plate in rear of the cockpit.	
10 mm glass steel windscreen	
8mm Astrosteel armored bathtub in cockpit.	

Tramp Freighters

Atmo-capable freighters have provided the backbone of human supply since 1920. In 1934 the construction of greater numbers of deep space freighters hints at a changing future but for now smaller freighters in the 2,000 ton to 5,000 ton range dominate the short hop shipping routes from the core systems into many regions of the nationalized corridors.

Freighters in the 2,000 to 3,000 ton range are full atmo-capable vessels. These vessels are frequently designed for a water landing where the cushion provided by a lake, river or ocean protects the vessel from the potential for damage a ground landing presents. Atmo-capable freighters are designed with a heavy duty VTOL thruster arrangement that allows the vessel to hover and descend or lift up from its watery port of call.

Atmo-capable freighters are designed to operate in a water environment. They must be sufficiently sable to operate at sea even during heavy storms. All of them are designed with rear facing engine nacelles which provide limited thrust for the vessel during water operations.

Freighters are also designed for docking with a variety of orbital stations. Their cranes and other port facilities are all built to be pressurized and comfortable for crew personnel operating them while the ship is in a space dock.

Freighters in the 3,500 to 5,000 ton range are classified as limited Atmo-capable vessels. These vessels are only rated for an atmosphere landing on light atmosphere planets with a gravity somewhere below the gravity found on

Earth. The exact rating varies from vessel to vessel. Limited Atmo-capable vessels are fairly rare. They are usually found working a route between two or three specific ports of call for which they are rated.

Freighters beyond the 5,000 ton range are not capable of any sort of landing in atmosphere. Those vessels are built strictly along the lines of any other capital vessel.

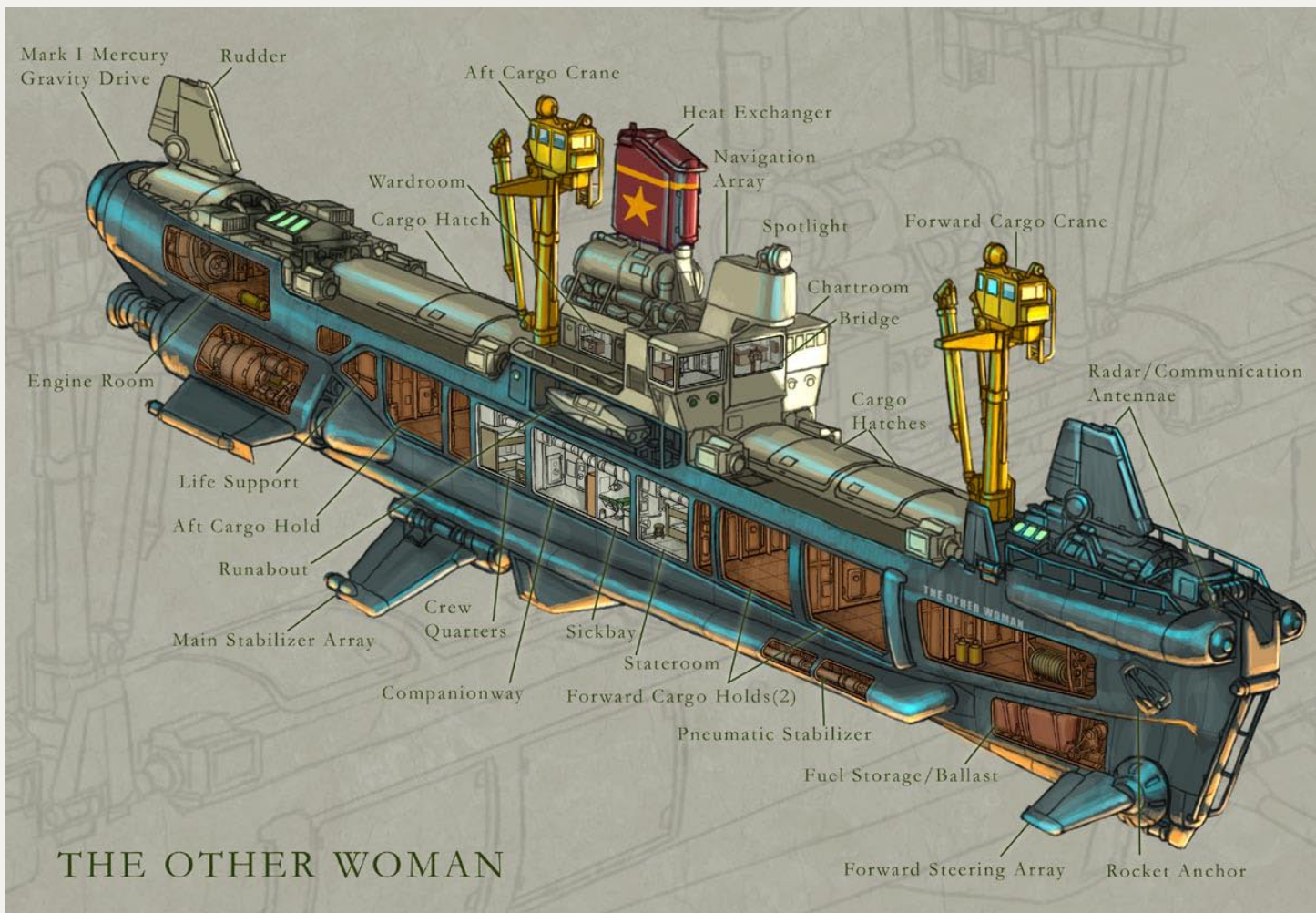
The Other Woman (Starship Sheet)

3,000 Ton Atmo-capable Tramp Freighter
 Builder: Koninklijke Maatschaapij "de Schelde"
 Kingdom of Holland

Atmo-capable / slots and locations (Template)

Cockpit/Bridge	6 slots
Nose Hard point	6 slots
Tail Hard point	3 slots
Dorsal Hard point	3 slots
Ventral Hard point	3 slots
Left Wing Hard point	4 slots
Right Wing Hard point	4 slots

Fuselage	10 slots
Cockpit/Bridge	1 slot Hybrid Radio
	1 slot 10 mm armored bathtub Astrosteel LIGHT(+)
	3 slots CXAM Sensor
	1 slot Fire Control System
	1 slot Emergency Hatch
	2 slots FAST Messenger
	3 slots M-8 Widowmaker Rocket Launcher x5 Rockets
	4 slots Mark I Mercury Type C Gravity Drive
	2 slots Lab (Engine Room) 4 Crew Stations
	1 slot Lab (Forward Crane)
	1 slot Lab (Aft Crane)
	1 slot Lab (Wardroom)
	3 slots Fuel Storage 3,000 Liters
	2 slots VTOL stabilizers
	2 slots VTOL stabilizers
	2 slots Crew Quarters (6)
	6 slots Industrial Cargo
Nose Hard point System	
Tail Hard point	
Dorsal	
Ventral	
Left Wing	
Right Wing	
Fuselage	





600 Tons Capacity
2 slots Heavy Airframe

The Other Woman maneuvers at a DOG SLOW speed in tactical combat. She is strictly a freighter and not a ship of war. A former owner installed a concealed rocket launcher in the nose as a surprise or last ditch weapon in case of an emergency. The vessel has a heavy air frame which provides the ship with a few armor points but is otherwise unarmored. She is designed to operate with a minimal crew of six. Sleeping in bunks on a shift to shift basis she can accommodate a crew of as many as twelve. She is likely most profitable with a crew of eight or nine.

S-Boat (Type I to VII)

German lessons regarding the effectiveness of small, stealthy vessels capable of concealing themselves quickly were not lost at the end of the Great War. From 1919 until 1928 German military ambitions in space were limited as the Weimar Republic struggled in the grips of the economic disaster it faced on Earth.

In 1926 scientists within the shadowy organization of as the Ypres League discovered a means for activating a ship's gravity drive mechanism separately from the star dive required to launch a vessel into jump space.

This effectively folded a starship partially into jump space containing the vessel in a pocket that existed neither in normal space nor in jump space but somewhere in between. When the Reich successfully seized control of the German Star Empire in the early 30's they managed to capture the Ypres League secret cloaking project intact.

The Reichsmarine Intelligence corp moved forward with the research performed by the Ypres League and in 1933 tested the first vessel, which was designated a Schulschiff or Training Vessel in order to conceal the true nature of the project. From 1934 through 1936 the Schulschiff code name for the project has stuck and over time has evolved into the S-Boot or S-Boat designation assigned to these unusual starships. British Intelligence picked up the term in 1934 and refers to the boats as stealth boats, S-Boat meaning Stealth Boat when the actual German designation remains Schulschiff or Training Boat.

Early Beginnings

Faced with an aggressive policy of encirclement by both the French and British during their efforts to establish colonies of their own the German High Command has pushed forward with making the S-Boat project a top priority.



It took the Reichsmarine only three years to circumvent the restrictions placed against her by the Treaty of Versailles by secretly using a Dutch ship construction firm called Ingenieurs-Kantoor voor Scheepsbouw as a cover for their clandestine S-Boat Development Bureau.

In 1934 Reichsmarine Intelligence secured an experimental piece of technology from one of the Martian Septs, presumably with their knowledge, which greatly improved the stability of the ship's energy field. German scientists incorporated this device into a hybrid piece of technology known as the S-Field Generator.

The S-Field Generator in its current incarnation allows a small vessel to slip into an artificial pocket of space by generating a small wormhole. The S-Field engulfs the vessel effectively removing it from regular space while keeping the vessel linked by the entrance to its wormhole.

The S-Field Generator only allows an S-Boat to remain hidden but immobile while cloaked. The wormhole opening allows the S-Boat to monitor for passing vessels with its sensors.

Shipping passing within five hundred kilometers of the S-Boat can be attacked by allowing the S-Boat to slip back into normal space and close to a distance of 100 kilometers at which point it will fire one of its torpedo weapons. The combination of stealth, the ability to pop in and out of real space and the long range of its guided torpedo weapons make the S-Boat one of the most dangerous weapons in the Reichsmarine.

Production of the new ships continues in earnest. Development has pushed forward through several generations of vessel. The most recent version of the S-Boat to be released is the Type VII A. The size of the vessel using the S-Field generator is limited to a very narrow band of starships around the 1,000 to 1,500 ton range. This class of ship possesses sufficient power in the ship's class C power plants to power the S-Field Generator while smaller vessels do not generate sufficient power. The energy field created by the S-Field generator is just sufficient to surround an S-Boat. Larger vessels can not be effectively encompassed in the field's envelope and fail to cloak. Thus it is important to note that the S-Field Generator will only work on a vessel in the 1,000 to 1,500 ton range fitted with a minimum of one Type-C Gravity Drive.

From 1934 until 1936 approximately one hundred and seventy of these vessels have become operational with more planned for production in the coming year(s).

The Germans have seen the conflict in Spain as an opportunity to field test and gain experience with an entire

range of starships, starfighters and weapons systems including the S-Boat. Currently twelve S-Boats (S-12 through S-34) are serving together in the Reich's blockade to strangle the communist forces fighting in the region.

The S-Boats in action in Spain gain strategic insights into the use of the ship as an offensive weapon and the tactics required for ultimate victory. These tactics are defined as: Tonnageschlacht (Tonnage War) and Rudeltaktik (Wolfpack Attacks).

Tonnageschlacht

The theory behind Tonnageschlacht is being developed specifically with the defeat of the British Star Empire and French Star Republic in mind. The theory relies on the S-Boats destroying more merchant shipping than the enemy can replace, thus isolating British colonies and locking the British Star Empire in an economic stranglehold.

High Command feels that the WWI U-Boats were unsuccessful because merchant convoys were only secondary targets and more importantly because any attack was uncoordinated and made by a single U-Boat alone.

Rudeltaktik

The Rudeltaktik is designed to develop coordinated packs of four to eight boats spread out in a wide formation using their sensors to sweep the area for passing shipping. Then the S-Boats were to get ahead of the merchant convoy and attack at distance using their torpedo weapons. The S-Boats would use their S-Field Generators to assist in laying their trap and escape by vanishing off the sensors of enemy warships.

In the Spanish conflict a group of four S-Boats is cycled into action every month. Four S-Boats are in port undergoing a refit for one month while the final four undergo a period of resupply for a few additional weeks before moving out to relieve the S-Boats currently on patrol.

The destruction of shipping by the Reich's blockade has created deep political turmoil as the British and French continue to challenge the blockade in order to ship food and medical supplies to the Royalists. Both nations have lost a number of ships under more or less mysterious circumstances attributed to S-Boat operations the Germans deny all such claims, stating that their fleet only attacks targets known to be Soviet vessels or carrying weapons or other contraband.

Word is out concerning the existence of the S-Boat and the Allies understand that the Germans have managed to develop a starship that emulates the activities and per-



formance of the World War I U-Boat. Still the exact nature of these vessels and their capabilities remains a carefully guarded secret.

Growing unease and protests in Britain and France against the Reich's blockade is not yet sufficient to push the two governments to dispatch their own fleets into the conflict. A military move to break the blockade would risk opening full scale hostilities and that is something neither the British or French leadership seem ready to shoulder at the present time.

S-Boat Type I – Operations

Early S-Boats rely on a single Ingenieurs-Kantoor modified Class C Gravity Drives for propulsion. The drives provide the Type I with sufficient range to perform two system jumps before refueling. In tactical combat the Type I maneuvers at a maximum tactical speed of 200 feet per second placing it in the medium range for tactical speed when compared to civilian merchant vessels in the Light and Medium Class categories.

Hopes for the Type I to perform at a higher speed of 250 feet per second has failed to materialized and overall the 200 feet per second tactical speed of the Type I is disappointing to Reichsmarine Command. The engine speed of the Type I fails to allow the vessel to coordinate getting ahead of more recently built civilian merchants. Coordinated attacks by Wolfpacks have been limited to convoys which include slower moving, older cargo vessels for this very reason.

The Type I has a fairly typical handling for a starship of its class, meaning that it is not particularly harder nor easier to target at range. The Type I is lightly armed with only a single 10" Gun mounted in a rear facing turret for defense. The turret can provide fire in the rear and side arcs of the vessel but not into the forward arc. The turret is designed to provide some limited measure of defense against pursuing warships.

The Type I houses a single forward facing torpedo tube suitable for launching the T-1 HEAP Torpedo. The torpedo room carries one torpedo ready to fire within its tube with three additional "fish" ready for loading. Two additional torpedoes are stowed in the vessel's cargo bay and take up 5 tons of the vessels 25 ton cargo compartment.

Reloading the torpedo tube following a torpedo launch requires four crewman and four full combat rounds. Removing the second load of torpedoes from cargo storage and safely securing them in the torpedo room so they are ready for use is a 12 hour job for eight crewmen. The weight of the torpedoes makes this process impossible to perform

with fewer than four crewmen to do the work.

T-1 Torpedoes

The German development of the space launched torpedo marks the creation of the single longest range weapon within the arsenal of any human navy. The T-1 was a maximum flight range of 100 + 1d6x10 Kilometers. Ranges vary as the hybrid technology that the Germans are working with is far from perfected. The weapon has an incredibly long flight range but has a targeting system incapable of accurate targeting very far beyond a range of 100 kilometers.

Each T-1 Torpedo receives propulsion from a modified FAST Messenger drive system. The Torpedo only has the impulse drive system installed and the larger jump drive portion removed. The T-1 is equipped with its own Schmetterling Hybrid Heat Sensor in the nose that is locked onto target prior to firing by the ship's sensor operator.

The T-1 is equipped with a simple impact detonator. The weapon is designed to penetrate the armor of an enemy vessel before detonating a secondary explosion inside the vessel after successfully penetrating the hull armor.

Gunners face a cumulative -10 range modifier to hit against target vessels at ranges beyond 100 kilometers. Some Captains prefer to engage their targets at closer ranges but most avoid closing closer than 50 kilometers of a target ship.

The T-1 Torpedo uses its drive to travel at tactical speeds making the weapon incapable of firing upon a starship traveling in deep space at system speeds. An S-Boat must stage itself in a known entry area close to the system's star where inbound or outbound ships might be found readying for jump or within a planetary orbit or shipping lanes where most ships are reduced to moving at tactical speeds.

The T-1 Torpedo moves at a tactical speed of 400 feet per second or 4,000 feet per combat round. The T-1 Torpedo is large enough in size that enemy starfighters may attempt to intercept an inbound Torpedo should it be detected with sensors.

Ships armed with turrets may also attempt to destroy the weapon when it enters gun range before it impacts its intended target.

The T-1 Torpedo moves on the initiative when it was fired. The T-1 does not have the ability to effectively alter course to reacquire a target once it has missed. If the torpedo misses its intended target it simply passes ineffectively into space until automatic detonation when the weapons thrusters cease to fire at the edge of its range.

S-Boat Purchase

The S-Boat is a top secret, highly advanced vessel limited at this time to the Reichsmarine. As a weapon that is just now becoming known to other governments the vessel has no specific purchase price. The vessel is not available for sale and the Reichsmarine Command has issued strict orders that no S-Boat Captain may surrender or allow the capture of their S-Boat under any circumstances. The command crew is under strict instructions to scuttle their own vessel should they face any real threat of being captured by an enemy.

The S-31

Reich S-Boat

1,000 Ton Non-Atmo Capable Starship
 Builder: Deutsche Werke
 Third Reich
 S-Boat / slots and locations (Template)

Cockpit/Bridge	6 slots
Nose Hard point	8 slots
Tail Hard point	8 slots
Dorsal Hard point	4 slots
Ventral Hard point	3 slots
Left Wing Hard point	3 slots
Right Wing Hard point	3 slots
Fuselage	10 slots

Cockpit/Bridge	1 slot	Hybrid Radio
	1 slot	10 mm armored bathtub Astrosteel LIGHT(+)
Nose Hard point System	2 slots	Freya FuMG 39G
	1 slot	Fire Control System
	1 slot	Medium Armor (1of8)
	1 slot	Emergency Hatch
Tail Hard point	3 slots	Torpedo Tube Accommodates: Type 1
	3 slots	Torpedo Tube Accommodates: Type 1
	1 slot	Medium Armor (1of8)
	4 slots	Mark I Mercury Type C Gravity Drive
Dorsal	4 slots	Torpedo Tube Accommodates: Type 2
	4 slots	40 mm Twin Gun in 360 Turret
Ventral	1 slot	Fuel Storage 1,000 Liters
	2 slots	Heimdal Sensor in Ventral Turret
Left Wing	1 slots	Fuel Storage 1,000 Liters
	2 slots	Medium Armor (2of8)

Right Wing	1 slot	Fuel Storage 1,000 Liters
Fuselage	2 slots	Medium Armor (2of8)
	4 slots	Crew Quarters (12)
	2 slots	Industrial Cargo 300 Tons Capacity
	2 slots	Medium Armor (2of8)
	2 slots	S-Field Generator
Tactical Speed	Medium (-)	
Airframe	Non-Atmo Capable Airframe	
Total Fuel	3,000 Liters	
Armor	Medium / Rolled Plate	
Armament	2 Forward Type 1 Tubes	
	1 Rear Type 2 Tube	
	Dorsal Mounted Turret with one 40 mm Twin Gun	
	11 Torpedo Full Load	
Storage	300 Cargo Tons (Supplies)	
Crew	12 Crew Members	
Sensors	Freya FuMG 39G Active Sensor	
	Heimdal Passive Sensor	

The S-31 is a relatively new model of S-Boat code named the Type VII A. It is capable of carrying a mix of torpedo types into combat and has a greater weapon load out than previous boats.

The S-31 relies on a single Type-C gravity drive which limits its combat and transit speed. The vessel relies heavily on its cloaking device and ability to pop in and out of cloak to fire its torpedo weapons. A 40mm twin gun is turret mounted to provide the vessel with some measure of defense when traveling in cloak or in case the vessel is forced into combat when the cloak is not operational.

The vessel has plenty of cargo space for the storage of supplies for the twelve man crew. Additional cargo space can be used for covert supply runs or secret operations.

S-Boats are not only useful for blockade duty or hunting military targets. The ability to slip in and out of a system makes this vessel quite valuable in the deploying of intelligence personnel onto planets under the control of hostile forces. S-Boats have also been used to carry scientists and archeological teams to out of the way digs where the Reich ministry does not wish to attract the prying eyes of British, French or American agents. Finally the use of S-Boats for ferrying personnel and supplies to the most top secret of Reich science and medical research bases hidden in deep space makes these vessels serve a wide variety of duties within the structure of the German fleet.

Appendix

This appendix offers a quick slot and location reference to speed ship building. Game directors will likely wish to adopt a vehicle character sheet from their game system of choice.

Following the ship reference I have also included a colony market sheet to make the creation of local markets and trade routes in your Rocketship campaign easier.

Starship Quick Reference

Equipment Slot and Location Guide

Engines

Engine Type	Locations	Slots
Type A	Wing, Fuselage, Tail	2
Type B	"	3
Type C	"	4
Type D	"	6
Type E	"	10
Type F	"	15

Fuel

Type	Location	Slots
Basic Tank 1,000 Liters	Fuselage, Wing, Ventral	1
Advanced Tank 1,000 Liters	"	1

*Introduce higher dollar costs for advanced tanks than basic fuel tanks both for installation and repair. The actual slots required for installation are the same.

Airframe

Type	Location	Slots
Light	Fuselage	None
Medium	"	1
Heavy	"	2
Non-Atmo	"	None

Armor

Armor may only be installed into wing, fuselage, dorsal or

ventral slots although the armor value effectively covers the entire vessel.

Formula: 1 slot per 100 tons of ship x armor level
Armor Level

Light	Level One
Medium	Level Two
Heavy	Level Three
Very Heavy	Level Four
Extreme	Level Five

Armor values for each level of armor are determined by the game director based upon appropriate values for their game system of choice.

Armor Types

Bolted	+2 Critical Chance
Welded	+1 Critical Chance
Cast	+1 point of protection
Rolled	+2 points of protection
Sloped	+3 points of protection (Armor Bonus)

Armor Accessories

These provided additional armor only towards protecting crew members against damage when a crew area is hit (usually by a critical hit).

Type	Armor	Slots
8mm Plate	Light (-)	None
10 mm Plate	Light	None
12 mm Plate	Light (+)	None
20 mm Windscreen	Medium (-)	None
30 mm Windscreen	Medium	None
90 mm Windscreen	Medium (+)	1 Slot
20 mm Tankglass	Light (-)	None
30 mm Tankglass	Light	None
90 mm Tankglass	Light (+)	1 Slot
8 mm Bathtub	Light / Medium	1 Slot
10 mm Bathtub	Light (+) / Medium (+)	1 Slot
30 mm Bathtub	Medium / Heavy (-)	2 Slots
Cowling Rings	Special	0-1 Slot

Sensors

Human Gear / Radar

Type	Location	Slots
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Seetakt	Fuselage, Nose	3 Slots
Osprey	"	3 Slots
RCA 80 mhz	"	4 Slots

Planetary Radar

Type	Location	Slots
Welle Radar	Ground Based	NA
Home Chain	Ground Based	NA
SCR 270	Ground Based	NA

Hybrid Gear / Starfighter Active Sensors

Type	Location	Slots
Seetakt II	Cockpit, Nose	1
Pelican Sensor	Cockpit, Nose	1
Osprey II	Cockpit, Nose Fuselage	2
Rapier	Cockpit, Nose Fuselage	2
RCA Sensor	Cockpit, Nose Fuselage	1
October Victory	Cockpit, Nose Fuselage	2

*These systems possess a much shorter range than their capital vessel counterparts but are sufficiently miniaturized to be easily installed in a starship or fast transport.

Hybrid Gear / Capital Ship Active Sensors

Type	Location	Slots
Freya FuMG 39G	Cockpit, Nose Fuselage	3
Type 281	Cockpit, Nose Fuselage	4
CXAM	Cockpit, Nose Fuselage	4
Type 13	Cockpit, Nose Fuselage	4
Type 1	Cockpit, Nose Fuselage	3

Hybrid Gear / Starship Passive Sensors

Type	Location	Slots
Heimdal	Cockpit, Nose	2

Type 282	Cockpit, Nose	2
SCR-271	Cockpit, Nose	3

*While the controls for a passive sensor array might be placed in the same operator console as an active sensor the two systems should be installed in different locations aboard ship. Installing active and passive sensor packages in the same location should result in the passive sensor experiencing signature feedback from the active sensors when they are operational. Both sensors would rarely be employed at the same time but in any case the possibility that they both might be used necessitates installations in different sections of the ship.

Heat Signature Sensors

Type	Location	Slots
Enzian Infrared	Weapon	NA
Schmetterling	Cockpit, Nose	2
HSD Falcon	Cockpit, Nose	3

Light Projectile Weapons

Type	Location	Slots
Browning .303	All	1
Darne Light	All	1
MAC 1934	All	1
Type 89	All	1
Te 1	All	1
Type 92	All	1
Type 1	All	1
MG 17	All	1
MG 81	All	1
Breda SOFAT	All	1
ShKAS	All	1
Browning .30	All	1

Medium Projectile Weapons

Type	Location	Slots
7.5 MAC 1934	All	1
Ho-103 Typhoon	All	2
13mm Type 2 Tsunami	All	2
MG 131	All	1
MG 151	All	2



Breda Legionnaire	All	1
Berezin UBK	All	2
Berezin UBS	All	2
Browning .50	All	2

*Projectile weapons are usually mounted in a gunner hard point but fixed positions are also an option. Weapons mounted in a fixed location instead of a turret or hard point can not gain the added protection of armor plates or other extra protection for the gunner.

Cannon Systems

Type	Location	Slots
20mm S-9	Hard point	2
Ho-1	Hard point	2
Ho-3	Hard point	2
Type-99	Hard point	2
Hispano Mk II	Hard point	2
20mm Hispano	Hard point	2
MG c/30L	Hard point	2
MG-FF Micky	Hard point	2
MG-FF/M	Hard point	1
HS .404	Hard point	2
ShVAK 20mm	Hard point	2
B-20	Hard point	2
Oerlikon	Hard point	2

Hard points include turrets and locations defined as a hard point. Defining a location as a hard point is totally up to the game director. The only limitation I recommend is that game director's do not define a location as a potential hard point that they don't want player's installing cannon systems or additional gunner or crew armor into.

Rockets

Type	Location	Slots
Tiny Tim Rockets	Wing, Fuselage Nose, Ventral, Dorsal	2
Shi-Kai	"	2
Naginata	"	2
Katana	"	2
R-3 Lion	"	2
Rheintochter	"	3

Sparrowhawk	"	2
RS-82	"	2
RS-132	"	3
M-8	"	2
HVAR	"	3

Tube platforms with a capacity for three rockets have the slot costs listed here. Rack mounts add +1 to the slot cost.

Torpedo Weapons

Type	Location	Slots
Type-1 HEAP	Nose, Tail	3
Type-1 IAP	Nose, Tail	4
Type-2 HEAP	Nose, Tail	4

Capital Ship Guns

Type	Location	Slots
16" Guns	Fuselage, Dorsal, Ventral	8
15" Guns	"	7
14" Guns	"	6
12" Guns	"	6
10" Guns	"	5
8" Guns	All	5
5" Guns	All	4
40mm Quad	All	5
40mm Twin	All	4
20mm Quad	All	4
20mm Twin	All	3

Space Mines

Type	Location	Slots
Type 1	NA	2
Royalist Anti-Ship	NA	1
R1 Proximity	NA	2

Mines are usually stored in cargo in an inert state and then placed by crew working in suits while the ship is stationary. Mines are not launched at this point in time. Slot costs are for suitable storage for twenty five mines of the associated type.

Bombs

Type	Location	Slots
25 lb	Fuselage, Wing	Special
40 lb	"	Special
125 lb	"	Special
250 lb	"	Special
500 lb	"	Special
Incendiary	"	Special
Tall Boy	"	Special
Grand Slam	Fuselage, Wing	Special
Radio Guided	"	Special

Bomb payloads should be determined by the game director based on the vessel in question. A great point of reference is the historical bomb payloads of aircraft upon which the ship is based. Heavy bombs and large payloads should be limited to starships in the general range of a fast assault transport.

Miscellaneous Systems

Type	Location	Slots
Ejection Systems	Cockpit, Tail Fuselage	1
Cockpit Eject	Cockpit	4
Fire Control	Cockpit, Fuselage	1
S-Field Generator	Fuselage	6
Hybrid Radio	Cockpit, Fuselage Nose, Tail	1
FAST drone	Fuselage, Nose Tail	2
Jammers	Varies	1 to 8
Ship Boat	Fuselage	2 to 3
Cold Sleep	Fuselage	1 per 5

Quarters and Cargo

Type	Location	Slots
Crew Quarters	Fuselage	1 per 3
Steerage	Fuselage	1 per 4
First Class	Fuselage	1 per 2
Suites	Fuselage	1 per 1
Medical Lab	Fuselage	2
Sensor Lab	Fuselage, Nose	1
Other Labs	Fuselage, Nose	1

Cargo (Small)	Fuselage	1 per 10 tons
Cargo (Atmo)	Fuselage	1 per 100 tons
Cargo (Cap Ship)	Fuselage	1 per 150 tons

In order for ship designs to remain simple and portray the right range in cargo capacities between vessels, cargo capacity per slot spent varies depending on the size of the ship. Small vessels from starfighters through fast transports gain 10 tons of cargo capacity for each slot spent. Atmo-capable vessels gain 100 tons of cargo capacity for each slot spent. Capital ships gain 150 tons of cargo capacity for each slot spent.

Ship Tonnage

Ship tonnage is totally up to the game director when he or she designs their ships. Some game systems may already have a very specific range for ship tonnage for starfighters, transports on up through capital vessels. Changes in ship tonnage will require a little tweaking of the tonnage versus performance rates for engines but little else.

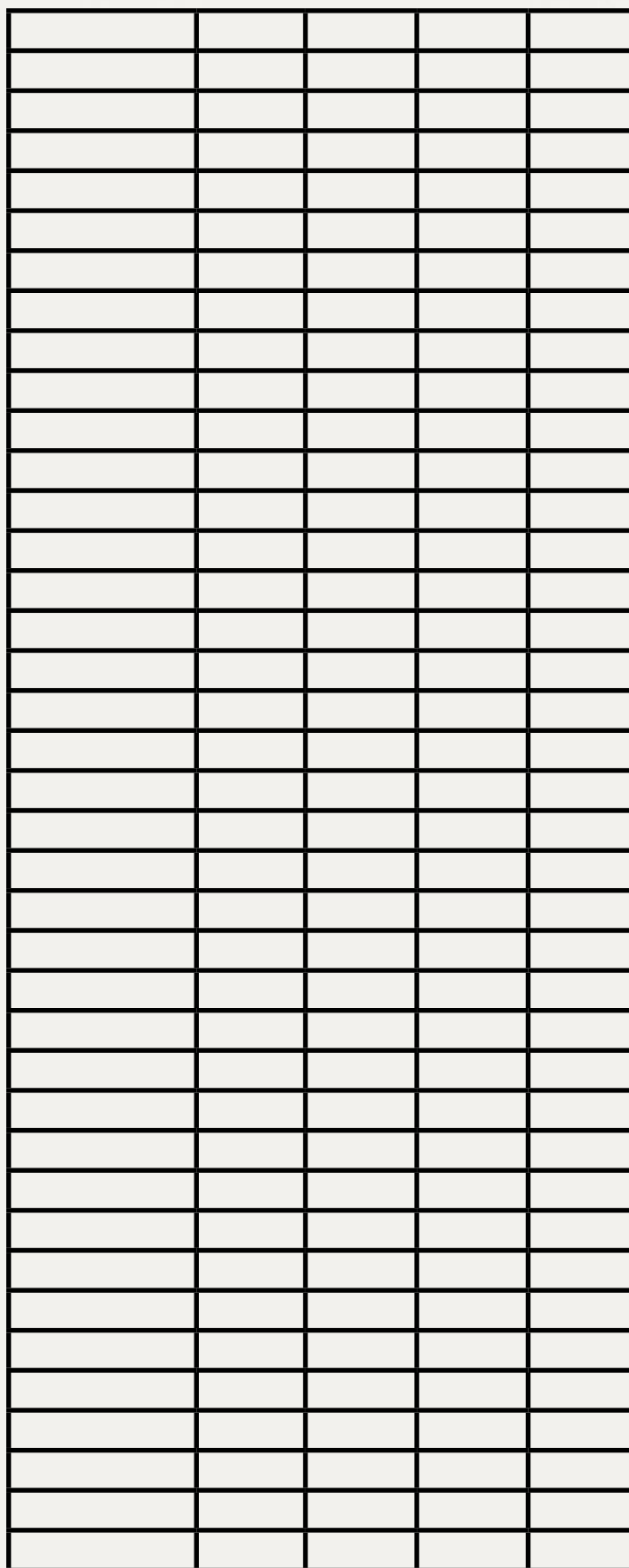
My recommendation is that starfighters and ships that are capable of atmospheric flight and dogfighting fall within a limited range on the small end of the scale while very large capital vessels should have little ability to maneuver and should rely strictly on armor, shields and so forth for defense.

Controlling Faction	Control Percentage
Neutral	
Allied	
Axis	
Alien	

[illegible]

Market

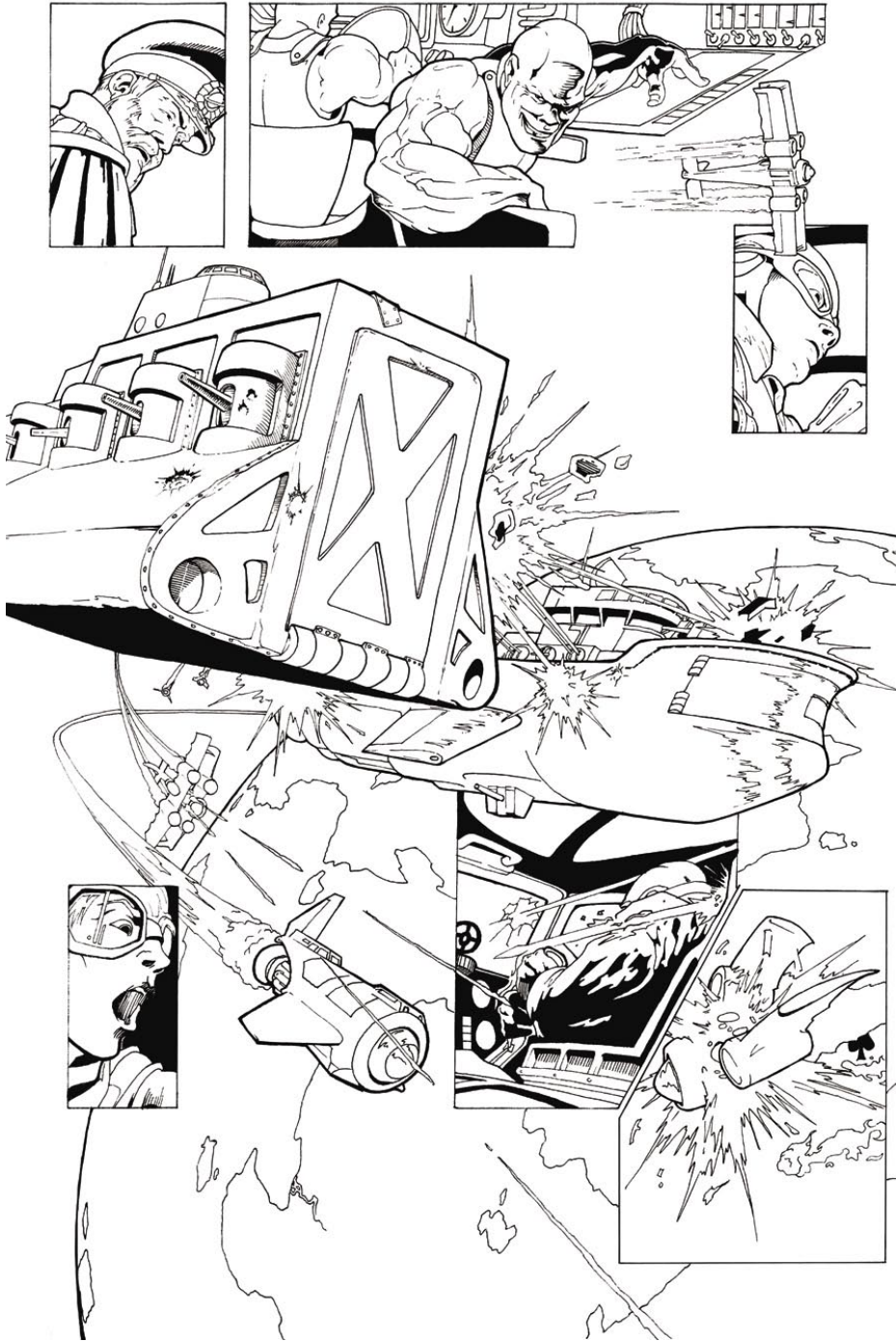
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Once the market template is set up with the commodities you wish to track and a base (sample) price and chance to be found on a colony world the game director can specify current price and chance for that particular system.

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ROCKETSHIP EMPIRES 1936



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