

JOVIAN

CHRONICLES



モスコト 93

by Marc Alexandre Vézina

MEKTON

LICENSED FROM R. TALSORIAN GAMES INC.



JOVIAN

CHRONICLES



Strapped in to your cockpit, you impatiently wait for the launch signal. Suddenly, a surge of energy, a blast of light, and your 65-ton war machine is catapulted into the vastness of space. Skillfully, you search the silent void around you for signs of the intruder: there!

Thrusters at full power, you bring your massive railgun to bear, already dodging a hail of missiles launched by the black *exo-armor*. As your opponent's armored hide buckles under the multiple hits, its powerplant explodes in a blinding ball of light. The computer confirms the kill as you recognize the *CEGA* emblem on the attacker's wingman...

The Jovian Chronicles is a new universe sourcebook for the acclaimed Mekton II role-playing game. Greatly inspired by Japanese science-fiction animation, it is the first in a line of modules and sourcebooks that will take you beyond the confines of planet Earth to discover a solar system on the brink of war. Along the way, the players will interact with a rich cast of characters and possibly alter forever the destiny of the Jovian Confederation, if not the human race!

IANUS PUBLICATIONS, INC.
2360 Avenue De LaSalle, Studio #211
Montréal, Québec
Canada
H1V 2L1



JOVIAN CHRONICLES is a trademark of Ianus Publications, Inc. MEKTON II and the Mekton logo are registered trademarks of R. Talsorian Games, Inc., used under license.

IMP #01
ISBN 2-921573-07-5

Printed in Canada

JOVIAN

CHRONICLES



by Marc Alexandre Vézina

MEKTON

LICENSED FROM R. TALSORIAN GAMES INC.



Written by: Marc A. Vezina
 Original Concept and Ideas: Marc A. Vezina, Etienne Gagnon
 Editor for R. Talsorian Games, Inc: Michael MacDonald
 Copy Editing: Jean Carrières, Judith Lanouette, Robert Dubois
 Art Direction: Pierre Ouellette
 Layout: Pierre Ouellette, Benoit Miller, Dominique Durocher, Jeff Fortier
 Cover Art: John Moscato
 Interior Art: John Moscato
 Character Design: Alex Racine
 Mechanical Design: John Moscato, Marc A. Vezina
 Logos: the whole team
 Computer-generated artwork: Jeff Fortier, Ben Miller
All artwork © IANUS PUBLICATIONS

• SPECIAL THANKS TO:

- Yoshiyuki Tomino, Kim Stanley Robinson, Arthur C. Clarke, for the inspiration;
- Nick, for being a great friend and appearing in the book;
- Martin Ouellette, for the enthusiasm and help with the last-minute additions;
- John, for turning messy sketches into works of art around the clock;
- Ben, Dom and Jeff, for battling the computers day and night;
- the R. Talsorian Games people, for letting us work with them;
- Pierre and Claude, for making it all possible.

Brought to you by the letter "C".

"Force Ten", Rush, ©1987 Anthem Group

JOVIAN CHRONICLES, Exo-armor, Jovian Confederation, Central Earth Government & Administration, and all other names and logos are Copyrights ©1993 Ianus Publications Inc. All right reserved.

JOVIAN CHRONICLES is a trademark of Ianus Publications Inc. and is published under license from R. Talsorian Games, Inc. Mekton II is a Trademark of R. Talsorian Games, Inc.

No part of this book can be reproduced without written permission from the publisher, except for review purposes. Any similarities to characters, situations, institutions, corporations, etc. (without satirical intent) are strictly coincidental.

Published by: **IANUS PUBLICATIONS, INC.**

2360 Avenue De LaSalle, Studio #211
 Montréal, Québec
 Canada
 H1V 2L1

Stock # IMP-01
 Creative Team: Dream Pod 9



Printed in Canada.

• DEDICATION

- *To my family, for their support,
 and to Nathalie (1971-1991), with loving memories.*

TABLE OF CONTENTS

• INTRODUCTION 4

- The setting 5
- Mood of the game 5
- GM tips and suggestions 5

• CIVILISATION AND CULTURE: 6

- Map of the solar system, circa 2210 6
- Timeline & History 7
- Civilisation & Culture 8
 - Mercury 8
 - Venus 9
 - Earth 10
 - Orbital settlements 11
 - The Moon 12
 - Mars 14
 - Jupiter 16
 - Nomad 18
 - Pirates 19
 - Outer Realm 19

• CHARACTER DESIGNS: 20

- Stats 20
- Careers 21
- Life Path 21
- Important NPCs 22
- Suggested PCs 30
- Supporting Cast 32

• MECHANICAL CATALOG: 34

- Exo-Armors 35
 - Linear frame 35
 - Powerplant 36
 - Armor 37
 - Actuators 37
- Weapons Technologies 38
- Electronics 40
 - Electronic warfare 40
 - Computers 40
- Space engineering 41
 - Space colonies 41
 - Screens 42
 - Space ships 43
- Medicine 45
- Personal Equipment 45
- Exo-armor files 46
 - Pathfinder 46
 - Retaliator 48
 - Vindicator 50
 - Prometheus 52
 - Explorer 54
 - Defender 56
 - Saber Tiger 58
 - Sand Stalker 59
 - Syreen 60
 - Wyvern 62
 - Gnome 64
 - Dragonstriker 65

• EPISODE GUIDE: 68

- Playing the campaign 68
- The Plot 69
- Prologue 69
- Episodes 70
 - Episode 1 70
 - Episode 2 71
 - Episode 3 72
 - Episode 4 73
 - Episode 5 75
 - Episode 6 76
 - Episode 7 77
 - Episode 8 78
 - Episode 9 79
 - Episode 10 81
 - Episode 11 82
 - Episode 12 83

• EXO-ARMOR DATA FILES: 85

- Pathfinder 86
- Retaliator 87
- Vindicator 88
- Prometheus 89
- Explorer 90
- Defender 91
- Saber Tiger 92
- Sand Stalker 93
- Gnome 94
- Syreen 95
- Wyvern 96
- Dragonstriker 97
- Blank Data File 98

• SHIP DATA FILES: 99

- Godsfire 100
- Thunderbolt 101
- Bricriu 102
- Hachiman 103
- Poseidon 104
- Tengu 105
- Daikoku 106
- Inari 107
- Aquarius 108
- "Beautiful Dreamer" 109
- Ship Data File blank 110

• INDEX: 111





W E L C O M E TO THE JOVIAN CHRONICLES UNIVERSE!

Jovian Chronicles is an alternate universe sourcebook for the widely acclaimed Mekton II role-playing game. Greatly inspired by Japanese science fiction and giant robots animations, this book will take you beyond the confines of planet Earth to discover a solar system on the brink of war. Along the way, the players will interact with a rich cast of characters and possibly alter forever the destiny of the Jovian Confederation, if not the human race!

To play, you will need a copy of the Mekton II rulebook and will have to learn how to use it. The character generation, technology and combat rules of that game system are the basis for the Jovian Chronicles. Having copies of the Mekton Techbook and Mekton Empire book handy is also advisable, as many mechanical designs use systems described in those books.

• THE SETTING

The year is 2210. Mankind has expanded into space since the beginning of the twenty-first century, establishing colonies on or around the various planets of the solar system.

More than a century ago, the governments of Earth collapsed, leaving the planet in a state of civil war and unable to care for its off-world colonies. The colonies then became independent, absorbing a steady flow of refugees from the war-torn Earth and surviving as best as they could.

The war has been over for almost three decades now, and the colonies are now called the settlements, or "countries", of the solar system. The United Nations still exist, serving as a neutral ground for the governments of the various planets. The new Earth government, however, has aggressive policies which threaten the new-found peace of the solar system.

The tension is building up between most of the settlements and the Earth. For the first time in two hundred years, space is being militarized. Your players will now enter this world on the brink of war. Can they prevent it? Or will they cause it?

• GM TIPS AND SUGGESTIONS

This book includes a complete gaming universe and a 12-part campaign. You don't have to play the campaign — the background alone offers rich possibilities for adventures — but it will ease the burden on the GM and allow you to start playing right away.

A good thing to do would be to summarize the background to the players before starting a game in the Jovian Chronicles setting. Not only does this put the players "right in the action", but it reinforces the anime feel: indeed, most shows have a short description of their universe at the beginning of the first episode. You will find a sample introduction in the sidebar, but feel free to use your own. A short recap of the previous gaming session ("episode") will do for experimented players.

As stated before, the mood of the Jovian Chronicles is serious. Much like in anime (and real life), people are going to get hurt and/or killed. Although NPCs will often be the ones to buy the farm, a player character will sometimes do something that will result in his death. If it fits into the story, let it happen, but never kill a character because of poor dice-rolling. This is a cinematic role-playing game, not a roll-playing game! All dice rolls should be concealed from the players to enable the GM to "fudge" the dice in critical situations. The same "Act of Fate" can save important NPCs needed in future episodes, but only if they absolutely have to be present.

Music will also enhance your playing experience. An opening theme song is almost mandatory: "Force Ten" from the Canadian rock group Rush is suggested, but you can use any song that is dynamic and fast-paced. The closing theme can be any moody and sentimental song: we used "Evergreen" from the Gundam 0083 background music. Various instrumental soundtracks were used during play, especially the fight scenes; the choice of music is of course left to the taste of the playing group.

Sound effects can add great flavor too, if correctly done. Aside from this, low lighting is recommended as it reduces chatter among players and provides a great atmosphere.

• MOOD OF THE GAME

The twenty-third century is a time filled with excitement and promises, as well as deadly phenomena. While humor certainly has its place, games taking place in the Jovian universe should be run with a serious outlook. Players must be aware that the consequences of a false move can very well be fatal to their character. Japanese animation (or "anime") is often based on four main elements: War, Death, Love, and Music. Your campaign will contain at least the first three and, with a well-chosen soundtrack (see *GM TIPS*), can have all four!

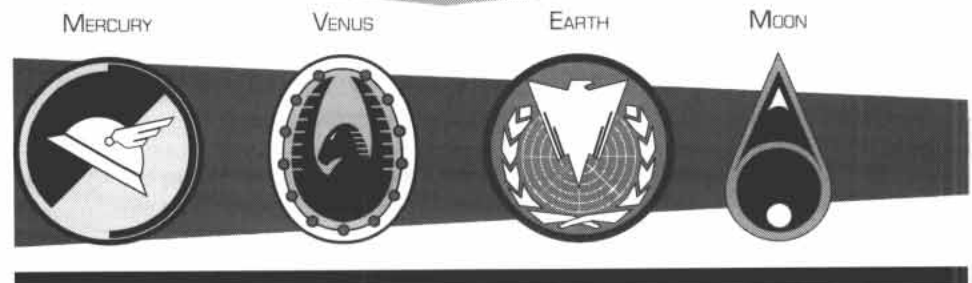
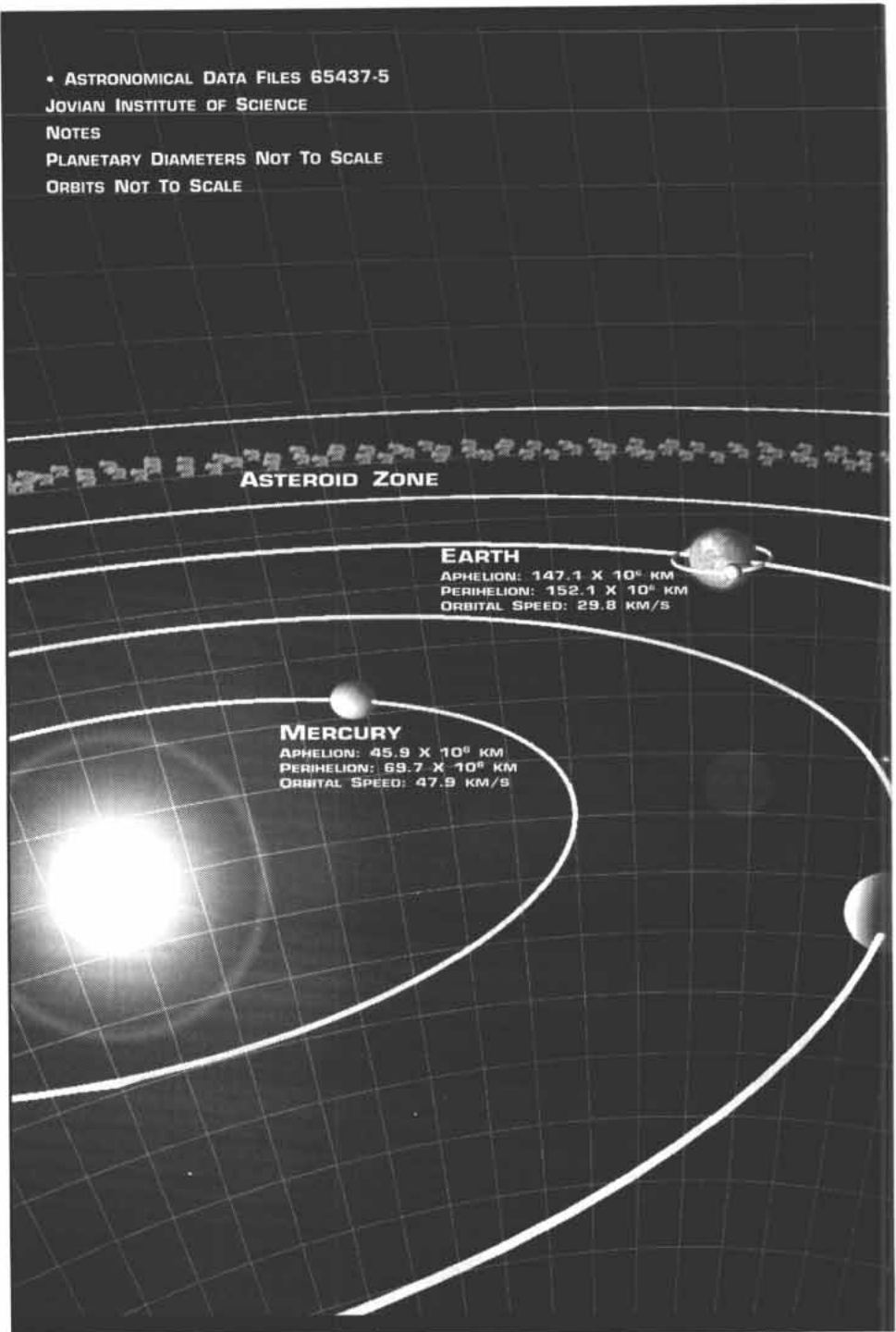
Another thing the players and the gamemaster must know is that certain artistic liberties have been taken with history and science as we know them today. The players will not have to deal with the mundane (!) facts of space life: fuel, oxygen, orbits, etc. These elements will come into play only if they move the plot along; otherwise, they drag down the game and transform a cinematic, high-action adventure into an evening of dice-rolling, calculations, and paperwork.



SOLAR SYSTEM CIRCA 2210 AD

The following text examines the various societies and cultures making up the human settlements of the solar system. While every attempt has been made to give an accurate portrayal, missing documents and unreliable reports can cause some discrepancies between references. Ongoing historical researches will be used to update the memory core on a regular basis.

- Excerpts from the Jovian Public Access Network



TIMELINE

● OUTER LIMIT
OF INHABITED
REGION

JUPITER

APHELION: 740.9×10^6 KM
PERIHELION: 815.7×10^6 KM
ORBITAL SPEED: 13.1 KM/S

MARS

APHELION: 206.7×10^6 KM
PERIHELION: 249.1×10^6 KM
ORBITAL SPEED: 24.1 KM/S

VENUS

APHELION: 107.4×10^6 KM
PERIHELION: 109×10^6 KM
ORBITAL SPEED: 35 KM/S

- 1772 J. L. Lagrange theorizes the existence of the five gravity points in Earth orbit.
- 1957 Launch of the Sputnik, first man-made satellite.
- 1961 Yuri Gagarin becomes the first man in space.
- 1969 Apollo 11 lands on the Moon.
- 1973 Henry Gray patents his "Vivarium" closed-type colony design.
- 1977 G. K. O'Neil proposes the open-type space colony design.
- 1982 First launch of the American space shuttle.
- 1999 Solar Power Satellite 1 test successful.
- 2002 Freedom Station is launched.
- 2007 Prototype fusion engine sustains reaction and generates power.
- 2011 Trial flight of the Megaloader, first true spacecargo.
- 2017 First LLS constructed at Cape Canaveral.
- 2024 First permanent Moon Base established.
- 2026 Artificial diamond fiber composites marketed.
- 2027 First successful human cloning attempt.
- 2030 Orbital colonies construction begins.
- 2031 NASA/ESA exploration ship "Galileo II" is launched.
- 2032 "Galileo II" arrives in Jovian orbit.
- 2033 First Martian settlement.
- 2037 Jovian Gas Mining Corporation is founded; first station built in Jovian orbit.
- 2038 Ares Corporation founded on Mars.
- 2070 First nomad settlements established in the Asteroid belt.
- 2072 Project New Earth begins.
- 2080-2090 Social and environmental pressures cause the collapse of several nations. Civil war, epidemic, and balkanisation provoke a major exodus toward space and the colonies.
- 2081 Provisional Terran government takes refuge in orbit.
- 2085 Mars becomes independent.
- 2086 First colonization of Venus.
- 2090-2100 Earth loses any remaining authority over the colonies. The fall of the last superpowers and the subsequent loss of their seafaring capacity cause the Earth to be isolated.
- 2120-2160 Intermitent civil war on Mars. The Jovian settlements struggle to survive the harsh conditions of their environment.
- 2163 First true exo-armor enters service in the JAF.
- 2182 End of the Unification War on Earth.
- 2184 CEGA is founded.
- 2185 Contacts are slowly resumed between settlements. Beginning of a new age of peace and prosperity.
- 2200 Peace in the solar system. Commerce is dominated by the powerful Venusian Bank.
- 2210 Now.

ORBITAL CYLINDERS

MARS

MARS

JUPITER





MERCURY



• OVERVIEW

Only a handful of stations orbit the hottest planet in the solar system. Hidden behind the shadow of Mercury, the inhabitants rely on solar arrays for power and on their merchant fleet for income.

• CULTURE

The Mercurians know very well that their living conditions are precarious and limited. The resources are rare and the environment very hostile, yet they wouldn't live anywhere else. At least, everyone leaves them alone.

Living on the edge, the Mercurians are ingenious and hard-working. They also share the same business sense as the Venusians; indeed, many Mercurians settlers were first disgruntled Venusians.

• POLITICS



The Mercurians rely on a standard democratic government. Nothing fancy, but it works. They are the neutral settlement of the solar system, refusing to align themselves with anyone (taking sides is bad for business). This attitude is tolerated for the moment by the CEGA, although this might change in the future.

• SCIENCE & MILITARY

The Mercurians are specialists of high temperature materials and micro-electronics. They also have a high expertise in solar power arrays.

The military forces are practically non-existent, as the Mercurians have very little to defend.

• COMMERCE & INDUSTRY



Mercury relies chiefly on its large merchant fleet to support itself. Their ships can be seen almost everywhere in the solar system, carrying anything from people to bulk merchandises. They all bear the crest of the Mercurian Merchant Guild on their hull.

The Guild is a powerful and shadowy organization, closely resembling the various guilds of the Renaissance era on Earth. Like its forebears, the Guild oversees transactions, regularizes traffic and settles arguments between its members. It can also represent them in disputes involving outsiders, competitors and clients alike.

All members of the Guild pay a membership fee and observe the same code of conduct. Double-crossing the Guild is generally considered a bad idea at best, since it can effectively "black-list" offenders, preventing them from doing business with the Mercurian fleet.

MERCURY

Distance From Sun: 57,900,000 km.

Revolution Around Sun: 88 Days.

Rotation: 58 Days, 15 Hours.

Diameter: 4,878 km.

Density: 5.4 x that of water.

Mass: 3.3×10^{20} metric tons.

Escape Velocity: 4.18 km/sec.

Average Surface Temperature:

430 ° C on day side,

-170° C on night side.

VENUS



• OVERVIEW

Venus used to be the mysterious planet of the solar system. Hidden beneath an impenetrable cloak of gas, its beauty and secrets aroused the curiosity and admiration of Mankind for many centuries.

This has not changed much in the twenty-third century. The clouds are gone (thanks to terraforming), but the intrigues and opulence of the Venusians keep the planet's old image of mystery alive.

The ambitious Project New Earth was designed in the early 2070s by a group of Terran corporations who foresaw the impending social chaos and wished to emigrate to a better land. Using genetically-engineered bacteria, the terraforming process managed to transform the planet's carbon dioxide atmosphere into an oxygen one, with the large amount of carbon falling to the surface to be used by specially designed algae. At the same time, ice asteroids were crashed on the surface to bring the much-needed water. While this has not created an Earth-like paradise, the temperatures are now bearable for humans in the polar regions, where most of the domed cities are located.

• CULTURE

Venusian society is organized much like the ancient Greece, with its city-states and powerful leaders. Each domed settlement is ruled by the board of directors of the founding company (or the parent corporation if it has been taken over). As such, they are more corporate arcologies than true cities, as the average worker rarely sees (or, more exactly, has to see) the outside world.

• POLITICS



Because Venus was colonized by wealthy corporations, the population is divided in city-state under the control of a given company. In turn, each board of directors sends representatives to the council, which presides over the planet's foreign affairs. The council is dominated by the most powerful entity on Venus, the Venusian Bank, a gigantic and mysterious corporation whose ramifications extend far beyond Venus.

• SCIENCE & MILITARY

The Venusians have a fairly high technological level. Although they appear like technology importers to the other settlements of the Solar System, they actually develop many of the items used in the twenty-third century.

The Home Defense Force is rather small, but it is composed of elite soldiers piloting some of the best exo-armors on the market. It is suspected that the actual size of the HDF is far larger than the published figures, but no one has managed to prove it yet.

• COMMERCE & INDUSTRY



Money is Venus' specialty. They can sell you just about anything, or know somebody who could. Several banks are located on Venus, the biggest and best-known being the famous Venusian Bank.

VENUS

Distance From Sun: 108,200,000 km.

Revolution Around Sun: 225 Days.

Rotation: 243 Days.

Diameter: 12,100 km.

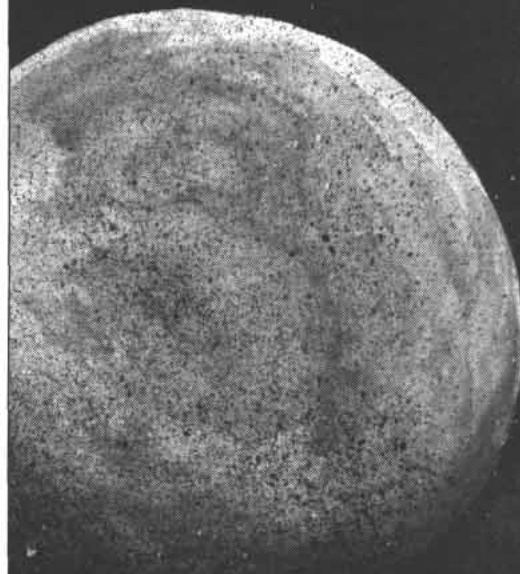
Density: 5.3 x that of water.

Mass: 4.8×10^{21} metric tons.

Escape Velocity: 10.3 km/sec.

Average Surface Temperature:

30 ° C at the poles after terraforming.



**EARTH**

Distance From Sun: 149,600,000km.

Revolution Around Sun: 365.25 Days.

Rotation: 23.93 Hours.

Diameter: 12,756 km.

Density: 5.5 x that of water.

Mass: 6×10^{21} metric tons.

Escape Velocity: 11.27 km/sec.

Average Surface Temperature: 18 ° C.

E A R T H**• OVERVIEW**

Planet Earth was isolated from the rest of the solar system for more than a hundred years. During this time, the various remnants of governments, corporations and others groups struggled for power among the ruins of Humanity's cradle.

Upon emerging from this time of darkness, the planet supported a meager four billion people, with roughly half of its former population either dead or somehow transferred to the colonies. Rising from the ashes of the previous governments, the Central Earth Government and Administration was formed to provide a central guide to the emerging Earth-system countries.

• CULTURE

Even after almost one century of struggles and warfare, the reunification has left the Earth population burning with a desire to regain its former status as top dog in the solar system. This has resulted into an arrogant, stubborn and proud attitude toward all of the colonies' inhabitants.

Life on Earth is not as easy as it would seem. Even if the CEGA denies it, there are still pockets of resistance scattered across the planet. In these zones, the civil war has never stopped and the government can do nothing but confine the conflicts and prevent them from spreading. On the other hand, the dramatic reduction of the human population had a positive effect on the ecosystem: it has started to regenerate after nearly a century of continuous war.

• POLITICS

The Central Earth Government and Administration is the archetypical nationalistic government. Its aim is to regain political control over the various human settlements of the solar system. Using the old historical argument "we paid to send you up there", they constantly apply pressure on the other governments at the UN sessions to join the CEGA and surrender the actual decision-making to the council on Earth. Up to now, these demands have fallen on deaf ears. Overt military actions have not been taken as yet, but many believe it is only a question of time before the CEGA puts some bite into the bark.

• SCIENCE & MILITARY

Much of the technology of the CEGA was developed by the Moon and the orbital colonies during the Fall. It is fairly advanced, but still a little behind Jovian or Venusian technology: distrust between the various member-states prevents the free flow of knowledge.

The Terrans spend a great deal of their budget on military projects, from research to actual combat units. The CEGA prefers to invest in ships rather than in more advanced and adaptable units such as the exo-armors. This outdated attitude nevertheless produces a fearsome space navy.

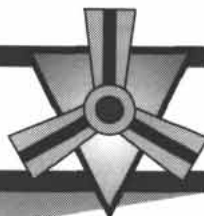


• COMMERCE & INDUSTRY

The civil war depleted the natural resources of the Earth, so the CEGA sometimes has to import food and minerals. This will have to go on until the biosphere regenerates (using, ironically, techniques developed to colonize Mars and Venus). The Terrans dislike their dependence on the off-world settlements and often try to negotiate the price of the products, or even downright steal them, using mercenaries to "protect their public image".

The various Terran companies share the arrogant attitude of the CEGA. They request the best rates, the best mining spots, and so on. This has led to more than one conflict, especially on Mars and in the Belt, where the settlers won't let outsiders get the biggest piece of the pie on their home turf.

ORBITAL SETTLEMENTS



• OVERVIEW

The near space around the Terran system is home to several million people living in gigantic space stations called O'Neil Cylinders. These space stations orbit the now-famous Lagrange points, the place in space where the gravitational influences of the Earth and the Moon are equal to each other (see *TECHNOLOGY*). Originally research and industrial centers, they grew in size and number as more and more people fled the deteriorating environment of Earth.

After the crisis on Earth, most orbital colonies became de facto independent. The provisional Terran government took refuge there in 2081. Because of their lack of inherent natural resources and the vulnerabilities of their homes, the Orbitals (as they call themselves) took great care to remain on friendly terms with both Earth and the Moon. As soon as the CEGA was formed in 2184, they petitioned for entry and are now a respected partner in the Administration.

• CULTURE

Orbital society is cosmopolitan and changing. About a fifth of the stations (usually the smallest) are inhabited by religious or ethnic groups who prefer to be left alone. The rest is more varied in population.

Several stations are directly owned by corporations, theoretically under the watchful eye of the CEGA. In practice, the government lets the zaibatsus (giant corporations) do pretty much what they please as long as they pay their taxes. Indeed, whole stations are corporate arcologies, where the employees' lives revolve around the company taking care of them. It is not unusual to observe great corporate pride in the workers and inhabitants of a cylinder.

The stations are mostly of a residential nature, although specialized cylinders do exist. Some are dedicated to farming, other to tourism, etc. The society in orbit is very peaceful, and the people living there want it to stay that way.

ORBITAL SETTLEMENTS

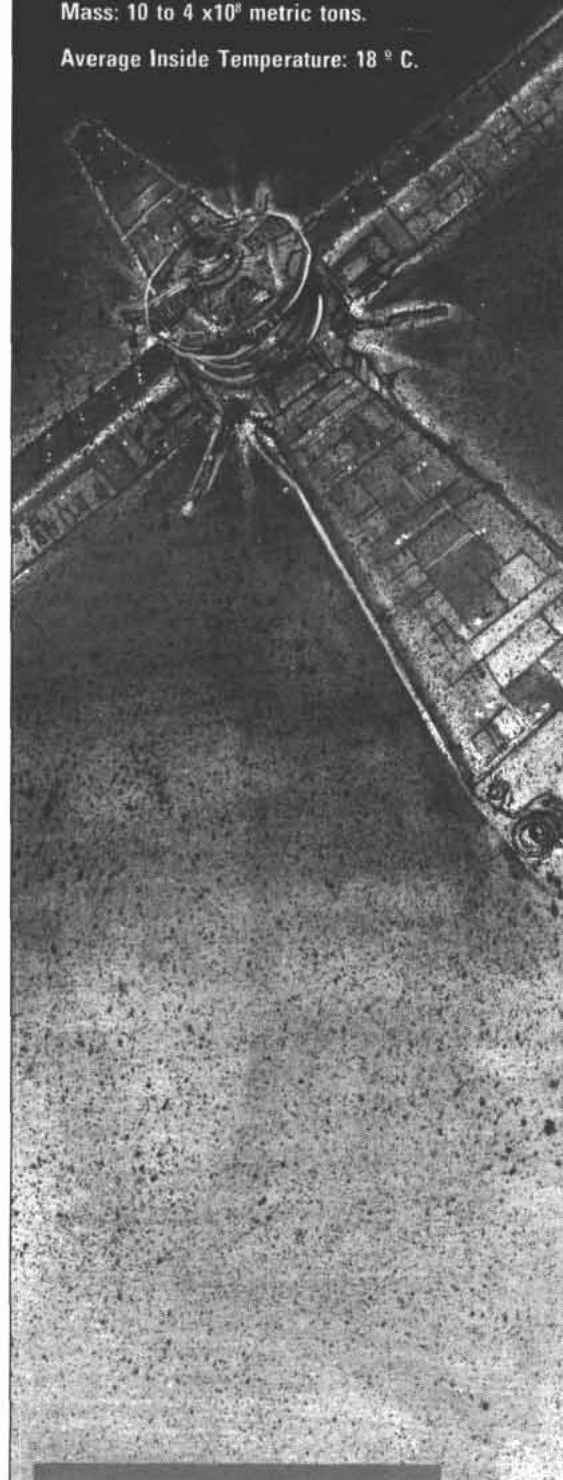
Distance From Earth: between 300 km and L2.

Diameter: between 0.02 and 6 km.

Length: between 0.3 and 40 km.

Mass: 10 to 4×10^6 metric tons.

Average Inside Temperature: 18°C .



THE MOON

Distance From Earth:
356,395 to 406,767 km.

Revolution Around Earth: 27.3 Days.

Rotation: 27.3 Days.

Diameter: 3,476 km.

Density: 3.342 x that of water.

Mass: 7.4×10^{22} metric tons.

Escape Velocity: 2.38 km/sec.

Average Surface Temperature: -17°C .



• POLITICS

As mentioned before, the orbital colonies are members of the CEGA. They tend to have a conservative outlook on things, well aware of their precarious living conditions. As such, they usually disapprove of strong, overt actions and are often the moderating influence in the CEGA council.

Representatives are elected every five years to represent the various cylinders and deal with the Orbitals' problems. In turn, they select 10 of their members to attend the CEGA's general council on Earth.

• SCIENCE & MILITARY

Orbital science is oriented toward space life. They have made great advances in life support, recycling technologies and spaceship design and operation.

The orbital colonies do not have a military force of their own, but they do have a private police force which has jurisdiction over all the settlements in orbit. However, most of the space-faring force of the CEGA comes from ships and personnel supplied by the colonies in exchange for raw material.

• COMMERCE & INDUSTRY

The orbital economy is one of service and transformation. The fall of the Earth destroyed many companies which were subsequently unable to take care of their investments. The business thus fell in the hands of the Orbitals.

Most of the inhabitants of the orbital colonies either work in the service industry or in the zero-gravity manufacturing plants scattered in space around their cylinders.

All inbound and outbound space traffic is directed at Pyrea, the main orbital spaceport. Pyrea has larger docking ports than any other station in existence in addition to its zero-gee dry docks orbiting nearby. It is one of the main crossroads of the solar system and the site of the UN.

THE MOON

• OVERVIEW

The Moon was the first permanent space colonization attempt. The presence of large mineral resources and ice deposits in the soil made it a logical choice. Most of the lunar colonies were founded by large corporations to exploit this modern gold mine.

The Moon is a dead world, blasted by meteors and hard radiations. To survive there for any extended period of time, it was necessary to dig out underground caves and build the actual settlements there. This was accomplished by using solar-powered laser drills brought to the moon by robotic cargo ships.

About a million people live on Earth's satellite. The feeble gravity tends to produce tall and thin people, but the inhabitants are well aware of the danger of low gravity and dutifully train several times a week in the special rotating stations set on the surface to simulate a 1G environment.

• CULTURE

The Selenites live in underground cities named after famous craters where everything is planned and nothing is left to chance. From birth to death, an individual's life will be organized and scheduled. The key words are pride and productivity, and little place is left for imagination and creativity.

The foreign visitor often has the impression that the Selenites are obsessed with work, and this is partly true. They do have free time, but are not noted for being "party animals". The only exception to this is called the Festival, which happens every three months. During three days, all work is stopped for a 72-hour non-stop party; a three days rest period follows while randomly designed teams of citizens clean up the mess.

• POLITICS



The Lunar settlements use the same political system as the orbital cylinders. They are also members of the CEGA, although this is more for commercial reasons than anything else.

While their existence is generally not known to the public, small groups of rebels are trying to bring some democracy back into the Lunar cities, which they came to see as "cages with golden bars". They are generally not considered more than a minor annoyance by the CEGA.

• SCIENCE & MILITARY



The Moon's technical level is very similar to the rest of the CEGA, except when it comes to mining processes. They are the unchallenged experts in that field, training the best mining engineers in the solar system. Life support research is also fairly advanced, but not as much as the Orbitals'.

Since the Moon is one of the major weapon suppliers for the CEGA, it is home to several military bases. The fair number of soldiers on leave in the cities nearby tend to give them a somewhat martial look.

• COMMERCE & INDUSTRY



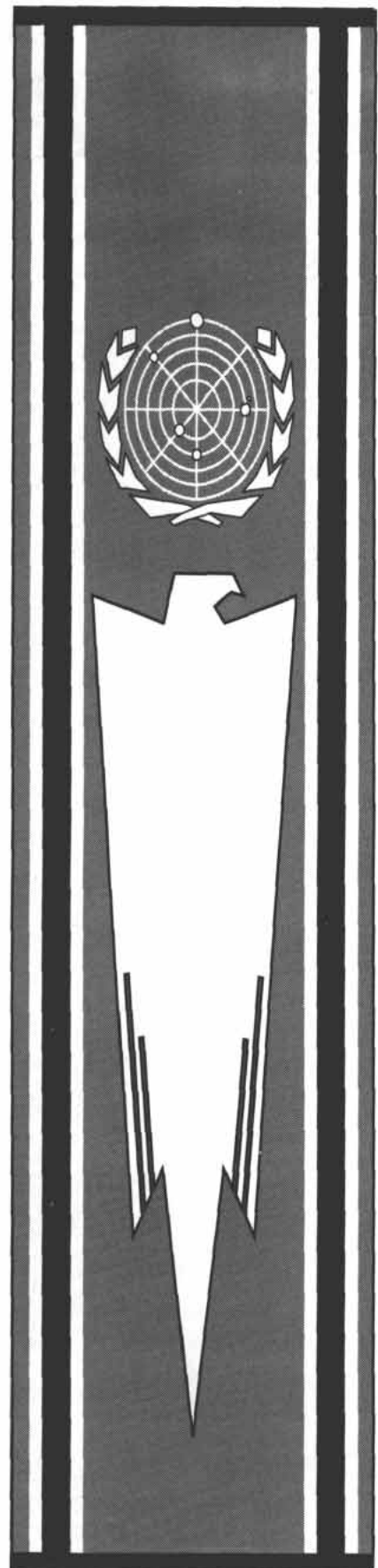
The commercial scene of the Moon is dominated by the Lunar Mineral Exploitation Consortium (LuMEC). Founded before the Fall to supply the necessary raw materials for the ships, drones and stations, it has managed to maintain its power through the years and the hardships. It is very powerful, and its leaders may have their own agenda concerning the solar system.

Most of the other companies on the Moon are military suppliers. They are gaining in importance because of the current political situation of the CEGA.



LUNAR AEROSPACE CONSORTIUM

The Lunar Aerospace Consortium is one of the primary military manufacturers of the CEGA. Their production facilities near Clavius churn out 6 Syreens per month, although more than half the assembly lines are currently retooling for the new Wyvern design. Syreen production is expected to cease in early 2212.





MARS



• OVERVIEW

Mars is one of the greatest technological projects ever attempted by humanity. To terraform and transform this desert world into a place where humans would feel at home is a process which began soon after the arrival of the first colonists, and will probably go on for several more decades.

Most of the early Martian colonists were dreamers, people who wanted to help build an utopia out of the red dust. The dream was soon crushed by the hard edge of reality, as colonial interests on Earth threatened to rob the new inhabitants of everything they worked for. A short war for independence was their response, a war easily won because of the weakened state of the nations of Earth.

The independence had a price, however. The Martian Democratic Party (which was already in power at the time) decided the best way to establish Mars as a social and economic power was to found a Martian Federation with a strong central government. Not everyone agreed with this, which led to more wars and the eventual formation of the Martian Free Republic.

• CULTURE

Mars is divided in two countries, each with its different way of life: one society is highly controlled, almost totalitarian, while the other is very carefree.

Life under the government of the Martian Democratic Party (commonly referred to by opponents as "the MaD Party") is controlled but manageable. People adapted quickly to the daily check-ups and the limited access to outside news.

The Martian Free Republic, on the other hand, allows great freedom to its citizens. Many have compared life there to the Far-West of old. Everyone is more or less free to do whatever they want, as long as the security of the state and the people isn't compromised.

Martian cities are built under half-buried glass domes, which sometimes makes them hard to spot: many travellers get lost and circled a town for hours.

• POLITICS



The Martian Federation effectively claims two-thirds of the planet's surface, as well as the space elevator prototype. This gives them a lot of power over the Republic, which has to pay a steep fee to use it.

Border skirmishes are frequent, although both sides refuse to commit to a full scale military involvement. These small conflicts are typically ignored by both governments, even if they take a terrible toll on the frontier population of both sides. Sand marauders and pirates further complicate everyday life on Mars.

THE DOUBLE SIDE OF MARS

Mars is a special case in the politics of the solar system. They are the only planet not represented by a unified government to the United Nations' sessions in Earth orbit. How long will this situation last is anybody's guess.



MARS

Distance From Sun: 227,900,000 km.

Revolution Around Sun: 687 Days.

Rotation: 24.6 Hours.

Diameter: 6,787 km.

Density: 3.9 x that of water.

Mass: 6×10^{20} metric tons.

Escape Velocity: 5.15 km/sec.

Average Surface Temperature:

5° C after terraformation.

• SCIENCE & MILITARY



Mars is well-known for its expertise in the field of bio-engineering. The new techniques developed for the colonization often served as base for even more ambitious projects, like the terraformation of Venus (which relied heavily on bought or stolen Martian science). It is also the only planet in the solar system possessing a crude orbital elevator, which stretches from the equator to the Martian low-orbit. Built with the financial help of the Venusian Bank, the elevator is still mostly a prototype, but it does dramatically reduce the transport cost of the iron ore mined on the planet.

Both of the Martian countries have standing armies, although they are rather small and use outdated exo-armor designs bought from the Jovian Confederation. The only home-grown machines used are exo-suits specially built for combat on the surface of desert-like worlds.

• COMMERCE & INDUSTRY



Mars uses its orbital elevator to ship iron ore to the rest of the solar system. Because of the low cost of the materials, several industries orbit the planet, most of them being shipyards. Many of these orbital industries belong to outside interests.

One of the best known native companies is Martian Metals, a large industrial consortium. MM is one of the biggest independent corporations in the solar system, employing directly or indirectly nearly a tenth of Mars' population.

Martian Metals was founded in 2043, nearly five years after its prime rival Ares. It was originally a simple mining operation which grew and expanded in domains such as electronics, weapon systems and shipyards. Unlike Ares, however, it survived the war pretty much intact due to its neutral policies and weapon sales. The recent addition of the Argyre Factory and its exo-armor production lines will certainly boost the financial status of the firm even more. Already, Explorers and Defenders are rolling out at a rate of nearly 1 machine per week. MM also manufactures several models of exo-suits used by the armies of both the Free Republic and the Federation.

ARES CORPORATION

Ares Corporation was founded in 2038 (a few years after the first wave of colonization of Mars) by Terran companies seeking to profit from the Red Planet's huge resources, especially iron.



When the Ares workers found themselves cut off from Earth during the social uprising of the late twenty-second century, they settled on Mars for good and Ares Corporation became one of the first truly native industries.

Unfortunately, the company greatly suffered from the Martian civil war and was on the brink of financial disaster when the president of Ares received a buying offer from the Venusian Bank. Facing total bankruptcy, he had no choice but to accept the offer.

Under Venusian administration, Ares prospered anew, diversifying its activities to better exploit the market's possibilities. They were one of the companies that worked on the space elevator project (ironically, along with Martian Metals – their prime rival). Ares' main products are metallic alloys, ceramics, electronic components and weapon systems.





JUPITER



• OVERVIEW

The massive civilian colonization of Jupiter was not a planned event. Who would want to live far from the Sun, in orbit around a planet with no ground, incredible gravity and deadly radiation belts?

The first stations were thickly armored wheels orbiting far from the radiation belts, crewed by highly paid technicians sending drone ships to gather the precious gas from the atmosphere of the giant planet. Later, as the problems on Earth became more acute, thousands emigrated as far as they could and settled in the Jovian system, building more stations.

• CULTURE

The vast amount of refugees from the war-torn inner solar system has forced the Jovian society to expand and find some place for the new arrivals. The interior wall of the colony cylinders is covered with buildings and arcologies, where space is used to the maximum.

Because of this, the majority of the living quarters in the Jovian stations are small. People's lives and family are not centered around home anyway. Most of the time the house or apartment is only the place where people sleep, sometimes eat, and sometimes throw parties. The working place, a bar, a public garden are as important for most of the inhabitants as their home. They talk, eat and play all kind of games in those places.

The Jovians have developed an open-minded, easy-going attitude toward life in general. The close confines of their homes have forced them to learn how to live with each others, and they are generally friendly and outgoing. Don't get on their bad side, however. They also tend to be very intelligent and well-educated.

• POLITICS



The main ruling body of the Jovian Confederation is called the Agora. While each station is self-governed by an elected chamber of representatives, external policies and matter affecting all the settlements are discussed there. A president is chosen by general elections every seven years to supervise the Agora and represent the state. The Agora proper is located on Elysée, the largest Jovian station which also serves as the Jovian capital.

The current president is Alexandra Itangre (see **Character Guide**), a resourceful and intelligent woman in her mid-fifties. Mrs. Itangre has been the source of many controversial decisions over her years in office, but each and everyone of those has been profitable for the Confederation in the long run.

JUPITER

Distance From Sun: 778,300,000 km.

Revolution Around Sun: 11.86 Years.

Rotation: 9.9 Hours.

Diameter: 142,800 km.

Density: 1.3 x that of water.

Mass: 1.9×10^{24} metric tons.

Escape Velocity: 59.5 km/sec.

Average Surface Temperature:
-130° C at cloud tops.



• GAMMA DIVISION

Although all three divisions are equal in the JAF, keen observers have noted that newcomers to the rank are more likely to start their career in Gamma Division. This does not cause problems, however, as rugged veterans are assigned to take care of the rookies during their first few months in the service. Gamma is also noted for having the most exo-armors in service, with 12 squadrons using them on a regular basis.

• SCIENCE & MILITARY



Jovian science is one of the most advanced in the solar system. The inhabitants of Jupiter place great emphasis on research and development; anything which might make their life safer and more comfortable is looked into with great care.

The military were among the first to benefit from the technological advances. The Jovian Armed Forces' main headquarter is Khannan Station. It had been circular at first, when it used to be a trade center and port, but a hundred years of additions, modifications, and renovations now give it a vague shape somewhere between a donut and a very irregular sphere. This is most to the military's dislike, as the poorly structured base does not fit their criteria. However, Khannan is the only existing station big enough for the Armed Forces' needs. Any major rebuilding would make too big a dent in the JAF's budget, so the station will probably continue to annoy the military minds of the Jovian generals for quite a long time.

The JAF is divided in three sub-armies, called Alpha, Beta and Gamma Divisions. Each is a self-sustained army which is further organized into smaller units called squadrons. The squadrons do not have a fixed composition: the Jovians freely mix exo-armors, spacefighters and exo-suits according to the mission at hand. The space ships, however, are assigned to a division upon final assembly and remain with it until they are decommissioned or destroyed. The Jovian flagship, the "Godsfire", is assigned to the Alpha Division.

• COMMERCE & INDUSTRY



Most of the Jovian industry is based on Joshua's Station, the second largest station after Elysée (it is home to over 4 million people). First constructed as a relay station for deep space probing, it now receives most of the commercial ships visiting the Jovian system. It also acts as a scientific station from time to time.

It is the only place in the Jovian system where the fine electronics necessary to build ships, exo-armors, medical equipment and computers are manufactured. Zero-gee factories and work shacks surround the station, making navigation difficult without help from the station's controllers.

All kinds of people meet there: nomads, commercial ships, couriers. Joshua's Station is generally known as "the wildest place in the solar system". Anything is available provided you know the right person and have plenty of credits. The seedier parts of the station are one of the blemishes on the otherwise perfect front of the Jovian society.

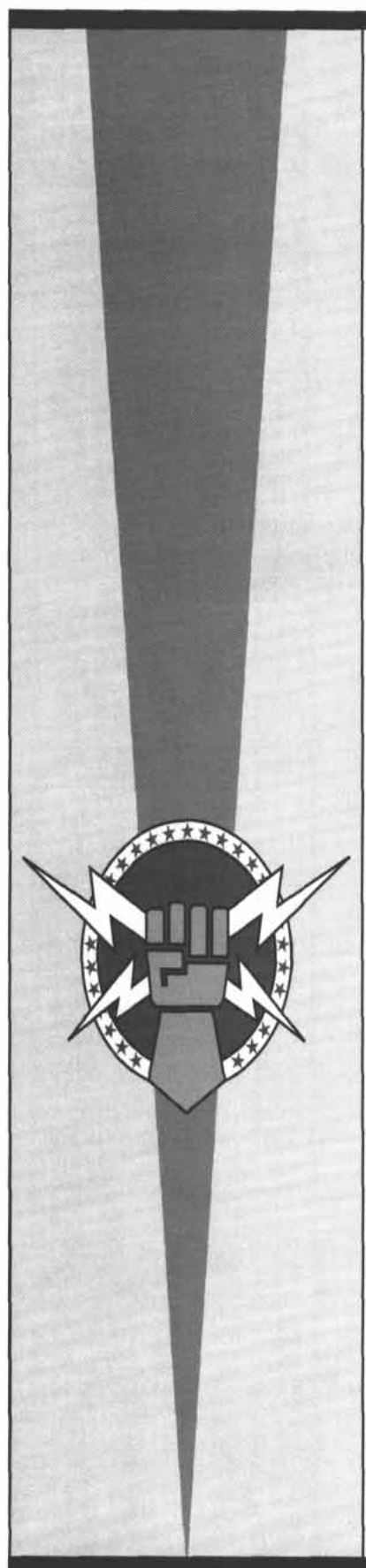
Jupiter's other major industry, gas mining, is done by many multi-circular stations which hang in Jupiter's high atmosphere at a safe altitude. Enormous balloon-like rings filled with hot stable hydrogen keep them where they are, with the occasional correction made by powerful fusion thrusters. Kilometer-long tubes go down from the bottom of the industrial complex toward the lower altitudes to pump the atmosphere which is both denser and more diversified there.



• JOVIAN ARMOR WORKS

Jovian Armor Work is perhaps one of the best known aerospace company in Jovian space. They produce all of the JAF's exo-armors in addition to several types of small to large-sized weapons. Their railgun and massdriver designs are reputed for their reliability, as are most of their products.

JAW's main factory is located aboard Joshua's Station, in one of the zero-gee facilities. The R&D department, also known as the Skunk Work, is also located there.



**NOMAD
SETTLEMENTS**

Distance From Sun: variable

Revolution Around Sun: variable

Diameter: variable, usually around 2 km.

Mass: variable, depending on mineral density

Average Inside Temperature: 18° C.

NOMADS**• OVERVIEW**

Not all human beings live near a planet. A small part of humanity has decided to live on travelling asteroids, circling the solar system, always on the move. They are the nomads of this day and age, and take great pride in their freedom.

Most of the time, a nomad tribe begins its journey by capturing an asteroid and placing it on an orbital trajectory taking it through the solar system. Once this is done, gravity wheels are built around it, using the core of the rock for material. The settlement is now ready to accept its new population.

• CULTURE

Since the survival of these tribes depends on the work of each and every one of its members, the social organization is rather rigid. Laziness and rudeness are considered the worst of all weaknesses, as there is always something to do in the confined space of the asteroid city.

The nomads are looked down upon by the Venusians and the Terrans, who both consider them as nothing more than modern barbarians living in margin of established society. On the other hand, they are always welcome in the rest of the solar system, where their expertise in life support and space navigation is highly valued.

• POLITICS

Each tribe is directed by a chief, whose title usually varies according to the ethnic or social origin of the colony. He (or she) is helped by a group of advisers who carry out his orders. While the chief has absolute authority over the settlement, he still must obey a complex code of conduct to which all nomads adhere.

• SCIENCE & MILITARY

Science is not a great concern of the nomads. Whatever technology they need they can buy or trade from the other settlements. They are experts in jury-rigging and recycling. Most nomad technicians can repair a plasma drive or an air conditioner with a few bolts, some chewing gum and a toothpick.

As a rule, nomads are pacific people, preferring to bargain or buy their way out of tight situations. However, a few tribes maintain some spaceworthy exo-suits for repair and defensive purposes.

• COMMERCE & INDUSTRY

As stated before, the nomads don't produce much except food for themselves. They make money by carrying other people's goods across the solar system for a very low fee (compared to that of a transport ship, of course).

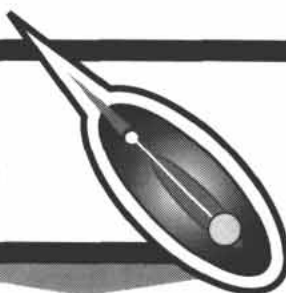
Nomad-raised technicians and crewmen are much sought-after as they are accustomed to cramped living conditions and constant change of acceleration, both of which are common on merchant vessels.

PIRATES



Pirates are the plague of modern space travel. Most pirate groups have only one or two ships equipped with outdated weaponry, but this is more than enough to force an unarmed commercial ship to surrender. A few organizations are based in the Asteroid Belt and in remote stations on or around the various planets. No central organization exists between the various groups.

These pirate groups are not considered a major threat and very little is done to stop their activities. Once in a while, a punitive expedition will be mounted to train some rookies in a real fight.

OUTER
REALM

• **SOLAR SYSTEM
(SATURN AND BEYOND)**

Jupiter is the outermost major human settlement in the solar system. Beyond it, the cold outer planets support only scientific monitoring stations, most of which are automated.

Several expeditions have already explored or at the very least visited each planet. Saturn and its moon Titan have been home to a Intersettlement Geographic Society-founded base for nearly eleven years now. The voyages of the exploration ship IGS Beagle II are now famous and numerous documentaries have been made about them. Unfortunately, the Beagle II disappeared two years ago on a routine monitoring mission to Neptune.

It is highly unlikely that Saturn and the other remaining planets will ever be colonized. They are just too far and cold to be of any use to Mankind.



HISTORICAL FILES 5465-7

June 2187

First recorded attack of the Renegade
Six pirate group.

Composed of ex-CEGA fighter pilots.

Group destroyed August 2187 by CEGA
cruiser CSS Tacoma.



CHARACTER DESIGNS



This section contains guidelines on designing a character to play in the Jovian Chronicles setting. It also introduces several NPCs used in the campaign. Since it is assumed you already know the Mekton II role-playing system, the character generation rules will not be repeated here. There are a few modifications to these rules, however, to fit this particular universe.

• STATS AND SKILLS

The various stats are still more or less used as in the rulebook, with one major exception: Money and Family. This stat will represent the character's current available money, and not necessarily his family status. It is possible that a rich young heir might have a rating of 2 if his estate is locked away under the constant attention of an overzealous legal guardian!



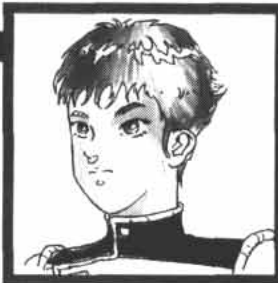
Skills are still linked with the Education stat, but **double** the amount of skill points given in the rulebook. This stat represents what you know and not the actual level of study completed: if your character slept through all his course at the academy, can you blame him (or her) for having only 24 skill points? Some NPCs will have more than the usual amount of skill points because of their experience; however, all player characters will start with double the rule-given total. To prevent abuse, the GM should not allow skill levels beyond $((\text{Edu}/2)+2)$, rounded up) for starting skills.

The Psy stat from the Mekton Empire sourcebook is not used since psionic powers do not exist (yet) in the Jovian Chronicles' universe. You can still roll it and add it to your other stats as a measure of the empathy of the character, but you don't absolutely have to do it.

One final thing about stats and skills: all characters born in space (in a colony cylinder) will automatically receive the following skills at +3: Z-Gee Maneuvers, Survival (space).

• CAREERS

Most of the careers published in the Mekton II rulebook can be used as they are with no modifications. However, the players will tend to be associated with the military. They do not have to be soldiers, but it is strongly suggested they have a reason to have access to powerful war machines. They could be technicians, or perhaps war correspondents who just happened to learn how to operate an exo-suit.



The actual campaign was designed to be played with any character having a connection with the Jovian military, either as enlisted personnel (pilot, technician, medical officer) or contact (merchant, smuggler, reporter). If not playing in the campaign (or if playing in a home-designed one), the players can come from just about anywhere in the solar system, although Venusian or Terran soldiers will be harder to play as they often are the antagonists.

• LIFE PATH

The Life Path published in the Mekton II sourcebook can be used without any problem. The results can be easily fitted in the Jovian universe by looking at the background. For example, the "Parents killed in war" result could mean your character's parents were killed while trying to escape the civil conflicts on Earth, or in the frontier skirmishes between the two Martian countries. The possibilities are endless, and sometimes the Life Path of your character can actually fit into the campaign (see *STORY* or *POSSIBLE SUBPLOTS* in each of the episodes, if you are the GM). Most of the time, the characters will be Jovian citizens, but they could have been born elsewhere. The choice is up to the player, and it can be quite interesting to discover how a character ended up on Jupiter.



• IMPORTANT NPCS

We now introduce the cast the players will encounter while going through the various episodes. If not playing the Jovian Chronicles campaign, these NPCs will be available to help (or hinder) the PCs as they explore the solar system of the early twenty-third century. Keep in mind however that not all of them will survive the events of 2210.

• SUGGESTED PCS

If the players want to start the game right away, four pre-generated characters are available. They represent a typical party of two exo-armor pilots, one technician and one reporter determined to get the truth. If you decide to use your own characters, these can serve as NPCs to spice up the players' lives.

• MINOR SUPPORTING CHARACTERS

Also included are many "extras", the faceless crowd working behind the heroes. They are the enemy pilots who only get to say "Nooo!!!", the crewman in the engine room, the guard at the door. In short, anyone who didn't get a speaking line in the show. Feel free to modify these stats to individualize your supporting cast (to avoid the dreaded "hey! How many twin brothers does this guard have?").



• AGLAEE DESSOURCES •

• CAPTAIN, FORMERLY PILOT - NAVIGATOR •



• INT: 9 • REF: 6 • TECH: 6 • COOL: 9 • LUCK: 4 • ATT: 7 • MONEY: 5 • BODY TYPE: 6 • MA: 4
SEX: FEMALE AGE: 42 ORIGIN: UNKNOWN HAIR COLOR: BROWN HEIGHT: 5'6" WEIGHT: 134 LBS EYES: BROWN

SKILLS

• Handgun	+4	• Fencing	+3	• Dodge	+3
• Athletic	+2	• Hand-to-Hand	+4	• Aircraft/Shuttle Piloting	+8
• Space Navigation	+5	• Space Tactics	+5	• Z-Gee Maneuvers	+7
• Awareness	+4	• General Knowledge	+4	• Specific Knowledge (Space)	+3
• Extra Language (French)	+8	• Teaching	+2	• Infiltration	+2
• Shadow/Avoid Pursuit	+2	• Survival (Space)	+5	• Gamble	+2
• Gaming (Go)	+4	• Jury Rig	+2	• Sing	+1
• Pick Lock	+1	• Lie	+2	• Persuasion & Fast Talk	+4
• Interrogation	+3	• Streetwise	+4	• Social Skill	+2
• Intimidate	+3	• Resist Fast-Talk	+5	• Leadership	+5
• Wardrobe & Style	+2	• Personal Grooming	+2		

BACKGROUND

This tall, aristocratic-looking woman is one of any ship's greatest assets. She quit the Earth's space force when she was thirty, covered in honors and medals, to become a liner pilot. Nobody understood why, since rumors said she could have become a fleet commander. She is one of the finest space officers available and most people choose to ignore this "hole" in her life. She is efficient and pretty, with few emotions showing on her face. She is also an excellent tactician and a challenging Go player.

Aglaée will meet the players in Episode Three, where she commands the ship taking them to Venus. Afterwards, she will help them escape back to Jupiter. She is a prominent member of the Society of the Evolved Human, but will never reveal it.

QUOTE

"Not on my ship, you don't!"

• DOCTOR AGRAM PEYARJE •

• SCIENTIST, INTERFACE SPECIALIST •



• INT: 10 • REF: 3 • TECH: 10 • COOL: 4 • LUCK: 2 • ATT: 4 • MONEY: 8 • BODY TYPE: 5 • MA: 4
SEX: MALE AGE: 63 ORIGIN: EARTH HAIR COLOR: GRAY HEIGHT: 5'7" WEIGHT: 180 LBS EYES: GREY

SKILLS

• Rifle	+1	• Dodge	+1	• Driving	+1
• Awareness	+3	• General Knowledge	+8	• Knowledge (Cyberlink)	+8
• Neurology	+4	• Give Lecture	+3	• Extra Language (German)	+5
• Programming	+3	• Teaching	+4	• Interview	+1
• Mecha Design	+6	• Basic Repair	+1	• Mecha Tech	+4
• Jury Rig	+3	• Paint	+3	• Relationships	+4
• Social Skill	+5	• Leadership	+2	• Wardrobe & Style	+2
• Personal Grooming	+1				

BACKGROUND

Doctor Peyarje is a kind old man which also happens to be one of the most brilliant scientists alive. His researches in brain/computer interaction have made him famous. When not working, he likes to hunt or paint scenery.

Because of his expertise, he was "asked" to collaborate on a secret project involving a new type of circuitry able to interact with human brainwaves. Since he refuses to see his discovery used for warfare, he has managed to contact the Jovian embassy on Venus and ask for help. This will start a catastrophic chain of events and put the players in the middle of a vast secret conflict.

QUOTE

"As you can see, the synapses/couplers interface response feedback is slightly out of phase."

• ADVENTURESS •

• YSA CANTRONI •

• INT: 8 • REF: 8 • TECH: 3 • COOL: 9 • LUCK: 5 • ATT: 9 • MONEY: 8 • BODY TYPE: 5 • MA: 6
 SEX: FEMALE AGE: 21 ORIGIN: VENUS HAIR COLOR: RED HEIGHT: 5'8" WEIGHT: 145 LBS EYES: GREEN

SKILLS

• Handgun	+3	• Fencing	+2	• Dodge	+2
• Driving	+1	• Athletic	+4	• Hand-to-Hand	+3
• Aircraft/Shuttle Piloting	+2	• Z-Gee Maneuvers	+3	• Dance	+4
• Mecha Piloting	+2	• Beam Weapons	+1	• Projectile Weapons	+1
• Mecha Fighting	+1	• Awareness	+4	• General Knowledge	+4
• Specific Knowledge (Politics)	+4	• Specific Knowledge (Law)	+3	• Extra Language (Japanese)	+5
• Programming	+2	• Survival (Space)	+1	• Medical	+1
• Sing	+3	• Pick Lock	+2	• Relationships	+3
• Persuasion & Fast Talk	+5	• Social Skill	+4	• Wardrobe & Style	+3
• Personal Grooming	+4				

BACKGROUND

First-born daughter of Alphonso Cantroni, one of the Venusian Bank's most influential directors, Ysa is a frail-looking young lady. Far from being a spoiled brat, she actually hates her father since she discovered the true nature of the Bank. She has studied politics and law to succeed him, but she now wants to become a reporter instead.

She has been travelling the solar system for a few months now, the trip being her graduation gift. Her father offered it to her in hope that she would change her mind, but it has only strengthened her resolve. She will meet the players on her way back to Venus and will stick with them for the rest of the journey. Her numerous contacts inside and outside the Bank will probably save the party's neck more than once. In addition, she picked up some exo-armor training along the way (from a pilot boyfriend) and will be able to be part of the PCs' exo-armor squadron.

QUOTE

"Whether you like it or not, I'm coming with you."

• LUNAR REBEL LEADER •

• ISMAEL LI •

• INT: 8 • REF: 6 • TECH: 7 • COOL: 6 • LUCK: 4 • ATT: 5 • MONEY: 5 • BODY TYPE: 6 • MA: 4
 SEX: MALE AGE: 38 ORIGIN: MOON HAIR COLOR: BROWN HEIGHT: 5'9" WEIGHT: 165 LBS EYES: AMBER

SKILLS

• Handgun	+2	• Knife	+1	• Dodge	+1
• Driving	+3	• Athletic	+2	• Hand-to-Hand	+1
• Z-Gee Maneuvers	+3	• Mecha Piloting	+2	• Awareness	+3
• General Knowledge	+5	• Specific Knowledge (Mining)	+7	• Programming	+3
• Shadow/Avoid Pursuit	+2	• Survival (Space)	+2	• Gamble	+2
• Basic Repair	+4	• Mecha Tech	+2	• Jury Rig	+6
• Pick Lock	+4	• Persuasion & Fast Talk	+4	• Interrogation	+3
• Streetwise	+5	• Intimidate	+3	• Leadership	+7

BACKGROUND

Li is the leader of the largest resistance group on the Moon. Once a mining engineer from Space Mining Co., he quit when he discovered that most of the profits were going to either the CEGA or the Terran companies. He strongly believes in the Moon's capacity for independence.

At first, his fight was more political and economical: he wrote petitions, gave speeches, etc. He eventually had to go underground for fear of the police, but continued his work there. With news of the players' escape, he and his followers will begin their armed resistance, capturing a small city and offering a safe haven to the ship.

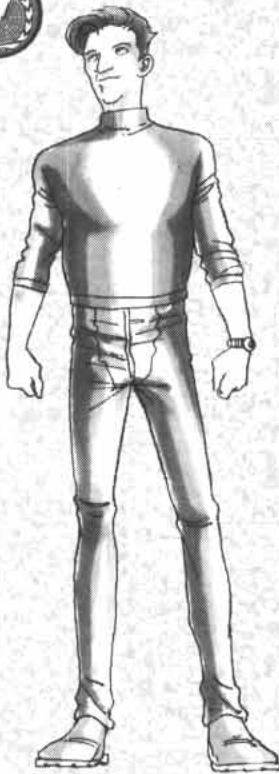
QUOTE

"I refuse to let them exploit us any longer."



• IBRAHIM YOUSSEF •

• REPORTER •



• INT: 7 • REF: 6 • TECH: 4 • COOL: 8 • LUCK: 8 • ATT: 6 • MONEY: 4 • BODY TYPE: 6 • MA: 7
SEX: MALE AGE: 25 ORIGIN: EARTH HAIR COLOR: BLACK HEIGHT: 5'10" WEIGHT: 170 LBS EYES: BROWN

SKILLS

• Dodge	+5	• Driving	+3	• Athletic	+2
• Swimming	+2	• Hand-to-Hand	+1	• Awareness	+6
• General Knowledge	+4	• Specific Knowledge (Terrain)	+2	• Extra Language (Arabic)	+8
• Programming	+4	• Infiltration	+3	• Disguise	+1
• Shadow/Avoid Pursuit	+2	• Spot Hot Story	+2	• Write	+5
• Interview	+7	• Gamble	+1	• Basic Repair	+1
• Photo & Film	+5	• Pick Lock	+1	• Relationships	+2
• Persuasion & Fast Talk	+5	• Interrogation	+3	• Streetwise	+3
• Social Skill	+3	• Wardrobe & Style	+2		

BACKGROUND

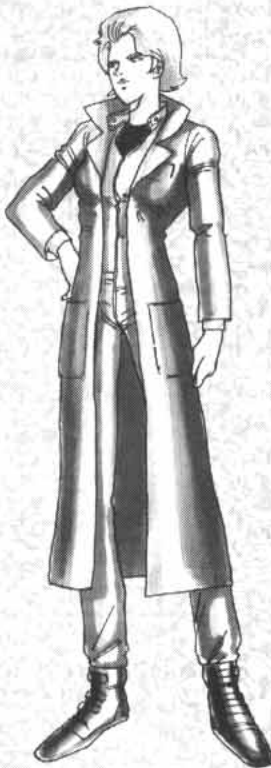
A reporter for the CEGA News Network, Youssef has been assigned to cover the Selenites' insurrection. However, ever since he managed to persuade the leader of the rebels to let him stay with them, he has become their voice to the rest of the settlements. This has not pleased his bosses on Earth, who have disavowed him. It is not stopping him from broadcasting his daily reports from the rebels' communication facility.

QUOTE

"This is history in the making, and we're part of it!"

• CATHERINE GLIT •

• DOCTOR, REBEL LEADER •



• INT: 7 • REF: 5 • TECH: 6 • COOL: 9 • LUCK: 6 • ATT: 7 • MONEY: 5 • BODY TYPE: 5 • MA: 6
SEX: FEMALE AGE: 34 ORIGIN: MOON HAIR COLOR: BLOND HEIGHT: 5'8" WEIGHT: 130 LBS EYES: GREY

SKILLS

• Handgun	+1	• Dodge	+3	• Driving	+2
• Athletic	+2	• Hand-to-Hand	+1	• Awareness	+6
• General Knowledge	+6	• Programming	+2	• Teaching	+3
• Infiltration	+1	• Disguise	+1	• Shadow/Avoid Pursuit	+1
• Survival (Space)	+1	• Gamble	+1	• Medical	+7
• Surgery	+6	• Play Piano	+3	• Sing	+2
• Relationships	+2	• Persuasion & Fast Talk	+4	• Interrogation	+2
• Social Skill	+5	• Leadership	+5	• Wardrobe & Style	+4
• Personal Grooming	+3				

BACKGROUND

Less emotional than Ismael Li, Catherine used to serve as his personal adviser and moderator. She is now the representative of the Lunar refugees escaping the CEGA aboard the players' ship.

She is an excellent doctor, highly regarded by all. During her time with the rebels, she picked up a few military skills, although she would prefer she hadn't. While she appears cold to most people, she is actually shy and opens up only to her close friends. She likes to play the piano (or the synthesizer if no piano is available) and sing, although she is well aware that her skills are far from professional level.

QUOTE

"Please hold still. This is going to hurt a bit."

• COLONEL. SOLAR POLICE •

• INT: 6 • REF: 7 • TECH: 4 • COOL: 6 • LUCK: 5 • ATT: 5 • MONEY: 6 • BODY TYPE: 8 • MA: 4
SEX: FEMALE AGE: 39 ORIGIN: EARTH HAIR COLOR: BROWN HEIGHT: 5'11" WEIGHT: 160 LBS EYES: GREY

SKILLS

• Handgun	+4	• Rifle	+3	• Automatic Weapons	+1
• Knife	+3	• Dodge	+3	• Driving	+2
• Athletic	+2	• Hand-to-Hand	+5	• Z-Gee Maneuvers	+3
• Awareness	+6	• General Knowledge	+3	• Specific Knowledge (Police)	+5
• Infiltration	+2	• Shadow/Avoid Pursuit	+3	• Survival (Space)	+1
• Gamble	+2	• Medical	+1	• Pick Lock	+1
• Pickpocket	+1	• Persuasion & Fast Talk	+3	• Human Psychology	+2
• Interrogation	+6	• Streetwise	+4	• Social Skill	+4
• Intimidate	+6	• Leadership	+4		

BACKGROUND

Ansevik is a no-nonsense type of person. She will do her utmost to keep a situation well in hand, as she dislikes surprises A LOT.

Not much is known about her, except that she came from the Orbital Colonies and is currently single.

QUOTE

"There is something very weird going on, and I don't like it..."



• VICE-DIRECTOR, EXTERNAL MARTIAN AFFAIR •

• INT: 6 • REF: 5 • TECH: 3 • COOL: 4 • LUCK: 8 • ATT: 5 • MONEY: 8 • BODY TYPE: 5 • MA: 5
SEX: MALE AGE: 36 ORIGIN: MARS HAIR COLOR: BROWN HEIGHT: 5'7" WEIGHT: 155 LBS EYES: BLACK

SKILLS

• Handgun	+2	• Dodge	+2	• Hand-to-Hand	+1
• Z-Gee Maneuvers	+2	• Awareness	+7	• General Knowledge	+5
• Infiltration	+1	• Shadow/Avoid Pursuit	+1	• Survival (Space)	+3
• Write	+2	• Interview	+4	• Medical	+1
• Relationships	+1	• Persuasion & Fast Talk	+3	• Interrogation	+3
• Streetwise	+6	• Social Skill	+6	• Wardrobe & Style	+1
• Personal Grooming	+2				

BACKGROUND

Unknown to anyone, Treben is one of the agents of the Solar Police assigned to Mars. His cover as vice-director allows him to learn a lot of things, which is why he's so interested by the PCs.

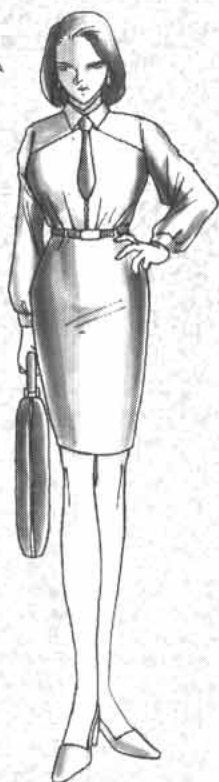
QUOTE

"Now, what exactly happened there?"



• YANNA SUMMERS •

• DIRECTOR, MARS SPACEPORT •



• INT: 7 • REF: 5 • TECH: 2 • COOL: 7 • LUCK: 5 • ATT: 6 • MONEY: 6 • BODY TYPE: 5 • MA: 6
 SEX: FEMALE AGE: 37 ORIGIN: MARS HAIR COLOR: BLACK HEIGHT: 5'10" WEIGHT: 125 LBS EYES: BLACK

SKILLS

• Aircraft/Shuttle Piloting	+2	• Z-Gee Maneuvers	+4	• Dance	+1
• Mecha Piloting	+2	• Awareness	+7	• General Knowledge	+5
• Infiltration	+1	• Survival (Space)	+4	• Medical	+2
• Relationships	+3	• Persuasion & Fast Talk	+3	• Interrogation	+3
• Streetwise	+2	• Social Skill	+5	• Leadership	+2
• Wardrobe & Style	+2	• Personal Grooming	+2		

BACKGROUND

Yanna's jurisdiction extends not only to the spaceport, but also to the station atop of the orbital elevator. Her position brings her in contact with a lot of different people from all over the solar system. Because of this, she was recruited by the Society of the Evolved Human. She is now one of their most valued members.

Despite her job, Yanna has close ties with the Martian Free Republic and sympathizes with their problems. She is unaware of the Republic's darker plan for the orbital elevator prototype.

QUOTE

"Mars isn't what it used to be, unfortunately."

• REGIS RENBERG •

• COLONEL, JOVIAN ARMED FORCES •



• INT: 6 • REF: 7 • TECH: 5 • COOL: 9 • LUCK: 5 • ATT: 5 • MONEY: 5 • BODY TYPE: 7 • MA: 4
 SEX: MALE AGE: 52 ORIGIN: JUPITER HAIR COLOR: GREY HEIGHT: 5'10" WEIGHT: 170 LBS EYES: GREY

SKILLS

• Handgun	+3	• Rifle	+3	• Automatic Weapons	+2
• Knife	+1	• Dodge	+3	• Hand-to-Hand	+3
• Aircraft/Shuttle Piloting	+3	• Z-Gee Maneuvers	+7	• Mecha Piloting	+3
• Beam Weapons	+2	• Projectile Weapons	+2	• Mecha Melee Weapons	+1
• Mecha Fighting	+1	• Awareness	+3	• General Knowledge	+4
• Teaching	+3	• Infiltration	+3	• Shadow/Avoid Pursuit	+1
• Survival (Space)	+5	• Interview	+2	• Gamble	+4
• Medical	+2	• Jury Rig	+2	• Persuasion & Fast Talk	+3
• Interrogation	+6	• Social Skill	+2	• Intimidate	+3
• Leadership	+5				

BACKGROUND

Renberg is one of the PCs' superior officers. His sense of humor is rather atrophied, but his sense of duty fills the void. Very efficient, he expects nothing less than perfection from the people working under him, but knows when to bend the rules. The only person able to make him wince is the Jovian president, Ms. Itangre. This has led to all sorts of rumors about a possible relationship, although there is no evidence to support this.

QUOTE

"Just what do you think you're doing, soldier?!"

• KHANNAN BASE COMMANDER, JAF •

• KONRAD KOUDRIOPOULOS •

• INT: 6 • REF: 7 • TECH: 3 • COOL: 7 • LUCK: 6 • ATT: 6 • MONEY: 5 • BODY TYPE: 8 • MA: 4
SEX: MALE AGE: 45 ORIGIN: JUPITER HAIR COLOR: BLACK HEIGHT: 6'1" WEIGHT: 185 LBS EYES: AMBER

SKILLS

• Handgun	+3	• Rifle	+1	• Automatic Weapons	+3
• Fencing	+3	• Dodge	+4	• Athletic	+3
• Hand-to-Hand	+3	• Aircraft/Shuttle Piloting	+5	• Z-Gee Maneuvers	+6
• Awareness	+4	• General Knowledge	+4	• Shadow/Avoid Pursuit	+3
• Survival (Space)	+6	• Gamble	+1	• Basic Repair	+3
• Medical	+1	• Relationships	+2	• Persuasion & Fast Talk	+2
• Interrogation	+4	• Social Skill	+4	• Intimidate	+3
• Leadership	+5				

BACKGROUND

At first glance a sympathetic and easy-going man, Koudriopoulos is in fact a logical and closed person who never talks too much and remembers everything he hears. He is a widower and has one daughter, Madelaine, who causes him more trouble than he would like.

QUOTE

"I'll see what I can do to help."



• PRESIDENT, JOVIAN CONFEDERATION •

• ALEXANDRA ITANGRE •

• INT: 8 • REF: 6 • TECH: 2 • COOL: 10 • LUCK: 6 • ATT: 7 • MONEY: 10 • BODY TYPE: 4 • MA: 4
SEX: FEMALE AGE: 55 ORIGIN: JUPITER HAIR COLOR: WHITE HEIGHT: 5'5" WEIGHT: 115 LBS EYES: BLUE

SKILLS

• Lie	+6	• Z-Gee Maneuvers	+5	• Awareness	+7
• General Knowledge	+6	• Specific Knowledge (Politics)	+5	• Programming	+3
• Survival (Space)	+6	• Write	+4	• Give Interview	+5
• Medical	+1	• Relationships	+3	• Persuasion & Fast Talk	+7
• Human Psychology	+2	• Interrogation	+2	• Social Skill	+6
• Intimidate	+3	• Leadership	+7	• Wardrobe & Style	+6
• Personal Grooming	+5				

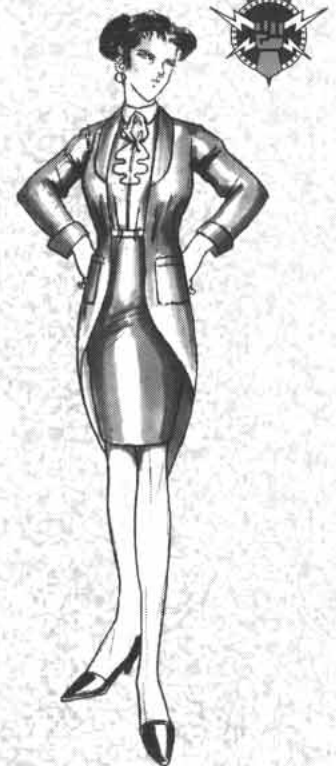
BACKGROUND

Alexandra Itangre has been president of the Jovian Confederation for 5 years. She is one of the most powerful persons in the system, politically and economically, as her family controls the biggest mining and gas corporation of the Jovian system. Her company also has subsidiaries on Venus, Mars and the asteroid belt. She is fifty-five years old, but her vitality and energy make her appear much younger.

Power, in all its forms, is her greatest pleasure; however, the one she enjoys the most is political power. She is constantly scheming for ways to increase her power base, and to gain more control over the Agora. Only time will tell if she will one day exceed her limits (that is, if she has any).

QUOTE

"They will make a mistake sooner or later. And then, they'll have to come to me."



• RANHO GARAND •

• LIEUTENANT, CEGA SPACE FORCES •



• INT: 7 • REF: 10 • TECH: 7 • COOL: 10 • LUCK: 7 • ATT: 9 • MONEY: 7 • BODY TYPE: 8 • MA: 10
SEX: MALE AGE: 25 ORIGIN: EARTH HAIR COLOR: BLUE HEIGHT: 6'2" WEIGHT: 185 LBS EYES: GREEN

SKILLS

• Handgun	+2	• Rifle	+2	• Automatic Weapons	+2,
• Knife	+3	• Fencing	+4	• Dodge	+3,
• Driving	+3	• Athletic	+5	• Hand-to-Hand	+6,
• Aircraft/Shuttle Piloting	+3	• Z-Gee Maneuvers	+4	• Mecha Piloting	+4,
• Beam Weapons	+3	• Projectile Weapons	+2	• Mecha Melee Weapons	+3,
• Mecha Fighting	+4	• Awareness	+3	• General Knowledge	+3,
• Specific Knowledge (Terran)	+2	• Infiltration	+3	• Shadow/Avoid Pursuit	+2,
• Survival (Space)	+2	• Mecha Tech	+1	• Medical	+2,
• Jury Rig	+1	• Relationships	+3	• Persuasion & Fast Talk	+2,
• Interrogation	+1	• Streetwise	+2	• Social Skill	+2,
• Intimidate	+5	• Leadership	+6	• Wardrobe & Style	+3,
• Personal Grooming	+3				

BACKGROUND

Ranho Garand was born on Earth in the early days of the CEGA. A war orphan, he was raised by the state and truly believes in the CEGA's claim to rule the solar system. The images of devastation he witnessed in his youth forged a deep respect for the civilian population who always has had to endure the consequences of conflicts. Vowing to protect the innocent, he later entered the CEGA Officer Academy to graduate at the top of his class.

His spotless service record enabled him to quickly rise in the ranks of the CEGA's armed forces, which gave him access to the newest combat machines and allowed him to travel extensively.

He has a secretive personality, and even his few friends do not know much about him. Garand is a man of honor, who will be loyal and faithful once you've acquired his trust (although this is no easy task). He dislikes killing, but he does so without hesitation if the situation demands it.

QUOTE

"Eventually, the CEGA will prevail."

• KLEB •

• ADMIRAL, CEGA SPACE FORCES •



• INT: 6 • REF: 5 • TECH: 3 • COOL: 6 • LUCK: 8 • ATT: 3 • MONEY: 9 • BODY TYPE: 7 • MA: 6
SEX: MALE AGE: 45 ORIGIN: EARTH HAIR COLOR: N/A HEIGHT: 5'10" WEIGHT: 165 LBS EYES: BROWN

SKILLS

• Handgun	+2	• Automatic Weapons	+2	• Knife	+3
• Dodge	+2	• Driving	+1	• Athletic	+1
• Hand-to-Hand	+2	• Aircraft/Shuttle Piloting	+4	• Z-Gee Maneuvers	+3
• Awareness	+5	• General Knowledge	+3	• Infiltration	+1
• Shadow/Avoid Pursuit	+2	• Survival (Space)	+1	• Medical	+1
• Jury Rig	+1	• Relationships	+3	• Lie	+7
• Persuasion & Fast Talk	+4	• Interrogation	+6	• Streetwise	+2
• Social Skill	+4	• Intimidate	+4	• Leadership	+3

BACKGROUND

Ruthless and ambitious, Kleb is the man in charge of Operation Methuselah's final phase: the destruction of Elysée Station. He is cold-blooded, quite at ease with the fact that he is killing millions of people at the same time he's getting rid of the Jovian government.

QUOTE

"I don't care about casualties. Get them now!"

• EXO-ARMOR SPECIALISTS •

• INT: 7 • REF: 6 • TECH: 7 • COOL: 6 • LUCK: 4 • ATT: 3 • MONEY: 7 • BODY TYPE: 6 • MA: 5
SEX: MALE AGE: 45 ORIGIN: EARTH HAIR COLOR: BLACK HEIGHT: 5'11" WEIGHT: 165 LBS EYES: BROWN

• INT: 7 • REF: 5 • TECH: 7 • COOL: 7 • LUCK: 4 • ATT: 4 • MONEY: 7 • BODY TYPE: 6 • MA: 5
SEX: MALE AGE: 47 ORIGIN: EARTH HAIR COLOR: BROWN HEIGHT: 5'10" WEIGHT: 160 LBS EYES: BROWN

SKILLS

• Dodge	+1	• Driving	+1	• Z-Gee Maneuvers	+3
• Awareness	+2	• General Knowledge	+4	• Specific Knowledge (Cyberlink)	+2
• Mecha Design	+3	• Mecha Tech	+7	• Jury Rig	+2
• Electronics	+3	• Programming	+3	• Invent	+2/+1
• Lie	0/+2	• Persuasion & Fast Talk	0/+2	• Streetwise	+2
• Social Skill	+4				

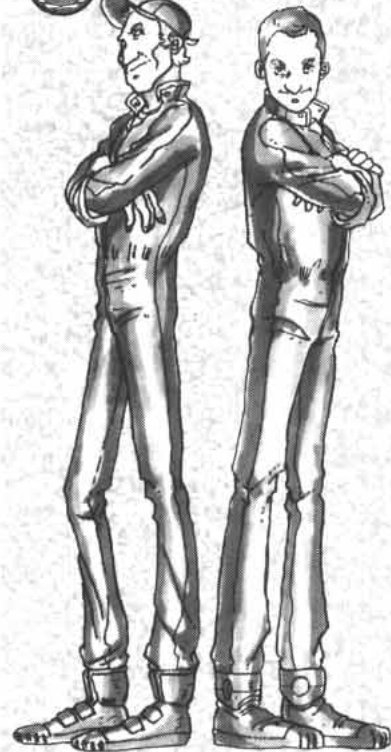
BACKGROUND

Roslin and Shayne are the exo-armor specialists sent to the Ares base to supervise the assembly of the floater-catching exo-armors. The stats to the left of the slashes are for Roslin, while those on the right side are Shayne's. They mostly remain in their cabin, leaving it once in a while to go check on their precious crates.

The players will encounter them on the "Georgia on my Mind" in Episodes 1 & 2.

QUOTE

"We're sorta... travelling salesmen."



• CORPORATION LEADERS •

Although the players will never encounter them, they play a very important role in the story. From their arcology in New Tokyo, Venus, they actually shape the destiny of the solar system. That is, when some people don't come in to crash their carefully designed plans. Then, they can get real nasty...

QUOTE

"We own you. Better remember that at all times."





• ADRIAN ALLEN •

• EXO-ARMOR PILOT, JAF •



• INT: 8 • REF: 8 • TECH: 6 • COOL: 6 • LUCK: 6 • ATT: 8 • MONEY: 4 • BODY TYPE: 6 • MA: 8
SEX: MALE AGE: 22 ORIGIN: JUPITER HAIR COLOR: BLOND HEIGHT: 6'0" WEIGHT: 160 LBS EYES: GREEN

SKILLS

• Handgun	+2	• Knife	+2	• Dodge	+3
• Athletic	+2	• Hand-to-Hand	+3	• Aircraft/Shuttle Piloting	+1
• Z-Gee Maneuvers	+5	• Mecha Piloting	+2	• Beam Weapons	+2
• Projectile Weapons	+1	• Mecha Melee Weapons	+1	• Mecha Fighting	+1
• Awareness	+2	• General Knowledge	+3	• Knowledge (Philosophy)	+3
• Extra Language (Latin)	+2	• Survival (Space)	+3	• Write Poetry	+2
• Basic Repair	+1	• Mecha Tech	+1	• Medical	+1
• Relationships	+1	• Streetwise	+1	• Social Skill	+1
• Leadership	+2	• Personal Grooming	+2		

BACKGROUND

Adrian does not fit into the typical exo-armor pilot description. He would often prefer to be somewhere writing poetry or discussing philosophy rather than fly his Pathfinder (nick-named "Socrates"). This does make him stand out in the adventurous club of the JAF, but he doesn't mind. He is only there to help protect his people.

His parents left their home station of Far Reach for an exploration mission when he was eight, entrusting him to a kind old friend of the family. It was him who taught Adrian how to think straight and logically, yet still be open to the beauty of the world. While very professional, Adrian sometimes panics in combat because of his inexperience and his inability to deal with a non-linear situation. He is currently single, although he is attracted to Roxy Fujima. Now, if he could get to actually ask her out...

QUOTE

"Are you sure this is wise?"

• MADELAINE KOUDRIOPOULOS •

• EXO-ARMOR PILOT, JAF •



• INT: 6 • REF: 9 • TECH: 4 • COOL: 8 • LUCK: 7 • ATT: 9 • MONEY: 5 • BODY TYPE: 4 • MA: 8
SEX: FEMALE AGE: 21 ORIGIN: JUPITER HAIR COLOR: BLUE HEIGHT: 5'10" WEIGHT: 120 LBS EYES: GOLD

SKILLS

• Handgun	+2	• Knife	+1	• Dodge	+3
• Athletic	+3	• Hand-to-Hand	+2	• Z-Gee Maneuvers	+4
• Mecha Piloting	+3	• Beam Weapons	+1	• Projectile Weapons	+1
• Mecha Melee Weapons	+1	• Mecha Fighting	+2	• Awareness	+2
• General Knowledge	+3	• Survival (Space)	+4	• Gamble	+1
• Mecha Tech	+1	• Medical	+1	• Persuasion & Fast Talk	+2
• Streetwise	+1	• Social Skill	+2	• Personal Grooming	+2

BACKGROUND

Madelaine is the only daughter of Konrad Koudriopoulos, Khannan's commander. Because of this, she literally had to fight both the pilots, who accused her of favoritism, and her father, who made every effort to make her step down. Her strong mind and tenacious nature didn't help, and she was soon paired with another outcast, Adrian Allen. Much to the surprise of everybody (not to mention their own), they quickly became good friends as well as one of the most efficient combat teams in the JAF. Adrian is like the big brother she never had and she interferes a lot in his personal life, much to his despair. Despite her strong personality, she is shy when it comes to dating, and she has yet to find a boyfriend.

QUOTE

"Why are you standing there? Come on!"

• FREELANCE REPORTER •

• INT: 8 • REF: 6 • TECH: 3 • COOL: 10 • LUCK: 8 • ATT: 9 • MONEY: 4 • BODY TYPE: 5 • MA: 7
 SEX: FEMALE AGE: 22 ORIGIN: MARS HAIR COLOR: BLACK HEIGHT: 5'11" WEIGHT: 120 LBS EYES: BLUE

SKILLS

• Handgun	+1	• Dodge	+3	• Driving	+1
• Athletic	+2	• Hand-to-Hand	+2	• Z-Gee Maneuvers	+3
• Awareness	+2	• General Knowledge	+2	• Programming	+3
• Infiltration	+2	• Shadow/Avoid Pursuit	+2	• Lie	+2
• Write	+2	• Interview	+3	• Photo & Film	+2
• Spot Hot Story	+3	• Persuasion & Fast Talk	+2	• Streetwise	+2
• Social Skill	+2	• Personal Grooming	+3		

BACKGROUND

Not much is known about Roxy. She prefers not to talk about her past, but her manners suggest she was raised on Mars. She is of mixed Caucasian and Asian blood, a combination which tends to further support this hypothesis because many of the Martian colonists are of mixed races. She has a secretive personality, and even her friends sometimes find it hard to tell what's on her mind.

She currently works as a freelance reporter, travelling from cylinder to cylinder in search of her next story. She will not report on everything she uncovers - in her own words, "the truth is sometimes better left unspoken". She will not report on petty things, only what she believes is worthy of the public's attention. This high moral attitude has earned her many grateful friends, but also a few enemies.

Her beauty has attracted many men over the years, but she has always turned them down. However, a young pilot whom she met while reporting on a strange cover-up may yet soften her attitude.

QUOTE

"There must be more to this than meets the eye."

• TECHNICIAN, EXO-ARMOR SPECIALIST •

• INT: 7 • REF: 7 • TECH: 9 • COOL: 7 • LUCK: 4 • ATT: 6 • MONEY: 6 • BODY TYPE: 9 • MA: 5
 SEX: MALE AGE: 23 ORIGIN: JUPITER HAIR COLOR: RED HEIGHT: 6'2" WEIGHT: 210 LBS EYES: BROWN

SKILLS

• Rifle	+2	• Dodge	+1	• Athletic	+1
• Judo	+3	• Aircraft/Shuttle Piloting	+3	• Z-Gee Maneuvers	+4
• Mecha Piloting	+2	• General Knowledge	+2	• Knowledge (Role-playing)	+2
• Survival (Space)	+3	• Mecha Design	+1	• Basic Repair	+5
• Mecha Tech	+5	• Jury Rig	+6	• Streetwise	+1
• Social Skill	+1	• Intimidate	+5	• Resist Alcohol	+2

BACKGROUND

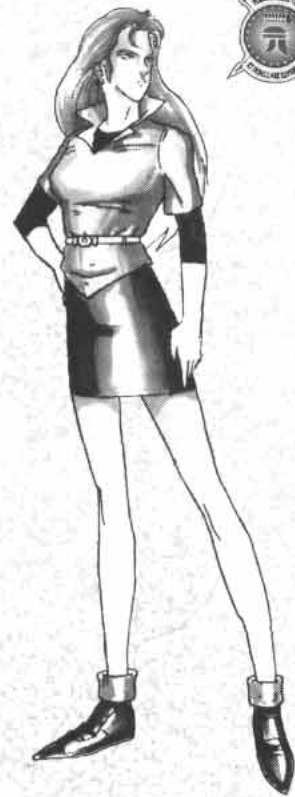
Nick is the typical "nice big guy". He is a bit shy, doesn't know his own strength, and is an avid role-player, spending most of his time and money on sophisticated virtual reality game programs.

He is an excellent technician, able to spot almost any malfunction on an exo-armor just by looking at it. The other technicians like to tell visitors that his parents were actually exo-armors (behind his back, of course). This is not far from the truth, as both his father and his mother are technicians themselves. The crew often consult him when they can't solve a problem the usual (read: recommended) way.

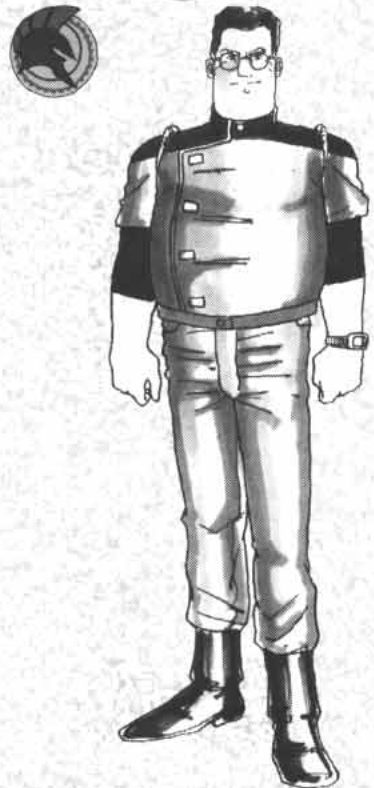
QUOTE

"See? You stick a 12-inch rubber band in it and it works again!"

• ROXY FUJIMA •



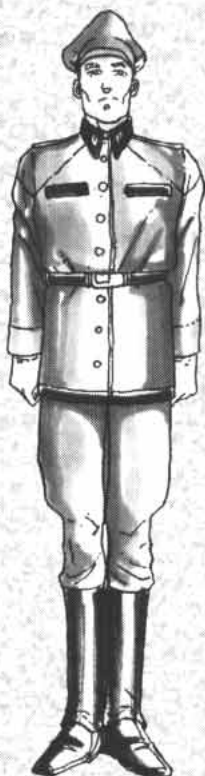
• NICK HOLLY •



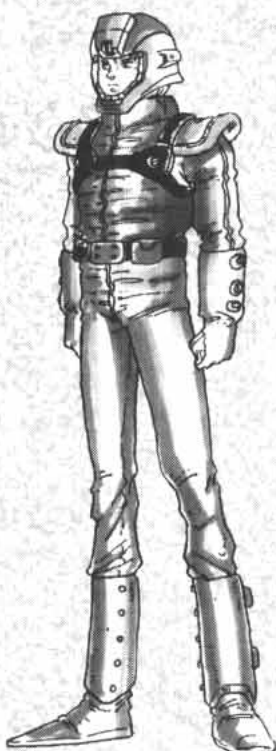


MINOR SUPPORTING CHARACTERS

• CEGA OFFICERS •



• CEGA PILOTS •



• CUSTOM OFFICERS •

• INT: 5 • REF: 5 • TECH: 3 • COOL: 8 • LUCK: 3 • ATT: 5 • MONEY: 3 • BODY TYPE: 6 • MA: 6

SKILLS

• Human Psychology	+1	• Dodge	+1	• Handgun	+1
• General Knowledge	+2	• Intimidate	+4	• Resist Fast-Talk	+2
• Obey orders	+3	• Bureaucracy	+3	• Haggle about Details	+4
• Interrogate	+3				

• TYPICAL EARTH INHABITANT •

• INT: 6 • REF: 5 • TECH: 2 • COOL: 5 • LUCK: 5 • ATT: 6 • MONEY: 4 • BODY TYPE: 6 • MA: 5

SKILLS

• Awareness	+1	• Driving	+1	• Dodge	+1
• General Knowledge	+3	• Knowledge (about their job)	+3	• Basic Repair	+1
• Social Skill	+1				

• TYPICAL LUNAR OR MARTIAN COLONIST •

• INT: 6 • REF: 6 • TECH: 3 • COOL: 4 • LUCK: 5 • ATT: 6 • MONEY: 4 • BODY TYPE: 5 • MA: 6

SKILLS

• Awareness	+1	• Dodge	+1	• General Knowledge	+3
• Knowledge (about their job)	+3	• Survival (space)	+2	• Basic Repair	+1
• Jury Rig	+2				

• TYPICAL ORBITAL OR JOVIAN COLONIST •

• INT: 7 • REF: 6 • TECH: 3 • COOL: 5 • LUCK: 5 • ATT: 6 • MONEY: 5 • BODY TYPE: 6 • MA: 5

SKILLS

• Z-Gee Maneuvers	+3	• Awareness	+1	• Dodge	+2
• General Knowledge	+3	• Knowledge (about their job)	+3	• Survival (Space)	+3
• Basic Repair	+1	• Jury Rig	+2		

• TYPICAL NOMAD COLONIST •

• INT: 7 • REF: 6 • TECH: 5 • COOL: 5 • LUCK: 5 • ATT: 6 • MONEY: 3 • BODY TYPE: 6 • MA: 5

SKILLS

• Z-Gee Maneuvers	+5	• Awareness	+2	• Dodge	+2
• Knife	+1	• General Knowledge	+3	• Knowledge (about their job)	+3
• Survival (Space)	+3	• Basic Repair	+3	• Jury Rig	+4

• TYPICAL SCIENTIST •

• INT: 8 • REF: 4 • TECH: 5 • COOL: 4 • LUCK: 5 • ATT: 5 • MONEY: 4 • BODY TYPE: 5 • MA: 5

SKILLS

• Awareness	+2	• Dodge	+1,	• General Knowledge	+5
• Knowledge (about their job)	+5	• Programming	+3,	• Basic Repair	+1
• Jury Rig	+3	• Give Lecture	+2,	• Write	+2
• Social Skill	+2				

• TYPICAL SOLAPOL OFFICER •

• INT: 6 • REF: 7 • TECH: 3 • COOL: 7 • LUCK: 4 • ATT: 5 • MONEY: 4 • BODY TYPE: 7 • MA: 6

SKILLS

• Z-Gee Maneuvers	+3	• Awareness	+4	• Dodge	+3
• Knife	+2	• Handgun	+3	• Hand-to-Hand	+3
• General Knowledge	+3	• Knowledge (about their job)	+3	• Interrogate	+4
• Intimidate	+3	• Shadowing	+2	• Streetwise	+3
• Persuasion	+2				

• TYPICAL POLITICIAN •

• INT: 7 • REF: 4 • TECH: 3 • COOL: 7 • LUCK: 5 • ATT: 6 • MONEY: 6 • BODY TYPE: 5 • MA: 5

SKILLS

• Awareness	+2	• General Knowledge	+3	• Knowledge (about their job)	+4
• Lie	+3	• Persuasion	+3	• Negotiate	+4
• Give Interview	+3	• Social Skill	+4		

MINOR SUPPORTING CHARACTERS

• JOVIAN ARMED FORCES OFFICER •

• INT: 7 • REF: 6 • TECH: 4 • COOL: 6 • LUCK: 4 • ATT: 5 • MONEY: 6 • BODY TYPE: 7 • MA: 6

SKILLS

• Awareness	+2	• Handgun	+2	• Dodge	+2
• Hand-to-Hand	+3	• General Knowledge	+3	• Z-Gee Maneuvers	+3
• Survival (Space)	+4	• Leadership	+3		

• JOVIAN EXO-ARMOR PILOT •

• INT: 6 • REF: 7 • TECH: 4 • COOL: 5 • LUCK: 3 • ATT: 6 • MONEY: 4 • BODY TYPE: 7 • MA: 6

SKILLS

• Mecha Pilot	+3	• All Mecha Combat Skills	+2	• Awareness	+2
• Handgun	+1	• Dodge	+2	• Hand-to-Hand	+2
• General Knowledge	+3	• Z-Gee Maneuvers	+3		

• CEGA EXO-ARMOR PILOT •

• INT: 6 • REF: 6 • TECH: 4 • COOL: 6 • LUCK: 2 • ATT: 6 • MONEY: 5 • BODY TYPE: 7 • MA: 6

SKILLS

• Mecha Pilot	+3	• All Mecha Combat Skills	+2	• Awareness	+1
• Handgun	+2	• Dodge	+2	• Hand-to-Hand	+2
• General Knowledge	+3	• Z-Gee Maneuvers	+3		

• CEGA FIGHTER PILOT •

• INT: 6 • REF: 6 • TECH: 4 • COOL: 6 • LUCK: 2 • ATT: 6 • MONEY: 4 • BODY TYPE: 7 • MA: 6

SKILLS

• Aircraft/Shuttle Piloting	+3	• Projectile Weapons	+2	• Beam Weapons	+2
• Awareness	+1	• Handgun	+1	• Dodge	+2
• Hand-to-Hand	+2	• General Knowledge	+3	• Z-Gee Maneuvers	+3

• MILITARY SHIP CREWMAN •

• INT: 6 • REF: 6 • TECH: 5 • COOL: 5 • LUCK: 3 • ATT: 6 • MONEY: 3 • BODY TYPE: 7 • MA: 5

SKILLS

• Z-Gee Maneuvers	+3	• Awareness	+1	• Dodge	+2
• Hand-to-Hand	+2	• General Knowledge	+3	• Knowledge (about their job)	+3
• Gamble	+2				

• COMMERCIAL SHIP CREWMAN •

• INT: 6 • REF: 6 • TECH: 5 • COOL: 4 • LUCK: 3 • ATT: 6 • MONEY: 4 • BODY TYPE: 6 • MA: 5

SKILLS

• Gee Maneuvers	+3	• Awareness	+1	• Dodge	+2
• Hand-to-Hand	+2	• General Knowledge	+3	• Knowledge (about their job)	+3

• EXO-ARMOR TECHNICIAN •

• INT: 6 • REF: 5 • TECH: 6 • COOL: 5 • LUCK: 5 • ATT: 6 • MONEY: 3 • BODY TYPE: 6 • MA: 5

SKILLS

• Gee Maneuvers	+3	• Awareness	+1	• Dodge	+2
• General Knowledge	+3	• Knowledge (about their job)	+3	• Mecha Tech	+3
• Basic Repair	+3	• Jury Rig	+3	• Gamble	+2

• SECURITY GUARD OR GRUNT •

• INT: 5 • REF: 6 • TECH: 3 • COOL: 6 • LUCK: 2 • ATT: 5 • MONEY: 3 • BODY TYPE: 7 • MA: 6

SKILLS

• Awareness	+1	• Dodge	+2	• Handgun/Rifle/Automatic Weapons	+2
• General Knowledge	+2	• Knowledge (about their job)	+2	• Intimidate	+3
• Athletic	+2	• Resist Fast-Talk	+1	• Obey orders	+3

• JOVIAN OFFICERS •



• JOVIAN PILOTS •





23RD CENTURY SCIENCE AND TECHNOLOGY BREAK THROUGHS

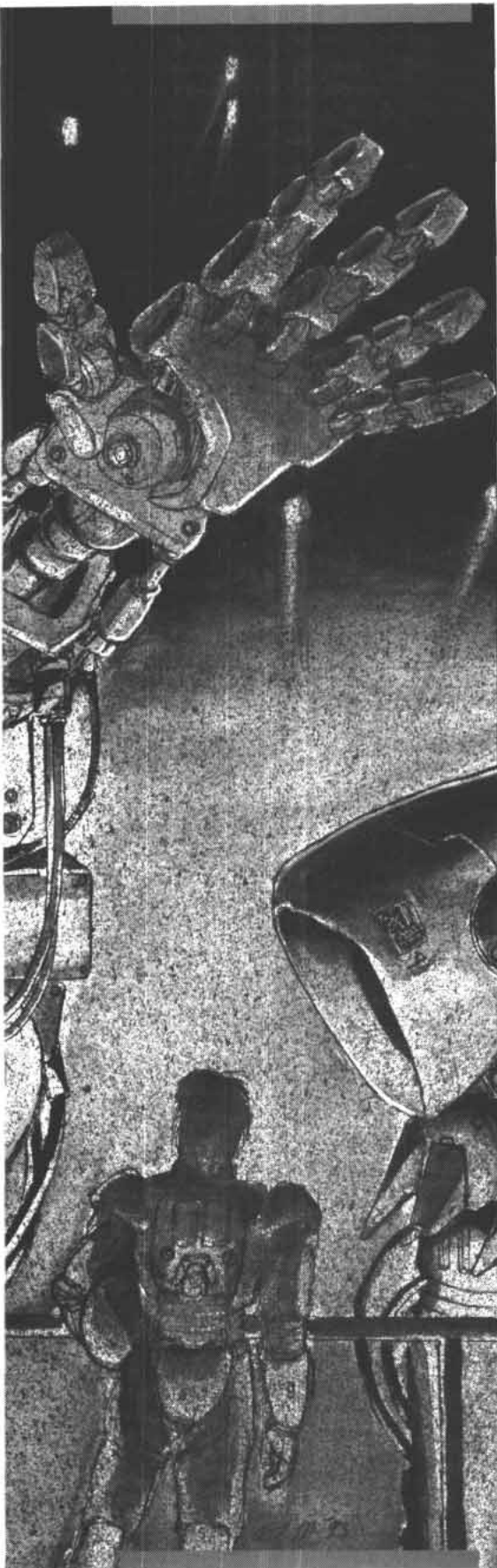
"Scientific progress was somewhat slowed in its relentless advance by the tumultuous course of human history between the end of the twentieth century and the present day.

The Civil War on Earth and the much more urgent problem of survival in the colonies restricted the research to a more practical level: warfare and recycling. Thus, while leaps were made as far as emergency medicine, weapons and spaceship design were concerned, little or nothing else received much attention."

- Anonymous teacher,
Jovian Institute of Science

The technology of the twenty-third century is less advanced than most people would expect. There are no teleporters, no faster-than-light drives and most common technological items used would be recognized by a twentieth century human.

The following listing presents the equipment and the technology most often encountered. It is classified by scientific fields. Arrow displays present the game effect and particularities of each.





• EXO-ARMORS

The exo-armors (short for exo-skeleton, armored) are the ultimate evolution of the personal combat space suit of the early twenty-first century. Originally no larger than a man, they increased in size until some of the biggest were nothing less than small ships. This was necessary in order to carry the enormous amount of fuel, armament, and electronics necessary to accomplish their assigned mission. Spacefighters remain in use, but their lack of maneuverability (compared to exo-armors) confines them to patrol, strike and fire-support roles.

A vehicle is called an exo-armor when its control system is a linear frame (see below). Exo-armors are usually classified in five categories: exo-suit, light, medium, heavy, and exo-ship.

The classification chart gives a general outline of the actual Jovian classification system. The CEGA does not have an official classification because they tend to reserve the use of exo-armor to officers.

Since the other nations of the solar system have only recently begun to use exo-armors, they normally adopt the Jovian classification.

The exo-armors are typical Mekton designs. Most of the systems described in the Techbook can be used, with a few exceptions (see below). There is no limit to the amount of space efficiency that can be used, but you cannot reduce the weight of an exo-armor by more than 25% of the weight before efficiency (base weight) because of the limits of 2210 technology.

A few rule modifications were used in designing the exo-armors found in this book (see Powerplant and Flight System below).

TECHBOOK SYSTEMS NOT AVAILABLE IN THE JOVIAN CHRONICLES SETTING (2210)

- Cloaking (all forms)
- Combiners
- Combiner Weapons
- Energy Absorbers
- Esper Lenses
- Gravitic Propulsion
- Recon System: Gravity Lens
- Refined Armor: Beta, Gamma
- Reflector Systems
- Remote Units (except cable)
- Reactive Shields
- Techno-organics
- Teleporters
- Thought Control
- Transformers

• LINEAR FRAME

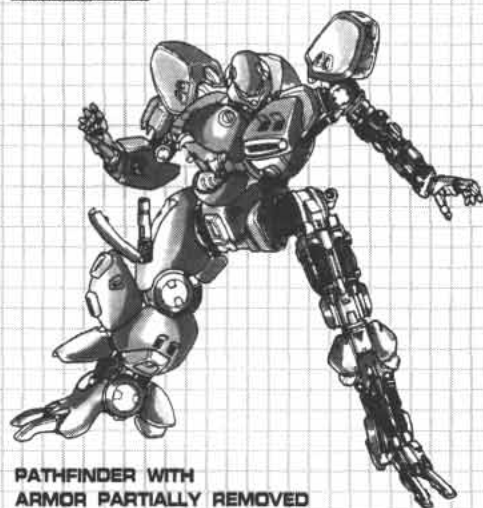
The linear frame is the main control element of the exo-armor. It looks like an industrial exo-skeleton and completely supports the pilot; it also reproduces his every movement. The exo-armor's onboard drive computer then interprets the motions and moves the armor's limbs accordingly, firing apogee motors as needed to compensate. This gives the exo-armor an uncanny maneuverability as well as a strangely human grace. Additionally, a trained pilot can actually use his body motions to shift the exo-armor's center of mass around and change the exo's position without expending propellant. Veteran pilots are thus often able to stay much longer in battle. All this gives the exo-armor a definite advantage over the classic spacefighter (which has to fire verniers whenever altering its course).

The frame also protects the pilot from shock and strong gee forces, reorienting itself in the cockpit as needed. Because of these particularities, some special training is required to operate an exo-armor.

Space flight is controlled via special joysticks located near the hand controls (see illustrations). Again, some training is necessary to fully control the armor, even if the computer can provide verbal and visual assistance. All relevant information (IFF, targeting, velocity, etc) is displayed in the special virtual reality helmet worn by the pilot. The head and the main sensors are slaved to the motions of the helmet, adding to the "humanity" of the exo-armor.

EXO-ARMOR CLASSIFICATION CHART

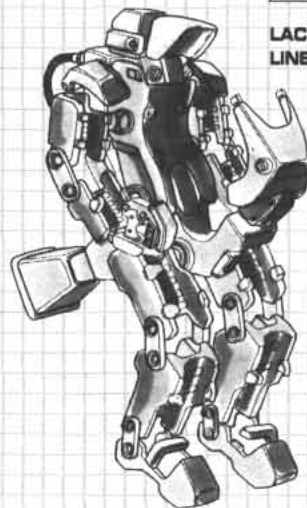
Class	Description	Use	Weight
Exo-Suit	Powersuit-like	Infantry, Light Combat	5-10 Tons
Light	Scout EA	Strike, Scouting	20-30 Tons
Medium	Trooper EA	Various roles	40-60 Tons
Assault	Heavy EA	Assault, Anti-ship	70-90 Tons
Exo-Ship	Small ship	Anti-ship	100+ Tons



PATHFINDER WITH ARMOR PARTIALLY REMOVED



LAC TYPE 3A LINEAR FRAME





• MODIFIED BASE MA & MV CHART

Tons	MA	MV
1-19	8	-3
20-29	7	-4
30-39	6	-5
40-49	6	-6
50-59	5	-7
60-69	5	-8
70-79	4	-9
80-89	4	-10
90-99	3	-11
100-109	3	-12
110+	2	-13

• MODIFIED ACTION CHART

Man Reflex	Mecha Reflex	No. Action(s)
2 to 4	-11 to -5	1
5 to 7	-4 to 1	2
8 to 10	2 to 7	3
11+	8+	4

• MODIFIED FLIGHT SYSTEMS CHART

Tons	Pts. Lift needed	Extra pts. to gain 1 MA
1-19	3	1
20-29	3	1
30-39	6	1
40-49	6	2
50-59	9	2
60-69	9	2
70-79	12	3
80-89	12	3
90-99	15	4
100-109	18	5
110+	24	6

Fans cost 1 CP per 2 points of lift, but do not work in space. Base MA: 8

Thrusters cost 1 CP per point of lift, can be used everywhere. Base MA: 12

• POWERPLANT

All space vehicles are powered by a compact reactor using a high-energy magnetic "bottle" to hold a micro-fusion reaction. These powerplants come in a variety of size, from the small engine of the scout exo-armors to the huge plasma drive of the biggest ship. The Jovian designs are the most advanced and efficient in existence; heavily shielded, they do not react as violently as do most other types of powerplants when their core is breached.

Exo-suits and small vehicles use a super-conductive battery instead of a fusion powerplant, as their size prevents the use of a normal reactor.

To give more variety to the exo-armors' characteristics, a special MA and MV table is included. The values listed there replace the ones found in the Mekton II rulebook (although you can use the original values if you prefer to stick to the official rules). The MV was lowered to allow designers to cram more MV improving goodies in their exo-armor than usual, while preserving the game balance.

There is one major rule change: unlike the original Mekton II rules, upgrading an engine doesn't give you extra actions. Extra actions give an immense advantage over those who do not have them and should be obtained only through special systems like thought control or V-Max powerbooster (making them truly devastating, like they should be). However, to balance this and the new MV chart, an updated Action chart is included. Like the previous table, it can be ignored in favor of the original Mekton Action Table if the GM so prefers.

The super-conductive battery of the exo-suits is represented by a "cool" powerplant; all of the usual rules apply nonetheless. "Hot" powerplants will never be found on current Jovian designs, but are common in all other designs. This is mostly intended to give the players a better chance of survival.

• FLIGHT SYSTEM

The main type of propulsion system in existence is the plasma drive. Using an inert gas or liquid as reaction mass (most often helium), it enables the ships and other space vehicles to achieve great acceleration for extended periods, reducing the travel time between planets to mere weeks and, sometimes, mere days.

Smaller vehicles, like spacefighters and exo-armors, also use ion thrusters, where an intense electrical arc ionizes and expels reaction mass at high speed to produce acceleration.

In atmosphere, the flight system of the exo-armors are sufficient to lift and enable them to fly for short periods of time. Unfortunately, this places great strain on the thruster array, so most pilots only use their thrusters as jump jets to allow them to cool down periodically.

The mechanical designs in this book use an updated version of the Flight System Table found in the rulebook. The reason for such a change is one of simple physics: we all know that for a given force, a small mass will gain more acceleration than a large mass. However in Mekton II, three extra points of thruster will add 1 point of MA, regardless of the actual weight of the machine.

In the new table, small exo-armors need fewer lift points to stay in the air and move than big ones (this is also a side bonus of reducing the weight of the mecha with the efficiency process). The gravitic flight system is not included since it does not exist in the Jovian Chronicles setting. Players wishing to stick to the official rules need only recalculate the flight speed based on available Lift points.

The exo-armors can fly in atmosphere, although they have all the aerodynamics of a rock (a BIG rock). The thrusters will overheat on the second turn of flight, shutting

down automatically on the third. A Pilot Mecha or Tech roll vs DL 16 will buy an extra turn of flight, but each roll thereafter has a +4 difficulty modifier (cumulative). The players should be well aware of that rule, less they fall to their death a little too often.

• ARMOR

Contrary to what most people believe, space is not an empty void. Micro-meteors, dust and solar radiations cause a slow degradation of all space constructs. The problem was lessened by the development of the magnetic screen (see p. 42), but small vehicles and space ships must still be protected from these elements.

Armor is generally made from a special polymer-ceramite composite with good heat conduction and limited flexibility. Sometimes, a special mesh of artificial diamond fibers is added for extra strenght and durability, although this increases the cost of the material.

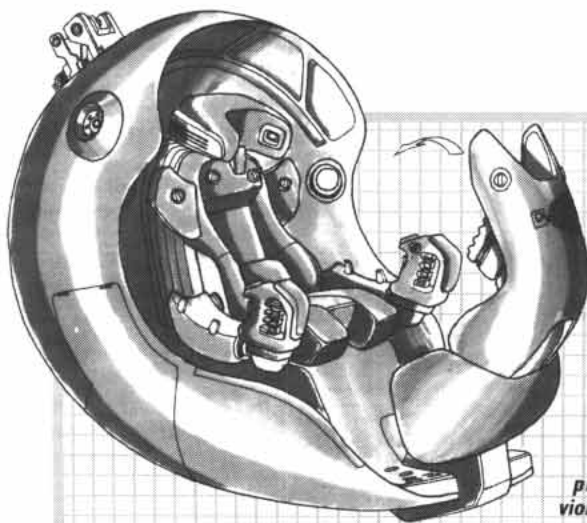
This is the standard mecha armor found in the Techbook. Reinforced mesh-type armor can be simulated with Alpha-grade armor.

• ACTUATORS

Exo-armors rely on either hydraulic jacks or high-strenght myomar fibers to move their limbs around. The smaller exo-suits almost never use hydraulics, as myomars are easier to adapt to the human form and contours.

Some experiments have been made in combining the two in one system for added power, but the dissimilar ranges of motion of each method are causing more problems than actual benefits.

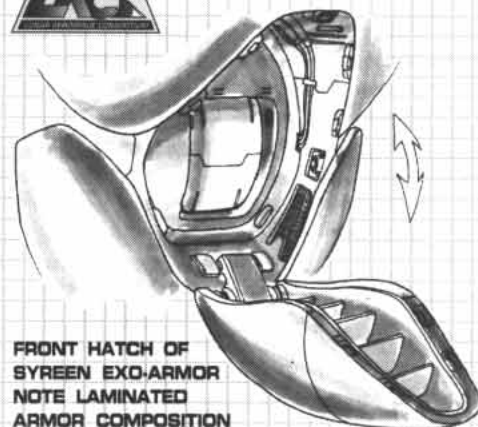
The actual system used by a limb does not affect game play. Combination hydraulic jacks/myomars can be represented by the higher grade hydraulics available in the Techbook.



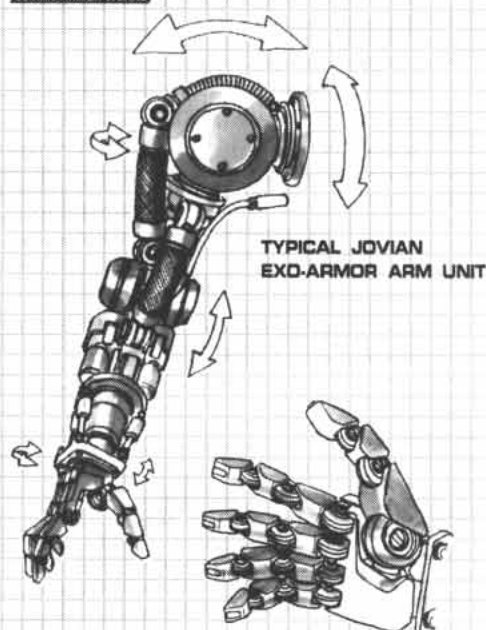
• G-COCKPIT

This is the cockpit of the Dragonstriker exo-armor. It is well representative of the new generation of exo-armor cockpit, where the common linear frame is replaced by sensor pick-ups in the pilot's seat. The G-brace is still present to protect the pilot against violent movements.

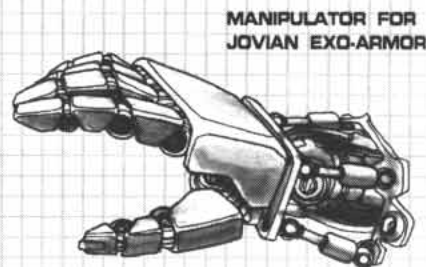
Although the most advanced prototypes were built by the Jovians, this very first model was developed by Dr. Peyarje while he was still on Earth. It is unlikely that they will become commonplace in the near-future due to their enormous cost.



**FRONT HATCH OF SYREEN EXO-ARMOR
NOTE LAMINATED
ARMOR COMPOSITION**



**TYPICAL JOVIAN
EXO-ARMOR ARM UNIT**



**MANIPULATOR FOR
JOVIAN EXO-ARMOR**



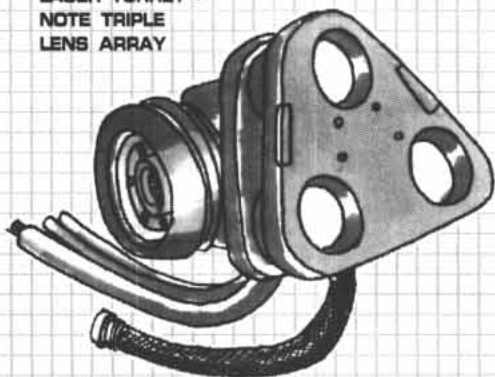
HISTORY OF THE SPACE WEAPONS

The basic principles of the laser, particle accelerator and kinetic kill weapons were known as early as the twentieth century. However, the lack of a reliable power source and superconductor materials delayed the widespread use of this new generation of tools of warfare until well into the twenty-first century.

It wasn't until 2003 that tanks began to be equipped with primitive railguns, often supplementing it with a standard tank gun. These early units were bulky, costly, and took several seconds to recharge their capacitor bank for another shot. Lasers were useless as the musty and dusty atmosphere of the battlefield diffracted and reduced the mightiest laser beam into nothing more than a targeting sight.

Space was a different experience altogether. Lasers, unimpeded by dust, could reach their full potential while railguns and massdrivers often crippled their target on the first hit. It was during this time that battle stations were first equipped with chemical engines enabling them to change orbit and even make short trips to the Moon (USSS Eagle, 2009). Military vessels were systematically build around a plasma drive as soon as they became available. Often, ships used two: one for propulsion and one providing power to the various weapons. The new powerplant allowed even small vehicles to carry a high-energy weapon system, thus the birth of the aerofighter.

TYPICAL SHIP
LASER TURRET -
NOTE TRIPLE
LENS ARRAY



• WEAPONS TECHNOLOGIES

The weapon categories defined here exist mainly to help gamemasters name the armament their newly designed exo-armor carries. None have special effects or bonuses.

• LASERS

Acronym for Light Amplification by Stimulated Emission of Radiation, the laser has been widely used since its development both as a tool and as a weapon. Many exo-armors are equipped to use at least one type of laser cannon because of its unlimited shot supply and great accuracy.

Unfortunately, the weapon also has two major flaws: all of the beam's energy is concentrated in one small spot, and the energy conversion factor is rather low. This means that unless the gunner is a marksman, the shot won't do much collateral damage i.e. only the section hit will be damaged. This limits the usefulness of the laser to anti-missile and light assault work.

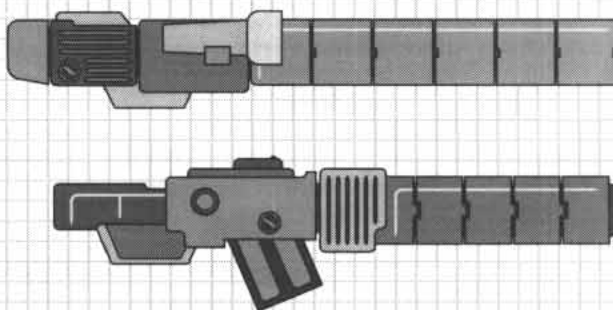


Laser are beam weapons, usually causing less than 3K in a single attack. Continuous-firing lasers (or "strafing" lasers) often use a Burst Value to simulate their near-constant fire.

• KINETIC KILL WEAPONS

These weapons cause damage by kinetic energy (movement). They are divided in two classes: the railgun and the massdriver. A railgun uses a single projectile and accelerates it via twin rails supplying the necessary current along the length of the barrel. Massdrivers use the same principle, but instead of a single projectile using the rails' current to accelerate, they employ a series of magnetic rings to fire a hail of smaller shells. Each impact causes less damage, but the attack is spread over the whole of the target instead of just a spot. It also allows a greater rate of fire.

Both can use various special effect ammunition, like shaped armor-piercing crystals or even explosive grenades.



Kinetic kill weapons are the Chronicles' equivalent of the projectile weapons of Mekton. Railguns are single shot cannons while mass-drivers are guns with a Burst Value.

• PARTICLE CANNON

The particle cannon (also known as beam cannon) is a magnetic accelerator designed to shoot ions instead of a solid slug. They cause damage through a combination of kinetic energy, heat, and electrical charge. More powerful than lasers, they also cause a lot of collateral damage by frying and burning electronic circuitry in the target.

Although a very efficient weapon, the particle cannon is one of the most expensive weapons in existence, in addition to being an energy hog.



Beam weapons causing 4 Kills or more in an attack are often particle cannons.

• MISSILES

Missiles are self-propelled, self-guided projectiles. Using sophisticated guidance computers and laser targeting technology, the missile is one of the most deadly weapons available to an exo-armor.

Various types of warheads are used, from the simple shaped explosive to the low-yield tactical nuclear charge (although the latter is rather rare and expensive). There are no set standards: some designs call for a few accurate and powerful missiles, while others use hundreds of small unguided rockets.

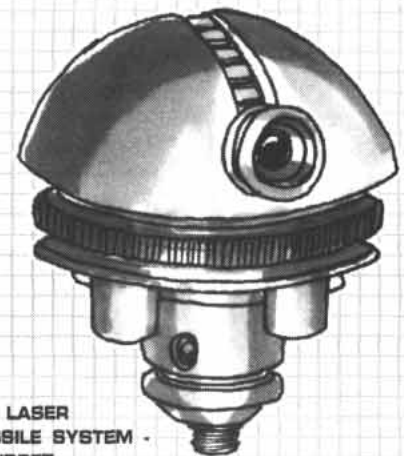
Missiles are used as per normal Mekton rules. It is possible to shoot them down with a projectile weapon or missile(s) instead of parrying or using a laser-based AM system. This costs a defensive action; the defender must make a weapon attack roll with a WA penalty of -3. For each point above the attacker's roll, projectile weapons destroy one missile up to their BV (no matter how many Kills they cause per hit), while missiles destroy one enemy missile per point above the attacker's roll, up to (half of total damage of the defensive missiles, rounded down).

• PLASMA LANCE

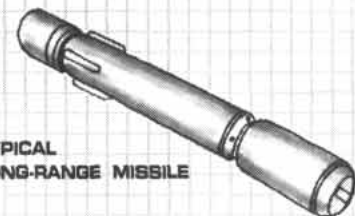
A recent development in the arms race is the Plasma Lance. The resurgence of hand-to-hand combat prompted the Jovian designers to upgrade the capacities of the JAF's exo-armors, who previously had to defend themselves against better equipped opponents like the CEGA's Syreen.

The Lance is a compressed-gas cylinder with an ionizer ejector system at one end. When held by a specially designed hand, a direct current from the exo-armor's main fusion reactor is transmitted to the ejector and transforms the gas into a giant plasma flame. The overall device looks like a sword made of light and is very effective against armored opponents. Unfortunately, the small gas supply limits the usefulness of the weapon and the exo-armor must often carry several lances.

Plasma Lances can be simulated with the Energy Melee Weapon rules. All current hand-held plasma weapons have a set number of Turns in Use (see Techbook, p.18). Automated or internal systems have no such restrictions.



TYPICAL LASER
ANTI-MISSILE SYSTEM -
NOTE TURRET
ROTATION SYSTEM



TYPICAL
LONG-RANGE MISSILE

As time went by, new composite materials were developed. These super-strong alloys and polymers could withstand direct hits, forcing the weapon designers to go back to the drawing board to search for new ways to improve firepower. And not only firepower: as more and more combat vessels relied on electronic to protect them, it was simply harder to get either a weapon lock or a solid hit. New targeting systems had to be developed, often at the expense of striking power. For example, a missile now had to carry not only its standard tracking equipment, but also a complete ECCM suite and sophisticated tactical expert systems. Needless to say, prices were astronomical then and they still are.

Military forces today still use classical weaponry for their ground forces: for example, giving reliable machine guns instead of costly lasers to their foot soldiers. Hi-tech weapons are reserved for use in space, although kinetic kill guns are sometimes encountered on various military vehicles such as heavy tanks and exo-armors.



• ELECTRONICS

• ELECTRONIC WARFARE

Up until the twentieth century, human warfare had an up-close-and-personal outlook. The lack of reliable ranged weaponry limited the fighting distance to less than 200 meters, and even then the various projectiles couldn't do much harm.

The development of the radar and the improvement of the existing weapons pushed back this distance, and soon the soldiers didn't even have to see their opponent to utterly destroy him.

Unfortunately, armor refinement did not follow the same curve as weapon efficiency. Soon, there was no way to create an armor plating capable of stopping modern weaponry while at the same time being light enough to be carried by a fighting vehicle.

A new approach was needed, and soon the stealth principle was the norm. After all, you cannot hit what you cannot detect.

Each modern fighting vehicle, be it a tank, a spacecraft or an exo-suit, carries a host of defensive electronic modules. Some break up the radar signature, others interfere with the opponent's targeting equipment, etc. These modules are built-in, and no vehicle would be designed without them.

As a result, combat is once again short-ranged: weapons that could hit an unprotected target thousands of kilometers ahead now have to be used almost at visual range.

The electronic warfare is a convenient excuse for having giant robots slug it out in hand-to-hand combat without the usual flimsy reasons of lost technology, mysterious particles or a weird sense of honor. But we promise we won't tell if you don't.

This ECM system has no game effect in itself. If the mecha designer wants to build a specific electronic warfare mecha, he should then buy the ECM system from the Techbook.

• COMPUTERS

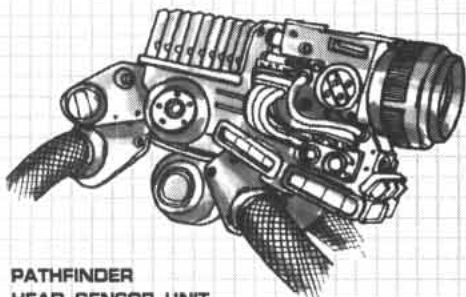
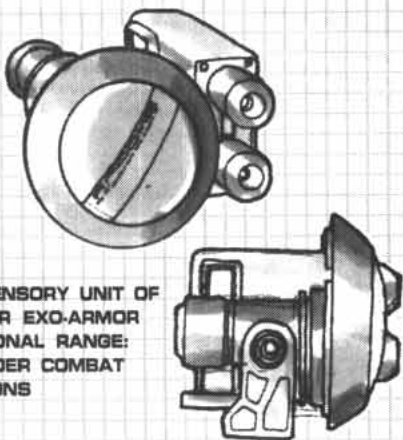
Data-processing machines have evolved the most of all technologies. Once simple calculators, they are now capable of limited intelligence and problem solving. While calling them "sentient" would be exaggerating, modern computers can often sound very human on the comm system (although they don't have much imagination and have no sense of humor whatsoever). Relying extensively on superconductive neural nets and complex expert system programs, they are used as crewmembers on spaceships and as copilots in fighters and exo-armors.

All space vehicles are assumed to have an AI computer to figure out trajectories and burn time, freeing the pilot to perform more important tasks (like fighting and arguing with his opponents). They have no effect on game play, but can spice up role-playing:

"The present course of action will lead to the destruction of this unit in 32.356 seconds. A course correction is advisable."

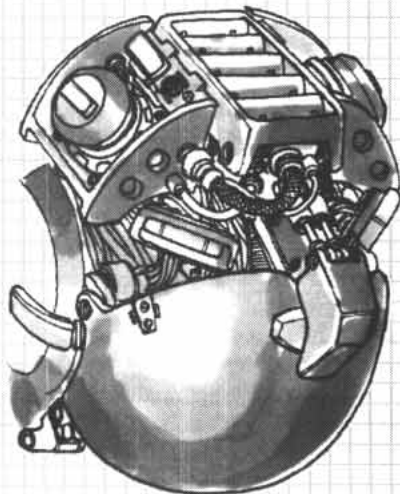
Again, this Artificial Intelligence has no real game effect. If the mecha designer wants the computer to be able to handle the actual piloting and gunnery, he should buy an Automation system from the Techbook.

EWAC SENSORY UNIT OF EXPLORER EXO-ARMOR
OPERATIONAL RANGE:
2KM UNDER COMBAT
CONDITIONS



PATHFINDER
HEAD SENSOR UNIT
MANUFACTURED BY JOVIAN OPTICS
NOTE: THE "EYES" ARE LATERAL SENSORS.
MAIN CAMERA UNIT IS LOCATED UNDER THE
FOREHEAD PANEL.

COMPUTER MAINFRAME AND COCKPIT
HATCH OF THE PATHFINDER EXO-
ARMOR. NOTE HEATSINK ON TOP.



• SPACE ENGINEERING

The space industry movement of the early twenty-first century and the colonization boom that followed wouldn't have been possible without the development of the fusion engine and the plasma drive. Using water (and, later, helium) as a reaction mass, a ship could lift off from Earth and accelerate for lengthy periods of time without needing to refuel.

Soon, drone tugs made of lunar ores were sent to the Trojan asteroid groups (see below) to bring back the much-needed raw materials for the space colonies and the various ships. They usually operated in pair, one in the rear of the rock for propulsion and one in front for breaking. Upon arrival in Earth's orbit, other drones separated them from the rock and refueled them for another trip.

The supplies from the Moon, added to these asteroids', were used to first build wheel-type stations, then, later, the larger O'Neil Cylinders.

• SPACE COLONIES

In the late eighteenth century, French physicist Joseph Louis Lagrange discovered something quite interesting while studying three-body systems. The problem was simple: calculating the gravitational influence of two masses, like the Earth and the Moon, on a third body in their vicinity. He found that at certain points, the gravitational forces of the two bodies were equal (but did not necessarily cancel each other out), creating "stable" points in space. These points actually orbit their calculated positions because of the influence of the Sun and the other bodies in the solar system.

The first three Lagrange points are located on the axis linking the two main bodies. The first, L1, is located between the two bodies; it is the only point where the gravity of the two masses cancel each other. The second point is behind the larger body while the third is behind the smaller. All three points are relatively unstable: any perturbation of the satellite along the axis would cause it to gradually fall towards one of the bodies.

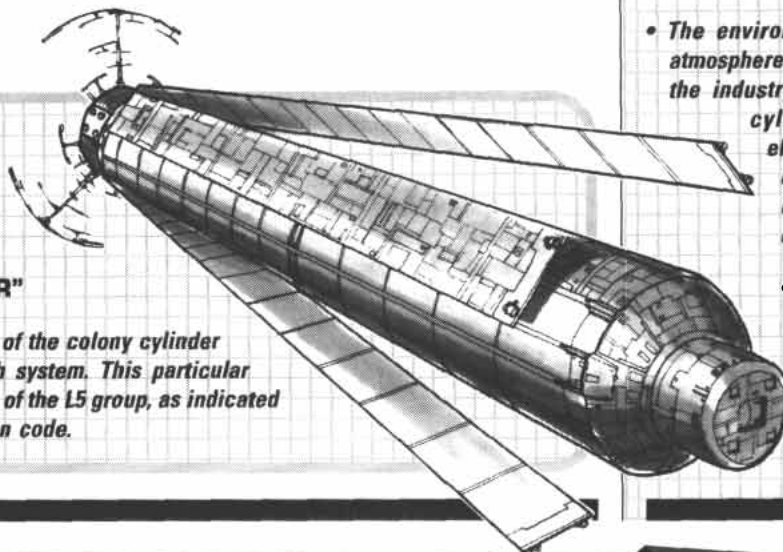
The other two points, L4 and L5, are on the orbit of the smaller body at 60 degrees on either side of the axis. These are extremely stable points, as demonstrated by the clusters of asteroids found there. In fact, the latter, called Trojan Asteroids, were used as on-site material for the construction of the Earth system's cylinders.

Most of the colonies in existence are O'Neil-type cylinders, with the exception of the Jovian colonies, which had to be built on the closed Gray Vivarium model because of the increased radiation levels. They are huge cylinders varying between 25 and 40 km in length, usually with thrusters and zero-gee docking bays at both end. Each is being home to up to 20 million people.



• L5-6 "OSCAR"

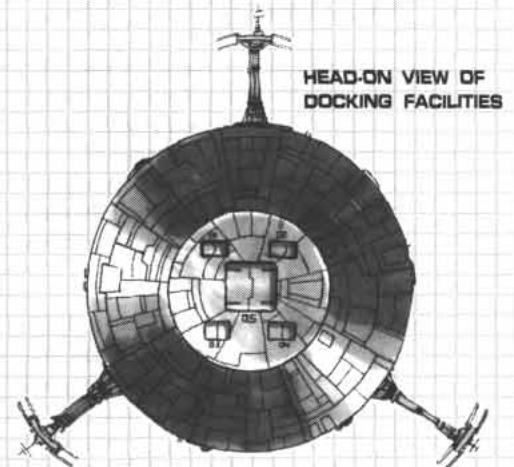
"Oscar" is typical of the colony cylinder found in the Earth system. This particular station is the sixth of the L5 group, as indicated by its identification code.



LIVING IN SPACE

As anybody can guess, living in a space colony is very different from living on a planet. The available space is rather reduced: this suggests a way of life based on saving energy, recycling and social acceptance (because if you don't like your neighbor, you got a problem as you can't go very far from him!)

As with all places, they are advantages and disadvantages about living in a space colony:



ADVANTAGES:

- *The weather is regulated. You know when it's going to rain (the colony managers announce it, of course), and you can be sure you won't freeze or suffocate. Most colonies have a temperate climate, although a few have more exotic weather patterns.*
- *The environment is very clean. The atmosphere is devoid of pollution as all the industry are located outside the cylinder. All vehicles use electric motors, and because of the high population density, tidyness is considered very important.*
- *Crime is rather rare. There is no place to run after the deed is discovered and the station is sealed and searched.*

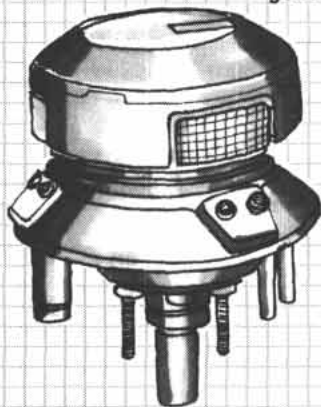


DISADVANTAGES:

- **The radiations are a real danger.** Although each station has several screen generators and thick walls, the absence of an ozone layer make the inhabitants potentially vulnerable to high-energy cosmic radiation.
- **The population density is very high.** 270 square kilometers is not really spacious for several million people. Multi-stories houses are very common, but never above three or four stories (because of the Coriolis effect).
- **A colony cylinder is easy to destroy.** A few nuclear warheads will carve a nice ragged kilometer-wide hole in the surface, while chemical and bacteriological agents work wonders in such a closed environment (the major reason why the Orbitals are opposed to conflict of any kind).
- **Taxes, and a lot of them.** Somebody has to pay for all the engineers and technicians keeping the life-support equipment operative.
- **Floating in space in a huge spinning cylinder causes interesting physical phenomenon** (just think about the Coriolis effect). This can be very unsettling for humans. Some quite interesting types of psychosis must have been born from this.

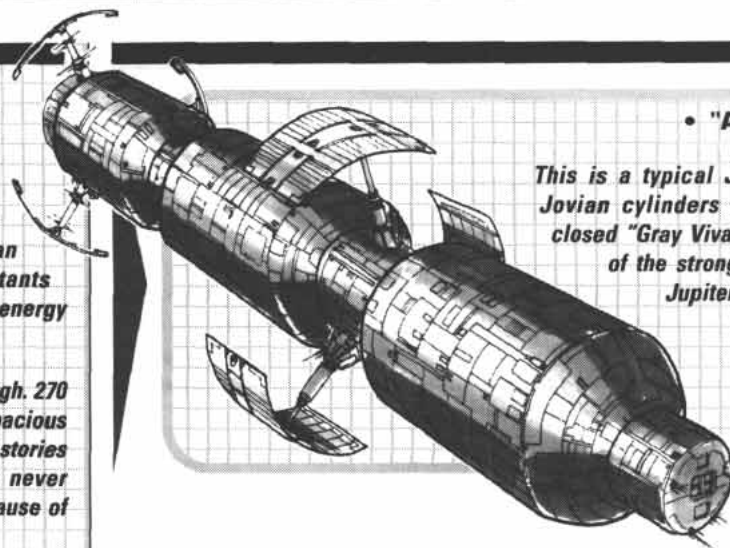
SCREEN GENERATOR

This illustration represent a Mk12 screen generator, common on several types of exo-armor. Note the two emitter connectors on either side: these serve to connect the unit to the actual emitters near the surface of the machine.



• "ALEXANDRIA II"

This is a typical Jovian colony. The Jovian cylinders are always of the closed "Gray Vivarium" type because of the strong radiation fields of Jupiter.



Gravity is simulated by rotation along the axis of the cylinder. O'Neil colonies have the same number of ground panels alternating with clear panels to let the sunlight inside using giant reflectors to direct it; Gray Vivariums use a special "sunline" running the axis of the cylinder for light, since the whole station is thickly covered by rocks for protection against radiations and meteors.

The cylinders are mainly locations in which (or around which) the game will take place. They are much too big to be destroyed by the players, although they can be damaged. Each 50 x 50 meters section of cylinder wall has 30 Kills (20 K for O'Neil-type colonies). Reducing this to zero will result in a hull breach and slow loss of interior atmosphere. Special "goop balls" (Hits value=1) will appear in 1d6 turns to start blocking the hole until a repair crew arrives. Special event results (like a ship collision or sabotage) are left to the individual GM.

• SCREENS

Early space vessels relied on sensors and heavily shielded "storm room" to protect the crew against solar flares and other cosmic radiations. The problem became more acute while setting up the mining colonies in Jupiter's orbit: the radiation belts forced the construction of specially armored stations, very costly and not all that safe.

With the space emigration boom, a solution was found: why not equip each station and vessel with a magnetic shield generator similar in effect to the field surrounding Earth? Power was plentiful, and the new equipment stopped almost all harmful radiations. It even had two side bonuses; it stopped the smallest space debris (which could damage a spaceship) and, more importantly, it reduced the effectiveness of the weapons used against the vessel.

The screens do not affect the game. They exist solely to explain why humans can live near a dangerous radiation belt and not start glowing after a few minutes. They also help explaining why a multi-megawatt laser or a hyper-velocity slug does not vaporize an exo-armor on the spot.

This system is free and should not be confused with the reactive shield from the Techbook. The magnetic screen will only stop radiations and very small particles, never weapon fire. At best, it will slow it down. Future technical refinements, however, may make the reactive field possible.

A clever gamemaster will use this to his advantage: a colony cylinder is hard to destroy, but what about destroying the shield generator?

• SPACE SHIPS

Space ships of the twenty-third century are very different from the practical designs used in the early age of space exploration. Instead of just being a support frame for habitat modules, fuel tanks and engines, modern vessels sport a thick ablative skin and a massive architecture designed to stand erosion and lengthy acceleration.

Each ship relies on powerful fusion thrusters (called plasma drives) to accelerate at a rate of 1 gee (the normal acceleration at the surface of the Earth) for half the voyage, then turn around and decelerate at the same rate for the rest of the trip. Except for a short weightlessness period midway through the trip, the passengers feel a normal gravity during the transfert, much to the relief of some weak-stomached travellers. When the ship is in acceleration, "up" is toward the nose and "down" toward the engines. The internal organization of a ship is thus very similar to a skyscraper, with decks stacked on top of each other instead of following the lenght of the hull like a plane or a boat. Because of the occasional periods of zero-gee, the furniture has small velcro straps to tie down free-floating objects.

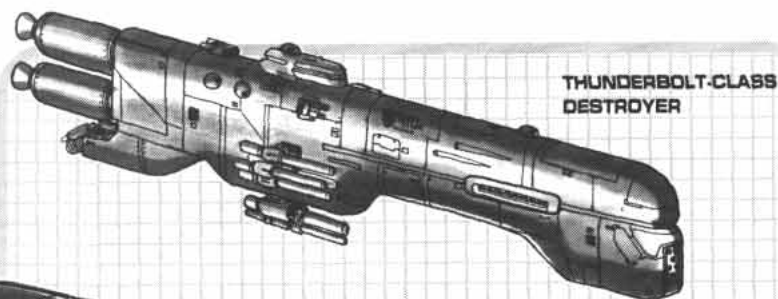
Ships are generally not equiped to descend on the surface of a planet. Aside from being non-aerodynamic, they are much too heavy to land on anything bigger than an asteroid. The exceptions to this is the Moon, were small ships routinely land to transport cargo. To boost them back in orbit, a special system called Laser Lifter uses a high intensity laser beam to heat special solid boosters mounted under the ship and thus propel it back into orbit.

• SHIP WEAPONS

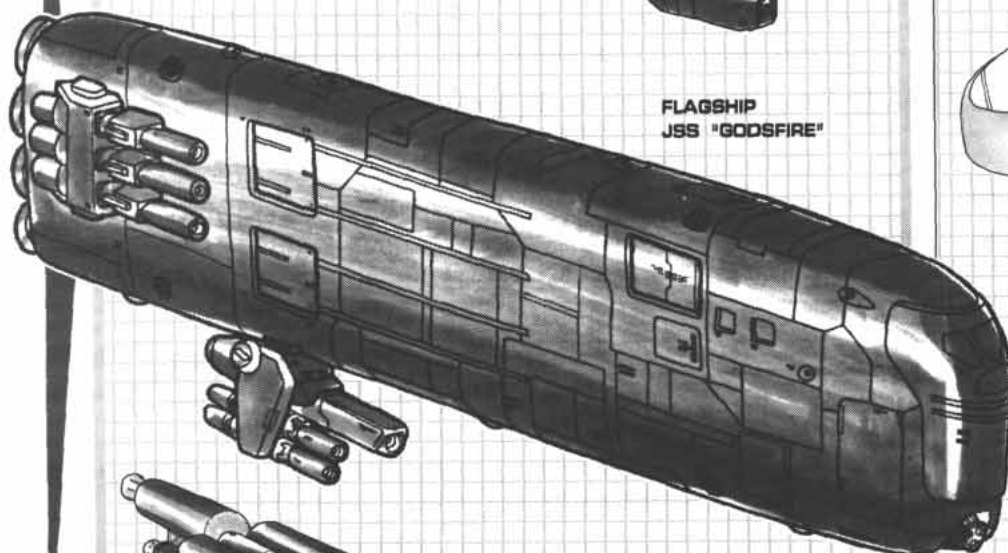
Mekton Empire:	Jovian Chronicles
• Laser Pulse Cannon:	Laser Battery
• Plasma Bolt Cannon:	Particle Cannon
• Mega Missile Launcher:	Missile Bay
• Kinetic Kill Cannon:	Kinetic Kill Cannon
• Thermal Lance:	Heavy Laser Cannon
• Plasma Torpedoes:	Heavy Particle Accelerator
• Tachyon Accelerator:	Heavy Railgun
• X-Ray Megalaser:	Heavy Mass-Driver

• MAIN BRIDGE

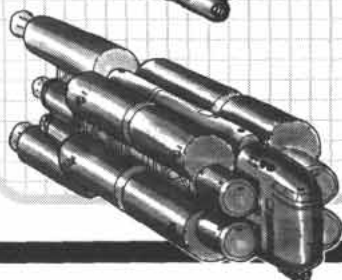
The bridge of a modern spaceship has a rather peculiar design. It consist of an enormous half-sphere covered with high-definition monitors (much like a state-of-the-art planetarium), with the operator and crew stations attached to pivoting mounts much like a G-cockpit. Each station is equipped with individual monitors and controls configurable both to the job and to the operator's taste.



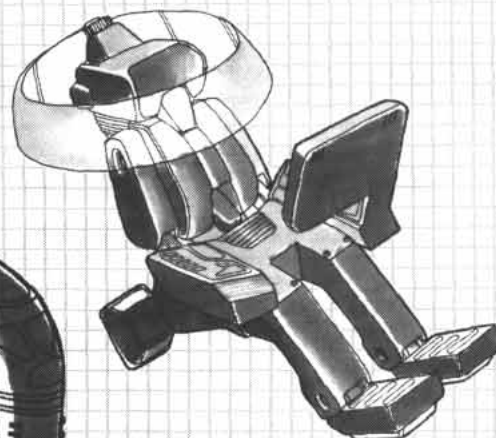
THUNDERBOLT-CLASS
DESTROYER



FLAGSHIP
JSS "GODSFIRE"



AQUARIUS-CLASS
TANKER



TYPICAL BRIDGE
OPERATOR'S STATION



SHIPS OF THE SOLAR SYSTEM

Here is a partial listing of ships from all over the system. This list is neither complete (the ID numbers were not included for lack of space) nor completely representative, but it gives a good idea of some of the vessels currently in use. A more complete guide will be forthcoming.

JOVIAN CONFEDERATION

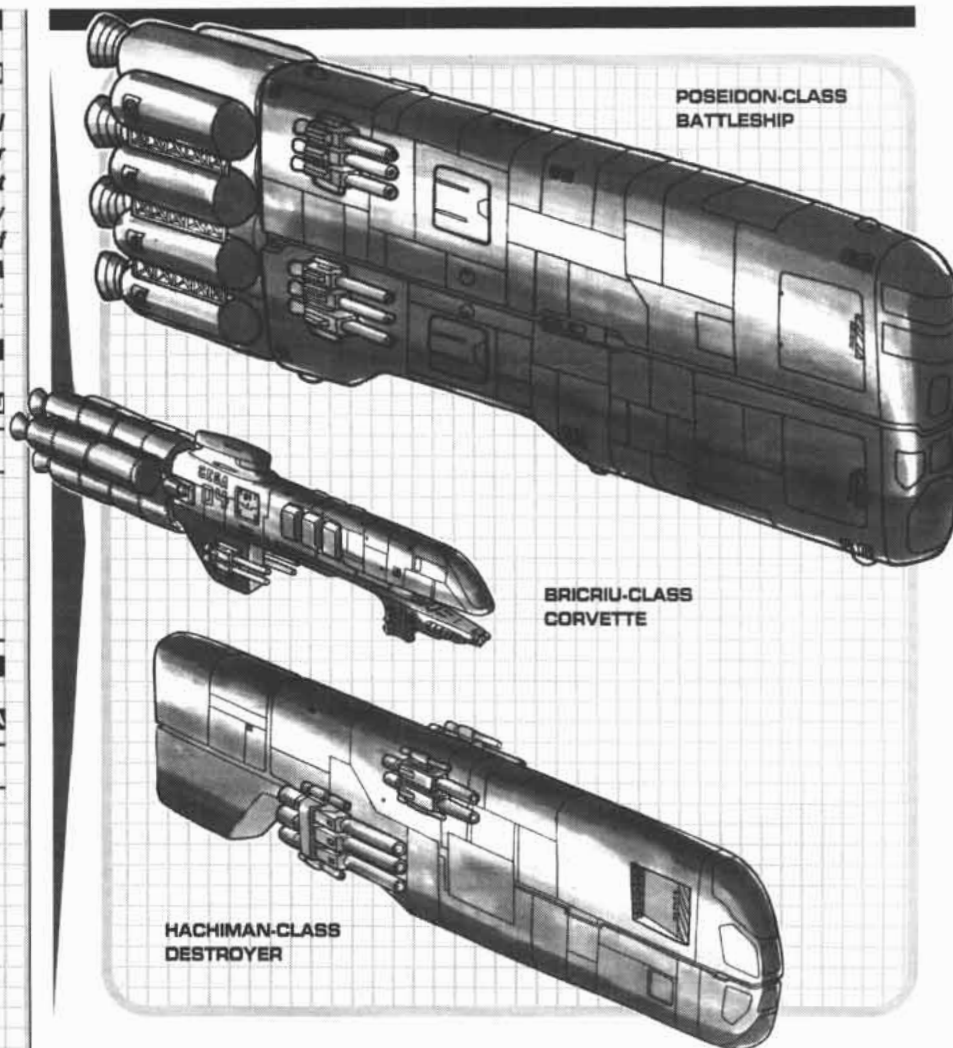
Class	Type	Name
Godsfire Thunderbolt	Flagship Destroyer	JSS Godsfire
		JSS Boxer
		JSS Battleaxe
		JSS Brave
		JSS Defiant
		JSS Daring
		JSS Steadfast

C E G A

Class	Type	Name
Bricriu	Corvette	CSS Arizona
		CSS Tacoma
		CSS Murban
		CSS Zurana
		CSS Miyu
Hachiman	Destroyer	CSS Murasame
		CSS Harusame
		CSS Isonami
		CSS Mekami
		CSS Anami
		CSS Poseidon
		CSS Cyclop
Poseidon	Battleship	CSS Diomedes
		CSS Scylla
		CSS Medusa
		CSS Charybdis
		CSS Ayase
Tengu	L. Carrier	CSS Mikuma
		CSS Iwase
		CSS Kumano

COMMERCIAL VESSELS

Class	Type	Name
Daikoku	Cargo	SS El Paso
		SS El Dorado
		SS Falcon
		SS Julia II
		Old Bucket
Inari	Liner	Mack
		White Crane
		Rosales
		SS Queen Mary IV
		SS Queen Millenia
Aquarius	Tanker	SS Island Bird
		Georgia On My Mind
		SST Alliance
		SST Zephal
		SST Infanta Helena
		SST Orsa



The ships are props and sets more than they are fighting vehicles. For this reason, they are designed using the Mekton Empire rules, with a few modifications:

- 1) Screens are not used, but the screen rating will represent the SP of the hull instead of the listed SP. Increases cost 200 CPs per extra point of SP, up to double the original SP.

Staged penetration reduces the available SP by 1 for each hit, just like regular Mekton armor. Alpha-grade armor is available at one and a half the usual price. (You would thus add 100 CPs per original point of armor along with 300 CPs for each extra point.)

- 2) Star Class weapons are not available. They may be exchanged for weapon mounts at the rate of 2 main weapon mounts for 1 Star Class, or 4 batteries for 1 Star Class mount.
- 3) Main weapon mounts can be exchanged for Battery mounts at the rate of 2 batteries for 1 main weapon. The reverse is not possible, however.
- 4) A mecha bay can be converted to two battery hardpoints. The reverse is not possible, however.

- 5) *It is possible to equip a ship with a catapult to launch exo-armors and other vehicles. Such a catapult takes the place of one weapon battery, and cost 100 CPs. The catapult takes no interior space (being mounted on the outside of the ship) and confers a free movement of 12 MA to a catapulted unit on the turn in which it is launched. It is accessible via a mecha bay airlock.*
- 6) *The names of the various weapons have been changed, although their game statistics have not. Refer to the sidebar for an equivalency chart.*
- 7) *Once a ship is reduced to 75% of its original damage capacity, it runs the risk of losing structural integrity and disintegrate on a roll of 1 on a d10. At half-damage, the risk goes up to 1-3 on a d10. At 25% of its original damage capacity, the risk goes up to 1-6 on a d10. Once all the Kills are gone, the ship is transformed into a lifeless hulk automatically.*

• MEDICINE

War tends to cause great advances in the medical field out of the need to get trained personnel back to health in the shortest possible time, and keep them that way.

Medicine in the twenty-third century uses limited genetic engineering to create custom drugs and viruses designed to specifically treat an illness. It is customary for an individual to be gene-mapped at birth to check for any possible disease. This map is often saved for future references in designing a suitable cure, and is considered copyrighted by the person.

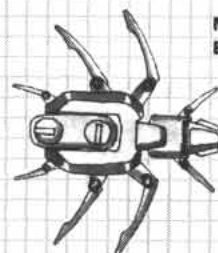
Limited accelerated cellular regeneration is possible and often used to regrow missing limbs and organs. It is not a routine procedure, however, and places severe stress on the body of the patient [see Mekton II Rulebook, p.54]. Nanoids (microscopic robots) and various custom-designed viruses are used; the patient is immobilized for the duration of the treatment.

Cloning is possible. In fact, attempts were made as early as 2027. Using cells from one or several donors, zygotes were prepared and placed within an artificial womb. Although it was a success medically, the "bottled humans" (as they were called by the press of the time) were mentally unstable and most committed suicide in their teens. A popular hypothesis states that the lack of human contact during their growth in the womb is responsible for the long-term failure of the experiment. Whatever the actual cause, cloning is frowned upon by most people and is an almost forgotten corner of medicine. It is illegal to clone someone without his or her consent.

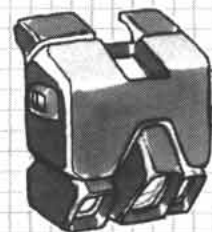
All the rules in the Medical Section of the Mekton II rulebook are in effect. And before a player asks: no, it is not possible to clone a character and thus bring him back to life. Cloning is illegal, period. Besides, since brain transfer isn't possible, it wouldn't really be the character anyway...

• PERSONAL EQUIPMENT

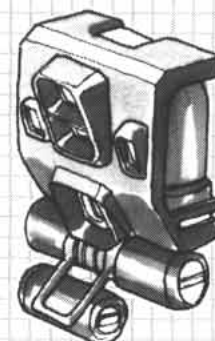
All the personal items described in the various Mekton rulebooks can be used in a Jovian Chronicles campaign. They are not listed here because of a lack of space. The only items not available are those based on anti-grav technology, as it does not exist yet in the Jovian Chronicles setting.



MEDICAL NANOIDS
BREED 72539-A/B

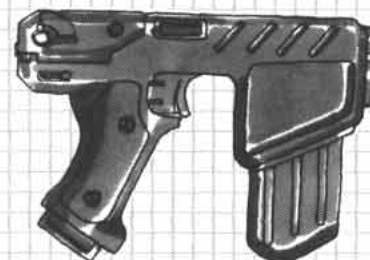


EVA SPACESUIT
BACKPACKS, LIGHT &
HEAVY-DUTY TYPE



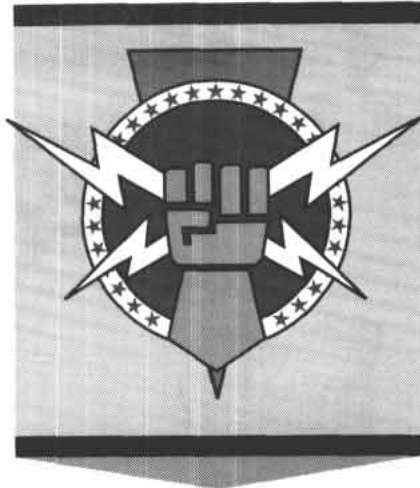
STANDARD ISSUE
JOVIAN PILOT
SIDEARM

HEAVY PISTOL - ALTERNATE
SELECTION FOR JOVIAN PILOTS





EAL-04 PATHFINDER



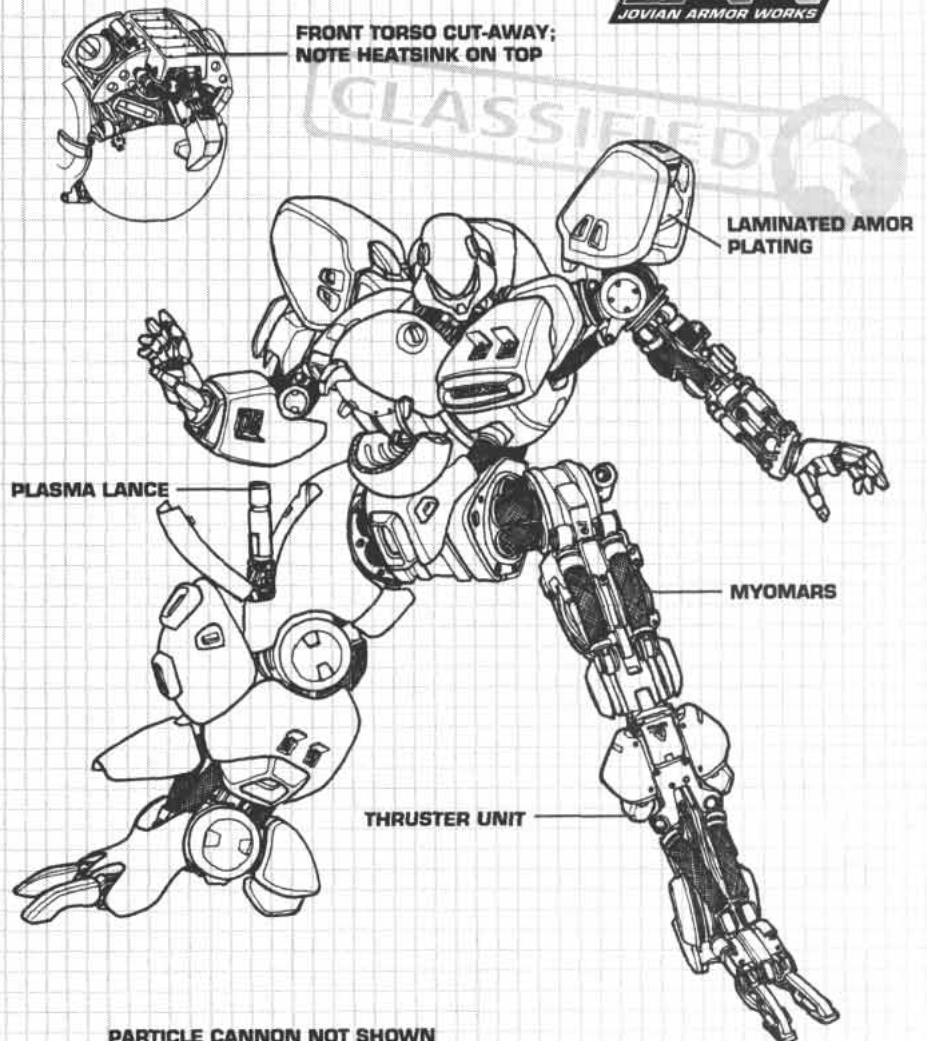
• OVERVIEW

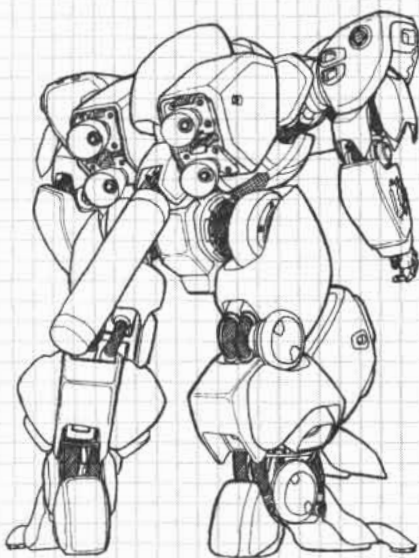
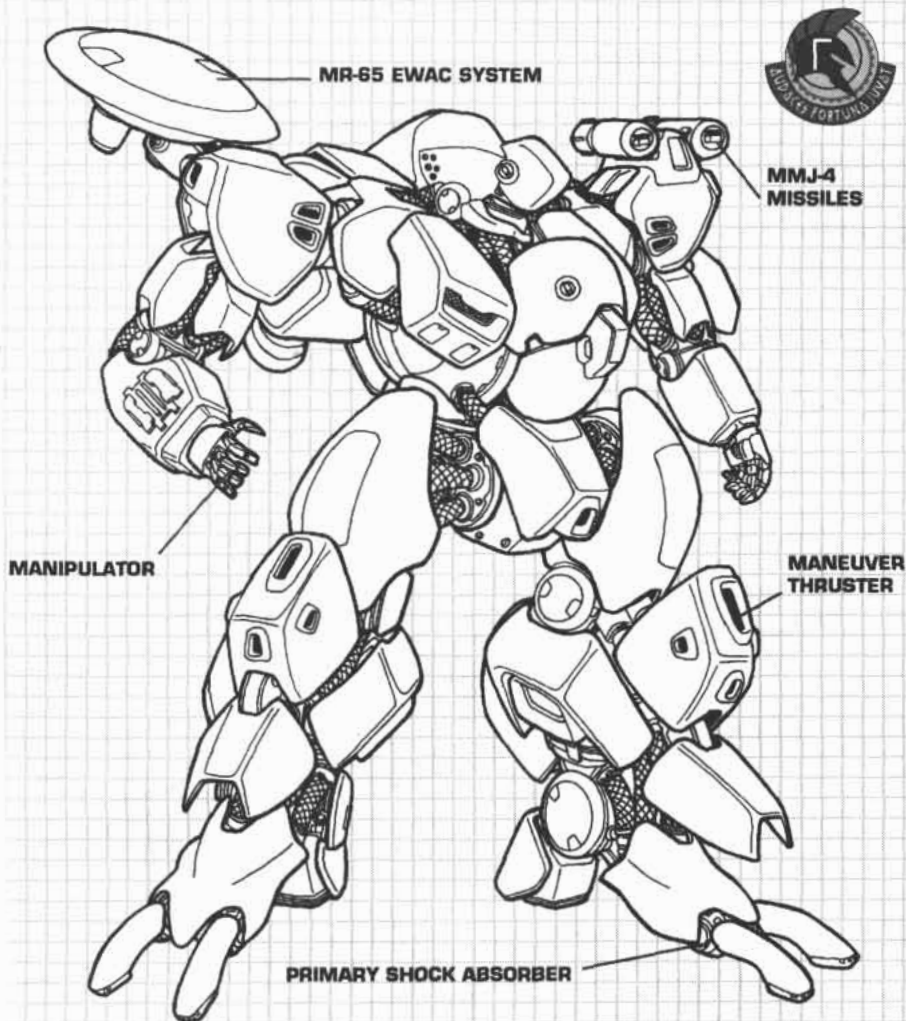
The Pathfinder is one of the oldest exo-armors in the Jovian military arsenal. A development of the ill-fated EAL-03, the Pathfinder was found to be a rugged if simplistic design, easy to field and maintain. It is now the standard light EA of the JAF and is used mostly for patrols, although its heavy armor and speed make it a useful member of a combat team. Most newcomers are assigned a Pathfinder since the operating interface and onboard computer are very user-friendly.

Armament is light because frontline combat was not the primary design requirement. The Pathfinder carries a Jovian Optic 652A particle cannon to deal with any threat it might encounter. The cannon is mounted on a modular rack on the right arm, which enables the technicians to easily replace it with another weapon (although this is rarely done). As with other Jovian weapon designs, it is made up of modular sections for easy repair and upgrade capacities. In case of unexpectedly strong opposition, two medium missiles are mounted on the left shoulder; two plasma lances are also available for close-in fighting, stored in thigh flip-open compartments.

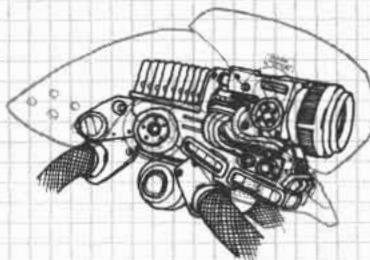
Long range sensors are standard issue on all models. An interesting characteristic is the blast shield, which can be lowered to protect the main sensor array in case of a massive explosion nearby. A medium-range radar and EWAC system is mounted on the right shoulder to enable the Pathfinder to find any intruder us-

NAME:PATHFINDER
PRODUCTION CODE:EAL-04
MANUFACTURER:JOVIAN ARMOR WORKS
USE:GENERAL PURPOSE SCOUT EXO-ARMOR
CONTROL SYSTEM:LINEAR FRAME
HEIGHT:15.4 M
WEIGHT:28.4 TONS
POWER PLANT:1550 KW
MAIN THRUSTERS:12
APOGEE MOTORS:17
ARMAMENT:1 JOVIAN OPTICS 652A PARTICLE CANNON, 2 MMJ-4 MISSILES, 2 PL3 PLASMA LANCES
EQUIPMENT:SURVIVAL POD, MR-65 EWAC SYSTEM, BOOSTER UNIT (OPT.)





THIS CUT-AWAY VIEW REVEALS THE INTERIOR ARRANGEMENT OF THE SENSOR ARRAY IN THE PATHFINDER'S HEAD UNIT. NOTE THE HEATSINK MOUNTED OVER THE ELECTRONIC PACKAGE TO PREVENT OVERHEATING.



ing either standard radio communication or a search radar near its patrol trajectory. The EWAC array is replaced on the Pathfinder-S (Strike) by a cluster missile launcher for raid and light assault purposes.

• VARIATIONS

The Pathfinder has been used as the basis for several specialized exo-armors. In addition to the aforementioned S version, the Pathfinder B, LRS and ML are also commonly seen in the Jovian arsenal.

The B version is the bomber, carrying several heavy warheads to use against large, slow-moving targets. It is equipped with large shoulder pods to accommodate some extra thrusters and the missiles. The ML is very similar in appearance, but has mine-laying equipment instead of missile launchers. Few of these have been built.

The Long Range Support version is also quite rare, chiefly because it is expensive to produce. It replaces the EWAC array and the twin missiles with shoulder-mounted beam cannons.

• SERVICE RECORD

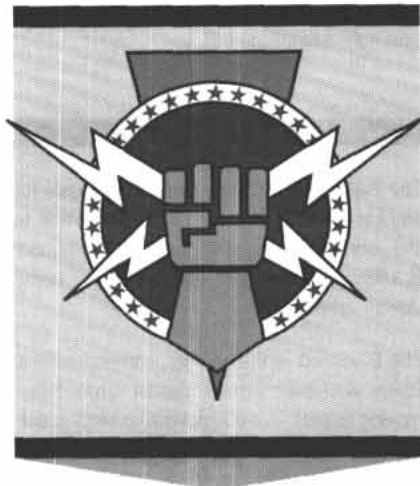
The Pathfinder is the Jovian exo-armor that has seen the most combat use to date. This is because its scouting missions often bring it in contact with pirates and illegal scavengers, which will oppose the Jovian forces with small ships and dated spacefighters.



Jovian Armor Works		
Project EAL-04		
Drawing PATHFINDER		
Drawn by: D. Lee		
Approved by: K. Alar		
Date 06/07/10	Scale No SCALE	No. 1



EAM-03 RETALIATOR



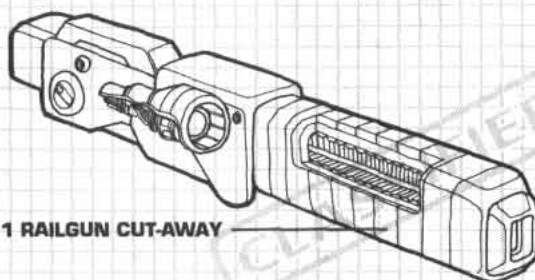
• OVERVIEW

The Retaliator is the standard medium interception *exo-armor* of the JAF. Many of the actual Jovian *exo-armor* designs are based on this machine, as its reliability has been proved many times over (although it isn't entirely flawless: see below). Well-armed and fast for its size, it can take on opponents bigger than itself and still come out on top. The Retaliator is commonly found in strike teams along with *Pathfinders* because of its high speed and heavy armament.

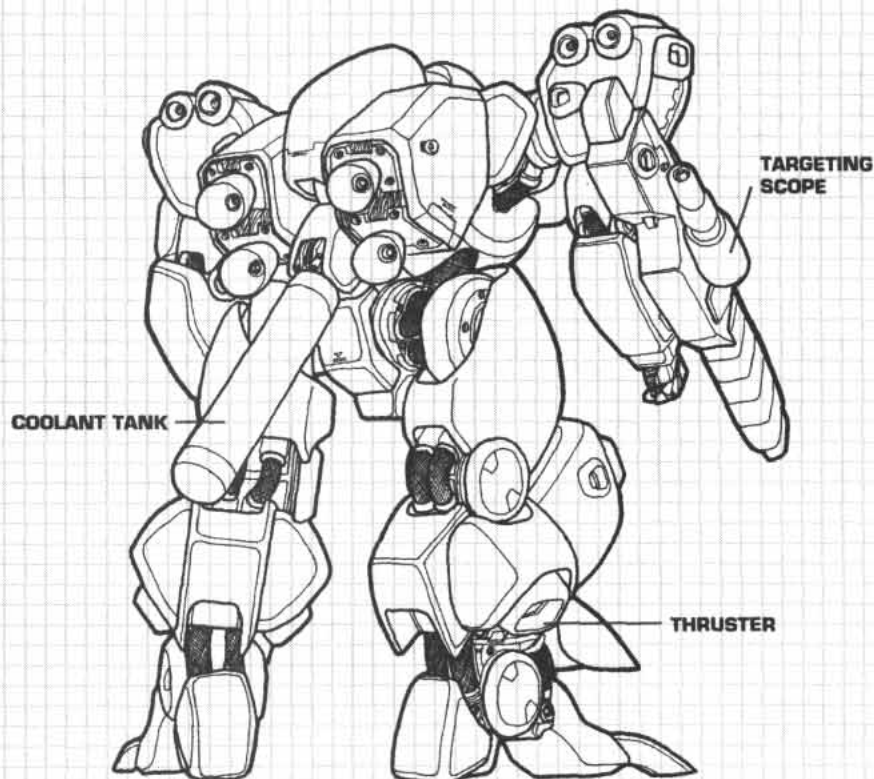
What this machine is lacking is armor. To ensure speed and maneuverability similar to that of light *exo-armors* while still carrying heavy armament, compromises had to be made. The extra mass needed for weapons and thrusters came off the limbs armor, much to the dismay of the pilots assigned to the machine. To save further mass, the engineers tried to reduce the size of the thrusters by using a new plasma injector cone with pre-heating. It worked, up to a point: because the verniers have to operate at near maximum level for extended periods of time, they overheat easily, which can cause a shutdown (or, even worse, an explosion, in extreme case). Green pilots often burn out the thruster array on their first sortie with a Retaliator, despite warning from the tech crew.

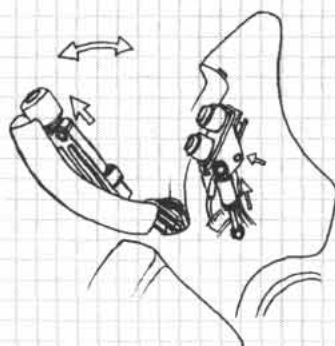
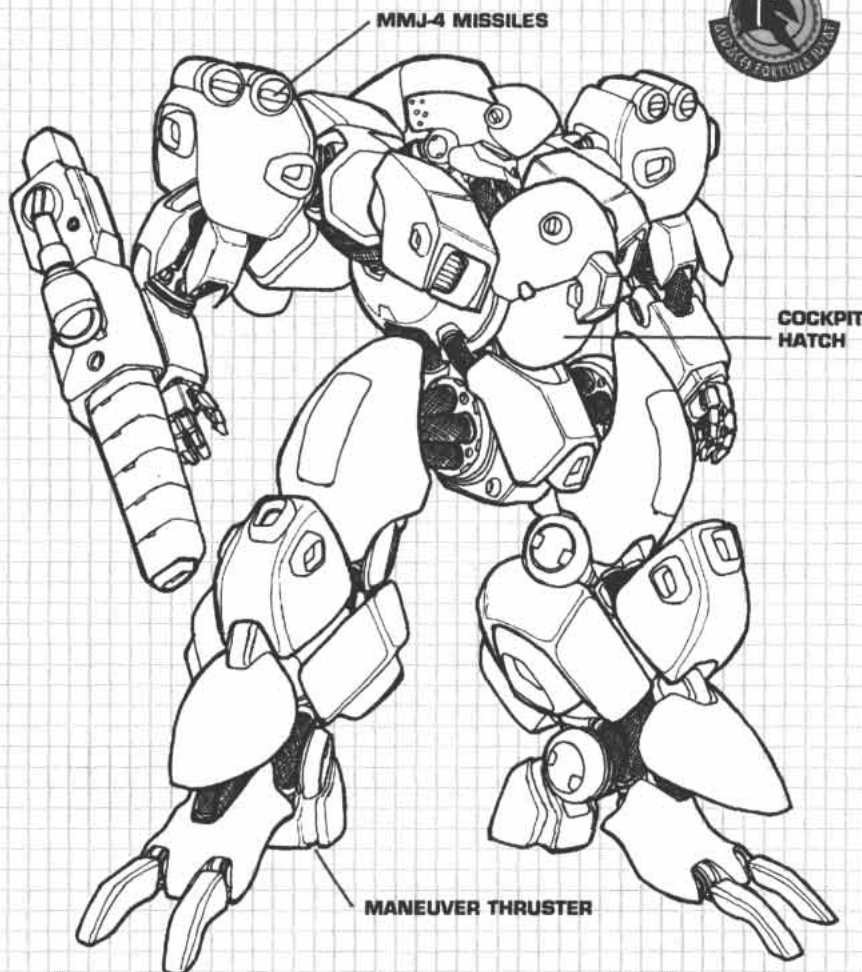
The Retaliator is equipped with the powerful JAW-11 railgun, a proven modular design able to send a Lexan shell with metal sabot straight through several inches of composite armor. Because of the rapid wear of the gun's rails,

NAME: RETALIATOR
PRODUCTION CODE: EAM-03
MANUFACTURER: JOVIAN ARMOR WORKS
USE: GENERAL PURPOSE INTERCEPTOR EXO-ARMOR
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 15.5 M
WEIGHT: 37.7 TONS
POWERPLANT: 1598 KW
MAIN THRUSTERS: 12
APOGEE MOTORS: 13
ARMAMENT: 1 JAW-11 RAILGUN, 4 MMJ-4 MISSILES, 10 LMJ-2 MISSILES, 2 PL3 PLASMA LANCES
EQUIPMENT: SURVIVAL POD

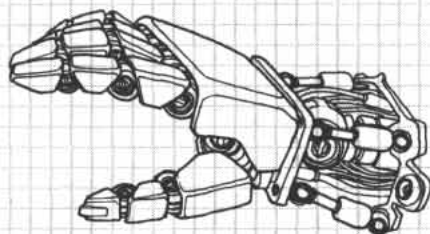


JAW-11 RAILGUN CUT-AWAY

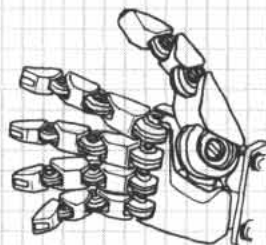




PLASMA LANCE
COMPARTMENT CUT-AWAY
NOTE LMJ-2 MISSILES
PLACEMENT



MANIPULATOR



no more than fifteen shots can be fired before replacing the parts. Several pilots have attempted to fire once more, only to have the weapon jam and explode. However, it never happened before the sixteenth shot. The engineers are still at work on this strange problem.

VARIATIONS

There have been few modifications to the basic Retaliator frame over the years, mainly because building a Pathfinder variant for a given operational role is much cheaper. To date, only two versions exist, the Retaliator HA and C models.

The Commander-type is nothing more than a standard Retaliator with extra communication and detection gear. It is undistinguishable from the standard EAM-03 save for the extra antennae. The Heavy Assault version, however, is often mistaken for the heavier Vindicator model. It adds nearly 5 tons of armor as well as more powerful missiles. The railgun is also replaced by an arm-mounted rocket launcher.

SERVICE RECORD

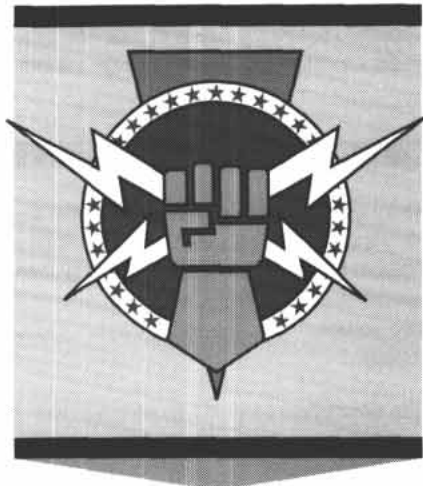
Like the Pathfinder, the Retaliator has been mostly used against pirates in the Jovian system. A few were sent to assault strongholds in the Asteroid Belt in conjunction with units from the Martian Free Republic, which put both the standard and HA versions to test.



Jovian Armor Works		
Project EAM-03		
Drawing RETALIATOR		
Drawn by: D. Lee		
Approved by: K. Almond		
Date 06/08/10	Scale No Scale	No. 1A



EAH-01 VINDICATOR



• OVERVIEW

The Vindicator is currently the most powerful mass-produced exo-armor in the solar system. Because of its high cost, it is usually assigned to proven pilots or squadron commanders only. The massive armament and armor give the Vindicator a tremendous advantage in combat.

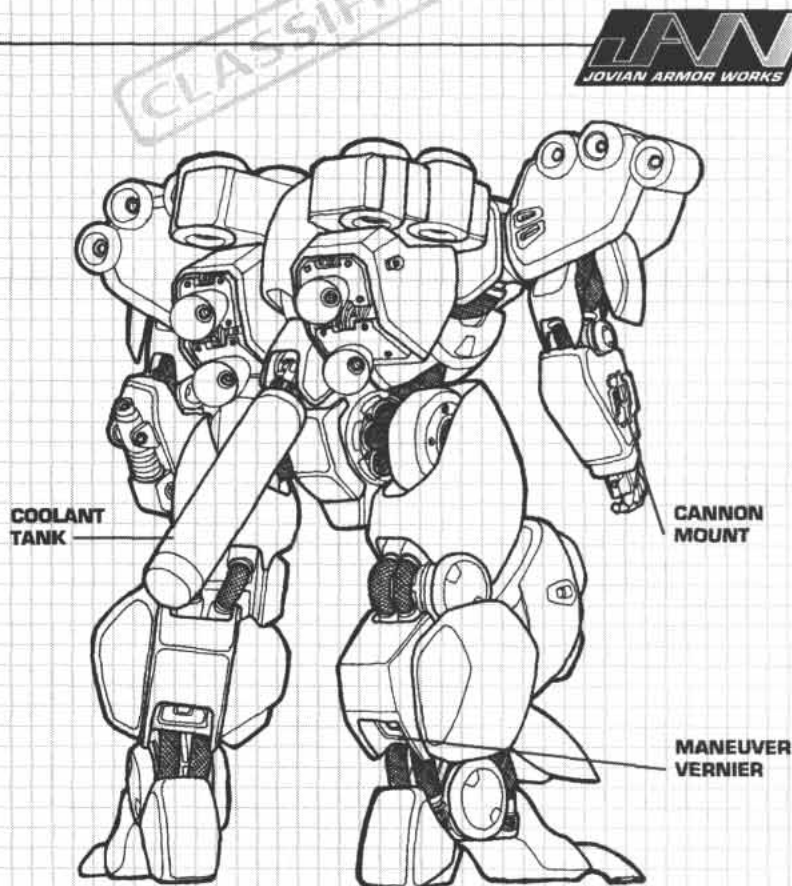
The Vindicator program was started only two years ago, in 2208, as a direct result of the introduction of the Wyvern by the CEGA. The JAF's generals felt that since the Wyvern was nearly the equal of the Retaliator in combat, they needed an even more powerful unit to stay in the forefront of the arm race.

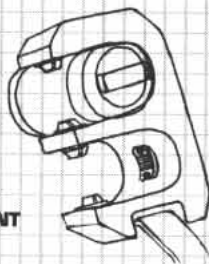
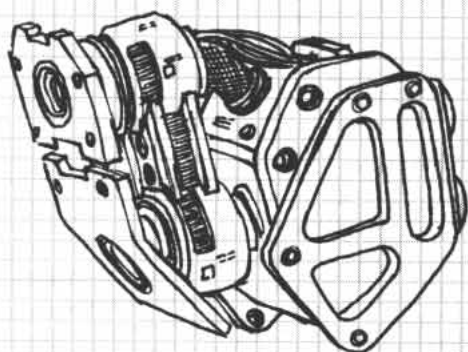
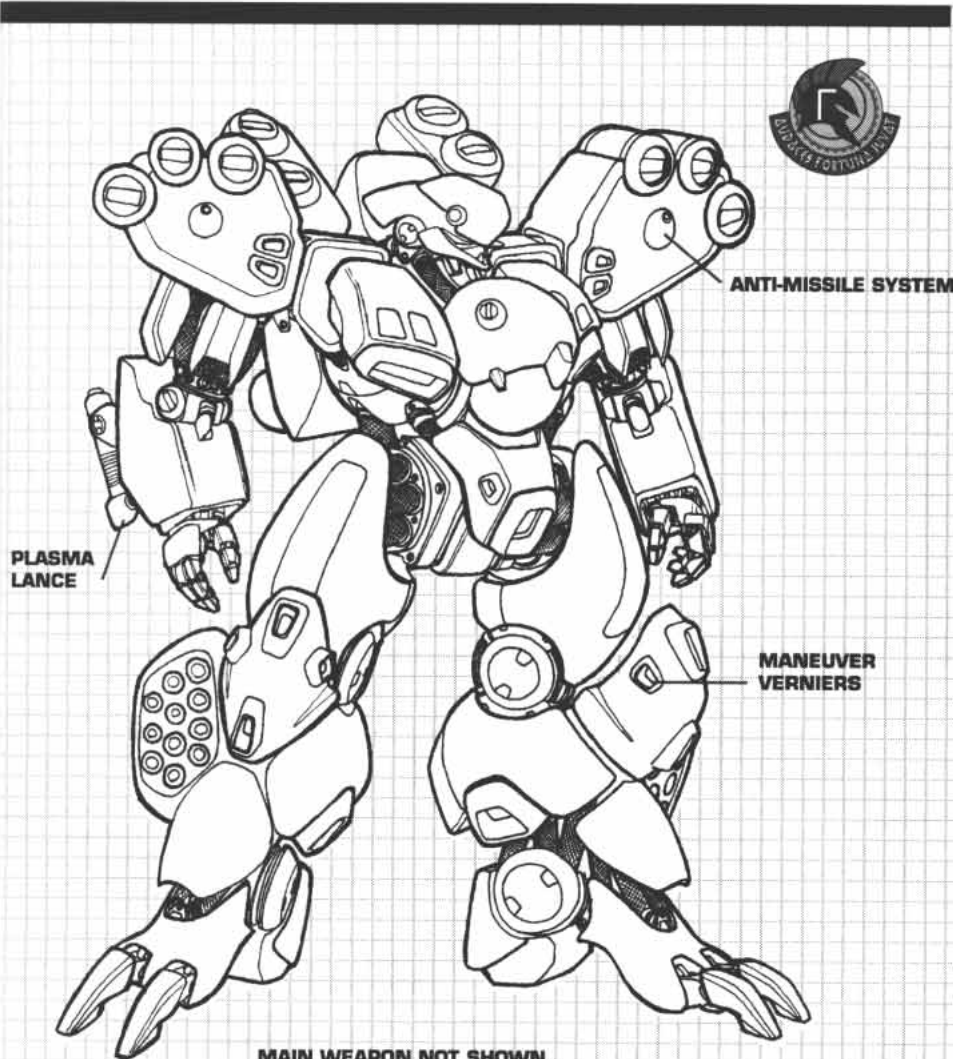
The Vindicator is such a machine. Although a bit slow, its massive light missile batteries (located on the side of its legs) can easily overwhelm most close defense systems. The heavy warheads carried on the shoulders and in the backpack can even be used to destroy or severely cripple small ships or damage large ones. A pair of Jovian Optics anti-missile turrets guard the exo against return fire.

Its most impressive weapon, however, is the combination mass-driver/laser mounted on the right arm. The presence of a non-ammunition based weapon extends the combat endurance of the Vindicator, enabling it to get rid of small threats while saving the precious massdriver ammunition for more important targets.

If the Vindicator had only those qualities, it would indeed be king of the battlefield. Unfor-

NAME: VINDICATOR
PRODUCTION CODE: EAH-01
MANUFACTURER: JOVIAN ARMOR WORKS
USE: ... GENERAL PURPOSE HEAVY TROOPER EXO-ARMOR
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 16.4 M
WEIGHT: 85.7 TONS
POWERPLANT: 1970 KW
MAIN THRUSTERS: 12
APOGEE MOTORS: 29
ARMAMENT: 1 JAW-15 MASS-DRIVER W/
JOVIAN OPTICS 54L LASER
CANNON, 2 JOVIAN OPTICS
AM-1 ANTI-MISSILE SYSTEM,
10 HMJ-6 MISSILES, 22 LMJ-1
MISSILES, 4 PL3B PLASMA
LANCES
EQUIPMENT: ESCAPE POD, EXTRA VERNIERS





Unfortunately, the development was rushed, leaving serious flaws in some of the systems. For example, due to a powerplant sensor malfunction, an overheat warning sounds every time the pilot pushes his machine above the normal operating parameters. Veterans are now used to the problem, simply disabling the sensor and relying on their "gut instinct" instead. The Vindicator is also painfully slow compared to other, smaller machines.

VARIATIONS

Since the Vindicator is a relatively new design, no variants were built as of 2210. There are plans for a commander-type version, but production is not expected to begin until late 2211.

If the machine proves successful in service, it will probably be adapted to a variety of operational roles such as interception, heavy assault and hunter/killer.

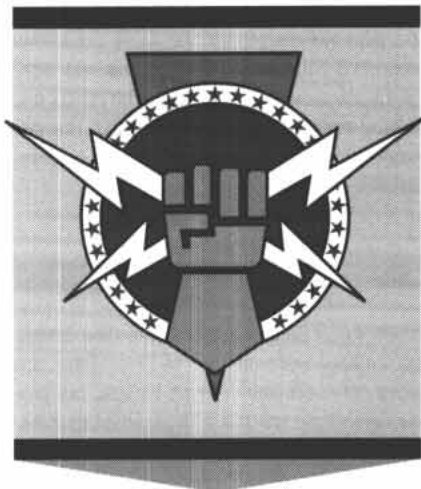
SERVICE RECORD

No Vindicator has seen true combat yet, although computer simulations and mock battles clearly established the superiority of the design. The JAF's high command is considering sending a few Vindicators to the Belt to help clear the way for the commercial ships. If these operations are a success, the Vindicator will probably be widely used by the JAF in the near future, albeit in a slightly weaker and less expensive mass-produced version.

CLASSIFIED

Jovian Armor Works		
Project		
EAH-01		
Drawing		
VINDICATOR		
Drawn by:		
D. Lee		
Approved by:		
K. Adams		
Date	Scale	No.
06/08/10	No Scale	3

EAX-C1 PROMETHEUS



OVERVIEW

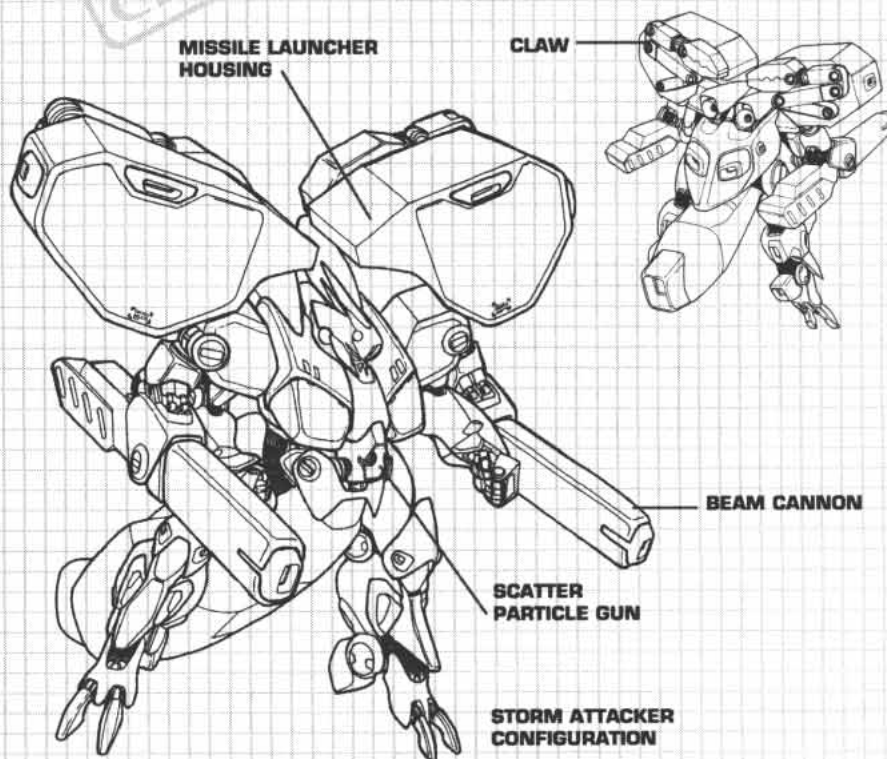
The Prometheus was originally intended to be the prototype of a new generation of exo-armors which would be more efficient, better armed and faster than their predecessors. As construction progressed, however, several experimental systems were added to the basic frame of the machine, making it a one-of-a-kind wonder, too costly to be reproduced.

Although greatly resembling the earlier Pathfinder and Retaliator, the Prometheus is a totally redesigned vehicle. The engineering team chose to put the emphasis on maneuverability and first-sight-first-kill capacity at any angle of attack.

To maximize use of the weapons and flight systems, the cockpit uses a vectoring/self-correcting computer. With the recent addition of the highly experimental CAT control apparatus, the Prometheus essentially allows the pilot to perform most flight/fight operations without relying on slow manual controls, thus greatly improving the response time. Use of the new G-cockpit help negates the violent inertial stress associated with the high maneuvering capacity of the EAX-C1.

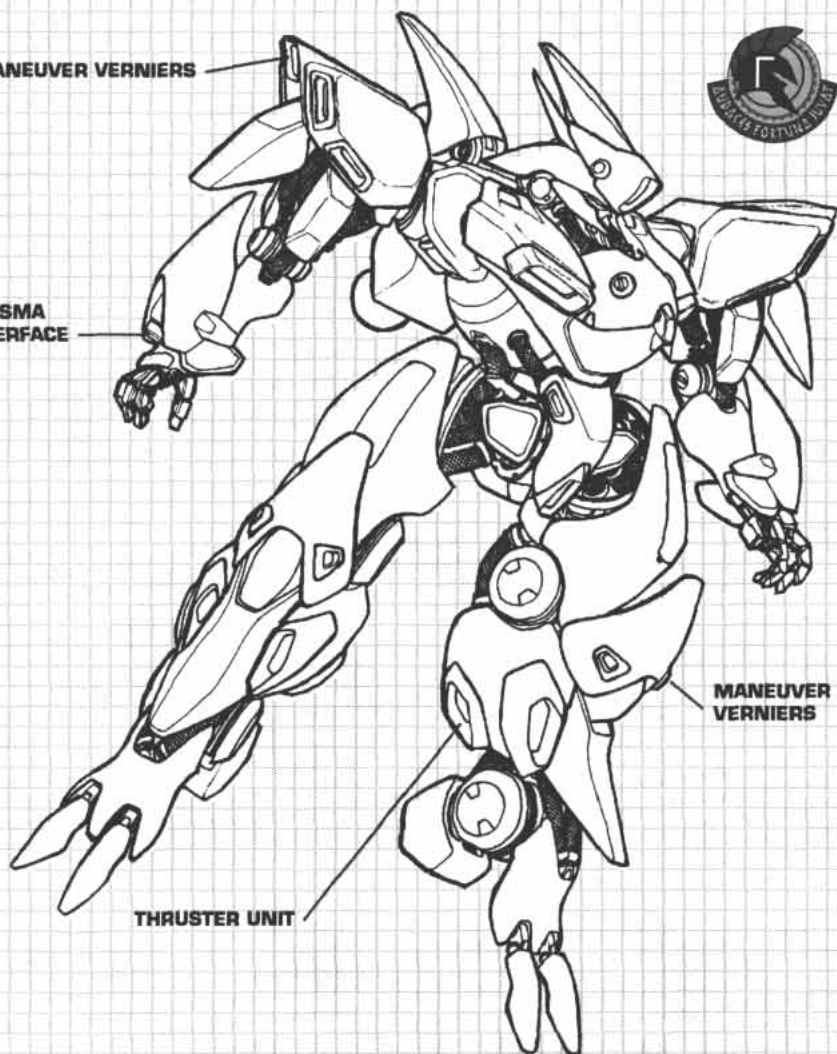
The impressive weaponry includes two experimental plasma interfaces. These can change the function of their emitter arrays to serve either as a beam cannon or a non-limited plasma lance. If successful, these are expected to become standard issues on future Jovian officer units.

NAME: PROMETHEUS
PRODUCTION CODE: EAX-C1
MANUFACTURER: JOVIAN SKUNK WORK
USE: EXPERIMENTAL HEAVY EXO-ARMOR
CONTROL SYSTEM: COCKPIT W/CAT
HEIGHT: 16.2 M (20.8 M W/SA)
WEIGHT: 64.1 TONS (81.8 TONS W/SA)
POWERPLANT: 3506 KW (8652 KW W/SA GENERATOR)
MAIN THRUSTERS: 14 (+8 W/SA)
APOGEE MOTORS: 25 (+12 W/SA)
ARMAMENT: 2 PLASMA INTERFACE DEVICES, 2 PLASMA LANCES, 1 BEAM CANNON/STORM ATTACKER ADD: 2 HEAVY BEAM CANNONS, 80 JSS-1 MISSILES, 1 PARTICLE SCATTERING GUN, 2 CRUSHER CLAWS
EQUIPMENT: CAT SYSTEM, ESCAPE POD.



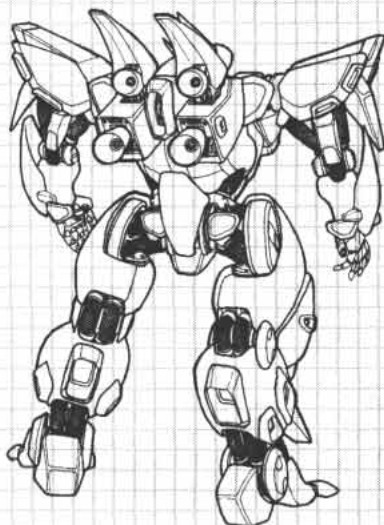
MANEUVER VERNIERS

PLASMA
INTERFACE

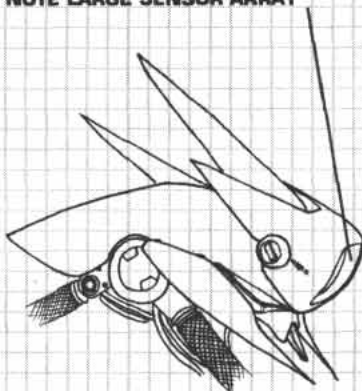


MANEUVER
VERNIERS

THRUSTER UNIT



HEAD UNIT CLOSE-UP
NOTE LARGE SENSOR ARRAY



• VARIATIONS

The Prometheus is unique in its ability to use a large "suit" of extra armor called the "Storm Attacker" configuration. It was added to the project's requirements after intelligence reported that the feasibility of large (80+ tons) exo-armor was being studied by the CEGA engineers.

Instead of redesigning the whole unit to counterattack this new development, the Skunk Work team chose to equip the Prometheus with additional bolt-on armament. Missile launchers were mounted on the main body in large armored housings, while a pair of powerful beam cannons provided the main punch. Large claw-arms extend out of the missile units for close combat — plasma lances would have been preferred, but the energy requirements proved too great. A particle scattering gun was mounted instead.

Although the bulk of the extra weapon systems would normally affect the Prometheus' performances, it is not so. Additional boosters virtually negate the mass, even improving the acceleration rate when used. If those thrusters are put out of commission, all weapon housings can be jettisoned in seconds, leaving the Prometheus undamaged and unburdened.

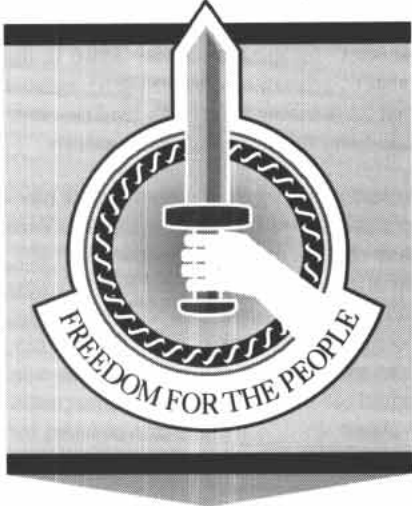
• SERVICE RECORD

Being an experimental unit, the Prometheus is not expected to see combat. Computer simulations have clearly shown that in the hands of a capable pilot, nothing can resist its sheer firepower and speed. Still, the military high command refuses to commit it to any kind of operation, deeming it "too valuable to use".

Jovian Armor Works		
Project EAX-C1/SA		
Drawing PROMETHEUS/SA		
Drawn by: Clara Walsh		
Approved by: K. Abner		
Date CLASSIFIED	Scale NO SCALE	No. 1



MEAL-02 EXPLORER



• OVERVIEW

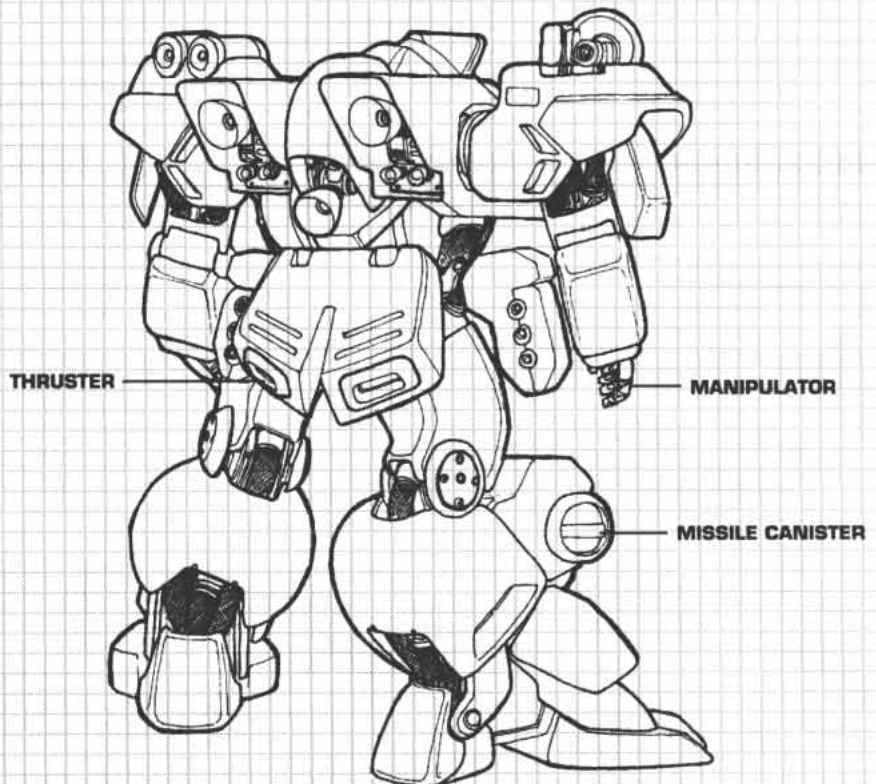
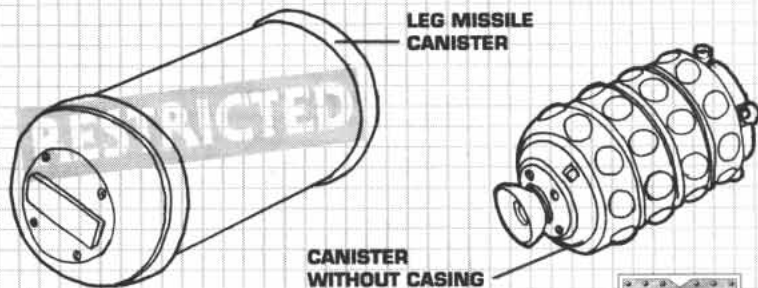
The Explorer was originally a Jovian Armor Work design which the JAF sold to the Martian governments in the late 2180s. It is representative of the first true exo-armors and as such is not very sophisticated.

The Explorer, original Jovian code EAL-02, was used by the JAF from its introduction in 2175 (when it replaced the EAL-01, the first EA in existence) to its gradual replacement by the more advanced EAL-04 Pathfinder. The machines still in service were gradually transferred to the Martian Free Republic army, although a few ended up as the first exo-armors of the Martian Federation (by a twist of fate — the nomads responsible for delivering them simply sold their cargo to the Federation for a higher price).

Eventually, Martian Metals, a mining and heavy equipment company, began producing a home-grown copy which was almost identical to the original Jovian design. The name was retained, but the identification code was changed to MEAL-02, the M standing for Martian.

The machine has not changed much over the years. Except for the Martian-build computers and communication systems, everything is pretty much the same as it was when the Explorer served with the JAF. The armament is still of Jovian manufacture, although a few units sport home-grown designs instead of the JAW railgun (this happens mostly with Federation exo-armors, which use the Ares RJ-3 railgun — a pale copy of the original weapon).

NAME: EXPLORER
PRODUCTION CODE: MEAL-02
MANUFACTURER: MARTIAN METALS
USE: GENERAL PURPOSE SCOUT EXO-ARMOR
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 16.4
WEIGHT: 27.3 TONS
POWER PLANT: 1852 KW
MAIN THRUSTERS: 8
APOGEE MOTORS: 23
ARMAMENT: 1 JAW-03 RAILGUN, 2 MCJ-1
MISSILE CANISTERS, 2 GPM-3
MISSILES, 6 GPM-1 MISSILES
EQUIPMENT: ESCAPE POD, MR-25 EWAC



• VARIATIONS

Since the Martians have so few exo-armors, they have been forced to adapt them to various operational duties. The most common variant is the Desert Fox, a ground version of the standard Explorer equipped with air filters and slightly larger feet for better efficiency in the desert dust. It is used as heavy support for the exo-suited troopers on the battlefield.

• SERVICE RECORD

As the Explorer serves in both Martian armies, it was inevitable that a confrontation between two exo-armors of this model would occur. In 2194, a group of Federation soldiers, out on a wargame operation, "accidentally" crossed the border and found their way into the Republic's territory. As defending troops approached, the Federation's lone Explorer "mistook" them for their game adversary and opened fire. As the fight took dangerous proportions, a Republic Explorer was sent as reinforcement.

The resulting fight lasted nearly three hours as the opponents were evenly matched. The Federation pilot finally made an error and his battered machine was vaporized when its reactor went critical. As the heat of the incident died down, formal apologies were exchanged and the first and only Explorer vs Explorer confrontation was relegated to a dark corner of Martian history.

RESTRICTED



MARTIAN METALS

MEAL-02 EXPLORER

Description

VARIOUS VIEWS

Drawn

Am. Amann

Approved

Hann. Japann

Date

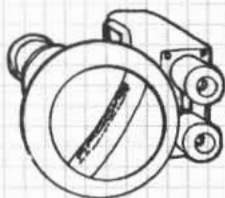
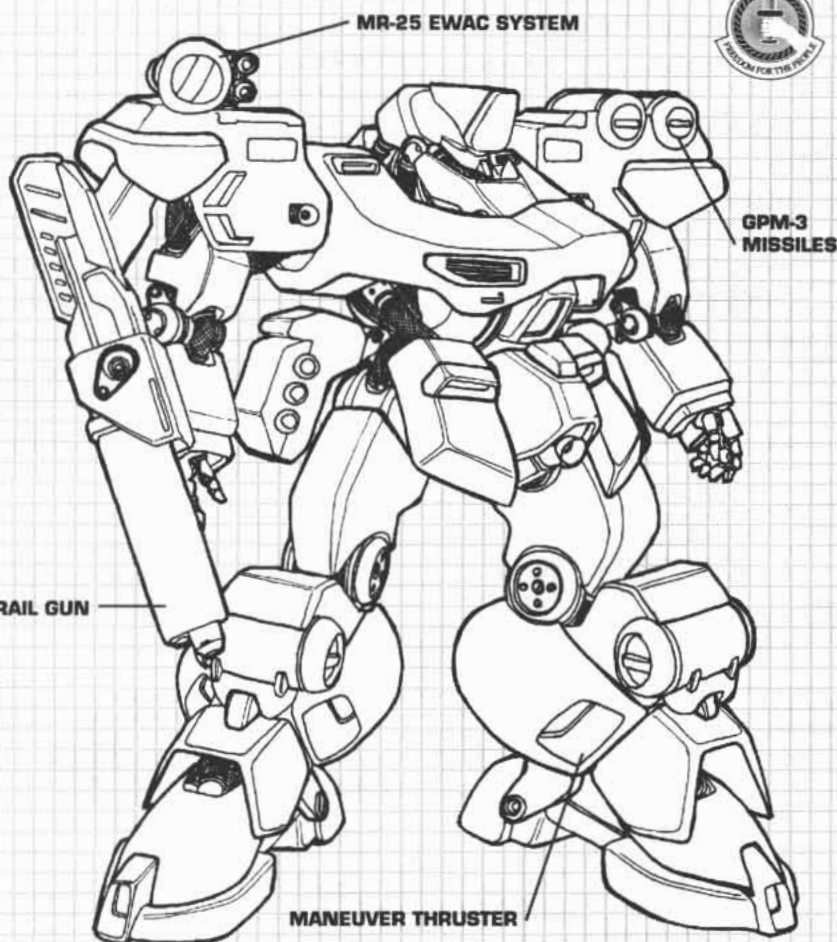
04/08/12

No.

1365B

Scale

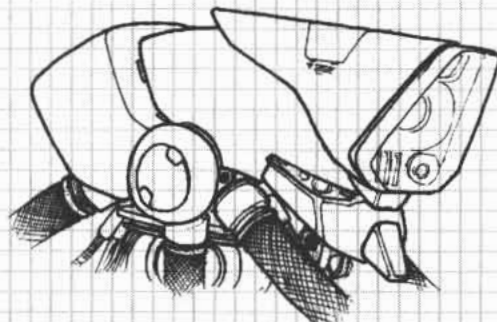
NO SCALE



HEAD UNIT CLOSE-UP;
NOTE FRONTAL AND
LATERAL SENSOR ARRAYS

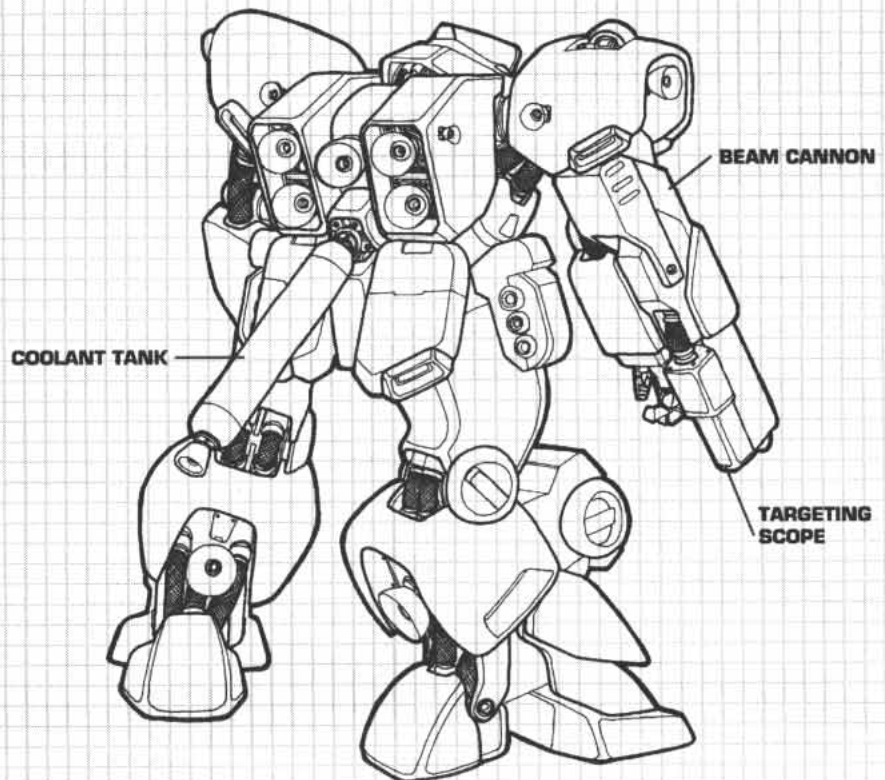


EWAC SENSORS



The Defender is early flights proved the overall soundness of the design. It served in the JAF for the same period of time as its smaller brethren Explorer, and was also sold to the Free Republic after its tour of duty in the Jovian forces. At first, the Federation couldn't get their hands on the new unit, much to their despair, until a commando team successfully stole the plans and some test data from the Martian Metals plant in Republic territory in 2191. Soon after, Ares Corporation became the second manufacturer of the MEAM-01.

A technical line drawing of a robotic arm and foot unit. The arm is labeled 'MYOMARS' at the top. The foot unit is labeled 'FOOT UNIT WITH ARMORED CASING REMOVED'. A 'PRIMARY SHOCK ABSORBER' is indicated at the base of the foot. 'SENSORS' are located at the bottom of the foot. The ARES Corporation logo is in the bottom right corner.



VARIATIONS

Like the Explorer, the Defender is the basis for several operational variants, many of them related to combat in the dust of the Martian Desert. The best known versions are the Camel and the Rifleman.

The Camel places the emphasis on desert survivability. As such, it is equipped with air filters and extra reserves, as well as a reliable and rugged massdriver. The missile canisters are replaced by disposable packs of short range rockets strapped to the side of the legs.

The Rifleman is primarily a long-range support machine. Sporting a large backpack-mounted railgun, it is not equipped with the desert protection system of its brethren and must be carefully monitored by a nearby tech crew during a battle. This is usually only a minor annoyance since it is generally used far from the actual battlezone.

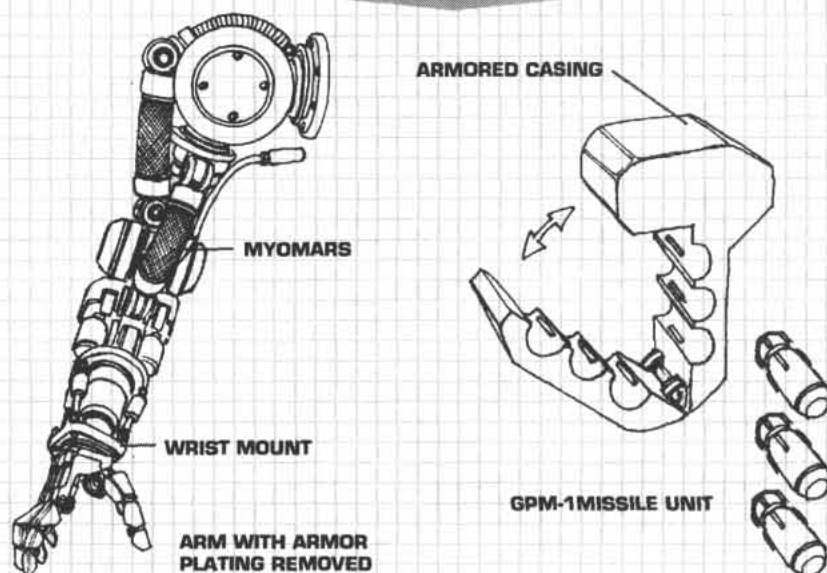
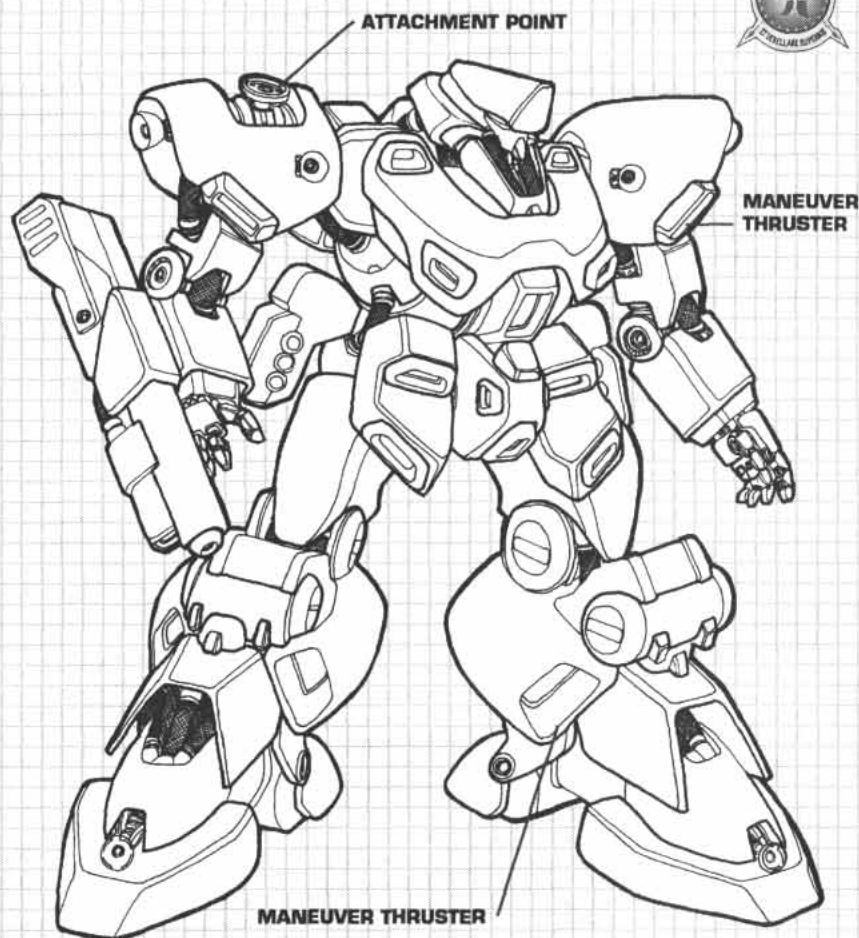
SERVICE RECORD

Like the Explorer, the Defender has been involved in a number of minor conflicts along the borders. To date, no Defender has been lost in combat by either side.

Rumors abound that the Federation will possibly replace their Defenders with the new CEA-05 Wyvern (which, ironically, is based on the Jovian design) in the coming year, but they have not been confirmed yet.

EYES ONLY

ARES CORPORATION		
Project MEAM-01		
Description GENERAL CONFIGURATION		
Drafter <i>John Mark</i>		
Project Manager <i>John Mark</i>		Date 01/02/98
Scale NONE	Ref. 21234-A	No. 6313-A





MP-21 SABERTOOTH TIGER

• OVERVIEW

The Sabertooth Tiger (commonly referred to as simply "Saber") came to be in late 2184, when the Federation felt the need to replace their aging "Hunting Tiger" exo-suits. These had been in use for nearly twenty years and, despite upgrade following upgrade, were now completely obsolete by modern battle standards. The Federation military design section worked closely with technicians from Ares Corporation to design the new unit in the least amount of time possible (Federation officials wanted the suit for the centennial of the independence). After a mere six months of designing and testing, the Saber was distributed to a few elite units of the Army. The Saber would not see mass-production before 2192 however, when it became the standard mechanized infantry unit of the Federation.

The Saber, although smaller than its predecessor "Hunting Tiger", is still just as bulky, with big slumpy legs and arms. Its armor is especially thick on the lower legs, thighs, shoulders and torso, with angled plating to help deflect incoming projectiles. Articulated areas are protected through the use of heavy composite cloth, flexible yet tough, which also doubles as protection against sand infiltration.

• VARIATIONS

Several specialized versions exist, the best known being the engineering suit. Most of the other variants differ from the MP-21 by their armament only, replacing the autocannon with a rocket launcher or any of the modern infantry weapons. A few were also modified for crowd control.

• SERVICE RECORD

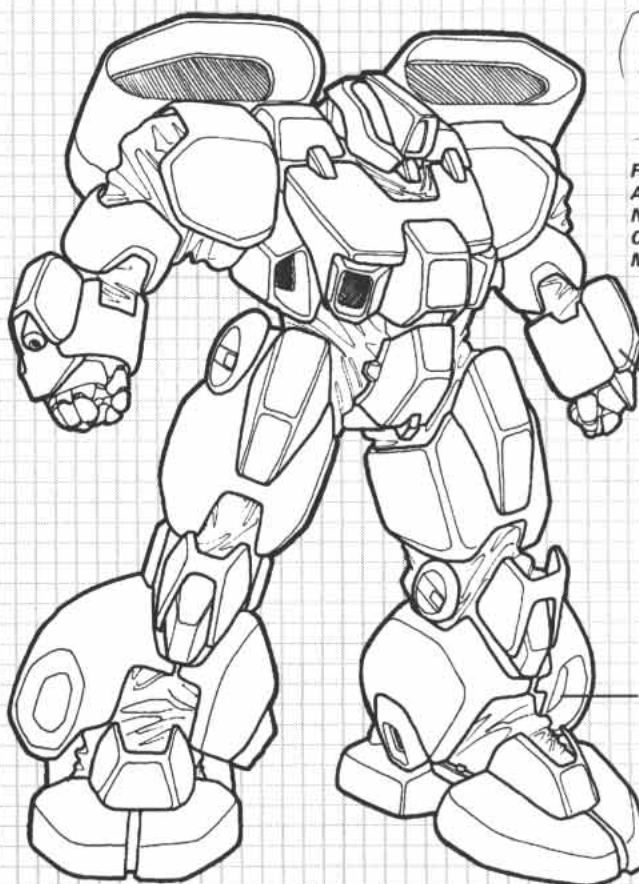
The Sabertooth Tiger is routinely used as a patrol and crowd control unit by the Federation. It is also used against pirate raiders and has been involved in several military operations.

The Saber has recently been sold in massive quantities to the CEGA. It is expected they will be deployed on Earth and on the Moon.

NAME: SABERTOOTH TIGER
PRODUCTION CODE: MP-21
MANUFACTURER: MARTIAN FEDERATION
USE: GENERAL PURPOSE TROOPER EXO-SUIT
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 3.83 M
WEIGHT: 6.42 TONS
POWERPLANT: 217 KW
MAIN JUMP THRUSTERS: 2
APOGEE MOTORS: N/A
ARMAMENT: 1 9 MM TRI-BARREL AUTO-CANNON, 1 40 MM GRENADE LAUNCHER, 2 18 MM LASER CUTTERS
EQUIPMENT: DESERT PROTECTION (FILTERS)



FRONT VIEW OF SABER WITH ACCESS HATCH OPEN; NOTE HEAVY ARMOR AND COMPOSITE CLOTH MATERIAL



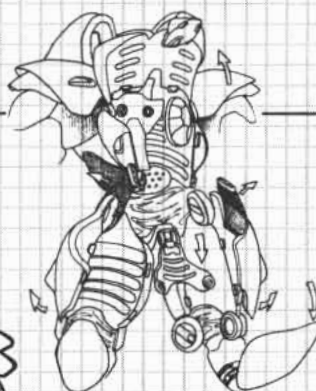
LASER CUTTER

GUNS NOT SHOWN

AIR FILTER



NAME: SAND STALKER
PRODUCTION CODE: HG-43
MANUFACTURER: (DESIGNED BY THE REPUBLIC'S
 MILITARY ENGINEERS)
USE: GENERAL PURPOSE TROOPER EXO-SUIT
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 3.23 M
WEIGHT: 4.8 TONS
POWERPLANT: 223 KW
MAIN JUMP THRUSTERS: 2
APOGEE MOTORS: N/A
ARMAMENT: 9 MM ARES GATLING GUN
 W/ 35 MM GRENADE LAUNCHER
EQUIPMENT: DESERT PROTECTION (FILTERS)



FRONT VIEW OF SAND
 STALKER WITH ACCESS
 HATCH OPEN. NOTE
 SENSOR-STUDDED
 LINING AND
 ERGONOMIC
 CONFIGURATION

GUN
 NOT SHOWN

COMPOSITE CLOTH



HG-43 SAND STALKER

• OVERVIEW

The Sand Stalker is the Martian Free Republic's best known exo-suit. Light and very agile, it is mostly used for border patrol and lightning strike.

The need for a new, more efficient exo-suit appeared in 2192, when the Federation started mass-producing the Sabertooth Tiger. Studying the known specs of the Saber, the Republic's engineers discovered that the design could be much improved upon.

By using a new type of armor, composed of a sandwich of Ti/Al/fiber-reinforced plastic, the projected weight of the suit was decreased substantially. Although it was lighter, the armor plating was actually more resistant and flexible than the one used on the Saber. The overall frame was also made lighter and smaller to allow operations in urban areas. Because of the suit's new dimensions, a more ergonomic layout was chosen, leading to a design made of curved plates and flexible composite cloth which was very comfortable and easy to use.

Powerful fan thrusters are placed in the backpack. The air intakes are located in the backpack itself and on both side of the torso; a heavy dust screen protects the dual turbines from the desert dust.

• VARIATIONS

Since the Sand Stalker is an exo-suit, it can use practically any man-sized weapon, leading to an enormous diversity of models. A common variant uses the large Ares RU-30 rifle which fires caseless, sabot-discarding rounds.

• SERVICE RECORD

The Sand Stalker entered service in late 2194 at the Chryse outpost. Since then, it has seen a lot of action, being part of virtually all of the Republic's military operations.

A few have fallen in the hands of pirate bands over the years, but these are generally poorly armed and inadequately maintained.



CEA-01 SYREEN



• OVERVIEW

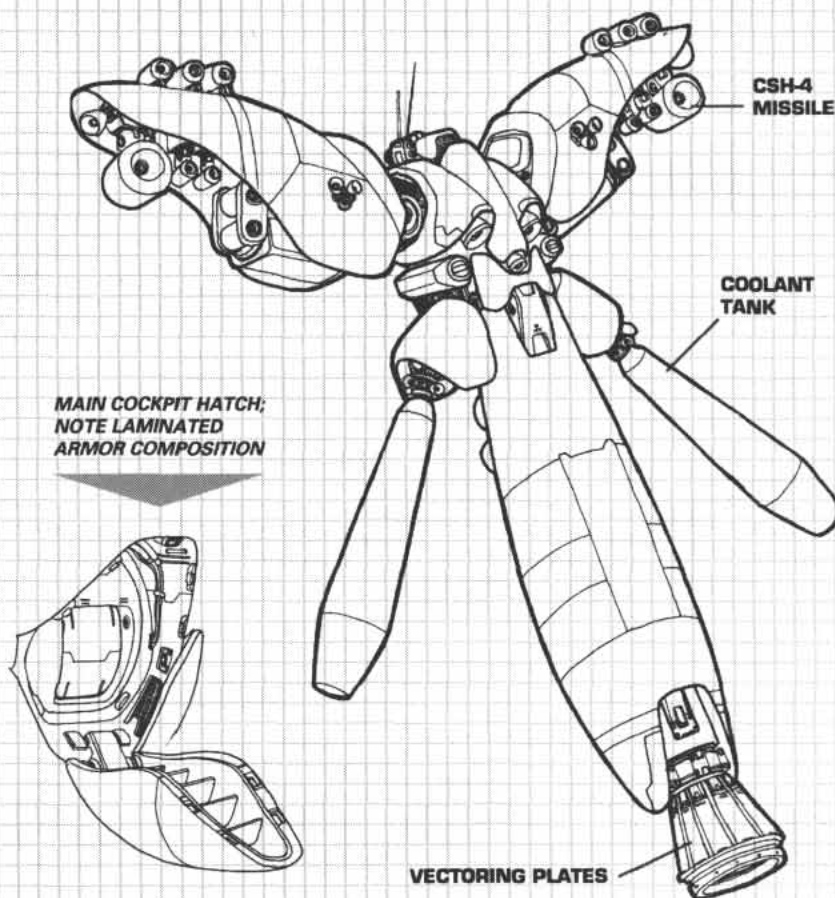
As the settlements resumed contact with Earth, the newly-formed CEGA was amazed by the new war machines they saw. They were a little worried as well. The Syreen was hastily designed to be a stopgap measure to the recent colonial advances in exo-armor technology. Using an old OTV (Orbital Transfer Vehicle) model, the CEGA technicians built a legless and crude craft capable of defending itself in hand-to-hand combat as well as carrying anti-ship missiles.

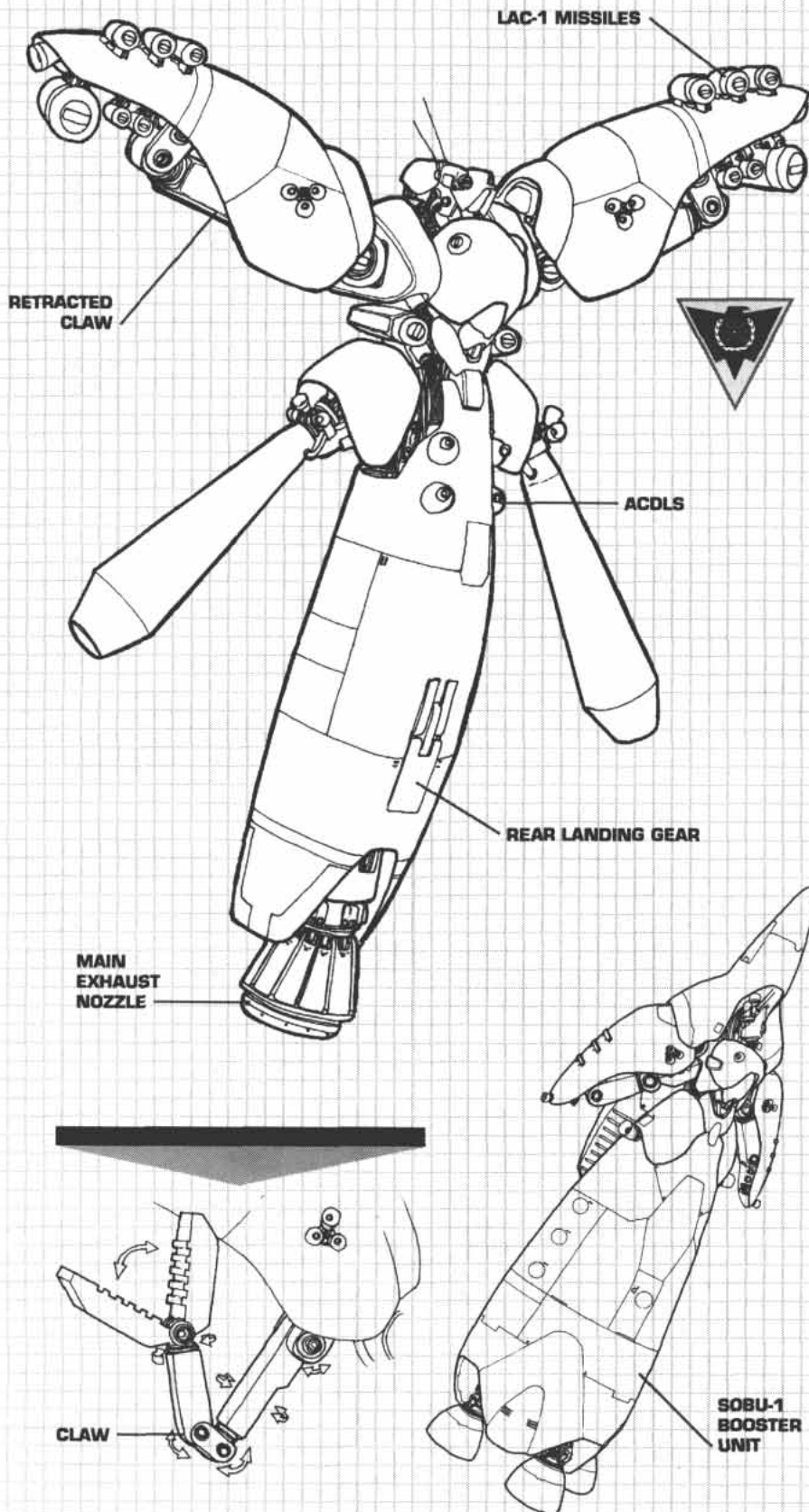
Although actual models use a custom designed booster, the original prototypes of 2186 were built around decommissioned OTVs. This caused endless problems (as well as one explosion) before the project leaders finally decided to build new chassis for the vehicles. Because of the original nature of its propulsion system, the Syreen is capable of high acceleration, but suffers from poor range and maneuverability. The latter was improved by the recent addition of vectoring plates to the main nozzle. These plates need constant attention however, and many technicians complain they are spending too much time on them.

After several successful simulated ambushes in the Asteroid Belt, the vehiculle was dubbed Syreen for its appearance and its ability to lure opponents into a well-prepared trap using its ECM pod. The pod was too costly to use on all EA, so it was later decided that only the officer variant would carry it on the production model.

The most amazing piece of equipment is surely the Active Close Defense Laser System (ACDLS for short),

NAME: SYREEN
PRODUCTION CODE: CEA-01
MANUFACTURER: LUNAR AEROSPACE CONSORTIUM
USE: GENERAL PURPOSE SPACE
TROOPER EXO-ARMOR
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 17.2 M
WEIGHT: 46.9 TONS
POWER PLANT: 1203 KW
MAIN THRUSTERS: 3
APOGEE MOTORS: 12
ARMAMENT: 2 CSH-4 HEAVY MISSILES, 6
DEATHSONG A3 MEDIUM MIS-
SILES, 4 LAC-1 LIGHT MISSILES,
2 PINCERS, 1 LACW-12S
ACDLS.
EQUIPMENT: ESCAPE POD, SOBU-1
BOOSTER UNIT (OPT.)





a computer-guided, variable range laser array composed of four independently focusing lenses. These serve as the Syreen's main ranged weapon, except when an opponent approaches the Syreen within 25 meters: the computer then automatically takes over and fires at the new threat. This is beginning to cause problems as Syreens routinely open fire on friendly units, acting on misread IFF signals.

VARIATIONS

Being a jury-rigged machine built only to be replaced by more advanced designs, the Syreen was never adapted to other operational roles. Apart from the Commander type, which carries an ECM pod on the back of its head, no variations were constructed.

All Syreens share the ability to use the SOBU-1 rocket booster to launch from a ground facility to low orbit. The ACDLS is covered and cannot be used while the booster is attached, however; the pilot must first jettison his SOBU to fire.

SERVICE RECORD

The first incident involving Syreens occurred during the testing period when a small pirate cruiser mistook the CEGA team for prospectors. The pirates were quite surprised when what they thought to be mineral-gathering shuttles turned out to be a pack of dangerous combat vessels. Needless to say, the cruiser was vaporized after only a few seconds of combat.

After the Syreen officially entered service, things calmed down. Other than police and patrol duty, the machine never sees much action nowadays.

LUNAR AEROSPACE CONSORTIUM		
Project Designation CEA-01		
Unit Designation SYREEN		
Drafter <i>Ronald Hallock</i>	Date 05/03/94	
Project Manager <i>John Brown</i>	Date 05/04/94	
Scale No Scale	Ref. 154326	No. 3



CEA-05 WYVERN



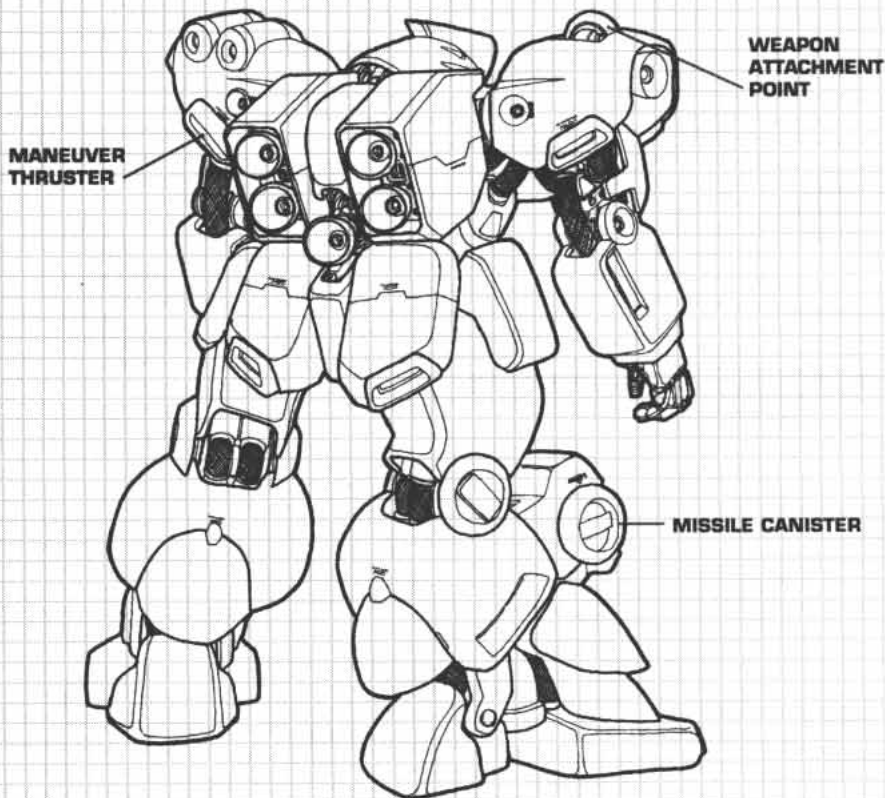
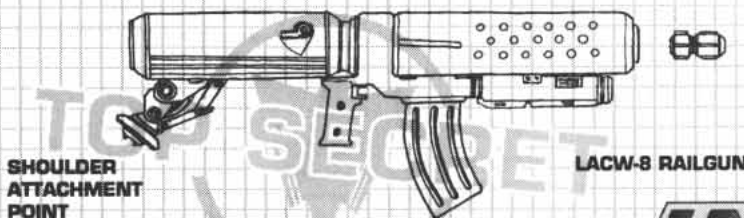
• OVERVIEW

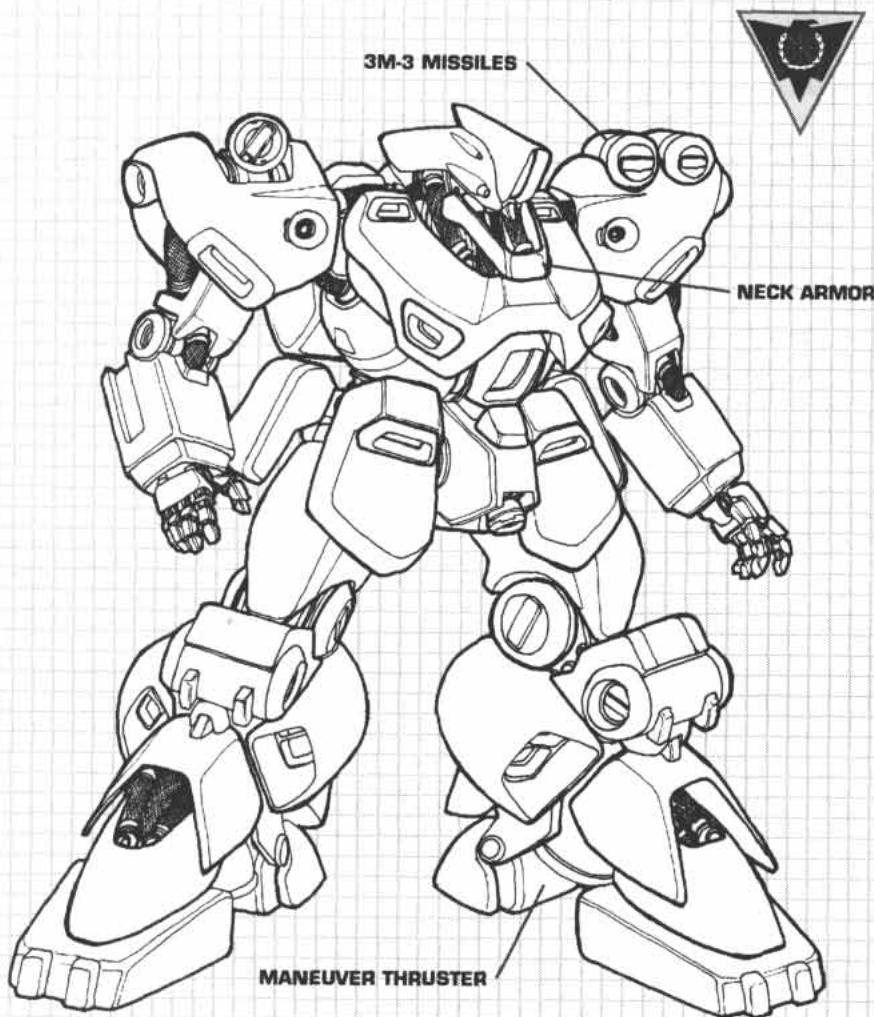
As the Retaliator was gradually introduced in the JAF's front line units, the CEGA Council decided they needed a new, more modern exo-armor design to face it. Although efficient, the most recent updates of the Syreen were hopelessly outclassed, so the research was oriented in a new direction.

First, arrangements were made with the Martian Federation to buy two of their old Defenders. These were moved with great secrecy to the LAC base in the Tycho Crater to be deassembled and studied. Then, using the basic frame as a guide, the engineers set out to create an exo-armor which could stand against current Jovian designs and win.

The head unit was completely redesigned, scrapping the front and lateral sensor arrays of the Defender and replacing them with a single large plate. Although this somewhat limited the field of vision of the pilot, it was easier to maintain and made room for an anti-missile system as well as two massdrivers for close combat. The armor plate covering the neck unit was retained for additional protection.

NAME: WYVERN
PRODUCTION CODE: CEA-05
MANUFACTURER: LUNAR AEROSPACE CONSORTIUM
USE: GENERAL PURPOSE TROOPER EXO-ARMOR
CONTROL SYSTEM: LINEAR FRAME
HEIGHT: 16.9 M
WEIGHT: 52.4 TONS
POWER PLANT: 1712 KW
MAIN THRUSTERS: 10
APOGEE MOTORS: 23
ARMAMENT: 1 LACW-8 RAILGUN, 1 ZAPPER
MK 2 ANTI-MISSILE SYSTEM,
2 LACW-1M MASSDRIVERS,
2 3MC-2 MISSILE CANISTERS,
2 3M-3 MISSILES
EQUIPMENT: ESCAPE POD





It was decided that a large railgun would provide the main firepower, even if the ammunition supply would be limited. Unfortunately, the hip missiles had to be dropped to clear some tonnage. The leg-mounted missile canisters were retained but the light rockets were replaced by more powerful ones. A pair of medium missiles completed the armament.

VARIATIONS

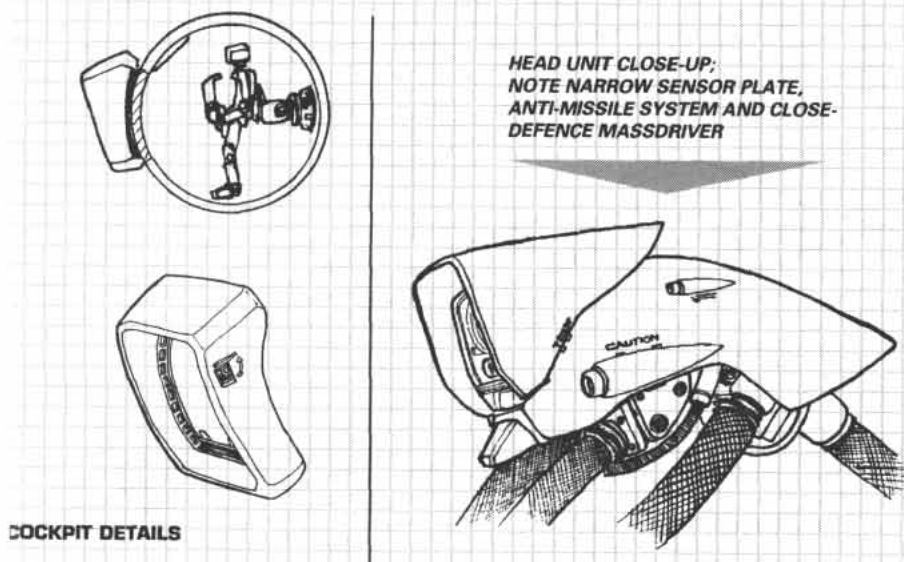
Although the Wyvern is a recent design, several variations are already into production in an effort to modernize the Armed Forces as fast as possible. The most commonly seen modification is the CEA-05R, which replaces the railgun with a large rocket canister for massive bombardment capacities.

It is unclear whether the CEGA plans to make the Wyvern their standard exo-armor, but it is likely that it will not replace the faithful Syreen and Gnome for at least a few years.

SERVICE RECORD

The Wyvern has not seen true combat yet, but wargames with Venusian HDF troops have proved the soundness of the overall design. Its only major flaw is the lack of an energy-based main weapon system, which greatly limits the operational range of the unit.

SECRET



LUNAR AEROSPACE CONSORTIUM		
Project Designation CEA-05		
Unit Designation WYVERN		
Drafter <i>Frank Wharton</i>	Date 12/09/09	
Project Manager <i>A. J. Marshall</i>	Date 12/11/09	
Scale No Scale	Ref. 6378-W3	No. 5A



CFB-10D GNOME

• OVERVIEW

This fighter actually dates back to the pre-CEGA days of the civil war, when it was used by several factions for quick orbital strikes. Launched from the ground with a booster pack, the Gnome is equally at ease in space or in atmosphere; it is even capable of unaided reentry. The design is simplistic, easy to repair, and can launch from virtually any flat surface. This characteristic was made possible by the addition of a mission adaptive wing for maximum lift. The original cockpit had a bubble canopy, but it was replaced around 2175 by a set of sensors, giving the pilot more protection than before. The armor plate covering the cockpit can be ejected via a set of explosive bolts to allow the pilot a normal, albeit limited, view of the outside.

The armament was originally composed of three air-to-air missiles, but Gnoms from the 10C version and up usually use railguns and a retractable missile bay on the back of the fuselage. This bay replaces a fuel tank, but both create a distinctive "hump" which give the fighter its name.

• VARIATIONS

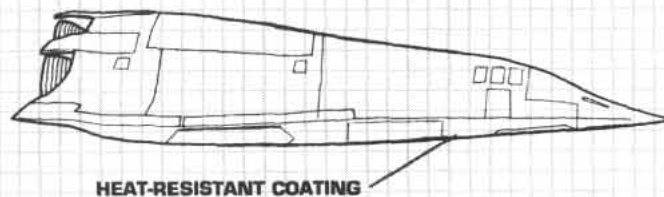
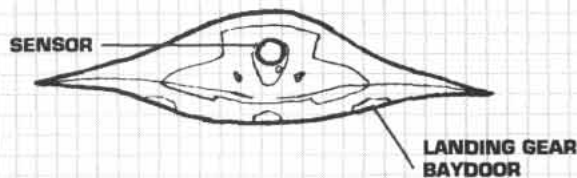
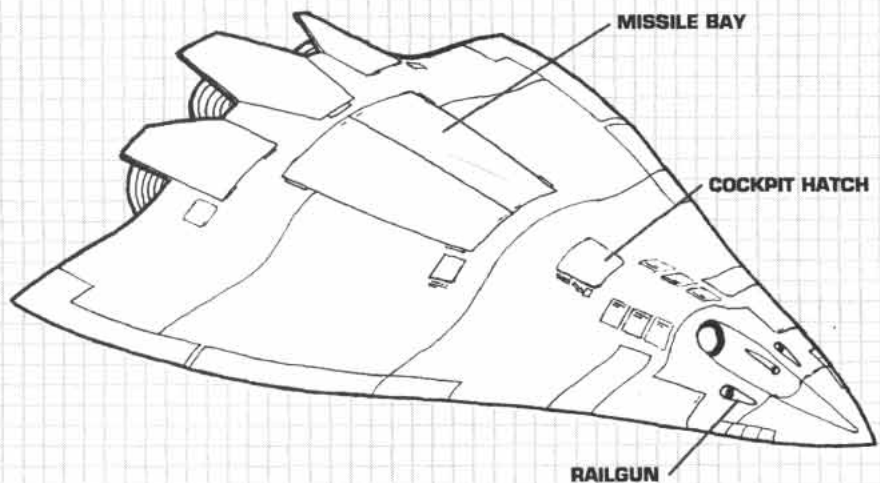
Over the years, several variants appeared to fill widely different operational roles such as interception, escort, recon, bombing, etc. The CFB-10H version carrying heavier missiles and laser-guided bombs is commonly used, although it is much slower than the rest of the CFB-10 series. Also in wide service are the 10B twin seat trainer, the 10R photo-recon unit and the 10J ground attack plane.

• SERVICE RECORD

The Gnome was first used during the early days of the civil war to knock out orbiting battle stations and prevent them from being used against ground targets. Today, exo-armors are preferred as they are generally more agile.

On a planetary surface however, the situation changes as the exo-armors lose their ability to fly. Thus, most planets maintain a force of fighters to act as a first line of ground-side planetary defense.

NAME: GNOME
PRODUCTION CODE: CFB-10D
MANUFACTURER: NORTH AMERICAN AEROSPACE GROUP
USE: ASSAULT AND ALL-WEATHER INTERDICTION
CONTROL SYSTEM: STANDARD COCKPIT
LENGTH: 12.3 M
WEIGHT: 24.5 TONS
POWER PLANT: 678 KW
MAIN THRUSTERS: 1
APOGEE MOTORS: 12
ARMAMENT: 2 RAILGUNS (VARIOUS MANUFACTURERS), 10 MEDIUM MISSILES (VARIOUS TYPES).



CXE-01 DRAGONSTRIKER

• OVERVIEW

As the work of Doctor Agram Peyarje progressed, it became clear that his "cyberlinkage" could be used to control a machine with incredible efficiency. The Council thus deemed Dr. Peyarje conscripted and put him to work on a practical version of his equipment which would be used on the highly secret Dragonstriker Program.

The result of this program, the Dragonstriker, is a one-of-a-kind experimental model designed for maximum performance, long-range heavy assault and combat. Fast, thickly armored and armed like a cruiser, it does deserve its name. Aside from being one of the most powerful space-fighting machines ever built, the Dragonstriker is also the first to be equipped with the CAT system (see *CAMPAIGN* for more information), which boosts the performance of the pilot by reducing the control interface response time.

The highly advanced CAT system is installed in a G-cockpit instead of a linear frame to counter the tremendous G-load inherent to heavy combat. This G-cockpit has no actual articulations (aside from manipulator controls) and relies instead on the sensor pick-up of the CAT to move the exo-armor's limbs.

The Dragonstriker is also equipped with the Maximum Sweep™ high-resolution digital optical relay, giving the pilot a nearly wrap-around field of vision as well as providing him with visual cues to increase his awareness.

To maximize the use of the CAT/Max Sweep™ system, the armament carried by the Dragonstriker is equal in firepower to what most small cruisers are using. The main punch is provided by four continuous-firing beam cannons, located on either side of the exo-armor's main booster unit. Although very powerful, they are a bit inaccurate and are better used on slow-moving targets. For extreme situation, four low-yield Mk 35 fusion warhead missiles are mounted on the shoulder units.

For fighting against smaller opponents such as exo-armors, four linked 30 mm vulcan cannons are mounted in the chest area, just above and on both side of the cockpit. Another two 30 mm cannons are mounted on the head, facing the rear to prevent any rear-arc attack. Additional protection is assured by a pair of shoulder-mounted laser turrets for anti-missile use. Finally, a pair of high-intensity laser cannons are mounted in the booster pointing to enable strafing attacks. The Dragonstriker isn't helpless in hand-to-hand combat either, as the tips of its fingers are equipped with reinforced claws able to tear through the toughest armor.

The whole project is shrouded in the greatest secrecy, although some rumors have started to filter out. Only one prototype was built because of the enormous cost of the design.

• VARIATIONS

Since the Dragonstriker is a one-of-a-kind prototype, no variations were ever built. There were a few proposals for a mass-produced long range bomber version, which would have added more missiles at the expense of both the heavy beam guns and the costly CAT control system, but it is unlikely that such a costly design will ever see the light of day even if the Dragonstriker performs up to CEGA's expectations.

• SERVICE RECORD

The Dragonstriker has not been used yet. Since the whole project is highly secret, the military authorities prefer to keep it hidden until absolutely needed.



Abraham J. Marshall,
Head Technician,
Dragonstriker Project
LAC/VAC Testing Facilities,
Tycho, Moon

February 12, 2210

TOP SECRET

To: Admiral Russel E. Kleb, 1st Escort Fleet
Re: Progress Report, Dragonstriker Project
Subject: Final Pilot Selection

The Dragonstriker is now nearly completed. We encountered a few setbacks during the delicate adjustments of the Cyberlink Activated by Thought system, but most of the bugs have been worked out. I do believe it was unwise to let Dr. Peyarje attend the Solar Scientific Convention during such a critical phase of the construction, but I understand the need to keep up the public image. Nevertheless, his reluctance to work with the team lately has been responsible for many production delays.

Now to the matter at hand. We have been conducting tests to isolate those among our exo-armor pilots who can focus their thoughts enough for the system to be able to read them. So far, only four pilots have reached my minimal requirements. You have to understand that the sensor apparatus is still quite crude and that only an exceptionally disciplined person can effectively use both the CAT and the Maximum Sweep system.

The finalists are, in order of test score:

- | | |
|--------------------------------|-----|
| 1) Lieutenant Ranho Garand | 97% |
| 2) Lieutenant Alberto Monteya | 92% |
| 3) Captain John K. Montgomery | 89% |
| 4) Lieutenant Louise Calabrese | 85% |

Our final choice has thus been Lieutenant Garand. He is an extremely loyal soldier and it is my profound belief that he will make the people of Earth proud and strong.

However, we still have but one unit. As soon as Dr. Peyarje comes back, I intend to direct our researches on refining the sensor definition to lower the piloting requirements. As usual, I shall keep you informed of the results.

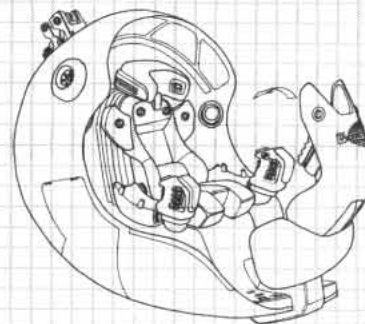
Abraham J. Marshall

Abraham J. Marshall
Head Technician

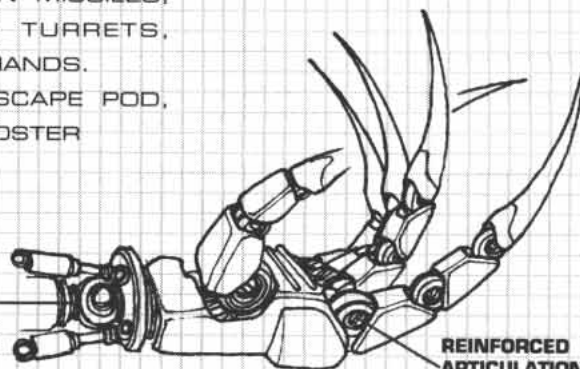




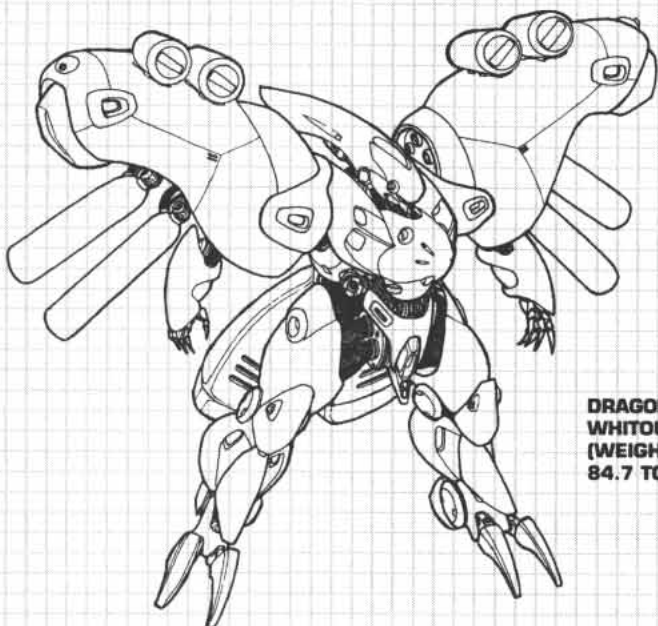
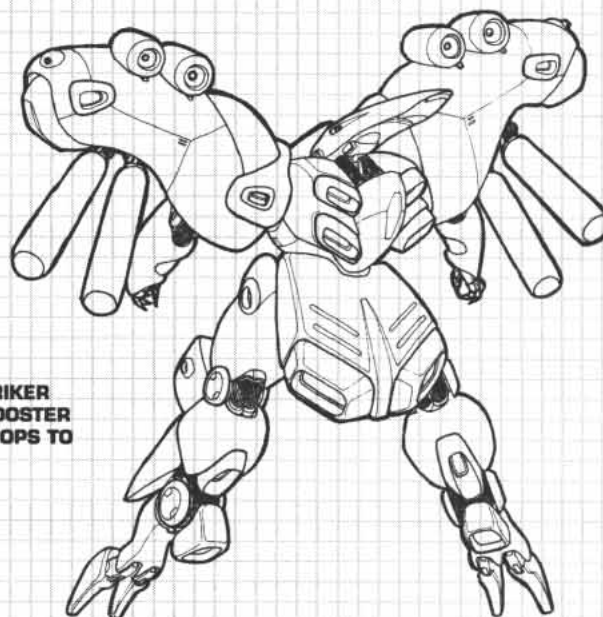
NAME: DRAGONSTRIKER
PRODUCTION CODE: CXE-01
MANUFACTURER: VENUS AEROCORP / LAC
USE: EXPERIMENTAL HEAVY ASSAULT EXO-ARMOR
CONTROL SYSTEM: COCKPIT W/CAT
HEIGHT: 24.1 M
WEIGHT: 109.8 TONS
POWERPLANT: 12752 KW
MAIN THRUSTERS: 13
APOGEE MOTORS: 20
ARMAMENT: 4 HEAVY BEAM CANNONS,
6 30 MM VULCAN GUNS,
2 MEDIUM LASER CANNONS,
4 MK 35 FUSION MISSILES,
2 ANTI-MISSILE TURRETS,
2 CLAW-TIPPED HANDS.
EQUIPMENT: CAT SYSTEM, ESCAPE POD,
DETACHABLE BOOSTER



G-COCKPIT

CLAW UNIT
WRIST MOUNTREINFORCED
ARTICULATION

TOP SECRET

DRAGONSTRIKER
WHITOUT BOOSTER
(WEIGHT DROPS TO
84.7 TONS)

AM SYSTEM

MK-35 FUSION MISSILES

MANEUVER THRUSTER

30 MM VULCAN CANNON

COOLANT TANK

BEAM CANNON

MANEUVER
VERNIER

LASER CANNON

TOP SECRET

REAR DEFENCE
30 MM VULCAN GUN

REAR
SENSOR

HEATSINK

IN-FLIGHT
SENSORS

FRONTAL
SENSOR ARRAY

LUNAR AEROSPACE
CONSORTIUM

Project Designation

CXE-01

Unit Designation

DRAGONSTRIKER

Drafter

Am. V. II

Date

2/6/10

Project Manager

A. J. Marshall

Date

2/7/10

Scale

No Scale

Ref.


00012-5

No.

2



THE JOVIAN CHRONICLES CAMPAIGN



The Odyssey of 2210 and the subsequent Battle of Elysée should be marked as two of the most important moments in the history of the Jovian Confederation. Although many details will forever remain obscure, their social and political influence would affect the entire solar system's evolution for years to come..."

- Anonymous Teacher,
Jovian Institute of History

• PLAYING THE CAMPAIGN

The campaign is a good way to introduce players to the universe of the Jovian Chronicles. It contains 12 episodes which are meant to be played sequentially. An episode doesn't have to be played in one night; indeed, some of them may take a few game sessions to get through, while others will just zip by. Because of space restrictions, only the outlines of each episode are presented here; it is up to the GM to flesh them out.

Each episode has been divided in several sections for easy reference. **Summary** quickly recaps the action (including the events influencing the story without the players' knowledge) while the **Story** section describes in detail what is happening in that particular episode. The GM should try to incorporate the Lifepath of the PCs into the stories; a good way to involve the players even more could appear as a result.

Since players will rarely follow a scenario, a few **Episode Goals** dictate when and how they will move from one episode to another. This will give a lot more breathing room to the GM and enable him and the players to explore several side stories.

Sets, Props, and Cast are pretty much self-explanatory. The various sets can be found in appendix, while the cast and props will be found in the chapters respectively called Character Guide and Mechanical Catalog. Sometimes, a ship will qualify for both Props and Sets; it is then listed only in the Sets section.

The last section is called **Possible Subplots**. These are elements that will allow the gamemaster to customize the campaign for his players. They mostly present annoying problems or plot twists that will keep the players busy and entertained if the main action is getting a little slow.

• THE PLOT

WARNING! The following is a brief outline of the main plot which will undoubtedly be of help to the GM. If you intend to be a player in this campaign, stop reading now or you will ruin your fun. Indeed, knowing the plot in advance would make the whole adventure pointless.

It is a known fact the CEGA has aggressive external politics. The CEGA main council aims to bring back the whole solar system under one federation, which would be governed from Earth (of course). Already, the orbital colonies and the Moon are members, while Venus and Mars usually go where the CEGA goes. At least, that's the facade, one the CEGA main council unfortunately believes in.

The truth is, the council is just a puppet in the hands of the Venusians. The Venusian Bank is probably the most powerful economic entity in the Solar System: with stocks in several important companies (and sometimes in well-placed people), they effectively control Venus. They are careful to hide this, however, as well as the fact they are also a very powerful political entity in the Solar System.

The Bank maintains a network of spies to inform it of the various events happening in the settlements. A month before the adventure begins, a group of Venusian technicians (secretly experimenting a new type of control circuitry for exo-armors in the Jovian atmosphere) reported they attracted a large "beast" floating nearby. As the creature was brought back to Venus, experiments revealed it could produce a very small amount of serum which extended the life of various test animals. Needless to say, the Board of Directors was greatly impressed and began devising a plan to build a secret base in the Jovian atmosphere, knowing that the Jovians would never let them exploit the beasts for themselves.

The plan was greatly endangered when one of the supply ships from the Ares base around Mars was discovered by a Jovian patrol. If it wasn't enough, the inventor of the "bait" circuitry had had defection in mind for a long time. What the Bank doesn't know (yet) is that he managed to send a plea for help to the Jovian Embassy on Venus...

Now, on with the story!

• PROLOGUE

A mysterious ship on its way to Jupiter is intercepted by a group of young exo-armor pilots on patrol. After a lengthy cat-and-mouse chase, the intruder is destroyed. Analyses reveal that the ship probably came from Mars.

The Agora refuses to get the Jovian Confederation involved, simply sending a note of protest to the Martian government. President Itangre, however, secretly contacts a group of loyal officers and asks them to find out the truth behind the incident.

The prologue can be played as an optional introduction for the various players. Exo-armor pilots will actually fly the mission, while technicians will analyze the ship's wreck. A reporter could become friend with the pilots, learning about the incident. The possibilities are numerous.

• THE FLOATERS

The floaters are one of the only living species bigger than viruses outside Earth's ecosystem. They are giant zeppelin-like animals full of gas that float in the Jovian atmosphere. Discovering them a few weeks ago has been really unexpected, but not as much as when somebody discovered they were singing the same way Earth's whales do. It was really a twist of fate that this song was made up of radiations similar to those emitted by the CAT test circuitry of the Venusian team.

The biggest surprise was yet to come. Analyzing the chemical make-up of the captured specimen, the Venusian scientists discovered a strange compound which had the peculiar property of repairing damaged DNA. This compound helped the floater survive the deadly radiations (and subsequent cell degradation) of the Jovian environment. It worked the same way on test animals, effectively extending their life. Unfortunately, the compound was too complex to be synthesized and each floater seemed to produce only a minor amount of it during its life cycle.

A FLOATER
CREATURE



• THE CAT SYSTEM

The Cyberlink Activated by Thoughts is the brainchild of Doctor Agrain Peyarje, a leading scientist studying brain/computer interaction. Using a 3D real-time matrix scanner to follow and translate the brain patterns of its human operator, the CAT can effectively boost the performance of the machine to which it is connected. The pilot also receives feedback in the form of carefully induced micro-electrical currents which complement the information received by more conventional means. The CAT replaces the usual control apparatus of the machine.

Game Effects: the CAT is a primitive version of the thought control system presented in the Mekton Techbook. It is far less dangerous to operate, but can still fry the brain of the pilot given half a chance. The CAT has the following effects:

- 1) Regardless of the exo-armor's current MV, it receives a +1 bonus (which may increase this factor above the normal 0 maximum).*
- 2) The exo-armor receives one additional action per turn regardless of its current number.*
- 3) Because of the active feedback device, the pilot suffers one Hit directly to the head for every six Kills of "internal" damage sustained by the exo. Head gear and helmet offer no protection.*

The CAT system's bonuses do not apply when an exo-armor is piloted by an artificial intelligence. Such bonuses may only be obtained by linking a human operator to the system. No more than one CAT may be installed on one machine.

The CAT is a X.25 cost multiplier system and requires no CP space.



• EPISODE 1:

SETS:

Khannan Base: the simroom, the PCs's quarters or the bar, a conference room.

The "Georgia on my Mind", a commercial ship bound for Mars;

PROPS:

A few Jovian exo-armors (at least one per player, GM's choice)

Any personal equipment the PCs managed to smuggle aboard the ship.

CAST:

Commander Renberg, Jovian Armed Forces officers, Roslin and Shayne, other Jovian pilots, the crew of the ship.

EPISODE GOALS:

- Maintain the secret IDs through the trip;
- Discover who and what the ship is carrying;

POSSIBLE SUBPLOTS:

- A Player Character already knows one of the engineers.
- Someone on the ship knows the character and is threatening to blow his/her cover.

• EPISODE 1:

MYSTERY SHIP

• SUMMARY

After some warm-up simulated combat, the players find themselves "volunteers" for a secret mission to Mars. They travel aboard a standard space liner/cargo when they discover that the ship is not exactly as ordinary as it seems.

This episode will give the players a chance to get to know their characters and generally use them in many different situations. Depending on the gamemaster and the style of game he is running, this episode can be either short or very long.

• STORY

The adventure opens as the PCs (all of them, including the non-pilot characters!) fight a desperate battle in space against Jovian exo-armors. One by one, the players will get "killed": the GM should pass out notes explaining to the "dead" player that this was only a simulation, although he cannot mention it to the others. Once everybody is out, the whole scene is revealed to be a simulation to determine the outcome of a wager: who's the best pilot? A group of senior Jovian pilots will exit their simpod with a wide grin, saying to the players that they now have to wash their exo-armors from head to feet. They exit the room laughing in good spirit, inviting the losers to the nearest bar to "help them drown their sorrow". They even offer to buy!

The PCs exit the room and head back to their quarters to clean up. They can also go directly to the bar. Either way, after some drinks and fun, the military players are summoned to a conference room. Being off-duty, they have no idea of what to expect.

A group of officers receives them and secures the room. Commander Renberg does a quick recap of the "Intruder Incident", and then asks the PCs to go to Mars secretly to "snoop around" under fake IDs. When the players ask why a highly trained specialist isn't sent instead, the embarrassed officers answer that this is not an official mission, and it will be easier to "explain" their presence. "Besides, the whole mission will probably be nothing more than a fun cruise. We do not expect anything to pop up." After the briefing, the non-military players will find excuses to tag along with them.

Two weeks later, the players board the "Georgia on my Mind", a commercial liner/cargo cruising through the solar system. As they settle down, they begin to enjoy their trip.

To the PCs' surprise, something does turn up as the ship transporting them is also carrying what seems to be spare exo-armor parts. If the players are not inquisitive enough to look for trouble, they will eventually stumble on clues by accident until they finally get the idea.

The plot thickens when the PCs discover that the crates are absent from the ship's manifest, and two passengers reveal themselves to be Terran exo-armor engineers...

SPACE NAVIGATION

In space, there is no friction and only gravity, inertia and velocity affect your movement. Each ship is thus limited by the output of its engines and the amount of reaction mass it can carry. Couple that with the fact that the distance between the planets are enormous and that the slightest error will put you thousands of kilometers off-course, and it is clear why space navigation is such a delicate task.

Most of the travelling between planets is done when the orbital trajectories require the least transfer time, so as to consume the least possible amount of reaction mass. Such opportunities are called launch windows.

Not everyone can wait for a favorable launch window, however. As a result, commercial ships make regular runs through the solar system, ensuring that at least one ship will be available at all times near wherever you are.

Another possibility for transportation are the many nomad colonies orbiting the Sun. Most have a set orbit, much like that of a comet (only much more spherical in shape), which brings them back through the same places at periodical intervals. This enables cargo or passengers to be moved from planet to planet with a minimum of energy (a shuttlecraft only has to match the velocity of the colony for a short time). That is, if you don't mind the cramped living conditions and long travel times.

• EPISODE 2:

THE WORKSHOP OF THE GOD OF WAR

• SUMMARY

By the time they arrive in Martian orbit, the players have figured out what the mysterious crates are about. As they attempt to learn more about them, they quite literally stumble upon a secret assembly line disguised as a factory. Meanwhile, the Bank's directors find out about the scientist's message.

This episode has a lot more action in it than the previous one. Tension will be running high as the PCs have the impression they are close to solving the whole affair. Which is very far from the truth...

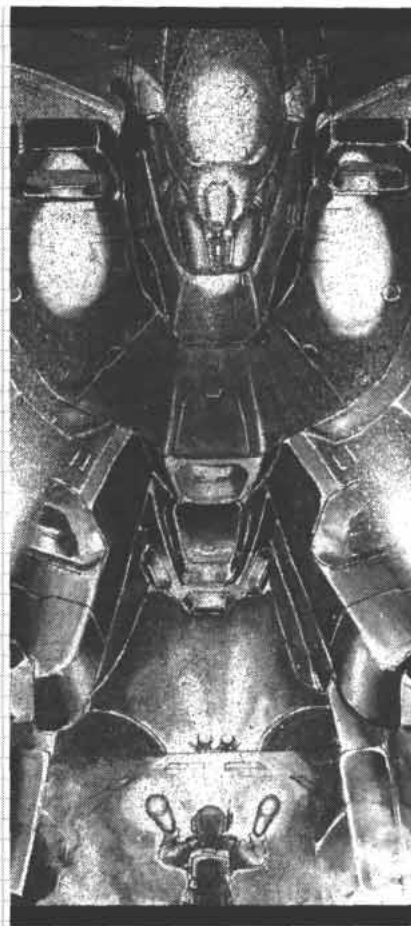
• STORY

Having discovered the nature of the cargo carried by the ship, the PCs attempt to find more about them. This could include interrogation of the crew, search of the engineers' cabin, infiltration of the cargo bay, even seducing one of the engineers. Their investigations all point to an Ares Corporation ceramic plant high in orbit above the planet.

Upon arrival in Martian orbit, the crates are transferred to a small tug waiting nearby. The PCs can either "borrow" a shuttle from the "Georgia" (or the orbiting spaceport) to follow the mysterious crates, or find a way to stowaway in the tug.

Once docked, they infiltrate the Ares station only to discover partially assembled exo-armors of a model they've never seen before. They are large, ungainly monstrosities equipped with vestigial legs and oversized grappling arms. A successful Mecha Tech roll vs. DL 12 or a General Knowledge vs. DL 20 will offer the following information (one per successful roll):

- 1) the shoulders have some sort of attachment points built-in. Could be used for attaching lift cables, or a parachute.
- 2) the strange bags stacked nearby look like high-resistance balloons.



• EPISODE 2:

SETS:

The "Georgia on my Mind";
The Ares Corporation factory.

PROPS:

Any personal equipment the PCs managed to smuggle aboard the ship.
A tug, a small shuttlecraft (opt.)

CAST:

The crew of the factory (use Ship Crewmen), the Terran engineers (if they are still around).

EPISODE GOALS:

- Discover the existence of the secret factory;
- Destroy the exos and the factory (opt.);
- Getting on the pick-up ship.

POSSIBLE SUBPLOTS:

- the shuttle (or the tug) has a malfunction;
- they are discovered at a critical moment;
- they are trapped as the station is about to explode.

**• EPISODE 3:****SETS:**

The "Beautiful Dreamer", a mercenary ship bound for Venus;

The Venusian spaceport.

PROPS:

Any personal equipment the PCs got from the previous episodes;

The PC's exo-armors (opt.)

CAST:

Aglaée DesSources, Ysa Cantroni, Venusian Custom officers, the ship's crew.

EPISODE GOALS:

- Maintain the secret IDs through the Venusian Customs;
- Supervise the transfer of the exo-armors (opt.)

POSSIBLE SUBPLOTS:

- one of the player characters knows someone on the ship/at the spaceport.
- the exo-armors are almost discovered/damaged in the transfer.

3) the exos all carry a weird electronic pod connected to the cockpit.

At this point, the PCs can choose to escape with the information, or try and destroy the factory. Whatever they do, the gamemaster is encouraged to make this a high tension episode, as they dodge the guards and the security systems. He should adapt the difficulties to his players to maximize the danger while still giving them a chance.

Upon escaping, the PCs are to proceed to a rendez-vous point where they will meet the pick-up ship. Should they be captured and unable to escape, a rescue team from the pick-up ship will come to their help at the beginning of next episode, breaking them out and taking them back to the ship.

ARES 4 STATION

Ares 4 was one of the first purely industrial colonies put in orbit around Mars. It is in fact a huge floating factory crewed by its own inhabitants.

The station is composed of a long cylinder with a rotating gravity ring around it. The actual production facilities are located in the center cylinder under zero-gee conditions, with enough machinery and storage space to make Ares 4 semi-autonomous. Since lots of merchandise have to be moved, two sets of docking bays stand ready to receive the cargo ships bringing in the raw materials and moving out the finished products.

Three shifts of workers share the round-the-clock operation of the factory. While one is on duty, the other two remain in the rotating ring under an almost-normal gravity of 0.8 g at all times. Since most of the machinery is automated (and the lack of gravity makes moving anything trivial), the crew is composed of around a hundred persons for the whole station.

• EPISODE 3:

G O D D E S S E S O F L O V E

• SUMMARY

The players might think that they have solved the mystery of the Jovian intruder, but they are just beginning to uncover a vast operation. Following their intervention, the Bank's directors choose to alter their original plan for a much more ambitious one, codenamed "Operation Methuselah". Meanwhile, the "Beautiful Dreamer", an independent commercial ship, comes to pick up the players and take them to Venus for the second part of the mission.

This episode is much more centered on role-playing. The PCs will start to learn more about each other and meet several key NPCs during the trip. The gamemaster should use this episode to set up any planned personal subplots for the hapless players.

• STORY

Following their success (or failure) on the Ares station, the PCs make their way to the rendezvous point, where they board the "Beautiful Dreamer", a customized commercial ship. Once aboard, they

are briefed by captain Aglaée DesSources. It would seem a high-ranking scientist, Doctor Agram Peyarje, wishes to defect and has managed to contact the Jovian Confederation at the risk of being discovered. There seems to be a connection between the mysterious electronic pods found on the wreck of the intruder ship and the work of Doctor Peyarje, so the ship heads for Venus.

The transfer will be rather lengthy, allowing the PCs many opportunities for personal interactions. The captain, Aglaée DesSources, seems to know much about them; this should be enough to make the players uncomfortable, although DesSources really is on their side (but they have no way of knowing this yet).

The ship carries a few travellers. Most notable among them is the beautiful Ysa Cantroni, which might cause the hormones of many to flare up... This trip should be anything but dull. In case of unexpected trouble, the PCs' officers sent them their assigned exo-armors, smuggling them in the Venusian system via a ship flying under the Mercurian flag. They will arrive roughly at the same time as the PCs, and will then be transferred to the "Dreamer".

The PCs disembark at the Venusian main spaceport. Ysa will ask to accompany them, since she suspects that something fishy is going on. Whether or not the players agree, she will hook up with them later.

VENUS' BABYLON SPACEPORT

The Babylon Spaceport Complex is made up of two main parts: the orbital terminal, where spaceships dock, and the ground terminal, which resembles a normal airport (except for the fact that a normal airport doesn't have launchpads).

The Spaceport is one of the oldest constructions of Venus. It was built from 2086 to 2088 to receive the many ships that were bringing in the colonists. From the original reinforced concrete surface grew a small city dedicated to space travel, with extensive repair and maintenance installations.

The weary traveller is not forgotten, however: complete recreation and housing facilities are available on-site, with prices ranging from the very affordable to the hideously expensive.

A section of the airport is reserved for the Home Defense Force's use, although it mostly serves as a staging area for the visiting allied troops. A number of Gnomes and Syreens with atmospheric boosters stand ready to be launched at all times, in case an invasion force would get through the orbital defenses.

• EPISODE 4:

FLY-BY-NIGHT

• SUMMARY

The players have arrived on Venus. They must now infiltrate the Solar Scientific Convention and manage to get Doctor Peyarje out without anyone noticing. What they don't know is that the Bank's directors are allowing them to escape, putting up only token resistance. The pursuit fleet will be led by Ranho Garand, who will become the players' main antagonist for the rest of the series.

Two main NPCs are introduced in this episode: Doctor Peyarje and the players' nemesis, Lieutenant Ranho Garand.

TACTICAL
GUNNERY

JSS DAKAR DS-21
PORT TURRET
TARGET ACQUIRED

HACHIMAN CLASS
32.8 KM/S 0.0
348/298 052/018

UNIDENTIFIED
? KM/S ?
?? ?/?

TENGU CLASS
32.8 KM/S 0.0
348/298 052/01

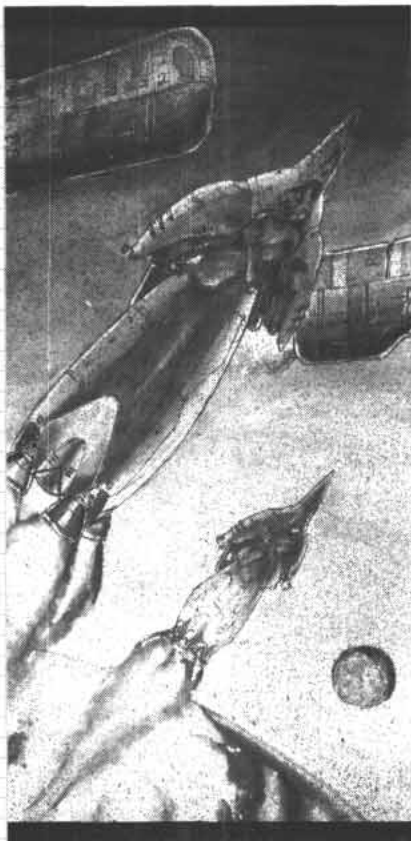
> WARNING <

NEW IR TRACK
EXO-ARMOR DN
RAPID APPROACH

EXO-ARMOR
48.3 KM/S 5.56
334/289 209/014

SYSTEM
STATUS

ECCM ACTIVE
I-K-L BANDS JAMMED



• EPISODE 4:

SETS:

The Venusian spaceport, New Tokyo, the convention hall, the "Beautiful Dreamer", around the docking station in orbit.

PROPS:

A shuttlecraft, the PCs' Exo-Armors, one Syreen w/ booster for Garand, one Gnome Fighter per CEGA pilot.

CAST:

Doctor Peyarje, Lieutenant Garand, Aglaée DesSources, Security Guards, Typical Scientists, CEGA Fighter Pilots (at least one per pilot player).

EPISODE GOALS:

- contact Doctor Peyarje;
- escape from the convention centre;
- reach the shuttle and protect the escape.

POSSIBLE SUBPLOTS:

- one of the player characters already knows Garand or doesn't know him and starts to socialize with him;
- the shuttle has a malfunction which must be repaired before taking off.
- the "Beautiful Dreamer" is stuck in the docking station, and it needs more time/has to blast its way out.

• STORY

Upon arriving in New Tokyo, the players will quickly determine that the best place to hook up with Doctor Peyarje will be the annual Solar Scientific Convention. With all the publicity surrounding the event, neither the CEGA nor the Venusians would dare to openly oppose them.

DesSources will arrange convention booking for the group, leaving them a little time to wander in the city. They can also do a little research on Peyarje, possibly figuring out the link between him and the circuitry they saw on the Ares factory.

The players attend the convention. One of them will probably notice a tall officer in CEGA dress uniform talking to several people. This is Ranho Garand, one of the top exo-armor pilots of the CEGA. Security is tight, and the tension quickly rises as the players formulate a plan to escape.

Having contacted Doctor Peyarje, the PCs must now manage to get him to the ship. DesSources (or one of the players) will have a shuttle waiting for them at the airport. Fearing that he might not make it, Peyarje gives a small computer disk to the players, telling them to get his log to the Jovian government should he be killed or recaptured during the escape.

The PCs put their plan into action. Whatever it is, the gamemaster should put up a lot of resistance: ideally, a car chase through the busy streets of New Tokyo would be best. If none of the PCs have the Driving skill, Ysa will appear out of nowhere and take the wheel of the getaway car. She will get back with the players at the convention if their escape plan should turn out differently. No matter what happens, Ysa will find a way to prove herself to the players and remain with them.

The shuttle will blast-off with only moments to spare, closely followed by a flight of CEGA Gnomes and Garand's personal Syreen. Upon reaching the ship, the PCs will have to fight their pursuers to give the ship enough time to escape the docking station. Much to their surprise, Ysa proves herself to be a very good exo-armor pilot. Once his squad is severely depleted, Garand will retreat with the survivors. This fight can easily carry over to the beginning of the next episode to create a cliffhanger as the ship exits the docking bay.

SOLAR SCIENTIFIC CONVENTION

The Solar Scientific Convention is held every four years. It is the Nobel ceremony's space age equivalent, where every noteworthy scientist presents the results of his newest researches.

The Convention is held in a different settlement each year, to allow scientists with limited travel possibility to attend in person at least once in their life. Often, researchers which cannot be present follow the many conferences via holographic transmissions. They can even set up "meetings", where they record their questions and comments and have them transmitted directly to special meeting rooms. Direct, real time communications would be preferred of course, but the speed of light makes this impossible as a radio transmission may need several hours to travel between planets.

• EPISODE 5:

MOONLIGHT SONATA

• SUMMARY

Upon escaping, the players set out on a return trajectory to Jupiter. Unfortunately, they have been branded as terrorists by the CEGA, who moves its fleets to intercept. Caught between hammer and anvil, low on fuel, the players have no choice but to vector toward the Earth system. When all seems lost, a group of Lunar rebels offers them a safe haven.

Continuing from the cliffhanger of the last episode, "Moonlight Sonata" will force the players to use their wits and plan ahead. Tension will be running high, and the gamemaster is advised to keep it that way.

• STORY

After a few hours, the "Beautiful Dreamer" is on a return trajectory to Jupiter. However, neither Venus nor the CEGA will let them slip away quietly. The Venusian government (actually, the Venusian Bank) uses its influence to force the CEGA main council into sending an interception fleet from Earth, while the CEGA/HDF fleet already on Venus will pursue.

The players will quickly realize this. If not, then DesSources will point it out to them. At maximum burn, a fleet from Earth will cut their trajectory in a few days, forcing them to burn up the "Dreamer's" precious reaction mass for numerous course changes.

At this moment, the fastest ships of the pursuit fleet manage to get within weapon range and attack. An exo-armor squadron is launched, led once again by Garand. They will try to disable the players' vessel, retreating as soon as the fight goes badly for them. Low on reaction mass, the ships cannot pursue the PCs for the moment.

After fighting their way out, the crew will realize they have no choice but to vector near the Terran system, and, in doing so, fall in the hands of the main CEGA fleet coming up to meet them. A few nerve-racking days go by while everyone tries to find a way out.

When all hope seems lost, a message is received by the communication officer. It seems a Lunar rebel group offers a safe haven (at least for the time being) to the hapless Jovian ship. Now, all the PCs have to do is avoid the blockade and land their ship on the Moon. Although this is technically possible because of the Moon's feeble gravity, it will put severe strains on the hull, possibly preventing them from ever leaving. Unfortunately, they do not really have a choice.

EARTH SPACE NAVY

The CEGA generally prefers to rely on the brute force of its fleets rather than the more precise spacefighters or exo-armors.

The Space Navy is divided in six main fleets, each being a completely independent entity with its own support division and administration. A fleet is directed by an admiral who leads the operations from a "Nemhaim"-class battleship. An overall flagship for all six fleets is on the drawing board, but production problems and budget cuts may prevent it from ever becoming a reality (much to the relief of the other governments of the solar system, no doubts).



• EPISODE 5:

SETS:

The "Beautiful Dreamer", deep space.

PROPS:

The PCs's Exo-Armors;

The interception fleet (corvettes, light carriers, a few Syreen exo-armors)

CAST:

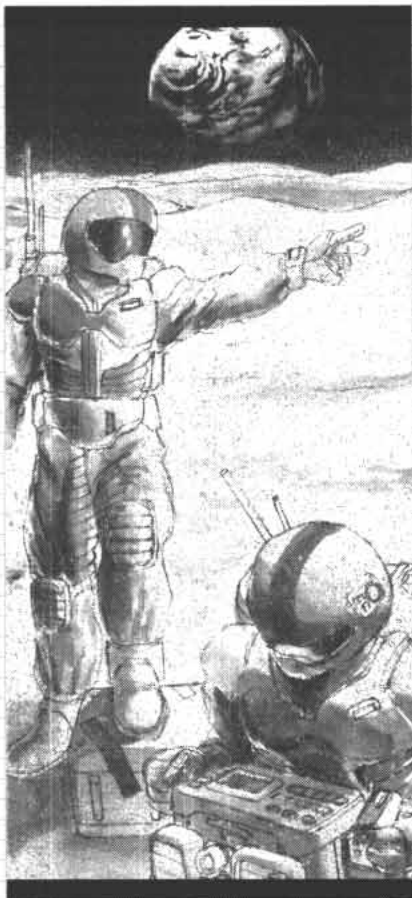
Aglaée DesSources, Doctor Peyarje, Ysa Cantroni, Lieutenant Garand, the crew of the ship, CEGA exo-armor pilots.

EPISODE GOALS:

- survive the interception fleet's assault;
- land the ship safely on the Moon;

POSSIBLE SUBPLOTS:

- the ship sustains engine damage;
- one of the NPCs is hurt and needs rapid medical attention unavailable on the ship.

**• EPISODE 6:****SETS:**

The underground city of Copernicus, the "Beautiful Dreamer", the Laser Lifter station.

PROPS:

Weapons for the PCs, Sabertooth Tiger exo-suits for the assault forces, space suits for everyone, possibly some mining equipment.

CAST:

Aglæe DesSources, Ismael Li, Ibrahim Youssef, Catherine Glit, the crew of the ship, several Lunar colonists, the CEGA's assault forces (use Grunts).

EPISODE GOALS:

- reach the underground city;
- organize the defense of Copernicus, and later the retreat;
- escape from the Moon.

POSSIBLE SUBPLOTS:

- the ship landed far from the rendezvous point, delaying the rebels' arrival;
- one or more PCs must help Li with the Laser Lifter. Whether he (or she) survives is up to the GM.

Fleets One through Three are classified as escort fleets, with a large complement of fast frigates and destroyers. Fleets Four through Six are the main warfleets and are stationed in the Earth system.

• EPISODE 6:

ON THE RUN AGAIN

• SUMMARY

After a near-crash on the Moon's surface, the PCs catch their breath. Unknown to them, they have played right into the CEGA's (and the Venusians') hands. Their presence will give the CEGA a long-awaited excuse to wipe both the players and the rebels off the face of the Moon.

The players thought they were safe, but the sudden attack should quickly bring back the tension. This episode will be an emotional one, as some newfound friends will have to die to protect the PCs' escape.

• STORY

After the near-crash of last episode, the crew quickly camouflages the ship under layers of Lunar dust. They are helped in this task by the rebels, who arrive shortly after the ship. The time factor is very important here, so everyone should be on their toes.

Once the "Dreamer" is hidden, they will follow the rebels in the underground mining tunnels leading to the city of Copernicus. A small group of technicians will remain behind to prepare the ship, refuel it and attach the special booster rockets needed for take-off.

Having been offered a safe refuge by the Lunar rebels, the PCs take some time to rest and lick their wounds. They meet Ismael Li, the rebel leader, as well as several key NPCs. This part of the episode is heavy on role-playing, and can be drawn out at the GM's (and the players') convenience.

The relative peace does not last. The Lunar government, under CEGA's orders, assaults the underground city held by the rebels to kill two birds with one stone. The Saber exo-suits prove to be more than a match for the rebels, who are steadily losing ground.

The fight goes badly, and soon the order to evacuate is given. Ismael chooses to stay behind to operate the Laser Lifter System which the ship needs in order to escape the Moon's gravitational field. He will be killed by the assault forces, but manages to activate the system before dying. The GM should make sure the PCs witness this, possibly by a last-minute transmission (accompanied by a suitable dying speech).

The surviving rebels and their families are brought aboard the ship, effectively transforming the "Beautiful Dreamer" into a refugee craft. The Laser Lifter boosts the ship back in orbit. The domes of Copernicus will then explode, killing everyone still inside.

LASER LIFTER SYSTEM

The development of high-powered laser arrays made possible the Laser Lifter System, an economical way of boosting ships out of a gravity well.

The LLS is composed of two main elements: a high-output ground-based laser and a series of small solid fuel booster rockets. The boosters are attached to the craft

and are then ignited by the energy of the laser, sending the vessel back in orbit.

Present technology limits the weight to a few hundred tons, so using it for boosting anything bigger than a small cargo ship out of the Earth's gravity well is out of the question. It is possible on the Moon, however, where the combined thrust of a spaceship's engines and the boosters are enough to beat the pull of the Moon's feeble gravity.

There are actually eleven LLS in existence, eight of which are on the Moon. The other three are located on Earth, at the old ESA Base at Kourou in French Guinea, at the Cape Canaveral launch centre, and near Tokyo, Japan. Three more systems existed on Earth, but they were destroyed during the war.

• EPISODE 7:

DECOY DUTY

• SUMMARY

Having escaped from the Moon, the players once again head for Jupiter and home. Their evasion enraged the CEGA and surprised the Bank. Three full fleets now vector toward the hapless "Beautiful Dreamer", who has no choice but coast to conserve its reaction mass. When all seems lost, DesSources proposes a desperate plan that might very well work... If the players are willing to put their lives on the line.

Still under the shock of the Lunar tragedy, the crew of the ship must evade the pursuit fleets if they ever want to see the Jovian stations again. This episode provides great opportunities both for role-playing and action.

• STORY

The sudden deaths of so many friends and relatives has been hard for the people on board the "Dreamer". Catherine Glit soon finds herself silently elected as the new leader of the Selenites. Everyone mend their physical and psychological wounds as best they can.

The various radio reports confirm that the chase has resumed. To make a show of force, the CEGA has committed a third fleet to the pursuit, hoping to catch the fugitives before they reach the outer limits of Martian space. The "Dreamer's" reserves are insufficient for the evasive course corrections required, and the crew find themselves trapped in the same situation as before.

To increase their chance of survival, DesSources proposes a final course change and a desperate plan. The PCs will fly their exo-armors on the ship's current trajectory, carrying a decoy simulating the "Dreamer's" characteristics. Meanwhile, the crew will shut down everything except life support and use some insulating foam carried in the cargo bay to create a shell around the ship, disguising it as a mining asteroid and continuing on an alternate course toward Mars. Once the pursuit fleets make contact with the decoy, the PCs will have to use their wits and their machines' performance to escape the now-exhausted CEGA ships.

The gamemaster should then let the players ponder the situation for a while. If they don't go, the ship will surely be destroyed along with everyone on board. On the other hand, they might very well die out there, and the ship might not even reach Mars. Between a slim chance and no chance at all, the decision should be easy, but the gamemaster is advised to role-play this to the hilt between partisans of the plan and people wishing to surrender.



• EPISODE 7:

SETS:

The "Beautiful Dreamer", deep space.

PROPS:

The PCs's exo-armors, a ship decoy, the pursuit fleets (a selection of ships and exo-armors)

CAST:

Everybody on board the ship

EPISODE GOALS:

- Successfully draw the pursuit fleets away from the ship;
- Survive the encounter.

POSSIBLE SUBPLOTS:

- the decoy malfunction moments before the players are to enter the enemy's sensor range. It must be repaired before then or all is lost.



• EPISODE 8:

SETS:

The "Beautiful Dreamer", a docking station in orbit around Mars, the orbital elevator, the city of Utopia, the office of Paul Treben.

PROPS:

Whatever equipment the PCs choose to bring with them. Remember the Customs' check for weapons!

CAST:

The crew of the ship, Martian Custom officers, Yanna Summer, Paul Treben, Martian colonists

EPISODE GOALS:

- get some rest for the PCs;
- convince the government to accept the refugees.

POSSIBLE SUBPLOTS:

- a person in the group meets an old acquaintance on Mars.
- the PCs are attacked by a group of sand marauders while travelling.

The exo-armors will be equipped with large external fuel tanks for their extended run while the crew starts preparing the foam. The goodbyes will be emotional. Most people present do not expect to see the PCs alive again.

The fleets will catch up with the players soon after. Their reaction mass supplies nearly empty, the ships will not be able to pursue any further. Now, all the PCs have to do is dodge the massive firepower deployed against them and reach the rendezvous point alive.

DECOY UNIT

With the large amount of electronic counter-measures on the modern space battlefield, it was only natural that some decoy units were built to simulate a ship's characteristics.

The modern decoy unit is a simple box filled with sophisticated computers, emitter arrays and holographic projectors. The ECM equipment reproduces the electronic signature of a specific ship while a fine particle mist serves as an "anchoring" medium for the holo-projection.

The whole apparatus can be operated by one crewman, although most military models have a dual cockpit (one pilot, one ECM operator). They are designed to induce the enemy in error, then are jettisoned, allowing the crew to flee the battlefield using the cockpit escape system.

Stats: Hits=20, Escape Pod=10 hits/12 MA, Shadow Imager 1 (Holo), Cost=100,000 Credits

• EPISODE 8:

RED PLANET

• SUMMARY

The decoy operation worked, but only at great cost to the group. Its reaction mass supply once again low, the "Dreamer" must stop in Martian orbit for refueling. This pleases the Bank to no end, as they did not think they could get to the next part of the plan: the eradication of the Martian Free Republic. At this point in the campaign, the UN's doubts about the whole "terrorist crisis" will push them to investigate the PCs' group.

After the frenetic pursuit of the few last episodes, the players will now get a chance to rest and deepen some personal relationships.

• STORY

After narrowly escaping death last episode, the PCs use the last of their reaction mass to meet with the "Dreamer". The reunion is a very happy event. Friends and lovers are united again. The ship now enters Martian space, where it should be safe for the time being.

After securing the ship to a docking station for refurbishing and refueling, the PCs take a shuttle to go down to the planet in hope of getting the protection of the Free Republic for the ship's Lunar refugees. Don't forget to mention the incredible view of the space elevator through the shuttle's windows!

Their passage through the Customs is facilitated by Yanna Summer, the spaceport director. She has been instructed by the Society of the Evolved Human to keep an eye out for them. She will arrange for a meeting with the vice-director of External Affairs, Paul Treben.

The gamemaster must now negotiate the refugees' fate with the players. Paul Treben is in fact a SolaPol agent, and he will try to learn the most about this band of troublemakers' odyssey. He will be surprised to learn about the assault on the Moon: the official version of the incident is an accidental decompression. This will complicate (or simplify) matters: most of the people on the ship are considered dead and/or missing. After the meeting, Treben will contact his superior (Luka Ansevik) and report what he learned.

The rest of the episode is left to the players and the GM's whim. The PCs can explore the city, do some sightseeing, and generally get themselves even more deeply involved in their personal relations. For more action-oriented groups, an attack can be mounted by sand pirates on a border town which the players are visiting.

After a few pleasant days on Mars, the players learn that the CEGA's fleets are heading to Mars once more. DesSources will remind them that even if Mars is considered neutral ground, the Martian Federation has close ties with the CEGA. The sooner they leave, the better.

SOCIETY OF THE EVOLVED HUMAN

Not much is known about the mysterious Society of the Evolved Human. It seems to be a sort of fraternity (or rather sorority, as nearly 60% of its members are female), somewhat reminiscent of the Freemasons of old Earth. Its members can be found in all levels of society, but fewer will be found among the lower classes.

The SEH members make no secret of their involvement with the group, although they do not advertise it either. Most often, they carry a small, inconspicuous item of jewelry with an owl engraved on it (the owl being the symbol for wisdom for the ancient Greeks) to recognize each other.

Other than promoting goodwill among Mankind and helping other members, the general goals of the Society remain unknown.

• EPISODE 9:

STAIRWAY TO HEAVEN

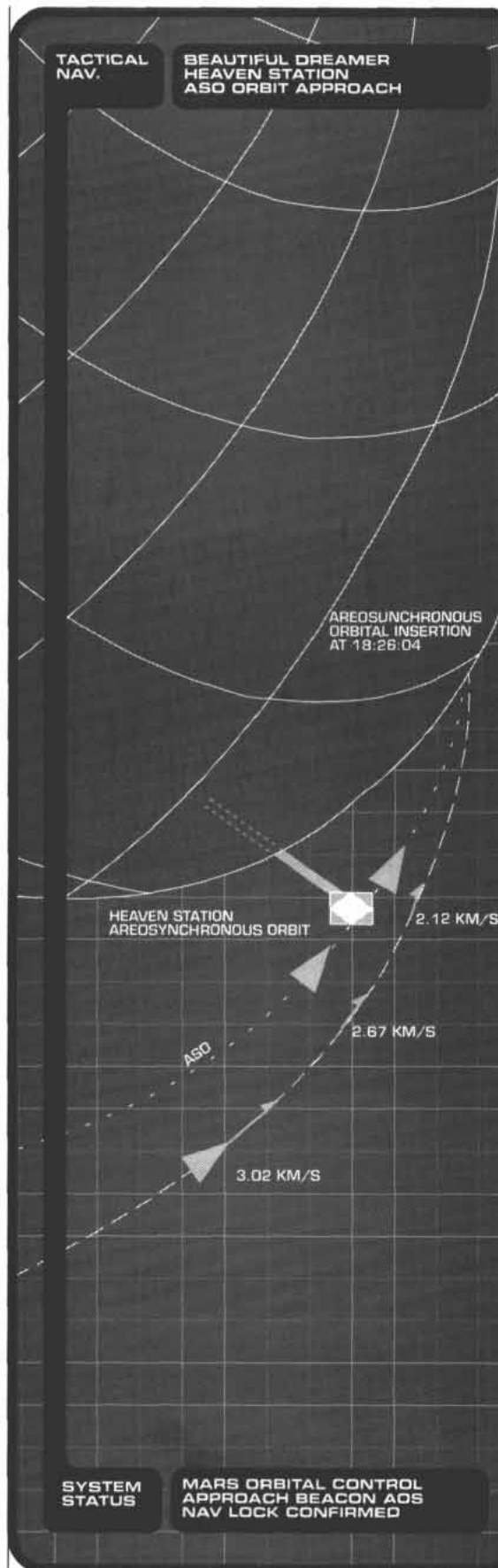
• SUMMARY

Although the Free Republic is considered neutral ground, Garand will still try to get to the players. They must resume their journey, taking the orbital elevator to return to the "Dreamer". They are helped by the Republic, who sees this as the perfect opportunity to destroy the major advantage of the Martian Federation: the elevator itself!

This episode will give the gamemaster a chance to stage a gigantic catastrophe from which the players (and Garand) will narrowly escape.

• STORY

The PCs bade farewell to the people who chose to remain on Mars. Several Lunar refugees decide to keep going all the way to Jupiter: Catherine and Ibrahim (assuming they are still alive) will belong to that group. Getting back in orbit with the shuttle will prove impossible, as the various



**• EPISODE 9:****SETS:**

The city of Utopia, the Martian desert, the orbital elevator, the "Beautiful Dreamer".

PROPS:

Whatever the players brought with them, pressure suits for everyone, a sand roller, Garand's Wyvern, a handful of Sand Stalkers.

CAST:

Yanna Summer, Ranho Garand, Guards, Commandos (use Guards stats).

EPISODE GOALS:

- survive the trip through the desert;
- escape aboard the elevator.

POSSIBLE SUBPLOTS:

- sand marauders attack the players on their way to the elevator;
- the commandos are losing, and the PCs must help them gain control of the place;
- the commandos need help with the computer securities code, breaking and reprogramming them.

spaceports are under close scrutiny by CEGA agents. Yanna points out that the elevator will be faster and safer because it is normally only used for shipping iron ore.

She will then provide the group with a sand roller. They will have to cross a few hundred miles of Martian desert before reaching the elevator station in Federation territory. There, the Republic will make sure they can get back up, although Yanna refuses to say how. The trip can be uneventful or rocky at the gamemaster's convenience (see **SUBPLOTS**).

As they make their way toward the elevator's bottom station ("Hell"), they will learn that a CEGA ship has arrived a few days before. Meanwhile, Martian Free Republic commandos get in position at both elevator stations, getting ready to take control of the place as soon as the PCs arrive.

As they come in view of the station, the PCs suddenly find themselves under attack by a CEGA Wyvern. This is Garand's exo-armor, who has been waiting for them to make their move all along. Frenetic dodging and frequent Driving rolls will bring the players to the station safely. As soon as the Wyvern appears, a few Sand Stalkers will leave the station to keep it busy while the players begin their ascent.

The PCs are on their way back up, but government forces have gained control of the bottom station. They can't stop the players from escaping, but they can send Garand up with the next elevator car to try and stop them before they transfer to their ship.

The PCs arrive at the top station only to be greeted by a furious firefight. The commandos are holding their ground as best they can here, and they motion the group to use a small escape raft to get to the "Dreamer".

As soon as the players escape, the commandos activate the charges they placed in Heaven, sending the top station flying through space. As its support is destroyed, the elevator cable begins to fall, slowly at first, then faster and faster. Garand uses his exo-armor to punch himself free of the doomed elevator, but the players quickly lose sight of him.

Later, they observe the catastrophe from the "Dreamer's" bridge. The elevator is more than one and a half the length of the planet's equator, and wraps itself around Mars. The damage caused by the impact is incredible, as the white-hot diamond-fiber cable slams into the red dust at several times the speed of sound. The gamemaster is encouraged to put on some grandiose music and describe the devastation with much details, leaving the players numb with horror as the episode ends.

ORBITAL ELEVATOR

The Martian orbital elevator is the prototype of the future gateway to the stars. It was made possible by centuries of research into the field of metallurgy, materials and electronics.

Mars was chosen as the site of the first elevator because of its low gravity and high mineral resources. Construction of the lower station began in June 2189 and was completed a year later. This "anchor" point covered an area of nearly four square kilometers. "Heaven", the top station, was brought and prepared for the guideline installation from 2190 through 2192, when the guideline was brought down by a special robot shuttle. Once this was secured, actual building of the elevator started from the bottom station, jokingly nicknamed "Hell". By the winter of 2195, test runs with the elevator cars were routinely performed and the elevator was deemed ready to open officially on February 1st, 2196.

• EPISODE 10:

THE RETURN HOME

• SUMMARY

After the fall of the elevator, the players know that the attention of the whole solar system is directed toward them. The CEGA must now let them finish their journey, lest the UN approves sanctions against Earth. However, the Bank has already moved into the second part of Operation Methuselah.

This episode balances the last one with the relief of the return home and the mourning of lost friends. No one will believe, however, that the CEGA (in fact, the Bank) will let go so easily after so much effort. Unfortunately, they are quite right.

• STORY

Following Treben's report, the CEGA receives a stern warning that the Copernicus tragedy is now considered an act of government oppression. Thus, the UN has declared the group legal refugees, meaning the CEGA cannot pursue them anymore without fear of economic sanctions from the rest of the settlements. The "Dreamer" finally re-enters Jovian space. As the ship docks at Joshua's Station, the players can't help but wonder what the whole operation was about.

After some downtime to rest, the PCs are debriefed by the officers that sent them to Mars a few months ago (which now seem like years). Commander Renberg congratulates them on their safe return, or, if Doctor Peyarje didn't make it, commends them for their efforts.

Putting together what they know (greatly helped by Doctor Peyarje or his personal log if he's dead), the Jovians finally reconstruct the whole story. A CAT-equipped probe will soon after confirm the presence of the Floaters. It is advised to put on some New Age music and describe the beauty and majesty of the creatures to the amazed players, as they watch the Jovian atmosphere and its inhabitants through the cameras of the probe.

Meanwhile, (but the players are not aware of this) Garand is picked up in Martian orbit by the CEGA's Special Operation Fleet. After being debriefed, he is ordered to destroy the Jovians' exo-armor facilities near Joshua's Station using the newest CEGA prototype: the Dragonstriker! He expresses some concern for the possible loss of civilian lives as well as the fact that he will be masquerading as a STRIKE agent. Admiral Kleb rudely dismisses him.

The players escort Doctor Peyarje (or his log) to the Jovian exo-armor research facilities, also known as the Jovian Skunk Works. They get to see for the first time the newest exo-armor model of the JAF, the EAH-01 Vindicator. Several Vindicators stand ready as if waiting to be assigned to duty. In a remote corner of the facility, the Prometheus Project's result lies, his computer waiting for the genius of Doctor Peyarje to bring him to life (as it is the closing vision of this episode, the players will only get a glimpse of the Prometheus, which should be enough to get them excited about the next episode!)

UNITED NATIONS/SOLAPOL

As the countries of Earth were falling apart, the United Nations moved to orbit to remain neutral. Surprisingly, the UN did survive the war unscathed and with its authority intact.

The UN of today serves as a neutral arbiter for the nations of the solar system. Although it does not have a standing army, no one would openly defy it because of



• EPISODE 10:

SETS:

The "Beautiful Dreamer":

A Jovian Station: an office, the players' quarters, a bar, an exo-armor hangar.

PROPS:

A few Vindicators, the Prometheus.

CAST:

The crew of the "Dreamer", Commander Renberg, Jovian Armed Forces officers, Jovian technicians.

EPISODE GOALS:

- Piece together the whole story and confirm the existence of the floaters.

POSSIBLE SUBPLOTS:

- Any personal problem the GM can think of for the players: their girlfriend has not waited for them, somebody died while they were away, etc.



• EPISODE 11:

SETS:

An exo-armor hangar, deep space, Elysée's external surface.

PROPS:

The PCs' exo-armors, the Prometheus, Garand's Dragonstriker, sample exo-armors, thruster packs (6).

CAST:

Garand, Kleb, Carl DeMers (use Jovian Pilot stats), various pilots and grunts.

EPISODE GOALS:

- Get rid of or convince Garand of helping the players;
- Deactivate the thruster packs.

POSSIBLE SUBPLOTS:

- Ysa reveals Garand as being her pilot mentor.

the Solar Police. Far more than simple peacekeeping agents, the people of SolaPol are highly trained specialists closer to secret agents than actual policemen. They are the UN's eyes and ears and sometimes its hands (but there is no evidence of this, of course).

• EPISODE 11:

T I M E B O M B

• SUMMARY

The second part of Operation Methuselah is in full swing. A stealth CEGA fleet, led by General Kleb, has been travelling parallel to the players to the Jovian system. Using Garand and his Dragonstriker as decoy, they plan on decelerating Elysée with thruster packs, causing the station to enter the atmosphere and burn up along with the Jovian government. This will leave the Confederation leaderless and an easy prey for the "peace-keeping" forces of the CEGA.

A race against time is on, as the players must defend Joshua's Station and still realize what's going on at Elysée.

• STORY

The Dragonstriker leaves the exo-armor bay of the CSS Scylla for its search and destroy mission. Inside, Garand is still uneasy with the nature of the mission, but he pushes on.

As the players admire the Prometheus, the technicians make the final adjustments to the CAT control system. Suddenly, the screeching sound of a siren rips through the air: intruder alert!

The Dragonstriker meets the first wave of defending units. The Jovian machines are no match for the awesome firepower of Garand's machine and are easily dispatched. The players decide to take matter into their own hands and climb aboard the Vindicators. The GM should let the players choose the pilot of the Prometheus (probably the best pilot of the group). It's time to put on some fast-paced music as the PCs' exo-armors launch from the station's catapults into battle!

Meanwhile, unknown to Garand and the players, Kleb's fleet is busy installing the thruster packs on the hull of Elysée. An ECM ship prevent the station's inhabitants from calling for help while the few exo-suited defenders are easily dealt with. All except one, who manage to escape with his badly damaged Pathfinder.

Cut back to Joshua's Station, where the players do their best to counter the deadly attacks of the monstrous enemy exo-armor. Suddenly, the survivor of Elysée (his name is Carl DeMers) arrives to warn the Jovian forces at Joshua's Station of the attack on Elysée. His exo-armor is too badly damaged, however, and explodes as soon as the message is delivered. The players must now either convince or get rid of Garand to reach Elysée, but he must survive for the final episode.

As the players arrive at the Jovian capital, they can see the flames of the engines pushing the station to its doom. The CEGA fleet are still there, but they are not supposed to get involved any further. Each engine will have to be deactivated manually by the players (roll DL 20 vs. Basic Repair or Mecha Tech or Jury Rig). Exo-suited troopers bearing the colors of STRIKE will try to prevent this from happening.

This episode should end with a dramatic moment. A good thing to do is to leave the players in a seemingly lethal situation which will be taken care of at the beginning of next episode. For example, an enemy exo-armor points its gun barrel at them, but it is blown apart by defensive fire before it can shoot.

STRIKE

Many groups would like to see humanity united again under one government. STRIKE is perhaps one of the most dangerous of these groups.

STRIKE was formed a few years after the foundation of the CEGA by a group of disgruntled Terran senators who realized that the Venusians were in fact the real leaders. Because of this, they believe the CEGA is not suited for the leadership of the solar system and neither is anyone except themselves. They cause random acts of terrorism, trying to scare the United Nations into official reconnaissance.

• EPISODE 12:

STARLIGHT

• SUMMARY

Continuing on the cliffhanger of last episode, the players must reach Kleb's fleet and prevent them from completing the station drop.

This is the climatic final battle, where the presence of the Prometheus will probably turn the tide. Many NPCs (maybe even PCs) will die or be wounded, with any personal conflict resolved in the middle of space.

• STORY

One by one, the deadly thruster packs are deactivated. Using the station's own orbital correction engines, the Jovian engineers attempt to bring it back in its proper place.

Seeing this, Kleb realizes he has no choice but commit the CEGA fleet and destroy the station's thrusters. They must also deal with the Dragonstriker, as Garand now fights to defend the civilians of Elysée. The battle is joined as the ships open fire and release their deadly cargo of exo-armors.

Garand manages to get a comline through the jamming to the Scylla: he demands explanations for the treachery he is seeing, not believing his people could commit such an act of mass murder. (The players can eavesdrop at any time during the following conversation as Garand retransmits everything to them.)

Kleb laughs and confronts Garand. He explains the Council's situation, how a select group of executives ordered the attack to get rid of a potentially dangerous political rival. What is the cost of a few thousand Jovian lives compared to the CEGA's rise in power? And they are not the only ones who think that the Jovian Confederation is a threat: the Venusians accepted to finance the construction of the Dragonstriker, the very machine Garand is piloting right now.

Enraged, Garand attacks the fleet, destroying several ships and scores of exo-armors. Kleb panics and reveals that Garand's machine is equipped with a self-destruct device which he will use if Garand do not stop his assaults. As a reply, the Dragonstriker collides with the Scylla, gripping its hull with its mighty claws and pumping shot after shot in it just before Kleb pushes the button.



• EPISODE 12:

SETS:

Deep space, Elysée Station.

PROPS:

The PCs' exo-armors, the Prometheus, Garand's Dragonstriker, the CEGA Fleet (1 Poseidon-class ship, several corvettes, destroyers and light carriers), exo-armors of both sides.

CAST:

Garand, Kleb, Exo-armors pilots of both sides.

EPISODE GOALS:

- Prevent the station from crashing;
- Destroy the attacking fleet.

POSSIBLE SUBPLOTS:

- Kleb is a personal enemy of one of the players.



The entire vessel is engulfed in flames. As the explosions die down, nothing remains but stellar dust.

All the ships nearby suffer from the backlash of the explosion, including the players (who receive just enough damage to make them sweat a lot and limp back to base). The battle of Elysée is over.

STATION DROP

A space station is an enormous thing, generally placed in a very stable orbit to prevent frequent course corrections. To send one of these monsters crashing on a planet, one needs to decelerate them to cause its orbit to slowly decay. After a few revolutions, the station will eventually hit the upper atmosphere and partially burn up, with huge chunks slamming into the ground at high speed. Needless to say, this would kill everyone aboard.

E P I L O G U E

The Elysée Station has been saved and is now back in its proper orbit. Unless he has been killed during the odyssey, Doctor Peyarje will settle on Jupiter and continue his research there.

The PCs can now get some well-deserved rest, as the population cheers their newest heroes. On Earth, many government officials are summarily discharged, with full investigation by the Solar Police pending. As for the Bank, the directors must now sit back and consider the failure of Operation Methuselah.

The credits roll up as the players congratulate each other. A different, more victorious theme music can be used to end this final (?) episode. Before the players leave, however, read this to them:

"The camera pans from a full screen shot of Jupiter to the remnants of the battlefield. Ship and exo-armor wrecks litter the place, dark reminder of the fight only hours before. The camera focuses on one particular wreck: as it comes closer, you recognize the dismembered form of the Dragonstriker. One final detail strikes you before the screen goes dark: the cockpit pod is open... And very empty."

- What happened to Garand?
- Will the Bank retaliate?
- Will a general war erupt on Mars?
- What will be STRIKE's reaction?
- What do the Society of the Evolved Human want ?

The answers to all this, as well as more background information on the CEGA and the Jovian Confederation will appear in the *Jovian Chronicles Sourcebook: The Replica Syndrome*.

J O V I A N

● MECHA FILES



BASIC SPECIFICATIONS	
MV:	+1 (0)
GROUND MA:	9
FLIGHT MA:	18
ACTION BONUS:	+1
TONNAGE:	64.1
TOTAL COST:	425,1
MECHA REFLEX:	



SENSORS			TOTAL
TYPE	H5		
COST:	6		6
KILLS:	6		
RANGE:	11		
COM:	1300		
LOC:	H		
SPACE:	1		



HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
Standard	0	8	0	0

WEAPON	WA	RANGE	KILLS	DAM	SHOTS	CP	EFF.	COST:	LOC:	SPACE:	SPECIAL:
Beam Cannon	+1	8	5	5K	Inf.	6	1	7	R. Hand	4	
Plasma Interface	-	-	7	-	(10)	20	8.5	2X28.5	1LA, 1RA	3	Portfolio 2
AM Gun	+1	8	-	4K	-	(7.2)	-	-	-	-	AM Variable
Plasma Lance	+2	Melee	-	4K	-	(9)	-	-	-	-	
Sniper Gun	+1	15	-	4K	-	(10)	-	-	-	-	
Plasma Lance	+1	Melee	2	6K	5	2.8		2.8	L. Hand	2.8	
Plasma Lance	+1	Melee	2	6K	5	2.8		2.8	R. Hand	2.8	
Left Hand	+1	Melee	1	1K	N/A	1		1	LA	0	Quick, Handy
Right Hand	+1	Melee	1	1K	N/A	1		1	RA	0	Quick, Handy
Command Armor Weapons											
Missiles	-2	5	1	1K	80	(2.9)	1	3.9	T(c)	1	
Scatter Beam	+1	3	2	2K	Inf.	(3.6)		3.6	T(c)	4	60°Wide-Angle
Claw	-1	Melee	4	4K	N/A	1		1	T(c)	1	
Claw	-1	Melee	4	4K	N/A	1		1	T(c)	1	
Beam Cannon	-1	6	6	6K	Inf.	4.6	1	5.6	LA(c)	3	Warm-Up 1
Beam Cannon	-1	6	6	6K	Inf.	4.6	1	5.6	LA(c)	3	Warm-Up 1
TOTAL COST								71.6			

OTHER ADDITIVE SYSTEMS (ECM, ETC.)			
SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES:
Escape Pod	1	0	Last chance!
Space Protection	3	0	Fine-tune the unit for space use
Efficiency	7.5	0	Verniers
TOTAL COST:	11.5		

[illegible]

COST (W/O MULTIPLIERS):	194.1
BASE WEIGHT:	97.1
COST (AFTER MULTIPLIERS):	359.1
EFFICIENCY ($\frac{1}{33}$) TONS:	66
COST (W/EFFICIENCY):	425.1
FINAL WEIGHT:	64.1
SCALE:	1/1
SCALED WEIGHT:	64.1
SCALED COST:	425.1
REMOTE COST (TOTAL FOR ALL):	0
COMMAND ARMOR COST:	50.2
TOTAL COST:	475.3
TOTAL WEIGHT:	
(WITH COMMAND ARMOR):	89.2

[illegible]

Multiplier Systems			
System:	Cost:	Space:	Game Effects & Notes:
CAT	X.25	0	+1 Action, +1 MV, 6K Int. = 1 Hit to the head
Verniers	X.6	15	+6 MV (1T, 2RA, 2LA, 5LL, 5RL)
Total Cost	X.85		

REMOTE CONTROL INFORMATION	
CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTES:	
TOTAL COST PER REMOTE:	

[illegible]

This design uses the Jovian Chronicles rules for MA, MV and Action Bonus.

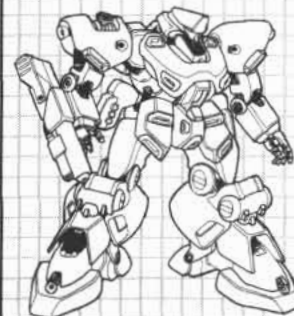
REMOTE WEAPON INFORMATION							
WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	LOCATION:	COST:

[illegible]

BASIC SPECIFICATIONS	
MV:	-5
GROUND MA:	6
FLIGHT MA:	15
ACTION BONUS:	0
TONNAGE:	44.5
TOTAL COST:	89
MECHA REFLEX:	



MEAM-01 DEFENDER



	SENSORS		TOTAL
TYPE:	5		
COST:	2		2
KILLS:	4		
RANGE:	4		
COM:	800		
LOC:	H		
SPACE:	1		

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
Standard	0	B	0	0

OTHER ADDITIVE SYSTEMS (ECM, ETC.)			
SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES:
Escape Pod	1	0	Last chance!
Space Protection	3	0	Fine-tune the unit for space use
TOTAL COST:	4		

[illegible][illegible]

COST (W/O MULTIPLIERS):	89
BASE WEIGHT:	44.5
COST (AFTER MULTIPLIERS):	89
EFFICIENCY (1 = 1 TONS):	
COST (W/EFFICIENCY):	89
FINAL WEIGHT:	44.5
SCALE:	1/1
SCALED WEIGHT:	44.5
SCALED COST:	89
REMOTE COST (TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	89
TOTAL WEIGHT	
(WITH COMMAND ARMOR):	44.5

MOVEMENT TYPE:	Jet		
COST OF SYSTEM:	6		
ADDITIONAL THRUST:	+3		
COST:	6		
SPACE (COST/3):	4		
EFFICIENCY:	-		
TOTAL COST:	12		
TOTAL SPACE:	4		
TOTAL MA:	15		
THRUST LOCATION:	2T		
	1LL		
	1RL		

[illegible]

REMOTE CONTROL INFORMATION	
CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTES:	
TOTAL COST PER REMOTE:	

REMOTE BUILDING INFORMATION					
SERVO:	TYPE:	KILLS:	ARMOR:	CP:	
TOTAL					

ADDITIONAL REMOTE SYSTEMS:

SPECIAL NOTES / TACTICAL NOTES

This design uses the Jovian Chronicles rules for MA, MV and Action Bonus.

[illegible]

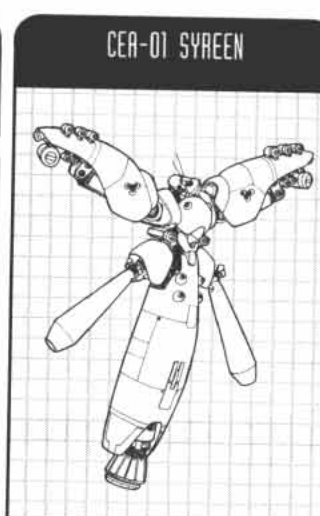


Servo:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	S	6	6		6	S	S	3	9
Head	LW	2	2		2	LW	S	2	4
Right Arm	S	4	4		4	LW	S	2	6
Left Arm	S	4	4		4	LW	S	2	6
Right Leg	S	4	4		4	S	S	3	17
Left Leg	S	4	4		4	S	S	3	17

BASIC SPECIFICATIONS		
MV:	-6(-7)	
GROUND MA:	-	
FLIGHT MA:	20	
ACTION BONUS:	0	
TONNAGE:	46.9	
TOTAL COST:	75	
MECHA REFLEX:		



		SENSORS		TOTAL
TYPE:	S			
COST:	2			2
KILLS:	4			
RANGE:	4			
COM:	800			
LOC:	H			
SPACE:	1			



HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
Space	-X2	6	-1	0

OTHER ADDITIVE SYSTEMS (ECM, ETC.)			
SYSTEM	COST	SPACE	GAME EFFECTS & NOTES:
Escape Pod	1	0	Last chance!
Space Protection	3	0	Fine-tune the unit for space use
Link	3	0	Heavy Missiles
Link	3	0	Medium Missiles
Link	3	0	Light Missiles
TOTAL COST:	13		

COST (W/D MULTIPLIERS):	93.7
BASE WEIGHT:	46.9
COST (AFTER MULTIPLIERS):	75
EFFICIENCY (- TONS):	
COST (W/EFFICIENCY):	75
FINAL WEIGHT:	46.9
SCALE:	1/1
SCALED WEIGHT:	46.9
SCALED COST:	75
REMOTE COST (TOTAL FOR ALL):	0
COMMAND ARMOR COST:	26
TOTAL COST:	101
TOTAL WEIGHT:	
(WITH COMMAND ARMOR):	59.9

[illegible]

REMOTE CONTROL INFORMATION	
CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTES:	
TOTAL COST PER REMOTE:	

REMOTE BUILDING INFORMATION					
SERVO:	TYPE:	KILLS:	ARMOR:	CP:	
					TOTAL

This design uses the Jovian Chronicles rules for MA, MY and Action Bonus.

REMOTE WEAPON INFORMATION							
WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	LOCATION:	COST:
						TOTAL	

BASIC SPECIFICATIONS	
MV:	0
GROUND MA:	6
FLIGHT MA:	18
ACTION BONUS:	+1
TONNAGE:	109.8
TOTAL COST:	575.8
MECHA REFLEX:	



		SENSORS		TOTAL
TYPE:	HS	SL		
COST:	6	2	8	
KILLS:	6	5		
RANGE:	11	1		
COM:	1300	300		
LOC:	H	T		
SPACE:	1	2		

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
Standard	0	8	0	0

OTHER ADDITIVE SYSTEMS (ECM, ETC.)			
SYSTEM	COST:	SPACE:	GAME EFFECTS & NOTES:
Escape Pod	1	0	Last chance!
Space Protection	3	0	Fine-tune the unit for space use
Link	3	0	Missiles
Link	2	0	Laser Cannons (c)
Efficiency	7.5	0	Verniers
TOTAL COST:	16.5		

COST (W/O MULTIPLIERS):	219.4
BASE WEIGHT:	109.7
COST (AFTER MULTIPLIERS):	427.9
EFFICIENCY (- 25) TONS:	50
COST (W/EFFICIENCY):	477.9
FINAL WEIGHT:	84.7
SCALE:	1/1
SCALED WEIGHT:	84.7
SCALED COST:	477.9
REMOTE COST (TOTAL FOR ALL):	0
COMMAND ARMOR COST:	109.6
TOTAL COST:	587.5
TOTAL WEIGHT	
(WITH COMMAND ARMOR):	112.8

MOVEMENT TYPE:	Jet	Jet	
COST OF SYSTEM:	12	-	
ADDITIONAL THRUST:	+6	+2	
COST:	18	6	
SPACE (COST/3):	10	2	
EFFICIENCY:	1	-	
TOTAL COST:	31	6	
TOTAL SPACE:	8	2	
TOTAL MA:	18	+2	
THRUST LOCATION:	2T	T(C)	
	3LA		
	3RA		

REMOTE CONTROL INFORMATION	
CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTES:	
TOTAL COST PER REMOTE:	

[illegible]

[illegible]

This design uses the Jovian Chronicles rules for MA, MV and Action Bonus.

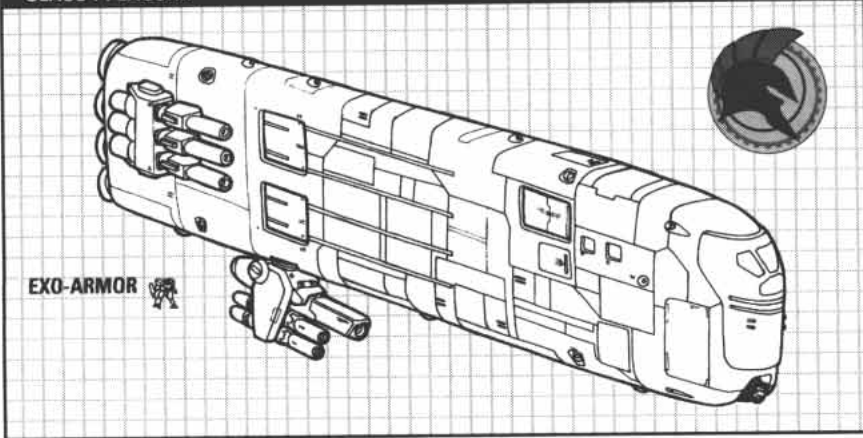
J O V I A N

• SHIP FILES



NAME : JSS GODSFIRE

CLASS : FLAGSHIP



OVERVIEW

Perhaps the most advanced vessel in service today, the Godsfire is a perfect example of the Jovians' considerable skill in ship-building. Apart from being unusually large, its considerable armament and exo-armor-carrying capacity makes it capable of sustaining prolonged battles with an excellent chance of survival. The most striking item on this ship is the massive weapon block holding both particle accelerators and the heavy railgun unit. Although this reduces the protection available to the guns, it actually eases the maintenance and will allow the ship to be upgraded effortlessly in the future.

Length: 368 meters

Crew Complement: 40 Officers, 200 Crewmen, 140 Service Drones, 20 AIs

Number of ships built: 1

Number of ships active (2210): 1

TOTAL CP	HULL KILLS	WEAPON BATTERIES	MAIN WEAPON	# OF BAY
13000	800	10	3	6

CIDL	ARMOR SP	TONS	TOTAL CREW	MOVEMENT ALLOWANCE
8	8	50000	400	10

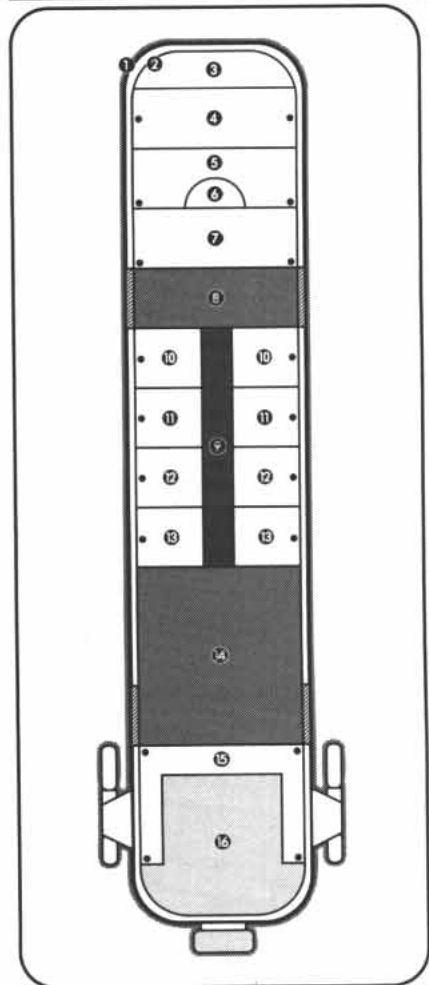
OPTION/ WEAPONS

SENSORS : 400

NAME	DAM	RV	CHQ	KILLS	POW	EFFECT	SHOTS	CP
6X PARTICLE CANNON	20K	4	-	10	-	-	-	1200
2X HEAVY PARTICLE ACCELERATOR	70K	4	2	20	-	-	-	1400
1X HEAVY RAILGUN	80K	3	2	20	-	-	-	800
+1 CIDL								200
4X CATAPULT				10				400
EXTRA SENSORS								200
EXTRA ARMOR (+4)								800

MAP KEY

SEC.	DESCRIPTION
1	Outer Hull
2	Engineering Hull
3	Sensor Bay
4	Crew Quarters
5	Officer Quarters
6	Main Bridge
7	Mess Hall, Lounge
8	Forward Bay
9	Heavy-Duty Elevator
10	Armory, Machine Shops
11	Rest & Recreation, Sick bay
12	Technician Quarters
13	Pilot Quarters
14	Main Exo-Armor Bay
15	Engineering and Weaponry
16	Plasma Drive
•	Escape Pods



CLASS : THUNDERBOLT (DESTROYER)



Human (180 cm)

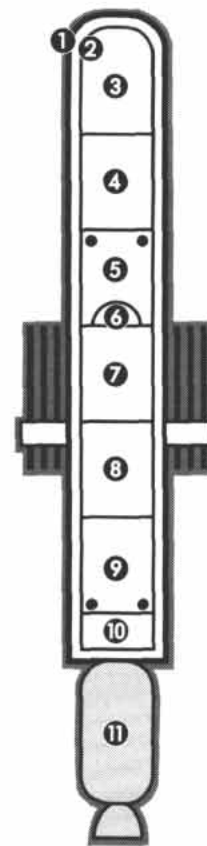
As the Jovian Confederation grew in importance during the twenty-second century, the need for a sturdy and inexpensive defense vessel appeared. The Thunderbolt class was the answer. Thunderbolts are now quite common in the Jovian Navy. The forty-one existing ships (the JSS Lancer was lost due to a powerplant malfunction in 2196) are divided almost equally between the three JAF Divisions, Alpha having fifteen, Beta twelve and Gamma the remaining fourteen. The ship's overall design is a departure from the standard Jovian design philosophy. The lack of exo-armor bays as well as the low reaction mass reserve somewhat reduces the ship's survivability, although the armament is heavier than what one would expect on such a small vessel.

Number of ships active (2210): 41

[illegible]

SEC.	DESCRIPTION
------	-------------

1	Outer Hull
2	Engineering Hull
3	Missile Bay
4	Crew Quarters
5	Officer Quarters
6	Main Bridge
7	R&R, Mess Hall, Sick bay
8	Weaponnery and Sensor Array
9	Engineering
10	Extra Fuel Tank
11	Plasma Drive
•	Escape Pods



CLASS : BRICRIU (CORVETTE)



The ships of the Bricriu class actually predate the formation of the CEGA. The "Bricriu", first vessel to bear the name, was launched from Dock 3A at the L5 point in 2134. It was the first patrol ship commissioned by the Orbital Colonies to defend the cylinders in case the war "spilled out" of the Earth atmosphere. The ships proved to be exceptionally sturdy and rugged, and so the design was not retired in 2160 as originally planned, but merely updated with modern equipment. The original scatter missile launchers were replaced by the now familiar kinetic kill cannon clusters when the CEGA took over in 2184. This lowered the firepower in favor of greater range and accuracy. The Bricriu class is expected to be replaced by a new, more advanced design in the next decade.

Number of ships active (2210): 67

A diagram of a rocket with numbered parts 1 through 10. The parts are: 1. Nose cone, 2. Window, 3. Window, 4. Window, 5. Window, 6. Window, 7. Window, 8. Window, 9. Window, 10. Main body.

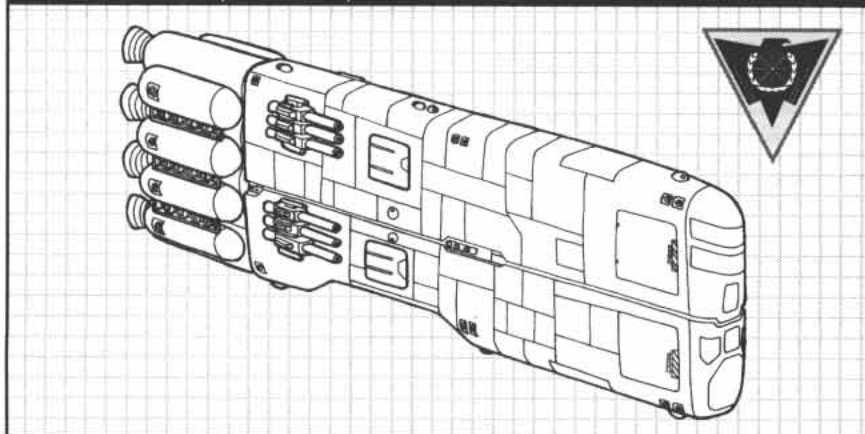
CLASS : HACHIMAN (DESTROYER)



1

- Escape Pods

CLASS : POSEIDON (BATTLESHIP)



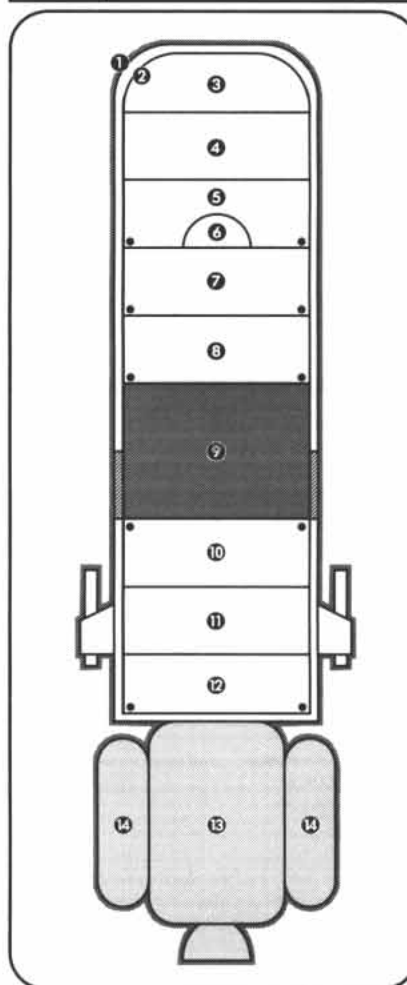
The pride and joy of the Earth space fleet, the "Poseidon"-class battleships form the backbone of the CEGA spaceborn might. These ships were commissioned only two years after the formation of the CEGA and represent the height of modern shipbuilding techniques. As a concession to the rapidly spreading use of exo-armors in warfare, the Poseidon-class was hastily equipped with redesigned fighter bays, enabling the ship to transport 8 exo-armors. The latest addition to the class, the CSS Medusa, was completed in December 2204 and was immediately assigned to the Second Escort Fleet. The other ships of the class include the Poseidon, Scylla, Diomedee, Charybdis and Cyclops.

Number of ships active (2210): 6

[illegible]

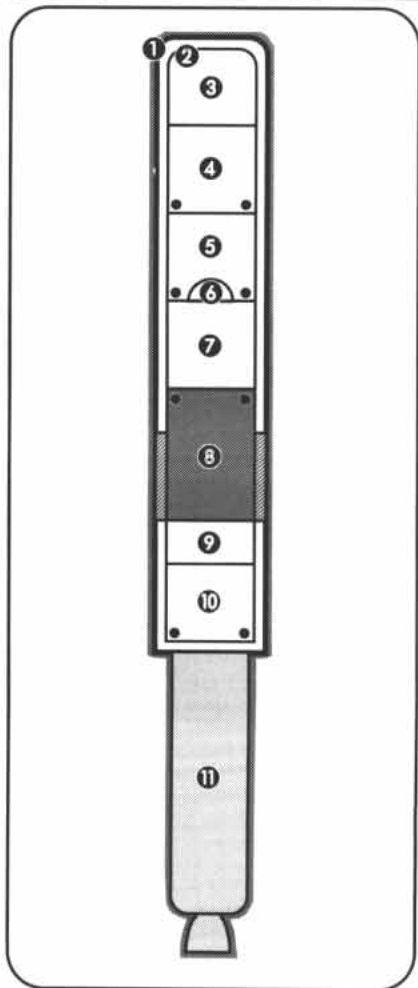
SEC.	DESCRIPTION
------	-------------

1	Outer Hull
2	Engineering Hull
3	Sensor Array
4	Missile Bay
5	Officer Quarters
6	Main Bridge
7	R&R, Mess Hall, Sick bay
8	Pilot Quarters
9	Exo-Armor Bay
10	Machine Shop, Armory
11	Weaponnery
12	Engineering
13	Plasma Drive
14	Extra Fuel Tank
•	Escape Pods

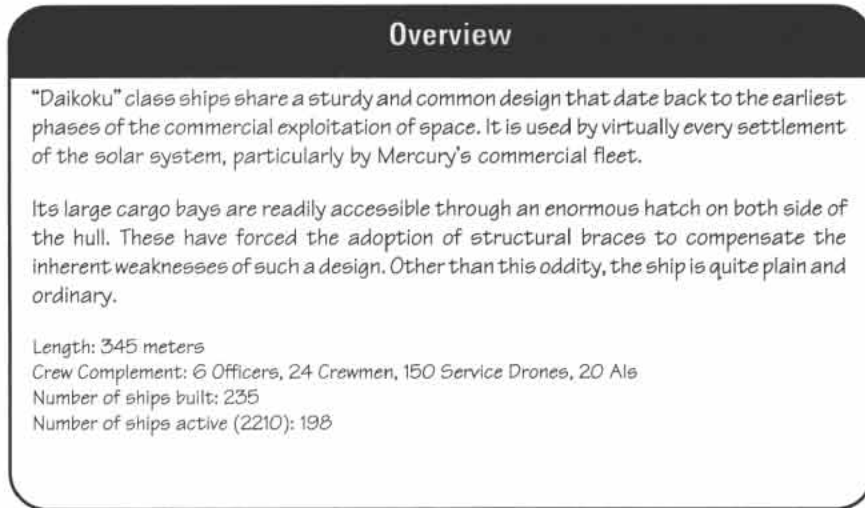


[illegible]

1	Outer Hull
2	Engineering Hull
3	Missile Bay
4	Crew and Pilot Quarters
5	R&R, Mess Hall, Sick bay
6	Main Bridge
7	Machine Shop
8	Exo-Armor Bay
9	Armory
10	Engineering, Sensor Array
11	Plasma Drive
•	Escape Pods



CLASS : DAIKOKU (CARGO SHIP)



"Daikoku" class ships share a sturdy and common design that date back to the earliest phases of the commercial exploitation of space. It is used by virtually every settlement of the solar system, particularly by Mercury's commercial fleet.

Its large cargo bays are readily accessible through an enormous hatch on both side of the hull. These have forced the adoption of structural braces to compensate the inherent weaknesses of such a design. Other than this oddity, the ship is quite plain and ordinary.

Length: 345 meters

Crew Complement: 6 Officers, 24 Crewmen, 150 Service Drones, 20 AIs

Number of ships built: 235

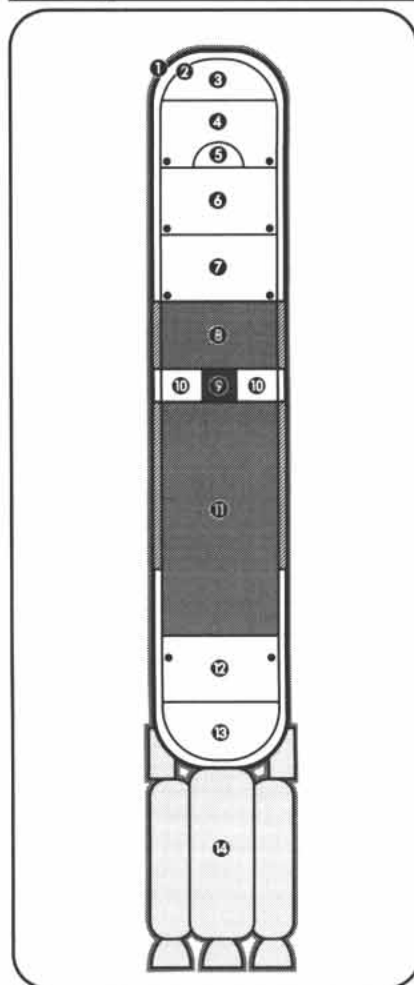
Number of ships active (2210): 198

CIDL	ARMOR SP	TONS	TOTAL CREW	MOVEMENT ALLOWANCE
5	3	10000	200	10

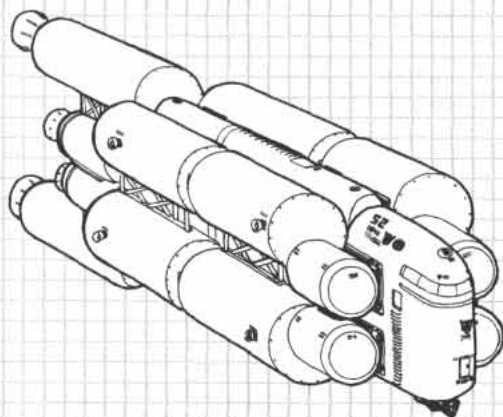
MAP KEY

SEC.	DESCRIPTION
------	-------------

1	Outer Hull
2	Engineering Hull
3	Sensor Array
4	Officer Quarters
5	Main Bridge
6	R&R, Mess Hall, Sick bay
7	Crew Quarters
8	Forward Cargo Bay
9	Heavy-Duty Elevator
10	Machine Shops
11	Main Cargo Bay
12	Passenger Quarters
13	Engineering
14	Plasma Drive
•	Escape Pods



CLASS : AQUARIUS (TANKER)



Ships of the Aquarius class are a common sight to the citizens of the solar system. The original design was based on the cargoes of the early twenty-first century, and it has changed very little since then. Its limited reaction mass capacity makes it useful for short to medium range transport only.

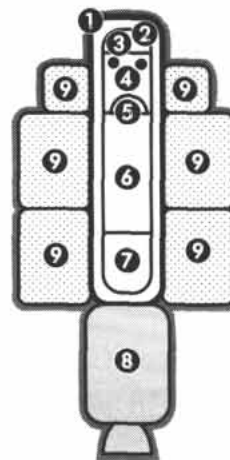
The Aquarius is designed to be used as a modular cargo ship, with special hardpoints mounted on either side of the hull to attach cargo pods. These pods are usually tanks to carry the liquefied gases used as reaction mass in modern ships.

Number of ships active (2210): 107

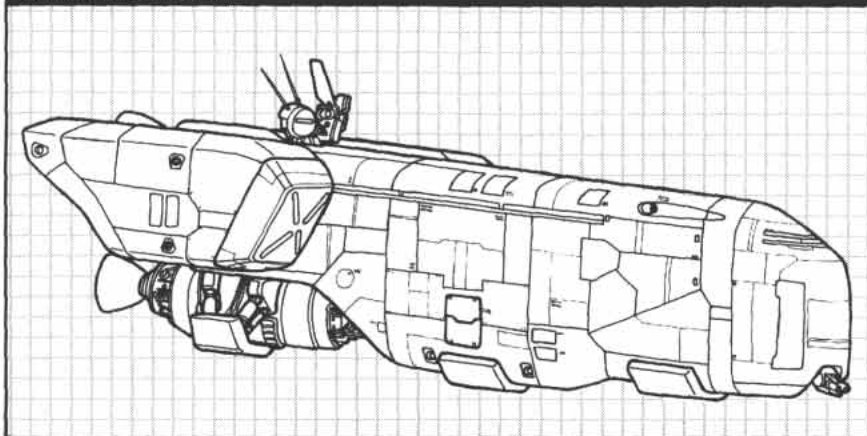
SENSORS : 200

[illegible]

SEC.	DESCRIPTION
------	-------------

[illegible]

CLASS : PRIVATEER



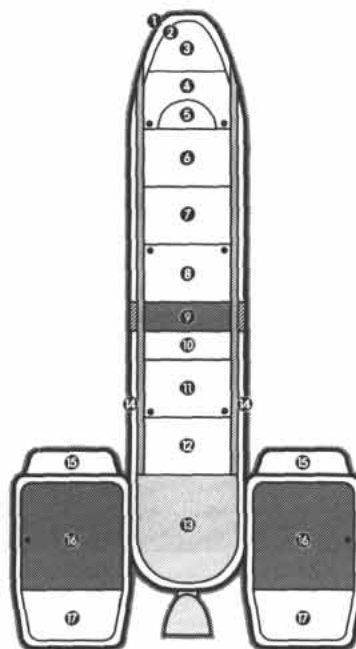
At first glance, the "Dreamer" is an old and ordinary cargo ship, one of the many travelling the solar system. Appearances can be deceiving, however, as this ship is in fact a highly customized vessel capable of long range travel and even heavy combat. Its side section has been reinforced with structural braces and thrusters to allow landing on asteroids and small stations. The actual origin of the ship is somewhat nebulous, but it is very similar to the merchant vessels built by the Martian orbital facilities in the late twenty-second century. Only two things are for sure: the actual "Beautiful Dreamer" is very different from its original layout, and how it ended up with its current crew is a complete and utter mystery.

Number of ships active (2210): 1

[illegible]

SEC.	DESCRIPTION
------	-------------

1	Outer Hull
2	Engineering Hull
3	Sensor Array
4	Officer Quarters
5	Main Bridge
6	Crew Quarters
7	R&R, Mess Hall, Sick bay
8	Passenger Quarters
9	Forward Bay
10	Armory
11	Machine Shop
12	Engineering
13	Plasma Drive
14	Railgun
15	Cargo Hatch
16	Cargo Bay
17	Extra Fuel Tank
•	Escape Pods



CLASS :

A full-page view of a blank sheet of white graph paper. The paper features a uniform grid of thin, light gray horizontal and vertical lines forming small squares across its entire surface. A thicker black border runs along the top edge of the page.

OVERVIEW

OF BAY

--	--	--	--	--

MOVEMENT ALLOWANCE

--	--	--	--	--

SENSORS :


CP

[illegible]

SEC.

DESCRIPTION

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	



A

ACTUATOR	37
AGORA	16, 69
ALLEN, ADRIAN	30
ALPHA DIVISION	17
ANIME	5
ANSEVIK, LUKA	25
ANTI-MISSILE FIRE	39
AQUARIUS-CLASS	108
ARES CORPORATION	15
ARES FOUR STATION	72
ARMOR	37
ARTIFICIAL INTELLIGENCE, SEE COMPUTERS	
ASTEROIDS, TROJAN	41

B

BABYLON SPACEPORT	73
BETA DIVISION	17
BEAUTIFUL DREAMER	109
BOARD OF DIRECTOR	29
BRICRIU-CLASS	102
BRIDGE, SEE SPACE SHIPS	43

C

CANTRONI, YSA	23
CAREERS	21
CAT SYSTEM	52, 65, 69, 81
CEGA (CENTRAL EARTH GOVERNMENT & ADMINISTRATION)	10, 12, 13, 69
CLONING, SEE MEDICINE	
COMPUTERS	40
COPERNICUS CITY	76
CORPORATIONS	9, 11

D

DAIKOKU-CLASS	106
DECOY UNIT	78
DEFENDER, MEAM-01	56, 91
DEMERS, CARL	82
DESSOURCES, AGLAÉE	22
DNA, SEE MEDICINE	
DRAGONSTRIKER, CXE-01	65, 81

E

EARTH	10
ECM	40
ELEVATOR, SPACE	15, 80
ELECTRONIC WARFARE	40
ELYSÉE STATION	16
EPISODES	68
EXO-ARMORS	35
EXO-ARMOR CLASSIFICATION CHART	35
EXPERT SYSTEMS, SEE COMPUTERS	
EXPLORER, MEAL-02	54, 90

F

FLIGHT SYSTEM	36
FLOATERS	69
FUJIMA, ROXY	31

G

GARAND, RANHO	28, 65
GAS MINING	17
GAMMA DIVISION	16, 17
G-COCKPIT	37
GLIT, CATHERINE	24
GM TIPS AND SUGGESTIONS	5
GNOME, CFB-10D	64, 94
GODSFIRE, JSS	17, 100
GRAY VIVARIUM	41

H

HACHIMAN-CLASS	103
HOLLY, NICK	31
HOME DEFENSE FORCE	9, 73
HYDRAULICS	37

I

INARI-CLASS	107
ITANGRE, ALEXANDRA	16
INTERSETTLEMENT GEOGRAPHIC SOCIETY	19
ION THRUSTER	36

J

JAF (JOVIAN ARMED FORCES)	17
JAW (JOVIAN ARMOR WORK)	17
JOSHUA'S STATION	17
JUPITER	16

K

KHANNAN STATION	17
KINETIC KILL WEAPONS	38
KLEB, RUSSEL E.	28
KOUDRIOPOULOS, KONRAD	27
KOUDRIOPOULOS, MADELEINE	30

L

LAC (LUNAR AEROSPACE CONSORTIUM)	13
LAGRANGE POINTS	11, 41
LASER	38
LLS (LASER LIFTER SYSTEM)	43, 76
LI, ISMAEL	23
LIFEPATH	21, 68
LINEAR FRAME	35
LUMEC	13
LUNAR REBELS	13

M

MARS	14
MARTIAN DEMOCRATIC PARTY	14
MARTIAN FEDERATION	14
MARTIAN FREE REPUBLIC	14
MARTIAN METALS	15
MASSDRIVER	38
MEDICINE	45
MERCURY	8
MERCURIAN MERCHANT GUILD	8
METHUSELAH, OPERATION	72, 82, 84
MISSILES	39
MODIFIED MA & MV CHART	36
MODIFIED ACTION CHART	36
MODIFIED FLIGHT CHART	36
MOOD OF THE GAME	5
MOON, THE	12
MUSIC	5
MYOMARS	37

N

NANOID, SEE MEDICINE	
NEURAL NETS, SEE COMPUTERS	
NEW EARTH, PROJECT	9
NEW TOKYO	74
NOMADS	18
NON-PLAYER CHARACTERS	21

O

O'NEIL CYLINDER	11, 41
ORBITAL SETTLEMENTS	11
OUTER SOLAR SYSTEM	19

P

PARTICLE CANNON	39
PATHFINDER, EAL-04	46, 86
PERSONAL EQUIPMENT	45
PEYARJE, DR. AGRAM	22
PIRATES	19
PLASMA DRIVE	36, 43
PLASMA LANCE	39
PLAYER CHARACTERS, SUGGESTED	21
POSEIDON-CLASS	104
POWERPLANT	36
PROMETHEUS, EAX-C1	52, 89

R

RAILGUN	38
REGENERATION, SEE MEDICINE	
RENNBERG, REGIS	26
RETALIATOR, EAM-03	49, 87
ROSLIN AND SHAYNE	29

S

SABERTOOTH TIGER, MP-21	58, 92
SAND STALKER, HG-43	59, 93
SETTING, THE	5
SCREENS	42
SCYLLA, CSS	82
SKILLS (FREE)	20
SOCIETY OF THE EVOLVED HUMAN	78, 79

SOLAR POLICE	79, 81
SOLAR SCIENTIFIC CONVENTION	74
SOLAR SYSTEM MAP	6
SPACE COLONIES	41
SPACE NAVIGATION	70
SPACE NAVY, EARTH	75
SPACE SHIPS	43
SPACE SHIPS, MODIFIED RULES	44
SPACE SHIPS, WEAPON CHART	43
STATISTIC (EDUCATION, PSY)	20
STORM ATTACKER, SEE PROMETHEUS	
STRIKE	81, 83
SUMMER, YANNA	26
SUPPORTING CHARACTERS	32
SYREEN, CEA-01	60, 95

T

TECHBOOK SYSTEMS	35
TENGU-CLASS	105
THUNDERBOLT-CLASS	101
TIMELINE	7
TREBEN PAUL	25

U

UNITED NATIONS	12, 81
----------------	--------

V

VENUS	9
VENUSIAN BANK	9, 29, 69
VINDICATOR, EAH-01	50, 88

W

WYVERN, CEA-05	62, 96
----------------	--------

Y

YOUSSEF, IBRAHIM	24
------------------	----

TACTICAL PROJECT

EUROPA INCIDENT

► WARNING ◀

Jovian ships have been disappearing left and right in the last few months. Strangely, all vanished while passing behind Europa, one of the moons of Jupiter.

And now, an unscheduled merchant ship claims its making repairs to its malfunctioning plasma drive near the mysterious moon. A team of exo-armor pilots are sent to investigate, but is there more to this than meets the eye?

► RESULT ◀

Europa Incident is the second sourcebook placed in the Jovian Chronicles universe for Mekton II. It includes additional background material, new technical systems, and more!

Europa Incident also contains a complete adventure recommended for 3-6 beginner-level players, although it is possible for two groups (up to 4 players each) to play at the same time. Also included are seven complete exo-armor designs, in addition to the deadly Lucifer Cybersatellite.

TIME:
LOCATION:

LATE SEPTEMBER
RETAILER NEAR YOU