

**For space is dark
... and full of terrors**



NEW HORIZON
Sourcebook

NEW HORIZON

Sourcebook 4.2

New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

The scope of New Horizon is contained to a fantastical setting that is still familiar to us – our solar system, from Mercury out to the frontier of the Kuiper Belt. Earth is still the center of the universe, home to all mankind, but millions of people dwell in colonies and space stations spread throughout the solar system and beyond. Spaceships travel between the worlds, using technology that propels them from world to world in a matter of weeks or months, instead of years.

Despite the fact that the nations of the solar system are united in a way never before thought possible, the vast distances that separate the colonies of humanity create a sense of isolation. The journeys through the black are long and lonely. There are many who find this isolation difficult to deal with, especially given the things that now roam in the dark.

Horror takes many forms. It is the uncertainty of survival, the suspense of finding malevolent things among the stars, and fear of the unknown. It is the dread of facing Things That Should Not Be, the revulsion when encountering alien things, and the sickening realization of the wrong and ghastly things that humans are capable of doing to themselves and each other. Horror also arises both from the comprehension that there are scary things beyond our understanding inhabiting our universe and that humanity may be its own worst enemy. Despite all of the technological tools and advances available, they still face terrors like losing control of their own identities, their perceptions, and their mental faculties— not to mention their future as a species.

New Horizon is a couple hundred years into the future. In terms of its influences, the setting is approximately equivalent to the technology presented in such movies as Total Recall, After Earth, Outland, Starship Trooper, Avatar, Elysium, Predator, Doom, Pandorum, Event Horizon or The Expanse TV series.



FOR MATURE AUDIENCES ONLY
This book is intended for mature readers. It contains
dark and disturbing content and images.
Reader discretion is advised.

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The Colonies

by Wikipedia, John Ossoway, David Pulver, Thorin Tabor & Matthew Grau

"There are other worlds than this one, and if there is no air to breathe, we will simply have to make it."

Sir Peter Weyland – founder and CEO of Weyland Corp

The conquest of space was never an easy undertaking. Indeed, the first tentative steps into space by humanity were difficult and often costly. Despite the many obstacles and deterrents, Humanity gradually edged off Earth into space. The colonisation of space and with it the struggle to survive in often strange and hostile surroundings challenged the determination and ingenuity of human civilisation, but three hundred years since Neil Armstrong first set foot on Earth's lunar companion there are millions of people who call planets beneath alien skies home, many of whom have never set foot on the planet which will always be their spiritual birthplace.

Despite Sol being little more than another star in the night sky to many of these colonists, the majority are still tax-paying citizens of the United Earth Federation (UEF). Though the UEF would deny it in the strongest terms, it is to all intents and purposes an imperial power, with regional governors administering colonial assets. The maintenance of order in an interstellar civilisation requires a degree of control which to many is in itself undesirable, and the nearer one approaches the administrative centre of such a society, the more rigid its constraints.

Governed by the powerful Interstellar Colonial Authority (ICA), the Federal Colonies encompasses a sphere of influence 20 light years in radius with Sol at the centre. The UEF reserves the right to expand this sphere of influence, and annex any colonies lying beyond it's boundaries, up to and including all star systems in a 50 light year radius from Sol.

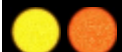
The Federal Colonies are split into four distinct regions:

1. Zone 1: The Sol System
2. Zone 2: The Core Systems
3. Zone 3: The Outer Colonies
4. The Frontier: The Outer Rim Territories

The Core Systems

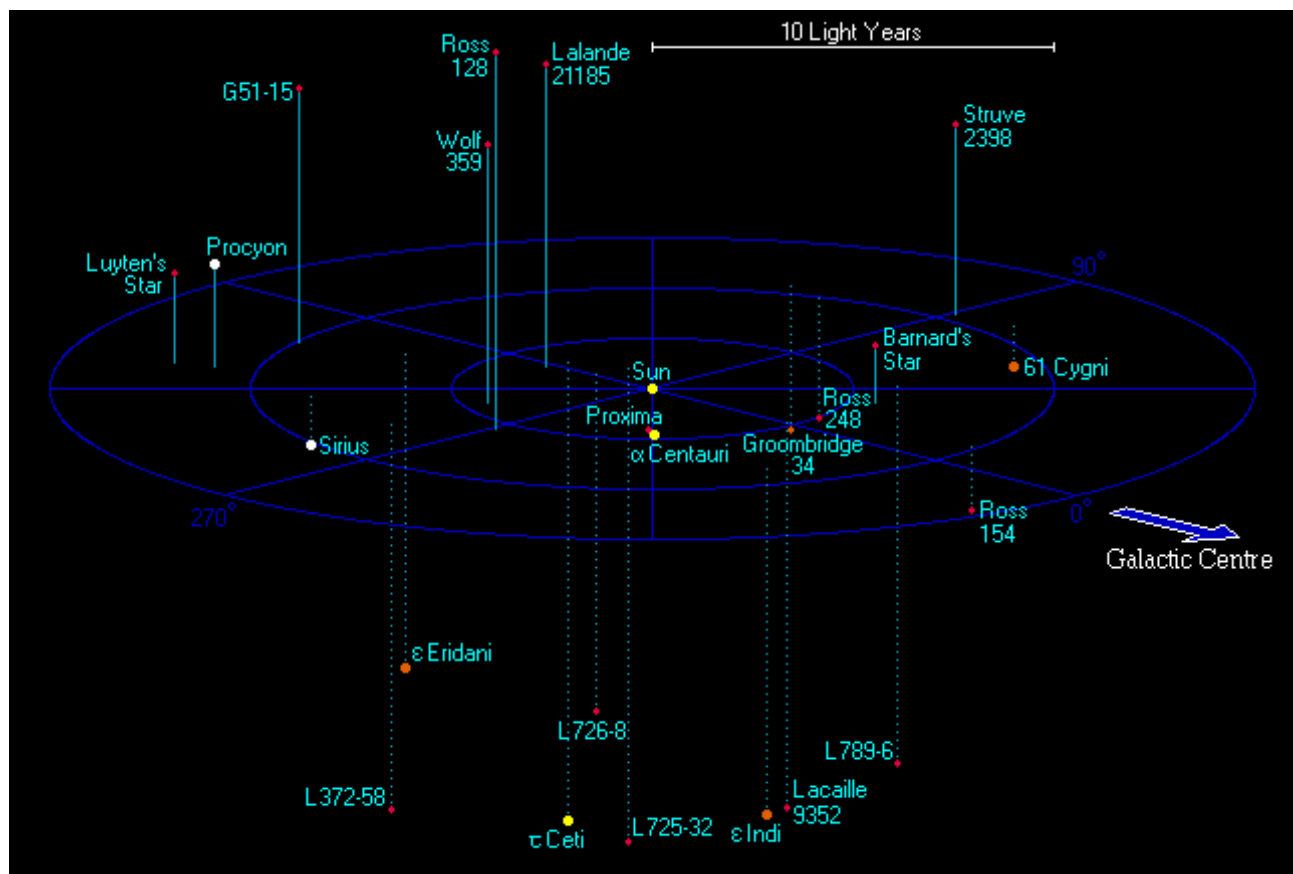
Officially designated Federated Colonies Zone 2, the region of space known as the Core Systems encompasses all star systems within 12.5 light years of Earth. This region is controlled by the UEF via the Interstellar Colonial Authority (ICA). Territory within this region is not subject to national or corporate appropriation by claim of sovereignty. Colonies and outposts within this region are not considered to be the territory of any one nation or corporation. This means no territory within this region can declare itself a nation, independent of ICA control. There are 22 UEF colonies in this region (not counting the Sol colonies, which fall into Federated Colonies Zone 1). Average journey time from Earth to the edge of the Core Systems takes just short of 4 Earth Standard Weeks. Heavily colonised with a high population-density, many colonies in this region are advanced industrial and agricultural worlds inhabited by hundreds of millions of colonists. All worlds possible are terraformed.

The Core Systems Table

Star type		System	Orbit	Colony	Political block	Class	population	Distance from Sol
M		Proxima Centauri	2	Proxima II		2	31 million	4.22 LY
G/K		Alpha Centauri	3 4 6	Hesperus Centauri Prime Helada		2 1 3	1.5 million 100 million 250 000	4.89 LY
M		Barnard's Star	1	Van De Camp's World		2	8.4 million	5.94 LY
M		Wolf 359	2 4	Andersen Hades		2 3	24 million 5 000	7.8 LY

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M		Lalande 21185	1	Atlas		3	12 000	8.31 LY
A/D		Sirius	3	San Helena		3	150 000	8.6 LY
K		Epsilon Eridani	2	Terra Nova		1	7.2 million	10.5 LY
			4	Anteros		3	250 000	
M		Lacaille 9352	2	Exeter		3	10 000	10.73 LY
M		Ross 128	1	Icarus		outpost	100	10.89 LY
F/D		Procyon	2	Tartarus		2	6.4 million	11.41 LY
			6	Jotun		3	5 000	
K/K		61 Cygni	2	Tamir		2	10 million	11.41 LY
			3	Ascension		2	22.3 million	
K/M		Groombridge 34	2	Groombridge		2	7.18 million	11.64 LY
K		Epsilon Indi	1	Bedlam		3	10 000	11.83 LY
			2	Hallidon		2	31.4 million	
G		Tau Ceti	3	Anjuna		2	63.4 million	11.9 LY
M		Luyten's Star	1	Luyten's Folly		3	10 000	12.39 LY



PROXIMA CENTAURI



Main Star	Proxima Centauri
Type	M4 V
Age	4.6 billion years
Distance from Sol	4.22 light years

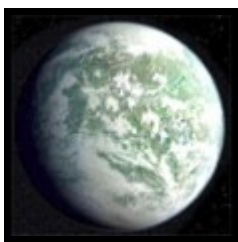
Description:

One of the closest stars to our sun at 4.22 light years away, and approximately a fifth of a light-year (13000AU) from the Alpha Centauri AB binary pair, Proxima Centauri is a dim main sequence red dwarf (M4V) star that has only 12.3 percent of Sol's mass and 14.5 percent of its diameter. Accounting for infrared radiation, the orbital distance from Proxima that will support an Earth-type planet with liquid water is around 0.2 AU.

Like many red dwarfs, Proxima is a "Flare Star" that can brighten suddenly to many times its normal luminosity. Its flares can roughly double the star's brightness and occur sporadically from hour to hour. Archival data suggests that the star may have a long-term activity cycle lasting decades.

This system's close proximity to the Alpha Centauri star system and its importance to the interstellar communications network have resulted in the presence of a large UEAF garrison.

Orbit 2: Proxima II Class 2 Colony



Orbit Radius	0.2 au
Type	Tundra
Density	1.10
Diameter	10600 km
Gravity	0.94 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.22
Composition	Oxygen/Nitrogen mix
Orbital period	71 days
Rotational period	37 hours

TEMPERATURE / SATELLITES

Polar	-37°C
equatorial	11°C
Satellite	2

UNUSUAL FEATURES

Cloud cover.	
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WATER

Water	Oceans
% water	47
% ice	39
% clouds	51

MINERAL RESOURCES

Metal ore	71
Radioactive ore	36
Precious metal	12
Raw crystal	0
Precious gems	10

Description:

On the edge of the habitable zone around Proxima Centauri, Proxima II, or simply Proxima as most locals call it, has a dense atmosphere and almost constant cloud cover that keep the planet damp and cold, with a large portion of the planet's water locked in surface frost. It is this dense atmosphere that protects the planet from the often harsh UV radiation emitted from Proxima Centauri during periods of solar flare activity, and has enabled humans to colonise the planet.

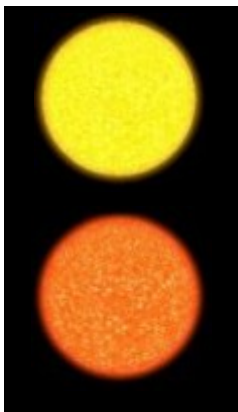
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Because the light from Proxima Centauri is so much dimmer than that of Sol, indigenous plant life such as the mighty Barskog Trees have evolved foliage that is such a dark green hue as to appear almost black. These dark hues are perfect for absorbing as much of the visible light that reaches the surface from the red star as possible. Unlike the majority of red dwarf stars, the red light emitted by the star Proxima is not too red in colour for Earth-type plant life to be unable perform photosynthesis efficiently. As a result, many species of plant and animal life have been successfully transplanted from Earth, giving the planet an eco-system similar to the lands found north of the arctic circle on Earth.

Proxima II was colonised early in the 22nd century, and the colony is over 140 years old. Proximans are very proud of the colonial heritage, and while being loyal to the Federation, they assert their national individuality fiercely. The colony's main industries are crystal mining and timber.

Proxima II is home to Proxima Incorporated, one of the largest of the interstellar mining corporations. Proxima Incorporated has a monopoly on mining in the Core Systems.

ALPHA CENTAURI



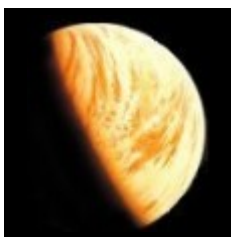
Main Star	Alpha Centauri A
Type	G7 V
Age	5.4 billion years
Distance from Sol	4.89 light years
Companion Star	Alpha Centauri B
Type	K2 V
Age	5.4 billion years
Orbit distance	23.7 au

Description:

At 4.89 light years from Sol, the binary star system Alpha Centauri is one of our closest stellar neighbours. Alpha Centauri A, or Rigil Kentaurus as it is also known (the "Foot of the Centaur" in Arabic) is a yellow-orange main sequence dwarf star of spectral and luminosity type G2 V. Its much dimmer companion star is a main sequence, reddish-orange dwarf (K0-1 V).

Scientists had long believed that Alpha Centauri was one of the relatively few places close to Earth that may offer terrestrial life conditions, and in 2115 the crew of the Foscolo the first interstellar vessel powered by a Foscolo Drive found planetary systems orbiting both the main and companion stars. Alpha Centauri is now the most densely populated star system outside of Sol.

Alpha Centauri A Orbit 3: Hesperus Class 2 Colony



Orbit Radius	0.7 au
Type	Arid
Density	1.10
Diameter	13573 km
Gravity	0.97 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.277
Composition	Oxygen/Nitrogen mix
Orbital period	358 days
Rotational period	23 hours

WATER

Water	Oceans
% water	11
% ice	0
% clouds	50

TEMPERATURE / SATELLITES

Polar	6°C
equatorial	34°C
Satellite	1

UNUSUAL FEATURES

Low humidity. Rugged terrain.

MINERAL RESOURCES

Metal ore	11
Radioactive ore	12
Precious metal	0
Raw crystal	29
Precious gems	4

Description:

An arid world with very low humidity, Hesperus is not an attractive planet, but in 2124 it became the location of the second ever extra-solar colony founded by the United Earth Federation. From orbit, the visitor immediately notices the innumerable mountain ranges and canyons criss-crossing the orange-brown surface like the many wrinkles on the face of an ancient man. Not much can grow on Hesperus, except in the valleys and terraced mountains that surround the planet's only ocean, and it is here that the colonial population of almost 1.5 million colonists are concentrated.

Hesperus has proved a more challenging and long term colonisation project than its terran neighbour Centauri Prime, but large deposits of raw crystals soon attracted corporate investment.

Alpha Centauri A Orbit 4: Centauri Prime Class 1 Colony



Orbit Radius	1.25 au
Type	Terran
Density	1.10
Diameter	13356 km
Gravity	1.15 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.2
Composition	Oxygen/Nitrogen mix
Orbital period	517 days
Rotational period	20 hours

WATER

Water	Oceans
% water	81
% ice	3
% clouds	40

TEMPERATURE / SATELLITES

Polar	-50°C
equatorial	30°C
Satellite	2

UNUSUAL FEATURES

Primitive lifeforms. High population.

MINERAL RESOURCES

Metal ore	36
Radioactive ore	41
Precious metal	11
Raw crystal	5
Precious gems	12

Description:

In 2121 the planet Alpha Centauri IV (or 'Centauri Prime' as it would become known) became the site of Earth's first extra-solar colony.

When word got out that the first manned mission to another star system had discovered an Earth-like planet with a well established ecosystem of primitive flora and fauna, it kickstarted what has since become known as the 'First Exodus' the first wave of rapid colonial expansion from Sol.

Deep deposits of metals, radioactive elements and raw crystals soon attracted heavy industry, and by the close of the 23rd Century, Centauri Prime has become a major industrial centre with a population of over 100 million. The planet has made the coalition of Corporations which financially backed the initial colonisation programme extremely rich.

Unfortunately, this rapid growth came at a price. In a century and a half of colonisation, plants and animals imported from Earth, along with Earth bacteria, have caused an ecological disaster on Centauri Prime, marginalising virtually all of what

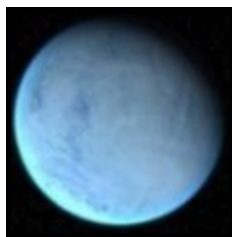
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was once a thriving alien ecosystem. Centauri Prime enjoys a healthy trade with the other two colonised planets in the star system, Helada and Hesperus.

There are many stations in orbit around Centauri Prime, but the most famous is Aphrodite. This off-world resort, like the colony on the planet below, was funded and manufactured by a variety of corporations. Subsidiaries of Cenargo Corp terraformed the planet, Laing Construction manufactured the resort, and Artificial Life Inc supplied the personnel, 100% android.

Aphrodite restores the diminished, stimulates the jaded, and gratifies the insatiable. It's the ultimate environment for persons of financial merit who want to experience unprecedented bliss. As the advert line goes: Food was unworthy of the name until Aphrodite cuisine came along.

Alpha Centauri B Orbit 6: Helada Class 3 Colony



Orbit Radius	4 au
Type	Glacier
Density	0.81
Diameter	14603 km
Gravity	0.92 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.44
Composition	Carbon dioxide, trace elements
Orbital period	902 days
Rotational period	32 hours

TEMPERATURE / SATELLITES

Polar	-109°C
equatorial	-74°C
Satellite	1

UNUSUAL FEATURES

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WATER

Water	Glaciers
% water	2
% ice	98
% clouds	0

MINERAL RESOURCES

Metal ore	59
Radioactive ore	31
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Orbiting the dim orange companion star Alpha Centauri B, Helada is a cold, icy world with an atmosphere unsuitable to human life. The discovery of large deposits of metal and radioactive ores beneath the ice of Helada prompted Earth to fund the development of a terraforming and mining colony here. The capital, Buena Vista city houses over 250,000 colonists beneath it's sprawling domes.

PROCYON



Main Star	Procyon A
Type	F5 IV
Age	4.9 billion years
Distance from Sol	11.41 light years
Companion Star	Procyon B
Type	DA
Age	3.8 billion years
Orbit distance	14.9 au

Description:

Procyon A, or Alpha Canis Minoris A as it is also known, is a brilliant yellow-white star. With twice the diameter of the Sun, the star is also the largest star to Sol within 25 light years.

Alpha Canis Minoris A has a close companion star B that is separated by 14.9 astronomical units (AUs) of an orbital semi-major axis roughly the distance between Uranus and Sol, Procyon A has a system of 6 planets and an asteroid belt. The second planet, Tartarus, is just barely habitable, and supports several well-established mining colonies. The two outer planets are gas giants, one of which has a colony on one of it's moons.

Orbit 2: Tartarus Class 2 Colony



Orbit Radius	2.4 au
Type	Arid
Density	1.3
Diameter	10452 km
Gravity	1.5 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.3
Composition	Nitrogen/Oxygen mix
Orbital period	198 days
Rotational period	18 hours

TEMPERATURE / SATELLITES

Polar	8°C
equatorial	54°C
Satellite	2

UNUSUAL FEATURES

Low humidity.

WATER

Water	Small seas
% water	11
% ice	0
% clouds	14

MINERAL RESOURCES

Metal ore	62
Radioactive ore	23
Precious metal	23
Raw crystal	11
Precious gems	25

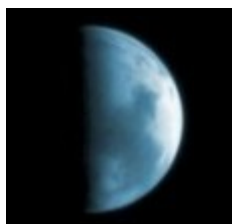
Description:

One of the richest mineral sources in the Core Systems is the second planet of the Procyon star system. After substantial terraforming, the atmosphere is just barely breathable and the temperature range tolerable for humans. Tartarus is a dry and bleak planet, scoured by hot winds and violent sandstorms, with sunlight at the equator dangerous to the unprotected human body.

Huge salaries offered by the various mining corporations have attracted many to this hellish world, and the majority of the 6.4 million population are employees of one mining corporation or another. The planet has only a minimal law enforcement presence, and as a result the place has become something of a refuge for those who are outcasts from more civilised worlds.

The main colony lies at the planet's north pole, with various mining camps scattered around the mineral rich equatorial regions.

Orbit 6: Jotun Class 3 Colony



Orbit Radius	11.2 au
Type	Ice Ball
Density	0.5
Diameter	3112 km
Gravity	0.4 G



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ATMOSPHERICS / ORBIT

Atmosphere	Very thin
Pressure	0.67
Composition	Methane/Trace elements
Orbital period	43 days
Rotational period	11 hours

TEMPERATURE / SATELLITES

Polar	-273°C
equatorial	-180°C
Satellite	0

UNUSUAL FEATURES

Ice ball.

WATER

Water	Glaciers
% water	0
% ice	100
% clouds	0

MINERAL RESOURCES

Metal ore	0
Radioactive ore	0
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

The outermost planet in the Procyon star system is a Jovian gas giant with over 30 moons. On one of the larger moons, an iceball named Jotun, is a small mining colony with a population of about 5000. Jotun is being mined for it's water ice, which is essential to the colony on Tartarus.

EPSILON INDI



Main Star	Epsilon Indi A
Type	K5 V
Age	1.5 billion years
Distance from Sol	11.83 light years
Companion Star	Epsilon Indi
Type	T1
Age	0.8 billion years
Orbit distance	1500 au

Description:

Epsilon Indi is an orange-red main sequence dwarf star of spectral and luminosity type K5V. It is orbited at a distance of 1500AU by a brown dwarf (Gliese 229a), and supports a system of 6 planets and an asteroid belt.

Epsilon Indi is like a distant cousin to Sol, with 77% of Sol's mass, 76% of its diameter, and about 14.7% of its luminosity. The star has a small system of planets and a companion brown dwarf. The brown dwarf orbits Epsilon Indi A at a distance of 1500 AU, and has a surface temperature of only around 1810K.

Orbit 1: Bedlam Class 3 Colony



Orbit Radius	0.14 au
Type	Hot House
Density	1.2
Diameter	13091 km
Gravity	1.63 G



ATMOSPHERICS / ORBIT

Atmosphere	Massive
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WATER

Water	None
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Pressure	14.94
Composition	Carbon dioxide
Orbital period	100 days
Rotational period	44 hours

TEMPERATURE / SATELLITES

Polar	98°C
equatorial	193°C
Satellite	2

UNUSUAL FEATURES

Cloud cover.

% water	0
% ice	0
% clouds	100

MINERAL RESOURCES

Metal ore	41
Radioactive ore	41
Precious metal	0
Raw crystal	0
Precious gems	12

Description:

Epsilon Indi I, or 'Bedlam' as it has become known, was so named due to the high number of breakdowns suffered amongst the employees of mining corporations who came to mine the planet's rich ore deposits.

A visitor to Bedlam can easily see why it has defeated so many: if the planet's volcanic mountain ranges, toxic atmosphere and sulfur bogs aren't enough, the visitor must also contend with high atmospheric pressure and temperatures approaching the boiling point of water. Anyone venturing outside the domed colony base at Bedlam's south pole on foot must do so wearing a powered work-suit, or be dead within seconds.

Orbit 2: Hallidon Class 2 Colony



Orbit Radius	0.32 au
Type	Steppe
Density	1.2
Diameter	11300 km
Gravity	1.06 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.69
Composition	Oxygen/Nitrogen mix
Orbital period	309 days
Rotational period	17 hours

TEMPERATURE / SATELLITES

Polar	-4°C
equatorial	28°C
Satellite	0

UNUSUAL FEATURES

High humidity.

WATER

Water	Oceans
% water	31
% ice	0
% clouds	54

MINERAL RESOURCES

Metal ore	68
Radioactive ore	10
Precious metal	0
Raw crystal	0
Precious gems	10

Description:

Though the biosphere of Epsilon Indi II, or Hallidon as it is now named, is superficially Earth-like, the early colonial survey teams soon found out that on a cellular level it was completely incompatible with Earth-life, containing almost no native flora which could be eaten without either providing zero nourishment or triggering a fatal anaphylactic reaction. The planet would require substantial ecological terraforming.

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Hallidor Corporation is now reaping the rewards of such a long-term investment. Enough Earth flora and fauna have been successfully transplanted to Hallidon to give the planet a Class 2 rating. The population is steadily growing, currently estimated at 31.2 million, the majority of whom are Hallidor employees.

Hallidon recently became the main corporate headquarters for the Hallidor Corporation, the first corporation to move its main headquarters out of the Sol system, and it is soon to be the manufacturing centre for all Hallidor critical components.

LUYTEN'S STAR

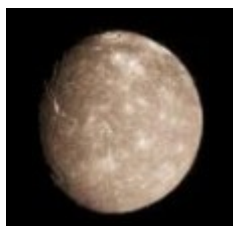


Main Star	Luyten's Star
Type	M3 V
Age	3.73 billion years
Distance from Sol	12.39 light years

Description:

Luyten's Star is a main sequence red dwarf star. The star lies just 1.2 light years away from Procyon, but it is not associated with it. The system possesses an asteroid belt rich in radioactive ore orbiting the star at a distance of 0.1 AU, and 2 planets, neither of which has an atmosphere. The innermost planet supports a domed mining colony base, financed by Praxis Mining.

Orbit 1: Luyten's Folly Class 3 Colony



Orbit Radius	0.41 au
Type	Rock
Density	0.8
Diameter	4288 km
Gravity	0.37 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	N/A
Orbital period	881 days
Rotational period	29 hours

TEMPERATURE / SATELLITES

Polar	-88°C
equatorial	-59°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Ice caps
% water	0
% ice	16
% clouds	0

MINERAL RESOURCES

Metal ore	25
Radioactive ore	1
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Luyten's Folly is an airless chunk of rock floating in space, but it is the location of the base of operations of Praxis Mining in the system, who are currently mining the asteroid belt for its large radioactive ore reserves. The domed colony has a population of approximately 10,000.

WOLF 359



Main Star	Wolf 359
Type	M5 V
Age	8.4 billion years
Distance from Sol	7.8 light years

Description:

A very cool dim, red dwarf star, the Wolff 359 system has one of the largest ICM bases outside of the three main MSF bases at Sol, Epsilon, Eridani and Herculis.

The Wolf 369 star system is also host to the Hales Penal Colony. Situated on an ice ball moon in orbit around one of the system's gas giants. Hades is where the UEF exiles it's worst criminals to work in the ice mines on the planet.

Orbit 2: Andersen Class 2 Colony



Orbit Radius	1.2 au
Type	Arid
Density	0.7
Diameter	15824 km
Gravity	0.87 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	1.7
Composition	Oxygen/Nitrogen mix
Orbital period	490 days
Rotational period	18 hours

TEMPERATURE / SATELLITES

Polar	-98°C
equatorial	9°C
Satellite	1

UNUSUAL FEATURES

Low humidity.

WATER

Water	Ice caps
% water	15
% ice	18
% clouds	10

MINERAL RESOURCES

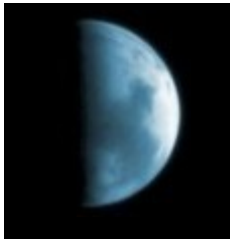
Metal ore	1
Radioactive ore	17
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

After 3 decades of terraforming, the planet Andersen has a thin but nonetheless breathable atmosphere and vaguely Earth-like geographic formations.

With its arid climate there is less than 20% free standing water on the planet – population growth has been slow but steady. It is the location of Fort APOCH ICM base and the home planet of Aerofighter Unlimited, a company devoted to military aerospace craft manufacturing, and designer of many ICM craft.

Orbit 4: Hades Class 3 Colony



Orbit Radius	6.7 au
Type	Ice ball
Density	0.3
Diameter	5036 km
Gravity	0.17 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	None
Orbital period	98 days
Rotational period	35 hours

TEMPERATURE / SATELLITES

Polar	-273°C
equatorial	-273°C
Satellite	0

UNUSUAL FEATURES

No axial tilt.

WATER

Water	Ice
% water	0
% ice	100
% clouds	0

MINERAL RESOURCES

Metal ore	0
Radioactive ore	0
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

Hades is little more than a plain ball of frozen gases orbiting the gas giant Wolf 359 IV. It has no atmosphere and temperatures rarely arise above absolute zero during the day. The planet suffers frequently meteor storms, making the planets surface a dangerous place.

Hades is designated a prison planet. and is host to a maximum security penal work facility built by Hallidor Corp and maintained by the United Earth Federal Department of Corrections. Hades has a current inmate count of over 5000, most serving time for violent crimes. The prisoners mine the ice glaciers that make up the planet for shipping offworld by Hallidor Corp to supply those colonies for whom water is a precious commodity.

Ice mining on Hades is a dangerous business, as once outside the Domes of the colony, the prisoners work in complete vacuum. As if working in vacuum weren't perilous enough the prisoners must also contend with low gravity and the risk of suddenly meteor showers. A large percentage of inmates don't survive to serve out their sentence.

A large security force is maintained at the Hades Penal Colony, both on the ground at the colony base and in orbit at Warden-7 Space Station. The security force comprises mainly of units drawn elements of Hallidor Corp's own private security forces.

TAU CETI



Main Star	Tau Ceti
Type	G8 V
Age	3.2 billion years
Distance from Sol	11.9 light years

Description:

A main sequence, yellow-orange dwarf (G8 V) that may be as much as 10 billion years old. Tau yeti is the nearest, single, sun-like star to Sol. It has 81% of Sol's mass, 77% its diameter, but only 59% of its luminosity.

Tau Ceti was highly prized by the colonial powers during the First Exodus (2115-2135). The discovery of large deposits of metal and radioactive ore on the 3rd planet (Anjuna) caused an escalation in economic and political tensions between the United Americas and the Chinese Consortium over sovereign rights. These tensions eventually erupted into an open shooting war in the summer of 2138. The fighting lasted two years, and was mostly confined to the Tau yeti star system, especially the Jungles and swamps of the planet Anjuna.

Today, Tau yeti is a thriving industrial colony, and is also the location of Fort Powell, a large UEAF fleet base.

Orbit 3: Anjuna Class 2 Colony



Orbit Radius	0.68 au
Type	Jungle
Density	1.2
Diameter	11499 km
Gravity	1.08 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.77
Composition	Oxygen/Nitrogen mix
Orbital period	228 days
Rotational period	32 hours

TEMPERATURE / SATELLITES

Polar	-6°C
equatorial	39°C
Satellite	1

UNUSUAL FEATURES

Cloud cover; high humidity; primitive lifeforms.

WATER

Water	Oceans
% water	76
% ice	0
% clouds	78

MINERAL RESOURCES

Metal ore	67
Radioactive ore	39
Precious metal	0
Raw crystal	0
Precious gems	9

Description:

Despite this planet's troubled past, Anjuna has prospered under the ICA and now supports a well established colony with a population of over 63 million.

The majority of Anjuna's population lives in the northern hemisphere, in the uplands above the vast tracts of alien rainforests that dominate the planet's terrain. The jungles and swamps are teeming with alien flora and fauna, and research teams from the ICA and at least a dozen corporations are currently in the process of cataloging it all.

Anjuna also hides large deposits of metal ore, deep below the surface. Fusion mining is destroying large areas of forest and is attracting much attention from environmentalist groups.

The moon in orbit over Anjuna is home to Fort Powell, a UEAF fleet base.



SIRIUS



Main Star	Sirius A
Type	A0 V
Age	3.1 billion years
Distance from Sol	8.6 light years
Companion Star	Sirius B
Type	DA
Age	3.1 billion years
Orbit distance	19.8 au

Description:

Sirius A (or Alpha Canis Majoris A as it is also know) shines brilliantly and fiercely on the planets in orbit about it.

Although there is no official UEF colony established, the vast natural resources possessed by the third planet still draws a motley assortment of prospectors, pirates, scavengers and treasure seekers to the System.

Orbit 3: San Helena Class 3 Colony



Orbit Radius	1.4 au
Type	Hot House
Density	1.2
Diameter	15312 km
Gravity	1.44 G



ATMOSPHERICS / ORBIT

Atmosphere	Exotic
Pressure	4.6
Composition	Carbon dioxide/methane
Orbital period	301 days
Rotational period	14 hours

TEMPERATURE / SATELLITES

Polar	12°C
equatorial	54°C
Satellite	0

UNUSUAL FEATURES

Cloud cover.	
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WATER

Water	Trace
% water	9
% ice	0
% clouds	90

MINERAL RESOURCES

Metal ore	73
Radioactive ore	44
Precious metal	0
Raw crystal	0
Precious gems	14

Description:

Designated a 'Hot House' planet by the ICA, San Helena has a dense green house effect atmosphere made up primarily from carbon dioxide and methane, with other trace elements. It is also the site of a failed terraforming attempt by the Hallidor Corporation. Hallidor won the contract from the ICA to terraform the planet with the view to establishing a mining colony.

The volcanic mountain ranges, toxic atmosphere and sulfur bogs of San Helena defied terraforming, and after five decades of work with no real progress made, the project was abandoned in favor of the more pleasant planet Hallidon in the Epsilon Indi star system.

NEW HORIZON, sourcebook 4.2

Most of the important terraforming machinery was shipped to the planet Hallidon, but there is still one Atmosphere Processor still in operation here, which will eventually be being shut down for salvage by Hellidor Corp.

Since Hallidor abandoned the planet numerous mining companies have stepped in and established short-term mining bases on San Helena to effectively strip-mine the planet of its resources.

The planet has also become a draw for a motley assortment of prospectors, pirates, scavengers and treasure seekers all hoping to make a fast profit before the ICA eventually moves in to clean up the system.

Although there are no exact figures, it is estimated that the various bases on San Helena support a population of between 100-150,000.

ROSS 128



Main Star	Ross 128
Type	M4 V
Age	8.1 billion years
Distance from Sol	10.89 light years

Description:

A dim red dwarf, also known as Fl Vir, Ross 128 is a flare star, the stellar radiation given out during it.

Orbit 1: Icarus Outpost



Orbit Radius	0.1 au
Type	Station
Density	1
Diameter	5 km
Gravity	1 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1
Composition	Oxygen/Nitrogen mix
Orbital period	112 days
Rotational period	18 hours

TEMPERATURE / SATELLITES

Polar	18°C
equatorial	18°C
Satellite	0

UNUSUAL FEATURES

Artificial satellite.

WATER

Water	None
% water	0
% ice	0
% clouds	0

MINERAL RESOURCES

Metal ore	0
Radioactive ore	0
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

Icarus Solar Observatory is a research station owned by the Cenargo Corporation. It is in a tight orbit about Ross 128, (0.1 AU), investigating ways of harnessing the energy given out in solar flares. The station has a population of 100.

LALANDE 21185



Main Star	Lalande 21185
Type	M2 V
Age	8.6 billion years
Distance from Sol	8.31 light years

Description:

This cool and dim red dwarf star is surrounded by a vast asteroid belt, called the Wagnerian Belt. Praxis Mining is involved in a small but profitable operation in this star system.

Orbit 1: Atlas Class 3 Colony



Orbit Radius	0.46 au
Type	Chunk
Density	0.3
Diameter	300 km
Gravity	0.1 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0.1
Composition	N/A
Orbital period	119 days
Rotational period	44 hours

TEMPERATURE / SATELLITES

Polar	-200°C
equatorial	-109°C
Satellite	0

UNUSUAL FEATURES

Asteroid; high radiation level; meteor storms

WATER

Water	Ice caps
% water	0
% ice	11
% clouds	0

MINERAL RESOURCES

Metal ore	5
Radioactive ore	23
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

Atlas is a large asteroid with no atmosphere. Temperatures are very low and the radiation level is dangerously high for unprotected people. The Colony is a small one, composed of three domed and shielded communities with a total population of 12.000.

The communities are all on a single plateau, and are connected by a monorail system!; Dozens of small survey and mining craft operate out of Atlas, working in the system's vast asteroid field. These ships are specially shielded against radiation and the Crew work among the asteroids for 90 days before returning to Atlas for detoxification. The reason for all this dangerous and difficult work is the presence of complex radiation-stable hydrocarbons, which are used for medical research and genetic engineering.

LACAILLE 9352

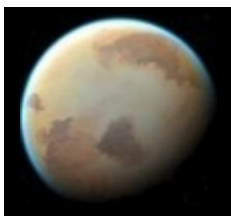


Main Star	Lacaille 9352
Type	M2 V
Age	8.4 billion years
Distance from Sol	1.73 light years

Description:

Lacaille 9352 is a dim red dwarf star, surrounded by a dust cloud and asteroid belt. Its close proximity to the thriving Epsilon Indi star system has turned Lacaille 9362 into something of a backwater.

Orbit 2: Exeter Class 3 Colony



Orbit Radius	2.9 au
Type	Desert
Density	0.8
Diameter	4912 km
Gravity	0.64 G



ATMOSPHERICS / ORBIT

Atmosphere	Very thin
Pressure	0.7
Composition	Carbon dioxide/Methane
Orbital period	18 days
Rotational period	10 hours

TEMPERATURE / SATELLITES

Polar	-140°C
equatorial	-49°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Ice caps
% water	0
% ice	6
% clouds	0

MINERAL RESOURCES

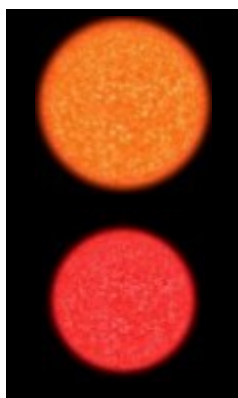
Metal ore	12
Radioactive ore	2
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

Orbiting the system's only planet – a jovian gas giant, Exeter is a cold, windswept desert moon, dominated by large seas of frozen methane.

This small outpost has two enclosed communities of about 5,000 people each. It is primarily a service port, but most of its business has been taken from it by the facilities on Hallidon, and Exeter is rapidly declining in wealth and importance. Within a few years, only a few small mining operations which were the original purpose of the Colony will remain.

GROOMBRIDGE 34



Main Star	Groombridge 34 A
Type	K7 V
Age	4.5 billion years
Distance from Sol	11.64 light years
Companion Star	Groombridge 34 B
Type	M4 V
Age	3.9 billion years
Orbit distance	118 au

Description:

A binary star system, the orange dwarf star Groombridge 34 A has a system of 5 planets in addition to being orbited by the red dwarf star (Groombridge 34 B) at a distance of over 188 AU.

Groombridge 34 is home to a UEA fleet logistics depot, located on the 2nd planet, a tundra world simply called Horizon.

Orbit 2: Groombridge Outpost/Class 2 Colony



Orbit Radius	0.8 au
Type	Tundra
Density	0.9
Diameter	13377 km
Gravity	0.94 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.08
Composition	Oxygen/Nitrogen mix
Orbital period	98 days
Rotational period	35 hours

TEMPERATURE / SATELLITES

Polar	-55°C
equatorial	6°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Oceans
% water	67
% ice	7
% clouds	19

MINERAL RESOURCES

Metal ore	11
Radioactive ore	2
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

The frost-covered tundra of Groombridge, despite needing only minimal terraforming, is a beautiful yet mineral-poor world.

Bypassed by the greedy megacorporations, Groombridge was settled in 2131, during the first wave of interstellar colonial expansion from Sol (the 'First Exodus'), by a group of private investors from Australia.

Receiving a steady flow of colonists from Earth, Groombridge still remained a relative backwater world until 20 years, when the ICM established a fleet logistics depot on the planet. Locals have mixed feelings about the presence of a UEF military base on their world.

EPSILON ERIDANI



Main Star	Epsilon Eridani
Type	K2 V
Age	1.2 billion years
Distance from Sol	10.5 light years

Description:

Somewhat smaller and cooler than our own Sun, Sol, Epsilon Eridani is also less luminous. This orange-red dwarf (K2 V) is a relative young star, but despite this it possesses a system of 6 planets and 1 asteroid belt. There are two well established colonies in this star system.

Orbit 2: Terra Nova Class 1 Colony



Orbit Radius	0.85 au
Type	Terran
Density	1
Diameter	8027 km
Gravity	0.9 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.1
Composition	Oxygen/Nitrogen mix
Orbital period	310 days
Rotational period	16 hours

TEMPERATURE / SATELLITES

Polar	-80°C
equatorial	17°C
Satellite	1

UNUSUAL FEATURES

Primitive lifeforms.

WATER

Water	Oceans
% water	71
% ice	10
% clouds	43

MINERAL RESOURCES

Metal ore	23
Radioactive ore	11
Precious metal	0
Raw crystal	0
Precious gems	8

Description:

Terra Nova is one of the richest planets in colonised space, in terms of the standard of living of the inhabitants. It is a nearly ideal world possessing an idyllic terran ecosystem, much like Earth must have been before humanity spread across the planet.

During the early stages of colonisation the consortium of corporations involved successfully pressured key individuals in the United Earth Federation Space Administration (UEFSA) to place restrictions on emigration to Terra Nova. Because of this, the planet has become a home for an exclusive group of the richest people in the United Earth Federation (UEF), retired politicians from Earth and wealthy stockholders from dozens of corporations have settled here with their families, and have lives of great ease.

NEW HORIZON, sourcebook 4.2

It is noteworthy that the people who live on Terra Nova are not those who currently have power. They are people who have traded their power for simple wealth and who are now reaping the benefits of that decision. Terra Nova is also a popular holiday destination for Earth's uber-rich.

The majority of the resorts, wildlife parks and estates lie in the planet's lush southern hemisphere. There is little heavy industry on Terra Nova itself outside of that required to keep the resorts and private estates going. What there is lies in the northern hemisphere, and consists mostly of specialist agriculture, waste processing, recycling and light manufacturing.

Most of the heavy industry, well as the personnel necessary to operate that industry, have been consigned to several orbital stations, and the moons of the gas giant Epsilon Eridani c 'Malachite'.

Orbit 4: Anteros Class 3 Colony



Orbit Radius	3.9 au
Type	Rock
Density	0.7
Diameter	984 km
Gravity	0.5 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	None
Orbital period	22 days
Rotational period	14 hours

TEMPERATURE / SATELLITES

Polar	-200°C
equatorial	-78°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Ice caps
% water	0
% ice	11
% clouds	0

MINERAL RESOURCES

Metal ore	22
Radioactive ore	12
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

Anteros is the largest of fourteen moons orbiting the gas giant Malachite. Outside of Malachite's radiation belt and also geologically very stable, it is also the headquarters of all Circum-Malachite mining operations currently being carried out.

Colonists employed by a score of corporations work long hours mining both Malachite's atmosphere and the gas giant's bleak but resource-rich moons. When not working these colonists are consigned to one of several domed colonies on Anteros. The workers all dream of their ultimate goal: transfer to Terra Nova itself, and work very hard in pursuit of that dream.

BARNARD'S STAR



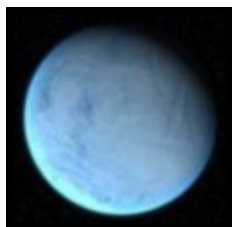
Main Star	Barnard's Star
Type	M4 V
Age	9.4 billion years
Distance from Sol	5.94 light years

Description:

A very cool and dim red dwarf star, Barnard's Star is the second closest to Sol after Proxima Centauri.

Even the closest planet to the star, an De Camp's World, is a frozen ball of ice, mined by several corporations for it's rare mineral deposits deep beneath the surface glaciers.

Orbit 1: Van De Camp's World Class 2 Colony



Orbit Radius	0.5 au
Type	Glacier
Density	0.82
Diameter	6112 km
Gravity	0.65 G



ATMOSPHERICS / ORBIT

Atmosphere	Very thin
Pressure	0.9
Composition	Oxygen/Carbon dioxide mix
Orbital period	112 days
Rotational period	14 hours

TEMPERATURE / SATELLITES

Polar	-90°C
equatorial	-12°C
Satellite	0

UNUSUAL FEATURES

Rare mineral deposits.

WATER

Water	Glaciers
% water	0
% ice	61
% clouds	15

MINERAL RESOURCES

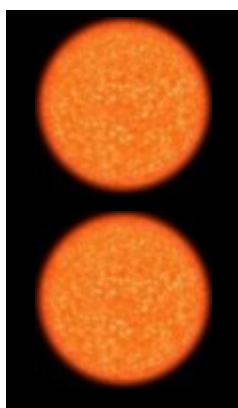
Metal ore	0
Radioactive ore	0
Precious metal	0
Raw crystal	32
Precious gems	18

Description:

The dim, ashen light from Barnard's Star only provides this icy, windswept planet with daylight akin to twilight on Earth. Temperatures rarely rise above freezing even in the warmer seasons, and month long blizzards are common place, but the presence of sizable mineral and crystal deposits beneath the icy surface of Van De Camps has attracted over 8 million colonists to settle on this planet.

Praxis Mining funded the colonisation of the planet, hoping to recoup its costs once the mining operations are in full swing.

61 CYGNI



Main Star	61 cygni A
Type	K5 V
Age	2.3 billion years
Distance from Sol	11.41 light years
Companion Star	61 Cygni B
Type	K7 V
Age	2.2 billion years
Orbit distance	86 au

Description:

This binary system of two orange dwarf stars are widely separated (86 AU) requiring about 700 years to orbit each other.

61 Cygni A supports a system of 4 planets with colonies on both the 2nd and 3rd planets.

Orbit 2: Tamir Class 2 Colony



Orbit Radius	0.8 au
Type	Arid
Density	1
Diameter	12054 km
Gravity	0.96 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.71
Composition	Oxygen/Nitrogen mix
Orbital period	275 days
Rotational period	21 hours

TEMPERATURE / SATELLITES

Polar	3°C
equatorial	37°C
Satellite	1

UNUSUAL FEATURES

High humidity.

WATER

Water	Oceans
% water	14
% ice	0
% clouds	36

MINERAL RESOURCES

Metal ore	30
Radioactive ore	12
Precious metal	0
Raw crystal	0
Precious gems	4

Description:

Birthplace of the Chrislam religion and location of the city of New Mecca. Once an unassuming colony with a high proportion of colonists from the European Federation and Islamic Holy Republic, Tamir is now the destination of pilgrims from all across the Federal Colonies. Its population has been known to increase to 12 million during the holy festivals.



Orbit 3: Ascension Class 2 Colony



Orbit Radius	0.8 au
Type	Steppe
Density	0.8
Diameter	16594 km
Gravity	1.04 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.5
Composition	Oxygen/Nitrogen mix
Orbital period	445 days
Rotational period	56 hours

TEMPERATURE / SATELLITES

Polar	-33°C
equatorial	9°C
Satellite	0

UNUSUAL FEATURES

High humidity.

WATER

Water	Oceans
% water	28
% ice	0
% clouds	43

MINERAL RESOURCES

Metal ore	16
Radioactive ore	18
Precious metal	0
Raw crystal	0
Precious gems	8

Description:

Ascension is a world of vast open grasslands, temperate seas and snowcapped mountain ranges. With no weather extremes and two long growing seasons per year, the planet is perfectly suited to intensive agriculture.

The Hallidor Corporation financed the colonisation of Ascension, and the planet's northern hemisphere is dominated by endless fields of genetically engineered crops. The majority of the 22.3 million population are Hallidor employees, ranging from Farm labourers to geneticists.

Agricultural colonies like Ascension are vital to sustaining the populations of less-hospitable non-agricultural worlds.

The Outer Colonies

A relatively resource rich region of space that separates the Core Systems from the Outer Rim, the Outer Colonies are mostly fertile areas of colonization, mining, and terraforming. While there are densely populated sectors within the Outer Colonies, there are also out of the way areas of no real value.

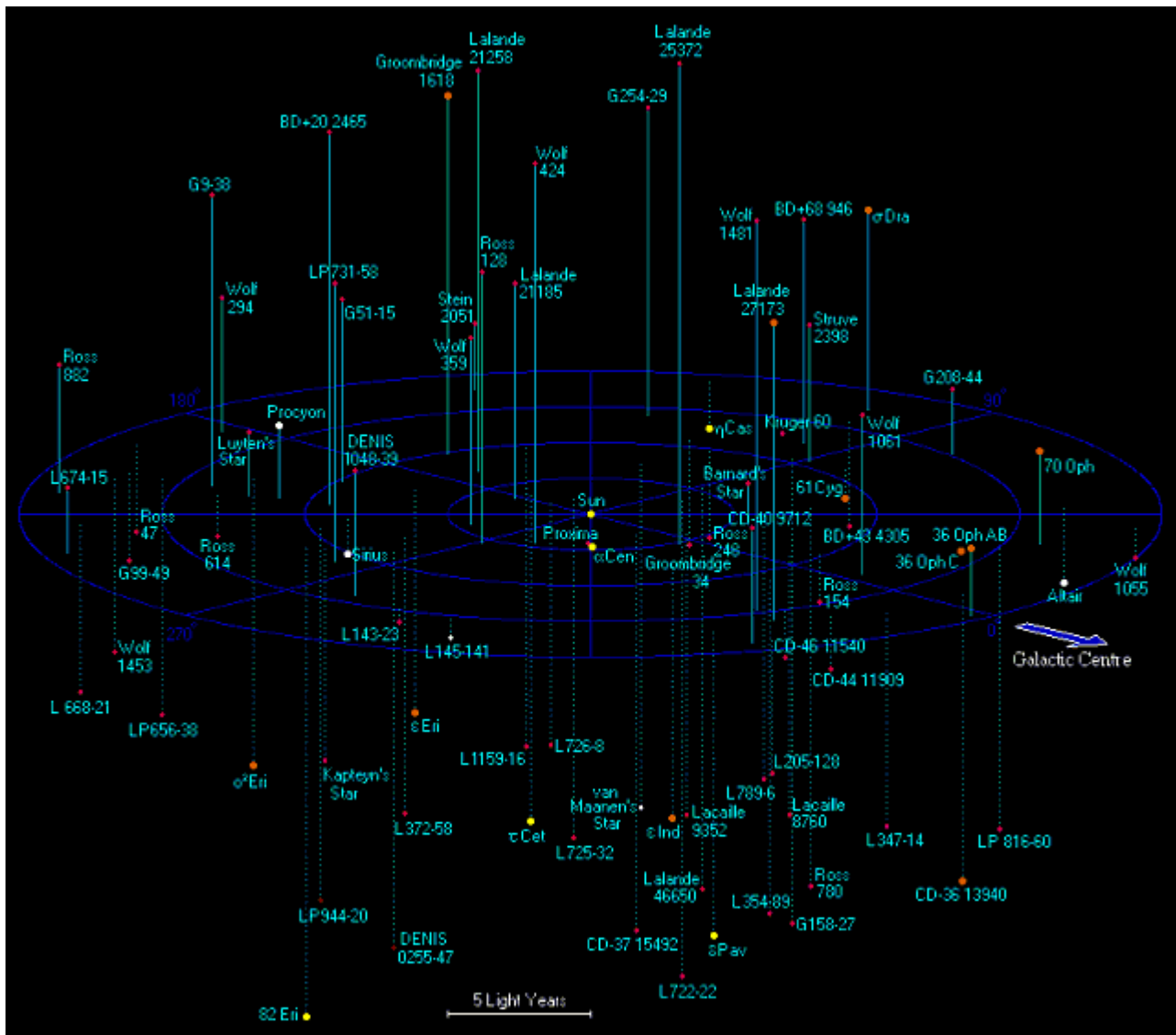
Officially designated Federated Colonies Zone 3, the region of space more commonly known as the Outer Colonies stretches from the outermost edge of the Core Systems to the edge of the Federal Colonies. This region is controlled by the United Earth Federation via the ICA. Within this region, the ICA has the authority to regulate the use of, and territorial claims to, any celestial body or region of space. The ICA currently recognises claims up to 1000km around a landing area. The ICA may offer colonisation contracts to nations and/or corporations to larger territorial regions than 1000km if it sees fit.

There are 29 UEF colonies in this region. Average journey time from Earth to the edge of the Outer Colonies takes just over 6 weeks. At the edge of the Outer Colonies, there are worlds still undergoing extensive terraforming, but most terrestrial worlds have well established colonies.

It is colonised by the most economically powerful member-states of the UEF: the United Americas, Chinese Consortium, European Federation, Japanese Affiliates and the Russian Republic, as well as several private organisations. All colonial ventures in this region are financially backed by one or more megacorporations.

The Outer Colonies Table

Star type		System	Orbit	Colony	Political block	Class	population	Distance from Sol
M/M		Kruger 60	2	Kruger II		2	2.8 million	13.07 LY
M		Wolf 1061	3	Redrock		3	10 000	13.91 LY
D		Van Maanen's Star	1	Ashkelon		3	1 000	14.37 LY
M		BD+68 946	1	Arclight		3	5 000	14.77 LY
M		Ross 780	1 1	Titleman's Rest Mirador		2 3	1.4 million 5 000	15.34 LY
K		Groombridge 1618	2	Horizon		2	3.4 million	15.89 LY
K/D		Omicron ² Eridani	1 2 6	Harvest Eridanus Terilon		2 outpost outpost	3.1 million 500 000 1 000	16.45 LY
K/K		70 Ophiuchi	1	Niobe		2	250 000	16.59 LY
A		Altair	2	Fuego		3	5 000	16.77 LY
M		G254-29	1	Yang-Sing		3	1 000	17.59 LY
M/D		Stein 2051	4	Oberon		3	2 000	17.98 LY
K		Sigma Draconis	2	Sacristia 181		2	25 000	18.81 LY
M		Ross 47	1	Guāi Lì		3	2 000	18.88 LY
K/M		Lalande 27173	2	Amber		2	450 000	19.26 LY
G/K		Eta Cassiopeiae	3 3	Sun Ji Hei Cassandra		3 1	5 000 115 000	19.42 LY
K		36 Ophiuchi C	2	Paragon		1	2.1 million	19.47 LY
K/K		36 Ophiuchi AB	3 3 5	Harmony Howard's Hope Newland		2 3 3	90 000 1 500 1 200	19.52 LY
M		CD-36 13940	5	Shinju 17		3	1 000	19.74 LY
G		82 Eridani	2	Aricebo		2	2.3 million	19.77 LY
G		Delta Pavonis	1 2 3	Inferno Kentaro's World Jewel		outpost 1 3	1 000 50 000 8 000	19.92 LY
M		Wolf 1481	1	CB-1184		3	1 000	19.95 LY



KRUGER 60

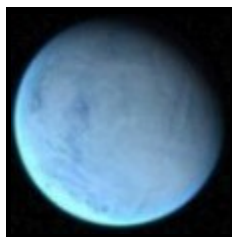


Main Star	Kruger 60 A
Type	M3 V red dwarf
Age	14.2 billion years
Distance from Sol	13.07 light years
Companion Star	Kruger 60 B
Type	M6V red dwarf
Age	14.2 billion years
Distance orbit	112 AU

Description:

Kruger 60 is a binary star system consisting of two red dwarf stars in the Outer Colonies. Kruger 60 A supports a system of 4 planets, one of which is a capable, after terraforming, of supporting life.

Orbit 2: Kruger II Class 2 Colony



Orbit Radius	0.3 au
Type	Glacier
Density	0.7
Diameter	14720 km
Gravity	0.81 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.161
Composition	Nitrogen/Oxygen
Orbital period	87 days
Rotational period	54 hours

TEMPERATURE / SATELLITES

Polar	-41°C
equatorial	3°C
Satellite	0

UNUSUAL FEATURES

Strong magnetic field.

WATER

Water	Ice sheets
% water	14
% ice	86
% clouds	6

MINERAL RESOURCES

Metal ore	52
Radioactive ore	17
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Large Gallium deposits beneath the wind-swept glaciers of Kruger II persuaded several major corporations to joint-fund a terraforming operation on this icy world.

Gallium has replaced silicon in the making of complex computer chips and competition for planets possessing rich deposits of this metal is fierce. Despite being partners in the terraforming and colonising of Kruger II, prospecting teams from the various corporations have been known to become embroiled in bitter and often violent feuds.

The FLEA presence on Kruger is minimal and its presence is rarely felt outside of the larger cities. As a result, lawlessness is rife in some of the more isolated mining camps.

WOLF 1061



Main Star	Wolf 1061
Type	M4 V red dwarf
Age	13.1 billion years
Distance from Sol	13.91 light years

Description:

Wolf 1061 is a star system consisting of a dim red dwarf star in the Outer Colonies. It is only about the size of Jupiter but supports a system of 3 planets and an extensive asteroid belt.

Orbit 3: Redrock Class 3 Colony



Orbit Radius	2.3 au
Type	Rock
Density	1.2
Diameter	10090 km
Gravity	0.95 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0.001
Composition	N/A
Orbital period	2615 days
Rotational period	60 hours

TEMPERATURE / SATELLITES

Polar	-225°C
equatorial	-200°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Ice sheets
% water	0
% ice	15
% clouds	0

MINERAL RESOURCES

Metal ore	67
Radioactive ore	39
Precious metal	0
Raw crystal	0
Precious gems	8

Description:

A ball of rock orbiting Wolf 1061, Redrock possesses large metal ore deposits and is currently being mined out by several corporations. The population of 10,000 dwell in three interconnected domed communities on the planet's bleak surface.

Wolf 1061 is too red in colour for Earth-type plant life to perform photosynthesis efficiently and as a result virtually all foodstuffs have to be imported from offworld.

VAN MAANEN'S STAR



Main Star	Van Maanen's Star
Type	DZ7 white dwarf
Age	10 billion years
Distance from Sol	14.37 light years

Description:

Van Maanen's Star is a star system consisting of a cool white dwarf star in the Outer Colonies.

The star is a stellar remnant of spectral and luminosity type DZ7. As a DZ white dwarf, it has a rich helium atmosphere. It is the closest white dwarf to Sol without a stellar companion and its relative coolness suggests that it is a very old star. It has about seven-tenths of Sol's mass, but with only about 1.3 percent of its diameter.

Three planets orbit the star, all balls of rock.

Orbit 1: Ashkelon Class 3 Colony



Orbit Radius	0.5 au
Type	Rock
Density	1.1
Diameter	4464 km
Gravity	0.31 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	N/A
Orbital period	259 days
Rotational period	40 hours

TEMPERATURE / SATELLITES

Polar	-256°C
equatorial	-47°C
Satellite	2

UNUSUAL FEATURES

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WATER

Water	Ice particles
% water	0
% ice	1
% clouds	0

MINERAL RESOURCES

Metal ore	23
Radioactive ore	1
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Ashkelon is completely lifeless. While there is evidence in the planet's crust to support that the planet once had a rich biological history, spanning billions of years, there is no evidence left on the surface.

Initially colonised to mine the rich deposits of frozen Helium-3 crystals, settlers soon discovered what have since become known as the Labyrinths. Whether the architects of this vast warren of tunnels and caverns that honeycomb the planet were intelligent, or whether they were formed by an as yet unknown natural phenomena has been a source of contention ever since they were discovered over 60 years ago.

BD+68 946

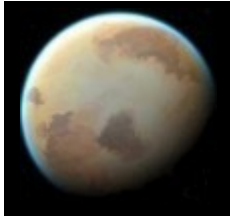


Main Star	BD+68 946
Type	M3 V red dwarf
Age	7 billion years
Distance from Sol	14.77 light years

Description:

BD+68 946 is a star system consisting of a bright red dwarf star in the Outer Colonies. The star, more commonly known as 'Beady' to Arclight colonists, was an orange dwarf until a few million years ago.

Orbit 1: Arclight Class 3 Colony



Orbit Radius	0.6 au
Type	Desert
Density	1.2
Diameter	11975 km
Gravity	1.13 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.989
Composition	Nitrogen/Oxygen
Orbital period	318 days
Rotational period	41 hours

TEMPERATURE / SATELLITES

Polar	-80°C
equatorial	-12°C
Satellite	1

UNUSUAL FEATURES

Violent storms.

WATER

Water	Ice sheets
% water	0
% ice	14
% clouds	0

MINERAL RESOURCES

Metal ore	51
Radioactive ore	41
Precious metal	0
Raw crystal	0
Precious gems	10

Description:

So named because of the violent electrical storms that plague this desert planet, Arclight is the site of a mining colony with a population of close to 5000.

The planet's equatorial mountain ranges hide vast deposits of radioactive ores, which are being aggressively mined 41 hours a day.

ROSS 780

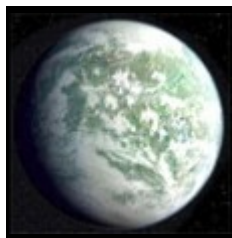


Main Star	Ross 780
Type	M5 V red dwarf
Age	7.2 billion years
Distance from Sol	15.34 light years

Description:

Ross 780 is a star system consisting of a fairly bright red dwarf star in the Outer Colonies. The star supports a system of planets. The nearest planet, a Jovian class gas giant, has colonies on two of its moons.

Orbit 1: Tittleman's Rest Class 2 Colony



Orbit Radius	0.21 au
Type	Tundra
Density	1.1
Diameter	12100 km
Gravity	1.01 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.128
Composition	Nitrogen/Oxygen
Orbital period	54 days
Rotational period	70 hours

TEMPERATURE / SATELLITES

Polar	-37°C
equatorial	11°C
Satellite	0

UNUSUAL FEATURES

Moon of Ross 780 IX.

WATER

Water	Oceans
% water	77
% ice	9
% clouds	19

MINERAL RESOURCES

Metal ore	71
Radioactive ore	36
Precious metal	0
Raw crystal	0
Precious gems	10

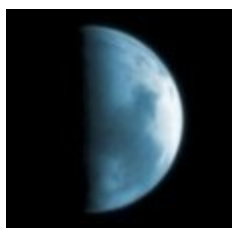
Description:

Dominated by snow-capped mountain ranges, evergreen forests and regions of cold, damp tundra, Tittleman's Rest is a cold temperate world, well suited to the growing of wheat and potato crops. The colony of almost 1.4 million is part-financed by Hallidor Corporation, one of the largest corporate investors in agricultural colonisation projects.

2141 - Marines assault hideout of Kow-Lang mercenary

Interstellar Colonial Marines are brought in to assault a fortified compound on Tittleman's Rest. The compound is the hideout of Tiberius Lee, ex-Commanding Officer of mercenary unit "the Star Tigers". He is charged with ordering the tactical nuclear strike during the Tau Ceti War that resulted in the deaths of almost 1200 civilian colonists at Kow-Lang on Anjuna. After a fierce battle lasting ten hours, Lee and his surviving followers are arrested.

Orbit 1: Mirador Class 3 Colony



Orbit Radius	0.12 au
Type	Ice Ball
Density	0.5
Diameter	9001 km
Gravity	0.35 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0.001
Composition	N/A
Orbital period	118 days
Rotational period	14 hours

WATER

Water	Glaciers
% water	0
% ice	100
% clouds	0

NEW HORIZON, sourcebook 4.2

TEMPERATURE / SATELLITES

Polar	-218°C
equatorial	-180°C
Satellite	0

UNUSUAL FEATURES

Moon of Ross 780 I.

MINERAL RESOURCES

Metal ore	6
Radioactive ore	1
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Nothing more than an airless chunk of ice orbiting Ross 780 I, Mirador is being mined for water ice for less hospitable worlds in the Outer Colonies. About 5000 workers from Tittleman's Rest are employed on month long shifts. The work is dangerous and hard, but the pay is high.

GROOMBRIDGE 1618



Main Star	Groombridge 1618
Type	K7 V orange dwarf
Age	2.9 billion years
Distance from Sol	15.89 light years

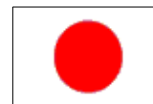
Description:

Groombridge 1618 is a star system consisting of an orange dwarf star in the Outer Colonies. The star supports a system of 7 planets, the second supporting a large colony.

Orbit 2: Horizon Class 2 Colony



Orbit Radius	0.8 au
Type	Ocean
Density	0.9
Diameter	10412 km
Gravity	1.12 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.4
Composition	Nitrogen/Oxygen
Orbital period	274 days
Rotational period	20 hours

TEMPERATURE / SATELLITES

Polar	-44°C
equatorial	38°C
Satellite	3

UNUSUAL FEATURES

Primitive life forms.

WATER

Water	Oceans
% water	90
% ice	12
% clouds	22

MINERAL RESOURCES

Metal ore	22
Radioactive ore	18
Precious metal	0
Raw crystal	0
Precious gems	3

Description:

With 90% of its surface covered in water, Horizon is a planet of vast oceans dotted with chains of tropical archipelago around its equator.

Horizon's oceans team with marine life, including a species similar to krill, only larger, that is farmed, along with other edible fish species in the vast sea-farms that are scattered across the planet's oceans. The majority of the Japanese colonial population are employed in the sea farming industry.

Horizon is becoming a popular destination for rich holiday makers from Earth, especially amongst adrenaline junkies - surfers who come to ride the waves caused by the orbital motion of the planet's three moons.

OMICRON² ERIDANI



Main Star	Omicron ² Eridani A
Type	K1 V orange dwarf
Age	3.1 billion years
Distance from Sol	16.45 light years
Companion Star	Omicron ² Eridani B
Type	DA white dwarf
Age	5.2 billion years
Distance orbit	418 AU

Description:

Omicron² Eridani, also called 40 Eridani, is a relatively young binary star system consisting of an orange-red dwarf and a white dwarf in the Outer Colonies. Stars A and B have a wide separation of about 418 AUs and an orbital period of some 8,000 years.

Any planets around Omicron² Eridani B would have been "fried" through heat and hard radiation long ago when star B was a giant star and puffed out its outer layers to reveal its remnant stellar core as a white dwarf. For Star B, the current water zone is centred around 0.06 AU which would require an orbital period of about 7.8 days!

Omicron² Eridani A supports a system of 6 planets. There are colonies on two planets, and on a moon orbiting one of the two outer gas giants.

Omicron² Eridani is also the location of MSF Eridani, one of the largest concentrations of UEF military in the Outer Colonies.

Orbit 1: Harvest Class 2 Colony



Orbit Radius	0.6 au
Type	Steppes
Density	1.0
Diameter	16145 km
Gravity	1.07 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.25
Composition	Nitrogen/Oxygen
Orbital period	203 days
Rotational period	35 hours

TEMPERATURE / SATELLITES

Polar	-5°C
equatorial	43°C
Satellite	1

WATER

Water	Oceans
% water	25
% ice	0
% clouds	61

MINERAL RESOURCES

Metal ore	64
Radioactive ore	40
Precious metal	0

UNUSUAL FEATURES

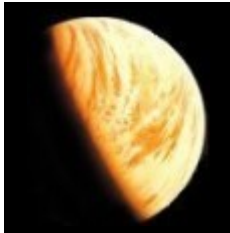
Raw crystal	0
Precious gems	12

Description:

A fertile planet of vast semi-arid, grass-covered plains and forests, with two small oceans, Harvest was colonised by the Chinese Consortium several decades ago with the backing of the Cheung Corporation.

Harvest is designated an agricultural world and much of its colonial population is employed in this industry. Intensive cultivation of genetically engineered crops provides food for export to colony worlds unable to grow their own.

Orbit 2: Eridanus Outpost



Orbit Radius	0.69 au
Type	Arid
Density	0.8
Diameter	12822 km
Gravity	0.83 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	0.81
Composition	Nitrogen/Oxygen
Orbital period	283 days
Rotational period	22 hours

WATER

Water	Lakes and rivers
% water	12
% ice	4
% clouds	35

TEMPERATURE / SATELLITES

Polar	-47°C
equatorial	13°C
Satellite	3

MINERAL RESOURCES

Metal ore	37
Radioactive ore	20
Precious metal	0
Raw crystal	0
Precious gems	6

UNUSUAL FEATURES

High radiation level; Primitive life forms.

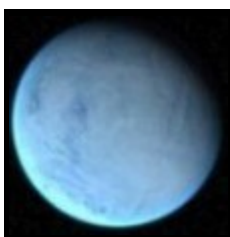
Description:

A small, arid world at the outer edge of the planetary comfort zone around Omicron² Eridani A, the surface of Eridanus is dominated by jagged mountain ranges, open plains of cold semi-desert and deep chasm-like valleys. Almost all of the free-standing liquid water is located at the bottom of these deep chasms, kept from freezing by geothermal activity.

Eridanus is the location of one of the largest UEAF bases in the Outer Colonies – New Damascus – home to Marine Space Force Eridani. In addition to several installations on the planet surface, there is also a large subterranean fortress nicknamed 'The Citadel' and a large orbital facility, which is home-base of the UEAF 8th Fleet under Admiral Ramsey.

Eridanus is home to over 40,000 military personnel.

Orbit 6: Terilon Outpost



Orbit Radius	15.9 au
Type	Glacier
Density	1.0
Diameter	16558 km
Gravity	1.3 G



NEW HORIZON, sourcebook 4.2

ATMOSPHERICS / ORBIT

Atmosphere	Dense
0	4.8
100	Nitrogen/Oxygen
1	705 days
Rotational period	14 hours

TEMPERATURE / SATELLITES

Polar	-198°C
equatorial	-98°C
Satellite	1

UNUSUAL FEATURES

Meteor storms.

WATER

Water	Glaciers
% water	0
% ice	100
% clouds	1

MINERAL RESOURCES

Metal ore	63
Radioactive ore	41
Precious metal	0
Raw crystal	0
Precious gems	14

Description:

One of the many moons orbiting the Neptune class gas giant Ripple, Terilon is an inhospitable, glacier world plagued by frequent meteor storms, making the planet's southern hemisphere a dangerous place to be. It is also the location of the Trinity Testing Facility, utilised by the Military Sciences Division to test new weapons and other technology with military applications.

70 OPHIUCHI



Main Star	70 Ophiuchi A
Type	K0 V orange dwarf
Age	5.6 billion years
Distance from Sol	16.59 light years
Companion Star	70 Ophiuchi B
Type	K5 V orange dwarf
Age	5.6 billion years
Distance orbit	23 AU

Description:

70 Ophiuchi is a binary star system consisting of two orange main sequence stars in the Outer Colonies.

70 Ophiuchi A has a system of two terrestrial planets and an asteroid belt, while 70 Ophiuchi B is orbited by a dense asteroid belt. The first planet orbiting 70 Ophiuchi A supports a colony and is the location of the largest orbital military drydock outside of the Core Systems.

Orbit 1: Niobe Class 2 Colony



Orbit Radius	0.68 au
Type	Arid
Density	0.9
Diameter	8612 km
Gravity	0.78 G



ATMOSPHERICS / ORBIT

WATER

NEW HORIZON, sourcebook 4.2

Atmosphere	Thin
Pressure	0.8
Composition	Nitrogen/Oxygen
Orbital period	228 days
Rotational period	18 hours

TEMPERATURE / SATELLITES

Polar	4°C
equatorial	56°C
Satellite	2

UNUSUAL FEATURES

Low humidity.

Water	Lakes and rivers
% water	18
% ice	0
% clouds	4

MINERAL RESOURCES

Metal ore	32
Radioactive ore	18
Precious metal	0
Raw crystal	0
Precious gems	4

Description:

A dry arid world that escapes most of the savage meteor showers that pummel the other planet orbiting 70 Ophiuchi A, Niobe is the location of a relatively small surface colony, joint-funded by the United Americas and the Chinese Consortium. It would be just another frontier mining colony, were it not for the fact that the planet is also the location of the largest orbital military drydock outside of the Core Systems.

The drydock was built by EnerTek prior to that corporation's collapse in 2246, and was commandeered by the UEAF at the start of the Colonial Wars as an emergency repair base for damaged ships returning from the Herculis Front.

The UEAF now maintains a sizeable garrison on and in orbit of Niobe, numbering over 30,000 personnel, including a colonial marines rapid reaction force. The main ICM base is located on the surface of the planet, at Fort Walawag.

ALTAIR



Main Star	Altair
Type	A7 VI white dwarf
Age	0.4 billion years
Distance from Sol	16.77 light years

Description:

Altair is a star system consisting of a white main sequence star in the Outer Colonies. The star supports a system of 7 planets, the second supporting a large colony.

The star has about 10.7 times the visual luminosity of Sol. Although the star is only a few hundred million years old, it is so much bigger and hotter than Sol that it will exhaust its core hydrogen around only a billion years and turn into a red giant or Cepheid variable before puffing away its outer layers to reveal a remnant core as a white dwarf.

Like Sirius, Altair radiates much more in ultraviolet wavelengths than Sol. Altair is orbited by a gas cloud and two terrestrial planets. The second planet is colonised.

Orbit 2: Fuego Class 3 Colony



Orbit Radius	2.9 au
Type	Desert
Density	1.07
Diameter	13460 km
Gravity	1.12 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
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WATER

Water	Lakes and rivers
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NEW HORIZON, sourcebook 4.2

Pressure	1.2
Composition	Carbon dioxide
Orbital period	1740 days
Rotational period	19 hours

TEMPERATURE / SATELLITES

Polar	22°C
equatorial	75°C
Satellite	3

UNUSUAL FEATURES

Microbes.

% water	9
% ice	0
% clouds	0

MINERAL RESOURCES

Metal ore	70
Radioactive ore	41
Precious metal	0
Raw crystal	0
Precious gems	10

Description:

The inner planet of Altair is incapable of sustaining life and has no appreciable worth to inspire any corporation to attempt to change this situation. However, 2.9 AUs from the star is Fuego, a desert planet. With an orbital period of about 4.4 Earth years, Fuego might seem harsh and inhospitable, but life has evolved here, albeit in a simple, rudimentary form: primitive single-cell, anaerobic bacteria. Under constant bombardment by meteorites and the hard ultraviolet radiation from Altair, it is unfair to expect much more.

Fuego is the location of a penal mining colony, established by the UEF over a century ago, and financed by EnerTek Corporation. When EnerTek went bust in 2246, Hallidor Corporation inherited the installation by buying up the defunct EnerTek's colonial assets. Hallidor has been winding down operations on Fuego for the past 10 years, with the intention of cannibalising as much kit from the site as possible and dispersing the remaining inmates to other penal colonies in the Federal Colonies. The penal colony inhabitants receive supplies and replacement mechanical parts from Hallidor on an annual basis. Beyond this contact (which usually lasts a week while the crew of the supply ship unload from orbit and recharge their F-Drive) they are left to their own devices.

G254 29

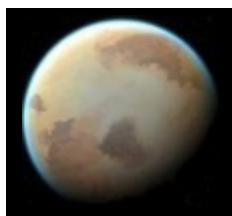


Main Star	G254 29
Type	M4 V red dwarf
Age	4.6 billion years
Distance from Sol	17.59 light years

Description:

G254-29 is a star system consisting of a dim red dwarf in the Outer Colonies. This cool star has about half of Sol's mass and size. It is orbited by a system of 3 planets, one terrestrial and two gas giants. The terrestrial planet circles the star in a tight orbit and is colonised.

Orbit 1: Yang-Sing Class 3 Colony



Orbit Radius	0.44 au
Type	Desert
Density	1.1
Diameter	7807 km
Gravity	0.55 G



ATMOSPHERICS / ORBIT

Atmosphere	Very thin
Pressure	0.23
Composition	Carbon dioxide

WATER

Water	Ice sheets
% water	0
% ice	1

NEW HORIZON, sourcebook 4.2

Orbital period 47 days

Rotational period 1128 hours

TEMPERATURE / SATELLITES

Polar -33°C

equatorial 18°C

Satellite 0

UNUSUAL FEATURES

Tidally locked.

% clouds 0

MINERAL RESOURCES

Metal ore 12

Radioactive ore 79

Precious metal 0

Raw crystal 0

Precious gems 1

Description:

Circling G254-29 in such a tight orbit, the rotation of Yang-Sing is tidally locked with the star so that one side has perpetual daylight with the other in darkness.

Approximately 1000 Chinese Consortium colonists, employees of a Cheung Corp mining subsidiary, live in a domed community close to the planet's north pole. Here, the skies are perpetually twilight.

STEIN 2051



Main Star Stein 2051 A

Type M4 V red dwarf

Age 4.1 billion years

Distance from Sol 17.98 light years

Companion Star Stein 2051 B

Type DC5 white dwarf

Age 3.1 billion years

Distance orbit 39 AU

Description:

Stein 2051 is a binary star system consisting of a red dwarf and a white dwarf in the Outer Colonies.

Stein 2051 A is orbited by a vast asteroid field, over 2AU deep. Its white dwarf companion star orbits beyond the limits of the field.

Orbit 4: Oberon Class 3 Colony



Orbit Radius 1.4 au

Type Chunk

Density 0.9

Diameter 801 km

Gravity 0.06 G



ATMOSPHERICS / ORBIT

Atmosphere Vacuum

Pressure 0

Composition N/A

Orbital period 0 days

Rotational period 0 hours

WATER

Water None

% water 0

% ice 1

% clouds 0

NEW HORIZON, sourcebook 4.2

TEMPERATURE / SATELLITES

Polar	-273°C
equatorial	130°C
Satellite	0

UNUSUAL FEATURES

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MINERAL RESOURCES

Metal ore	12
Radioactive ore	1
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Oberon is a bleak rocky planetoid that serves as a base for exploring vast asteroid fields of Stein 2051. A European venture, backed by Proxima Incorporated and Cenargo, established a colony base on Oberon over 20 years ago. The structure is partially on the surface, partially subterranean and is home to some 2000 colonists.

SIGMA DRACONIS



Main Star	Sigma Draconis
Type	M4 V red dwarf
Age	4.2 billion years
Distance from Sol	18.81 light years

Description:

Sigma Draconis is a star system consisting of an orange-red dwarf in the Outer Colonies. The star has about 89 percent of Sol's mass, 79 percent of its diameter, and 39 percent of its luminosity.

Sigma Draconis is orbited by a system of 3 planets and an asteroid belt. Of the two terrestrial planets, one supports a colony.

Orbit 2: Sacristia 181 Class 2 Colony



Orbit Radius	0.62 au
Type	Steppes
Density	0.9
Diameter	14047 km
Gravity	0.99 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	1.45
Composition	Nitrogen/Oxygen
Orbital period	199 days
Rotational period	13 hours

TEMPERATURE / SATELLITES

Polar	-40°C
equatorial	34°C
Satellite	2

UNUSUAL FEATURES

Primitive life forms.

WATER

Water	Oceans
% water	20
% ice	1
% clouds	57

MINERAL RESOURCES

Metal ore	21
Radioactive ore	9
Precious metal	0
Raw crystal	0
Precious gems	9

Description:

Sacristia 181 is named in memory of the Sacristia tragedy of 2218, when the colony ship Sacristia was lost with all 181 crew, after its onboard computer systems failed during orbital insertion.

Today, the planet supports a growing United Americas agricultural colony, with a population of almost 25,000.

ROSS 47



Main Star	Ross 47
Type	M4 IV red sub-giant
Age	2.22 billion years
Distance from Sol	18.88 light years

Description:

Ross 47 is a star system consisting of red sub-giant star in the Outer Colonies. In another 100,000 years it will expand to engulf the innermost of the planets that lie in orbit.

Of the six planets orbiting Ross 47, four are terrestrial. The terrestrial planet closest to the star supports a small colony.

Orbit 1: Guāi Lì Class 3 Colony



Orbit Radius	0.31 au
Type	Hot house
Density	1.2
Diameter	7085 km
Gravity	0.67 G



ATMOSPHERICS / ORBIT

Atmosphere	Exotic
Pressure	3.8
Composition	Carbon dioxide
Orbital period	156 days
Rotational period	21 hours

TEMPERATURE / SATELLITES

Polar	84°C
equatorial	266°C
Satellite	0

UNUSUAL FEATURES

Cloud cover.	
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WATER

Water	None
% water	0
% ice	0
% clouds	100

MINERAL RESOURCES

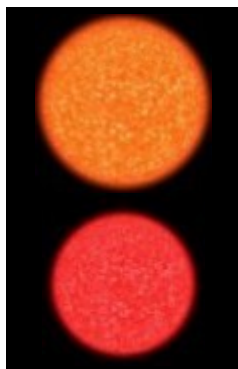
Metal ore	73
Radioactive ore	43
Precious metal	0
Raw crystal	0
Precious gems	16

Description:

Designated a 'hot house' planet, Guāi Lì (translated roughly as 'Unfriendly Place') is a world which has a history of life, but which has since developed a runaway greenhouse effect. Similar to Venus, what life existed here is now extinct.

Guāi Lì is the location of a Sino-Russian mining colony, population 2,500. They dwell in a domed community close to the planet's southern polar regions. There is a large open cast mining base here run by Proxima Incorporated. The corporation also maintains an orbital facility which serves as a refuelling depot for craft bound for the Frontier.

LALANDE 27173



Main Star	Lalande 27173 A
Type	K5 V orange dwarf
Age	1.5 billion years
Distance from Sol	19.26 light years
Companion Star	Lalande 27173 B
Type	M1 V red dwarf
Age	1.9 billion years
Distance orbit	130 AU

Description:

Lalande 27173 is a binary star system consisting of an orange dwarf and a dim red dwarf in the Outer Colonies. Lalande 27173 A has roughly the same diameter and luminosity as Sol, and a system of 4 planets, 2 of which are terrestrial. One of these supports a colony.

Orbit 2: Amber Class 2 Colony



Orbit Radius	0.42 au
Type	Arid
Density	0.9
Diameter	15521 km
Gravity	0.8 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	0.9
Composition	Nitrogen/Oxygen
Orbital period	168 days
Rotational period	18 hours

TEMPERATURE / SATELLITES

Polar	-2°C
equatorial	46°C
Satellite	2

UNUSUAL FEATURES

Low humidity; Primitive life forms.

WATER

Water	Oceans
% water	19
% ice	0
% clouds	54

MINERAL RESOURCES

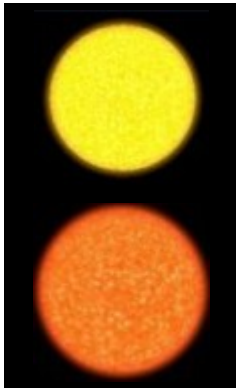
Metal ore	33
Radioactive ore	25
Precious metal	0
Raw crystal	0
Precious gems	9

Description:

Amber is a small arid world with topography much like North Africa on Earth. It supports a colony funded by the European Federation and the Church of Chrislam. The majority of the 450,000 colonists eking out a living on this marginal world, if not European are of North African descent.

Amber is also the birthplace of Gabriel Abdul-Samaad, also known as Gabriel Dhul Fiquaar ('The Prophets Sword'), leader of the Husaam Udeen ('Swords of the Faith') Martyrs. The Husaam Udeen Martyrs are an extremist Chrislamic Sect who believe that the ICA and megacorporations are inherently corrupt and must be prevented from raping every planet they colonise.

ETA CASSIOPEIAE



Main Star	Eta Cassiopeiae A
Type	G0 V yellow dwarf
Age	4.1 billion years
Distance from Sol	19.42 light years
Companion Star	Eta Cassiopeiae B
Type	K7 V orange dwarf
Age	1.8 billion years
Distance orbit	71 AU

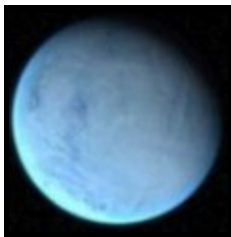
Description:

Eta Cassiopeiae is a binary star system, also called Achird, consisting of a yellow-orange dwarf and an orange-red dwarf in the Outer Colonies.

Eta Cassiopeiae A is a primary with 91% of Sol's mass, almost the same diameter (101%) and 1.2 times its luminosity. Eta Cassiopeiae B is cooler and dimmer, with 60% of Sol's mass and diameter and around 3% of its luminosity.

Both stars have planetary systems (4 orbiting Eta Cassiopeiae A and 3 orbiting Eta Cassiopeiae B) and there is a colony in each system.

Orbit 3: Sun Ji Hei Class 3 Colony



Orbit Radius	0.98 au
Type	Glacier
Density	0.9
Diameter	14121 km
Gravity	1.0 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	0.86
Composition	Nitrogen/Oxygen
Orbital period	58 days
Rotational period	87 hours

TEMPERATURE / SATELLITES

Polar	-78°C
equatorial	-53°C
Satellite	2

UNUSUAL FEATURES

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WATER

Water	Glaciers
% water	0
% ice	100
% clouds	0

MINERAL RESOURCES

Metal ore	42
Radioactive ore	9
Precious metal	0
Raw crystal	0
Precious gems	4

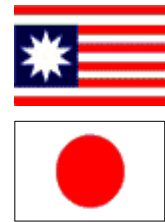
Description:

A frozen world of vast ice fields and towering glaciers, Sun Ji Hei is the location of a small Chinese Consortium mining colony.

Orbit 3: Cassandra Class 1 Colony



Orbit Radius	1.13 au
Type	Terran
Density	1.0
Diameter	12160 km
Gravity	0.95 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.75
Composition	Nitrogen/Oxygen
Orbital period	315 days
Rotational period	18 hours

TEMPERATURE / SATELLITES

Polar	-34°C
equatorial	27°C
Satellite	0

UNUSUAL FEATURES

Primitive life forms.

WATER

Water	Oceans
% water	67
% ice	1
% clouds	58

MINERAL RESOURCES

Metal ore	33
Radioactive ore	18
Precious metal	0
Raw crystal	0
Precious gems	6

Description:

The planet Cassandra is a Terran world, designated a class 1 colony world by the ICA. It is a world of stunning natural beauty, supporting an indigenous ecology of primitive native life forms (amphibians, ferns, polyps, plants etc). Having no natural satellite of its own to produce tidal motion, the oceans of Cassandra are extremely calm.

Cassandra supports a fledgling Anglo-Japanese colony, funded by a Hallidor Corporation/Motokatsu-Kyono Combine joint venture. There are approximately 115,000 colonists on Cassandra so far, but the ICA has been inundated with applications for emigration to this world from the Core Systems.

There is still a lot of work to do to make Cassandra a fully self sufficient colony, but once it is done, this world holds the promise of becoming a one of the richest self-sufficient colonies in the Outer Colonies.

36 OPHIUCHI C



Main Star	36 Ophiuchi C
Type	K5 V orange dwarf
Age	1.8 billion years
Distance from Sol	19.47 light years

Description:

36 Ophiuchi C is a star system consisting of orange-red dwarf star in the Outer Colonies.

The star has only about 71% of Sol's mass and diameter and about 8.7% of its luminosity. It orbits the 36 Ophiuchi AB pair at around 4400 AU away and is a variable star. A fast spacecraft using realspace propulsion could make the journey from 36 Ophiuchi C to 36 Ophiuchi AB in about 2 years at maximum thrust. Using F-Drive, this journey can be made in just over 2 hours, Earth Standard Time.

Four planets and an asteroid belt orbit this star. There is a colony on the second planet, Paragon.

Orbit 2: Paragon Class 1 Colony



Orbit Radius	0.35 au
Type	Terran
Density	0.9
Diameter	16726 km
Gravity	0.97 G



ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.98
Composition	Nitrogen/Oxygen
Orbital period	171 days
Rotational period	22 hours

TEMPERATURE / SATELLITES

Polar	-40°C
equatorial	33°C
Satellite	0

UNUSUAL FEATURES

Native semi-intelligent life forms.

WATER

Water	Oceans
% water	79
% ice	1
% clouds	55

MINERAL RESOURCES

Metal ore	17
Radioactive ore	18
Precious metal	40
Raw crystal	0
Precious gems	11

Description:

Paragon is a Terran world of extraordinary natural beauty that supports a fast-growing Sino-American colony already over sixty years old and with a population approaching 2.1 million. There are three major landmasses and numerous small island archipelagos. The majority of the colonial population have settled on the two largest continents: Landfall and the North East Territories. The largest population centres are Paragon City, New Shanghai and Xuan. The rest of the colonial population is spread out amongst numerous smaller settlements.

Paragon has no natural satellites and an axial inclination of only 6 degrees, much smaller than compared with the 23 degrees inclination of Earth. Such a minor axial inclination means that the planet lacks substantial seasonal variations in climate. As a result there are more incidences of disease, moulds and fungus, which cause the life-cycle of the native plant life to be much shorter than Earth.

The jungles and rainforests that dominate Paragon look very much like the jungles and rainforests of Earth. The ground is very dark and sparsely foliated, tall stems stretch up to the canopy, the canopy itself is way up above the ground blocking out the light. Competition is really fierce for light. The main difference comes in the turn around of plant life, a jungle tree may last 50, 100, or more years. On Paragon the dominant plants only last a year or two, hence they need to grow fast. Plants grow up the corpses of the previous victim, using them for support. The 'tree' analogues are quite twisty and vine like threaded round and over a lattice of dead 'wood'.

Notable Locations:

- Paragon City, Paragon's capital and home to half a million colonists, located on Landfall.
- New Shanghai, a city with a quarter of a million inhabitants, located on Landfall.
- Tien-Son, a small city in the North Eastern Territories.
- Xuan, a city with a population of quarter of a million, located in the North Eastern Territories.

History:

2196 Discovery

First visit by ICA scoutships to the 36 Ophuichi C star system. When the terran world 36 Ophuichi II (Paragon) is discovered, a priority colonial survey is immediately begun. When a potential Class One Colony World is discovered, the planet is quarantined by the ICA so that its biosphere can be surveyed in minute detail, firstly to ascertain that there is no inherent danger to prospective colonists, and secondly that the introduction of Earth-life will not have any serious ecological impact.

2207 Class One Colony World status

36 Ophiuchi II is given Class One Colony World status by the ICA. Colonial contracts for colonisation are issued. The intention is that the colony will become a mixed industrial/agricultural world, capable of self-sufficiency within a generation.

2209 Paragon is colonised

A Sino-American consortium wins the colonisation contract for 36 Ophiuchi II, now named Paragon. Colonial transports land on the continent dubbed 'Landfall'. They quickly set up colony bases. The colonial settlement receives substantial financial backing from Chinese and American megacorps including Cheung Corp and Hallidor Corporation.

2271 ICM begins interdiction on separatists

The Interstellar Colonial Marines start a military interdiction on separatists groups living on Paragon. There has been trouble ever since the end of the Colonial Wars, when some of the colonists began protesting at Earth control and the amount of tax revenue funnelled off-world by the corporations and ICA, on top of the heavy import duties paid on luxury items shipped to the colony from the Core Systems.

36 OPHIUCHI AB



Main Star	36 Ophiuchi A
Type	K1 V orange dwarf
Age	2.7 billion years
Distance from Sol	19.52 light years
Companion Star	36 Ophiuchi B
Type	K1 V orange dwarf
Age	2.1 billion years
Distance orbit	83 AU

Description:

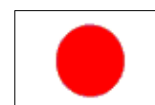
36 Ophiuchi AB is a binary star system consisting of two orange-red dwarfs in the Outer Colonies.

These stars have about 85% of Sol's mass and diameter and 28% of its luminosity. Separated from each other by a highly eccentric orbit that takes approximately 570 years and fluctuates between 83-169AU, both stars support a small system of planets. There are colony worlds orbiting both of the stars.

Orbit 3: Harmony Class 2 Colony



Orbit Radius	0.74 au
Type	Tundra
Density	1.1
Diameter	14686 km
Gravity	1.27 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	1.8
Composition	Nitrogen/Oxygen
Orbital period	295 days
Rotational period	21 hours

TEMPERATURE / SATELLITES

WATER

Water	Oceans
% water	59
% ice	6
% clouds	29

MINERAL RESOURCES

NEW HORIZON, sourcebook 4.2

Polar	-36°C
equatorial	4°C
Satellite	0
UNUSUAL FEATURES	
High humidity.	

Metal ore	29
Radioactive ore	42
Precious metal	0
Raw crystal	0
Precious gems	13

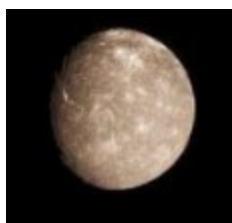
Description:

A cold and damp tundra world requiring only minor atmospheric terraforming, Harmony is the site of a joint European-Japanese colonisation project which is into its third decade. It supports a population of almost 90,000 and a fledgling industrial economy.

Harmony has a large orbital facility built by Cenargo Corporation and Motokatsu-Kyono Combine, the primary corporate investors who funded the colonisation process. Harmony Station is used as a safe refuelling point by colonial shipping headed out to the Herculis Cluster fringe, known to be a haven for pirate activity. Because of this, both corporations maintain a sizeable security force at Harmony.

Ever since the police action began in the close neighbour system 36 Ophiuchi C, a steady stream of UEAF traffic has used Harmony as a way station/staging area between the Core Systems and the fighting. A new industry has grown up around the influx of military personnel to the colony.

Orbit 3: Howard's Hope Class 3 Colony



Orbit Radius	0.73 au
Type	Rock
Density	0.9
Diameter	5719 km
Gravity	0.4 G



ATMOSPHERICS / ORBIT

Atmosphere	Trace
Pressure	0.001
Composition	Trace elements
Orbital period	285 days
Rotational period	56 hours

TEMPERATURE / SATELLITES

Polar	-216°C
equatorial	-180°C
Satellite	0
UNUSUAL FEATURES	
High radiation; Meteor showers.	

WATER

Water	Ice particles
% water	0
% ice	11
% clouds	0

MINERAL RESOURCES

Metal ore	21
Radioactive ore	17
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

A small United Americas mining colony. Howard's Hope is a desolate, rocky world plagued by frequent and violent meteor storms. Approximately 1,500 colonists live in a subterranean warren of caverns: part natural, part excavated by colonial engineers.

Orbit 5: Newland Class 3 Colony



Orbit Radius	4.81 au
Type	Rock
Density	0.76
Diameter	1854 km
Gravity	0.13 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	N/A
Orbital period	412 days
Rotational period	40 hours

TEMPERATURE / SATELLITES

Polar	-271°C
equatorial	-100°C
Satellite	0

UNUSUAL FEATURES

High radiation; Meteor showers.

WATER

Water	Ice particles
% water	0
% ice	3
% clouds	0

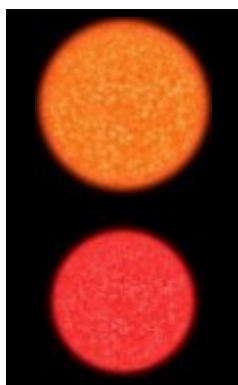
MINERAL RESOURCES

Metal ore	19
Radioactive ore	21
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

Newland is a small Russian mining colony on rocky moon orbiting a Saturn class gas giant.

CD-36 13940



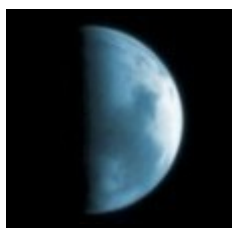
Main Star	CD-36 13940 A
Type	K3 V orange dwarf
Age	3.1 billion years
Distance from Sol	19.74 light years
Companion Star	CD-36 13940 B
Type	M3 V red sub-dwarf
Age	2.98 billion years
Distance orbit	42 AU

Description:

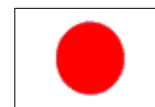
CD-36 13940 is a binary star system consisting of an orange-red dwarf and a red sub-dwarf in the Outer Colonies.

Also referred to as Herschel 5173, the main star has about 82% of Sol's mass and diameter and less than 23% of its visual luminosity. A system of 7 planets orbit this star. So far the only colony in this system is a small mining colony on a moon orbiting the Saturn class gas giant 'Shinju' ('Pearl').

Orbit 5: Shinju 17 Class 3 Colony



Orbit Radius	11.2 au
Type	Ice ball
Density	0.3
Diameter	3112 km
Gravity	0.1 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	N/A
Orbital period	612 days
Rotational period	11 hours

TEMPERATURE / SATELLITES

Polar	-273°C
equatorial	-100°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Glaciers
% water	0
% ice	100
% clouds	0

MINERAL RESOURCES

Metal ore	0
Radioactive ore	0
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

A moon orbiting the Neptune class gas giant Shinju ('Pearl'), Shinju 17 supports a Japanese ice-mining colony, with a population of just short of 1000.

82 ERIDANI



Main Star	82 Eridani
Type	G5 V yellow dwarf
Age	3.1 billion years
Distance from Sol	19.77 light years

Description:

82 Eridani is a star system consisting of yellow-orange dwarf star in the Outer Colonies. The star is almost identical in mass and diameter to Sol, though with only 60% of its luminosity.

Four planets orbit 82 Eridani but only the second planet orbits within the habitable region capable of supporting liquid water.

Orbit 2: Aricebo Class 2 Colony



Orbit Radius	0.8 au
Type	Steppes
Density	0.9
Diameter	11651 km
Gravity	1.1 G



NEW HORIZON, sourcebook 4.2

ATMOSPHERICS / ORBIT

Atmosphere	Standard
Pressure	0.839
Composition	Nitrogen/Oxygen
Orbital period	275 days
Rotational period	25 hours

TEMPERATURE / SATELLITES

Polar	-45°C
equatorial	13°C
Satellite	2

UNUSUAL FEATURES

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WATER

Water	Oceans
% water	22
% ice	1
% clouds	58

MINERAL RESOURCES

Metal ore	71
Radioactive ore	17
Precious metal	0
Raw crystal	0
Precious gems	11

Description:

When Hallidor Corporation developed Aricebo as an agricultural colony, it needed minimal terraforming. Aricebo's climate makes the planet excellent for growing crops, especially the genetically engineered crops developed by Biol Corp in partnership with Hallidor.

Aricebo is 78% landmass, with most water located in the northern hemisphere. It is here on the shores of this sea that Puerto Casado, the colony starport and capital city is located. In geosynchronous orbit above Puerto Casado is the Aricebo orbital cargo facility. The monorail route on Aricebo connects all three of the major urban regions on the planet.

It provides a fast means of transport for colonists and for cargo.

Aricebo has a population of 2.3 million, most dwelling in the northern hemisphere, where over 80% of the agricultural assets are located. The southern hemisphere is dotted with automated mines, mining metal from the ore-rich mountain ranges that dominate this region. Huge OCM tractors rove the steppe, piloted by company employees and private prospectors alike.

Notable Locations:

- Puerto Casado, Aricebo's capital city and location of the colony's starport.
- San Cristobal, a small colony city and the planet's main commercial centre.
- Villa Vincezio, a small city.

History

2270 Civil unrest leads to intervention from the ICA

Violent civil unrest destabilises the Aricebo colony. Disputes over colonist share rights and living conditions escalate into open conflict, which has now been raging for almost 4 months. Rebel forces, backed by elements of the local ColSec garrison who have defected are fighting Hallidor security forces and ColSec troops still loyal to the ICA.

DELTA PAVONIS



Main Star	Delta Pavonis
Type	G5 V yellow dwarf
Age	3.27 billion years
Distance from Sol	19.92 light years

Description:

Delta Pavonis is a star system consisting of yellow-orange dwarf star in the Outer Colonies. The star is fairly similar to Sol, with about 1.1 times Sol's mass, 1.06 times its diameter and about 1.18 times its luminosity. It is orbited by a system of 6 planets and is home to three colonies.

Orbit 1: Inferno Outpost



Orbit Radius	0.22 au
Type	Inferno
Density	0.9
Diameter	14398 km
Gravity	1.02 G



ATMOSPHERICS / ORBIT

Atmosphere	Dense
Pressure	2.61
Composition	Carbon dioxide
Orbital period	98 days
Rotational period	46 hours

TEMPERATURE / SATELLITES

Polar	309°C
equatorial	376°C
Satellite	3

UNUSUAL FEATURES

Extreme vulcanism.

WATER

Water	None
% water	0
% ice	0
% clouds	48

MINERAL RESOURCES

Metal ore	29
Radioactive ore	36
Precious metal	0
Raw crystal	0
Precious gems	10

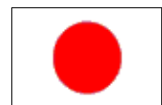
Description:

A world that is like a vision of Hell itself, Inferno is much like Earth must have been when it was pre-primordial. The planet is uninhabited save for a Chinese Consortium scientific research base in a low geo-synchronous orbit around the equator.

Orbit 2: Kentaro's World Class 1 Colony



Orbit Radius	1.08 au
Type	Terran
Density	1
Diameter	15337 km
Gravity	0.8 G



ATMOSPHERICS / ORBIT

Atmosphere	Thin
Pressure	0.74
Composition	Nitrogen/Oxygen
Orbital period	375 days
Rotational period	26 hours

TEMPERATURE / SATELLITES

Polar	-33°C
equatorial	11°C
Satellite	1

WATER

Water	Oceans
% water	81
% ice	3
% clouds	39

MINERAL RESOURCES

Metal ore	29
Radioactive ore	24
Precious metal	0

UNUSUAL FEATURES

Primitive life forms.

Raw crystal 0

Precious gems 10

Description:

Kentaro's World is a picturesque temperate Terran world, covered in lush virgin forests, rolling plains and clear blue oceans. It is the location of a relatively young Sino-Japanese colony funded by a Motokatsu-Kyono Combine/Cheung Corp joint venture and is home to approximately 50,000 colonists. There is a cap on colony growth/immigration at this time until the assigned ICA Settlement Welfare Team has classified all the major species of indigenous flora and fauna.

Orbit 3: Jewel Class 3 Colony



Orbit Radius	1.28 au
Type	Jungle
Density	1.2
Diameter	12928 km
Gravity	1.42 G



ATMOSPHERICS / ORBIT

Atmosphere	Exotic
Pressure	1.56
Composition	Nitrogen/Carbon dioxide/Methane
Orbital period	412 days
Rotational period	18 hours

WATER

Water	Oceans
% water	76
% ice	0
% clouds	91

TEMPERATURE / SATELLITES

Polar	-11°C
equatorial	36°C
Satellite	3

MINERAL RESOURCES

Metal ore	69
Radioactive ore	24
Precious metal	0
Raw crystal	0
Precious gems	11

UNUSUAL FEATURES

Exotic atmosphere; Primitive life forms; High humidity.

Description:

When survey ships first visited the Delta Pavonis star system, they named the third planet 'Jewel', on account of how from orbit the planet resembled a beautiful orb of white-flecked jade.

Down on the surface the survey team discovered that looks could be deceiving. Jewel was covered in primeval rainforests and swamps which teemed with alien flora and fauna, all of it completely incompatible with Earth-life and much of it actively hazardous. With almost one and a half times terrestrial gravity, active volcanism and an atmosphere made up primarily of nitrogen, methane and carbon dioxide, Jewel had proved to be anything but idyllic.

Thirty years on, there is still only one major colonial settlement, with about a dozen small research bases scattered across the planet. Population growth is slow - the total colonial population is approximately 8,000, hindered by the hostile nature of the planet's biosphere and lack of immigration.

WOLF 1481



Main Star	Wolf 1481
Type	M3 V red dwarf
Age	4.9 billion years
Distance from Sol	19.95 light years

Description:

Wolf 1481 is a star system consisting of red dwarf star in the Outer Colonies. This cool and dim star is orbited by a solitary Saturn class gas giant that has 26 moons. On one of the moons is a small outpost.

Orbit 1: CB-1184 Class 3 Colony



Orbit Radius	4.9 au
Type	Rock
Density	0.36
Diameter	3612 km
Gravity	0.21 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	N/A
Orbital period	560 days
Rotational period	67 hours

TEMPERATURE / SATELLITES

Polar	-200°C
equatorial	-100°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Ice particles
% water	0
% ice	1
% clouds	0

MINERAL RESOURCES

Metal ore	21
Radioactive ore	10
Precious metal	0
Raw crystal	0
Precious gems	1

Description:

This barren, airless chunk of rock is one of 26 orbiting a Saturn class gas giant, the only planet in the system. It supports a Chinese Consortium mining colony, with approximately 1000 Cheung Corp employees contracted to stripmine the planet of its metal ore.

The Eurasian Rimworlds Combine

by Wikipedia, John Ossoway, Chris Denne, Dennis Zopfi, Ed. Simbalist & Terry Chessman

"It is not enough that they fear to be beaten by us. They must learn to fear the very sight, that sound of us! We have survived exile. We have survived isolation. We will survive this."

Scolar Visari – first Autarch of the Eurasian Rimworlds Combine

Formed by a group of star systems at the outermost of the European and UPP colonised arms, the rebel colonies that make up the Eurasian Rimworlds Combine seceded during the Colonial Wars of 2258-2260. The leaders of the ERC have refused to sign a treaty with the ICA, granting them substantial autonomy – demanding instead recognition and total independence, something that the ICA were unwilling to give. An unofficial ceasefire has been in effect since 2260, with a 1 parsec DMZ established between ERC and UEF space.



A Clear and Present Danger

An Address to the General Assembly meets of the Federation by Kraig Robert St. Vincent; Fleet Admiral, Representative of UEAF, Sol StarSystem, September 22nd 2268. Federation Journal of the Assembly, 2268-09.22.A4.

Mr. Speaker:

It is an ancient and honored adage of military science that a soldier would be wise to know his enemy well. As an old soldier, I have com to know one of the enemies of the Federation very well indeed.

In the ten years of its existence, the Eurasian Rimworlds Combine has been in a state of continuous and unrelenting war against its neighbors. The Combine itself is a nation organized for war. The ERC social order is highly regimented throughout, with all "civilian" agencies, institutions, and enterprises serving as auxiliaries for the vast military establishment which is, for all intents and purposes, the Combine itself. The Combine leadership is very ambitious but also dangerously competent. The citizenry are disciplined and loyal adherents of the ERC Supremacy Party and are prepared to make great sacrifices. The Subjugated peoples of the Combine are fearful and obedient. Few having the courage to show active rebellion in the face of ERC rule by terror. The Armed Forces are among the finest in the known galaxy, with excellent training, equipment, and morale. The Combine cannot be discounted as an adversary, and its record is filled with illustrious examples of the bravery of its troops and the superlative tactical skill of its officers.

That is the face of the Enemy. Make no mistake. The Combine is committed to no less than the total subjugation of all worlds and all people everywhere. Their ambition knows no bounds. And the Imperials have long recognized that the greatest obstacle to their plans for conquest has been and always will be the Federation. Who in this assembly doubts that ERC policies have always aimed at the destruction of the Federation? All present here know full well that the fall of the Federation would mark the beginning of the Darkest Age in the histories of the Human race.

A clear and present danger now exists that the Federation will soon be engaged in a bitter war with the Combine. It will be all-out war "to the knife," a conflict so vast in its destructiveness and scale of operations that it will dwarf any conflict fought in the remembrance of any of the human history. The ghosts of a hundred billion victims of ferocious ERC aggression and genocide bear mute witness to the bloody fate that awaits us if the Federation should be defeated.

The ERC must be destroyed! Over the years in this august Assembly I have earned the nickname of "Cato" St. Vincent. But I know the Enemy and, like Cato of old who rose daily and ended every speech on whatever subject with a demand that the Roman Senate act to destroy the Carthaginian foe, I also serve the nation and will not rest until the peril to the Federation is eliminated. The Combine must be destroyed. The Federation will not be the one to initiate that war, but by all the Powers that be in this vast universe, the Federation will finish it once and for all time! The Combine must be destroyed, and the time for debate is over.

Excerpts from "The Eurasian Rimworlds Combine: profile of military state"; edited by Alisair K. Valasareon, Fleet Captain, BRINT Office of Strategic Studies; BRINT Briefing Manual BBMIOSS 1792. A14.C, edition of 2268.

The Rise of the Eurasian Rimworlds Combine

The origins of the ERC, like those of many human-inhabited worlds, can be traced back to the complex situation existing on Terra in the last half of the 21st century and in the 22nd century. Until unification under the United Earth Federation Government, Terra was a world fragmented into more than 200 nations competing for economic, military, and ideological dominance.

By 2059, the benefits of space exploration and colonization became apparent to even the blindest men. In the next decades the Unites Americas and the Chinese Consortium were born, completing the economic and political union begun in the 20th century with the Common Market. The enormous cost and effort needed to undertake the vast terraforming projects underway on Terra, to construct L-5 cities, and to colonize the near planets were more than any one European nation could bear. Thus full union was brought about to prevent Europe from falling behind.

After the Blackout, being among the farthest removed of all the OutWorlds colonies, the Outer Rim Territories were virtually cut off from Terra by 2222. After that date, only a few starships plied the 20 LY between Sol and the Rimworlds. Contact with other human worlds became attenuated over the next few decades. The Frontier culture therefore took an increasingly divergent course, marked by insular attitudes and deep distrust of anyone or anything "unFrontier."

The Outer Rim Territories worlds were themselves quite fertile and also rich in natural resources. The first colonists were well equipped to develop the new planets, and by the late 22nd century, the Colonies had largely developed self-sufficiency. Indeed, they were well able to maintain technologies in no way inferior to that of Sol. The populations of the colonies expanded at a rapid rate, the colonies tending towards large families which they found easy to support with their abundant produce and rapidly expanding industries.

This allowed the corporations to tax all ships going through the system, on top of the considerable income from trade and re-fueling. The UEF grew concerned and frustrated by Outer Rim's domination over star travel and space trade—traditionally under UEF control—and profiting off colonial endeavors that the UEF itself has underwritten. In response, the UEF impose new taxes and regulations on space travel and shipping, in which the money was then use to expand the Interstellar Colonial Marine Corps—the UEAF Navy received the bulk of the new budget to develop highly advanced warships principally designed to maintain ICA control in the outer colonies by force if necessary. As part of the new regulations, the UEF rescinded the Outer Rim Administration's privileges; specifically its right to a large home fleet and tariffs on shipping.

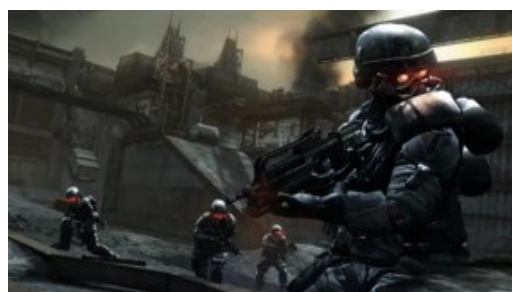
The Herculis Cluster Administration refused to obey the UEF's regulations, but agreed to enter into talks with the UEF to resolve the issue. However, in 2257, negotiations between Earth and the Herculis Cluster Administration failed to bring a mutually satisfactory resolution, and resulting in the Herculis Cluster finally seceding from the UEF and declaring itself an independent colony.

In 2258, NatSoc, a political movement in the Outer Rim Territories declared themselves the Eurasian Rimworlds Combine (ERC) and demand recognition and total independence.

The UEF made the decision to send an Expeditionary Force to the Frontier, to seize control of the navigation points between the colonies and Earth, protecting the flow of colonial trade to Earth that would allow a blockade.

The economic crisis soon gave rise to Sclar Visari, a charismatic politician who capitalized on Rimworlds people's growing anger in which he quickly gathered a massive following. Under Visari's rule, he reformed the ERC into a militaristic and xenophobic society. Furthermore, Visari rejuvenated the Rimworlds economy by trading its rich mineral resources to non-aligned planets after breaking the UEF embargo and reaching a lucrative deal with the Herculis Cluster, thereby allowing Visari to pour newfound wealth into the ERC military and turning it into a reckoning force.

Beginning in early August 2259, the ERC launched their invasion. Two ERC fleets were dispatched, one to send after the UEFEF. The Interstellar Colonial Marine Corps were taken surprise in which they suffered massive casualties and territorial losses, opening up the planet to a mass invasion force of the ERC Third Army led by General Joseph Lente. The ERC managed to take large swaths of territory and inflict severe UEFEF casualties in a savage blitzkrieg. By late August, however, the invasion incurs casualties on both sides. The ERC's ground campaign is disrupted by the death of Lente by the actions of four unlikely heroes, led by UEAF Captain Jan Templar. The few remaining ERC of the Third Army were then forced to fall back and regroup.



One year later, the UEAF launched a counter-invasion in an attempt to end the war and neutralize the ERC by capturing Visari and establish an easy-to-control puppet state. However, the UEAF invasion was set to fail due to unexpected fierce resistance from the ERC, culminating in the nuclear devastation at Omicron² Eridani, crippling the UEAF taskforce orbiting Eridanus with great loss of life.

ERC Citizenship

Full citizenship is granted to any human being born in the ERC and evidencing demonstrable loyalty to the Combine. There are several classes of ERC citizenship and subject status, each denoting the degree of freedom and power enjoyed in the ERC. These can be readily identified, as all citizens and subjects must wear a computerized identity card on the left breast, over the heart. The cards are coded as follows:

- Alpha class: black cards edged and printed in gold; this group forms the highest ranking members of the elite leadership group in the alpha class.
- Beta class: black card edged and printed in silver; this group forms the "middle management" level in the Combine State.
- Gamma class: black card edged and printed in white; this group forms the ordinary citizenry of the Combine.
- Delta class: green card edged and printed in white; this group is of somewhat questionable loyalty and enthusiasm for ERC rule and philosophy but are generally "tractable" subjects.
- Epsilon class: grey card edged and printed in white; this group includes all non-humans who have to be obedient to ERC "will."
- Tau class: grey card edged and printed in blood red; this group includes all newly conquered populations, convicted felons serving sentences, and rebellious human populations actively resisting ERC authority.
- Foreign visitor: blue card edged and printed in white; all foreigners must register with ERC authorities for identification and certification. Officials of foreign government are issued with gold edged/ printed cards denoting their diplomatic status. Failure to register is punishable by severe penalties. Loss of identity cards should be reported immediately.

Each group outlined above will be described in more detail below.

All citizens and subjects are expected to carry full documentation at all times. The basic I.D. is, of course, the identity card. This plastic card is embossed with the ERC Seal and displays a front-view picture of the individual. The computer chip contains a variety of data about the card-holder, and it can be read out and compared to central files. Though the cards can be counterfeited without excessive difficulty by high technology culture, the file data cannot be readily accessed for editing and insertion of false information. Federation practice has therefore been to acquire genuine identity cards, relying upon surgical alteration of the facial features and fingerprints of agents to render them physically in accord with the data in the card profile. Retinal patterns remain a problem, however, and a retinagram taken at police or security headquarters will generally expose impostors. Agents are therefore cautioned to take every precaution against arrest unless fitted with BioTech retinal modification, which has a 90% chance of defeating a retinagram.

The Alpha Class

The Alpha Class is the ruling elite of the ERC. With Alpha rank comes high status, privilege, and numerous prerogatives and rights as befit the "proven superior man." Entry into the Alpha Class is based strictly upon personal merit and efficiency of performance of one's duties. No high ranking official of the ERC would think of promoting anyone not deserving of the honor. Failure is regarded with disapproval at all times, and it is inexcusable to promote an undeserving subordinate who might later fail because of obvious shortcomings or weakness in leadership traits. Nepotism thus has little place in the ERC, and "who you know" is of no value to anyone unless he has genuine ability as well.

The Alpha Class is permitted to maintain personal retinues – staffers and bodyguards directly loyal to them, even though they are paid by the State or by the private corporations employing them. ERC Alphas have great power and prestige in Combine society, and the holder of a gilt-edged card expects to be treated with all the deference due to a great lord.

There is considerable cutthroat competition between equals and near-equals in the Alpha Class who are clear rivals for the next position up the ladder. Though the competition is fiercely intense, it normally excludes any activity which might directly threaten the security of the ERC itself. Thus one cannot commit outright sabotage of a rival's activities in his proper sphere of responsibility. Rather, the competition consists of trying to outdo a rival, to score a "coup" by performing one's own duties with unmistakable brilliance and flair, and perhaps simultaneously showing up the shortcomings or failures of one's rivals.

If the ERC has a chink in its armor, it is in this rivalry between equals vying for advancement. In the interests of scoring personal coups, competing Alphas will often withhold vital information or discoveries which might assist their rivals in establishing their own credentials as superlative leaders. Cooperation and coordination of efforts are often lacking if any justification can be found for holding back. And plain "dirty tricks" are employed. These include planting of false or misleading information in the camp of a rival; employment of spies to uncover embarrassing secrets which might be used to blackmail or intimidate; and sometimes even convert sabotage and assassination. However, such tactics are seriously frowned upon. An Alpha caught using them can expect a grave backlash from his superiors, who will seize upon the

slightest pretext to initiate an investigation for possible treason against the ERC. However, this does not stop such practices. They are somewhat exceptional, though, and competition typically follows prescribed lines.

A second weakness of the ERC Alpha system is that real innovation must be initiated from the top. Power cannot be shared, only delegated. Those in subordinate positions are not encouraged to exercise too much personal initiative in sensitive areas without receiving approval from higher authority. The Alpha is held responsible for the failure of his subordinates when he might have intervened, and thus he is unwilling to risk censure by his superiors for actions he has not had a chance to review. One can be assured that any subordinate who takes too much upon himself will receive in triple measure whatever displeasure his superior suffers if there is failure.

The vital quality of the personal staff of an ERC Alpha is its ability to model itself around the personality and policies of the Alpha. In effect, the staffers are expected to become extensions of their Alpha, proxies who can anticipate his decisions. The staffers should be able to react quickly and surely in a system that otherwise would lapse into the "safe" response of approval procedure when unorthodox and dynamic action is demanded. It can be said that ERC success or failure in an emergency is based upon the ability of the leadership to exercise "hands on" control, either by the Alpha personally, or through a staffer with delegated authority and a clear understanding of his Alpha's desires.

The personal retinues of the ERC Alphas are therefore recognized as essential to the smooth functioning of the ERC. Alphas can take their staffs with them when they are transferred to new postings. Their personal loyalties to their Alphas are encouraged by the Combine regime because it encourages efficiency, and liberal rewards are made available for dispensing by the leadership for loyal service. Strong personal bonds often develop between Alphas and their staffers as well. When the stakes are high, all share in the catastrophic effects of failure – for are not the staffers identified totally with their Alphas? At the same time, nothing succeeds in the ERC like success. When an Alpha rises in the power structure, he takes his followers with him. They bask in his glory and enjoy excellent prospects of promotion themselves.

The lifestyle of the Alpha Class can only be described as privileged. They have virtually unrestricted right of movement and will be treated respectfully at all times. They possess the right of summary punishment – meaning that they can order the nerve whipping of any subject below "Alpha" status for any "offense against the Combine." They also possess the right of capital punishment when dealing with offenders in the "Delta--Tau" classes. They are entitled to personal staffs commensurate with their rank, and their households are essentially supported by the State on their corporate organizations.

The Beta Class

Those ERC citizens who fail to qualify for Alpha status still enjoy many rights and privileges denied to the lower orders. The typical citizen is much more limited in his political education than the Alpha Class. Many do acquire considerable knowledge and expertise in their vocations, however. The bulk of the citizenry serve in the lower levels of the ERC government, military, and the skilled areas of the private sector. They can hope to attain Alpha status in later life through loyal and distinguished service, though few really do outside of the staffers in the personal retinues of ERC Alphas. But the Combine system never closes the door on the chance of advancement. There is always the possibility of latent merit not detected in the early years of citizen. Also, the general morale is well served by such a prospect, and the rank-and-file are encouraged to exert themselves to the limit because of it.

All ERC citizens of the Beta class have the right to bear arms in the defense of the State. Most have received military training, if they are not serving outright in one of the armed branches of government. For the ERC is organized in a way reminiscent of the ancient Spartan state on Terra, every citizen being a "soldier of the Combine."

The "Betas" themselves are unshakably loyal. Their political indoctrination begins in early childhood and is reinforced throughout their lives, so that they are indelibly imprinted with the dogmas of Combine Supremacy. As a group, the ordinary citizens can be described as highly disciplined, obedient to higher authority, generally very competent in their areas of specialization, and fanatic in their determine to maintain the ERC system and the special status which they believe they have over all others.

The citizenry appears to quite oblivious to the fact that their Autarch regard them as dependable cannon fodder to be expended judiciously, as needed, in the deference of the ERC and the expansion of the Combine "supremacy" to include the known galaxy. Indeed, the citizens regard it as a high honor to "fall" in the service of the ERC. This, again, is a measure of the effectiveness of Combine indoctrination and propaganda.

The lifestyle of the typical "Beta" is quite comfortable. The full range of technological conveniences is available, and the average income of a family is not inconsiderable. Special benefits, such as free medical care, good educational opportunities, low rates of taxation, and availability of very cheap servants (from the lower classes), etc., all make for generally desirable standard of living. Freedom of movement is somewhat restricted in that internal and ERC passports are required for travel outside one's residence district. But these are usually acquired after the most superficial of formalities in most instances,

The Gamma Class

Humans who willingly collaborate with their Autarch and demonstrate an unmistakable loyalty to the ERC are regarded as potential candidates for ERC citizenship. Those evidencing "merit" by performing steadfast and efficient service to the ERC may be granted full citizenship through a process known as "adlection." Adlection (nomination) by a member of the Alpha Class is a high honor and is much sought after by the "Gammas."

The "Gammas" are regarded as sufficiently trustworthy that they are liable to military draft. Upon completion of 20 years' service "in the traditions of the ERC Armed Forces," a veteran will generally receive full citizenship and "Beta" status by Alpha Decree, unless his commanding officers set down some impediment in his military record which would disqualify him. A soldier might also be awarded full citizenship for outstanding bravery – on the order of a high decoration. The Armed Forces are therefore quite popular among the "Gammas" as a means up the social ladder. This is, of course, no accident. For the ERC has a chronic need of manpower to maintain its almost continuous military adventurism.

Commonly referred to as "half-castes" by the ordinary "Betas," who resent the almost equal status of a group they regard as subjects rather than "real" citizens – the "Gammas" enjoy most of the freedoms and privileges of full citizenship. They may own property, go into business for themselves, and have the protection of the ERC High Courts (reserved for citizens). They also do not receive as high a rate of pay as a citizen, their rates being set at about 75% of a citizen's income. They also pay higher taxes, but not significantly so. Their standard of living is generally lower, too, but again it is quite "comfortable" by ERC standards. And, like the "Betas," they may engage lower class servants.

This group largely lives at a level comparable to that of the "working classes" in the Federation, although some are highly successful at business (usually through close connections with businessmen of the "Beta" class) and become very rich. Members of ERC Alphas' staffs also enjoy an influence and prestige quite beyond the ordinary, for they stand in the reflected power and glory of their masters. They also may have his delegated authority to deal with matters of concern, and in such capacity they possess powers vastly greater than that enjoyed by the ordinary citizen,

The Delta Class

About 20% of the humans living in the ERC are classed as "Deltas," subjects who evidence a woeful lack of enthusiasm for the Combine regime. They cannot be trusted in sensitive areas. Most occupied populations are classed "Delta" after a conquered infrastructure has been put into place.

"Deltas" are kept under strict surveillance and control. A full battery of sophisticated documentation and special permissions are used to monitor and control the movements of this group. People regarded as seditious, except in the family group, unless special permission is granted for a larger assembly. Possessions of any weapon is punishable by summary execution, at the discretion of the ERC authorities. Striking a citizen of the ERC is also punishable by death. Speaking out against the ERC or any Combine regulation or policy is punishable by demotion to "Epsilon" class and a sentence of 10 years to life in forced labor battalion.

On the other hand, those "Deltas" who show demonstrable "submission to Combine supremacy" and cooperation with the ERC authorities can be rated as "Delta Plus" subjects, a designation which gives them special privileges and preferred treatment. In time, clearly loyal "Delta Plus" subjects can hope for adlection to "Gamma" status.

The Epsilon Class

The "Eps" are non-humans who have submitted to ERC authority and are relatively peaceful and submissive. As a "reward," they are accorded treatment somewhat in between that given "Gamma" and "Delta" class humans. However, they can never hope for higher levels in the Combine social order and should be considered as virtual slaves.

The Tau Class

All "Taus" are virtually unprotected by due process of ERC law – "wormfood" in ERC slang. All planets reduced to ERC dominion by armed conquest are automatically classed "Tau" for an indefinite probationary period until the ERC authorities are able to classify individual members of the population. During such a period, the ERC occupation forces will crush any show of civil disobedience or rebellion with a frightful application of force and terror. Breach of Occupation Edicts is almost invariably punished by savage reprisals and crippling general fines against the population at large.

"Tau" classification otherwise includes all criminals and known enemies of the Combine. All "Taus" live under a suspended sentence of death which can be executed at any time by an ERC citizen, "half-caste," or collaborator. Death is the ERC answer to the slightest infraction or breach of discipline.

Life for the "non-man" is a tragic and hopeless fate. The "Tau" is a slave, nothing more or less. His technical competence will be restricted, where ever possible, to Tech/5-6. He is subject to forced draft to labor battalions and will be given tasks considered too dangerous or demanding for others. He is expected to obey all orders or die. His welfare is disregarded, and he receives little benefits from his masters except an almost starvation level allotment of rations and a crowded barracks that scarcely shields him from the elements. He is constantly under the eye of armed guards and overseers, his every movement monitored. He is a prisoner at all times, accorded no freedoms and only a few privileges for good behavior – such as an extra ration portion for exceeding work quotas, etc.

The ERC Nation

The ERC is not a nation in the usual sense. All ERC citizens are defacto members of the huge military establishment which is the ERC, although many serve in what might be classed as civil service positions in other nations. Under the leadership of senior administrators of the "Alpha" class, "Beta" Class citizens are largely engaged in the production and business side of the Combine society. They provide for high tech needs and general logistical support of the military as it prosecutes the ERC goal. The lower classes ("Gamma" to —Tau") provide the food and a huge labor pool. Although there are significant differences between them, the ERC is reminiscent of Ancient Sparta with its soldier-citizens and helot slaves.



The Autarch of the ERC

At the pinnacle of power and prestige in the ERC is the Autarch.

Autarch is the official title of supreme political leadership within the Combine, similar to the titles of Führer in Nazi Germany and Duce in Fascist Italy. Like in every totalitarian state, the Autarch has full power over ERC society, civilian and military, and all decisions made by the Autarch are absolute and ultimate. He is the Commander-in-Chief of all the armed forces, and Head of State. "The ERC is strong because it is the embodiment of the Autarch, who must be strongest of all," is the underlying dictum upon which the ERC is founded. People who disobey orders given directly by the Autarch or refuse his rulership are often considered enemies of the state and marked for summary execution, either in an event or a simple kill-on-sight order.

The title was created with the founding of the ERC, with its founder, Scolar Visari, being the first Autarch.

Typically, the Autarch is a pre-eminently capable and ruthless man who has claimed his way through a host of rivals to command the ERC. Different from the traditional popular voting in democratic states, the Autarch is selected by a few amongst the ERC elite, those being from the ERC Senate. However, it is not excluded the possibility of heirship

on the appointment of Autarch. However, he will usually be replaced by a coup d'etat once his skill and judgment are seen to be failing.

The ERC Senate

The ERC Senate, also known as the High Council, is composed of nine Ministers who act as the Autarch's cabinet of advisers. It has been reported that meetings of the Imperial High Council are relatively informal, The Autarch usually initiates the discussion, and the Ministers and their deputies offer clarifications, suggestions, and proposals. For the most part, it is a routine business meeting in which the affairs of the Combine are dealt with and policies and directives are issued. However, meetings may also become the battleground upon which the leadership of the ERC maneuvers and intrigues for greater political power in the Combine.

The Autarch will himself use the meetings to berate Ministers and others he sees as remiss in their enthusiasm for his policies or for delays in their execution. Such moments are sometimes marked by his flying into a seemingly uncontrolled rage. The performance has become a high art, with many subtle nuances of meaning contained in every gesture and intonation. The Seriousness of the situation can be gauged by all present from the length of the tirade and the key signal words and gestures incorporated into the outburst. Thus the "Autarch rages" are observed very, very carefully indeed by everyone present. They provide invaluable clues concerning the current status of the "Victim," the Autarch's attitude toward and concerns about the problem, and the degree of urgency to be attached to the solution.

The Autarch has the final authority and issues his decisions in the form of Alpha Decrees. He is no fool, however, and listens very closely to the advice and proposals of his cabinet. In this way he assures that he has a good chance of alternatives and sufficient information upon which to base a sound decision. By involving his cabinet in the decision-

making process and then delegating the responsibility for carrying out directives for action to one Minister or another, the Autarch can more easily deflect blame to them if things go wrong.

The Ministries

If the power of the Autarch is "absolute and undoubted," the powers and prerogatives of the Ministers are not much less within their own spheres. They are all officers of the highest rank, corresponding to cabinet ministers with fixed portfolios. In many instances, the Ministers are faithful lieutenants whom the Autarch had included in his personal faction over the years.

Needless to say, there is fierce competition between the Ministers to maintain and enlarge their portfolios, which obviously must be accomplished at the expense of the others. So strenuous and often so bitter is this rivalry that it is rare that the Ministers can enter into even a temporary alliance strong enough to stage a coup d'etat to oust the Autarch.

THE MINISTRY OF EURASIAN POLICE

The Eurasian Police is a paramilitary force charged with the internal security of the ERC. Personnel requirements, rank grades and designations, and pay scales are comparable to those of the Combat Forces. The EPR (Eurasian Police of the Rimworlds) is a very effective law enforcement agency, secret police, and army of occupation.

The current minister of Combat Forces is Jorhan Stahl.

The EPR, or uniformed police, perform standard law enforcement functions. The EMP (Eurasian Military Police) are special units of the EPR trained in counter-insurgency and are used to secure "restive" worlds and as military police in rear areas of operational armies. They are equipped as light mechanized infantry. EMP units also provide SWAT squads for the EPR these being power armored.

The uniform of the Eurasian Police is black with red trim at the collar, shoulder straps, and trouser seams. Eurasian Police insignia is a jagged red thunderbolt superimposed over the initials EPR or EMP, worn at the collar and on the red-trimmed cap. Rank Insignia are the same as in the Alpha Guard, only the stars and the hash marks are red.



THE MINISTRY OF EURASIAN SECURITY POLICE

The dreaded ESPR, (Eurasian Security Police of the Rimworlds) is universally feared and hated, for it is the secret police arm of the ERC and has a sweeping mandate to search out and hunt down all enemies of the Combine. The ESPR typically wear mufti or appropriate uniforms as disguises when carrying out covert investigations. Uniforms are identical to those of the Leader Guard, except that rank insignia are red stars and hash marks. The ESPR insignia is a twined silver thunderbolt superimposed over the initials of the service.

The Minister of the ESPR is usually one of the most trustworthy lieutenants in the Autarch's personal faction. Often he is a "half-caste" adlected to the "Beta." Rarely will he survive the overthrow of the Autarch, for he has many enemies. Thus he is fanatically loyal and spares nothing and no one in his efforts to maintain the Autarch in office and to discredit and indict all serious rivals,

A significant number of "half-castes" are employed in the enlisted ranks of the ESPR, for covert operations have to be carried out among the "lower orders" in many instances. The "Gammas" are much closer to the subject classes than are the "Betas," and thus often make the best agents. Some "Gammas" achieve high rank in the ESPR once they earn adlection to the "Beta," They tend to become fanatical even by ERC standards.

A complex network of informers is also employed to gather intelligence at all levels of the ERC social order. So pervasive is the ESPR "presence" that little escapes the "Thought Police."

THE MINISTRY OF INFORMATION

Information is the propaganda arm of the ERC and administers all of the media. It conducts comprehensive public "information" programs for internal and foreign consumption. A very high level of media and psychological expertise is employed to ex-toll the virtues of the ERC system, and the sophistication and virtuosity of Ministry specialists cannot be denied. All entertainment is under the direction of the Ministry, and it exercises a general censorship function on all materials distributed through electronic and non-electronic media. Censorship includes passing on cultural practices of any customs, festivals, etc., which are felt to breed dangerous opposition to ERC rule are proscribed. Propaganda specialists of the Ministry work very closely with the Ministry of Education to indoctrinate the young. They also prepare the programs to be used by occupation authorities on conquered planets and agitprop programs to be used against planets high on the ERC "hit list."

THE STARFLEET'S MINISTRY

The ERC space navy has the same requirements for Astronauts, Science Officers, Techs, and Marines as in the Federation. The ERC Marines have rank grades identical to those of the ERC Combat Force (see below), but do not progress beyond rank grade/14 or Sky Marshal,

THE MINISTRY OF COMBAT FORCES

The ground forces of the ERC include the army, attached aerospace forces (starfighters and aircraft), planetary defense batteries, and militia reserves. The requirements for army personnel are the same as in the Federation.

The current minister of Combat Forces is admiral Orlock.

Rivalry between the StarFleet and the Combat Forces is traditionally bitter. The Combat Forces regard StarFleet as a transport/support organization for the army and little more. For its part, StarFleet evidences open contempt for the ground forces and resists every attempt of the army to dictate to it. It is amazing that there is any cooperation between them at all. Yet the Armed Forces seem to be able to get the job done, for the Federation is hated even more than the rival services.

The ERC StarFleet and Combat Forces maintain competing intelligence services under the command of a Vice — Admiral and a Colonel-General, respectively (rank grade/12). These are both quasi-independent bureaus under the High Commands of their respective services and do not answer directly to field commanders. The Alpha Guard also maintains an integral intelligence service (the Bureau of State Security or BOSS), but it is charged largely with detecting plots close to the Autarch and in maintaining the Alpha Guard as an utterly trustworthy force. It conducts covert operations in other government branches in close cooperation with the ESPR. The ESPR, itself exercises a curiosity far beyond its internal security mandate and conducts espionage in the Federation. To further compound matters, the FES, or Foreign Espionage Section, of the Foreign Ministry also operates spy networks outside the ERC, organizes fifth column groups on planets ripe for invasion, and the like.

Competition between all of these agencies is bitter, and cooperation is sometimes sadly lacking. Indeed, their suspicion of each other is extreme, and they sometimes devote considerable effort to discrediting each other or working deliberately at cross-purposes whenever one agency feels another has stepped into its rightful sphere of operations. Intelligence agents of the Federation operating inside the ERC may find, on occasion, that they will be able to use this rivalry to good effect.



THE MINISTRY OF ALPHA GUARD

The Alpha Guard is an elite force composed of powered armor and mechanized/armored units reinforced by integral aerospace forces and also a BattleFleet of exceptional strength. The "Storm Troops" act directly under the authority of the Autarch. Personnel requirements are +1 above Federation prerequisites for enlistment. All ranks receive 150% of standard pay for equivalent StarFleet and Combat Forces personnel. Alpha Guard officers also enjoy a +2 rank grade status over all other personnel in the ERC.

The Alpha Guard is unique in that all personnel begin at the bottom as non-commissioned personnel – rank grade/0! Further-some, there are a good number of regiments in which "Beta" class citizens are permitted unlimited advancement, the only restriction being merit. Entrance requirements are very strict, the loyalty of the recruit being checked most carefully by the security service. The mission of the Alpha Guard is ostensibly to protect the Autarch, but it has grown from a palace guard regiment to a major branch of the ERC Armed Forces. Equipped with the most advanced weapons systems and equipment available, it provides the best shock troops in the ERC. The Alpha Guard is also used to crush rebellion, its devotion to duty bringing a special "enthusiasm" to the task. Put bluntly, the Alpha Guard is the ERC "fire brigade," used whenever the fighting is heaviest and the stakes the highest.

Alpha Guard dress uniforms are black with silver trim at the collar, shoulder straps, and trouser seams. Officers have black epaulets trimmed in white and showing rank by silver stars. Enlisted men show rank by silver hash marks on cuff of sleeve. Garrison hats are black with silver trim for officers and men. Leader Guard insignia is worn on the hat, collar flaps, and a silver trimmed black armband: a twinned jagged thunderbolt of silver superimposed over the initials "L.S.H.F.:" (for the Guard motto, "Leader, Supremacy, Honor, and the Fatherland").

THE MINISTRY OF SCIENCE AND TECHNOLOGY

Science and Technology has a broad and often unclear jurisdiction over research and development in a great many areas. Ostensibly, its task is to coordinate research and production efforts in the ERC. In practice, this is a most difficult

mission because of inter-Ministerial rivalries and chronic ERC paranoia about espionage which impede the rapid exchange of information. That these problems are recognized as most serious is clear in the very existence of the Ministry. So frustrating is the problem that the Ministry now operates institutes of pure research and also funds university-level researchers, making the discoveries generally available. Needless to say, this often duplicates efforts in other areas, but at least some important discoveries and applications become more widely known than they might otherwise.

The Hexenkartothek is the special branch of the ministry, responsible for the research and use of the Forbidden Science for military purpose. All agents are members of the Karotechia, the super-secret occult organization created by SS-Untersturmführer Rudolf Levin on the eve of WW II on Earth.

THE MINISTRY OF PRODUCTION

Production coordinates the activities of industry and business throughout the ERC and deals largely with the management levels of the private sector. Its task is to ensure that production is quickly marshaled to support the military requirements of the moment. The portfolio is very prestigious and ranks as one of the most important in the ERC. The Ministry is broken down into Planetary Sub-Ministries, each under an Under-Secretary. Several of these Sub-Ministries are combined into Provincial or Prefecture organizations under Deputy Ministers who report directly to the Minister,

In effect, the Ministry is a super-corporation overseeing all of the productive capacity of the ERC and itself directly controlling state owned production facilities (about 15% of the total in the ERC). All required production is fitted carefully into the T/O of the Ministry. While the system might seem very efficient, Provincial, Prefecture, and Planetary Sub-ministries are often suspicious of their rivals and do not cooperate as well as they should. Futthersome production facilities are directly in the hands of the various branches of the military, and these organs of government do not prove at all cooperative.

THE MINISTRY OF CITIZEN LABOR

Labor has, as its areas of responsibility, the training and allocation of skilled and professional personnel to the various segments of the Imperial economy. All free workers ("Beta" and "Gamma" Class citizens) belong to the ELO, the Eurasian Labor Organization. They are governed by ELO regulations and pay scales, the ELO being at one and the same time a Combine labor union and employer. The ELO contracts out all labor with the various businesses in the ERC which require free workers. Organization is along the lines given for the Ministry of Production.

This Ministry administers also the vast body of non-citizen workers in the ERC – those of "Delta" to "Tau" Class subject status. The EFLO (Eurasian Foreign Labor Organization), is perhaps the most infamous of all the Imperial governmental agencies. Included under its jurisdiction are the penal labor camps, prisons, and other such institutions, in which the most brutal conditions and treatment exist. Large numbers of "half-castes" are employed as guards and overseers of the slave labor force. As in the case of the ELO, the EFLO deals extensively with private business and provides "contract workers" at low cost for menial and exceptionally hazardous tasks in the workplace.

THE MINISTRY OF HEALTH AND RACIAL PURITY

This Ministry is charged with overseeing the health and welfare of ERC citizens and subjects. In addition to the provision of the usual health care, disability and old-age pensions, etc. (automatically given to ERC citizens, but requiring payment by all subject classes), the Ministry also enforces the strict race laws of the ERC. The EPR. and especially the ESPR provide the enforcement arm for the Ministry.

The administration of the Ministry is composed largely of fanatic adherents to the NatSoc Party. Ironically, the bulk of the medical personnel are more liberal-minded Neos who clearly do not approve of some of the excesses of the Ministries racial policies. But the extremists are in firm control, and the Medical Research Department of the Ministry routinely carries out experimentation upon living subjects in the penal labor camps. These experiments are net always "medical" and often involve the testing of new weapons systems and chemical, bacteriological, or radiation agents for the military. All personnel associated with these activities are slated for trial as "criminals against sentient life" and face execution in the lethal chamber if they are apprehended by the Federation or the FWA.

It should be noted that all medical officers and medics in the ERC military are seconded to the service from the Ministry.

The NatSoc Party

Virtually every aspect of the ERC society bears the imprint of the policies and doctrines of the NatSoc Party of the Combine, known simply as The Party.

The Party is not, strictly speaking, a branch of the ERC government. Yet it has a place in the highest councils of the nation and exerts immense influence over all facets of ERC life and politics. Officials of the Party organization have +2 rank grade status over all equivalent grades of personnel, cave in the elite Leader Guard and the ESPR. For it is headed

by the Autarch of the ERC, and the Party exists as the instrument of the Leader's personal will and the guardian of the very concept of Human Supremacy in ERC society.

The Party was formed in 2246. The NatSocs advanced the view that the Slavic inhabitants of the UPP had degenerated into a mongrel strain of undermen so vastly inferior and corrupted that they were no longer fit to be considered as human at all. This infection, argued the NatSocs, had spread so thoroughly in the UPP that the entire population was probably beyond redemption from the Beast Within. They similarly felt that the predilection of the Federation and the Mercantile League for broadly anti authoritarian and racially tolerant practices was, again, the result of degeneracy.

They evolved a 'science' of Race Analysis and Verification to identify and separate the True Men from those possessed by the Beast Within. This race science has been almost universally accepted in the ERC and is a standard instrument of State policy used to classify all humans born in or else incorporated by conquest into the ERC. The upshot is that the tests qualify those who evidence European ancestry and a predilection to ERC views of the way things should be.

So horrendous is the crime of racial dilution and corruption by inferior blood that the NatSocs advocate the total extermination of the brutish races of mankind to ensure the purity of the Master Race. They have prevailed in that strict laws and savage punishments exist to discourage any form of intermarriage between ERC of proven blood and those of mixed or corrupted blood.

The NatSocs are centered upon the elite Leader Guard, the ESPR, the EFLO, and the Ministry of Health and Racial Purity, where they can give the fullest scope to their racial policies. Though violent racists when it comes to non-humans (ie Bioroids or Transhumans), they reserve their deepest enmity for democracy in all its forms. That is a flat denial of Sclar Visari 's teachings that the strong have a right to dominate the weak. This has placed the FWA and the Federation high on the list of interstellar nations marked clown for destruction to the last stone.

Rank and Promotions

The ERC is sub-divided into Provinces and Military Prefectures, each under the direction of a Provincial or Military Governor. Each Province or Prefecture has a variable number of Star systems, of course, but all of the Planetary Governors are directly answerable to their district superiors. The organization of the various governments is comparable to that of the ERC Government, except that a few additional ministries are added, such as a Ministry of Public Works, Ministry of Transportation, etc., to see to purely local matters.

ERC Military Ranks Table

Grade	Naval Rank	Command	Army Rank	Command	Pay/Month (\$E\$)
0*	StarShipman/2	—	Trooper/2*	—	500
1*	SterShipman/1	—	Trooper/1*	—	600
2*	Warrant Officer/2	—	Assault Leader/2*	Section	750
3*	Warrant Officer/1	—	Assault Leader/1*	Section	900
4*	Fleet W.O.	Small Craft	Storm Leader*	Platoon	1200
5	Lieutenant/2	Small Craft	Storm Lieutenant	Platoon	1500
6	Lieutenant/1	Corvette	Captain-Lieutenant	Company	2000
7	Lt. Commander	Destroyer	Captain	Company	3000
8**	Commander	Lt. Cruiser	Major	Battalion	4000
9**	Cruiser Captain	Hv. Cruiser	Colonel	Regiment	5000
10**	Fleet Captain	Hy. Unit	Brigade Leader	Brigade	6000
11**	Commodore	Lt. Squadron	Major General	Division	7500
12**	Vice Admiral	Hy. Squadron	Colonel General	Corps	10,000
13**	Fleet Admiral	Task Force	General	Army	12,500
14**	Admiral-General	Battle Fleet	Field Marshal	Army Group	25,000
15**	Minister	StarFleet	Minister	Armed Forces	75,000

* Rank grades open to 'Gammas.'

** Rank grades open to 'Alphas' only.

New Careers

This chapter presents a selection of optional new professions for your Adventurers, all of which are inspired by the ERC setting. The list is by no means complete, and GMs are encouraged to expand upon what is here as they see fit...

ELITE SHOCK TROOPER

"My Duty To The Autarch, My Life For The Rimworlds."

ERC Soldier's Oath Of Allegiance

The Elite Shock Troopers are the lean and mean special forces of the ERC army. They are highly trained and strategically skilled. Also called "Shocks" or "Leets" by UEAF soldiers, the Elites are all hardened veterans with wits to match their bloodthirstiness. Elites train in every possible condition and are ready to operate completely independent of support units. They are capable of very flexible deployments in a wide range of missions.

The Elite Shock Troopers are thin, fast, and dressed in special armor. The Leader guard is composed solely of Elite Shock Troopers who are in fact Female and not Male.

Occupation Skills:

Dodge, EVA, Zero-G Combat, Alertness, Athletics, Demolitions, Firearms, Heavy Weapons, Melee Weapons, Stealth, Survival, Swim 50, Unarmed Combat

Background:

E\$1000x2d6 savings from profit sharing; personal items related to profession.



PIRATE

The pirates operating in the Outer Rim Territories are mainly smugglers and scavengers, as FedPol and FLEA come down hard on those individuals involved in kidnapping for ransom and murder.

Occupation Skills:

Dodge, EVA, Zero-G Combat, Bargain, Streetwise, Astrogation, Computer Operation, Demolitions, Evaluate, Mechanical (Aerospace), Medical (First Aid), Pilot (Aerospace), Vacc Suit, Conceal, Devise, Spot Hidden, Search, Hide, Sneak.

Background:

E\$1000x1d6 savings from profit sharing; personal items related to profession; 2x contacts.

SPY

A spy is skilled in subterfuge and infiltration, entering countries or organizations under cover or in secret, finding out their secrets, and reporting them back to an enemy or interested party.

Occupation Skills:

Computer Security, Data Analysis, Dodge, Fast Talk, Hide, Listen, Spot, Stealth, Brawl, Disguise, Firearm (any), Psychology, Electronics Security & Counter-Measures.

Background:

E\$1000x1d6 savings from profit sharing; personal items related to profession; 2x contacts.

TERRORIST

Terrorists are typically extremist members of political or religious groups who employ violence against civilians for the advancement of their political views or religious beliefs. The most high-profile terrorist group operating in the Outer Rim Territories is The People's Revolutionary Army (PRA). The organization is financed and supplied with human resources by the ESPR.

Occupation Skills:

Dodge, EVA, Streetwise, Computer (Operation), Demolitions, Evaluate, Psychology, Religion, Vacc Suit, Conceal, Devise, Gun Combat (Hand Gun).

Background:

Personal items relating to profession.

The People's Revolutionary Army

"We are the Black Hand. Forged in the fires of Helghan, and this is our day."

Vladko Tyran – leader of the ERC terrorist group, the People's Revolutionary Army.

The People's Revolutionary Army (PRA) is a terrorist organization established in the post-Colonial Wars era.

Originally founded by Kris Howl and his adopted son Vladko Tyran, the PRA are a ERC sub-faction consisting of radicals, fanatics, and former military troops who greatly despise the UEF for causing untold amounts of death and destruction on their people. They are also at odds with the ERC government due to them seeking peace with their former foes rather than taking revenge.

The PRA possess old surplus weapons from the Colonial Wars and other older, lower-tech equipment such as infiltration projectors, which allowed them to disguise themselves as EUAF Troopers. The group has a large amount of influence in the slums of the ERC. The PRA are secretly aided by rogue elements in the ERC government and being in league with Jorhan Stahl, the Chairman and CEO of Stahl Arms,.

The PRA will go to any lengths to start a new war, even killing Rimworlds civilians. They dislike Chancellor Hera Visari and her administration for their attempts to bring peace between the ERC and the UEF.



PRA Operative

The PRA Operative is a specialized insurgent. They conduct terrorist operations such as bombings and small scale attacks against innocent civilians. They also use infiltration projectors to disguise themselves.

The ERC Economy

The economy of the ERC is a blend of state run and private enterprises. Most business and enterprises of any size and importance are owned by ERC citizens, particularly by the aristocratic Alpha Class. Smaller businesses are operated by "cooperative" human subjects not qualifying for ERC citizenship. The non-human populations are virtually stripped of all rights and provide slave labor for the Combine and the private enterprises looked upon with favor by the ERC regime.

A complex system of grants of monopoly characterizes the way the ERC do business. These monopolies effectively limit competition in various enterprises or, more commonly, force others wishing to do business in the area covered by a grant of monopoly to deal with the holders of the grant. The effect of all this is not too dissimilar, in some respects, to the basic requirement that one obtain the permission of a holder of a patent or copyright before one can use the item or process. Only, in the case of the monopolies, the holder of the grant has the sole right to do business in the defined areas. This means vast profits for those holding monopolies – and also very considerable revenues to the Combine, which charges stiff fees for such grants.

It has been pointed out that such a policy has severely restricted the over-all productivity of the Combine. The ERC feels, however, that internal security thus won is worth the price. Of course, it has worked a grievous hardship on the subject races, but that is of little concern to the ERC.

Trading with the ERC

Businessmen wishing to do serious and mutually profitable trade with ERC corporations are accorded a special status, which amounts to a classification as a probable spy. However, the Combine is very courteous about it and will take special pains to make the visit comfortable and enjoyable so long as the visitor obeys instructions and regulations without much fuss.

To ensure good behavior and avoidance of some of the more subtle breaches in ERC law and etiquette, the visitor will be assigned a guide attached to the ERC security services. The "guides" are highly trustworthy members, and they are

given some specialized anti-espionage training and a contact in the security services – just in case the "visitor" turns out to be acting in a suspicious manner. Otherwise, the guide will be of genuine assistance, easing the lot of the visitor as he tours the Combine or conducts his business there.

Visitors are warned upon entry to ERC space that any attempt to evade the guide is an offense. Such actions are interpreted as prima facie evidence of hostile intentions against the ERC and the visitor could find himself paying a stiff fine and facing immediate deportation, if not worse.

No one in the ERC is permitted to possess any offensive weapon unless he has the authority to bear arms. Generally, only ERC citizens have this right, which is accorded under the ERC Internal Defense Act and applies only to possession and use in the line of duty to bear arms.

Trade in weapons is strictly forbidden in the ERC, except for contracts to supply weapons directly to the military or some other armed branch of the government. Private sales are considered as evidence of intent to foment armed rebellion and are dealt with severely.

If the visitor should run afoul of the law, he is forewarned that ERC justice is swift and implacable. His civil rights, such as they are, will be suspended on the moment of arrest. ERC law holds that the accused is probably guilty until he can prove his innocence. An accused person can expect severe interrogation in serious cases and may even face questioning under drugs or even the mind probe if more conventional techniques of "rigorous questioning" fail to elicit a confession. Conviction of a minor offense will probably bring a fine. More serious breaches, if committed innocently through ignorance, will likely result in deportation from the ERC and a warning not to return. Major offenses will likely bring a term in the Combine prisons or, worse, in the labor battalions of the "Tau" class.

Stahl Arms

Stahl Arms is the Rimworld's largest arms corporation, focusing on weapons development and production for the Helghast military. It was founded by Khage Stahl, the father of current day CEO Jorhan Stahl. Their largest competitor is Visari Corporation, the family company of Autarch Sclar Visari himself.

The key feature to almost all Stahl weaponry is a high rate of fire. Their most famous model is the StA-52 Assault Rifle, appearing in all phases of the Colonial Wars and being the standard firearm for the ERC military. In contrast to Visari Corporation, which focuses more on high-end weapons and technologies, Stahl Arms largely concentrates on developing and building mass-produced infantry weapons and armor for the ERC forces.

Stahl Arms employs a small private army composed of HAZMAT Trooper, as bodyguards for Stahl and as a separate army. They seem to be totally loyal to Stahl Arms, and are willing to fight soldiers of the regular army.

The Hazardous Material (HAZMAT) Troopers are clad in powerful armor and are armed with experimental weapons. Stahl's forces will stop at nothing to ensure the victory over the UEF, even if it means exterminating the very prisoners they need for their weapons research.



The Final Frontier

by John Ossoway, Andy Edwards, Stephen Mills, Ilan Rosenstein, Chas Blackwell, Graham Raynes,
Thorin Tabor, Ed. Simbalist & Phil McGregor

"Despite knowing the journey and where it leads, I embrace it, and I welcome every moment of it."

Dr. Louise Banks – Linguist professor

In 1903 the Wright brothers achieved the first powered flight. In 1911, men took to the air for the first time with the express intention of killing and so wrote the first chapter in the history of air warfare. It had taken man only eight short years to turn the realisation of an idyllic dream, the freedom of the skies, into an instrument of death.

As humanity expanded from Earth and conquered space, air warfare moved first into orbit, then into deep space. This document provides a brief introduction to space travel in the 23rd Century, and rules for running aerospace and space combat.

Space Travel

Space is vast. Just how vast is hard for us humans to visualize intuitively. An interstellar society exists under many unique restrictions as a direct result of this vastness. The most notable restriction is that this interstellar community consists of many island-planets scattered across an ocean of deep space, separated by unavoidable communication and travel delays. Even with technological marvels like the Foscolo Interstellar Drive and FTL communications, travel between these star systems takes weeks, if not months, and communications suffer delays of days if not weeks.

Because of these restrictions, the United Earth Federation is a remote, centralised government. Like the ocean-going civilisations of old, humanity has had to readjust, taking what some regard as a social step backwards. In-system communications remains near instantaneous, but communications with extrasolar colonies is as difficult as it once was to get messages from one side of an ocean to another on pre-20th Century Earth.

Interplanetary and interstellar travel is still an expensive business. Most people who travel are either company employees, military personnel or government staff.

Spacecraft Categories

Spacecraft can be split into three distinct categories.

Aerospace

In the 23rd century, rotary and fixed-wing aircraft have been completely superseded by a generation of trans-atmospheric craft capable of operating to the limits of a planet's atmosphere and beyond, into space. Compared to interplanetary craft they have limited operational range, and are usually restricted to orbital and suborbital operations. Jet engines and chemical rockets have been replaced by hypersonic scramrockets and fusion powered rockets.

Interplanetary

Halfway between aerospace and interstellar craft are the multitude of transports, freighters, cutters and yachts that have the range and capability for interplanetary missions. Most of these craft are not designed for atmospheric flight, being constructed for spaceflight only. Interplanetary vessels are obviously more numerous in star systems with multiple colony worlds. With no need for an F-Drive, they are much cheaper to produce than interstellar craft.

Interstellar

From the gargantuan commercial refinery craft, to the colonial transports and UEAF fleet vessels, the spacecraft built for interstellar flight are huge, the largest almost a kilometre in length. Much of their vast space frames are taken up by the

fusion reactors and interstellar engines. Built entirely in space at orbital dockyards, Interstellar vessels are not capable of atmospheric flight.

Spacecraft Technology

Propulsion Systems

Propulsion systems in use by spacecraft in the late 23rd century range from the now archaic chemical rocket engines to the F-Drive.

Chemical Rocket Engines

Hydrogen, Nitrogen, Oxygen and other chemical fuel engines are simple liquid/gas fuel rockets. Engines of this type were created by humans in the early 20th century, and used for short range space flight, including on aerospace craft for orbital injection burn. By the 23rd Century, chemical rockets have been all but superseded by fusion drives and the reactionless displacement drive.

Scram-Rockets

Virtually all aerospace craft use scram-rocket engines for atmospheric flight, transitioning to fusion rockets for final trans-atmospheric acceleration into space. Scram-rocket engines combine the high thrust to weight of the rocket with the high efficiency of the ramjet engine, allowing operation from the supersonic to hypersonic regimes. Scram rockets are the ultimate development of rocket-based, combined cycle engine technology. The scram-rocket operates by drawing in air, which is then slowed and compressed as the vehicle speeds through the atmosphere. Fuel is added to the supersonic airflow, where the two mix and burn. The most common fuel used with air-breathing scram-rockets is liquid hydrogen.

Fusion Drive

Fusion rockets were first used to great effect in powering the Ares 3 Mars Mission in 2061. The Earth-Mars journey would have taken 259 days using a spaceship powered by chemical rockets, even when the 2 planets are in 'opposition' (which occurs approximately once every 780 days). The fusion drive powering the Ares 3 cut this time to just 63 days (just over 2 months). In the late 23rd Century, this same journey by a ship powered with fusion rockets takes less than one week.

Fusion drive uses a fusion reactor to heat and eject the fuel in an 'impulse' which creates acceleration. Depending on the type and efficiency, the power of the specific impulse can vary.

The standard fusion rocket uses the D-3He fuel cycle, with bucking coils to extract a magnetic flux tube from a toroidal magnetic fusion reactor and exhaust the thrust. There were many technical difficulties to be overcome during the development period, especially involving magnetic field strength and the size and weight of the coils, and this engine only became practical with the invention of lightweight supercompact fusion reactors during the mid-21st century, almost 30 years after the first commercially viable fusion reactor was built.

Fusion drives are still the most common form of propulsion in aerospace and interplanetary vessels, but in larger interstellar vessels they have been all but superseded by Reactionless Displacement Drives.

Reactionless Displacement Drive

Vacuum is known to contain enormous amounts of energy that might be tapped (zero point energy, or ZPE). Up until the end of the 21st century this was widely believed to impossible, but a physicist named Hugo Foscolo changed that. The Foscolo Discontinuity vastly expanded understanding of unified field theory and it slowly became apparent that there were loopholes that could be exploited.

The Reactionless Displacement Drive exploits one such loophole, manipulating certain nuclear structures which enables Zero Point Energy to be 'borrowed' for an extended period of time. The Zero Point Energy is used to generate an electro-magnetic energy flow. Electro-mechanical displacement of said flow produces a net unidirectional displacement without *local* reaction. The momentum of the mass of the spacecraft utilising such a propulsion method reacts with the surrounding vacuum, gradually returning the borrowed energy to the Zero Point Field.

Though the drive obviously relies upon a power source to manipulate the Zero Point Field (usually provided by an onboard fusion powerplant), it is a purely electrical propulsion system requiring *no* reaction mass, i.e.: no propellant of any kind. Zero Point Energy cannot be used as a normal energy source, as the energy always has to be "returned" to the vacuum for the process to work.

A ship powered by a reactionless displacement drive can make the Earth-Mars journey in less than two days (Earth Standard Time).

Foscolo Drive (F-Drive)

The Foscolo Drive (or 'F-Drive') is the common name for the type of engine that allows spaceships to travel interstellar distances in a relatively short time period. A high-energy fusion reactor using Ununpentium (Element 115, more commonly referred to as Foscolium) as fuel powers a complex series of graviton beams, which in turn manipulate the Quantum Foam to create an effect now known as the Foscolo Discontinuity the opening of a Foscolian Traversable Hyperspatial Link that connects two points in space-time through an extra-dimensional region dubbed 'F-Space'. While in F-Space, the Foscolo Drive continues to function, generating a Foscolian Quantum Bubble around the ship, protecting it from the physics of this nine-dimensional region.

The absolute maximum distance a ship can travel in F-Space using Foscolium as fuel is 6 parsecs (19.56 light-years) before the quantum bubble begins to collapse. This effect is caused by a quirk of Foscolian Physics extra fuel does not matter once the Theoretical Maximum has been reached, the bubble collapses. Because of this limitation, it is common for ships to either carry spare fuel rods or be accompanied by fuel-tankers, to enable deep space refuelling operations. Military and UEFA ships, especially long range exploration or picket ships, carry significant fuel reserves to allow for extended operations, and fuel-tankers are a standard part of any significantly sized battlegroup, carrying enough fuel and specialized refuelling tugs.

Replacing the fuel rods in an F-Drive requires the drive to be powered down completely, an operation which can leave the ship adrift in space for up to 24 hours in typical conditions. A ship's F-Drive is intimately connected to its reactionless drive, and so during refuelling, only manoeuvring thrusters are available, leaving a vessel extremely vulnerable. As such, UEAF fleet protocol dictates that only one fleet capital vessel in a battlegroup should be refuelled at a time.

The major limitation on usage of F-Space travel is positional inaccuracy upon emergence, more commonly known as Emergence Point Variance. F-Space has been described as behaving in some ways like a complex turbulent storm-tossed sea, and the calculation of the exact exit point from F-Space is impossible due to quantum currents and eddies. This minimum inaccuracy is fixed regardless of distance travelled (perversely the maximum does increase with distance). Emergence Point Variance is usually measured in AU generally between 0.001 and 0.7 AU. This minimum error is minimal when compared with a jump of several lightyears, but for a short in system jump renders the jump very difficult and dangerous, but not entirely impossible.

The most famous example of a successful insystem F-Space jump is the one performed by Admiral Keyes at the Battle Of Theta Persei II, during the Persei Campaign (a prolonged campaign mounted by the UEAF during the Colonial Wars, and one of the largest and longest campaigns of the Rimworlds Front, lasting 16 months from 2258-2259). Though the majority of his fleet successfully jumped in close to the ERC occupied planet, the troopship Menelaus jumped into the planet's upper atmosphere and was lost with all hands. Despite this tragedy, the Keyes Manoeuvre was instrumental in the UEF capturing Theta Persei II.

Velocity

Atmospheric velocity of aerospace craft is measured in Mach numbers, which is defined as a ratio of the speed of an object or flow relative to the speed of sound in the medium through which it is travelling. Interplanetary velocity is measured in terms of acceleration due to gravity, more commonly referred to as 'g'. This is approximately equal to the acceleration due to gravity on the Earth's surface at sea level, or 9.8m/s^2 .

Most ships equipped with reactionless displacement drives are capable of a constant 1g acceleration in deep space. Military craft can usually exceed this, pushing their acceleration up to 3g, sometimes higher, though extended operations at high acceleration can cause damage to both crew and vessel.

Smaller interplanetary and aerospace craft equipped with fusion drives are usually capable of high-g burns much higher than 3g, but are usually limited as to how long they can maintain such acceleration by either a lack of inertial compensators or finite fuel supplies. Or both.



Power Systems

Primary systems power for aerospace and interplanetary spacecraft of the late 23rd century is provided by lightweight supercompact fusion reactors that can generate a peak output in the high Gigawatt to low Terawatt range. The fusion process is fuelled by deuterium-helium 3 (D-3He), though in more recent military craft, this has been superseded by a new generation of reactors using powdered lithium hydride (LiH).

In the event of reactor shutdown, auxiliary power is provided by magneto-hydrodynamic turbines.

The large amount of power required for interstellar travel dictates that interstellar craft need a much larger power source to operate their star drives. As such, all interstellarcapable spacecraft have a dedicated, highenergy fusion reactor used solely by the FDrive. Ununpentium (Uup) is the main fuel source for the F-Drive.

Hull/Spaceframe Construction

Spaceframe composition consists of bonded alloy and composite beams. These materials provide enough strength for massive acceleration while remaining flexible enough to withstand atmospheric re-entry on aerospace craft.

All ships have hull-armour, composed of laminated insulators, micrometeorite shielding, composite material, and aerogel. Protection against projectile weapons is limited, but the aerogel is capable of dissipating radiation from lasers and particle beams.

Military vessels are also covered with radar absorbent material. The engines vents are provided with infrared suppression/dispersion, while the hull coating is laser absorbent to reduce lidar detection. Military vessels are usually coloured in a dark charcoal scheme to reduce visibility.

Life Support

Because of their size and relatively short operational range, aerospace craft have limited life-support systems. While an onboard fusion powerplant can provide heat and light for several weeks in optimum conditions, atmospheric scrubbers are typically only capable of recycling air for periods of up to 72 hours before needing replacement coolant pods. On military aerospace craft it is standard policy for all crew to wear sealed compression suits when in a combat zone, in case the craft is hit and depressurised.

On larger craft, the life-support systems have coolant reserves that can last years in optimum conditions, especially as during interstellar travel the crew are in their cryosleep capsules. Cryosleep capsules protect the crew during the stresses of travel through nine-dimensional F-Space. While in cryosleep, the ships' computers maintain the crew's body functions at enormously slowed rates, waking them upon the ships transition back into Real Space.

For commercial voyages, paying passengers are usually put into stasis before the ship even leaves dock. This maximizes closeness to medical facilities if something does go wrong. The ship then launches, and crew are put into stasis within a day after launch. On the opposite end of the journey, crew are usually woken up a day before the destination is reached, to allow them time to get over stasis sickness. Passengers are woken up shortly after the ship docks.

Military voyages will sometimes leave a skeleton crew awake throughout the voyage, cycling crew members back into stasis every 30 days or so. Troops being transported are put into stasis for the entire journey.

With mission-time typically in hours rather than days or weeks, artificial gravity systems do not come as standard on aerospace craft. On larger ships, artificial gravity is provided by field generators parallel to the main axis of the ship.

Computer Systems

To reduce crew workload and increase efficiency and safety, interplanetary and interstellar spacecraft are almost completely automated, equipped with carbon-60 based core mainframes running state of the art AI software developed by Artificial Life Incorporated. Crew members act as 'caretakers', and are only required to perform navigation duties such as docking and orbital insertion, or in-flight repairs.

Aerospace craft too have powerful onboard computer systems, incorporating electronic flight-control and fire-control systems.

Damage Control Systems

Most damage control is automated by a ship's computer systems. If the reactor suffers severe damage, the entire assembly can be jettisoned before an explosion occurs. If the vehicle is damaged to the point it becomes untenable, emergency evac is prompted by the commander or automated systems. Aerospace emergency evac is typically via cockpit capsule ejection. Interstellar and interplanetary vessels usually carry emergency escape vehicles (lifeboats). If the crew is in cryosleep, their capsules will be loaded into emergency escape vehicles by the automatic systems.

Sensors / Communication Systems

A typical passive sensor array consists of: optical telescopes, infrared telescopes, and a planar-array radio telescope. Active sensing is provided by radar domes that employ centimetre wave radar for navigation and long range scans. Phased arrays along the hull provide target acquisition/tracking information for the ship's weapons. Communications is provided by a series FTL antenna. A variety of other relays and receivers exist for securing, and intercepting transmissions.



Stasis

Stasis is a form of medically-induced hibernation used to transport people on long space flights, and it sometimes is a punishment for crimes. People in stasis are cheaper to transport because they require less life support. They also age slower and are less likely to suffer from psychological conditions, such as cabin fever during space flight.

Nevertheless, stasis is not without its own risks. Passengers in stasis are putting their lives in the hands of the stasis pod and the stasis technician putting them under. Those coming out of stasis also regularly suffer from stasis sickness, a form of lethargy and short-term amnesia, as their minds and bodies adjust to once again having a regular metabolism.

Voyages in Stasis

As a rule of thumb, voyages lasting less than 30 days rarely put their passengers in stasis, as the medical risks outweigh the benefits. Exceptions may be prisoner transports or deployment of military ground forces. For voyages lasting more than 10 days, putting passengers in stasis is the norm. Again, there may be exceptions, such as military craft that need to be vigilant or long cruise voyages for the super rich.

Passengers are typically put into stasis before a ship leaves port. The ship leaves the ship in a position to rush them to the port's medical facilities should complications arise putting them under. A ship's crew, on the other hand, is typically put under a day or two after leaving port. This gives the crew a chance to check the ship's systems and ensure the voyage is underway without issue before going under themselves.

Tradition dictates the ship's captain is usually the last under and first out of stasis, aside from the stasis technician herself. As the last crew member up, it is the stasis technician's job to put himself into stasis—a more difficult task than putting someone else under.

Once the entire crew is in stasis the voyage continues, controlled entirely by the software left to navigate the ship. This software is usually programmed to wake the crew—or at least key members of the crew—should anything out of the

ordinary happen. Falling back from primary power to backup power will also usually trigger all crew members in stasis to wake up.

Upon nearing the voyage's destination, the crew is typically woken up a day or two before any passengers. This gives the crew a chance to recover from stasis sickness and take stock of the situation before the passengers awake. The first up is almost always the stasis technician, who oversees the recovery of the rest of the crew.

Passengers are woken up either a day before the ship arrives at the port or immediately after arrival. With the former, the passengers are given a chance to recover from stasis sickness before disembarking. With the latter, the passengers will be quickly shepherded off the ship and to an area of the port designed for recovery. The former is more common on luxury space lights and the latter on economy lights.

Putting People Under

When someone is put into stasis, he must first undergo decontamination. This is typically a special shower intended to reduce the number of microorganisms on her that would cause problems during stasis. He then dresses in a medical gown and reports to the stasis technician, who hooks up tubes for intravenous fluid, a catheter, breathing tubes and biomonitors. This is all fitted inside a stasis pod, which looks something like an electronic coffin. The whole process takes about a half an hour per person being put under.

The stasis technician should make a Stasis skill roll. A success indicates the passenger has been put into stasis without a hitch. With a failure, the passenger has still been put into stasis successfully, but there has been a complication. The GM should flip a card and use the Stasis Complications table below to determine the complication. Finally, on a critical failure, something went terribly wrong! The result is left to GM discretion, but the result can be anything from permanent bodily injury to death.

A stasis technician putting himself under typically takes twice as long, and must succeed a Stasis skill roll with a -10% penalty.

Stasis Complications

Should something go wrong putting a passenger in stasis, complications may arise. The GM should use the table above to determine the complication.

2d6 Complication

2-5	The stasis simply did not take. This becomes immediately obvious and the stasis technician may try again, only losing time.
6-8	Some chemical wasn't balanced correctly for the passenger's metabolism, which will cause heightened stasis sickness when he comes out. Double the duration and all penalties involved. Additionally, his memories from the 24 hours before he went into stasis may never be recovered.
9-10	The passenger was put too far under. When it comes time to wake him up from stasis, he won't respond to the usual methods. It will require minor surgery to bring him back up.
11-12	The metabolism of the passenger wasn't correctly slowed for stasis. He will wake up having aged only ½ as much rather than 1/10th as much. He will also wake up with severe consequence from starvation and dehydration. If the passenger fails a luck roll, he will take significant organ damage during stasis. This will result in an injury consequence that causes a -10% penalty to all physical skills until minor surgery is performed to repair the damage.

Waking People Up

A passenger can be woken up from stasis either manually by a stasis technician or by the stasis pod itself. Coming out of stasis is typically pretty straightforward. A stasis technician is typically on hand primarily to disconnect all the wires and tubes, detect complications early, and orient passengers suffering from stasis sickness. Disconnecting the equipment typically takes about 15 minutes per passenger.

Stasis Sickness

Despite its medical straightforwardness, coming out of stasis is rough on the passenger. He wakes up stiff, sore, thirsty, hungry, disoriented and likely nauseated. To top it all off, he is likely missing much his memory from before he went into stasis. Usually this will all pass within 24 hours.

Recovering from stasis lasts 1d10 hours. During this time all actions are at a -10% penalty.

Additionally, the character will be disoriented and have holes in his memory until the recovery. It is common to not remember the last day or two before going into stasis, although not remembering entire months is not unheard of. Crew being put into stasis will often leave notes to themselves before going under. These notes will help them take stock of the situation before their memory comes back.

Aging in Stasis

Stasis slows a character's metabolism down to about 1/10th the usual rate. The stasis pod also supports all necessary bodily functions, including breathing, hydration and urination. It also slows down the aging process. For every period of time in stasis, the character ages only 1/10th the usual amount. This means, for example, that a character spending a decade in stasis will wake up only a year older physically.

Space Combat

This combat system is meant to be a fast, abstract system to simulate space and aerospace combat. There are two main kinds of space combat: aerospace combat and deep space combat.

Aerospace Combat

Aerospace combat covers all actions from high orbit, down to a planet's surface. This kind of combat typically involves atmospheric and orbital dogfighting between fast, manoeuvrable aerospace craft, or long range battery fire between capital ships in high orbit. It is usually very fast and very deadly.

Deep Space Combat

Deep space combat covers any actions that take place away from planetary orbit, out in interplanetary space. Away from planets, in the vastness of deep space, finding an enemy that wants to hide can prove very difficult. Whether the enemy is a single ship or a whole battle fleet, against the scale of space, both are equally small in size.

Sensors and intelligence are of utmost importance in this theatre of warfare. The side that finds the enemy first while they themselves remain hidden gain tactical superiority. Battles in deep space feel like a cat-and-mouse game, where both sides hunt for each other across the immense nothingness while at the same time attempting to stay hidden.

Passive sensors such as broad-spectrum electromagnetic sensors, mass detectors, neutrino detectors and thermal imagers sweep the vastness, looking for the tiniest anomaly that could be the signature of an enemy ship. Active sensors such as radar and lidar are normally only used if the ship has been discovered, or if there is nothing more to be gained from continued stealth.

Space may look empty, but it is seething with various kinds of radiation. Most ships emit heat and electromagnetic radiation, and the trick for hunters is distinguishing this signature from the background radiation of space.

The closest historic parallel to this kind of conflict is submarine warfare. When combat is finally joined, it can be swift and deadly. Ship based weaponry is not designed to kill people directly; it is made to tear apart inanimate objects.

The Combat System

Three prime elements affect the outcome of space combat:

1. Pilot skill: Skill and experience at piloting can mean the difference between life and death, especially during a dogfight.
2. Gunnery Skill;
3. Technology;

Each of these elements can be affected by modifiers dependent on the ships involved, atmospheric conditions, damage sustained etc.

Standard NPC Skill Levels Table

Rookie:	30%
Experienced:	50%
Elite:	70%

The Combat Round

The length time covered by a typical aerospace/space combat round varies dependant upon the range between the combatants. At the ranges commonly seen during space combat, travel times for missiles to target can take hours and it may take several seconds for even beam weapons to reach their targets.

Combatant Range	Distance	Round Length
Gun range	Medium (10km)	10 seconds
Missile Range	Very Long (1000km)	1 minute
Orbital Range	Distant (10,000km)	20 minutes
Planetary	100,000km+	1 hour

Once you have calculated the length of the combat round, combat proceeds as follows:

1. Detection
2. Initiative
3. Declaration of intent
4. Movement
5. Combat resolved
6. Hit locations
7. Damage calculated
8. Book keeping

1. Detection

The most important part of modern warfare is detecting the enemy before the enemy finds you. Most 23rd century space going military vessels are optimised for minimal electromagnetic emissions. Two types of sensors are available: Passive and Active.

Passive Sensors:

Passive sensors emit no energy and depend upon EM energy emitted by a target vessel. Passive sensors are the preferred method of detection since they do not give your position away.

Active Sensors:

Active sensors as the name suggests emit electro-magnetic energy on a variety of wavelengths and rely on the reflected image to detect targets. Generally the detection range for Active sensors is less than that of Passive sensors. The disadvantage of Active sensors is they emit large amounts of energy and easily give the emitting vessels position away.

However, Active sensors often provide much more target information and give a bonus to the firing solution. Many modern vessels rely on remote semi-autonomous vessels as an aid to detection. These drones act as pickets, relaying target information back to the mothership, keeping the mothership out of harms way.

The Detection roll must be made each round, and uses the Electronics Communications skill, modified as follows:

DETECTION MODIFIERS:

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the detection chance below 05%.

Modifier	Effect
-50%	x4 Sensor Range
-30%	x3 Sensor Range
-15%	x2 Sensor Range
+/-0	x1 Sensor Range
+20%	x1/2 Sensor Range
-5%	Per level of Stealth a vessel has Auto Target 'Active'
+50%	In targets drive exhaust cone*

-50%	Out of the sun
-10 to -50%	Background 'cover'
-50%	Enemy vessel engaged in Silent Running mode
+10%	Target manoeuvring

*This modifier does not apply to ships using a reactionless displacement drive.

Each ship is allowed to make a Detection check each combat round, unless the Game Master decides circumstances make this impossible.

A successful Detection roll reveals the location of the enemy vessel, and provides a provisional target lock. This lock remains automatically unless circumstances change dramatically for the worse. Increasing target range, getting behind cover etc.

Vessels may convey detection information to others assuming they are within communications range.

A vessel that has not detected another is automatically Disadvantaged and may not take any 'unreasonable' actions.

2. Initiative

Both sides roll 1d20 and apply modifiers. Each ship has its own initiative modifier, which is dependent on onboard computer systems etc. A pilot also gains +1 for every 5% that he has in Pilot over 50%.

3. Declaration of intent

The ship with the highest initiative score gets to act first.

4. Movement

The movement phase consists two phases:

Phase 1: Altering Engagement Range

Vessels may attempt to alter the engagement range. Both pilots must make a Pilot roll, modified by their vessel's Speed rating. The difference in Speed ratings between ships becomes a positive modifier for the faster ship, at a rate of +5% per point of difference.

If a ship chooses to attempt to open the range it should, logically, have to be pointing away from the enemy, and be unable to use any bow mounted weapons. The aforementioned "drive exhaust cone" comes into play, giving the enemy another shot at sensor lock if he didn't have one already.

Consult the table below:

Result	Effect
Fumble	Enemy gains +/-1 on engagement range in their favour
Failure	No effect
Normal	+/-1 to engagement range
Special	+/-2 to engagement range
Critical	+/-3 to engagement range

RANGE BAND DESCRIPTIONS:

Range Band	Description
Close	Broadside range – anything up to 1km
Short	Close dogfighting range for aerospace fighters – up to 5km
Medium	Typical dogfighting range for aerospace fighters – 10km
Long	50km
Very Long	5000km
Distant	5000km
Very Distant	50,000km
Planetary	500,000km+

Phase 2: Manoeuvring for Advantage:

Both vessels pilots must make a second Pilot roll, to try and gain a tactical advantage/firing solution. Compare the results of both pilot's rolls on the following table:

	Fail	Success	Special
Fail	N	D/A	D/A
Success	A	N	D/A
Special	A/D	A/D	N

Key:

N: no effect;

A: Advantaged;

A/D: Advantaged/Disadvantaged;

D/A: Disadvantaged/ Advantaged;

A vessel with Advantage gains +20% on maintaining advantage in the following combat round.

PHASE 2 PILOTING MODIFIERS:

+05% Per level of manoeuvre a ship has.

+05% Per level of battle computer a ship has.

5. Combat Resolution

The ship which has the highest initiative score gets to fire first. The attack roll is a PC's Gunnery skill with appropriate modifiers. A pilot can choose to forgo an attack roll, throwing everything into evasion, which will give the attacker a penalty to their Gunnery check.

ATTACK MODIFIERS

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack chance below 05%.

Positive Percentile Effect

+20% Guns at close range

+10% Guns at Short range

+20% Advantaged

+10% Active Sensors Target lock

+25% Target immobilised and helpless

+20% Target surprised during non-combat.

+10% Target surprised during combat.

+10% Attacking from target's blind spot.

+05% Each level of Fire Control attackers onboard computer systems has.

Negative

Percentile

Effect

-75% Target cannot be seen, or sensed in any way.

-10% Disadvantaged

-10% Using relayed sensor information

-20% Attacking craft disabled in some way (Game Masters discretion).

-10% For every range level beyond Medium

-??% If defending craft declares that it is evading, the number by which the pilot made his/her Piloting skill check by is deducted from both the attackers and defenders Gunnery skill for that MR.

-05% Each level of ECM a defender's ship has. This can be countered by ECCM.

Countermeasures:

As well as Electronic Countermeasures ('ECM'), missiles are susceptible to a number of countermeasures that can fool their guidance systems. Most vessels have a limited number of deployable countermeasures, ranging from simple chaff/flares to deployable ballutes. Countermeasures have a rating that determines their effectiveness, effectively the % chance of fooling a missile and causing it to miss.

Pilots may add 1/10th pilot skill to the countermeasures effectiveness. Dogfight missiles may also be used to target incoming missiles using normal targeting rules.

Countermeasure	Modifier
Chaff/flare	-25%
General Hyde Dynamics c-235x Ballute	-50%
GE Ltd GAU-15 point defence gatling	-40%

6. Hit locations

If any weapons hit, then determine where the weapon strikes its target on the appropriate table below:

Aerospace Craft Hit Locations Table

1d20	Location
01	Cockpit
02-03	Sensors
04-06	Lifting/Manoeuvre surfaces
07-08	Weapon
09-12	Fuselage
13	Ammunition
14	Computer
15	Electronics
16-17	Fuel
18-19	Power Plant
20	Engines

Interstellar Craft Hit Locations Table

1d20	Location
01	Sensor Array
02	Electronics
03	Bridge/Command Deck
04	Computer
05	Airlock
06	Weapons
07	Cryosleep chamber
08	Power Plant
09-12	Hull
13-16	Star Drive
17-18	Engines
19	Medical
20	Magazine



7. Damage Calculated

Weapon damage rolls are made. If the damage penetrates the Armor Value of a ship, that location is breached, and internal damage sustained must be determined on the relevant table. Modifiers to damage are as follows:

Gunnery roll result	Modifier
Normal success	Normal damage dice
Special success	X2 damage
Critical success	X3 damage

Damage is based on multiples of the Armor Value (round down).

■ Damage exceeds AV of vessel:

Light Damage: Consult damage tables below to find out what happens when hit sustained to relevant location.
1d6 damage to personnel.

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■ Damage exceeds x2 AV of vessel:

Serious Damage: Consult damage tables below to find out what happens when hit sustained to relevant location. 2d6 damage to personnel.

■ Damage exceeds x3 AV of vessel:

Critical Damage: Consult damage tables below to find out what happens when hit sustained to relevant location. 3d6 damage to personnel.

■ Damage exceeds x4 AV of vessel:

Fatal Damage: Vessel destroyed.

Results of damage exceeding AV:

When damage exceeds the armour in a hit location, consult the information below to see what happens with each successive hit. If a location has already suffered damage during combat, it progresses to the next level of severity.

The time to repair damage sustained, as well as the time and skill(s) needed is given with each entry. For the most part the skill necessary is obvious e.g. Engineering is for ships' drives. The various mechanical skills are for other types of engines. For damage such as hull breaches, Devise is used, since this involves mechanical devices.

Repair times are in man hours. The repair team leader makes the roll, his assistants reduce the time. Assume Light Damage is usually a 2 man job. Serious Damage usually features bigger holes which allow up to 8 men to work on them. If a repair time is not given, assume the job requires the full attention of a shipyard.

Light Damage is generally repairable in a few hours, Serious in about a day, and Critical is usually beyond repair.

A Critical repair result gets the job done in 1/5 the time, a Special in 1/2. A Fumble increases the damage to the next level.

Airlock:

Light Damage	Airlock unusable. Repair: Devise; 1 hour.
Serious	Damage: Airlock destroyed. Repair: Devise; 2d12 hours.
Critical Damage	Airlock destroyed. Section directly adjacent to the airlock suffers rapid depressurisation. Repair: Devise, 2d12 hours to seal breach, but airlock is GONE.

Ammunition:

Light Damage	Magazine damaged, becomes useless. Repair: Armoury; 1 hour.
Serious	If HE or HEAP ammunition is carried, it explodes, destroying the craft. A Special Luck roll will allow PCs to make an emergency ejection from the craft, taking 2d6 damage to total HP. A normal success will mean that they have been thrown clear, taking 4d6 concussion and burn damage to total HP. Failure means the PC died in the explosion. Repair: Good luck fixing that!

Bridge/Command Deck:

Light Damage	All crew on bridge take 2d6 damage.
Serious	Bridge is depressurised and flight controls damaged. See rules for depressurisation later. Repair: Devise; 1 hour.
Critical Damage	Bridge systems destroyed. Anyone present are killed. Repair: Go directly to space dock, do not pass go.

Cockpit:

Light Damage	Cockpit damaged, vision obscured. -10% penalty to subsequent Pilot checks. Repair: Devise; 1 hour to replace canopy.
Serious	Cockpit is depressurised. Devise; 1 hour to replace canopy.
Critical Damage	Cockpit's electronics systems are fried. All control of the craft is lost. Repair: Electronics (systems), 2d12 hours.

Computer:

Light Damage	Onboard computer-reliant systems are compromised. Piloting and Fire Control bonuses are lost. Repair: Computer (operation), 2d6 minutes to bypass, Electronics (systems), 1d6 hours to repair).
Serious	Damage to computer systems now confers a penalty of -25%. Repair: Electronics (systems), 2d6 hours).
Critical Damage	Computer systems crash – backups kick-in with 10 minute up-time. Basic manual controls only,

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with -50% penalty.
Repair: Electronics (systems), 2d6 hours AND Computer (operation) 2d6 hours.

Cryosleep Chamber:

Light Damage	Damage: 1d6 random cryosleep capsules are damaged, killing anyone within. Repair: Electronics (systems), 1d6 hours per tube. Not that that's any consolation to the occupants.
Serious	A further 1d10 cryosleep capsules are damaged. Repair: ditto.
Critical Damage	Cryosleep chamber destroyed, along with anyone in it.

Electronics:

Light Damage	Strike disables random electronic system (Game Masters' choice): Avionics; Computer; Communications; Fire Control; Sensors etc. Repair: Electronics (systems), 2d6 minutes.
Serious	All electrical systems shut down, except for emergency backups (e.g. life support). Repair: Electronics (Systems) check to bring systems back online in 1d6 minutes.
Critical Damage	All electrical systems completely fried, including emergency backups. No chance of repair.

Engines:

Light Damage	Speed cut in half. All bonuses conferred to Piloting check lost. Repair: Engineering, 1d6 hours.
Serious	Engines disabled. Repair: Engineering, 2d6 hours.
Critical Damage	Engines destroyed. If in space, ship drifts – if in orbit, it begins to fall into a dive. Only a Special Pilot roll will allow ship to be crash-landed with a chance of survival of the crew/passengers. Game Master should determine damage inflicted on crew by impact.

Fuel:

Light Damage	Half fuel capacity lost.
Serious	Remaining fuel lost.
Critical Damage	Explosion in fuel compartment, disabling craft.

Fuselage:

Light Damage	Piece of random interior equipment or passenger lost. Repair: Hole takes 2d20 minutes to patch. Devise.
Serious	Half of any interior equipment (and passengers) not strapped down blown out of large breach. Repair: 1 hour to fix including exterior work. –10% to Pilot rolls. Devise.
Critical Damage	Large portion of hull removed. Any in location take 3d6 damage. Section directly adjacent to the airlock suffers rapid depressurisation (see rules later). –15% to Pilot rolls.

Hangar Bay:

Light Damage	Hangar Bay suffers rapid depressurisation. Repair: Devise, 2d20 minutes to patch hole.
Serious	Random craft in hangar bay is disabled. Or suffers a Critical Damage result on the appropriate table. Hangar bay is presumably depressurised as well. Repair: Devise, 2d12 hours to fix big hole.
Critical Damage	Hangar Bay destroyed, along with everything in it.

Hull:

Light Damage	Piece of random interior equipment (or passenger) lost. If craft is pressurised, section of ship hit loses pressure. Repair: Hole takes 2d20 minutes to patch. Devise.
Serious	Half of all interior equipment (and passengers) not strapped down blown out of large breach. If craft is pressurised, section of ship hit loses pressure. Repair: 1 hour to fix including exterior work. Devise, 2d12 hours.
Critical Damage	Large portion of hull removed. Any in location take 3d6 damage. If craft is pressurised, section of ship hit loses pressure.

Magazine:

Light Damage	Magazine damaged, becomes useless. Same as Ammunition results.
Serious	If HE or HEAP ammunition is carried, it explodes, destroying the craft. Explosions rip through the hull, PCs have 2d6 MR to escape.

Medical:

Light Damage	Anyone in medical takes 2d6 damage.
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Power Plant:

Light Damage	Power reduced by half. Speed cut in half. Life support cut in half. Repair: Engineering, 1d6 hours fixes power and speed, but that Oxygen isn't coming back.
Serious	Power cut – emergency backups kick in with finite amount of up-time. Repair: Engineering, 2d6 hours.
Critical Damage	All power lost except for 10 minutes emergency backup. Repair: Dry-dock needed to repair reactor.

Sensor Array:

Light Damage	Random sensor array disabled (Game Masters choice from those on craft sheet). Repair: Electronics (systems) 1d6 hours.
Serious	All active sensors disabled. Repair: Electronics (systems) 1d6 hours for each system.
Critical Damage	Sensors totally disabled.

Star Drive:

Light Damage	Star drive disabled. Repair: Engineering, 1d6 hours.
Serious	Star drive disabled. Repair: Engineering, 2d12 hours
Critical Damage	Star drive explodes in 2d6 MR, destroying large section of ship and causing a potential lethal burst of radiation which kills all crew (CON vs. POT 18 or dead). Repair: "Quick, eject the warp core!" (Engineering/Computer Operation).

Weapon:

Light Damage	Weapon accuracy reduced: –10% to Gunnery rolls. Repair: Armoury, 1d6 hours.
Serious	Weapon jammed into fixed firing position. –25% to Gunnery rolls. Repair: Armoury, 2d6 hours.
Critical Damage	Weapon destroyed. 2d6 damage to gunner.

8. Book Keeping:

After damage has been worked out, the round ends.

Appendix

1. Rapid Depressurisation

When a hull breach occurs on board a pressurised craft, emergency doors usually cycle shut, closing off the section from the rest of the vessel. Standard life support systems can handle a maximum of 6 repressurisations.

If a PC is caught in a section that suffers explosive decompression, they will most likely be sucked out into space along with the air, anyone else in the section, and anything not strapped down.

Space is an extremely dangerous place for humans. The primary danger in space stems from the fact that space lacks sufficient oxygen and pressure for humans. A human exposed to vacuum without a suit will die extremely quickly (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air and pressure. Such situations should be carefully handled by the Game Master based on the conditions of the situation and plot requirements. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out.

2. Atmospheric Combat

Combat in atmosphere may be extremely dangerous at high speeds. Any vessel travelling at hypersonic speeds (e.g. re-entry) that takes Serious damage (or greater) is automatically destroyed as they lose aerodynamic integrity and are torn apart.

3. Example: an Aerospace Combat Round

Marine pilot Cleaver is pursuing an ERC fighter in the upper atmosphere of the planet Tartarus. As we join the pursuit, the enemy ship is 30km away – long range. As the combat begins, there is no need for the Detection Phase of combat, and so both pilots move to Combat Round Phase 2, and roll for Initiative.

Cleaver has a Pilot skill of 50%, so gains no bonus to his Initiative roll from this, but his ship, an AS-116 Vulture Space Superiority Fighter, confers a bonus of +6. He rolls his d20, getting a 15. With his bonus, this gives him an Initiative score of +21.

His opponent, flying an ERC-60 Black Widow, has a Pilot skill of 55%. This gives the ERC pilot +1 because of his Pilot skill, and +5 from his ship, conferring a +6 bonus, identical to Cleaver. It's all down to the dice roll: 13. Bad luck. 13+6 gives the ERC pilot an Initiative score of 19. Good, but not as good as Cleaver's.

Time for Phase 3: Declaration of Intent. Cleaver has won the Initiative, and declares his intent to close range and attack. The ERC pilot declares he intends to flee. The Combat Round moves to Phase 4: Movement.

Movement Phase 1 (Altering Engagement Range) begins. Both pilots open up the throttle, kicking in full afterburn. The difference between their speed is in Cleaver's favour (Vulture afterburn 51 – Black Widow afterburn of 48 = 3), giving him a +15% (3x5) to his Pilot roll. Cleaver has a modified Pilot skill of 65. He rolls a 13 – a Special result! This allows him to close the engagement range by 2 bands. His opponent gains no modifier to his Pilot skill, and rolls a 44 – a Normal result, allowing him to increase the range by 1 band. Cleaver succeeds, closing to medium range.

Movement Phase 2 (Manoeuvring for Advantage) now begins, as Cleaver attempts to manoeuvre his fighter to acquire a firing solution. At the same time, the ERC pilot executes a series of twists and turns, attempting to shake off his pursuer.

Cleaver's fighter has a Manoeuvre rating of 5 and a Battle Computer rating of 1, giving him +30% to his Phase 2 Pilot roll. His opponent's ship has a Manoeuvre rating of 4 and a Battle Computer rating of 1, giving a +25%. Cleaver's modified Pilot skill is 80%. He rolls a 32 – a Normal success. The ERC pilot's modified Pilot skill is 75%. He rolls a 56 – also a Normal success. Consulting the relevant table, it can be seen that neither pilot gains a significant Advantage.

Combat Round Phase 5 begins – Combat Resolution. Cleaver arms one of his AIM-90E Headlock Smart Missiles, while the ERC pilot decides to forgo his attack, and instead throws his craft into a series of desperate manoeuvres to avoid being hit.

Cleaver has a Gunnery skill of 60%. The AIM90Es onboard targeting systems gives him a bonus of +25%, and his fighters onboard Fire Control system gives him a further +5%, giving him a modified Gunnery skill of 90%! However, before he makes his roll, he must apply a series of negative modifiers from his opponent. The Black Widow has an ECM rating of 2 (-10%), and because the ERC pilot chose to Evade rather than attack, he makes a check against his piloting: 44. Subtracting this from his piloting skill of 55 gives 11. Adding these together, gives a -21% to Cleaver's Gunnery skill.

Cleaver's adjusted Gunnery skill is 69 (90-21). He rolls a 22. It's a hit! Rolling an 18 on the Aerospace Hit Location Table, we see that the AIM90E smart missile has hit the Black Widow's power plant. A Black Widow fighter has an Armor Value (AV) of 12, and an AIM90E does 5d6 damage. Cleaver rolls 2,5,1,4,2, totalling 14 – his missile penetrates, doing Light Damage (the damage exceeds AV but not by x2 or higher). The ERC pilot takes 1d6 damage. Light Damage to a ship's power plant cuts the speed in half and reduces life support too.

Ordnance

MISSILES

Missiles have a definitive advantage over beam and kinetic weapons, in that they can track and home in on an enemy vessel no matter how the other ship manoeuvres. Most beam weapons lose effectiveness and accuracy with range; a missile's warhead can get in close to a ship and have a far greater potential for hitting and doing damage.

Missiles also need not be launched directly from the main ship. They can be "dropped off" into space while the main vessel manoeuvres away, so that when their engines are ignited they will not give away the position of the ship.

AGM-204A Threat Suppression Attack Missile (TSAM)

The TSAM (Threat Suppression Attack Missile) is a low-cost self-protection weapon designed to defend strikeships and dropships against airborne missiles, early warning radars, SAM sites and AAA. Small, short ranged and lightweight, the TSAM design trades off the loiter mode of most modern Threat Suppression Missiles for speed, in order to eliminate a threat rapidly.

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The Tekell solid motor is a high impulse unit that will accelerate the missile to hyper velocity in less than two seconds; after burnout, the missile coasts to the target. The TSAM is guided but cannot be fired at. It is designed to attack incoming missiles. It locks on automatically.

ROF	1/MR
Damage	6d6 to all in a 5m radius of explosion
Effective Range	Range varies considerably with launch speed and altitude, though practical limits in an Earth-density atmosphere are 20 km at sea-level up to 60 km at high altitude.
Weight	26.5kg
Attacks	01
Chance of Success	Gunnery skill +15%
Fail	99

AGM-220C Hellhound Smart Missile

The Hellhound is a multi-role tactical missile designed for use against point targets such as vehicles, armour, buildings and bunkers. The weapon can be launched in two different modes: in the first, the dropship Weapons Officer locks the missile's seeker onto a target before launch and provided he maintains the lock until the moment of launch the weapon will then be guided to that target; in the second, the weapon is directed to a grid reference where it then commences a search for a pre-designated target, or one selected from an internal menu of potential targets, or for a target of opportunity.

The dual-seeker system combines a high resolution millimetre-wave radar and infrared imager linked to a sophisticated 12 Mb processor which determines the missile's optimal attack profile and warhead fusing to ensure a kill. This is a guided weapon.

ROF	1/MR
Damage	8d6 to all in a 5m radius of explosion
Effective Range	1.5km
Weight	22.4kg
Attacks	01
Chance of Success	Gunnery skill +15%
Fail	97

Mk. 10 70mm Zeus

The Mk. 10 Zeus is a 70mm unguided rocket system that has been the mainstay of ICM service for some 40 years, in its various forms. A small, spin-stabilized rocket, the Zeus is now supplied with only two types of warhead: a smart fused antipersonnel fragmenting warhead and a smoke warhead for laying particulate smoke screens.

ROF	1/MR
Damage	10d6 / 5m radius
Effective Range	30km
Weight	32.5kg
Attacks	01
Chance of Success	Gunnery skill
Fail	99

Mk. 16 150mm BANSHEE 70

The Banshee 70 system constitutes one of the most important unguided weapons in military service. In the ICM, it is most commonly associated with the LAU-190/A 16 tube launcher mounted on the AS-114 Valkyrie dropship. Each rocket is spin stabilized by a fluted exhaust nozzle and has three springmounted wrap-around fins at the rear. The Mk. 16 model has a high-impulse rocket motor, giving a burnout velocity in excess of 1800m per second, providing excellent stand-off range and accuracy in the air-to-surface role.

M18

The M18 is an incendiary warhead intended for target marking and for use against buildings and light fortifications.

M451

The M451 is a 36kg High Explosive, blastfragmentation warhead with a 'smart' fuse for use against a wide variety of targets. The TIAS target analysis system aboard the dropship will set the fuse at the moment of launch according to the target, allowing for airbursts against soft targets or impact fusing against armour.

M597

The M97 is a multi-dart warhead containing 17 incendiary flechettes designed to penetrate tank armour, field defences and bunkers, and then causes fires within them.

M598

The M598 is a 'beehive' round for use against battlefield targets such as exposed personnel, soft vehicles, aerospace craft and VTOL weapons platforms. The warhead carries a load of approximately 2400, 7.2g kineticpenetrating darts capable of saturating a 20m radius area. With both M597 and M597 warheads, the dropship TIAS will set the optimum distribution pattern of the darts the moment of launch, depending on the primary target.

ROF	1/MR
Damage	M18: 6d6 / 5m radius; M451: 4d6 / 10m radius; M597: 8d6 / 3m radius; M598: 6d6 / 20m radius;
Effective Range	8km
Weight	40kg
Attacks	01
Chance of Success	Gunnery skill
Fail	97

AIM-90E Headlock Smart Missile

The AIM-90E is a short-ranged air-to-air smart missile optimized for dogfight engagements. Guided by a dual optical / active radar seeker, the Headlock missile accelerates to hyper velocity speeds after launch and then glides the remaining distance to the target. The warhead consists of thirty four explosive darts that are released by the missile as it approaches the target.

To ensure a kill, the AIM-90's unique fusing system directs these flechettes into an optimum attack pattern upon release, dependent upon the target's current aspect. The 'E' variant of the missile incorporates changes to the countermeasures software and enlarged aerodynamic surfaces to improve lift at high altitudes.

ROF	1/MR
Damage	5d6 / 5m radius
Effective Range	15km
Weight	32.2kg
Attacks	02
Chance of Success	Gunnery skill +25%
Fail	98

Mk. 88 120mm SGW

The Mk. 88 is a 120mm, short ranged (under 1500m) weapon designed as a low-cost alternative to the Hellhound versus light armour and prepared positions such as hangars or gun emplacements. A simple weapon, it comprises a rocket with a lowimpulse motor steered by fold-out fins. Guidance is by an imaging infra-red seeker in the nose, and a 2.2 kg shaped-charge warhead is positioned just behind. The SGW is a fire-and-forget weapon once locked-up by the dropship, the missile self-guides to the target.

ROF	1/MR
Damage	6d6 to all in a 5m radius of explosion
Effective Range	1.5km
Weight	16.14kg
Attacks	01
Chance of Success	Gunnery skill
Fail	97

ASAT-100 Predator

The ASAT-100 Predator missile is the UEAF's primary medium range anti-satellite missile system. The total weapon system is usually mounted dorsally or ventrally on military craft of corvette size or greater, and has the capability to launch as many as six missiles simultaneously against an equal number of targets under battlefield and/or heavy jamming conditions.

Upon release from the launch bay, the first stage motor ignites and accelerates the missile away from the launching ship. After four seconds the first stage burns out and the missile coasts the rest of the way toward the target. The second stage ignites when the missile enters its terminal phase to provide the necessary burn to complete the intercept against the target. A coolant jet system in the tail helps mask the motor's infrared and UV signature when it burns. Guided. Its warhead is a forged fragment ring that creates a lethal burst of fragments.

ROF	1/MR
Damage	3D6 x3 / 5m radius
Effective Range	50km
Weight	183.2kg
Attacks	02
Chance of Success	Gunnery skill +25%
Fail	98

Death Angel STG Ballistic Missile

The STGBM carries your standard Space-to-Ground tactical nuclear warhead. Everything within 500m of the point of impact is destroyed and everything past it for another 500m suffers 20d6 damage. Every 100m past that cuts that damage by half. STG can be fired at any target but they are slug for manoeuvrability. They are guided but cannot be aimed.

ROF	1/MR
Damage	Special
Effective Range	5000km
Weight	248.2kg
Attacks	01
Chance of Success	Gunnery skill +15%
Fail	96

ASAT-120 Balmung Anti-Satellite Missile System

The ASAT-120 is a hypersonic, space launched, guided anti-satellite interception missile employing active radar target tracking, proportional navigation guidance, and active target detection. It employs active, semi-active, and inertial navigational methods of guidance to provide an autonomous launch and leave capability against single and multiple targets.

The ASAT-120 weighs 150kg and uses an advanced solid-fuel rocket motor to achieve a speed of Mach 8.2 and a range of 1000km. In long-range engagements ASAT-120 heads for the target using inertial guidance and receives updated target information via data link from the launch vessel. It transitions to a selfguiding terminal mode when the target is within range of its own monopulse radar set (100km). With its sophisticated avionics, high closing speed, and excellent end-game manoeuvrability, chances of escape from ASAT-120 are minimal. Upon intercept an active-radar proximity fuse detonates the highexplosive shaped penetrator warhead to destroy the target. At closer ranges ASAT-120 guides itself all the way using its own radar, freeing the launch vessel to engage other targets.

ROF	1/MR
Damage	3D6 x6 / 5m radius
Effective Range	1000km
Weight	150kg
Attacks	02
Chance of Success	Gunnery skill +15%
Fail	98

ASAT-160 Gungnir Long Range Anti-Satellite Missile System

The ASAT-160 Gungnir missile system provides the UEAF with a weapons system with capability to interdict ships at ranges well beyond those of other space going craft. The ASAT-160 missile was designed to cripple warships and orbital structures in a highorbit/deep space environment. Once targeting information is obtained and sent to the missile, it is fired. Once fired, the missile flies to the target location, turns on its seeker, locates the target and strikes it without further

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action from the firing platform. This allows the firing platform to engage other threats instead of concentrating on one at a time. The usual payload for the ASAT-160 is a shaped penetrator high-explosive warhead.

An appropriately configured ASAT-160 can be launched from the aerospace weapons rack of Tyr class orbital bombardment craft.

ROF	1/MR
Damage	4D6 x6 / 5m radius
Effective Range	2500km
Weight	178.5kg
Attacks	02
Chance of Success	Gunnery skill +15%
Fail	98

ASM-88 Fenris Anti-Ship Missile System

The Fenris Anti-Ship Missile system provides the UEAF fleet vessels with deep-strike capability against enemy vessels in an interplanetary space combat environment.

After launch, a solid propellant propels the missile until a small ion engine takes over for the cruise portion of flight. Infrared detection is difficult because the ion engine emits little heat, and the enhanced stealth profile of the missile. Systems include Solar Positioning System (SPS) receiver; Digital Scene Matching Area Correlation (DSMAC) system; Time of Arrival (TOA) control.

The ASM-88 can be reprogrammed while in flight to strike any of 15 pre-programmed alternate targets or redirect the missile to any Solar Positioning System (SPS) target coordinates. It is also able to loiter in strike range of a target area for some hours, and with its on-board sensors, allows the commanders on the launch vessel to assess battle damage of the target, and, if necessary redirect the missile to any other target.

Conventional payload is a WDU-36 warhead containing a forged fragment ring that creates a lethal burst of fragments. Nuclear payload up to 200kt is also an option..

ROF	1/MR
Damage	Conventional: 6d6 x6 / 15m radius; Nuclear: 6d6 x15 1km radius, x5 5km radius;
Effective Range	5000km
Weight	200kg
Attacks	03
Chance of Success	Gunnery skill +25%
Fail	99

KINETIC WEAPONS

Apart from their obvious use by aerospace craft, in space, kinetic-energy based weapons are usually reserved for point defence on capital ships and space stations, to destroy incoming missiles or space debris.

25mm Chain Cannon

With a cyclic rate of 300 shells a minute, this servo-slaved anti-aerospace chain cannon is an extremely powerful addition to any craft, and allows for greater aerospace dominance and flexibility in missions. The weapon system has a cooling system running from the engines to cool the gun during use.

ROF	Burst of 100/MR; (ROF Bonus +10%)
Damage	3d8 per round
Effective Range	3.5km
Ammo	2000 (20 bursts)
Fail	99

10mm VRF Gauss Cannon

A cryogenically cooled, rapid fire cannon, the VRF Gauss Cannon fires a 10mm HEAP bullet at velocities of 4500metres per second with an effective cyclic ROF of 4000rpm. The weapon fires 100 round bursts. The cannon is usually mounted in a turret which gives an 180° firing arc.

ROF	Burst of 100/MR; (ROF Bonus +10%)
Damage	4d6+6 per round

Effective Range	5.5km
Ammo	4000 (40 bursts)
Fail	99

30mm Rail Cannon

Railgun launchers fire kinetic ammunition at velocities over 12 km per second. Despite their high rate of fire, these weapons are less accurate than beam weapon's against manoeuvring starships or missiles, and have a practical engagement range less than 100km.

However, since a single hit from a railgun round is capable of causing catastrophic damage to a space target, they remain the most powerful close defence weapons in a starships inventory. The railguns work by accelerating a charged plasma to high velocities and using it to propel a kinetic round at the target. They fire up to 30 rpm each and are fed from an autoloader.

ROF	1x burst of 6/MR
Damage	2d6 x10
Effective Range	100km
Ammo	magazine of 120 slugs (20 bursts)
Fail	96

Orbital Minefield

An Orbital Minefield is dispensed out the rear and can be released in any number. When deployed, the organize themselves in a lattice fashion and actually construct their own defence network by connecting themselves with the other units. These lightweight nets, which can stretch tens of kilometres across, are held rigid by alloy framed and stabilized by tiny thrusters. If the mine is struck on its own, the damage is dealt normally. If the ship strikes the net, the front mines explode, but the outer ones can bend themselves in and strike the rear or midsection of the ship.

Damage	2d6 x10
Effective Range	500m
Fail	96

HIGH ENERGY WEAPONS

20 Megawatt Phased Plasma Cannon: The power source for the Boyars is a 6mW hydrogen fuel cell. The fuel cell drives a homopolar fast-discharge generator which stores power until it has sufficient energy to pulse the plasma gun's laser. When the laser is fired, it creates an ionized trail in the atmosphere which is charged by the gun's electromagnetic coil to form a solenoid mass – is fed mechanically into the tunnel, where it is vaporized by the laser beam into a superheated plasma. Which is accelerated by the magnetic coil to velocities in the region of 5000m/s. The Plasma travels the tunnel until it impacts the target at a focused point, using its considerable kinetic and thermal energy for maximum effect penetration. Because of the power usage, both guns in a turret fire in sequence rather than simultaneously.

ROF	3x bursts /MR; (ROF Bonus +2%)
Damage	2d6x6
Effective Range	300km
Ammo	Runs from ships powerplant
Fail	98

80 Megawatt Infrared Laser

Point defence for large military spacecraft, the 80mW free-electron laser is capable of vaporizing small targets such as railgun rounds, or disabling incoming missiles and fighter at ranges up to 30km.

ROF	3x shots /MR (ROF Bonus +2%)
Damage	2d6x5
Effective Range	300km
Ammo	Runs from ships powerplant
Fail	98

40 Megawatt Free Electron Laser

These are effective against both ground and air targets. Beam power is supplied by a 10 mW hydrogen fuel cell driving a homopolar fast discharged generator. The beam is propagated, without the need for lasants, by the interaction of a

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particle-accelerated electron beam with a static electric field. The advantage of a free-electron laser is its ability to be tuned to wavelengths that would minimize beam degradation by the local atmosphere. In addition, a reactive tune facility, cued by laser returns from the beam, is incorporated to allow rapid returning in the event that countermeasures are deployed to block the beam. The lasers can be used in two modes. In 'dazzle' mode, the beam is used to burnout enemy optical/infrared sensors or blind infantrymen and pilots (success means target blinded for 2d6 minutes, invoking -25% penalty), has a low output. It is in this mode that the beam is at its most efficient, playing continuously across a target without the need for pulsing or the associated effects on beam propagation from thermal blooming, ionization or dielectric breakdown. In 'pulse' mode, a beam is pulsed at full power at the target.

Damage is caused by the mechanical impulse of the beam as it superheats the target area, capable of penetrating infantry persona armour or the skin of a missile or aerospace craft.

ROF	1x shot /MR
Damage	2d6x4
Effective Range	500km
Ammo	Runs from ships powerplant
Fail	98

800 Megavolt Turboalternator Powered Neutral Particle Beam

The 800 MeV Weapons are the primary beam weapons of the ICM Frigates. They fire into the starships forward 'cone', each capable of disabling a target's electronics and instrumentation at ranges up to 250 km.

Sufficient deuterium tanking exists for up to 230 seconds of firing. One hit to another ship will cause 8d6 damage but the ship won't be damaged. Instead, if "destroyed", all electrical systems shut down, rendering the ship dead.

No weapons can fire. Emergency batteries on board escape pods still allow them to be ejected. The engineer of the victim ship can attempt to restore the systems every minute with a -5% penalty each successive attempt. The systems will not come back themselves for another 2D6 hours. If the damage received is less than the AV of the craft...the ship is untouched.

ROF	3x shots /MR (ROF Bonus +2%)
Damage	8d6
Effective Range	1000km
Ammo	Sufficient deuterium tanking exists for up to 230 seconds of firing (20 MR)
Fail	96

Missile Systems Reference Table

Weapon	ROF	Damage	Effective Range	Ammo	Fail
AGM-204A TSAM	1	6d6/5m radius	20-60km	1	99
AGM-220 Hellhound	1	8d6/5m radius	30km	1	99
Mk 10 70mm Zeus	1	10d6/5m radius;	1.5km	1	97
Mk 16 150mm Banshee 70	1	M18: 6d6/5m radius; M451: 4d6/10m radius; M597: 8d6/3m radius; M598: 6d6/20m radius;	8km	16 tube launcher	97
AIM-90E Headlock	1	5d6/5m radius	15km	1	98
Mk 88 SGW	1	6d6/5m radius;	1.5km	1	97
ASAT-100 Predator	1	3d6x3/5m radius;	250km	1	98
Death Angel STGBM	1	Special (see description)	5000km	1	98
ASAT-120 Balmung	1	3d6x6/5m radius	1000km	1	98
ASAT-160 Gungnir	1	4d6x6/5m radius	2500km	1	98
ASM-88 Fenris	1	Conventional: 6d6x6/15m radius; Nuclear: 6d6x15 1km radius, x5 5km radius;	5000km	1	99

Kinetic Weapons Reference Table

Weapon	ROF	Damage	Effective Range	Ammo	Fail
25mm Chain Cannon Burst	100/MR	3d8	3.5km	20	99
VRF Gauss Cannon Burst	100/MR	4d6+6	5.5km	40	99
30mm Rail Cannon Burst	6/MR	2d6x10	100km	20	96
Orbital Minefield	n/a	2d6x10	Special	n/a	98

High Energy Weapons Reference Table

Weapon	ROF	Damage	Effective Range	Ammo	Fail
20 MW Plasma Cannon	3	2d6x6	300km	Runs from ships powerplant;	98
80 MW Infrared Laser	3	2d6x5	300km	Runs from ships powerplant;	98
40 MW Free Electron Laser	1	2d6x4	500km	Runs from ships powerplant;	98
800 MeV Particle Beam	3	2d6x4	1000km	Sufficient deuterium tanking exists for up to 230 seconds of firing (20 MR);	96

Space Vessels Gazetteer

Introduction

This gazetteer provides a guide to common classes of aerospace, interplanetary and interstellar vessels, both military and civilian, in use in the late 23rd Century. It is by no means exhaustive. Game Masters are encouraged to use these descriptions and statistics as a starting point for creating their own classes of space vessels.

AEROSPACE CRAFT A-Z

AS-88 Baldur Transport:

The AS-88 Baldur primarily performs the tactical portion of the aerospace-lift mission. The craft is capable of operating in a wide range of planetary environments, and is the UEAf's transport of choice for air dropping troops and equipment into hostile areas. The AS-88 operates throughout the UEAf, fulfilling a wide range of operational missions in both peace and war situations.

Basic and specialised versions of the AS-88 perform a diverse number of roles, including airlift support, troop resupply, aeromedical missions, and natural disaster relief missions.

General Characteristics

Primary Function:	Global Aerospace Lift
Contractor:	Consolidated Aerospace.
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	24.69 metres
Height:	8.9 metres
Wingspan:	31.7 metres
Max Velocity	
Atmospheric:	Mach 1.58
Orbital:	5g
Flight Ceiling:	Trans-atmospheric
Max Payload:	128 tons
Cargo Configurations:	8 pallets or 97 litters or 24 CDS bundles or 128 combat troops or 92 spacetroopers, or a combination of any of these up to the cargo compartment capacity or maximum allowable weight.
Crew:	3 (two pilots & loadmaster)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	4x AGM-204A Threat Suppression Attack Missiles;

Game Stats

Velocity: Cruise	07
: Afterburn	25
Manoeuvre:	-5 (-25%)
Autopilot:	50%
Battle Computer:	0
Initiative Modifier:	-5
Stealth:	0
ECM:	2 (-10%)
Fire Control:	1 (+5%)
Armor Value:	10

AS-90 Thor Light Gunship:

The AS-90 Thor is a quick-reacting, aerospace attack craft that can fight close and deep to destroy, disrupt, or delay enemy forces. The Thor is designed to fight and survive during the day, night, and in adverse conditions in a wide range of planetary environments. The principal mission of the Thor is the destruction of highvalue targets with either the AGM-220C Hellhound or the AIM90E Headlock Smart Missile. It is also capable of employing a 25mm chain cannon and 70mm ZEUS rockets that are lethal against a wide variety of targets.

General Characteristics

Primary Function:	Global Aerospace Lift
Contractor:	Aerospace attack
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	12 metres
Height:	3.9 metres
Wingspan:	6.2 metres
Max Velocity	
Atmospheric:	Mach 2.9
Orbital:	7g
Flight Ceiling:	Trans-atmospheric
Max Payload:	500 kg
Cargo Configurations:	N/A
Crew:	2 (pilot and co-pilot/gunner)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x AGM-220C Hellhound Smart missiles; 4x AIM90E Headlock Smart missiles; 2x 25mm chain cannon (fire linked); 8x 70mm ZEUS missiles;

Game Stats

Velocity: Cruise	15
: Afterburn	35
Manoeuvre:	1 (+5%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	2
Stealth:	2
ECM:	1 (-5%)
Fire Control:	5 (+10%)
Armor Value:	15

AS-110 Heimdall Ground Attack Craft:

The AS-110 Heimdall is specially designed for close aerospace support of ground forces. The primary mission of the AS-110 is to provide day and night close aerospace combat support for friendly land forces and to act as forward aerospace controller (FAC) to coordinate and direct friendly aerospace forces in support of land forces. The AS-110 has a secondary

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mission of supporting search and rescue and Special Forces operations. It also possesses a limited capability to perform certain types of interdiction. All of these missions may take place in a high or low threat environment.

With excellent manoeuvrability at low speeds and altitude, the AS-110 Heimdall is a highly accurate weapons-delivery platform. It can loiter near battle areas for extended periods of time and operate under 1,000-foot ceilings (300 metres).

General Characteristics

Primary Function:	Close Aerospace Support /Forward Aerospace Control
Contractor:	Consolidated Aerospace.
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	15.8 metres
Height:	4.82 metres
Wingspan:	11.32 metres
Max Velocity	
Atmospheric:	Mach 2.4
Orbital:	5.5g
Flight Ceiling:	Trans-atmospheric
Max Payload:	500kg
Cargo Configurations:	N/A.
Crew:	2 (pilot and co-pilot/gunner)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x AGM-204A TSAMs; 2x AGM-220C Hellhound Smart missiles; 8x Mk 88 120mm SGW; 32x Mk 16 150mm Banshee missiles; 1x 25mm chain cannon;

Game Stats

Velocity: Cruise	12
: Afterburn	28
Manoeuvre:	3 (+6%)
Autopilot:	50%
Battle Computer:	2 (+10%)
Initiative Modifier:	5
Stealth:	2
ECM:	2 (-10%)
Fire Control:	5 (+10%)
Armor Value:	15

AS-114 Valkyrie Dropship:

The AS-114 Valkyrie is the UEAF's front-line division level utility transport used for aerospace assault, combat drop and aeromedical evacuation units. First deployed in 2243, the Valkyrie's advanced technology makes it easy to maintain in the field. In addition, modified AS-114s operate as command and control, electronic warfare, and special operations platforms.

The AS-114, with a crew of three, can lift an entire 26-man fully-equipped infantry platoon in most planetary environments. It can be configured to carry 10 litters, by removing 20 troop seats, in the MedEvac role. Both the pilot and co-pilot are provided with armourprotective seats. Protective armour on the Valkyrie can withstand hits from 25mm shells. The AS-114 has a magnetic cargo grapple for external lift missions. The AS-114A variant has all troop seats removed, allowing a AFV sized ground vehicle to be carried.

General Characteristics

Primary Function:	Aerospace assault, combat drop and aeromedical evacuation
Contractor:	Consolidated Aerospace.
Power Plant:	Fusion
Propulsion	

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Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	17 metres
Height:	5.6 metres
Wingspan:	12.2 metres
Max Velocity	
Atmospheric:	Mach 4.9
Orbital:	10g
Flight Ceiling:	Trans-atmospheric
Max Payload:	50kg
Cargo Configurations:	N/A.
Crew:	2 (pilot and co-pilot/gunner)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	4x AGM-204A TSAMs; 4x Mk 88 120mm SGW; 32x Mk 16 150mm Banshee missiles; 1x 25mm chain cannon;

Game Stats

Velocity: Cruise	25
: Afterburn	35
Manoeuvre:	2 (+4%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	3
Stealth:	2
ECM:	3 (-15%)
Fire Control:	5 (+10%)
Armor Value:	15

AS-116 Vulture Aerospace Fighter:

The AS-116 is the standard aerospace superiority fighter in use by the UEAF. It is designed to penetrate enemy aerospace and achieve a first-look, first-kill capability against multiple targets. The AS-116 is characterised by a low-observable, highly manoeuvrable airframe; advanced integrated avionics; and aerodynamic performance allowing hypersonic cruise without afterburner.

General Characteristics

Primary Function:	Tactical Aerospace Fighter
Contractor:	Consolidated Aerospace.
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	17 metres
Height:	5.6 metres
Wingspan:	12.2 metres
Max Velocity	
Atmospheric:	Mach 4.9
Orbital:	10g
Flight Ceiling:	Trans-atmospheric
Max Payload:	50kg
Cargo Configurations:	N/A.
Crew:	2 (pilot and co-pilot/gunner)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km

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Standard Weapon Systems:	2x AGM-220C Hellhound Smart missiles; 4x AIM90E Headlock Smart missiles; 2x 10mm VRF Gauss cannons;
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Game Stats

Velocity: Cruise	25
: Afterburn	51
Manoeuvre:	5 (+10%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	6
Stealth:	3
ECM:	2 (-10%)
Fire Control:	1 (+5%)
Armor Value:	10

AS-119 Buzzard Aerospace Superiority Fighter:

The AS-119 Buzzard is an extremely manoeuvrable, tactical fighter designed to gain and maintain aerospace superiority in aerial combat. The AS-119's aerospace superiority is achieved through a mixture of manoeuvrability and acceleration, range, weapons and avionics. Its weapons and flight control systems are designed so one person can safely and effectively perform aerospace combat. It can penetrate enemy defence and outperform and as of 2271 can outfight current or projected enemy aircraft.

The AS-119's superior manoeuvrability and acceleration are achieved through high engine thrust-to-weight ratio and low wing loading. Low wing-loading (the ratio of aircraft weight to its wing area) is a vital factor in manoeuvrability and, combined with the high thrust-to-weight ratio, enables the aircraft to turn tightly without losing airspeed.

General Characteristics

Primary Function:	Tactical Aerospace Fighter
Contractor:	LockMit Industries, Earth
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	18.2 metres
Height:	5.7 metres
Wingspan:	14.2 metres
Max Velocity	
Atmospheric:	Mach 4.8
Orbital:	10g
Flight Ceiling:	Trans-atmospheric
Max Payload:	50kg
Cargo Configurations:	N/A.
Crew:	1
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	4x AIM90E Headlock Smart missiles; 4x 10mm VRF Gauss cannons;

Game Stats

Velocity: Cruise	24
: Afterburn	48
Manoeuvre:	7 (+14%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	8
Stealth:	2
ECM:	2 (-10%)
Fire Control:	1 (+5%)
Armor Value:	12

AS-122 Loki Special Operations Dropship:

The AS-122 Loki's primary wartime mission is combat search and rescue, covert infiltration, exfiltration and resupply of special operations forces in most environmental conditions. The AS-122 provides the capability of independent rescue operations in combat areas up to and including medium-threat environments. The basic crew normally consists of four: pilot, copilot, flight engineer, and crew chief. The craft can lift an entire 11-man fully-equipped infantry section in most planetary environments.

AS-122s are equipped with a magnetic rescue grapple for external lift missions with 200m cable and 500kg lift capacity.

Mission systems on the AS-122 make it ideally suited for operations with special warfare units, such as the Interstellar Colonial Marines Special Operations Arm. Combat-equipped personnel can be covertly inserted and/or extracted in any terrain with precise GPS navigation accuracy.

General Characteristics

Primary Function:	Combat search and rescue, infiltration, exfiltration and resupply of special operations forces
Contractor:	LockMit Industries, Earth
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	14.1 metres
Height:	4.2 metres
Wingspan:	11.1 metres
Max Velocity	
Atmospheric:	Mach 5.51
Orbital:	8g
Flight Ceiling:	Trans-atmospheric
Max Payload:	18 tons
Cargo Configurations:	N/A.
Crew:	4 (pilot; co-pilot/gunner; crew chief; flight engineer)
Sensors	
Ground:	20km
Space: Passive	3000km
Space: Active	1500km
Perimeter Alert:	30,000km
Comm Range:	5000km
Standard Weapon Systems:	4x AGM-204A TSAMs; 2x Mk 88 120mm SGW; 2x AIM90E Headlock Smart missiles; 1x 10mm VRF Gauss cannon;

Game Stats

Velocity: Cruise	28
: Afterburn	40
Manoeuvre:	3 (+6%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	4
Stealth:	4
ECM:	3 (-15%)
Fire Control:	3 (+15%)
Armor Value:	12

AS-135 Tyr Orbital Bombardment Craft:

The AS-135 Tyr is the primary nuclear capable aerospace orbital bombardment craft in the UEAf inventory. It provides the only aerospace launched space to ground ballistic missile carriage in the UEAf.

The AS-135 also provides theatre CINCs with a long range strike capability. It can carry nuclear or conventional ordnance with planetary precision navigation capability. The AS-135s flexibility was evident during the Colonial Wars. AS-135s struck wide-area troop concentrations, fixed installations and bunkers, and decimated the morale of rebel forces.

General Characteristics

Primary Function:	Orbital and sub-orbital bombardment
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Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	41.5 metres
Height:	12.2 metres
Wingspan:	36.1 metres
Max Velocity	
Atmospheric:	Mach 1.51
Orbital:	3g
Flight Ceiling:	Trans-atmospheric
Max Payload:	200 tons
Cargo Configurations:	N/A.
Crew:	5 (commander, pilot, navigator, electronic warfare officer, weapons officer)
Sensors	
Ground:	20km
Space: Passive	5000km
Space: Active	2500km
Perimeter Alert:	40,000km
Comm Range:	10,000km
Standard Weapon Systems:	20x Death Angel STG ballistic missiles; 10x AGM220C Hellhound Smart missiles; 2x AIM90E Headlock Smart missiles; 1x 30mm Rail cannon;

Game Stats

Velocity: Cruise	8
: Afterburn	16
Manoeuvre:	-5 (-10%)
Autopilot:	70%
Battle Computer:	2 (+10%)
Initiative Modifier:	-3
Stealth:	4
ECM:	5 (-25%)
Fire Control:	3 (+15%)
Armor Value:	20

AS-141 Heavy Load Lifter:

The AS-141 Heavy Load Lifter is the workhorse of the UEAf. The AS-141 fulfils the vast spectrum of transport requirements through its ability to carry combat forces over long distances, inject those forces and their equipment either by landing or aerospace-drop, re-supply employed forces, and extract the sick and wounded from the hostile area to advanced medical facilities.

The AS-141, operated by the UEAf Aerospace Command, can transport combat forces, equipment and supplies, and deliver them on the ground or by aerospace-drop, using doors on each side and a rear loading ramp. It can be used for low-altitude delivery of paratroops and equipment, and high-altitude delivery of paratroops. It can also airdrop equipment and supplies using the container delivery system.

Its cargo compartment can easily be modified to perform around 30 different missions. About 200 troops or 155 fully equipped spacetroopers can be easily accommodated. Rollers in the floor allow quick and easy cargo pallet loading. A palletized lavatory and galley can be installed quickly to accommodate passengers, and when palletized cargo is not being carried, the rollers can be turned over to leave a smooth, flat surface for loading vehicles.

Variants of the AS-141 have found their way into wide-scale commercial use.

General Characteristics

Primary Function:	Global Aerospace Lift
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	64.69 metres
Height:	15.9 metres

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Wingspan:	56.7 metres
Max Velocity	
Atmospheric:	Mach 1.29
Orbital:	3g
Flight Ceiling:	Trans-atmospheric
Max Payload:	256 tons
Cargo Configurations:	12 pallets or 130 litters or 40 CDS bundles or 200 combat troops or 155 spacetroopers, or a combination of any of these up to the cargo compartment capacity or maximum allowable weight.
Crew:	3 (two pilots & loadmaster)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	4x AGM-204A Threat Suppression Attack Missiles;

Game Stats

Velocity: Cruise	7
: Afterburn	15
Manoeuvre:	-8 (-16%)
Autopilot:	50%
Battle Computer:	0
Initiative Modifier:	-8
Stealth:	0
ECM:	2 (-10%)
Fire Control:	1 (+5%)
Armor Value:	10

ERC-60 Black Widow Fighter:

Based on captured UEAF craft from during the Colonial Wars, the ERC-60 Black Widow is a two-seat, multi-mission fighter/attack aircraft that can operate from either aerospace carriers or planetary bases. The ERC-60 fills a variety of roles: aerospace superiority, fighter escort, reconnaissance, suppression of enemy defences, forward aerospace control, close and deep aerospace support, and day and night strike missions.

The ERC-60 has heavier armour than it's UEAF counterpart, the AS-116 Vulture, but consequently is marginally slower.

General Characteristics

Primary Function:	Tactical Aerospace Fighter
Contractor:	Eurasian Rimworlds Combine
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	15 metres
Height:	5.2 metres
Wingspan:	11.4 metres
Max Velocity	
Atmospheric:	Mach 4.7
Orbital:	9.5g
Flight Ceiling:	Trans-atmospheric
Max Payload:	50kg
Cargo Configurations:	N/A.
Crew:	2 (pilot / navigator-gunner)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x AGM Smart missiles; 4x AIM Smart missiles; 2x 10mm Chain cannons;

Game Stats

Velocity: Cruise	24
: Afterburn	48
Manoeuvre:	4 (+8%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	5
Stealth:	2
ECM:	2 (-10%)
Fire Control:	1 (+5%)
Armor Value:	12

ERC-70 Arachnid Dropship:

The mission of the ERC70 is to provide assault transport of combat troops, supplies, and equipment during planetary assault and subsequent operations on the ground. Troop assault is the primary function and the movement of supplies and equipment is secondary. Additional tasks are: combat and assault support for evacuation operations and other special operations; support for mobile forward refuelling and rearming points; aeromedical evacuation of casualties from the field to suitable medical facilities.

General Characteristics

Primary Function:	Aerospace assault, combat drop and aeromedical evacuation.
Contractor:	Eurasian Rimworlds Combine
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	19.1 metres
Height:	5.2 metres
Wingspan:	15.1 metres
Max Velocity	
Atmospheric:	Mach 4.7
Orbital:	7g
Flight Ceiling:	Trans-atmospheric
Max Payload:	64 tons
Cargo Configurations:	Combat: maximum of 35 troops Medical evacuation: 15 litters and 2 attendants
Crew:	3 (pilot, co-pilot/gunner, crew chief)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	4x AGM-204A TSAMs; 4x Mk 88 120mm SGW; 32x Mk 16 150mm Banshee missiles; 1x 25mm chain cannon;

Game Stats

Velocity: Cruise	23
: Afterburn	35
Manoeuvre:	2 (+4%)
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	3
Stealth:	2
ECM:	3 (-15%)
Fire Control:	5 (+10%)
Armor Value:	16

ERC-80 Harvestman Heavy Gunship:

The Harvestman is designed as a heavy planetary assault gunship, with it's primary missions being battlefield interdiction and aerospace attack. What it lacks in speed and manoeuvrability, it more than makes up for in weapons and armour.

General Characteristics

Primary Function:	Battlefield interdiction
Contractor:	Eurasian Rimworlds Combine
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	26 metres
Height:	10. 9 metres
Wingspan:	9.2 metres
Max Velocity	
Atmospheric:	Mach 2.4
Orbital:	5g
Flight Ceiling:	Trans-atmospheric
Max Payload:	1000kg
Cargo Configurations:	N/A.
Crew:	2 (pilot and co-pilot/gunner)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x AGM-220C Hellhound Smart missiles; 4x AIM90E Headlock Smart missiles; 1x 25mm chain cannon; 8x 70mm ZEUS missiles;

Game Stats

Velocity: Cruise	12
: Afterburn	26
Manoeuvre:	0
Autopilot:	50%
Battle Computer:	1 (+5%)
Initiative Modifier:	1
Stealth:	2
ECM:	3 (-15%)
Fire Control:	5 (+10%)
Armor Value:	20

Orbital Shuttle:

There are countless makes and model of orbital shuttlecraft, but all are built for the same purpose: transport and transfer of cargo and personnel from orbit to surface, and from one orbital location to another. The below statistics are for the most common types. Game Masters are encouraged to vary these statistics as they see fit.

General Characteristics

Primary Function:	Orbital Transport
Contractor:	Varies
Power Plant:	Fusion
Propulsion	
Atmospheric:	Scramrockets
Orbital:	Fusion rockets
Length:	45 metres
Height:	12. 2 metres
Wingspan:	21.4 metres
Max Velocity	
Atmospheric:	Mach 1.7
Orbital:	3g

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Flight Ceiling:	Trans-atmospheric
Max Payload:	10 tons
Cargo Configurations:	Civilian transport: 52 passengers Cargo transport: 10 tons internal
Crew:	2 (pilot /co-pilot-navigator)
Sensors	
Ground:	20km
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	None.
Game Stats	
Velocity: Cruise	08
: Afterburn	16
Manoeuvre:	2 (+4%)
Autopilot:	50%
Battle Computer:	0
Initiative Modifier:	4
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	8

Suborbital Transport Vehicle (STV):

Built by Consolidated Aerospace based on an existing suborbital military scouting vehicle, the STV is about the size of a 20th century truck. It uses four vectored thrust engines to provide it with lift (and steering) and two jet engines for its main propulsion system. The vectored thrust engines enable the STV to hover and to manoeuvre with great precision.

A STV can carry up to two crew and six passengers or it can carry a comparable amount of cargo. STVs are equipped with a fairly extensive electronics array which includes radar, ladar, night vision and other navigation equipment. STVs are used as fast personnel and cargo transports, and are fully pressurised, capable of supporting a full compliment of passengers for 96 hours.

General Characteristics

Primary Function:	Sub-orbital Transport
Contractor:	Varies
Power Plant:	Fusion
Propulsion	
Atmospheric:	Vectored thrust engines
Length:	8 metres
Height:	3. 2 metres
Wingspan:	12.4 metres
Max Velocity	
Atmospheric:	Mach 1.7
Orbital:	3g
Flight Ceiling:	500km
Max Payload:	10 tons
Cargo Configurations:	Civilian transport: 6 passengers Cargo transport: 1 ton internal
Crew:	1 (pilot)
Sensors	
Ground:	20km
Air:	2000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	None.
Game Stats	
Velocity: Cruise	08
: Afterburn	16
Manoeuvre:	2 (+4%)
Autopilot:	50%

Battle Computer:	0
Initiative Modifier:	5
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	6

INTERPLANETARY CRAFT A-Z

Clipper:

Clippers are very-fast in-system cargo vessels.

Limited in their bulk freight carrying capacities, these small, fast ships are ideally suited to low-volume, high-profit goods, such as luxury items, precious metals and gems. Most clipper class ships require only a small crew, and are manufactured by almost all the major spacecraft contractors, so their exact configuration varies widely.

General Characteristics

Primary Function:	In system cargo transport
Contractor:	Varies
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets
Length:	35 metres
Height:	12. 2 metres
Beam:	16.4 metres
Max Velocity	
Orbital:	3g
Max Payload:	10 tons
Cargo Configurations:	Civilian transport: 52 passengers Cargo transport: 100 tons internal
Crew:	3 (pilot, co-pilot-navigator, engineer)
Sensors	
Space: Passive	3000km
Space: Active	300km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	None.

Game Stats

Velocity: Cruise	08
: Full Thrust	16
Manoeuvre:	2 (+2%)
Autopilot:	50%
Battle Computer:	0
Initiative Modifier:	4
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	20

Cutter:

Cutters are fast, lightly armed vessels used chiefly for in-system patrol work. They perform missions such as rendering aid to people and property in distress in deep space, protecting colonial assets and orbital facilities, and stopping and boarding vessels suspected of violating ITC quarantine laws. Cutters are also used to enforce federal laws in star systems under UEF jurisdiction. A standard Cutter has a crew of 3 (pilot, co-pilot/navigator, engineer, weapons officer) and can carry up to 15 passengers, albeit in cramped conditions.

General Characteristics

Primary Function:	In system patrol craft
Contractor:	Varies
Power Plant:	Fusion

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Propulsion

Orbital:	Fusion rockets
Length:	45 metres
Height:	12. 2 metres
Beam:	21.4 metres
Max Velocity	
Orbital:	2.8g
Max Payload:	10 tons
Cargo Configurations:	Patrol: 15 ColSec troopers Search & Rescue: 3 Paramedics, room for 12 passengers.
Crew:	3 (pilot, co-pilot-navigator, engineer)
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	1x 30mm rail cannon; 4x ASAT-100 Predators.

Game Stats

Velocity: Cruise	07
: Full Thrust	14
Manoeuvre:	2 (+2%)
Autopilot:	50%
Battle Computer:	1
Initiative Modifier:	1
Stealth:	0
ECM:	0
Fire Control:	1
Armor Value:	20

In-System Freighter:

Interplanetary cargo haulers are used mainly in star systems with colonies on multiple worlds. They come in a myriad of shapes and sizes, but the example given here is the Federated Boeing Interstellar ISF-122A Intra-Solar Freighter. The ISF122A is typical of intra-solar freighter design, built in great numbers during the mid 22nd century. A testament to their legendary durability is that many of these ships are still in service over a century later.

General Characteristics

Primary Function:	In system cargo hauler
Contractor:	Federated Boeing Interstellar
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets
Length:	60 metres
Height:	14 metres
Beam:	26 metres
Max Velocity	
Orbital:	2.2g
Max Payload:	500 tons
Cargo Configurations:	500 tons in 2x250 ton cargo bays
Crew:	3
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	None.
Game Stats	
Velocity: Cruise	06
: Full Thrust	12
Manoeuvre:	-2 (-4%)
Autopilot:	50%
Battle Computer:	1

Initiative Modifier:	0
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	20

Space Liner:

Large commercial ships, designed to carry passengers on a regular interplanetary route, space liners range in size from small 'planetary express' craft with a passenger capacity of up to 100, to large luxury cruise-liners, that can carry 1000s of passengers. The example given here is the Federated Boeing Interstellar IP44 Planet Express.

The IP44 is a small passenger transport used heavily in the Sol system on the busy EarthMars and Earth-Moon runs. The IP44 requires a crew of three (pilot, co-pilot/ navigator and flight engineer) and usually has up to four cabin staff to look after passengers.

General Characteristics

Primary Function:	In system passenger transport
Contractor:	Federated Boeing Interstellar
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets
Length:	50 metres
Height:	11 metres
Beam:	21.4 metres
Max Velocity	
Orbital:	1g
Max Payload:	50 tons
Cargo Configurations:	Earth-Mars run: 112 passengers in cryo-berths Earth-Moon run: 156 passengers in seating
Crew:	3
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	None.

Game Stats

Velocity: Cruise	03
: Full Thrust	06
Manoeuvre:	-2 (-4%)
Autopilot:	50%
Battle Computer:	1
Initiative Modifier:	0
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	12

Yacht:

Any of a range of relatively small interplanetary vessels, generally with sleek, graceful lines, used by the rich and famous for pleasure cruises or racing. The type given here as an example is the Richter Dynamics Star-Runner 2300. The Star-Runner 2300 requires a crew of two, but ideally runs with the addition of a flight engineer.

General Characteristics

Primary Function:	Pleasure cruiser
Contractor:	Federated Boeing Interstellar
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets



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Length:	30 metres
Height:	11 metres
Beam:	16 metres
Max Velocity	
Orbital:	3g
Max Payload:	20 tons
Cargo Configurations:	20 tons in cargo bay
Crew:	2 (pilot /co-pilot)
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	None.
Game Stats	
Velocity: Cruise	07
: Full Thrust	14
Manoeuvre:	1 (+2%)
Autopilot:	50%
Battle Computer:	1
Initiative Modifier:	0
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	10

INTERSTELLAR CRAFT A-Z

CA1331 'Star Mule IV' Interstellar Transport:

The Consolidated Aerospace Star Mule was one of the first generation of high-capacity interstellar cargo transporters, and during its life has undergone a number of major changes. Like its larger cousin the Federated Boeing Interstellar Sherpa, the CA1331 provides point to point transportation of equipment and supplies to the many colony worlds throughout Federation space and beyond.

To reduce crew workload, and increase efficiency and safety, the majority of Colonial Transport ships are almost completely automated, requiring only a small crew to perform basic navigational duties like orbital insertion, or to carry out in-flight repairs should they be needed.

Almost all the ship mass not devoted to the interstellar drive is committed to cargo transportation. The cargo section is divided up into ten cargo bays, each capable of housing up to 500 tons of cargo in a wide variety of configurations.

General Characteristics

Primary Function:	Colonial Transport
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	FSD44
Length:	412 metres
Height:	40 metres
Beam:	62 metres
Max Velocity	
Realspace:	1g
Interstellar:	0.47LY/day (EST)
Max Payload:	5,000 tons
Cargo Configurations:	10x cargo bays each capable of housing up to 500 tons.
Crew:	5
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km

Comm Range:	10,000km
Standard Weapon Systems:	None.

Game Stats

Velocity: Cruise	03
: Full Thrust	05
Manoeuvre:	-10 (-20%)
Autopilot:	70%
Battle Computer:	1
Initiative Modifier:	-8
Stealth:	0
ECM:	1
Fire Control:	0
Armor Value:	25

CG91 Zeus Class Guided Missile Cruiser:

In service in the UEAF fleet since before the Colonial Wars, the primary mission of the Zeus-class guided missile cruiser is to operate offensively in the presence of deep space, aerospace and planetary threats. This mission may be performed independently or in support of space-lift convoys, high-speed aerospace carrier task forces, or planetary assault task forces. With a fully integrated combat system, it has the capabilities to quickly detect modern threat platforms, perform high-speed data processing and employ powerful weaponry.

The Zeus is equipped with an extensive array of weapons systems. They have the older ASAT-120 Balmung launchers as well as ASAT-160 Gungnir (both fore and aft), and anti-ship capability with the ASM-88 Fenris. Four 30mm rail cannons and four 40mW laser turrets (fore and aft) provide defence against incoming threats. The CG91 is also equipped with passive electronic surveillance and jamming systems unequalled by any other cruiser in the UEAF fleet. These weapons and sensors give them the ability to attack and defend against targets that are over 5000km away while being able to protect against close range attacks.

General Characteristics

Primary Function:	Guided missile cruiser
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-6 F-Drive
Length:	475 metres
Height:	26.2 metres
Beam:	38.7 metres
Max Velocity	
Realspace:	1g
Interstellar:	0.47LY/day (EST)
Max Payload:	500 tons
Cargo Configurations:	Standard config: 2x AS-114 Valkyries; 2x AS-90 Thors. Troop config: 4x AS-114 Valkyries.
Crew:	16
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	10,000km
Standard Weapon Systems:	2x ASM-88 launchers; 4x ASAT-160 launchers 4x ASAT-120 launchers; 4x 30mm rail cannon turrets; 4x 40mW laser turrets; 20x Death Angel STGBMs.

Game Stats

Velocity: Cruise	04
: Full Thrust	06
Manoeuvre:	-10 (-20%)
Autopilot:	70%
Battle Computer:	4

Initiative Modifier:	-6
Stealth:	1
ECM:	4
Fire Control:	6
Armor Value:	55

CL90 Hephaestus Class Light Cruiser:

These multi-mission ships are capable of sustained combat operations in any combination of Anti-Aerospace, Deep Space, Anti-Surface, and Strike warfare environments. They are built to be employed in support of Carrier Battle Groups, Planetary Assault Groups, as well as interdiction and escort missions.

The Hephaestus class was initially designated as a Destroyer (DD), but was redesignated as a Light Cruiser (CL) after the end of the Colonial Wars. It brings a capability to the Fleet which significantly strengthens Battle Group operation effectiveness, defence, and survivability. The CL90 is equipped with an impressive array of weapon systems, including ASAT-120 Balmung and ASAT-160 Gungnir launchers (ventral and dorsal), which allows it a long range strike mission capability of ranges up to 2500km. In addition to its missile batteries, the CL90 also mounts four 20 MW Plasma Cannon batteries, four 40mW laser turrets and four 30mm Rail Cannon turrets, for use against incoming missiles and aerospace craft, or to bombard orbital targets. For orbital bombardment of planetary targets, the CL90 carries 20 Death Angel STGBMs.

The CL90 usually carries a company strength unit of colonial marines for boarding actions, and it's hanger bays can accommodate up to four dropship sized craft.

General Characteristics

Primary Function:	Multi-mission light cruiser
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-6 F-Drive
Length:	402 metres
Height:	35 metres
Beam:	54 metres
Max Velocity	
Realspace:	1g
Interstellar:	0.47LY/day (EST)
Max Payload:	300 tons
Cargo Configurations:	Standard config: 4x AS-114 Valkyries. 1x company (110) fully equipped marines
Crew:	12
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x ASAT-120 launchers; 2x ASAT-160 launchers; 4x 20 MW Plasma Cannon batteries 4x 30mm rail cannon turrets; 4x 40mW laser turrets.

Game Stats

Velocity: Cruise	04
: Full Thrust	06
Manoeuvre:	-10 (-20%)
Autopilot:	70%
Battle Computer:	4
Initiative Modifier:	-6
Stealth:	1
ECM:	4
Fire Control:	6
Armor Value:	60

CPA14 Apollo Class Planetary Assault Transport:

The primary mission of the CPA14 Apollo is to land and sustain Spaceborne Assault Infantry and Interstellar Colonial Marines on any planet during hostilities. The ships serve as the centrepiece of a multi-ship Planetary Assault Readiness Group (PARG). The CPA14 is designed to maintain what the UEAF calls "tactical integrity" getting a balanced force to the same place at the same time. One CPA14 can carry a complete regiment of assault troops, along with the supplies and equipment needed in an assault, and land them from orbit by aerospace craft. Whether the landing force is involved in an armed conflict, acting as a deterrent force in an unfavourable political situation or serving in a humanitarian mission, the class offers tactical versatility.



The Apollo class can simultaneously fulfil a wide variety of mission requirements: flagship for embarked planetary assault squadron; planetary assault launching platform, employing a variety of aerospace craft; hospital ship, equivalent to the UEF's finest local hospitals with 17 ICU beds, 4 operating rooms, 300 beds, blood bank, full dental facilities, and orthopaedics, trauma, general surgery, and x-ray capabilities; command and control ship, with the UEAF's most sophisticated satellite communications capability; and assault provisions carrier able to sustain embarked forces with fuel, ammunition and other supplies.

General Characteristics

Primary Function:	Planetary assault transport
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Transtech-A10 F-Drive
Length:	437 metres
Height:	78 metres
Beam:	106 metres
Max Velocity	
Realspace:	1g
Interstellar:	0.47LY/day (EST)
Max Payload:	10,000 tons
Cargo Configurations:	Flight deck with room for up to 35 aerospace craft of varying types; Infantry Transport: 1x regiment of fully equipped spaceborne infantry or colonial marines (up to 1500 personnel) and associated ground vehicles, supplies and equipment. Armor Transport: 1x armour battalion, 1x battlesuit battalion, 1x artillery battalion.
Crew:	40
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	8x 30mm Rail Cannon turrets; 4x 40 MW Free Electron Laser turrets; 2x ASAT-100 Predator launchers.

Game Stats

Velocity: Cruise	04
: Full Thrust	06
Manoeuvre:	-10 (-20%)
Autopilot:	70%
Battle Computer:	1
Initiative Modifier:	-9

Stealth:	1
ECM:	3
Fire Control:	2
Armor Value:	40

CSS12 Combat Support Ship

The mission of the CSS12 is the support of operating forces by providing refrigerated stores, dry provisions, technical spares, general stores, fleet freight, mail and personnel by alongside or aerospace transport replenishment means. During combat operations these vessels also transport and deliver bombs, bullets, missiles, mines, projectiles, energy cells and various other explosive devices and incendiaries, as well as associated ordnance cargo to the various ships in the Fleet, while underway. This type of support is necessary in order to achieve and maintain the UEAF's requirement for a high degree of fleet logistical independence.

The CSS14 has four cargo holds, each of which can break down into 14 self-contained magazines. A magazine is the level within the cargo hold, and is defined as a magazine due to the stowage of ammunition and the requisite fire detecting and fire fighting items found on each level. The four cargo holds are serviced by six high speed cargo elevators. The ships have a flight deck and can handle any UEAF military aerospace craft up to and including the AS-88 Baldur as well as most commercial aerospace craft. There are 7 Underway Replenishment (UNREP) cargo transfer stations and 1 fuel delivery station.

General Characteristics

Primary Function:	Combat support
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Transtech-A10 F-Drive
Length:	382 metres
Height:	43 metres
Beam:	112 metres
Max Velocity	
Realspace:	1g
Interstellar:	0.47LY/day (EST)
Max Payload:	10,000 tons
Cargo Configurations:	Fleet supply: 4x cargo holds, each capable of holding 2500 tons. Ammunition: 56 magazines. Fuel: 56 fuel rod containers.
Crew:	26
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x 30mm Rail Cannon turrets; 2x 40 MW Free Electron Laser turrets;

Game Stats

Velocity: Cruise	03
: Full Thrust	05
Manoeuvre:	-10 (-20%)
Autopilot:	70%
Battle Computer:	1
Initiative Modifier:	-9
Stealth:	1
ECM:	3
Fire Control:	2
Armor Value:	35

CV17 Hera Class Aerospace Carrier

Twelve aerospace carriers form the centrepiece of the UEAF Interstellar Fleet. In addition to their power-projection role, they serve as joint command platforms in the interstellar command-and-control network. Each UEAF fleet battlegroup is usually formed around one of these ships.

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The carrier aerospace wing can destroy enemy craft, ships, and planetary targets. Aerospace craft are used to conduct strikes, support ground battles, protect the battle group or other friendly shipping, implement a space or orbital blockade. The aerospace wing provides a visible presence to demonstrate UEF power and resolve in a crisis. The ship normally operates as the centrepiece of a carrier battle group commanded by a flag officer embarked in the carrier and consisting of four to six other ships, including guided missile cruisers, destroyers, frigates, support ships and corvettes.

The Hera-class self-defence measures includes missiles, guns, and electronic warfare. The ASAT-100 Missile System is comprised of two launchers with eight missiles each. Hera-class also has 24x Close-In Weapon System mounts for short range defence against aerospace craft or missiles. Each mount has its own search and track radar, and a 30mm railgun.

A typical carrier aerospace wing consists of approximately 85 craft. 60 of these are tactical strike craft, with the remaining 25 made up of assorted support and specialist craft.

General Characteristics

Primary Function:	Aerospace carrier
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-7 F-Drive
Length:	612 metres
Height:	82.4 metres
Beam:	154 metres
Max Velocity	
Realspace:	1g
Interstellar:	0.47LY/day (EST)
Max Payload:	10,000 tons
Cargo Configurations:	Aerospace wing consisting 85 assorted craft.
Crew:	116
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	24x 30mm Rail Cannon turrets; 2x ASAT-100 Predator launchers;

Game Stats

Velocity: Cruise	03
: Full Thrust	05
Manoeuvre:	-15 (-30%)
Autopilot:	70%
Battle Computer:	3
Initiative Modifier:	-12
Stealth:	0
ECM:	5
Fire Control:	4
Armor Value:	60

DD71 Ares Class Destroyer

The DD71 destroyer replaced the DD58 class of destroyer at the end of Colonial Wars. The DD71 is a true fleet destroyer, capable of handling any mission that a Fleet commander might ask, from key wartime missions in planetary attack and orbital to deep space warfare to the equally important noncombatant evacuations, escort, and diplomatic missions that have been closely associated with UEAF fleet destroyers since its inception.

The Ares is a multi-mission ship, capable of providing forward presence and deterrence, and operating as a vital part of fleet forces to gain battlespace and orbital dominance. Armed with the ASAT-100 Predator and the ASAT-120 Balmung missile systems, the DD71 is able to engage targets up to distances of 1000km.

The ship's hangar bay typically houses two Valkyrie class dropships, as well as a system of unmanned aerial vehicles (UAV). In concert with other ships, the DD71 contributes surveillance and force to establish and maintain orbital superiority.

Along with the DDC44 Hermes Class corvette and FF77 Artemis Class frigate, the DD71 forms the backbone of the ICM rapid reaction fleet deployed throughout the Federal Colonies.

General Characteristics

Primary Function:	Destroyer
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-12 F-Drive
Length:	345 metres
Height:	61 metres
Beam:	44 metres
Max Velocity	
Realspace:	2g
Interstellar:	0.47LY/day (EST)
Max Payload:	1,000 tons
Cargo Configurations:	ICM CSAR: 1x platoon of marines, 2x Valkyrie class dropships. Troop carrier: cryopods for 150 passengers.
Crew:	7
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x ASAT-100 Predator launchers; 2x ASAT-120 Balmung launchers; 2x 30mm Rail Cannon turrets; 2x 40MW Free Electron Laser turrets; 2x 80mW Infrared Laser turrets. 10x STGBMs

Game Stats

Velocity: Cruise	06
: Full Thrust	09
Manoeuvre:	-5 (-10%)
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	-3
Stealth:	2
ECM:	2
Fire Control:	5
Armor Value:	40

DDC44 Hermes Class Fast Corvette:

Small for a capital ship, highly manoeuvrable and lightly armed, the Hermes class corvette was designed to perform deep space operations such as anti-pirate operations or convoy escort with minimal support assets. Only 4 years old, built by contract by WolfWeisner-Krupp, the Hermes is the first UCAF spacecraft built by a corporation other than the mighty Consolidated Aerospace Mars or one of its subsidiaries.

The DDC44's hull design incorporates shaping techniques that reduce radar cross-section to reduce detectability and likelihood of being targeted by enemy weapons and sensors. The hangar bay usually carried two Valkyrie class dropships, though can only launch/land one at a time, as the ship only has one droplock.

General Characteristics

Primary Function:	Corvette
Contractor:	Wolf-Weisner-Krupp
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-12 F-Drive
Length:	232 metres
Height:	45 metres
Beam:	36 metres
Max Velocity	
Realspace:	2.5g

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Interstellar:	0.47LY/day (EST)
Max Payload:	1,000 tons
Cargo Configurations:	ICM CSAR: 1x platoon of marines, 2x Valkyrie class dropships. Troop carrier: cryopods for 150 passengers.
Crew:	7
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x ASAT-100 Predator launchers; 2x ASAT-120 Balmung launchers; 4x 30mm Rail Cannon turrets; 2x 80mW Infrared Laser turrets. 10x STGBMs

Game Stats

Velocity: Cruise	06
: Full Thrust	12
Manoeuvre:	-5 (-10%)
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	-3
Stealth:	2
ECM:	2
Fire Control:	5
Armor Value:	35

ERC100 Kirov Class Corvette:

The ERC100 Kirov Class Corvette is the backbone of the ERC fleet. The general hull design appears to be identical to the ERC-80 (Luhai class) missile destroyer, though with a slightly smaller displacement.

The ERC-100 is capable of handling any mission that a Fleet commander might ask, from key wartime missions in planetary attack and orbital to deep space warfare to equally important non-combatant evacuations, escort, and diplomatic missions.

Armed with four RIF51 ventral/dorsal launching systems (similar to the ASAT-100 Predator missile), and two RIF44 forward facing launchers (ERC equivalent of the ASAT-120 Balmung), the Kirov can engage targets at ranges up to 1000km. For close-in fighting and defence, the Kirov mounts 30mm rail cannons and 40MW Free Electron Lasers.

The ship's hangar bay typically houses two Arachnid class dropships, as well as a system of unmanned aerial vehicles (UAV). The ship lacks the radar cross-section reduction features found on the ERC-80, and exact powerplant arrangement of the ship is unknown.

General Characteristics

Primary Function:	Corvette
Contractor:	Eurasian Rimworlds Combine
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Unknown
Length:	258 metres
Height:	52 metres
Beam:	47 metres
Max Velocity	



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Realspace:	2.5g
Interstellar:	0.47LY/day (EST)
Max Payload:	1,000 tons
Cargo Configurations:	Unknown
Crew:	7 (estimate)
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x ASAT-100 Predator launchers; 2x ASAT-120 Balmung launchers; 4x 30mm Rail Cannon turrets; 2x 80mW Infrared Laser turrets. 10x STGBMs

Game Stats

Velocity: Cruise	06
: Full Thrust	12
Manoeuvre:	-5 (-10%)
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	-3
Stealth:	2
ECM:	2
Fire Control:	5
Armor Value:	35

ERC200 Lanzhou Class Missile Cruiser:

The Lanzhou class missile cruiser is one of the biggest warships of the ERC fleet. The appearance of the Lanzhou class was a significant factor in the UEAF recommissioning and upgrading of the Zeus class.

This ship has an impressive armament of missiles and guns as well as electronics. Lanzhou's main weapons are four RIF-19 'Shipwreck' ASM missile launchers mounted fore and aft, designed to engage capital targets at ranges up to 5000km. Aerospace and missile defence is provided for with six RIF-59 launchers, Two 30mm railgun turrets and the Kashstan plasma gun system (6x plasma gun turrets).

General Characteristics

Primary Function:	Guided missile cruiser
Contractor:	Eurasian Rimworlds Combine
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Unknown
Length:	455 metres
Height:	24.5 metres
Beam:	33 metres
Max Velocity	
Realspace:	1.5g
Interstellar:	0.47LY/day (EST)
Max Payload:	500 tons
Cargo Configurations:	Standard config: 2x ERC-70 Arachnids; 2x ERC-80 Harvestmen. Troop config: 4x ERC-70 Arachnids.
Crew:	16
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	10,000km
Standard Weapon Systems:	4x RIF-19 ASM launchers; 6x RIF-59 ASAT launchers 2x 30mm rail cannon turrets; 6x 20mW plasma turrets.

Game Stats

Velocity: Cruise	05
: Full Thrust	07
Manoeuvre:	-8 (-16%)
Autopilot:	60%
Battle Computer:	3
Initiative Modifier:	-5
Stealth:	2
ECM:	3
Fire Control:	5
Armor Value:	50

Federated Boeing Interstellar 'Sherpa' Class Colonial Transport:

Behemoths of the space lanes, the Sherpa class colonial transports provides point to point transportation of equipment and supplies to the many colony worlds throughout Federation space and beyond.

To reduce crew workload, and increase efficiency and safety, the majority of Colonial Transport ships are almost completely automated, requiring only a small crew to perform basic navigational duties like orbital insertion, or to carry out in-flight repairs should they be needed.

Almost all the ship mass not devoted to the interstellar drive is committed to cargo transportation. The cargo section is divided up into ten cargo bays, each capable of housing up to 1000 tons of cargo in a wide variety of configurations.

General Characteristics

Primary Function:	Colonial Transport
Contractor:	Federated Boeing Interstellar
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nebulon-4
Length:	800 metres
Height:	60 metres
Beam:	100 metres
Max Velocity	
Realspace:	0.8g
Interstellar:	0.47LY/day (EST)
Max Payload:	10,000 tons
Cargo Configurations:	10x cargo bays each capable of housing up to 1000 tons.
Crew:	7
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	10,000km
Standard Weapon Systems:	None.

Game Stats

Velocity: Cruise	02
: Full Thrust	03
Manoeuvre:	-15 (-30%)
Autopilot:	70%
Battle Computer:	1
Initiative Modifier:	-13
Stealth:	0
ECM:	1
Fire Control:	0
Armor Value:	30

FF77 Artemis Class Frigate:

First deployed by the UEAf over a decade ago, the Artemis class frigate was designed as an escort ship for larger vessels or as an insystem picket ship, with it's primary mission profile being Escort and Protection of Shipping (EPOS) for interstellar expeditionary forces, carrier battle groups, underway replenishment groups and merchant convoys. The

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Artemis class can also conduct independent operations, such as counterdrug surveillance, planetary interdiction or deep space search and rescue missions, and is capable of sustaining itself, with a mix of both anti-fighter and capital weapons. More of a focus on transport capabilities than just firepower has given these ships a combat capability far beyond the class program expectations of the mid-2260s, and has made the ships an integral and valued asset.

The main weapon system of the FF77 are the twin 800 MeV Particle Beam cannons mounted parallel to the ship's hull. These weapons are capable of disabling enemy shipping at ranges up to 1000km, and are of great use when attempting to capture pirate and smuggler vessels. Four ASAT-100 Predator missile launchers, two 30mm Rail Cannon turrets and two 40 MW Free Electron Laser turrets provide offensive capability against close range threats, while twin ASAT-120 Balmung launchers allow the FF77 to engage and destroy hostile targets at ranges up to 1000km.

General Characteristics

Primary Function:	Frigate
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-12 F-Drive
Length:	352 metres
Height:	60 metres
Beam:	42 metres
Max Velocity	
Realspace:	1.5g
Interstellar:	0.47LY/day (EST)
Max Payload:	2,000 tons
Cargo Configurations:	ICM CSAR: 1x platoon of marines, 2x Valkyrie class dropships. Troop carrier: cryopods for 350 passengers.
Crew:	7
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x 800 MeV Particle Beam cannons 4x ASAT-100 Predator launchers; 2x ASAT-120 Balmung launchers; 2x 30mm Rail Cannon turrets; 2x 40MW Free Electron Laser turrets; 10x STGBMs.

Game Stats

Velocity: Cruise	05
: Full Thrust	08
Manoeuvre:	-8 (-16%)
Autopilot:	70%
Battle Computer:	3
Initiative Modifier:	-5
Stealth:	2
ECM:	3
Fire Control:	5
Armor Value:	45

Long Range Commercial Freight Runner:

The LRC Runner's design was rumoured to be the last EnerTek put out before they went under in 2246. The evidence originated from the similarity in the basic design from this craft and the much larger M-1 Starfreighter. Both have similar guidance, layout and control systems but the M-1 is roughly 10 times larger.

The LRCFR is actually one of the smallest freighters currently in operation. The basic design has proved popular and versatile with owners, with over 600 being produced before production halted. The LRCF Runner is a fast, light freighter similar to the short range Hauler. The LRCF became an instant hit with pirates and smugglers, which liked the amazingly versatility and manoeuvrability of the freighter.

The LRCF also sports weapons pods although these are optional, and prohibited in most ports. The manoeuvrability came from the two vectored Lockheed TF-100 fusion drives on modular movement racks. These engines allowed the

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ship to enter an atmosphere with ease and manoeuvre better than any other ship of its size. The TF-100s are independent on their modular “arms” with their own separate fuel source. Computer systems are antiquated and offer little in the form of automation. It can go in a straight line and plot around gravity fluxes, but that the automation stops there without a dedicated, trained pilot. Runners are a serious liability.

The LRCFR's cargo is contained all on a single double height deck, which can open up via two large cargo doors, one in the floor one in the port side. Some military forces have employed it as a makeshift design to deploy armour and troops to the surface of a planet. Since it can also carry a light armament, the Runner has also been seen as a support military craft.

General Characteristics

Primary Function:	Freighter
Contractor:	EnerTek Interstellar
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Transtech-15
Length:	38 metres
Height:	9.6 metres
Beam:	24 metres
Max Velocity	
Realspace:	2g
Interstellar:	0.47LY/day (EST)
Max Payload:	1000 tons
Cargo Configurations:	1000 tons in cargo bay
Crew:	4
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	10,000km
Standard Weapon Systems:	None.

Game Stats

Velocity: Cruise	06
: Full Thrust	10
Manoeuvre:	-5 (-10%)
Autopilot:	40%
Battle Computer:	1
Initiative Modifier:	-1
Stealth:	1
ECM:	1
Fire Control:	1
Armor Value:	25

Nebula Class Star Liner:

The Federated Boeing Interstellar Nebula class star liner offers passengers the latest in shipbuilding technology, able to carry up to 2,600 civilian passengers in comfort on long interstellar voyages.

In addition to the latest in cryosleep technology being installed, she also provides her passengers some of the most luxurious services and accommodations available. To keep those passengers who prefer to stay awake during the voyage occupied, the Nebula is equipped with a wide range of facilities, including theatres, restaurants, gymnasiums, gardens and retail outlets. To help passengers stay in contact with business or friends at home, she was equipped with a high-gain FTL transmitter and receiver staffed 24 hours a day. The facilities in the first class staterooms are unmatched and even rival many of the finest planetside accommodations. The quality and variety of food on board is exquisite and the level of service superb.

Accommodations for second class and steerage passengers, while nowhere near the luxury of first class, are nonetheless superior to many of the top accommodations found on other ships.

General Characteristics

Primary Function:	Interstellar passenger liner
Contractor:	Federated Boeing Interstellar
Power Plant:	Fusion
Propulsion	

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Realspace:	Reactionless Displacement
F-Space:	Nogama-22A
Length:	300 metres
Height:	40.6 metres
Beam:	60 metres
Max Velocity	
Realspace:	0.9g
Interstellar:	0.47LY/day (EST)
Max Payload:	1000 tons
Cargo Configurations:	1000 tons in cargo bay
Crew:	4
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	10,000km
Standard Weapon Systems:	None.
Game Stats	
Velocity: Cruise	02
: Full Thrust	04
Manoeuvre:	-15 (-30%)
Autopilot:	60%
Battle Computer:	0
Initiative Modifier:	-14
Stealth:	0
ECM:	0
Fire Control:	0
Armor Value:	25

PV18 Pathfinder Class:

The Pathfinder class of starships were designed specifically for deep space military operations, such as mapping dangerous areas of space beyond the Outer Rim.

With the capability to operate independently far from base for prolonged periods the Pathfinder ships gather astrocartographical data which provides much of the military's information on the areas of beyond colonised space. Data collected by the ships extensive sensor arrays helps to improve technology in deep space warfare and enemy ship detection.

The Pathfinder class tips the scales at 15,000 metric tons, measuring 140 meters from bow to stern.

Lightly armed, the PV18's main weapons systems consist of two ASAT-100 Predator launchers, with two 40 MW Free Electron Laser turrets and twin railguns in dorsal and ventral turrets for close combat and antimissile defence.

General Characteristics

Primary Function:	Military Scout
Contractor:	Consolidated Aerospace
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-12 F-Drive
Length:	140 metres
Height:	22 metres
Beam:	36 metres
Max Velocity	
Realspace:	1.5g
Interstellar:	0.47LY/day (EST)
Max Payload:	250 tons
Cargo Configurations:	Unknown
Crew:	6
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km

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Standard Weapon Systems:	2x ASAT-100 launchers; 2x 30mm Rail Cannon turrets; 2x 40MW Free Electron Laser turrets.
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Game Stats

Velocity: Cruise	06
: Full Thrust	08
Manoeuvre:	-6 (-12%)
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	0
Stealth:	3
ECM:	3
Fire Control:	4
Armor Value:	30

Stahlhammer CCM-2116 Freighter:

An older non-modular design starship, now somewhat out of date and out of fashion.

Although nearing the end of their operational lives the Stahlhammer series of starships has proven to be a popular and versatile design. Originally manufactured by Rheinmettal in Earth orbit a number were manufactured under colonial licence. In total 355 Stahlhammers were manufactured over a 50 year period, an estimated 200 are still in service a tribute to the design's robustness.

Stahlhammers have a single combined slab like hull and cargo section with a separate drive pod. The separate drive pod was originally intended to separate the living quarters from the highly dangerous fusion torus but over the years this design has allowed for rapid and easy drive modifications.

The ship is built along the classic 1-8-4 lines on 4 decks, crew living quarters are found forward of the first bulkhead, the rest of the main hull is dedicated to the cargo section with a small engineering section at the rear of the main hull. Behind the main hull is the drive section.

Stahlhammer's have a minimum civilian sensor package barely sufficient for insystem navigation and routine faster than light travel. Many operators upgrade the sensor package as a matter of urgency.

The ships are tough, although thin skinned, they are ruggedly compartmentalised and robust and easily modified/upgraded.

General Characteristics

Primary Function:	Freighter
Contractor:	Rheinmettal
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-4 F-Drive
Length:	130 metres
Height:	28 metres
Beam:	42 metres
Max Velocity	
Realspace:	1.2g
Interstellar:	0.47LY/day (EST)
Max Payload:	1,000 tons
Cargo Configurations:	Unknown
Crew:	4
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x ASAT-100 launchers; 2x 30mm Rail Cannon turrets; 2x 40MW Free Electron Laser turrets

Game Stats

Velocity: Cruise	03
: Full Thrust	06

Manoeuvre:	-6 (-12%)
Autopilot:	40%
Battle Computer:	1
Initiative Modifier:	-2
Stealth:	1
ECM:	1
Fire Control:	1
Armor Value:	30

AUTONOMOUS COMBAT VEHICLES

ACS239 Hugin Autonomous Combat Vehicle (ACV):

The ACS-239 Hugin is the basic general purpose Autonomous Combat Vehicle used to equip most UEAF warships. The Hugin is a compact ovoid vehicle powered by a high efficiency MHD turbine. This turbine provides an ideal compromise between, cost, emission control and power generation. The L.Hyd fuel is stored between the skin of the double hull and helps to mask emissions and protect the delicate electronics.

The heart of the ACV is an Artificial Life Inc CSM204 AI linked to a Quark Sensors Detection Package. Hugin's are designed to extend the sensor range of the parent vessel communicating via UV communications laser. Hugin's are armed for self defence purposes with 4 ASAT missiles. Hugins may also be used as an offensive weapon against capital ships. It is equipped with a 150kg M786 directional warhead, capable of propelling 148 high density ceramic penetrators at hypersonic speeds. The warhead is deployed and the ACV manoeuvres away before the warhead undertakes final targeting corrections and detonates. The projectiles are capable of producing a hard kill against most warships at a range of 100km.

General Characteristics

Primary Function:	Remote Picket Drone
Contractor:	Consolidated Aerospace
Power Plant:	MHD
Propulsion	
Orbital:	Fusion rocket
Length:	10.69 metres
Height:	4.2 metres
Wingspan:	
Max Velocity	
Orbital:	1.3g
Flight Ceiling:	Trans-atmospheric
Max Payload:	500 tons
Cargo Configurations:	N/A.
Crew:	0

Sensors

Space: Passive	750km
Space: Active	100km
Perimeter Alert:	20,000km
Comm Range:	3000km

Standard Weapon Systems: 4x XIM28A, 1x M786 Directional fused flechette warhead

Game Stats

Velocity: Cruise	08
: Full Thrust	12
Manoeuvre:	0
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	+4
Stealth:	2
ECM:	2
Fire Control:	2
Armor Value:	10

ACS-242 Munin Recon Drone:

The ACS-242 is the primary UEAF recon drone. Like the Hugin it is a compact ovoid vehicle powered by a high efficiency MHD turbine. This turbine provides an ideal compromise between, cost, emission control and power generation. The L.Hyd fuel is stored between the skin of the double hull and helps to mask emissions and protect the delicate electronics. The heart of the ACV is an Artificial Life Inc CSM204 AI linked to a Quark Sensors Detection Package. The similar systems package was a deliberate attempt to improve the logistics of transporting these 'disposable' system. The Munin drones function is to extend the eyes and ears of the parent vessel, communicating tactical information back via a tight beam laser communications system. The extreme stealth capabilities and low power out put makes it virtually undetectable, greatly increasing in loiter time in a combat environment.

General Characteristics

Primary Function:	Recon drone
Contractor:	Consolidated Aerospace
Power Plant:	MHD
Propulsion	
Orbital:	Fusion rocket
Length:	8.3 metres
Height:	3.5 metres
Wingspan:	
Max Velocity	
Orbital:	1.2g
Flight Ceiling:	
Max Payload:	500 kg
Cargo Configurations:	N/A.
Crew:	0
Sensors	
Space: Passive	750km
Space: Active	100km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	None.

Game Stats

Velocity: Cruise	08
: Full Thrust	24
Manoeuvre:	8
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	+6
Stealth:	4
ECM:	2
Fire Control:	5
Armor Value:	10

ACS-449 Mjolnir Autonomous Combat Vehicle:

The ACS-449 Mjolnir is the primary offence ordnance carried by UEAF vessels. The ACS449 uses common components with the ACS239 and 242's greatly simplifying field logistics. Whilst the primary power supply is provided by an MHD turbine it is also equipped with a high impulse/rapid start fusion generator. The fusion generator is generally kept in a cold state to minimise its emission characteristics.

The fusion generator only becomes hot during the Mjolnir terminal phase when it is used to power the high output fusion rocket which is capable of accelerating it at 100+G. The core of the ACS-449 is a high density ceramic composite penetrator, surrounded by a magnesium/caesium alloy jacket. This jacket is designed to ignite on impact greatly increasing its damage potential.

General Characteristics

Primary Function:	Impact ACV
Contractor:	Consolidated Aerospace
Power Plant:	MHD/Fusion
Propulsion	
Orbital:	Fusion rocket
Length:	8.3 metres
Height:	3.5 metres

Wingspan:	
Max Velocity	
Orbital:	1.2g/100g
Flight Ceiling:	
Max Payload:	500 tons
Cargo Configurations:	N/A.
Crew:	0
Sensors	
Space: Passive	750km
Space: Active	100km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	4x XIM28A, 1x M786 Directional fused flechette warhead
Game Stats	
Velocity: Cruise	08
: Full Thrust	12
Manoeuvre:	0
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	+4
Stealth:	2
ECM:	2
Fire Control:	2
Armor Value:	10

CONESTOGA CLASS LIGHT ASSAULT FRIGATE

Small for a capital ship, highly manoeuvrable and lightly armed, the Conestoga class frigate was designed to perform deep space operations such as anti-pirate operations or convoy escort with minimal support assets. Only 4 years old, built by contract by WolfWeisner-Krupp, the Conestoga is the first UEAF spacecraft built by a corporation other than the mighty Consolidated Aerospace Mars or one of its subsidiaries.

The Conestoga class tips the scales at 14,000 metric tons, measuring 232 meters from bow to stern. Her asymmetric configuration allows maximum cargo capacity within the confines of a compact, heavily armoured hull. The vessel's structural framework is built around its primary power unit.



Power

Primary power is provided by a WWK-44 fusion reactor that can generate a peak output of 2.84 Terawatts. The fusion process is fuelled by powdered lithium hydride (LiH). Fuel is consumed at .25 mg per second per litre. Auxiliary power is provided by a pair of Continental Electric AS-4B/AV5 magnetohydrodynamic turbines, each unit capable of generating 15 to 30 megawatts.

Propulsion

All propulsion units are located aft of the ship's main reactor. All Castenoga class frigates employ a dual drive method for interstellar and interplanetary movement. To manoeuvre in real space, it is equipped with a Foscolo IV Reactionless Displacement Drive that derives power from the main reactor. When interstellar travel is necessary, the ship employs a Nogama 12 F-Drive. The normal cruising speed sustainable by these units is 0.52 light years per Earth day (approximately 1 parsec per week).

Hull/Spaceframe

Spaceframe composition consists of bonded alloy and composite beams. These materials provide enough strength for massive acceleration while remaining flexible enough to withstand atmospheric re-entry. Hull armour consists of one armoured skin, heavier than that on civilian transports. The armour is composed of laminated insulators, micrometeorite shielding, composite material, and aerogel. Protection against projectile weapons is limited, as with all spacecraft, but the aerogel is capable of dissipating radiation from lasers and particle beams. The hull is also covered with radar absorbent material.

The engines vents are provided with infrared suppression/ dispersion. The hull coating is laser absorbent to reduce lidar detection. The ship is coloured in a dark charcoal scheme to reduce visibility.

The Sulaco's hull design incorporates shaping techniques that reduce radar cross-section to reduce detectability and likelihood of being targeted by enemy weapons and sensors.

The hangar bay usually carried two Valkyrie class dropships, though can only launch/land one at a time, as the ship only has one droplock.

Life Support

Cryogenic crew capsules are provided for use during the stress of F-Space travel. While in cryo-sleep, the computers maintain the crew's body functions at enormously slowed rates, waking them upon arriving on station.

Sufficient capsules are provided for up to 30 crew, marines, and passengers, but there are provisions for troop transport configurations of up to 150 capsules in the cargo bay. Artificial gravity is provided by field generators parallel to the main axis of the ship.

Crew

To reduce crew workload, and increase efficiency and safety, the Sulaco class can operate as an almost completely automated troop transport. In this mission profile, it requires just one android Executive Officer to perform basic navigation duties such as orbital insertion. During combat missions, the crew compliment increases to 12 or more:

STANDARD CREW COMPLIMENT:

- Captain
- Executive Officer / Pilot
- Warrant Officer / Navigator
- Communications Officer
- Weapons Officer
- 1x Weapons crew
- Deck Officer
- 2x Deck crew
- Medical Officer
- Technical Officer
- 1x Technical crew

Computer

The Castenoga class is equipped with a 28 Terabyte, carbon-60 based core mainframe, running a Military Artificial Intelligence (MAI) construct. In effect, the ship could pilot itself and fight a space battle even if the crew were all dead or

in cryosleep. However, at any time, combat or navigational decisions made by the ship can be overridden by the commanding officer. Backup is provided by an 8 terabyte mainframe and local terminals dispersed throughout the ship.

Damage Control

Most damage control is automated by the mainframe. If the reactor suffers severe damage, the entire assembly can be jettisoned before an explosion occurs. If the vehicle is damaged to the point it becomes untenable, emergency evac is prompted by the ranking officer or automated systems. The Castenoga class carries 10 type 337 emergency escape vehicles, each capable of holding 10x cryosleep capsules or 25 crew-members. If the crew is in cryosleep, their capsules will be loaded by the automatic systems. The ship may also be scuttled by the ranking officer. Self-destruct protocols are initiated manually, causing the reactor to go supercritical fifteen minutes after initiation.

Sensors/Communications

The main sensor array is mounted on the nose of the ship. thirty-metre pylons project from this area, ensuring that the ship's bulk causes no interference. The passive array consists of: two optical telescopes, two infrared telescopes, and a 30m planar-array radio telescope with a 5m backup unit. Active sensing is provided by three radar domes that employ centimetre wave radar for navigation and long range scans. Five more phased arrays along the hull provide target acquisition/tracking information for the ship's weapons. The main comm array is just forward of the drive units, consisting of a 44m ventral antenna array used to broadcast during FTL travel, and a secondary 10m antenna for insystem communication. A variety of other relays and receivers exist for securing, and intercepting trans-missions.

Armament

The main space-to-space punch of the Hermes is provided by the ASAT-120 Balmung and ASAT-100 Predator missile systems, each mounted in twin forward-firing tube launchers.

For point defence against incoming missiles and aerospace craft, and for close-in combat with other capital ships, the Hermes mounts 4x 30mm Rail Cannon turrets and 2x 80MW IR Laser turrets, each arranged in parallel double batteries.

Space-to-surface capability is provided by a magazine below the cargo bay and forward of the dropship hangar. 10 free-fall, self-guiding STGBM re-entry vehicles are carried. The STGBM carries a standard Space-to-Ground tactical nuclear warhead.

The armament carried by the Hermes class enhances her flexibility, allowing her to function as a multi-role platform independent of a fleet or taskforce. She can carry a sizable Marine complement while defending herself from attack, or provide orbital bombardment in support of a Marine landing or planetary action.

Shipboard Locations:

All shipboard locations accessible by the crew are positioned forward of the ship's main reactor, within a 100m block of the hull. The Sulaco has two main decks. See the deck plans for details.

UPPER DECK:

1. Bridge:

The bridge of the Sulaco is buried deep within the ship, to protect it against damage during combat. There are positions for the captain, pilot, navigator, communications officer and weapons crew. Large hi-resolution screens display a mixture of graphics, tactical data and real-time exterior views via a series of cameras mounted on the hull.

2. CPU:

Enclosed in a locked armoured room, the CPU on the Sulaco frigate is accessible only by command staff, typically the Captain and the Executive Officer. During mission time, the Commanding Officer of any troops onboard will also be given security clearance.

3. Upper Causeway:

A 3m wide corridor, with emergency bulkhead doors at 20m intervals, the upper causeway runs the length of the upper deck.

4. Ward Room:

Used by command staff as a meeting / briefing room. Usually kept locked, only command staff are issued with the security clearance to enter this room.

5. Theatre / Briefing Room:

A forty person capacity briefing room, with large protection screen, lectern and angled seating area.

6. Personal Communications Booths:

Four private booths used by the crew for personal communication with family and friends. Only accessible at discretion of the command staff.

7. Crew Quarters:

Living quarters for enlisted men and women during missions involving substantial time onboard ship out of cryosleep. Each room is designed to house two crew-members, but can be fitted to house four if necessary.

8. NCO Quarters:

Living quarters for non-commissioned officers during missions involving substantial time onboard ship out of cryosleep. Each room is designed to house two crew-members, but can be fitted to house four if necessary.

9. CO Quarters:

Living quarters for officers during missions involving substantial time onboard ship out of cryosleep. Designed to house a single crewmember, but can be fitted to house up to four if necessary.

10. Kitchen:

Food preparation is done here. There is space for crew-members to cook, but most meals are MREs prepared by the installed Autochef.

11. Galley:

The crew usually eat their meals here. Enough room to seat up to 40 at a time.

12. Medbay:

An infirmary equipped to handle most medical emergencies. The ship's computer has access to extensive medical reference and diagnostic software to aid in the treatment of patients. Critical patients are usually stabilised then put into cryosleep until they can be transported to a United Earth Armed Forces medical facility.

13. Lift:

3m² lift that provides access to the upper and lower decks. In case of power failure, there is also a stairwell here.

14. Lockers:

This area is usually filled with metal lockers, which contain the clothing and personal effects of crew and passengers during cryosleep.

15. Cryosleep Vault:

Contains 30 cryosleep pods, in three rows of ten. In the case of an emergency evac order, those pods currently in use are automatically loaded via the ceiling into emergency escape vehicles.

16. Shower Block:

Partitioned for male and female use.

17. Gym:

Includes weights and exercise equipment.

18. PX

Automated store containing 'luxury' items like alcohol, cigarettes and entertainment (films, books etc).

19. Laundry:

Even the toughest grunt has to wash his/her smalls!

20. VR Shooting Range:

Five stalls equipped with pistol and assault rifle replicas that fire low-power lasers at virtual reality targets at the other end of the range.

21. Store:

Perishable goods are stored in here.

LOWER DECK:

22. Avionics:

- Access to avionics circuitry.
23. Munitions Bay:
Armoured chamber with access restricted to NCOs and above. Heavy munitions such as aerospace craft ordnance are stored here.
24. Armoury:
Small-arms, ammunition and body armour are deposited in this reinforced chamber when they are not in use. Access is usually restricted to NCOs and above. The weapons manifest is entirely dependant upon the ship's current mission profile. As standard, there are usually enough small arms to equip the standard crew compliment of twelve.
25. Ready Room #1:
This room contains an emergency weapons locker, spacesuits, medical supplies, rescue pods etc.
26. Cargo Bay:
The Castenoga class frigate can carry up to 1000 tons of cargo in this large chamber. Cargo is loaded and unloaded via the 20m² cargo lock doors in the starboard side of the ship's hull. The cargo bay has an overhead crane assembly and magnetic cargo grips at regular intervals on the floor, to hold cargo containers in place during space travel. There are usually a couple of power loaders stowed either in here or in the vehicle bay (29).
27. Main Airlock:
Used by personnel for boarding and disembarking when docked at space stations. The airlock usually contains emergency equipment like rescue pods and medkits.
28. Hangar Bay:
The Sulaco hanger bay is large enough to hold two Valkyrie class dropships, though it only has one droplock and one landing lock, so cannot launch and receive more than one craft simultaneously.
Aerospace craft are manoeuvred into launch position over the droplock by an overhead hydraulic crane assembly.
29. Vehicle Bay:
Large enough to house a standard APC/ATV sized vehicle. This chamber also contains a maintenance garage with an extensive array of electronics and mechanical tools for repair work to vehicles and aerospace craft.
30. Ready Room #2:
This room contains an emergency weapons locker, spacesuits, medical supplies, rescue pods etc.
31. Lift/Personnel Airlock Access:
This lift gives access to both decks, plus the ventral and dorsal personnel airlocks.
32. Brig:
Three cells, each fitted with tungsten-titanium bars and electronic locks.
33. Gravitics:
Access to ships gravitic field generator machinery for maintenance and repairs.
34. Batteries:
Each of these chambers provides access to the one of the two Continental Electric AS4B/AV5 magneto-hydrodynamic turbines that provide emergency power should the reactor fail. This is also where power cells are charged.
35. Recycler:
All onboard waste is recycled where possible. This includes all liquid and solid human waste. The WWK Recyclotron 4000 can sustain a closed system for up to a decade without needing replacement filtration modules.
36. Life Support:
Access to the atmospheric scrubbers and recyclers for maintenance/repair, as well as associated coolant supplies are found here
37. Engineering
Access to Interplanetary and Interstellar drives, and to the reactor core, for maintenance and/or repair.

NEW HORIZON, sourcebook 4.2

General Characteristics

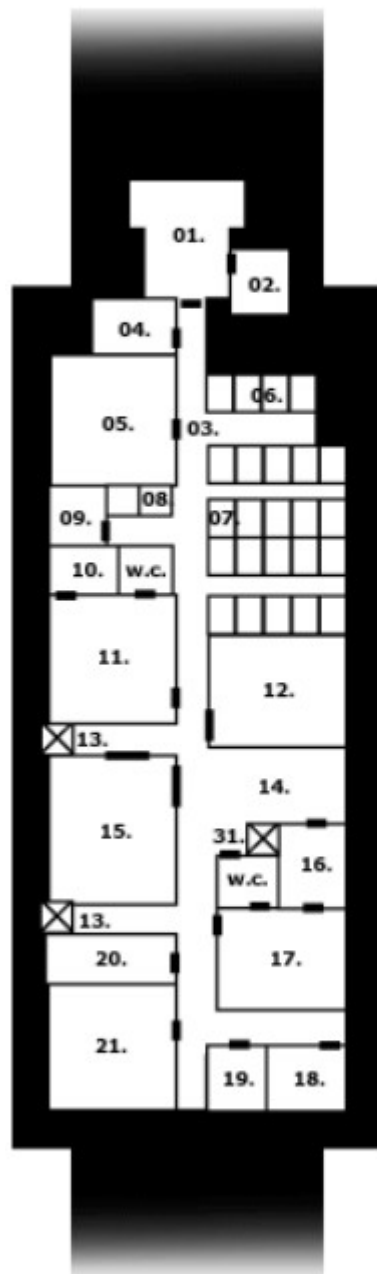
Primary Function:	frigate
Contractor:	Wolf-Weisner-Krupp
Power Plant:	Fusion
Propulsion	
Realspace:	Reactionless Displacement
F-Space:	Nogama-12 F-Drive
Length:	232 metres
Height:	45 metres
Beam:	36 metres
Speed	
Realspace:	3.2AU/day (EST)
F-Space:	0.47LY/day (EST)
Max Payload:	1,000 tons
Cargo Configurations:	ICM CSAR: 1x platoon of marines, 2x Valkyrie class dropships. Troop carrier: cryopods for 150 passengers.
Crew:	7
Sensors	
Space: Passive	2000km
Space: Active	1000km
Perimeter Alert:	20,000km
Comm Range:	3000km
Standard Weapon Systems:	2x ASAT-100 Predator launchers; 2x ASAT-120 Balmung launchers; 4x 30mm Rail Cannon turrets; 2x 80mW Infrared Laser turrets. 10x STGBMs

Game Stats

Velocity: Cruise	06
: Full Thrust	09
Manoeuvre:	-5
Autopilot:	70%
Battle Computer:	2
Initiative Modifier:	-3
Stealth:	2
ECM:	2
Fire Control:	5
Armor Value:	35

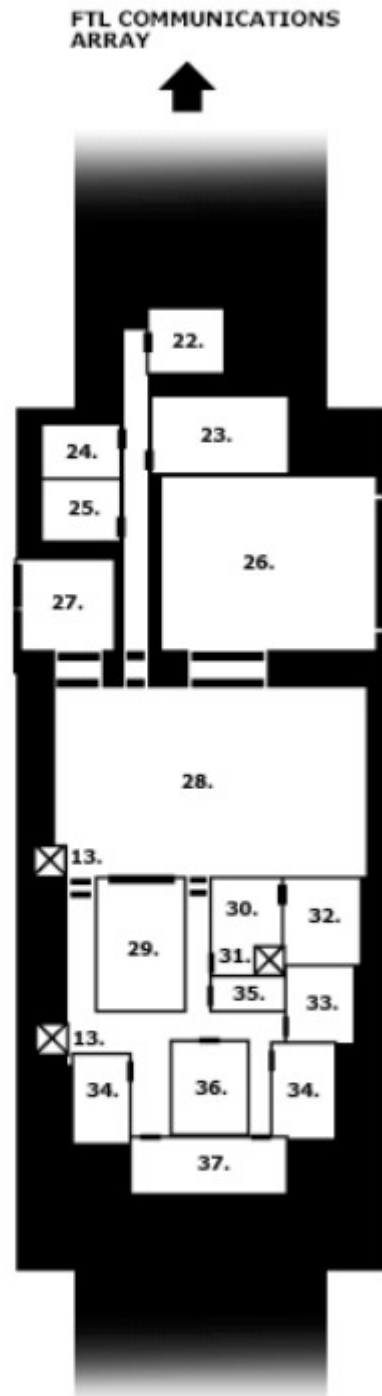


UPPER DECK



REALSPACE DRIVE

LOWER DECK



STAR DRIVE AND REACTOR CORE

100 meters

0 meter

Starports

In some respects a StarPort is similar to a 21st century international airport or shipping port.

The Field

The landing field is an extensive open area which is fenced for security and for suppression of smuggling (with appropriate patrols around the perimeter). Class 'D' fields are rarely more than a cleared region, but class 'A' to 'C' fields are hard-surfaced with ferroconcrete and advanced 'concrete' materials. All repair facilities and shipyards are located in the field area. One may travel freely anywhere on the field without a visa or landing pass from the local authorities, but protective garments will be required in the landing areas.

The Terminal

The terminal itself contains the usual customs and immigration facilities, booking agencies, restaurants, 'duty-free' shops, and over-night accommodations for passengers awaiting flights. In order to enter or leave (to and from the Field) one must pass through a customs and immigrations check, and weapon sensors will often be used to regulate weapons being carried. Note that all restricted and prohibited weapons will be held at the field gate until personnel return to their ships. Ground transport with Rad shields is provided between ships and the terminal.

The Port Region

Around the field and terminal will be a settlement or perhaps a city which corresponds closely to most ports. In this region crews can arrange for various forms of "recreation" in the 'red light district,' purchase supplies and equipment for the vessel, book cargoes from local shippers, etc. It is also the jumping off point for crewmen and passengers proceeding elsewhere on the planet, and vehicles, airline tickets, etc., can be obtained. On some planets, especially those with Dictatorships or Religious Dictatorships, the port region is regarded as the limit beyond which visitors cannot go without special permission, visas, etc.

Orbiting StarPorts

Ships over 50,000t displacement are typically unable to land on planetary surfaces. Planets with class 'A' or 'B' StarPorts will maintain orbiting space stations with repair facilities and terminal facilities corresponding to those on the ground to service such vessels. Class 'C' and 'D' StarPorts may have limited orbital facilities, but it is unlikely. Cargoes are off-loaded onto local shuttlecraft for transportation down to the planetary surface, where they are then passed through customs. Class 'D' StarPorts typically have limited shuttle capability, so large vessels may have to employ their own shuttles to transport cargo quickly to the surface and avoid delays.

SpacePort Ratings

StarPorts have already been rated for their repair and building facilities. SpacePorts with AAAA ratings are as 4 A StarPorts in capacity, etc. It may also help players to view StarPorts as conventional airports of today.

- Class 'A' StarPorts are similar to major international airports (N.Y., Chicago), with a large number of space lines offering runs within the sector and to other starsectors on a regular basis.
- Class 'B' StarPorts are equivalent to major city airports with fairly regular service within the starsector but only intermittent service to other starsectors.
- Class 'C' StarPorts are equivalent to small city airports, with somewhat spotty regional service (often by small, independent carriers) and exceedingly rare service to other starsectors.
- Class 'D' StarPorts are very small landing fields with limited repair and port facilities, offering local transportation within the starsystem and only occasional service to other star systems in the starsector.

Note that planets with AAAA or AAA, etc. may have several ports rather than one huge port.

StarPort Defences

Most StarPorts are located near or adjacent to naval StarPorts and will have their defences provided by the authorities.

Extraterritoriality of Starships

In some regions, a Starship is regarded as a piece of territory of its planet of registry, and local authorities cannot enter it without obtaining diplomatic permission from the foreign service representatives of the Starships home planet. FLEA and ColSec authorities have the right of entry whenever ships of their interstellar grouping are involved, if any suspicion of the commission of an interstellar offence exists. Violation of the Starships 'extraterritoriality' by foreign powers is often regarded as a major breach of interstellar relations and may be viewed as an act of war. Weapon control laws and other restrictions applied aboard ship are those of the planet of registry.

Trade & Commerce

A free trader or subsidised Starship with free cargo space may attempt to speculate by purchasing goods and then attempting to sell them at a profit on another planet. A week is required to arrange for the purchase and delivery of the goods to the ship.

The price of goods for purchase or resale is determined by rolling 3d6, adding or subtracting the modifiers given for Merchandising skill, and for the type of planet upon which the transactions are made. The resulting percentage indicates the purchase/resale value of the goods at a given location.

Note: minimum modified score is always -3, and the maximum is 35.

3d6	Value	3d6	Value	3d6	Value
-3	40%	10	105%	23	190%
-2	45%	11	110%	24	200%
-1	50%	12	115%	25	210%
0	55%	13	120%	26	220%
1	60%	14	125%	27	230%
2	65%	15	130%	28	240%
3	70%	16	135%	29	250%
4	75%	17	135%	30	260%
5	80%	18	145%	31	275%
6	85%	19	150%	32	300%
7	90%	20	160%	33	325%
8	95%	21	170%	34	350%
9	100%	22	180%	35	400%

Merchandising modifiers are -1 per expertise level for purchasing and +1 per expertise level for selling goods. The Cargo Officer's Merchant skills are normally applied. Population modifiers are -3 for worlds under 1 billion, -2 for worlds under 5 billion, and -1 for worlds under 10 billion, applied when attempting to sell goods.

Worlds themselves influence the purchase/selling price. The following table gives the Dice Modifications applied to the 3d6 roll for planets.

Trade Goods	Price	Unit	RI	AI	PI	RA	AA	PA
Industrial Metals	1500	t	+5	+3	+1	-1	-2	-3
Silver	1000	kg	+3	+2	+1	+0	.1	-3
Gold	25,000	kg	+0	+0	+0	+0	+0	+0
Platinum	40,000	kg	+6	+5	+3	+0	-2	-4
Thorium	250	kg	+3	+2	+1	+0	-1	-3
Uranium	500	kg	+4	+3	+2	+0	-1	.3
Iridium	30,000	kg	+3	+2	+1	+0	-1	-2
Ununpentium	50,000	kg	+6	+4	+2	+0	-1	-3
Gem Stones	100d100	gem	+3	+2	+1	+0	-1	-3
Machine Tools	50,000	t	-4	-2	-1	+0	+2	+4
Factory Equipment	75,000	t	-4	-2	-1	+1	+3	+5
Mechanical Parts	50,000	t	-3	-1	+0	+1	+2	+4
Electronic Parts	100,000	t	-5	-3	-2	+0	+2	+5
Computer Parts	150,000	t	-6	-4	-2	+0	+2	+5
Cybernetic Parts	175,000	t	-4	-3	-1	+0	+3	+5

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Petrochemicals	2500	t	+4	+3	+1	+0	-1	-2
Industrial Chain.	5000	t	+4	+3	+1	+0	-2	-4
Vehicles*	variable	item	-4	.3	-1	+1	+2	+3
Aircraft*	variable	item	-4	-3	-1	+1	+3	+4
Military Equipment*	variable	item	-4	-3	-1	+1	+2	+3
Foodstuffs	1000	t	+9	+7	+4	+0	-3	-6
Textiles	2500	t	+3	+2	+2	+0	-1	-3
Polytextiles	5000	t	-3	-2	-1	+0	+2	+3
Furs	25,000	t	+5	+4	+2	+0	-2	-5
Liquor/Wines	10,000	t	+4	+2	+0	.2	-3	-4
Luxury Goods	50,000	t	+5	+2	+0	+3	-2	-4
General Tools*	variable	tool	-3	-2	+0	+2	+2	+2
Misc. Equipment*	variable	item	-3	-2	+0	+2	+2	+2

*See equipment lists for basic prices. Use 'discount' purchases to compute the wholesale value of an item and the full retail value to compute any resale values.

Keys:

RI (Rich Industrial)

PI (Poor Industrial)

AI (Average Industrial)

RA (Rich Agricultural)

AA (Average Agricultural)

PA (Poor Agricultural)

The amount of goods that can be sold at any port of call is $10\% + (1d6 \times \text{Merchant expertise of the Cargo Officer/Trading Officer handling the merchandising})$. Roll 1d6 for the number of days required to sell off that amount of goods.



The Interstellar Colonial Marine Corps

by Wikipedia, Chris Dias, Lee Brimmicombe-Wood, John Ossoway, Andy Edwards, Gary Cooper & Graham Raynes

"Naked force has resolved more conflicts throughout history than any other factor. The contrary opinion, that violence doesn't solve anything, is wishful thinking at its worst. People who forget that always die."

Lieutenant Jean Raszczak – Mobile Infantry

Formed as a requirement of the Colonial Act of 2140, the Interstellar Colonial Marine Corps (ICM) is a branch of the United Earth Armed Forces (UEAF) providing the projection of military force quickly and decisively across interplanetary and interstellar distances to resolve colonial disputes and keep the peace. The ICM operates as a part of the United Earth Space Command (UESC).

The ICM Corps

"Per Mare, Per Terra, Per Astrum"

The Marine motto "By Sea, By Land, By Space"

MISSION

The mission of the ICM is strictly devoted to the defence of all United Earth Federation (UEF) colonies in space. Colonial Marines are the vanguard of the UEF interstellar armed forces, responding swiftly and potently against any aggressor who should pose a threat to the security of Federation territory and civilians in space, whether it be a human aggressor, intelligent extraterrestrial force, or a "pest control" situation involving primitive alien lifeforms.

Each permanent member state of the United Earth Federation Security Council (UEFSC) is required to contribute to the manpower and funding of the ICM, in the same way that they contribute to the UEAF in general. Despite the obvious political boundaries, the ICM work together as a cohesive fighting force, sharing equipment, training, and doctrine.



HISTORICAL MISSION

Historically Marine Corps were composed of infantry serving aboard naval vessels and Marines were responsible for the security of the ship and her crew by conducting offensive and defensive combat during boarding actions, and defending the ship's officers from mutiny; to the latter end, their quarters on ship were often strategically positioned between the officers' quarters and the rest of the vessel.

CAPABILITIES

The ICM has, as a force, the unique ability to rapidly deploy a combined-arms task force to almost anywhere in the United Earth Federation within a matter of weeks. The basic structure for all deployed units integrates a planetary combat component, an aerospace component, and a logistics combat component under a common command element.

The close integration of disparate Marine units stems from an organisational culture centred around the infantry. The ICM maintains an operational and training culture dedicated to emphasising the infantry combat abilities of every Marine. All Colonial Marines receive training first and foremost as basic infantry, and thus the ICM at heart functions culturally as an infantry corps. The value of this culture has been demonstrated many times throughout history. For example, at Willis Island on the planet Ixion during the Colonial Wars, when all the Marine aerospace assets had been destroyed, the pilots continued the fight as infantry, leading supply clerks and cooks in a final defensive effort.

Planetary assault techniques have evolved into the current Operational Manoeuvre from Orbit doctrine of power projection from planetary orbit. The Marines are credited with the development of aerospace insertion doctrine and teach manoeuvre-warfare principles which emphasise low-level initiative and flexible execution. As a result, a large degree of initiative and autonomy is expected of junior Marines, particularly the NCOs, (corporals and sergeants), as compared with many other military organisations. The Marine Corps emphasizes authority and responsibility downward to a greater degree than the other military services. Flexibility of execution is implemented via an emphasis on "commander's intent" as a guiding principle for carrying out orders; specifying the end state but leaving open the method of execution.

The ICM relies on the UESC for spacelift to provide its rapid deployment capabilities. Marine Expeditionary Units (MEU) are typically stationed with UESC fleet elements. This allows the ability to function as first responders to interplanetary and interstellar incidents. In larger conflicts, the ICM often acts as a stopgap, to get into and hold an area until larger units can be mobilised. The Corps performed this role during the Colonial Wars, when Colonial Marines were the first significant combat units deployed, and who held the line until the United Earth Federation could mobilise for war.

In many ways Colonial Marines are 'special forces', undertaking short to medium duration missions including ship-to-ship and fleet boarding actions, or the establishing of the initial planethead during a planetary assault. They are also tasked with shipboard security of UEAF spacecraft.

History Origins

The Interstellar Colonial Marine Corps traces its origins back to 2074 and the formation of the Lunar Security Force (LSF). A small detachment of soldiers and security specialists assembled by the United Nations Space Administration (UNSA), the LSF were tasked with keeping the peace and mediating any disagreements at the Luna colonies in the wake of the Luna Crisis.

A decade later, the newly formed United Earth Federation ratified a treaty of United Earth Armed Forces (UEAF), a cohesive fighting force to stop these and future wars, with troops and equipment supplied by all member states, under one general command staff comprising of high-ranking officers of all nations. The outer space contingent of this force was formed around the LSF, and with the operational range of this unit expanded to include solarsystem wide missions, it was renamed in 2090 and became the Interplanetary Marine Corps (IP Marines).

FORMATIVE YEARS

During the late 21st and early 22nd century, IP Marines served as a convenient resource for interventions and landings to protect lives and interests and to keep the peace between rival megacorporations in the Sol Colonies.

Elements of the IP Marines were involved in over 17 separate interventions in the 50 years from their formation to the passing of the Colonial Act in 2140. It was during this period that the IP Marines adopted a phrase originally applied to the United States Marine Corps (USMC) by war correspondent Richard Harding Davis: The Marines have landed and have the situation well in hand.

The last major deployment of IP Marines was during the Tau Ceti Interdiction in 2140, when a war between rival megacorps in that star system escalated to the nuclear level. At first the fighting had been localised to a handful of contested sites, but tit for tat revenge attacks by both sides quickly caused matters to escalate out of control. Undercover support flowed in from Chinese and American factions on Earth, spreading and deepening the conflict across the system.

The UESC sanctioned the dispatch of a UEAF taskforce to the system, to protect the civilian population and to contain and stop the fighting. After 18 months of fighting, the Viking Treaty of 2140 signed at the Mars Colony, brought an end to the conflict.

Though the war was over, it had been a wakeup call for the UEF. Faced with a gradual erosion of power by the continuing interstellar colonial expansion, and the possibility that this could lead humanity to splinter into dozens of factions, the UEF moved quickly to restructure and reposition itself. The changes resulted in a piece of legislation being passed called the Colonial Act.

With the passing of the Colonial Act in 2140 the IP Marines were restructured and upscaled to become the Interstellar Colonial Marine Corps.

TITLEMAN'S REST

The first real test of the Colonial Marines was when they were ordered to lead the assault against a fortified compound on Titleman's Rest in the Ross 780 star system. The compound was the hideout of Tiberius Lee, excommanding officer of mercenary unit the Star Tigers. Lee was charged with ordering the tactical nuclear strike during the Tau Ceti War that

resulted in the deaths of almost 1200 civilian colonists at Kow-Lang on the planet Anjuna. After a fierce battle lasting 10 hours, Lee and his surviving followers were arrested.

THE RUSSIAN CIVIL WAR

During the Russian Civil War in the late 22nd century, the ICM served an important role in being the first UEAF peacekeepers deployed to stop the various factions fighting.

THE SAN HELENA INTERDICTION

The 6th and 14th Marine Expeditionary Units were the lead elements in the first attempt by the UEF to crackdown on the motley assortment of prospectors, pirates, scavengers and treasure seekers congregating on the planet San Helena in the Sirius star system. Joint Task Force Sharp Edge was nominally under FLEA command, with the ICM providing the military muscle.

During the military interdiction of the system, Colonial Marines spearheaded both assaults on the domed city of Robinson in May and October 2208. Their time on San Helena courted controversy with several independent news agencies pointing the finger of blame at the ICM for the Bracknell Disaster, during which the dome of the Bracknell mining settlement was ruptured, resulting in the deaths of 112 colonists.

THE COLONIAL WARS

The ICM served an important role throughout the Colonial Wars. Partaking in the Battle of Willis Island (2258 – Mu Herculis), the Invasion of Haven (2258 – HD157881) and fighting throughout the Persei Campaign (2259-60 – Iota Persei and Theta Persei), Colonial Marines executed a succession of planetary invasions during which planetheads were established and held against often fierce rebel counterattacks, until they could be reinforced by the regular units of the UEF Expeditionary Force.

Fighting on the Rimworlds and Herculis Fronts, the Colonial War was the longest war the ICM had participated in. By the time the ceasefire was declared in 2260, 3,091 were killed in action, 11,092 were wounded, and 27 Nebula Medals were awarded.



Unit Insignia of the 71 st Avenging Angels Planetary Assault Battalion, which led the invasion of Haven

The worse losses during the war were in the wake of the disastrous Ixion Invasion. Rebel troops surrounded, surprised and overwhelmed the overextended and outnumbered government forces. However, unlike the UEAF 2 nd Army, which retreated in disarray, the 1st Marine Division regrouped and inflicted heavy casualties during their fighting withdrawal to the planethead. Now known as the Battle of Ixion, it entered Marine lore as an example of toughness and resolve.

POST-COLONIAL REBELLION

After the Colonial Wars the ICM resumed their expeditionary role, participating in numerous interventions, as well as longer missions including the peacekeeping operation on the planet Aricebo (2270 – 82 Eridani) and more recently leading the interdiction against separatists on the planet Paragon (2271 –36 Ophiuchi C).

Organisation

The United Earth Space Command, led by the Chief of Space Operations (a four-star admiral who is immediately under and reports to the Secretary of the Navy), administers both the ICM and the United Earth Space Navy. The most senior Marine officer is the Commandant of the Marine Corps. The ICM is then organised into four principal subdivisions: Headquarters Interstellar Colonial Marine Corps (HQICM), the Operating Forces, the Supporting Establishment, and the Colonial Marine Forces Reserve.

The Operating Forces are further subdivided into three categories: Marine Space Forces (MSF) assigned to unified commands, Marine Corps Security Forces guarding high-risk naval installations, and Marine Corps Security Guard detachments at ICA administrative centres.

The Supporting Establishment includes Colonial Marine Corps Combat Development Command, Colonial Marine Corps Recruit Depots, Colonial Marine Corps Logistics Command, Colonial Marine bases and aerospace stations, Recruiting Command, and the Colonial Marine Band.

RELATIONSHIP WITH OTHER SERVICES

The ICM combat capabilities overlap those of the UEAF regular army, the latter having historically viewed the Corps as encroaching on the Army's capabilities and competing for funding, missions, and renown. Being administered by the UESC, the ICM has a close relationship with the Space Navy, more so than with other branches of the UEAF. Training alongside each other is viewed as critical, as the UESC provides transport, logistical, and combat support to put Colonial Marine units into the fight.

STRUCTURE AND MAKEUP

The Colonial Act of 2140 established the ICM structure as four combat divisions and four aerospace wings, plus the support services organic to these formations. At present the ICM strength stands at 160,000 active duty and 20,000 reserve Marines. This reserve element comprising a fifth division and aerospace wing.

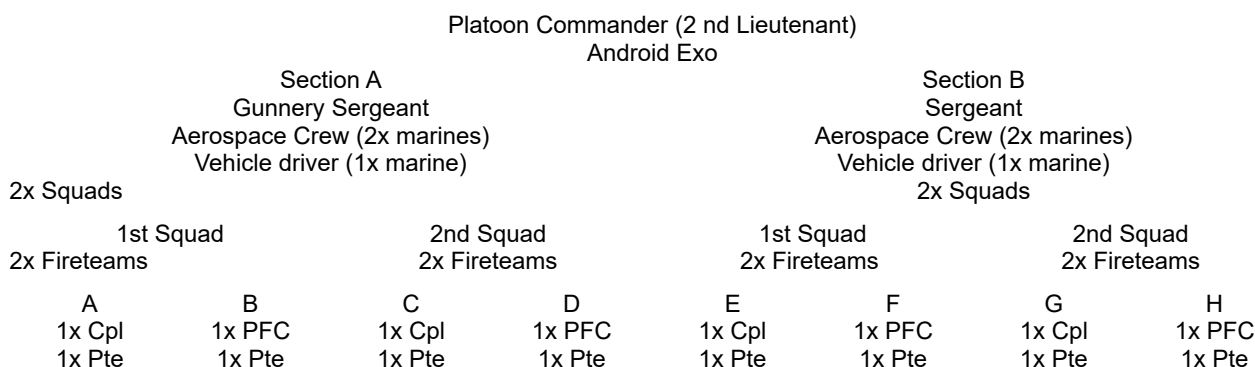
ICM Infantry

ICM doctrine stresses the need for small, autonomous infantry units capable of operating with or without higher level support on the nonlinear battlefield. Given the fluid nature of battle at the small-unit level, the rifle unit must be capable of moving great distances rapidly using its own transport, must carry its own heavy support weapons and sensors, and be able to apply great concentrations of firepower rapidly. The current organization of the marine rifle squad and platoon reflect the ultimate development of this doctrine.

The Colonial Marine Platoon

A Marine Platoon (26 Marines) has 1 platoon commander (Lieutenant), 1 android Exo. and 2 sections, A and B. Each section has its commanding sergeant, a dropship crew of 2 Marines, 1 APC driver and two squads. Each squad has two teams: Fireteam A through H. Each team has 2 Marines.

The commanding sergeant of section A is second in command (2iC.), he will replace the platoon commander if the commander is killed or incapacitated. The commanding sergeant of section B is 3iC. Each squad has a squad leader at the rank of corporal. In case all superior officers and NCOs are killed or incapacitated command will fall to the corporal with the highest fireteam letter designation (from A on top down to H).



The Colonial Marine Company

Each platoon is one of three in a Marine Company. The Company is the lowest level of command with a headquarters element, which is usually a fourth platoon commanded by a Captain. A standard colonial marine company comprises 110 marines.

The Colonial Marine Battalion

Three Companies form one Battalion. A battalion usually has a fourth headquarters company, commanded by a Major. A standard colonial marine infantry battalion typically comprises 430 marines.

The Colonial Marine Brigade

Three Battalions and one Headquarters Company in turn form one Regiment. The Marine Infantry Regiment is part of a Marine Brigade, along with other units. Two Brigades form one Marine Division.

The Colonial Marine Division

The Colonial Marine Division is the largest operational unit size of the Marine Space Force. It is essentially a balanced force of combat, support and service elements. Organised around three infantry regiments, the division is especially designed to execute the orbital assault mission, and is capable of sustained surface operations.

As an example of the organisational makeup of a Colonial Marine Division, the 1 st Colonial Marine Division is composed of:

- Headquarters Battalion;
- 1 st Colonial Marine Regiment (infantry);
- 5 th Colonial Marine Regiment (infantry);
- 7 th Colonial Marine Regiment (infantry);
- 11 th Colonial Marine Regiment (artillery);
- 77 th Planetary Assault Battalion;
- 1 st Recon Battalion;
- 3 rd Recon Battalion;
- 1 st Combat Engineer Battalion;
- 1 st Armour Battalion;
- 1 st Armoured Transport Battalion;
- 1 st Communications Battalion;
- 1 st Battlesuit Battalion;
- 1 st Aerospace Defence Battalion;
- 1 st Interface Transport Group;



These units represent a combat-ready force of more than 20,000 men and women.

The Marine Space Force

To enable the UEAF to project fighting power to the frontiers of Federation controlled space and beyond, the ICM is organised into Marine Space Forces. There are four in all, listed below:

Marine Space Force, Sol:

Marine Space Force Sol is primarily based at Unity Space Station, Earth orbit, and at Fort Plato, Luna. It consists of:

- 1 st Colonial Marine Division
- 1 st Marine Aerospace Wing
- 1 st Colonial Support Group

Marine Space Force, Centauri:

Marine Space Force Centauri is primarily based in the Alpha Centauri star system, at Fort Hadrian on the planet Centauri Prime. It consists of:

- 2 nd Colonial Marine Division
- 2 nd Marine Aerospace Wing

- 2 nd Colonial Support Group

Marine Space Force, Eridani:

Marine Space Force Eridani is primarily based at New Damascus on the planet Eridanus in the Omicron² Eridani star system. It consists of:

- 3 rd Colonial Marine Division
- 3 rd Marine Aerospace Wing
- 3 rd Colonial Support Group

Marine Space Force, Herculis:

Marine Space Force Sol is primarily based at Niobe in the 70 Ophiuchi star system. It consists of:

- 4 th Colonial Marine Division
- 4 th Marine Aerospace Wing
- 4 th Colonial Support Group

MSF Sol and MSF Centauri are responsible for operations throughout the core systems; MSF Eridani operates at the edge of the core systems and into the outer colonies; MSF Herculis has responsibility for the fringes of the outer colonies, and the disputed Herculis Cluster region.

In practice, these regional assignments are administrative designations, the practicalities of frontier operations requiring the breakdown of operating forces into autonomous taskforces of regimental size or less.

A MSF is usually commanded by a General.

ICM Aerospace Wing Command

The Aerospace Wing is the aerospace combat element of the Marine Space Force. Designed for aerospace support and air mobility, the aerospace wing is essentially an administrative formation, since much of its fighting strength is directly attached to the ICM divisions.

Typically, a Marine aerospace wing operates some 300 dropships, 30 heavy-lift shuttles and 100 strikeships of varying types.

The Marine Aerospace Wing (MAW) is an administrative formation responsible for the operation of all aerospace craft within the Marine Space Force to which it is attached.

Wing tasks include air superiority missions, reconnaissance, close air support, dedicated strike, forward supply, transport, casualty evacuation and search and rescue. Aerospace operations are also an integrated part of the standard Marine Infantry. A particular division is divided into three groups. Drop Groups ferry and support invading Marine Infantry. Tactical group is tasked with recon, and attack missions. Finally, the Support Group is assigned CasEvac, search and rescue, psyops, Special Forces insertion, and like tasks. The major workhorse of the ICM is the AS-114 Valkyrie, comprising a majority of all three groups.

As an example of the organisational makeup of a Marine Aerospace Wing (MAW), the 1 st Marine Aerospace Wing is composed of:

- Marine Aerospace Group 11
- Marine Aerospace Group 13
- Marine Aerospace Group 16
- Marine Aerospace Group 39
- Marine Aerospace Control Group 38
- Marine Aerospace Wing Support Group 37



Unit insignia of the 108 th Aerospace Company, the Sky Tigers

The Colonial Marine Special Operations Group

Although the notion of a Colonial Marine Special Forces contribution to the UEAF Special Operations Command (UEAFSOC) was considered as early as the founding of UEAFSOC in the early 23 rd century, it was resisted by the ICM.

However in the wake of the Colonial Wars, the Corps agreed in 2271 to supply a 2600-strong unit, ICM Special Operations Command (ICMSOC), which would answer directly to UEAFSOC.

Colonial Marine Logistics

The challenge to Marine logisticians is immense; they must approach their missions with the same aggressive execution as the infantrymen in the assault. They have finite quantities of supplies at hand, yet have to operate a 'push mode' system, anticipating the needs of the forward units and moving loads to them even before they realize the need for it. Inevitably, this can lead to wastage when supplies are pushed forward to units who, for whatever reason, no longer need them; however, such waste is preferable to the disaster that can occur if supplies are not forwarded until after the need has arisen.

Because, even in a 'hot' conflict, Colonial Marine units are often dispersed in small units across continental distances, the ICM logistic prime movers are the ubiquitous AS-114 dropship and the AS-118 heavy transporter. In the field, the Puma all-terrain transport is the land based prime mover.



Personnel

The Commandant of the ICM is the highest-ranking officer of the ICM, though he may not be the senior officer in time and grade. He is both the symbolic and functional head of the Corps, and holds a position of very high esteem among Marines. The Commandant does not serve as a direct battlefield commander. The Commandant is a member of the Joint Chiefs of Staff, and reports to the Secretary of the Navy. The current Commandant of the ICM is General John Brannigan.

RANK STRUCTURE

As in the rest of the UEAF, ranks fall into one of three categories, in decreasing order of authority:

1. Commissioned Officer
2. Warrant Officer
3. Enlisted

To standardise compensation, each rank is assigned a pay grade. The following tables list the rank, abbreviation, pay grade, and insignia of each rank.

Commissioned Officers

Commissioned Officers are distinguished from other officers by their commission, which is the formal written authority, issued in the name of the President of the United Earth Federation that confers the rank and authority of a Marine Officer. Commissioned officer ranks are further subdivided into Generals, field-grade officers, and company-grade officers.

Warrant Officers

Warrant Officers provide leadership and skills in specialised fields. The UEAF confers commissions on its Warrant Officers, though they are generally not responsible for leadership outside of their specialty. Warrant officers come primarily from the senior NonCommissioned Officer ranks.

Enlisted

Enlisted Marines in the pay grades E-1 to E-3 are not "non-commissioned officers" (NCOs) and are generally referred to as "non-NCOs"; they make up the bulk of the Corps' ranks.

Those in the pay grades of E-4 and E-5 are non-commissioned officers. They primarily supervise junior Marines and act as a vital link with the higher command structure, ensuring that orders are carried out correctly. Marines E-6 and higher are Staff Non-Commissioned Officers (SNCOs), charged with supervising NCOs and acting as enlisted advisors to the command.

The E-8 and E-9 levels each have two ranks per pay grade, each with different responsibilities.

Gunnery Sergeants (E-7) indicate on their annual evaluations, called "fitness reports", or "fitreps" for short, their preferred promotional track: Master Sergeant or First Sergeant.

The First Sergeant and Sergeant Major ranks are command-oriented, with Marines of these ranks serving as the senior enlisted Marines in a unit, charged to assist the commanding officer in matter of discipline, administration and the morale and welfare of the unit.

Master Sergeants and Master Gunnery Sergeants provide technical leadership as occupational specialists in their specific MOS.

First Sergeants typically serve as the senior enlisted Marine in a company, battery or other unit at similar echelon, while Sergeants Major serve the same role in battalions, squadrons or larger units.

The Sergeant Major of the Marine Corps is a unique rank conferred on the senior enlisted Marine of the entire Marine Corps, personally selected by the Commandant of the Marine Corps.

Staff Non-commissioned Officer (SNCO)

Rank Structure:

FORMS OF ADDRESS

Junior Marines, those not yet non commissioned officers, are typically addressed by their last names. Non-commissioned officers are addressed by rank and last name. All officers, both commissioned and warrant, are addressed as "sir" or "ma'am". Warrant Officers are addressed as "Sir", although not saluted as an officer. Addressing an officer by his or her rank is a technically accepted, but rarely used and often frowned upon, form of courtesy.

During recruit training, recruits are not considered full-fledged Marines; as a result, all Marines who have completed recruit training are addressed as "sir" or "ma'am" by incoming recruits who are beginning recruit training. Informally, some enlisted ranks have commonly used nicknames, though they are not official and are technically improper:

- A Gunnery Sergeant is typically called "Gunny" and (much less often) "Guns";
- A Master Sergeant is commonly called "Top";
- A Master Gunnery Sergeant is "Master Guns";
- or "Master Gunny". He also may be called "Top.";
- Differing from the Regular Army and Aerospace Force, all ranks containing "Sergeant" are always addressed by their full rank and never shortened to simply "Sarge".;
- A Private First Class is usually referred to as a PFC.

INITIAL TRAINING

Officers

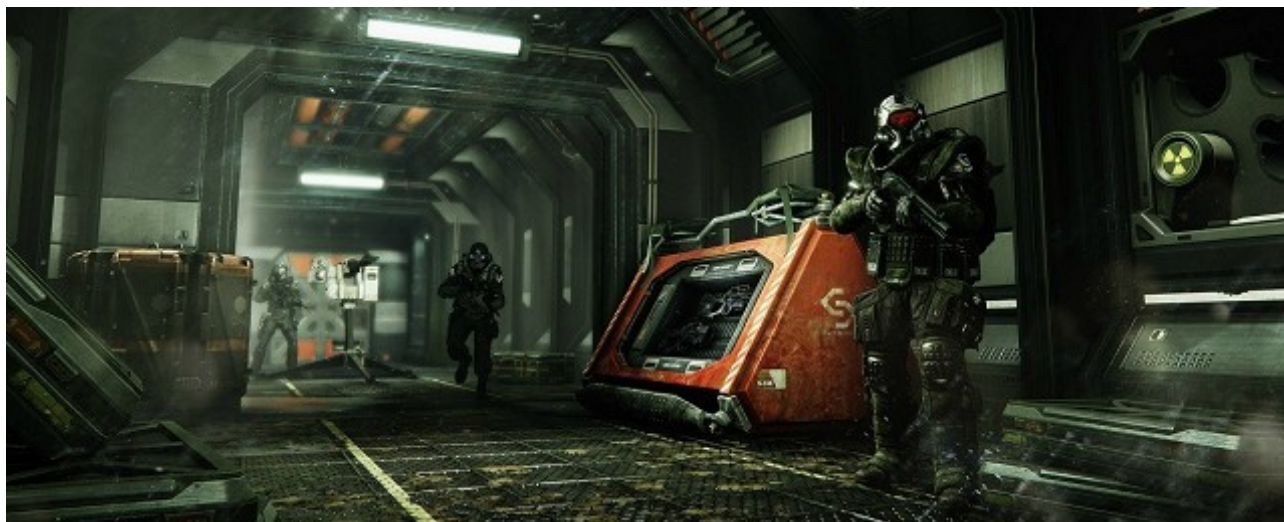
All Marine commissioned officers, regardless of accession route or further training requirements, attend the Basic School at Marine Corps Base Fort Tycho, Luna. There, they spend six months learning to command a rifle platoon. The Basic School, for second lieutenants and warrant officers learning the art of infantry and combined arms warfare, is an example of the Corps' approach to furthering the concept that "Every Marine is a rifleman".

Enlisted

Enlisted Marines attend recruit training, or boot camp, at either Marine Corps Recruit Depot (MCRD) Parris Island, just outside Beaufort, South Carolina. All recruits must pass an Initial Strength Test to start training. Recruits who fail to do so are placed in a Physical Conditioning Platoon, where they receive individualised attention and training until the minimum standards are reached.

Marine recruit training is the longest among the UEAf military services; it is 32 weeks long.

Following recruit training, enlisted Marines then attend School of Infantry training at Fort Tycho, Luna. Infantry Marines begin their Military Occupational Specialty (MOS) training immediately with the Infantry Training Battalion (ITB), while Marines in all other MOSs train for 22 days with the Marine Combat Training (MCT), learning common infantry skills, before continuing on to their MOS schools.



Uniform

The Colonial Marines have three main uniforms: Dress, Service, and Utility.

DRESS UNIFORM

The Marine Corps Dress uniform is the most elaborate, worn for formal or ceremonial occasions. It is also worn by Marine Corps enlisted recruiters on a daily basis. The Dress uniform, often seen in recruiting advertisements, is also often called "Dress Blues" or simply "Blues". It is equivalent in composition and use to black tie, worn at ceremonial events. It consists of a long-sleeved midnight blue coat with a standing collar, white barracks cover, plain white shirt, sky blue trousers with tan web belt or suspenders, white gloves, and black shoes and socks. The uniform may also be worn with a khaki long-sleeved or short-sleeved shirt in place of the coat. The Mameluke Sword (for officers) or NCOs sword may be worn as prescribed.

NCOs, SNCOs, and Officers wear a blood stripe on their trousers.

SERVICE UNIFORM

The Service Uniform was once the prescribed daily work attire in garrison; however, it has been largely superseded in this role by the utility uniform. Consisting of olive green and khaki colours, it is commonly referred to as "Greens". It is roughly equivalent in function and composition to a business suit. It consists of green trousers with khaki web belt, khaki long-sleeve or short-sleeve button-up shirt, khaki necktie (with long sleeves), tie clasp, and black shoes. When worn with a green coat, it becomes the "Service Alpha" uniform, worn to formal but non-ceremonial occasions such as checking into a unit and court-martial hearings.

UTILITY UNIFORM

The Utility Uniform is intended for wear in the field or for dirty work in garrison, though as noted above it has now been standardised for regular duty. It is rendered in pixelated camouflage (sometimes referred to as digitals or digies) that breaks up the wearer's shape, and also serves to distinguish Marine uniforms from those of other services.

The approved headwear for this uniform is the utility cover, an eight-pointed brimmed hat that is worn "blocked", that is, creased and peaked. Unlike the Dress and Service uniforms, utilities are not permitted for off-base wear. Though exceptions are made for essential commuting tasks, e.g. picking up children from day-care or purchasing gas, the wear of utilities in public is otherwise ordinarily prohibited.

Equipment Overview

INFANTRY WEAPONS

The basic infantry weapon of the Interstellar Colonial Marine Corps is the M29 Tactical Assault Rifle, with the majority now being equipped with the A2 variant.

Suppressive fire at squad and platoon level is provided by the M56 Light Assault Gun and the M71 Squad Support Weapon. The integral 30mm grenade launcher of the M29 provides indirect fire support, along with the M90 Automatic Grenade Launcher. Precision fire is provided by the M42 Gauss Rifle. In addition the ICM utilises a variety of direct-fire rockets and missiles to provide infantry with an offensive and defensive anti-armour capability.

INFANTRY PERSONAL ARMOUR

The standard issue armoured suit worn by the ICM is the M54 Combat Armour Suit. A military issue armoured bodysuit worn in conjunction with either combat dress utilities (CDUs), or a Compression Suit, Combat Armour is a combination of Kevlar and plasteel armour plating with an ablative coating for extra protection against energy weapons. The suit offers the option of 100% oxygen supply for low pressure use (in combination with a Compression Suit) or air at normal pressures.

GROUND VEHICLES

The ICM operates the same Cheetah Light Reconnaissance Vehicle (LRV) as the regular army. However, for its specific needs, the Corps uses the Panther Light Armoured Vehicle (LAV) a dedicated wheeled armoured personnel carrier used to provide strategic mobility. The ICM has numerous variants of the Panther LAV.

AEROSPACE CRAFT

The organic aerospace capability of the ICM is essential to its mission. The Corps operates aerospace craft mainly to provide transport and close air support to its ground forces. However, other aircraft types are also used in a variety of support and special-purpose roles.

The workhorse of the ICM is the AS-114 Valkyrie, which is much loved by the corps for its light-attack and light transport capabilities. Medium lift capability is provided by the AS-88 Baldur.

The majority of ICM orbital attack squadrons fly the AS-116 Vulture, or the AS-119 Buzzard. Close Aerospace Support is provided by the AS-90 Thor and the AS-110 Heimdall.

Marine Bases And Stations

The ICM operates 15 major bases throughout the Federal Colonies, 10 of which host operating forces. ICM bases are concentrated around the location of the Marine Space Forces (MSF), though smaller units and reserve units are also scattered throughout the Core Systems.

PRINCIPAL ICM BASES

Fort Tycho, Luna

Primary headquarters for I MSF Sol, Fort Tycho is built in an around the Tycho crater north of the Clavius ice mines. It is considered the 'crossroads of the ICM' as most Colonial Marines will attend training at Fort Tycho at some point in their careers. It is home to the Colonial Marine Corps University, which contains career schools Staff NonCommissioned Officers Academy, Marine Corps War College (MCWAR), School of Advanced Warfighting (SAW), Command and Staff College (CSC), The School of MAGTF Logistics (SOML) Expeditionary Warfare School (EWS) and Officer Candidate School (OCS), as well as a variety of other leadership and education programs.

Fort Plato, Luna

Plato serves as a major supply and transit hub for the ICM. It is also home to a UEAF weapons testing facility and R&D institute ('Plato Labs').

Unity Space Station, L1 Orbit

Although the primary base for I MSF Sol is Fort Tycho, elements are also based at Unity Space Station L1 Orbit, providing a rapid reaction military force for the Earth-Moon system should they be needed.

Fort Hadrian, Centauri Prime

Located on Atalanta Planum, a frozen region in the highlands of the northernmost continent of Centauri Prime in the Alpha Centauri star system, Fort Hadrian is headquarters to II MSF Centauri. There is a military prison located close to Fort Hadrian.

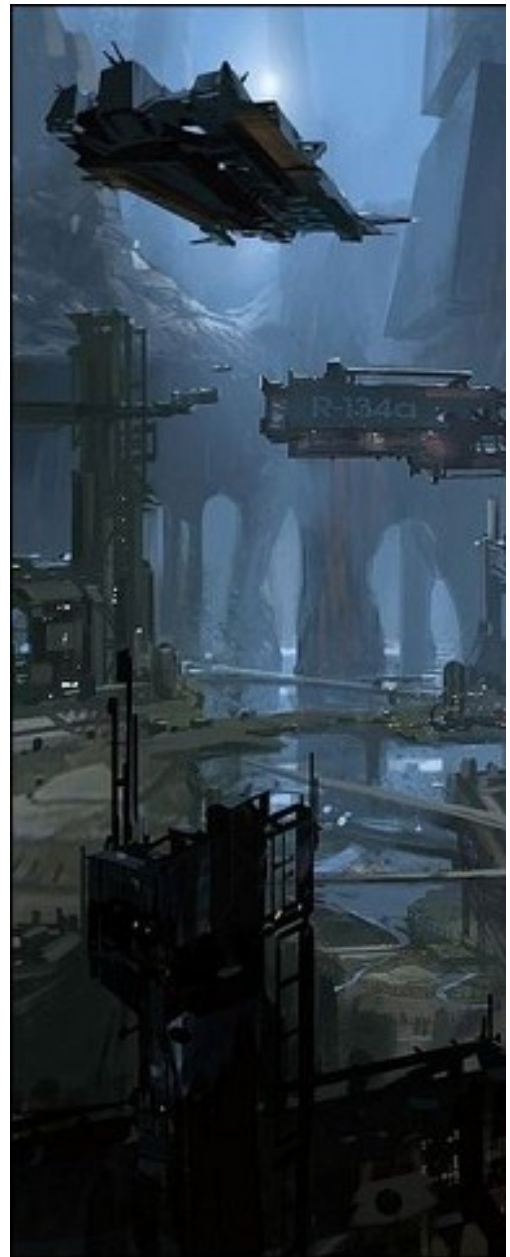
New Damascus, Eridanus:

Located on the planet Eridanus in the Omicron² Eridani star system, New Damascus is headquarters to III MSF Eridani, one of the largest UEAF bases in the Outer Colonies. In addition to several installations on the planet surface, there is also a large subterranean fortress nicknamed The Citadel and a large orbital facility, which is home-base of the UEAF 8th Fleet under Admiral Ramsey. Eridanus is home to over 40,000 military personnel.

Fort Walawag, Niobe

The planet Niobe in the 70 Ophiuchi A planetary system is the location of the largest orbital military dry-docks outside of the Core Systems. The dry-docks were built by EnerTek prior to that corporation's collapse in 2246, and was commandeered by the UEAF at the start of the Colonial Wars as an emergency repair base for damaged ships returning from the Herculis Front.

The UEAF now maintains a sizeable garrison on and in orbit of Niobe (over 30,000 personnel), and is headquarters of IV MSF Herculis, established during the Colonial Wars. The main ICM base is located on the surface of the planet, at Fort Walawag.



Ares Fleet Base, Mars

There are several large military bases on Mars. The only ICM deployment is a rapid reaction force from I MSF Sol, based at Ares Fleet Base, Phobos.

Camp Orestheus, Callisto

A company strength ICM rapid reaction force is stationed at Camp Orestheus on the Galilean moon Callisto. The force is charged with providing support to the FedPol and ITC customs units policing the Trojan belt and Circum-Jove colonies.

Titan Sound, Titan

Titan is the UEAf 'hot dock' for the Sol Defence Fleet vessels assigned to the Deep Space Garrison. While Mars and Luna have larger military installations, Titan is better positioned to let starships intercept any unauthorised space vessel(s) inbound to the Home Worlds. UEF law dictates that no spacecraft may activate their F-Drive engines any close to Sol than the orbit of Saturn. Titan Sound spaceport is always host to at least a dozen UEAf fleet vessels, and has sizable aerospace and marine assets at its disposal.

Marine Expeditionary Units (MEU) from I MSF Sol are rotated through Titan Sound on a 6 monthly basis.

Fort Powell, Anjuna

The Tau Ceti War was the catalyst that led to the formation of the ICM. Almost a century and a half later, the planet Anjuna (scene of most of the fighting) is host to a permanent UEAf presence, both on the planet's surface, and on the orbiting moon.

Fort Powell, located on the moon is home to a UEAf Fleet Base, and Marine Expeditionary Units (MEU) from II MSF Centauri are rotated through Fort Powell on a 12 month basis.

Odin Forward Operations Base, Luyten 730-18

Odin Forward Operations Base (FOB) is centre of operations for the UEAf blockade of the Eurasian Rimworlds Combine (ERC). Odin is a large asteroid, over 200km across at its widest point that lies on the outskirts of the asteroid belt orbiting Luyten 730-18. Odin FOB lies in and around the 40km wide crater known as "Odin's Eye" that gives the base its name. The base is home to over 10,000 UEAf personnel, including an ICM Rapid Reaction Force, as well as the fleet crews and support personnel required to maintain the base and fleet vessels stationed here.

The UEAf 3rd Fleet, including the aerospace carrier Vassily Zaitsev, is based at Odin FOB. From here it maintains the military blockade and monitors the DMZ for signs of treaty violation.



Character Generation

The following information should allow a Game Master to generate Interstellar Colonial Marine characters.

BACKGROUND AND LIMITATIONS:

In the 23rd century Humanity has spread out to the stars. Although many colonial marines come from Earth, many more have been born and raised in the offworld colonies. In the military of the 23rd Century, males and females are treated equal in all possible respects. The characters are highly trained and expensively equipped specialists. Each Marine has signed for at least six years. Basic training takes at least one year. After two more years as Private ("Grunt") the Marine has received military occupational specialty (MOS) training. The minimum number of years in service for characters made with this template therefore is 3. Minimum rank is usually Private First Class (PFC).

BASIC TRAINING:

Basic Training gives the marine the following skills: Armoury; Dodge; EVA; Throw; Unarmed Combat; Zero G Combat; Computer Operation; Medical First Aid; Navigation; Survival; Vacc Suit; Sneak; Blade; Gun Combat (Rifle); Gun Combat (Handgun); Gun Combat (user defined); Vehicle.

The PC gets INT x15 to allocate between the above skills as percentiles. All the above skills do not have to have points given to them, but points undistributed are lost. No skill can start at higher than 75% (including bonuses).

MILITARY OCCUPATIONAL SPECIALTIES

To show that someone has successfully passed Military Occupational Specialty (MOS) training the term "Specialist" is often placed before his rank (e.g. Specialist Corporal). The short form given in parenthesis behind the MOS name is the standard designation. The different MOS are:

- Arms Technician (arms-tech)
- Combat Rifleman (Rifleman)
- Communications/Computer Technician (com-tech)
- Driver Technician (drive-tech)
- Flight-Engineer/Co-pilot Technician (flight-tech)
- Heavy Weapons Specialist
- Medical Technician (med-tech)
- NCO or Officer
- Pilot Technician (pilot-tech)
- PsiCorps Military Attaché (psi-tech)
- Search and Rescue Specialist (Rescue-tech)
- Sniper/Scout (Recon)

A player chooses from one of the above MOS classes, and depending on type chosen, receives INT x 10 to allocate to the following skills:



Arms Technician (Arms-Tech):

Responsible for the maintaining and repair of offensive/defensive equipment and the placing and use of demolition explosives, an arms-tech is tasked with meeting mobility, countermobility and survivability requirements of the marine force he is assigned to, both onboard ship and in the combat zone. As a secondary role, arms-techs are also called upon to fight as infantry when the need arises.

MOS Skills:

Armoury; Computer Operation; Data Analysis; Demolitions; Electronics (Security/Systems); Mechanical (players choice); Powered Armour; Science (Physics/Chemistry).

Combat Rifleman (Grunt):

A combat rifleman could best be described as a career grunt, but this is selling them short. They are infantrymen through and through, and form the backbone of any fighting force.

MOS Skills:

MOS skill points are allocated to the Basic Training skills list again, plus 1d3 extra skills as personal specialties. Note that the rules regarding starting maximums still apply.

Computer Technician (Com-Tech):

In the 23rd century, computers are essential to every division of the military. Com-techs have the responsibility of maintaining, processing and troubleshooting military computer and communications systems, as well as providing technical skills in the combat zone should they be required. As a secondary role, Com-techs are also called upon to fight as infantry when the need arises.

MOS Skills:

Administration; Computer (Programming, Security); Data Analysis; Electronics (Communications, Security, Systems).

Drive-Tech:

Responsible for driving and maintaining any ground vehicles assigned to the unit. As a secondary role, Drive-techs are also called upon to fight as infantry when the need arises.

MOS Skills:

Electronics (Communications); Gunnery; Mechanical (Vehicle); Spot Hidden; Vehicle.

Flight-Tech:

Except on small craft, two pilots usually make up the cockpit crew. The co-pilot, often called the Flight-tech, shares flying and other duties, such as communicating with air traffic controllers and monitoring the instruments.

The Flight-tech also monitors and operates navigation and weapons systems, as well as making minor in-flight repairs. As a secondary role, Flight-techs are also called upon to fight as infantry when the need arises.

MOS Skills:

Astrogation; Data Analysis; Electronics (Communications); Forward Observer; Gunnery; Mechanical (Aerospace); Navigation; Pilot (Aerospace); Spot Hidden.

Heavy Weapons Specialist:

Essentially a Combat Rifleman trained in operation of heavy squad and platoon support weapons, as well as vehicle and ship mounted ordnance. Each squad usually has at least one Weapons-tech.

MOS Skills:

Gun Combat x2: (PCs choice); Gunnery; Unarmed Combat; Forward Observer.

Med-Tech:

Essentially army-paramedics, Med-techs are trained to give emergency medical treatment in the field, or assist military doctors. As a secondary role, Med-techs are also called upon to fight as infantry when the need arises.

MOS Skills:

Fast Talk; Data Analysis; Electronics (Systems); Medical (First Aid, Medicine); Pharmacy; Psychology; Science (Biology, Chemistry); Survival; Interrogation.

NCO/Officer:

From squad leaders up to platoon commanders, this MOS covers all ranks that a player can start as. If you want to play a noncommissioned or commissioned officer, first choose an MOS speciality, then add the following list of extra skills to choose from. The Game Master has final say on who can play an NCO or Officer and who cannot.

MOS Skills:

Administration; Data Analysis; Fast Talk; Instruction; Interrogation; Leader; Orate; Psychology; Speak Other Language; Strategy (Planetary); Tactics (Small Unit).

Pilot:

Pilots are highly trained professionals who are trained to fly interstellar, interplanetary and aerospace craft to carry out a wide variety of tasks. They usually share duties such as communicating with air traffic controllers and monitoring the instruments with a co-pilot. As a secondary role, Pilots are also called upon to fight as infantry when the need arises.

MOS Skills:

Astrogation; Electronics (Communications); Gunnery; Mechanical (Aerospace); Navigation; Pilot (Aerospace, Space Craft); Science (Physics); Spot Hidden.

Psychic Operations Group:

A quasi-military branch of the MAA, the Psychic Operations Group (commonly referred to as PsiCorps) operatives are usually assigned as 'psychic security' to government officials, or attached to UEAF units on missions that might benefit from the availability of psychic powers. As a secondary role, PsiCorps are also called upon to fight as infantry when the need arises.

MOS Skills:

Administration; Data Analysis; Fast Talk; Interrogation; Streetwise; Psychology; Science (choose).

Recon:

Marine Recon specialists are tasked with providing the commander of a larger force of Marines with information about his operational area. Their missions usually focus on specific information requirements which cannot be obtained by means other than putting a soldier on the ground to observe and report. Recon Marines are, by nature, capable of independent action in support of the larger unit's mission.

MOS Skills:

Climb; Survival; Electronics (Communications); Conceal; Devise; Forward Observer; Listen; Recon; Spot Hidden; Search; Hide; Sneak; Gun Combat (Gauss Rifle).

Rescue-Tech:

Combining their marine training with a broad technical and paramedic skillset, Rescue-techs are specially trained for search and rescue missions in the cold depths of space or on hostile worlds.

MOS Skills:

Computer (Systems); Climb; Electronics (Systems); Engineering; EVA; Jump; Mechanical (player choice); Medical (First Aid); Pharmacy.

Standard Marine Infantry Kit

All soldiers who enlist with the Interstellar Colonial Marine Corps are issued a standard equipment kit. The Marine can allocate this equipment in three ways: Combat, Non-Combat, and Other. Combat equipment is what the Marine will take into a fire fight. Any equipment to be left in a transport or on-site base before going into a possible combat zone is noted as Non-Combat Equipment. Any other items (including personal items) which may be left on board the space transport or at a divisional base are noted as Other Equipment. Keep in mind that most weaponry and some specialised equipment are only issued prior to or during a mission. If a large amount of equipment is destroyed or lost during a mission due to a character, an inquiry is held. If the character's reasons are deemed inadequate the cost of a new item or items is deducted from his pay.

The standard issue kit includes the following items:

CLOTHING

- 5x Sets of military issue underwear;

- 5x Shirts, unmarked, mono-colour;
- 2x pairs military combat boots black, reinforced heel and toe, non-conductive;
- 3x Complete sets military Combat Dress Utility fatigues (CDUs);
- 3x Sets basic insignia (name, unit, UEAF patches, all 'brass', etc.);
- 1x Parade uniform with dress cap, complete.

EQUIPMENT

- 1x Toiletry kit (lasts 60 days of field use);
- 1x Military identification card (includes embedded microchip containing medical, military, and personal history);
- 1x Set standard UEAF electronic dog-tags (all medical, military, and personal history recorded on an imbedded microchip);
- 1x Military identification chip implant (contains info identical to dog-tags and ID card);
- 1x Chronometer;
- 1x Pack mouldable ear plugs, flat black memory foam (reusable, 20 plugs per pack, reduces noises by 30 decibels when used);
- 1x pair of sunglasses non-glare, adjustable, with hard case and cleaning instructions and supplies, belt clip included as well on case;
- 2x Penlights (one white light, one red light for night ops);
- 1x Mess Kit;
- 1x Standard Medkit;
- 1x Individual Marine Pack;
- 1x IR Poncho;
- 1x Rebreather/Respirator;
- 1x Bedroll;
- 1x Entrenching/Multi-tool;
- 2x Pairs of heavy duty gloves
- 1x Personal Data Assistant (PDA);
- 1x Personal Communications System (PCS);
- 1x Set of M3 Combat Armour;
- 1x M29 Tactical Assault Rifle;
- 1x M31A on-board medical diagnostic suite;
- 1x Mark V Combat Knife;



AEROSPACE CREW ADDITIONAL KIT:

- Flight Fatigues and Anti-G-Suit.

Military Justice

UNIFORM CODE OF MILITARY JUSTICE

A code that applies to all members of the uniformed services. Its purpose is to ensure order and to provide a means of adjudicating infractions of the law. The obedience to military law is the responsibility of every Marine.

PUNITIVE ARTICLE

The following list contains the descriptive title and general provisions of selected punitive articles of the Uniform Code of Military Justice (UCMJ) .

1. Article 86 Absent Without Leave:

Any Marine who, without authority:

- fails to go to his appointed place of duty at the time prescribed;
- goes from that place or
- absents himself or remains absent from his unit, organization or place of duty at which he is required to be at the time prescribed;

shall be punished as his commanding officer or a court-martial may direct.

2. Article 89 Disrespect Toward a Superior Commissioned Officer

Any Marine, who behaves with disrespect toward his superior commissioned officer, shall be punished as his commanding officer or a court martial may direct.

3. Article 90 Assault on or Wilfully Disobey A Superior Commissioned Officer

Any Marine, who:

- strikes his superior commissioned officer
- draws or lifts up any weapon against his superior commissioned officer
- offers any violence against his superior
- commissioned officer. or
- wilfully disobeys a lawful command of his superior commissioned officer while that superior commissioned officer is in the execution of his office;

Shall be punished as his commanding officer or a court-martial may direct. If the offence is committed in time of war, a court-martial may direct that the Marine be punished by death.

4. Article 91 Insubordinate Conduct Toward a Warrant Officer, NCO, or Petty Officer

Any Marine, who:

- strikes or assaults
- wilfully disobeys; or
- in language or deportment toward a warrant officers non-commissioned officer, or petty officer while that officer is in the execution of his office;

shall be punished as his commanding officer or court-martial may direct.

5. Article 121 Larceny And Wrongful Appropriation

Any Marine who wrongfully takes, obtains, or withholds (by any means) any money, personal property. or article of value of any kind:

- with intent permanently to deprive or defraud another person of the use and benefit of property or to appropriate it to his own use or the use of any person other than the owner, steals that property is guilty of larceny; or
- with intent temporarily to deprive or defraud another person of the use and benefit of property or to appropriate it to his own use or the use of any person other than the owner is guilty of wrongful appropriation

Shall be punished as his commanding officer or a court-martial may direct.

6. Article 128 Assault

Any Marine, who:

- attempts or offers with unlawful force or violence to do bodily harm to another person, whether or not the attempt or offer is consummated, is guilty of simple assault;
- commits an assault with a dangerous weapon or other means or force likely to produce death or grievous bodily harm is guilty of assault consummated by battery; or
- commits assault and intentionally inflicts grievous bodily harm with or without a weapon, is guilty of aggravated assault;

Shall be punished as his commanding officer or court-martial may direct.

7. Article 134 General Article

Any Marine, who become involved in:

- all disorders and neglects to the prejudice of good order and discipline in the armed forces,
- all conduct of a nature to bring discredit upon the armed forces, or
- crimes and offences not capital,

shall be punished as their commanding officer or a court-martial may direct.

FORMS OF PUNISHMENT

The following are the forms of punishment which may be imposed for violations the of the UCMJ. All forms of punishment are subject to restrictions specified in the UCMJ. The UCMJ provides limitations of sentences based on the nature of the crime, the form of adjudication (nonjudicial punishment or court-martial), and the position/rank of the individual assigning the punishment or the type of court-martial which convicted the Marine.

1. Reprimand

The convening authority of a court-martial or a commanding officer may punish a Marine by censure. A reprimand is a severe form of censure that adversely reflects upon the conduct of the person addressed. A reprimand may be presented either orally or in writing; however, it is normally delivered in the written form.

2. Forfeiture Of Pay And Allowances

A forfeiture deprives the individual accused, of all or specific amount, of money to be accrued (earned in the future) as a result of service in the United Earth Armed Forces.

3. Fine

A fine makes the accused immediately liable to the United Earth Armed Forces for the entire amount of money specified in the sentence. A fine may only be adjudged by a court-martial, and it may be adjudged instead of or in addition to a forfeiture. However, a fine is normally used only as a sentence in cases when the accused has been unjustly enriched as a result of the offence convicted.

4. Loss Of Numbers, Lineal Position, Or Seniority

This form of punishment is reserved for commissioned officers only.

5. Reduction In Pay Grade

A reduction in pay grade causes the accused to be of the rank and pay grade to which reduced.

6. Restriction To Specific Limits

Restriction deprives the accused of normal liberty privileges. The sentence will specify the physical and geographic locations in which the individual is allowed, how long the restriction shall last, and when that individual must be present at specific locations. A Marine who is being punished by restriction is not exempt from performing normal duty requirements.

7. Hard Labour Without Confinement

The hard labour is performed in addition to regular duties.

8. Confinement

Confinement deprives the Marine sentenced of normal liberty privileges and is a form of physical restraint which provides for the assignment of quarters at a specific location usually a correctional facility. Additionally, unless specified in the sentencing, the performance of hard labour is also required.

9. Confinement On Diminished Rations

This form of physical restraint is confinement to specific quarters (normally the ship's brig) while enduring a specific reduction of rations (normally bread and water only). This form of confinement may only be assigned while the Marine sentenced is embarked aboard Naval vessel and may not exceed 3 days.

10. Punitive Separation

This form of punishment results in the convicted Marine being removed from the service and given either a dishonourable or bad-conduct discharge.

11. Death

COURTS-MARTIAL

The three types of courts-martial are summary, special, and general. The differences among the three types of courts-martial are based on their composition, level of authority, and severity of punishments authorized.

Summary Courts-Martial

A summary court-martial is composed of one officer with the rank of Captain or higher. The lowest level of authority to convene a summary court-martial is normally a battalion commander or the equivalent; however, under special circumstances, a commanding officer of a separate or detached command may be granted the authority by his superiors.

A summary court-martial may adjudge any punishment not forbidden by the UCMJ, except death dismissal, dishonourable discharge without confinement for more than 45 days, restriction for more than 2 months, or forfeiture of more than 1 months pay. In the case of sergeants and above, a summary court-martial may not award a reduction of rank of more than one rank, hard labour without confinement, or confinement.

A summary court-martial may not try a commissioned officer, warrant officer, cadets, midshipmen for any capital offences. However, no Marine can be compelled to accept a summary court-martial. Since a summary court-martial is less formal than the other two types of courts, a Marine may refuse to accept trial by summary court-martial and may request a special court-martial. However, he should be aware that conviction by a special or general court-martial constitutes a felony conviction.

Special Courts-Martial

A special court-martial can be composed of a military judge alone, not more than three impartial active duty armed service personnel, or a military judge and not more than three armed services personnel. The impartial personnel; can be commissioned officers, warrant officers, or enlisted personnel. If the accused is a commissioned officer, no member can be a warrant officer or enlisted person. If the accused is a warrant officer, no member can be an enlisted person. If the accused is an enlisted person, he may request that at least one third of the members of the court be enlisted.

The lowest level of authority to convene a special court-martial is normally a brigade or regimental commander or the equivalent. However, under special circumstances, a commanding officer of a separate or detached battalion may be granted the authority by his superiors.

A special court-martial may adjudge any punishment not forbidden by the UCMJ, except death, dismissal, dishonourable discharge, confinement for more than 6 months, hard labour without confinement for more than 3 months, or forfeiture of more than two-thirds pay for more than 6 months.

Normally, a special court-martial may not try any capital offence where there is a mandatory punishment beyond the maximum punitive power of a special court-martial.

General Courts-Martial

A general court-martial can be composed of a military judge alone or a military judge and not more than five impartial armed services personnel. The impartial personnel can be commissioned officers, warrant officers, or enlisted personnel. Of the accused is a commissioned officer, no member can be a warrant officer or enlisted person. If the accused is a warrant officer, no member can be an enlisted person. If the accused is an enlisted person, he may request that at least one third of the members of the court be enlisted.

The lowest level of authority to convene a general court-martial is normally a division, wing, or base commanding general, or the equivalent. However, under special circumstances, a commanding officer of a separate or detached unit may be granted the authority by his superiors.

A general court-martial may adjudge any punishment not forbidden by the UCMJ.

RIGHTS

The rights of the accused before judicial and nonjudicial proceedings are based on the laws of this country and specified in the UCMJ. Your rights before judicial proceedings include but are not limited to:

- being considered innocent until proven guilty,
- being considered innocent until proven guilty,
- remaining silent and to being informed that if you do make a statement it can be used against you in a court-martial,
- being represented by a lawyer,
- being protected from double jeopardy,
- calling witnesses on your behalf,
- having your sentence reviewed,
- having a speedy trial,
- being informed of all charges against you,
- having the assistance of an interpreter,
- protection against illegal searches and seizures,
- challenging members of the court,
- having enlisted representation on special and general courts-martial,
- being tried by a military judge, and
- being tried by court-martial vice nonjudicial punishment Your rights before nonjudicial proceedings include but are not limited to:
 - appearing before all boards and fact-finding bodies:
 - examining, objecting to, and challenging the introduction of all physical and documentary evidence;
 - examining, cross-examining, and challenging the testimony of all witnesses;
 - introducing evidence on your behalf;
 - testifying on your behalf; and
 - making a voluntary statement for the official records.

REQUEST MAST

You can use this procedure to discuss any matter with your commanding officer in your chain of command. The procedures are designed to allow for timely and appropriate responses to your request. If you are following the proper procedures for requesting mast, no one may prohibit you from speaking with your commanding officer at the proper time and place. This includes any commanding general who is located in the same geographic area as you.

The procedural points for request mast below the commanding general level are contained in the following:

- You may submit your request at the lowest echelon and have it forwarded via the chain of command to the commander with whom you wish to speak.
- You do not have to state the matter of concern, either orally or in writing, to anyone in the chain of command until you have reached the officer to whom you originally requested mast.
- You should not have to wait more than 24 hours between levels of the chain of command whenever possible.
- You may request mast without fear of prejudice to your interest.
- Upon completion of request mast, you must make a written statement regarding the degree of satisfaction you had with the outcome of your request.
- If your request mast to a higher commander is resolved by a lower commander, you must make a written, witnessed statement indicating the degree of satisfaction you have had and your willingness to withdraw the request to higher authority.
- Your request mast will be conducted at the earliest reasonable time and not later than 72 hours after submission whenever possible. If your request is of an emergency nature, it should be heard within 24 hours if at all possible.

The additional procedural points for request mast with your commanding general are contained in the following:

- You must prepare a complete written statement indicating the reasons for the request mast. It must include a list of witnesses with a summary of the expected testimony of each.
- You must, if applicable, attach any documents that support your request.
- Your statement must also include a list of persons in your chain of command that you have already seen and any action that they have taken.



JUDICIAL PUNISHMENT

The purpose of nonjudicial punishment is to provide an essential and prompt means of maintaining good order and discipline to your unit's commanding officer. It also promotes positive behaviour changes in Marines without the stigma of a court-martial conviction.

1. If you are the accused Marine, you have the option of either demanding trial by court-martial or accepting nonjudicial punishment.
2. Once your commanding officer has passed judgment and sentenced you, if you feel that the punishment awarded to you is unjust or disproportionate to the offence, you may appeal all or part of your sentence to the next higher authority. He may set aside, decrease, suspend, or let stand any portion or all of the original sentence. However, he cannot in any way increase the original sentence.

DISCHARGES

As a Marine, you may be given one of five different discharges. The type of discharge you are awarded is based on the method by which it is awarded and the character of your service.

Type Of Discharge	Character Of Service	Method Of Award
Honourable	Honourable	Administrative
General, under honourable conditions	Honourable	Administrative
General, under other than honourable conditions	Other than honourable	Administrative
Bad-conduct	Other than honourable	General or special court martial
Dishonourable	Dishonourable	General court-martial

To receive a dishonourable discharge, a Marine must be convicted by a general court-martial of an offence of a dishonourable nature. These are offences generally recognized by the civilian courts as being serious felonies. However, a Marine may also be awarded a dishonourable discharge if he has been convicted by court martial of three or more offences in the last year, regardless of whether any of the charges were severe enough to result in a dishonourable discharge by themselves.

For a Marine to receive a bad-conduct discharge, he must have been convicted by a general or special court-martial of an offence under the UCMJ which was serious enough to warrant this form of discharge. A Marine may also receive a bad-conduct discharge from a court-martial for a minor offence if he has previously been found guilty of repeated offences in a combination of judicial and nonjudicial proceedings. Additionally, a Marine may be awarded a bad conduct discharge if he has been convicted by court-martial of two or more offences in the past 3 years even if none of the previous or current charges are severe enough to warrant such a discharge.

A Marine may receive a general discharge under other than honourable conditions if his service has been characterized by conduct that was a significant departure from the conduct expected of a Marine. This usually involves illegal acts or commission of acts that are characterized by violence that result in serious bodily injury, breach of special trust, disregard for the normal superior-subordinate relationship, drug abuse or trafficking, or endangering the security of the Marine Corps. Under these conditions, the discharge is awarded in lieu of court-martial.

A Marine may receive a general discharge under honourable conditions if his service was characterized by significant negative aspects reflected in his performance or conduct. This type of discharge is normally awarded to Marines whose average proficiency or conduct marks fall below 3.0 or 4.0 respectively.

LAW OF WAR

Discipline in combat is essential. Disobedience to the law of war dishonours the United Earth Federation, the Interstellar Marine Corps, and the individual Marine, and far from weakening the enemy's will to fight, it strengthens it. The following principles require the Marine's adherence in the accomplishment of any mission. Violations have an adverse impact on public opinion both national and international and have on occasion served to prolong conflict by inciting an opponent to continue resistance and in most cases constitute violations of the UCMJ. Violations of these principles prejudice the good order and discipline essential to success in combat.

- Marines fight only enemy combatants.
- Marines do not harm enemies who surrender. They must disarm them and turn them over to their superior.
- Marines do not kill or torture prisoners.
- Marines collect and care for the wounded, whether friend or foe.
- Marines do not attack medical personnel, facilities, or equipment.
- Marines destroy no more than the mission requires.
- Marines treat all civilians humanely.
- Marines do not steal. Marines respect private property and possessions.
- Marines should do their best to prevent violations of the law of war. They must report all violations of the law of war to their superior.

The Federal Law Enforcement Authority

by Wikipedia, John Ossoway, Gary Cooper & Graham Raynes

"There's a reason you separate military and the police. One fights the enemies of the state, the other serves and protects the people. When the military becomes both, then the enemies of the state tend to become the people."

Unnamed Military Officer

The fight for order and justice against chaos and rebellion is a story as old as civilisation itself, and the exodus of humanity to the stars only broadened that battleground. In a civilisation as dispersed as that of the United Earth Federation (UEF), the enforcement of law requires a special breed of men and women to police environments as diverse as overpopulated urban sprawls and remote colonial settlements light years away from anywhere, and to maintain the security of the space-lanes and trade routes.

It is the men and women of the Federal Law Enforcement Authority who fight this unceasing war. The Federal Law Enforcement Authority (FLEA) is a criminal investigative intelligence agency, and is the primary investigative and policing arm of the UEF. It was set up to provide leadership and an administrative framework for the departments that are tasked with enforcing the law and defending the interests of Earth and her colonies, and ensuring impartial administration of justice for all Federal Citizens. At present, FLEA and its subsidiaries has investigative jurisdiction over violations of more than 200 categories of federal crimes, making FLEA the de-facto law enforcement agency of Earth and the Federal Colonies.



FLEA was formed in 2088, four years after legislation contained in the Geneva Statute effectively globalised law enforcement. FLEA and the Federal Court system override traditional national criminal jurisdictions. Any individual who commits a crime in UEF territory is liable for arrest and prosecution by these bodies. In the almost two centuries since inception, the capabilities and far-reaching influence of FLEA have become both feared and respected by the 23rd Century criminal. While uniform officers limit their activities to the Federal Colonies, FLEA Marshals and Special Agents often venture into the lawless Outer Rim to hunt down and apprehend fugitives from Federal justice.

FLEA often works in conjunction with other Federal agencies, including the Interstellar Trade Commission (ITC), Interstellar Colonial Authority (ICA) and the Interstellar Colonial Marines (ICM). FLEA has the authority to take charge of any federal investigation because of the broad power mandate it carries.

Organisation

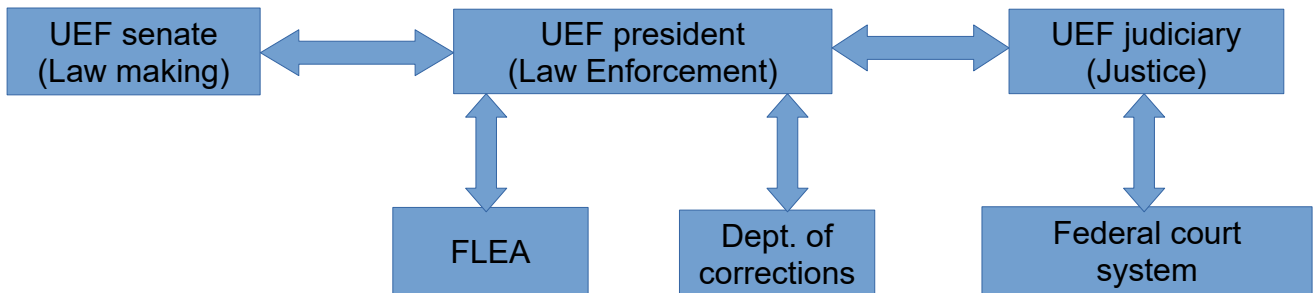
As with the majority of UEF government departments on Earth, the Federal Law Enforcement Authority is headquartered in Geneva. The head of FLEA is the Director, who is appointed by the President of the UEF. They must be confirmed by the UEF Senate and serve ten-year terms. The current FLEA Director is Atticus Cromwell, who was appointed in 2264 by then UEF President Chan.

In addition to the Geneva HQ, Administrative Field Offices are maintained in 43 major cities across the Federal Colonies. Each Field Office is overseen by a Senior Special Agent (SSA), except those located on Mars and Centauri Prime. Due to their large size, these offices each are managed by an Assistant Director (AD). The ADs are assisted by SSAs responsible for specific programs. The size and resources of field offices may vary, but their basic duties are the same, and include:

- Managing the deployment and movement of Special Agents;
- General logistical management of law enforcement assets throughout Federal Colonies Zones 1-3;
- Divisional management of law enforcement agencies, especially during joint operations;
- Field headquarters for Federal Marshals;
- Field liaison with other federal institutions e.g. the Interstellar Trade Commission, Interstellar Colonial Authority.

In addition to field offices, FLEA maintains 40 legal attaches at ICA facilities across the Federal Colonies, and over 400 resident liaison officers with regional colonial police forces.

The relationship of FLEA to other UEF government organisations can be seen in below:



OPERATIONAL ARMS

The major operational arms of FLEA are as follows:

1. Special Investigations Agency (SIA);
2. The Federal Police Force (FedPol);
3. The Colonial Security Force (ColSec);
4. The Federal Marshals Service;
5. MetaPol;
6. The Judicial Service;
7. Internal Affairs.

The largest of these by far are FedPol and ColSec.

1. The Special Investigations Agency (SIA)

The primary role of the Special Investigations Agency (SIA) is to uphold and enforce the criminal laws of the UEF, to combat interplanetary and interstellar criminal organisations, and to provide leadership and criminal justice services to federal and colonial policing and other federal institutions. Their jurisdiction is the Federal Colonies Zones 1-3, and SIA Special Agents have special powers to investigate crimes against federal property or personnel in the Outer Rim Territories.

Since the end of the Colonial Wars, FIA have been tasked with protecting the UEF against terrorist and foreign threats.

Investigative priorities have been assigned to the following areas:

1. Protect the UEF from terrorist attack (as of 2257);
2. Protect the UEF against foreign intelligence operations and espionage;
3. Combat public corruption at all levels;
4. Protect UEF civil rights;
5. Combat interplanetary/interstellar criminal organisations and enterprises;
6. Combat major white-collar crime;
7. Combat significant violent crime;
8. Support federal/colonial policing and other federal institutions such as the Interstellar Trade Commission;



2. The Federal Police Force (FedPol)

Policing of Earth and the Sol Colonies is primarily handled by the Federal Police Force. There are two broad categories of Federal Police:



1. Investigative agencies including: Vice, Serious Crimes, Drug Enforcement, Immigration and Customs Enforcement.
2. Uniformed security police agencies.

While the investigative agencies of FedPol have system wide jurisdiction for enforcement of federal law, the uniformed agencies are split into administrative districts with territorial jurisdictions. At a crime or disaster scene affecting more than one such administrative district, multiple police agencies may be involved in mutual aid agreements. Usually FLEA will dispatch an SIA team to take command in such complex situations.

3. The Colonial Security Force (ColSec)

The Colonial Security Force, under the mandates of FLEA have been charged with the day to day security of colonies of the UEF. Policing the colonies is a tangled nightmare of logistics, poor communications between systems, local politics and a constant arms race between criminals and the police. Despite these problems ColSec has been remarkably successful in bringing UEF law to the colonies.

ColSec operate throughout the Core Systems and Outer Colonies, and to a limited extent into the Outer Rim Territories. These agencies range in size from one-officer agencies to the 40,000 men and women of the Emerald Coast Police Department, Centauri Prime. ColSec departments are usually limited to predefined territorial jurisdictions for enforcement of federal law. The Colonial Act (2140) requires that any Federal colony with a population greater than 1 million must contact FLEA to set up a police department. In their organisation, procedure, training doctrines and day to day responsibilities, they are identical to FedPol in all but name.



4. The Federal Marshals Service

The Federal Marshals Service is responsible for apprehending wanted fugitives, providing protection for the federal judiciary, transporting federal prisoners, protecting endangered federal witnesses and managing assets seized from criminal enterprises.

The Federal Marshals Service is based in Arlington, Virginia. It is headed by a Director, who is assisted by a Deputy Director. FMS Headquarters provides command, control and cooperation for the disparate elements of the service.



5. The Metasensory Police

The Metasensory Police or MetaPol are tasked with preventing psychic terrorism, rape, entrapment, and blackmail or identity theft. MetaPol also sometimes get called into white collar crime investigations where psychics are suspected to have been involved. MetaPol officers are also sometimes seconded out as Psychic Bodyguards to important FLEA personnel and members of the government.

6. The Judicial Service

Once you have laws you must have a system of enforcement and punishment. These are the UEF paid lawyers, independent magistrates and judges of the judicial system.

Judicial Hearings:

Punishment of petty crimes can take the form of fines or restrictions in movement. (A curfew) These petty crimes warrant a Judicial Hearing, in front of three magistrates who judge the case. These courts are run for crimes that do not have a prison sentence attached.

Judicial Court:

A judicial court is run for crimes that carry a prison sentence. A Judicial hearing is in front of a jury of twelve and has an adversarial approach. UEF law follows the principles of innocent until proven guilty.



7. Internal Affairs

The internal affairs division of FLEA investigates incidents and plausible suspicions of lawbreaking and professional misconduct attributed to officers on the force. The department was set up in response to public perception that regional internal affairs investigations are biased in favour of police officers. Due to the sensitive nature of this responsibility

officers working internal affairs are not in a detective command, but report directly to the agency's chief, or to a board of Senior Special Investigation Agents.

Internal Affairs are derisively referred to as "the rat squad" by FedPol and ColSec officers.

UNIFORMED OFFICERS

Also referred to as The Patrol, in some ways the role of the uniformed police officer has not changed significantly since the 21st century. While technology and training methods are markedly different from contemporary models, the uniformed officer role is still one of keeping the peace, patrol, protecting crime scenes, traffic control, crime prevention and detaining criminals.

Within patrol there is no departmentalisation (i.e. traffic police etc) of role. Manpower and resources are an ongoing issue for FedPol/ColSec uniformed officers, and in response they have developed an overlapping approach in police duties. A police officer can expect to perform several roles during an average working day. There is, however, one area of uniform that is segregated from normal police duties. A police officer can apply to be a member of a Special Firearms Unit. (SFU), but those duties will run adjacent to patrol requirements and the officer will be on call for SFU duties.

UNIFORM DUTIES

The following are the three core duties of FedPol/ColSec uniform officers:

Order Maintenance

This is the broad mandate to keep the peace or otherwise prevent behaviours which might disturb others. This can deal with things ranging from a barking dog to a fist-fight. Police are usually called-on to "handle" these situations with discretion, rather than deal with them as strict violations of law, though of course their authority to deal with these situations are based in violations of law.

Law Enforcement

Those powers are typically used only in cases where the law has been violated and a suspect must be identified and apprehended. Most obvious instances include robbery, murder, or burglary. This is the popular notion of the main police function, but the frequency of such activity is dependent on geography and season.

Service

Services may include rendering first aid, providing tourist information, guiding the disoriented, or acting as educators (on topics such as preventing drug use). A recent independent study showed that 70% of all calls for police assistance did not involve crimes, but this may not be the case in all parts of the Federal Colonies. Because police agencies are traditionally available year-round, 24 hours a day, citizens call upon police departments not only in times of trouble, but also when just inconvenienced. As a result, police services may include roadside auto assistance, providing referrals to other agencies, finding lost pets or property, or checking locks on vacationers' homes.

UNIFORM STRUCTURE

The structure of FedPol/ColSec uniform officers is based loosely on a military system. Firstly there is the officers themselves. Standard protocols dictate that there must always be a two uniformed police officers on patrol together. (However, manpower and budget restraints can mean this is not always practicable) These patrol teams report to the duty sergeant, the senior police officer on the watch. The Duty sergeant stays in police headquarters monitoring police activity and managing uniform response.

Rank Structure:

Rank	Description
Probationer	Lowest of the low.
Patrol Officer (PO)	Standard police officer.
Patrol Sergeant: (PS)	Usually a senior police officer. Usually one sergeant for every ten Patrol Officers.
Duty sergeant	The Senior Sergeant who remains in the station and coordinates patrols, shift rota and books in suspects. 1 per shift. (With a few civilian administrators to assist.)

UNIFORM SPECIALIST UNITS

Special Firearms Unit (SFU)

This is the specialist weapons response team of FedPol/ColSec. Small in number but highly trained these officers perform duties as police snipers, aggressive arrests procedures and civilian threat suppression. In larger space ports some units have been trained in hostile ship boarding tactics by marine specialists. (A lucrative market for ex marines is training FedPol/ColSec officers in firearms and tactics as paid advisors) The SFU is nominally composed of volunteers from patrol who attend there normal duties and can be on call for emergency, or pulled from normal duty in advance if required.

They are more heavily armoured than normal patrol officers and use military issue firearms. The SFU also make use of custom built STV which are armoured and have a 12.7mm minigun as well as gas rockets. In domed or sealed colonies they often use a custom built and heavily armoured ground carrier.



Pilots

The pilots of FedPol/ColSec are a valued resource and many are ex-military. They perform the often dangerous job of pursuing criminal in space via fast moving cutters or flying police suborbitals into potentially hostile situations.

INVESTIGATIVE OFFICERS

Investigations is a catch all term used by FedPol/ColSec to describe those multi-skilled non-uniformed police detectives tasked with dealing with serious crimes like narcotics, murder and people smuggling. Investigations use a web of databases, contacts and intelligence to collate and investigate crime. The size of investigations depends greatly on the size of the colony. However it is usually a fourth of the total number of uniform.

Investigators often deal with several cases at any one time. An investigation team size is dictated by the potential complexity of the case a murder investigation may have up to five or six detectives working on it at the same time. Investigations have developed a fearsome reputation for dogged determination in the pursuit of a criminal. Investigations have a multitude of resources available to them like extensive laboratories, criminal profiling software, holographic crime scenes and the Criminal Records Database. (CRD). The CRD is a database that ties together standard citizen DNA id records with criminal records and profile. This database is frequently updated and information is passed from relay point to relay point. However with communication delays it is possible for some criminal to be "ahead" of their crime by several F drive jumps or data to have become corrupted during transmission.

Recruitment of Investigation personnel come directly from uniform. It is a given that all detectives must at least spend three years in patrol before applying to take the investigations entrance exams. If successful they are often shipped to a larger colony where more suitable training facilities can be provided. Training is demanding and rigorous. There are constant reviews and drop outs are common. Once the patrol officer has completed their training they are returned to their colony and they then have a year's probation and teamed with a "mentor" who will assist in their "real" training.

SPECIALIST UNITS

Scene Of Crime Officers (SOCO)

When evidence need to be collected these are the experts that often examine a crime scene and attempt to find sufficient evidence to assist in an arrest and prosecution They often wear hermitically sealed bio hazard suits to protect themselves and the crime scene. Within SOCO there are several sub departments, like Digital forensics, ballistics, id tracing and, of course, the coroner.

The scene of crime officer is the only officer that can "clear" a crime scene for investigators to enter. However the crime scene is often remote scanned beforehand to insure that no criminals are still present in on the scene. Standard procedure when finding a crime scene is for uniform to seal the site. SOCO and investigations are called. SOCO examine the site and investigations can enter once cleared.



Undercover

Possibly one of the most dangerous forms of police work. Undercover police NEVER operate in the colony of their birth as the risks are too high. It is a dangerous profession that encourage the loner and has a high burn out rate.

Rank Structure:

Rank	Description
Junior detective	While ostensibly able to tell a Duty sergeant what to do, most learn quickly not to.
Detective	Most Investigators will be detectives.
Lt Detective	Senior detective.
Captain	Head of the investigations department.

SPECIAL AGENTS

The Special Investigations Agency (SIA) of FLEA is split into two types of personnel: Special Agents and Support Staff. Special Agents are the field operatives and intelligence gatherers, the analysts and forensics experts, who spend most of their time working on cases from the FLEA Investigative Priorities list. Serious crimes like serial killers or gangland wars can result in Special Agents either being requested or exercising their mandate to step in and take over the case. The SIA has greater resources than local police forces, and can draw on a vast range of experts in a variety of fields to act as consultants.

Special Agent Career Paths

Though there are many specialties in the Special Investigations Agency, Special Agents are only split into three main career paths:

■ Field Agent

Field Agents spend a large part of their time in the field on investigative work as opposed to at an SIA office or headquarters. Field Agents usually work in pairs, though can also work alone or in a larger group. Field Agents are usually armed, but the weapon is always concealed in order to blend in and avoid being conspicuous. Some assignments require that Field Agents go undercover, travelling using fake identity documents that may be under the name of a front organisation or shell corporation.

■ Analyst

Analysts are specialists highly trained in a specific, sometimes limited area of knowledge. Examples of SIA Analysts include criminal psychologists and computer systems analysts.

■ Forensics

Special Agents who are trained in forensics are ultra-specialised individuals. Forensics runs the whole spectrum of expert in this field from scene of crimes personnel to forensic accountants and engineers.



SIA Specialist Units

■ Behavioural Analysis

The Behavioural Analysis Unit of SIA is tasked with providing assistance to law enforcement agencies through the process of criminal investigative analysis. This is a process of reviewing crimes from both a behavioural and investigative perspective. It involves reviewing and assessing the facts of a criminal act, interpreting offender behaviour, and interaction with the victim, as exhibited during the commission of the crime, or as displayed in the crime scene. Behavioural Analysis Unit staff conduct detailed analyses of crimes for the purpose of

providing one or more of the following services: crime analysis, investigative suggestions, profiles of unknown offenders, threat analysis, critical incident analysis, interview strategies, major case management, search warrant assistance, prosecutive and trial strategies, and expert testimony.

■ Critical Incident Response Unit

The Critical Incident Response Unit facilitates the SIAs rapid response to, and the management of, crisis incidents. With teams of varying size at each FLEA Administrative Field Office, the unit deploys investigative specialists to respond to terrorist activities, hostage takings, child abductions and other high-risk repetitive violent crimes. Other major incidents include prison riots, bombings, crashes (both in and out of planetary atmosphere), and natural disasters. Personnel from this unit are on call around the clock, seven days a week, to respond to crisis incidents.

■ Counter Terrorism

Working hand-in-hand with partners in local law enforcement, military intelligence, and diplomatic circles, the job of the Counter Terrorism Division is to neutralise terrorist cells and operatives in the Federal Colonies and to help dismantle terrorist networks.

Counter Terrorism Agents work in information gathering and analysis and in conjunction with tactical units whose role is to directly engage terrorists and prevent terrorist attacks.

■ Tactical Support

The Tactical Support Division ensures that the SIA has full-time, tactical teams stationed at each FLEA Administrative Field Office capable of being rapidly deployed to protect the citizens of the United Earth Federation.

The members of the tactical units are usually ex-armed forces, specially trained and equipped for close-quarters battle with emphasis on stealth and performing the mission with minimal casualties. Mission profiles include take-over force (assault teams), snipers, Explosive Ordnance Disposal experts and intelligence officers.

■ Forensic Science

The successful investigation and prosecution of crimes require, in most cases, the collection, preservation, and forensic analysis of evidence. Forensic analysis of evidence is often crucial to determinations of guilt or innocence.

SIA Agents from the Forensic Science Division are trained in forensic examination, and the safe and efficient methods of collecting, preserving, packaging, and shipping evidence from a crime scene.

FEDERAL MARSHALS

Federal Marshals protect the federal courts and ensure the effective operation of the judicial system. They are the enforcement arm of the UEF Judiciary and Federal Courts System, providing a clear line of demarcation between the Judiciary and day to day law enforcement personnel.

There are three main branches of the Federal Marshals Service:

- Domestic Affairs (Earth/Sol)
- Colonial Affairs (extra solar colonies)
- Special Operations (Outer Rim)

While all branches of the service involve long hours and a lot of interplanetary and interstellar travel, it is worse for the men and women of the Special Operations branch.

These individuals spend so much time in cryosleep that they have earned the nickname 'Sleepers'.

Federal Marshals also have the common law based power to enlist any willing civilians as deputies. In the Old West this was known as forming a posse, although under the Colonial Act (2140), they cannot use soldiers for law enforcement duties.

Rank Structure:

Rank	Description
Deputy Marshal	While ostensibly able to tell a Duty sergeant what to do, most learn quickly not to.
Marshal	Fully qualified Marshal.
Senior Marshal	Senior Marshal.
Administrator	Head of a regional Marshals department.

METASENSORY OPERATIVES

Those individuals with psychics abilities who make up the ranks of the Metasensory Police (MetaPol) are Telepaths and Precogs in the main, as these two Talents are the most valued by the law enforcement agencies.

MetaPol Operatives employ their special abilities to interrogate those who have committed crimes against the Federation, or to predict the outcome of certain events. MetaPol is headquartered at the Winterthur Institute, just outside Winterthur, Switzerland.

MetaPol operatives are typically assigned on a case by case basis, although some are given more permanent positions with regional law enforcement departments if their presence is seen to be warranted. In addition, MetaPol try to maintain a permanent presence at each of the FLEA Administrative Field Offices spread throughout the Federal Colonies.

When in the field, MetaPol officers usually operate alone, or are paired up with a local liaison officer.



Operative Mission Profiles

■ Information Retrieval

Telepaths are often required to pull information out of suspects minds. This action can only be performed with a court order, and with an independent witness present to confirm that only information pertinent to the case in question is recovered.

■ Prediction

Precogs are called in by police units to predict possible outcomes of investigative decisions, or to help locate criminals by foreseeing their movements. Their uncanny recall ability is also sometimes used to obtain information about crime scenes where normal recording is impossible.

Rank Structure:

Rank	Description
Deputy Operative	While ostensibly able to tell a Duty sergeant what to do, most learn quickly not to.
Operative	Fully qualified MetaPol Officer.
Senior Operative	Senior MetaPol Officer.
Administrator	Head of a regional MetaPol department.



Important Locations

Many specialised FLEA functions are located at facilities in Geneva (Earth) and Viking City (Mars) as well as at Armstrong (Luna) and Providence (Centauri Prime). In addition there are several orbital installations in the Sol system.

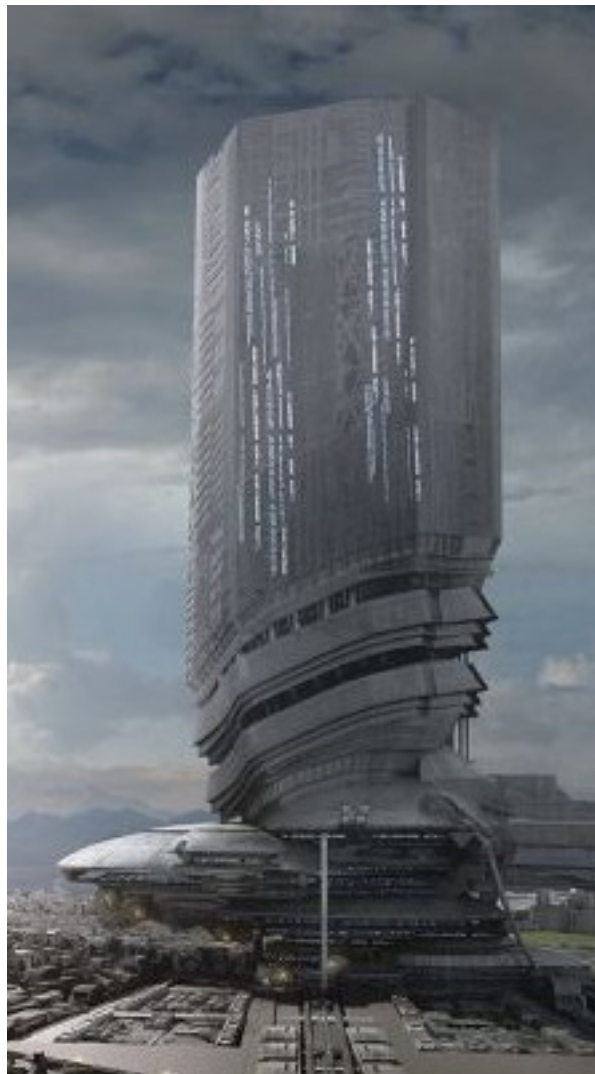
FEDERAL LAW ENFORCEMENT HEADQUARTERS, GENEVA

The executives, special agents, specialists, and professional staff who work at the FLEA headquarters building in Geneva have the responsibility of directing, organising and coordinating FLEA activities on Earth and throughout the Federal Colonies. This work includes:

- Setting priorities and policies;
- Maintaining the integrity, centralisation and coordination of law enforcement information at all levels;
- Serving as a hub for law enforcement intelligence and information;
- Providing operational and administrative support to field divisions and extra solar offices;
- Taking the lead within FLEA during times of crisis or emergency, directing major cases and operations.

There are over 15,000 dedicated staff based at Federal Law Enforcement Headquarters, and it is also headquarters for many specialist law enforcement divisions, including:

- Investigations;
- The Behavioural Analysis Unit;
- The Critical Incident Response Group;
- Counter Terrorism Division;
- Tactical Support Division;
- Psychic Crime Investigation.



FEDERAL LAW ENFORCEMENT LABORATORIES, MARS

The Federal Law Enforcement Laboratories relocated to Mars from Earth in 2142, during the restructuring of FLEA in the wake of the Colonial Act. Based in Viking City, it serves as the primary laboratory for most DNA, biological and physical forensic work conducted by FLEA. The services of the Federal Law Enforcement Laboratories are used by many local and interstellar federal agencies free of charge. A secondary laboratory is maintained at the Federal Law Enforcement Academy.

FEDERAL LAW ENFORCEMENT ACADEMY, GENEVA

The Federal Law Enforcement Academy, located in Geneva, is home to the central communications and computer laboratory that FLEA utilises. It is also where new recruits are sent for training to become Special Agents. Going through the 22 week course is required by every Special Agent. It was first opened for use in 2104, superseding the facility in

Quantico, Virginia. The Academy also serves as a teaching facility for FedPol and ColSec personnel who are regularly invited to the premiere law enforcement training centre.

The FLEA training units based at the Academy include:

- Field Agent and Police Training Centre;
- Firearms Training Centre;
- Forensic Science Research & Training Centre;
- Technology Services Centre;
- Investigative Training Centre;
- Physical Training Centre;
- New Agent Training Centre;
- Federal Marshal Training Centre;
- Analytical Studies College.

KRASOVSKY CORRECTIONAL FACILITY, LUNA FAR SIDE

Krasovsky is an impact crater approximately 50km in diameter on the far side of the Moon from the Earth. Relatively isolated from impact craters of note, Krasovsky is the location of a high-security prison specifically designed by FLEA to hold those criminals with psychic abilities. The prison is almost completely automated, with a small team of android wardens and a tactical team on standby should it be needed. Human personnel stationed at Krasovsky are required to wear Halos (artificial psychic shields) as standard, and prisoners are kept dosed with a cocktail of psychic ability suppressors. The most dangerous prisoners who refuse to cooperate with staff are usually confined to cryosleep.

METASENSORY LAW ENFORCEMENT HEADQUARTERS, WINTERTHUR

Located just outside the Swiss town of Winterthur and more commonly known as the Winterthur Institute, this is where would-be members of the Metasensory Police (MetaPol) train and study, and from where the MetaPol Command direct, organise and coordinate the activities of MetaPol operatives on Earth and throughout the Federal Colonies.

ZENITH SPACE STATION, L4 EARTH ORBIT

By UEF law, all commercial interplanetary and interstellar shipping arriving in the Earth-Lunar system must pass through Orbital Customs & Excise located at Unity Space Station. Here they must strip and be decontaminated (same goes for belongings). Transportation of any undeclared organic substance that is alien in origin is illegal. All such items must pass through ITC Quarantine to make sure it is safe and will not contaminate Earth's biosphere.

The same quarantine laws apply to FLEA personnel, but to expedite matters FLEA have their own transit facility located in L4 Earth orbit. Zenith space station is the orbital headquarters and prime transit facility for FLEA personnel entering/leaving Earth-Lunar territory. Zenith is also administrative centre for all FLEA shipping. From here position and status of all the myriad of interstellar law enforcement craft is logged and continually updated, from the large patrol corvettes and transports down to smaller patrol cutters. FLEA has its own FTL transmitter at Zenith, allowing them to broadcast information over interstellar distances without being hindered by commercial traffic.

Recruitment Procedure And Training

FLEA has adopted minimum-standard standardised training requirements for all officers with powers of arrest within the Federal Colonies. Many standards apply to inservice training as well as entry-level training, particularly in the use of firearms, with periodic re-certification required. Though recruitment procedures may vary slightly from region to region, these standards typically require that potential recruits:

- Be in good physical and psychological condition;

- Maintain a clean criminal record without either serious or repeated misdemeanour or any felony convictions;
- Not have a history of prior narcotic or repeated marijuana use or alcoholism;
- Not have a history of ethical, professional, vehicle, or financial improprieties;
- Not have a history of domestic violence or mental illness;
- Be legally eligible to own and carry a firearm.

Repeated interviews, written tests, medical examinations, physical fitness tests, comprehensive background investigations, fingerprinting, a polygraph examination and consultation with a psychologist are common practices used to review the suitability of candidates.

Recruiting in most departments is competitive, with more suitable and desirable candidates accepted over lesser ones, and failure to meet some minimum standards disqualifying a candidate entirely. Departments maintain records of past applicants under review, and refer to them in the case of either reapplication or requests from other agencies.

FEDPOL/COLSEC

In a civilisation as dispersed as that of the United Earth Federation (UEF), the enforcement of law requires a special breed of men and women to police remote colonial settlements light years away from anywhere, and maintain the security of the spacelanes and trade routes.

Alongside the highest aspirations and ideals of humanity that left Earth to begin the colonisation of space there travelled the criminal, the dangerous and the malevolent. To combat these rogue elements in the colonies the UEF have created the Colonial Security Force (ColSec). ColSec, under the mandates of the Federal Law Enforcement Authority (FLEA) have been charged with the day to day security of colonies of the UEF. Policing the colonies is a tangled nightmare of logistics, poor communications between systems, local politics and a constant arms race between criminals and the police. Despite these problems ColSec has been remarkably successful in bringing UEF law to the colonies.

ColSec has suffered in recent years from bad publicity as a result of accusations of brutality and some high profile corruption cases. Responding to public, media and political pressure the UEF Senate instigated the Colonial Policing Charter of 2265. The charter was greeted by ColSec, and many colonial governments, with mixed feelings; many felt it was typical of a UEF centralist approach hijacking real colonial issues for political ends. The Charter involved the re-organization of ColSec hierarchy and a tightening up of arrest and trial procedures. These changes have caused some tensions within ColSec and have attracted criticism from colonial media.



Training

Due to resource restrictions very few colonies can afford to run and staff a police training academy. Most recruitment is done either from the Core Systems, and police officers are shipped out to the smaller outer rim colonies.

FedPol/ColSec is seen as one of those jobs that allows someone to get out into space. However some critics have argued this is a policy of making sure that many police officers come from the core worlds rather than the colonies themselves. In response to this criticism the police charter has made it easier for a civilian from a particular colony to be shipped to a colony with a police academy.

All FedPol/ColSec officers are expected to maintain a certain level of fitness and keep their firearm skills sharp. Even the smallest FedPol/ColSec stations will have an extensive gym and firing range.

Just before the colonial wars there was a shortfall in recruitment, however after the colonial wars, there was a drive to recruit many de-mobbed marines into FedPol/ColSec. The initiative was largely successful and many ex marines can be found filling the ranks of FedPol/ColSec and this is still a popular career choice for marines who have just left the forces. The skills that marines can bring to FedPol/ColSec are highly valued.

Successful applicants to become uniform officers in FedPol or ColSec must undergo a 30 week training course at one of the training academies that are located at the larger colonies in the Core Systems. Training is free and Trainee Officers are paid their full starting salary during training.

Much of the training occurs in the classroom. Officers learn law, human relations, languages and report writing. Officers are also trained in tactics, firearms and vehicle handling. Physical fitness and self-defence training plays a big part in the Academy.

Occupation Templates

The following occupation templates are provided for Game Masters wishing to generate player characters who are uniformed officers in either FedPol or ColSec:

Uniformed Officer

- Requisites: STR/10+; INT/10+
- Occupation Skills:
 - Computer (Operation), Data Analysis, Dodge, First Aid, Gun Combat (Hand Gun, Shotgun), Law, Listen, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties.
- Background:
 - E\$15,000pa salary; 2x police contacts (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Special Firearms Unit (SFU) Officer

- Requisites: STR/12+; INT/12+
- Occupation Skills:
 - Dodge, First Aid, Gun Combat (Hand Gun, Rifle, players choice), Law, Listen, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit. Vehicle plus two other skills as personal specialties.
- Background:
 - E\$18,000pa salary; 2x police contacts (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Pilot

- Requisites: INT/12+; DEX/12+
- Occupation Skills:
 - Computer (Operation), Data Analysis, First Aid, Gun Combat (Hand Gun), Law, Listen, Pilot (Aerospace) Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties.
- Background:
 - E\$25,000pa salary; 1x police contact (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Investigations Officer

- Requisites: STR/10+; INT/12+
- Occupation Skills:
 - Administration, Computer (Operation), Data Analysis, Dodge, Gun Combat (Hand Gun), Hide, Law, Listen, Spot Hidden, Search, Streetwise, Vacc Suit, Vehicle plus two other skills as personal specialties.
- Background:
 - E\$20,000pa salary; 2x police contacts (Game Master's discretion); E\$1000x1d10 savings; personal items related to profession; rented accommodation.

Scene Of Crime Officer (SOCO)

- Requisites: STR/10+; INT/12+
- Occupation Skills:
 - Administration, Computer (Operation), Data Analysis, First Aid, Medicine, Gun Combat (Hand Gun), Law, Listen, Spot Hidden, Search, Streetwise, Vacc Suit, Vehicle plus two other skills as personal specialties.
- Background:
 - E\$20,000pa salary; 2x police contacts (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Undercover Officer

- Requisites: STR/10+; INT/10+; BRA/12+

- Occupation Skills:
- Bargain, Computer (Operation), Data Analysis, Dodge, Fast Talk, Gun Combat (Hand Gun), Hide, Law, Listen, Spot Hidden, Search, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties.
- Background:
E\$25,000pa salary; 4x police contacts (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Equipment

The FedPol/ColSec uniform is black in colour, with the only differentiation between the two is the badge. Officers tend not to wear the full police body armour unless there is a need for it. However most will wear a thin armoured vest under their white shirt. The shirt is collarless, and they wear no ties. The shirt has either the FedPol or ColSec badge on both arms. A black baseball type cap with the badge on it is also worn, and a black bomberjacket with either FedPol or ColSec in reflective white on the back. Hair is recommend to be cut short, however those that decline to do so must tie their hair back while on duty.

All officers are issued with a standard Personal Data Assistant (PDA) and it is their constant companion. The PDA is about the size of a small paperback book and weighs 250 grams.

Most of the unit is a high resolution view screen with touch activated graphic user interface and limited voice recognition capacity. A small stylus is included in the design of the case for use in making notations on the screen.

The PDA can securely access police networks via wireless or wired connection (it has a 1km wireless range under optimum conditions). It has a 100 gigabyte storage capacity and the main function is in the transmission and receiving of informational data, work schedules, and captured evidence video streams. It can also display maps and schematics in high-definition format and can be used to download and store vital information on local conditions. The PDA has a shock-proof case constructed of toughened plastics and is waterproof to a depth of 100m.

All uniformed officers now wear Azumi Smart Systems SmartSpecs™ as standard while on duty. These glasses are wirelessly connected to the standard police issue PDA, and have integral Augmented Reality overlays, allowing officers access to a wealth of online information wirelessly. This can include local maps, informational database records, scene of crime information logged by other officers and relevant evidence logs. In addition officers can call up data on citizens with Personal Data Transmitters. SmartSpecs™ also have a built in digital camera, allowing officers to capture visual information. It is common for officers to leave this camera running while attending a call in an environment with high wireless coverage. Captured footage can then be streamed directly to a secure police data repository. When away from good wireless coverage, the SmartSpecs™ can buffer up to an hour of high definition video if required.

Weapons:

All police are issued with a standard M11P 10mm automatic pistol and at least two spare magazines. They also carry a stun baton and a pair of auto-seal cuffs. A shotgun or riot gun is usually kept in a bio-locked box in the car cabin.

Special Firearms Unit officers are more heavily armoured than normal patrol officers and use military issue firearms. The SFU also make use of custom built suborbital transports which are armoured and have a 12.7mm minigun as well as gas rockets. In domed or sealed colonies they often use a custom built and heavily armoured ground carrier.

Investigations Officers often carry nonstandard weapons as backups to the department issued firearms.

Ground Transport:

The police ground car is a Chrysler V15. It has lightly armoured frame and plexi-glass screens. FedPol/ColSec vehicle colours are a traditional black and white colour. The car boot often contains cutting tools, medical supplies and spare items of equipment. Each car has an onboard computer and can access the trafcom system.

Riot Gear:

Riots do occur on colonies from time to time and FedPol/ColSec have a variety of ways of dealing with the problem. If a colony is a closed environment they may automatically seal of the area to contain the threat and send in the riot police, or simply pump in gas to stun the rioters.



A patrol officer may be expected to act as a riot control officer should the need arise. They are then issued with Riot Armour with breathing apparatus to protect against noxious substances, and are armed with stun batons and riot shields. They use the locked shield tactics as with support from armoured vehicles that can use riot foam or stun gas.

FedPol/ColSec officers on riot duty have access to heavier weapons should they be needed such as Taser pistols, shock rifles and baton-loaded shotguns.

SPECIAL INVESTIGATIONS AGENCY

Training

After potential special agent candidates are cleared and the standard FLEA non-disclosure agreement is signed, they attend the SIA training facility located at the Federal Law Enforcement Academy in Geneva. Candidates spend approximately 22 weeks at the academy, where they receive over 500 classroom hours and over 1000 simulated law enforcement hours to train. Upon graduation, new Special Agents are placed throughout the Federal Colonies, depending on their areas of expertise. Any Agent or Support staff member can be transferred to any location for any length of time if their skills are deemed necessary at one of the SIA field offices.

Occupation Templates

The following occupation templates are provided for Game Masters wishing to generate player characters who are SIA employees

Field Agent

- Requisites: STR/10+; DEX/10+; INT/12+
Must have minimum 30% in Administration, Law, Gun Combat (Pistol) when character generated.
- Occupation Skills:
 - Administration, Computer (Operation), Data Analysis, Dodge, Gun Combat (Hand Gun), Law, Listen, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus three other skills as personal specialties from: Electronics, Fast Talk, First Aid, Psychology, Sciences, Gun Combat (Player choice), Languages.
- Background:
E\$25,000pa salary; 2x police contacts (Game Master's discretion); E\$1000x1d10 savings; personal items related to profession; rented accommodation.

Analyst

- Requisites: STR/10+; DEX/10+; INT/14+
Must have minimum 30% in Administration, Data Analysis, Law, when character generated. Speciality must have a minimum of 50%.
- Occupation Skills:
 - Administration, Computer (Operation), Data Analysis, Gun Combat (Hand Gun), Law, Spot Hidden, Vacc Suit, Vehicle plus three other skills as personal specialties.
- Background:
E\$25,000pa salary; 2x police contacts (Game Master's discretion); E\$1000x1d10 savings; personal items related to profession; rented accommodation.

Forensic Investigator

- Requisites: STR/10+; DEX/10+; INT/14+
Must have minimum 30% in Administration, Data Analysis, Medicine, when character generated. Must have a minimum of 60% in their chosen Forensic field.
- Occupation Skills:
 - Administration, Computer (Operation), Data Analysis, Devise, Medical (First Aid, Medicine, Forensics), Gun Combat (Hand Gun), Law, Pharmacy, Science (Biology, Chemistry), Spot Hidden, plus three other skills as personal specialties.
- Background:

E\$30,000pa salary; 1x police contact (Game Master's discretion); E\$1000x1d10 savings; personal items related to profession; rented accommodation.

Equipment

In addition to any personal equipment, all Special Agents are issued with the following field kit as standard:

- Personal Body Armour;
- M11P Automatic Pistol;
- 5x magazines of ammunition;
- Weapon Licence;
- PDA;
- ID Card;
- The ubiquitous FLEA credit card (expenses must be accounted for!);
- 2x sets of wristlocks;
- Stun Baton;
- Basic med kit;
- Comms equipment short/med range;
- Translator;
- Torch;
- Low light vision gear/binoculars;
- Basic tool kit (screwdrivers etc might need to take a few things apart);
- Locator Device (allowing all team members to be tracked if needed);
- Cool sunglasses;



SIA Forensics Investigators in the field are issued with a standard Crime Scene Investigation Kit as follows:

- Bio-Sniffer a PDA sized device capable of detecting trace amounts of chemical and biological agents, narcotics etc;
- Barricade Tape;
- Onsite IDent Kit – a PDA sized device capable of comparing iris patterns or DNA samples against a pre-loaded database or uploading to match against local personnel/criminal databases if available;
- Laser Trajectory Kit;
- Evidence Handling Gloves;
- Evidence Bags;
- Evidence Boxes;
- Evidence Tape;
- Crime Scene Suit – a jumpsuit designed to prevent crime scene contamination – it has airtight collars and cuffs, hood, breath-mask and antistatic coating;
- Crime Scene Tools (scissors, scalpels etc);
- Gunshot Residue Test Kits;
- DNA and Blood Evidence collection;
- Multi-band forensic light (for detecting presence of blood stains, body fluids stains, narcotics);

FEDERAL MARSHALS

Training

Federal Marshals Service Basic Training is conducted at the Federal Law Enforcement Academy, Geneva. Currently, basic training for new Deputies consists of a 17 week course that includes:

- Legal Training
- Firearms Training
- Defensive Tactics
- Physical Conditioning
- Driver Training
- First Aid
- Courtroom Evidence & Procedure
- Prisoner Search & Restraint
- Court Security
- Computer Training
- Officer Survival
- Building Entry & Search
- Search and Seizure
- High Threat Trials
- Protective Service Training
- Surveillance

Understanding of subject matter is measured by a series of four exams spanning the entire training program. Students must successfully pass each exam with a minimum score of 70%. Additionally, students participate in practical exercises in which they must demonstrate an understanding of concepts learned.

Once training is complete, those who pass become Deputy Federal Marshals, and immediately receive their initial assignment. Most new Marshals undergo a six month probationary period during which they are partnered with a fully qualified Marshal.

Occupation Templates

The following occupation templates are provided for Game Masters wishing to generate player characters who are Federal Marshals:

Deputy Federal Marshal

- Requisites: STR/10+; INT/10+
- Occupation Skills:
Computer (Operation), Data Analysis, Dodge, EVA, First Aid, Gun Combat (Hand Gun, Shotgun), Law, Listen, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties.
- Background:
E\$15,000pa salary; E\$1000x1d4 savings; personal items related to profession.

Federal Marshal

- Requisites: STR/10+; INT/10+
- Occupation Skills:
Administration, Computer (Operation), Data Analysis, Dodge, EVA, Fast Talk, First Aid, Gun Combat (Hand Gun, Shotgun), Law, Listen, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties.

- Background:

E\$20,000pa salary; 2x contacts (Game Master's discretion); E\$1000x1d10 savings; personal items related to profession.

Equipment

The uniform of the Federal Marshals Service is dark green. Equipment and weapons are the same issue as for FedPol/ColSec uniform officers.

METAPOL

Training

MetaPol recruitment officers are trained to spot potential candidates for a career in Federal Law Enforcement as they tour the many branches of the Metasensory Academy, talking to the final year students and promoting the role of MetaPol. Psychics with unstable personalities or of a nervous disposition can suffer severe mental trauma from a career in MetaPol, and as such must be screened out as early in the application process as possible.

Successful applicants enter the MetaPol training programme at the Winterthur Institute, which lasts 40 weeks and culminates with the Deputy Field Operatives being assigned to partner a fully-qualified MetaPol Operative for a six month probationary period during which time they have regular progress assessments.

Once this period is up, the Deputy Field Operative attends one final assessment. If they pass, they earn the right to wear the MetaPol badge and are sent on their first solo assignment.

Occupation Templates

The following occupation templates are provided for Game Masters wishing to generate player characters who are MetaPol Operatives:

Deputy Field Operative

- Requisites: STR/10+; INT/10+ POW/13+

- Occupation Skills:

Computer (Operation), Data Analysis, Dodge, Fast Talk, First Aid, Gun Combat (Hand Gun), Law, Psychology, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties, Psychic Abilities (see Psionic Talents' section).

- Background:

E\$15,000pa salary; psychic registration card; 2x police contacts (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession.

Field Operative

- Requisites: STR/10+; INT/10+; POW/15+

- Occupation Skills:

- Administration, Computer (Operation), Data Analysis, Dodge, Fast Talk, First Aid, Gun Combat (Hand Gun), Interrogation, Law, Psychology, Search, Spot Hidden, Streetwise, Unarmed Combat, Vacc Suit, Vehicle plus two other skills as personal specialties, Psychic Abilities (see Psionic Talents' section).

- Background:

E\$20,000pa salary; psychic registration card; 2x police contacts (Game Master's discretion); E\$1000x1d4 savings; personal items related to profession.

Equipment

MetaPol Field Operatives do not have a standard uniform, but there is a dress code: while on field assignment all operatives are required to wear smart business attire of a dark colour. The MetaPol badge should be worn somewhere on their person unless circumstances decree otherwise. Black gloves are optional, though aid in intimidating suspects.

All Field Operatives are trained and issued with the standard FLEA sidearm: an M11-P 10mm automatic pistol. They also often carry a stun baton and at least one pair of auto-seal cuffs.

Space Assets

The majority of FLEA space assets are designed for in-system police work rather than interstellar travel. Though FLEA maintains a small fleet of interstellar vessels, these are transports or fast couriers rather than warships. See the rules expansion *The Final Frontier* for an explanation about ship statistics.

CUTTER

Fast, lightly armed vessels used chiefly for orbital interception, in-system patrol work and transportation of small teams of personnel, Cutters are the standard light enforcement vehicle (LEV) employed by FLEA. They require only one crew (the pilot) and can carry up to 8 passengers, albeit in cramped conditions.

General Characteristics

Primary Function:	Interception/patrol
Contractor:	Varies
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets
Length:	25 metres
Height:	6.2 metres
Beam:	14.1 metres
Max Velocity	
Orbital:	2.8g
Max Payload:	1 ton
Cargo Configurations:	Patrol: 8 uniform officers Search & Rescue: 3 Paramedics, room for 5 passengers.
Crew:	1 (pilot)
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	1x 25mm Chain Cannon. 2x AGM-204A Threat Suppression Attack Missile 4x AIM-90E Headlock Smart Missile

Game Stats

Velocity: Cruise	07
: Full Thrust	14
Manoeuvre:	2 (+2%)
Autopilot:	50%
Battle Computer:	1
Initiative Modifier:	1
Stealth:	1
ECM:	0
Fire Control:	1
Armor Value:	12

CORVETTE

The FLEA corvette is a medium-enforcement vehicle (MEV), twice as large as a cutter and equipped with armament capable of engaging hostile vessels at ranges of up to 250km.

Corvettes perform missions such as rendering aid to people and property in distress in deep space, protecting colonial assets and orbital facilities, and stopping and boarding vessels suspected of violating ITC quarantine laws. Corvettes are also used to enforce federal laws in star systems under UEF jurisdiction. A Corvette has a crew of 2 (pilot, co-pilot/weapons officer) and can carry up to 15 passengers, albeit in cramped conditions.

General Characteristics

NEW HORIZON, sourcebook 4.2

Primary Function:	In system patrol craft
Contractor:	Varies
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets
Length:	48 metres
Height:	12.2 metres
Beam:	21.4 metres
Max Velocity	
Orbital:	2g
Max Payload:	10 tons
Cargo Configurations:	Patrol: 15 uniform officers Search & Rescue: 3 Paramedics, room for 12 passengers.
Crew:	3 (pilot /co-pilot-navigator/engineer)
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km
Standard Weapon Systems:	2x VRF Gauss Cannons; 2x AGM-204A Threat Suppression Attack Missile 4x AIM-90E Headlock Smart Missile 4x ASAT-100 Predators

Game Stats

Velocity: Cruise	06
: Full Thrust	12
Manoeuvre:	2 (+2%)
Autopilot:	50%
Battle Computer:	1
Initiative Modifier:	1
Stealth:	1
ECM:	1
Fire Control:	1
Armor Value:	20

DEEP SYSTEM CRUISER

The FLEA deep system cruiser is a heavyenforcement vehicle (HEV), more than twice as large again as a corvette and packing almost military grade armament capable of engaging enemy vessels at ranges up to 1000km.

A midnight black wedge fully 110 metres long, the deep system cruiser is the heaviest vessel deployed by FLEA for law enforcement work. It is used for aggressive policing missions, and raids against criminal strongholds outside of the usual planetary environments, where the threat is deemed manageable without the need for support from colonial marine units.

General Characteristics

Primary Function:	Deep system operations craft
Contractor:	Varies
Power Plant:	Fusion
Propulsion	
Orbital:	Fusion rockets
Length:	110 metres
Height:	18.6 metres
Beam:	38.1 metres
Max Velocity	
Orbital:	2g
Max Payload:	100 tons
Cargo Configurations:	The deep system cruiser can carry up to 60 passengers.
Crew:	4 (pilot /co-pilot-navigator/engineer/weapons officer)
Sensors	
Space: Passive	5000km
Space: Active	3000km
Perimeter Alert:	50,000km
Comm Range:	5000km

Standard Weapon Systems:	2x VRF Gauss Cannons; 2x 30mm rail cannons; 8x ASAT-100 Predators 4x ASAT-120 Balmungs
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Game Stats

Velocity: Cruise	06
: Full Thrust	10
Manoeuvre:	1 (+1%)
Autopilot:	50%
Battle Computer:	2
Initiative Modifier:	1
Stealth:	0
ECM:	2
Fire Control:	1
Armor Value:	26

Criminal Law And Sentencing Guidelines

This appendix may be used by Game Masters and Players to determine a suitable sentence for arrested suspects, be it time spent incarcerated, a fine or some other punishment. Players are free to consult this appendix at any time during play in order to access this guide, or they may make a Knowledge (Law) check at in order to recall a suitable sentence for any crime.

INTRODUCTION

Criminal law (also known as penal law) is the body of statutory and common law that deals with crime and the legal punishment of criminal offences. There are four theories of criminal justice: punishment, deterrence, incapacitation, and rehabilitation. It is believed that imposing sanctions for the crime, society can achieve justice and a peaceable social order. This differs from civil law in that civil actions are disputes between two parties that are not of significant public concern.

Anyone in United Earth Federation (UEF) territory who commits a crime as defined in the Geneva Statute of 2084 (Criminal Law, as amended by the Colonial Act of 2140), is liable for arrest and prosecution by a branch of the Federal Law Enforcement Authority (FLEA). Once an individual has been found guilty, sentencing is usually quick and efficient. There are two major categories of crime as defined by the Geneva Statute:

Misdemeanour

A misdemeanour is a petty or lesser criminal violation of the law considered less serious than a felony. Examples include littering, minor traffic violations, late payment of fees, and building code violations. Misdemeanours do not usually carry a custodial sentence.

Felony

In the UEF, a felony is one of the highest types of offences. It is a crime punishable by one or more years of imprisonment, and regarded as more serious than a misdemeanour. UEF

Criminal Law is split into the following sub-categories:

1. CRIMES AGAINST THE PERSON

Assault

Defined by FLEA as an attempt to cause or purposely, knowingly, or recklessly causing bodily injury to another; or negligently causing bodily injury to another with a deadly weapon.

■ 1st Degree Assault

Wounding as a result of an intention to kill. Also called Attempted Murder.

Standard Sentence: 10 years.

Parole: 5 years.

■ 2nd Degree Assault

Wounding as a result of wilful intent to harm, rather than kill. (Broken bottle in a bar brawl). Also referred to as Aggravated Assault.

Standard Sentence: 3 years.

Parole: 18 months.

■ 3rd Degree Assault

Accidental wounding as a result of negligence, or an intent to harm someone else. However someone getting shot, but not killed, in crossfire is classed as 1st degree assault.

Standard Sentence: 2 years.

Parole: 12 months.

Extortion

Obtaining money or property from another through coercion or intimidation or threatening physical harm unless paid money or property.

Standard Sentence: 20 years.

Parole: 10 years.

Harassment

Harassment refers to a wide spectrum of offensive behaviour. When the term is used in a legal sense it refers to behaviours that are found threatening or disturbing, and beyond those that are sanctioned by society.

Categories of harassment often recognized in this law include: legal harassment, sexual harassment, psychological harassment and hate speech.

Standard Sentence: 3-5 years.

Parole: 18 months.

Kidnapping

Any illegal capture or detention of persons against their will, regardless of age, usually for ransom. During time of war, enemy soldiers may be captured in another state's territory and detained as prisoners of war under the law of the capturer's state. Suspected war criminals and those suspected of genocide or crimes against humanity may also be arrested.

Standard Sentence: 10-15 years.

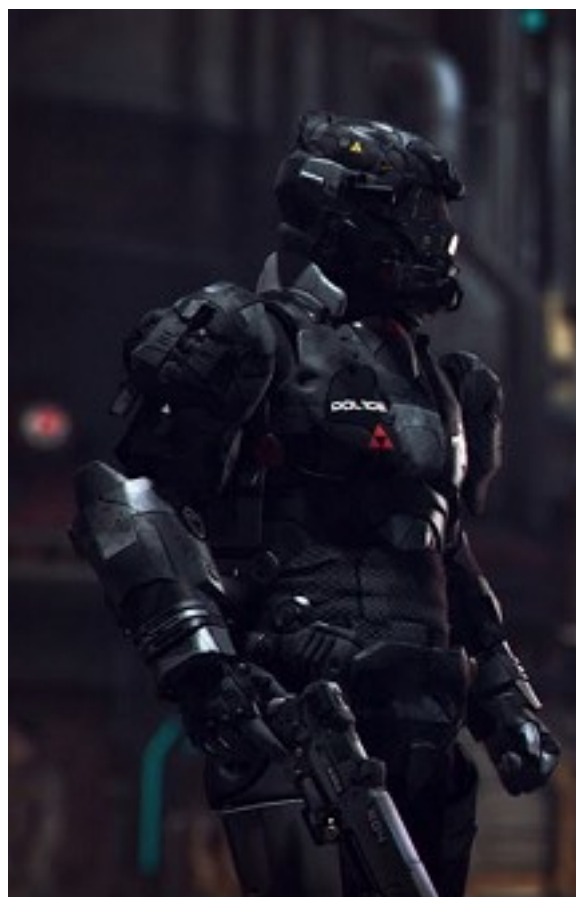
Parole: 6-8 years.

Identity Theft

Identify theft is wrongfully impersonating someone, typically for financial gain either by exploiting the reputation of the subject person or stealing from him/her.

■ 1st Degree Identity Theft

Theft of identity used to enable illegal immigration, terrorism or espionage. It may also be a means of blackmail if activities undertaken by the thief in the name of the victim would have serious consequences for the victim.



Standard Sentence: 6-20 years plus E\$10,000 fine.

Parole: 3-10 years.

■ 2nd Degree Identity Theft

Most common form of this law, relating to credit and debit card fraud although other kinds of financial fraud are common.

Standard Sentence: 2-8 years plus E\$10,000 fine.

Parole: 12 months to 4 years.

■ Corporate Manslaughter

Corporate manslaughter is an act of homicide committed by a company. This includes the disregard for the health and safety of employees which results in deaths, and gross negligence in duty of care. Obviously a company cannot be imprisoned, but the penalty if found guilty is an unlimited fine. In addition, FLEA may arrest and attempt to prosecute senior managers directly connected with the deaths with 4 th Degree Murder (see later).

Murder

■ 1st Degree Murder

Defined as the planning in cold blood the murder of someone, and being involved in the planning. The sentence for 1 st degree murder is Life. A judge may decide that Life means Life if the case is particularly horrific murder.

Standard Sentence: 25 years minimum to life.

Parole: 20 years minimum.

■ 2nd Degree Murder

Acts of murder as a result of anger, accidental shooting in a robbery etc.

Standard Sentence: 20-25 years.

Parole: 15 years minimum.

■ 3rd Degree Murder

Incidentally involved in acts that allowed a murder to take place. (Not just the planning, or willingly provided data or access to a site knowing someone was about to commit a crime.

Standard Sentence: 15-20 years.

Parole: 10 years minimum.

■ 4th Degree Murder

Out in space life is hard and no one wants to die as a result of someone else's stupidity or vandalism. So 4th degree murder is essentially death by someone doing something stupid. i.e. a drunk miner out in space "fooling " around with laser cutters who ended up killing a fellow miner. This section also includes individuals prosecuted as part of a corporate manslaughter case.

Standard Sentence: 5-8 years.

Parole: 3 years.

Rape

■ 1st Degree Rape

Any action of forced sex, including the use of drugs is considered rape. There is also no distinction between male or female rape. Sex with a minor (an individual who is under 16 years of age Earth Standard Time) is also 1st degree rape. FLEA officers usually charge for 2nd degree assault as well, unless they can prove the rapist intended to kill the victim afterwards then it becomes 1st degree. See stacking later.

Standard Sentence: 12 to 18 years. Repeat offenders may face mandatory Behavioural Alteration under Clause 404 of the Geneva Statute.

Parole: 8-10 years pending psychological examination.

■ 2nd Degree Rape

Inappropriate touching and acts of non penetrative sex.

Standard Sentence: 10-15 years.

Parole: 5-8 years.

■ 3rd Degree Rape

Taking unlawful picture of minors Using someone else's image without consent in pornographic pictures or holographic acts.

Standard Sentence: 10 years.

Parole: 5 years.

Robbery

Robbery is the crime of seizing property through violence or intimidation. A perpetrator of a robbery is a robber. Violence is an ingredient of most robberies, and its use sometimes results in the murder of the victim(s). The element of force differentiates robbery from burglary, embezzlement, larceny, and other types of theft. Piracy is classified as a form of robbery.

■ 1st Degree Robbery

Armed robbery with violence. Usually includes large scale crimes such as bank jobs, hijacking of ships etc and cons of over a E\$50k in value. Piracy is classified as 1 st Degree Robbery.

Standard Sentence: 20 years, though maximum sentence is life.

Parole: 15 years.

■ 2nd Degree Robbery

Armed robbery involving the threat of violence. This usually includes car-jacking.

Standard Sentence: The maximum penalty for 2 nd Degree Robbery is 14 years.

■ 3rd Degree Robbery

This covers crimes such as looting and street mugging.

Standard Sentence: Judges discretion, though a third offence of 3 rd Degree Robbery carries a minimum 18 month custodial sentence.

2. CRIMES AGAINST PROPERTY

Arson

Arson is the crime of setting a fire for an unlawful or improper purpose. Arsonists' motives vary from vandalism to mental illness.

■ 1 st Degree Arson

Defined as the setting of fires with the intent to cause loss of life.

Standard Sentence: Life.

Parole: 20 years minimum.

■ 2 nd Degree Arson

Defined as the setting of fires with the intent to cause damage to property.

Standard Sentence: 10 years.

Parole: 8 years minimum.

Blackmail

The act of threatening to reveal information about a person unless the victim fulfils certain demands. This information is usually of an embarrassing or socially



damaging nature. In a broader sense, blackmail is an offer to refrain from any action which would be legal or normally allowed, and is thus distinguished from extortion.

Standard Sentence: Judges discretion, though the maximum sentence is life.

Burglary

Also called breaking and entering, burglary is a crime related to theft. It typically involves someone breaking into a house with intent to commit a crime.

Standard Sentence: Minimum recommended sentence is 5 years, with a maximum of 10 years for a non-dwelling and 14 years for a dwelling. If the criminal carries a weapon while committing the crime, it becomes Aggravated Burglary, for which the minimum sentence is 10 years and maximum is Life.

Fraud

Fraud permeates many areas of life, including art, archaeology and science. In the broad legal sense a fraud is any crime or civil wrong for gain that utilises some deception practiced on the victim as its principal method.

Standard Sentence: 5-10 years.

Handling

Handling takes place after a theft is completed and is usually committed by a professional Fence or other person who helps the thief to realise the value of the stolen goods.

■ 1st Degree

Chopping and chiselling. Selling. Using stolen data to provide assistance to criminals. Creating illegal goods.

Standard Sentence: 15 to 18 years.

■ 2nd Degree

Passing on or altering stolen goods for resale into conventional market.

Standard Sentence: 10 years.

■ 3rd Degree

Knowingly receiving stolen goods/illegal items. Standard Sentence: 5 to 8 months.

Net Crime

This is a term used broadly to describe criminal activity in which computers or networks are a tool, a target, or a place of criminal activity. This term is also used to include traditional crimes in which computers or networks are used to enable the illicit activity. The Net Crime Bill has three main subsections:

- Subsection 1 of the Net Crime Bill covers those crimes in which the computer or network is a tool of the criminal activity, including data piracy.
- Subsection 2 of the Net Crime Bill covers those crimes in which the computer or network is a target of criminal activity includes unauthorised access (i.e. hacking), malicious code, and denial-of-service attacks.
- Finally Subsection 3 of the Net Crime Bill covers traditional crimes facilitated through the use of computers or networks such as identity theft, illegal pornography, fraud, embezzlement etc.

Standard Sentence: Judges discretion, though a minimum 2 year sentence for any of the above crimes is recommended. A conviction for Net Crime is usually combined with a standard conviction for crimes such as blackmail, fraud, identity theft etc.

Slavery

Slavery is the trading of captives or prisoners, who are considered as property, for the purpose of providing labour and services for the owner or state without the right of the slave to refuse, leave or gain compensation beyond room, board and clothing.

Although slavery is illegal and has been for centuries, this does not mean that it ceased to exist. There are many people throughout the Federal Colonies and beyond who live in conditions of virtual slavery, as well as in various forms of

servitude which are in many respects similar to slavery. Slavery has become big business for some criminal organisations.

Standard Sentence: 10 years.

Theft

Also known as stealing, theft is the illegal taking of someone else's property without that person's freely-given consent. As a term, it is used as shorthand for all major crimes against property, encompassing offences such, embezzlement, trespassing, pick-pocketing and shoplifting.

Standard Sentence: Judges discretion, though a third offence of 3rd Degree Robbery carries a minimum 18 month custodial sentence.

Vandalism

Vandalism is the conspicuous defacement or destruction of a structure, a symbol or anything else that goes against the will of the owner/governing body.

Standard Sentence: Usually up to 3 years.

3. CONTRABAND CRIME

Possession Of Illegal Substances

This is the crime of having one or more illegal substances in one's possession, either for personal use, distribution, sale or otherwise. Illegal substances fall into different categories and sentences vary depending on the amount, type of substance, circumstances, jurisdiction and political influence of the possessor (and their family). This crime also covers smuggling. Standard Sentence: Judges discretion, though interplanetary smuggling of contraband goods, especially to/from separatist colonies has a minimum sentence of 5 years.

4. CRIMES AGAINST THE STATE

Tax Evasion

This crime usually involves citizens of the UEF deliberately misrepresenting or concealing the true state of their affairs to the tax authorities to reduce their tax liability, and includes, in particular, dishonest tax reporting (such as declaring less income, profits or gains than actually earned; or overstating deductions).

This crime also covers avoidance of paying duties on interstellar-traded goods.

Standard Sentence: Fine up to E\$100,000 and up to 5 years in prison.

Espionage

Espionage is the practice of obtaining information that is considered secret or confidential (spying) without the permission of the holder of the information. Espionage is usually thought of as part of an institutional effort (i.e., governmental or corporate espionage). The term espionage is most readily associated with state spying on potential or actual enemies, primarily for military purposes, but this has been extended to spying involving corporations, known specifically as industrial espionage.

Standard Sentence: 10-20 years.

Illegal immigration

This crime refers to the immigration of people across established ICA colonial administrative borders in a way that violates the immigration laws in place for the destined colony world.



Standard Sentence: Illegal immigrants are held at ICA or corporate detention centres until their cases can be reviewed. Many are deported back to point of origin as soon as there is an available cryosleep berth on a transport ship.

Illegal Importation/Exportation

In addition to enforcing the export of trade goods to the disputed Herculis Cluster and Outer Rim, the Interstellar Trade Commission (ITC) enforces quarantine laws strictly, especially since the Ngano Plague of 2250. In the wake of the plague, new laws were brought into effect, making it illegal for any interstellar vessel to enter the Core Systems without first passing through ITC quarantine.

Standard Sentence: 5-10 years.

Smuggling

Smuggling, or trafficking, is illegal transport, in particular across a border. Taxes are avoided; or the goods themselves are illegal for unlicensed possession; or people are transported to a place where they are not allowed to be. Smugglers are generally prosecuted under Illegal Importation/ Exportation laws and Tax Evasion laws.

Treason

A person who betrays the nation of their citizenship and/or reneges on an oath of loyalty and in some way wilfully cooperates with an enemy, is considered to have committed treason and to be a traitor.

Standard Sentence: 20 years to Life.

5. CRIMES AGAINST JUSTICE

Bribery

Bribery is a crime implying a sum or gift given alters the behaviour of the person in ways not consistent with the duties of that person.

Standard Sentence: Judges discretion.

Obstruction

Interfering in a FLEA investigation, altering or destroying evidence, lying during questioning – these are all considered as obstruction of justice.

Standard Sentence: 3-5 years.

Perjury

This is the act of lying or making verifiably false statements on a material matter under affirmation in a court of law or in any of various sworn statements in writing.

Standard Sentence: 3-5 years.

6. SCIENTIFIC/TECHNOLOGY CRIME

Illegal Experimentation

This usually involves illegal experimentation on human subjects against their will.

Standard Sentence: Minimum 10 years.

Unauthorised Possession Of Alien Items

In accordance with the Colonial Act of 2140, upon discovering evidence of intelligent extraterrestrial life, the find must immediately be reported to the UEF, either directly or via an ICA representative. Any physical and intellectual evidence

defaults to become property of the United Earth Federation as soon as it is reported. Failure to report such a find is illegal. Possession of alien items without the permission of the UEF government is also illegal.

Standard Sentence: 10 years.

Illegal Cloning

Cloning is the process of creating an identical copy of an original organism or thing. A cloning in the biological sense, therefore, is a molecule, single cell (like bacteria, lymphocytes etc.) or multi-cellular organism that has been directly copied from and is therefore genetically identical to another living organism.

Many types of cloning are perfectly legal in the 23rd Century. These include:

- Molecular Cloning which is the isolating and replication of DNA sequences in the treatment of genetic illnesses;
- Agricultural Cloning to isolate desirable plant strains for use on marginal worlds;
- Flash Cloning, the cloning of organs for transplantation surgery;
- Reproductive Cloning, the technology used to generate an animal that has the same nuclear DNA as another currently or previously existing animal. Very useful for cloning animals on distant colony worlds.

Those types that are illegal are detailed below:

- **1st Degree Illegal Cloning**

- This law covers Human cloning. Human cloning is the creation of a genetically identical copy of an existing, or previously existing human, by growing cloned tissue from that individual. The term is generally used to refer to artificial human cloning; human clones in the form of identical twins are commonplace, with their cloning occurring during the natural process of reproduction. Human cloning was made illegal by the Eckerley ruling of 2086.

Standard Sentence: 10 years.

- **2nd Degree Illegal Cloning**

Flash Cloning is still an expensive business and requires a Federal Health Service license. As a result criminal elements offer an alternative: cheaply cloned organs that on many occasions have imperfections that can cause organ failure or other complications.

Standard Sentence: 3-5 years.

Removing Behavioural Inhibitors From Androids

Removing the behavioural inhibitor circuitry and software from androids is a very difficult and therefore very expensive business, but there are those who can and will do it, if you can afford it. Conviction of this crime carries a heavy penalty.

Standard Sentence: 15 years.

Illegal Possession Of Military Grade AI

Possession of Beta Level AI of the kind used in military model androids is highly illegal unless sanctioned by the UEF government.

Standard Sentence: 10 years.

Illegal Possession Of Alpha Level AI

Possession of an unlicensed Alpha Level AI is highly illegal unless sanctioned by the UEF government.

Standard Sentence: 10 years.

Illegal Possession Of Weapons Of Mass Destruction

Unlicensed possession of Nuclear, Biological or Chemical weapons of mass destruction carries a harsh sentence in the UEF.

Standard Sentence: 25 years to Life.

7. PSYCHIC CRIME

Psychic Assault

Knowing or premeditated use of a psychic ability to cause injury or death.

Standard Sentence: 20 years to Life.

Unregistered Psychic Abilities

The Metasensory Registration Bill of 2115 requires all citizens who show signs of latent psychic ability to be registered, by law, with the Metasensory Administration Agency (MAA). Those who are not can be arrested under this law.

Standard Sentence: Depends on age. Most will be packed off to a Metasensory Academy.

Unauthorised Psychic Ability Use

Used by FLEA as a catch-all law.

Standard Sentence: 3-5 years.



8. INCHOATE OFFENSES

An inchoate offence is a crime. Generally it refers to the act of preparing for or seeking to commit another crime.

Accessory

An accessory is a person who assists in the commission of a crime, but does not actually participate in the commission of the crime as a joint principal.

Standard Sentence: Depends on crime the individual is an accessory to.

Attempt

The defendant has failed to commit the guilty act of the full offence, but has been either caught in the act, or enough evidence has been discovered to prove the crime was intended.

Standard Sentence: Judges discretion. Minimum is usually half the sentence for the attempted crime.

Conspiracy

An agreement between two or more persons to break the law at some time in the future, and, in some cases, with at least one overt act in furtherance of that agreement.

Standard Sentence: Each person is punishable in the same manner and to the same extent as is provided for the punishment of the crime itself.

Incitement

The act of persuading, encouraging, instigating, pressuring, or threatening so as to cause another to commit a crime.

Standard Sentence: Judges discretion. Minimum usually 2 years.

THE STACKING PRINCIPLE

A common action of the police and the judicial service is to “stack crimes” So say a suspect is being convicted of rape. He will be charged with rape, and 1st degree assault and breaking and entry if he forced his way into a house. So if one charge doesn’t stick, the other might.

Also if found guilty of both, a quarter of the total sentence length may be added to the primary offence.

REPEAT OFFENDERS

If an individual is convicted of the same crime multiple times, it is common for the judicial service to hand out harsher sentences next time around.

BAIL

No murder or rape charge may be bailed. For other crimes no 1 st degree crime may be bailed.

APPEAL

The judge has discretion if a crime may be paroled or not.

PUNISHMENT

Prison

The prison institution remains fundamentally as the means by which a society can deter, punish, and rehabilitate criminals. While there are still many government funded and run prisons, many more are now contracted out to megacorporations, who seek not only to run the prison to deter, punish, and rehabilitate criminals, but to also gain financial wealth from the inmates. Control of a prison also means control of a captive workforce. Prisoners earn benefits in return for working for the corporation.

Penal Involuntary Servitude

A form of involuntary servitude has existed since the Colonial Act of 2140 amended the Geneva Statute of 2084, allowing the Federal government the authority to sell the contracts of individual prisoners to private corporations. The prisoner then becomes the property of the corporation, who has the right to set the prisoner to work, usually at those tasks deemed unpopular and dangerous by the corporation.

Penal Involuntary Servitude makes financial and economic sense for both the UEF government and those megacorporations involved in colony management: the UEF cannot afford to maintain and supply large numbers of prisons on every major colony world, and the megacorporations gain access to a large supply of cheap labour.

Penal Involuntary Servitude does sometimes have advantages. Criminals who manage to work off their sentence through this system usually receive help starting a new life in the colonies by their former Game Masters.

The prison slang for Penal Involuntary Servitude is 'doing a piss', which comes from the initials PIS.

Prisoners with a minimum 5 year prison term can be sold into Penal Involuntary Servitude.

Behavioural Alteration

With what the government describe as 'corrective surgery', some of the worse persistent violent offenders can be 'pacified' and returned to society. Behavioural alteration involves the implantation of a device in a subjects' pre-frontal lobe through complex micro-surgery. This device, often referred to as an 'artificial conscience' controls the levels of enzymes and neurotransmitters in the brain, preventing violent acts from being committed.

Civil liberties groups are actively campaigning against Clause 404 (the law that allows FLEA to sentence offenders to undergo Behavioural Alteration), as those receiving the treatment, though pacified, are left in a persistent state of tranquilized numbness.

Space Law Introduction

Prior to the creation of the United Earth Federation Space Administration in 2085, laws regarding the use of outer space by nations and individuals were dominated by the Outer Space Treaty of 1967 and the associated Lunar Treaty, both of which espoused the concept that space belongs to all humanity and not to one individual or country.

While some of the principles of these treaties had much merit, they effectively limited expansion and innovation in the realm of outer space. Two areas in particular were global security and property rights and commercialisation. Neither of these treaties frowned upon mineral exploitation in outer space, but rather forbade staking claims on extraterrestrial property while allowing the exploitation under the oversight of a global body. Furthermore, the Lunar Treaty required that the means to acquire extraterrestrial mineral wealth be given to countries that could not develop it on their own. It was no wonder that private enterprise was loath to invest in technologies to exploit space with these conditions hanging over their heads.

The evolution of the socio-political and economic environment in the late 21st century soon led to these treaties being radically altered, resulting in the United Earth Federation Space Treaty of 2101, which itself would be overhauled in 2140 by the passing of the Colonial Act. The laws governing conduct in space were based on long established Maritime Law principles from Earth's pre-space faring past. This was taken as a model as conditions in space (distances, use of vessels, hazards and so on) closely resemble conditions encountered at sea. Despite advances in drive and communications technology, the distances involved are still too great for direct centralised control.

DEFINITIONS

Civil Space Law

Civil Space Law matters include the following: contractual arrangements, tariffs and trade matters (including general legal item smuggling for tax evasion), trading violations, liability, compensation, salvage rights.

Criminal Space Law

General criminal acts on or involving spacecraft (e.g. murder, rape, assault, theft, piracy, drug smuggling, gun running, etc) are policed by the ICA, are subject to the usual judicial sanctions, and attract the same penalties as they would on Earth.

For the purposes of Jurisdiction, space is divided into three distinct volumes:

System Space

Within an established Zone 1-3 (Federated Colonies definition) colonised star system – this runs to the edge of the system defined by the heliopause. In system, most colonies run and police their own affairs, along ICA guidelines. Civil space legal matters are generally dealt with by local authorities on the spot, which may or may not be the ICA directly, depending on the size and type of colony. Criminal matters, where reported, invariably attract the attention of the ICA.

Near Space

Within Zones 1-3 but outside a colonised system (or within an uncolonised system). Perhaps the least complicated set up – the ICA has direct control over all these areas. Civil space matters are less likely to be complicated by local officials, though referral to the responsible ICA Bureau takes longer. A lot longer.



Far Space

Outside Federated Colonies Zone 3. Limited ICA civil law exists here, though corporations or other concerned parties may come to local commercial arrangements with each other when engaged in ventures out this far. ICA law runs only as far as to cover criminal events on or concerning Federation spacecraft, in as much as Federation spacecraft must abide by the principles of Space Law. Apart from a few exceptions, there is generally no active policing of Far Space.

POINTS OF LAW SPECIFIC TO SPACE FARING

Federated space is a controlled and policed area, and certain standards are expected of the Captains and crews of spacecraft within it.

Enforcement of the rules is via the ICA's Spaceflight Affairs Board (SAB), unless criminal sanction is warranted, in which case SAB refers the case to the usual judicial powers.

Licensing

Control of space vessels is a dangerous affair: Each vessel pilot or captain must hold a valid ITC licence. It is an offence to pilot a vessel without a valid licence. Exceptional circumstances are a defence for this.

Aid And Care

■ Emergency Aid

Due to the distances and risks involved in space travel, the Captain and crew of a vessel are expected to react to any emergency distress calls they receive and to offer all possible aid and assistance to the stricken vessel. This duty is nominally suspended in declared war zones due to the high risks entailed, though only the most heartless would consider leaving people to die without attempting to offer some aid.

■ Aid to the ICA

A Captain and crew are expected to provide all possible aid to the ICA or their nominated representatives (for example local policing authorities or UEF military forces) to allow them to carry out their duties. This may include compliance with ICA orders (e.g. to allow boarding) or to provide any material aid the vessel is capable of, up to and including commandeering of the vessel for ICA purposes. Such use would be compensated in most cases.

The penalty for refusing to aid a vessel or the ICA depends on the circumstances. As a minimum a Captain would expect to lose his licence and he or the crew may be liable to criminal sanctions.

■ Duty of Care People

A Captain and crew have a duty of care to any passengers and/or other crew members. This extends to providing safe passage, any necessary medical care, food, water and the other basics of human comfort from boarding until leaving the vessel.

■ Duty of Care – Cargo

Cargo is the responsibility of the vessel's owner, rather than the Captain. It is usual for the Captain to be the agent of the owner, so the difference is generally minimal. The duty of care to people overrides any concern for cargo, should a conflict arise.

On Board Security

The captain has ultimate responsibility for the security of his ship and safety of passengers and crew. Each Captain is allowed certain leeway in dealing with on-board incidents such as murder or other crimes, infectious diseases, or to deal with external threats to his ship, provided minimum force is used to deal with the situation and it is reported to the ICA at the first possible opportunity. He may detain people as necessary for the secure operation of his vessel – he can violate his duty of care within the minimum force ruling. A SAB hearing is usual after such incidents. Case law has established that lethal force is minimum force in some circumstances.

Liability And Compensation

In the event of injury or loss of life of passengers, the captain and the owner of the vessel are jointly liable in law. Many Captains avoid liability by being dead themselves, such is the hazardous nature of Space travel. It is the owner of the

vessel which is liable for compensation in any of the above circumstances or for losses of cargo. If the incident happens due to a circumstance which is beyond the “knowledge or control” of the vessel’s owners (for example negligence of the Captain or an accident which was not reasonably foreseeable), the owners can limit their liability to the value of the vessel after the incident. If all that is left of the vessel is the escape pod, the value of the pod is all the concerned parties are entitled to.

The owner of a vessel is liable for any injury to crew members during operation of the vessel, and must provide medical care until the member is healed, or compensation to families in case of death. It is usual for owners to insure the crew for this as part of the contract of employment.

Ownership Of Vessels

Most spacecraft are highly valuable, and in many cases may be mortgaged by the owner to a bank or other lender. The lender has the right to seize and impound vessels where payment is not kept up. Though a civil matter, the ICA is sometimes called upon to assist such seizures, for which it is well paid.

Salvage And Treasure Salvage

When property is lost in space and is then rescued by another, the rescuer is entitled to claim a salvage award on the property. This does not apply to rescued people, only property. Salvage can be ‘contracted’ where the rescuer is appointed by the owner of the property or ‘pure’ where the rescuer is acting on his own in hope of claiming a reward from the owner as directed by a local authority/SAB hearing after the event. It is usual for pure salvage to attract a higher percentage (up to 50%) of the value of the property, usually based on the risks run by the salver during the operation, whereas for contracted salvage the value rarely exceeds 10%.

In System Space salvage is usually under local civil control and it is usual for salvage to be contracted only, unless the property is causing a hazard, in which case pure salvage is allowable to remove the hazard. In Near Space straightforward pure salvage is allowed, in which case a race can develop between contracted and pure salvagers. In Far Space you need luck to salvage anything by whatever means.

Treasure Salvage is salvage of property which has generally been lost for many years. The original owner may still have an interest in the property (or may have passed it to another e.g. an insurer), though is making no real active effort to find or recover it. This attracts the highest percentage reward. Again this is appointed by a local authority/SAB hearing after recovery.

All pure and treasure salvage finds must be reported to local authorities or SAB. It is an offence not to do so, and may lead to criminal charges of theft.

ICA And Military Personnel

ICA and UEF military personnel are expected to abide by the laws governing space faring whilst carrying out their duties during peacetime operations and are liable to the same licensing and disciplinary procedures. During time of war or under other exceptional circumstances (as decided by the SAB Rulings on Exception, or SABRE) the military are excused any breaches of the usual rules necessary for the carrying out of their duties.

Procedures For Arrest & Interrogation

After the Police Charter was passed, methods of detention are a little more restrictive. Now police officers must formally identify themselves and then state the suspect is under arrest for a particular crime. Once handcuffed/subdued the officer then reads the suspect their rights. Failure to read a suspect their rights is regarded as an illegal arrest and may cause problems for the judiciary if they attempt to get a prosecution. If the suspect is incapacitated in anyway then they must be informed of the arrest and read their rights as soon as possible. If the suspect resists arrest the police are authorised to use appropriate force. If the officer’s lives or the lives of civilians are in peril they have the right to use deadly force. (There are unconfirmed rumours that ColSec have used a shoot to kill policy with dangerous suspects.)

Once brought into the police station the prisoner must be handed over to the duty sergeant where the arresting officers fill a short arrest form using the auto dictator. Failure to properly record a prisoner is regarded as a disciplinary offence.

A suspect, once arrested, can be held for 48 hours. The police are under an obligation to inform the suspect that he may contact a lawyer but do not need to contact a lawyer unless the suspect asks for one. All interrogations must be recorded. If the suspect cannot afford a lawyer the police will contact a duty lawyer to act as council.

QUESTIONING

This is not an arrest but an invitation to come in and speak to the police. Failure to comply will result in the police coming to speak to you directly. While it is not an arrest anything said can be used in court. However the suspect does not have to speak to the police and can leave anytime.

SEARCHES

People

A police officer can demand to see an id on the spot and conduct a search of a citizen (Though a strip search cannot be public and must be done in the police station with at least two other officers present and a lawyer if the suspect requested one.)

Private Property

Buildings to search any privately owned building requires a search warrant from the judiciary. However if the property is rented out by the UEF, then the police can enter without a warrant.



Collaborative Open Source Horror Roleplaying In the 23rd century



NEW HORIZON

Questions and comments on our web-based Git-repository manager

<https://gitlab.com/NHcthulhu/NewHorizon>

always contains the latest release

NEW HORIZON 4.1

NAME _____		Characteristics & Rolls		Hit Points																															
Race _____ Gender _____		STR _____ Effort roll _____ %	Major Wound _____																																
Birthplace _____ Grav. field _____		CON _____ Stamina roll _____ %	DEAD (— _____)																																
Age _____ Height _____ Weight _____		SIZ _____ Damage Bonus _____	0 01 02 03 04 05																																
Profession _____ Wealth _____		INT _____ Idea roll _____ %	06 07 08 09 10 11																																
Employee _____ Rank _____		POW _____ Intuition roll _____ %	12 13 14 15 16 17																																
INSANITIES Temp. Insane _____ Indef. Insane _____		DEX _____ Agility roll _____ %	18 19 20 21 22 23																																
_____		APP _____ Charisma roll _____ %	24 25 26 27 28 29																																
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PLAYER _____		MOV _____	36 37 38 39 40 41																																
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Combat bonus (____) _____		Mental bonus (____) _____	Perception bonus (____) _____																																
☐ Airborne Assault (01%) _____ %		☐ Administration (10%) _____ %	☐ Alertness (10%) _____ %																																
☐ Brawl (25%) _____ %		☐ Appraise (15%) _____ %	☐ Alien Environments (01%) _____ %																																
☐ Garrote (15%) _____ %		☐ Anthropology (05%) _____ %	☐ Insight – psychology (05%) _____ %																																
☐ Gunnery (05%) _____ %		☐ Archaeology (05%) _____ %	☐ Listen (25%) _____ %																																
☐ Heavy Weapon _____ %		☐ Astrogation (00%) _____ %	☐ Orientation (10%) _____ %																																
☐ Martial Arts (01%) _____ %		☐ Astronomy (05%) _____ %	☐ Read Lips (01%) _____ %																																
☐ Powered Armour (00%) _____ %		☐ Biochemistry (05%) _____ %	☐ Recon (10%) _____ %																																
☐ Street Combat (05%) _____ %		☐ Biology (05%) _____ %	☐ Research (25%) _____ %																																
☐ Zero G Combat (00%) _____ %		☐ Chemistry (05%) _____ %	☐ Spot (25%) _____ %																																
Communication bonus (____) _____		☐ Computer Operation (05%) _____ %	☐ Survival (05%) _____ %																																
☐ Bargain (05%) _____ %		☐ Computer Program. (05%) _____ %	☐ Track (10%) _____ %																																
☐ Bribery (05%) _____ %		☐ Computer Security (05%) _____ %	Physical bonus (____) _____																																
☐ Command (05%) _____ %		☐ Data Analysis (05%) _____ %	☐ Climb (40%) _____ %																																
☐ Disguise (01%) _____ %		☐ Field Fortifications (10%) _____ %	☐ Combat Helicopter Pilot (00%) _____ %																																
☐ FastTalk (05%) _____ %		☐ First Aid (30%) _____ %	☐ Combat Driver (01%) _____ %																																
☐ Intimidation (10%) _____ %		☐ Forbidden Science (00%) _____ %	☐ Combat Pilot (Atm.) (00%) _____ %																																
☐ Persuade (05%) _____ %		☐ Geology (01%) _____ %	☐ Contragravity Harness (00%) _____ %																																
☐ Seduction (10%) _____ %		☐ Hyper-Dim. Physics (00%) _____ %	☐ Dodge (DEX x2) _____ %																																
☐ Status (15%) _____ %		☐ Law (05%) _____ %	☐ Drive (_____) _____ %																																
☐ Torture (15%) _____ %		☐ Medicine (05%) _____ %	☐ EVA (05%) _____ %																																
Manipulation bonus (____) _____		☐ Occult (05%) _____ %	☐ Freerunning (05%) _____ %																																
☐ Armoury (01%) _____ %		☐ Other Language (01%) _____ %	☐ Hide (10%) _____ %																																
☐ Combat Engineering (00%) _____ %		☐ Planetary Engineering (05%) _____ %	☐ Jump (25%) _____ %																																
☐ Conceal (15%) _____ %		☐ Physics (05%) _____ %	☐ Jump Belt (00%) _____ %																																
☐ Demolition (01%) _____ %		☐ Psychotherapy (01%) _____ %	☐ Low/Zero Gravity Ops (10%) _____ %																																
☐ Electronics Comm. (05%) _____ %		☐ Stardrive Engineering (00%) _____ %	☐ Marine Craft (10%) _____ %																																
☐ Electronics ECM (01%) _____ %		☐ Starship Battle (00%) _____ %	☐ Parachute Assault (00%) _____ %																																
☐ Electronics Systems (01%) _____ %		☐ Strategy (01%) _____ %	☐ Pilot Atmospheric (00%) _____ %																																
☐ Fine Manipulation (05%) _____ %		☐ Streetwise (05%) _____ %	☐ Pilot Aerospace (00%) _____ %																																
☐ Forensics (00%) _____ %		☐ Tactic (01%) _____ %	☐ Pilot Spaceship (00%) _____ %																																
☐ Forgery (05%) _____ %		☐ Xeno-Archeology (01%) _____ %	☐ Scuba (00%) _____ %																																
☐ Hardware (_____) _____ %		☐ Xeno-Biology–Ecology (01%) _____ %	☐ Stealth (10%) _____ %																																
☐ Heavy Machine (01%) _____ %		☐ Xeno-Medicine (01%) _____ %	☐ Swim (25%) _____ %																																
☐ Sleight of Hand (05%) _____ %		☐ Xeno-Zoology (01%) _____ %	☐ Throw (25%) _____ %																																
Sanity / Stability / Humanity																																			
INSANE 0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21																								UNCONSCIOUS 0 01 02 03 04 05 06											
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73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98																								31 32 33 34 35 36 37 38 39											

NEW HORIZON 4.1

Melee Weapons							
Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
☐ Fist (50%)	_____ / _____ %	1D3+db	touch	1	close	1h	n/a
☐ Grapple (25%)	_____ / _____ %	special	touch	1	close	2h	n/a
☐ Kick (25%)	_____ / _____ %	1D6+db	touch	1	close	0	n/a
☐ Head (10%)	_____ / _____ %	1D4+db	touch	1	close	0	n/a
☐ Brawl (25%)	_____ / _____ %	1D3+db	touch	1	close	1h	n/a
☐ Garrote (15%)	_____ / _____ %	1D6+db / round	touch	1	close	2h	n/a
☐	_____ / _____ %						
☐	_____ / _____ %						
☐	_____ / _____ %						

Firearms							Armor	
Weapon type	weapon	ROF	damage	range	Ammo	Fail	Armor type	
☐ Handgun (20%)		_____ %					AP	_____
☐ Shotgun (30%)		_____ %					ENC	_____
☐ Rifle (10%)		_____ %					Rad. Shield	_____
☐ Machine Gun (15%)		_____ %						
☐ Heavy Wpns (10%)		_____ %						
☐ Energy Wpns (10%)		_____ %						

Nanoware		Bioware		
Nanoware type	augmentation	Bioware type	augmentation	SAN

[illegible]

Luck								OUT OF LUCK		0	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23			
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	89	90	91	92	93	94	95	96	97	98	99



New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.



NEW HORIZON
Sourcebook 4.2