TRAVELLER

Adventure 3:
Trillion Credit Squadron

TRAVELLER

TRILLION CREDIT SQUADRON

CREDITS

Classic Traveller

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

Mongoose Traveller

AUTHOR
Barnes Thomas

EDITOR
Matthew Sprange

LAYOUT
Will Chapman

INTERIOR ILLUSTRATIONS
Carlos Nunez de Castro Torres, Tony Emson, Amy Perret

DECKPLANS
Mark Lucas and Ian Stead

SPECIAL THANKS
Don Mckinney, Rob Eaglestone, Al Beddow, Andrew James Welty

CONTENTS

Introduction

Much like *Book 2: High Guard,* this volume is about space forces, what they do and how they fight. The fighting arms of the navy are the core of those organisations and *Adventure 3: Trillion Credit Squadron* allows players to construct, deploy and engage these fleets. This book takes what was presented in *Book 2: High Guard* and pushes further into the organisation and building of capital ships, the equipment they use, and the locales they fight within. The assets available to architects and limitations on design and construction, such as funds, required capabilities and pilots, are all present here.

Further chapters detail rules for running and fighting tournaments in Traveller, along with a random generator for tournament missions with objectives and victory conditions. It also includes several clarifications and modifications of rules in order to allow for more streamlined tournament play.

The Campaign Play chapter gives everything needed to set up a campaign with planetary budgets, construction allocations and diplomacy. The campaign turn is detailed, as are the effects of a player's actions. Several additional options are also presented to expand a campaign further.

The New Equipment chapter offers several new systems and weapons available to fleets, and some more suited to smaller ships which play a role in the events that shape the conflicts fleets take part in. Additional fuel tanks, plasma guns and medical bays all play a part in space warfare.

There is also the 5th fleet, a detailed look at a combat fleet and all its assets, as well as how it operates on the move. Finally there is the Island Clusters Campaign, a full pre-generated campaign for the ambitious referee without enough time to create their own subsectors.

Squadron Construction

The building of a unit of ships based on available funds rather than on the number of hulls is not a new concept and the ongoing feud between those in charge of the budget and naval architects is an old and infamous tradition. While working within the limitations of a budget seems strange instead of designing ships based around needs and objectives, this method has often pushed architects to finding ingenious ways of reducing the scope of a design and cutting small slivers of capability away from it in order to allow their creation to come to life. Adversely, without the monetary limit, projects become bloated and ships are designed as overgrown vessels with no defined purpose, suffering greatly for it. This has lead to a series of broad stroke budgetary limiters that are used to create squadrons within fleets.

There are four levels of budget presented within *Adventure 3: Trillion Credit Squadron*, with budgets representing the maximum amount of money available. This amount cannot be exceeded in any way and it is tradition to spend as much of the budget as possible. It also gives the number of pilots available (which does not include bridge crews). The budgets available are as follows.

One Billion Credits: The Patrol

The one billion credit unit of design and construction is the smallest practical unit available in these rules. It is normally utilised in the construction of patrol elements, and other formations of smaller spacecraft, occasionally seen in reference to the large scale acquisition of spacecraft by mercenary groups. Few squadrons built under this restriction have ships greater than 1,000 tons and the majority are much smaller, with vessels of around 500 to 800 tons. The smallest of the billion credit squadrons are those that consist only of a single vessel, normally around 2,000 tons, which can be relied upon to dominate an area as effectively as a larger squadron of less massive ships, simply by the amount of weaponry it can bring to bear.

The one billion credit squadron allows a budget of 1,000,000,000 Credits (or MCr. 1,000). At this level, 30 pilots are available.

Ten Billion Credits: The Squadron

The ten billion credit level is most often used by small navies and planetary defence forces, and by larger non-military organisations requiring capital ships for their line of work, be it merchant, mining or mercenary. The main components of these ten billion credit squadrons are light warships of between 5,000 and 8,000 tons, ships usually classified as large destroyers or light cruisers. However, it is also not uncommon to see large groups of much smaller vessels being constructed within the same budget. At the other extreme, vessels which mass around 12,000 tons can be built within this budget but these are rare as they risk being overwhelmed by a squadron of smaller craft of equal worth.

The ten billion credit squadron allows a budget of 10,000,000,000 Credits (or MCr. 10,000). At this level, 80 pilots are available.

One Hundred Billion Credits: The Flotilla

This level is rarely seen in subsector naval organisations and is used to allot funds for the design and construction of larger capital ships, ships most often seen in the line of battle such as heavy cruisers, battleships and carriers packed with small craft. True diversity in terms of hull sizes begins to appear at this level, as naval planners with one hundred billion credits often produce mutually supportive squadrons of ships. Large numbers of 20,000 to 50,000 ton hulls become commonplace, and groups made up of several squadrons of vessels weighing in at around 5,000 tons are not unheard of. There is also the other end of the spectrum, with the construction of huge dreadnoughts that can be mass over 200,000 tons on their own, using up the entire budget.

The one hundred billion credits squadron allows a budget of 100,000,000,000 Credits (or MCr. 100,000). At this level, 100 pilots are available.

One Trillion Credits: The Fleet

The largest of the available budgets, the one trillion credit allowance given here is commonly seen when a navy is acquiring entire fleets or defensive squadrons. It is also used to replace large losses during wartime. In this budget, entire squadrons of large battleships can be built, rather than the one or two available on smaller budgets, with the potential for the purchase of a hull of a staggering 1,000,000 tons being a possibility. However, the true possibilities of the one trillion credit budget lie not within the size of vessels that can be constructed with it, but in the size of the fleet available. Squadrons of cruisers, destroyers, patrol elements and capital ships can be designed and bought, which makes the one trillion credits budget the best for creating a fleet.

The one trillion credit squadron allows a budget of 1,000,000,000,000 Credits (or MCr. 1,000,000). At this level, 200 pilots are available.

Expenditures in Squadron Construction

Once a budget has been chosen, the following lists show which costs must be paid from this by the player and which can be ignored. In certain areas discounts may apply.

Required costs include.

- The cost of all small craft, spacecraft and capital ships in a squadron, along with all of their inherent components.
- The architect's fee (1% of final cost) must be paid for the first vessel of each new class of ship.
- Standard designs will receive the normal 10% discount.

Ignored costs include.

- All expendable items aboard vessels such as ammunition and spare parts.
- Operating expenses such as fuel requirements.
- Salaries for crew members aboard.

Restrictions and Parameters

While the choice of budget sets a definite limit on the size of a squadron, this is not sufficient to make sure all squadrons are built to a realistic standard and so a number of parameters and restrictions the squadron must meet are enforced. The following are the standard parameters a squadron must meet.

- The squadron's maximum Technology Level is 13.
- The squadron must be capable of jump-3.
- The squadron must be equipped with manoeuvre drives for a minimum of Thrust 1.
- The squadron does not need to be able to refuel itself.

Along with these is the allocated number of pilots as stated in the budget level.

Technology Level

The Technology Level is set either by the standard parameters (TL 13), or through the random restriction generator. No technology in the squadron may exceed this level but ships may be built at lower Technology Levels. This also limits upgrades and prototypes as explained in *Book 2: High Guard*, pages 52-53.

Jump Drives

Because tournament play does not require jump drives, they must be allowed for in the parameters and restrictions, both to create equality and allow the creation of realistic squadrons.

The squadron must be capable of a certain jump level to match the set parameters and restrictions. Not every vessel has to be capable of this but there must be enough carriers and fleet tenders in the squadron capable of carrying all craft not fitted with jump drives. This may come in the form of internal hangers or external docking clamps.

Manoeuvre Drives

The parameters indicate the minimum manoeuvring capabilities the ships of the squadron must have. Under the standard parameters they must simply be capable of moving themselves, at a minimum of Thrust 1, though this may change. Every ship in the squadron must be capable of moving under its own power, including small craft carried aboard larger ships.

Refuelling

There are several options when it comes to a squadron and how it fuels itself, and while the standard parameter is that they do not to be self-replenishing, this can be required under certain circumstances:

For gas giant skimming, the fuel skimming ships must be capable of entering the upper atmosphere of a gas giant and also be able to refine the fuel they skim from that environment. The ships must be at least partially streamlined and be fitted with fuel scoops.

For ocean skimming, the ships tasked with replenishment must be able to enter the atmosphere of any world and therefore must be fully streamlined and be fitted with fuel scoops.

If (as is the standard parameter) the squadron does not need to refuel itself, then the ships of the squadron can have any configuration. It is assumed they can refuel from local sources.

In addition to the various options available in terms of refuelling a squadron, the process does not always require the entire squadron to take part, and one of the following parameters may be chosen instead.

All Craft: All vessels must be capable of refuelling themselves through the use of fuel scoops and processors.
All Spacecraft: All ships fitted with jump drives must be capable of refuelling themselves and any craft they carry.
Squadron: 10% of the squadron (based on tonnage) must be capable of refuelling themselves and refining fuel for the rest of the squadron.

Pilots

The final limitation on the size of a squadron is the number of pilots available to man vessels. The career track to become a pilot is one of the most strenuous and they are the most select group in the navy. While this makes sure that pilots are the best men and women the training regimen can produce, it also

means there are few of them and the number of pilots available essentially becomes a top limit on the number of ships that can be formed into a squadron. There is no limit on crewmen who are not pilots but they must be included in the squadron documentation.

The minimum number of pilots is indicated in each budget description, though this number can be increased or decreased depending on parameters.

For ships and small craft less than 500 tons, only one pilot is required. For ships between 501 tons and 10,000 tons, two pilots must be present. For ships between 10,001 and 100,000 tons, three pilots are required, and for ships greater than 100,001 tons, four pilots are needed.

Restriction and Parameter Tables

What follows are a series of tables to allow for the random allocation of parameters for squadron construction. The referee does not have to use these tables and can instead pick and choose as appropriate.

Note: Some of these requirements are mutually exclusive. For instance a squadron built at TL 9 cannot possibly be capable of jump-6.

Restrictions and Parameters

1d6	Parameter
1	Technology Level
2	Jump Capability
3	Manoeuvre Capability
4	Refuelling
5	Pilots
6	Special Parameter

Technology Level

1d6	Parameter
1	Squadron must be built at TL 9
2	Squadron must be built at TL 10
3	Squadron must be built at TL 11
4	Squadron must be built at TL12
5	Squadron must be built at TL 14
6	Squadron must be built at TL 15

Jump Capability

1d6	Parameter
1	Squadron must be capable of jump-1
2	Squadron must be capable of jump-2
3	Squadron must be capable of jump-4
4	Squadron must be capable of jump-5
5	Squadron must be capable of jump-6
6	Squadron does not need to mount jump drives

Manoeuvre Capability

1d6	Parameter
1	Squadron must be capable of Thrust 2
2	Squadron must be capable of Thrust 3
3	Squadron must be capable of Thrust 4
4	Squadron must be capable of Thrust 5
5	Squadron must be capable of Thrust 6
6	Squadron must not exceed Thrust 3

Refuelling

1d6	Parameter
1	Squadron must be capable of gas giant skimming
2	All spacecraft must be capable of gas giant skimming
3	All small craft must be capable of gas giant skimming
4	Squadron must be capable of ocean skimming
5	All spacecraft must be capable of ocean skimming
6	All small craft must be capable of ocean skimming

Pilots

1d6	Parameter
1	Number of pilots is reduced by 80%
2	Number of pilots is reduced by 50%
3	Number of pilots is reduced by 20%
4	Number of pilots is increased by 20%
5	Number of pilots is increased by 50%
6	Number of pilots is increased by 80%

Special Parameter

1d6	Parameter
1	Capital ships must be constructed as planetoids or buffered planetoids
2	All ships must be carried aboard tenders or carriers
3	Spinal mounts are not allowed on any vessel
4	All spacecraft and capital ships must carry a complement of small craft (10% of tonnage)
5	All capital ships must carry a complement of Marines (20% of crew) and be able to deploy them
6	Capital ships must use 50% of their hard points as bays of a single type

Construction Rules and Clarifications

There are a number of options available to players that need clarification in terms of their usage when it comes to constructing a squadron.

Fuel

All ships designed for a squadron must follow the rules regarding internal tanks both for jump fuel and power plant fuel. Small craft must carry enough power plant fuel for at least six hours of

operations. In larger ships, not all of this fuel needs to be carried in standard internal tanks.

There are several options for fuel tankage aboard ships separate from standard internal tanks that can be of use to squadron designers. However, they do require clarification in terms of their effects within the scope of *Adventure 3: Trillion Credit Squadron*.

Drop Tanks: Drop tanks are detailed in *Book 2: High Guard* on page 43, and are most commonly used to extend the jump range of a squadron by allowing them to maintain a full internal tank while travelling. A ship may be equipped with drop tanks and therefore does not need to have the internal tankage for the jump requirements. However the total fuel carried (in drop tanks and internal tanks) must meet or exceed the amount needed to meet the jump requirements.

Collapsible Fuel Tanks: As detailed in the new equipment section collapsible fuel tanks are soft bladders that can be reduced to a much smaller size when empty. They are often used by squadrons to allow for additional jumps or to extend their patrol time. However, because collapsible fuel tanks cannot feed fuel to the engines directly, needing to be pumped into the ships internal tanks first, the ship equipped with them must be capable of meeting the jump requirements without relying on its internal bladders.

Demountable Fuel Tanks: Demountable tanks are the solid equivalent of collapsible fuel tanks. However, because of the inclusion of pumping equipment within the tank, they are able to feed fuel directly from the tanks to the ship's power plant or jump drive. If a ship is equipped with demountable fuel tanks it does not need to carry enough fuel in its internal tanks to meet the jump requirements. It still must carry enough fuel in both its internal tanks and its demountable tanks to meet those requirements.

Armour

As stated in *Book 2: High Guard* on page 41, a ship's armour value may not exceed the Technology Level permitted by the parameters. Planetoid and buffered planetoid hulls are an exception and may exceed the TL limit by the armour level given by the planetoid. The limit for planetoids is therefore the TL+2, and the limit for buffered planetoids is the TL+4. A second exception is reflec armour. This may be added to any vessel and may bring its armour value against lasers above the Technology Level. Therefore the limit for a ship with reflec armour is the TL+3.

For example, a planetoid has an armour value of 2, and if it is built at TL 15, it could have a total armour value of 17. If reflec was added to this, it could have a total armour value of 20 against laser weapons.

The Frozen Watch

Many navy ships carry a frozen watch in low berths to replace crew losses as the vessel goes into combat. A frozen watch must contain at least 50% of the required ship's crew as well as 50% of the required ship's pilots in order to be effective once unfrozen. Multiple frozen watches can be stationed aboard a ship but each must contain at least 50% of the ship's total crew and pilots. It will take six turns for the frozen watch to be woken and make it to their battle stations in combat. The ship must contain enough low berths for all frozen watch personnel.

Back-up Systems

Much like a frozen watch, ships are often built with duplicate systems to replace those damaged or destroyed in combat. These are normally jump drives, manoeuvre drives, power plants and computers so the ship can keep functioning even when its most important systems are destroyed. Whichever of the two devices is functioning at a higher output (obviously the main system when no damage has been sustained) is the one that is active, and the main system and back up may not function at the same time. If the main system takes damage reducing its output below that of the back-up, the back-up will take over until the main system has been repaired or until the back-up is damaged enough that its rating drops below that of the main system. These back-up systems do not have to be of the same type as the original and can be equipped on a ship in addition to equipment such as the emergency power system (see *Book 2: High Guard*, page 42).

For example, a ship has a main manoeuvre drive with an output of Thrust 6, and a back-up system with an output of Thrust 4s. If the main drive took two hits, reducing its output to Thrust 3, the back-up would take over and the ship would once more be capable of Thrust 4. However if the back-up took damage that reduced its output to Thrust 2, the main system would activate again.

Crew Skills

All standard crews used to man ships in a squadron have a crew skill of 0 which applies to all rolls made by that ship. More experienced crews may be hired to man ships, giving them a higher crew skill. However, they rapidly become expensive, as there is a price associated per crewman.

Crew skill	Cr. cost per Crewman
1	12,000
2	24,000
3	48,000
4	96,000
5	192,000

Starship and Squadron Design Concepts

What follows is a short description of some concepts in squadron design that may be useful to the planner. It is often forgotten that a creating a squadron involves not simply designing the most powerful warships, but ensuring those warships can function effectively as a group and complement one another's capabilities.

Fleet Carriers: Many squadrons utilise small craft for a variety of objectives, such as screening capital ships with fighters, mounting attacks with torpedo boats or reconnaissance using stealthy covert vehicles. A ship constructed with the primary intention of carrying and supporting those small craft is a fleet carrier and can be as central to a squadron as any dreadnought. Carriers are often fitted with spacious hangers and multiple launch tubes in order to disperse their squadrons as quickly as possible upon arrival.

Fleet Tenders: The big brother of the fleet carrier, the tender is a ship designed to carry spacecraft and capital ships which lack a jump drive into combat across interstellar distances. The ships carried by these vessels, because they do not have to fit a jump drive and do not need to carry the fuel for those drives, have much larger internal space for weapons, armour and other equipment that makes them more effective warships than jump capable capital ships. Some tenders carry their charges in large internal hangers, while others use docking clamps arranged about their hulls.

Assault Ship: An assault ship is to marines as a carrier is to small craft. This type of vessel carries a large complement of marines, and is usually fitted for either landing them on planets, boarding actions against enemy vessels, or occasionally both. Well equipped with barracks, armouries and hangers for boarding craft or with drop pod launchers, the assault ship is the bane of many a poorly manned capital ship. The vessels themselves are normally fast, heavily armoured and well-equipped with point defence weapons to enable them to close on their targets and launch attacks.

Area Defence Ship: This type of vessel, while being much smaller than the preceding types, can be just as important. Normally built onto a small capital ship hull, the area defence ship's main mission is to defend a larger vessel or convoy from incoming ordnance, small craft and other threats. They are regularly armed with a large proportion of point defence turrets as well as some larger barbette or bay scale weapons in order to combat tougher targets.

Command Ship: As with the area defence ship, the purpose-built command ship is usually a small, heavily armoured capital ship with overly large communications and sensor arrays which would normally be found on a much larger vessel. This ship would be in continuous communication with all vessels in the squadron, assigning targets and running simulations in order to ensure the squadron functions at peak efficiency. However, there are often times when a purpose built command ship is not available. In these cases it is not unusual for a heavy cruiser or battleship to have a small amount of equipment removed in order for new command and control systems to be fitted, a process much less time and resource intensive than building an entirely new ship.

Squadron Documentation

With the budget being one of the main limitations on the construction of a squadron within *Adventure 3: Trillion Credit Squadron*, it is important that every credit is accounted for with the utmost care. Due to this, it is essential that a clear design worksheet be filled out for every ship in the squadron.

Procedure

Each design worksheet must follow the ship design checklist as presented in the *Traveller Core Rulebook*, detailing the ship's hull, its systems, armaments and any additional equipment. It should detail the number of crew quartered aboard the vessel, the number of pilots needed to man it and any troops aboard. It should also show the total cost, the cost of life support per month, the cost of maintenance per month and the architect's fee for the first vessel of a class. Any design worksheet intended for a capital ship should also include that ship's hit table, created as per the capital ship design rules in *Book 2: High Guard*, on page 68.

It is important to note that every craft should have its own design sheet, down to the smallest of the small craft. These should be paid for separately from the vessel that is carrying them, in order to avoid mistakes in the budgeting of the squadron.

Class and Batch

When multiple ships of a single class are built to identical specifications, a single design worksheet may be used for those ships. These identical ships are known as class of ships and the class is named for the first ship (as in the Star Ship *Jericho*, Jericho-class cruiser) and only the first needs to include the architect's fee in the total cost.

There is often need to make minor changes to a ship design for various reasons, either to correct a defect or keep up with developing technology. This minor change to a class is known as a batch (as in Jericho-class, batch 2) and indicates that something has been changed to require a new design worksheet, but that is has not changed enough to require creating a new class. A new batch does not require an architect's fee to be played.

In order to remain part of the same class of vessel while creating a new batch of vessels, there are only a limited number of ways in which the subsequent vessels can differ from the original. The power plant, manoeuvre drive, jump drive, armour and hull configuration may not change. There may be no change in the number or size of bays, although a new batch may change their contents. The size of a spinal mount and launch facilities (such as launch tubes) may not increase but they can be decreased. Any other components such as fuel tankage, crew quarters and command facilities may be modified. Any further alteration beyond these allowances, such as an increase in the size of the jump drives, creates a new class of ship rather than creating a new batch within a class.

Order of Battle

In addition to a worksheet for each of the types of capital ship, spaceship or small craft present in a squadron there must also be an order of battle filled out for the squadron as a whole. This sheet details everything needed about the squadron, including final totals for cost, pilots, and tonnage totals. See the following Squadron Roster worksheet.

Squadron Roster

Squadron Name:			
Ships (Class, batch, number)	**Cost (MCr.)**	**Tonnage (dtons)**	**Pilots**
Totals:			

Total maintenance cost per month:

Total life support cost per month:

Tournament Play

Adventure 3: Trillion Credit Squadron is, at its heart, designed to allow for the running of tournaments using the *Traveller* system either at conventions or among friends. There are numerous options for running tournaments given here in order to give the player more options.

Setting up the Tournament

The initial part of setting up a tournament is gathering players to create and fight their squadrons, and setting the parameters the tournament will follow. A budget must be chosen which will apply to all players involved and the referee must decide whether he is going to use the standard parameters or if he will change them, either picking new ones or rolling randomly to decide. The next step is to decide what sort of tournament to run.

Standard Tournaments

This style of competition takes the form of several games run between the players until every player has fought every other player's squadron. The engagements are fought as battles to the death, and victory conditions can be set as one of two types. The first is simple elimination, with the winning player being he who has the last remaining active ship. The second is the player who destroys more of the enemy squadron, measured either in the monetary value of the destroyed ship or by its tonnage, before one squadron disengages or surrenders. Crippled ships, those that are still intact but unable to function, count for half of their value when the victor is decided. In every battle, each player's ships begin without any damage from previous battles. When all players have concluded their battles, the winner should be determined by number of wins, tonnage destroyed across all matches or the monetary value of everything destroyed by his squadron.

In addition to this there are several variations on the theme of the standard tournament.

Elimination Tournaments

A much tougher style of tournament than the above one, this tournament is essentially the same as the standard, except every battle is an elimination match. The losing player is knocked out, and the winner proceeds to fight their next battle. This type of tournament is also much faster than the standard one, with fewer battles.

Team Tournaments

Only appropriate when the number of players is high, the team tournament pits groups of two or more squadrons against each other, with the victorious team decided in the same manner as in the standard tournament. In addition, the winning team can then go on to fight a match among themselves to determine the overall victor.

Mission Tournaments

While being similar to the standard tournament, the mission tournament adds an extra layer of depth by making every match a randomly determined mission for each player, with each squadron having a different objective. The mission the two players will take part in should be decided at the beginning of the match by rolling on the random mission generator. The objectives and victory conditions will be listed along with the description of the mission. These can range from convoy escort to pitched squadron battles, but they add an element of variation not found in the standard tournament.

RULE ADDITIONS AND CLARIFICATIONS

There are several additional rules which *Adventure 3: Trillion Credit Squadron* adds to the core spacecraft combat rules in order to make a tournament experience more enjoyable. This section also clarifies certain rules to make tournament combat easier.

Initiative

All ships in a squadron roll initiative individually, rolling 1d6 and adding the crew skill. This initiative level also applies to any subordinate craft carried by that vessel. The player may make a single Tactics (naval) check at skill level 0, adding the effect of the roll to the initiative of every ship under his command.

In combat, ships and flights take turns in order of their initiative as normal. If two or more ships or flights have an equal initiative then the ship or flight with the highest tonnage goes first and then play continues in descending order.

Disengaging

In an engagement, there may well come a time when a squadron commander knows all is lost, and that he has a choice between saving his crews or doing as much damage as he can before his squadron is destroyed. One option is to disengage. Disengaging from combat is as simple as activating a ship's jump drive and plotting a course away from the encounter. However, the jumping ship must first ensure there is no other vessel, friendly or otherwise, within close range (10 km). If there are, the ship will have to manoeuvre away in order to form a jump bubble. It will then take two turns to begin and complete the jump procedure. During this time, the ship cannot manoeuvre, use its weapons or screens. It will then slip into jump space and disengage from the battle. In certain missions this will not be possible or will only be possible under certain conditions. Any restrictions will be listed in the mission profile. A ship with no equipped jump drive is not able to disengage from combat unless it docks with a ship capable of jumping away.

Fuel

All ships of a squadron equipped with jump drives are assumed to have their assigned power plant fuel in their tanks, as well as enough fuel for a single jump. Ships and small craft not equipped with jump drives are assumed to have their assigned power plant fuel in their internal tanks. If this fuel is normally stored in drop tanks then these will still be attached and the effects of having them mounted will apply to the vessel. If a vessel takes fuel hits and its on board fuel drops below the amount needed to make a jump, it will not be able to disengage from combat. If a ship's fuel is reduced to zero then it will continue to function for 1d6 turns before the power plant ceases functioning. This also applies to back-up power plants, but not to emergency power plants or chemical batteries.

Barrage Combat

This is a clarification of the barrage combat rules system presented in *Book 2: High Guard* in order to make capital ship combat more enjoyable for those participating in a tournament.

The first calculation that must be done is to work out the Base Armour DM. This is calculated as the Individual Weapon Damage (IWD) minus the armour value of the targeted ship. This is followed by the normal procedure as outlined in *Book 2: High Guard*. Thus, we get the following calculation using the barrage rules:

The Jericho *is firing upon the* Odyssey. *She fires a flight of fifty torpedoes, which have an IWD of 4.The* Odyssey *has an armour value of 6, giving a Base Armour DM of -2. The* Jericho *has an operating fire control/4, and a skill rating of 1. The* Jericho *rolls 2d6 for its barrage attack, scoring 7. To this we add the fire control (+4), the skill rating (+1), and the Base Armour DM (-2). The final calculation is therefore 7+4+2-2, for a result of 11 before other defences are taken into account.*

The Odyssey *has fifty beam lasers, and fifty sandcasters. The roll for both of these is 1d6, and the result is 3, with no modifiers. This gives 11-3-3, for a result of 5. This is 50% barrage damage according to the table on page 75 of* Book 2: High Guard.

The IWD of the torpedo is 4. Multiplied by the number of torpedoes in the barrage (50) gives us a total damage amount of 200. The result on the barrage damage table is 50%, giving a final damage result from the barrage of 100 points.

Boarding Actions

When two ships are docked and a boarding action is committed to, it is carried out as normal using the quick resolution boarding rules found on page 148 of the *Traveller Core Rulebook*. However, when two ships are at adjacent range and a boarding action is begun, point defence guns are able to attack boarders crossing the distance between the two ships. The player whose ship is being boarded should roll 1d6 and compare the result to the barrage damage table found on page 75 of *Book 2: High Guard*. The percentage given is the number of boarders killed by point defence guns in the crossing.

For example, the Jericho *is beginning a boarding action at adjacent range to the* Odyssey. *400 marines are crossing the distance when the* Odyssey's *point defence guns open fire. The player rolls 4, which gives a result of 25%. 100 of the 400 marines are killed, though 300 remain to continue the boarding action.*

Battle Damage

As stated on page 78 of *Book 2: High Guard,* when a capital ship's section is reduced to zero structure, it is destroyed. All equipment within the section is destroyed and cannot be repaired. If the engineering section is destroyed, assuming the power plant and drives are mounted there, then the ship is unable to act or manoeuvre unless it has a back-up power plant and drives in another section. If a ship has lost a section, it can no longer perform any fuel skimming, as it is no longer considered streamlined and cannot enter an atmosphere. If a ship loses more than half of its sections (rounded up), it is destroyed.

Small Craft

Small craft should always be formed into flights as detailed on page 80 of *Book 2: High Guard* and follow all the rules found there. Their weapons fire should be combined into barrages rolling as if they were one vessel.

MISSION GENERATOR

What follows is a list of mission profiles for tournament play and tables for randomly selecting the mission to fight. Each mission includes objectives, victory conditions and any additional assets or complications that may impact the game.

2d6	Mission
2	Fleet Clash
3	Capture the Flag
4	Blockade Runners
5	Surprise Attack
6	Fleet Clash
7	Xboat Down
8	Blockade Runners
9	Escalating Engagement
10	Fleet Clash
11	Capture the Flag
12	Xboat Down

Fleet Clash

The majority of conflicts between naval forces are clashes between two fleets with no other objective than smashing the enemy into so much space dust. The locale, the environment and occasionally even the enemy does not overly matter to the admirals in command, so long as damage is done to somebody.

Set Up: Each fleet deploys between 100,000-200,000 km from each other, armed and ready for battle.
Victory Conditions: The victorious fleet is the one that has remaining active ships at the end of the battle with all enemies destroyed, disabled or fled from the battlefield. Should both fleets have remaining active vessels at the end of the battle, the victor is he who has destroyed, disabled or forced to flee a higher monetary value of vessels. Disabled and fled vessels count for half their value.
Additional Details: Roll on the location table to give the battle's locale.

Xboat Down

A fleet courier has gone missing in the middle of an enemy held system. On board is vital information pertaining to fleet movements and battle plans. This information must be recovered before any enemy force can board and take it for their own. The courier must not be destroyed.

Set Up: Each fleet is stationed 100,000 km from a 100 ton spacecraft. This spacecraft is the mission objective.
Victory Conditions: In order to obtain victory, a fleet must either send marines on board using the usual boarding methods, or a ship may dock with it. The marines or docked ship must remain with the spacecraft for three turns, before escaping to jump. If the spacecraft is destroyed, victory is awarded to the player who did not destroy the ship.
Additional Details: Roll on the location table to give the battle's locale.

Blockade Runners

A world has been interdicted by an enemy fleet and they are stopping all merchant supplies from reaching the surface,

including those delivered by neutral parties. A convoy of merchants is being formed and they must break through the blockade at any cost.

Set Up: The attacking force is deployed 200,000 km from the interdicted world. The defending force is deployed in orbit around the interdicted world.
Victory Conditions: The attacking force must ensure at least half of the escorted vessels (see additional details) reaches orbit around the interdicted world. The defending force must destroy, disable or force to flee all enemy escorted vessels. Should a force lose all its warships, it loses the battle even if the escorted vessels are not at the planet or destroyed.
Additional Details: Add either 2d6 Super Freighters (*Book 2: High Guard* page 140) or 1d6 Tethys-class Fleet Stores Ships to the attacking fleet.

Capture the Flag

To capture a fleet's flagship is not only a great victory but also a great blow to the enemy in terms of capabilities and moral. Engage the enemy in battle and board and capture the vessel identified as their flag.

Set Up: Each fleet deploys 80,000 + (2D6 x 110,000) km from each other, armed and ready for battle. Each force should select a single vessel to be identified as its flagship.
Victory Conditions: Obtaining victory in this mission is a matter of boarding and taking control of the enemy flagship. Control does not need to be maintained in the face of counter-boarding operations, nor does the captured flagship need to survive the battle.
Additional Details: Roll on the location table to give the battle's locale.

Surprise Attack

The arrival of a fleet on the edge of a system is often a cause of much concern for its inhabitants. More rarely, however, a fleet can arrive on the edge of a system as an enemy fleet is readying itself to depart. Arrival in such close conditions can often be devastating for both fleets as they engage at minimum range for their weapons. Escape is near impossible unless the enemy is defeated, so each force will buckle down for a hard fight.

Set Up: Each fleet deploys at a range of 10,000 km from each other. Craft without jump drives may be deployed from their parent craft.
Victory Conditions: The victorious fleet is that which has remaining active ships at the end of the battle, with all enemies destroyed, disabled or fled from the battlefield. Should both fleets have remaining active vessels at the end of the battle, the victor is he who has destroyed, disabled or forced to flee a higher monetary value of vessels. Disabled and fled vessels count for half their value.
Additional Details: The battle takes place in deep space.

Escalating Engagement

On rare occasions, two fleets will arrive in a system at the same time, close by one another. The slightly random nature of the jump drive means it is unlikely either force would have its entire complement arrive at once, and so in these circumstances it is more likely the fleets will engage in pieces, with each part of the force joining in as it arrives.

Set Up: Each fleet deploys at a range of 25,000 km from each other. Craft without jump drives may not be deployed from their parent craft until the mission begins.
Victory Conditions: The victorious fleet is that which has remaining active ships at the end of the battle, with all enemies destroyed, disabled or fled from the battlefield. Should both fleets have remaining active vessels at the end of the battle, the victor is he who has destroyed, disabled or forced to flee a higher monetary value of vessels. Disabled and fled vessels count for half their value.
Additional Details: Each fleet begins the battle with 10% of its force in terms of its monetary value. Every five turns, a further 1d6x10% of their force will arrive at 25,000 km from the enemy fleet's starting point, and this will continue until the entire force has arrived. The battle takes place in deep space.

For example, a Trillion Credit Squadron has MCr. 100,000 worth of ships engaged when the battle begins. After six turns, the player rolls 1d6 and gets a 3, allowing a further MCr. 300,000 worth of ships to arrive.

1d6	Location	Effect
1	Deep Space	No further effects
2	Star's Corona	Reduce sensor ranges by two range bands
3	Dense Asteroid Belt	Reduce weapon ranges (except ordnance) by two range bands
4	Nebula	Reduce weapon (except ordnance) and sensor ranges by one range band
5	Atmosphere of a Gas Giant	Ships may not flee the battlefield by jumping
6	Deep Space	No further effects

Campaign Play

Adventure 3: Trillion Credit Squadron is not just designed for running tournaments, but also for running continuous campaigns in which the players can create fleets, conquer worlds and claim an entire subsector as their own. This chapter gives the rules for running such a campaign.

It is important to note that what is presented in this chapter is a starting point, guidelines to get a referee up and running. However, it is his campaign, and he should be ready to change, modify, or ignore any part of this chapter if it suits the campaign he wants to run. Want to put the players up against a terrible and ancient enemy who far outclasses their Tech Level, forcing them to run just to keep their fleets alive and ultimately requiring a political solution or maybe a dedicated strike team (a typical party of Travellers) to infiltrate the enemy's home world and overload ancient reactors that will tear the planet apart? You are more than welcome to just use these rules as a framework for such an epic, changing what you need to suit the story!

Setting up the Campaign

The Trillion Credit Squadron campaign represents a conflict between the navies of several planets in one or more subsectors with the players taking control of those navies. This could be set in a pre-generated subsector, a new one created by the referee or be part of an ongoing universe (which could affect any player characters active in the area). Two sides, and therefore two players, is the minimum for such a campaign, though the upper limit is only determined by the capabilities of the referee (who can, of course, take control of one of those fleets himself). Should the number of players be too great for the referee to handle, then it is possible for each side to have one player acting as commander-in-chief and other players as admirals. The overall commander could then perhaps decide on matters of budget and construction while the admirals could control portions of their team's fleet.

Within a campaign, many of the rules found in *Book 2: High Guard*, as well as the capabilities of ships designed within that system, assume greater importance than they would in any single battle (such as those in a tournament). Due to this, design parameters come not from the rule system but flow from the in-game situation. The budget is no longer arbitrary and is instead a taxed amount drawn from planets under the player's control. With fleet maintenance becoming an issue, breaking off from combat becomes important. The allocation of resources to both maintenance and repair, along with jump drives and refuelling capabilities, become central to fleet design.

In a campaign, unlike a tournament, victory does not automatically go to the player who wins the most battles or destroys the most enemy ships. Instead victory comes with strategy, the manoeuvring of forces and outguessing one's opponents.

The area a campaign takes place in should be at least the size of a single subsector with at least a single planet being under the control of each player or group of players. This planet could be generated randomly or it could be created by the referee so each side has access to at least one high-technology world. Other worlds can be generated as normal. These other worlds can either begin as unaligned worlds or they can be divided evenly amongst the players (or a combination of both options).

Planets and Systems

The campaign system adds several rules which apply to planets, systems and the players' interactions with them.

Initial Planets

Each player or team in a campaign begins the game with a single planet under their control. This planet is (presumably) their home world, the seat of the empires leaders and base of control for their fleets. As the players only begin with a single world, they must be able to create powerful fleets with just that single asset. For this reason, it is suggested the following guidelines are met for the creation of starting worlds, even if the referee is generating the planets randomly:

A Tech Level of at least 12 to give access to jump-3 technology and advanced shipbuilding.
A high population (7+) to give a large tax based income.
A high class starport (B+).

An example of a player planet in a campaign would be one with the following UWD; A4549A7-C, which gives a population of billions, an A class starport and a Tech Level of 12, meeting all the basic guidelines.

Income

The players' budget comes from planets under their control through taxation of citizens living within their empire. Not all taxation from those citizens is spent on naval construction, and so the amount awarded is in fact only a fraction of the total income of the planetary government. Funds are received at the beginning of each game year, with the amount determined by government type on each world, population, the state of interstellar politics, and whether the empire is at war. Some governments are more warlike, leading to higher naval budgets, and all governments spend more on the military if war seems more likely than peace. The budget from each planet is determined by the following formula.

B = Cr. 1,000 x GT x P

B is the total budget in credits, *Cr. 1,000* is the base tax rate taken from each citizen, *GT* is the modifier determined by government type and *P* is the planet's population. The government type modifier can be found on the table below.

Each different government type has different modifiers to the tax level dependant on whether the empire is at war, at peace, or whether there are rising tensions between it and another empire. These are the extremes and the referee may decide an empire closer to war may have a tax rate between tensions and open war, or one where the political situation is cooling down would have something between peacetime rates and those of tension. The players have no overall control on the tax rates levied on their populations. Instead they are determined by public opinion and political situation as determined by the referee. All governments should start the campaign at peace with each other.

Type 6 governments (captive governments) have a tax rate determined by their parent government, or they could be under an oppressive regime setting their rate substantially higher, though the maximum rate should not exceed 1.60. Balkanized worlds have different tax rates determined by their different governments, and the population should be split evenly amongst them.

Taxes are levied in the form of Credits, the base interstellar currency accepted on most worlds instead of local currencies. These are collected by the empire and can be spent on construction and maintenance on any controlled planet rather than just on the planet where the money was gathered.

If we look at the planet given above we see that it has a government type A, a charismatic dictator and a taxable population of 1,000,000,000. Placing this into the formula gives a peace time annual budget of MCr. 1,200,000, and a wartime budget of MCr. 1,600,000.

Unaligned Worlds

If the subsector of space the campaign is to take place in contains unaligned worlds, worlds which have no ties or allegiances to anyone outside of their own system, then the referee has two options. The first is to have these worlds be essentially open for capture, randomly generated worlds which the players can race to acquire before their enemies do, to increase income and construction capacity. The second option is to have some, or even all of the unaligned worlds with a small amount of defences, be they orbital weapons platforms, system defence boats or entire fleets. These could be placed to make player expansion more interesting, as they have to fight for some worlds even if they are not in direct conflict with other players. More diplomatically minded players may attempt to cause trouble for their opponents by encouraging these unaligned states to work against them.

It is suggested that any defences deployed by the referee do not exceed the construction capacity of the system they are protecting so they are not overly powerful compared to player fleets. This would give a fleet large enough to present a threat without making it impossible for the player to conquer the system.

Government Percentage Tax Modifiers

Type	0	1	2	3	4	5	8	9	A	B	C	D
Peace	0.5	1	0.8	0.9	0.85	1	1.1	1.15	1.2	1.1	1.2	0.7
Tension	1	1.3	1.1	1.05	1.25	1.2	1.15	1.2	1.4	1.25	1.35	1.05
War	1.5	1.6	1.4	1.2	1.45	1.4	1.25	1.25	1.6	1.4	1.5	1.4

SHIPYARDS AND FLEETS

Some elements of the ship design system have wider impacts on a campaign game as their nature affects strategy, tactics and, most importantly, budgets and finances.

Initial Fleets

Planets and systems controlled by players do not exist in a vacuum before the campaign starts and each world begins with a fleet already in existence. This may be created by the player with a value equal to three times the annual peace time budget of the world under their control. 25% of this value must be spent on building ships at one Tech Level lower than the planet's current capabilities. Additional budget may be spent on refitting these ships to a higher Tech Level but this must come from the remaining 75%. It is possible to construct a large fleet that cannot be maintained practically, so it is important to watch maintenance costs of the fleet.

There are no construction limits other than those of the Tech Level and the available budget. It is assumed these ships were built when shipyards were available to build them and pilots are effectively unlimited, given the scope of population on initial planets.

Continuing the previous example, we see that the initial fleet budget would be MCr. 3,600,000, of which MCr. 900,000 must be spent on ships built at TL 11 or lower.

Ship Construction

The building of ships is the key to winning most campaigns, with larger or more advanced fleets often having an advantage over others. Each planet's starport has a maximum building capability, as they only have a certain number of slips available for laying down hulls. This is based on the following equation which determines the total tonnage of ships a starport can work on at any single time, including repair and refitting work.

T = P x (TL/10,000)

T is the tonnage capacity of the shipyard, P is the planetary populations and TL is the Tech Level of the world. From this, we can see that planets with large populations and high Tech Levels would be able to build many thousands of tons of ships at once, while those with small populations would be limited. Planets with low Tech Levels or populations might not be able to be able to build jump capable ships at all. If the tonnage given by the formula is less than 10 but above zero, it should be rounded to 10.

Looking again at the above example, the planet has a population of 1,000,000,000, and a Tech Level of 12 is capable of constructing up to 1,200,000 tons of vessels at any one time.

Creating plans for a ship (and employing an architect) requires four weeks after which the ship can begin construction. The time required to construct a vessel is determined by the size of the vessel and is given by the construction time table given in *Book 2: High Guard* (page 55). A ship under construction cannot be used for any purpose until it is complete. It cannot be used to house fighters, for instance, even if it has hangers installed, until it is finished.

It is possible to speed up construction in several ways:

If an amount of yard space equal to twice the ship's tonnage is allocated to the vessel's construction then construction occurs in 75% of the time.
Paying extra for additional material and workers can speed up the construction. For every additional 10% of the cost paid per week, decrease construction time by 10%.
As shown on the construction time table in *Book 2: High Guard*, any ship constructed after the first of the class has a reduced construction time.

It is possible to build a ship at a maximum of twice the speed given in *Book 2: High Guard.*

The cost of building a ship is broken down into a week-by-week basis and, as such, is paid for out of each annual budget in which is it being built. To find the unmodified weekly cost, divide the total cost of building the ship by the construction time given by the table in *Book 2: High Guard*. Any modifiers from speeding up construction should be added to this cost when they are applied.

Skilled Crewmen

Crews with higher skills can be purchased for ships built in a campaign in the same way as in a tournament as detailed in chapter 2.

Maintenance

The Price of having a large fleet is a very large maintenance bill. Each ship and small craft has to be maintained and this costs 0.1% of the building cost per year, paid for at the beginning of each year when the budget is granted. A refitted ship costs its original amount minus the cost of removed systems, plus the costs of any new systems added. Ships under construction have no maintenance cost until they are completed but those under repair or refit *do* have to be paid for. Should a player not have enough money to maintain their entire navy, then some ships must be paid off or placed in ordinary until they can be paid for once more.

Paying Off: When a ship is paid off, it is removed from the list of active ships, and is normally put up for sale. It is disposed of with no further costs being paid. The vessel is destroyed or otherwise removed from the game.

Ordinary: A ship placed in ordinary is put into reserve, with many minor systems removed or put into protective storage. They are stored and may be returned to service at a later date with a much reduced cost to the parent navy. The recommissioning cost is one tenth of the original build cost as many systems have to be replaced or restored to their full capabilities, and it requires the full capacity of a shipyard the ship takes in construction for one tenth of the construction time. All time modifiers found in the ship construction section may be used.

Refitting Ships

Older ships with less advanced technology are often improved and brought in line with newer vessels by refitting them; out of date systems are removed with newer ones put in their place. All refits must take place at starports of class B or above and jump drives can only be removed and fitted at class A starports. Any refitting, even if it just the removal of minor systems, takes up shipyard capacity equal to the tonnage of the ship that is undergoing refit.

There are two different types of refit that can be used. Major refits cover changes in power plant, manoeuvre or jump drive, as well as changes to spinal mounts or launch facilities (such as launch tubes). Removing these components costs 0.5 times the cost of the original system, while removing them and then installing new ones costs 1.5 times the cost of the new system. The time this takes is one quarter of the time required to build a new ship of the same size.

Minor refits are changes to any other components aboard the ship, such as weapon mounts or staterooms. Removing these components costs 0.1 times the cost of the original system, while removing them and then installing new ones costs 1.1 times the cost of the new system. The time this takes is one tenth of the time required to build a new ship of the same size.

Armour and other parts of the ship integral to the hull (such as configuration or reinforced structure) cannot be changed under any refit. Those items covered under a major refit cannot be increased in size though they may be reduced. Other components may be increased in size if there is tonnage available. If several systems or components are being removed or replaced in a single refit then it only takes the time required for the longest one to be completed though all costs must be paid.

The time taken for a refit to be completed can be modified in the same way as ship construction, such as allocating additional shipyard space. If multiple ships of the same class are being refitted then all ships after the first can benefit from the bonus gained from previous construction.

Repairing Ships

Conflict may lead to great prizes or terrible losses but also to many ships in a fleet being damaged and requiring repairs. While some repairs may be attempted while the ship is underway, most systems can only be undertaken in a proper shipyard facility.

Field Repairs: Repairs while underway can only be completed if the ship in question is undertaking actions no more complicated than entering or leaving jump space. It cannot, for instance, commit to battle in the same week. They also require that the crew be at weakened strength or better. Ships with half strength crews or less cannot undertake repairs. Field repairs will remove one hit from any damaged system that has not been disabled or destroyed. However, field repairs cannot repair hull, structure or armour damage and neither fuel nor crew can be replaced while conducting repairs.

For example, a ship has taken a single hit to its power plant and jump drive, and a double hit to both its bridge and computer. Field repairs are conducted, fully repairing the power plant and the jump drive, and restoring the computer to one level of damage. The bridge cannot be repaired as it has been destroyed.

The problem with field repairs is that they often break down if the systems in question do not receive proper attention. The player in control of a ship that has undergone field repairs should roll 8+ on 2d6 for each system repaired at the end of each week that the ship does not undergo repairs at a shipyard. Should this roll be failed, then the repair breaks down and the system returns to the condition it was in before it was repaired.

Starport Repairs: Full repairs on capital ships can be conducted at any class A or B starport. Starports cannot repair systems with a higher Tech Level than the planet they operate on. For the purposes of starport repairs, field repairs are ignored and systems have to be repaired fully from the level they were at prior to field repairs being conducted. Repairing a vessel takes up shipyard capacity equal to the tonnage of the vessel being repaired.

Repairs to the hull, structure and armour of a ship are lengthy operations involving the replacement of entire hull plates and sections of the ship being cut away and rebuilt. The cost and time this takes is a percentage of the cost and time it originally took to build the ship, defined by the percentage of the hull, structure or armour that was damaged in combat.

For example, a 50,000 ton ship with 1,000 hull is damaged in combat, taking 300 hull damage. The hull of this ship originally cost MCr. 5,000 and took 115 weeks to build. Since 30% of the hull was damaged, 30% of the cost and time is spent repairing it, taking MCr. 1,500 and 35 weeks.

Damage to systems is treated differently, as it can often be repaired much more easily than damage to the ship's hull or inner structure. If a system has taken a single hit, then repairing it requires 10% of the cost of the original system and the time taken is equal to 5% of building a new ship of the same size. Repairing a system that has taken more than one hit but has not been destroyed or disabled, requires 50% of the cost of the original system and the time taken is equal to 15% of building a new ship of the same size. A system that has been disabled or destroyed must essentially be replaced for slightly below the cost of installing a complete new system. This requires 90% of the cost of the original system and takes 25% of the time taken to build a new ship of the same size.

When repairing multiple areas of a ship, only the longest time should be counted towards the length of repair. Shorter repairs take place at the same time but their cost must still be paid for. The time taken for a repair to be completed can be modified in the same way as ship construction, such as allocating additional shipyard space. Ships undergoing repairs can also have systems refitted, as detailed above, taking place in the same length of time as the repair.

Continuing the example above, the ship also took a single hit to its power plant, and two hits to its computer. Because the repairs to these systems take less time than the hull repair (6 weeks and 17 weeks respectively), they occur within the same time as the hull repairs, but they must still be paid for.

PLAYING THE CAMPAIGN

Once the campaign has begun, it is up to the players to match their wits and fleets against one another or the referee to attain victory. Even so, there are a number of rules to consider to keep the game flowing.

The Turn Sequence

Due to the campaign's much grander scale in comparison to standard Traveller games, a new turn sequence must be defined. The campaign is divided into turns, each of which lasts a single week and the events in those weeks occur in a set order.

1. **Arrival:** Any ships which began a jump during the previous week arrive at their destinations.
   Intelligence: Players receive information regarding changes in their own systems and on systems their ships have entered, such as the composition of enemy forces or the arrival of fleets in their systems.
   Communications: Players with ships in the same system may talk to each other, a dialogue which may continue until one of them leaves the system or is removed from action. Outside of this, players should not discuss anything relating to their own forces (this represents the lack of FTL communications associated with Traveller – if your campaign setting differs, this rule can be ignored).
   Combat: Ships with sufficient fuel may jump out of a system before combat begins. All battles are fought to a conclusion, either by the destruction of one side or retreat. Refuelling from gas giants may take place during a battle as well as from auxiliaries that may be present but may not take place on ocean planets. Ships may escape from battle either by jumping away, or manoeuvring out of range.
   Planetary Control: Planets with no remaining defences, or which had none in the first place, are passed to the player with a fleet present. Populated worlds will only surrender to a sufficiently strong fleet; gas giants can be captured and controlled by a single uncontested vessel.
2. **Refuelling:** Any ships which are in a system that contains a source of fuel (gas giant, ocean world, tanker) may refuel at this stage.
   End Phase: Any ships under construction, shipyard repair or refit that are due for completion during this week are ready at this time. Ships which began operations lasting more than a week (such as refuelling ships with limited processing capability) during the previous week are also ready. Final orders for movement, both jump and in-system, organisation and other operations can now be given.

Once all of these phases are completed, a week passes and the next turn begins.

Intelligence

For simplicity's sake, it is assumed the player (or group of players) who controls a navy knows everything that is happening within the area controlled by it. In anything but peacetime however, players should only know what is happening within their own territories. Events occurring outside, such as battles between other players or the movement of enemy fleets within their own systems, should not be made known. When there is peace between two sides it is possible a player will be able to gather information about events such as fleet movements and ship construction especially in systems along the border between two territories. However they should not be given every detail of systems and fleet movements. Information on this scale should only be handed out at the referee's discretion.

The only way to gather accurate information on the contents of a system is to deploy ships to it. When a fleet arrives in a system, players involved should be given information on ships present. However, the intelligence given by the referee should not be a detailed breakdown of fleet elements but rather a more general estimation of the size and number of vessels present (for example, three small capital ships, six spacecraft and 120 small craft). Ships carried within other ships, such as battle riders or fighters loaded onto a carrier, should not be revealed. Once battle is joined, all details made available by sensors should be revealed to the players.

Communications

Communications between players with ships in the same system are essentially unlimited, and they may discuss any aspect of the campaign. This includes sharing information that one player has but the other does not. However, if two players (or the players and a non-player character controlling some of their ships) do not have ships in the same system, they cannot hold any conversation about the campaign at all. This means that similarly to gathering information, the only way for two players or characters to communicate is for one to send a ship to a system that holds the other's vessels.

Combat

Combat between fleets in the campaign is much the same as laid out in the previous chapter. However, because of the increased budgets and facilities available in a campaign, it is quite likely that fleets will be made up of more ships (or, at least, more diverse ships). For this reason, it is advisable that battles between large fleets be broken down into manageable sections. An option the referee could use is to begin each battle with a strategic manoeuvre phase. The players would take it in turn to declare how their squadrons (or groups of squadrons) were acting, splitting large battles into smaller engagements.

For example, players 1's fleet, containing four cruiser squadrons, engages player 2's fleet, containing two cruiser squadrons and a battleship squadron which are defending a planet. Player 1 declares that two of his squadrons will be taking a circuitous route to the planet, attempting to bypass the enemy. Player 2 declares he will intercept these with his own cruisers, thereby breaking the battle down into two engagements.

Most battles begin as engagements at Very Distant range with distances of around 50,000 to 200,000 km separating the two forces. Unless the battle is taking place very close to either a planetary body or the system's star then there are no outside effects on the combat. Other than the fuel section, the combat follows all the rules laid down the previous chapter.

Before battle is joined, ships may choose to escape by jumping out of the system, assuming that they have enough fuel to do so. Once combat starts, ships may only leave the combat by disengaging. However, once a ship has disengaged from combat, it can choose to either jump out of the system or flee into the outer system.

The outer system is the area of space around and beyond a system's outermost planets. Ships in the outer system cannot be attacked but players still receive intelligence about them (and the player controlling a fleet present in the outer system still receives intelligence on ships in the inner system). Ships in the outer system may intercept messages between players communicating in the inner system but may only send three messages of their own per week. These messages should be delayed by one division of the turn (a message sent in the communication phase would arrive during a battle).

Ships in the outer system with enough fuel may jump while those without must eventually return to the inner system to attempt to refuel or await a tanker. Ships may not jump directly into the outer system but may arrive in the inner system and then travel there immediately.

Ships may return to the inner system at any time. If they decide to return before the refuelling phase, they arrive during the refuelling phase and may take on fuel if they are in control of the system. If they decide to return after this, they arrive during the arrival phase of the next week.

Planetary Control

For populated planetary bodies, if a fleet contains either enough ortillery weapons to give 800 barrage points when added together, enough normal weapons to give 2,000 barrage points when added together, or the ability to land 1,000 marines or more, and all enemy ships have been disabled or have disengaged, then the planet surrenders. It comes under the player's control until it is recaptured by the enemy.

For instance, a fleet contains 30 ortillery rail gun bays and 60 torpedo barbettes loaded with ortillery torpedoes scattered around its ships. This gives it (360+480) 840 barrage points when these are added together.

A second fleet has no ortillery weapons, but it is armed with 100 large particle beam bays, 100 fusion gun bays and 50 torpedo bays loaded with standard torpedoes. This gives it (900+500+600) 2,000 barrage points when added together.

For gas giants and other uninhabited worlds, the planet is captured when all enemy ships have been disabled or have disengaged. This allows them to potentially be captured by just a single ship.

Refuelling facilities on a captured planet may be used immediately, while starport facilities for repair and construction can only be used after four weeks.

Enemy ships awaiting repair on a captured planet can attempt to escape if they have functioning manoeuvre drives. Ships without these, as well as those under construction and refitting, are automatically captured, as are any ships being kept in ordinary at the planet. Repair, refit and construction work may be resumed on these vessels once the starport facilities become available to the invading player. Captured ships that are capable of moving under their own power (or if the invading player has large enough hangers on one of his own ships to fit them) may be transferred to a friendly starport.

Refuelling

On a campaign scale, ships either refuel completely during the refuelling phase or take an entire week to complete the operation. Determining how long the refuelling takes depends on both the average configuration of the fleet and source of fuel. Only fleets which are streamlined may refuel at ocean worlds; fleets which are either partially or fully streamlined may refuel at gas giants, and any ships may be refuelled by refuelling facilities such as starports and tankers.

A fleet is considered streamlined if ships with fuel tankage equal to 50% of the total across the fleet have a streamlined configuration, while it is considered partially streamlined if 50% of the fuel tankage is aboard partially streamlined vessels. For an unstreamlined fleet to refuel at a gas giant, at least 10% of its fuel tankage must be aboard ships that are partially or fully streamlined. For a partially streamlined fleet to refuel at an ocean world, at least 10% of its fuel tankage must be aboard ships that are fully streamlined.

Streamlined fleets may refuel from any source in the refuelling phase, always taking less than a week if enough fuel is available. Partially streamlined fleets may refuel from gas giants and refuelling facilities in the refuelling phase, taking less than a week if enough fuel is available, and may refuel from ocean worlds in a single week. Unstreamlined fleets may refuel from refuelling facilities in the refuelling phase, taking less than a week if enough fuel is available, and may refuel from ocean worlds and gas giants in a single week. These times rely on the ships performing skimming operations (such as refuelling from gas giants or ocean worlds) having enough fuel processors to produce a full amount of refined fuel for themselves in less than 72 hours.

Starports can always refuel ships in the refuelling phase but can only fill a limited amount of fuel tanks, defined by their class. See the following table for details.

Starport Class	Fuel Available
A	500,000 tons
B	250,000 tons
C	100,000 tons
D	50,000 tons
E or X	No fuel available

Streamlined and partially streamlined ships equipped with fuel scoops can refuel from gas giants during a battle. The battle must be taking place in the vicinity of a systems gas giant. Ships refuelling in this way cannot take a direct part in the battle (they cannot fire their weapons, or manoeuvre) while they are skimming and it takes an hour (ten combat rounds) to fill a ship's tanks with unrefined fuel. After this time the ship can return to the fight and may jump away from the battle using the fuel they have taken on.

CAMPAIGN OPTIONS

What follows are a series of advanced options for campaigns to expand the basic campaign laid out above. Some of these may add new layers to the game or a different starting situation for the players.

Limited Communications

While the standard campaign game limits communication between players, the Third Imperium setting has limited communications even between adjacent systems. A Limited Communication campaign requires a relatively large number of players for effective play and also creates a lot more work for the referee. A campaign of this type should be attempted only with an experienced group well versed in the Third Imperium setting.

Players: The key point of a limited communication campaign is that each independent fleet, task force or squadron must be commanded by an individual player with a single player as commander-in-chief and that players in different systems from each other may not communicate except through the referee. Players are kept unaware of what is occurring just one parsec away unless they are informed by a message.

Optionally additional task forces may be left in the control of non-player admirals and commanders, which are controlled by the referee. Forces controlled by the referee in this way should not demonstrate much cleverness or thought but should be professionally competent. They will follow any orders given, so players are advised to issue them with general orders for as many planned for contingencies as possible and to make sure any additional orders are clear and precise. When making a decision for a task force such as this, the referee must be sure to only use information the commanding officer of the task force would have available.

Messages: Messages are carried by ships or left in systems for the arrival of another player. When two players are in the same system they may communicate freely as well as verbally. However when a message is being left behind or delivered aboard a ship, these messages must be written down. Each message must be given to the referee for delivery and each message should carry several pieces of information besides the message. It should carry both the name of the person it is from, as well as the name of the intended recipient and any others who may read it. It should also detail the ship it will be carried on or the base it is being held at, and the campaign week and system in which it was created.

Messages can be dispatched in several ways, in order to reach their intended target. They can be sent to several places at once, or a ship may be instructed to go to a rendezvous point and wait for a courier or other response from the recipient. They can also be left at a local starport, or lacking one, the local naval ground presence which is assumed to exist on any friendly world.

It is possible for enemy players to intercept messages and the referee should keep various methods in mind. Ships carrying messages can be disabled in battles or planets with messages stored at their starports can be raided. Less concretely, prisoners can be interrogated and transmissions can be intercepted and their codes broken. A player should keep this in mind when sending messages and deciding who to entrust with information.

Campaign Diary: In a limited communication campaign, it is advisable that a diary of events is kept in order to keep the campaign from becoming confusing to the players. This should be a week-by-week record of events so that after a war or a campaign is over the referee can explain what really happened to the players. This record could be detailed or general, and could include visual aids such as campaign maps and messages.

Advancing Technology

The standard campaign pits several relatively technologically advanced planets against each other, keeping the players on an even but advanced footing. However an advancing technology campaign inverts this, with the players starting on planets just coming into the interstellar universe, building their first jump drives and sending out their first starships.

Initial Technology Level: Instead of the standard initial worlds, planets that players begin in control of should have a maximum Tech Level 8. This leaves them with prototype jump-1 drives, low tech fusion plants and a limited selection of shipboard armaments. Initial population and starport class should remain similar to the standard campaign, as should the fleet budget used to build the players starting fleet. However, only 25% of this budget may be spent on ships equipped with prototype jump drives.

Technology Marches Onward: The centre point of the advancing technology campaign is that a civilisation can enhance itself by increasing its Tech Level or the Tech Level in specific areas of its fleet in several ways.

The first of these involves the Ancients. There have always been civilisations rising up and falling into difficulties long before current species even walked the surface of their home worlds. Some of these civilisations leave artefacts behind and a very few of these are functional data caches detailing schematics, blue prints and designs for technologies unimaginable to the people who find them.

The chance of an ancient data cache existing on a world is equal to 8+ rolled on 2d6, rolled when a subsector is created, or added at the beginning of a campaign. They can be discovered by a fleet by surveying a planet, which takes a single week, and requires the surveying ship or task forces to do nothing else that week. Four weeks after finding an ancient data cache, a single aspect of the fleet's technology is raised to the next Tech Level, rolled randomly on the following table:

The second option for developing empires is to research advanced technology using up shipyard space and budget that could otherwise be spent on fleet construction and maintenance. Developing a single aspect of a civilisation's technology (see the previous table) takes up shipyard space equal to a 10,000 ton vessel. This space is used for the construction of experimental systems, small test bed hulls and prototyping. The research and implementation of developments in the chosen line of technology takes the same length of time as constructing a 10,000 ton vessel, a matter of 96 weeks. The major problem of research is its cost as the weekly cost of pursuing a line of technological development is MCr. 1,000. This gives a total cost of MCr. 96,000, an amount often more costly than an entire battleship.

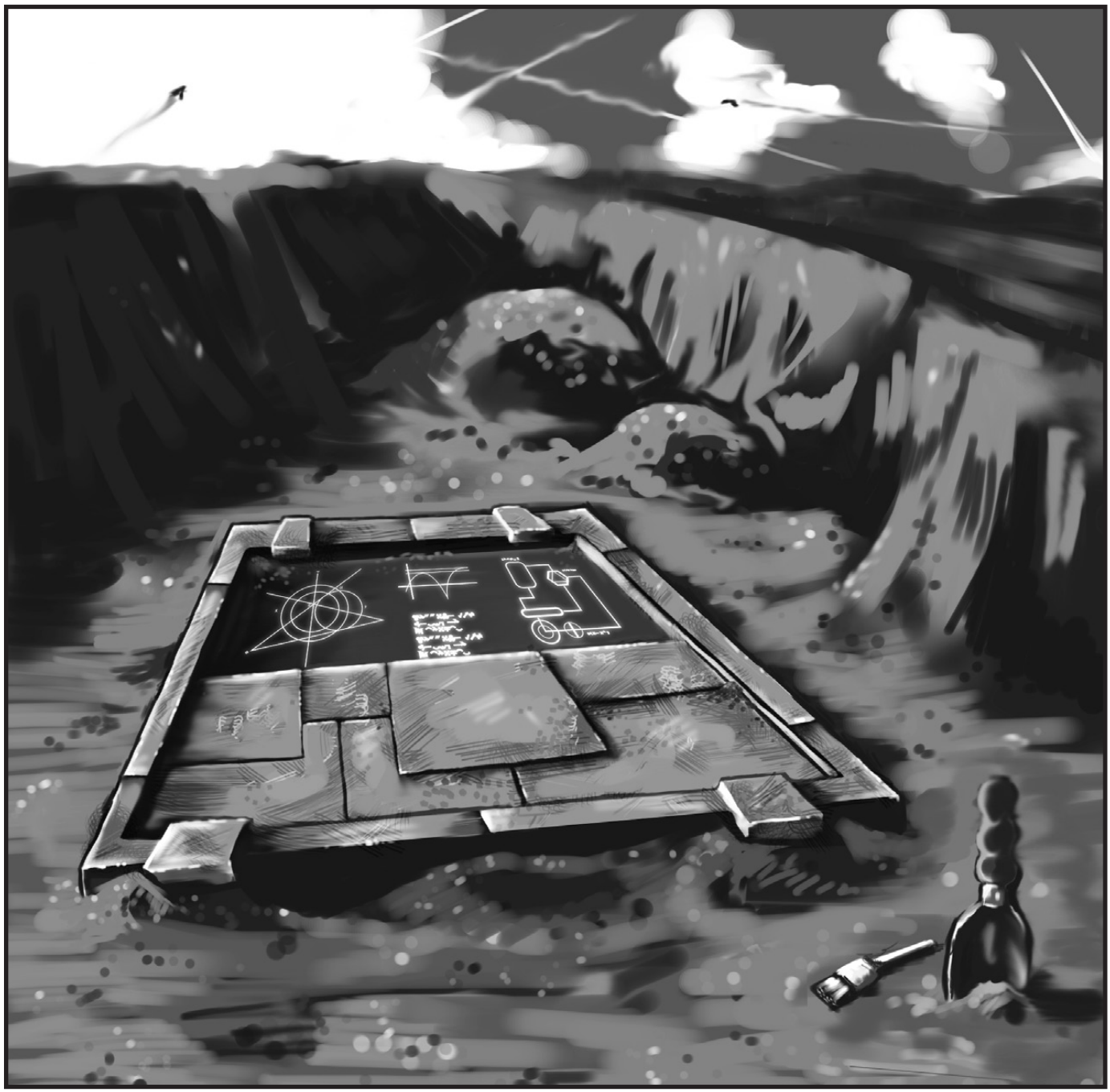
Research can be conducted in more than one area at once as long as the civilisation conducting the research has enough shipyard space and budget to afford it. Research can be sped up in the same ways as ship construction by allocating more shipyard space or paying an increased weekly cost.

When a civilisation's technology advances, the ships currently under its control are not automatically updated to the new Tech Level. Parts that may be refitted can be placed into these ships in the normal way, but advances in armour and hull construction

1d6	Area	Effect
1	Drives	Allows access to the next TL of jump and manoeuvre drives and power plants
2	Hulls	Allows access to the next TL of hull, increasing hull and structure points
3	Armour	Allows access to the next TL of armour, improving mountable armour and available types
4	Sensors	Allows access to the next TL of sensors and sensor options
5	Internal Systems	Allows access to the next TL of computers, command modules and other systems
6	Weapons	Allows access to the next TL of weapons, screens and spinal mounts

may not be retrofitted. Ships under construction may have their internal systems changed for more advanced ones as long as they are in the first 25% of their build-time and the new systems are the same size or smaller than the originally planned systems. The weekly cost of construction should be redefined with the added cost of the new system. The cost of the old system that has been paid for thus far should is not refunded.

For instance, a civilisation is exploring the nearest systems to its homeworld and finds a pair of ancient data caches. Rolling for their contents, the civilisation can now construct TL 9 drives and sensors (rolled 1 and 4), giving it access to non-prototype jump-1 drives, as well as prototype basic military and survey sensors. A survey ship currently under construction has its prototype jump-1 drive replaced with a mass production model which is cheaper and has a smaller tonnage, freeing up some internal space for cargo. The civilisation then decides to research TL 10 drives, which would give it access to prototype jump-2 drives. However, this will take 24 months, and cost a large portion of their budget.



New Equipment

Fleets require a huge amount of specialist equipment for everything from combat to supply. While *High Guard* presented options primarily for the lone capital ship the equipment here is primarily for pulling a squadron or a fleet together into a cohesive and capable unit.

Weapons

In big fleet confrontations, new weaponry can be brought to bear on the enemy.

New Spinal Mounts

The railgun spinal weapon is the predecessor to the meson gun. A low tech armour penetrator is accelerated to near-C velocities by a set of enormous electromagnetic rails which can then punch through solid ship hulls and crack open its innards.

Railgun				
Type	**Base TL**	**Tons**	**Damage**	**Cost**
A	9	4,500	120	2,800
B	10	6,000	190	3,500
C	11	5,000	240	4,000
D	12	4,000	300	5,400

Railgun	TL+1	TL+2	TL+3	TL+4
Size and cost	-10%	-20%	-40%	-60%
Damage	+5%	+10%	+20%	+40%

Railgun spinal mounts can only be used at medium range (10,000km) or less due to their sublight speed. They also require ammunition with a single round being 20 tons in size and costing MCr. 0.5 each. Railgun rounds are effective at penetrating armour and penetration is graded by the amount of damage they inflict:

Damage	Penetration
100-199	I
200-299	II
300-399	III
400+	IV

Extended Spinal Weapon Damage

A railgun spinal mount ignores armour equal to three times its penetration rating. Railgun spinal mount damage is reduced by the amount of armour remaining after penetration is factored in by 20 points per point of armour. Note that a railgun spinal mount inflicts neither residual damage, nor radiation damage.

For example a 300 damage railgun spinal mount hits a ship with 12 points of armour. As a penetration II weapon this attack ignores 6 armour, leaving 6 left over. (300-(6x20)) 180 damage is done to a single section of the targeted ship.

New Weapon Mounts

Missile Pack: A way of giving a ship a lot more firepower in the short term, the missile pack is a set of twelve missiles set directly into the hull of a ship. Each missile pack takes up a turret hardpoint and weighs one ton but fires all loaded missiles at once and uses the Gunner (bay) skill. However they can only be reloaded in a starport. The cost of a missile pack is twice the cost of one ton of the loaded missiles.

For instance, a Q-ship is armed with four missile packs loaded with basic missiles, taking up four tons and four hardpoints. It opens fire on a corsair, and unleashes a barrage of 48 missiles at the enemy ship fired by a bay gunner.

Plasma Guns

A weapon that fires cocoons of ionized gas as hot as stars, the plasma gun is a powerful anti-ship weapon fed directly by the sheer power of a ships fusion plant.

Plasma gun: A single plasma gun may be mounted in a double turret or a pair may be mounted in a triple turret, the power feeds and cooling equipment required taking up the other hardpoint. A plasma gun deals 2d6+4 damage on a successful attack.

Plasma barbette: Similar to the smaller plasma gun, the plasma barbette is a larger, more powerful weapon. It inflicts 3d6+5 damage on a successful hit. It takes up five tons of space.

Ordnance

EMP Torpedo: The EMP torpedo is a basic torpedo which replaces around half of its warhead with a flux compression generator using the rest of the warhead to provide the high explosive compression. When this detonates it produces a high power electro-magnetic burst which shorts out unshielded systems and can shut down unprotected vessels. It deals only 1d6 damage on a successful hit, but disables three systems

Weapon	Damage	Range	Mounts	TL	Tonnage	Cost (MCr)
Missile pack	As missile	As missile	Turret	6	1	2 x missile
Plasma gun	2d6+4	Medium	Turret	11	—	2.5
Plasma barbette	3d6+5	Medium	Barbette	11	5	5

rolled on the section hits table. The effects of these hits are removed after 1d6 turns, and any hits to hull, armour, structure hold or fuel are ignored. Systems hardened against EMP ignore these hits. It travels at thrust 8 and has an endurance of 8 turns.

Plasma Torpedo: A torpedo fitted with a powerful plasma burner in the nose, these weapons are particularly effective at cutting through ship armour. It deals 3d6 damage and ignores 3 points of ship armour. It travels at thrust 6 and has an endurance of 12 turns.

Decoy Missiles: With a reduced explosive warhead, the decoy missile fits a pair of small pods mounted with powerful transmitters and jammers. These are detached shortly before impact, confusing point defence systems. The missile inflicts 1d6-1 damage, but point defence rolls to defend against them suffer a -2 modifier. It travels at thrust 8 and has an endurance of 10 turns.

Fragmentation Missiles: A missile designed purely for the destruction of small craft, the 'frag' missile explodes shortly before interception throwing out a wall of high speed shrapnel. When fired in mass barrages this dense volley is often enough to cripple bomber waves and disperse fighter screens. The missile inflicts 1d6-1 damage, and attacks on small craft or flights of small craft gains a +2 modifier. It travels at thrust 10 and has an endurance of 10 turns.

Ordnance type	TL	Cost (Cr.)
EMP Torpedo	9	16,000
Plasma Torpedo	12	18,000
Decoy missiles	9	35,000 per 12
Frag' missiles	8	20,000 per 12

Fuel

Collapsible Tanks: Collapsible fuel tanks (also called fuel bladder) are large flexible bladders which expand when filled with the hydrogen fuel vital to starships. They take up cargo spaces in a ship and are used to extend range without the work of mounting demountable tanks. Fuel cannot be pumped directly from these tanks to the J-drive, and so a ship must finish a jump before it can use the fuel stored in collapsible tanks. When empty these tanks take up 1% of the tonnage they use when full. Collapsible tanks cost Cr. 500 per ton.

Demountable Tanks: These tanks are used to convert cargo space into working fuel tanks with all the pumps and feed lines that go with it. Fuel can be used directly from these tanks meaning ships can make longer jumps than they would be able to on their own tanks. When empty these tanks take up the same space as when they are full and cannot be used for anything but fuel. It takes four weeks to add or remove demountable fuel tanks to a ship's cargo spaces. They cost Cr. 1000 per ton.

Internal Components

Medical Facilities: The men and women who serve aboard warships put their lives at risk when they go into battle, and they are given access to the best medical care that the fleet can provide so that if they do get injured then they are well taken care of. Wards, clean areas and surgical rooms are all part of this allowing for patients to be treated by professionals.

Appropriate medical facilities reduce the difficulty of both first aid and surgery checks by 1 and increases the characteristic points restored per day by medical care to 4+ the character's Endurance DM+ the doctor's Medic skill. Medical facilities take up 3 tons of space per crewman who can be treated at any single time and costs MCr. 1 per 3 tons. These facilities also require one medical professional per 30 tons of facilities.

UNREP Equipment: Equipment designed to allow for underway replenishment, or the resupply of warships while in motion, is vital to the continuing function of squadrons in even the most unexplored environments. The equipment includes fuel hoses, cargo transfer tubes and other gear designed to move ordnance and freight between two ships. Each ton of UNREP equipment allows for the transfer of 20 tons of fuel, cargo or ordnance per hour and costs MCr. 0.05.

Recreational Facilities: The naval and lower class version of luxuries, these are only usually seen on larger cruise vessels and naval tenders. The facilities make up shops, parks and bars, all for the amusement and entertainment of visiting men and women. Each four tons of recreational facilities counts as one level of steward for the purposes of carrying middle passengers and costs MCr. 0.1.

Command and Control

Fire Control Grid: The coordination of firepower is the key to victory in capital ship combat and the fire control grid is the

ultimate expression of that concept. Linking together the fire control systems of each ship making up the grid this system allows multiple ships to fire barrages of equivalent weapons as a single attack. It also affords ships firing in this manner a +2 modifier to barrage rolls against capital ships. These systems can affect 20 tons of friendly capital ship per ton of system, and can only affect ships within short range (1250km). The ship equipped with the system is not included in the tonnage but does receive its benefits. They cost MCr. 5 per ton. A fire control grid requires one crewman per 50 tons.

For instance three cruisers are each armed with 100 particle beam bays. Firing individually at medium range gives three barrages of 100-particle beam-medium-6. When linked by a fire control grid they may make a single attack of 300-particle beam-medium-6 with a +2 modifier on top of any others that apply.

The above cruisers each mass at 30,000 tons giving a total tonnage of 90,000. In order to have a grid large enough to co-ordinate these ships a system must be present of at least 4,500 tons, at a cost of 22,500MCr.

Point Defence Network: Point defence weaponry achieves the defence of the ship through pure weight of fire filling the space around a ship with lasers and sand in an attempt to shoot down ordnance and block energy weapons. The point defence network allows for nearby ships to assist in these efforts by firing its own weapons, targeted and under the control of a command system. Add each controlled ships point defence weapons to the total when defending against a barrage attack. This system also gives a +1 modifier to point defence rolls on any ship under its effects. This system can affect 30 tons of friendly capital ship per ton of system and can only affect ships within short range (1250km). The ship equipped with the system is not included in the tonnage but does receive its benefits. They cost MCr. 4 per ton. A point defence network requires one crewman per 50 tons.

Continuing the example above the three cruisers are each armed with 100 beam lasers for the purposes of point defence. When attacked while linked by a point defence network each can defend as if they were armed with 300 beam lasers, adding +1 to point defence rolls. A network capable of this would be 3,000 tons and cost 12,000MCr.

Component	Type	TL	Tonnage	Cost (MCr.)
Collapsible Tanks	Fuel	8	Varies	0.0005/ ton
Demountable Tanks	Fuel	9	Varies	0.001/ ton
Medical Facilities	Internal	10	3 per patient	1/3 ton
UNREP Equipment	Internal	8	Varies	0.05/ ton
Recreation Facilities	Internal	8	Varies	0.1/4 ton
Fire Control Grid	C&C	11	Varies	5/ ton
Point Defence Network	C&C	12	Varies	4/ ton

The Fleet

To the navy the fleet is the key organisational structure. All squadrons, flotilla's and divisions come under a fleet which when brought together can be a force to be reckoned with on any battlefield. From the largest battleship to the smallest scout, a fleet is capable of almost any task and combating any enemy. In the Imperium fleets are often divided into squadrons by vessel types, being named such things as BatRon, for battleship squadron, or TankRon, for tanker squadron.

The 5th Fleet

The vessels which make up the 5th fleet display a fine example of a task force designed purely to fight in the line of battle when collected into a single group, while being able to perform a wide ranging variety of missions when deployed in individual squadrons or divisions.

Its primary fighting strength lies in its first and only battleship squadron. Four Pallas class battle cruisers, heavily armed with torpedoes and a high tech meson spinal mount, form the centre point of the fleet in combat. Forming a line abreast with the accompanying command ship in range to provide electronic support they can hold off many times their number of smaller ships thanks to their heavy armour and advanced sensors. Meanwhile the Tiresias class enhances their point defences and enables them to ward off attacks from vessels whose ordnance would normally threaten destruction to such relatively small line of battle ships.

Secondary to these are the fleet's main cruiser squadrons. In battle they are worth their weight in credits as they mount powerful spinal particle beams and have the bay weapons to back them up. However it is out of battle that the 5th fleet's main cruiser squadrons show their true worth. Patrol, anti-piracy and showing the flag are the bread and butter of small capital ships such as these especially since their heavy armaments make them threatening even on their own or in pairs.
The frigates and light cruisers of the fleet rarely see battle against main capital ships like the Pallas or the Polemos class. Even so their high speed and large torpedo armament gives them a powerful punch when deployed in a position that allows them to make lightning attacks and a swift retreat. With the torpedo armed frigates being supported by their own command vessels they can produce swarms of torpedoes usually only seen from ships closer to the tonnage of the Pallas class battleships.

The role of the Gyges-class frigate in combat is different to that of the other frigates seen in the 5th fleet. Instead of launching powerful attacks against enemy fleets they use their bays to fire swarms of missiles to protect the fleet's heaviest ships from waves of bomber and torpedo craft. Most often seen in close escort around the battleships or fleet cruisers these tiny frigates can throw out a much heavier weight of missiles than their size suggests.

When not engaged in battle the frigates and light cruisers of the fleet (all 35 of them) are its eyes and ears. Jumping into a system before gathering information with their long range sensor arrays and then jumping onto the next system to continue their hunt, these ships also often require the most maintenance downtime. The cost is negligible compared to the rest of the fleet but there is a reason that so many hulls are required to maintain a fighting force.

The first level of support forces for the fleet consists of a pair of large drone carriers. A lack of pilots or a lack of those willing to risk lives in small combat vessels has led to these vessels being equipped with a large number of automated combat craft. 400 of them are equipped as light fighters while the other 200 each carry a single torpedo, allowing for devastating strikes when they attack in formation. These ships are not designed for frontline combat and their light armour and weaker engine set up shows it. Still, their large number of point defences can keep them safe while they launch their drones.

After this are the gunboats and their jump tenders. Small 3,000 ton ships armed with spinal railguns built to accelerate large chunks of shaped tungsten to a high percentage of light speed and destroy enemy ships with them. On the battlefield their task is much like that of the frigates, to hunt weaker enemy capital ships in packs and destroy them with their heavy armament. Off it they are most often found hunting for super freighters carrying military supplies. These are easy prey to such heavily armed ship and destroying them can be a crippling blow to enemy logistics. Alongside them are the tenders, larger ships which carry four of the gunboats in internal hangers, ready to launch them as soon as they exit jumpspace. Much like the carriers these tenders are not designed for combat and are more likely to turn about and retreat then to face any sort of opposition.

The last ships in the 5th fleet are the auxiliaries. The majority of these are fleet stores ships rigged as either tankers or ammunition ships by swapping out their modular cargo bays. Those equipped as tankers can refine fuel from gas giants and tank the majority of the fleet from their original load. Meanwhile, those equipped as ammunition ships lack the ability to replenish themselves but with half their tonnage devoted to cargo this is

rarely an issue. The fifth ship of the auxiliaries is the personnel support ship, a 25,000 ton hospital ship come cruise liner. Able to take on 1,000 patients in its well equipped wards and a further 1,500 crew on leave it is one of the most respected and best protected vessels in the fleet.

Arriving in System

The short few minutes after a fleet arrives in an unknown or enemy held system are when it is at its most vulnerable. The delay in intelligence gathering could mean that enemy forces are present at the arrival point, or that they have fled the system entirely and the fleet would arrive without any of this information. This means that in the first minutes after the fleet exits jump space two things happen.

The first is that all capital ships activate their full suite of sensors, with selected frigates extending the long arms that hold powerful sets to watch for movements within the system at long range. With so many ships watching the several hundred thousand kilometres around the fleet it is unlikely they could be surprised by an enemy task force on the move.

Second to this is a reorganisation of the fleet's formation after the disarray caused by the exit from jump space. Scattering is a problem that every fleet faces when it's on the move but a force able to arrange itself into a fighting formation at speed is more likely to be able to survive any surprises. In the 5th fleet the initial movement is the gathering of the main fighting ships around the auxiliaries and carriers to protect them in case of attack, a protective sphere with as many weapons pointed out towards any threats as possible.

Should the fleet's sensor systems detect no threats within response range the squadrons will split into their individual units and head for their targets be they refuelling facilities, the inhabited areas of the system or a pre-designated rendezvous point. However should a threat be detected then the fleet will spring into action. The battle cruisers and fleet cruisers form into a battle line amongst the rest of the 5th fleet while the light cruisers and frigates range ahead of the heavier vessels. The auxiliaries and carriers make for the rear under a frigate escort, launching gunboats and small craft as they go. The ability of the Rhea class to launch all of its fighters in forty minutes and its entire complement of craft in a little under an hour means that the fleet will have a fighter screen and outgoing torpedo bombers long before any enemy ships come into range. The Arges class gunboats on the other hand, do not race ahead of the fleet but stay around the larger vessels, using their spinal railguns to support them against enemy capital ships.

These actions are taken every time the fleet enters a new system as a group even if the system is one known to be friendly. It is safer for the crews and delays in communications and travel means that even if a system was safe when the fleet began its journey, it may well have changed hands in the intervening days.

Squadron Name: 5th Fleet			
Ships (Class, batch, number)	**Cost (MCr.)**	**Tonnage (dtons)**	**Pilots**
Pallas class battleship, batch 1, x4	232,135.96	400,000	12
Tiresias class command ship, batch 1, x1	43,303.79	80,000	3
Rhea class fleet carrier, batch 1, x2	65,089.40	80,000	6
Polemos class fleet cruiser, batch 1, x10	158,783.30	250,000	30
Aeolus class light cruiser, batch 1, x8	41,035.29	80,000	16
Telemus class flotilla leader, batch 1, x2	16,442.90	12,000	4
Typhon class frigate, batch 1, x20	47,298.80	80,000	40
Gyges class frigate, batch 1, x5	8,657.50	15,000	10
Leto class gunboat tender, batch 1, x5	74,438.75	175,000	15
Arges class gunboat, batch 1, x 20	38,391	60,000	40
Tethys class fleet stores vessel, batch 1, x4	255,797.28	1,000,000	20
-10 x fuel modules, 6 x torpedo module, 2 x sandcaster module, 2 x railgun module	2,264.00		
Alesco class personnel support ship, batch 1, x1	8,623.24	25,000	3
Totals:	992,261.21	2,257,000	199

Total maintenance cost per month:	83.73
Total life support cost per month:	27.059

Pallas-class Battle Cruiser

One of the most modern ships in 5th fleet the Pallas-class is a pure battle cruiser. Its lighter armour means that it has to rely on speed and effective point defences to keep it safe against enemy fire but it packs an armament the equal of a much larger vessel. However the lack of a large troop complement and proper fleet command facilities finds it often relegated to purely offensive roles rather than support or flagship status. These ships rarely find combat but when they do they are a powerful core for any fleet.

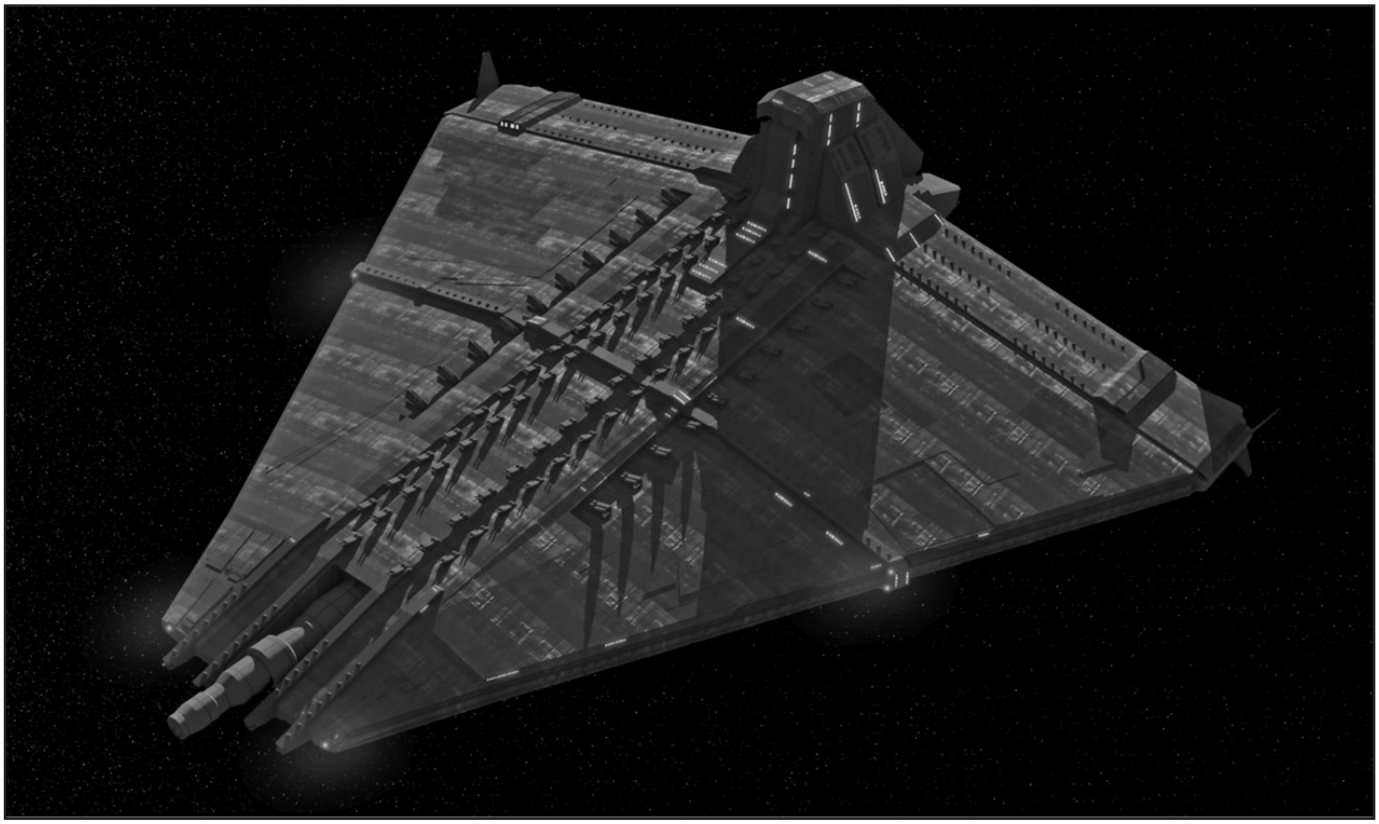
				Tons	Cost (Mcr)
Hull:	100,000 ton	Wedge TL12 hull			12,000
	4 sections	Hull 2,000			
		Structure 2,000			
Armour:	Crystaliron	12 points		15,000	7,200
M-Drive:	Thrust 5			2,500	1,250
J-Drive:	Jump-3			4,000	8,000
P-Plant:	Rating 5			4,000	8,000
	Emergency power plant			400	800
Fuel:	38,000 tons	One Jump-3, six weeks of operations		38,000	
Bridge:	4 x command modules			500	500
	Holographic controls				125
Computer:	Core/6				50
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
	Very advanced x 2	Enhanced signal processing		14	24
	Survey sensors			10	10
Armaments:	Spinal mount	Type B-M-13	300 damage, Penetration rating II	4,800	4,800
	Bays	50 x Large torpedo bay-12		3,100	2,400
		150 x Particle beam bay-11	Accurate, High Yield	7,650	6,000
	Turrets	300 x Single particle beam-11	Accurate, High Yield	300	2,700
		200 x Triple beam laser turret-11	Accurate	200	950
		200 x Triple sandcaster turret		200	350
	Screens	Level 2 Nuclear damper		80	100
		Level 2 Meson screen		140	180
Cargo:	Cargo	9,701 tons		701	
500 state-rooms				2,000	250
Barracks				400	20
Extras:	Fuel processors	All fuel in 1 day		1,900	95
	40 armouries			80	20
	4 briefing rooms			16	2
	Repair drones			1,000	200
	Armoured bulkheads for Spinal mount			480	96

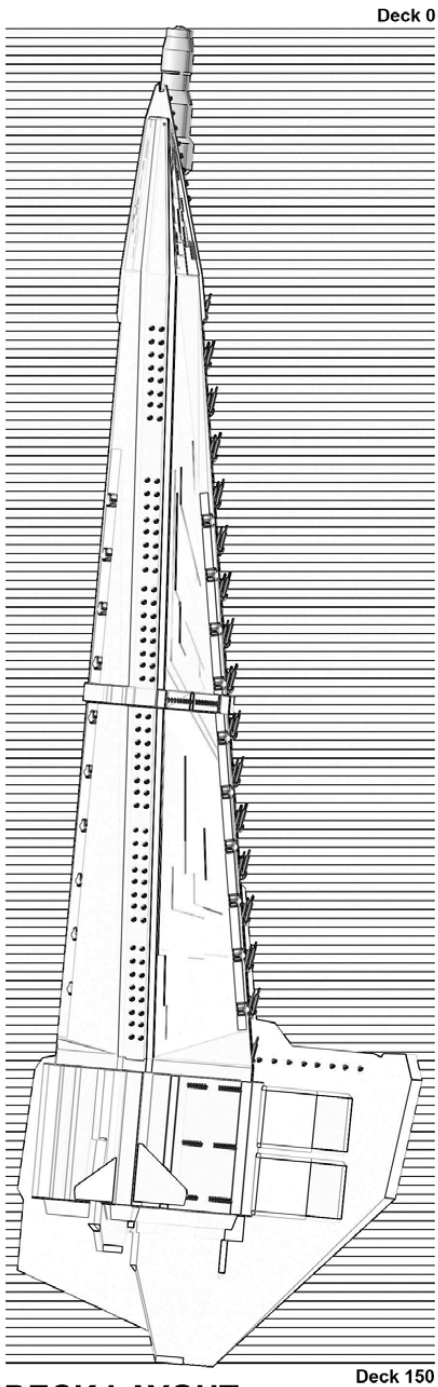
			Tons	Cost (Mcr)
		Bay weapons	1,200	240
		Command modules	50	10
		Drives	1,050	210
Craft:	4 Ship's boats fitted with 10 acceleration couches	Full scale hangar	156	103.716
	Pinnace	Full scale hangar	52	30.511
	500 escape pods		250	50

Software:	Jump control/3	
	Manoeuvre/0	
	Library	
	Auto repair/2	10
	Fire control/5	10
	Evade/3	3
Maintenance cost (monthly)		4.84
Life support cost (monthly)		1.4
Total Tonnage & Cost	100,000	58,009.987

Department	Crew	Crew Damage Track
Command	50	Dead (-)
Engineering	109	Survivors (-4)
Gunnery	534	Skeleton (-2)
Flight	16	Half (-1)
Troops	200	Weakened
Service	300	Full
Frozen watch	0	Battle - starting position
Total	1,151	Overstrength
Passenger Staterooms	12	Massively Overstrength
Low Berth Passengers	0	

	Forward		Amidships		Main		Engineering	
Hull	500		500		500		500	
Structure	500		500		500		500	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	25 x particle beam turret	Command	50 x beam laser turrets	25 x particle beam bay	25 x beam laser turrets	Nuclear Damper	25 x beam laser turrets	J-drive
4	25 x particle beam turret	Spinal mount	25 x particle beam turret	Spinal mount	Sensors	Spinal mount	M-Drive	P-Plant
5	25 x particle beam turret	25 x large torpedo bays	50 x beam laser turrets	25 x particle beam bay	50 x beam laser turrets	Computer	50 x particle beam turret	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	25 x particle beam turret	25 x large torpedo bays	50 x sand-caster turrets	25 x particle beam bay	50 x sand-caster turrets	50 x particle beam bay	50 x particle beam turret	Fuel
10	25 x particle beam turret	Fuel	25 x particle beam turret	Hangar - ships boats	Sensors	Hangar - Pinnace	M-Drive	J-Drive
11	25 x particle beam turret	Command	50 x sand-caster turrets	25 x particle beam bay	25 x sand-caster turrets	Meson screen	25 x sand-caster turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical



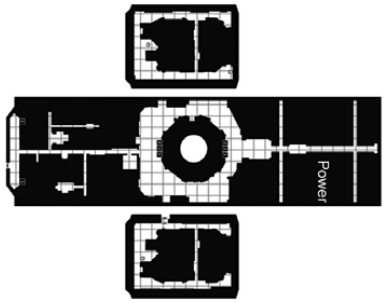


DECK LAYOUT

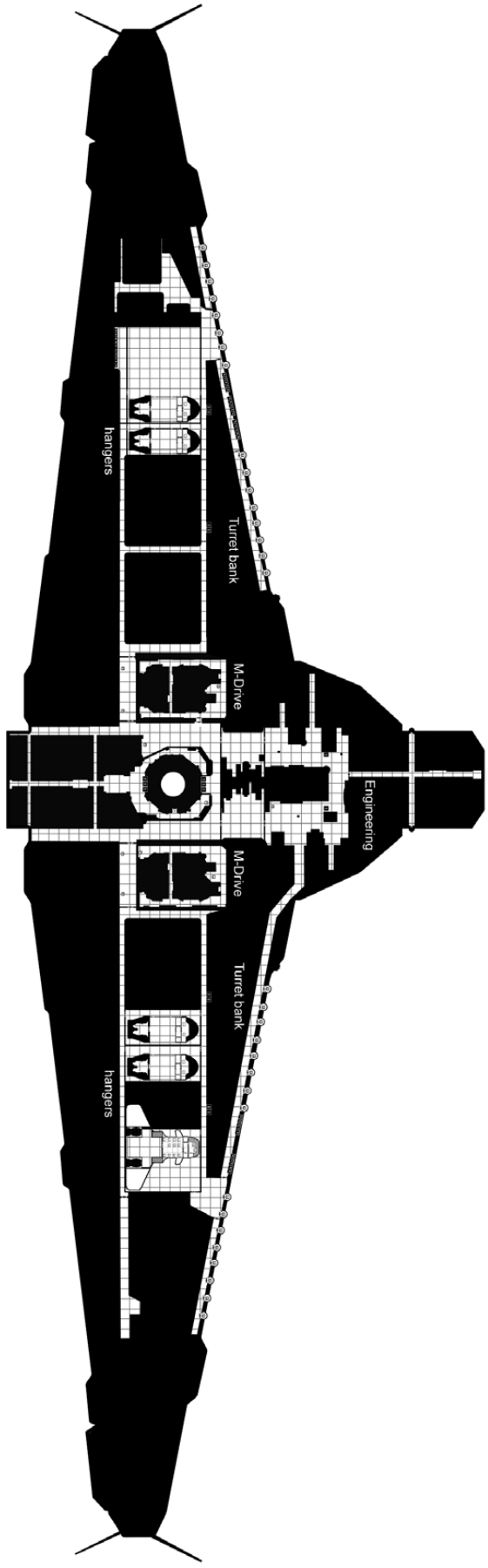
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

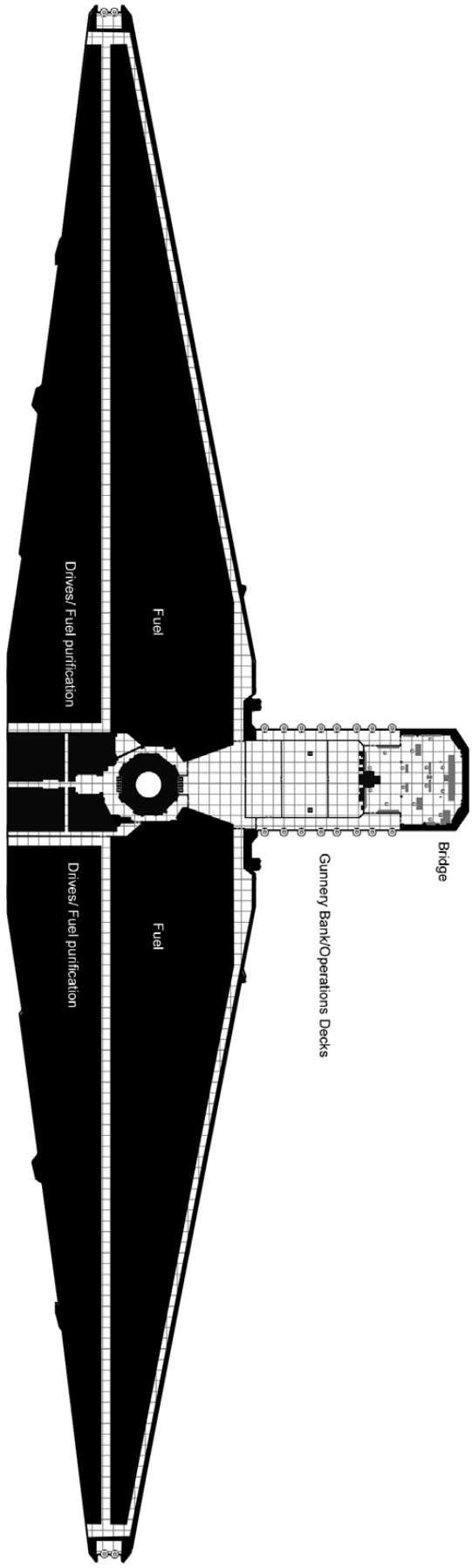
Deck 150-131



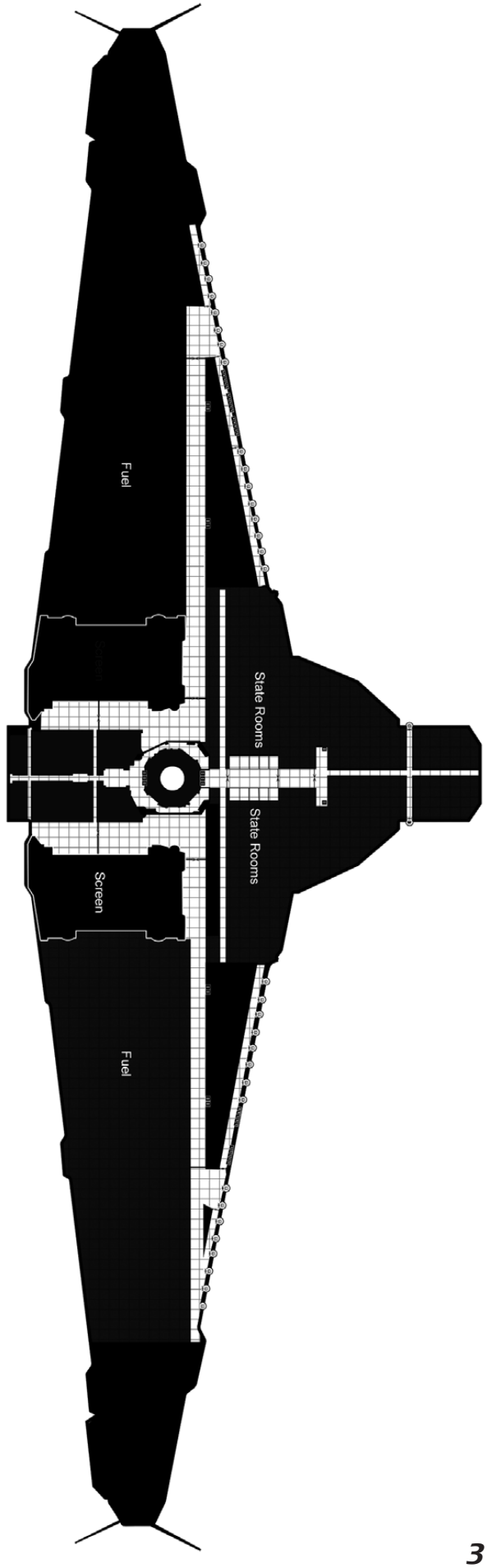
Deck 130



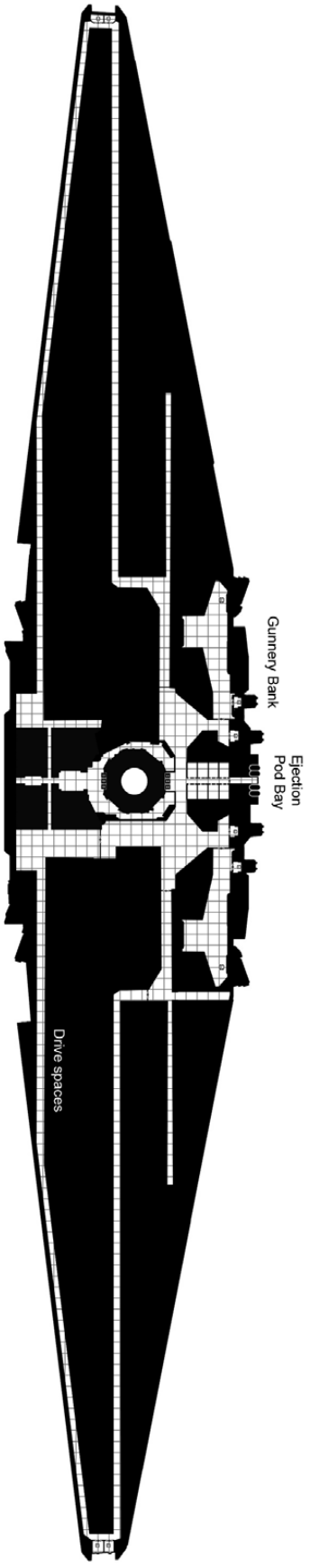
DECK 100



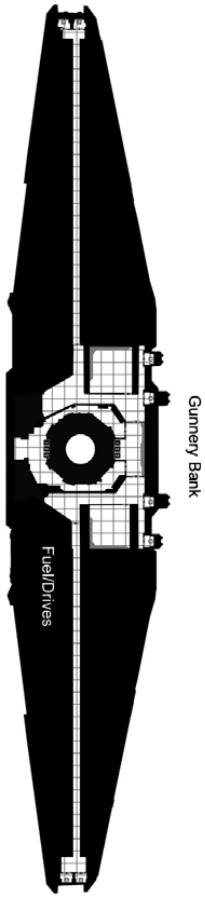
DECK 129-101



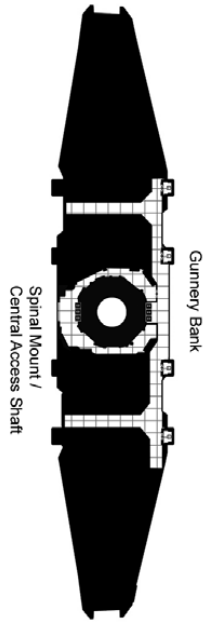
DECK 99-50



DECK 49-20



DECK 19-1



DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

Rhea-class Fleet Carrier

A lack of pilots can be lethal to a low technology navy as the importance of screening fighters cannot go unmentioned in space warfare. However a high tech force can bypass this trouble by employing large numbers of drones in place of fighters. The Rhea follows this philosophy with six hundred drones stored in its deep hangers ready for launch. These are, however, its only offensive arms as its hardpoints are taken up with several hundred point defence weapons.

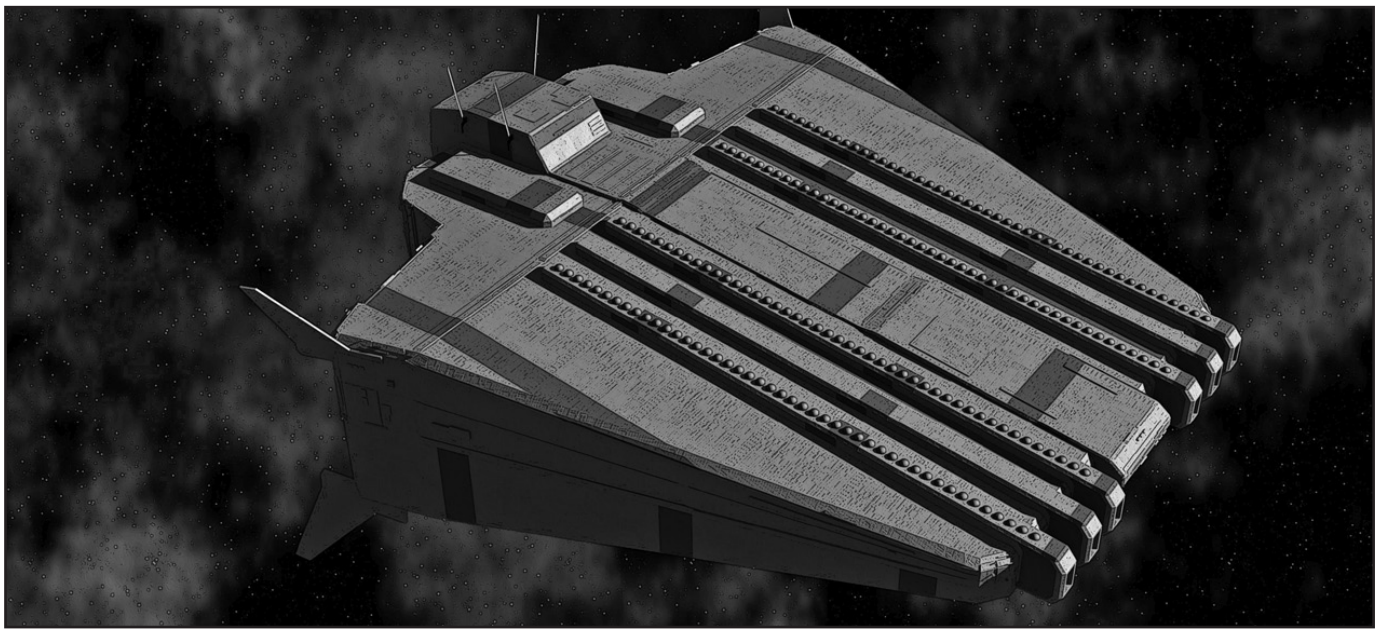
				Tons	Cost (Mcr)
Hull:	40,000 ton	Wedge TL12 hull			4,800
	4 sections	Hull 800			
		Structure 800			
Armour:	Crystaliron	8 points		4,000	1,920
M-Drive:	Thrust 3			600	300
J-Drive:	Jump 3			1,600	3,200
P-Plant:	Rating 3			1,000	2,500
	Emergency power plant			100	250
Fuel:	16,000 tons	One Jump-3, six weeks of operations		16,000	
Bridge:	4 x command modules			200	200
	Holographic controls				50
	Command bridge			320	480
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
	Very advanced x 3	Enhanced signal processing		21	36
Armaments:	Turrets	200 x Triple beam laser turret-11	Accurate	200	950
		200 x Triple sandcaster turret		200	350
	Screens	Level 2 Nuclear damper		80	100
		Level 2 Meson screen		140	180
Cargo:	Cargo	301 tons		301	
	Drone fuel	600 tons		600	
430 staterooms				1,720	215
Extras:	Fuel processors	All fuel in 1 day		800	40
	17 armouries			34	8.5
	4 briefing rooms			16	2
	Armoured bulkheads for Launch tubes			150	30
		Command modules and Command Bridge		52	10.4
		Drives		330	66

			Tons	Cost (Mcr)
Craft:	6 x 10 ton launch tubes		1,500	750
	400 advanced drones	Full scale hangers	5,200	10,472
	200 torpedo drones	Full scale hangers	2,600	4,664.6
	430 escape pods		215	43

Software:	Jump control/3			
	Manoeuvre/0			
	Library			
	Evade/3			3
	Intellect			1
	Fire control/5			10
Maintenance cost (monthly)				2.7
Life support cost (monthly)				1.28
Total Tonnage & Cost			40,000	32,544.7

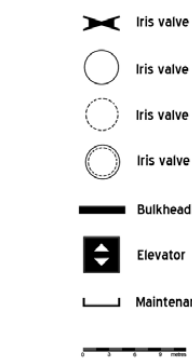
Department	Crew	Crew Damage Track
Command	20	Dead (-)
Engineering	32	Survivors (-4)
Gunnery	56	Skeleton (-2)
Flight	660	Half (-1)
Troops	0	Weakened
Service	120	Full
Frozen watch	0	Battle - starting position
Total	848	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

	Forward		Amidships		Main		Engineering	
Hull	200		200		200		200	
Structure	200		200		200		200	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	25 x sandcaster turrets	Command	25 x sandcaster turrets	Computer	25 x sandcaster turrets	Nuclear Damper	25 x sandcaster turrets	J-drive
4	Launch tubes	Hangar - 100 torpedo drones	Launch tubes	Hangar - 100 advanced drones	Sensors	Hangar - 100 advanced drones	M-Drive	P-Plant
5	25 x sandcaster turrets	Computer	25 x sandcaster turrets	Hold	25 x sandcaster turrets	Fuel	25 x sandcaster turrets	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	25 x beam laser turrets	Hold	25 x beam laser turrets	Hold	25 x beam laser turrets	Fuel	25 x beam laser turrets	Fuel
10	Launch tubes	Hangar - 100 torpedo drones	Launch tubes	Hangar - 100 advanced drones	Sensors	Hangar - 100 advanced drones	M-Drive	J-Drive
11	25 x beam laser turrets	Command	25 x beam laser turrets	Command	25 x beam laser turrets	Meson screen	25 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

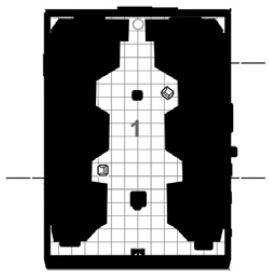


DECK LEGEND

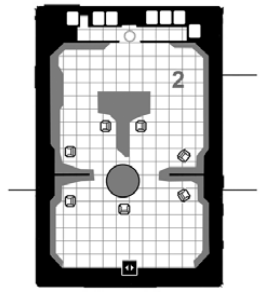
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface



DECK ONE

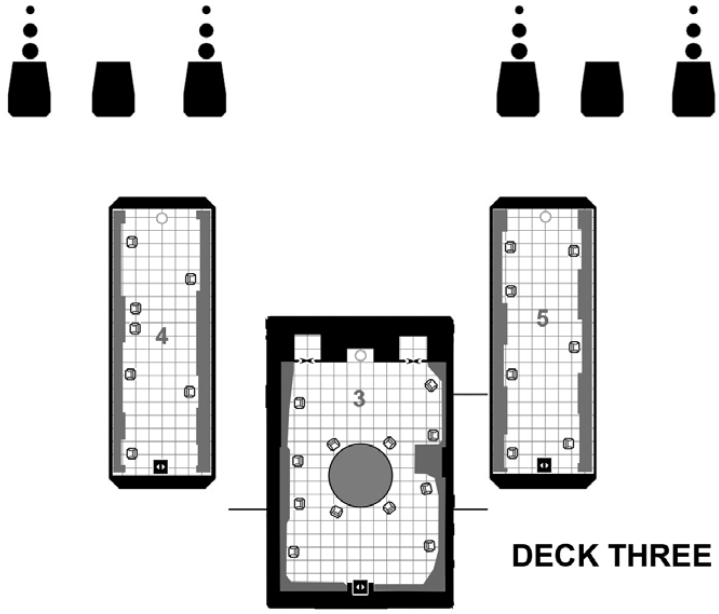


DECK TWO

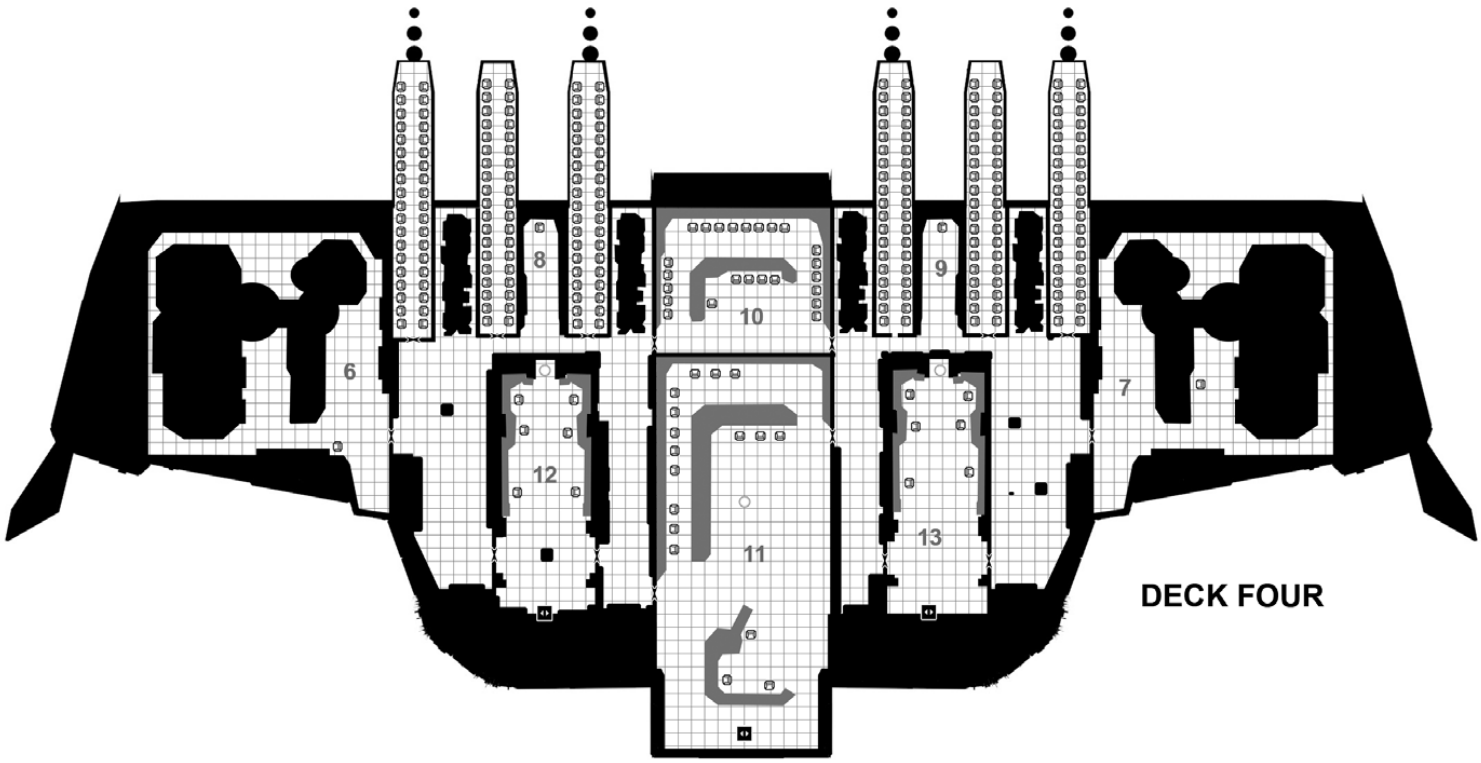


KEY

1 Sensor Array
2 Bridge
3 Battle Control
4/5/12/13 Flight Control Decks
6/7 Screen bays
8/9 Remote Piloting/Gunnery Decks
10 Anxilliary Control Deck
11 Systems Control Deck



DECK THREE

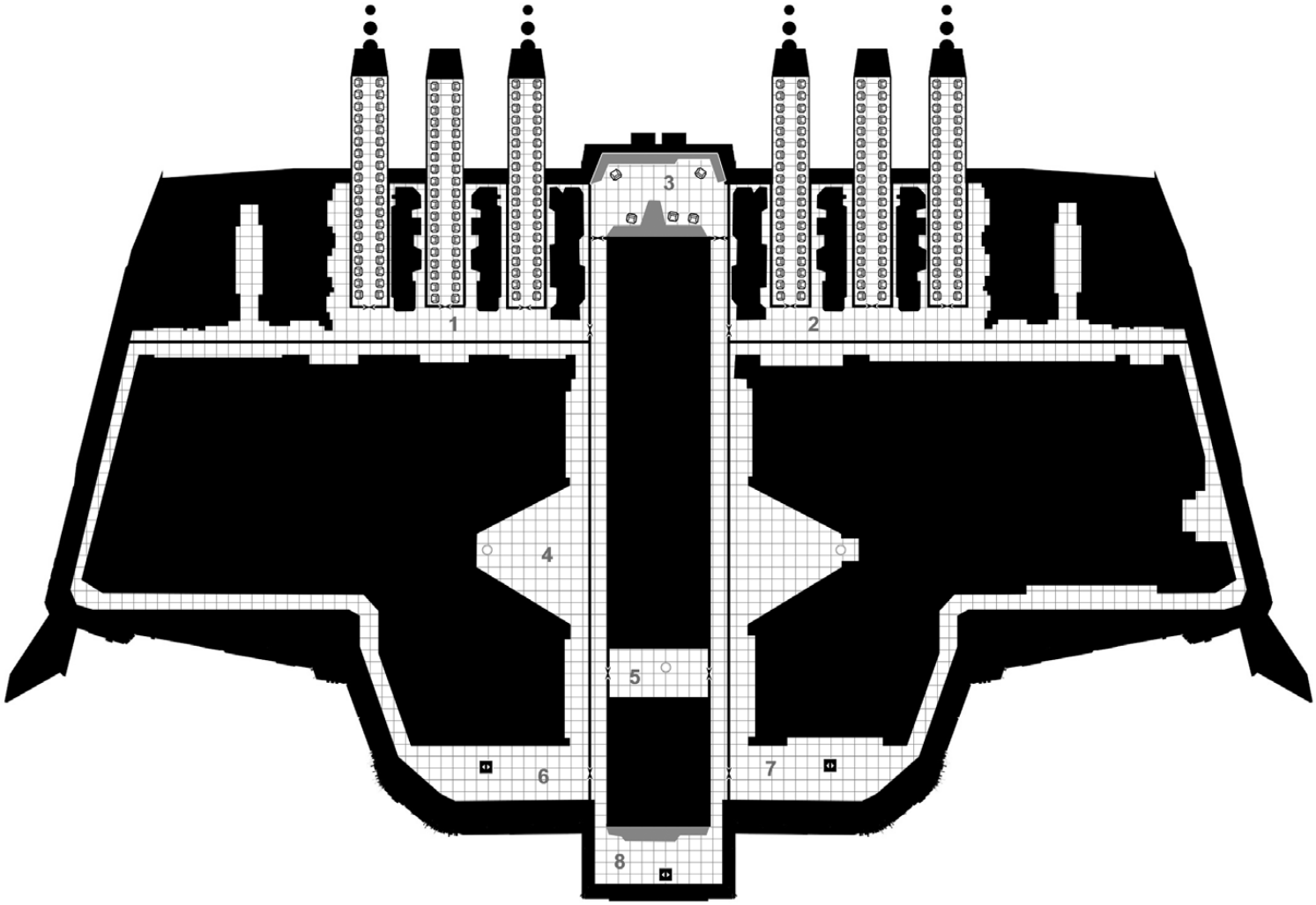


DECK FOUR

DECK LEGEND

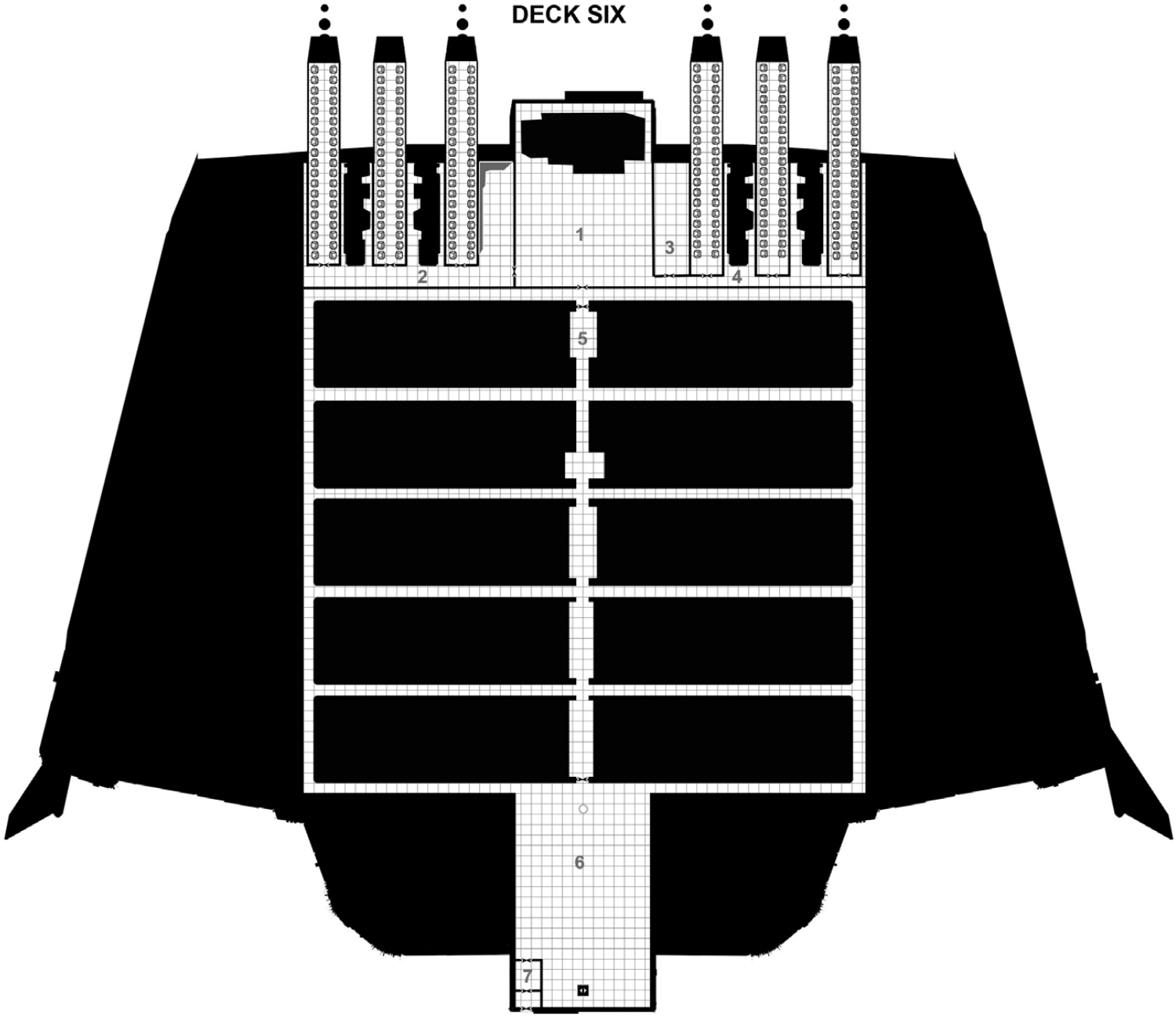
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

DECK FIVE



KEY

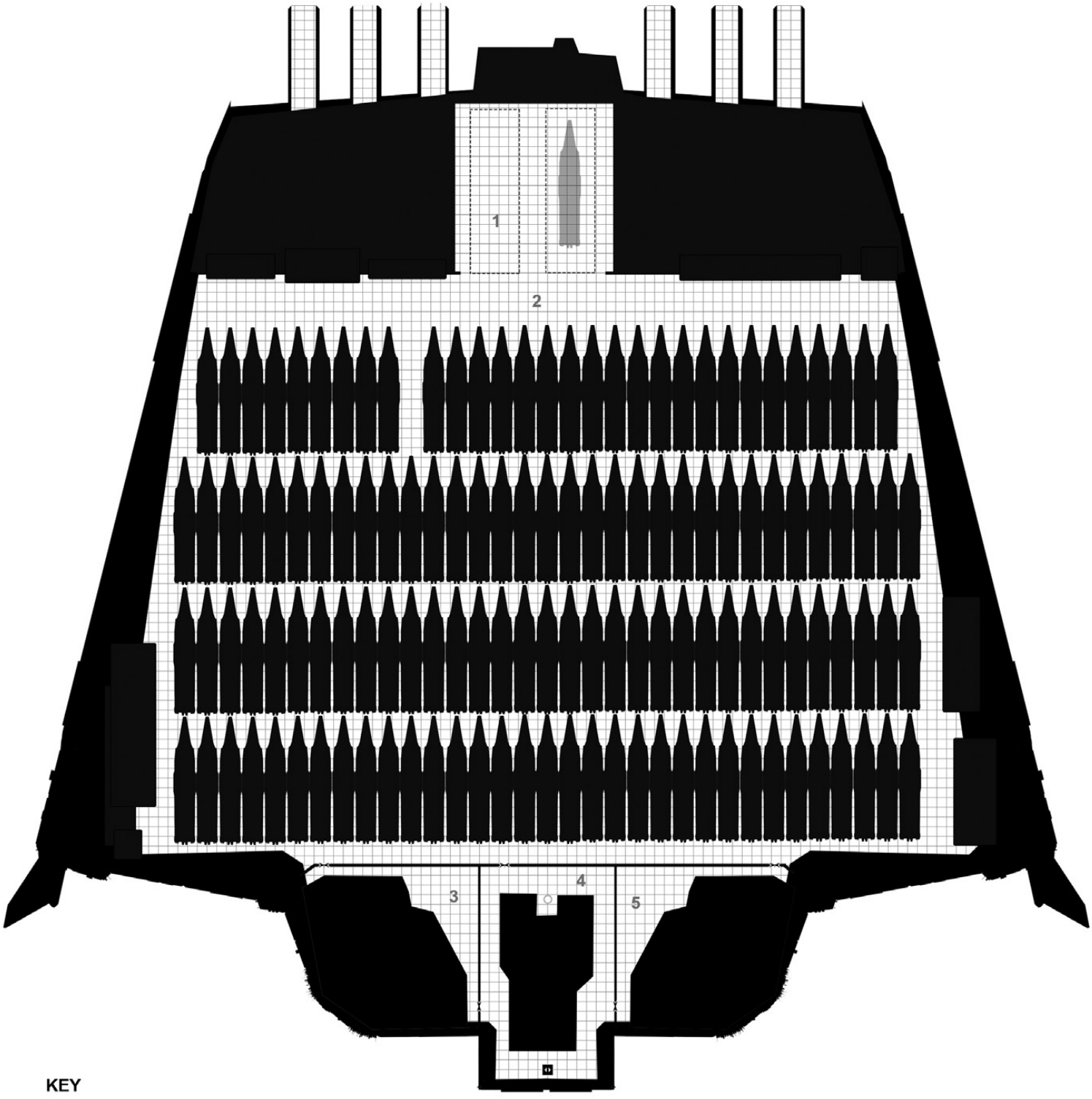
1/2 Remote Piloting/Gunnery Decks
3 Launch Control
4/5 Damage Control/Repair Stations
6/7 Engineering Bay
8 Security bay



KEY

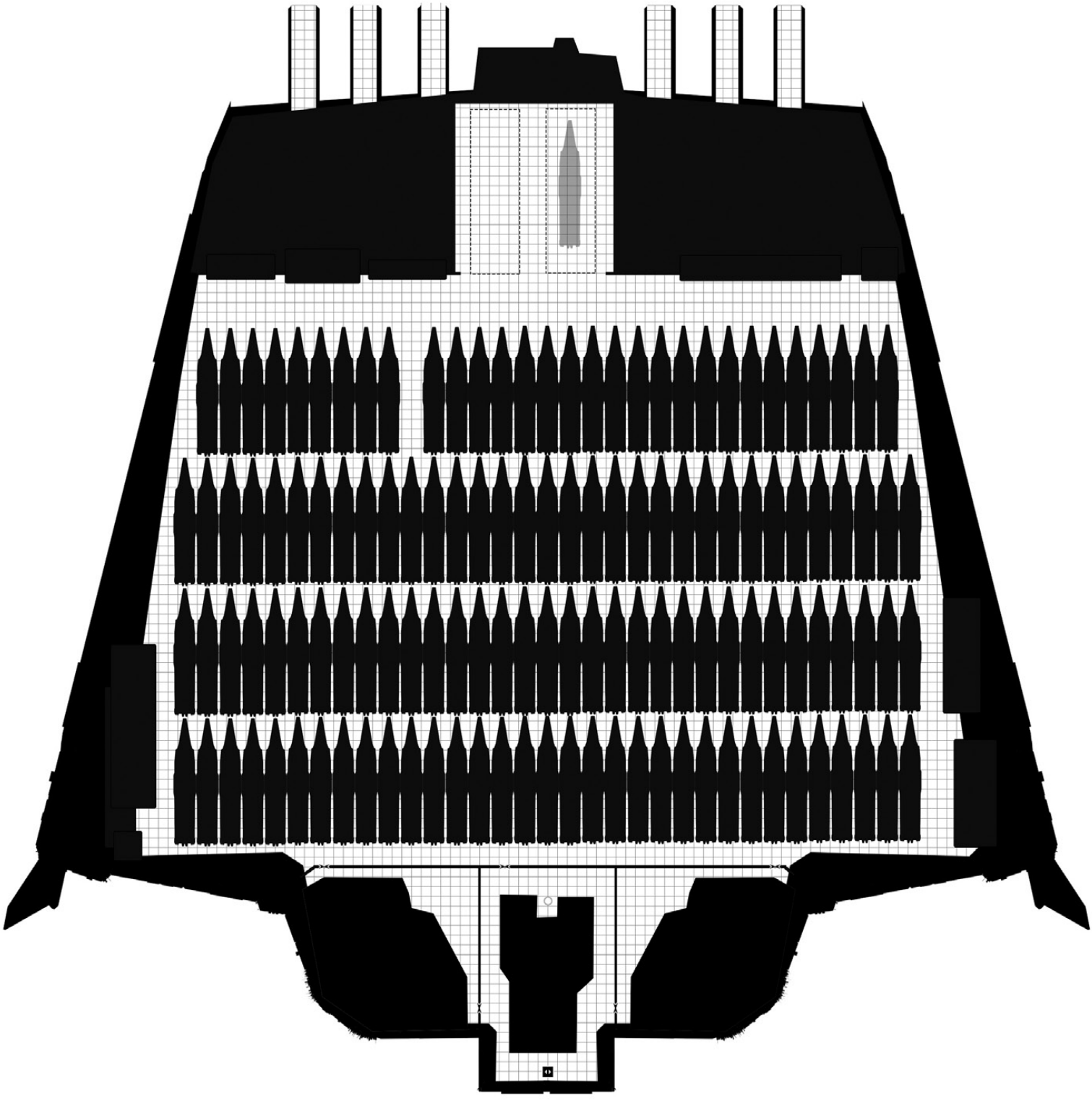
1 Comms Array
2/4 Remote Piloting/Gunnery Decks
5 Inspection Tunnels
6 Engineering Deck
7 Engineering Airlock

DECK SEVEN (Upper Hanger Deck)

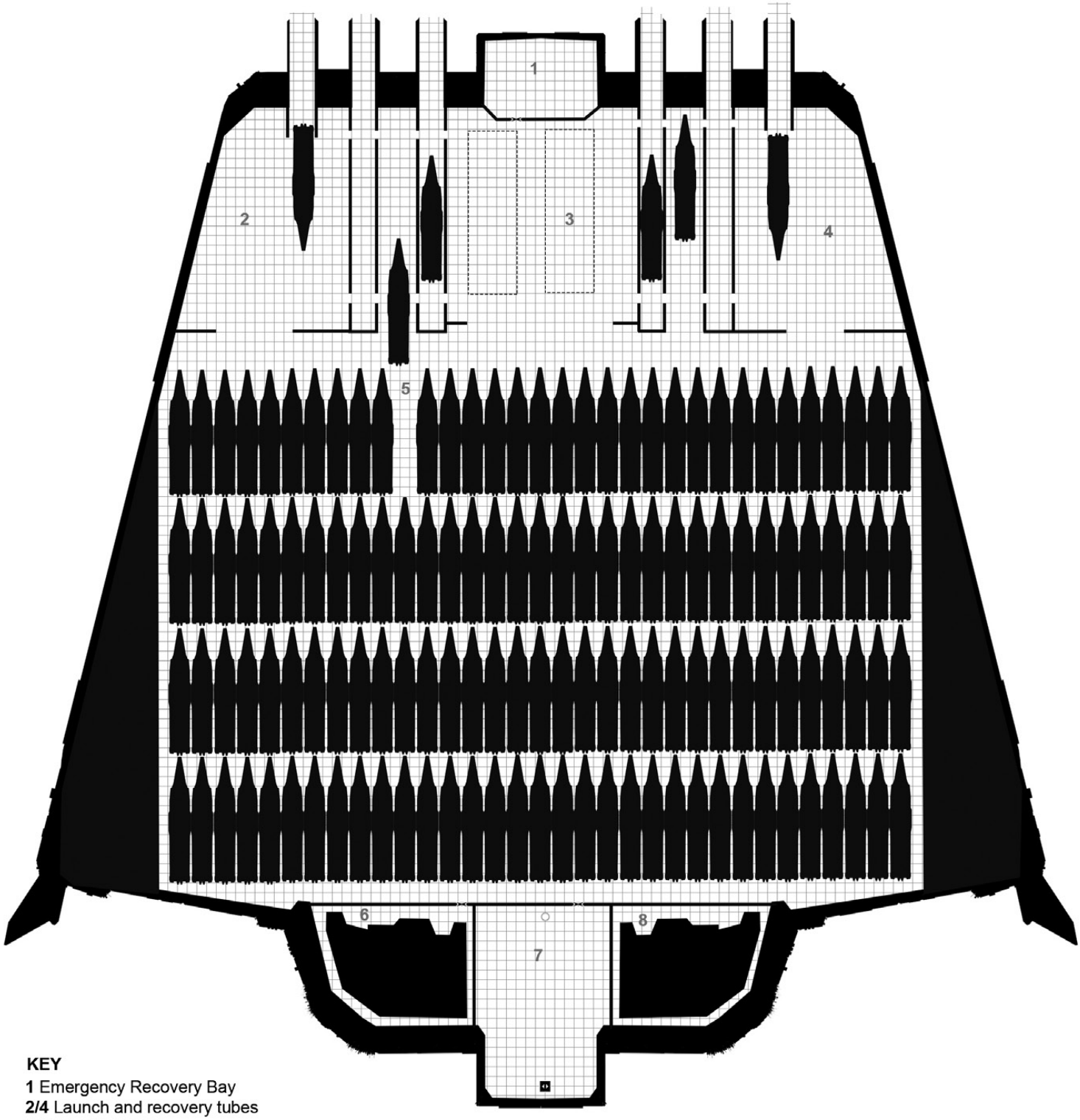


KEY

1 Drone Elevators
2 Drone Hanger
3/4/5 Engineering Bay



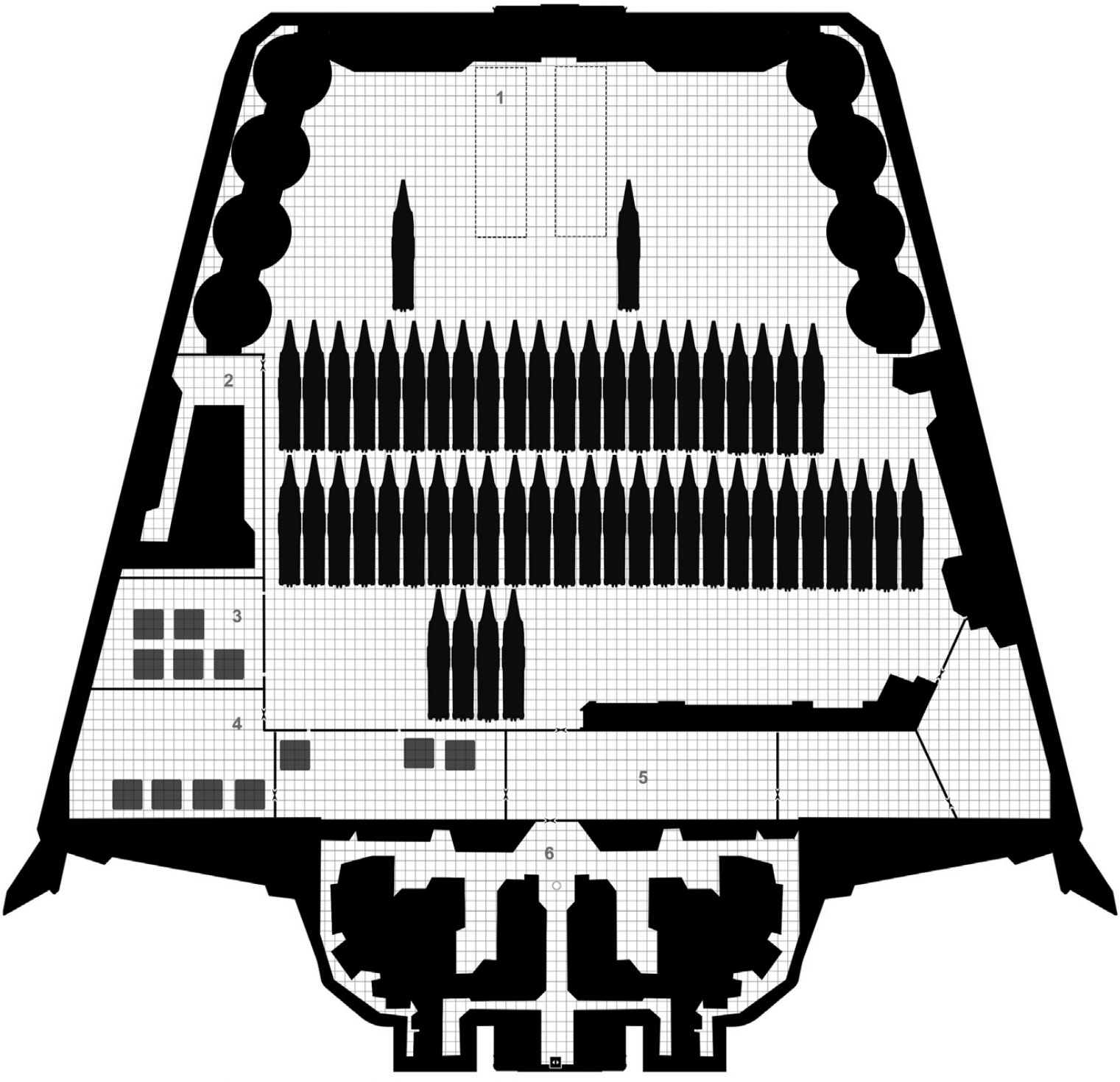
DECK EIGHT (Launch Deck)



KEY

1 Emergency Recovery Bay
2/4 Launch and recovery tubes
3 Drone Elevators
5 Drone Hanger
6/7/8 Engineering Bay

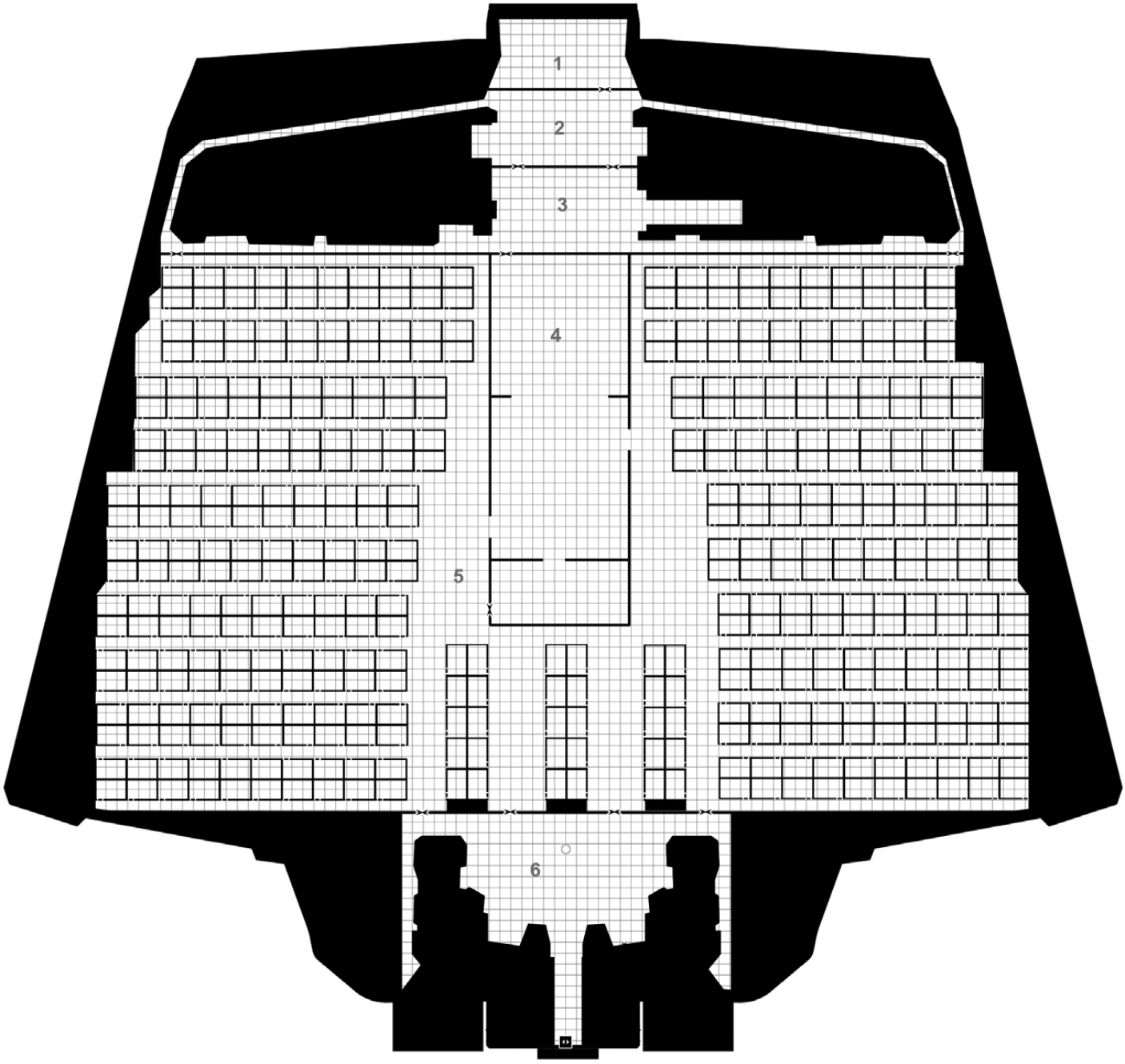
DECK NINE (Recovery/Armoury Deck)



KEY

1 Recovery and repair deck
2 Launch Control
3/4/5/6 Ordnance Bays
6 Engineering bay

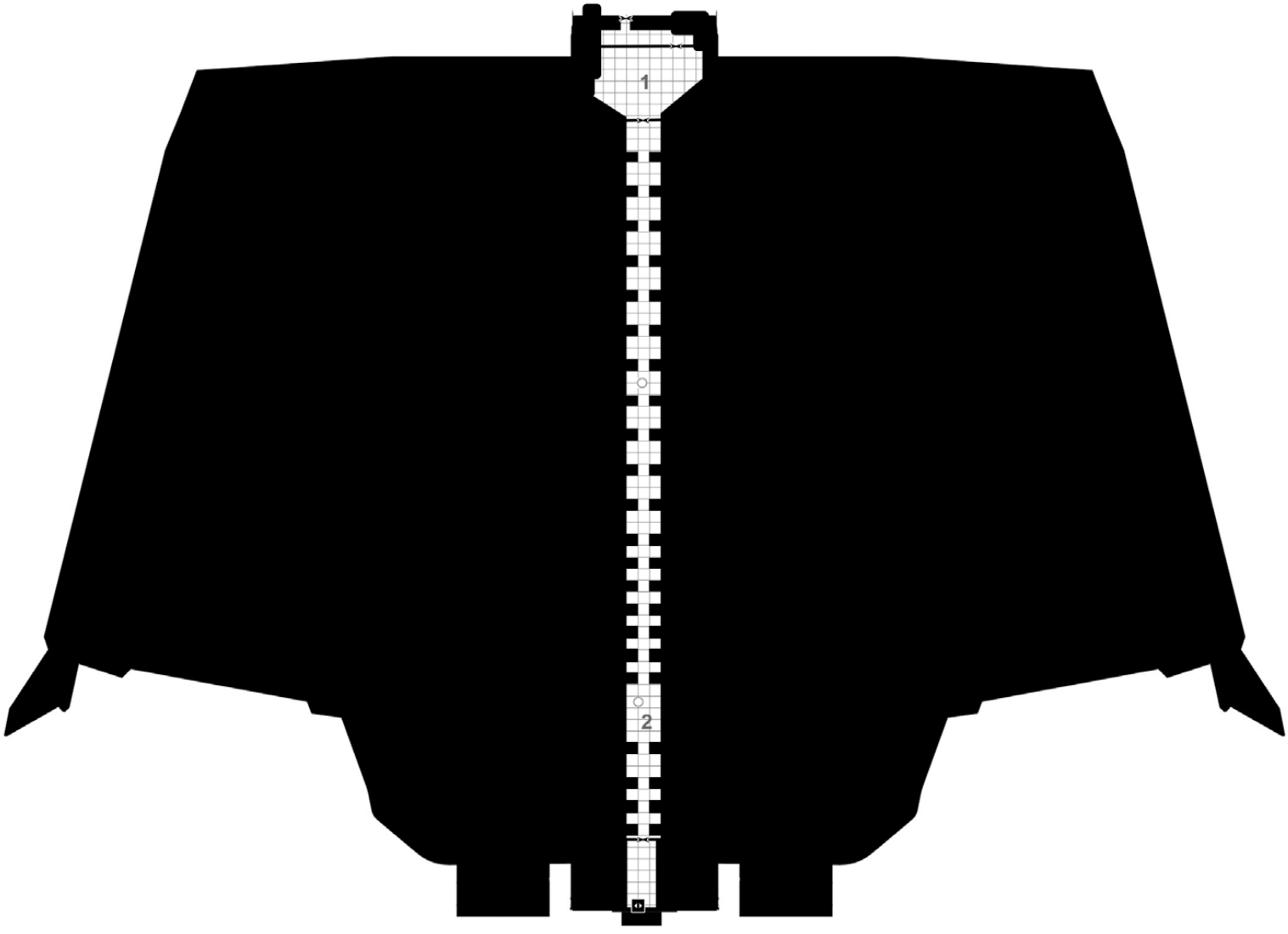
DECK TEN (Habitation Deck)



KEY

1 Officers Lounge
2 Administration
3 Fuel Purification Systems
4 Lounge / Mess
5 State Rooms
6 Engineering Bay

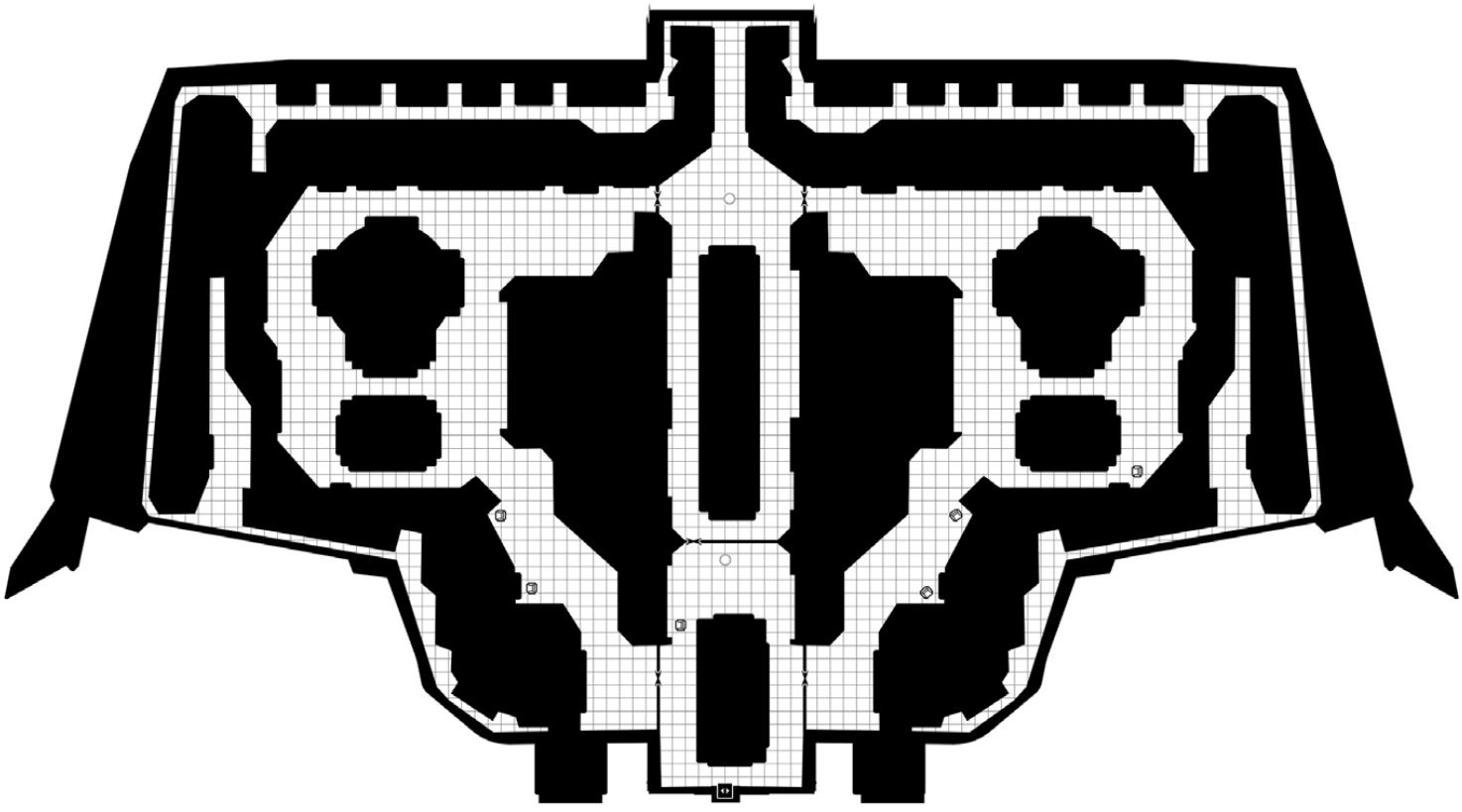
DECK ELEVEN (Habitation Deck)



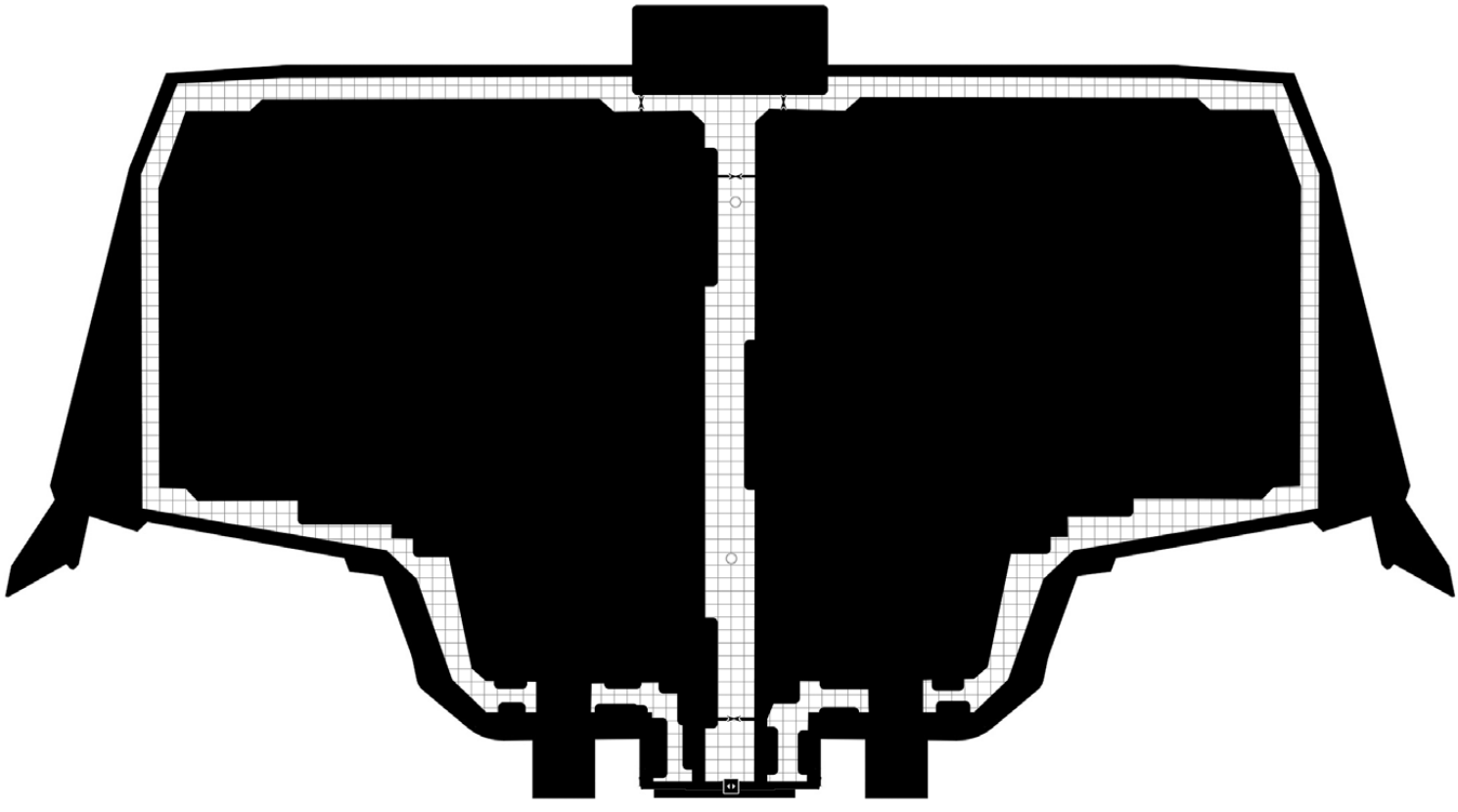
KEY

1 Forward Airlock
2 Fuel Tanks/Inspection Tunnel

DECK TWELVE (Engineering)



DECK THIRTEEN (Engineering)



Tiresias-class Command Ship

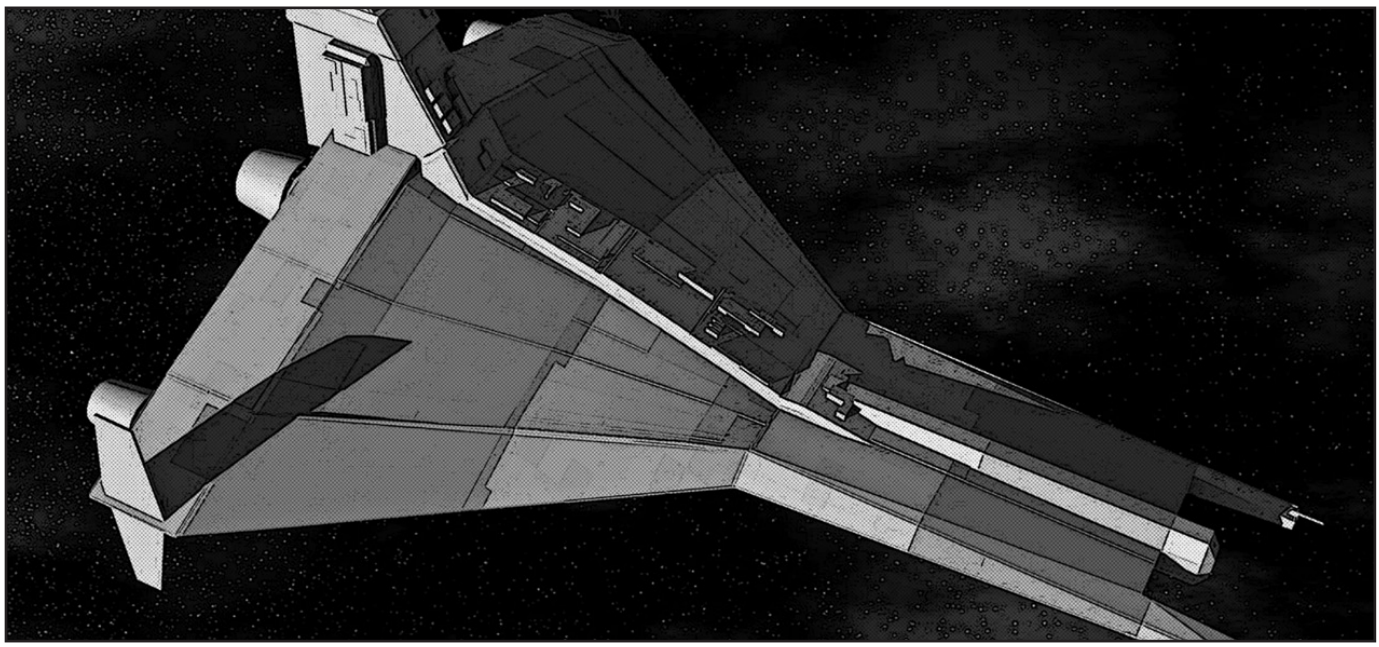
The centre of the fleet as a strategic body rather than as a fighting force, the Tiresias class is the fleet flagship and has the control systems to prove it. With its information processing systems keeping it and its escorts safe in a highly networked grid of point defence fire and its huge command bridge with its massive data screens and holo-tanks, it is the key to co-ordinating every ship of the fleet into a capable and powerful spear point for any offensive operation.

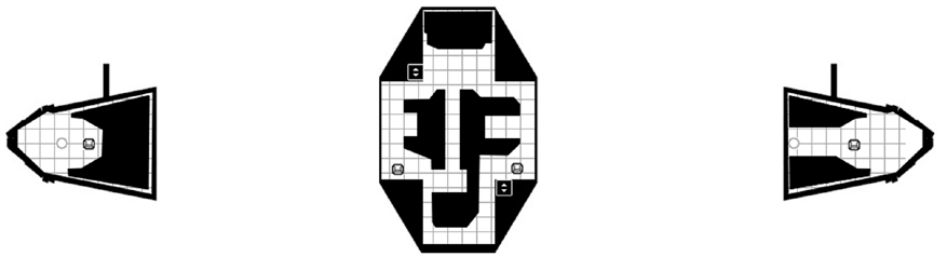
				Tons	Cost (Mcr)
Hull:	80,000 ton	Wedge TL12 hull			9,600
	4 sections	Hull 1,600			
		Structure 1,600			
Armour:	Crystaliron	10 points		10,000	4,800
M-Drive:	Thrust 5			2,000	1,000
J-Drive:	Jump-3			3,200	6,400
P-Plant:	Rating 5			3,200	8,000
	Emergency power plant			320	800
Fuel:	30,400 tons	One Jump-3, six weeks of operations		30,400	
Bridge:	4 x command modules			400	400
	Holographic controls				100
	Command bridge			320	480
Computer:	Core/6				50
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
	Very advanced x 3	Enhanced signal processing		21	36
Armaments:	Bays	50 x Particle bay-11	Accurate, High Yield	2,500	2,550
	Turrets	100 x Single particle beam-11	Accurate, High Yield	100	900
		300 x Triple beam laser turret-11	Accurate	300	1,425
		300 x Triple sandcaster turret		300	525
	Screens	Level 2 Nuclear damper		80	100
		Level 2 Meson screen		140	180
Cargo:	Cargo	609 tons		609	225
450 staterooms				1,800	250
Barracks				100	5
Extras:	Fuel processors	All fuel in 1 day		1,520	76

			Tons	Cost (Mcr)
	22 armouries		44	11
	4 briefing rooms		16	2
	Repair drones		800	160
	Point defence network	510,000 tons	17,000	68,000
	Armoured bulkheads for Point defence network		1,700	340
		Bay weapons	250	50
		Command modules and Command Bridge	72	14.4
		Drives	872	174.4
Craft:	4 Ship's boats fitted with 10 acceleration couches	Full scale hangar	156	103.716
	Pinnace	Full scale hangar	52	30.511
	420 escape pods		210	42
Software:	Jump control/3			
	Manoeuvre/0			
	Library			
	Auto repair/2			10
	Fire control/5			10
	Evade/3			3
Maintenance cost (monthly)				3.61
Life support cost (monthly)				1.33
Total Tonnage & Cost			80,000	43,303.79

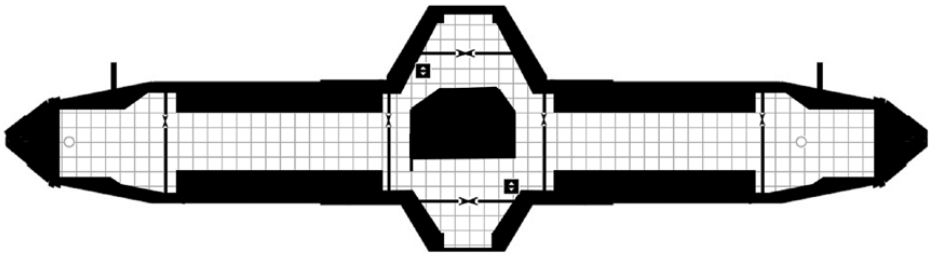
Department	Crew	Crew Damage Track
Command	40	Dead (-)
Engineering	88	Survivors (-4)
Gunnery	520	Skeleton (-2)
Flight	16	Half (-1)
Troops	50	Weakened
Service	240	Full
Frozen watch	0	Battle - starting position
Total	870	Overstrength
Passenger Staterooms	30	Massively Overstrength
Low Berth Passengers	0	

	Forward		Amidships		Main		Engineering	
Hull	400		400		400		400	
Structure	400		400		400		400	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	25 x beam laser turrets	Command	25 x beam laser turrets	Computer	50 x beam laser turrets	Nuclear Damper	25 x beam laser turrets	J-drive
4	25 x particle beam turret	PD network	25 x beam laser turrets	PD network	Sensors	PD network	M-Drive	P-Plant
5	25 x particle beam turret	25 x Particle beam bay	50 x sandcaster turrets	Fuel	50 x sandcaster turrets	Fuel	50 x sandcaster turrets	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	25 x particle beam turret	25 x particle beam bay	50 x sandcaster turrets	Hold	50 x sandcaster turrets	Fuel	50 x sandcaster turrets	Fuel
10	25 x particle beam turret	Computer	25 x beam laser turrets	Hangar - ships boats	Sensors	Hangar - Pinnace	M-Drive	J-Drive
11	25 x beam laser turrets	Command	25 x beam laser turrets	Command	50 x beam laser turrets	Meson screen	25 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

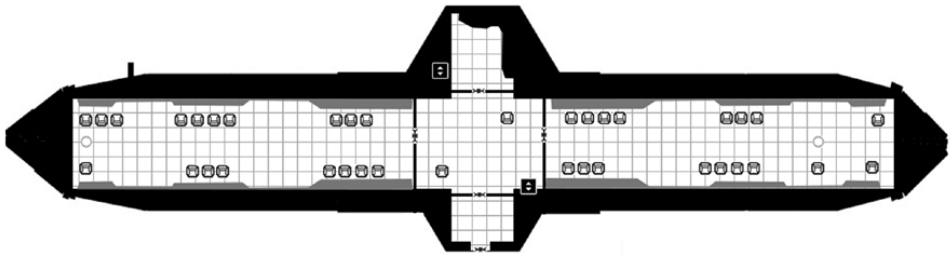




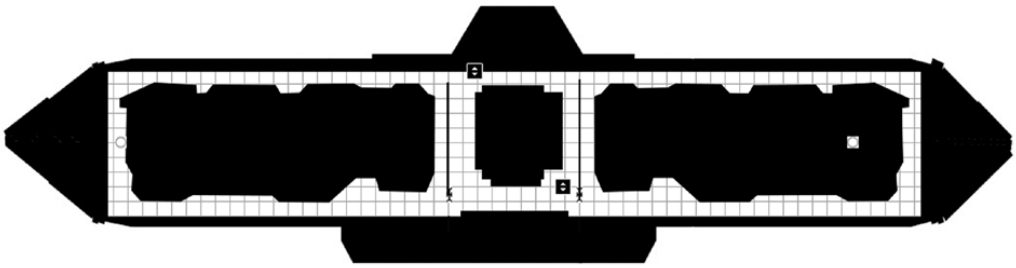
DECK 1
Gunnery / sensors



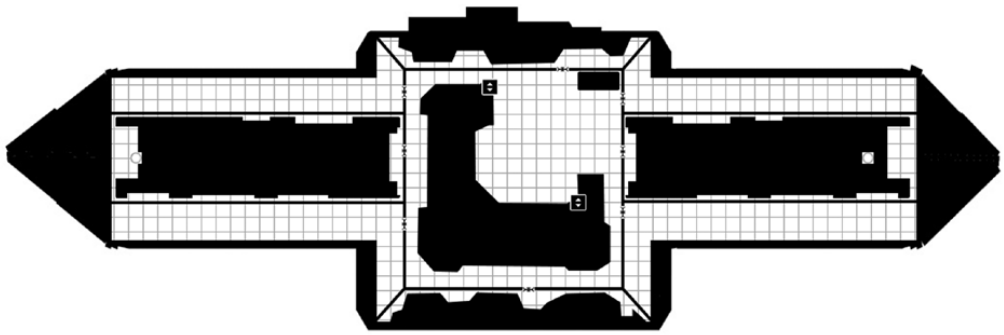
DECK 2
Sandcaster magazine



DECK 3
Fire Control



DECK 4
Point Defense Systems

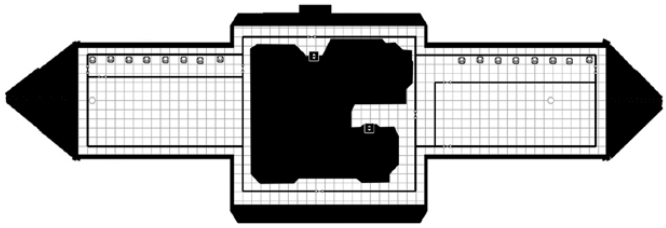


DECK 5
Point Defense Systems

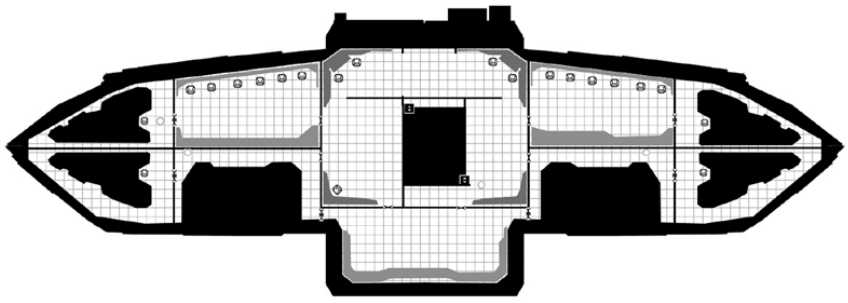
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

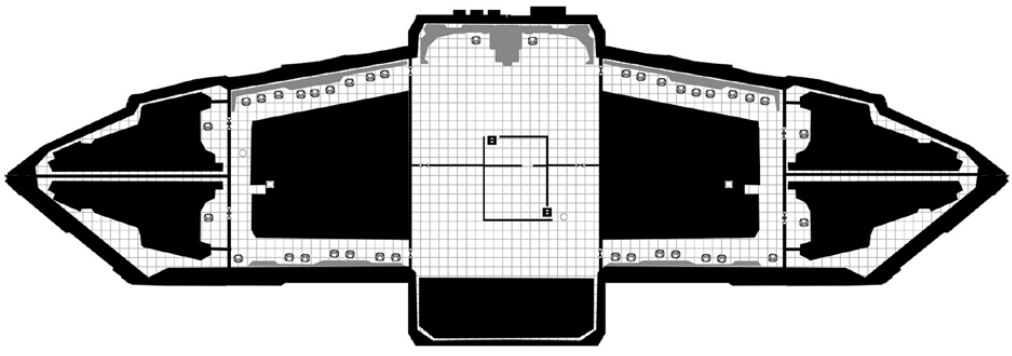
1 square=1.5m



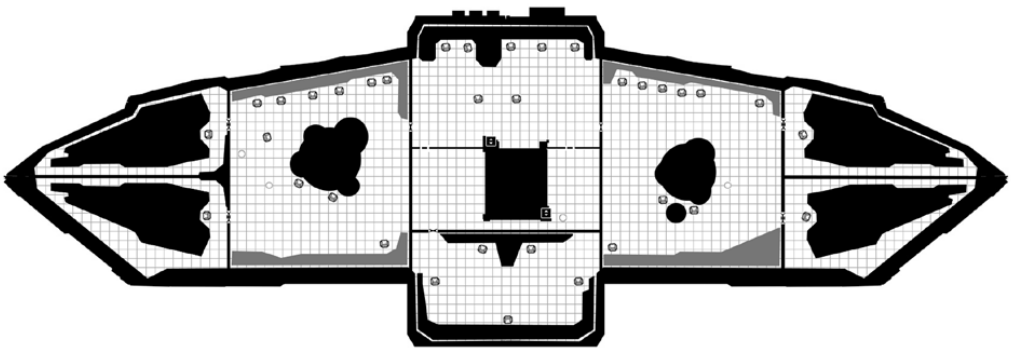
DECK 6
Sandcaster storage/fire control



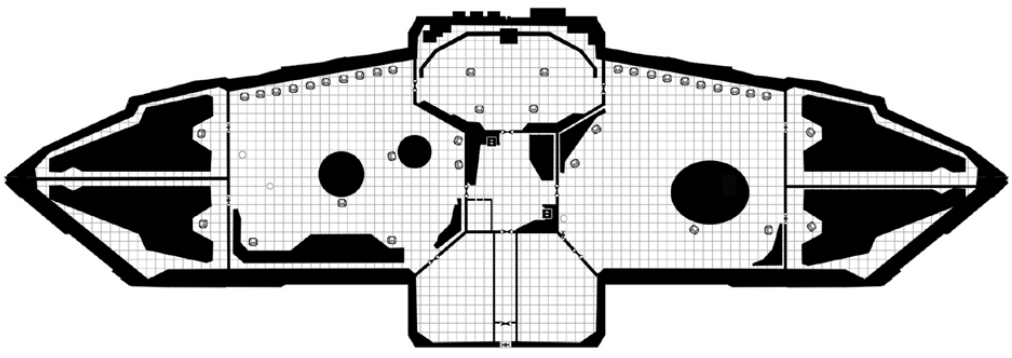
DECK 7
Fire Control



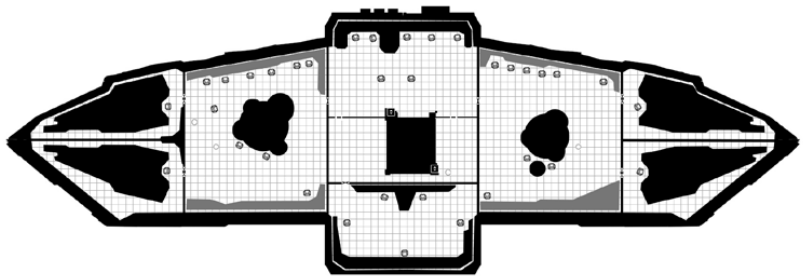
DECK 8
Fire Control



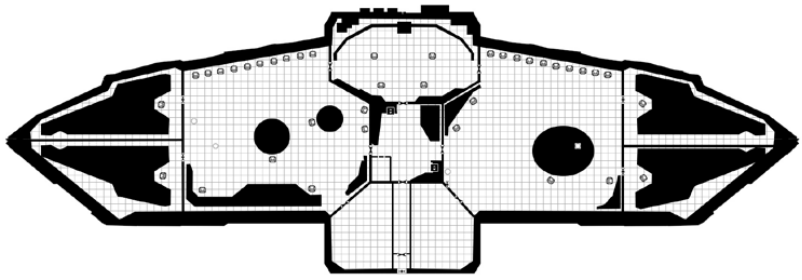
DECK 9
Bridge / Battle control / fire control



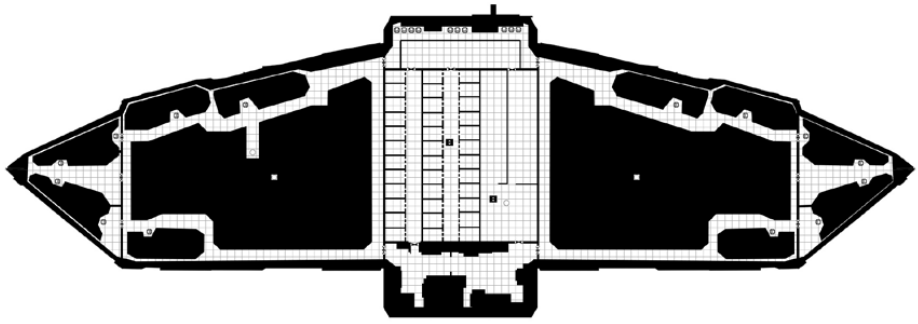
DECK 10
Bridge / Battle control / fire control



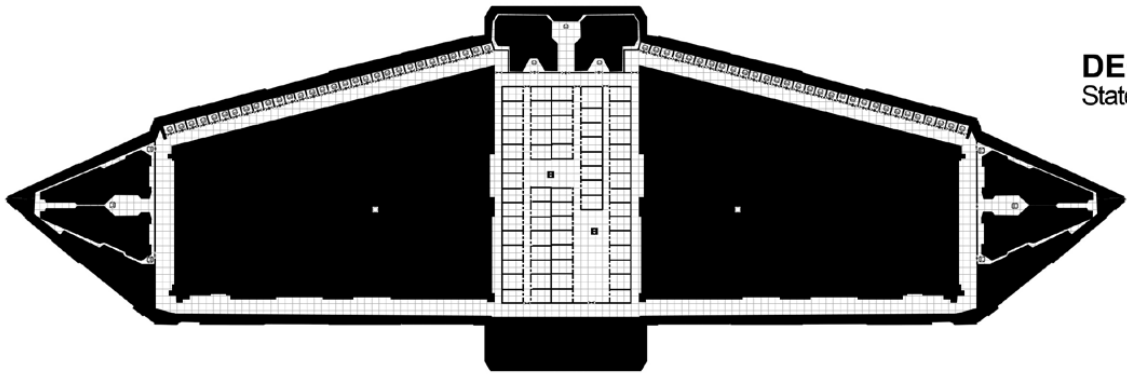
DECK 11
Battle control / fire control



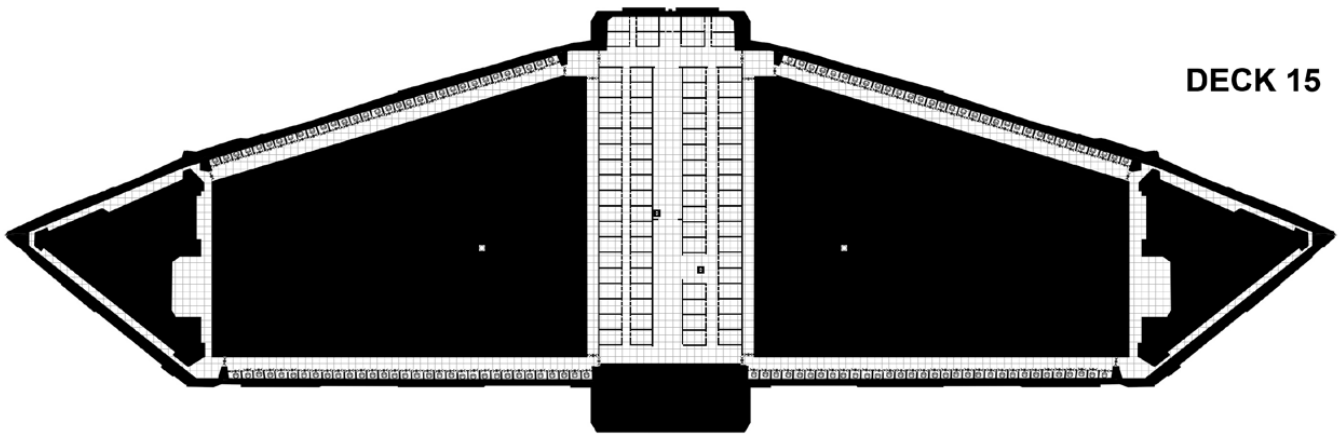
DECK12
Battle Control / fire control



DECK 13
State rooms / fire control

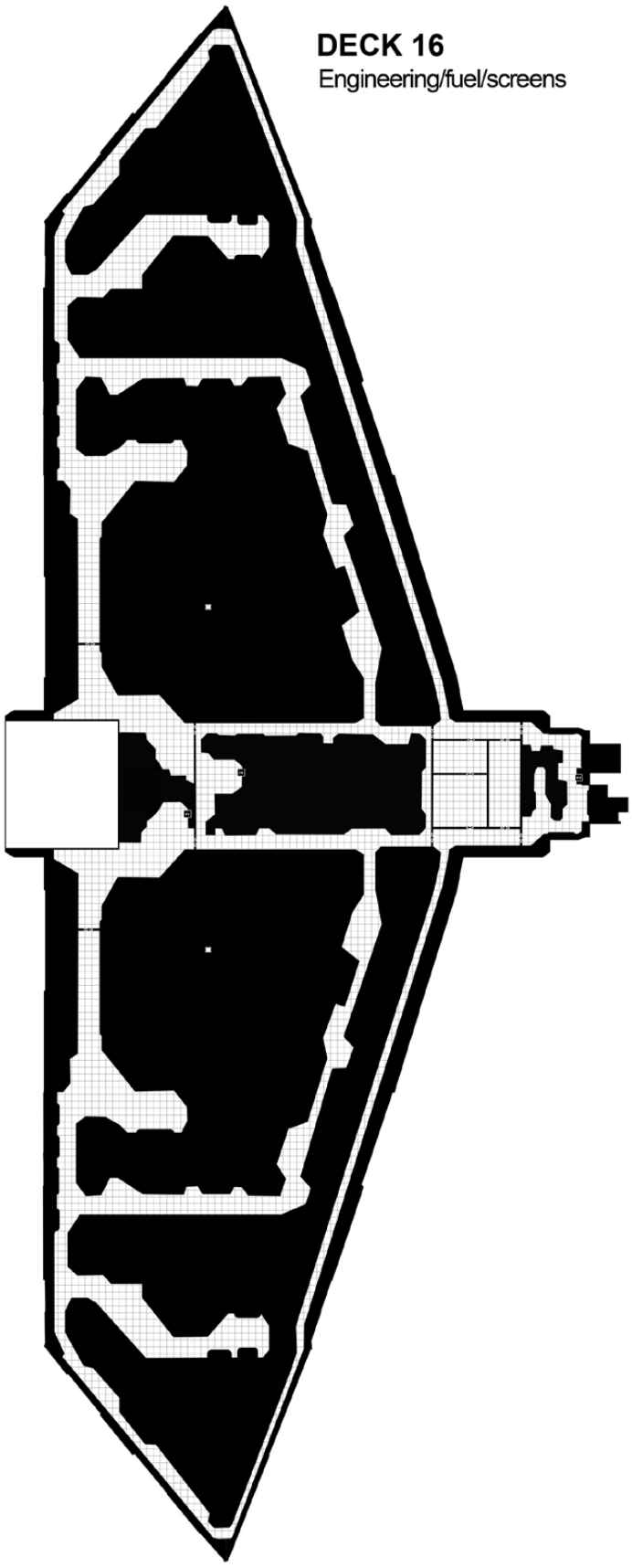


DECK 14
State rooms / fire control

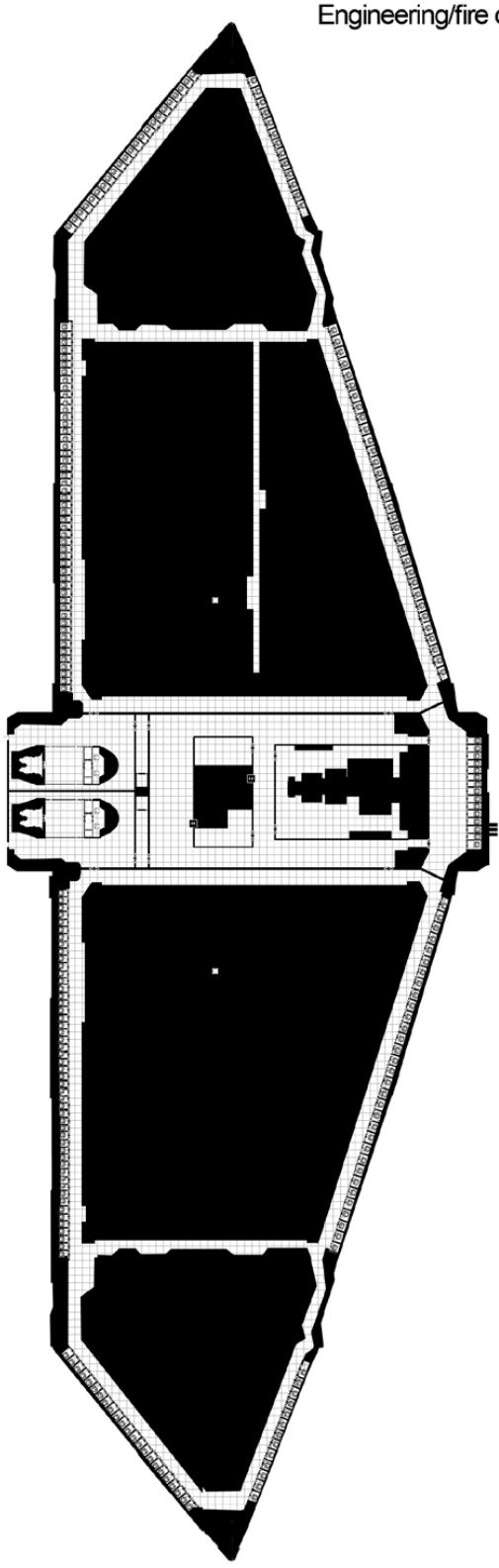


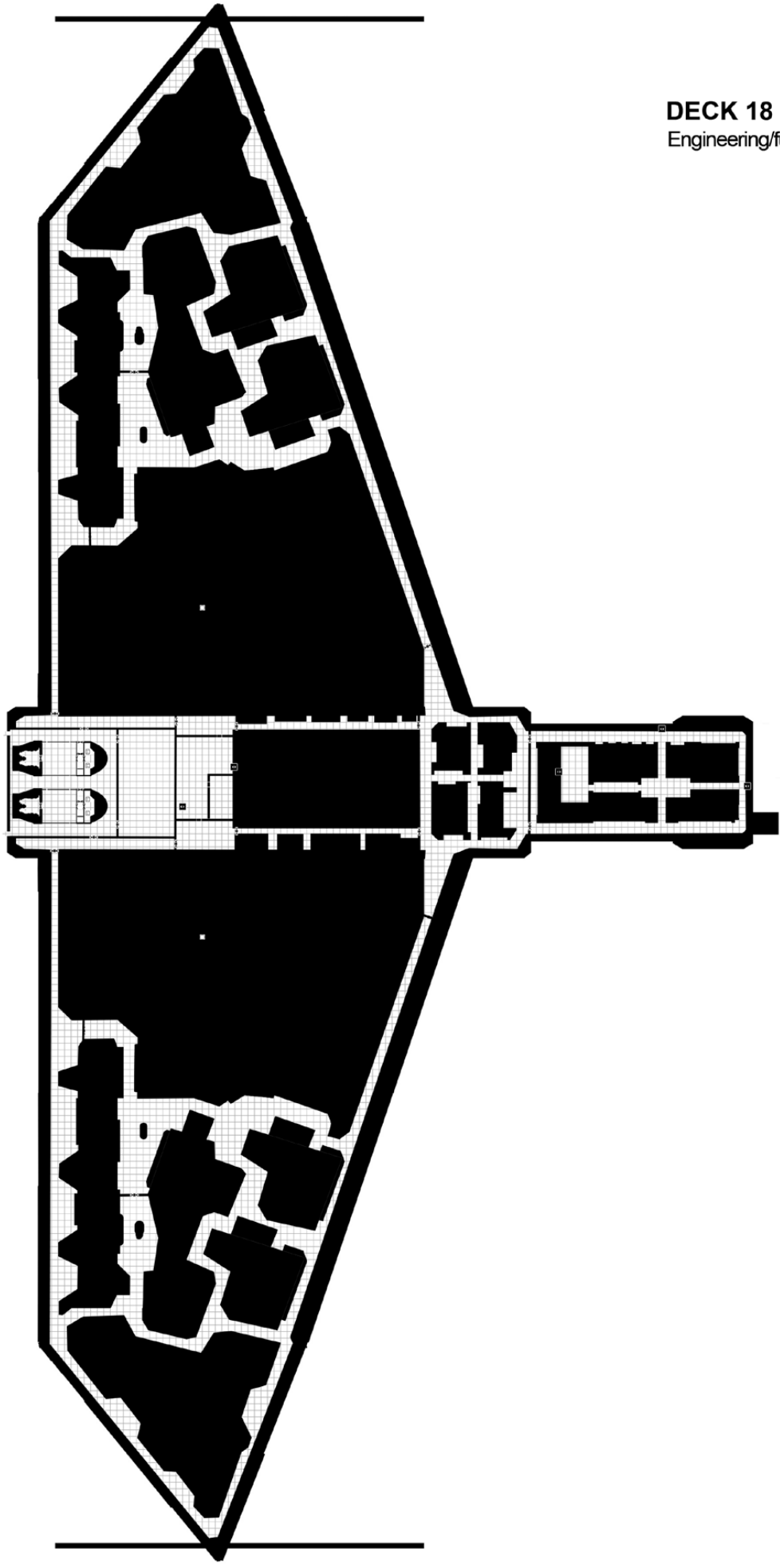
DECK 15

DECK 16
Engineering/fuel/screens

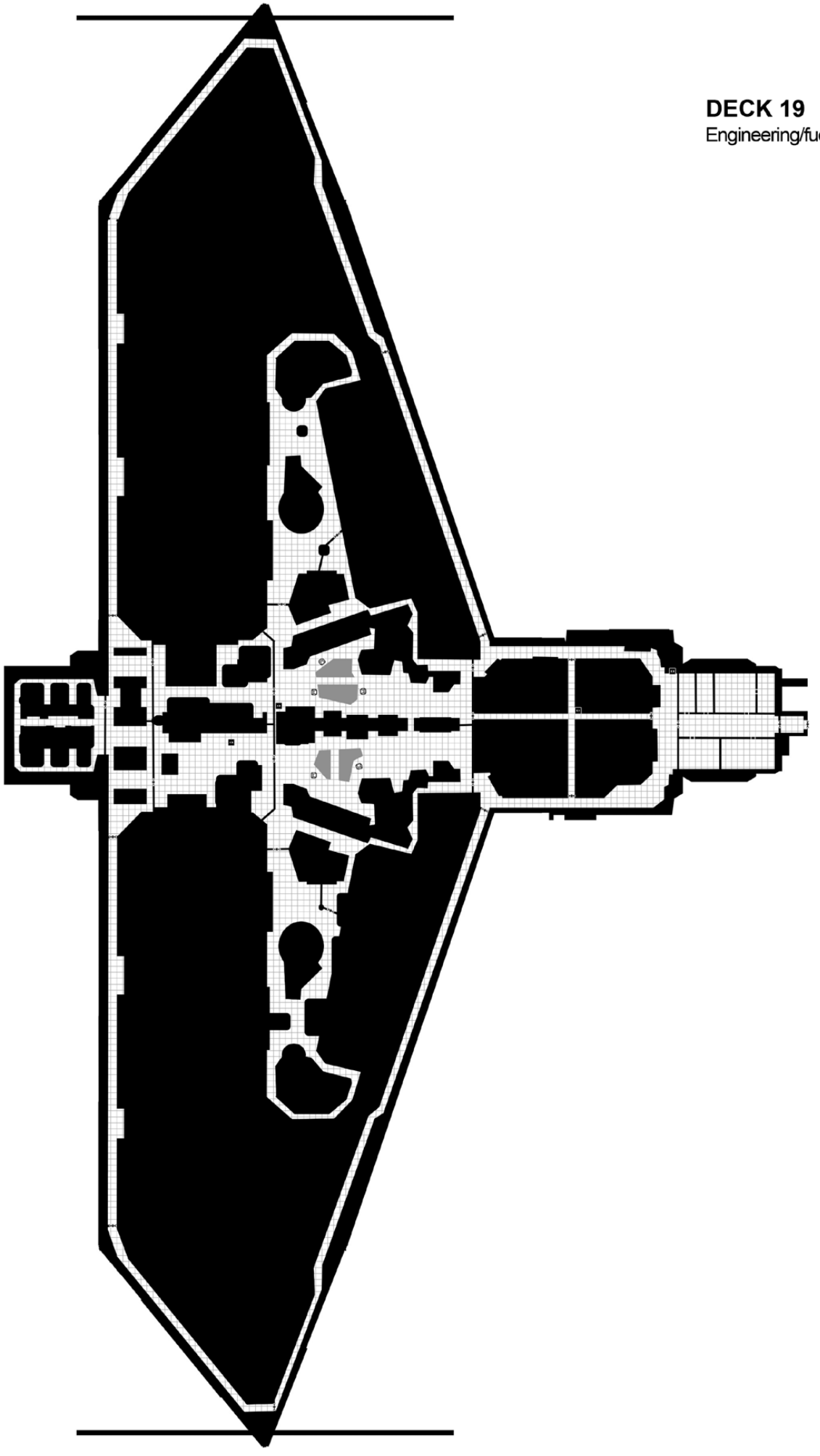


DECK 17
Engineering/fire control/hangers



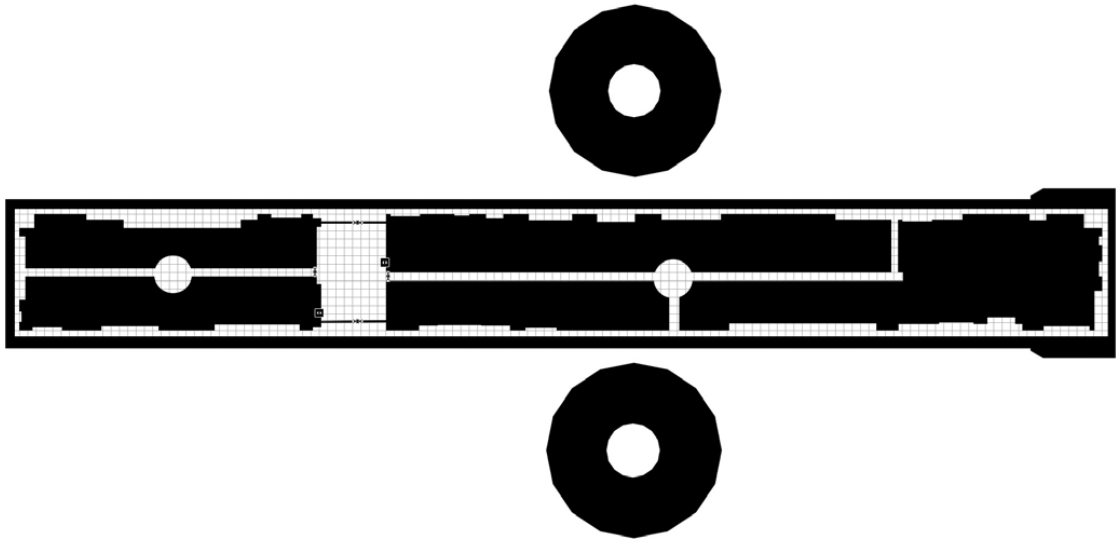


DECK 18
Engineering/fuel/hanger



DECK 19
Engineering/fuel

DECK 20
Engineering



Polemos-class Fleet Cruiser

The second line of offensive operations for the fleet, the Polemos class fleet cruiser has the engines to keep pace with smaller vessels and enough armament to threaten larger battle cruisers and other capital ships. With a powerful particle spinal weapon backed up by a number of secondary particle mounts this ship can quickly deal heavy damage to anything it comes up against, especially when attacking in groups.

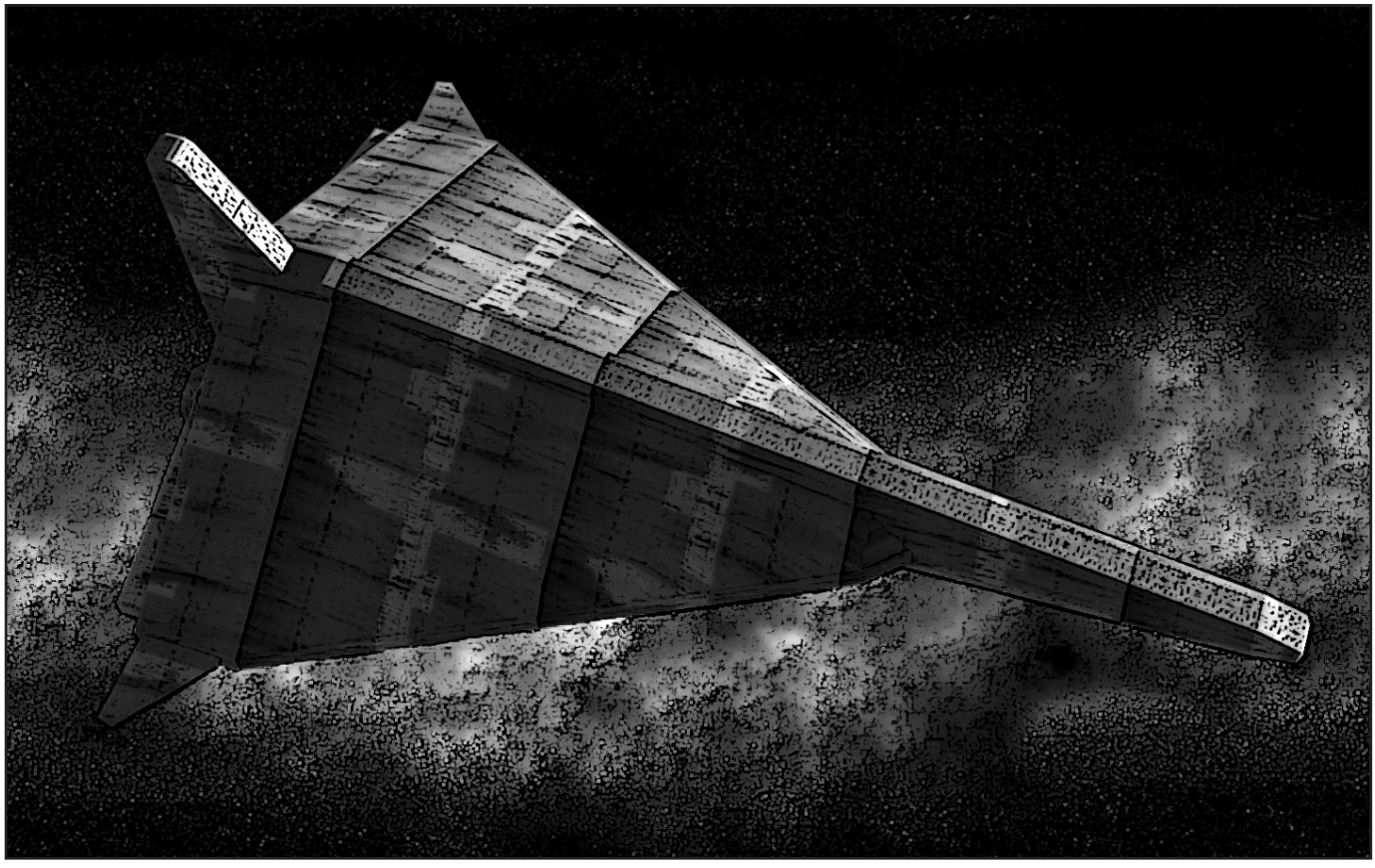
				Tons	Cost (Mcr)
Hull:	25,000 ton	Wedge TL12 hull			3,000
	3 sections	Hull 500			
		Structure 500			
Armour:	Crystaliron	9 points		2,812.5	1,350
M-Drive:	Thrust 5			625	312.5
J-Drive:	Jump 3			1,000	2,000
P-Plant:	Rating 5			1,000	2,500
	Emergency power plant			100	250
Fuel:	8833.33 tons	One Jump-3, four weeks of operations		8,833.33	
Bridge:	3 x command modules			125	125
	Holographic controls				31.25
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
	Very advanced x 2	Enhanced signal processing		14	24
Armaments:	Spinal mount	Type C-PB-13	345 damage	3,500	2,450
	Bays	25 x Large particle beam bay-11		1,525	2,000
		50 x Fusion gun bay-13	High Yield	2,550	440
	Turrets	40 x Single particle beam-11	Accurate, High Yield	40	360
		50 x Triple beam laser turret-11	Accurate	50	215
		50 x Triple sandcaster turret		50	87.5
	Screens	Level 2 Nuclear damper		60	80
		Level 2 Meson screen		120	160
Cargo:	Cargo	17.4 tons		17.4	
296 state-rooms				1,184	148
Barracks				100	5

			Tons	Cost (Mcr)
Extras:	Fuel processors	All fuel in 1 day	442	23.75
	11 armouries		22	5.5
	3 briefing rooms		12	1.5
	Armoured bulkheads for Spinal mount		350	48
		Command modules	12.5	7.32
		Drives	262.5	52.5
Craft:	Pinnace	Full scale hangar	52	30.511
	296 escape pods		148	14.8

Software:	Jump control/3			
	Manoeuvre/0			
	Library			
	Intellect			1
	Fire control/5			10
	Evade/3			3
Maintenance cost (monthly)				1.32
Life support cost (monthly)				0.692
Total Tonnage & Cost			25,000	15,878.13

Department	**Crew**	**Crew Damage Track**
Command	15	Dead (-)
Engineering	27	Survivors (-4)
Gunnery	193	Skeleton (-2)
Flight	4	Half (-1)
Troops	50	Weakened
Service	75	Full
Frozen watch	0	Battle - starting position
Total	346	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

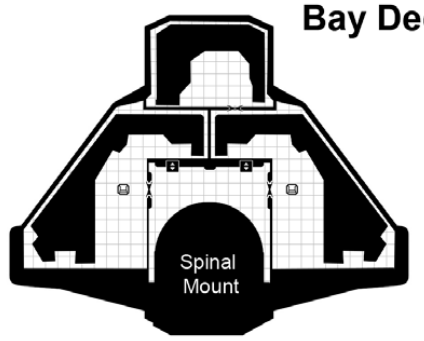
	Forward		Main		Engineering	
Hull	166		166		166	
Structure	166		166		166	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew
3	10 x particle beam turret	Fuel	10 x sandcaster turrets	Nuclear Damper	10 x sandcaster turrets	J-drive
4	10 x sandcaster turrets	Spinal weapon	Sensors	Spinal weapon	M-Drive	P-Plant
5	10 x particle beam turret	25 x Large particle beam bays	10 x sandcaster turrets	Command	10 x sandcaster turrets	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	10 x particle beam turret	25 x Fusion gun bays	10 x beam laser turrets	25 x Fusion gun bays	10 x beam laser turrets	Fuel
10	10 x beam laser turrets	Computer	Sensors	Hangar - Pinnace	M-Drive	J-Drive
11	10 x particle beam turret	Command	10 x beam laser turrets	Meson screen	10 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical



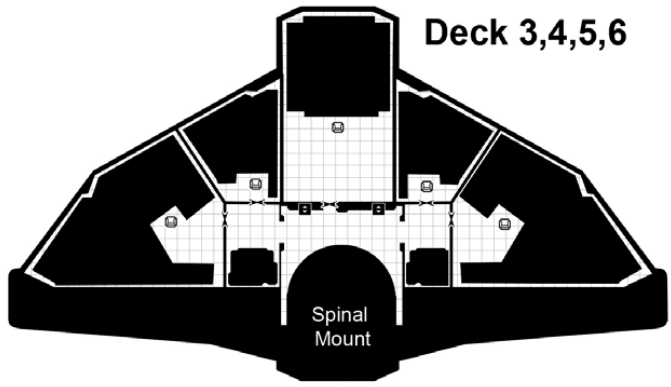
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

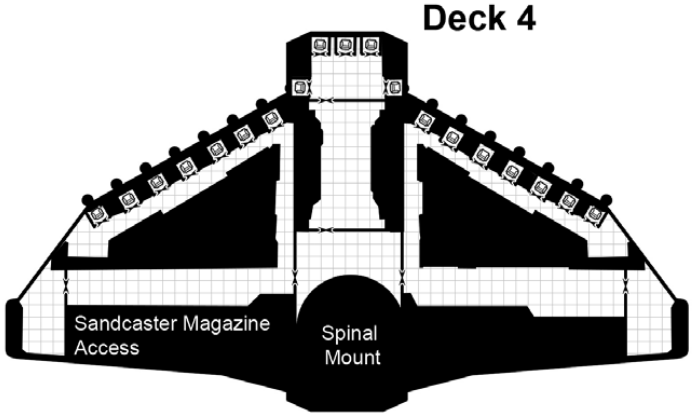
Bay Deck 1,2



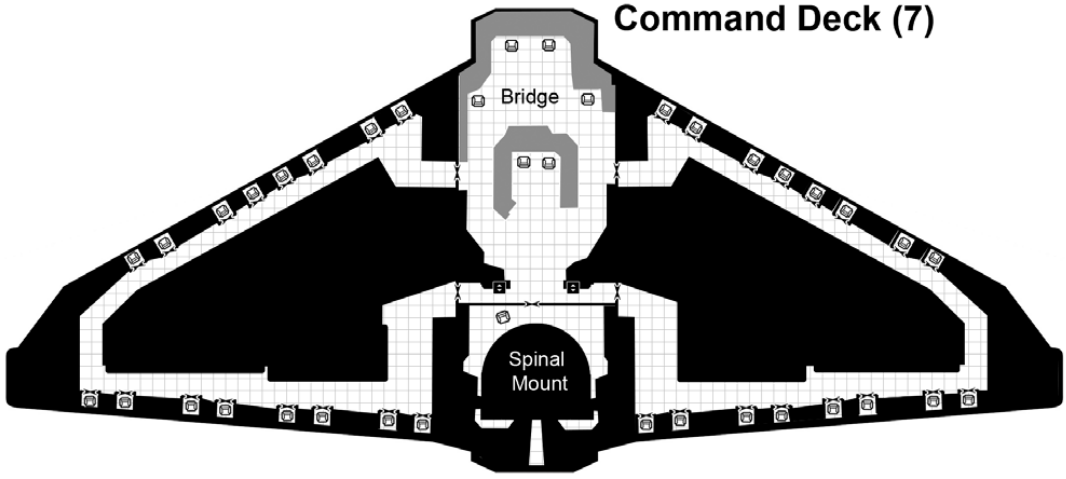
Deck 3,4,5,6



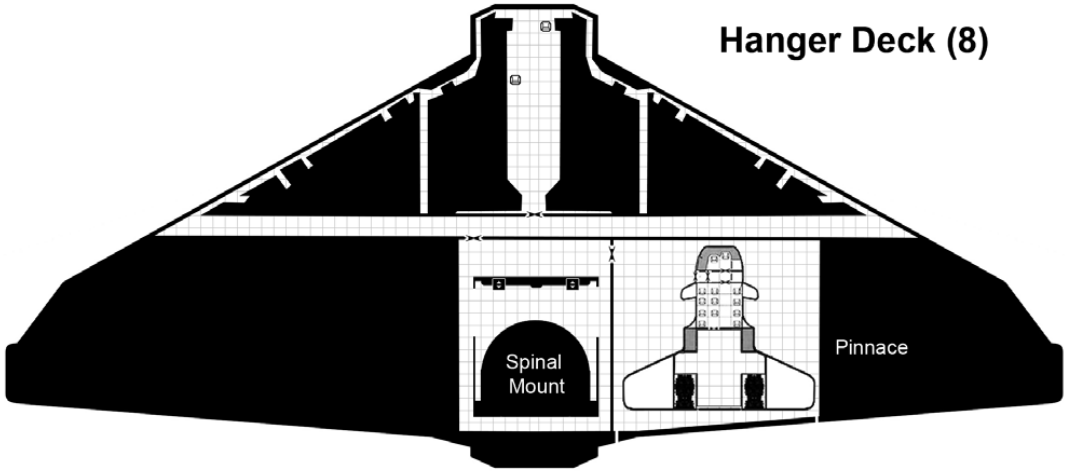
Deck 4

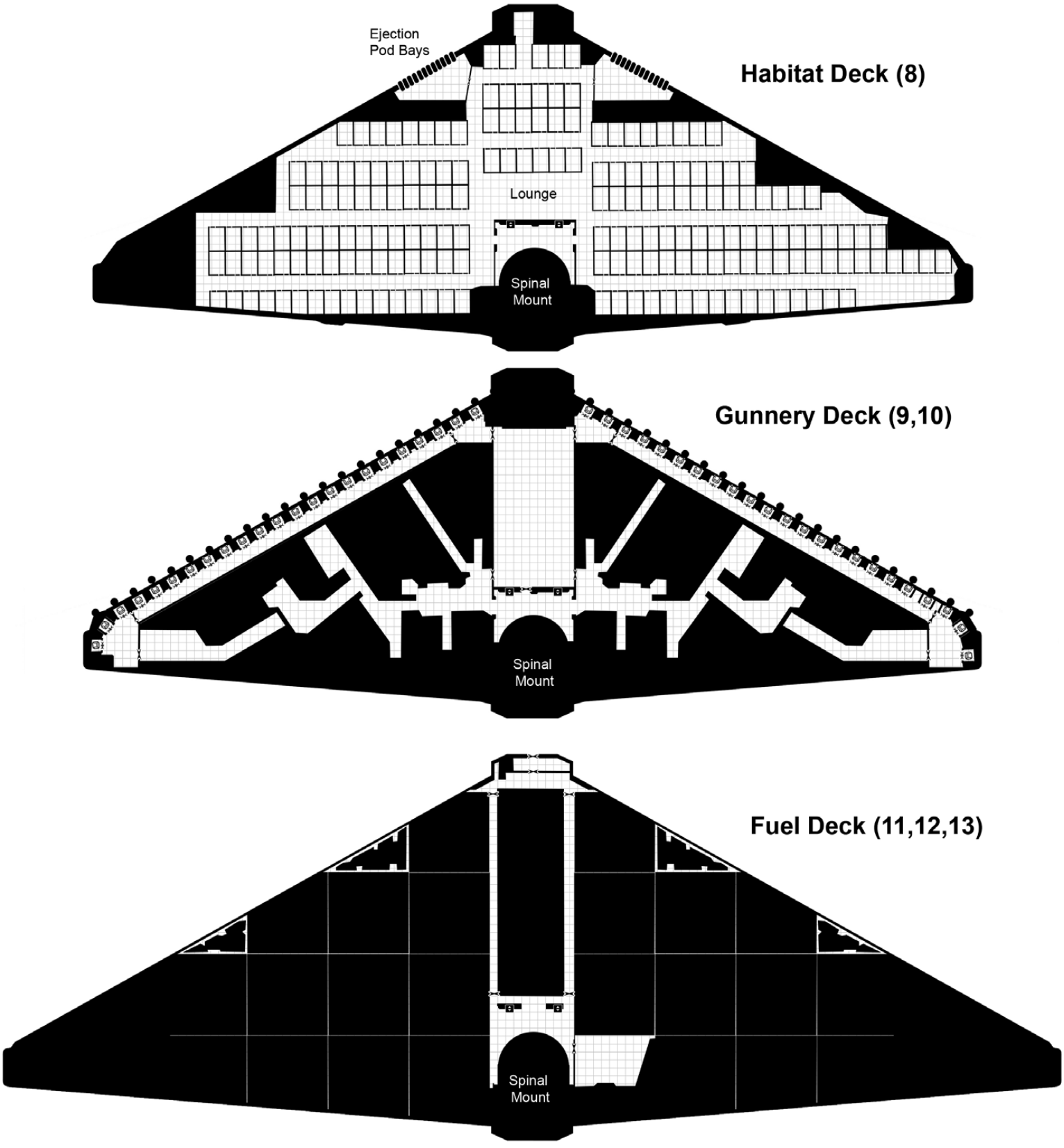


Command Deck (7)

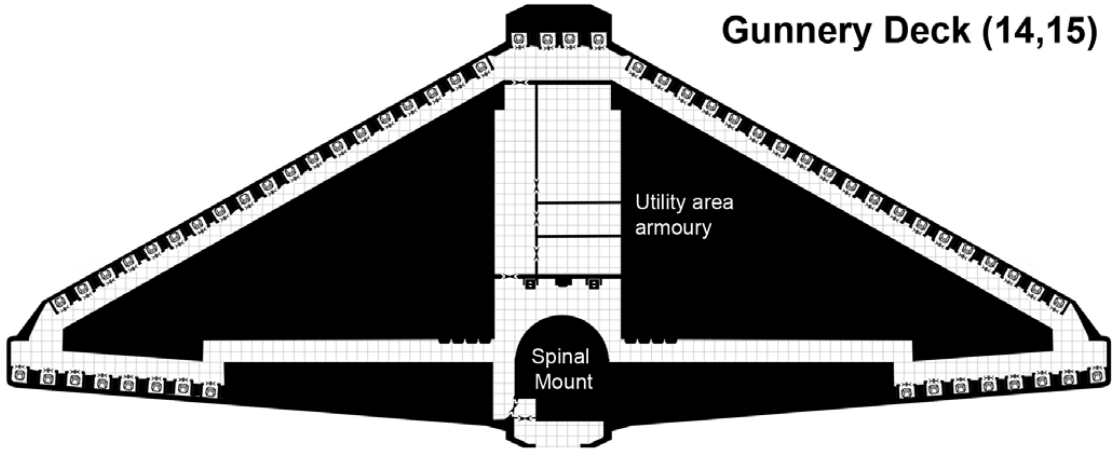


Hanger Deck (8)

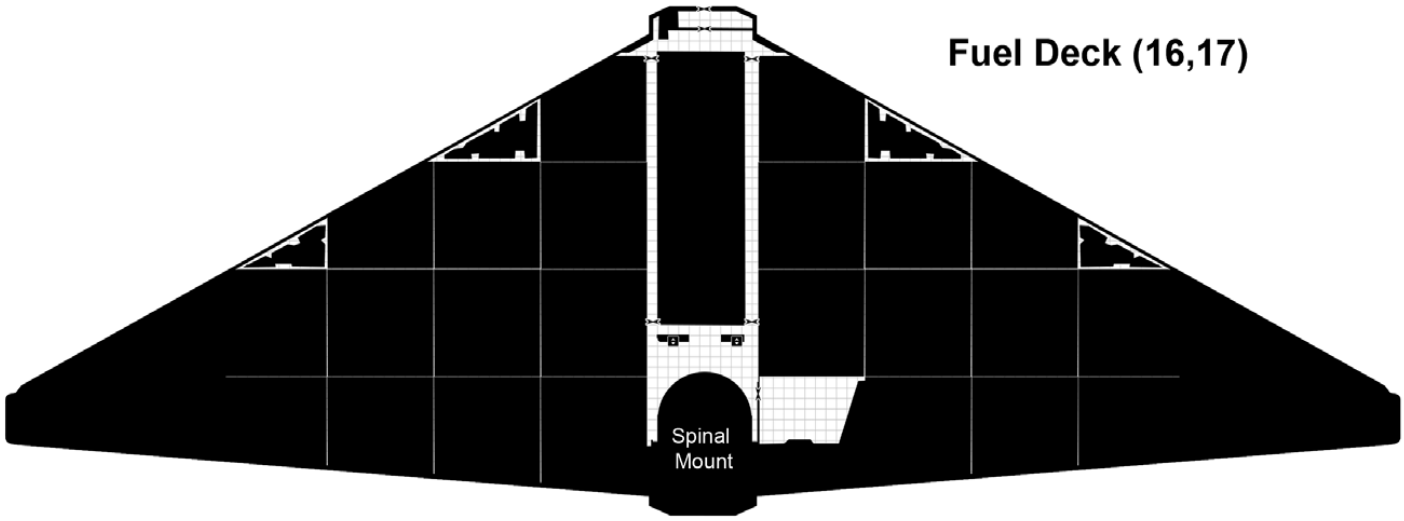



Ejection
Pod Bays
Habitat Deck (8)
Lounge
Spinal
Mount
Gunnery Deck (9,10)
Spinal
Mount
Fuel Deck (11,12,13)
Spinal
Mount

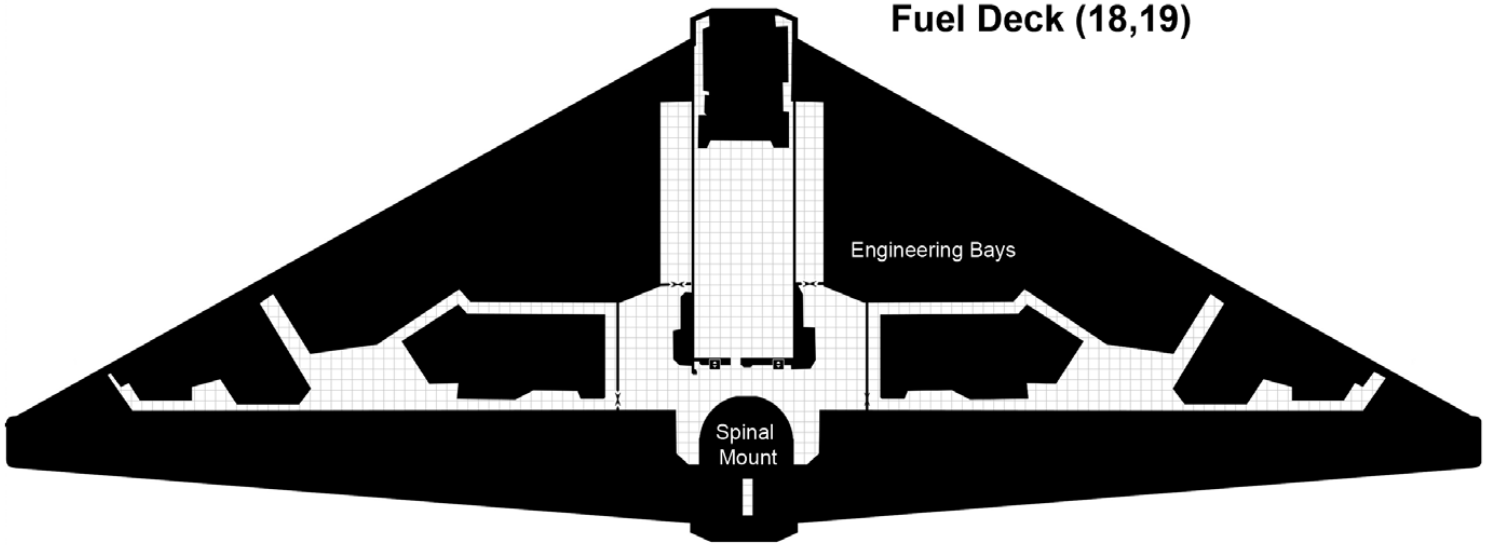
Gunnery Deck (14,15)



Fuel Deck (16,17)

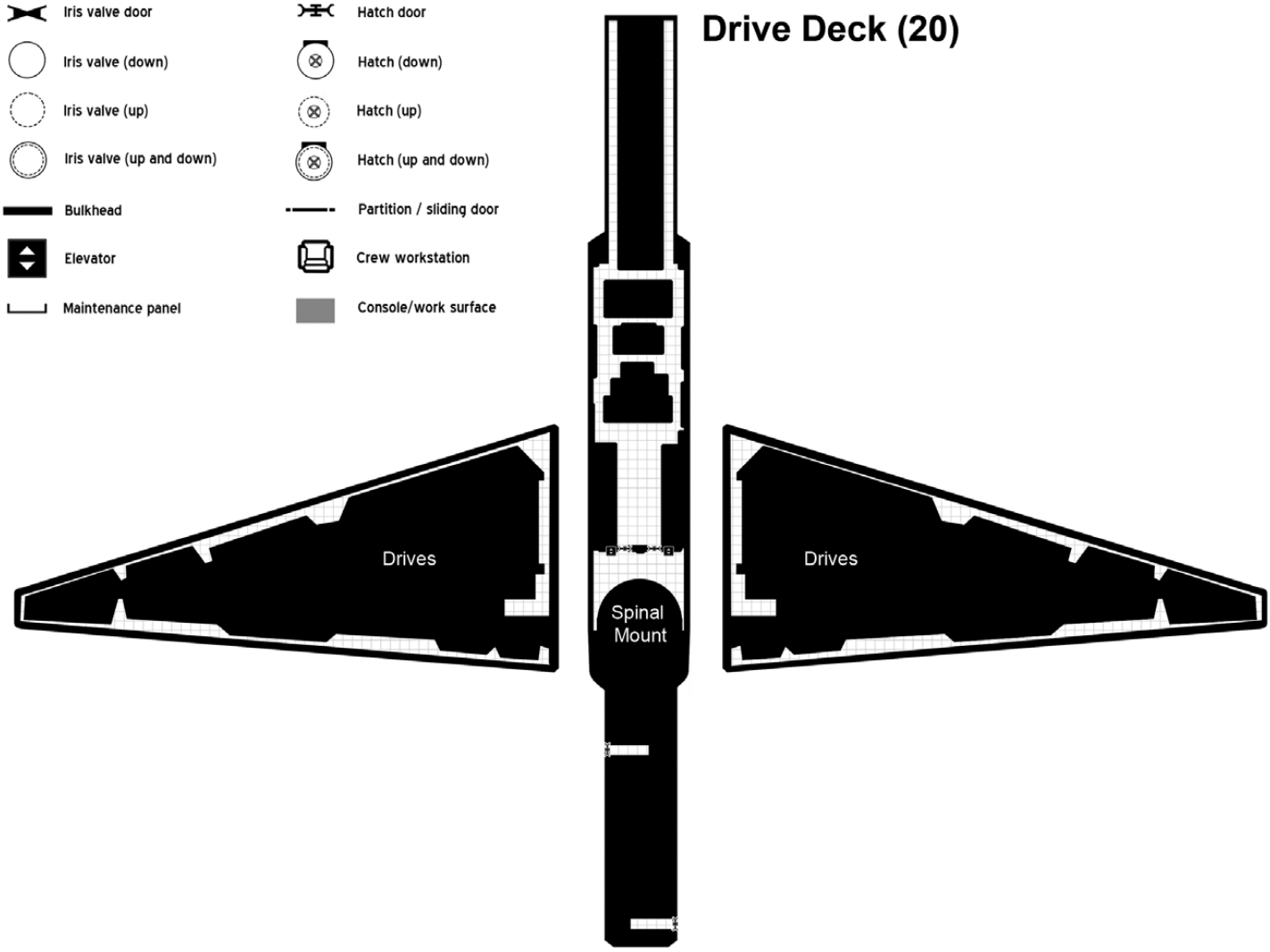


Fuel Deck (18,19)



DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface



Aeolus-class Light Cruiser

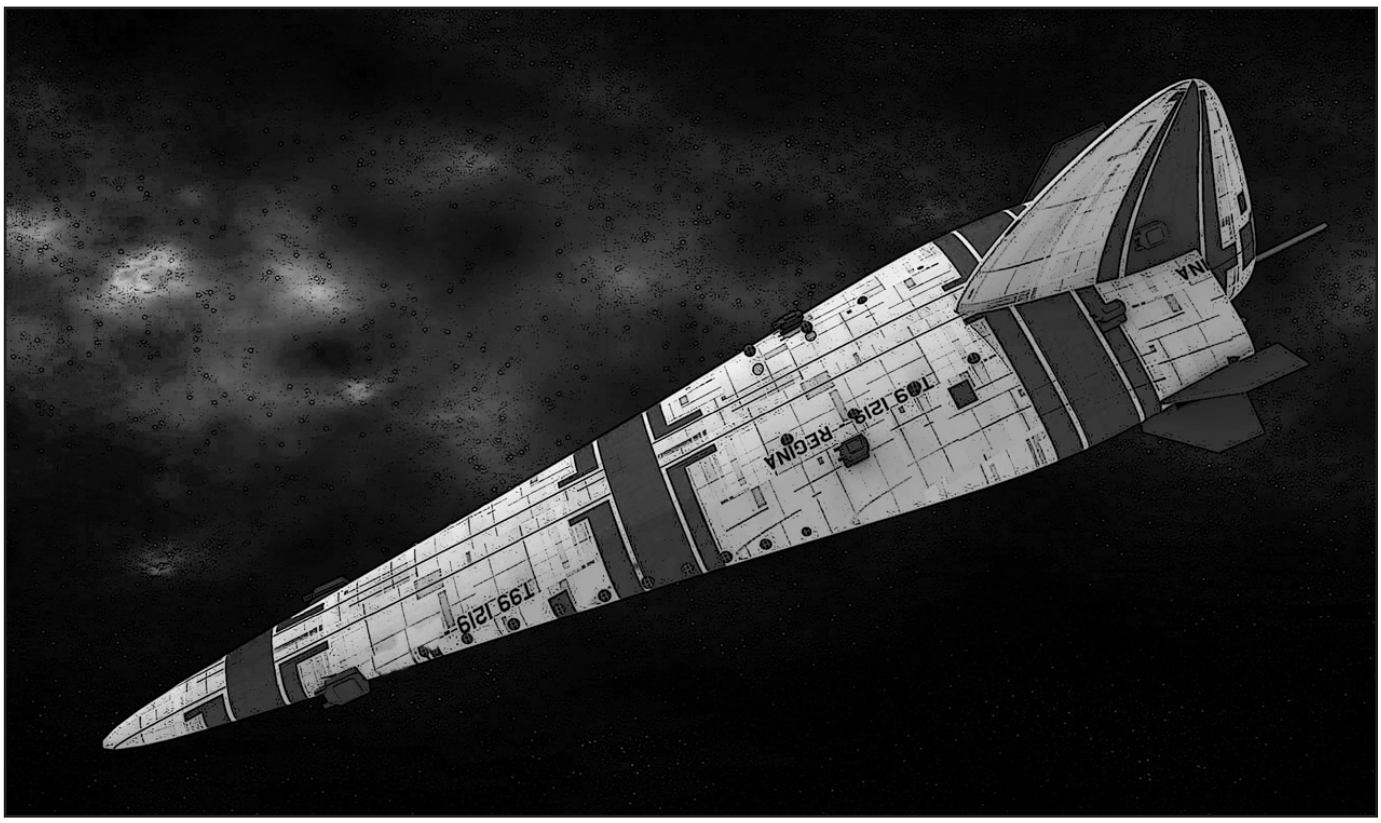
A combination of scout and warship, the fleets light cruisers are its eyes. Without fast armed vessels such as these no intelligence could be gathered and it would be impossible for the fleet to bring an enemy to battle. Their torpedo bays make them a serious threat should they be ambushed and their closer ranged plasma and fusion weapons are deadly to anything that comes into their optimum range.

				Tons	Cost (Mcr)
Hull:	10,000 ton	Wedge TL12 hull			1,200
	3 sections	Hull 200			
		Structure 200			
Armour:	Crystaliron	8 points		1,000	480
M-Drive:	Thrust 6			325	162.5
J-Drive:	Jump 3			400	800
P-Plant:	Rating 6			500	1,250
	Emergency power plant			50	125
Fuel:	4,000 tons	One Jump-3, six weeks of operations		4,000	
Bridge:	3 x command modules			50	50
	Holographic controls				12.5
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
	Very advanced x 2	Enhanced signal processing		14	24
Armaments:	Bays	10 x Torpedo bay		510	120
		30 x Fusion gun bay-12		1,530	240
	Turrets	20 x Double plasma gun turret		20	120
		20 x Triple beam laser turret-11	Accurate	20	95
		20 x Triple sandcaster turret		20	35
	Screens	Level 2 Nuclear damper		60	80
		Level 2 Meson screen		120	160
Cargo:	Cargo	11 tons		11	
81 staterooms				324	40.5
Extras:	Fuel processors	All fuel in 2 days		100	5
	3 armouries			6	1.5
	3 briefing rooms			12	1.5

			Tons	Cost (Mcr)
	Armoured bulkheads for Command modules		5	1
Craft:	Pinnace	Full scale hangar	52	30.511
	80 escape pods		40	4
Software:	Jump control/3			
	Manoeuvre/0			
	Library			
	Evade/3			3
	Intellect			1
	Fire control/5			10
Maintenance cost (monthly)				0.43
Life support cost (monthly)				0.235
Total Tonnage & Cost			10,000	5,129.411

Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	13	Survivors (-4)
Gunnery	108	Skeleton (-2)
Flight	4	Half (-1)
Troops	0	Weakened
Service	30	Full
Frozen watch	0	Battle - starting position
Total	154	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

	Forward		Main		Engineering	
Hull	66		66		66	
Structure	66		66		66	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew
3	5 x plasma guns turret	Fuel	5 x sandcaster turrets	Nuclear Damper	5 x sandcaster turrets	J-drive
4	Hull	10 x Torpedo bays	Sensors	Magazine	M-Drive	P-Plant
5	5 x plasma guns turret	15 x Fusion gun bays	5 x sandcaster turrets	Command	5 x sandcaster turrets	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	5 x plasma guns turret	15 x Fusion gun bays	5 x beam laser turrets	Fuel	5 x beam laser turrets	Fuel
10	Armour	Computer	Sensors	Hangar - Pin-nace	M-Drive	J-Drive
11	5 x plasma guns turret	Command	5 x beam laser turrets	Meson screen	5 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical



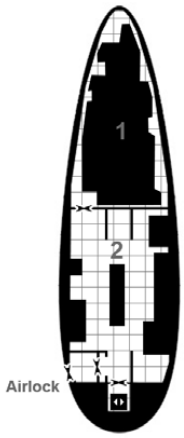
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

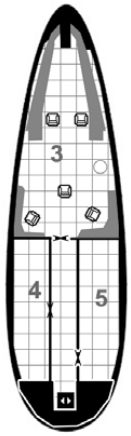
KEY

1 Sensor Array
2 Sensor Suite
3 Bridge
4/5 Briefing Rooms
6/7 Torpedo Bays
8 Ship's Office
9 Ship's Locker
10/11 Sandcaster Magazines
12/13 Drive bays

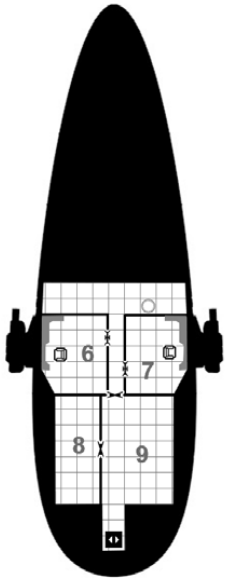
DECK ONE



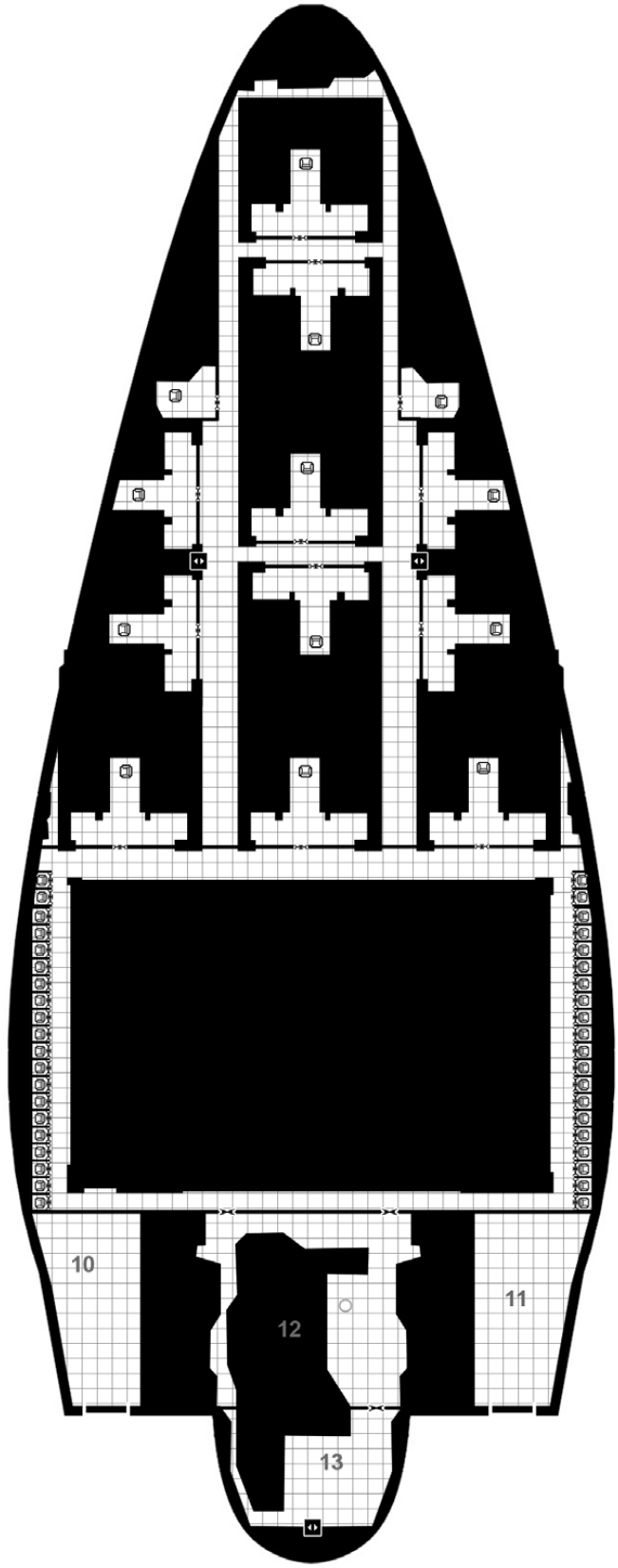
DECK TWO



DECK THREE

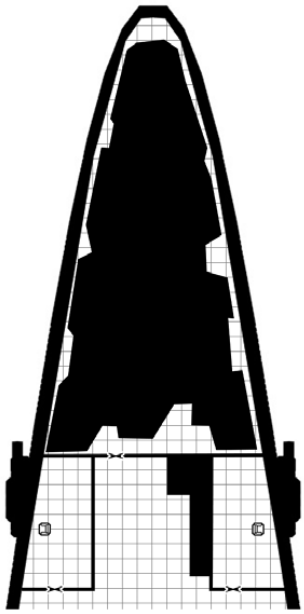


DECK FOUR

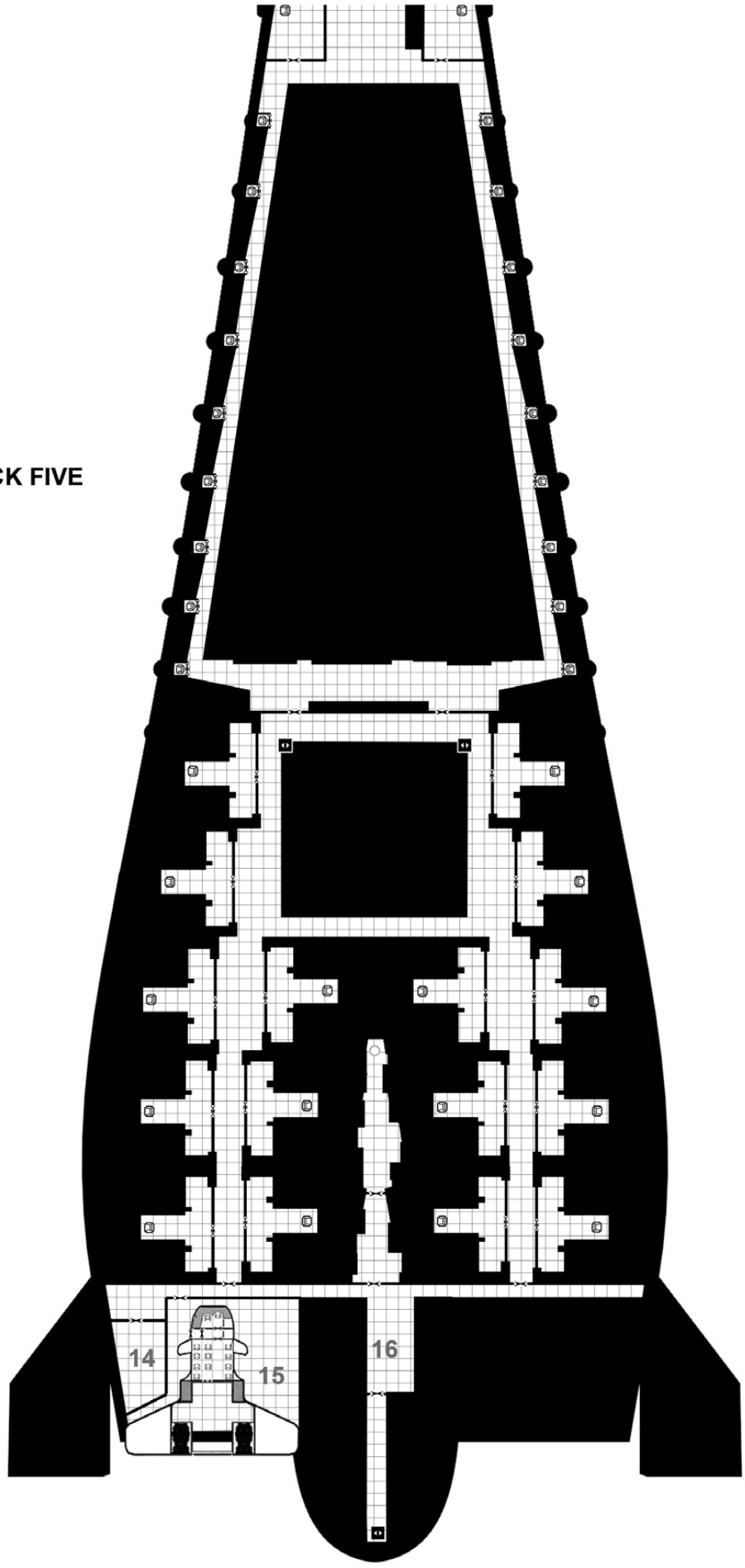


DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface



DECK FIVE



KEY

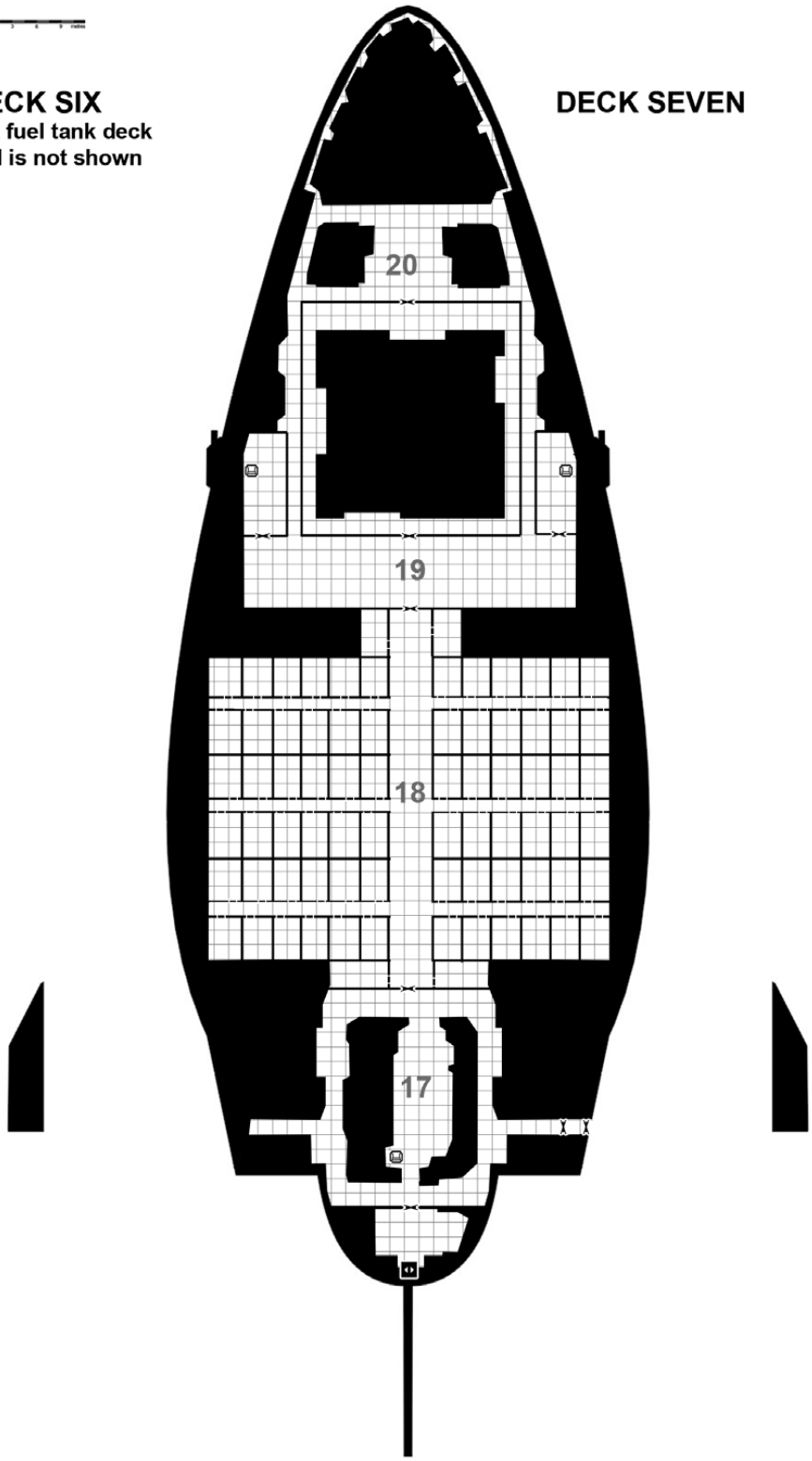
14 Cargo Hold
15 Pinnace Hanger
16 Security Control

DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

DECK SIX
is a fuel tank deck and is not shown

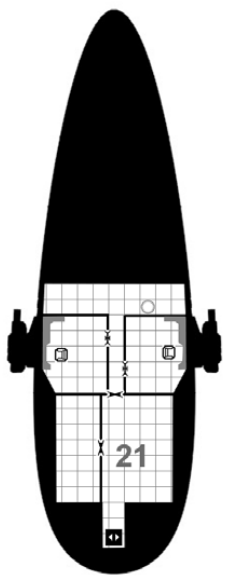
DECK SEVEN



Key

17 Power Control
18 State Rooms/Escape Pods
19 Mess Hall
20 Screens Control
21 Armouries

DECK EIGHT



Telemus-class Flotilla Leader

Destroyer and frigate flotilla's often operate independently from the rest of the fleet as units and because of this they require their own command vessels. The Telemus is deployed to lead these flotillas and provide tactical support in the form of unit wide fire control, accurately targeting the enemy for the entire group of ships. Armed with its own particle weaponry it can support a bombardment and easily defend itself with its massed ranks of point defence guns that stud the sleek hull.

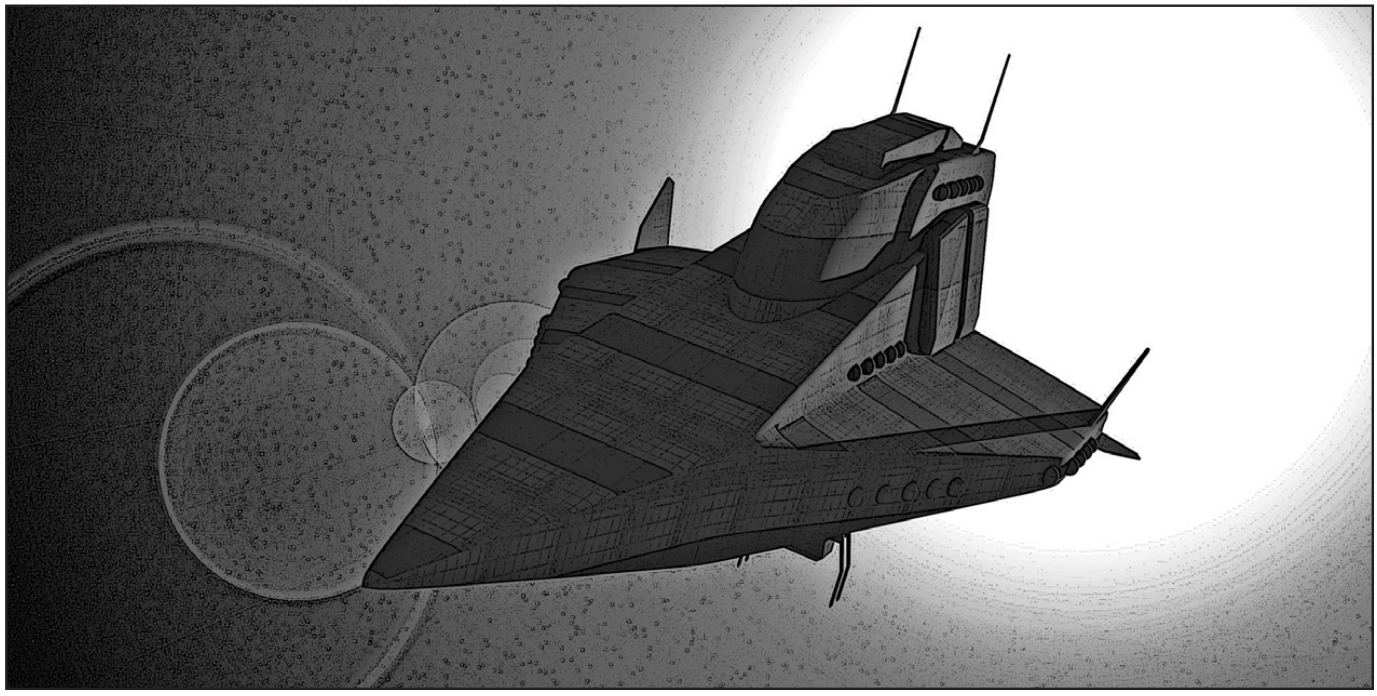
				Tons	Cost (Mcr)
Hull:	6,000 ton	Wedge TL13 hull			792
	2 sections	Hull 133			
		Structure 133			
Armour:	Crystaliron	12 points		900	432
M-Drive:	Thrust 6			195	97.5
J-Drive:	Jump 3			240	480
P-Plant:	Rating 6			300	750
	Emergency power plant			30	75
Fuel:	2,400 tons	One Jump-3, six weeks of operations		2,400	
Bridge:	2 x command modules			30	30
	Holographic controls				7.5
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and extended arrays		21	36
	Very advanced	Enhanced signal processing		7	12
Armaments:	Turrets	10 x Single particle beam-11	Accurate, High Yield	10	190
		25 x Triple beam laser turret-11	Accurate	25	118.75
		25 x Triple sandcaster turret		25	43.75
	Screens	Level 2 Nuclear damper		40	60
		Level 2 Meson screen		100	140
Cargo:	Cargo	86.5 tons		86.5	
40 staterooms				160	20
Extras:	Fuel processors	All fuel in 1 day		120	6
	2 armouries			4	1
	2 briefing rooms			8	1
	Fire control grid	20,000 tons		1,000	5,000
	Armoured bulkheads for Drives			76.5	15.3
		Command		3	0.6

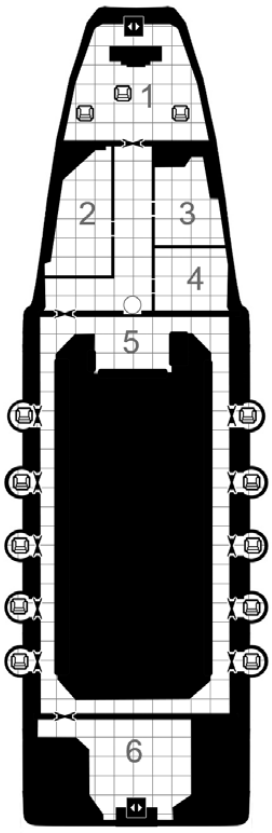
			Tons	Cost (Mcr)
		Fire control grid	100	20
Craft:	38 escape pods		19	3.8

Software:	Jump control/3	
	Manoeuvre/0	
	Library	
	Evade/3	3
	Intellect	1
	Fire control/5	10
Maintenance cost (monthly)		0.69
Life support cost (monthly)		0.111
Total Tonnage & Cost	6,000	8,221.45

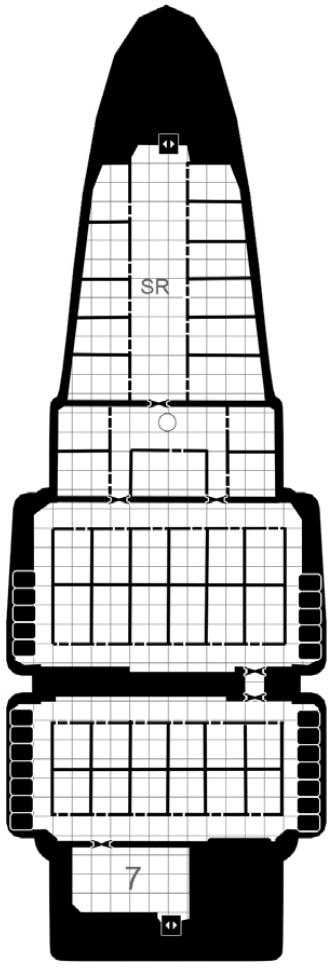
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	8	Survivors (-4)
Gunnery	40	Skeleton (-2)
Flight	0	Half (-1)
Troops	0	Weakened
Service	18	Full
Frozen watch	0	Battle - starting position
Total	70	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

	Main		Engineering	
Hull	60		60	
Structure	60		60	
Roll 2d6	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew
3	15 x sandcaster turrets	Nuclear Damper	5 x sandcaster turrets	J-drive
4	Sensors	Fire control grid	M-Drive	P-Plant
5	5 x particle beam turret	Command	5 x sandcaster turrets	Fuel
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	5 x particle beam turret	Fuel	5 x beam laser turrets	Fuel
10	Sensors	Fire control grid	M-Drive	J-Drive
11	15 x beam laser turrets	Meson screen	5 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical

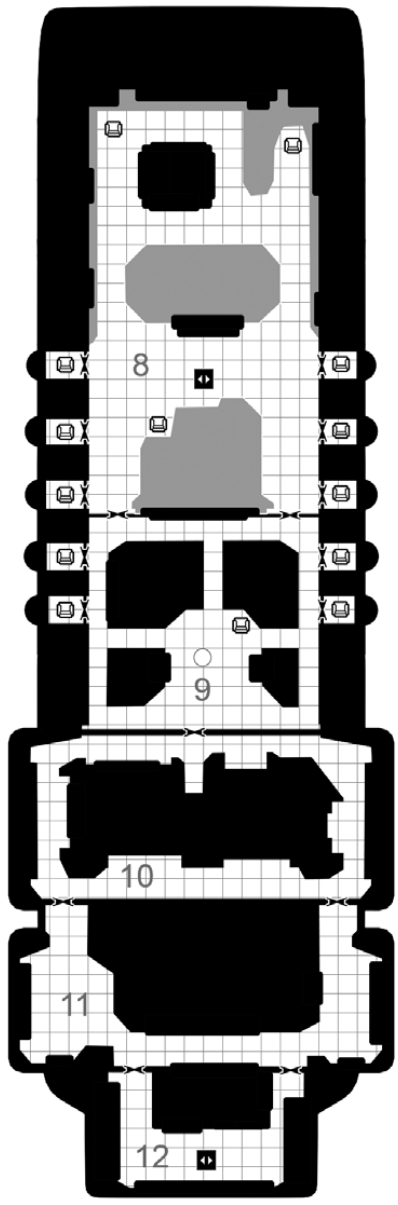




Command Deck



Habitation Deck



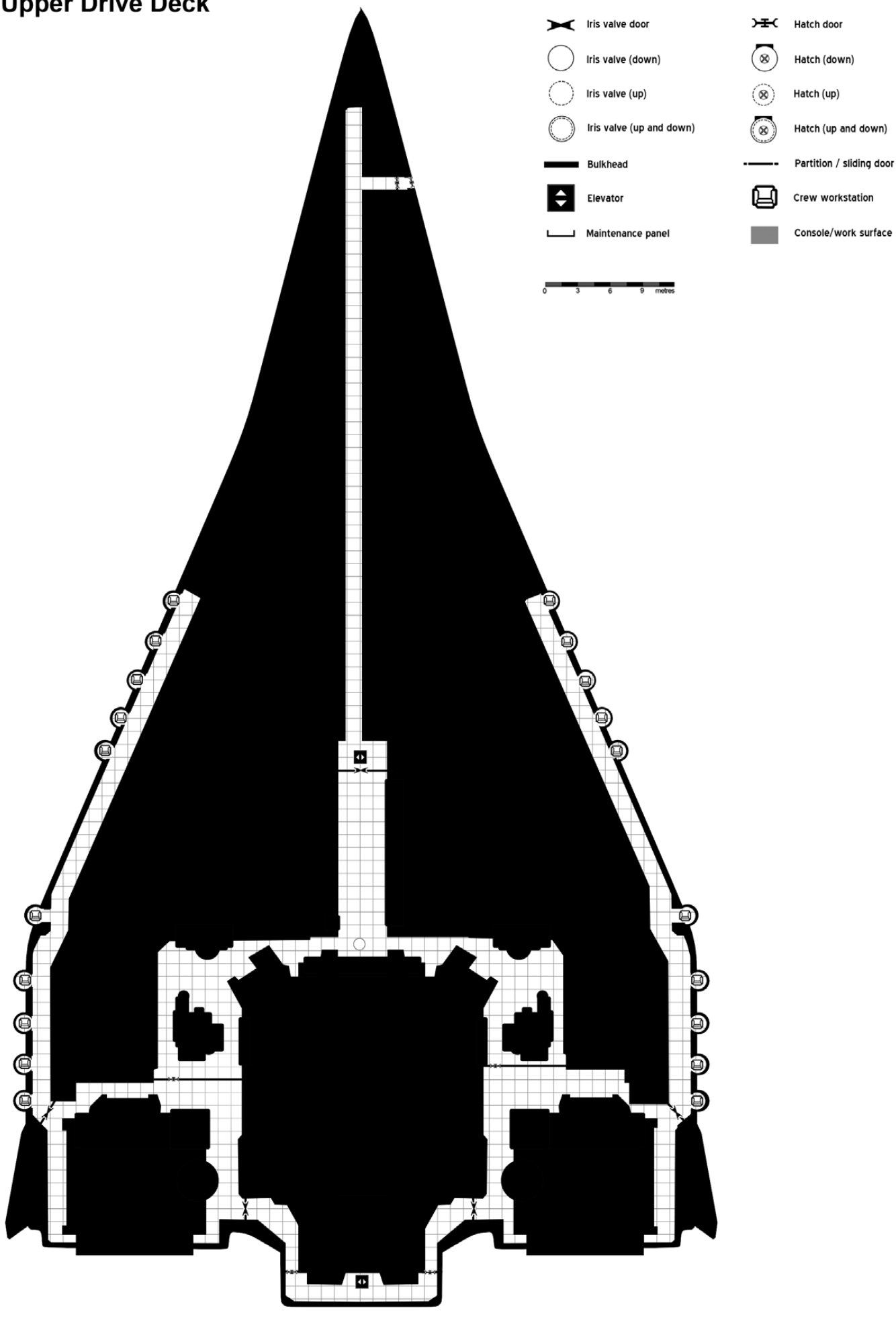
Battle Control Deck

1 Bridge
2 Sensors Bay
3 Briefing Room
4 Briefing Room
5 Nuclear Damper
6 Workshop

7 Security office

8 Fire Control Centre
9 Systems Bay
10 Engineering Bay
11 Engineering Bay
12 Maintenance

Upper Drive Deck

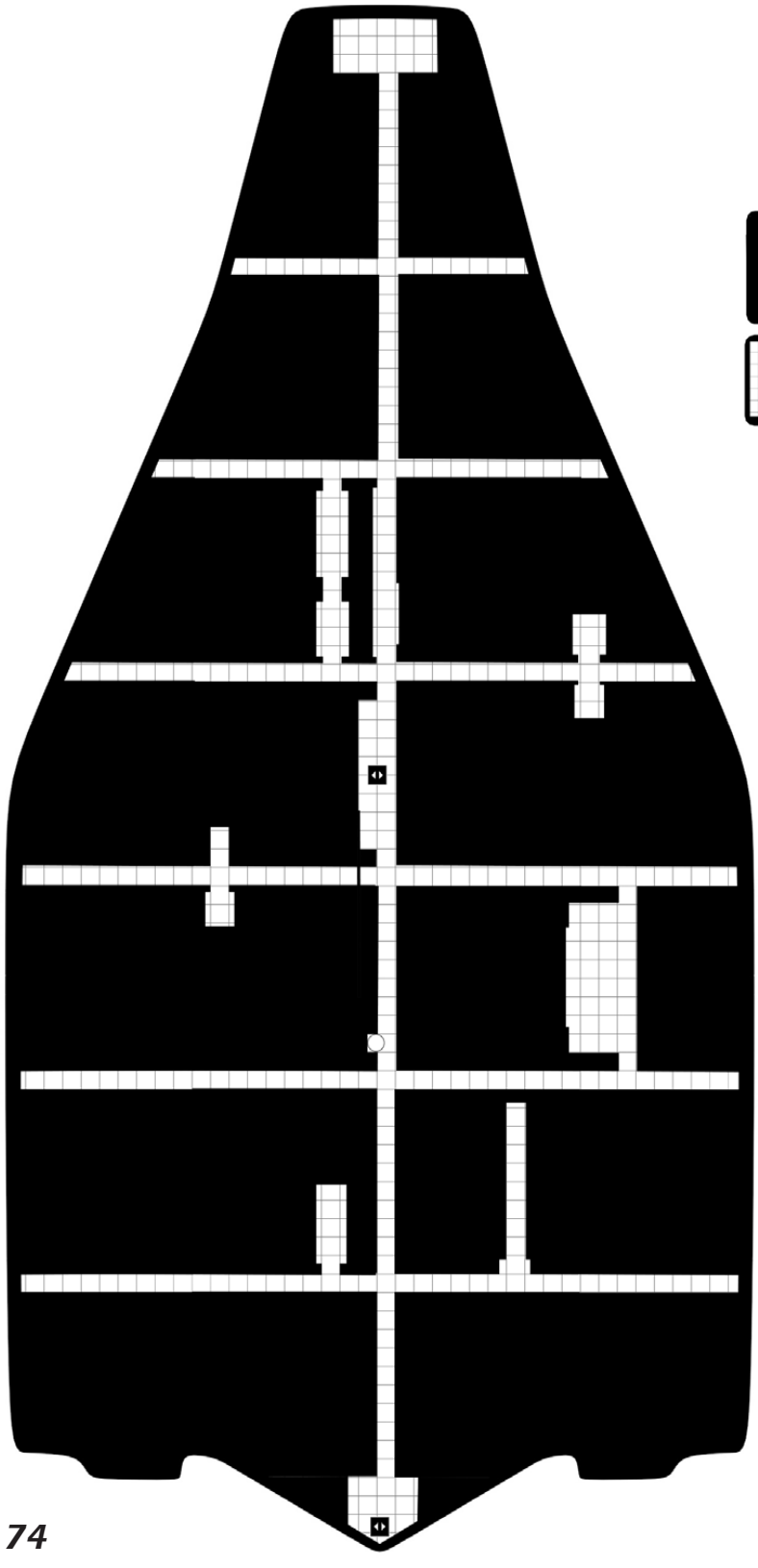


DECK LEGEND

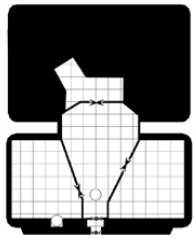
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

0 3 6 9 metres

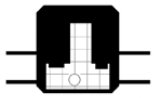
Fuel Deck



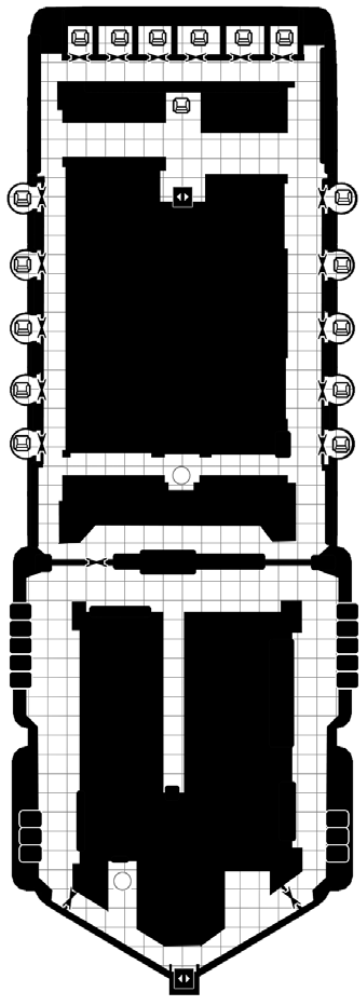
Hold Deck



Access Deck



Belly Deck



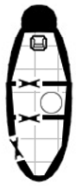
Typhon-class Frigate

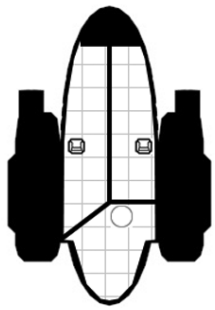
A design that covers every mission a frigate is required to perform, the Typhon is fast, well armed and has enough range to keep up with the fleet. Its magazines are filled with torpedoes that produce an EM pulse on detonation and these frigates are often used to make precision strikes to disable enemy capital ships so that the heavier ships in the fleet can mop them up without fear of serious resistance. A secondary armament of particle beams means that even when it has emptied its magazines it can stay in the fight alongside its cohorts.

				Tons	Cost (Mcr)
Hull:	4,000 ton	Wedge TL12 hull			480
	2 sections	Hull 80			
		Structure 80			
Armour:	Crystaliron	8 points		400	192
M-Drive:	Thrust 6			130	65
J-Drive:	Jump 3			160	320
P-Plant:	Rating 6			200	500
	Emergency power plant			20	50
Fuel:	1600 tons	One Jump-3, six weeks of operations		1,600	
Bridge:	2 x command modules			20	20
	Holographic controls				5
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and extended arrays		21	36
	Very advanced	Enhanced signal processing		7	12
Armaments:	Bays	10 x Torpedo bay-12		310	240
	Turrets	10 x Single particle beam-11	Accurate, High Yield	10	90
		10 x Triple beam laser turret-11	Accurate	10	47.5
		10 x Triple sandcaster turret		10	17.5
	Screens	Level 2 Nuclear damper		40	60
		Level 2 Meson screen		100	140
Cargo:	Cargo	59 tons		59	
38 staterooms				152	19
Extras:	Fuel processors	All fuel in 1 day		80	4
	2 armouries			4	1
	2 briefing rooms			8	1
Craft:	38 escape pods			19	3.8

		Tons	Cost (Mcr)
Software:	Jump control/3		
	Manoeuvre/0		
	Library		
	Evade/3		3
	Intellect		1
	Fire control/5		10
Maintenance cost (monthly)			0.2
Life support cost (monthly)			0.107
Total Tonnage & Cost		4,000	2364.94

Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	6	Survivors (-4)
Gunnery	45	Skeleton (-2)
Flight	0	Half (-1)
Troops	0	Weakened
Service	12	Full
Frozen watch	0	Battle - starting position
Total	69	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

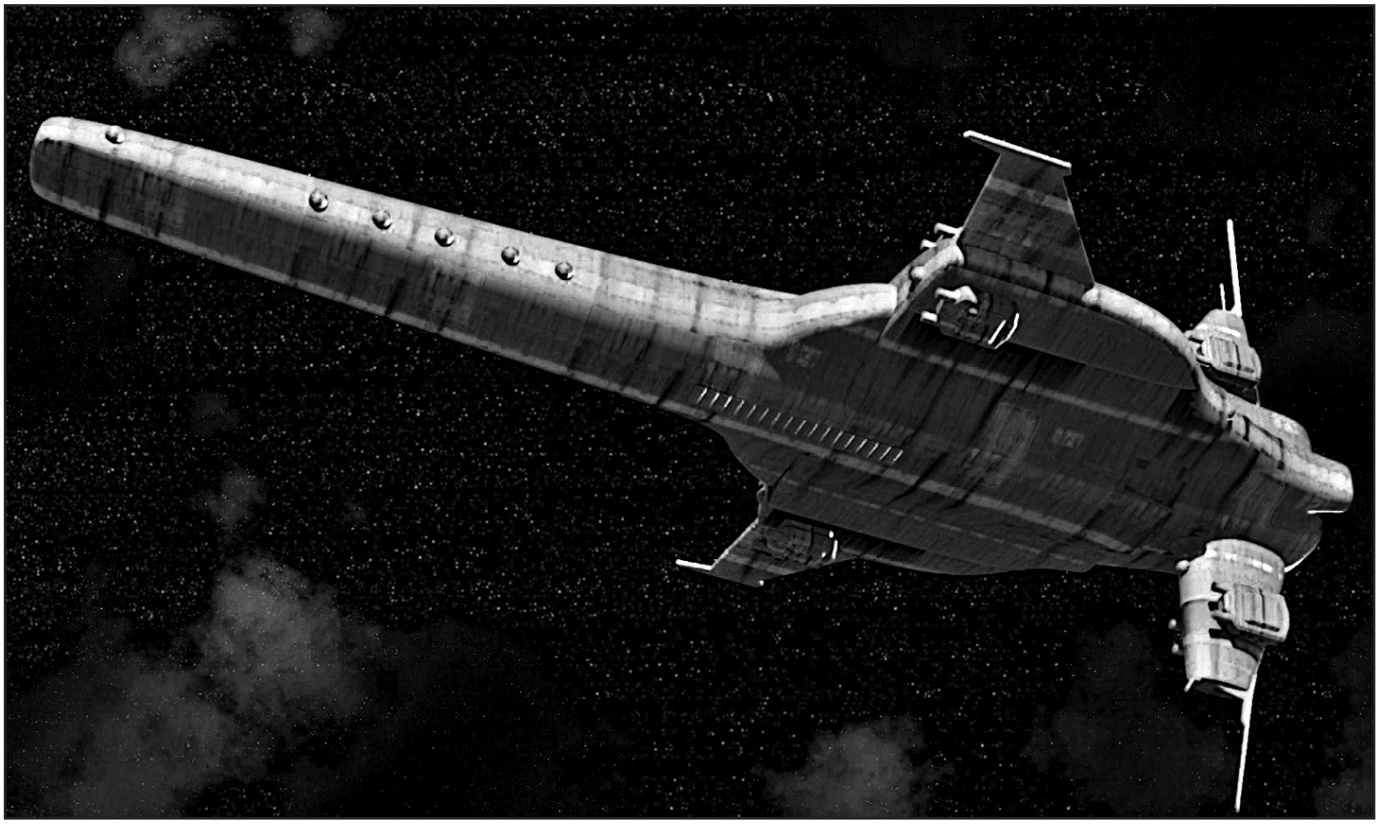




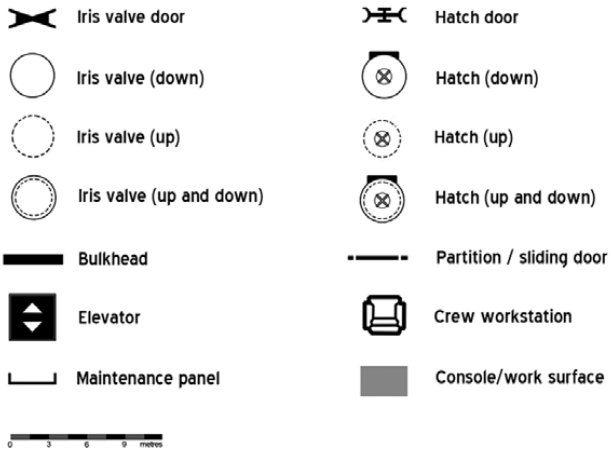
DECK 1
DORSAL GUNNERY DECK

DECK 2
DORSAL TORPEDO BAY DECK

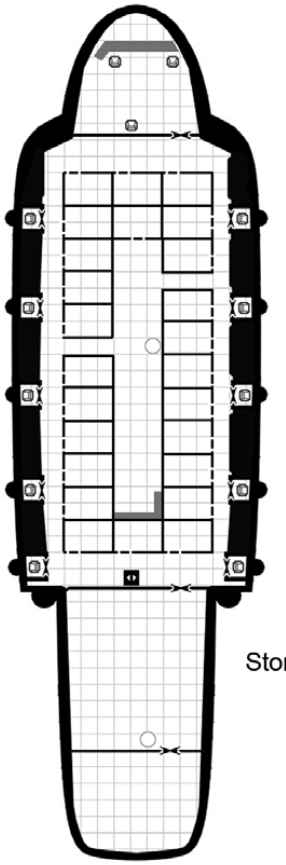
	Main		Engineering	
Hull	40		40	
Structure	40		40	
Roll 2d6	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew
3	5 x sandcaster turrets	Nuclear Damper	5 x sandcaster turrets	J-drive
4	Sensors	5 x Torpedo bays	M-Drive	P-Plant
5	5 x particle beam turret	Command	Hull	Fuel
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	5 x particle beam turret	Magazine	Armour	Fuel
10	Sensors	5 x Torpedo bays	M-Drive	J-Drive
11	5 x beam laser turrets	Meson screen	5 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical



DECK LEGEND



DECK 3- COMMAND DECK

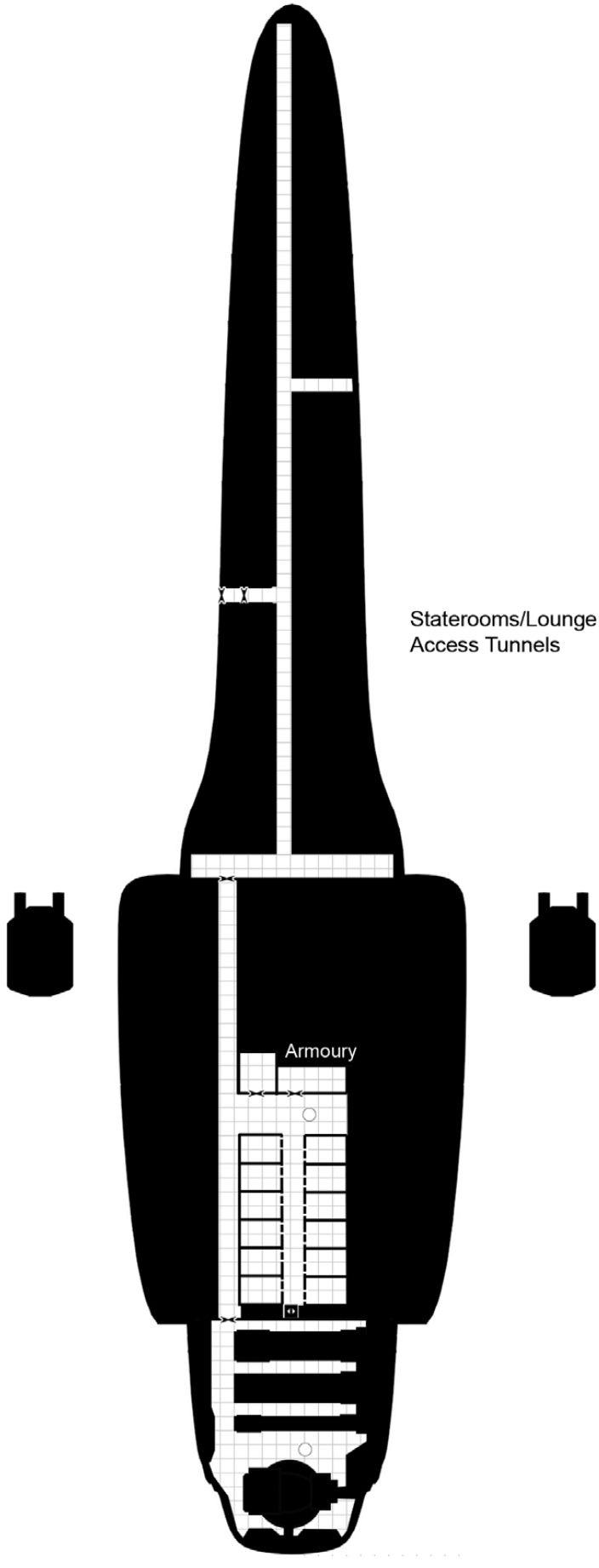


Bridge

Staterooms/Lounge
Gunnery Bays

Storage/Operations Deck

DECK 4 - MAIN DECK



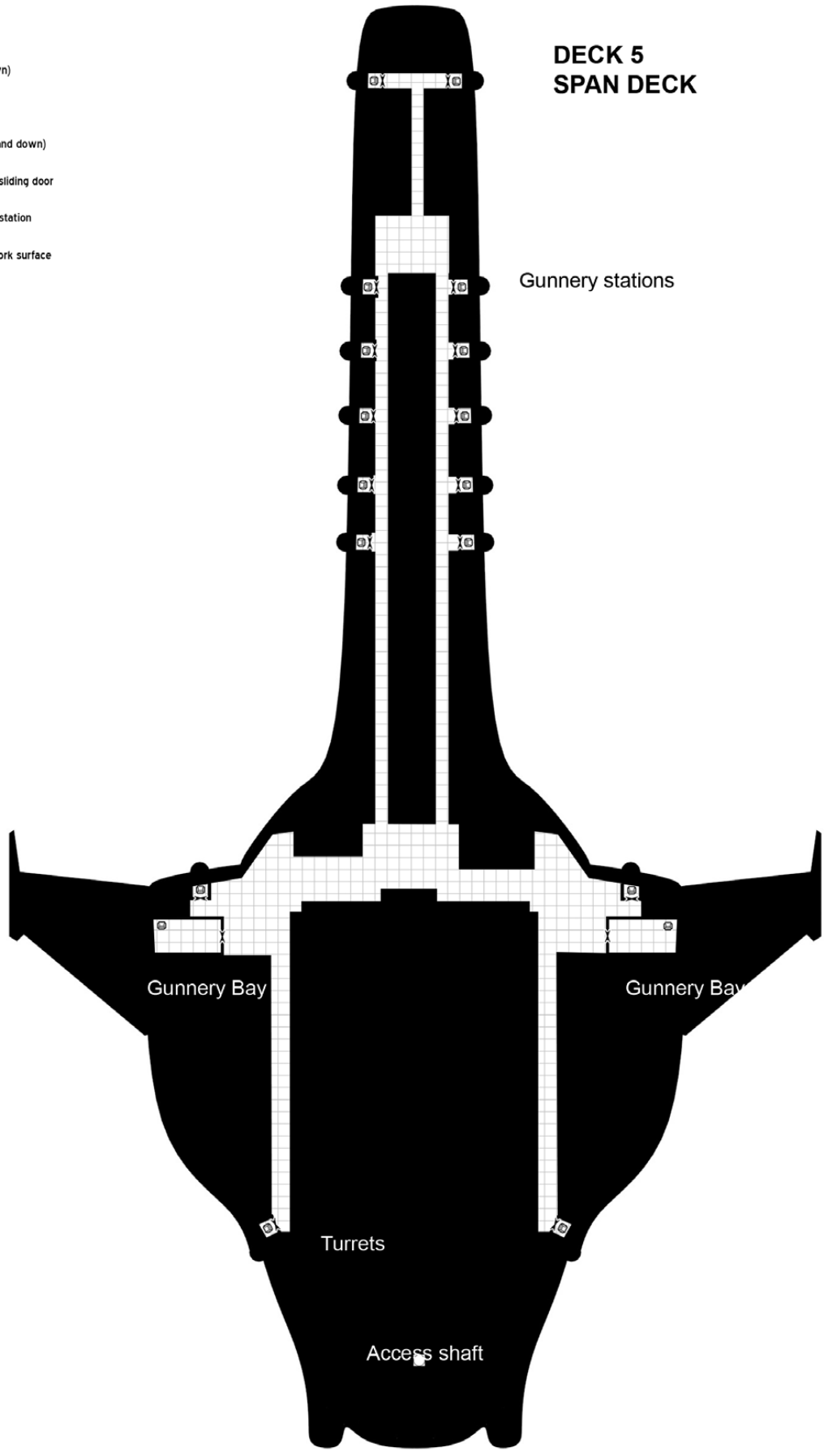
Staterooms/Lounge
Access Tunnels

DECK LEGEND

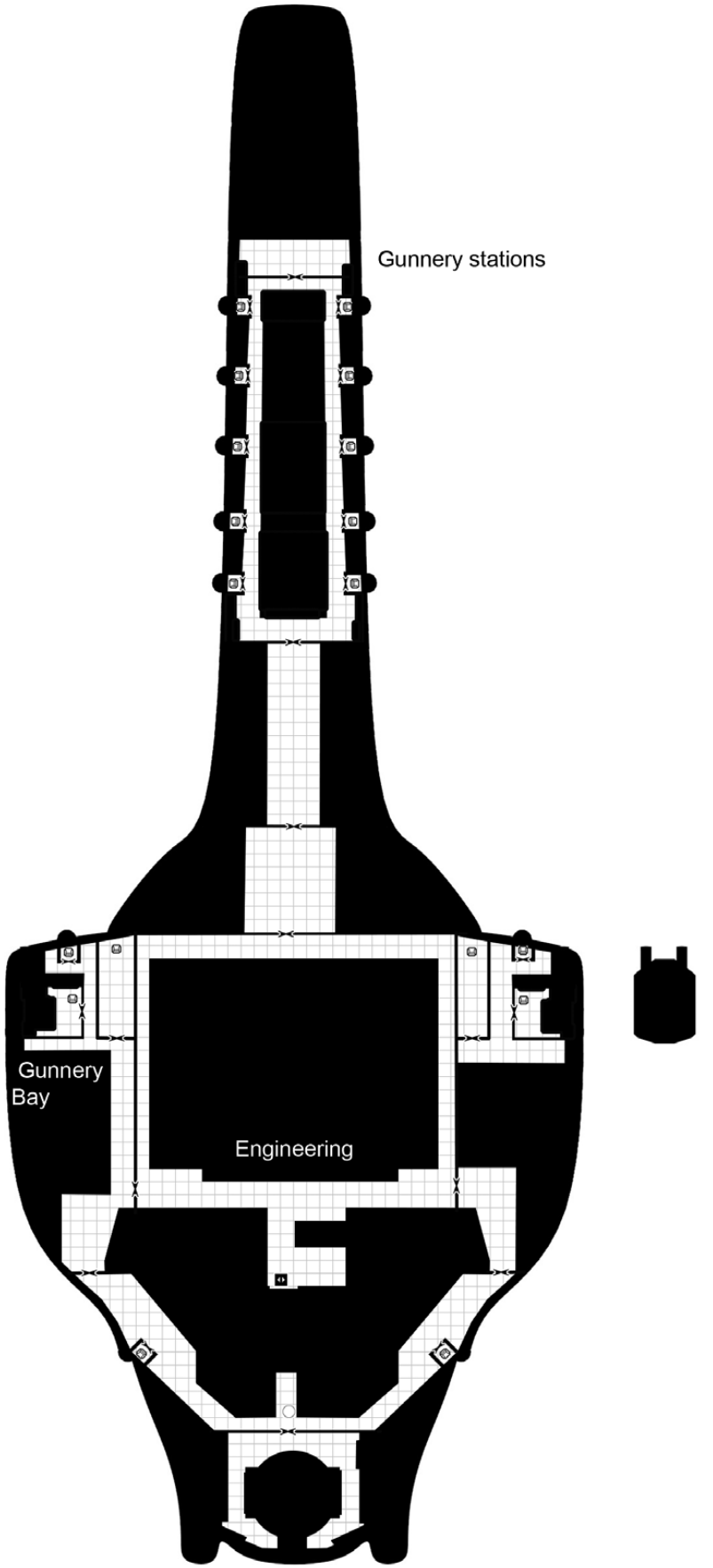
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

0 3 6 9 metres

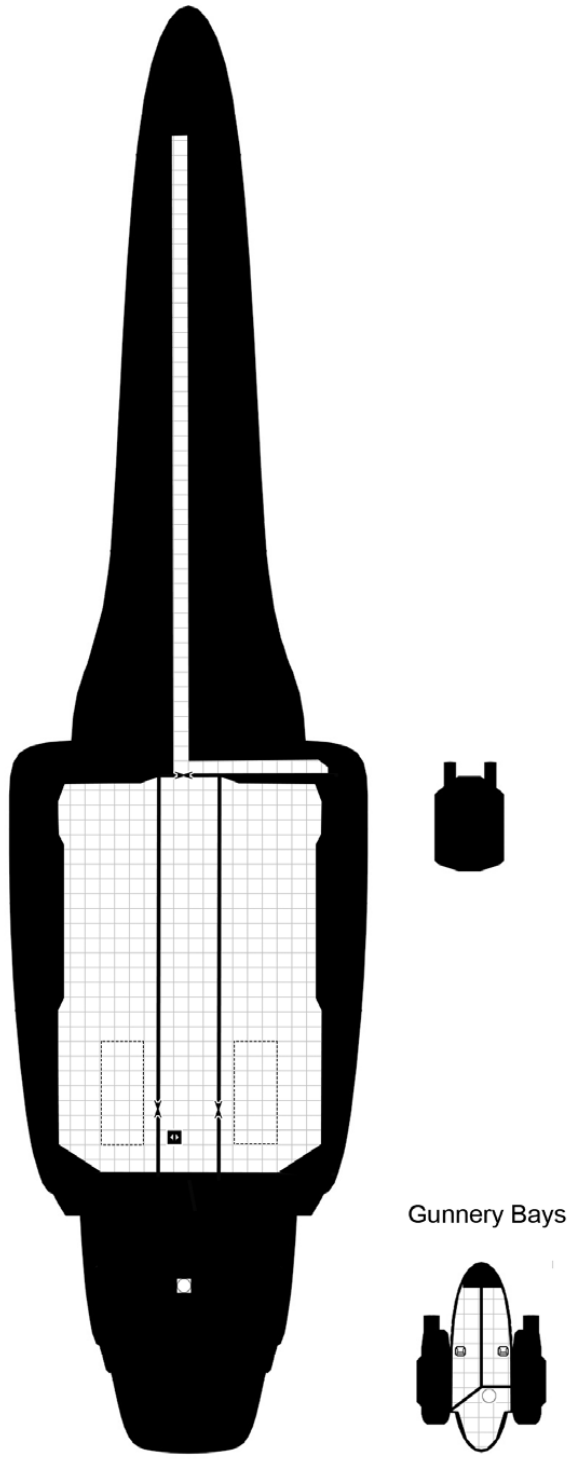
marine to scale



DECK 6
Engineering/Combat Systems



DECK 7
Hold/Fuel/Gunnery



Gyges-class Frigate

The specialist to the Typhon's generalist design, the Gyges is a pure escort vessel. Its many missile tubes allow it to launch twenty missiles per minute and it is loaded with enough fragmentation missiles to put a serious dent in any concerted attack by small craft. It is designed to accompany vessels which are not intended for frontline combat but may still see active duty such as auxiliaries and impressed merchants.

				Tons	Cost (Mcr)
Hull:	3,000 ton	Wedge TL13 hull			360
	2 sections	Hull 60			
		Structure 60			
Armour:	Crystaliron	8 points		300	144
M-Drive:	Thrust 6			97.5	48.75
J-Drive:	Jump 3			120	240
P-Plant:	Rating 6			150	375
	Emergency power plant			15	37.5
Fuel:	1200 tons	One Jump-3, six weeks of operations		1,200	
Bridge:	2 x command modules			15	15
	Holographic controls				3.75
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and extended arrays		21	36
	Very advanced	Enhanced signal processing		7	12
Armaments:	Bays	10 x Missile bay		510	120
	Turrets	10 x Triple beam laser turret-11	Accurate	10	47.5
		10 x Triple sandcaster turret		10	17.5
	Screens	Level 2 Nuclear damper		40	60
		Level 2 Meson screen		100	140
Cargo:	Cargo	19.5 tons		19.5	
34 staterooms				136	17
Extras:	Fuel processors	All fuel in 1 day		60	3
	2 armouries			4	1
	2 briefing rooms			8	1
Craft:	34 escape pods			17	3.4

		Tons	Cost (Mcr)
Software:	Jump control/3		
	Manoeuvre/0		
	Library		
	Evade/3		3
	Intellect		1
	Fire control/5		10
Maintenance cost (monthly)			0.144
Life support cost (monthly)			0.094
Total Tonnage & Cost		3,000	1,731.5

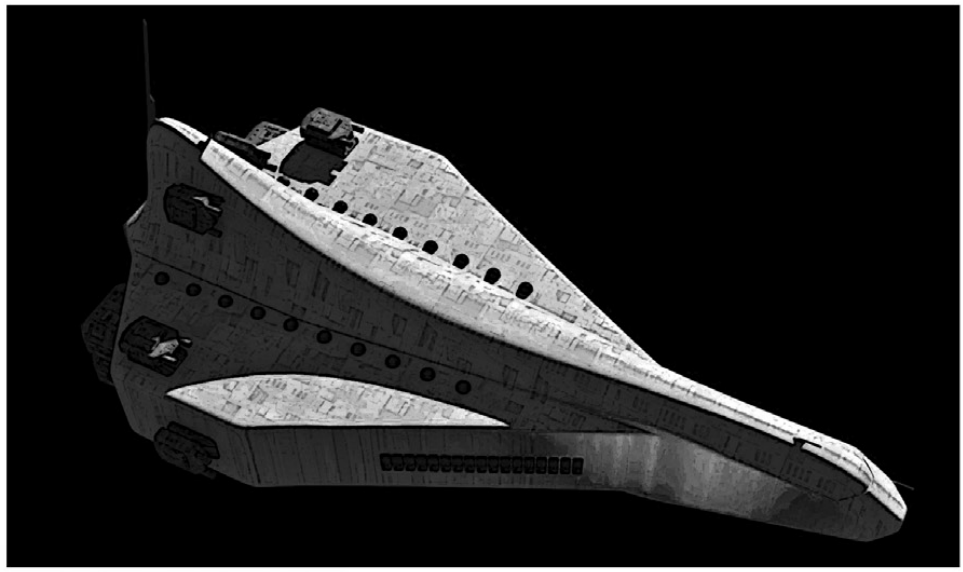
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	4	Survivors (-4)
Gunnery	40	Skeleton (-2)
Flight	0	Half (-1)
Troops	0	Weakened
Service	6	Full
Frozen watch	0	Battle - starting position
Total	60	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

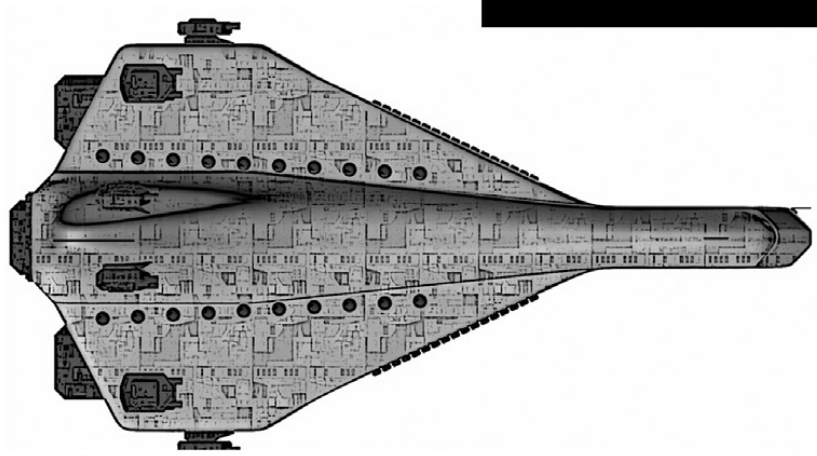
	Main		Engineering	
Hull	30		30	
Structure	30		30	
Roll 2d6	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew
3	5 x sandcaster turrets	Nuclear Damper	5 x sandcaster turrets	J-drive
4	Sensors	5 x Missile bay	M-Drive	P-Plant
5	Armour	Command	Hull	Fuel
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	Hull	Magazine	Armour	Fuel
10	Sensors	5 x Missile bay	M-Drive	J-Drive
11	5 x beam laser turrets	Meson screen	5 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical

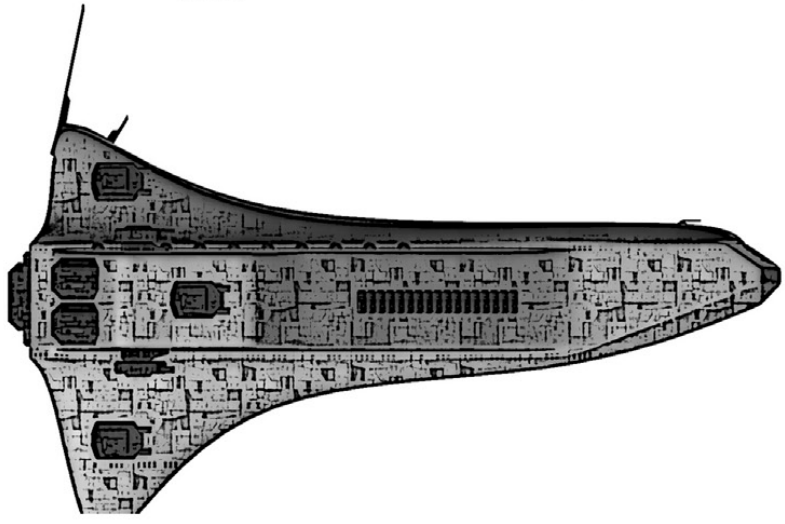
DECK LEGEND

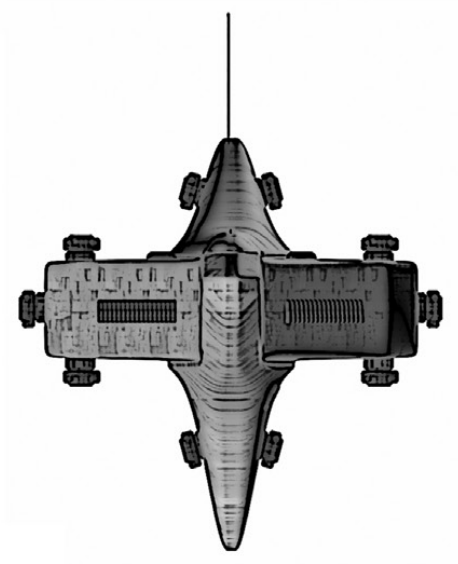
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

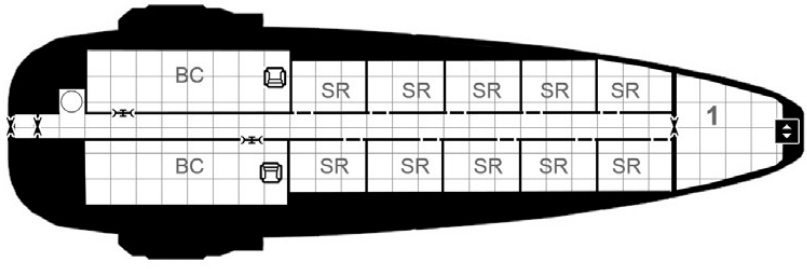
0 3 6 9 metres









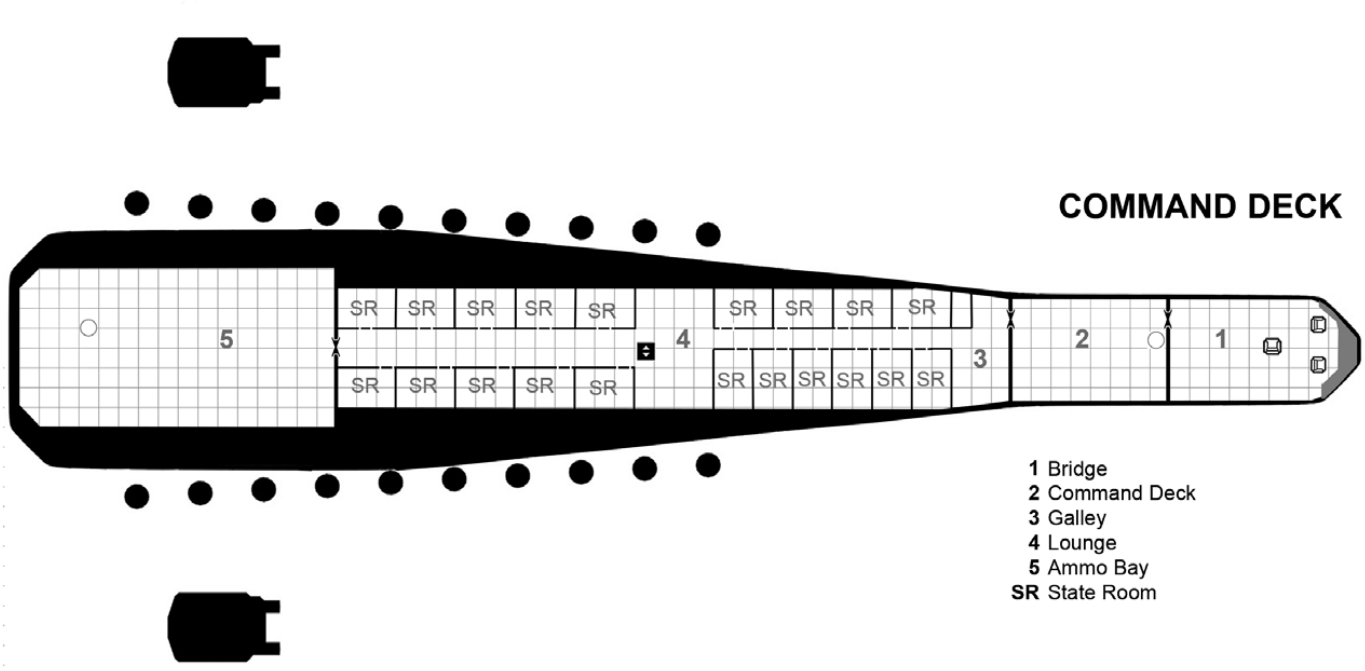


KEY

1 Battle Control
SR State Room
BC Bay Control

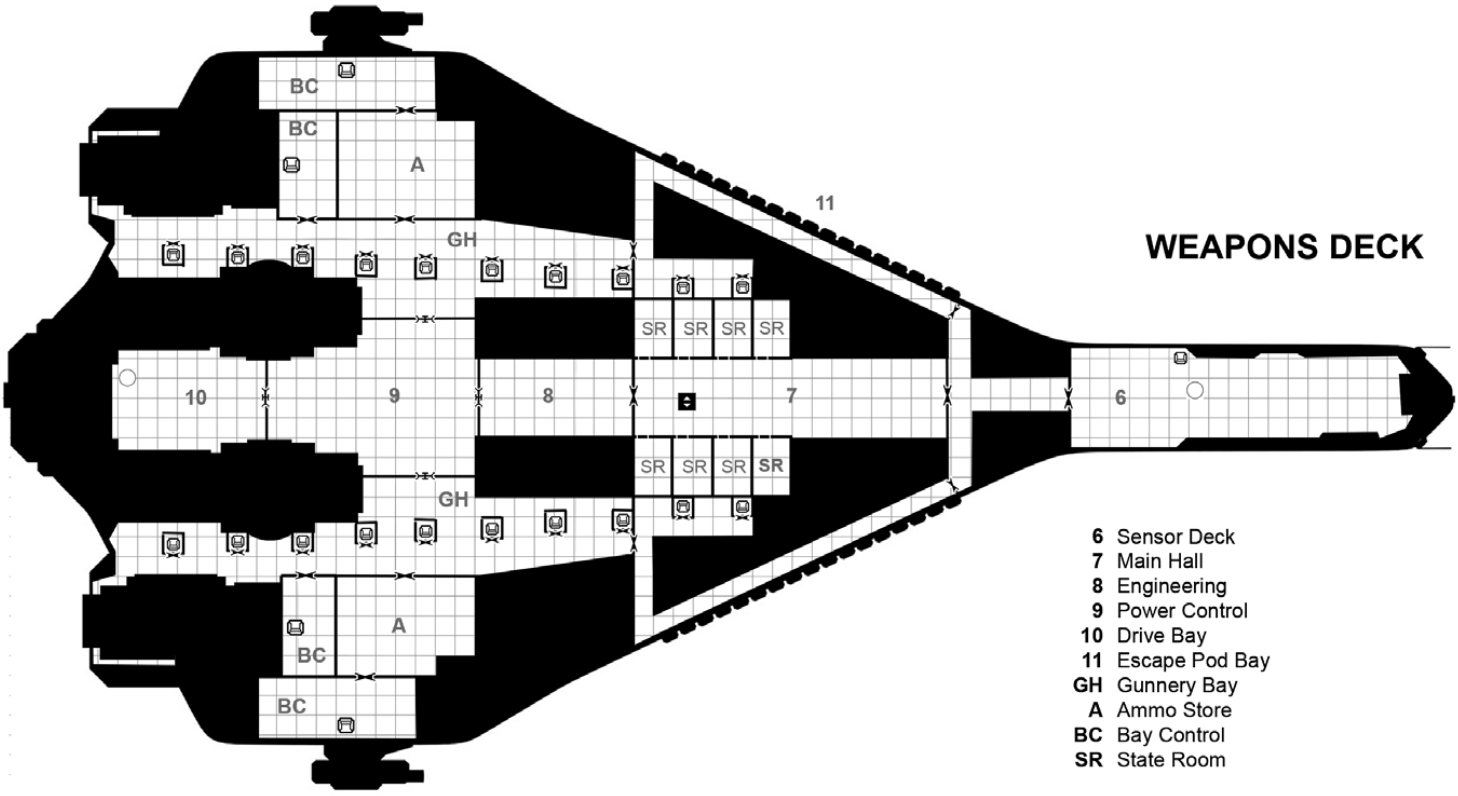
TOP DECK

COMMAND DECK

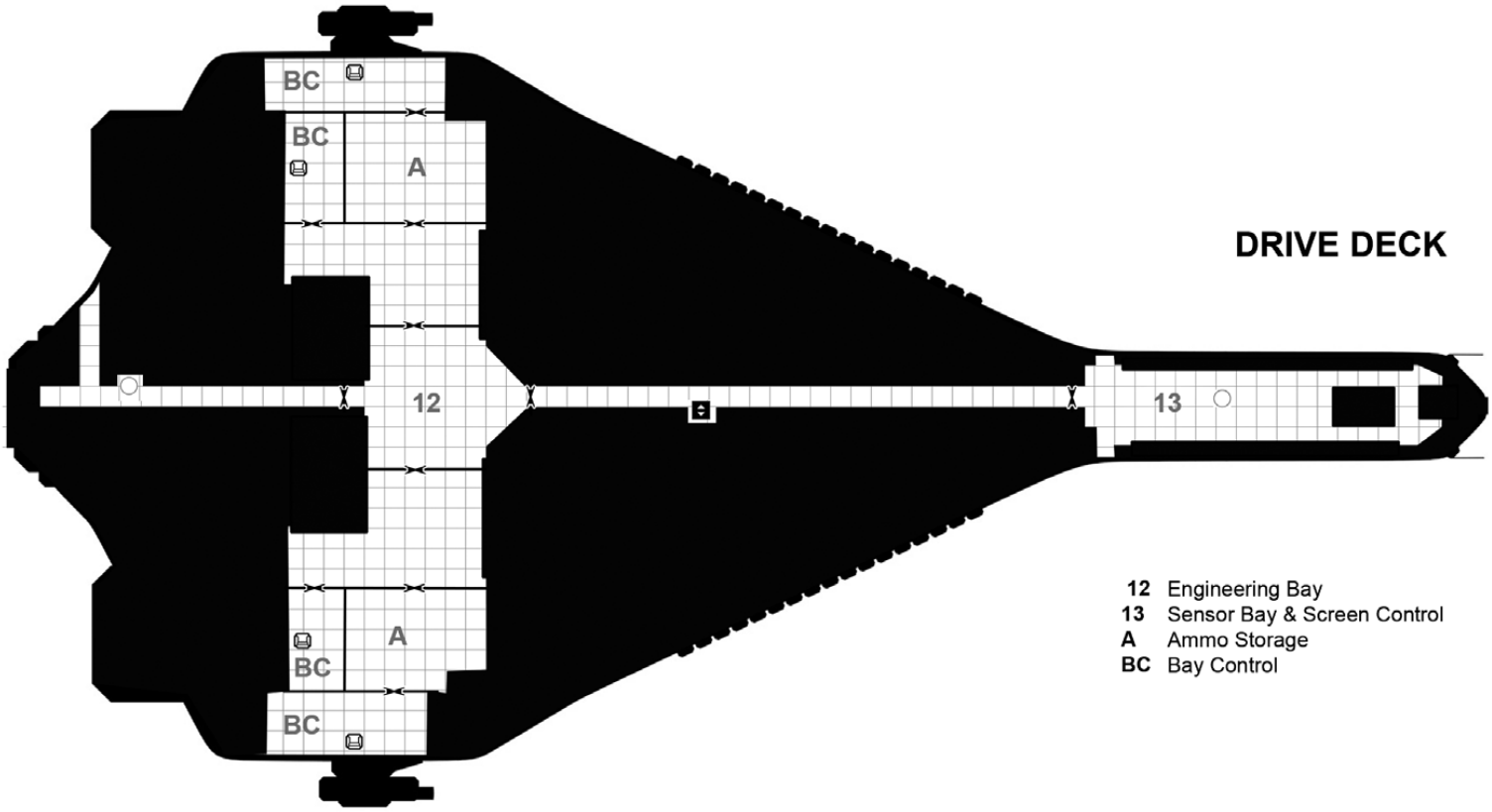


1 Bridge
2 Command Deck
3 Galley
4 Lounge
5 Ammo Bay
SR State Room

WEAPONS DECK

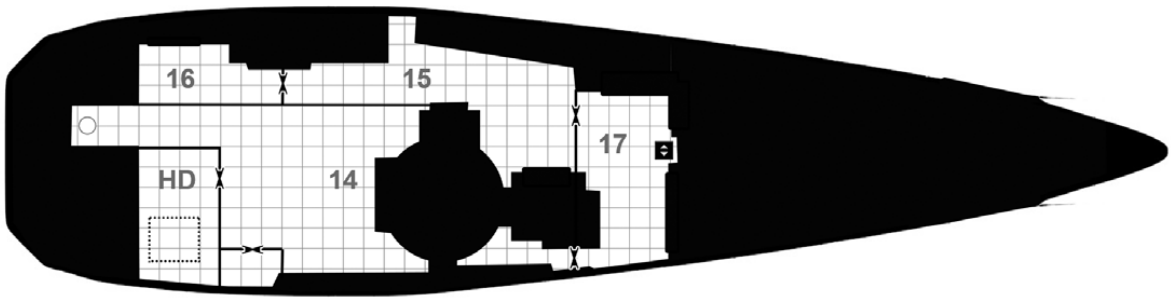


6 Sensor Deck
7 Main Hall
8 Engineering
9 Power Control
10 Drive Bay
11 Escape Pod Bay
GH Gunnery Bay
A Ammo Store
BC Bay Control
SR State Room



DRIVE DECK

12 Engineering Bay
13 Sensor Bay & Screen Control
A Ammo Storage
BC Bay Control



BELLY DECK

14 Screen Control Bay
15 Sensor Bay
16 Ammo Storage
17 Workshop
HD Hold

Arges-class Gunboat

Gunboats are a key force multiplier for the fleet giving a small, relatively inexpensive option for adding a number of additional spinal weapons to the fleet roster. The Arges is two-thirds spinal weapon, with the remaining 1000 tons packing in the crew spaces, engines and magazine. However, the weapon fitted to these vessels has been found to be underpowered for combat against other capital ships and they are more usefully used hunting merchants and auxiliaries.

				Tons	Cost (Mcr)
Hull:	3,000 ton	Standard TL12 hull			300
	2 sections	Hull 60			
		Structure 60			
Armour:	Crystaliron	4 points		150	60
M-Drive:	Thrust 3			45	22.5
P-Plant:	Rating 3			75	187.5
	Emergency power plant			7.5	18.75
Fuel:	100 tons	Four weeks of operations		100	
Bridge:	2 x command modules			15	15
	Holographic controls				3.75
Computer:	Core/3				12
Sensors:	Very advanced	Enhanced signal processing and extended arrays		21	36
	Very advanced	Enhanced signal processing		7	12
Armaments:	Spinal mount	Type A-RG-13	168 damage, Penetration I	1,800	1,120
	Turrets	5 x Triple beam laser turret-11	Accurate	5	23.75
		5 x Triple sandcaster turret		5	8.75
Cargo:	Cargo	0 tons		0	
28 staterooms				112	14
Extras:	1 armoury			2	0.5
	2 briefing rooms			8	1
	Armoured bulkheads for Spinal mount			180	36
		Command modules		1.5	0.3
		Drives		12	2.4
Craft:	28 escape pods			14	2.8
Software:	Manoeuvre/0				
	Library				

	Tons	Cost (Mcr)
Fire control/4		8
Maintenance cost (monthly)		0.16
Life support cost (monthly)		0.075
Total Tonnage & Cost	3,000	1,919.55

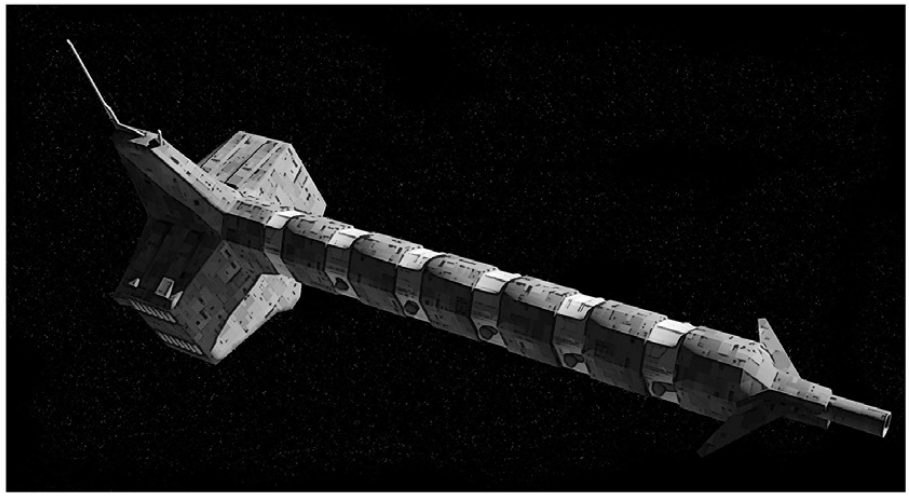
Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	2	Survivors (-4)
Gunnery	26	Skeleton (-2)
Flight	0	Half (-1)
Troops	0	Weakened
Service	9	Full
Frozen watch	0	Battle - starting position
Total	47	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

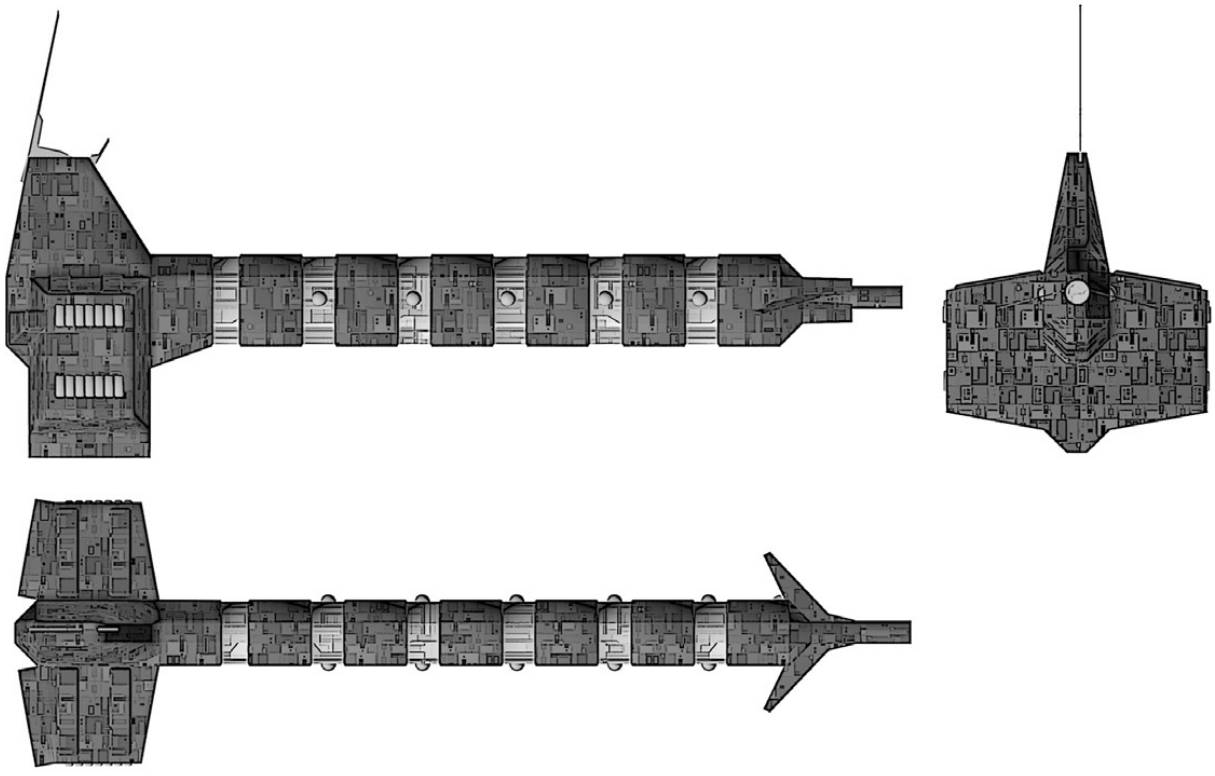
	Main		Engineering	
Hull	30		30	
Structure	30		30	
Roll 2d6	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew
3	2 x sandcaster turrets	Spinal mount	3 x sandcaster turrets	J-drive
4	Sensors	Command	M-Drive	P-Plant
5	Armour	Spinal mount	Magazine	Spinal mount
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	Hull	Spinal mount	Magazine	Fuel
10	Sensors	Structure	M-Drive	J-Drive
11	2 x beam laser turrets	Spinal mount	3 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical

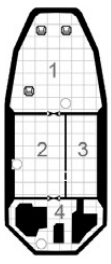
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

marine to scale

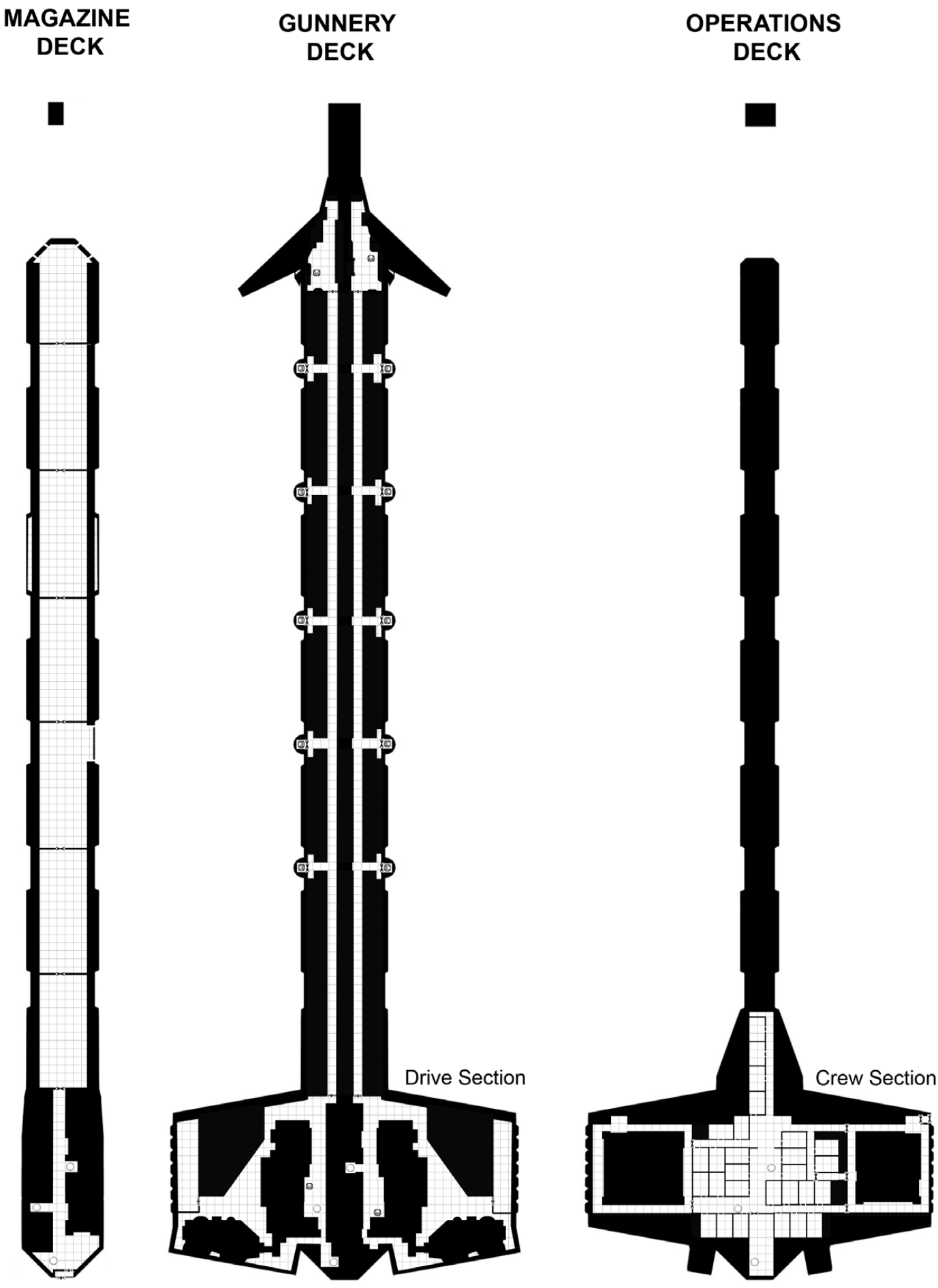






1 Bridge
2 Command Centre
3 Briefing Rooms
4 Sensor Bay

Command Deck


MAGAZINE DECK
GUNNERY DECK
OPERATIONS DECK
Drive Section
Crew Section

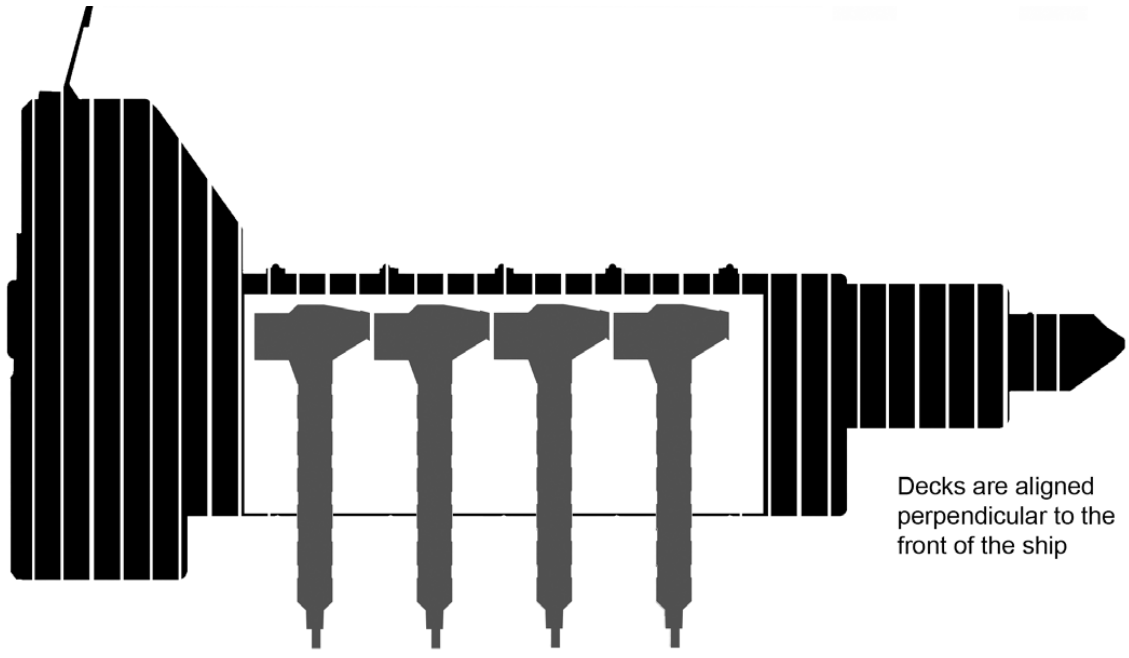
Leto-class Gunboat Tender

The only way ships of the the Arges-class are getting to any battlefield, the Leto-class are cruiser sized capital ships with expansive hangars built into the hull for gunboats. When carrying four Arges gunboats, the cargo space is often filled with additional railgun rounds allowing them to extend the smaller ships endurance. They are not designed for combat, and so are lightly armoured and lack the extensive sensor sets of a warship.

				Tons	Cost (Mcr)
Hull:	35,000 ton	Standard TL13 hull			3,500
	4 sections	Hull 700			
		Structure 700			
Armour:	Crystaliron	4 points		1,750	700
M-Drive:	Thrust 3			525	262.5
J-Drive:	Jump-3			1,400	2,800
P-Plant:	Rating 3			875	2,187.5
	Emergency power plant			87.5	218.75
Fuel:	12250 tons	One Jump-3, six weeks of operations		12,250	
Bridge:	4 x command modules			175	175
	Holographic controls				43.75
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
Armaments:	Turrets	50 x Triple beam laser turret-11	Accurate	50	237.5
		50 x Triple sandcaster turret		50	87.5
	Screens	Level 2 Nuclear damper		80	100
		Level 2 Meson screen		140	100
Cargo:	Cargo	520 tons		520	
95 staterooms				380	47.5
Extras:	Fuel scoop + processors	All fuel in 1 day		612.5	31.75
	4 armouries			8	2
	4 briefing rooms			16	2
	Repair drones			350	70
Craft:	Space for 4 x 3000 ton craft	Full scale hangar		15,600	3,120
	95 escape pods			47.5	9.5

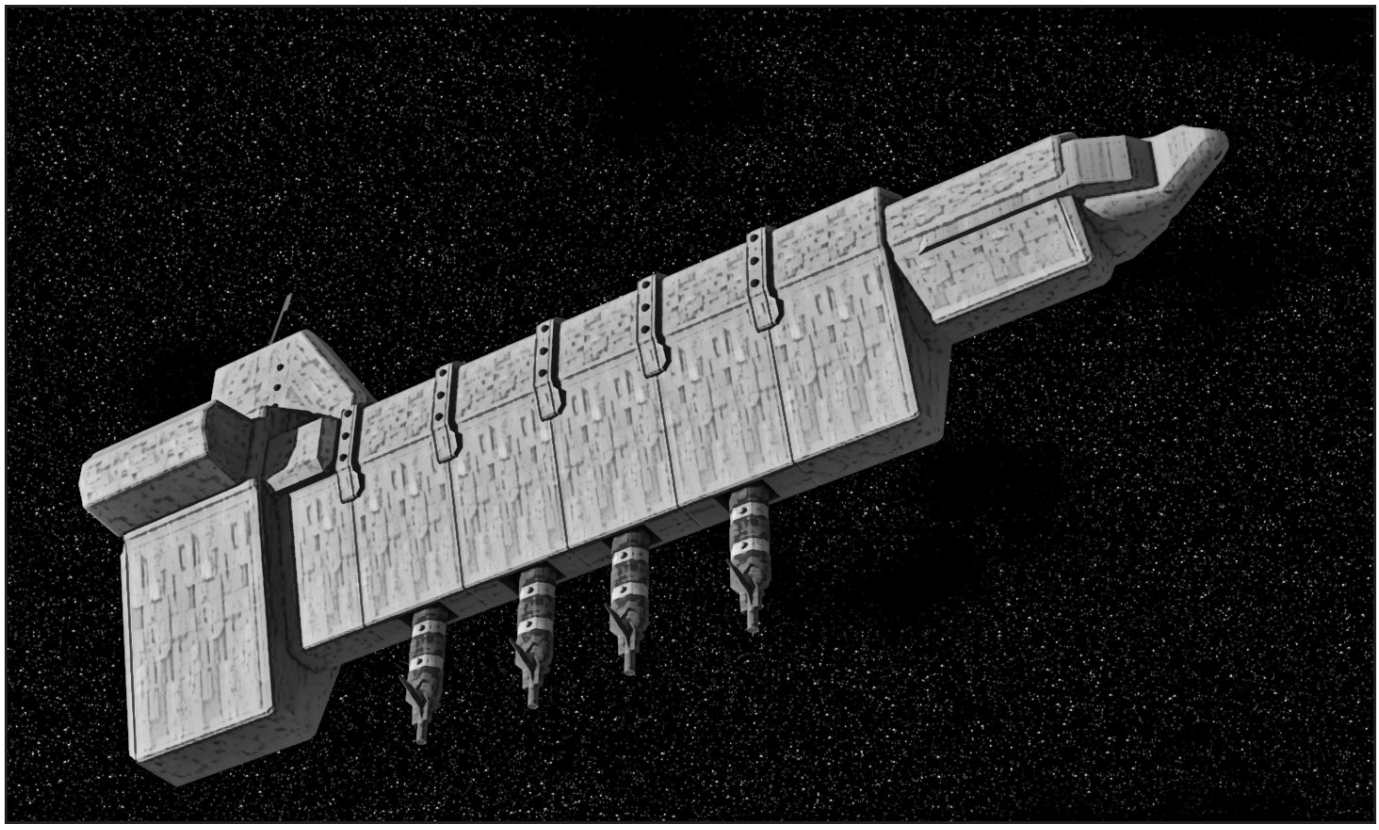
		Tons	Cost (Mcr)
Software:	Jump control/3		
	Manoeuvre/0		
	Library		
	Auto repair/2		10
	Fire control/5		10
	Evade/3		3
Maintenance cost (monthly)			1.24
Life support cost (monthly)			0.275
Total Tonnage & Cost		35,000	13,837.5

Department	Crew	Crew Damage Track
Command	18	Dead (-)
Engineering	29	Survivors (-4)
Gunnery	34	Skeleton (-2)
Flight	0	Half (-1)
Troops	0	Weakened
Service	105	Full
Frozen watch	0	Battle - starting position
Total	180	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	



Arges-Class Cruisers

	Forward		Amidships		Main		Engineering	
Hull	175		175		175		175	
Structure	175		175		175		175	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	5 x sandcaster turrets	Command	5 x sandcaster turrets	Command	5 x sandcaster turrets	Nuclear Damper	5 x sandcaster turrets	J-drive
4	5 x sandcaster turrets	Hold	5 x sandcaster turrets	Hangar - gunboat	Sensors	Hangar - gunboat	M-Drive	P-Plant
5	5 x sandcaster turrets	Nuclear Damper	5 x sandcaster turrets	Hangar - gunboat	5 x sandcaster turrets	Hangar - gunboat	5 x sandcaster turrets	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	5 x beam laser turrets	Meson screen	5 x beam laser turrets	Hangar - gunboat	5 x beam laser turrets	Hangar - gunboat	5 x beam laser turrets	Fuel
10	5 x beam laser turrets	Fuel	5 x beam laser turrets	Hangar - gunboat	Sensors	Hangar - gunboat	M-Drive	J-Drive
11	5 x beam laser turrets	Command	5 x beam laser turrets	Command	5 x beam laser turrets	Meson screen	5 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

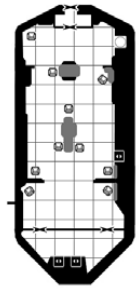


DECK LEGEND

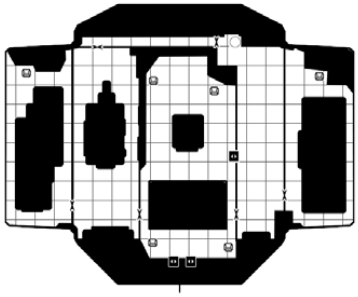
Iris valve door
Iris valve (down)
Iris valve (up)
Iris valve (up and down)
Bulkhead
Elevator
Maintenance panel

Hatch door
Hatch (down)
Hatch (up)
Hatch (up and down)
Partition / sliding door
Crew workstation
Console/work surface

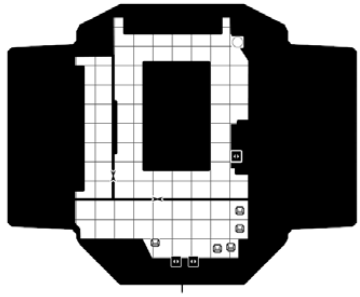
Deck squares are double-sized (3x3m)



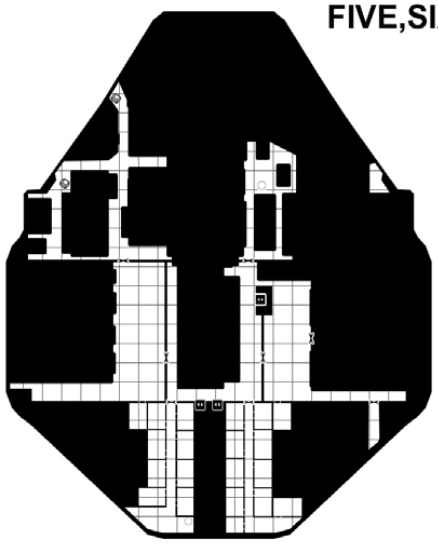
DECK ONE
Bridge / Control Deck



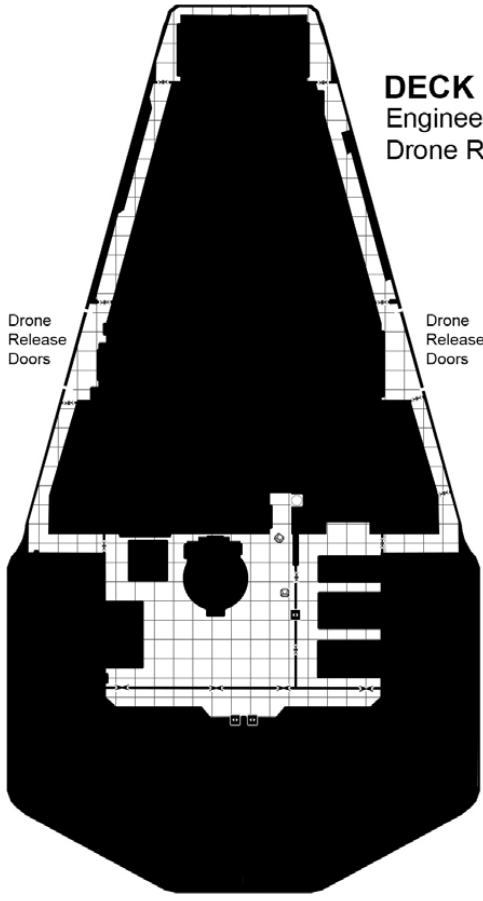
DECK TWO
Screen Control
Sensor Bay



DECK THREE
Engineering Systems



DECK FOUR, FIVE,SIX and SEVEN
Crew Quarters,
Off-duty Decks,
Inspection Ducts



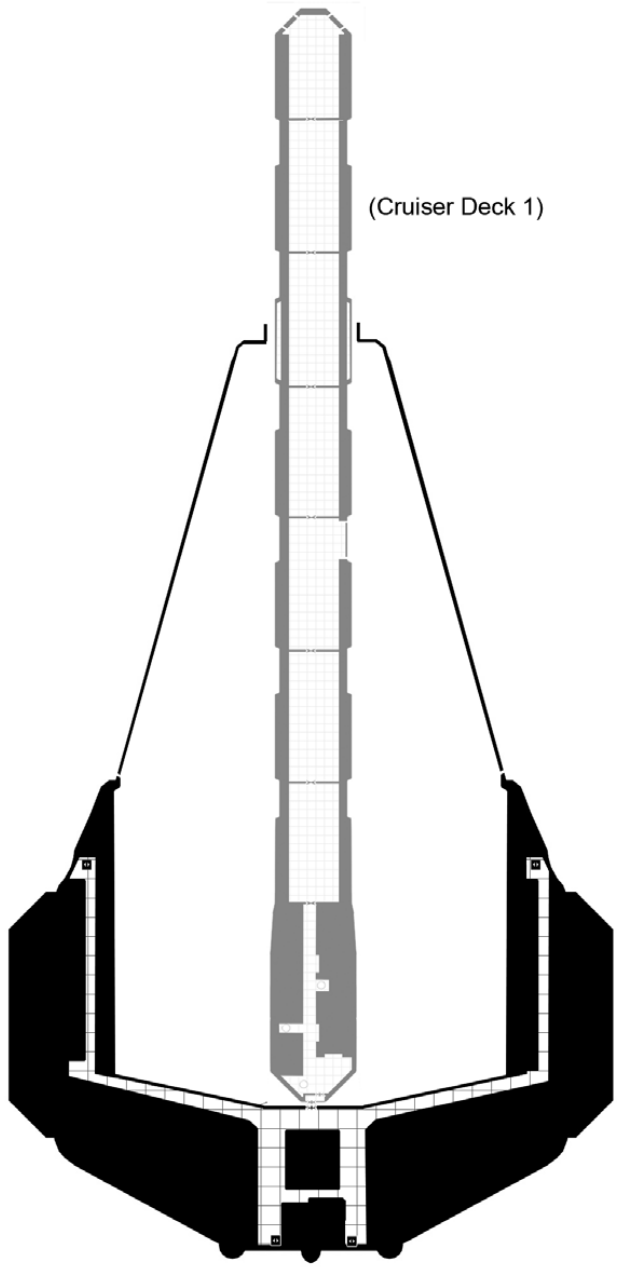
DECK EIGHT
Engineering Deck
Drone Recovery

DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

Deck squares are double-sized (3x3m)

GUNNERY DECKS
(Deck 10,14,18,22,26)

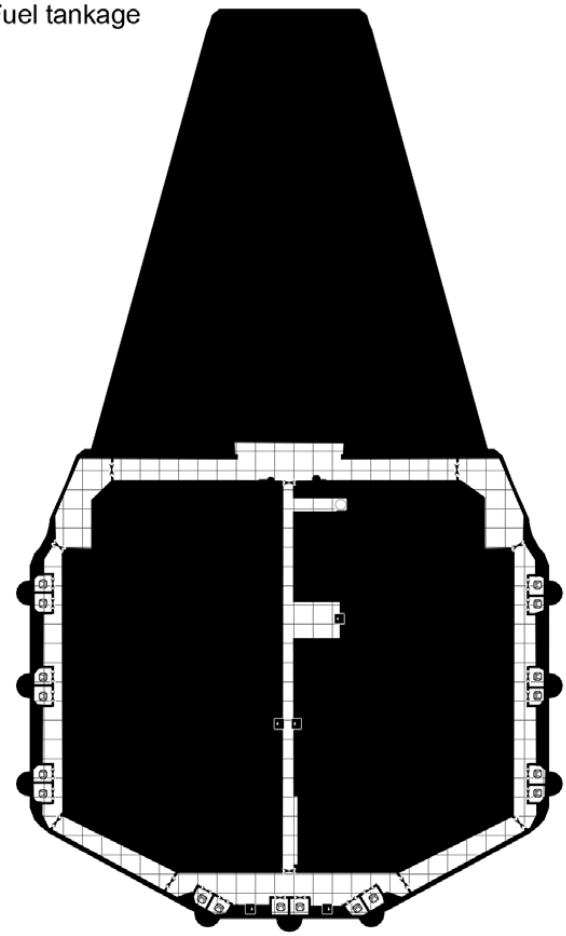


(Cruiser Deck 1)

This deck repeat four times
(one set per onboard ship)

GUNNERY DECKS
(Deck 9,13,17,21,25)

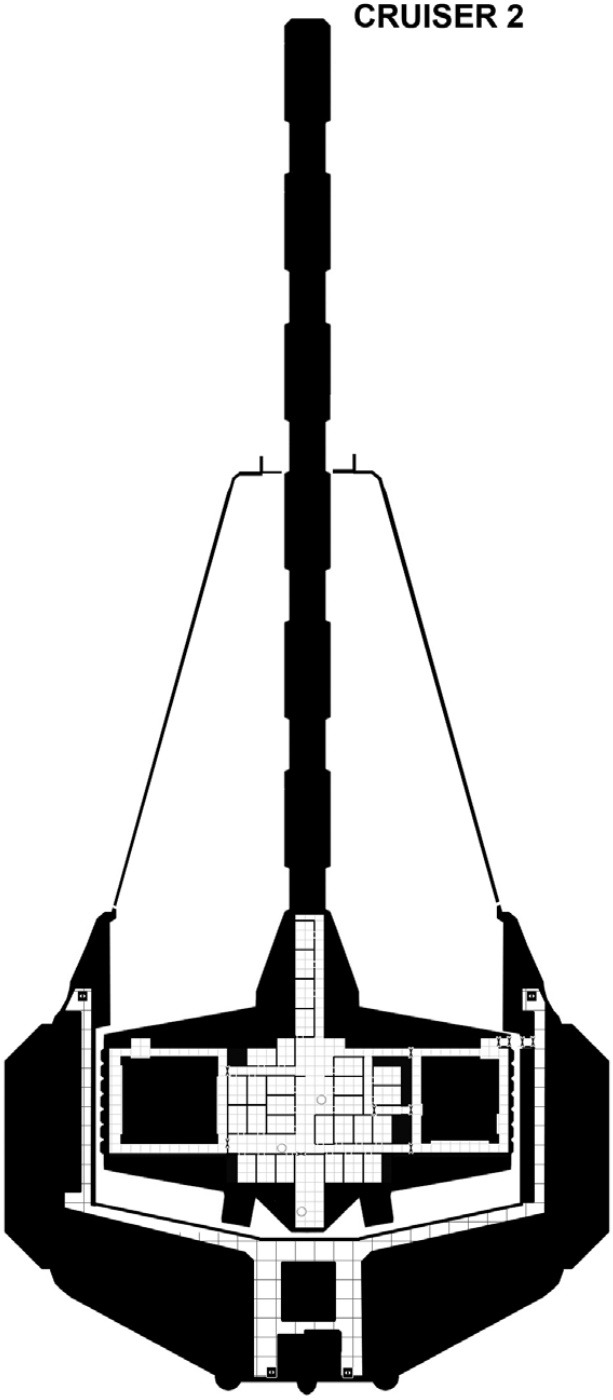
Gunnery stations
Fuel tankage



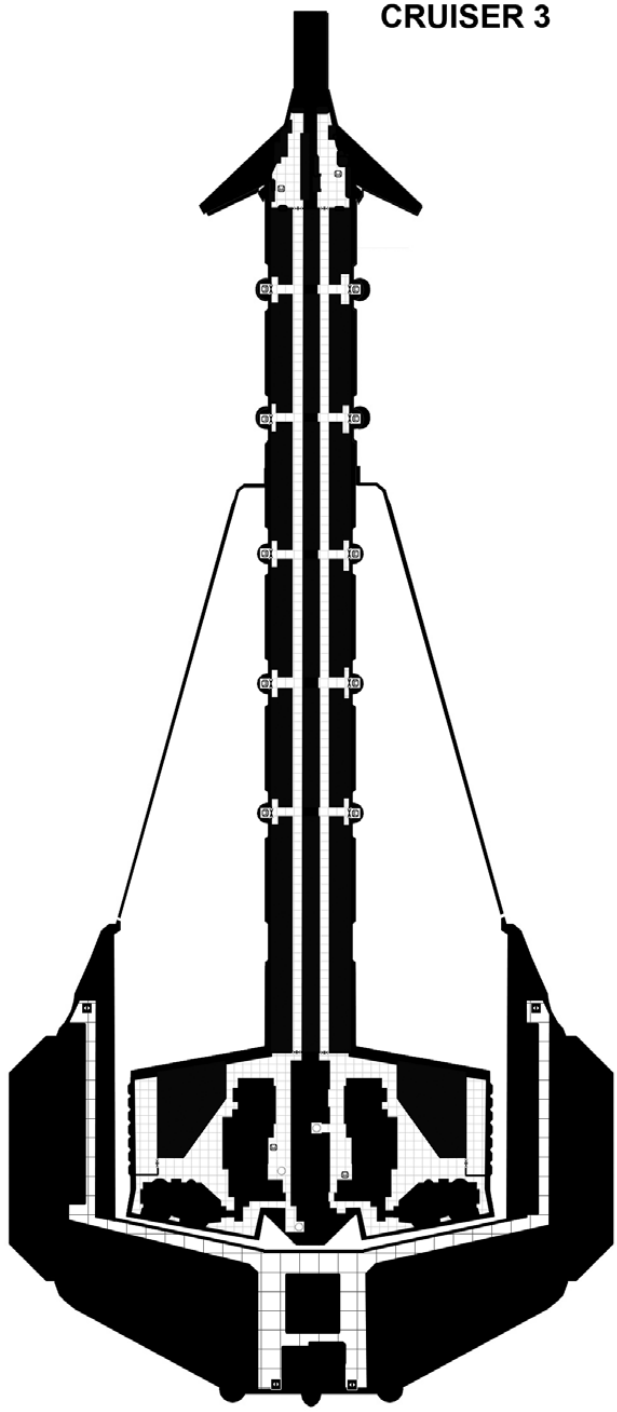
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

CRUISER 2



CRUISER 3



DECK LEGEND

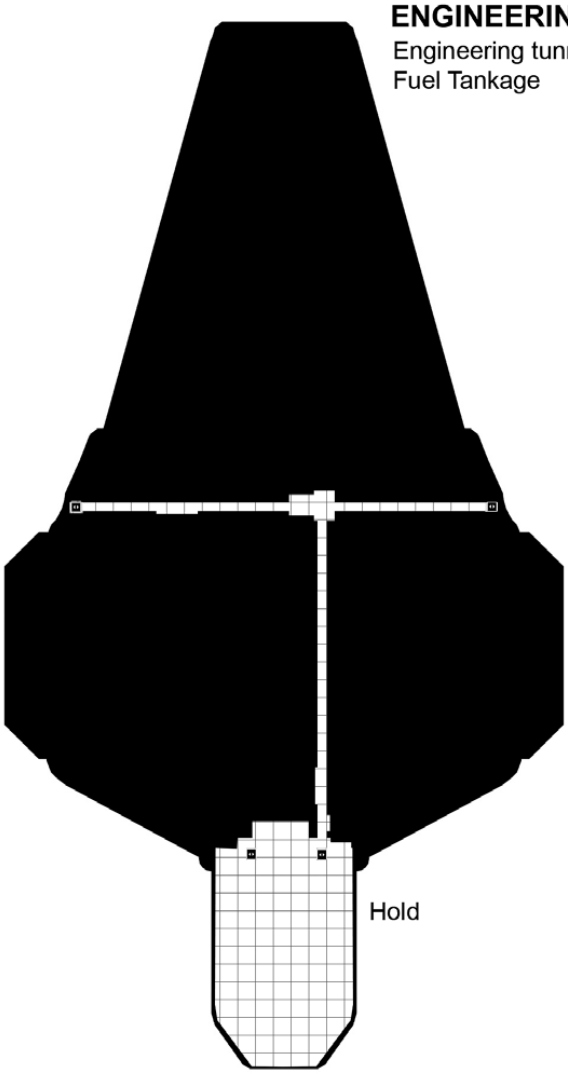
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

0 3 6 9 metres

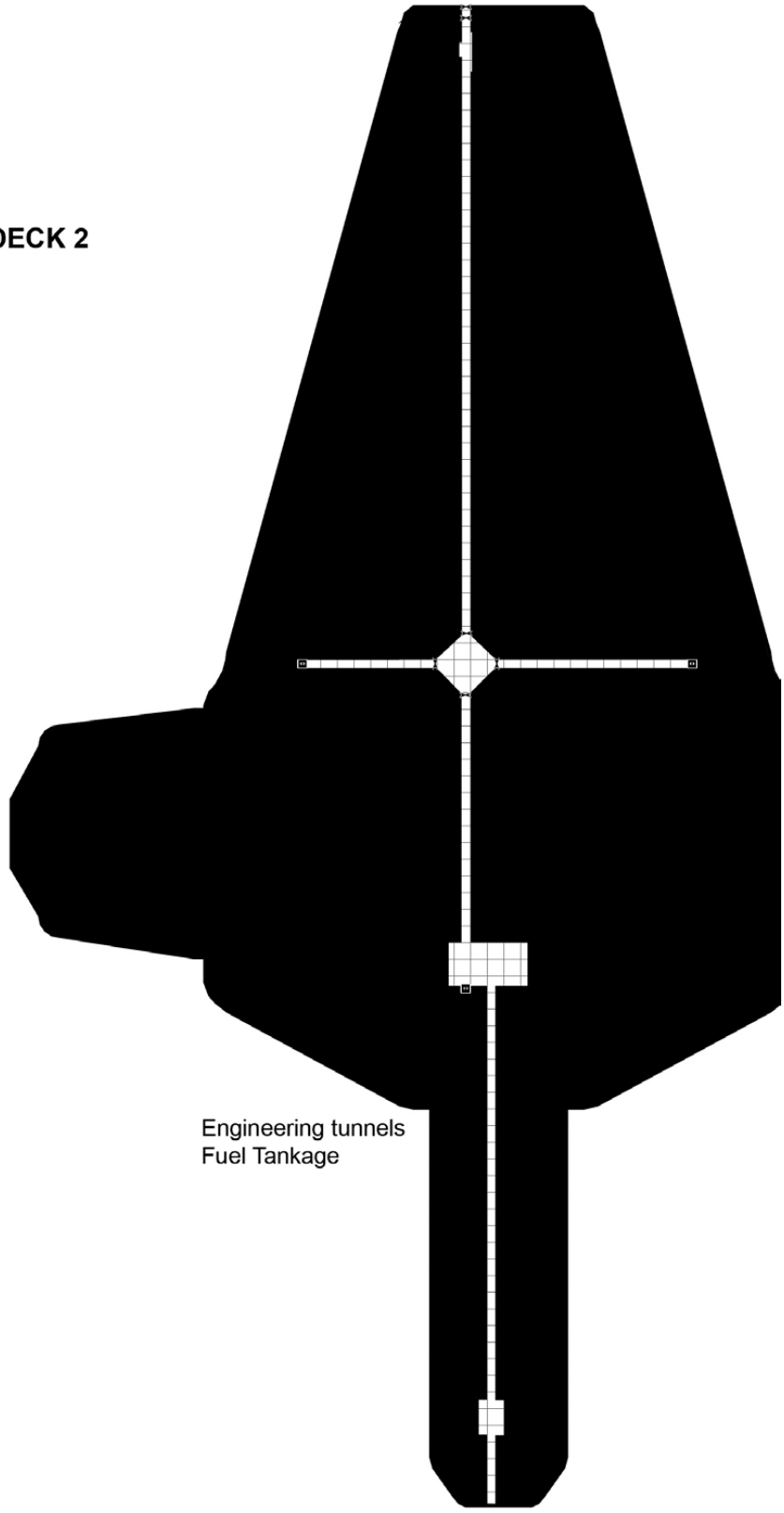
Deck squares are double-sized (3x3m)

ENGINEERING DECK 2

Engineering tunnels
Fuel Tankage



ENGINEERING DECK 1



DECK LEGEND

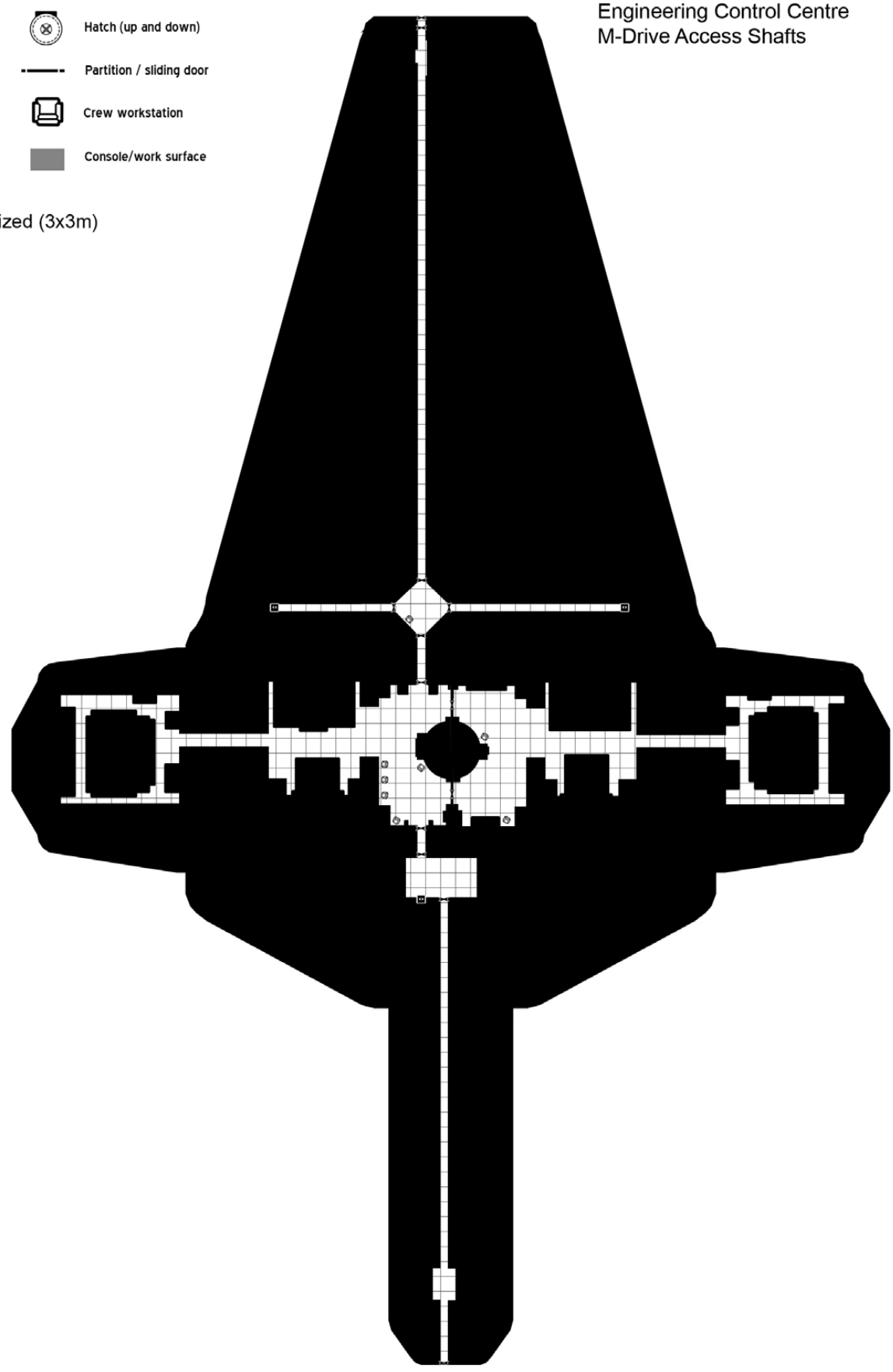
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

0 3 6 9 metres

Deck squares are double-sized (3x3m)

DRIVE SECTION - MAIN DECK

Engineering Control Centre
M-Drive Access Shafts



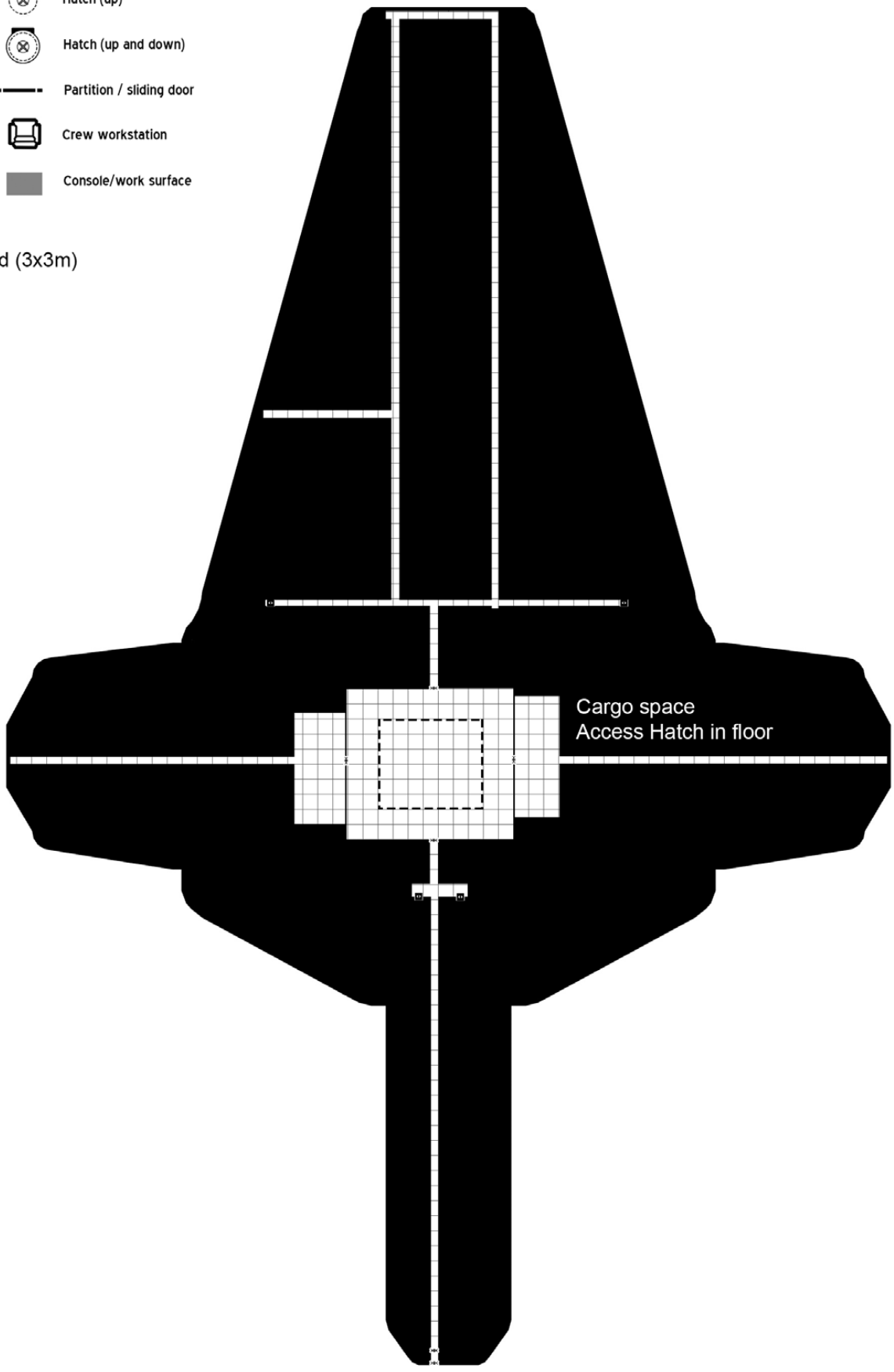
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface

0 3 6 9 metres

Deck squares are double-sized (3x3m)

DRIVE / FUEL LEVEL



Tethys-class Fleet Stores Ship

The fleets logistical support base, the Tethys class is a completely modular cargo vessel with fittings for the transfer of stores while underway. Some are equipped as fuel tankers while others hold spare parts, food stores or ammunition to keep the fleet fighting when away from home. It has five 20,000 ton modules slung between its main sections.

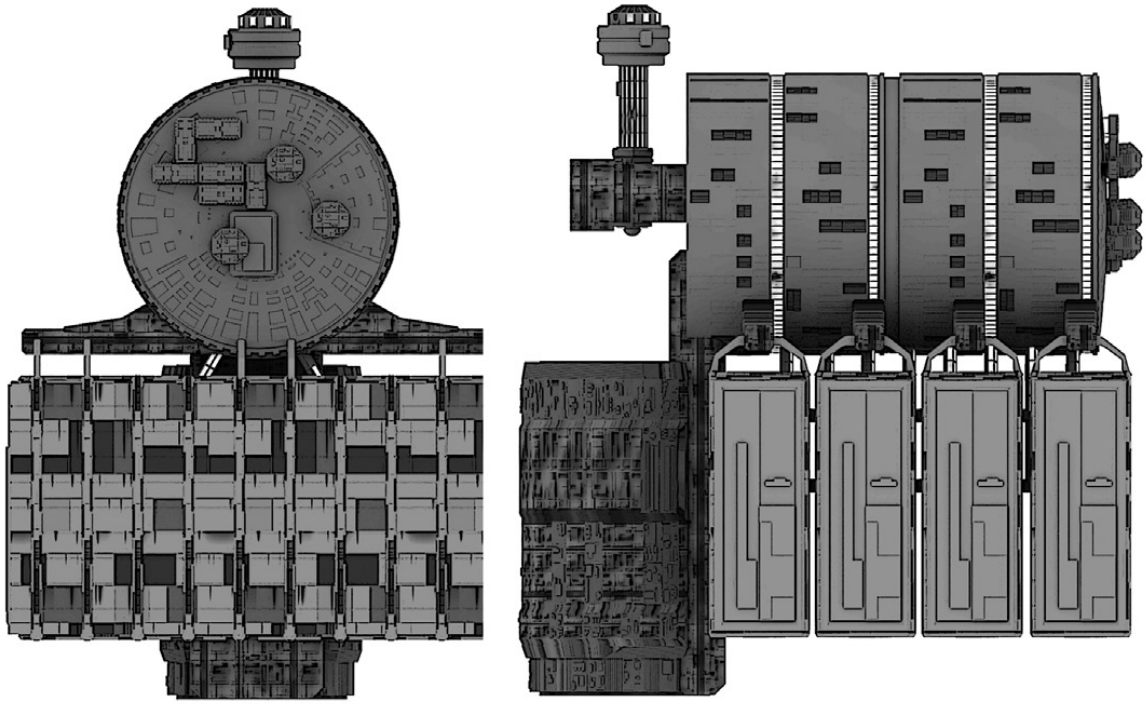
Some of the most common modules available are:

Fuel module: a 20,000 ton fuel tank with connections for tankage. These are included in the cost of the ship.
Ammunition module: a 20,000 ton box with space for various ammunition. 8,000 bomb pumped torpedoes, 400,000 sandcaster barrels or 1000 spinal railgun rounds are the standard loads. These cost 144MCr, 200MCr and 500MCr respectively.
Troop module: This module houses 8000 troops, has armouries for their weapons and has 2,400 tons of cargo space for equipment. Each module costs 1,200MCr.

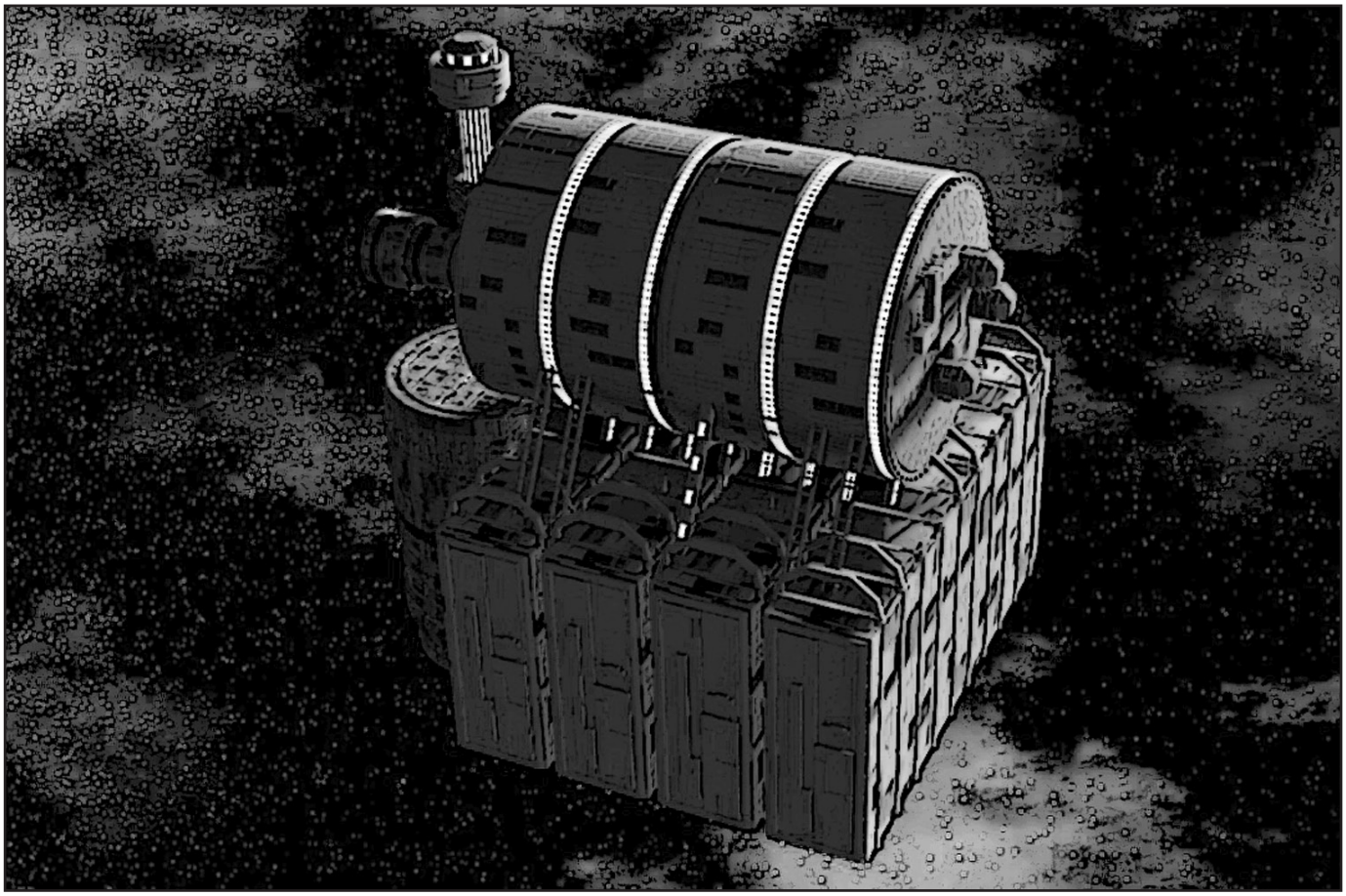
				Tons	Cost (Mcr)
Hull:	200,000 ton	Standard TL12 hull			20,000
	5 sections	Hull 4000			
		Structure 4000			
Armour:	Crystaliron	2 points		5,000	2,000
M-Drive:	Thrust 3			3,000	1,500
J-Drive:	Jump-3			8,000	16,000
P-Plant:	Rating 3			5,000	12,500
	Emergency power plant			500	1,250
Fuel:	66,667 tons	One Jump-3, four weeks of operations		66,667	
Bridge:	5 x command modules			1,000	1,000
Computer:	Core/7				30
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
Armaments:	Turrets	10 x Triple beam laser turret-11	Accurate	10	47.5
		10 x Triple sandcaster turret		10	17.5
Cargo:	Cargo	5,744.5 tons		5,744.5	
		5 x 20,000 ton modular pods		100,000	10,000
124 staterooms				496	62
Extras:	Fuel scoop + processors	All fuel in 2 days		4,100	206
	5 armouries			10	2.5
	5m briefing rooms			20	2.5
	UNREP equipment	Transfer 2,000 tons per turn		1,000	50
Craft:	4 Ship's boats	Full scale hangar		156	102.516
	123 escape pods			61.5	12.3

		Tons	Cost (Mcr)
Software:	Jump control/3		
	Manoeuvre/0		
	Library		
	Evade/3		3
	Intellect		1
	Fire control/5		10
Maintenance cost (monthly)			5.3
Life support cost (monthly)			0.362
Total Tonnage & Cost		20,0000	63,949.32

Department	Crew	Crew Damage Track
Command	100	Dead (-)
Engineering	165	Survivors (-4)
Gunnery	2	Skeleton (-2)
Flight	13	Half (-1)
Troops	0	Weakened
Service	600	Full
Frozen watch	0	Battle - starting position
Total	238	Overstrength
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

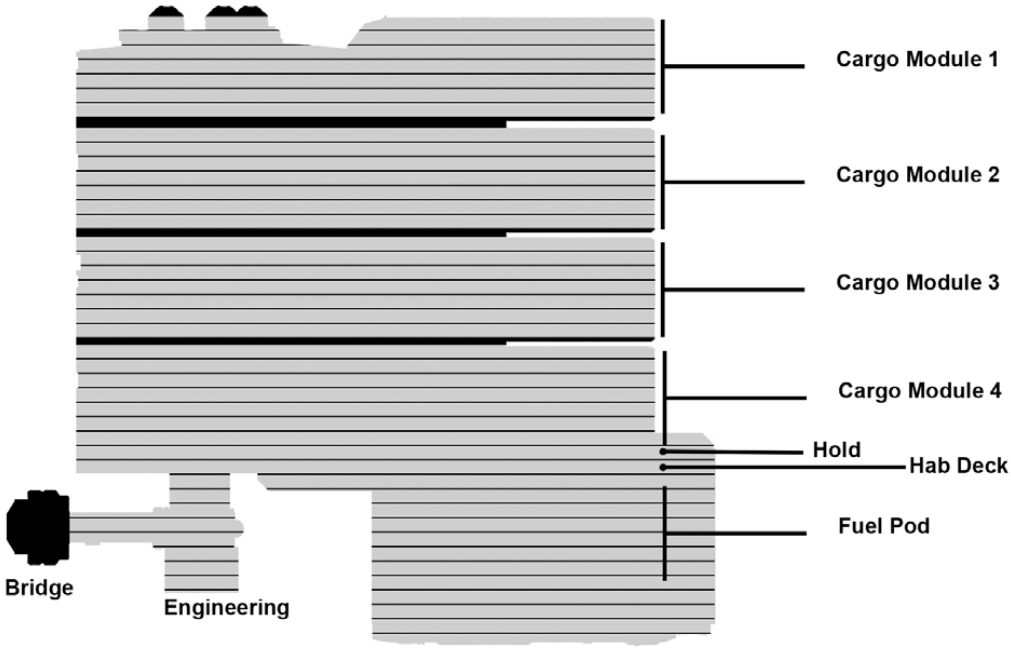


	Forward		Holds		Main		Holds		Engineering	
Hull	800		800		800		800		800	
Structure	800		800		800		800		800	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	2 x sand-caster turret	Command	2 x sand-caster turret	Hold	2 x sand-caster turret	Nuclear Damper	2 x sand-caster turret	Hold	2 x sand-caster turret	J-drive
4	Hull	Fuel	Hull	Hold	Sensors	Hold	Hull	Hold	M-Drive	P-Plant
5	Hull	Hangar-ships boats	Hull	Hold	Hull	UNREP equip-ment	Hull	Hold	Hull	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	Hull	Hangar-ships boats	Hull	Hold	Hull	UNREP equip-ment	Hull	Hold	Hull	Fuel
10	Hull	Fuel	Hull	Hold	Sensors	Hold	Hull	Hold	M-Drive	J-Drive
11	2 x beam laser tur-ret	Command	2 x beam laser tur-ret	Hold	2 x beam laser tur-ret	Meson screen	2 x beam laser turret	Hold	2 x beam laser tur-ret	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

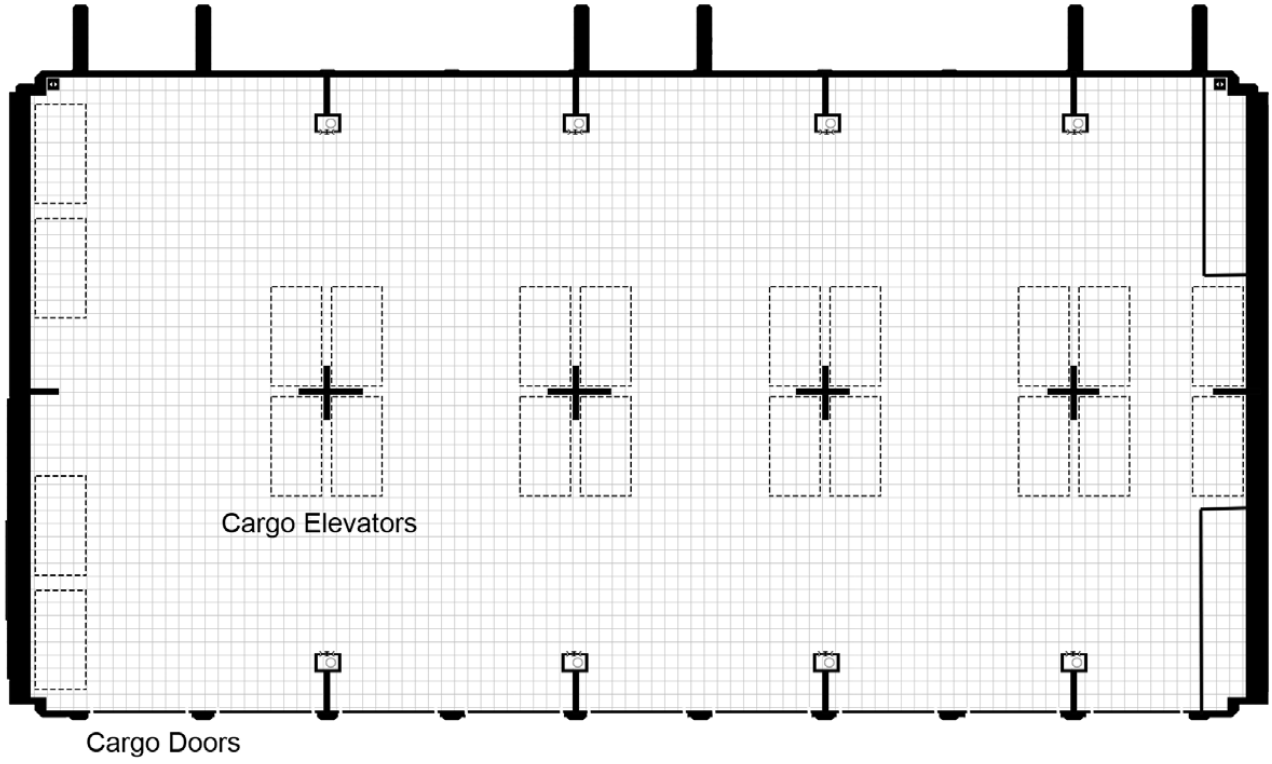


Tethys (side view)

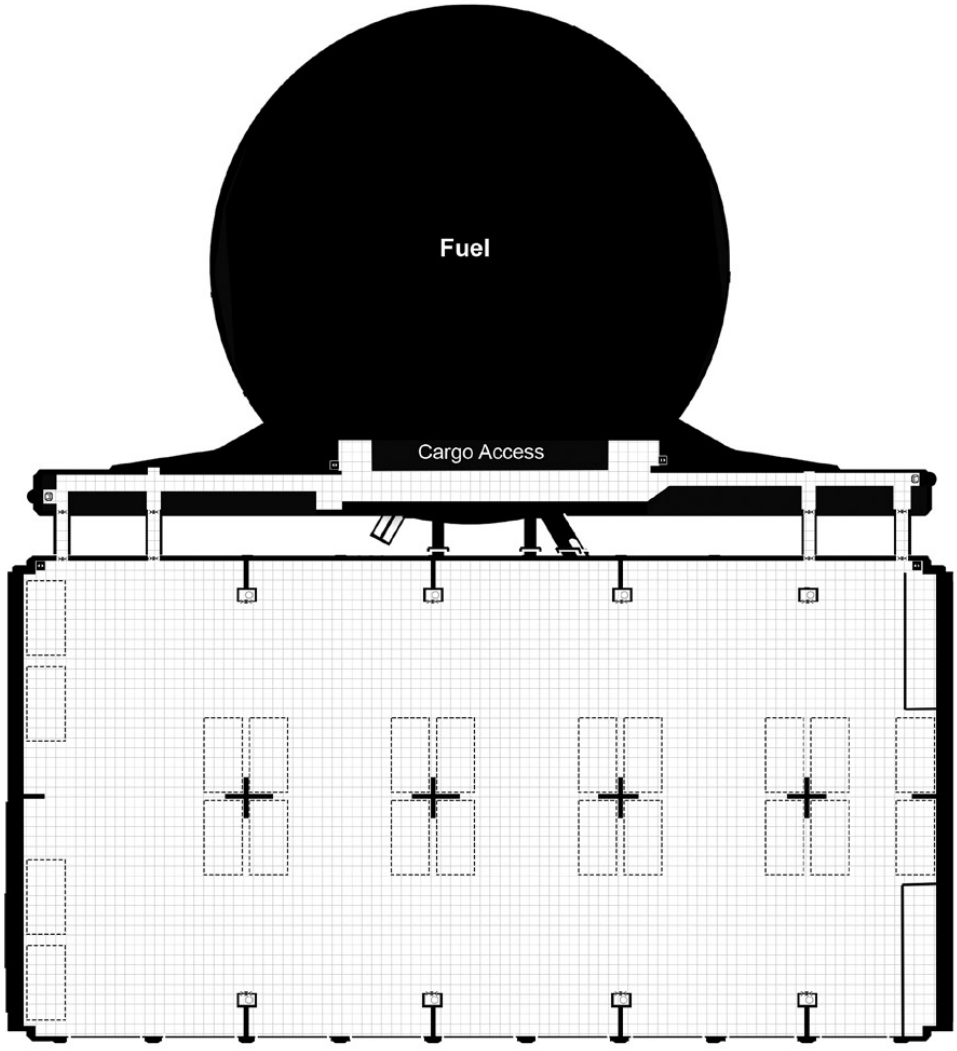
Decks are aligned perpendicular to the front of the ship. i.e. onboard ship, forward is up.



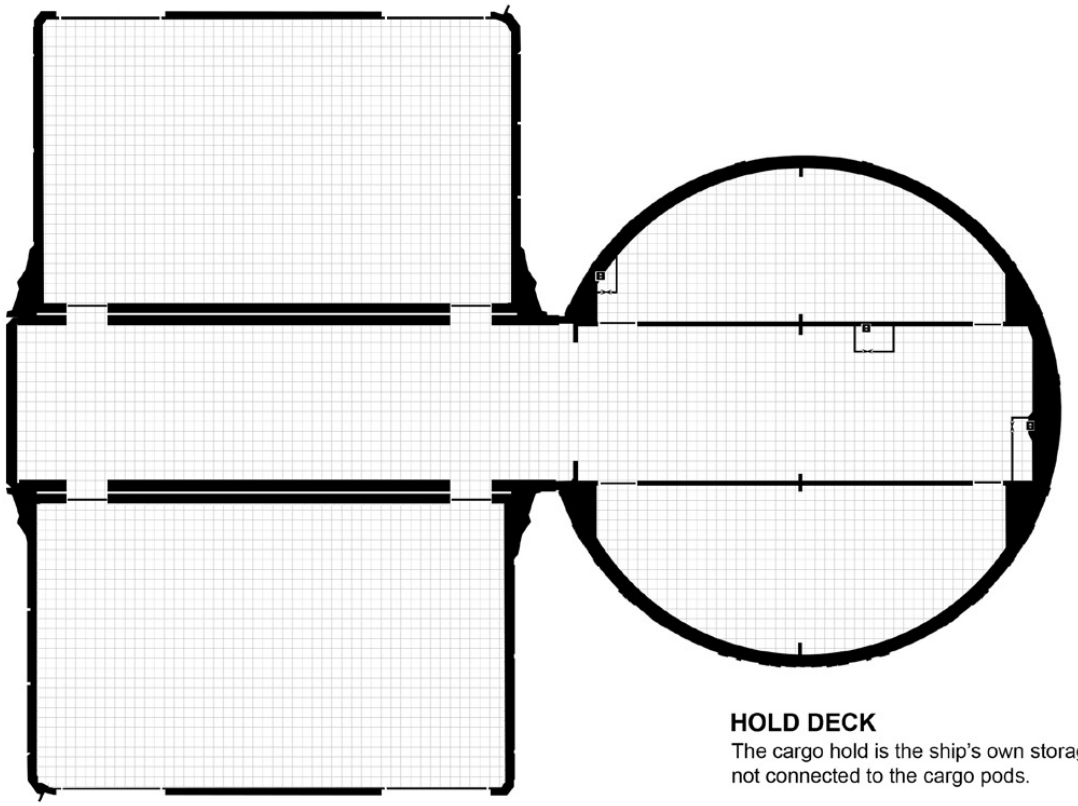
Cargo Module Decks 1-6



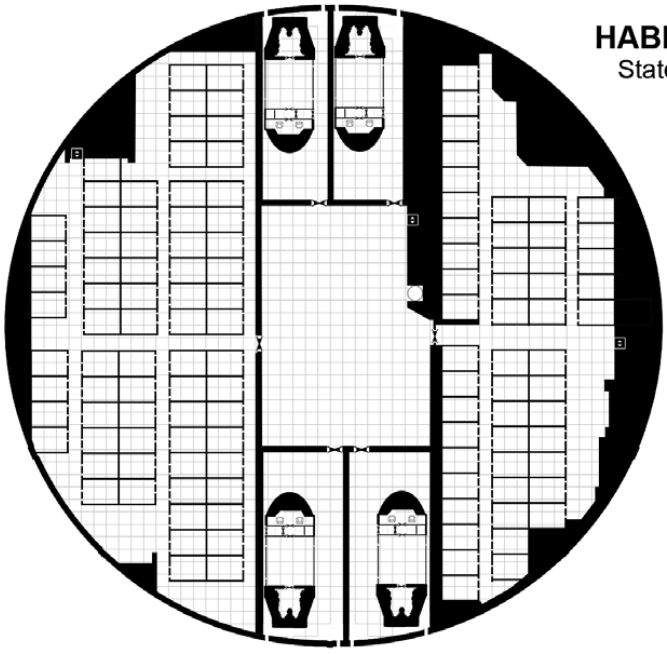
Decks 1-6 of the cargo pod have no connecting access to the ship. Access to the cargo pod is possible on via the access doors on Deck 7



Cargo Module
Decks 7

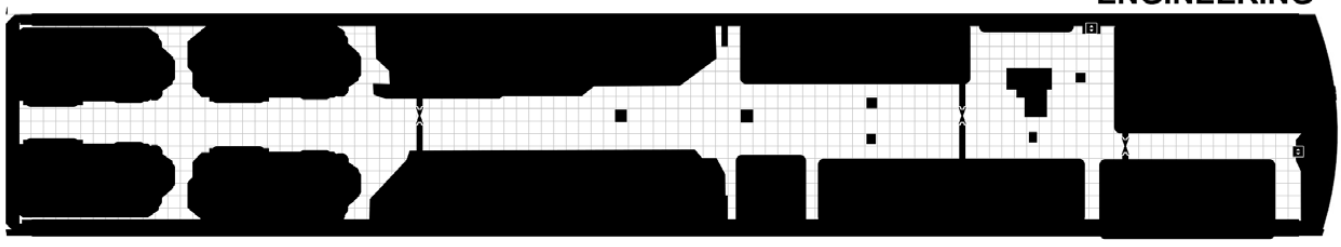


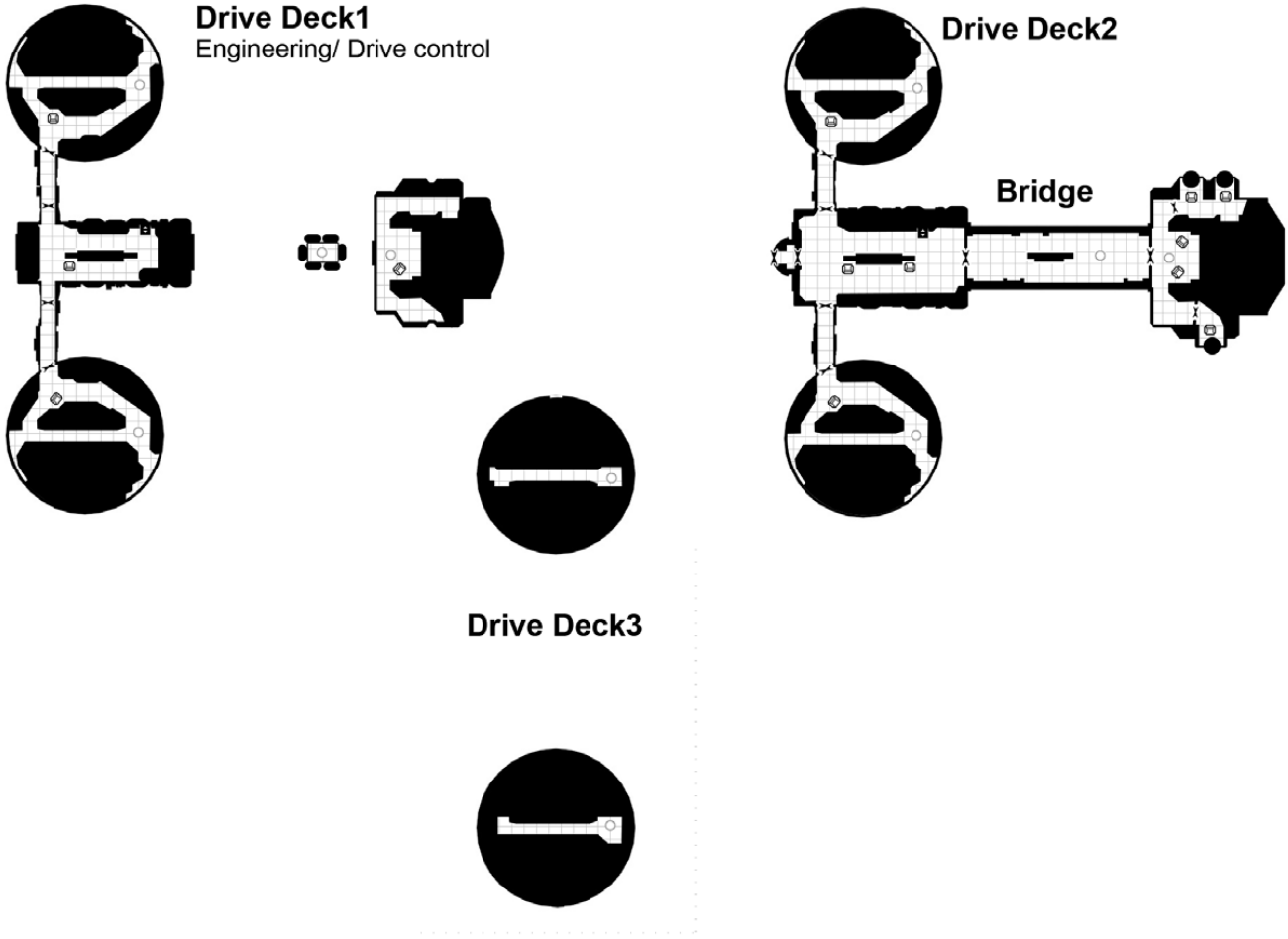
HOLD DECK
The cargo hold is the ship's own storage area, not connected to the cargo pods.



HABITATION DECK
Staterooms/Central assemby area/Boat hangers

ENGINEERING





Drive Deck1
Engineering/ Drive control

Drive Deck2

Bridge

Drive Deck3

Alesco-class Personnel Support Ship

A strange combination of hospital ship and leave vessel, the Alesco class is one half wards and the other half recreation areas and facilities. Able to look after over 1000 injured personnel and house a further 1500 crewmen in its staterooms the ship also has small parks, cinema's and bars to keep them entertained while they are aboard. These ships are well liked by both their own crews and the crews who visit them, and most ships will do their best to protect them in combat.

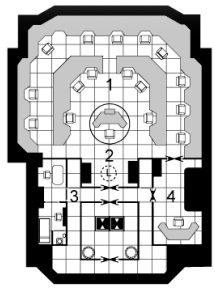
				Tons	Cost (Mcr)
Hull:	25,000 ton	Standard TL12 hull			2,500
	3 sections	Hull 500			
		Structure 500			
Armour:	Crystaliron	2 points		625	250
M-Drive:	Thrust 3			375	187.5
J-Drive:	Jump 3			1,000	2,000
P-Plant:	Rating 3			625	1,562.5
	Emergency power plant			62.5	156.25
Fuel:	8,333.33 tons	One Jump-3, four weeks of operations		7,333	
Bridge:	3 x command modules			125	125
Computer:	Core/5				30
Sensors:	Very advanced	Enhanced signal processing and distributed arrays		21	36
Armaments:	Turrets	10 x Triple beam laser turret-11	Accurate	10	50
		10 x Triple sandcaster turret		10	17.5
Cargo:	Cargo	1,012.5 tons		1,012.5	
88 staterooms				352	44
Barracks				400	20
750 leave staterooms				3,000	375
Extras:	Fuel scoop + processors	All fuel in 1 day		366.5	21
	23 armouries			46	11.5
	3m briefing room			12	1.5
	Medical facilities	Wards for 1,000 patients		3,000	1,000
	Recreational facilities for 1,500 crewmen			1,200	30
Craft:	10 x launches	Full scale hangar		260	187.69
	88 escape pods			44	8.8
Software:	Jump control/3				

		Tons	Cost
	Manoeuvre/0		
	Library		
	Evade/3		3
	Intellect		1
	Fire control/5		10
Maintenance cost (monthly)			0.72
Life support cost (monthly)			0.259
Total Tonnage & Cost		25,000	8,623.24

Department	Crew	Crew Damage Track
Command	10	Dead (-)
Engineering	21	Survivors (-4)
Gunnery	2	Skeleton (-2)
Flight	31	Half (-1)
Troops	200	Weakened
Service	75	Full
Medical	100	Battle - starting position
Frozen watch	0	Overstrength
Total	371	Massively Overstrength
Passenger Staterooms	750	
Low Berth Passengers	0	

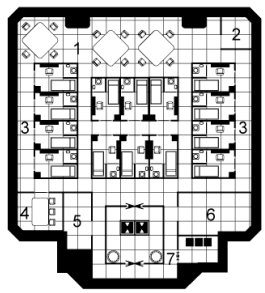
	Forward		Main		Engineering	
Hull	66		66		66	
Structure	66		66		66	
Roll 2d6	**External**	**Internal**	**External**	**Internal**	**External**	**Internal**
2	Hull	Crew	Hull	Crew	Hull	Crew
3	2 x sandcaster turrets	hangar - 5 x launches	2 x sandcaster turrets	Nuclear Damper	2 x sandcaster turrets	J-drive
4	Hull	Fuel	Sensors	Command	M-Drive	P-Plant
5	2 x sandcaster turrets	Hold	2 x sandcaster turrets	Hold	Hull	Fuel
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	2 x beam laser turrets	Hold	2 x beam laser turrets	Hold	Hull	Fuel
10	Hull	Fuel	Sensors	Computer	M-Drive	J-Drive
11	2 x beam laser turrets	hangar - 5 x launches	2 x beam laser turrets	Meson screen	2 x beam laser turrets	P-Plant
12	Hull	Critical	Hull	Critical	Hull	Critical

1. Bridge
2. Captain's Podium
3. Captain's Quarters
4. Computer Room



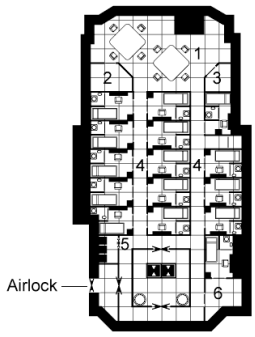
Level One
Bridge Deck

1. Common Room
2. Galley
3. Quarters
4. Briefing Room
5. Office
6. Ward Room
7. Armoury



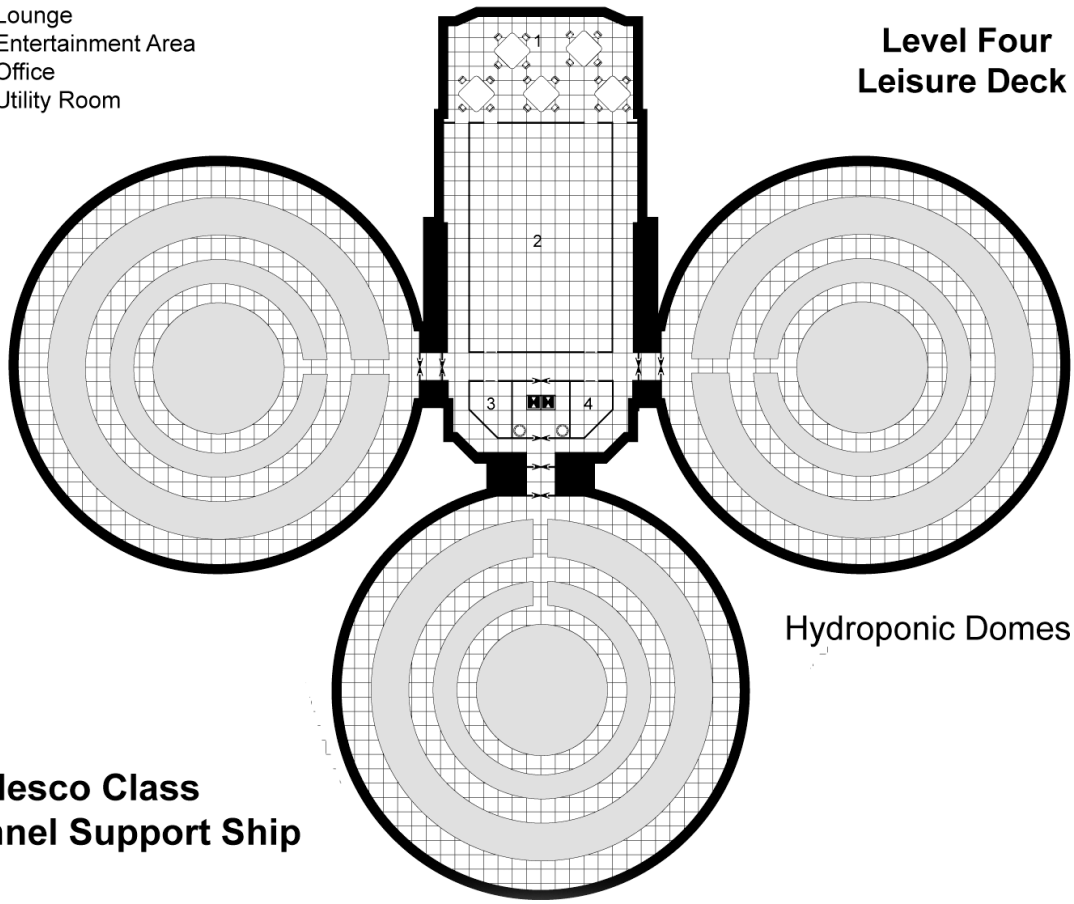
Level Two
Officer's Deck

1. Common Room
2. Galley
3. Utility Room
4. Quarters
5. Armoury
6. Office



Level Three
Junior Officer's Deck

1. Lounge
2. Entertainment Area
3. Office
4. Utility Room



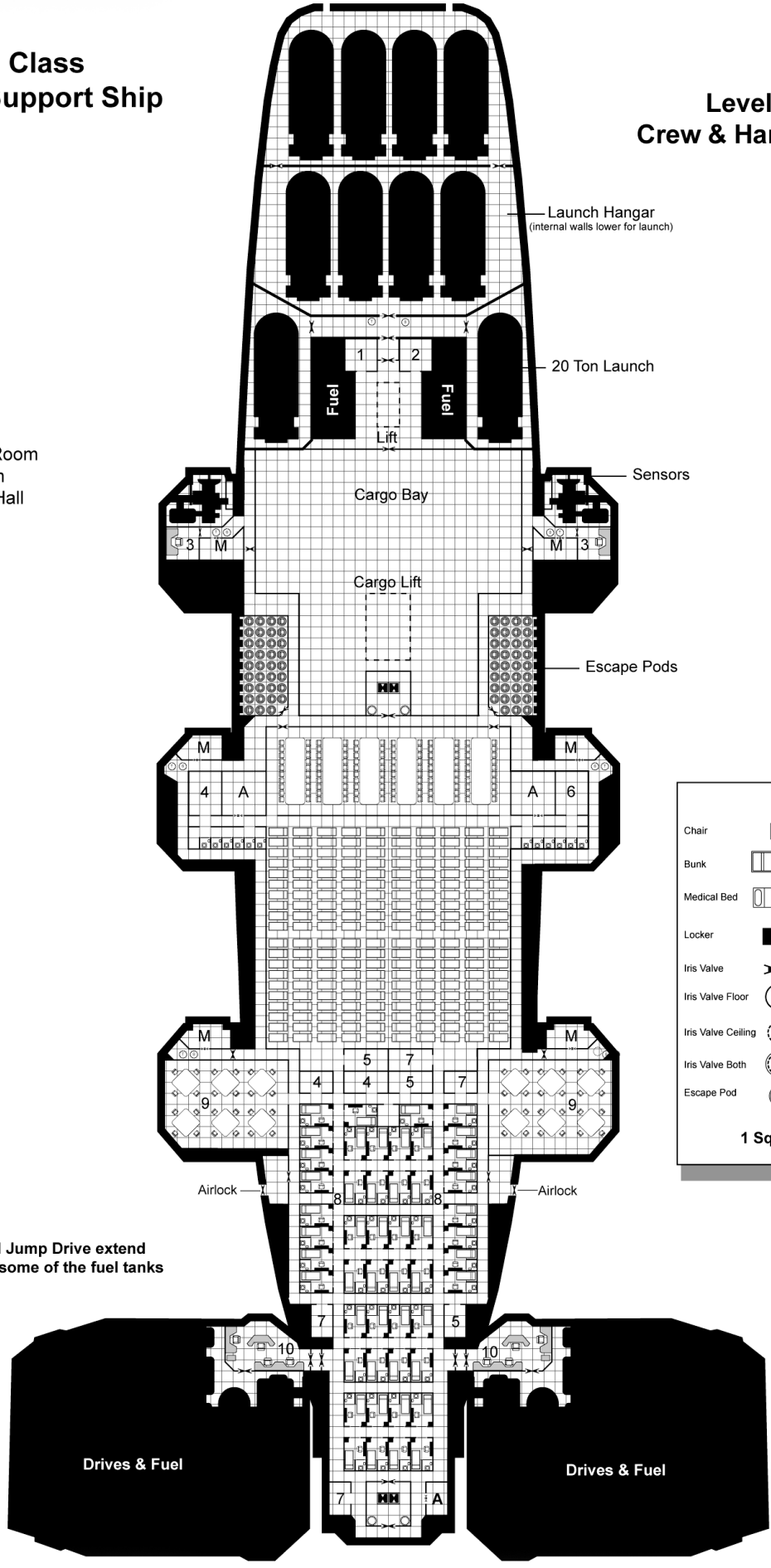
Level Four
Leisure Deck

Hydroponic Domes

Alesco Class
Personnel Support Ship

Alesco Class
Personnel Support Ship

Level Five
Crew & Hangar Deck



1. Hangar Ready Room
2. Maintence Room
3. Barracks Mess Hall
4. Utility Room
5. Office
6. Galley
7. Stores
8. Crew Quarters
9. Common Room
10. Engineering

M. Magasine

A. Armoury

Key

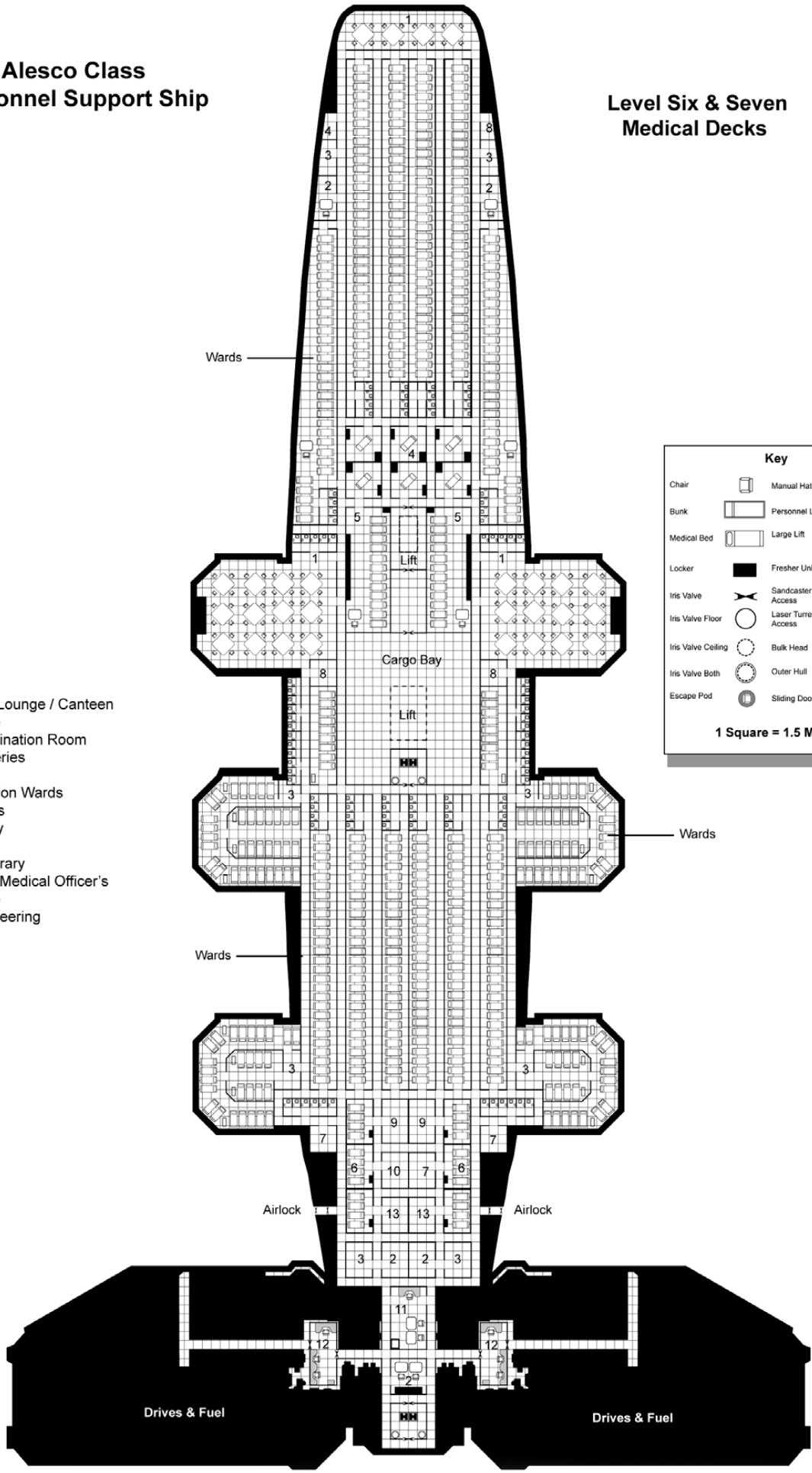
Chair		Manual Hatch	
Bunk		Personnel Lift	
Medical Bed		Large Lift	
Locker		Fresher Unit	
Iris Valve		Sandcaster Turret Access	S
Iris Valve Floor		Laser Turret Access	T
Iris Valve Ceiling		Bulk Head	
Iris Valve Both		Outer Hull	
Escape Pod		Sliding Door	

1 Square = 1.5 Metres

M-Drives, Power Plant and Jump Drive extend through 6 decks along with some of the fuel tanks

Alesco Class
Personnel Support Ship

Level Six & Seven
Medical Decks

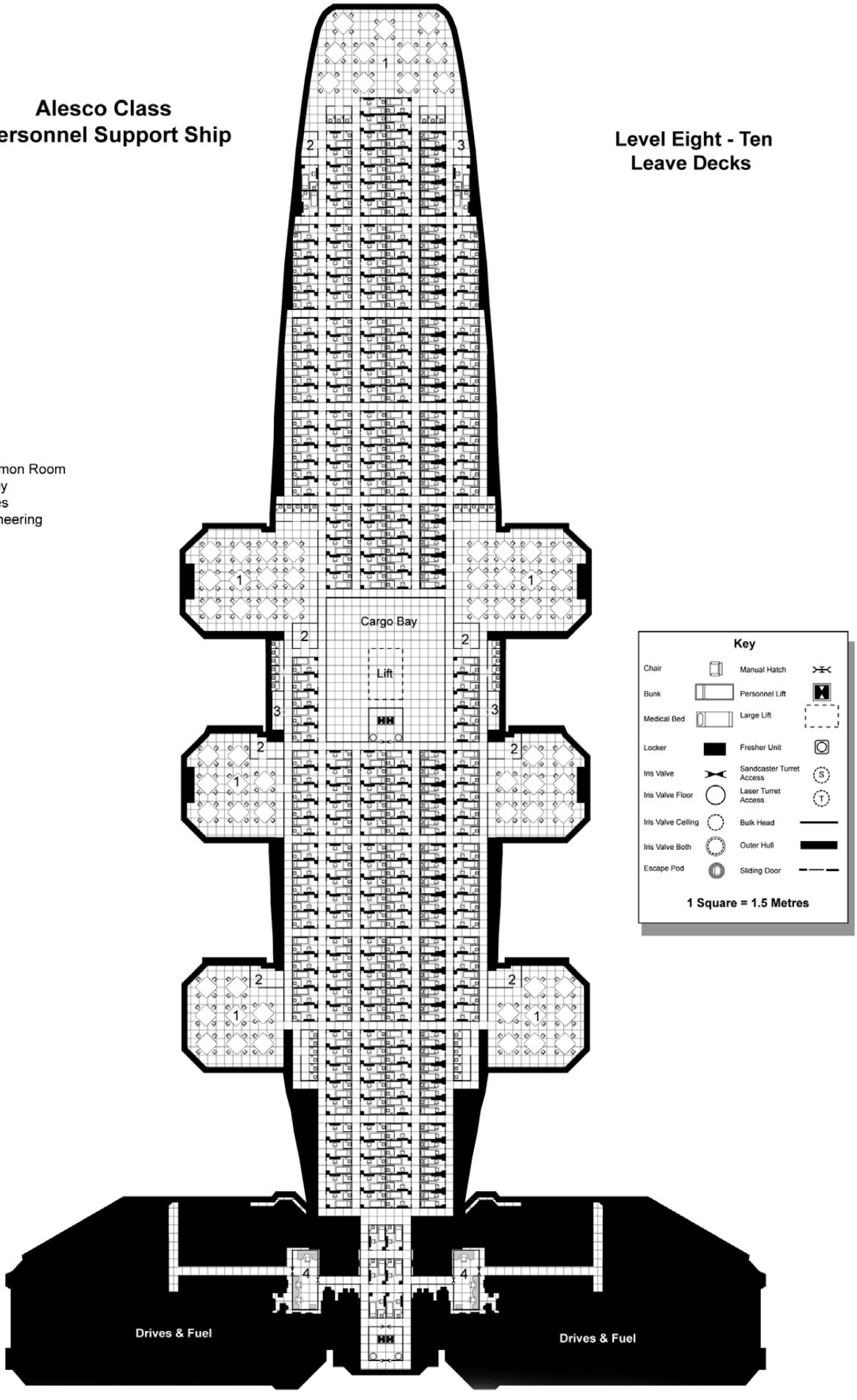


1. Rest Lounge / Canteen
2. Office
3. Examination Room
4. Surgeries
5. ICU
6. Isolation Wards
7. Stores
8. Galley
9. Lab
10. Morturary
11. Chief Medical Officer's Office
12. Engineering
13. Utility

Alesco Class
Personnel Support Ship

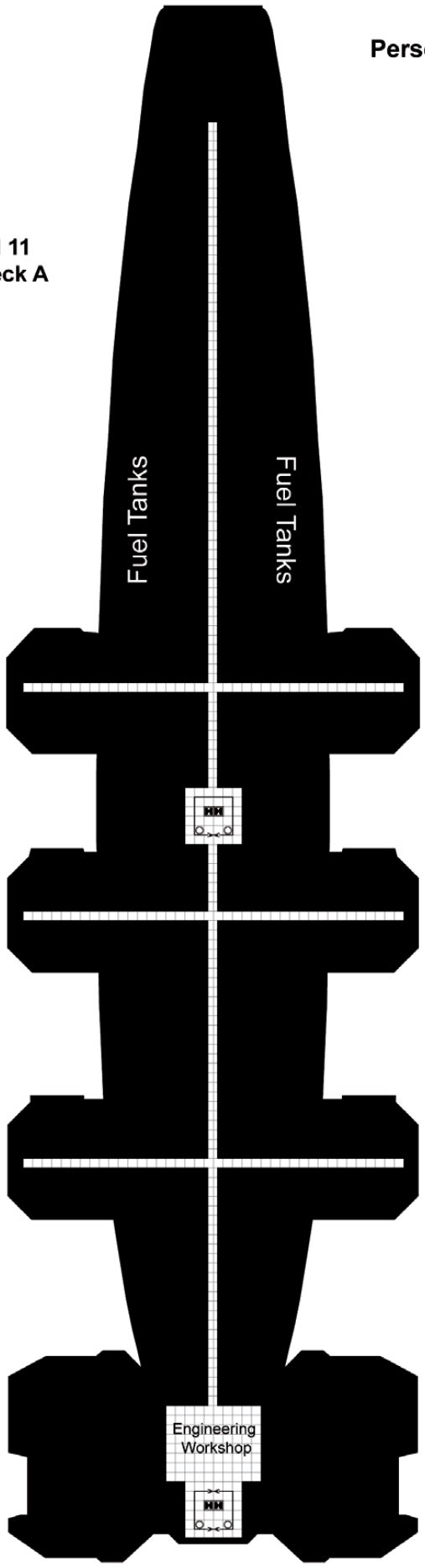
Level Eight - Ten
Leave Decks

1. Common Room
2. Galley
3. Stores
4. Engineering

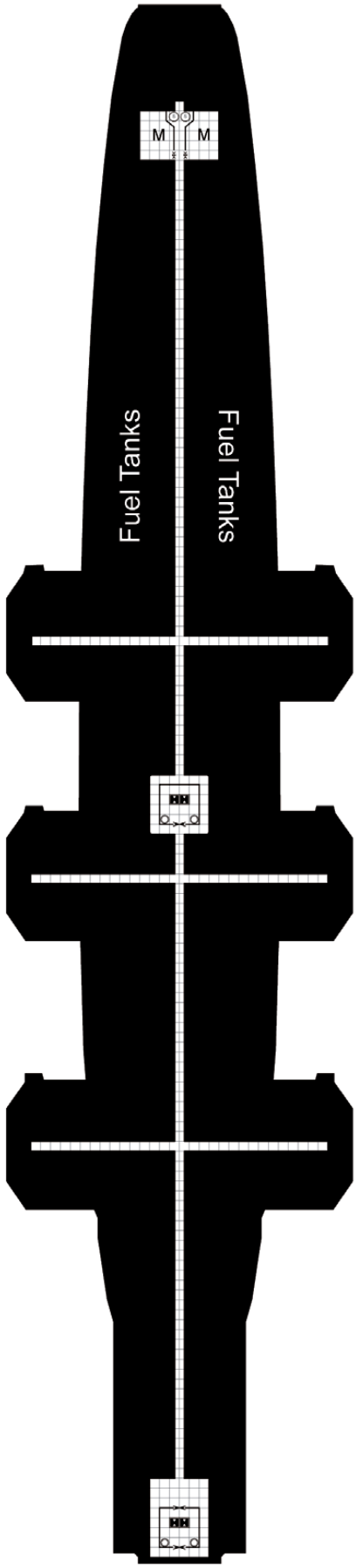


Alesco Class
Personnel Support Ship

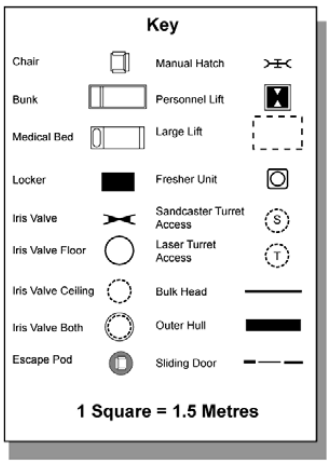
Level 11
Fuel Deck A



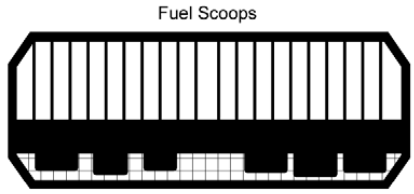
Level 12
Fuel Deck B

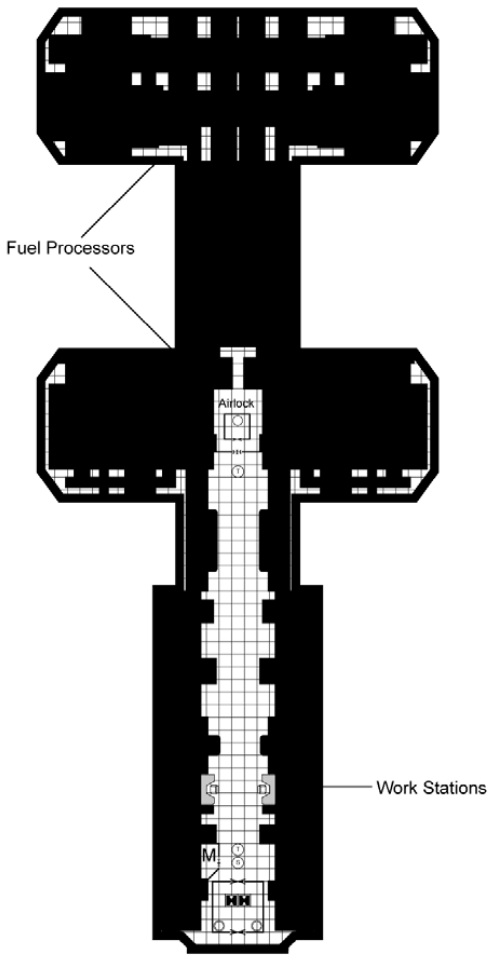


Alesco Class
Personnel Support Ship



Level 13
Fuel Processors





Fuel Processors extend into the deck above

Robots and Drones

Advanced Drone

An upgraded version of the fighter drone, the advanced drone mounts larger engines and thicker armour. Its beam laser is replaced with a slightly less accurate but more powerful pulse laser and it also mounts a plasma gun for operations against ground forces. It can be operated remotely or autonomously as if it has characteristic scores of 7 and skill levels of 2.

				Tons	Cost (Mcr)
Hull:	10 ton	Streamlined hull			1.1
		Hull 0			
		Structure 1			
Armour:	Crystaliron	6 points		0.75	0.3
M-Drive:	Thrust 10			2.5	4
P-Plant:	Rating 12			3	6
Fuel:	0.1 tons	20 hours of operations		0.1	
Drone command unit:	TL 13			1.5	10
Computer:	Model 2				0.16
Sensors:	Basic civilian			1	0.05
Armaments:	Single turret	Pulse laser	Accurate	1	0.825
	Anti-personnel mount	PGMP-13			0.065
Cargo:	Cargo	0.15 tons		0.15	
Software:	Manoeuvre/0				
	Intellect				1
Total Tonnage & Cost				10	23.58

TORPEDO DRONE

The bomber forces of any navy that lacks enough pilots for proper strike craft, the torpedo drone gives over a quarter of its internal space to a single bomb pumped torpedo. Fast and tough, these drones are key to long range strikes on enemy forces. It can be operated remotely or autonomously as if it has characteristic scores of 7 and skill levels of 2.

			Tons	Cost (Mcr)
Hull:	10 ton	Streamlined hull		1.1
		Hull 0		
		Structure 1		
Armour:	Crystaliron	6 points	0.75	0.3
M-Drive:	Thrust 8		2	3.5
P-Plant:	Rating 8		2.1	4.5
Fuel:	0.1 tons	30 hours of operations	0.1	
Drone command unit:	TL 13		1.5	10
Computer:	Model 2			0.16
Sensors:	Basic civilian		1	0.05
Armaments:	1 bomb pumped torpedo		2.5	0.018
	Anti-personnel mount	PGMP-13		0.065
Cargo:	Cargo	0.05 tons	0.05	
Software:	Manoeuvre/0			
	Intellect			1
Total Tonnage & Cost			10	20.723

The Island Cluster

What follows is a pre-generated campaign setting for a referee and players so that they can jump directly into commanding entire navies. Consisting of several interstellar capable planets already laid out in a pair of subsectors the Island clusters needs no further work from the referee to be used.

A History of the Island Cluster

The origins of the Island Cluster subsectors are somewhat shrouded in mystery. Stories abound about the spread of humanity with tales of everything from a fleet of small jump capable vessels, an ancient race dropping population samples on life supporting worlds and huge planetoid ships filled with frozen colonists traversing the universe at speeds only a tiny percentage of that of light. In fact it is this last that was most accurate. The original colonists of both subsectors arrived aboard the colonisation ships *Voyageur, Marinus van der Lubbe* and *C-Jammer*. All three of these were hollowed out asteroids, coated internally with hull plating and filled with power plants, oxygen gardens and most importantly the cryo-pods that would carry the men and women involved in each project to the stars. All three were part of the European Space Agency's project to colonise distant worlds launched in 2050, and were being readied for a trip of over two thousand years. Even though each ships thousand crew would never see their destination there was no shortage of volunteers, many of whom were already members of artificial space colonies. Space was provided for a tenfold increase in live population during the trip as it was expected that the crews would grow as generations went by.

The cryo-pods aboard the three vessels were filled with 100,000 colonists ready to take on new worlds and set up stellar colonies. Several hundred of these colonists would be awakened at any one time to aid in the crewing of the ship though a less openly broadcasted objective was to maintain genetic diversity in the first few generations born aboard the ships. Each colonist lived amongst the ship's crew for a five year work period before being put back into cold sleep, which allowed time for the ship's crew to be reminded of and kept on their mission of delivering the sleeping colonists to their destinations.

This both maintained morale, the missions objective and a strangely evolved form of 21st Century culture which slowly grew to be alien to the sleepers whenever a new batch was awakened. Even so, the ships did eventually reach their destinations intact and without problems.

Detecting the cluster of stars that would eventually become the Island Clusters the three ships split up and began their deceleration, slowing the great vessels from the percentage of light speed they had managed to gain with their ion drives. They had found a low density branch of the Great Rift which would eventually become the Reft Sector and each of the three ships made their new homes around one of the planets capable of supporting human life to be found here. *C-Jammer* was the first to find a planet for its colonists, taking up an orbit around the planet that became New Home while the *Van der Lubbe* founded Neubayern four years later. *Voyageur* was the last ship to find a new world when it made orbit around Amondiage another two years after *Van der Lubbe*. The trip had taken almost two and a half thousand years but the colonists had finally found their new homes. Colonists were awakened and shuttles took them to the surfaces of their newly claimed planets. Prefabricated settlements were set up, power generators switched on and the people began to make lives for themselves. Meanwhile the ships crews, the men and women descended from those who had first begun the journey from Earth, refused to leave the ships they had grown up and lived on for their entire lives. Each of them in turn set out from the new colonies with some of the more adventurous colonists and began their search again. *C-jammer* eventually found and settled Serendip belt while *Van der Lubbe* and *Voyageur*, after several hundred years of wandering, returned to the colonies they had settled and served as ferries, transporting new colonists to the worlds they had discovered around other suns.

While these great journeys continued the original colonies grew rapidly, building up an industrial base from the records and information left for them. New Home was the first of the worlds to create an interstellar spaceship, another sleeper ship built into a smaller planetoid than the original three. Launching towards Colchis in 4788, the *Outward Bound* reached its destination in just twenty-six years while a second ship was constructed and launched in 4810 for Esperanza, a second seed population aboard it. Amondiage followed suit with a fleet that eventually rose to four ships, and the next four centuries were filled with colonization as fast as the tens of sub-light generation ships that traversed the subsectors allowed. St, Dennis, Acadie, Quichotte, Sansterre and Joyeuse were settled from Amondiage; St. Hilaire and Besancon from Joyeuse; Topas, Herzenslust and Berlichingen from Neubayern; New Colchis from Colchis; Elysee and Gloire from Bescancon. Zuflucht was settled by refugees from a civil war on Topas; *Voyageur* happened to arrive in-system looking for colonists just as the war was coming to an end and large groups were looking for a safe haven. It was a remarkable achievement that in all these centuries of travelling only two ships were lost to the harsh realities of space travel.

The *Infinité*, out of Amondiage, made a forced landing on Sturgeon's Law with a load of colonists from New Home. Crew and colonists were forced to settle on an altogether uninviting planet and were cut off from the rest of the human settlements in the Island Clusters from hundreds of years. They were lucky to land in the planet's single sea as the plants-forms growing on the land surface would have quickly metabolized both the ship's hull and its human inhabitants with ease.

The loss of *Apollo's Arrow* was less random chance but still an accident. Outbound with a full load of colonists in sleeper berths, she was struck by an interplanetary freighter transporting cargo to an outer world. The freighter crashed through the colony section of the ship before it's engine section exploded, burning out the ships innards. Both ships were complete losses, as were the tens of thousands of colonists that had been looking forward to new homes amongst the stars.

130 years ago before the present day the Island Clusters were a group of nearly thirty independent planets isolated from each other except for the few interstellar ship wandering slowly between them. Then came the Third Frontier War and one of the Two Gods darkest moments. A misjumping Imperial strike cruiser arrived on the edge of the Serendip Belts. It managed to make contact and repair its jump drives, using auxilliary tanks to return itself to the Imperium. Once the war had ended, the Imperial Interstellar Scout Service followed up on the Navy's report and dispatched a survey ship to establish relations. However, upon their arrival in Serendip Belt, they discovered that the local population had duplicated the drives they had helped to repair and were in the process of establishing dominance over the entirety of the Island Clusters. The covert introduction of jump drive technology to seven other systems lead to the emergence of other powers in the Island Clusters, eventually re-establishing the balance of power within the region.

In the period after the introduction of the jump drive across the sector little in the way of further colonisation went ahead. The previous boom in expansion had left little in the way of habitable worlds remaining in the Island Clusters. Even so Achille was colonized by a utopian group from Sansterre and a band of wealthy recluses claimed St. Genevieve. Some planetary governments established bases in uninhabited systems to exploit their resources, Neubayern at Schesien Belt and Esperanza at Wellington for instance. Most of the emigration has been from highly populated worlds to their already occupied but less crowded neighbours and on some worlds this population change has led to the transfer of political power and control away from the original inhabitants. New Colchis gained its colony of Herzenlust in this manner. However the majority of transfers of power have come from either direct military action, as in Serendip Belt's takeover of Gloire, or economic domination, as in Sansterre's takeover of St. Denis. However it happened, all of the major powers in the Island Clusters have acquired colonies that fall under their control and are looking for further conquests. The only exception is New Home, which is the most hospitable world with the highest standard of living of any of them.

Military budgets, diplomatic tensions and political infighting have all increased markedly in the last few circles. Informed circles are of the opinion that war is inevitable, and that the peace is only maintained through a shaky balance of treaties and alliances which hold both sub-sectors in a state of stability. When one power has grown too great, the others have allied to bring it back into line no matter what.

The Island Clusters, being in the centre of the Great Rift, are cut off from the more populated regions of the Imperium and other powers. Ships require the capability to make at least six parsec jumps, something that is impractical on any real scale.

Astrography

The subsector maps show the Old Islands and the New Islands subsectors and the systems contained within them. The Old Islands were first settled by the original ESA colonisation mission while the New Islands were settled in the later colonisation coming from the Old Islands. The subsector data pages show the alliance divisions and the specifics for the individual worlds within the systems including the universal planetary profiles.

Bases: Many systems in the Island Clusters have bases present such as naval, scout or research bases. These are noted in the world data listing as N, S or R respectively. Bases present owe their allegiance to the inhabited planet and those in control of it.

Fuelling: If a system contains a gas giant for refuelling the notation G is placed in the world data. Worlds with water present (a percentage greater than 0) allow ships to refuel in its oceans. If a world has an exotic atmosphere or worse water is not available for refuelling even if the world has a non-zero hydrographic percentage.

Planetoids: In starship construction, planetoids are often used to produce inexpensive and tough starship hulls. Any world with size 0 is an asteroid belt and provides plenty of planetoids for construction. Other systems may contain planetoids and these will be marked with a P in their world data.

Planetography

The majority of inhabited planets in the Island Clusters sector either had enough plant life present upon the arrival of humanity or have been subtly pushed one way or another to allow the growth of modified terran life. This means that almost all of the worlds are self sufficient in lumber, cereals, meat and other biological products necessary for easy life without mass trade for survival. Some of the smaller worlds and those that are

less conducive to human life have to be provided with supplies or are equipped with biodomes and other artificial means to support themselves.

Intelligent and Animal Life

There are several species across the subsectors that are either unusual or intelligent enough to be of note. All of them were present in the subsectors when the colonists arrived.

The St. Denis grazer is a large beast twice the size of a human, covered in thick chitinous plates. These blind omnivores travel in large packs, eating constantly as they walk to fill their stomachs with whatever biomass available to them. Unfortunately this includes any colonists or tourists who get in their way and several incidents have been recorded of people vanishing under a herd of grazers and never appearing again. The only reason for their continued survival is their delicate meat, hard to remove from under their chitin, but worth its weight in gold in almost any market.

St. Hilaire, a water world, is infested with swarms of flying creatures known as Carnids. Hundreds of them roost along the shorelines around the planets warmer regions where they can hunt both aquatic animals and small grazers. While a single Carnid is little threat to a well equipped human, packs of them can swarm and bring down creatures many times their size should they be hungry enough. Add to this a strength on par with high end humans and a near sophont level of intelligence, a group of hungry Carnids can threaten even a modern soldier when enraged.

Aitme is the secondary site of near-intelligent life in the Island Clusters, with a small bug like parasite that evolved in symbiosis with a larger ursine creature. Soon after human arrival these creatures were found latched into the bear like creatures backs, riding and controlling them through direct application of electric current to their nervous system. It was not long before one of them attached to a human and was able to begin communications with the colony. An entire sentient race, the creatures as intelligent as a low level human, lived in the mountains around the first colony settlement. Tribal culture dominated and due to their lack of any technological development they went unmolested other than by inquisitive scientists. They still live in those mountains, the reason for the lack of major expansion compared to the high technological level on the world.

Of additional note is Orphee, an interdicted world. It is closed to all traffic by the convention of 5575 which was signed by all worlds of the Clusters. A species of grazers, the reason behind the interdiction, reside on the surface. They have achieved rudimentary tribal development much like the Aitme insects. However the Orpheides are of interest due to their culture and use of tool use that shows signs of achieving a technological civilisation within a few thousand years.

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
St. Denis grazer							
Eater (omnivore)	Forest walker	15	14	10	0	7	9
Survival 1, Athletics 0, Recon 0, Melee (natural weapons) 1							
Teeth (2d6), Thick chitin (4). Number encountered: 3d6							
Carnids							
Killer (carnivore)	Shoreland flyer	10	14	2	1	13	8
Survival 1, Athletics 1, Recon 0, Melee (natural weapons) 2							
Claws and teeth (1d6+2), Thick hide (2). Number encountered: 2d6							
Aitmen							
Pouncer (carnivore)	Mountain walker	1	5	1	4	11	2
Survival 1, Athletics 2, Recon 1,Melee (natural weapons) 0, Stealth 2							
Teeth (2d6), Thick chitin (2), Number encountered: 1d3							

A Chronology of the Island Cluster

2050 ESA Long-range Colony Mission leaves Sol system
2089 Jumpdrive invented on Earth
2113 First Interstellar War
4512 *C-Jammer* takes up orbit around New Home
4516 *Van der Lubbe* reaches Neubayern
4518 *Voyageur* reaches Amondiage
4521 Foundation of the Third Imperium (Imperial year 0)
4608 C-Jammer discovers Serendip Belt
4788 New Home launches first ship, *Dream Brother*
4814 *Dream Brother* reaches Colchis
4860 *Van der Lubbe* and *Voyageur*, in company, return to Neubayern
5174 *Infinité* forced down on Sturgeon's Law
5232 *Apollo's Arrow* lost in accident
5500 Third Frontier War begins
5501 Imperial Strike Cruiser *Eldorado* misjumps into the Island Clusters
5504 Serendip Belt starship *C-Breaker* makes first jump
5507 Third Frontier War ends
5534 ISS mission spreads jump technology
5575 Convention of Interdiction declares Orphee a closed world
5576 Coup on Herzenlust; government declares allegiance to New Colchis
5626 Present day (Imperial Year 1105)

NEW ISLANDS SUBSECTOR

The spinward most of the Islands Clusters subsectors, the New Islands is much like its trailing twin in that it is a sparse pocket of stars removed from the major elements of the Imperium by distance. It was colonised in the second wave of settlement after the ESA arrived in this part of the Great Rift. It now boasts four major worlds, each with their own miniature empire.

Esperanza

On the spinward edge of the Island Clusters, Esperanza is ruled by a non-charismatic dictatorship which enforces an oppressive political structure which removes opposition with sabotage or violence. Its influence spreads to two vassal worlds, Wellington and St. Hilaire. Esperanzan technology lags behind the other major worlds or the two subsectors.

New Colchis

Colonised in one of the later expansion waves, New Colchis is an industrialised trade centre with its own colony at Herzenlust. Lead by a Charasmatic dictator is it showing itself to be a political powerhouse in the subsector.

Joyeuse

Straddling the divide between the two subsectors, Joyeause is a well developed world with a government similar to that of Experanza. It has its own small colony at Quichotte, which is in the Old Islands subsector.

Serendip Belt

A rich storehouse of miniral wealth, Serendip Belt is inhabited mainly by independent merchants and belt miners who run the system through a feudal technocracy. The centre of government is the now stationary C-Jammer, finally at rest after its journeys. Serendip controls Gloire as a provider of agricultural goods difficult to procure in the belts.

OLD ISLANDS SUBSECTOR

The Old Islands subsector developed and expanded with ships using slower-than-light drives for nearly one thousand years. Its great distance from the Imperium left it isolated from the rest of humanities development until a chance encounter in 5501. While contact is still slight, the development in technology has been rapid.

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Esperanza	0106 A674ABC-B N	65,000,000,000	71,500,000 tons	71,500,000	G, P
Wellington	0105 C8B0263-A	520	0 tons	0.572	
St. Hilaire	0110 B579763-A N	20,000,000	20,000 tons	22,000	G

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
New Colchis	0507 A8959AA-C N	5,600,000,000	6,720,000 tons	6,720,000	
Herzenlust	0606 E995765-6	81,000,000	48,600 tons	97,200	G

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Joyeuse	0808 A7899B9-C N	7,000,000,000	8,400,000 tons	7,700,000	G
Quichotte	See Old Islands - Other worlds				

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Serendip Belt	0503 A000949-C N	2,800,000,000	3,360,000 tons	2,380,000	G
Gloire	0303 C764567-9	790,000	710 tons	672	G

OTHER WORLDS

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Zuflucht	0101 C545720-8 N	59,000,000	47,200 tons	47,200	
Nebelwelt	0210 C879425-5	24,000	10 tons	19.2	G
Orphee	0609 E885600-0 R	5,500,000	0 tons	2,750	
Topas	0702 D420899-7	250,000,000	175,000 tons	287,500	G
Elysee	0705 B502531-9 N	140,000	130 tons	126	
Bescancon	0706 C201341-9 N	5,900	10 tons	5.015	G
Berlichgen	0801 D500437-8	33,000	30 tons	29.7	

Neubayern

One of the first three worlds settled, Neubayern remained on the fringes of development until jump drives were made available by the ISS. Now it has joined the ranks of the other powers and competes for space. It maintains a small colony at Schlesien Belt.

New Home

The first world of the Island Clusters settled by the ESA generation ship mission, New Home is the oldest settlement and the richest. It has the highest level of technological development, although its population is lower than other developed worlds.

Amondiage

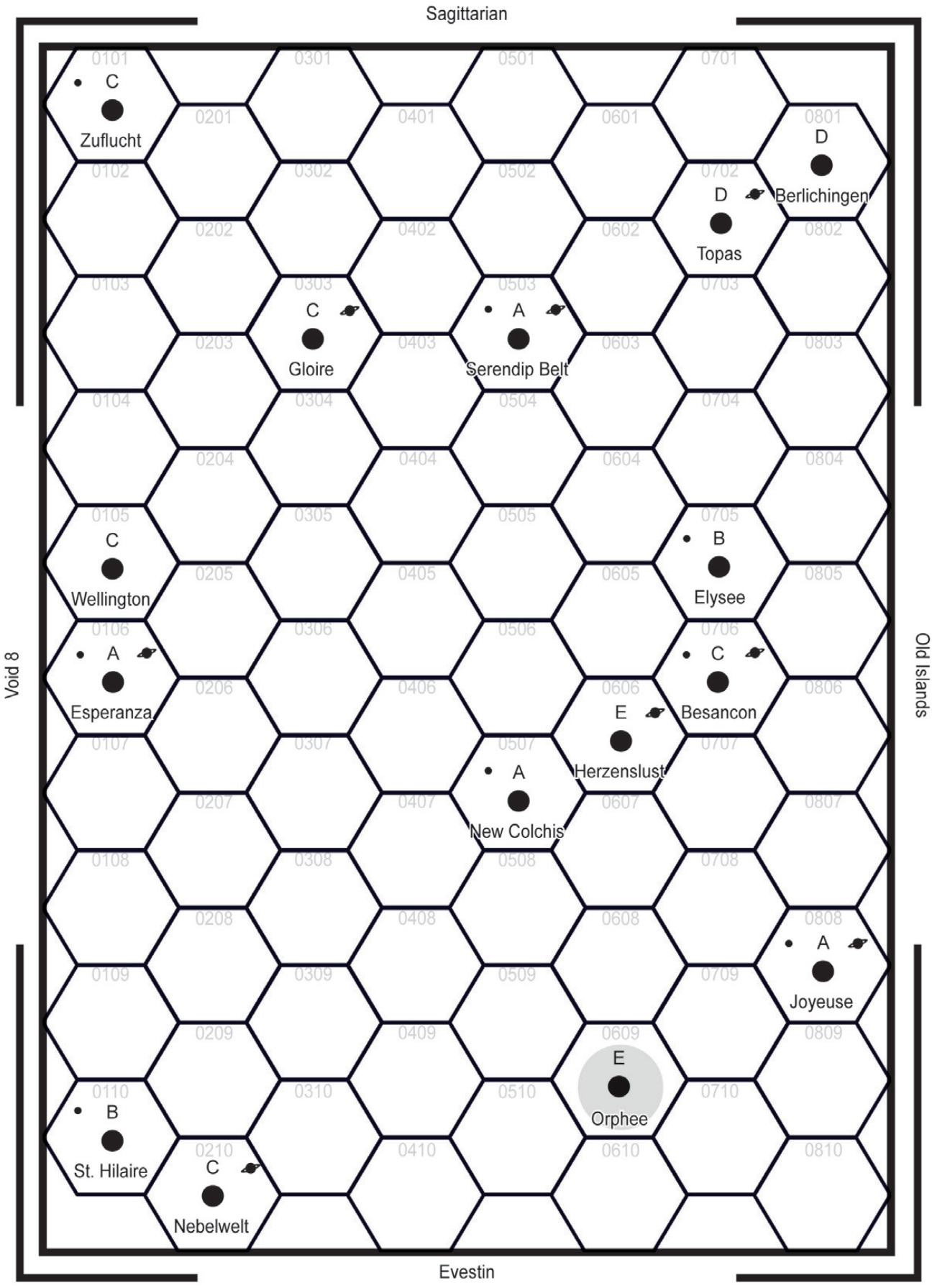
The third of the worlds colonised in the first wave, Amondiage is arid and has little riches or resources. It is ruled over by a dictatorship, and has emphasized the exploitation of its colony at Acadie for minerals and raw materials.

Sansterre

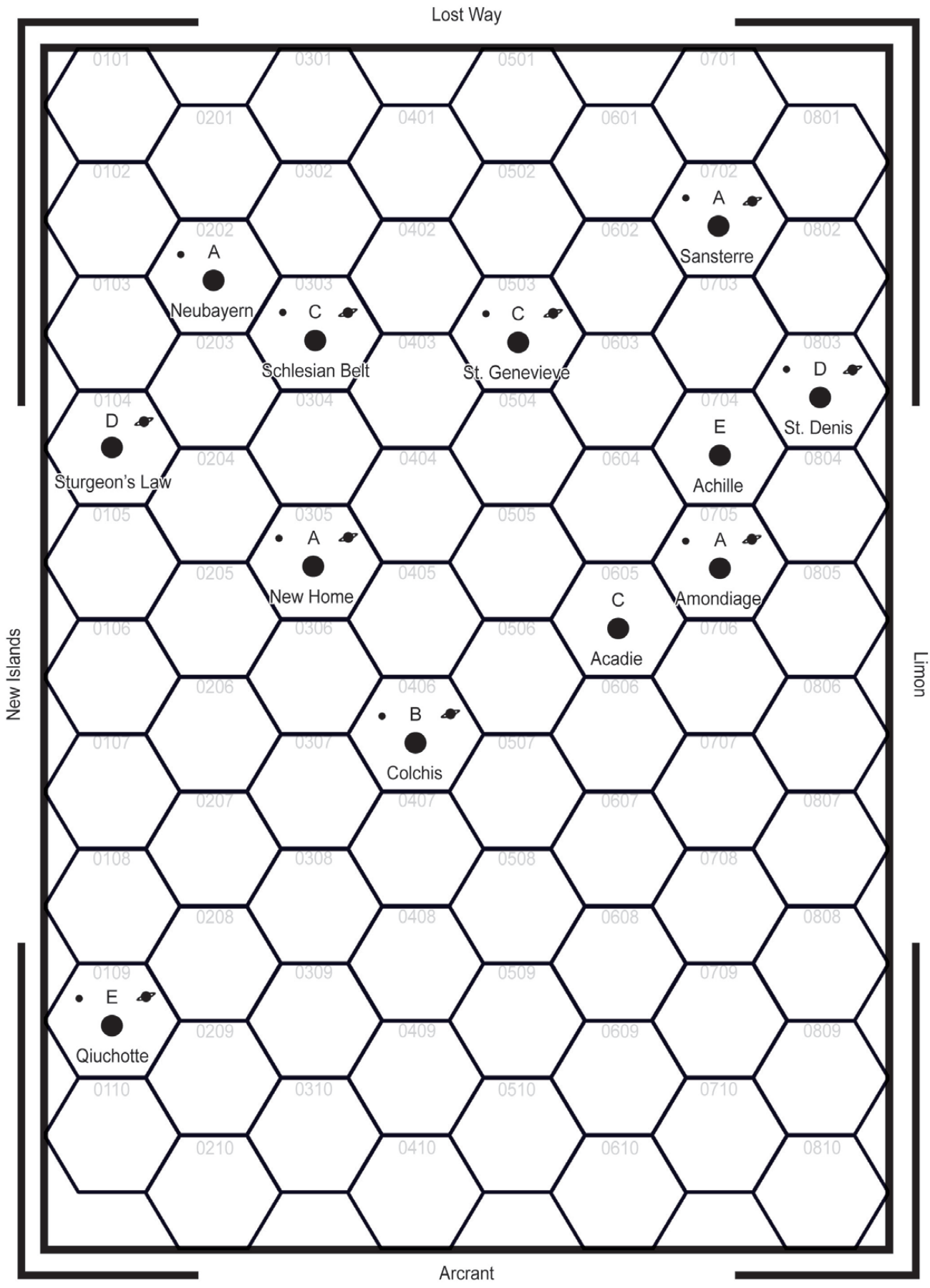
A water world on the coreward edge of the cluster, Sansterre is a representative democracy with extensive underwater settlements scattered across the worlds ocean floors. Its major resource colony at St. Denis provides some surface agricultural produce.

Referee's Note

The more dominant worlds presented here are well enough equipped to be used as player controlled empires at the beginning of a campaign. However, it is suggested that at least one planet in each subsector be left independent to make life more difficult for the players.


Sagittarian
Void 8
Old Islands
Evestin
0101
C
Zuflucht
0201
0301
0401
0501
0601
0701
0801
D
Berlichingen
0102
0302
0502
0702
D
Topas
0202
0402
0602
0802
0103
0303
0503
0703
C
Gloire
A
Serendip Belt
0203
0403
0603
0803
0104
0304
0504
0704
0204
0404
0604
0804
0105
0305
0505
0705
C
Wellington
B
Elysee
0205
0405
0605
0805
0106
0306
0506
0706
A
Esperanza
C
Besancon
0206
0406
0606
0806
E
Herzenslust
0107
0307
0507
0707
A
New Colchis
0207
0407
0607
0807
0108
0308
0508
0708
0208
0408
0608
0808
A
Joyeuse
0109
0309
0509
0709
0209
0409
0609
0809
E
Orphee
0110
0310
0510
0710
B
St. Hilaire
0210
0410
0610
0810
C
Nebelwelt

NEW ISLANDS


Lost Way
0101
0301
0501
0701
0201
0401
0601
0801
0102
0302
0502
0702
A
Sansterre
0202
0402
0602
0802
A
Neubayern
0103
0303
0503
0703
C
Schlesian Belt
C
St. Genevieve
0203
0403
0603
0803
D
St. Denis
0104
0304
0504
0704
D
Sturgeon's Law
E
Achille
0204
0404
0604
0804
0105
0305
0505
0705
A
New Home
A
Amondiage
0205
0405
0605
0805
C
Acadie
New Islands
Limon
0106
0306
0506
0706
0206
0406
0606
0806
B
Colchis
0107
0307
0507
0707
0207
0407
0607
0807
0108
0308
0508
0708
0208
0408
0608
0808
0109
0309
0509
0709
E
Qiuchotte
0209
0409
0609
0809
0110
0310
0510
0710
0210
0410
0610
0810
Arcrant

OLD ISLANDS

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Neubayern	0202 A7889C9-C N	4,900,000,000	5,880,000 tons	5,880,000	
Schlesien Belt	0303 C000367-B N	7,900	10 tons	9	G

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
New Home	0305 A565857-D N	440,000,000	572,000 tons	440,000	G

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Amondiage	0705 A5629A9-C N	7,200,000,000	8,640,000 tons	8,640,000	G
Acadie	0605 C868563-9	350,000	315 tons	420	

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Sansterre	0702 A87A943-C N	5,900,000,000	7,080,000 tons	5,015,000	G
St. Denis	0803 D735764-7	85,000,000	59,500 tons	72,250	G

INDEPENDENT WORLDS

Name	Statistics	Population:	Construction:	Budget (Mcr):	Remarks
Sturgeon's Law	0104 DAC1451-9	89,000	80 tons	89	G
Quichotte	0109 E576667-6 N	5,800,000	3480 tons	6,380	G
Colchis	0406 B676898-9 N	140,000,000	126,000 tons	161,000	G
St. Genevieve	0503 C560100-A N	5	0 tons	0	G
Achille	0605 E3011335-9	2,000	0 tons	2	

Adventure 3: Trillion Credit Squadron

Much like Book 2: High Guard, this volume is about space forces, what they do and how they fight. The fighting arms of the navy are the core of those organisations and Adventure 3: Trillion Credit Squadron allows players to construct, deploy and engage these fleets. This book takes what was presented in Book 2: High Guard and pushes further into the organisation and building of capital ships, the equipment they use, and the locales they fight within. The assets available to architects and limitations on design and construction, such as funds, required capabilities and pilots, are all present here.

The Campaign Play chapter gives everything needed to set up a campaign with planetary budgets, construction allocations and diplomacy. The campaign turn is detailed, as are the effects of a player's actions. Several additional options are also presented to expand a campaign further.

US $24.99

ISBN 978-1-908406-11-0

MGP 3881