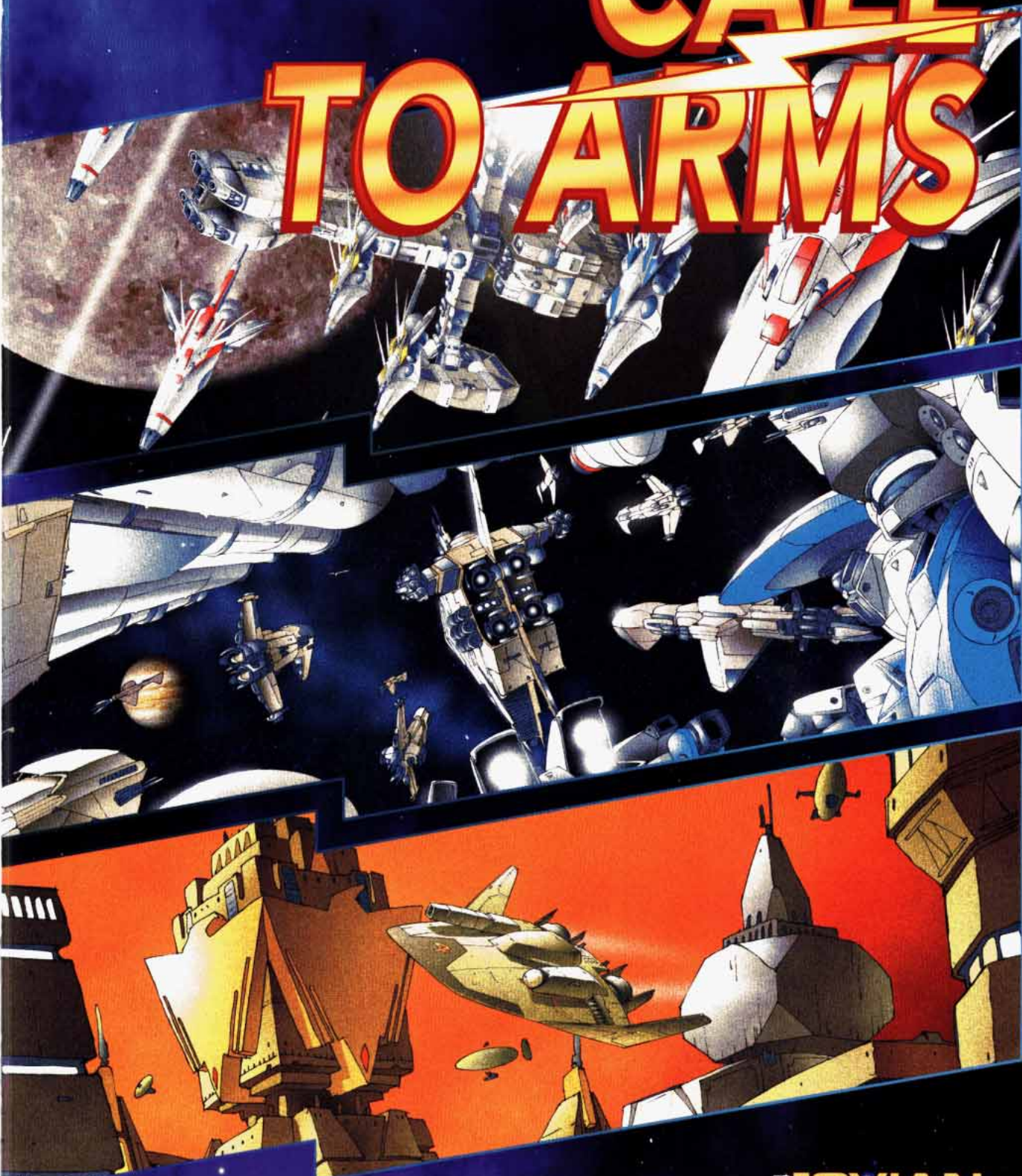


LIGHTNING STRIKE SUPPLEMENT TWO

CALL TO ARMS



JOVIAN
—CHRONICLES—
FROM DREAM POD 9





Ship Class: Inari Merchant Vessel



Ship Name:
Ship Class: Ch'in Drone Host



Ship Name:
Ship Class: Hydra Area Defense Boat



Ship Name:
Ship Class: Narwhal Bombar



Ship Name:
Ship Class: Hammerhead Dreadnought



Ship Name:
Ship Class: Uller Drone Cruiser



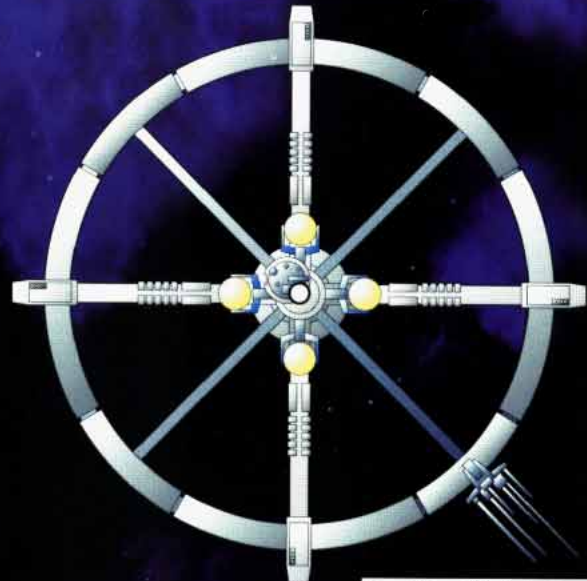
Ship Name:
Ship Class: Javelin Drone Cruiser



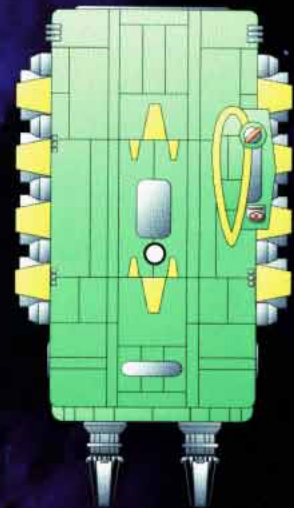
Ship Name:
Ship Class: Thunderpult Cruiser



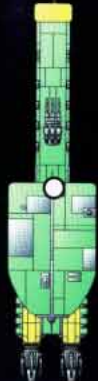
Ship Name:



Space Station: Valhalla (not to scale)



Ship Class: Detroit Fleet Support Ship



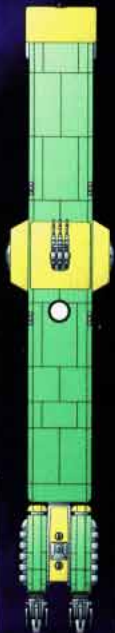
Ship Name:
Ship Class: Constantinople MAV



Ship Name:



Ship Name:



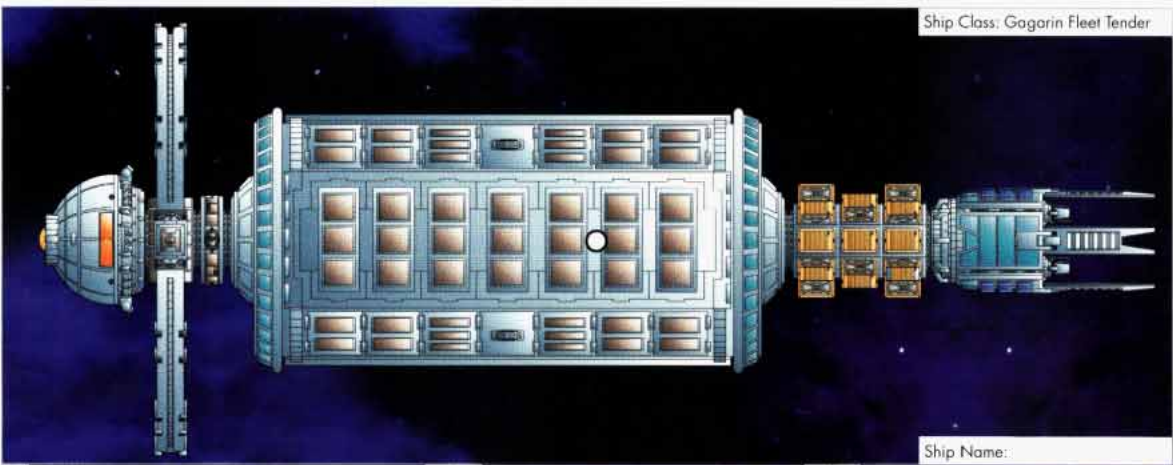
Ship Name:
Ship Class: Birmingham Attack Carrier



Ship Name:
Ship Class: Appalachia Cargo Ship

TAR. ECM	TAR. ECM	TAR. ECM	TAR. ECM	TAR. ECM
TAR. ECM	TAR. ECM	TAR. ECM	TAR. ECM	TAR. ECM
TAR. ECM	TAR. ECM	TAR. ECM	TAR. ECM	TAR. ECM
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M	M	M	M	M
S	S	S	S	S

M	M	M	M	M	M	M	M	M	M	M
S	S	S	S	S	S	S	S	S	S	S



★ JOVIAN CHRONICLES



"Tracer Three, this is JSS *Bullroarer*. Sorry about the delay. We had some ECM problems. We're in position, thirty clicks behind you and ready for telemetry link."

"Glad to hear it, *Bullroarer*," Kara muttered as her Intruder took another glancing hit. "That 'striker is less than a minute from our transport ships, so let's do this quick."

Taking a deep breath, Kara steadied her fighter's aim, keeping the *Dragonstriker* centered in her sights. Vulcan rounds tore through her hull, setting off bleating alarms, but Kara ignored them. Either way, this would all be over soon.

Over the alarms, a steady tone accompanied the calm, clipped voice from the *Bullroarer*, which said, "Target link locked. We have him. Shot's on the way."

Another vulcan burst sheared off Kara's rear hull, but it didn't matter anymore. Smiling, she leaned back in her seat, listening to the tone continue its unwavering song. She kept smiling as a twenty-kilogram metal slug, guided by her targeting signal, hurtled out of the distance and cored a fiery hole right through the *Dragonstriker*'s chest.

As hostilities between the Jovian Confederation and CEGA continue, both nations mobilize their main fleets, bringing battleships and heavy carriers into the battlezones in the Belt and Martian space. In the bustling space of the inner solar system, the battles between the two great superpowers spill over into heavily-traveled trade lanes, unwillingly drawing merchants and neutral nations into the conflict.

Call to Arms is the second supplement for *Lightning Strike*, completing the space-based rules set with provisions for advanced ECM, minefields, unit variants and space stations. In addition to twenty-four new CEGA and Jovian units, vehicles used by the neutral Mercurian Merchant Guild are also presented.

Two sheets of full-color counters are included.

DP9 - 318



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A copy of *Lightning Strike* is required to use this supplement.

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For Wendy: change is good.

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► CIVIL DISOBEDIENCE

Solar Cross Captain Hannah Keflavik had been dreaming of *Moby Dick*, and of a cute guy named Ishmael. Then Dr. Quintaglie, the ship's freshly-delivered new chief surgeon, had woken her, blathering about having to leave the area. Floating blearily up to the bridge, Hannah reflected on her recent "promotion," thinking that there were some days that made her wish she had been a better doctor.

The Narwhal-class ship had been sitting a few kilometers off the Amaterasu for a few days, doing little more than looking ominous. Hannah had even talked, albeit briefly, with the ship's captain. For a month, it had all been going so well. There was a cease-fire in effect, and the Amaterasu had been helping out with the wounded all around Mars. Then, someone on the ground had murdered a CEGA officer, one thing had led to another, and now the once-peaceful Narwhal was apparently about to obliterate a Republic town on nothing more than vague suspicions and trumped-up accusations.

Arriving at the bridge, Hannah saw a recorded transmission waiting for her, the telltale message light on her chair blinking like a strobe. She activated her vidscreen, and a handsome face with emerald eyes smiled out at her.

"SCS Amaterasu, this is Flight Leader Sanger of the Jovian Armed Forces. My wing is moving to intercept the CEGA vessel near your position. Please move your ship to a safe area within ten minutes."

He reminded Hannah of a dashing pirate, vicious and yet ever so romantic. Very cute, too. Doing a quick calculation, though, Hannah came to an unpleasant realization.

"He won't make it in time." She imagined the people in the Martian town, running desperately for safety that didn't exist. "We have to do something."

Quintaglie blanched. "Hannah, we're doctors, not soldiers or...or..."

"Negotiators?" Hannah supplied helpfully. Quintaglie nodded rapidly, as if his neck was a spring. "Well," Hannah continued stubbornly, ignoring him, "everyone has to learn sometime." She activated the comm on her chair and hailed the CEGA ship.

The CEGA captain had introduced himself a few days ago, but Hannah couldn't remember his name. Begney, or something like that. She'd already taken to calling him Bignose. His ship had a lovely name, though. *Mysticetus*. Such a waste of a good name, Hannah thought.

Five minutes later, after arguing, pleading and cajoling with no effect whatsoever, Hannah was ready to call the man Bignose to his face.

"We have our orders, Amaterasu," he was droning, for the fiftieth time. "We will open fire momentarily. Please move to a safe location." Evidently unwilling to discuss the matter further, he cut the connection.

"Oh, this is ridiculous." Hannah stomped her foot petulantly against a bulkhead, sending her flipping gently across the bridge. Coming to rest against the helm console, she muttered quickly and quietly into the helmsman's ear. Quintaglie couldn't hear the orders, but the helmsman's reaction, which included the words "crazy" and "suicide" garnishing a hefty serving of creative expletives, spoke volumes.

"Look, captain," Quintaglie said, quavering, "I don't know what you think you're doing, but I've had enough. We have to leave the area, to protect our patients and ourselves. Our lives are important, do you hear me?" he insisted, his voice rising in pitch. "I can't die out here. I won't die out here, not because of some failed surgeon-cum-captain Ahab."

That was the last straw. With a look of solid iron, Hannah cut Quintaglie off mid-inhale.

"Look, doctor. I don't care what you think about my medical reputation. I know we country doctors aren't quite up to Oxford's standards. I do, however, care about your attitude with regard to my position. I am the captain of this vessel, and that means my job is to do what I want, and your job is to like it. I'm doing my job, and now it's time for you to stand over there -" she gestured at a nearby corner "- and do yours." Leaning in close enough to smell Quintaglie's fish-oil aftershave, Hannah glared menacingly and finished with what she hoped was a cruel and authoritative "Understood?"

Quintaglie held her gaze for a moment. Then, his face visibly crumpled, and he drifted off to the corner, whimpering quietly.

THE JOVIAN CONFEDERATION ◀

The Jovian Armed Forces have adapted to the changing political climate of the solar system with typical efficiency. As the excuses for fleet engagements become flimsier, and as political debate continues to bear no fruit, many Jovian commanders have come to terms with the fact that an attack on the homeworld of humanity may be necessary at some point in the future. The Jovian Confederation exists in a precarious and unforgiving environment, in which even a small enemy attack can prove fatal. Thus, any battles to be fought must take place in the inner solar system.



The lessons learned in the early years of Jovian-CEGA hostility have produced a number of warships designed less for intra-Confederation patrol and more for fighting pitched battles over a planet or major colony. Although huge battlewagons like the Ypres and Majestic retain much of the Jovian tendency toward versatility and self-sufficiency, they are quite obviously not ships designed for simple peacetime patrols. Likewise, the increase in production of the colossal Gagarin mobile shipyards signals the Jovians' focus on providing adequate long-term support to their forces operating insystem, and the recent series of Thunderbolt refits demonstrates the Jovians' determination to have sway over terrestrial matters, as well.

The establishment of hidden Jovian bases in the Belt has extended the influence of the Jovian fleet far beyond the Confederation's traditionally-accepted boundaries. This frontier buffer zone, maintained with the aid of helpful Belt communities, gives the people of the Confederation a sense of security. From these bases, the JAF can both prevent enemy fleets from reaching Jupiter's orbit and respond to calls for aid from the Martian Free Republic or other potential CEGA targets.

The JAF has also come into conflict with elements of the Venusian military, although no firm direction has yet been taken in relations with Venus. Although Venus and Jupiter have long been economic rivals, there seems to be little point in any major military quarrel between the two nations. With the limited intelligence that is available, it seems that most of the engagements involving Venusian forces can be attributed to misunderstandings or rogue elements operating without Venusian sanction. Analysts find it likely, in fact, that Venus may prove to be an ally against CEGA's imperialism.

CEGA ◀



The continued resistance of the Martian nations to CEGA influence (as well as passing concerns over the reliability of Venus as an ally or neutral power) has prompted CEGA to funnel additional resources into fleet elements designed to pacify these realms militarily. While it is the CEGA council's hope that the mere presence of a Narwhal- or Constantinople-class vessel overhead will persuade these nations to adopt more conciliatory attitudes, there is no question that the CEGA Navy must be able to back up its threat with action, no matter how reluctant. Even if Mars were to join CEGA, the planetary assault forces would still be needed for use against the inevitable Jovian response; little is known about Jovian ground forces, but it is likely that they are as effective as the Confederation's space-based forces.

Jovian incursions into the Belt have intimidated the peaceful Belter colonies and driven them into a fearful silence. The Jovians now have a firm foothold at the doorstep of the inner solar system, from which they can launch devastating attacks with little to no warning. CEGA efforts to locate the Jovian bases have resulted in a few skirmishes, but no major fleet actions. The Mercurians, pushing their neutral status to the limits of CEGA's tolerance, is almost certainly helping to supply and conceal the Jovians' mobile repair yards. It is only a matter of time, however, before the Jovians are removed from the Belt, and peace is restored to the area.

Venus and Earth have had close corporate ties for decades. Although some elements of both nations are extremely vocal in their denouncement of CEGA-Venus relations, the dealings between the two worlds have remained cordial. Some strain is beginning to show, however, as Venus' naval forces are growing less willing to submit Venusian civilian ships to CEGA searches and escort. In a few cases involving trigger-happy commanders, full combat has ensued, in which CEGA units were disturbingly ineffective. Communication errors aside, however, word from CEGA intelligence services is that the veiled planet is extremely concerned over the Jovian invasion of the Belt. Initial suggestions of cooperation have met with favorable response, and it seems that Venus may yet bring its powerful forces in on the side of Earth.

► IM-04 ARCHER

HEAVY FIGHTER

Although its basic design is more than four decades old, the Archer is still one of the most popular heavy fighters in service with the JAF. Intended to provide long-range support to friendly units attacking enemy ships or facilities, the Archer's only noted weakness is its poor performance in close-range dogfights. Otherwise, the Archer is an extremely effective weapons platform, often used in mixed squadrons of fighters as a backup unit that can deal with unexpected problems as they arise.

The Archer is the only Jovian fighter to carry Drones as its primary armament. Although effective, this payload requires that Archers be constantly within easy reach of resupply facilities. Once the Archer has lost its drones, it has only a small laser cannon (referred to by pilots as "the penlight") with which to take offensive action against other fighters. However, the Archer's current incarnation is versatile enough to be able to take on other battlefield roles as need or necessity arises. A pair of turret-mounted pulse guns is deadly against enemy exo-suits, while an electronics-warfare suite only slightly less powerful than the Lancer's allows even a disarmed Archer to make a difference in the field.

► IM-05 INTRUDER

SCOUT FIGHTER

First introduced in 2195, the Intruder has, with a series of upgrades and fixes, remained in service with the JAF as a highly specialized support fighter. Intruders are assigned to squadrons singly or in pairs, never in groups of their own. Designed to function best when working in conjunction with other fighters and exo-armors, the Intruder fares poorly when caught alone; its light armor and limited weapons suite make it a sub-par head-on combatant. In addition, as many Jovian commanders found out early in the fighter's service, the Intruder's array of specialized equipment makes it an expensive unit to misuse.

When supporting other units, however, the Intruder can use its stealthy characteristics to elude detection until it has achieved a superior position on the battlefield. At that point, its powerful sniper laser can be used to pick off damaged or fleeing enemies, and its target designator system can illuminate targets for distant artillery weapons. The Intruder can also be used as a "sweeper" for enemy exo-suits, using its speed to fly circles around enemy squads, and it has also been employed as a decoy, using the danger its target designator represents to draw off enemies. The Intruder's usefulness makes up for its demanding repair and maintenance requirements.

► IM-07 PEACEKEEPER

SUPERIORITY FIGHTER

The Peacekeeper is one of the few reentry-capable Jovian military vehicles. Solid and reliable, this versatile general-purpose fighter can withstand virtually any flight environment in the solar system, from fuel-skimming runs in Jupiter's atmosphere to hurricane rainstorms on Earth. Because the JAF's other general-purpose fighter, the Lancer, is a space-only vehicle, the already-popular Peacekeeper is seeing even more use as insystem missions involving atmospheric penetration become increasingly prevalent in JAF operations.

The Peacekeeper's current weapons suite is based around a modified JAW-15 massdriver that is more effective in atmospheric operations than a particle weapon. A pair of turret-mounted pulse guns, similar to those mounted on the Archer and Intruder, fills a point-defense and anti-infantry role. While somewhat uninspired, the weapons are both inexpensive and reliable. These traits are especially important, given that the rest of the Peacekeeper's hull makes use of materials and technology not commonly found on Jovian vehicles. The effort put into making the Peacekeeper an effective multi-environment fighter without significantly increasing its maintenance demands made the basic armament loadout a matter of necessity.

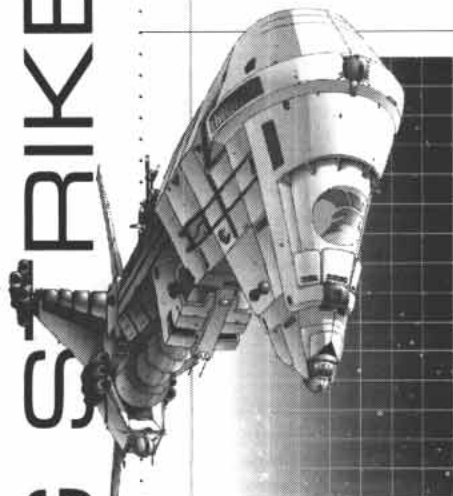
GENERAL PURPOSE EXO-ARMOR

CM-11 BARRACUDA ◀

After the Barracuda's array of plasma cutters burn through a target's hull, the exo-suits are released from their cocoons and can enter the ship two at a time. In the event that the plasma cutters are damaged, the exo-suits can exit the pod prematurely and carve out their own entrance. The Barracuda is piloted by a mid-level Executor, which is generally inclined to avoid all combat and maintain the safety of its cargo. Most Constantinople-class assault ships carry enough Barracudas to transport their entire eighteen-squad exo-suit complement, and it has been known for other CEGA vessels to keep one or two of them around as nasty surprises for enemy ships. The Barracuda can also be fitted with a disposable reentry package, allowing it to serve as a single-use shock-attack dropship.

RECONNAISSANCE FIGHTER

Wights are often deployed in large task forces, where their abilities are put to the best use, and where adequate support is available for them. They can also occasionally be sighted performing long-range reconnaissance duties, but many CEGA commanders are leery of putting the Wight's valuable targeting suite so far out of the reach of help. Like almost all CEGA fighters, the Wight is reentry-capable, and so also often operates out of skyhooks and low-orbit stations, providing on-site terminal guidance for orbit-delivered weapons. Ground-based troops have come to recognize the appearance of a Wight overhead as a signal to take cover.



► GODSFIRE COMMAND CRUISER

The Godfire class of warships has undergone some remarkable refits and alterations in purpose and design in the course of its long history. Originally conceived as battleships, the Godfire ships were modified after 2210 to be heavy carriers, trading firepower for range and vehicle capacity. The advent of the Ypres- and Majestic-class warships in the mid-teens seemed to portend the relegation of the Godfires to obsolescence and rear-echelon duties, but instead, another refit program was undertaken, this time to create an ideal fleet central command post.

The current incarnation of the Godfire exhibits no external differences from the first refit, but the interior is much altered. An emphasis on miniaturization and efficient usage of space (along with slightly more cramped crew quarters) allowed designers to greatly enhance the Godfire's command-and-control facilities. From the Godfire's multi-level battle data analysis center, a fleet commander can effectively coordinate the actions of an entire planetary assault. The addition of a Drone bay gives the Godfire the ability to offload picket lines, protective escorts or reconnaissance units in addition to its exo-armor complement. A Godfire-class ship is seldom seen unescorted, however; its middling anti-ship armament is insufficient protection for such a valuable vessel.

► YPRES BATTLESHIP

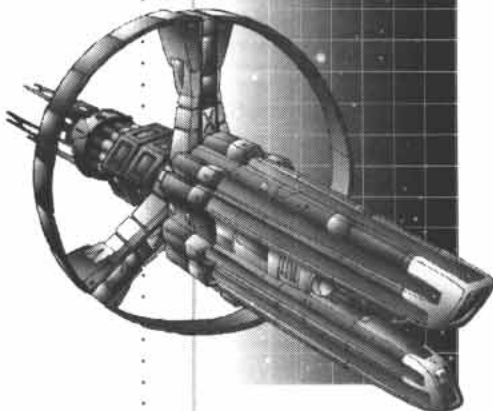
The Ypres is essentially a moving platform for many, many guns. It carries no daughtercraft, is completely incapable of coordinating fleet activities, and is completely useless if there are no targets for it to shoot at. However, it fulfills its basic purpose superlatively, able to generate a withering hail of gunfire that can obliterate virtually any naval opponent. The few Ypres-class ships in existence are always dreaded sights on a battlefield, despite critics' objections regarding its lack of vehicle hangars.

The Ypres mounts eight batteries of KKCs for general-purpose use, with missile bays and a pair of heavy particle accelerators as backup weapons. Along its spine are two massive lasers, powered directly from the Ypres' oversized reactors and capable of alternating fire almost continuously. All of its firepower has a price, however; the Ypres is almost impossible to hide, and is a very large target. Also, while its engines are powerful enough to allow it to keep up with other Jovian ships, the Ypres is painfully slow to maneuver. Without adequate screening forces for protection, the Ypres can be stripped of its weapons by a determined attack and left helpless in space. Many critics have labeled the Ypres as a symbol of out-of-control Jovian hubris.

► MAJESTIC FLEET CARRIER

Even rarer than the Ypres-class ships are the leviathan Majestic carriers, the largest ships of the line in existence, and arguably the most powerful. Twenty-four exo-armors or fighters can reside within the Majestic's bays, fifty percent more than the next largest carrier in service. The Majestic also supports a battleship-sized weapons array and excellent defensive measures. If the ship did not require near-constant attention from support and resupply vessels, it would truly be a perfect warship.

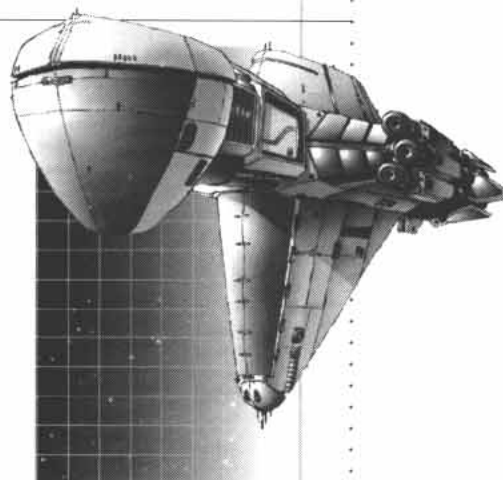
The extreme worth and expense of these ships make them difficult for commanders to use effectively. Despite their significant firepower, Majestics are generally kept as far back from battle as possible, moving close only for mop-up operations and other low-risk actions. This usage has led critics to point out that the JAF could achieve the same results with a refitted cargo ship, and spend a fraction of the money required to arm and armor a Majestic. In response, some Jovian commanders are beginning to tentatively explore using the Majestic and its complement of exo-armors as a one-ship strike force, breaking off from the main fleet after the battle is joined, to assault unprepared enemy weak points without being in too much jeopardy. Such a tactic would allow the Majestic to both deploy its fighter complement within combat range, as well as use its firepower to engage fleeing enemy warships.



JAVELIN DRONE CRUISER ◀

The Javelin is a modification of the venerable Thunderbolt-class hull, designed to provide versatile long-range fire support to friendly ships and squadrons. It is one of the few Jovian units to make heavy use of Drones; many Jovian ships are designed to operate far from support or supply, making Drones an impractical armament choice. However, the Jovians certainly recognize the usefulness of Drones, with their autonomous cybernetic brains and broad range of capabilities. Hence, most Jovian fleets will include at least one Javelin, performing fire support, defensive and minelaying duties.

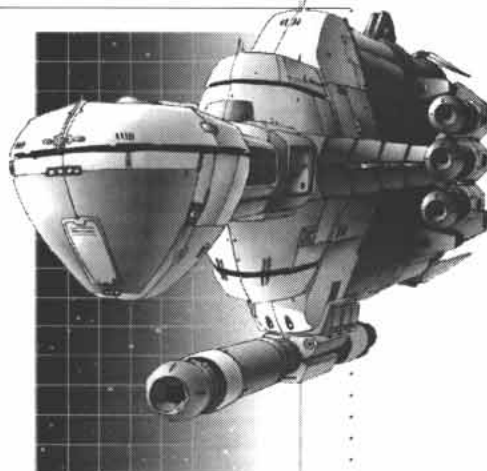
A Javelin-class ship's Drone bay occupies its entire ventral extension, as well as a significant portion of the primary hull. Early models carried conventional missiles as well, but the newer ships in the class have exchanged them for additional Drone storage and staging space. In keeping with the Jovian need for versatility, a Javelin also mounts a pair of general-purpose KKC turrets, and also has a large cargo area that can be used as an improvised hangar when necessary. Although Javelins have not been used for independent patrol for many years, these systems still remain in place, allowing a Javelin to be useful even after its Drones have run out.



THUNDERBOLT SUPPORT CRUISER ◀

The oldest ship class still in service with the JAF, the Thunderbolt class cruisers have, in the past years, had many of their original duties taken over by the Athena- and Alexander-class destroyers. Although a suggestion was made to mothball the majority of the remaining Thunderbolts, the escalation of insystem conflicts gave rise to a new idea. Although the Jovians are, at least in public, adamantly against the use of orbit-based weapons of mass destruction, the JAF did see a distinct need for light orbital artillery for use as fire support in terrestrial conflicts. Rather than design an entirely new ship, a simple modification was made to the Thunderbolt fleet, creating a new operational role without entirely sacrificing the ship's prior capabilities.

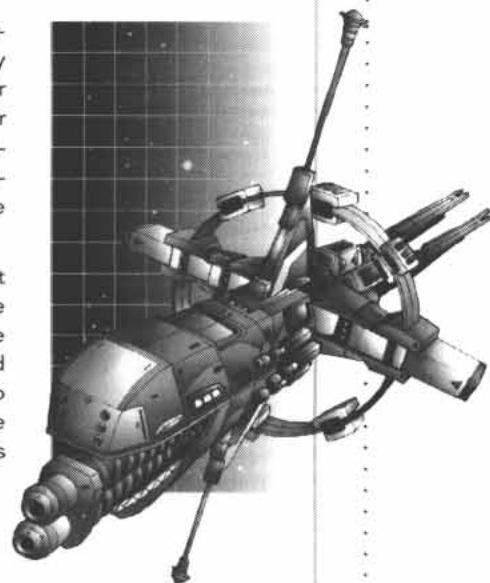
The Thunderbolt's keel-mounted railgun is tiny compared to the weapons used by CEGA, but it is more than adequate for use in destroying small, reinforced ground targets with a minimum of collateral damage. The weapon's small size allows it to be mounted in a swivel mount, increasing its usefulness in naval combat. Additionally, a highly advanced targeting and sensor system in the Thunderbolt's bow gives it unmatched precision against a variety of targets.



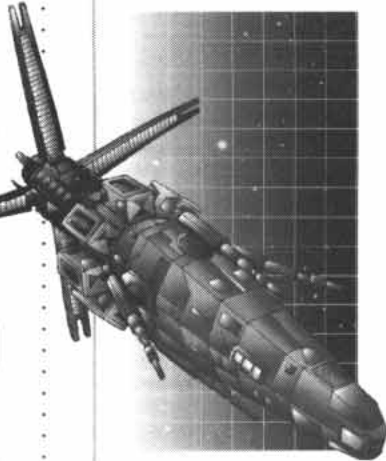
ALEXANDER DESTROYER ◀

Similar in purpose to the smaller Athena-class destroyers, the Alexander-class ships are longer-ranged and able to operate without resupply for greater periods of time. They are commonly used as escorts and patrol vessels, usually paired with a light carrier. In fleet operations, their speed and heavy armament makes them well suited to quick strikes and raids against flank or rear units. Alexander-class ships are popular assignments; the number and variety of missions these ships perform is of great use to ambitious officers and crewmembers. Unfortunately, a ship of the Alexander's quality is expensive both to build and maintain, and there are never enough to go around.

The Alexander's armament is more or less equivalent to the Athena's, albeit with a somewhat greater focus on anti-fighter capabilities. The Alexander's primary anti-ship firepower is, like the Athena's, strictly forward facing, requiring some skillful maneuvering on the part of the captain. Despite its size, however, the Alexander is quite maneuverable, and has surprised many opponents with the speed at which its particle accelerator array can be brought to bear. In addition, the Alexander's two defense laser wings provide it with full and effective coverage from smaller attackers like exo-armors. Like the Athena, however, the Alexander's lack of exo-armor bays restricts its abilities as an independent unit.



► INTREPID TRANSPORT



The Intrepid-class battlefield transports are roughly analogous to the armored personnel carriers used by terrestrial infantry, carrying a flight of fighters or exo-armors to a battle zone and providing light fire support. Intrepid-class ships are patently not carriers; they possess neither catapults nor repair facilities, and cannot operate independently for long periods of time. In fleet operations, they are used to provide extra storage space and exo-armor transport for missions not important enough to warrant a battle carrier's attention. As such, they do not have squadrons permanently assigned to them, but rather act as "taxis" for other ships' complements.

Serving aboard an Intrepid is generally considered a high-risk occupation. The ship's armament is designed to back up its cargo of fighters, not to take part in a ship-to-ship slugging match. Unfortunately, the very presence of this armament makes an Intrepid a target for enemy attention. While a full carrier might be able to adequately defend itself, Intrepid-class ships can only run, and hope that its attackers don't push the issue. While Intrepids are usually used only for fast raids, unit transfers and other short-term or low-intensity assignments, several have been lost to ambushes and strategic miscalculation.

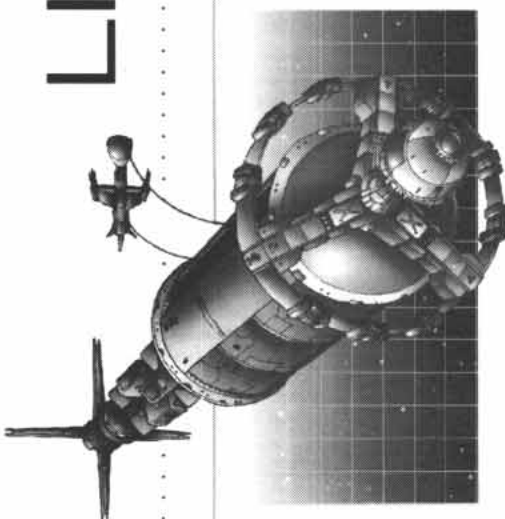
► LENNOX CARGO SHIP



The inherent vulnerability of civilian-model cargo ships makes military cargo vessels like the Lennox vital to Jovian insystem operations. While totally unarmed, the Lennox is reasonably well armored and possesses sufficiently powerful drives to allow it to move with the main force of its fleet. Lennoxes also operate alone, generally equipped with a few flights of fighters for defense against attackers. A few Lennox captains have, under combat conditions, been forced to scuttle their ships to prevent them from falling into enemy hands; unlike most warships, the Lennox is an exceptionally easy capture target.

The Lennox, in addition to having an external "tree" to which cargo pods can be attached, also mounts a large forward bay that can (with adequate equipment) be pressurized and heavily screened, allowing transport of sensitive or living cargo. The internal bay can also serve as a repair bay for small vehicles. The Lennox' oversized habitat ring is meant to serve either as a fleet recreation area for crews serving on ships lacking gravity wheels or as a medical facility in rescue and recovery operations. The mere arrival of a Lennox at a fleet rendezvous is often enough to raise crew morale, and it has been noted that Jovian naval protocol is often much relaxed during such meetings.

► GAGARIN TENDER



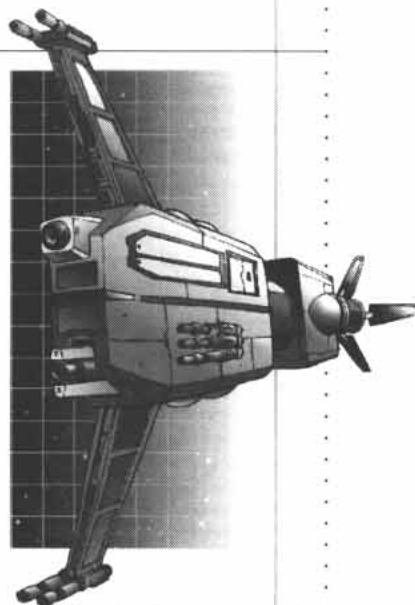
The largest ship in service with the JAF, the Gagarin-class ships are designed to solve the logistical problem created by the vast distance between Jupiter and its enemies. Essentially a mobile shipyard, the Gagarins are slow, poorly armed and difficult to hide. Without them, however, no Jovian fleet could operate insystem for any appreciable amount of time without resorting to potentially unreliable neutral assets. The Gagarins are thus primary targets in all CEGA military scenarios, a fact that tends to make Gagarin crews somewhat uncomfortable.

The Gagarin's cavernous internal bay is large enough to contain any ship short of a battleship, and can be pressurized, if necessary, to provide an enclosed work area suitable for a complete overhaul. In addition to ships, dozens of exo-armors and fighters can be repaired, refitted or even assembled in the bay. A single missile bay provides token defensive firepower, but a Gagarin can usually muster up some fighters and exo-suit squads, as well. Several Gagarins, accompanied by numerous escorts, operate in the Belt with the tacit permission of the Belters, whose refusal to disclose information about the tenders' movements is a source of continual frustration to CEGA strategists. The Gagarin's mobility, while limited, is usually sufficient to keep one step ahead of CEGA scouts and patrol ships, and although a few minor attacks have occurred, most Jovian commanders are confident that, with the continued help of the Belters, their insystem resource centers will remain viable for a long time to come.

HAMMERHEAD DREADNOUGHT ◀

The modern use of the term “dreadnought” is quite literal, without retaining the implication of an exceedingly large vessel. Indeed, while the Hammerhead-class ships are not nearly as large as CEGA’s battleships, they have certainly been designed to be ships that need not fear any potential opponent. While, historically, most attempts to produce jack-of-all-trades ships have failed, CEGA’s study of (and subsequent improvements to) Jovian shipbuilding methods has produced an effective, if expensive, independently operating warship. The Hammerhead-class shares many design philosophies with the Valiant and Forge classes, but without the unnecessary (in CEGA’s opinion) rotating habitat.

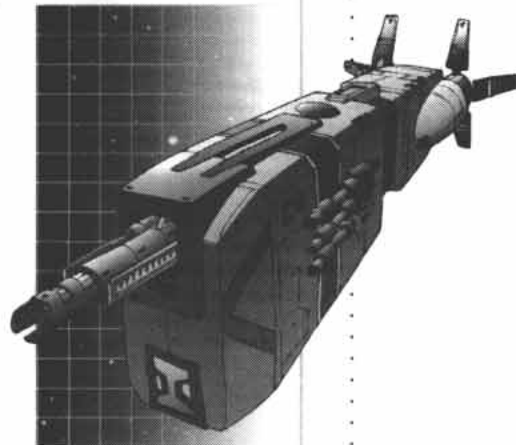
Often named for marine predators, Hammerheads are amply armed with effective anti-ship weaponry, a flight of four exo-armors or fighters, and a single heavy railgun for operations against large targets. Equipped with extensive repair facilities and fuel supplies, a Hammerhead-class ship can operate by itself, with no support whatsoever and limited only by the tolerance of its crew. Providing an exceptionally flexible strategic tool to CEGA commanders, Hammerhead-class ships also serve useful functions in task forces; their hangars can provide services to other ships, and the Hammerhead’s powerful communications and sensor systems make it a superb central command post.



NARWHAL BOMBARD ◀

A Narwhal-class ship is one of the few space vessels that can draw and hold the attention of troops on the ground. While it can serve as an adequate battleship-sized ship of the line, the Narwhal’s primary purpose is to take up position in a planet’s low orbit and use its spinal railgun cluster to destroy ground targets with little fear of retribution. An extensive, if fragile, sensor and communications array allows the Narwhal to not only achieve pinpoint accuracy with its railgun, but also to maintain precise telemetry with other orbiting Narwhals, allowing bombardment patterns of a target zone to continue uninterrupted as the ships orbit the target body.

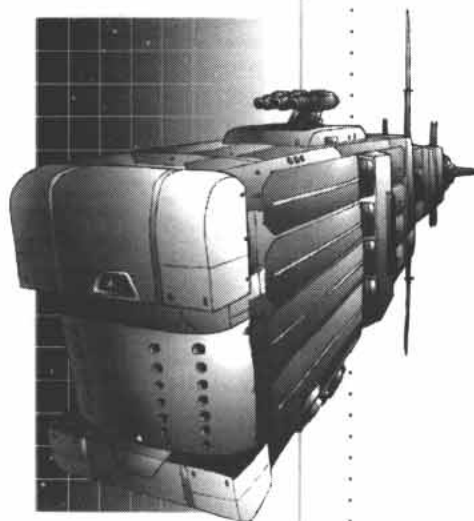
Under noncombat conditions, the Narwhal’s fragile railgun and sensor array are retracted beneath armored covers, protecting them from both environmental hazards as well as combat damage. While it is often effective to deploy the railgun for combat use (especially when support from Wight fighters is available), Narwhal captains must balance the increased vulnerability with their desire to inflict one-shot killing blows. Unfortunately, the Narwhal’s lack of a hangar means that any spotters must come from the Narwhal’s hopefully adequate escorts.



BIRMINGHAM ATTACK CARRIER ◀

A concession to the undeniable power of exo-armors and fighters on the modern space battlefield, the Birmingham-class carriers are a common sight in CEGA task forces, carrying the vehicles that, in previous years, resided in makeshift hangars on destroyers and cruisers. A vast improvement over the cramped and undersized Tengu, the Birmingham-class ships contain full repair facilities and spacious crew quarters, making them well-suited to long-range fleet duties. Tengu-class ships are still used for escort and raiding duties, however, where their small size and low cost continue to be assets.

A Birmingham-class carrier can launch sixteen exo-armors or fighters from eight catapults, a larger one-ship strike force than almost any other vessel in service. The effort put into creating the multi-role Pacific was not duplicated with the Birmingham class, which mounts minimal armament and below-average armor protection. This seeming deficiency, however, has been deemed of minimal significance. The additional small-craft capacity gained by keeping the ship’s fixed armament light has, in most cases, made up for the Birmingham’s lack of a ship-killing spinal weapon. Nonetheless, CEGA doctrine calls for Birmingham-class ships to be escorted at all times by vessels equipped with heavy weaponry. The resulting carrier-centered task forces are usually assigned hunt-and-kill missions, sweeping an assigned portion of the inner solar system for small enemy units and eliminating them.



► ULLER DRONE CRUISER



CEGA's robust insystem supply lines allow the use of specialized ships that would be impractical for the Jovians. The Uller is one such class of vessel, packed to overflowing with Drones, with little room left over for anything else. Although this armament gives the Uller spectacular alpha-strike firepower, the ship is completely helpless once its Drone supply runs dry, with not even a single KKC with which to dissuade attackers. As a result, Ullers are seldom seen outside the orbit of Mars, even when accompanying a fleet; on a long-range operation, an empty Uller is nothing more than deadweight.

The Uller can launch swarms of Drones from three separate bays, one on the keel and one on each side of the hull. Drone repair, refuel and storage are all handled in a large, heavily armored central bay with small cargo doors. The Uller's size and fuel capacity allow it to take up positions within a fleet's main battle line, lending the versatility and firepower of its Drones to ship-to-ship engagements. Although the Uller can be used as a raider or minelayer, these duties are increasingly left to the smaller, more expendable Ch'in-class ships. The Ullers are thus allowed to stay where they are most useful, either with the fleet or guarding stationary outposts such as colony cylinders or space stations.

► HYDRA AREA DEFENSE BOAT



CEGA's initial fear of Jovian exo-armor tactics, coupled with its desire to maintain a naval force centered on warships, resulted in an initiative to create a class of ships similar in size to the Bricriu corvette that could keep pace with a flight of exo-armors and eliminate it. The result was the Hydra, an easily-produced class of ships that were too small to even warrant names; all Hydras receive the designation "ADB," along with an identifying number. Even though CEGA's exo-armor technology is now virtually on par with the Jovians', Hydras continue to be produced in large numbers.

Tiny, uncomfortable and rather flimsy, Hydras are nonetheless superb fast-attack ships, able to intercept incoming attackers or pursue stragglers with equal efficacy. The Hydra's spherical laser array can simultaneously target and fire upon four separate targets. Any survivors can be further attended to by a pair of light KKC's on unarmored swivel mounts. Hydra-class ships are almost always assigned to a base or fleet, so that their crews can leave the ship periodically to stretch their legs. Although the Hydra itself is capable of operating for extremely long periods without resupply, the same cannot be said of its human element, which is prone to all manner of physiological and mental breakdowns in the boat's cramped environment.

► CONSTANTINOPLE MARINE ASSAULT VESSEL



The Constantinople class was intended to transport a sizable force of infantry troopers to a planet or colony for the purposes of seizing and holding territory. However, the amount of unwanted attention drawn by a ship with such an obvious purpose forced a rethinking of the Constantinople's battlefield role. A slight reduction in the ship's personnel capacity allowed a five-fold increase in exo-suit capacity, drastically increasing the Constantinople's space combat ability without significantly impacting the power of its infantry force. The exo-suits serve both as effective space combatants and as heavy infantry support on the ground.

The Constantinople is one of the few CEGA ships to support a rotating habitat, a condition necessitated by the need to maintain its soldiers in top fighting condition. The ship's primary hull is mostly taken up by extensive docking and storage facilities. The Constantinople carries eighteen exo-suit squads, assault shuttles for reentry operations, Barracuda assault pods, a pair of general-purpose exo-armors and over a hundred marines. In an assault, the marines are deployed in assault shuttles (the newer models of which are essentially heavily modified Wraith fighters), while the exo-suit squads use their Barracudas. In long-term occupations, the exo-suits, despite their ease of maintenance, can run out of needed supplies. Thus, all Constantinople exo-suit pilots are marines, fully able to ditch their 'suits and fight on foot.



► CIVIL DISOBEDIENCE, PART 2

As expected, the vidscreen on the captain's chair began beeping insistently. Holding back a smirk, Hannah drifted over to the captain's chair and activated her screen.

"Amaterasu, get the hell out of our line of fire," Bignose shouted. His face was livid, and his nostrils were flared, making his snout seem even larger. Hannah tried desperately to keep a straight face.

"Make us," she dared him, imagining every storybook hero she'd ever read about. "You can blow a hole right through us, Captain. Go on. I can personally guarantee that none of our patients are CEGA citizens. Not one. The only thing you'll destroy in getting to your target is, of course, my insignificant little Solar Cross ship. On international video. Live." As her words visibly sank in, Hannah turned from the viewscreen to release a pent-up ear-to-ear grin. Her helmsman groaned miserably. Quintaglie crossed himself.

"I'm logging an official protest with the USN, Amaterasu," Bignose bit out. Then, with perhaps a little grudging respect, he continued. "However, artillery operations will stand down until the Solar Cross has ceased operations."

"You are most kind, Captain Bi -" she fished in her memory, "CEGA captain," she finished lamely.

Her other vidscreen began to beep. Activating it and muting Bignose's screen, she recognized the Jovian pilot, the cute one.

"Thank you, Amaterasu," the Jovian said, smiling coldly. He sounded almost happy. "We'll take care of that ship now." His green eyes bored through her, glittering with either bloodlust or a mad desire to ravish her; Hannah couldn't decide which. Either way, though, she had no choice but to make him very unhappy.

"Oh, no you don't," she admonished. "I won't have anyone shooting anyone else while I'm trying to run a hospital here. You may not attack." On the screen, the Jovian did a double take before regaining his roguish composure.

"Oh, and do tell," he said huskily (he was even cuter when he was angry, Hannah thought absently), "how are you going to stop me?"

"Well," Hannah began slowly, and then continued torrentially, "I can personally guarantee that more than half of our patients are Jovians. They got transferred from the JSS *Quetzalcoatl* three days ago. We're doing our best to take good care of them, but if you attack the *Mysticetus*, you'll be endangering their lives. Having spoken to the CEGA captain, I assure you that he's a madman just itching for a reason to blow a hole in my ship. According to USN regs, I'm allowed to provide certain information to concerned individuals. I'm sure that if I told him about my newest inpatients, he'd be less inclined to hold his fire if you attacked him. The recordings of your role in our destruction would, of course, be broadcast across the solar system."

"You wouldn't," was the incredulous response.

"Let's find out, shall we?" Hannah snarled. Feeling vaguely sorry that she'd had to hurt his feelings, she nonetheless held the Jovian's furious stare, grimly wrestling wills over radio.

"No," growled the Jovian at last, his perfect teeth grinding like millstones. "That won't be necessary. We're pulling back."

"That's so nice of you," Hannah burbled. She reactivated Bignose's screen. Both he and the cute Jovian glared at her. "Now, everyone behave yourselves while we work. The whole solar system is watching."

"We won't forget this," the Jovian and Bignose barked in unison.

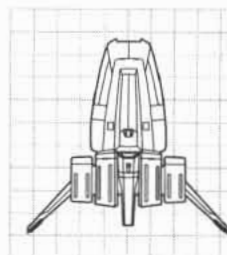
"I hope you won't. You can look me up with the USN. Really. Anytime." With that, she waved jauntily and shut off the comm.

She knew that neither the Jovians nor CEGA would sit still for long, and that she would eventually have to figure out another way to give the people down below more time to evacuate. For now, though, she was too sleepy to worry about such details. Hannah turned from the viewscreen to face her stunned crew. Dr. Quintaglie was still shaking. His pupils looked like bowling balls.

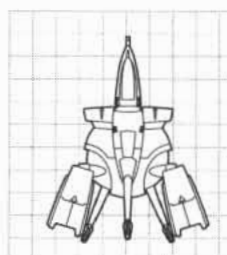
"Well," Hannah exclaimed brightly, "I think I'm going to go back to sleep now. Helm, you have the bridge. If something else goes wrong, just, oh, do something that you think I would do." Grinning wildly, she flounced out of the bridge.

Nobody even noticed when Dr. Quintaglie fainted.

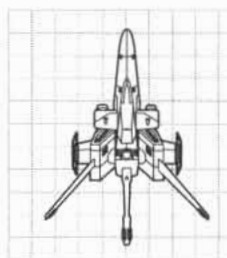
VEHICLE:IM-04 Archer		TYPE: Fighter		TV: 15	ACTIONS: 1		ELECTRONICS: +2		SIZE: 3	
FACING:		Fighter		MOVEMENT: 8 / 24		PERKS/FLAWS:				
	Front:	Rear				ECM (3)				
AVOIDANCE	-1	-3	ECCM (3)							
PROTECTION	6/12/15	6/12/15				Missile Defense (1)				
ATTACKS		ARC	RANGE	ACC.	DAMAGE		NOTES			
Laser Cannon		FF	C/25/50	+1/0/-1	2/2/1 E		AI3, R1			
Pulse Guns		T	C/10	0	1E		Rate: 2 Reload: 2			
Drones Hill										



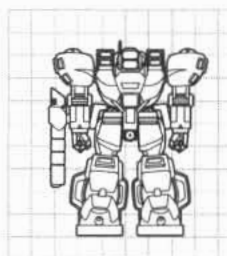
VEHICLE: IM-05 Intruder		TYPE: Fighter	TV: 14	ACTIONS: 1	ELECTRONICS: 0	SIZE: 3
FACING:		Fighter	MOVEMENT: 12/36	PERKS/FLAWS:		
	Front	Rear	Stealth (2)			
AVOIDANCE	-1	-3	Exposed Auxiliary Systems			
PROTECTION	3/6/9	3/6/9	Missile Defense (1)			
ATTACKS		ARC	RANGE	ACC.	DAMAGE	NOTES
Gatling Laser		FF	C/30	+1/0	3E	R1
Target Designator		FF	C/30	+1/0		Special
Pulse Gun		T	C/10	0	1E	A13



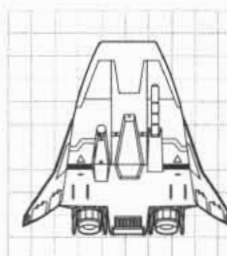
VEHICLE: Peacekeeper		TYPE: Fighter	TV: 14	ACTIONS: 1	ELECTRONICS: +1	SIZE: 3
FACING:		Exo-Armor	MOVEMENT: 10 / 30		PERKS/FLAWS:	
	Front	Rear	Missile Defense [1]			
AVOIDANCE	-1	-3				
PROTECTION	6/13/16	6/13/16				
ATTACKS		ARC	RANGE	ACC.	DAMAGE	NOTES
Massdriver		FF	C/30	+1/0	4P	
Target Designator		FF	C/30	0/-1	Special	
Pulse Guns		T	C/10	0	1E	A/3, R1



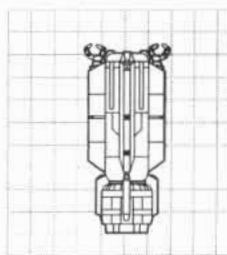
VEHICLE: EAT-02 Mentor		TYPE: Exo-Armor		TV: 14	Actions: 2		ELECTRONICS: 0		SIZE: 3	
FACING:		Exo-Armor		MOVEMENT: 8 / 18		PERKS/FLAWS:				
	Front:	Rear				Close Combat Optimized [2]				
AVOIDANCE	0	-1				ECCM [4]				
PROTECTION	4/7/11	4/7/11				Missile Defense [2]				
ATTACKS		ARC	RANGE		ACC.	DAMAGE		NOTES		
Particle Cannon		F	C/10/25		+1/+1/0	4/3/2 E				



VEHICLE: CF-08 Wight		TYPE: Fighter	TV: 11	ACTIONS: 1	ELECTRONICS: +1	SIZE: 3
MOVEMENT: 12 / 36		FACING: Exo-Armor	PERKS/FLAWS:			
	Front:	Rear:				
Avoidance	0	-2				
Protection	3/7/11	3/7/11				
ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES	
Target Designator	FF	C/20/40	+1/0/-1	Special		
Massdriver	FF	C/20	+1/0	2P	R1	

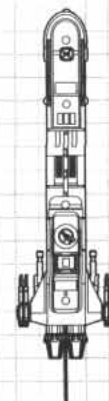


VEHICLE: Barracuda		TYPE: Fighter	TV: 4	ACTIONS: 1	ELECTRONICS: -1	SIZE: 3
MOVEMENT: 9 / 27		FACING: Exo-Armor	PERKS/FLAWS:			
	Front:	Rear:	Skill Threshold: 2			
Avoidance	0	-1	Internal Cargo: 1x exo-suit squad			
Protection	7/14/21	7/14/21				
ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES	
Plasma Cutter	FF	C	+1	10E	AP: Slow	



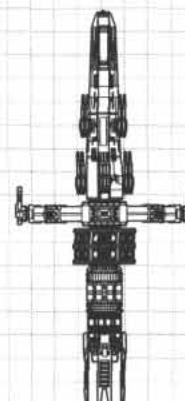
▼ SHIP DATA

SHIP NAME:				CLASS: Godsfre Command Cruiser			TV: 120/140
CREW LEVEL: ○○				TURNING: Sluggish (45=) ○○			SIZE: 9
ACTIONS: 5 ○○		ELECTRONICS: +2 ○○		BASE AVOIDANCE: 1 ○○		DAMAGE CTRL: 4 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	20/40/60					
1	Drives	15/30/45 ○○					Thrust: 7
2	Hangar	12/24/36 ○○					Bays: 12 Cats: 4
3	Corn Array	8/16/24 ○○					ECCM (4)
4	P. Beam	10/20/30 ○○	T	30/60	-1/-2	8E	R1
4	KKCs	6/12/18 ○○	T	25/50	0/-1	5P	AP, R1
5	PGS	10/20/30 ○○	T	5	+1	4E	
6	Drones Hll	12/24/36 ○○					Rate: 3, Reload: 1
NOTES/DESCRIPTION/SPECIAL RULES: Unless damaged, the Corn Array also gives the Jovian commander 2 extra initiative command points each turn							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 24		RESUPPLY: 4		REPAIR: 4		BASE FLEET MANEUVER RATING: 4	



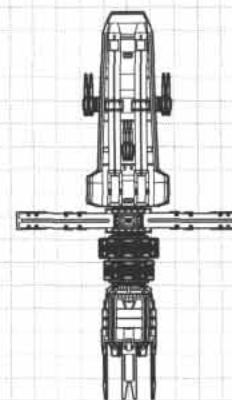
▼ SHIP DATA

SHIP NAME:				CLASS: Ypres Battleship			TV: 135/135
CREW LEVEL: ○○				TURNING: Sluggish (45=) ○○			SIZE: 9
ACTIONS: 5 ○○		Electronics: 0 ○○		BASE AVOIDANCE: 1 ○○		DAMAGE CTRL: 4 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	24/48/72					
1	Drives	15/30/45 ○○					Thrust: 6
2	Spinal Laser	20/40/60 ○○	FF	15/30	-2/-3	16E	
3	P. Beam	12/24/36 ○○	T	30/60	-1/-2	8E	
4	KKCs	10/20/30 ○○	T	25/50	+1/0	5P	AP, R3
5	Missile Bays	20/40/60 ○○	F	50	0	10E	Mis, R1
6	PGS	12/24/36 ○○	T	5	+1	3E	
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 4		RESUPPLY: 3		REPAIR: 3		BASE FLEET MANEUVER RATING: 3	



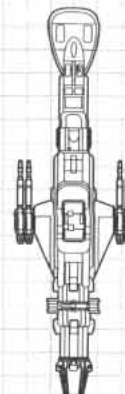
▼ SHIP DATA

SHIP NAME:				CLASS: Majestic Fleet Carrier			TV: 125/150
CREW LEVEL: ○○				TURNING: Sluggish (45=) ○○			SIZE: 9
ACTIONS: 5 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 1 ○○		DAMAGE CTRL: 4 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	20/40/60					
1	Drives	15/30/45 ○○					Thrust: 6
2	Hangar	13/26/39 ○○					Bays: 24 Cats: 12
3	Spinal Laser	18/36/54 ○○	FF	15/30	-2/-3	16E	
4	KKCs	7/14/21 ○○	T	25/50	0/-1	5P	AP, R3
5	Missile Bays	18/36/54 ○○	F	50	0	10E	Mis, R2
6	PGS	11/22/33 ○○	T	5	+1	3E	
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 36		RESUPPLY: 4		REPAIR: 3		BASE FLEET MANEUVER RATING: 3	



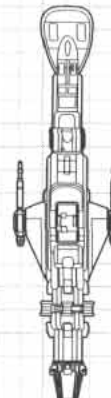
▼ SHIP DATA

SHIP NAME:				CLASS: Javelin Drone Cruiser			TV: 50/50
CREW LEVEL: ○○				Turning: Average (90°) ○○			SIZE: 8
ACTIONS: 4 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 2 ○○		DAMAGE CTRL: 3 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	14/28/42					
1	Drives	13/26/39 ○○					Thrust: 8
2	KKCs	5/10/15 ○○	T	25/50	0/-1	5P	AP: R1
3	PDS	10/20/30 ○○	T	5	+1	2E	
4	Drones I	12/24/36 ○○					Rate: 2, Reload: 2
5	Drones III	12/24/36 ○○					Rate: 3, Reload: 3
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 6		RESUPPLY: 3		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



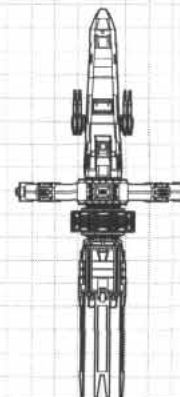
▼ SHIP DATA

SHIP NAME:				CLASS: Thunderbolt Support Cruiser			TV: 50/50
CREW LEVEL: ○○				Turning: Average (90°) ○○			SIZE: 8
ACTIONS: 4 ○○		ELECTRONICS: +1 ○○		BASE AVOIDANCE: 2 ○○		DAMAGE CTRL: 2 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	14/28/42					
1	Drives	13/26/39 ○○					Thrust: 8
2	Targeter	5/10/15 ○○					
3	Railgun	10/20/30 ○○	T	10/30	-2/-3	8P	AD
4	KKCs	5/10/15 ○○	T	25/50	0/-1	5P	AP: R1
5	PDS	10/20/30 ○○	T	5	+1	2E	
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES: The Targeter gives the Railgun a +2 Accuracy bonus and doubled range bands for one shot; this ability costs one action, maximum once per turn.							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 4		RESUPPLY: 2		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



▼ SHIP DATA

SHIP NAME:				CLASS: Alexander Destroyer			TV: 75/75
CREW LEVEL: ○○				TURNING: Average (90°) ○○			SIZE: 8
ACTIONS: 4 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 3 ○○		DAMAGE CTRL: 2 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	16/32/48					
1	Drives	13/26/39 ○○					Thrust: 9
2	P Beam	12/24/36 ○○	FF	30/60	-1/-2	8E	R1
3	KKCs	5/10/15 ○○	T	25/50	0/-1	5P	AP: R1
4	Lasers	10/20/30 ○○	T	25	+1	4E	R1
5	Missile Bay	12/24/36 ○○	F	50	0	10E	Mis
6	PDS	10/20/30 ○○	T	5	+1	3E	
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 4		RESUPPLY: 3		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	

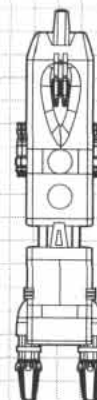


A stylized, symmetrical illustration of a building with a central tower and a dome, set against a grid background. The building features a central vertical axis with a series of rectangular windows and a central entrance. The top is capped with a dome and a cross-like structure. The entire image is rendered in a high-contrast, black-and-white style.

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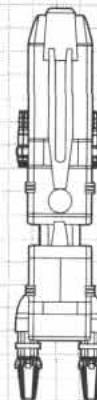
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SHIP NAME:				CLASS: Hammerhead Dreadnought			TV: 80/90
CREW LEVEL: ○○				TURNING: Average (90=) ○○			SIZE: 8
ACTIONS: 4 ○○		ELECTRONICS: +2 ○○		BASE AVOIDANCE: 3 ○○		DAMAGE CTRL: 3 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	18/36/54					
1	Drives	15/30/45 ○○					Thrust: 8
2	Hangar	10/20/30 ○○					Bays: 4 Cats: 4
3	Com Array	5/10/15 ○○					ECCM (4)
3	Railgun	10/20/30 ○○	FF	10/30	-1/-3	11P	AD, PH1
4	PBeam	8/16/24 ○○	T	30/60	-1/-2	8E	R1
5	KKCs	5/10/15 ○○	T	25/50	0/-1	5P	AP, R1
6	PCS	10/20/30 ○○	T	5	+1	4E	
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 10		RESUPPLY: 3		REPAIR: 3		BASE FLEET MANEUVER RATING: 3	



▼ SHIP DATA

SHIP NAME:				CLASS: Narwhal Bombard			TV: 115/115
CREW LEVEL: ○○				Turning: Sluggish (45=) ○○			SIZE: 9
ACTIONS: 5 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 1 ○○		DAMAGE CTRL: 3 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	20/40/60					
1	Drives	15/30/45 ○○					Thrust: 8
2	Sensors	5/10/15 ○○					ECCM(4) Con 2
3	Railguns	10/20/30 ○○	FF	10/30	-1/-3	11P	AD, R3, Con3
4	KKCs	8/16/24 ○○	T	25/50	0/-1	5P	AP, R1
5	Missile Bays	18/36/54 ○○	T	50	0	10E	Mis, R1
6	PCS	10/20/30 ○○	T	5	+1	4E	
NOTES/DESCRIPTION/SPECIAL RULES: The Sensors give the Railguns a +1 Accuracy bonus and doubled range bands for one shot. This ability costs one action per shot.							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 2		RESUPPLY: 3		REPAIR: 3		BASE FLEET MANEUVER RATING: 3	



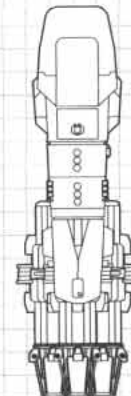
▼ SHIP DATA

SHIP NAME:				CLASS: Birmingham Attack Carrier			TV: 45/70
CREW LEVEL: ○○				TURNING: Sluggish (45=) ○○			SIZE: 9
ACTIONS: 5 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 1 ○○		DAMAGE CTRL: 4 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	14/28/42					
1	Drives	15/30/45 ○○					Thrust: 6
2	Hangar	10/20/30 ○○					Bays: 16 Cats: 8
3	KKCs	5/10/15 ○○	T	25/50	0/-1	5P	AP, R1
4	Missile Bay	10/20/30 ○○	F	50	0	10E	Mis
5	PCS	10/20/30 ○○	T	5	+1	3E	
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 24		RESUPPLY: 2		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



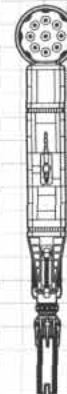
SHIP DATA

SHIP NAME:				CLASS: Uller Drone Cruiser			TV: 50/50
CREW LEVEL: ○ ○				TURNING: Average (90°) ○ ○			SIZE: 8
ACTIONS: 4 ○ ○		ELECTRONICS: 0 ○ ○		BASE AVOIDANCE: 3 ○ ○		DAMAGE CTRL: 2 ○ ○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	13/26/39					
1	Drives	11/22/33 ○ ○					Thrust: 9
2	Drones I	8/16/24 ○ ○					Rate: 2, Reload: 2
3	Drones I	8/16/24 ○ ○					Rate: 2, Reload: 2
4	Drones III	8/16/24 ○ ○					Rate: 3, Reload: 3
5	PDS	10/20/30 ○ ○	T	5	+1	2E	
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 4		RESUPPLY: 5		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



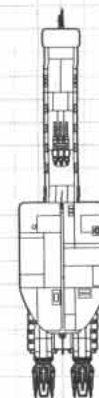
SHIP DATA

SHIP NAME:				CLASS: Hydra Area Defense Boat			TV: 30/30
CREW LEVEL: ○ ○				TURNING: Nimble (90°) ○ ○			SIZE: 7
ACTIONS: 2 ○ ○		Electronics: 0 ○ ○		BASE AVOIDANCE: 3 ○ ○		DAMAGE CTRL: 2 ○ ○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	9/18/27					
1	Drives	8/16/24 ○ ○					Thrust: 12
2	AD Laser	9/18/27 ○ ○	T	30	+3	2E	R3
3	KKCs	4/8/12 ○ ○	T	25/50	0/-1	4P	AP
4	PDS	8/16/24 ○ ○	T	5	+1	2E	
5	No component						
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES: Firing the AD Laser does not reduce the Hydra's Avoidance.							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 1		RESUPPLY: 2		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



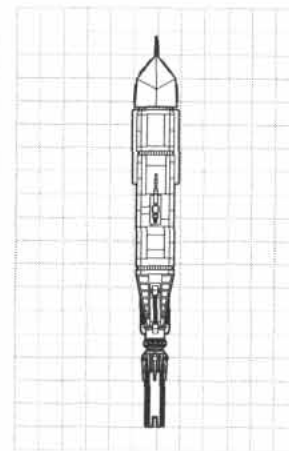
SHIP DATA

SHIP NAME:				CLASS: Constantinople MAV			TV: 70/95
CREW LEVEL: ○ ○				TURNING: Average (90°) ○ ○			SIZE: 8
ACTIONS: 4 ○ ○		ELECTRONICS: 0 ○ ○		BASE AVOIDANCE: 3 ○ ○		DAMAGE CTRL: 3 ○ ○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	15/30/45					
1	Drives	13/26/39 ○ ○					Thrust: 8
2	Hangar	10/20/30 ○ ○					Bays: 4 Cats: 2
3	Habitat	15/30/45 ○ ○					
4	KKCs	5/10/15 ○ ○	T	25/50	0/-1	5P	AP, R1
5	P Beam	11/22/33 ○ ○	FF	30/60	-1/2	8E	
5	Missile Bay	12/24/36 ○ ○	F	50	0	10E	Mis
6	PDS	10/20/30 ○ ○	T	5	+1	3E	
NOTES/DESCRIPTION/SPECIAL RULES: The Habitat can carry up to eighteen exo-suit squads and eighteen Barracuda Assault Pods.							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 6		RESUPPLY: 2		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



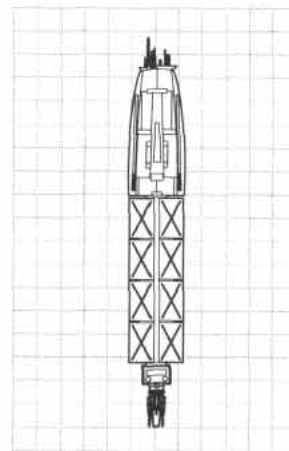
▼ SHIP DATA

SHIP NAME:				CLASS: Chin Drone Boat			TV: 30/30
CREW LEVEL: ○○				Turning: Nimble (90=) ○○			SIZE: 7
ACTIONS: 2 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 3 ○○		DAMAGE CTRL: 2 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	9/18/27					
1	Drives	8/16/24 ○○					Thrust: 12
2	Drones Hill	9/18/27 ○○					Rate: 3, Reload: 1
3	KKCs	4/8/12 ○○	T	25/50	0/-1	4P	AP
4	PDS	8/16/24 ○○	T	5	+1	2E	
5	No component						
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 1		RESUPPLY: 4		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



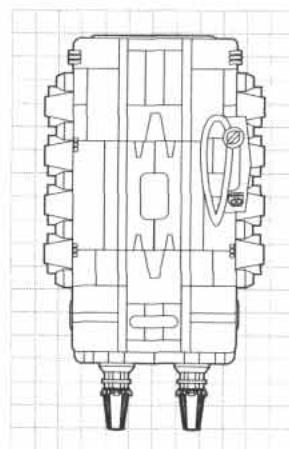
▼ SHIP DATA

SHIP NAME:				CLASS: Appalachian Cargo Ship			TV: 10/40
CREW LEVEL: ○○				TURNING: Sluggish (45=) ○○			SIZE: 9
ACTIONS: 3 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: 0 ○○		DAMAGE CTRL: 2 00	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	18/36/54					
1	Drives	15/30/45 ○○					Thrust: 9
2	Cargo	10/20/30 ○○					75 cargo units
3	Cargo	10/20/30 ○○					75 cargo units
4	Cargo	10/20/30 ○○					75 cargo units
5	PDS	10/20/30 ○○	T	5	+1	3E	
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES: Instead of cargo units, each Cargo section can be used as a Hangar with four bays.							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 12		RESUPPLY: 1		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	



▼ SHIP DATA

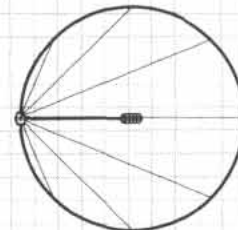
SHIP NAME:				CLASS: Detroit Fleet Support Ship			TV: 20/85
CREW LEVEL: ○○				Turning: Sluggish (45=) ○○			SIZE: 10
ACTIONS: 3 ○○		ELECTRONICS: 0 ○○		BASE AVOIDANCE: -1 ○○		DAMAGE CTRL: 4 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	18/36/54					
1	Drives	15/30/45 ○○					Thrust: 6
2	Hangar	10/20/30 ○○					Bays: 18
3	Cargo	8/16/24 ○○					250 cargo units
4	Scaffold	6/12/18 ○○					Con 9
5	PDS	10/20/30 ○○	T	5	+1	3E	
6	No component						
NOTES/DESCRIPTION/SPECIAL RULES: Scaffold can hold one ship as external cargo if the Detroit uses no thrust. All of that ship's repair and damage control rolls automatically succeed.							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 36		RESUPPLY: 1		REPAIR: 2		BASE FLEET MANEUVER RATING: 3	





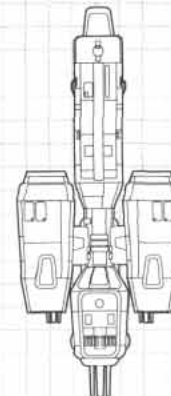
▼ SHIP DATA

SHIP NAME:				CLASS: Ophan Magsail Barge			TV: 1
CREW LEVEL: ○○				TURNING: -			SIZE: 9
ACTIONS: 2 ○○		ELECTRONICS: +1 ○○		BASE AVOIDANCE: ○○○		DAMAGE CTRL: 1 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	10/20/30					
1	Powerplant	10/20/30 GG					
2	Cargo	20/40/60 GG					400 cargo units
3	Cargo	20/40/60 GG					400 cargo units
4	Sail Loop	4					
5	Hangar	8/16/24 GG					Bays: 3
6	PDS	10/20/30 GG	T	5	+1	2E	
NOTES/DESCRIPTION/SPECIAL RULES: See Magsail Rules (Call to Arms, pp 27-28)							
CAMPAIGN NOTES:							
VEHICLE CAPACITY:		RESUPPLY: 1	REPAIR: 2	BASE FLEET MANEUVER RATING: -			

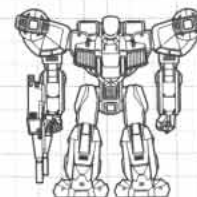


▼ SHIP DATA

SHIP NAME:				CLASS: Inari Merchant Vessel			TV: 10/25
CREW LEVEL: ○○				TURNING: Sluggish (45=) ○○			SIZE: 8
ACTIONS: 2 ○○		Electronics: ○○○		BASE AVOIDANCE: 1 ○○		DAMAGE CTRL: 2 ○○	
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	17/34/51					
1,2	Drives	15/30/45 GG					Thrust: 6
3,4	Cargo	10/20/30 GG					75 cargo units
5,6	PDS	10/20/30 GG	T	5	+1	2E	
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 8		RESUPPLY: 1	REPAIR: 2	BASE FLEET MANEUVER RATING: 3			



VEHICLE: Brimstone		TYPE: Exo-Armor		TV: 12	ACTIONS: 1	ELECTRONICS: 0	SIZE: 3
MOVEMENT: 10 / 20		FACING: Exo-Armor		PERKS/FLAWS:			
	Front	Rear		Close Combat Optimized (2)			
Avoidance	+1	-1		Energy Protection (6/14/18)			
Protection	5/12/15	5/12/15		Special: May not lightning strike			
ATTACKS	ARC	RANGE	ACC.	DAMAGE	NOTES		
Massdriver Rifle	F	C/15/30	+1/0/-1	3P	R1		
Plasma Lance	F	C	+1	4E			



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THE MERCURIAN MERCHANT GUILD ◀



For more than a century, the Mercurians and their Merchant Guild have played a vital role in maintaining contact between the various solar nations. Even before the rise of CEGA, the Merchant Guild's ships plied the empty space between worlds, promoting trade and diplomacy. Although the initial decades of the Guild's business were marked by continued isolationism and suspicion on the part of the solar nations, it was the Guild's constant efforts that set the stage for the resurgence in international cooperation that characterized the late 22nd and early 23rd centuries.

Few people bother to point out that, given the current state of solar political affairs, the Guild might have been better off leaving everyone alone. Despite the downturn in political relations, interplanetary trade is still thriving, and the Guild remains the best choice for all the solar nations. Acting as intermediaries, the Guild allows the nations to partially separate their economic interactions from their military conflicts.

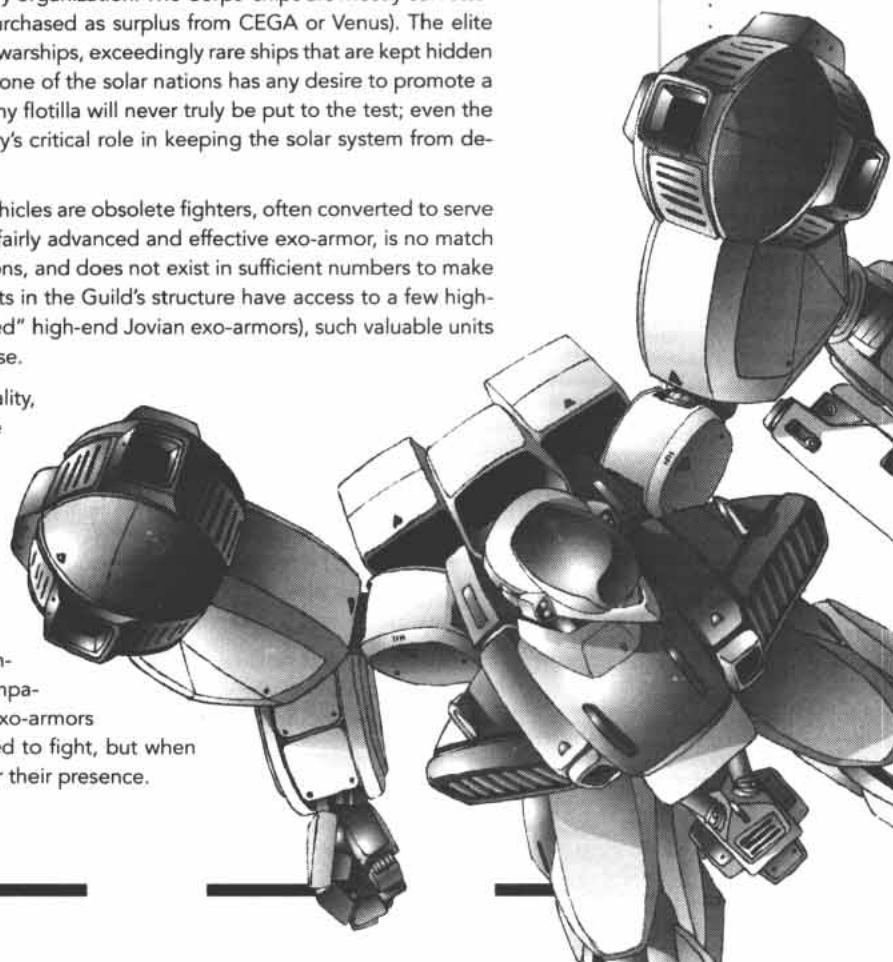
The Guild's merchant fleet is spread across the solar system, with ships in every port and personnel in every city. It is thus of paramount importance that Guildmembers remain completely neutral in all matters of conflict that do not involve Mercury or themselves in a personal sense. Mercurian ships have a policy against lending military aid (or anything that might be construed as such); the most any Guild ship is expected to do in an emergency is summon help from the Solar Cross or another medical establishment. In a few poorly-documented cases, however, some Guild captains have pushed the bounds of neutrality to safeguard either their own interests or to provide humanitarian aid. Regardless of the reason, however, violation of the Guild's code carries stiff penalties; it can be hard to stand by and let atrocities happen, but the Guild Princes realize that it is the only way Mercury can avoid taking sides.

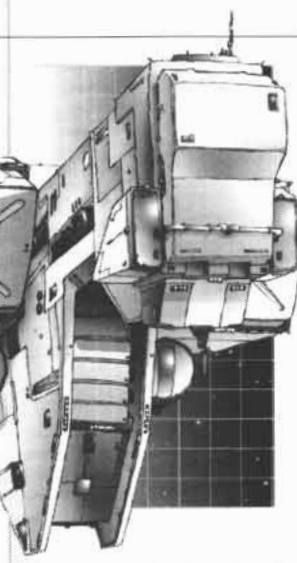
In its early years, the Merchant Guild maintained only a token paramilitary force for civil and shipping defense. However, with the rising incidence of piracy at the turn of the century, many Guild Princes were beginning to see the need for more effective tools with which to protect their ships and cargoes. The result was the Brimstone, an exo-armor specifically designed for the Guild's needs.

The Guild has maintained its neutrality in all the conflicts of the twenty-third century, both for the sake of its economy and because Mercury is, as a nation, unable and unwilling to produce the kind of military juggernaut that characterizes the other solar nations. The Merchant Guild Security Corps is a small, lightly-equipped force that poses little threat to any other national military organization. The Corps' ships are mostly corvette-class escorts (usually refurbished Bricriu-class ships purchased as surplus from CEGA or Venus). The elite segment of the Corps uses very advanced, well-armed warships, exceedingly rare ships that are kept hidden near Mercury as an "invisible" defensive force. Since none of the solar nations has any desire to promote a military conflict with Mercury, it is expected that this tiny flotilla will never truly be put to the test; even the Mercurians former master, Venus, understands Mercury's critical role in keeping the solar system from descending into total barbarism.

Most of the Merchant Guild Security Corps' fighting vehicles are obsolete fighters, often converted to serve double duty as cargo shuttles. Even the Brimstone, a fairly advanced and effective exo-armor, is no match for the newest machines in service with the other nations, and does not exist in sufficient numbers to make team tactics a viable option. Although certain elements in the Guild's structure have access to a few high-end war machines (including perhaps a dozen "donated" high-end Jovian exo-armors), such valuable units are always held in reserve for emergencies or covert use.

Although all the solar nations respect Mercury's neutrality, council-chamber policy is seldom of much use in the middle of a confused battle. Several Mercurian ships have been accidentally fired on, and Mercurian resources often end up as "collateral damage" in military engagements. Although all damages have been paid by those responsible, the Guild has no desire to lose any more materiel or personnel. As a result, most Guild vessels now carry some form of combat support vehicle, primarily as a sentry to warn off potential attackers. Especially important cargoes are accompanied by sail-equipped escort warships in addition to exo-armors and fighters. Only rarely are these units actually forced to fight, but when the necessity arises, most Guild captains are happy for their presence.

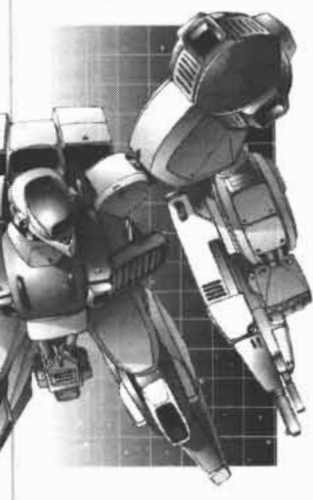




► INARI MERCHANT VESSEL

Used by every solar government in dozens of configurations, the Inari-class ships are produced by a subsidiary of the Venusian Bank in shipyards scattered over the inner solar system. The design dates back to the mid-22nd century, when Mercury's trading fleet was still in its infancy. In a gesture of seeming goodwill, the Venusians designed the Inari for their former colony, replacing the Guild's old transports with modern and reliable equipment. Three-quarters of a century later, however, the Venusian Bank continues to reap huge profits from the ancient ship design, especially from the Merchant Guild, whose shipyards are too occupied with magsail and solar sail construction to take over Inari production.

Designed for short-range or high-speed cargo deliveries and passenger transport, Inaris are spacious and easily modifiable. Inaris with added weapons are also popular pirate vessels; the ships' huge side bays are ideal for hiding boarding parties. Indeed, the recent events in the solar system have prompted the Guild to slightly reduce cargo space on many Inaris in order to carry a Brimstone exo-armor for escort and defense. Inari-class ships are also used by the Jovians and CEGA as alternative (and inconspicuous) cargo carriers or transports. The Solar Cross also maintains several Inaris as small mobile hospitals.



► HA-101 BRIMSTONE

Versatile and unpretentious, the Brimstone is ideally suited to its general-purpose role in a neutral naval power. It has significant firepower and armor, but is too short-ranged to be able to perform true attack missions, and its poorly-masked sensor signature makes it an easy target from certain angles. Mostly used for rescue, cargo movement and patrol, Brimstones are rarely called upon to act as interceptors or area defense units; when necessary, though, they can be fierce opponents.

The Brimstone's oversized engine pods give it speed to rival the fastest Jovian exo-armors, and its handheld massdriver is more than adequate against pirates and light raiding units. The Brimstone was never designed for use in a major fleet action, however, and in such situations, its weaknesses become glaringly apparent. A few variants of the Brimstone do exist, mostly in an effort to create a more effective fighting force. The appearance of anti-ship and electronic warfare versions of the Brimstone in escort squadrons has given both CEGA and the JAF further reason to give Merchant Guild vessels a wide berth. On the plus side, Merchant Guild Brimstones have proven most willing to offer search-and-rescue efforts to any who are in need.

► MAGSAIL BARGE

Magsail barges come in a variety of sizes and shapes, all related by their unique form of propulsion. Magsails use a vast loop of superconducting wire to redirect charged particles to gain momentum. Although less predictable than the constant pressure of photons that propels solar-sail craft, the streams of charged particles emanating from many solar objects are a cheap and easy-to-use source of energy, allowing the barges to move huge amounts of cargo for virtually no cost in fuel (albeit on a flight path measured in years).

The Merchant Guild has used magsail barges since 2159, loading them with natural resources and other non-perishable cargo too large for conventional transport methods. These huge vessels carry few crewmembers and can, on longer runs, take more than two years to reach their destination. Because of the odd nature of magsailing (which allows for faster travel times for journeys with starting points close to the sun), magsail barges return to Mercury at some point in almost all of their cargo runs, allowing regular crew exchanges. This regularity also permits Mercury to keep close tabs on the movements of various cargoes.

Occasional disputes have broken out, however, regarding the Guild's alleged deliveries of weapons and other war materiel between nations. The Guild denies having knowledge of its customers' cargoes, leading to searches and occasional turf battles.

ADVANCED RULES ◀

The following advanced rules are, like the advanced rules in the Lightning Strike, completely optional. While they add depth and variety to gameplay, they can also slow it down a great deal. Some of the rules, like those for target designators and deployable sections, apply only to specific units. Other rules, like the new options for boarding actions, lightning strikes and ship destruction, will actually change the way the game is played. For the most part, however, these rules complete the Lightning Strike space combat system.

TARGETED ECM ▼

Instead of using ECM to create broad-based communications disruption, an electronics-warfare unit can also attempt to interfere with a single target on a deeper level, causing failures in targeting and unit-identification systems. ECM can also help a friendly unit by masking its location with radiation and false sensor traces.



To use targeted ECM, each Player must have an extra set of ECM counters, marked so as to be different from normal ECM counters and the other Player's ECM counters. By spending one action, the ECM-using unit may nominate a single target (including itself). The range is limited by the unit's Electronics rating as listed on the Tagging Range Table (rulebook, pg 35).

An opposed skill roll is made. Both units add their Electronics rating; the attacker also adds its ECM rating, and the target may add its ECCM rating, if desired. The target may decline to roll, using zero as its result. If the attacker wins, the ECM attempt is effective. Instead of placing the ECM counter next to the ECM-using unit, place the counter next to the unit being affected.

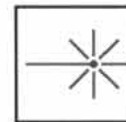
If the target is friendly, it gains a +2 bonus to its Avoidance and to any rolls to resist being locked-on, tagged or designated, while the Targeted ECM counter is in play.

If the target is an enemy, it receives a -2 penalty to its attack rolls and any attempts to lock-on. In addition, the target's identify friend or foe (IFF) system is disabled, making it vulnerable to its own side's minefields, and the target may not tag, target designate, use ECM or spend Command Points. These effects last as long as the Targeted ECM counter is in play.

Targeted ECM effects are not cumulative; adding more targeted-ECM counters to a victim only means that each counter must be removed individually before the effects of the ECM are lifted. At the end of each End Phase, every unit with targeted-ECM counters on it makes a skill roll against a threshold of 4 for each ECM counter (friendly or hostile) it has on it; if the roll succeeds, remove the counter. A unit with ECCM may spend an action to remove an enemy ECM counter on it without having to roll, but is unable to use ECCM to help other units.

TARGET DESIGNATOR ▼

The Wight, Peacekeeper and Intruder have a special artillery targeting system that increases the accuracy of large ship-mounted weapons by providing up-to-date predictive information on a given target's location, allowing slow-moving servos to be pointed in the right direction at the right time.



A target designator is "fired" just like a weapon, but if it hits, it does no damage. Mark the target with a spare counter (leftover Avoidance counters from the rulebook work well) to show that it has been designated.

In the Second Ship Phase, a ship that attacks target-designated units with a railgun, laser or particle beam receives a +2 bonus to hit those targets only. Missiles, KKC's, CMM's and PDS do not benefit from the target designator, since they already have very quick targeting systems.

After the firing ship finishes its action phase, remove the designation counter from its targets.

If a unit that successfully target-designated earlier in a turn is destroyed, any designation counters it placed are also removed. If Players have lost track of the origin of individual counters, remove one at random.

In the End Phase, remove all remaining designation counters.

The target designator relies heavily on uninterrupted communications between the spotter and the warships. A unit may not target designate if it is being affected by enemy ECM. Likewise, a warship may not use the target designator's bonus if it is being affected by enemy ECM.



▼ DEPLOYABLE SECTIONS

The Narwhal and Detroit have components that can be withdrawn into the Main Hull for protection. This is designated by the Con notation on the datacard, along with a rating. In order for Concealed systems to be used (the Narwhal's railguns and antenna array, and the Detroit's damage control and repair abilities), the ship must spend a number of actions equal to the rating to deploy these components. When concealed, the systems use the main hull's Protection value. When deployed, they use their own Protection values.

If the ship does not have enough actions in a turn to fully deploy or conceal its components, it may spread the action requirement over several turns; for instance, it takes the Detroit three full turns to deploy or conceal its scaffold.

▼ INTERNAL CARGO

The Internal Cargo perk is similar to the External Cargo perk, except that the cargo is enclosed and sheltered by the carrying unit's hull. As a result, the cargo may not make any attacks, take any actions, nor fight in close combat. The cargo may not be attacked while being carried.

If the carrying unit (or the cargo-carrying component thereof) is destroyed, then the cargo takes damage equal to half that of the initial attack. If the cargo survives, it is now floating free and acts as an independent unit.

▼ BOARDING ACTIONS: ADDENDUM

Rather than making its own entryway into a target ship, a boarding party may allow some other unit (hopefully with a larger weapon) to perform that task. Any unit may declare that it is attempting to create an entrance for a boarding party (i.e. aiming its attack for an internal corridor or room). The attack is made just like a normal boarding attack (i.e. no damage, hole cut in hull). The boarding parties must enter through this hole in the same turn in order to maintain the element of surprise. If they do not, then a new hole must be made in the next turn, since damage control crews will have already sealed off the damaged section.

▼ ALTERNATE SHIP DESTRUCTION

Normally, it is very difficult to actually destroy a ship; one must wait for its reactor to go critical. However, some exceptionally powerful weapons are capable of coring a ship from stern to stern in one shot. To simulate this, the following rule may be implemented. If any single hit on a ship's Main Hull does more damage than the Main Hull's Overkill threshold, the entire ship is immediately and totally destroyed. Cumulative damage that adds up to Overkill over time does not count; the Overkill threshold must be exceeded by the effects of a single weapon hit.

▼ NEUTRAL FORCES

Not everybody in the solar system is out to kill everybody else. The Mercurians, for instance, are famously neutral, unwilling to choose sides in any conflict. In the bustling inner solar system, this policy can sometime put neutral ships in very uncomfortable positions.

The following rules assume a two-Player game. Neutral forces can also be controlled by an impartial third Player, allowing for more "realistic" behavior than the haphazard reactions described below.

Neutral forces can be used as part of a scenario. Neutral forces can also be used as "terrain" in any game, in order to simulate a battle near a colony or heavily-traveled trade route. If used in this manner, neutral units simply go about their business until attacked or damaged by one of the Players. If that happens, the other side immediately gets control of all neutral forces on the table (and will lose victory points for their loss, accordingly). If both sides attack the neutrals, then control of neutral forces is randomly determined at the start of each turn.

Neutral ships will attempt to complete their missions (which usually involve fleeing the area as quickly as possible) without antagonizing anyone. If attacked, they will return fire. If prevented from leaving, they will fight to the death.

MINEFIELDS ▼

A mine is basically a passive sensor package attached to a large bomb. Mines have some stationkeeping thrusters, a single solid-rocket booster that is activated when a target is detected, and a torpedo-style directed-burst warhead. Mines are dropped in large clusters, which subsequently break apart and spread a web of several dozen individual mines over a large area of space. On a strategic level, minefields are almost useless, since it is impossible to mine an area of space so large that an enemy can't find a way around. Once the location for a battle is reasonably certain, however, the presence of a minefield can be a useful tool for influencing enemy movements and shielding friendly units from close assault.



Modern minefields contain an assortment of mine types and decoys in order to be most effective against a variety of interlopers. Mines are equipped with friend-or-foe identification systems that prevent them from attacking friendly forces. However, these systems rely on the friendly unit having an operational communications system. If a unit is for some reason unable to identify itself to the mine Executor's satisfaction, it may find itself under attack from its own side's mines.

For the purposes of the game, it is assumed that minefields extend above and below the plane of the battlefield, preventing units from moving over or under them without going significantly out of their way.

Mines are considered Class I Drones and have a Skill Threshold of 7. Because they take up more space and require special equipment, mines can only be deployed from ships, never from standard units. Dropping a single mine is equivalent to dropping three normal Drones, i.e. a Rate of 3.

Once dropped, a mine will remain in place until the start of the end phase of the current turn. At that point, remove the mine counter and replace it with a minefield. Any enemy target inside the minefield will be immediately attacked. Any units located in a previously-deployed minefield are also attacked in the End Phase.

A minefield template is a circle ten centimeters in diameter, and is considered in scale with the tabletop (i.e. about five kilometers in diameter). It will immediately attack any enemy unit that enters it, interrupting the normal turn sequence. If the defender's roll fumbles, the minefield is depleted (the unlucky target has probably managed to hit every mine in the field) and is removed. Otherwise, a minefield may attack as many times in a turn as necessary. There is no danger in moving within or leaving a minefield, except that in the end phase, a minefield will attack any hostile units that remain within the template.

Minefields usually do not attack units on their own side, so units may move through friendly minefields without difficulty. However, crippled standard units, ships with Overkilled Electronics and any unit affected by hostile narrow-beam ECM will be mistaken for the enemy and attacked as normal.

If a unit is attacked by a minefield while it is in close combat (or any other physical contact) with one or more other units, all units involved in the close combat will be attacked by the minefield.

Although minefields are inherently difficult to destroy, due to their stealth, dispersion and intelligence, minesweeping is not an impossible task, given time and the right tools. Minefields can be attacked just like any other unit; however, in close combat, they always get to make their automatic attack first.

NOISEMAKER SHROUDS ▼

A noisemaker shroud is a specialized type of minefield designed to conceal movement and block lines of sight. Shroud pods disperse huge clouds of radioactive dust and reflective particles, and also broadcast random signals and ghost traces. Used properly, shrouds can be an invaluable asset in battle.



Shrouds are considered Class II Drones, and are carried and dropped just like mines, using a Rate of 3 per shroud. However, a shroud's template is a circle 20 centimeters in diameter.

Line of sight to and from any object within the shroud's template is blocked from the moment it enters the shroud until it leaves. No missile locks, pings, tagging attempts, target designation, targeted ECM or attacks may be made by or against the unit. Units within the shroud may not use Command Points.

Units inside a shroud may be attacked in close combat as normal, but only if the attacking unit first passes a Skill roll against the shroud's Skill Threshold. If the roll fails, the combatants have completely lost each other inside the shroud. Overlapping shrouds are considered a single large shroud; effects are not cumulative.

2-1.10

▼ NOISEMAKER SHROUDS

The shroud has no effect on any attacks that only pass through it, without actually coming from or being aimed at a unit inside the shroud. Only units that are actually inside the shroud are helped or hindered by it. In other words, it's permissible to shoot *through* the shroud, as long as the attack doesn't begin or end in the shroud.

Minefields located entirely within a shroud may not be attacked, except in close combat. If an impartial mediator can be found, players can use shrouds to hide minefields entirely, not placing a minefield on the table until an enemy actually runs into it.

Shrouds may be attacked when they are first deployed. After the shroud template is placed on the table, the shroud is invulnerable from all battlefield effects except reactor detonations and magsails. Shrouds may not be used in low orbit.

▼ INSTALLATIONS

Space stations, skyhooks and cargo barges all fall under the category of *installations*. Installations are essentially ships with no movement capability (although barges do technically have propulsion systems, their movement is so slow as to be unnoticeable in *Lightning Strike*). Installations may have vector counters, to simulate an orbiting station moving through a battlefield. Simply move the installation every turn, just like a ship with a vector counter. Before the game starts, Players should agree on the distance the installation should be moved each turn (something between 5 and 15 cm works well). Because they do not maneuver, any component on an installation may be targeted at any range, regardless of the attacker's Electronics Rating.

Installations generally not have Threat Values. However, if Players want to have a station on the table that is firmly on one side, providing supporting fire, vehicle repair and other resources to one Player and not another, a Threat Value will be required.

The sample installation provided in this book is a Valhalla-class space station, a common construct that serves a variety of duties. It is a simple matter to photocopy the datacard and modify the stats to the satisfaction of all Players. The Valhalla's Threat Value assumes that the station is aligned with a single side and has no restrictions on shooting. Based on the agreed-upon stats and the objectives of the game, Players should agree upon a reasonable Threat Value. Keep in mind, however, that the installation is mostly terrain, and shouldn't make up the bulk of one side's force; that's why the Threat Value can be so freeform depending on the scenario's objectives.

▼ LOW ORBIT

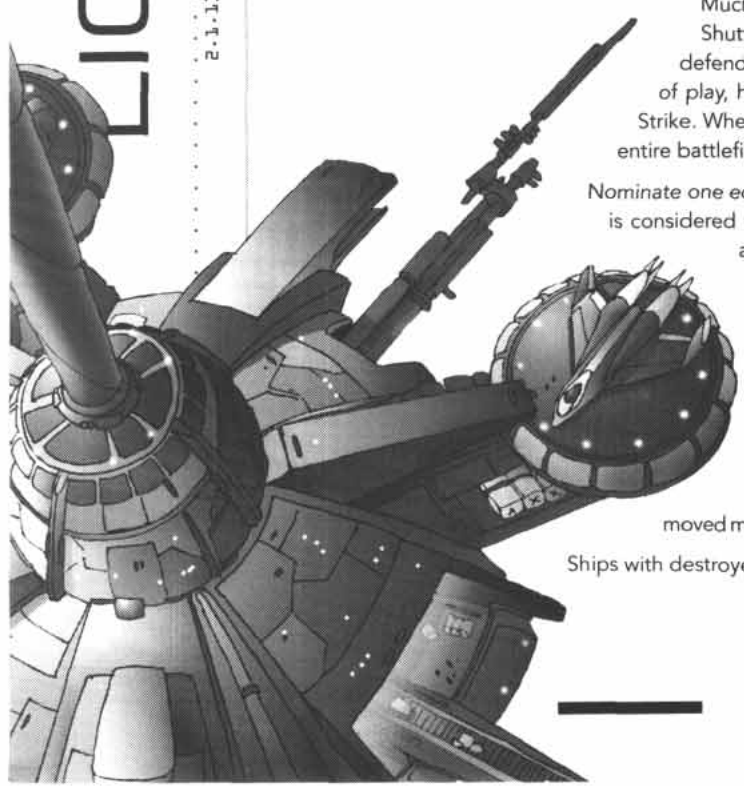
2-1.11

Much of the action surrounding a planetary invasion takes place in low orbit. Shuttles make reentry runs, orbital bombarders fire on targets far below, and defending skyhooks and space stations desperately muster defenses. For ease of play, however, many factors of low orbit combat are abstracted in *Lightning Strike*. When playing a battle set in low orbit, the following conditions apply to the entire battlefield.

Nominate one edge of the table as the "planet" edge. Any unit that moves off this edge is considered to have entered the process of reentry. Non-reentry-capable units are automatically destroyed. Reentry-capable units may do nothing at all; leave them at the edge of the table. In the End Phase of the turn after a unit begins reentry, remove it from the table; it is now into the atmosphere decelerating, and is out of range and line of sight. Until the reentering unit is removed entirely, however, it is very vulnerable to attack; any attacks against it gain a +2 modifier to hit and count as Armor Destroying.

Orbital installations and obstacles will either all be stationary or will all have the same vector, moving along the planet edge of the table. The distance moved may vary, but values between 10 and 40 cm are workable, if not terribly realistic.

Ships with destroyed drives gain a vector counter toward the planet edge.





LIGHTNING STRIKE



MAGSAIL EFFECTS

*	Electronics rating drops to -2.
*	ECCM may not be used.
*	Tagging and target designators are inoperative.
*	Catapults may not be used.
*	Drones are destroyed immediately after launch. Drones that move within 20 cm of the loop are destroyed.
*	Missile locks are broken.
*	Cloaks are ineffective.
*	Minefields and noisemaker shrouds are destroyed.
*	Projectile weapons may only be used in close combat. Projectile weapons may not be used for ranged attack if any part of the line-of-sight to the target passes within 20 cm of the loop.
*	Energy weapons may be used, but have a -2 accuracy penalty if any part of the line-of-sight to the target passes within 20 cm of the loop. Ship-mounted lasers are excepted from this rule.
*	At the end of each turn, after checking for catastrophic ship damage, every unit within 20 cm of the loop receives either one stun counter (standard units) or one randomly-determined hit to the main hull (ships).

DAMAGE

Damaging the magsail's superconducting loop is relatively easy. If the loop suffers Overkill damage (a fairly easy outcome, since it has little Protection and no damage boxes) the superconducting wire has been severed, resulting in a massive burst of released energy. If the loop was severed by a close combat attack, the loop's current will travel along the nearest available medium; the unit that cut the cable in close combat is vaporized (along with anything else it was in contact with). All standard units within 20 cm of the sever point are immediately Crippled. All ships within 20 cm of the sever point receive two damage points to their Electronics and Command/Control systems.

Once severed, the sail's magnetic field vanishes, along with all its effects. The Mercurians will most likely turn hostile toward the responsible party, and take appropriate action. However, the powerplant section will immediately shut down, eliminating any chance of a reactor explosion.

The magsail's powerplant is a heavily-shielded (but somewhat fragile) reactor to which the ends of the sail's loop are attached. If the powerplant suffers Overkill damage, it detonates in the catastrophic damage segment of the end phase (see **Lightning Strike Rulebook**, page 37). If the powerplant is destroyed, then the sail loop is also severed (see above). The powerplant section is immune to the effects of the magsail's field. On the other hand, it never carries any complex electronics or weapons, and very few crewmembers.

The barge is located at the very center of the magsail's wire loop, the safest point for a vessel to be located. The barge is, for all intents and purposes, a space station, and can have a variety of configurations. Destruction of the barge has no effect on the magsail loop itself, but if the barge is boarded, the attackers can choose to blow up the powerplant. Doing so will produce the powerplant destruction effects noted above.

CAMPAIGN STATS FOR NEW UNITS (PAGE 30)

Unit Type	Repair Threshold	Resupply Value	Campaign TV
Archer	3	5	14
Intruder	4	4	13
Peacekeeper	2	3	15
Mentor	3	2	14
Wight	3	3	14
Barracuda	2	1	13
Brimstone	3	3	12
Vindicator At	3	5	17
Vindicator Dr	4	5	14
Mentor Sensei	3	2	14
Fury Alecto	4	5	14
Fury Tisiphone	4	5	11
Wyvern Marine	3	4	15
Wrath-T	3	5	13
Brimstone EW	3	3	16
Brimstone Support	3	3	13

LIGHTNING STRIKES ◀

2.3

Despite this game's title, the use of lightning strike tactics in **Lightning Strike** is extremely abstracted. A lightning strike takes place when a vehicle applies massive and constant acceleration while still far away from the battlefield, such that by the time it is in weapons range of the battle, it is traveling at an extremely high velocity in comparison to the rest of the combatants. A lightning-striking unit will enter the battlezone, attack, and vanish into the distance in the space of a moment or two. Such an attack gets only one chance to inflict damage, but is also correspondingly difficult to counter.

Rather than force Players to keep track of every single shot fired in a lightning strike situation, this game uses the concept of the Lightning Strike Value, or LSV, to determine the effectiveness of a lightning strike. The LSV is a rough approximation of a unit's ability to inflict damage in the space of a few seconds. Each standard unit has a Lightning Strike Value (LSV) equal to its highest Damage Rating.

Lightning Strike Values for ships are slightly more complex. A ship's basic Lightning Strike Value is equal to its highest *non-missile* Damage Rating. This means that a Corsair's LSV is 8, while a Tengu's LSV is 2. However, to represent the fact that many ships have multiple weapons turrets, the ship's basic LSV is multiplied by the number of attacks the weapon may make as defined by the Rapid Fire characteristic. A Poseidon's base LSV of 8 is multiplied by 2 (because it particle beams have Rapid Fire 1), for a total of 16. The aforementioned Corsair's laser has no Rapid Fire ability, and so its LSV stays at 8.

Before the battle, each side totals all its LSVs. The Player must then secretly decide in which turn (or turns) the lightning striking units will pass through the battlefield. The total LSV may be divided in any manner, between any number of turns. Lightning strikes that arrive after the game ends are wasted.

In a one-off battle, there is no need to specify what units are actually going to lightning strike; Players may simply purchase LSV points at the rate of one LSV point per TV point, and use them as normal during the game. Unless all Players agree otherwise, no Player may spend more than ten percent of his TV allowance on lightning strikes. In campaigns, lightning-striking units for the next battle may be selected in the Regrouping Phase (before any repairs are made). These units are set aside, and are assumed to be following the fleet's movement, waiting for the order to strike. Units that lightning strike may not participate in the battle in any other way, and do not count toward a battle's TV limit.

Example: A Player decides to set aside five Vindicators to lightning strike in his next game. His side's total LSV is the sum of the Vindicators' individual LSVs of 6, for a total of 30. He decides to use 10 points in turn 3, 15 points in turn 7, and 5 points in turn 12. As it turns out, the game ends on turn 10. The 5 LSV points assigned to arrive in turn 12 are wasted, since they will arrive after the battle is over.

In each Initiative Phase, all Players must announce how many LSV points will be used in that turn, according to their LSV point decisions before the game began. At this point, a Player may also choose to abort that turn's lightning strike; the strike is canceled, and none of the events described below will occur. The lightning strikes themselves are resolved at the beginning of the End Phase, before minefields act.

Throughout the turn, any unit may attack the lightning-striking units by making a standard attack roll at maximum range. The defense roll is always an unmodified skill roll on two dice. Over the course of the turn, a record must be kept of the total damage inflicted on the lightning-striking units.

In the End Phase, the lightning-striking Player may choose as many targets as he likes, so long as at least one LSV point is assigned to each target. When all LSV points are allocated, the attack rolls are made. Each target makes a normal defense roll; the attack rolls are all unmodified Skill rolls on two dice. The LSV points assigned to a target are treated as the Damage Multiplier for a successful hit.

At the end of the game, each side adds up the total amount of damage inflicted on lightning-striking units throughout the entire game. Divide this total by 10. The result is the number of Stun hits inflicted on the lightning-striking units. In a campaign game, the half of the hits (rounding up) are allocated by the defender; the rest are allocated by the attacker. The surviving units then regroup with the fleet and may be repaired as normal. In a one-off game, each hit reduces the initial total LSV (and thus the owning Player's Victory Point total) by one.

► UNIT VARIANTS AND DESIGNING VEHICLES

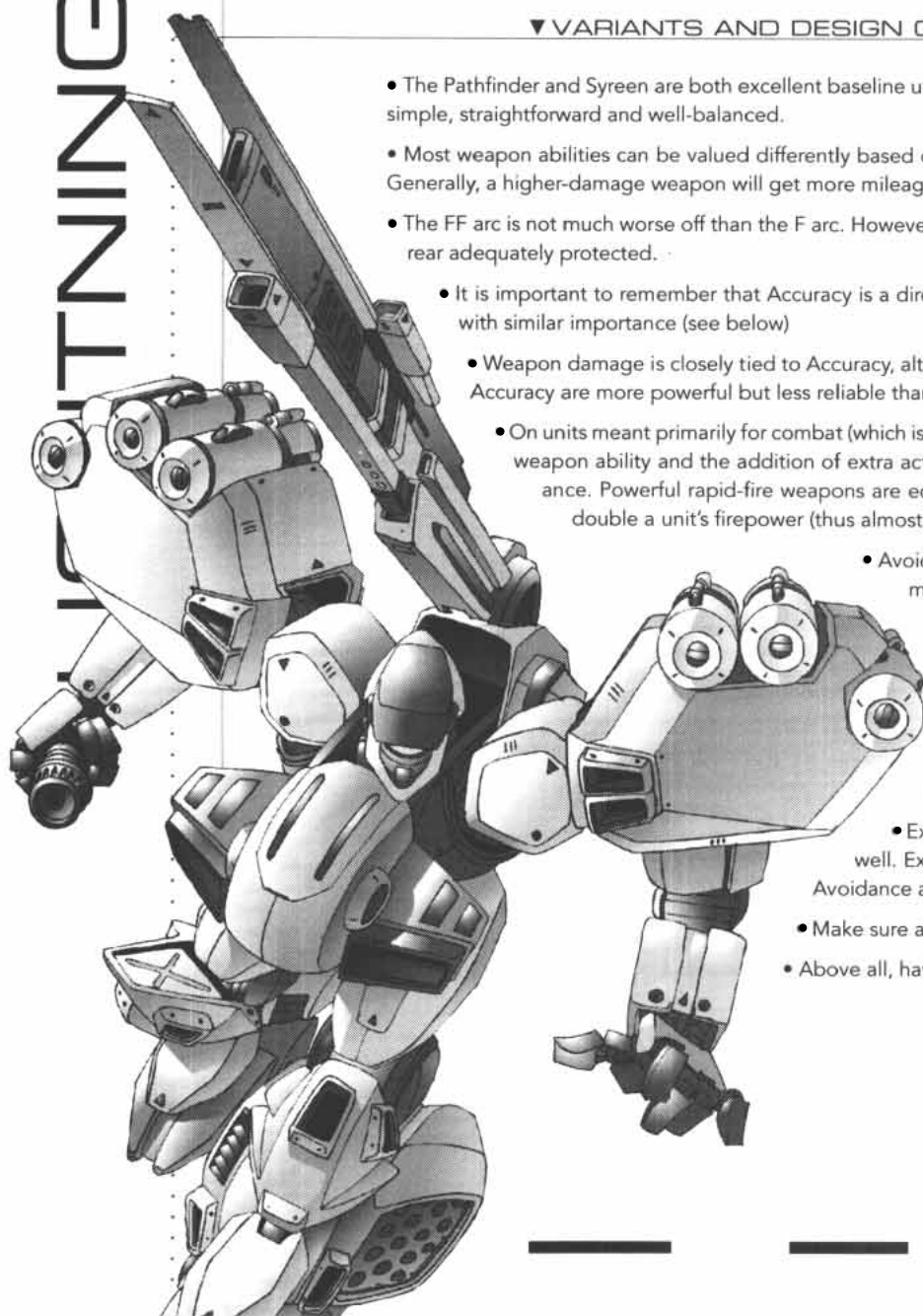
The Lightning Strike system does not have a formula-based vehicle construction system like the Silhouette system does. Since most standard units have Threat Values lower than 20, and ship Threat Values change in increments of 5, there are too few Threat Value gradations to make a point-by-point construction system quantitatively effective while still being easy to use. Essentially, there are only about 20 possible Threat Values for standard units (with the exception of the really powerful ones, like the Stormrider), and a few more than that for ships. There is little point in processing pages of calculations in order to produce a Threat Value that is, at best, an approximation.

It is far simpler and more reliable to assign a unit a Threat Value based upon its average performance against other units, in a variety of situations, from head-on dogfighting to electronic warfare. This makes versatility as well as firepower an important consideration. If one is uncertain of what a unit's exact Threat Value should be, it is usually a good idea to add a point or two to one's initial estimate; in a several-hundred-point battle, a few points will not make that much of a difference.

Here are some simple guidelines, beyond which everything is left to the maturity and fairness of the players themselves:

▼ VARIANTS AND DESIGN GUIDELINES

- The Pathfinder and Syreen are both excellent baseline units against which to make comparisons. They are simple, straightforward and well-balanced.
- Most weapon abilities can be valued differently based on the power of the weapon they're attached to. Generally, a higher-damage weapon will get more mileage out of a given weapon ability than a weak one.
- The FF arc is not much worse off than the F arc. However, the T arc is very effective, since it keeps a unit's rear adequately protected.
- It is important to remember that Accuracy is a direct counter to Avoidance, and should be treated with similar importance (see below)
- Weapon damage is closely tied to Accuracy, although, as a rule, high-damage weapons with low Accuracy are more powerful but less reliable than high-accuracy low-damage weapons.
- On units meant primarily for combat (which is to say, most Lightning Strike units), the Rapid Fire weapon ability and the addition of extra actions should be carefully considered for play balance. Powerful rapid-fire weapons are equivalent to extra actions, in that they effectively double a unit's firepower (thus almost doubling their Threat Value).
- Avoidance, because it has so few gradations, is much more powerful than Protection. Adding more Protection to a unit with low Avoidance shouldn't cost much, because its survivability has not increased by much. Improving Avoidance in any situation, though, should be worth at least a couple of Threat Value points (more, if the unit in question is both heavily armed and well-armored).
- Exo-armor and fighter movement balance out fairly well. Exo-suit movement requires that the front and rear Avoidance and Protection values be equal.
- Make sure all players agree on proper Threat Values.
- Above all, have fun!



VINDICATOR AT (TV: 18)

Add:	Railgun (FF, Range 30/60, Acc -2/-1, Dam 4P, AP, Slow)
Remove:	Missiles
Change:	Nothing

VINDICATOR DR (TV: 16)

Add:	Drones Type I, Rate 4, Reload 2
Remove:	Missiles
Change:	Nothing

MENTOR SENSEI (TV: 14)

Add:	Beam Cannon (FF, Range 20/40, Acc -2/-1, Dam 5E/4E)
Remove:	Nothing
Change:	Nothing

FURY ALECTO (TV: 16)

Add:	Drones Type II, Rate 2, Reload 3
Remove:	Nothing
Change:	Electronics to +2

FURY TISIPHONE (TV: 13)

Add:	Drones Type I, Rate 4, Reload 2
Remove:	Nothing
Change:	Movement to 10/20, Avoidance to 0/-1

WYVERN MARINE (TV: 15)

Add:	Assault Massdriver (F, Range C/15/30, Acc +1/0/-1, Dam 4P, R1)
Remove:	Bazooka
Change:	Protection to 7/15/21

WRAITH-T (TV: 15)

Add:	Drones III, Rate 2, Reload 2
Remove:	Missiles
Change:	Nothing

BRIMSTONE EW (TV: 16)

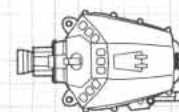
Add:	ECM (4), ECCM (4)
Remove:	Energy Protection
Change:	Electronics to +2

BRIMSTONE SUPPORT (TV: 13)

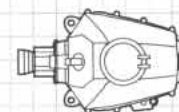
Add:	Drones Type I, Rate 1, Reload 0
Remove:	Massdriver Rifle
Change:	Nothing



VEHICLE:			Minefield I		SKILL THRESHOLD:		7		Perks:			
MOVEMENT: 0		Facing: None		Electronics: 0		Size:		1				
FRONT AVOIDANCE:				+1		REAR AVOIDANCE:				+1		
ATTACK			ARC		RANGE		ACC.		DAMAGE		NOTES	
Mine			T		C		0		6E		AS1	

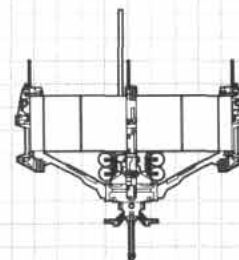


VEHICLE:		Noisemaker Shroud II		SKILL THRESHOLD:		3	Perks:		
MOVEMENT: 0	Facing: None		Electronics: 0		Size: 1		Invulnerable after deployment		
FRONT AVOIDANCE:			0		REAR AVOIDANCE:			0	
ATTACK		ARC	RANGE		ACC.	DAMAGE		NOTES	
None									



SHIP DATA

SHIP NAME:				CLASS: Valhalla Space Station			TV: 40
CREW LEVEL: ○○				TURNING: N/A			SIZE: 10
ACTIONS: 4 ○○		ELECTRONICS: +3 ○○		BASE AVOIDANCE: -2 ○○			DAMAGE CTRL: 4 ○○
	COMPONENT	PROTECTION	ARC	RANGE	ACC.	DAMAGE	NOTES
	Main Hull	20/40/60					
1	Hangar	10/20/30					Bays: 12
2	Corn Array	5/10/15					ECCM (4)
3	Habitats	20/40/60					100 cargo units
4	KKCs	5/10/15	T	25/50	0/-1	5P	AP R1
5	P. Beam	10/20/30	T	30/60	-1/-2	8E	R1
6	PDS	10/20/30	T	10	+1	4E	
NOTES/DESCRIPTION/SPECIAL RULES:							
CAMPAIGN NOTES:							
VEHICLE CAPACITY: 18		RESUPPLY: 1	REPAIR: 2	BASE FLEET MANEUVER RATING:			



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