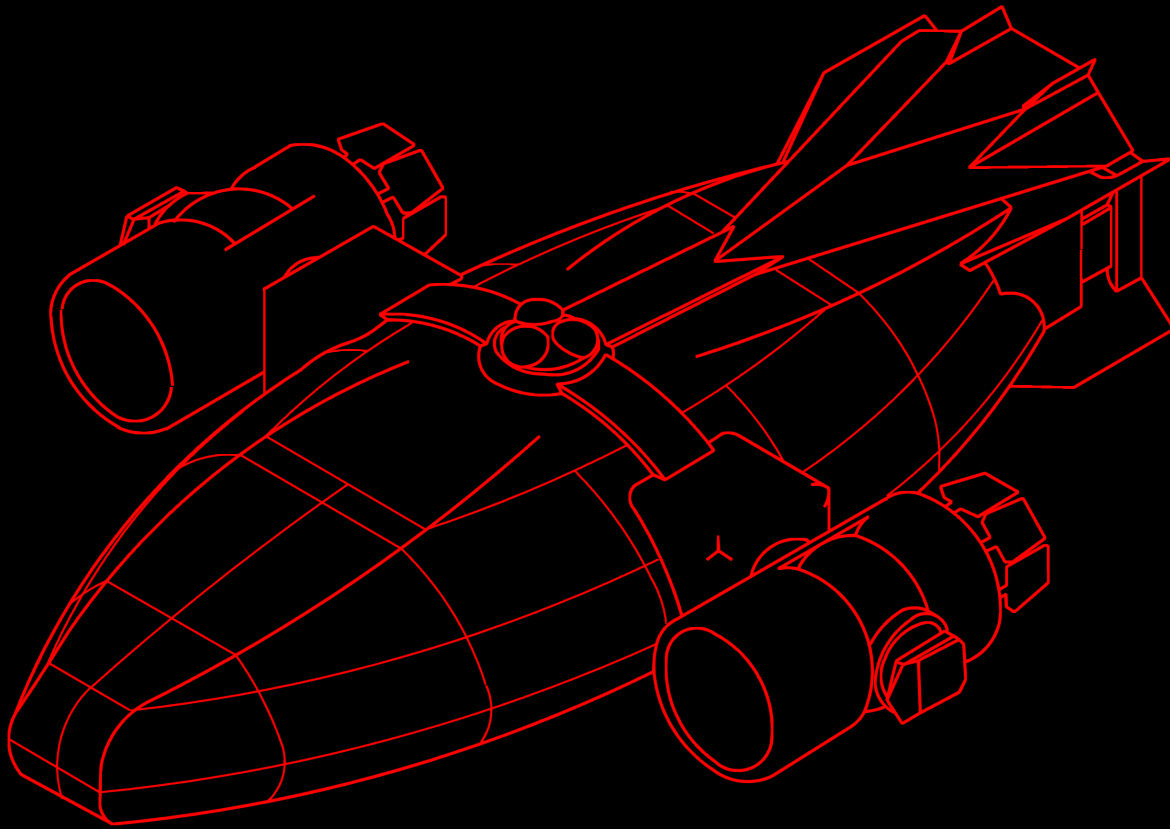


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Compatible Product



# *Ares Dragon Class*

## *800 ton Mercenary Cruiser*



**D.B.GAMEDESIGN**

**DBGD-1201**

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# ARES DRAGON



The Ares Dragon class is a popular design among the multitude of different examples of 800 ton mercenary cruisers available on the market. Its popularity stems in large part from its combat prowess, thanks to its heavy armor, powerful weaponry, and high maneuverability in both space and atmospheric flight.

The Dragons are found wherever 'police actions' flare up, whether they be a case of local insurgents, corporate infighting, civil war or simple adventuring. They are operated not only by mercenaries, but also by local security and military forces, as well as the occasional privateer.

The streamlined hull and swiveling lateral drive nacelles allow full atmospheric maneuverability, meaning the vessel can do without the multitude of smallcraft normally carried by other classes of mercenary cruisers. This, in turn, frees up extra tonnage for weapons and armor. While this means it may be more frequently exposed to enemy fire, the Dragon's heavy crystaliron armour can handle most threats that a sensible mercenary outfit is likely to encounter. When circumstances dictate that the ship should not make planetfall, the Cobra dropship can handle troop deployment as well as air support.

While the ship itself uses reliable and sophisticated TL-12 technology, the troops are generally equipped to TL-9. The simple reason is that mercenary companies burn through huge volumes of weaponry and equipment in the course of their work, and TL 9 hardware is cheap, reliable, readily available and still gets the job done.

The Ares Dragon introduces several innovative systems which contribute to its economy and survivability. On-board recycling and fabrication facilities reduce wastage and replacement parts to a minimum. The use of troop barracks may not give the grunts the privacy they might crave, but the space savings allow them to be better equipped, ton-for-ton, than many of their competitors. The ship is divided into three decks, command (upper), engineering (middle) and marine (lower). This compartmentalization not only improves damage control, but it increases efficiency by keeping crews close to their work stations. It also addresses an aspect of life which mercenary captains don't like to talk about: keeping crew and marines separated makes friction (or mutiny) much less likely.

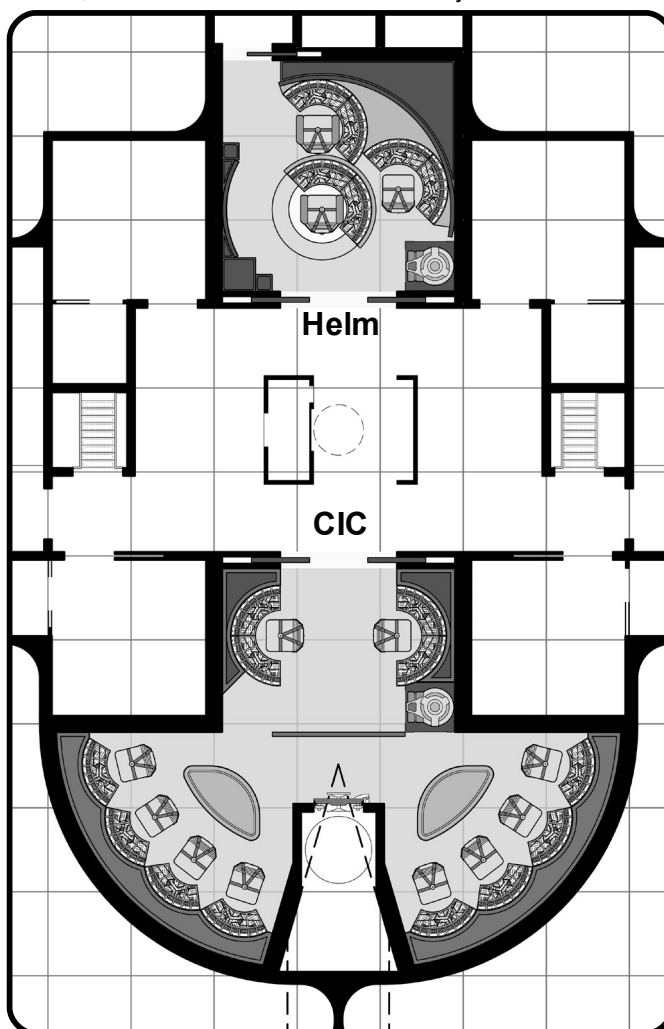
The Ares Dragon Mercenary Cruiser costs MCr497.27 new and takes 17 months to build in its standard configuration.

## SHIP CONTROLS

Instead of the usual practice of concentrating all command functions in the bridge, the Ares Dragon's controls are as decentralized as possible. This provides greatly enhanced survivability, as it is unlikely that any one hit would take out more than one of the ship's nerve centers. There are three distinct control rooms - the helm, CIC and damage control.

Each of these areas has heavily reinforced walls and blast doors which can be closed in combat to effectively compartmentalize the vessel while safeguarding all essential functions.

All normal flight functions of the ship are controlled from the helm. The captain, pilot and navigator are stationed here. In an emergency, the flight controls can be reconfigured to operate all of the ship's systems, including CIC and damage control, albeit with much reduced efficiency.



CIC (Combat Information Center) is dedicated entirely to control of weapons and other combat-related systems including communications and sensors. Unlike the other control centers, CIC is completely specialized. Re-routing

flight or engineering controls to the stations here is possible, but extremely difficult and time-consuming.

Finally, damage control monitors and to a large extent controls all of the ship's internal systems from engineering through life support to weaponry. The single control station could theoretically manage all engineering and flight functions, although it would take an exceptionally skilled individual to be able to run the entire vessel at anything more than minimal efficiency.

As in most ships of this tech level, almost all of its functions are largely automated. Nevertheless, as a fail-safe there is normally at least one person on duty at each control center, both to oversee the automatic systems and to react to any emergency. This explains the relatively large crew complement, which allows for continuous shifts when necessary as well as providing replacement personnel in case of casualties in combat.

In line with the Ares Dragon's design intent to allow small mercenary forces to operate independently of outside support, the ship uses few 'black box' components in its computer or other systems beyond the most basic elements. The extensive stores and well-equipped workshop provide all the necessities for repairing and rebuilding even the most severely malfunctioning equipment - provided the ship is still more or less in one piece. The downside of this is that even minor repairs take some time because there are few parts which can simply be swapped out.

#### CREW COMPLEMENT

The crew requirement for the Ares Dragon varies considerably, depending on the current mode of operation. For normal spaceflight, the minimum would be pilot, sensor tech and one engineer, with the addition of a navigator for interstellar travel. At the other end of the scale, in full combat mode the ship will be manned by the captain, executive officer, chief pilot, chief navigator, second pilot, second navigator, comm tech, sensor tech, chief engineer, four assistant engineers and medical officer - a total crew complement of 14. CIC will be manned by the executive officer, the sensor and comm techs and eight gunners drawn from the marine contingent. Unfortunately, this makes the ship less effective in combat when the marines are deployed, as all of the weapons have to be managed by the exec and his or her two techs.

The ship carries a platoon of 37 marines, divided into four squads of eight marines and one squad leader each, with an additional platoon commander (usually of rank O1 or O2). The first squad leader normally doubles as the platoon NCO (E3). The second pilot normally pilots the Cobra dropship, although some commanders assign a marine specialist to this duty.

There is no provision for passengers unless they are accommodated in the three brigs. However, life support could sustain another 14 persons without difficulty.

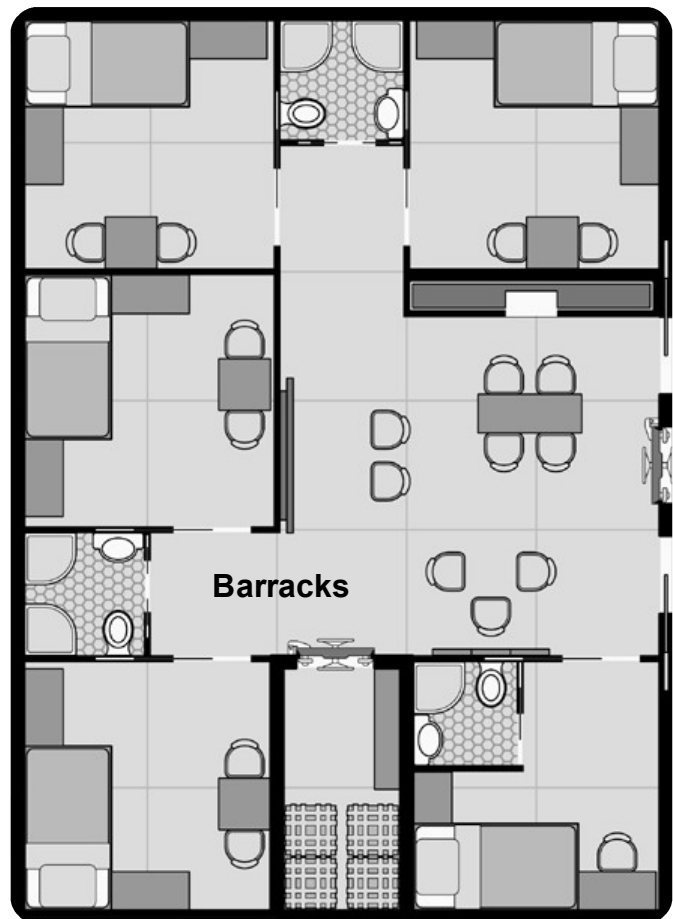
#### ACCOMMODATIONS

The habitable portions of the ship are arranged across three decks according to function, with crew accommodated as close to their work stations as possible to cut reaction time in case of attack. The extended stores provide enough non-renewable resources to supply food, water, waste reclamation, and breathable air to last 65 humans for up to six weeks of normal operations.

As a paramilitary rather than a military vessel, accommodations aboard the Dragon are generally intended for long-term occupation. Thus, while not comparable to civilian staterooms, they tend to be more comfortable than the spartan facilities found on dedicated naval vessels. Most

staterooms are equipped with two bunks, one of which is normally folded away in the single-occupancy rooms. All rooms feature computer workstations, although their level of access is strictly regulated and numerous safeguards prevent unauthorized access. There is a plethora of storage space, including armored lockers in all cabins for personal weapons - it is rare for even the most technical members of a mercenary crew not to be armed when on duty. All cabins also feature individual fresher units, desks and seating.

Even the marine barracks offer somewhat greater privacy than is common on true military vessels, although their thin internal partitions do little to block noise. Mercenaries are professional individuals, in it for the money - they do not have to put up with the often deliberately basic facilities provided by national militaries. Each barracks provides accommodation for one squad, consisting of two fire teams of four marines each, plus the squad leader.

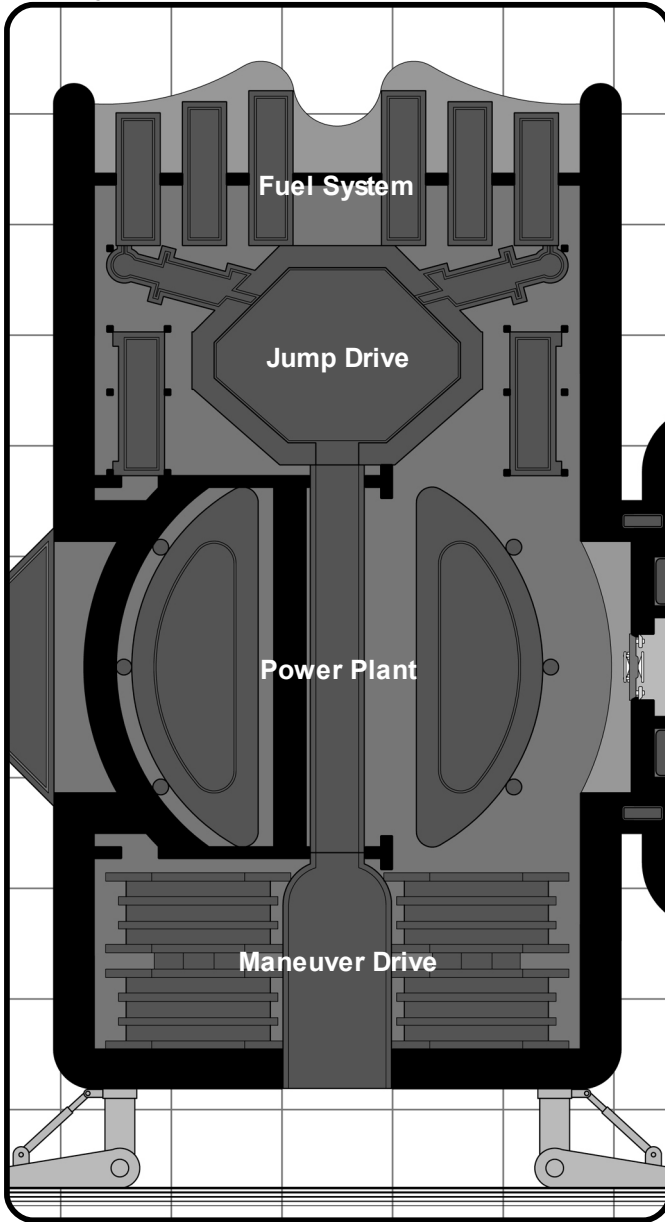


#### CARGO HOLD

The cargo hold of the Ares Dragon is really more of a vehicle garage and oversized ship's locker. It is here that all of the vehicles, heavy weapons and other large equipment used by the marines is stowed. As such, it features a great variety of fastenings and multi-directional grav-plates to allow maximum flexibility and volume for storage. It can be disconcerting for new recruits to move from 'floor' to 'wall' to 'ceiling' through the hold, and the experience is often used as one of the many small initiation rites among the troops.

The actual contents vary from ship to ship, of course, but will include larger items such as battledress, personal heavy weapons like missile launchers or auto cannon, additional stores of consumables, and whatever vehicles are deemed useful for the mercenaries' current mission.

In common with a practice observed by many frontier mercenary units, much of the equipment stowed here will be TL-9. This particularly applies to items which use consumable components such as ammunition or powerpacks. The reason for this is to make it easier to scavenge supplies in the field, where the latest TL-12 technology is rarely available. Many mercenary quartermasters go so far as to supply themselves with equipment known to be compatible with that used by the opposing forces.



## ENGINEERING SYSTEMS

A large portion of the engineering tonnage for the ship is packed tightly into the two laterally-mounted, rotating drive nacelles. Although they contain minimal internal maintenance access in the form of crawl tubes, the inside of these pods is unshielded and unpressurized. The environment would kill an unprotected human, so a vacc suit is necessary in order to make physical repairs from within. It is possible to remove the half-meter thick armored hull plates of the nacelles to effect repairs on major components, but this is normally only done planetside or in space dock.

Each nacelle contains a fuel purification plant, jump field

generator, power plant, and maneuver drive, stacked in that order. A very useful property of these split drive components is that, even with one pod out of action, the Ares Dragon can still operate, albeit at only a third of its normal performance. Swiveling the nacelles allows for rapid changes of vector, and vertical take-off and landing is usually performed by rotating the pods through 90 degrees so they are perpendicular to the decks.

The majority of the engineering systems and controls are located in the two engineering bays on the engineering deck. Each has two control stations for the assistant engineers, where all machinery is monitored and calibrated.

Damage control is the master station for engineering, and is the chief engineer's second home. This armored room located in the heart of the ship is the most damage-resistant of the vessel, allowing repairs to be launched from here even if much of the rest of the craft is out of action. The controls here override all other engineering stations other than the captain's.

## Fuel Systems

Fuel scoops and a purification plant are fitted in the front portion of each nacelle. It takes about four to eight hours to process enough fuel to fill the tanks, depending on the amount of impurities in the source material.

## Jump Drive

The split Versitec JP-3 Jump drive is capable of traversing 3 parsecs per jump. Even with one nacelle completely destroyed, the ship can still perform jump-1.

## Power Plant

The ship's two power plants provide enough energy to run the ship's maneuver drive, jump drives, weapons and ancillary systems.

Employing Versitec's innovative process of using the gravity fields of the jump drive to super-compress the fuel, the power plant does without the usual compressors and operates at efficiencies close to more advanced fusion reactor systems while retaining the ease of use and repair of more commonly available components, not to mention enjoying the cost savings associated therewith.

## Maneuver Drive

The Ares Dragon employs two standard Versitec G-250 particle impulse maneuver drives that are capable of propelling the ship at up to 3-G's of constant acceleration. The rotating nacelles allow for rapid changes in vector, making the vessel much more maneuverable than most others in its class, even in atmosphere. The vessel is still able to accelerate at a fraction over 1-G with only one nacelle, allowing single-engine take-off from most worlds in an emergency.

## WEAPONRY

As befits a mercenary cruiser, the Ares Dragon is heavily armed with four remote-operated triple turrets and four fixed triple missile launchers, all normally operated from within CIC on the command deck.

The forward-firing missile launchers are mounted in two clusters at either side of the hull, together with 24 extra missiles for each of the four triple launchers. Reloading is by autoloader, although they can also be manually reloaded from within the engineering bays. It is normal to carry a mix of payloads, including decoys, probes and ground-attack munitions. In an emergency, it is also possible to manually fire missiles from the bay, but targeting is much more difficult with the engineering-oriented controls.



The two main turrets, located on the outside of the engine nacelles, are fitted with three particle beam cannons each. These are the ship's secondary weapon system, used to back up missile attacks or on their own when missiles are not warranted or in short supply. The remaining two turrets mounted in the dorsal and ventral positions are designed for point defense, but still function offensively if needed. They are each armed with three independently-targeting beam lasers, which can engage up to three targets at the same time in point-defense mode.

While it is of course possible to mount other packages, most captains are happy with the offensive punch and point-defense capability provided by this combination.

## SPECIAL FEATURES

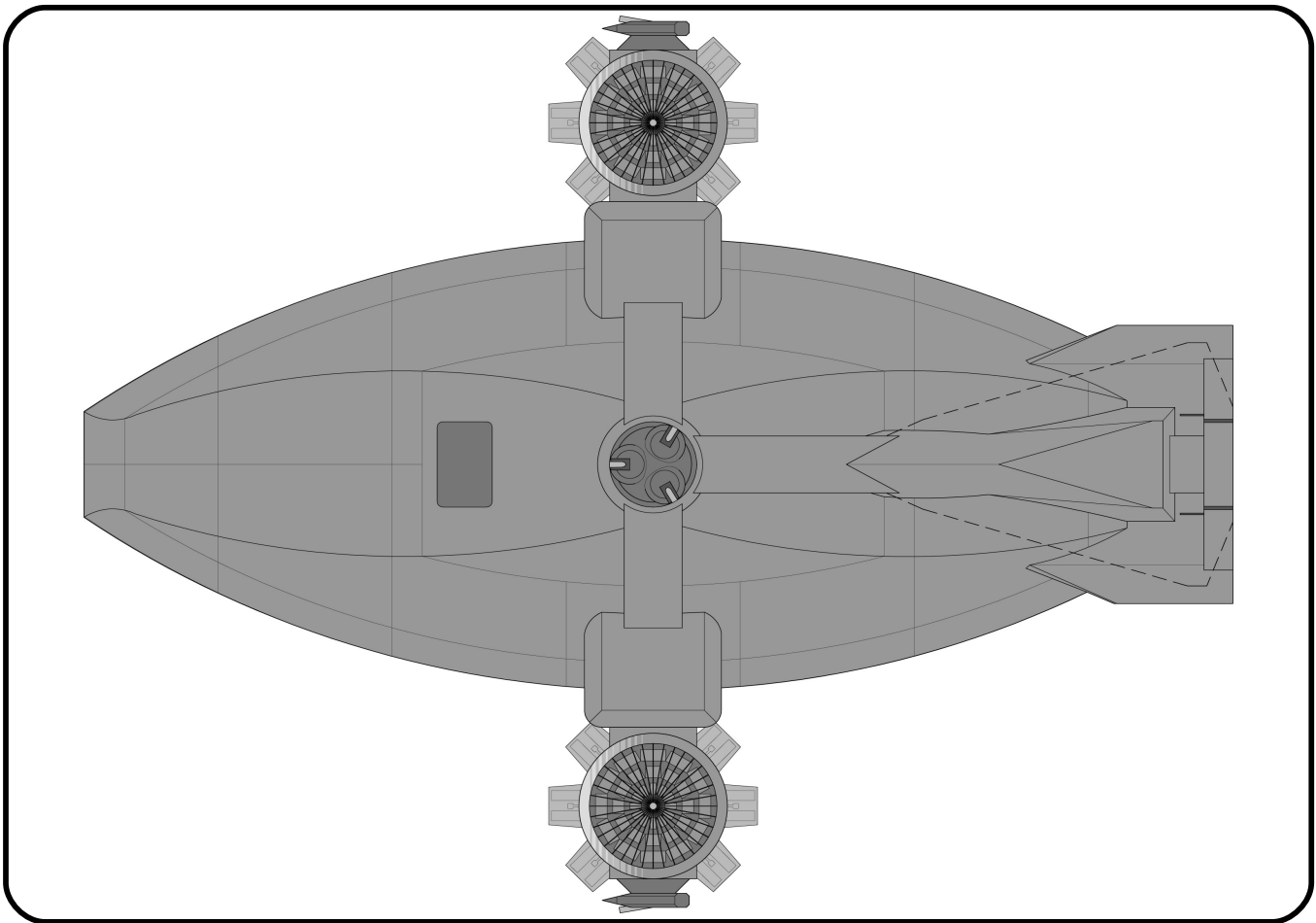
More than anything else, the Ares Dragon is popular with mercenary commanders because of their ability to operate for extended periods with minimal outside support. There are a number of factors which contribute to this:

### Reparability

The Dragon was designed from the outset with an eye on its reliability in the field. To this end, and in contrast to normal practice, most components are intended to be repaired rather than replaced outright. This makes it much easier to maintain the ship when spares are hard to come by, although it is considerably slower. It is still possible to swap out components, and this is normally done when parts are available and time is of the essence.

### Auto-Recycler / Auto-Fabricator

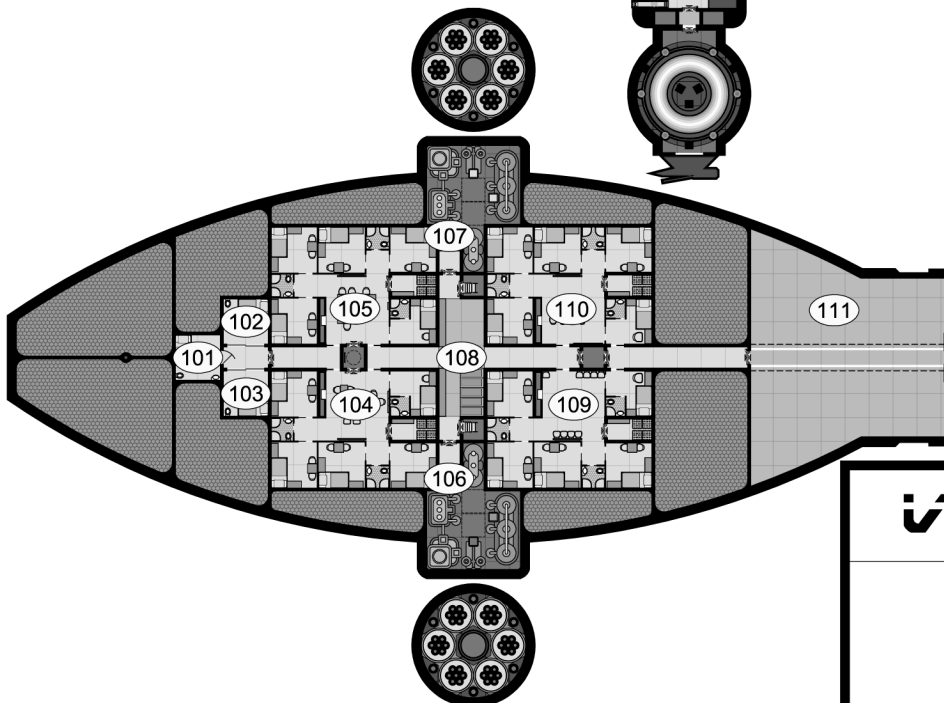
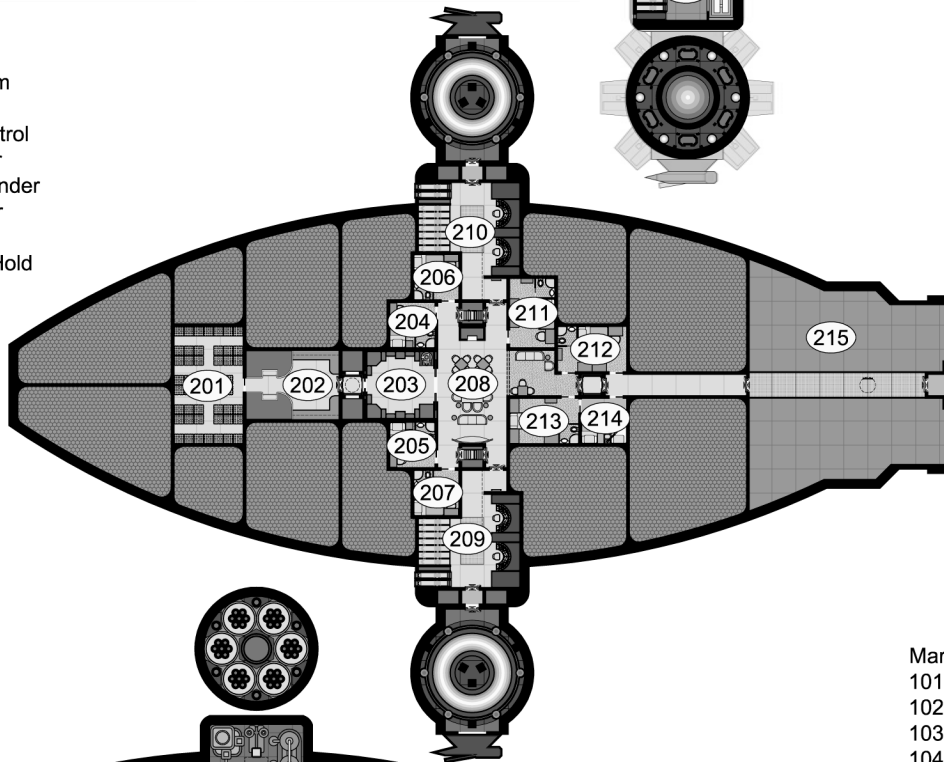
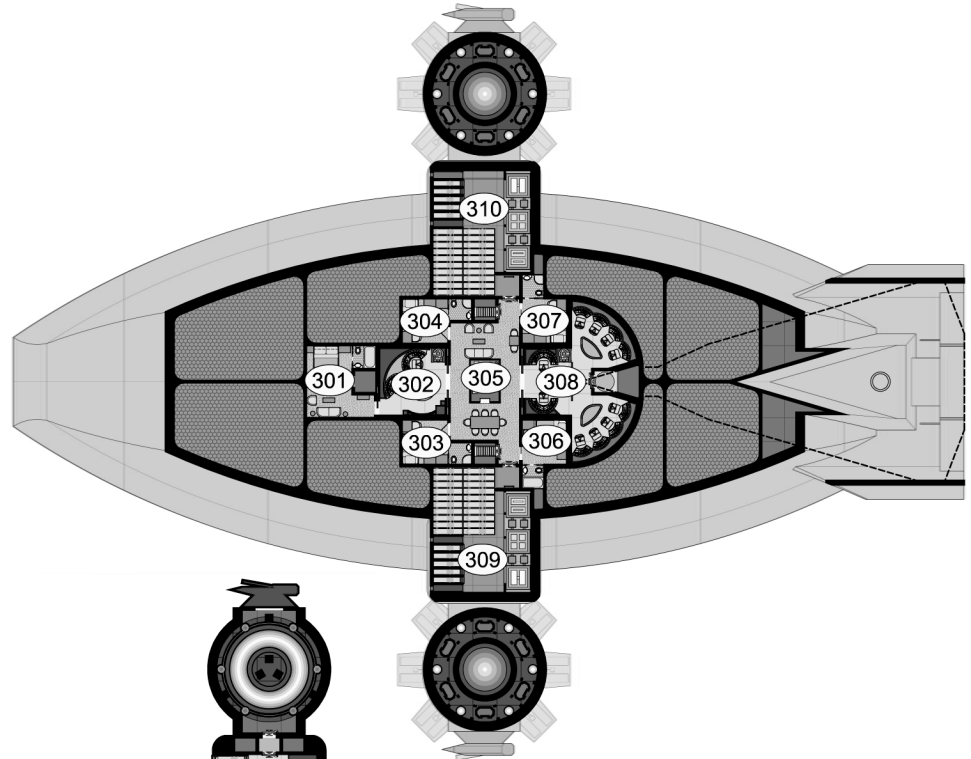
The key to the independence of the Ares Dragon, however, is the revolutionary auto-recycler and auto-fabricator system. This type of technology is not unique, but it is unusual to install such a system on a starship. Basically, it means that anything which can be broken down into its constituent base materials, which are then used to fabricate any item of equipment, provided the requisite software has been installed.



Command Deck  
 301. Captain's Cabin  
 302. Helm  
 303. Chief Pilot  
 304. Chief Navigator  
 305. Command  
 Wardroom  
 306. Executive Officer  
 307. 2nd Pilot &  
 Astrogator  
 308. CIC  
 309. Port Missiles  
 310. Starboard Missiles

Engineering Deck  
 201. Extended Stores  
 202. Eng. Workshop  
 203. Damage Control  
 204. Tech Quarters  
 205. Pilot Quarters  
 206. Eng. Quarters  
 207. Eng. Quarters  
 208. Eng. Wardroom  
 209. Port Control  
 210. Starboard Control  
 211. Chief Engineer  
 212. Troop Commander  
 213. Medical Officer  
 214. Sick Bay  
 215. Upper Cargo Hold

Marine Deck  
 101. Brig (cell 1)  
 102. Brig (cell 2)  
 103. Brig (cell 3)  
 104. A Barracks  
 105. B Barracks  
 106. Port Airlock  
 107. Starboard Airlock  
 108. Gymnasium  
 109. C Barracks  
 110. D Barracks  
 111. Lower Cargo Hold



**VERSI-STAR**

Ares Dragon Class  
 800 dTon Mercenary Cruiser  
 Overall Plan

Design By: (classified)

354-1008

Rev. 1

# MARINE DECK

The lower deck is dedicated entirely to the main purpose of the ship - the platoon-sized marine contingent. The accommodations are divided among four barracks, each catering to one squad of nine marines each. The rooms are not cramped by military standards, but privacy is limited as the 'rooms' are in reality just thin, removable partitions. They may block light, but do nothing to dampen the nocturnal sounds of nine healthy marines. Troops share two freshers per barracks, although each squad leader has an individual unit in his or her compartment.

The common area of each barracks has only two fixed features, a display screen and an autochef. Other furniture is designed to be easily reconfigured or stowed to allow for a multitude of functions from general recreational use to dining, training, briefing, equipment maintenance, or any number of other soldierly activities.

Each barracks also contains its own armory, where the squad's personal weaponry, armor and ammunition is stored for instant access. For security reasons and to avoid any incidents of marine high spirits, the reinforced hatch can only be opened by the squad leader (for their own squad only) or by the troop commander, executive officer or the captain in person.

## MARINE DECK KEY

**101-103. Brig:** The brig consists of three secure cells for the detention of up to two persons each. The cells are minimally furnished with two bunks and basic sanitary facilities. They are linked by a short guard corridor, from which they are separated only by transparent armorplast walls and doors. The environment in the cells is normally controlled from the captain's station on the bridge, but they can also be accessed via other officers computer terminals if given clearance. The cells are under 24-hour automated surveillance and can be inundated with tranquilizing gas if necessary. The cells can function as (spartan) staterooms at a pinch.

**104. A-Squad Barracks:** Each of the ship's four barracks house one squad of eight marines and one NCO each in comfortable, if somewhat communal, conditions. Removable screens divide the space into double rooms for the troops and a single cabin for the NCO. This affords some level of privacy, but does nothing to stop noise. Two freshers are provided for the troops, while the NCO has his or her own en suite. A-squad commander is normally also the platoon NCO.

The central space in each barracks contains two fixtures - an autochef and a large view screen. All other furniture are modular and stowable, allowing the space to be reconfigured as needed. The deckplans show this barracks laid out for general use.

Attached to each barracks is a squad armory containing the troops' personal weaponry and equipment. This allows each squad to be ready for action with a minimum of delay. Furthermore, any boarding party will only come across one of these mini-armories at a time, limiting the amount of weaponry captured. The disadvantage is that the risk of mutiny is slightly increased, as each squad leader is able to access their armory, not just the troop commander.

**105. B-Squad Barracks:** B-Squad is traditionally the reconnaissance squad of the platoon. These barracks are identical to the ones described above. The deckplan shows the common area in standard dining configuration.

**106. Port Air Lock:** This is the normal route of egress for marines while planet side. There is a small chamber at the top

Central to the deck, in place of the usual wardroom, is a fully-equipped exercise area including gravitic free "weights" which interact with the ship's grav-plates to produce variable resistance. This area is also used by the rest of the ship's personnel, although, of course, it does tend to be monopolized by the marines. Non-lethal equipment is stored in lockers in this room, and a floor hatch allows direct access to the ventral turret.

The stern of this and the engineering deck is taken up with the double-height cargo hold, which is usually packed to capacity with additional equipment, stores, and a selection of vehicles for use by the marines. Access is via two large ramps, separated by a manual hatch for personnel use.

Forward of the barracks are three secure rooms which normally function as the ship's brig, although they can also be pressed into use as emergency passenger accommodation. Each has a double bunk and basic sanitary facilities, with doors and walls of transparent armorplast. Their location is intended to make escape difficult, as the only access is via the marine barracks. This does make them somewhat less secure for the purposes of detaining insubordinate troops, of course, as their guards are also likely to include their friends.

of the retractable step ladder which is not pressurized, which has saved many a marine's life when evacuating a 'hot' landing zone by not having to wait for the air lock to cycle before lift off.

**107. Starboard Air Lock:** Identical to the other airlock, this one is generally only used for rapid troop deployment..

**108. Gymnasium:** Although technically intended for use by the entire ship's complement, the gym understandably is monopolized by the marines. Standard equipment includes multi-configuration exercise machines, an open floor space, and free 'weights' - these latter are actually devices which interact with the ship's artificial gravity. They come in the form of hand-held devices as well as units which can be strapped to various parts of the body. The weights are also useful for training purposes when simulating various gravity conditions or carried loads. Ladders on either side of the gym lead to the upper decks.

**109. C-Squad Barracks:** Another typical barracks, this time with a common area laid out for weapons cleaning and equipment maintenance. C-Squad is traditionally the ship's gunnery crew.

**110. D-Squad Barracks:** The barracks for the final squad in the platoon. D-Squad is traditionally the heavy weapons squad of the platoon. The deck plans show the common area configured for what could be either a squad briefing or a movie.

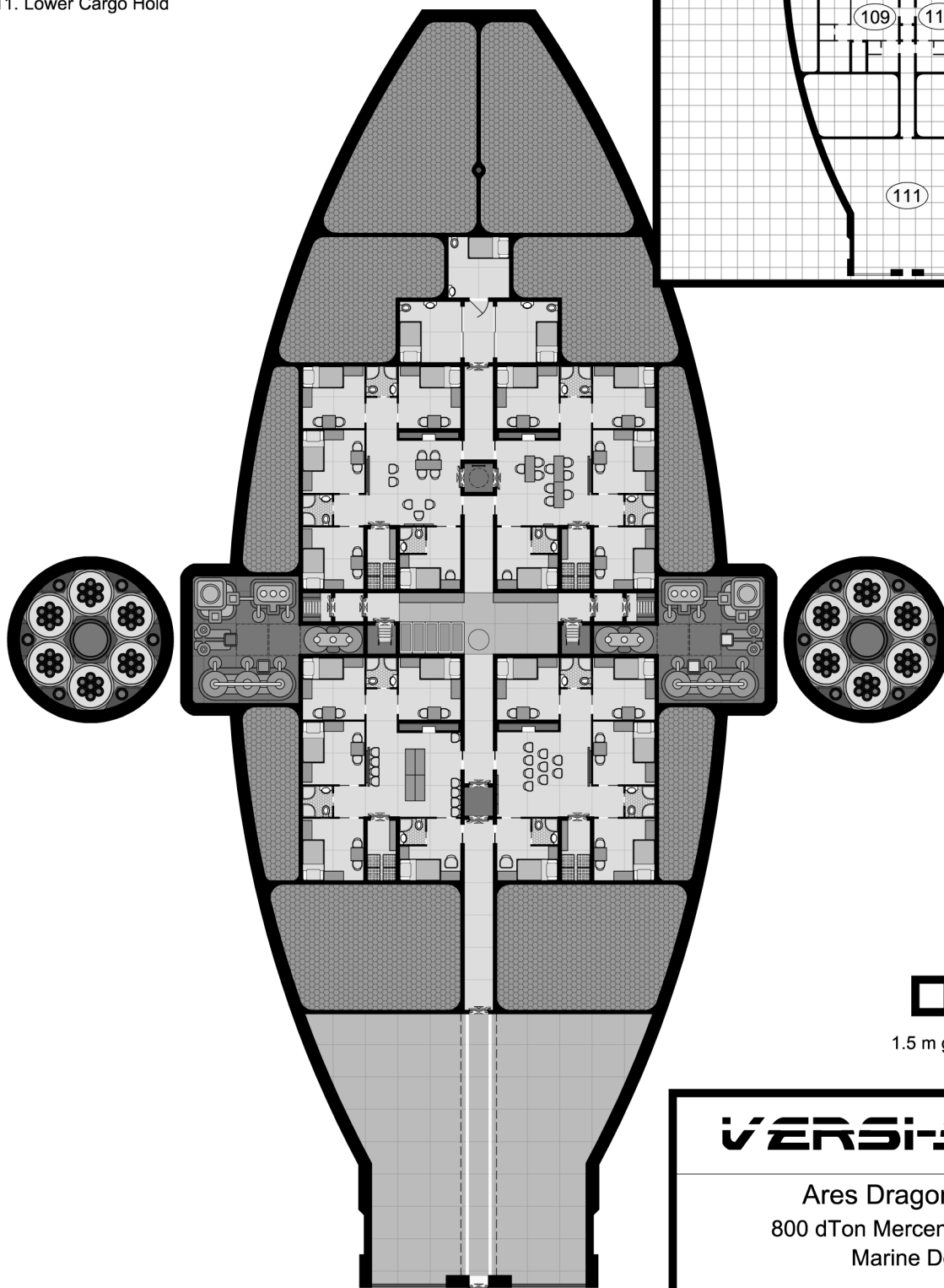
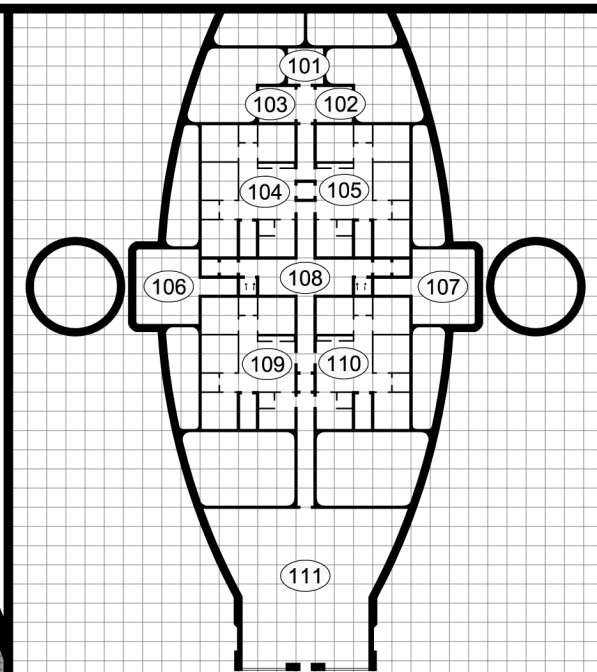
**111. Cargo Hold:** The cargo hold at this level is tightly packed with crates of equipment, vehicles, support weaponry and supplies. Individual G-platforms allow even large loads of up to 1 ton to be maneuvered, but extremely careful handling is required in a confined space as even a weightless 1-ton mass will still crush a careless cargo handler.

At the rear of the bay are two large ramps for loading and offloading vehicles and cargo, with a central hatch for personnel use. There is no airlock at this level, so the entire hold is exposed to whatever environment lies outside when the hatch or ramps are opened.



# Marine Deck

- 101. Brig (cell 1)
- 102. Brig (cell 2)
- 103. Brig (cell 3)
- 104. A Barracks
- 105. B Barracks
- 106. Port Airlock
- 107. Starboard Airlock
- 108. Gymnasium
- 109. C Barracks
- 110. D Barracks
- 111. Lower Cargo Hold



1.5 m grid

**VERSI-STAR**

Ares Dragon Class  
800 dTon Mercenary Cruiser  
Marine Deck

Design By: (classified)

354-1008

Rev. 1

# ENGINEERING DECK

The engineering deck, predictably, houses the engineering crew. The chief engineer occupies a single cabin, while the four assistant engineers, the comm tech and the sensor tech all share double cabins. This deck also provides single cabins for the medical officer and the troop commander, as well as a dedicated sick bay with autodoc, mostly used to handle marine casualties.

The wardroom consists of two parts which may be separated by a collapsible screen, a large crew common area and a smaller wardroom for use by support officers when they need to be closer to their respective action stations than the command deck wardroom would allow. The crew wardroom is a multi functional space, the uses of which include recreation, dining, briefing and training.

The engineering deck also houses damage control, the

extended stores and the extremely well-equipped engineering workshop featuring the auto-fabricator and auto-recycler. The latter provides facilities for repairing, recycling and even manufacturing almost any item of equipment on the ship, greatly adding to operational profitability, not to mention independence from the employer's 'company store'.

Although direct access to the maintenance crawl-tubes in the drive pods is possible from this deck (through red-painted hatches prominently marked 'danger'), almost all engineering functions are actually controlled from the port and starboard engineering control rooms. The latter are also used to monitor the missile lockers and auto-loaders, which are located in the same double-height space.

At the stern of this deck, a catwalk suspended over the cavernous cargo hold allows access to the aft airlock.

## ENGINEERING DECK KEY

**201. Extended Stores:** This is where all of the ship's stores of consumables are kept. Shelves contain storage bins which can be pulled out and replaced with an integral automatic pulley system. The bins are used to safely contain perishable goods as well as raw materials produced by the auto-recycler or for use by the auto-fabricator.

**202. Engineering Workshop:** Almost half of this space is taken up by the auto-recycler and the auto-fabricator units. Bins from the forward stores move in and out, suspended from ceiling rails, feeding materials into the auto-fabricator or collecting them from the auto-recycler. The rest of the workshop is taken up with more conventional workbenches and equipment, catering for a full range of mechanical and electronic repairs and maintenance.

**203. Damage Control:** Located at the heart of the ship, this heavily armored fortress of a room contains a one-man (or as the chief engineer usually calls it, a one-superman) control station which monitors every single one of the ship's system and controls the automated damage control and repair functions. This is the normal duty station for the chief engineer, although there are usually one or two assistant engineers to help keep an eye on the vast amount of dataflow in combat situations.

**204-207. Crew Quarters:** These four standard double staterooms each contain a double bunk, fresher, desk, computer terminal and storage facilities, including a personal weapons locker.

**208. Engineering Deck Wardroom:** The wardroom on this deck consists of two parts, a main area for use by the ship's crew, and a smaller adjoining space for support officers (the chief engineer, medical officer and troop commander). Facilities are standard - a galley with autochef, large view screen, entertainment/training computer consoles and furniture which allows the room to be reconfigured for a variety of uses. The wardroom is accessed via the two main ladder shafts to port and starboard, as well as the aft lift.

**209. Port Engineering Control & Missile Room:** Most of the actual hardware for the ship's drives is packed into the two rotating nacelles mounted on its flanks. This cavernous space houses more delicate components and most of the controls for monitoring, tuning and running the ship's drive systems. There are two crew stations for the first and second assistant engineers. The forward portion of the bay is taken up with the launch tubes, missile magazines, and autoloaders. In the event of a malfunction, it is possible for the crew to manually

load the tubes from here, but it is a slow process.

**210. Starboard Engineering Control & Missile Room:** This bay is identical to its port counterpart, above.

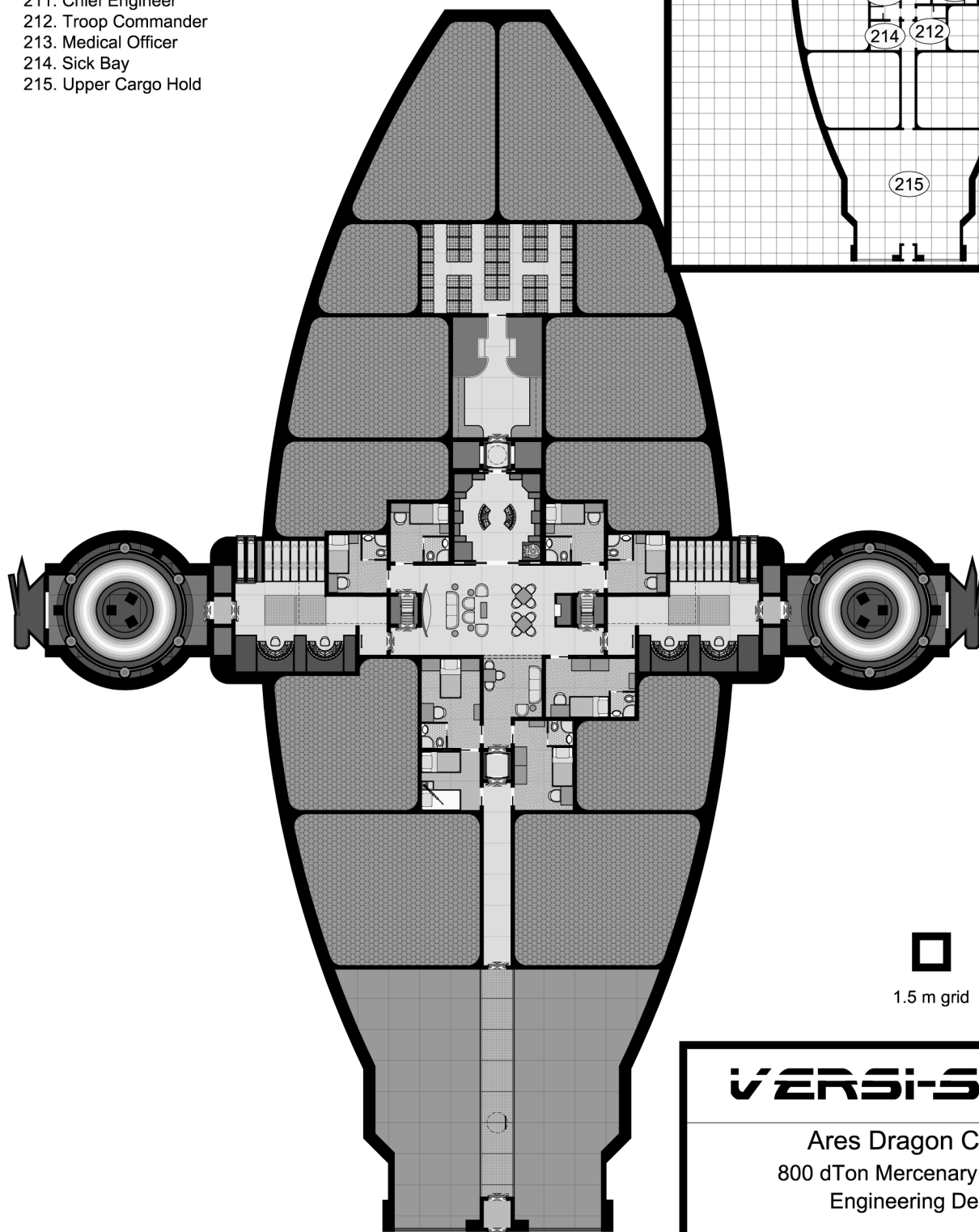
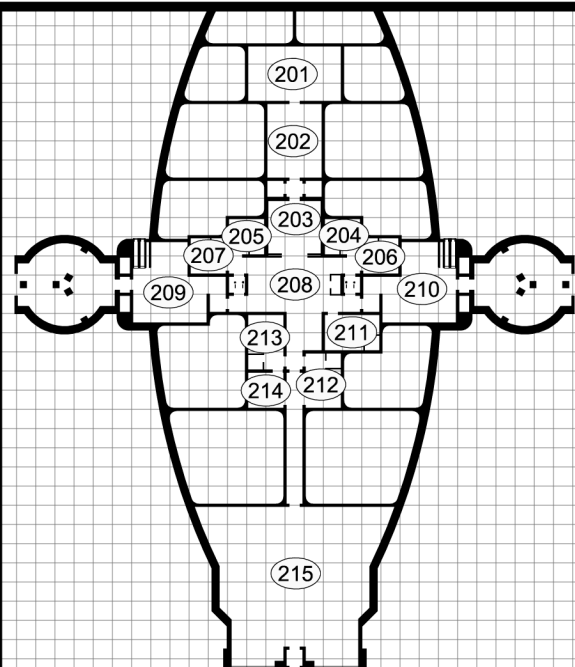
**211-212. Officers Quarters:** These standard single-occupancy staterooms are allocated to the chief engineer and troop commander. They differ from the crew rooms mainly in size, and the fact that the second bunk remains permanently stowed. Each also has an officer's console, which allows higher level access than most terminals other than the captain or the exec.

**213. Officers Quarters:** The medical officer's stateroom is generally identical to the other officers quarters on this deck, except for the fact that it is directly linked to the sick bay to allow close monitoring of patients and immediate emergency response when required. The computer terminal has an extensive diagnostic database. The medical locker, containing controlled drugs and medical supplies, is located here, and is accessible only by the medical officer - even the captain does not have access to these potentially deadly substances.

**214. Sick Bay:** The sickbay, strategically placed for quick access from the cargo hold and the marine deck, is slightly non-standard in that it specializes in trauma treatment, as its most frequent residents are wounded marines. Routine operations are generally handled by the autodoc and overseen by the medical officer, although the latter will often have to take direct action when the casualties start to arrive after a firefight. All standard medical supplies are stored in a secure safe here, accessible only by the medical officer or captain.

**215. Cargo Hold:** A suspended catwalk runs across the open space of the cargo hold at this level, allowing access to the lander docking hatch above and the aft air lock to the rear. Otherwise, this area is open to the cargo hold six meters below.

- Engineering Deck  
 201. Extended Stores  
 202. Eng. Workshop  
 203. Damage Control  
 204. Tech Quarters  
 205. Pilot Quarters  
 206. Eng. Quarters  
 207. Eng. Quarters  
 208. Eng. Wardroom  
 209. Port Control  
 210. Starboard Control  
 211. Chief Engineer  
 212. Troop Commander  
 213. Medical Officer  
 214. Sick Bay  
 215. Upper Cargo Hold



1.5 m grid

**VERSI-STAR**

Ares Dragon Class  
 800 dTon Mercenary Cruiser  
 Engineering Deck

Design By: (classified)

354-1008

Rev. 1

## COMMAND DECK

The flight personnel are all accommodated on the uppermost deck. The captain's well-appointed cabin is located directly adjacent to the helm, allowing him or her to keep the closest possible supervision over the ship's operations. One idiosyncrasy of this layout is that the forward lift shaft opens directly into the captain's cabin at this level, which generally results in the lift being used exclusively by the captain.

The executive officer, chief pilot and chief navigator all have individual cabins on this deck, while the second pilot and navigator share another.

The command officers' wardroom is used by all of the ship's

officers, not only those quartered on the command deck. It is the best-appointed common area on the ship, and is also frequently used as the ship office for occasions such as entertaining employers and negotiating contracts. This is also the normal off-duty area for officers, allowing easy access to battle stations in an emergency.

The ship's flight and combat operations are all controlled from this deck, via the helm and CIC respectively. Physical access to the missile batteries and the dorsal turret is possible from here, but rarely used.

### COMMAND DECK KEY

**301. Captain's Cabin:** The captain's cabin is an oversized stateroom which also doubles as an office. Facilities include a master computer terminal, sleeping and living quarters, a fresher and a desk which contains the ship's safe and a small weapons locker. The cabin accesses directly to the bridge, as well as the forward lift shaft - the latter, while being convenient, also poses something of a security risk.

**302. Helm:** The helm houses three control stations facing the main screen - pilot, navigator and a raised captain's console behind. It is (barely) possible to fly the ship with only the captain's station manned. There is always at least one crew member on duty here at all times.

**303. Chief Pilot:** This typical single-occupancy stateroom has all the usual features: double bunk (the top one usually folded away), fresher, desk and computer console, with plenty of built-in storage including a personal weapons locker.

**304. Chief Navigator:** The chief navigator's room is to all intents and purposes identical to the chief pilot's cabin, above.

**305. Command Deck Wardroom:** This area is the nearest thing to a luxuriously appointed room on the vessel. A centrally-located galley and autochef separates a formal dining area to port and a lounge to starboard. Used mainly for relaxation by the ship's officers, it is also the one space aboard ship where visitors can be entertained - usually employers or important prisoners. Two hatches lead to the port and starboard ladder shafts, which are the main routes of access between decks.

**306. Executive Officer:** The exec is the ship's second-in-

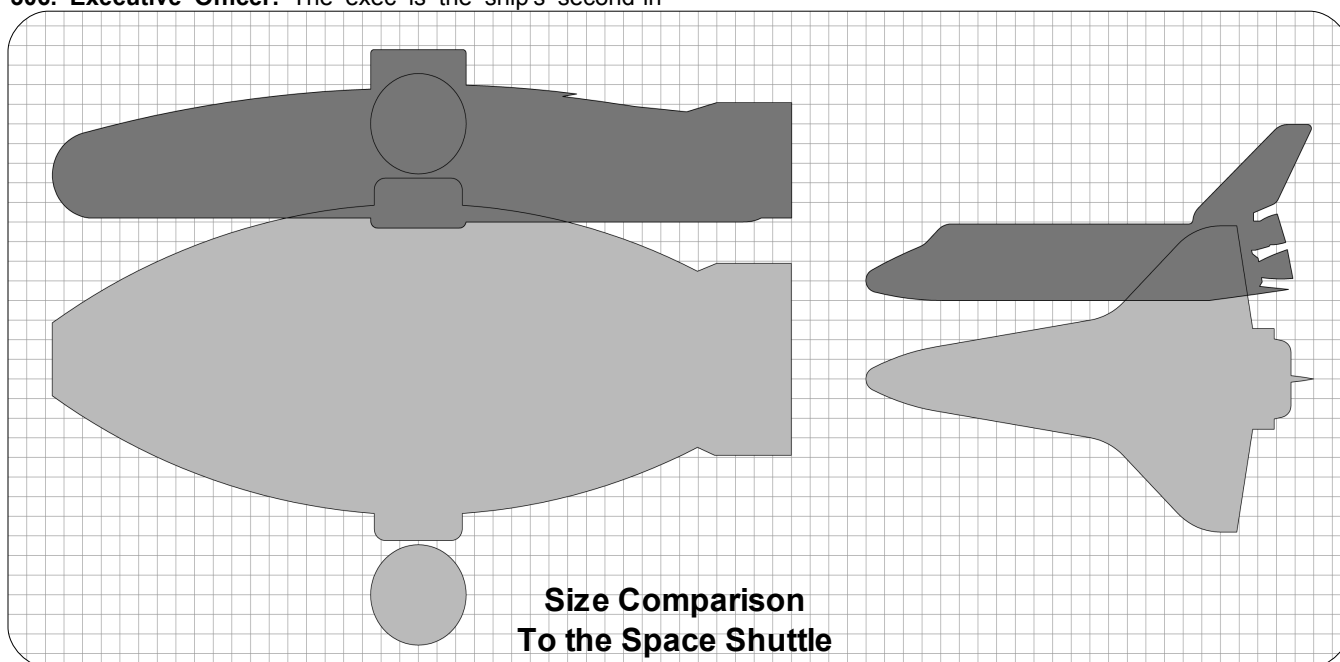
command. While the cabin is no better than any of the other officers' quarters, it does boast a secondary ship's safe and master computer console, both of which can only be overridden by the captain.

**307. Second Pilot & Navigator:** This typical double stateroom is shared by the second pilot and navigator, who act as back-up to their seniors when required. Double-occupancy staterooms are identical to singles, but the personal belongings of two persons tend to make them rather cramped.

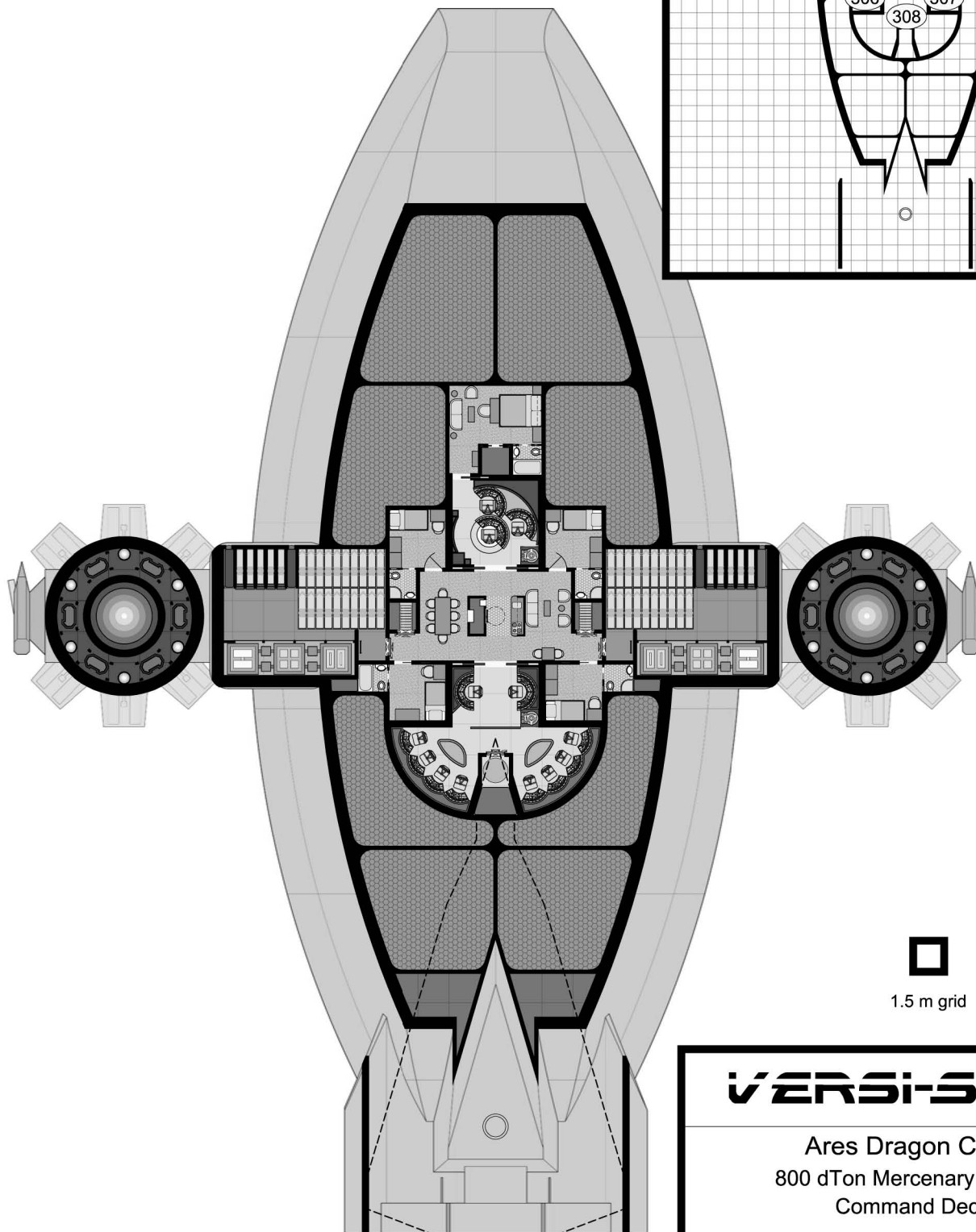
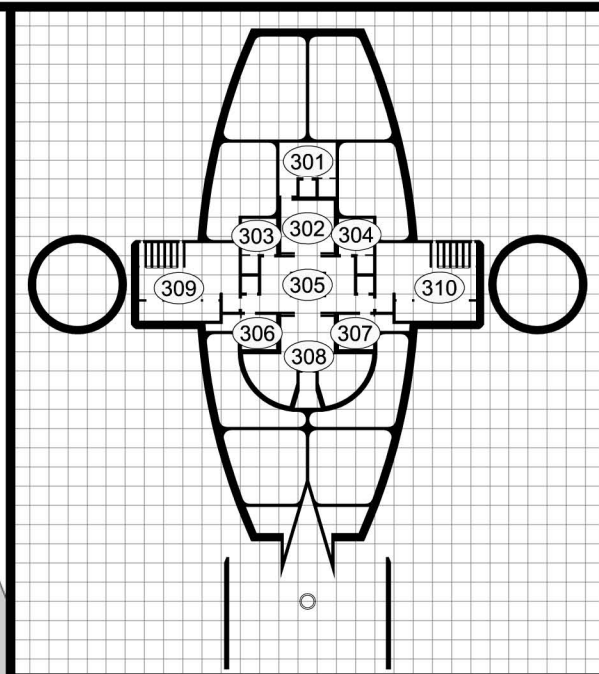
**308. CIC:** The combat information center is the largest control room on the ship, but it is largely unused except in actual combat. There are eight gunnery control stations, one for each of the turrets and four for the ship's missile batteries. The sensor and comm consoles can, in an emergency, be configured to allow flight and navigation, but at reduced efficiency. This room is the exec's "office", although there is no specific control station for him or her. Instead, the exec spends most of the time flitting back and forth between the two holo-tables and the tactical board.

**309. Port Missile Bay:** Much of the two lateral cube-like structures on either side of the ship are taken up with the missile tubes and their magazines and autoloaders. There is no floor at this level, the space being open to the engineering control room below.

**310. Starboard Missile Bay:** This bay is identical to its port counterpart, above.



- Command Deck
- 301. Captain's Cabin
- 302. Helm
- 303. Chief Pilot
- 304. Chief Navigator
- 305. Command Wardroom
- 306. Executive Officer
- 307. 2nd Pilot & Navigator
- 308. CIC
- 309. Port Missiles
- 310. Starboard Missiles



1.5 m grid

**VERSI-STAR**

Ares Dragon Class  
800 dTon Mercenary Cruiser  
Command Deck

Design By: (classified)

354-1008

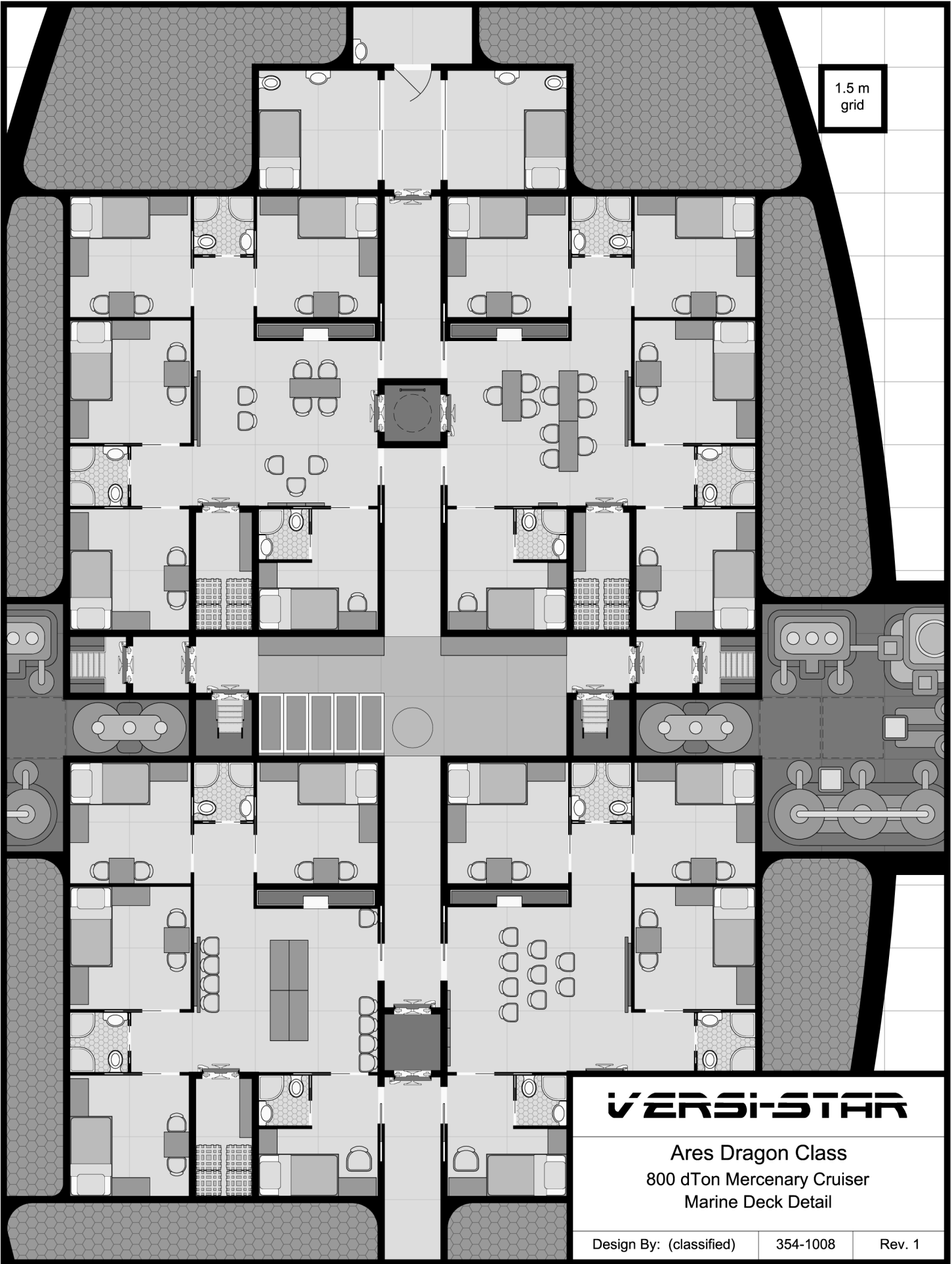
Rev. 1

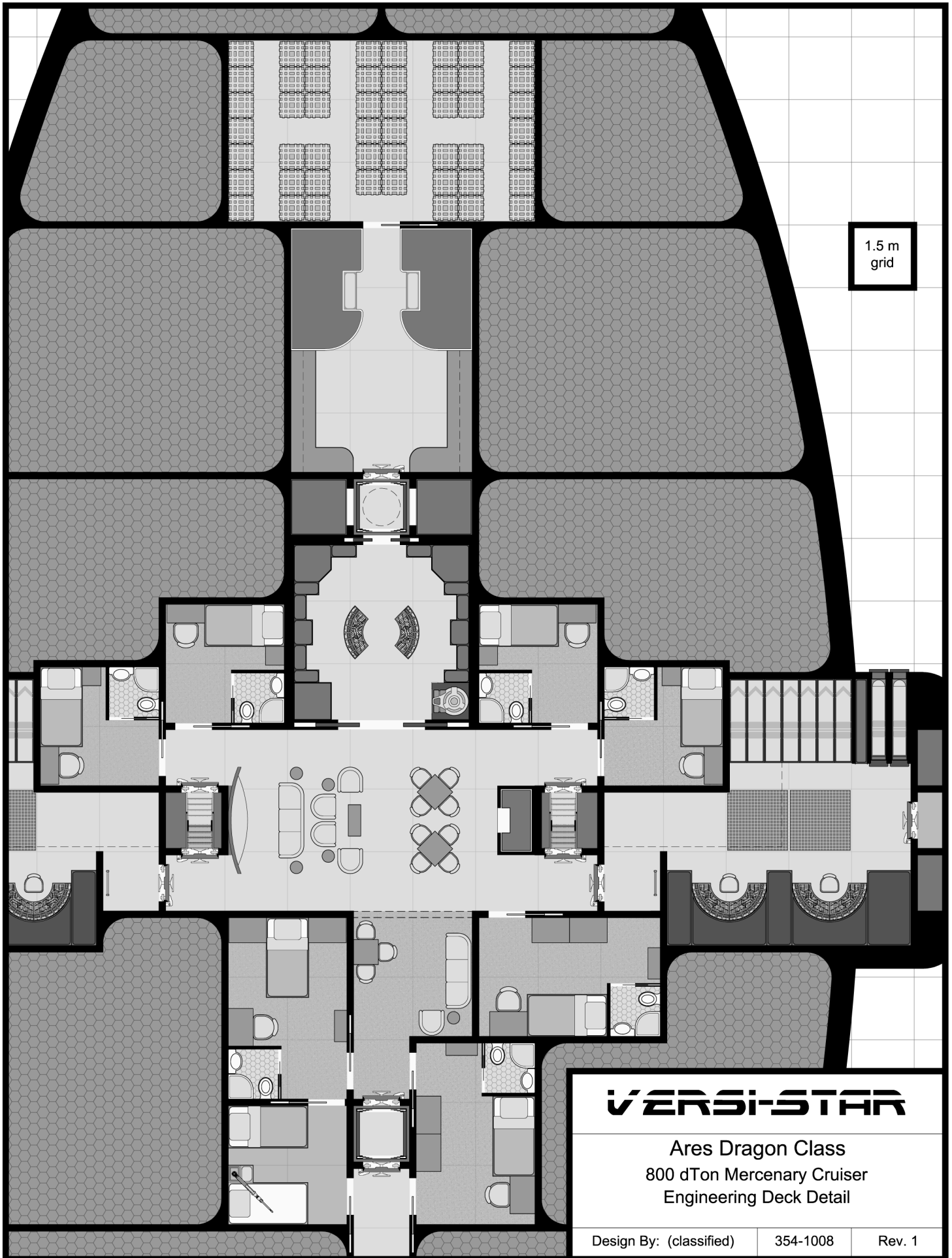
## Ares Dragon (merc cruiser)

Tons

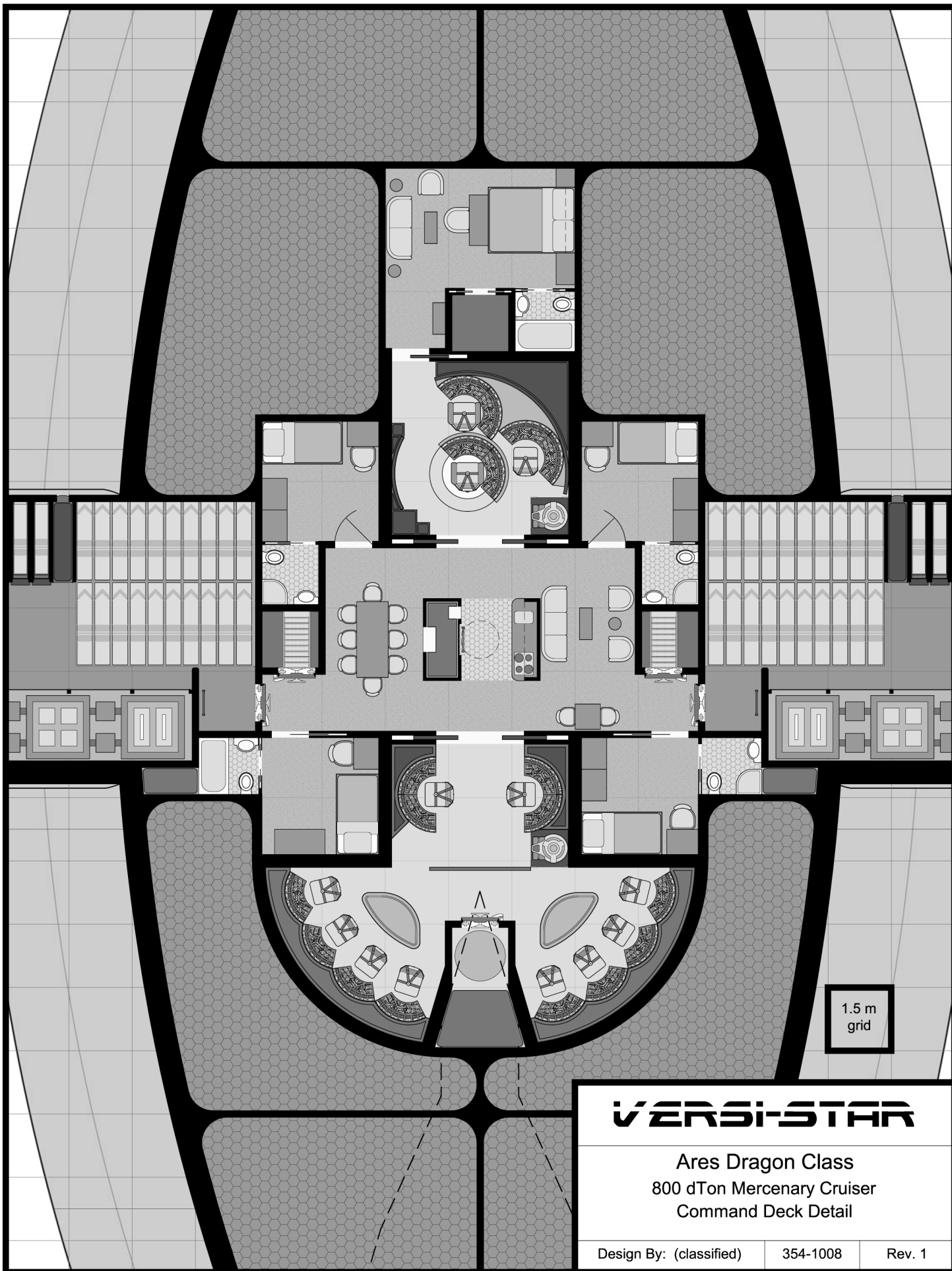
Price (Cr)

Hull	800 ton Streamlined	Hull 16 Structure 17	Self Sealing	800	96,800,000.00
Armor	Crystliron	Armor 12		120	64,000,000.00
Reinforced Structure				40	8,000,000.00
Jump drive	Model K	Jn-3		55	100,000,000.00
Maneuver Drive	Model K	Tn-3		19	40,000,000.00
Power Plant	Model K	En-3		31	80,000,000.00
Bridge				20	4,000,000.00
Computer	Model 4	R-20			5,000,000.00
Electronics	Advanced +1 dm	Radar, Lidar, Densitometer, Jammers		3	2,000,000.00
Software					
Jump Control 3		R-15			300,000.00
Fire Control 4		R-20, automate or give +1 dm to 4 turrets			8,000,000.00
Interface 0		R-0			0.00
Security 3					20,000.00
Maneuver 0					0.00
Library					0.00
Weapons					
Hard point #1	Triple Point Defense turret 3x beam lasers			1	4,000,000.00
Hard point #2	Triple turret 3x Particle Beam			1	13,000,000.00
Hard point #3	Triple Point Defense turret 3x beam lasers			1	4,000,000.00
Hard point #4	Triple turret 3x Particle Beam			1	13,000,000.00
Hard point #5	Triple Fix mount 3x Missile racks Forward Firing Arc			1	2,750,000.00
Magazine	24 missiles			2	60,000.00
Hard point #6	Triple Fix mount 3x Missile racks Forward Firing Arc			1	2,750,000.00
Magazine	24 missiles			2	60,000.00
Hard point #7	Triple Fix mount 3x Missile racks Forward Firing Arc			1	2,750,000.00
Magazine	24 missiles			2	60,000.00
Hard point #8	Triple Fix mount 3x Missile racks Forward Firing Arc			1	2,750,000.00
Magazine	24 missiles			2	60,000.00
Staterooms	12 (20 capacity, 2 staterooms are private rooms reserved for the Captain and 1st officer, 10 are able to be double bunked).			44	6,000,000.00
Crew Barracks	32 beds			48	9,000,000.00
Sickbay	Two patent beds			4	4,000,000.00
Low Berths	none			0	0.00
Extras					
Extra crew space				5	200,000.00
Extended Stores	Storage facilities for 400 extra man weeks of life support supplies.			5	10,000.00
Armory				4	4,000,000.00
Brig				6	2,000,000.00
Engineering shop	With auto-fabricator and auto-recycler.			6	25,000,000.00
Drop ship	Cobra Drop ship			20	
Cargo				60	0.00
Fuel				280	0.00
Fuel Processors	Fuel processing 280 fuel per day			14	1,400,000.00
Maintenance					42,080.83
Life Support Cost					56,000.00
Totals				0	504,970,000.00









**VERSI-STAR**

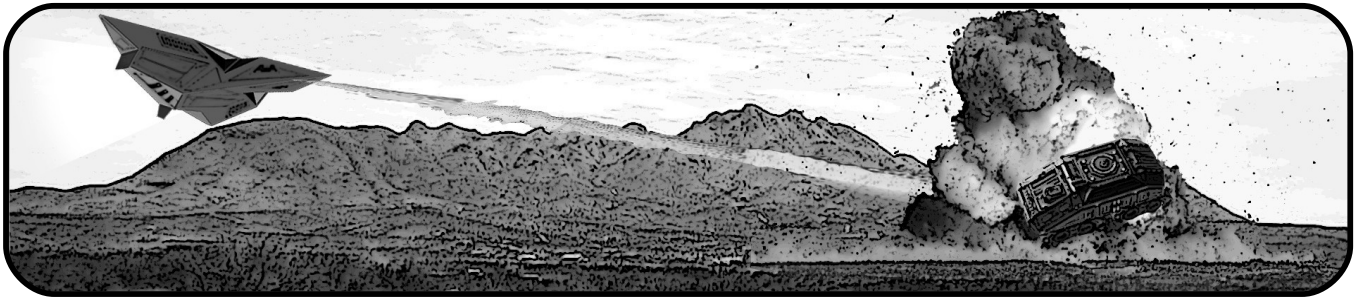
Ares Dragon Class  
800 dTon Mercenary Cruiser  
Command Deck Detail

Design By: (classified)

354-1008

Rev. 1

# COBRA



## COBRA COMBAT LAUNCH

The Cobra combat launch is the normal means of deployment for the ship's troop complement, but it is much more than that. Based on a 20-ton launch, armored and equipped with stealth systems, military-grade electronics and a single turret-mounted particle beam, the craft fulfills the roles of dropship, air support, stealth reconnaissance, ambulance, lifeboat and, simply, ship's launch.

### Performance

The Cobra is not a fighter, and its performance is minimal at best. However, what is 'minimal' for a space craft is more than adequate for an air support gunship. What it lacks in speed it makes up for in maneuverability and endurance, with enough fuel to operate continually for a week. It is fitted with fuel scoops, but no integral processing. Standard practice is for a Cobra to fill its tanks with unrefined fuel as the opportunity arises, and process it when it returns to the Dragon. The procedure is made easy by the large number of subdivision in the craft's fuel system, designed to reduce battle damage.

### Operations

The Cobra is designed to be flown by two crewmen, a pilot and a gunner / sensor tech. These roles are usually filled by the Ares Dragon's second pilot and navigator, but it isn't unusual for two soldiers from B-Squad to be trained to take these roles if necessary.

Most commonly, the Cobra is used to fly two squads of marines into or out of a combat zone. To this end, it is equipped with shock-resistant seating for 16 troops and their two NCOs, as well as secure storage for weapons, ammunition and other mission-specific equipment.

In the air support role, the Cobra can be fitted with external racks for missiles, bombs or other ordnance. The primary weapon, however, is the single particle beam turret. Designed to disable starships, this weapon is more than a match for most ground-based or gravitic armor. Terrain following radar allow the Cobra to maneuver at nap-of-the-earth altitudes, performing pop-up attacks and making a quick getaway.

Fitted with sophisticated electronics and designed from the outset as a stealth craft, the Cobra is ideally suited not only for undercover insertions but also for observing the enemy while remaining unseen. It is in this capacity that the craft is most valuable to the marines, even more so than in fire support. Knowledge is the key to many a modern battlefield.

The craft is never more welcomed by marines than in its role as air ambulance, descending at speed to pick up wounded troops even from landing zones under enemy fire. In less dangerous environments, the craft can function as a basic field hospital, with most of the necessary facilities for

treating combat casualties. The squad medic is usually the one to stabilize wounded marines, but the medical officer from the mothership needs to be on hand to operate the craft's more sophisticated clinical facilities.

When not engaged in combat operations, the Cobra fulfills the normal roles of a small craft just like any other launch. Like the Dragon, it is not a pure military vessel - although spartan by civilian standards, its interior accommodations, including stowable bunks and other comforts, are perfectly acceptable even to passengers not cushioned in combat armor.

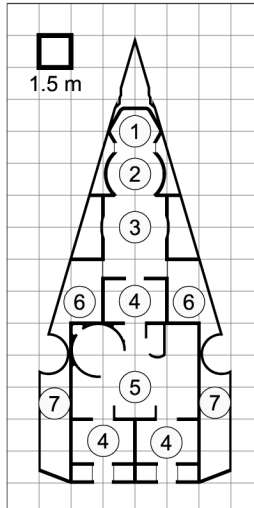
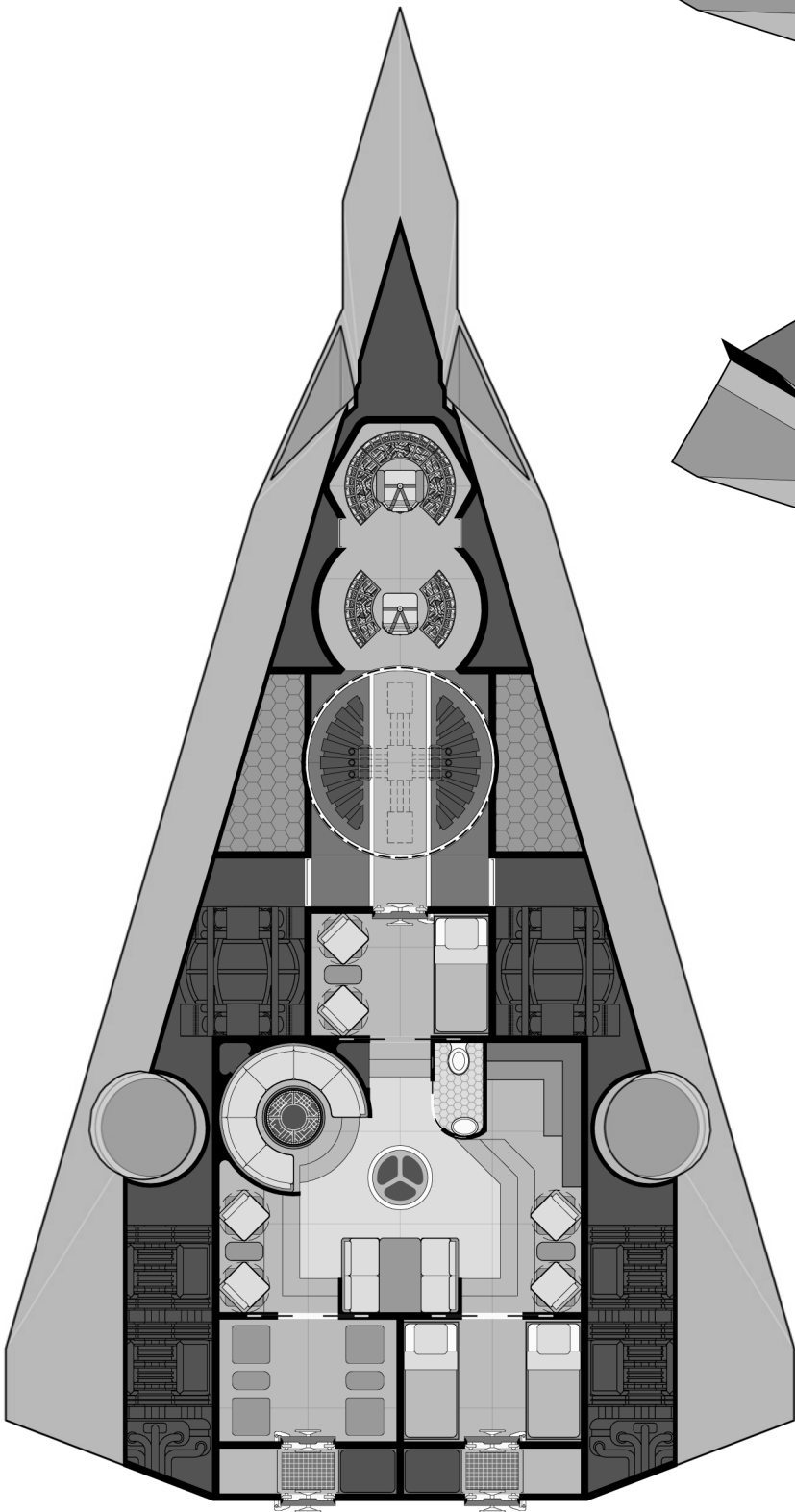
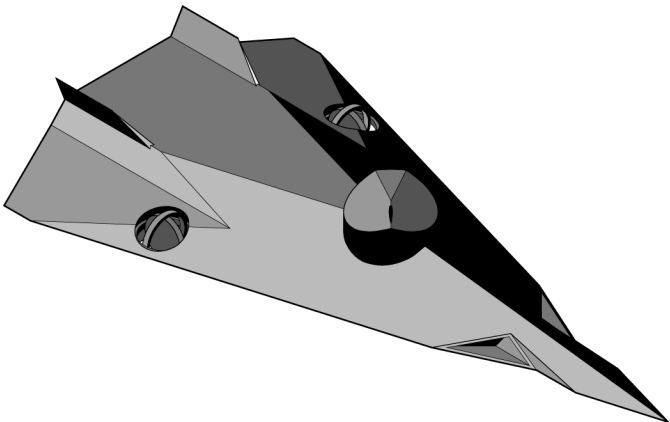
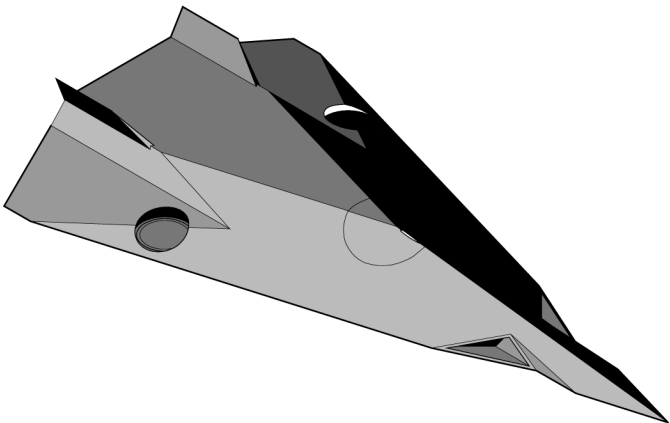
The Cobra also functions as the lifeboat for the Ares Dragon. Unfortunately, it is in this capacity that the craft is most lacking. Even crowded to maximum capacity, there is barely space for half of the ship's complement, and life support will only last for a week or two at most.

### Accommodations

The Cobra is fitted to carry professional mercenaries, and as such boasts a slightly more luxurious interior than the average naval gig. The seats may be designed to cushion otherwise bone-shattering buffeting in combat, but they are perfectly serviceable in their more mundane function as couches. There are also a number of folding bunks in case the craft is needed for longer missions - in such cases, it is normal to carry only a single fire team to reduce the potentially dangerous effects of claustrophobia among a group of aggressive and highly dangerous young personnel.

The Craft is partitioned into a number of different areas. At the front is the tandem cockpit for the pilot and gunner. Behind this, a cramped corridor leads aft to the passenger compartment through a small chamber fitted with two seats and a bunk, which also doubles as the emergency operating theater in emergencies.

The passenger compartment contains 14 seats, a small galley and an even smaller fresher. It is relatively easy to remove or fold away unwanted seats if more space is desired. There are two smaller compartments at the rear of the craft, each with its own airlock exit. The port compartment is a small cargo bay which is used to store the marines' heavy weapons and other bulky equipment, while the one to starboard is a multi-functional space holding four folding bunks, which can be used for extra accommodation, transporting casualties, or reconfigured as storage space.

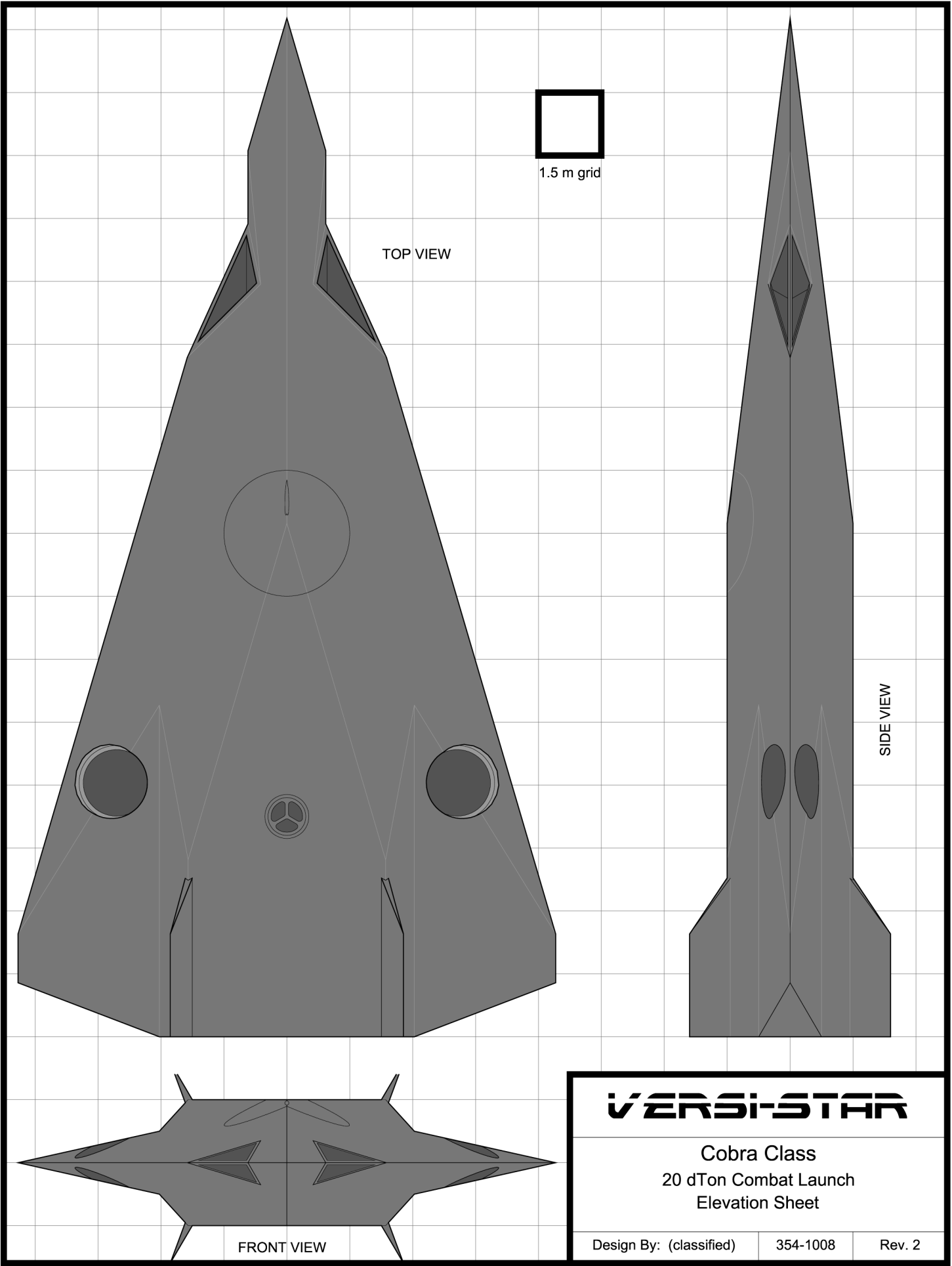


- 1. Pilot
- 2. Commander
- 3. Pop-up Turret
- 4. Stateroom
- 5. Wardroom
- 6. Power Plant
- 7. Maneuver Drive

**VERSI-STAR**

Cobra Class  
20 dTon Combat Launch  
Plan Sheet

Design By: (classified)	354-1008	Rev. 2
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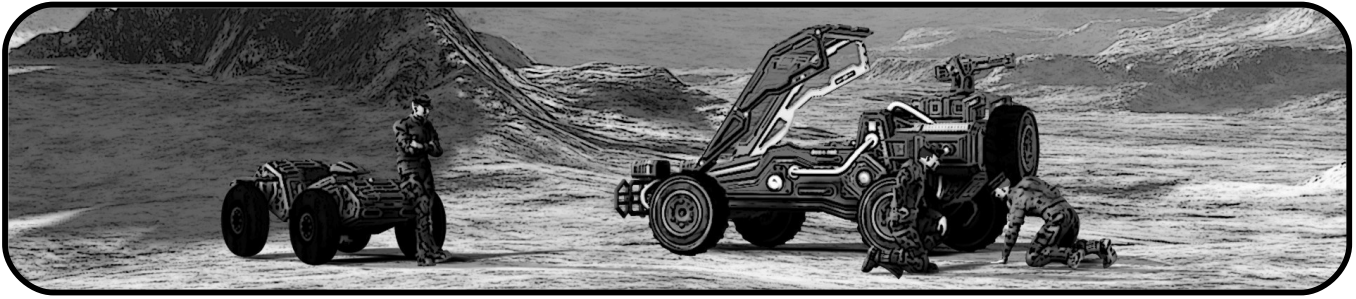
# C.O.B.R.A.

Tons

Price (Cr)

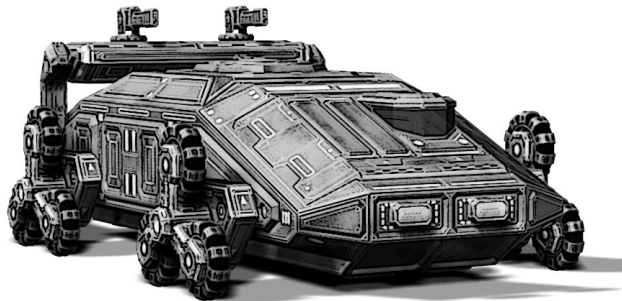
<b>Hull</b>	20 ton Streamlined	Hull Structure	Streamlined, Self Sealing, Stealth	20	3,520,000.00
<b>Armor</b>	Crystliron	Armor - 8		2	
<b>Maneuver Drive</b>	Model sF	Tn-6		3	6,000,000.00
<b>Power Plant</b>	Model sG	Pn-7		3	6,000,000.00
<b>Bridge</b>					
<b>Computer</b>	Model 3	R-15		-	2,000,000.00
<b>Electronics</b>	Basic Military	Radar, Lidar, Jammers		2	1,000,000.00
<b>Software</b>					
<b>Fire Control 3</b>		R-15, automate or give +1 dm to 3 turrets			6,000,000.00
<b>Interface 0</b>		R-0			-
<b>Security 3</b>		R-3			20,000.00
<b>Maneuver 0</b>					-
<b>Library</b>					-
<b>Weapons</b>					
<b>Hard Point #1</b>	Single Popup Turret	1x Particle Beam		1	4,200,000.00
<b>Hard Point #2</b>	Single Turret	1x Gauss Cannon		-	225,000.00
<b>Hard Point #3</b>	Single Turret	1x Gauss Cannon		-	225,000.00
<b>Extras</b>					
<b>Airlock</b>				1	200,000.00
<b>Cabin space</b>				5.00	262,500.00
<b>Cargo</b>				2	
<b>Fuel</b>	1 week duration			.75	
<b>Maintenance</b>					2,471.04
<b>Life Support Cost</b>				.25	2,500.00
<b>Totals</b>				0	29,652,500.00

# NEW VEHICLES



When planet side the Platoon needs to be able to move quickly and safely. To provide this the Ares Dragon carries two Armored Assault Personnel Carriers, 4 armor reconnaissance vehicles and 4 Quads to provide fast ground transport.

## A.A.P.C.



### Mission

The mission of the AAPC is to safely transport one squad to its deployment location safe from enemy fire. And to Provide light artillery support on the battle field.

### Abilities

The AAPC is an Amphibious vehicle. Its semi buoyant construction allows it to operate on and under water.

On land the AAPC has a cruising speed of 100 kph over mostly flat ground, over rougher terrain speed will be reduced considerably.

Its Tri-wheel drive train is able to alter the ride hight from 6 cm up to 28cm. This gives is the ability to ride over most debris commonly found in urban combat zones or rough terrain found in wilderness environments. The wheel configuration also has the ability to spin giving it the ability to climb over obstacles.

On water the AAPC has a cruising speed of 68 kph. Its semi buoyant design allows it to submerge below the surface to make approaches to shore unseen until the last minuet.

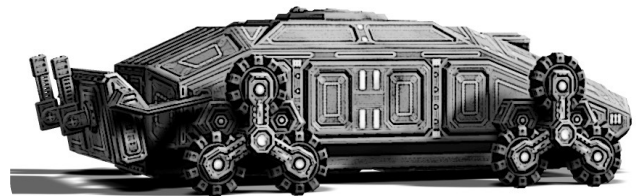
### Armament

The AAPC is designed to provide light artillery support to the ground troops once it has delivered them.

It is armed with two man portable Plasma Guns. Each

of these weapons are detachable and can be used as a portable defense turret or as an PGMP if a strong enough person is available.

The turrets are able to fold back behind the vehicle to protect them from damage when the AAPC is ramming through a barrier, a common event in urban combat zones.

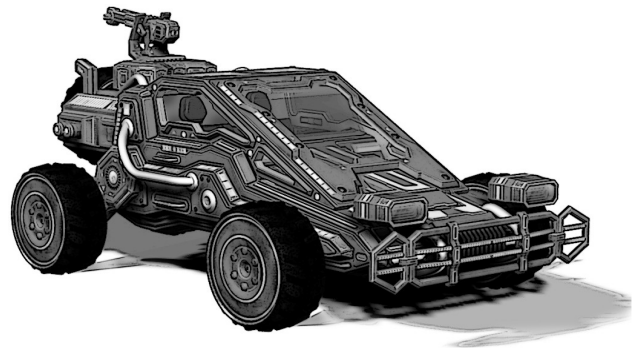


### Capacity

The AAPC is designed to carry a full squad onto the battle field.

The life support systems aboard the AAPC also allow it to function in a vacuum. The air scrubbers are able to provide 288 man hours of breathable air. This is enough for 12 people to breath for 24 hours, far more if fewer people are aboard.

## A.R.V.



### Mission

The Armored Reconnaissance Vehicle is designed to be a fast all terrain combat vehicle. It is equipped with the best available sensors and communication equipment available at its technology level.

### Abilities

The ARV is based on the design of most civilian atv vehicles. The changes come with the addition of light armored plates that enclose the vehicle.

It has an atmospheric scrubber that will provide 72 hours of clean air. This system is automated to conserve operation duration. The system contently analyses the outside air and switches on to protect the occupants from biological and chemical hazards.

The ARV has a cruising speed of 160 kph and a top speed of 220 kph. It micro fusion power cell can provide enough power to operate the vehicle for approximately 2400 kilometers.

When the vehicle is near the limit of its duration a portable fuel purifier is able to recharge the fusion cell in about 3 hours so long as that is a suitable source of hydrogen available.

### Armament

The ARV comes equipped with a 20mm heavy auto cannon mounted in a mechanized turret. This turret is operated by the rear facing gunner position through a combination of HUD based visual target assignment, voice command and hand controls.

The auto cannon is able to fire variety of ammunition types. The most common ammunition types are Blackout, CHE, and Flash Bang.

Blackout is a updated variant of the smoke bomb, however it also plasters the area with a sticky completely opaque black powder that covers everything in a eight meter radius. This black powder is opaque to visible, ultraviolet, and infrared spectrums and is used to blind enemy forces.

CHE or Conventional High Explosive rounds are strait forward in their use and purpose. This type of ammunition has been used for centuries, however with the advancements of the modern battlefield these rounds can be programed for an air burst or to detonate just after puncturing a barrier.

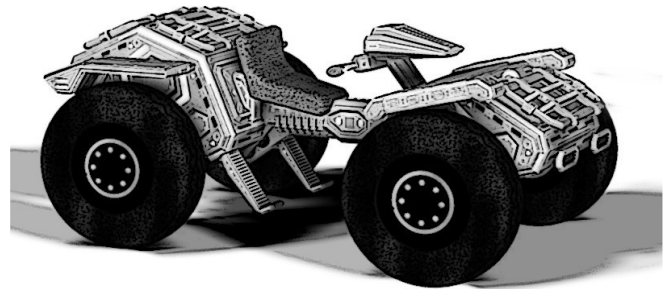
Flash Bang rounds do just that. When they are fired they will air burst after the preprogrammed distance of travel causing a tremendous boom and bright flash that deafens and blinds those within 8 meters.

### Capacity

The ARV carries three occupants, Driver, Gunner and passenger. The driver operates the vehicle through electronically assisted controls. For safety reason, this vehicle does not have a drive by wire system that can be hacked and take over. The driver also has the option to disable all assist systems in the even they are compromised.

These systems monitor braking force, traction at each wheel, and vehicle yaw to assist the driver in maintaining control of the vehicle. If the the driver disables the vehicles assist systems, or they are knocked out, the vehicles maneuver rating will drop by one.

### P.Q.C.



### Mission

The Patrol Quad Cycle is a light single person ground vehicle designed to improve the soldiers mobility buy enabling the soldier cover more ground in a short period of time.

### Abilities

The PQC is designed to provide fast transport for a single soldier while on patrol. This allows the soldier to cover a vastly larger patrol area and cover the same area more often.

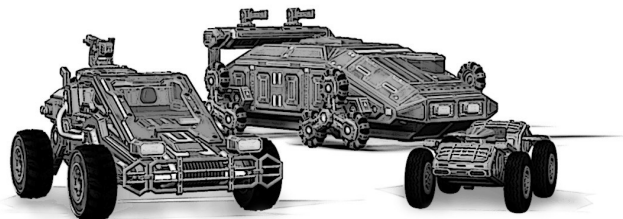
This vehicle is not designed for combat, but is designed for long range travel. Its micro fusion cell is able to power the vehicle for several days.

### Armament

The PQC does not have any on board weaponry, but does feature a pinnate mount for the soldier combat rifle.

### Capacity

The PQC is designed to transport a single soldier and his gear. A cargo racks on the front and rear of the quad are able to carry a combined 165 kg (55F/110R) of equipment.



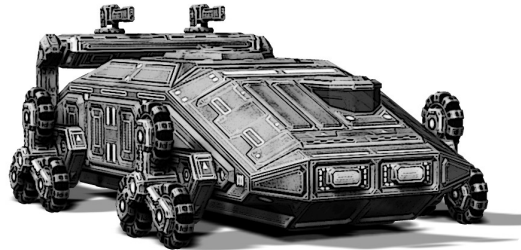
# VEHICLE STAT BLOCKS

## Armored Assault Personnel Carrier

Vehicle	TL	Skill	Agility	Land Speed	Water Speed	Crew and Passengers	Open/ Closed	Cost (Cr.)
AAPC	9	Drive (tracked)	+0	140 kph	40 kph	1 driver, 1 Gunner 9 passengers	Closed	50,000
Armour	Hull	Structure	Weapons					
18	5	5	2x Plasma Guns (PGMP)					

### Additional Equipment

- Life Support (288 man hours)
- TL-9 Communications suite
- TL-9 Sensor Suite
- TL-12 field surgical kit

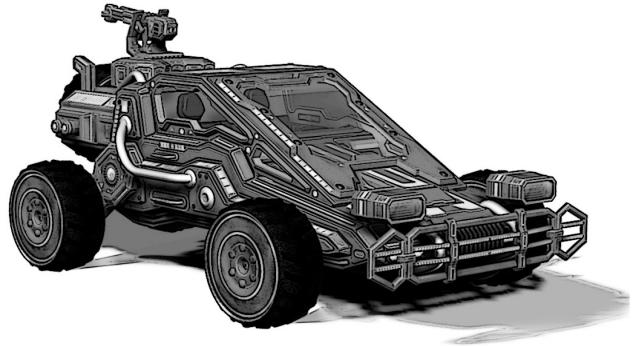


## Armored Reconnaissance Vehicle

Vehicle	TL	Skill	Agility	Land Speed	Water Speed	Crew and Passengers	Open/ Closed	Cost (Cr.)
ARV	9	Drive (wheeled)	+2	200 kph	N/A	1 driver, 1 Gunner 1 passenger	Closed	21,000
Armour	Hull	Structure	Weapons					
8	2	3	2x Plasma Guns (PGMP)					

### Additional Equipment

- Life Support (72 man hours)
- TL-9 Communications suite
- TL-9 Sensor Suite
- Portable Fuel Purification unit
- TL-12 Trauma Kit

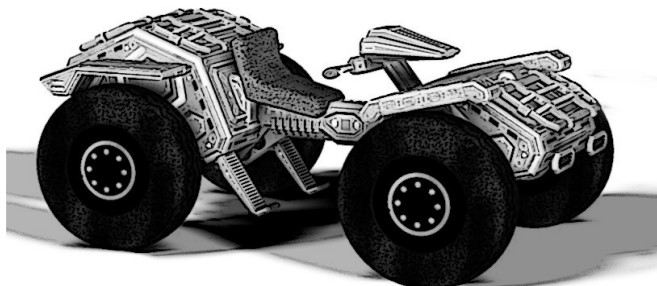


## Patrol Quad Cycle

Vehicle	TL	Skill	Agility	Land Speed	Water Speed	Crew and Passengers	Open/ Closed	Cost (Cr.)
PQC	9	Drive (wheeled)	+2	150 kph	N/A	1 driver	Open	19,000
Armour	Hull	Structure	Weapons					
6	1	2						

### Additional Equipment

- TL-9 Communications suite
- TL-12 Medical Kit
- Cargo racks





# DRAGON COMPANY



One of the primary functions of the Ares Dragon is to transport a platoon consisting of 37 men, 32 Soldiers, 4 squad leaders, and 1 Platoon Commander, in and out of a combat zone. This may be as the forerunner to a major planetary invasion or as a counter insurgency, but no matter the mission the platoons safe insertion is always the primary objective.

The ship is outfitted with 4 barracks, each is assigned to one infantry squad. The barracks are designed to be quickly rearranged to function as a sleeping area, Squad Mess, Briefing room, or training area.

Most of their gear is stored in this space, armor, side arms, and personal gear is stowed in their personal lockers. Heavier weapons, such as their service rifle, are secured during transport in the barracks armory.

## THE PLATOON

A platoon is a large troop of soldier consisting of 37 brave men and woman. The platoon is divided into 4 squads, and each squad is divided into two fireteams.

Each fireteam consists of three E1 Privates and one E2 Private 1st Class (PFC) as a team leader. The Team leader is subordinate to the Squad leader, a E3 Lance Corporal.

The Squad leader is then Subordinate to the E4 Corporal that assists the Platoons Commanding officer that is usually an O1 2nd Lieutenant or an O2 1st Lieutenant.

### Platoon Commander

The Platoon Commanders is the platoons commanding officer. Is always a commissioned officer of rank O1 or O2; unless that officer has dies in combat at which time the E4 NCO platoon Sargent must assume command of the platoon.

The duties of a Platoon commander are to provide leadership, training, and discipline to the platoon. He is responsible for organizing and maintaining an effective chain of command and reporting on the status of the platoon to the ships Captain.

But more than a position of authority he is also the mentor, councilor, and advocate to his platoon.

### Platoon Sargent

The Platoon Sergeants is always an E4 Corporal. His

## R.V.E.C.

The Royal Versis Expeditionary Corps is a heavily conscripted semi-professional military corps. Its ranks are filled by the down trodden, destitute and even criminals. The standards for enlistment are solely physical ("Can you fight, then you fit for duty").

This has given the Corp a rather unpopular reputation. However, no one doubts their ability to get the job done, no matter how unsavory the job.

Training is hard and approximately 15% don't survive basic training. The tasks are equally as hard, and more than 30% will not survive their first contract.

However, the rewards for service are great. Any soldier that survives his contract leaves the service with a clean slate. All his debts are erased, his state record is expunged, and he will leave with no less than 20,000 credits, and there are plenty of opportunities to earn more.

duties are to set the example at all times, assist in the supervision of the squad leaders, develop a spirit of teamwork in the platoon, submit absentee reports to the company first sergeant, assist the platoon leader in training the platoon, counsel personnel at a squad leader's request, and assume control of the platoon in the absence of the platoon commander.

### The squad Leader

Each squad is made up of two fireteams and is commanded by a E3 Lance Corporal. The job of a squad leader is to guide and direct this Marines, make tactical decisions for the squad, and enforce the rules.

He is also responsible for ensuring his Marines receive serviceable gear, good living conditions, physical conditioning, proper training, and supervision.

During combat, squad leaders are responsible for the very lives of their Marines, directing them through every step of the battle.

The Marines chosen for this burden of leadership are well prepared for the challenges they face. During their time as rifleman, Marines are observed for a special blend of infantry skills, experience, toughness, intelligence, selflessness and communication skills.

## Team Leader

Team leaders are responsible for the formation, appearance, training, and discipline of their team members. A Team Leader must be ready to assume control of the squad in the absence of the squad leader. Team leaders assist their squad leaders as directed and must set an example to their fellow team members at all times.

## Fireteams

A fireteam is the basic element of RVEC. It consists of four Marines: one rifleman (AR4/AR16), one grenadier (SABR), one light machine gunner (IAR9B), and a team leader/rifleman (AR4/AR16), typically a Corporal or Lance Corporal.

RVEC summarizes its fireteam organization with the mnemonic "ready-team-fire-assist", the following being the arrangement of the fireteam when in a column:

- Rifleman: acts as a scout for the fireteam; "Ready".
- Team Leader: also works as the grenadier; "Team".
- Automatic Rifleman: also serves as second in command for the fireteam; "Fire".
- Assistant Automatic Rifleman: carries extra ammunition; "Assist".

## TACTICS OF THE FIRETEAM.

Dragon company is designed around the fireteam. Each member of a fireteam has a set role and is trained to operate as a team.

If one man fails they all fail, if one man earns reward the team is rewarded. Everyman must pull his own weight, and no man is allowed to ride on another mans shoulders.

Each fireteam is trained to work as a single unit, each man has a purpose.

"Ready" is the team Scout and 3rd in command. As scout he is trained in the use of the AR4 and AR16 configurations of the ACR. He is to tag targets for artillery support.

When disembarking into a live combat zone READY is first man out. When on patrol he operates the PQC.

"Team" is the team leader. As team leader he is responsible for making tactical decisions for the team. He is trained in the use of the SABR configuration of the ACR. He is the teams grenadier and responsible for targeting heavy weapons and armor support.

When Disembarking into a live combat zone Team is second man out. When on patrol he is the passenger in the ARV and operates the sensors and communications equipment.

"Fire" is second in command. He is trained in the use of the IAR9B configuration of the ACR. He is to provide suppressive fire when initiating a rush and to target vehicle and heavy fire support.

When disembarking into a live combat zone he is third man out. When on patrol he operates the turret of the ARV.

"Assist" is the Assistant automatic Rifleman. He is trained in the operation of the AR4, AR16, and IAR9B. If Fire is killed or wounded and can no longer fight he is to pick up the IAR9B and take over as Fire. He carries extra ammunition for each weapon assigned to the team.

When disembarking into a live combat zone he is 4th man out. When on patrol he is the driver of the ARV.

## ARMOR AND WEAPONS

There are a great number of weapons used by RVEC. This section will give you an overview of the those that are most commonly used by Dragon Company.

### The A.R.C.

The Advanced Combat Rifle come in many configuration; to many to list hear. In this section we will cover the four standard configurations used by RVEC and are the standard weapons issued to the marines of Dragon Company.

### AR4

The AR4 is a light select fire carbine capable of semiautomatic fire, burst fire, and fully automatic fire. It is best used in Close Quarters Combat situations.

It is the primary weapon of both Ready and Assist, and is the base component of the SABR (see below).

It fires a 5.56mm caseless round, that is propelled by an injected and electronically ignited gas propellant.

The clip holds 120 rounds, firing propellant, and ignition battery.

### AR16

The AR16 is a medium select fire Assault Rifle capable of either a 3 round burst or fully automatic mode. It is best used in open combat situations where accuracy over range is important.

It is the primary weapon of both Ready and Assist on missions where they are going to be in open combat.

It fires a 5.56mm caseless round, that is propelled by an injected and electronically ignited gas propellant.

The clip holds 120 rounds, firing propellant, and ignition battery.

### SABR

The Selectable Assault Battle Rifle is a compound weapon consisting of an AR4 combined with an GL20 20mm semiautomatic grenade launcher.

It is the primary weapon of the Team. The operator selects between semiautomatic fire, burst fire or grenade with the same selector switch, however to prevent accidental launch of a grenade round the selector switch must be slid around a notch in the slider to activate the GL20 overbarrel.

## GL20

The GL20 is a semiautomatic air burst grenade launcher. Its primary function is to launch programmable air burst grenades to either kill or disable an enemy target.

There are several types of munitions that can be fired from this weapon. The most commonly used are CHE, Blackout, and Flash Bang.

*CHE* rounds can be programed to air burst to kill targets just beyond a barrier. Or they can be programed to burst inside an object.

*Blackout* rounds are used to blind targets, whether they are ladar sensors, or enemy soldiers. Blackout spreads a sticky black powder that coats everything in an eight meter radius. This material is completely opaque to ultraviolet, visible light, and infrared.

*Flash Bang* rounds are designed to temporarily Stun, Blind and deafen enemy combatants. When this round detonates it produces an extremely bright flash that blinds anyone exposed to it and a thundering bang that deafens all targets. With the sudden loss of both sight and hearing most creatures are left stunned from the shock to their senses.

The GL20 fires a 20mm caseless grenade round, that is propelled by an injected and electronically ignited gas propellant. This allows the computer to adjust the amount of propellant to fit the desired range.

The clip holds 3x10 rounds, firing propellant, and ignition battery. Typically a clip is loaded with 10 rounds of each CHE, Blackout, and Flash bang.

## IAR9B

The Infantry Assault Rifle is designed to be a man portable heavy Automatic Rifle. Its 85 percent as accurate as a semiautomatic antimalarial rifle but it is able to lay down as much fire as standard machine gun.

The IAR9B is the primary variant of this weapon used by RVEC. It is equipped with a folding bipod, 5x mag scope with laser range finder, target designator, light amplification, infrared and barrier penetrating imaging.

It is the primary weapon of Fire.

It fires a 7.62mm caseless round, that is propelled by an injected and electronically ignited gas propellant.

The drum clip holds 500 rounds, firing propellant, and ignition battery.

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Cost	Ammo Cost
AR4	10	Assault Weapon	3d6	6	0	3	120	500	40
AR16	10	Assault Weapon	3d6	6	0	4	120	500	40
SABR	10	Assault Weapon	3d6 / *	6 / No	0 / -	8.4	120 / 3x10	3000	40/*
IAR9B	10	Rifle	4d6	6	- / -1	10	500	1000	50
GL20	10	Assault Weapon	*	No	-	5.4	3x10	1500	*

## 20mm Grenades rounds

Grenade	TL	*Damage	*Cost per Round
CHE	10	As frag grenade	150
Blackout	10	See description	80
Flash Bang	10	Target blind and deaf (automatic), Check for stun (Toughness check 10+)	45

## Mag-Grenades

The engineers that design these weapons think of everything. Every mag has far more propellant and battery charge than it will ever need to empty the mag. The excess is no mere coincidence. Your ARC mag was designed to be converted into a grenade if and when the need arises.

To preform this operation you simply insert the tip of your combat knife into the small slit in the rear side of the of the mag. This will release the outer casing and give you access to the control circuits. Use your combat knife to cut both connections of the firing capacitor as close to the board as possible. Then insert the connectors into the clips located on the opposite end of the board. Make sure you insert the red connection into the red lead. The remaining connections are then unmistakable able.

Then close the inner casing. You should hear a feint sound of the capacitor charging.

To safe guard this grenade placing an place the pin from an expended grenades into the pin hole. This will prevent you from prematurely detonating the grenade.

To arm the grenade simply remove the pin and close the mags outer casing, then throw, duck and cover.

This same procedure can be used on the GL-20 clip. However this clip has one extra feature. It can be used to create a tripwire mine by removing the thin spool of wire contained in the mag (its part of the loading mechanism). Open the small panel on the side with the tip of your combat knife, attach the end of the line to the grenade pin, and string the line across the kill zone. To arm the mine close the end cap as normal.

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Ares Dragon Class Mercenary Cruiser is Copyright 2009 D. B. Game Design. All Rights Reserved.

The Ares Dragon is a popular design among the multitude of 800 ton mercenary cruiser. Its popularity stems in large part from its combat prowess, thanks to its heavy armor, powerful weaponry, and high maneuverability in both space and atmospheric flight.

The Dragon also wins high marks for its ability to carry a full platoon of marines along with all the equipment needed for long term deployment.

When operating as a forerunner to a planetary invasion the Dragon carries a Cobra Class Combat Landing thats able to deliver a squad of marines to a planets surface to knock out planetary defense batteries and capture/hold critical targets.

This Star Ships supplement includes:

- Ares Dragon class Mercenary Cruiser
- Cobra class Combat Lander
- Dragon company Mercenary Platoon
- 3 new vehicles
- 5 new weapons

***Requires the use of the Traveller<sup>(TM)</sup> Main Rulebook,  
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