SPACE VEHICLES COMPENDIUM TWO

SPACESHIP COMPENDIUM

DP9-688

TN 1935 DI SMIT LOOKS INTO THE POSSIBLE EXISTENCE OF TINY TANNHAUSER ANOMALIES • TN 1936 LANG REGINA RECRUITS ASCHENBACH INTO WESTPHALIA CABINET • TN 1936 ILLUSTRIOUS SHADOWS THE UMF GATESHIP LHABAN EMUROS • TN 1936 POLITICAL OFFICER OF ILLUSTRIOUS IS KILLED • TN 1937 CRISTOBAL SANTIAGO BECOMES COMMANDER OF NORTHERN GUARD SPACE SERVICE • TN 1937 LHABAN EMUROS PERFORMS A SERIES OF MICRO-GATE TESTS • TN 1937 EMUROS PICKS UP DEL PULCIANO'S GATECOFFIN • TN 1939 LANG AND TANAKA DISCOVERS INFORMATION ON THE PEACE RIVER BOMBING • TN 1939 ANNOUNCEMENT OF WESTPHALIA CABINET TO GOVERNMENT OFFICIALS • TN 1939 FORMATION OF BLACK TALON • TN 1939 ANNOUNCEMENT OF CABINET TO GENERAL PUBLIC • TN 1940 FIRST OFFICIAL TALON MISSION BRIEFING • TN 1940 MILANI DUBEAU-SLOVENSKI JOINS THE WESTPHALIA CABINET • TN 1940 1ST BLACK TALON MISSION TO CAPRICE •

SHIPS OF THE C.E.F.

HEAVY GEAR SOURCEBOOK

DREAM POD 9

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SPECIAL THANKS

SPECIAL THANKS ONCE AGAIN TO ALISTAIR GILLIES AND JANNE HEMPPI, AND TO JASON ENGLISH AS WELL.

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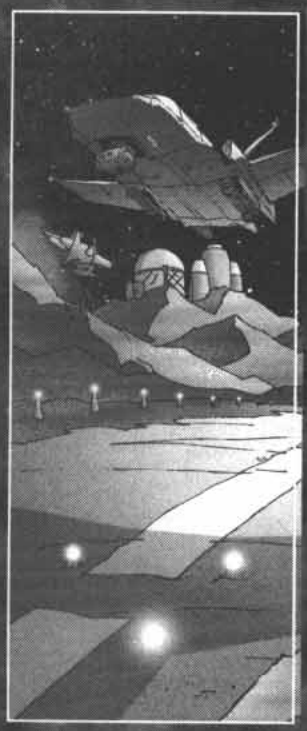

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BURN

When Ryan and his wing had been given the order to ship out at last, to join the newly refitted 8th Fleet assembling at the micro-Gate to the Helios system, he had felt a certain thrill. He would finally be able to return to the unfinished business he had left behind more than two decades earlier. The ghosts that had haunted him — particularly Victor's — would be put to rest as the Commonwealth plowed those ungrateful colonials into the ground where they belonged. Only the stolid nature of the Minervas and the Kassandras he flew with had kept him from expressing his delight as had read the orders along with his mates.

Now, after three days of high-altitude and deep-space dogfighting, he was starting to long for the calm of the Loki system.

Athena-2's piloting didn't help much, either.

"Damn it, I lost him again!" exclaimed the Minerva as she pulled hard on the yoke and sent the pair into a dive. "Ryan!" she snapped. "Where's that bastard —"

"Got him. He's on our five." As their fighter plunged toward Terra Nova in a tight spiral, their pursuer's position rotated around in Ryan's scope. "On our seven. There." He pointed to where he could see the contrails of the little aircraft, though he knew Athena-2 couldn't see his gesture.

"Yeah, I see him. What an amateur. Look at those tails! Hold onto your lunch."

Ryan gripped his harness tightly for the thousandth time and wished Athena-1 hadn't passed on; she had been a much more reasonable pilot. Despite having the same names, the two were from completely different series and were like night and day. The newer Athena seemed to be substantially more reckless.

His stomach lurched as their fighter twisted around with its thrusters; the move would have torn the wings off of a conventional craft. It did the trick, though, and the bogey suddenly found himself looking straight down the barrel of their particle cannon — for a brief instant.

Then it was a fireball blossoming in the blue-black sky above and the CEF fighter flew on. "Next?" asked Athena-2.

"Nothing for the moment," he replied, scanning his instruments.

"Good, let's give those groundpounders their support, then. You take it."

"Roger." Like most GRELs, Athena-2 had her quirks. One of them was her tendency to close up after splashing an enemy. Ryan was about the only one she'd speak to afterward, although he was pretty sure it wasn't because he was her EW officer. Ryan switched channels. "Dawnrazors, make your run. Skyfire squadron, let's make some noise." He brought his systems up to full power, creating a thick blanket of electronic interference that would keep the Terranovans from coordinating fire against the ground-attack fighters that were breaking off from the wing. He saw several of his wingmates give him the thumbs up as they dropped beneath the cloud deck and out of sight of the electronic warfare squadron. He hoped he'd see them return.

After what seemed like an eternity of fine-tuning his countermeasures while Athena-2 flew mercifully straight and steady, the ground-attack group popped back up from the clouds. "Dawnrazors here. We pantsed 'em. The 1001st sends you their regards."

"Copy that, Tolhurst," replied Ryan. "You gals got back just in time, too. I mark a pair of their space planes lifting from three o'clock. Looks like they both launched their drones."

"Wonderful," growled his pilot. "We're outta here. Tell the boys and girls on the ground they're on their own for now. If they want more air support, they can page us." Athena-2 switched over to the wing's channel. "Okay, ladies, let's burn for the high skies. Those little upstarts may be clunky, but they still pack a punch."

ABOUT THIS BOOK - 1.1

The Loki system is unique in the **Heavy Gear** setting in that it has not one but two thriving, separate and very distinct space-faring civilizations occupying it: the native Capricians and the invading New Earth Commonwealth's Colonial Expeditionary Force. The ships of Caprice are dedicated largely to harvesting water ice from asteroids and other space-borne objects for transport back to Caprice to quench the thirst of the parched planet. The CEF, on the other hand, has not one but two large military space fleets stationed presently in the Loki system, each with hundreds of thousands of personnel (both combat and support) and hundreds of thousands of vehicles (again, both combat and support).

This book examines the spaceships and related assets of these two civilizations as of TN 1946 (approximately AD 6141), shortly after the second largest space combat operation in recent memory, Operation Icarus, takes place. This chapter, *Introduction*, presents several of the aerospace corporations that keep Earth and Caprice running. Chapter Two presents the ships of the CEF fleets and introduces the CEF's modular ship program, a program designed to make the construction of five interstellar invasion fleets somewhat affordable. Chapter Three takes a look at Caprice's civilian space assets as well as the presently occupied Monolith Shipyards. Chapter Four gives details about Vega Starport, Caprice's largest and best-known spaceport. It also showcases the Deep Core Drill project on neighboring Carthage, where the Liberati resistance movement has secured itself a covert operation to support the Black Talon missions coming in from Terra Nova. Finally, Chapter Five rounds out the book with a number of sample adventure seeds, NPCs and character archetypes.

Operation Icarus - 1.1.1

Operation Icarus is the campaign recently undertaken by the CEF to seriously damage Terra Nova's capacity to launch covert attacks against NEC holdings in the Loki system. By crippling Terra Nova's aerospace support infrastructure and decimating its fleets, the CEF hopes to prevent further incursions into occupied space and to diminish the rogue colony's ability to defend itself during the next Terranovan invasion campaign. The CEF 3rd Fleet's commander, Vice Admiral Gresfield, conceived of and conducted initial planning for Operation Icarus, but CEF Fleet Admiral Winthrop turned the operation over to Vice Admiral Mubatu of the newly refitted 8th Fleet upon her promotion to fleet command rank. CEF high command considers the operation a success, much to Mubatu's pride: it was her own mother who had failed to conquer Terra Nova more than two decades previously.

All participating members of the 8th Fleet and most of the command staff of the 3rd Fleet knew about Operation Icarus, though in the case of the rank and file of the 8th, they learned about it only as the fleet was assembling at the micro-Gate that would be used to transport them into the Helios system. No one else in the Loki system had (officially) any idea the operation was going to take place — indeed, the vast majority of Caprice hardly noticed the absence of the Fleet at first. It was only when bar, nightclub and escort service personnel realized that their regular customers from the 8th Fleet (stationed on Caprice) had abruptly stopped showing up that many non-military Capricians became aware that something big was finally happening in their system. (The economic impact on the entertainment industries in the regions of Gomorrah that housed most of the 8th Fleet is calculated in tens of millions of pounds of lost revenue.) The Liberati movement had realized the CEF was about to conduct a large operation, but not in time to get word back to the Westphalia Cabinet on Terra Nova. The movement is presently attempting to develop a reliable way to get an early warning back to Terra Nova should something as big happen again.

AEROSPACE CORPORATIONS - 1.2

Both Caprice and the NEC have massive aerospace industries that dwarf most other commercial branches of their respective economies. In the case of Caprice, the corporations that make up the aerospace bloc are sometimes difficult for the layperson to identify in the sea of megacorporation-owned subsidiaries that dominates the planet's economic landscape: it is giants such as Hakkar and Kalam-Sollers-Makhan with which the populace is familiar, not their ancillary firms. That Caprice's aerospace industry is colossal is hardly surprising, however, since the planet's very survival has depended on either interstellar commerce or in-system mining since its foundation. The industry has, since the collapse of the Human Concordat, been geared towards supporting the ice mining fleet. With the recent return of Earth, however, Caprice's military and interstellar ship manufacturing capacity is slowly increasing.

Earth, too, depends greatly on its aerospace industry, although in this case it is much more recent than Caprice's. (It was, after all, Caprice that manufactured most of the Human Concordat's spacecraft and space stations.) Refurbishing the remnants of the comparatively small fleets used in World War III and outfitting the five much larger Colonial Expeditionary Force fleets has created a boom in the Sol system's aerospace sector that is unmatched since humanity took its first steps off the home world. Mars and Jupiter are the primary centers of this industry; the planet Earth itself supports very few such manufacturers directly.

1.2.1 - GEMAG Industries

GEMAG was founded in AD 5989 as a state-owned corporation of the Olympus League on Mars tasked with the maintenance of the ailing constellation of weather and communications satellites orbiting Mars. With the demise of the Human Concordat, however, it grabbed as much as it could of the space industry infrastructure on the ground as well in orbit. Olympus City troops aided GEMAG in hostile takeovers of these facilities and the small communications company quickly became one of the largest manufacturers of space hardware in the Solar system outside of Earth's own corporations. GEMAG's facilities on Mars survived World War III mostly unscathed, unlike its Earth competitors, further strengthening its market share. It sought and received highly lucrative contracts to produce deep space vessels for the NEC in AD 6078, supplanting much of the financing and know-how of military operations with such giants as the NEC's own Moscow Heavy Industries. In turn, GEMAG assisted MHI with its own aerospace projects on Earth. For its own part, GEMAG got the coveted position as a preferred supplier for the NEC's interstellar ambitions. GEMAG was privatized at the end of WWIII in AD 6104 and it is officially a privately held corporation. Its major stockholder is still Olympus City, which enjoys unparalleled prosperity from corporate profits. At the same time GEMAG gets almost free reign in its operations.

Johan Wennerström is the current GEMAG Managing Director. He is a life-long corporate employee, following his parent's footsteps in serving the company. He earned his position through a brilliant career in GEMAG's Space Station Division as a project manager and later as director of the entire SSD. He understands that GEMAG's position as a leading aerospace corporation in the NEC's vast empire depends on his ability to deliver results. He is a skilled businessman and has little time for incompetence or explanations from his subordinates or business partners. He is a native of Olympus (like every Managing Director before him) and is proud of his Martian background.

Wennerström's position in GEMAG is shakier than it seems, however. Problems in his beloved Space Station Division are growing and his opponents in the company are using it as a catalyst to get him fired. His brilliant if ruthless management techniques have driven many of his former allies to question his true intentions and there is a growing discontent among the corporate ranks. Although he has plenty of powerful friends among the NEC's military leaders as well as among politicians in Olympus, their loyalties can change quickly and are likely to do so if he seems vulnerable.

Corporate Description

Legal Appellation:	**GEMAG Industries Group, Ltd.**
Headquarters:	**Olympus City, Olympus League, Mars**
Directing Executive:	**Managing Director Eduard Johan Wennerström**
Major Products:	**Gateships, major military and civilian space stations and spaceships**

◆ Organization

GEMAG is divided into three major divisions. The Deep Space Division (GEMAG DSD) concentrates on building large interplanetary and interstellar vessels. It was DSD's Biron MacLeod who conceived of GEMAG's Modular Ship Component Program for the CEF, and with large dockyards orbiting Mars and Jupiter, DSD is responsible for constructing the CEF's capital ships. DSD is the largest division in GEMAG and there has been discussion of splitting it into military and civilian branches. This would cause a major corporate shake-up and many people are jockeying for promotions and fearing demotions.

The Space Station Division builds and maintains space stations for military and civilian uses. GEMAG SSD has recently obtained a long-standing contract to maintain and upgrade all military space stations in the Solar system. There are rumors circulating that GEMAG stampeded the price in order to get the contract so it can develop standardized smaller systems similar to DSD's Modular Ship Component Program. There have been some problems with weight/size issues, however, and the NEC is rumored to be getting impatient with its favorite military space supplier.

The Aerospace Support Division sells a wide variety of spares and generic parts to almost all of the aerospace companies on Earth and several on Caprice. GEMAG ASD can also supply specialists and consultants to help customers. Employees of this division can be found in almost every part of Earth's sphere of influence. These specialists work alone and often without HQ's supervision and some are known to work off-hours for less savory customers when the price is right, especially in the colonies.

◆ Area of Expertise

GEMAG has the largest space-system construction yards in human space and can build a project of any size in its Mars shipyards. In practice GEMAG can only turn a respectable profit on large vessels. Thus GEMAG's expertise is concentrated on large space applications, like interplanetary craft, Gateships and large space stations. GEMAGs technological and economical lead in this area is unchallenged.

Wennerström knows quite well that GEMAG isn't up to par on small-sized projects and has invested huge sums of money to break into the small space-system market. New assembly lines are being constructed at Gateway in Earth's L5 point. Some analysts believe that the mysterious chain of failures and accidents is due to a combination of haste to meet fierce competition as well as the direct manipulation of those competitors.

Kadellie Weapon Systems - 1.2.2

Kadellie Weapon Systems was created in AD 6033 as a corporate fusion between two major arms manufacturers — Ing Systems and Kadellie Engineering — in Rangstadt on Earth. The new corporation combined the Ing family's expertise in missile systems with Kadellie Engineering's knowledge of small spacecraft. Eschewing civilian production, the corporation's first products were air-launched and space-launched missiles for the NEC. KWS expanded into many other military markets as the Third World War progressed, and by the 62nd century only Moscow Heavy Industries could rival the importance of KWS to the NEC's war machine.

Kadellie's reliance on military contracts resulted in a major business crisis with the end of the War. Half-hearted attempts to expand into civilian markets met with little success, and the company was approaching bankruptcy when the NEC launched its plan to retake Earth's former colonies. KWS threw its remaining lobbying power and influence in support of the plan, and it was rewarded with contracts for everything from hover command cars to spacefighters. In the years since, KWS has regained its power and eminence as one of the NEC's primary weapons contractors. As Earth's war of conquest continues, the fortunes of Kadellie Weapons Systems are thoroughly entangled with those of the CEF.

Maria Zhang-Ing is the current managing director of Kadellie Weapon Systems, following in her father's footsteps. Her family still holds a controlling interest in the company, and she is easily one of the richest women on Earth. She dedicates most of her free time to her family, although she anonymously contributes major sums of money to a variety of charities. Some of her close friends think this is because she is troubled by her position as an arms merchant and that her heart is not really in the family business. Maria is a capable career businesswoman, however, and is very skilled at negotiating her company through the minefield of NEC business and politics.

Corporate Description

Legal Appellation:	**Kadellie Weapon Systems Engineering Corporation**
Headquarters:	**Tuira Heights, Rangstadt, Earth**
Directing Executive:	**Managing Director Maria Zhang-Ing**
Major Products:	**Battle Frames, missiles, military vehicles, transatmospheric fighters, spacecraft**

Organization

Kadellie Weapon Systems is divided into four project groups. The Missile Group continues the company's tradition of excellence in missile technology. More often than not, KWS missile designs have become standards within the industry. The Missile Group also develops unmanned and remotely piloted vehicles such as minesweeper drones. The Aerospace Group is responsible for manned surface-to-orbit vehicles and spacecraft, including the TAAF-54 and TAEF-54 transatmospheric fighters (see the **CEF Sourcebook**, pp. 122-125) and the Nukdae spacefighter. The Surface Group is the company's fastest growing division, creating new Frames, Frame variants and optional equipment. The Surface Group collaborated with the Aerospace Group in the development of the Type 99 space operations Battle Frame (see the **CEF Sourcebook**, pp. 118-119) and with the Missile Group in the creation of the Octopus Packs (see the **CEF Sourcebook**, pp. 126-127). The Manufacturing Group — by far the largest division of KWS — handles the actual production of designs from the other three divisions.

Business has been booming as the war with the colonies continues and Kadellie has had some problems filling orders. There have been discussions about constructing new production lines on Caprice to supply the CEF, which would allow Earth-based facilities to supply forces within the Solar System adequately. Zhang-Ing has been cool to the idea, but has sent several envoys to Caprice to speak with possible strategic partners within the Corporate Council.

Area of Expertise

Kadellie Weapon Systems enjoys a comfortable lead in its main areas of business. Along with several Frame designs and conventional military vehicles, it is the primary supplier of transatmospheric fighters to the CEF. The company has excellent relations with its military clients who provide constant feedback on its designs. Kadellie Weapon Systems is naturally more than happy to implement these suggestions — for a hefty price. Some KWS products have also found their way into the civilian market. KWS sells navigation and aerospace traffic control systems that are derived from Missile Group projects, as well as spare parts and supplies for small spacecraft. Finally, KWS also manufactures specialized system components for other space companies.

Competition has emerged lately, however, as several companies are developing superior alternatives to long-established Kadellie standards. The company's dominance in missile design, for example, is being challenged in certain specialized applications such as anti-submarine rockets. Management consultants have come to the conclusion that some groups have become too big and research money is spread too thin for the company to stay on top in every field. Zhang-Ing has been pondering whether she should divide the company's four groups into a number of smaller divisions, because she does not wish to abandon the family (and company) tradition of excellence in every facet of product design. Her advisers are firmly against this, but so far have not dared to voice their opinions publicly.

1.2.3 - Caprice Ships Interstellar

Cantonni-Rand was the largest shipbuilder in the Human Concordat, formerly based on Mars but relocated to Caprice to exploit the Gateworld's position at the center of interstellar trade. The collapse of the Concordat also brought Cantonni-Rand low, but the Monolith shipyards themselves survived, despite a raid by a Concordat cruiser, which turned back when the Caprice Corporate Executive threatened to turn the Arclight defense platforms on the Earth ship. Unfortunately, though Caprice retained in control of the massive yards, it lacked the expertise to exploit them fully. The only corporation with expertise in ship construction — Caprice Ships Interstellar, a manufacturer of in-system ice-mining vessels — took control of the yards and responsibility for maintaining the Arclight defense platforms. However, until the return of the CEF, CSI used less than one percent of Monolith's capabilities, with most slips and gantries left empty. Nonetheless, CSI played a major role in maintaining trade links with Utopia, Atlantis and Terra Nova, servicing the now-independent colonies' small fleet of Gateships.

The return of the Earth forces in LC 259 stunned the Capricians, and the invaders made securing Monolith a top priority. CSI found its day-to-day operations subsumed by the needs of the military war machine, its personnel co-opted into working on military manufacturing and maintenance projects. Perhaps surprisingly, CSI survived as a corporate entity, making immense profits from supporting the CEF war machine, the Earth military deciding it was easier to suborn existing industry than install its own regime. CSI appears the loyal subject to its Earth masters, making every effort to please them, despite access restrictions imposed when Monolith became the invader's principal base of operations.

CSI's status as arch-collaborators has earned it the enmity of corporate and Liberati groups alike, who believe the corporation's willingness to roll over and submit to the invaders grossly hindered resistance efforts. In the Corporate Council, CSI riposted that any resistance by their people would have led to swift and lethal reprisals by the CEF against Gomorrah and other targets, their submission thus sparing Caprice the kind of devastation visited upon Utopia; a lost battle, but not a lost war. Like all the corporations, CSI plays the long game, seeking to advance its own position at the expense of others. Under the tutelage of Earth technicians, the company has relearned the techniques of Gateship manufacture. It remains to be seen if it will use these skills to aid the CEF, or strike against it.

Corporate Description

Legal Appellation:	**Caprice Ships Interstellar**
Headquarters:	**Hightower, Venarow Hub, Gomorrah, Caprice**
Directing Executive:	**Stefan Kiesel**
Major Products:	**Maintenance and manufacture of in-system craft and Gateships**

◆ Organization

Historically, a board of nine directors has governed CSI, determining policy and approving contracts. The board members have a mix of engineering, financial and management backgrounds, each regarded as an expert in his/her own field. Each remains immensely powerful within the organisation, but the day-to-day policies of CSI are now in the hands of the CEF, whose representative on the board dictates the corporation's actions. The emplacement of the CEF representative has increased divisiveness on the board; rather than trading favors back and forth among themselves to advance their agendas, all board-members need to do is sway the CEF representative (currently Lieutenant Colonel Allyiane Kaminski). This is, of course, exactly what the NEC intended: divide and conquer.

The head of the board is Chairman Stefan Kiesel, a charismatic and intelligent businessman whose first-hand experience of CEF operations (as a junior executive, he accompanied the 2nd Fleet to Utopia as an observer) has made him a CEF favorite, a model "new citizen" of the Commonwealth. His knowledge of the NEC's inner policies makes him fearful of what the CEF might do, and he sees collaboration as the only method of safeguarding Caprice.

The Corporation's employees are drawn largely from Venarow and undergo intense scrutiny by both corporate and CEF security before being allowed to work on Monolith or one of the company's other installations. Most of CSI's test pilots and tug crews are drawn from the ranks of ice miners, notably members of the Cornillion Consortium with which CSI has a longstanding relationship, a backdoor by which the Liberati have been able to infiltrate the company.

◆ Area of Expertise

The bulk of CSI's business has been in the manufacture and maintenance of in-system tugs and ice miners, as well as that of surface-to-orbit shuttles. Since the return of Earth, this once-civilian industry has been militarized, with troop transports like the AC-56 and AT-33 largely replacing civilian models. Initially, the CEF wanted to completely suspend CSI's civilian operations but Kiesel convinced Admiral Winthrop that do so would compromise Caprice's viability, ice mining and the like being vital to the planet's survival.

Such civilian contracts are given only cursory attention by the CEF, responsibility for monitoring such operations placed in the hands of the overstretched CID. Gateship maintenance operations, and those involving the CEF's warships, however, come under the strictest security and any CSI personnel assigned to such projects undergo five distinct security checks and are always supervised by armed troops.

Hayabusa Aerospace - 1.2.4

Hayabusa Aerospace is something of an oddity: a successful Caprician corporation started by a Liberati. Coming to Gomorrah in LC 205 to support his family, Pitric Nokihata got a job as a ferry pilot for Capravia Technologies, delivering Mark 9 "Flitter" VTOL transports (see **Caprice Corporate Sourcebook**, p. 74-75) from the factory to its customers. His talent for business proved as substantial as his piloting skill, and in just a few years he was managing Capravia's Flitter production department. When Hakkar launched talks to buy Capravia in LC 212, he surprised everyone by proposing to buy his department and striking out on his own. No one objected, and when Capravia became a Hakkar subsidiary the following year, Pitric incorporated his department as Hayabusa Aerospace.

Today, Hayabusa Aerospace produces several types of aircraft and surface-to-orbit vehicles, and it has established a solid reputation for the quality of their products. Only the corporation's fierce independence draws more attention in the Caprice aerospace industry; Hayabusa has fought off two separate takeover bids, one by Hakkar and one by CSI. Hakkar dropped its bid when Pitric made it clear that he had absolutely no interest in selling the company, and the two corporations amicably went their own ways. CSI, however, attempted a hostile takeover at the moment that Pitric retired and his daughter, Sera, assumed control of the company. An ugly proxy war soon followed which nearly wrecked Hayabusa, until the CSI executive leading the takeover attempt was caught in an insider-trading sting by the Corporate Regulatory Authority. The takeover and the executive were abandoned in the public relations fiasco that followed, but Hayabusa employees remain deeply resentful towards CSI employees and openly critical of CSI products.

The animosity between Hayabusa and CSI has only deepened as CSI has ingratiated itself with the CEF. Corporations that do not want to deal with "collaborators" (out of either the conviction of their directors or simply to avoid the public relations backlash) have turned to Hayabusa to fill their requirements. This increase in orders and customers has quickly brought Hayabusa back into financial solvency, and these new relationships give Sera confidence that the company can resist any further corporate takeover attempts. CSI's increasing commitments to military production have also left the civilian aerospace sector wanting, which provides Hayabusa with excellent opportunities for the future.

Corporate Description

Legal Appellation:	**Hayabusa Aerospace, Inc.**
Headquarters:	**Duquesne Airport, Genji Trench, Gomorrah, Caprice**
Directing Executive:	**Sera Nokihata**
Major Products:	**Aircraft, aerospace shuttles and space planes, propulsion systems**

Organization ◆

In the game of inter-corporate politics, CEO Sera Nokihata is as ruthless as anyone, but in her heart she remains one of the Liberati. She still speaks with a trace of a Highlands accent, which was the source of many rude remarks by CSI executives during their takeover attempt. Her disgust with CSI is only made deeper by her loathing for the CEF, whose demands for submission and obedience fly in the face of everything she holds dear. Fortunately, Hayabusa's emphasis on the civilian air and aerospace markets means that the CEF pays the company little attention, and Sera has so far managed to keep her temper during the few times a CID agent has stopped by.

Hayabusa's divisions, referred to as "arms," run the gamut of the planet's aerospace industry. The Atmospheric Systems Arm, responsible for the production of Flitters and other aircraft that operate wholly in Caprice's atmosphere, represents the company's oldest and most stable sources of income. The Transatmospheric Systems Arm includes the production of as well as researching and developing new aerospace shuttle hulls and life support systems. The engine and powerplant departments of these two arms were extracted and merged into a separate Propulsive Systems Arm in LC 271. Hayabusa also maintains a Space Systems Arm, but only at a minimal level; the occupation of the space around Caprice, as well as CSI's undeniable strengths in this field, keep Hayabusa's interest in space limited to research and theoretical work for now.

Area of Expertise ◆

The majority of the corporation's revenue still comes from aircraft and aerospace shuttle production. Hayabusa-produced versions of the Flitter are seen all over Gomorrah, and the company is currently refurbishing a fleet of Flitters owned by the Cat's Eye Express parcel shipping company. Cat's Eye Express has also contracted with Hayabusa to produce several space planes for its "Ends of the Eye" service, to deliver parcels from one end of the Trench to the other within hours. Other, less public projects are moving forward as well; the Atmospheric and Propulsive Systems Arms are quietly working with several Corp-Serf forces to develop a VTOL gunship that would rival (or if necessary, counter) the Peregrine design that is currently undergoing trials (see the **Caprice Corporate Sourcebook**, p. 76-77).

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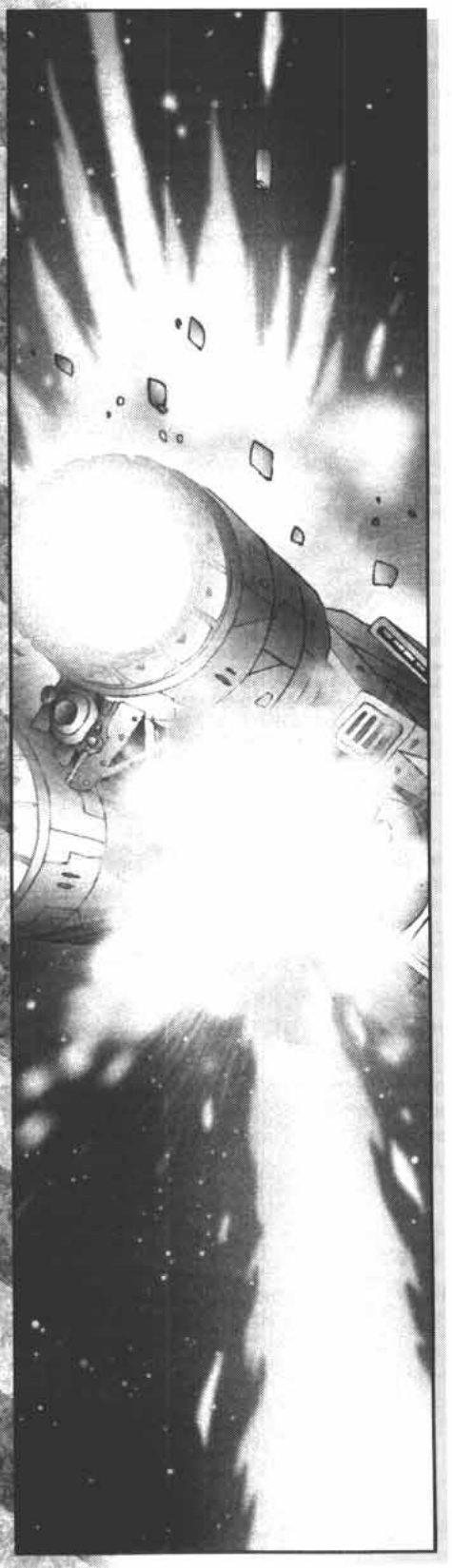

Lieutenant Dominic Calvert smothered a yawn with the back of her hand. Not for the first time in her career, she recalled the day she was awarded her first command. Young and inexperienced, she had tried to keep her hopes within reason. A cutter or a customs ship would have done nicely — something small but with opportunity for advancement.

Instead, she found herself here, sitting on the bridge of the Arclight Weapon & Communication Platform Epsilon. Trapped in geosynchronous orbit over a particularly bleak and uninteresting portion of the Caprician landscape, she was that most pathetic of creatures: a Fleet officer without a ship.

As if to taunt her confinement, every day at this time the Monolith Shipyards drifted into view. Despite the twinge of regret she felt over the direction her career had taken, she looked forward to this moment. The shipyards housed a different collection of warships, and staring at these craft broke up the monotony of her day, providing daydream fodder for her weary mind. Even the lowliest rust-bucket frigates seemed more glamorous to her than her current posting.

Having become accustomed to Calvert's daily masochistic routine, her crew wordlessly magnified the image of the massive structure, displaying it on the main screen. Studying every detail of the sleek, powerful Io-class destroyer presently docked at the 'yards, Calvert rested her chin on her palm, sighing heavily. A ship like that, thought Calvert, offers a challenge. *That* crew isn't chained to some jumped-up satellite.

The hull of the destroyer showed dark streaks, doubtless some minor damage from an exciting conflict in a distant, exotic system. That destroyer would be populated by only the best and the brightest that the CEF had to offer. Meanwhile Calvert was the only human on board the Epsilon platform, surrounded by a handful of GREL technicians. Her crew was as conversationally stimulating as a collection of furniture, but at least they were quiet.

In response to a limp wave of Calvert's hand, Kassandra-class GREL Soldier Ellis patched into the Shipyard's traffic channel, allowing Calvert to close her eyes and imagine herself commanding a ship that was more *mobile*.

"Tug-87, return to your station immediately," ordered the CEF controller. Calvert opened her eyes, squinting at a small Remora-class tug that had broken away from the pack of support craft lined up outside the shipyards. Refusing to answer the hail, it abandoned the standard space lanes and fired its plasma maneuvering jets, orienting itself towards the immobile destroyer. The controller repeated his demand that the ship halt, but instead it accelerated, veering towards the impotent warship. Point-defense lasers stabbed out at the craft ineffectually.

"Acquire that target!" shouted Calvert, but already the data scrolled onto her display, courtesy of Maxwell-class gunner Soldier Krupp. "Fire!" For an instant the Arclight and the tug were connected by a stream of particles traveling at relativistic speeds. The rogue ship was reduced to a cloud of superheated debris, clattering harmlessly against the destroyer's hull.

"Good catch, Arclight," came the anonymous controller. The gratitude was evident in his voice. "You saved some lives today."

"Roger, Monolith Control." Calvert turned to face her fellow crewmates. Their personalities may have been bland and unexciting, but the expressions on their purple faces were invariably professional. "I've got the best team in the Fleet."

THE CEF INVASION FLEETS - 2.1

The space fleets of the Colonial Expedition Force are an eclectic mixture of the old and the new. During the collapse of the Human Concordat, when every ship capable of returning to Earth was either piloted there officially or hijacked for the trip home, several thousand long-range commercial transports found their way to the Sol system. Most were retired to "graveyards" in orbit around Jupiter or Saturn, but a few were refitted as ships-of-war during the Age of Isolation. Others were commandeered by the many combatants during World War III, although most nations constructed their own dedicated war machines. These vessels all fell under the purview of the New Earth Commonwealth Armed Forces at the end of the War, and they formed the seeds of the CEF invasion fleets during the pre-invasion build-up from AD 6106 to 6116.

CEF ships differ from those of other worlds (and those in other branches of the NECAF) in one important aspect: range. A CEF vessel has to be able to operate for long periods — potentially even decades — without much direct support from a friendly world. Colonial ships have the luxury of friendly ports of call and easy resupply; CEF ships do not. CEF crews may spend years in space before the crew ever sets foot on solid ground. Their ships must therefore be relatively independent and capable of long-duration operation: they are homes to thousands of people.

The GEMAG Modular Ship Component Program - 2.1.1

Once the NEC had united the Sol system under its flag and had set its sights on the rest of humanity, it became immediately clear that the remnants of the space fleets that had taken part in World War III would be insufficient to conquer the colonies. Even if all remaining, functional ships were combined into one fleet, and even if that fleet were augmented with refurbished ships from the graveyards of the Colonial Era, it would still not be enough. While such a fleet might be adequate to take one system back, it would leave the Sol system undefended. Furthermore, the closest colonized system, the Loki system, had potentially active Gates to at least three other worlds, and each of those would have to be guarded or exploited by a fleet as soon as possible to prevent the colonies from working together — and never mind the need for garrison fleets to keep conquered colonies in line! The newly forming CEF needed not one fleet but several.

The costs of constructing and assembling multiple fleets would be astronomical. In order to keep costs down, the ships had to be relatively cheap yet highly durable — or at least easily serviceable. The Martian aerospace corporation GEMAG Industries proposed to construct ships using modular components that could be designed once, mass-produced in droves and reused throughout an entire range of spaceships. Hangars could be interchangeable between supercarrier and frigate. Command bridges would be standardized across the board. The same laser turret that provided cover fire to a troop transport's landers would provide anti-fighter defense to a remodeled dreadnought. Following initial trial runs with existing, refurbished craft, the NEC agreed that the plan would work and awarded GEMAG the exclusive contract to oversee the construction of the CEF fleets. Thus was born the GEMAG Modular Ship Component Program, more commonly known simply as the GEMAG Program.

Module Threat Values ◆

The CEF's modular warship designs save money for NEC in the long run. However, for Players, there is one minor additional step involved in using a CEF capital ship in a tactical game. Because each ship has a slightly different maneuverability, components on one ship will have different Defensive Threat Values (DTV) than components on another ship. These differences, in turn, affect the components' overall Threat Values (TV). In tactical games in which TV balancing is important, simply modify each component's DTV (listed in the table below) according to the rules on pages 132 and 133 of the **Technical Manual, Second Edition** (Section 6.1.12). Use the resultant number, the listed Offensive Threat Value (OTV) and the listed Miscellaneous Threat Value (MTV) to compute the total TV of the component. Sections that include weapons have an effective TV of 50 times the calculated one, due to the mass-destruction nature of spaceship weapons.

Module Threat Values Table

Component	OTV	DTV	MTV	Component	OTV	DTV	MTV
Gateship Command Center*	0	5625	74,833	Missile Turret	14145	2500	2731
Gateship Staff Center*	0	4900	105,665	Laser Turret	2739	2500	2731
Large Command Center	0	4900	18,366	Railgun Turret	4101	2500	2731
Small Command Center	0	4900	11,251	Heavy Railgun Turret*	14,690	2500	2731
Electronic Warfare Center	0	2500	7686	Gateship Defense Blister*	7578	2500	2731
Large Vehicle Bay	0	4900	33,590	Spinal Massdriver	2788	4900	1849
Small Vehicle Bay	0	2500	3613	Torpedo Launcher	6178	4900	1504
Frame Bay*	0	2500	2272				

*These components are currently found only on CEF Gateships, especially the Tortoise-class ship. As such, they are listed with the Tortoise on page 16. The Tortoise has an effective Maneuver Rating of -10.

2.2 - CEF WARSHIP TACTICAL COMPONENTS

The GEMAG Program divides a spaceship into several broad categories. Power and propulsion components include a ship's massive drive systems, maneuvering thrusters, fusion power generators, backup solar panels and batteries. Environmental components include water reclamation, air processing, climate control and waste processing systems. Logistic components include hydroponics bays, crew habitats, coldsleep banks, medical centers, mechanical and electronic shops, repair bays, manufacturing centers and cargo/supply storage.

A ship's tactical components are by far the most immediate and important during a battle, especially for a ship of the line. These components include command centers, electronic warfare centers, daughtercraft vehicle bays and the various offensive and defensive systems. While GEMAG DSD constructs each component of a ship, Kadellie Weapon Systems and Moscow Heavy Industries (along with a handful of smaller manufacturers virtually unknown to the general public) supply the actual weapons and tactical electronics.

◆ Large Command Center

Serving as the bridge for the largest of the CEF's ships of the line, the large command center is always alive with activity. A center operates during battle conditions with a crew of forty men, women and GRELs; during normal operations, the crew is reduced to ten individuals. As with all consoles under the GEMAG Program, the center's consoles are entirely software-based — that is, the navigators' stations and the comm officers' stations are exactly the same, but their operations and user interfaces are software-driven rather than hardwired. Any single console in the center can easily be repurposed on the fly by the captain or his executive officer. A massive tactical holotank provides the ship's captain with a detailed analysis of the space surrounding his vessel, giving him a crucial edge in a battle. A marine guard station is typically found in the corridor just outside the command center's armored access doors.

◆ Small Command Center

The small command center is a smaller version of the large command center; it is likewise the bridge of the smaller CEF ships of the line. In battle conditions, the center operates with a staff of twenty people, but five normally suffice to keep the ship running. Interestingly, a standard small command center serves as the flight control center for the Nova-class carrier and the Tortoise-class Gateship. A simple replacement of the module's central computing core transforms a command bridge into an air traffic control center with no additional modification necessary. Like its larger cousin, this command center usually has a marine checkpoint just outside the access doors.

◆ Electronic Warfare Center

Small and somewhat cramped, the electronic warfare center is a well-lit chamber dominated by its central computing core. The core, which contains powerful signal processing software and hardware, drives most of the center's functionality. Surrounding the core are ten workstations from which troopers and soldiers conduct the ship's electronic warfare operations. Each station is manned when the ship is in battle or conducting maneuvers, but the center is otherwise usually unoccupied. When occupied, security is moderate, with a pair of marines posted outside the center.

◆ Large Vehicle Bay

These cavernous hangars tend to be major hubs of activity for all ships that carry them. In their standard configuration, a single hangar supports forty CF-78 fighters, providing launch, recovery and repair operations for its complement. Each fighter has its own permanent docking cradle within the bay. Access to the launchway is relatively simple, and a track-mounted loading arm can maneuver damaged fighters around to the bay's internal electronic and mechanical repair facilities as needed. The docking cradles can be adapted for other vehicles: the most common adaptor fits a slightly smaller TAAF-54 transatmospheric fighter snugly into a CF-78's berth. Other cradle adaptors allow a single berth to support fifteen large or sixty small combat drones.

Although the bays are entirely self-sufficient for launch and recovery purposes, they are often connected internally to additional storage facilities as well as manufacturing and repair areas. Heavily shielded, armored airlocks connect the entire bay and its related logistic modules to the rest of the carrier, with the fighter crews' quarters and mission briefing rooms immediately adjacent. During normal launch or recovery operations, the bays are open to space, although they can be sealed and pressurized if necessary. A major variation on the standard design removes all fighter berths to service a single AC-56 assault lander or a single AT-33 deployment craft. The remainder of the space within the bay is used to maneuver the lander's transported craft with the help of the bay's loading arm.

◆ Small Vehicle Bay

The relatively diminutive cousin of the large vehicle bay, the small vehicle bay is no less a hub of activity. Far more general in layout, this bay supports atmospheric shuttles, in-system transfer ships, launches and even small tugs — primarily non-combat support craft necessary to the ship's general operations. In a pinch, however, it is perfectly capable of supporting small combat craft such as marine assault pods and combat drones. It can even support two fighters, although the bay's loading arm is too small to manipulate such craft. This bay lacks the integral shops of the larger bay, and it must thus rely on adjacent service and repair modules for major undertakings.

Weapons Modules - 2.2.1

The GEMAG Program's weapons modules fit into two standardized types: large, fixed-angle weapons platforms and relatively smaller weapons turrets. Both varieties follow the same general layout, with a gunnery control center adjacent to the weapon mounts, tracking and guidance electronics, power supplies and ammunition bays, all enclosed in thick composite armor plating. Crawlways enable access to the subcomponents, and armored airlocks connect the control center with the ship's internal corridors. Ammunition replenishment hatches are located on the exterior of the ship to facilitate reloading operations; light walkers such as the Caprician-made Type 84 "Handyman" Mount conduct such operations on modern CEF ships, although thruster-stabilized cargo sleds with massive cargo arms performed the task before. Gunnery controls are always fixed in place with respect to the hull — even in weapons turrets, it is only the actual weapons that are turreted. Keeping the centers fixed allows for easier interfacing with the ship's environmental systems.

Internally, the gunnery control centers are small and cozy ("cramped," most Maxwell gunners would note, especially if a Mordred marine is on hand). Either ten or four acceleration-protected crew stations occupy the centers, depending on whether the module is a fixed-angle weapons platform or a turret. Each station houses a system console that provides access to the weapons' functions. The console hardware in each module is identical and standardized, the interface dictated entirely by software. The weapons themselves carry the interface software, which allows the weapons to be installed independent of their control centers. The one other significant feature of the control centers is the array of access hatches to the escape pods.

The gunnery control center's tracking computers, which contain expert systems to find targets, assess threats and recommend fire patterns, do most of the work. They operate in concert with the rest of the ship's systems, including the command centers, which provide a larger picture, and electronic warfare centers, which break through enemy countermeasures. The gunners have final authority over target choices and firing, however, and understanding and operating the interface consoles requires a great deal of training.

Missile Turret ◆

Equipped with a pair of heavy missile launchers, missile turrets are primarily used for anti-ship duty. These weapons are capable of inflicting massive destruction upon a target at considerable ranges: even a near miss from one of these missiles can be devastating. When a swarm of targeting drones guides the missiles in, few targets can survive an onslaught. Both Kadellie Weapon Systems and Moscow Heavy Industries manufacture missile launchers used in this module; the two systems are virtually identical.

Laser Turret ◆

The laser turret is without question the most ubiquitous weapon system in the entire NEC space navy. It is found on nearly every ship of the line, second-line combat ship and military space station used by the NEC. A twin laser cannon provides the system's firepower, which is typically brought to bear on smaller, fast-moving targets such as drones and fighters rather than on large ships. To facilitate the component's modularity, the system is never tied to the ship's power grid and thus is capable of only a limited (albeit large) number of shots before needing to be reloaded. Numerous corporations manufacture the laser cannons used in this component.

Railgun Turret ◆

Most ships of the line include at least two railgun turrets to augment their small-vessel firepower. The high rate of fire of the railguns enables them to take on swarms of incoming drones or fighters. Moscow Heavy Industries has exclusive license to manufacture the guns for these turrets, which was a profitable coup for the corporation. The TMC-43 performs extremely well, and the Ballista gunboat program has adopted it wholesale, right down to the ammunition bays and feeders.

Spinal Massdriver ◆

The spinal massdriver module is used in only one class of ship, the Leviathan dreadnought. An enormous and devastating weapon, the massdriver is usually brought to bear upon enemy ship formations in much the same way the smaller railgun turret is brought to bear upon enemy fighter and drone formations. It can also be employed against ground targets to overwhelming effect. This module was considered for the Tortoise-class Gateship, but anything but another Gateship would be capable of avoiding the shot, so it was abandoned in favor of heavy railgun turrets. Moscow Heavy Industries manufactures the massdriver used in this module.

Torpedo Launcher ◆

Torpedo launchers are found on the largest of the CEF's ships, and these weapons fire extremely long-range torpedoes that are capable of taking out an enemy ship well before the two vessels come to within the range of their other weapons. The range is almost too long to be used effectively in space combat without terminal guidance; it is comparatively easy for the target to maneuver out of the way at the weapon's maximum range. For anti-ship duties, the torpedoes are guided to their targets by drones. For planetary bombardment, TAAF-54 fighters usually provide the necessary guidance, but the Type 6-16 and 11-22 Battle Frames can handle the job, too. Both KWS and MHI manufacture the torpedoes.

Part: Large Command Center	
Threat Value:	(varies)
Size:	30
Crew:	40
Bonus Actions:	5
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+3 (20 km)
Comm:	+3 (100 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	-5
Armor:	70/140/210

Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Anti-Missile Systems (R3, 200 rnds), Backup Systems, Ejection Systems, ECM (R5), ECCM (R5), Emergency Medical, Haywire Resistant, HEAT-Resistant Armor (R20), High Cap. Computer, HEP (Ext. Cold, Radiation R5, Vacuum), Lab (Leadership R1), Life Support (Full), Satellite Uplink, Trideo Link-up, Large Sensor Profile (R2), No Engine, Sensor Dependent

Round Notes:

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10:

Part: Small Command Center	
Threat Value:	(varies)
Size:	25
Crew:	20
Bonus Actions:	4
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+2 (16 km)
Comm:	+2 (80 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	-5
Armor:	70/140/210

Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Backup Systems, Ejection System (20 places), Haywire Resistant, High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Laboratory (Leadership, R1), Laboratory (Tactics, R1), Life Support (Full), Reduced G-effect, Reinforced Chassis, Reinforced Crew Compartment, Satellite Uplink, No Engine, Sensor Dependent

Round Notes:

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5:
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9:
10:

Part: Electronic Warfare Center	
Threat Value:	(varies)
Size:	20
Crew:	10
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+2 (10 km)
Comm:	+2 (50 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	-5
Armor:	50/100/150

Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Backup Systems, ECM (R3), ECCM (R3), Ejection System (10 places), Haywire Resistant, High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Laboratory (Electronic Warfare, R1), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Satellite Uplink, No Engine, Sensor Dependent

Round Notes:

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Part: Large Vehicle Bay	
Threat Value:	(varies)
Size:	40
Crew:	10
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	0 (2 km)
Comm:	0 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	-5
Armor:	70/140/210

Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Ammo/Fuel Containment System, Backup Systems, Ejection System (100 places), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Laboratory (Electronics, R1), Laboratory (Mechanics, R1), Life Support (Full), Passenger Seating (50), Reduced G-effect, Reinforced Crew Compartment, Tool Arm (R15), Vehicle Bay (R50), No Engine, Sensor Dependent

Round Notes:

0:
1:
2:
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7:
8:
9:
10:

Part: Small Vehicle Bay	
Threat Value:	(varies)
Size:	20
Crew:	10
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	0 (2 km)
Comm:	0 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	-5
Armor:	50/100/150

Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Ammo/Fuel Containment System, Backup Systems, Ejection System (20 places), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Tool Arm (R12), Vehicle Bay (R20), No Engine, Sensor Dependent

Round Notes:

0:
1:
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7:
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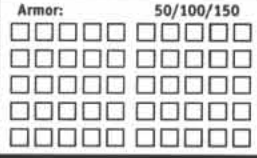
9:
10:

Part:	Missile Turret
Threat Value:	(varies)
Size:	16
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (1 km)
Comm:	0 (5 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	0
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Hvy AT Missile	T	5	10	20	40	+1	x30	0	G, IF	25/
Hvy AT Missile	T	5	10	20	40	+1	x30	0	G, IF	25 /
							x			/
							x			/
							x			/

Perks & Flaws: Ammo/Fuel Containment System, Anti-Missile System (R2, 50 rnds), Backup Systems, Ejection System (4 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Weapon Link (Both HATMs), No Engine, Sensor Dependent

Round Notes:

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1:
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5:
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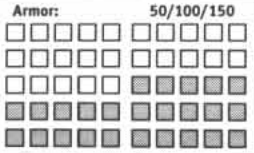
9:
10:

Part:	Laser Turret
Threat Value:	(varies)
Size:	16
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (1 km)
Comm:	0 (5 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	0
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Hvy Laser Can.	T	5	10	20	40	+1	x20	0	-3RB	100/
Hvy Laser Can.	T	5	10	20	40	+1	x20	0	-3RB	100/
							x			/
							x			/
							x			/

Perks & Flaws: Ammo/Fuel Containment System, Anti-Missile System (R2, 50 rnds), Backup Systems, Ejection System (4 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Weapon Link (Both HLCs), No Engine, Sensor Dependent

Round Notes:

0:
1:
2:
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7:
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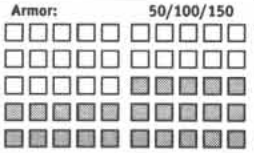
9:
10:

Part:	Railgun Turret
Threat Value:	(varies)
Size:	16
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (1 km)
Comm:	0 (5 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	0
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Light Railgun	T	5	10	20	40	0	x14	+2		500/
Light Railgun	T	5	10	20	40	0	x14	+2		500/
							x			/
							x			/
							x			/

Perks & Flaws: Ammo/Fuel Containment System, Anti-Missile System (R2, 50 rnds), Backup Systems, Ejection System (4 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Weapon Link (Both LRGs), No Engine, Sensor Dependent

Round Notes:

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1:
2:
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5:
6:
7:
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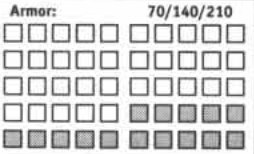
9:
10:

Part:	Spinal Massdriver
Threat Value:	(varies)
Size:	25
Crew:	10
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (5 km)
Comm:	0 (5 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	0
Armor:	70/140/210



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Med. Artil. Gun	30	60	120	240	-2	x18	+1	IF, AE	1, MR15	50/
							x			/
							x			/
							x			/
							x			/

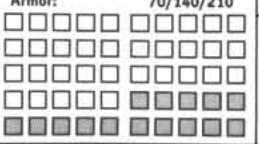
Perks & Flaws: Ammo/Fuel Containment System, Backup Systems, Ejection System (10 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Shielded Weapons, Sniper System (MAG), No Engine, Sensor Dependent

Round Notes:

0:
1:
2:
3:
4:
5:
6:
7:
8:
9:
10:

Part:	Torpedo Launcher
Threat Value:	(varies)
Size:	25
Crew:	10
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (5 km)
Comm:	0 (5 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	(varies)
Fire Control:	0
Armor:	70/140/210



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Med Artil, Msl.	FF	60	120	240	480	-3	x18	+3	G, AE0, MR40	64
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Ammo/Fuel Containment System, Backup Systems, Ejection System (10 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Shielded Weapons, No Engine, Sensor Dependent

Round Notes:

0:
1:
2:
3:
4:
5:
6:
7:
8:
9:
10:

2.3 - TORTOISE-CLASS GATESHIP

Tortoises are gigantic military Gateships built to support invasion fleets in hostile systems. They are constructed by GEMAG Industries in its huge orbital facilities in orbit around Mars. The Tortoise's primary purpose is to open the local Tannhauser discontinuity, allowing CEF vessels to jump to the next system whenever necessary. They are the only link between home and an enemy system and thus Tortoises are exceedingly well armed and protected. Furthermore, the Tortoise often serves as both Fleet and Force headquarters in a system, directing from a distance all CEF operations.

The most important responsibility is without question Gate operations. Tortoises are typically deployed in pairs, except in the Loki system, so that a fleet will have both a primary and a secondary Gateship when it invades a hostile system, providing some assurance that the fleet can return home. Once in a new system, the strike fleet approaches enemy installations and carries out its work, while the two Tortoises and their protective squadron usually linger in the vicinity of the Tannhauser discontinuity, providing a base of operations to which the strike fleet can return for equipment and personnel rotations. Only when a system is under CEF control will the Admiral risk moving a Gateship closer to a colony.

Tortoise captains try to avoid fights if possible, since losing one of these valuable vessels means not only a loss of significant capital but also, more importantly, the loss of contact with home. If they do get into a fight, however, they can defend themselves quite adequately with a large arsenal of rail guns, missiles and lasers. Because of their nature, Gateships always receive first priority for repairs, maintenance, supplies and new personnel.

2.3.1 - Service Record

The Tortoise is a very recent Gateship design, and it is one of the few in human history to be constructed under anything approaching mass-production conditions. While most Gateships are as unique as the giant ocean-going liners of the distant past, no fewer than ten Tortoises have been built by GEMAG since the first Tortoise crawled from its massive construction pier in Mars orbit in AD 6120. Each ship is named for a hero from the mythical Trojan War as told by Homer in the Iliad.

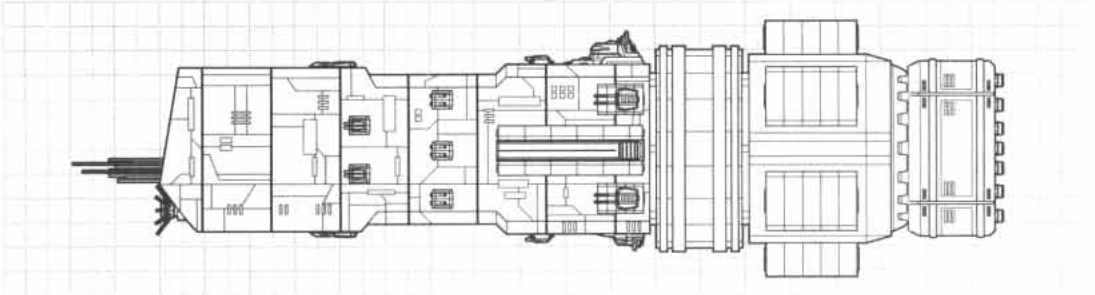
The exact number, names and locations of the new Tortoise Gateships are unknown, however. The NEC has kept a tight lid on this information, treating it as one of the most guarded secrets it has. One Tortoise, the Ajax, is known to have passed through the Gate to the Atlantean worlds, and two others — the Diomedes and the Aeneas — have been observed passing through the Gate to the Utopian worlds. Beyond these three, however, little is known. When the CEF invaded the Loki system in AD 6116, it did so with ancient Gateships dating back to the Colonial Wars; as the CEF expanded its control of the Gate Web, these ancient relics followed. Apart from the 8th Fleet's ships, however, few have been called back, leaving many observers to speculate that the other seven Tortoises are not merely replacing the old ships.

◆ Warehouses in space

"Interstellar warfare is all about supplies. You need plenty of fuel, ammunition, food, spare parts, batteries, ammunition, pens and paper and more ammunition. The real problem is that we really cannot rely on the bloody colonies for anything. You never know if their warehouses have the special tools the Force needs for its finicky hovertanks, much less the spares that the Fleet needs for its electronics. So yes, we have everything. We have fountain pens, smart bombs, camouflage cream, wedding gowns — I kid you not! — and tens of millions of other articles from complete artillery pieces to bugs for spies.

"Unfortunately all that stuff has to be transported too, and it has to be warehoused on the surface or in space. We have massive robotic space warehouses, the Terrapins, where we keep it all — huge, largely automated behemoths built from the same basic frame as the Tortoise but without all the expensive components. From our Command Center, we can direct those warehouse barges and the automated transport vessels that carry the stock to its ultimate destination. We order items from toothbrushes to nuclear weapons from the warehouses, and then robots bag them up into containers and fly them into a cargo vessel waiting patiently to be on its way. The best part of it is that you never need to send anyone out there to do it by hand. That is, as long as the robots and the computers function properly, which they never seem to do."

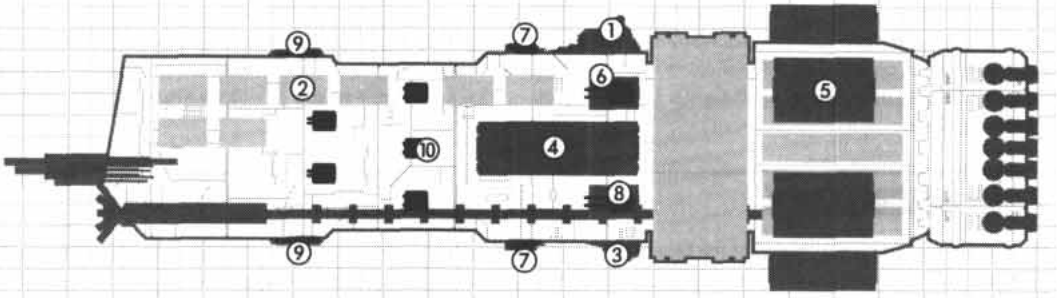
— Voices of the Troopers, Martial Press, AD 6138



Deck Plans - 2.3.2

DESIGN NOTES

The ship is built into a long cylinder which is tremendously armored. The hull is generally smooth but has sensor arrays protruding out of it. Inside the vessel, most of the room is dedicated to the Gatedrive. The front two-third of the ship has twin thick hulls, with the innermost area dedicated to the Gatedrive and its support systems; there is some storage and fuel inside the outer hull. Part of the area is dedicated to office space for command center and staff center.



A set of massive centrifuges spin within an armored housing amidship, providing simulated gravity during extended deployments. Cavernous cargo bays occupy the space behind, shielding the crew from the engines. The massive engine cluster is partially protected by tortoise-like armor shell.

Tactical Components

1	1 x Gateship Command Center	6	4 x Frame Bay
2	1 x Gateship Staff Center	7	6 x Laser Turret
3	1 x Small Command Center	8	4 x Railgun Turret
4	2 x Large Vehicle Bay	9	4 x Heavy Railgun Turret
5	8 x Small Vehicle Bay	10	12 x Defense Blister

Daughtercraft - 2.3.3

Most Gateships have an entourage of daughtercraft in constant attendance; these range from simple maintenance drones to tugs to reaction mass transports. Long-range Gateships capable of autonomous operation such as Terra Nova's *Laban Emuros* (see **Spaceship Compendium I**, pp. 16-19) typically house these craft in their own cavernous internal bays. A warship such as the Tortoise, however, never operates alone — it is always accompanied by a CEF fleet or is in transit to support one. The Tortoise's tugs and transports thus travel on their own or within bays aboard Terrapin-class warehouse ships.

This is not to say the Tortoise does not have its own minor fleet of daughtercraft, however. Its non-combat bays contain shuttles and in-system transit craft as well as a few AT-33 deployment craft and AC-56 assault landers. In addition to the non-combat bays, a Tortoise contains eight small vehicle bays and two large vehicle bays. The small bays house its combat drones, as many as 400 large or 1600 small drones total, each ready for deployment under fire. The large vehicle bays each house forty CF-78 fighters. The drones and fighters fall under the supervision of the Gateship's flight control center, which is identical to that of the Nova-class carrier.

Repair work on the Tortoise is conducted almost exclusively by Type 84 "Handyman" Mounts manufactured on Caprice. These are normally housed in internal bays along with the ship's shuttles and transports. The Tortoise is also destined to carry a relatively large complement of Type 99 Battle Frames to engage units directly on the hull of the ship. These are — or rather, will be — housed in four dedicated Frame bays located on the Gateship's hull. Each bay can service an entire patrol of Frames, with a full company assigned to the ship. The CEF has only ordered 200 such Frames to-date, however, to be distributed among the five expeditionary fleets. Until the Type 99 Frames have proven themselves in combat against threats such as Terra Nova's Heavy Gears, the Tortoise's Frame bays will primarily be occupied by maintenance Mounts.

2.3.4 - Staff Center

The Tortoise can serve as a command post for the CEF's ground campaign. This command post, called "High-side" by troopers on the ground, has extensive communications systems to keep in contact will all troops in the system. Its large computer system allows staff officers to follow the flow of battle and counter enemy actions when necessary. The true heart of the Staff Center is a large combined arms operations center that allows a number of staff officers from various services to gather and direct together a single important operation. This large room shows the flow of battle in various large holotanks while individual officers can also follow their own fights on smaller units. In more peaceful times, this center can be used to run the day-to-day operations involved in the occupation of a conquered planet.

Most staff work is done in smaller offices adjacent to the main operations center. These offices surround the periphery of the combined arms operations center and have direct access to it. Each office usually supports a few officers and focuses a single aspect of the current operation, such as meteorology or intelligence. Briefings and debriefings are conducted in meeting rooms, while a few large auditoriums are reserved for briefings that precede complex combined arms operations. Finally, the Staff Center also includes an extensive data library covering all aspects of modern warfare, from politics to economy to military affairs to history to support decision-making.

2.3.5 - Command Center

The Command Center is the "brain" of the Tortoise; it combines all sensor, weapons and communications data from throughout the Gateship into one integrated stream. In addition to regulating the entire ship's functions, the Center is also responsible for coordinating traffic in and around the ship. It has a large number of operations controllers who are capable of coordinating the complex fleet-wide maneuvers necessary to launch an invasion, send a fleet through a Tannhauser Gate or direct a round-out replenishment run. During normal operations, the Center merely directs supply transfers. However, during combat, the Center plays an active role in directing the operations of the ships in its vicinity.

The Command Center layout is fairly similar to the Staff Center. The primary difference is the integration of sensors and weapons that allows the Command Center crew to fight a battle directly should they need to. Thus it is always adequately manned so that the Tortoise can respond to any threat with a minimum of delay. If the Tortoise is used to control ground combat directly, the Center is responsible for coordinating orbital fire support as well as aerospace operations such as shuttle flights, air strikes and the like. These kinds of operations are rare, however, since most captains don't like to take their Gateships too close to a planet — while a Gateship is a massive weapons platform, carrier and supply base, planets are always much bigger.

2.3.6 - Defensive Systems

Under ideal circumstances, a vessel such as the Tortoise is never without a sizable escort group of frigates, destroyers, and cruisers to form a defensive perimeter around this most precious of fleet resources. Because the ship represents a fleet's best — and quite possibly only — means of returning home, its defense is of the highest priority, and it is equipped with formidable firepower for those situations in which its escort fails to protect it completely. Like all ships under the GEMAG Program, the Tortoise is composed of modular components, and its weapons systems are no exception. In addition to the standard laser turret and railgun turret modules, the Tortoise includes two components not presently found on any other NECAF warship: the defense blister and the heavy railgun turret.

The defense blister is primarily intended for close-in defense against small units (fighters and drones) that manage to break through the escort's line. As such, the blister's weapons systems are not scaled for long-range space battles and are not equipped with mass-destruction warheads or firepower level. They can thus engage safely enemies in extremely close proximity to the ship without great risk to the Gateship itself.

The heavy railgun turrets are a last-ditch anti-ship defense. Due to its massive bulk and limited battlefield mobility, a Gateship is often one of the last ships through its own Gate. Should it have to open a Gate in the middle of a battle — something it should never have to do — the heavy railgun turrets are capable of defending the Tortoise when most of its escort has already passed across the Tannhauser discontinuity.

Part: Gateship Comm. Center	
Threat Value:	(varies)
Size:	35
Crew:	75
Bonus Actions:	6
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+3 (30 km)
Comm:	+3 (150 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hrs
Maneuver:	(varies)
Fire Control:	-5
Armor:	75/150/225

Weapons:										Unit ID #:	Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
							x			/	1:
							x			/	2:
							x			/	3:
							x			/	4:
							x			/	5:
Perks & Flaws: Anti-Missile Systems (R3, 250 rnds), Backup Systems, Ejection System (85 places), Emergency Medical x2, Haywire Resistant, HEAT-Resistant Armor (R35), High Capacity Computer, HEP (Ext. Cold, Radiation R5, Vacuum), Labs (Elect. Warfare, Leadership, Space Navigation and Tactics, R2), Life Support (Full), Reduced G-effect, Reinforced Chassis, Reinforced Crew Compartment x2, Satellite Uplink, Trideo Link-up, No Engine, Sensor Dependent											6:
											7:
											8:
											9:
											10:

Part: Gateship Staff Center	
Threat Value:	(varies)
Size:	35
Crew:	75
Bonus Actions:	6
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+2 (16 km)
Comm:	+3 (200 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hrs
Maneuver:	(varies)
Fire Control:	-5
Armor:	70/140/210

Weapons:										Unit ID #:	Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
							x			/	1:
							x			/	2:
							x			/	3:
							x			/	4:
							x			/	5:
Perks & Flaws: Anti-Missile Systems (R3, 250 rnds), Backup Systems, Ejection System (128 places), Emergency Medical x2, Haywire Resistant, HEAT-Resistant Armor (R35), High Capacity Computer, HEP (Ext. Cold, Radiation R5, Vacuum), Labs (Elect. Warfare, Leadership and Tactics, R2), Life Support (Full), Passenger Seating (50), Reduced G-effect, Reinforced Chassis, Reinforced Crew Compartment x2, Satellite Uplink, Trideo Link-up, No Engine, Sensor Dependent											6:
											7:
											8:
											9:
											10:

Part:	Frame Bay
Threat Value:	(varies)
Size:	15
Crew:	10
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	0 (2 km)
Comm:	0 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hrs
Maneuver:	-10
Fire Control:	-5
Armor:	50/100/150

Weapons:										Unit ID #:	Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
							x			/	1:
							x			/	2:
							x			/	3:
							x			/	4:
							x			/	5:
Perks & Flaws: Ammo/Fuel Containment System, Backup Systems, Ejection System (10 places), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Vehicle Bay (R11), No Engine, Sensor Dependent											6:
											7:
											8:
											9:
											10:

Part: Heavy Railgun Turret	
Threat Value:	(varies)
Size:	20
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (1 km)
Comm:	0 (5 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hrs
Maneuver:	(varies)
Fire Control:	0
Armor:	50/100/150

Weapons:										Unit ID #:	Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Railgun	T	10	20	40	80	+1	x35	0	-	100/	1:
Railgun	T	10	20	40	80	+1	x35	0	-	100/	2:
							x			/	3:
							x			/	4:
							x			/	5:
Perks & Flaws: Ammo/Fuel Containment System, Anti-Missile System (R2, 50 rnds), Backup Systems, Ejection System (4 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Weapon Link (Railguns), No Engine, Sensor Dependent											6:
											7:
											8:
											9:
											10:

Part: Gateship Defense Blister	
Threat Value:	(varies)
Size:	16
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	+1 (1 km)
Comm:	0 (5 km)

YYY Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hrs
Maneuver:	(varies)
Fire Control:	0
Armor:	50/100/150

Weapons:										Unit ID #:	Round Notes:
Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
G. Laser Can.	T	2	4	8	16	+1	x16	+1	-1RB	Infinite	1:
G. Laser Can.	T	2	4	8	16	+1	x16	+1	-1RB	Infinite	2:
Rockets	T	3	6	12	24	-1	x20	+3	IF	120/	3:
							x			/	4:
							x			/	5:
Perks & Flaws: Ammo/Fuel Containment System, Anti-Missile System (R2, 50 rnds), Backup Systems, Ejection System (4 places), HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Reduced G-effect, Reinforced Crew Compartment, Weapon Link (HGLC), No Engine, Sensor Dependent. WEAPONS ARE NOT MASS-DESTRUCTION SYSTEMS.											6:
											7:
											8:
											9:
											10:

2.4 - LEVIATHAN-CLASS DREADNOUGHT

The largest frontline military spaceships ever built, the Leviathan class dreadnoughts are the most visible symbols of the might of the CEF. From their command centers the CEF admirals dictate the fate of the colony worlds and billions of lives. The five dreadnoughts that command the CEF fleets are the *Hannibal* of the 2nd Fleet, the *Alexander* of the 3rd Fleet, the *Gaius Marius* of the 5th Fleet, the *Miltiades* of the 7th Fleet and the *Napoleon* of the 8th Fleet.

As the nerve center of the fleets, the dreadnoughts carry a large command staff, along with strategic planners, intelligence analysts, logistics experts and other assorted aides. The Leviathan-class dreadnoughts have a total crew complement of 7150, of which 1800 are directly involved in planning and controlling fleet operations while the rest see to the day-to-day operation of the ship. Fleet Admiral Winthrop commands the entire CEF from the Alexander, but each of the five dreadnoughts is capable of assuming full command of the combined fleets in the event of anything happening to the others.

Despite their role as command headquarters, the Leviathan-class dreadnoughts are heavily armed. Their primary armament is the three massdrivers mounted along the ships' spine. Each is capable of independent targeting by manipulation of the magnetic field at the mouth of the gun and is designed to break up enemy fleet formations at long ranges. The main guns are supplemented by a pair of torpedo launchers for precision attacks and railgun, laser and missile turrets for closer-in defense. Additional protection is provided by a decoy drone launcher. The ship has two hangar bays, which are in constant use by transfer shuttles and fleet couriers that arrive and depart around the clock.

2.4.1 - Service Record

Designed and built during the long years of World War III, five of the surviving seven ships of the Leviathan class underwent extensive refitting in AD 6111 to become the flagships of the CEF fleets. Originally designed to punch holes in enemy lines that could then be exploited by smaller, faster vessels, the ships required major changes to convert them to command headquarters for a mission that could take several decades. The cavernous drone bays were replaced with a strategic command center and additional cargo holds, and the communications suite and living quarters were upgraded. After successful trials by the Hannibal, all five ships were completely refitted by the end of AD 6112.

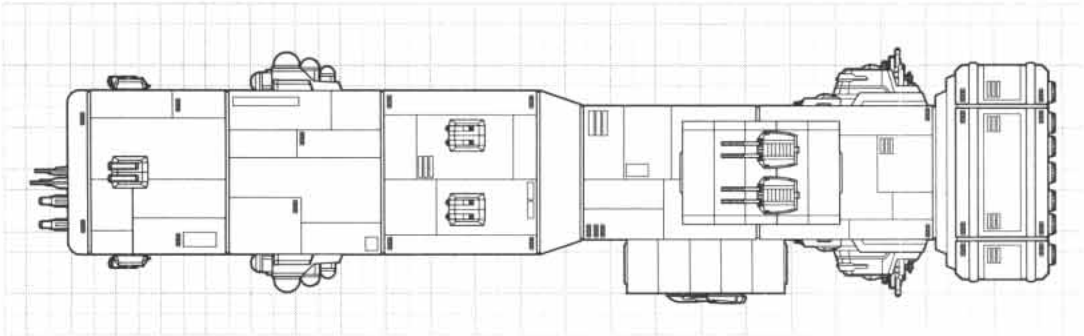
Although heavily armed, the flagships are too important to risk on the front line and thus have seen little combat. The one exception is the 8th Fleet flagship Napoleon, which used its spinal railguns to good effect keeping the Terranovan fleet at bay during the 8th Fleet's flight through the fringes of the Helios system.

Vehicle Specifications

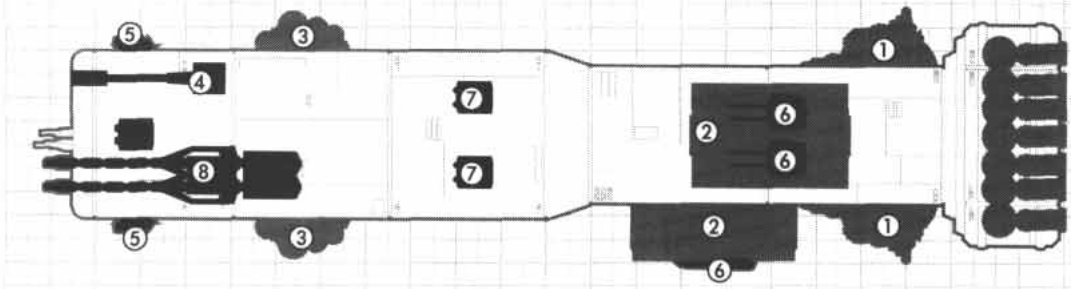
Code Name:	**Leviathan-class**	**Empty Weight:**	**171,000 tons**
Type:	**Dreadnought**	**Loaded Weight:**	**214,000 tons**
Production Type:	**Early Production**	**Main Drive:**	**20 x Fusion Tubes**
Manufacturer:	**Colonial Expeditionary Force**	**Total Thrust:**	**20 x 321,000,000 Newtons**
Length:	**420 meters**	**Reaction Mass:**	**10,260 tons Hydrogen (6000 BP)**
Width:	**120 meters**	**Space Movement:**	**15/30 MPs (1.5/3.0 g)**
Height:	**102 meters**	**Maneuver:**	**-9**

Tactical Components

2 x Large Command Center	**2 x Missile Turret**	**3 x Small Vehicle Bay**	**6 x Railgun Turret**
2 x Electronic Warfare Center	**6 x Laser Turret**	**2 x Torpedo Launcher**	**3 x Spinal Massdriver**



Deck Plans - 2.4.2



DESIGN NOTES

The ship is built into a long slab-like shape which is tremendously armored. The hull is generally smooth but has sensor arrays protruding out of it. Inside the hull, most of the front end of the ship is dedicated to the torpedo launchers and the massive massdrivers (and their support systems). The front two-third of the ship has twin thick hulls; there is some storage and fuel inside the outer hull.

Tactical Components

1	2 x Large Command Center	5	2 x Missile Turret
2	3 x Small Vehicle Bay	6	6 x Railgun Turret
3	2 x Electronic Warfare Center	7	6 x Laser Turret
4	2 x Torpedo Launcher	8	3 x Spinal Massdriver

Crew Interview - 2.6.3

"This is the big gun of the fleet, the Moscow Heavy Industries SMC-23 massdriver cannon. Muzzle velocity approximately six klicks a second, requiring 11 gigajoules per shot. Two hundred millimeter diameter projectiles with simple kinetic penetrator or point one to one point oh kiloton nuke warheads with impact, proximity or time delay fusing. We just call it 'Boomer.'

"All that, though, makes it sound much more exciting than it really is. In a major fleet engagement we'd be responsible for breaking up enemy formations and crippling or destroying capital ships, but there hasn't been a fight like that since I was assigned here. The kill markers Boomer earned in the Terranovan campaign are still up there on the wall, but that was well before my time. Our days are spent running the diagnostic program twice per watch and training with targeting sims. Every couple of months the ship heads out to the Greater Blessed Belt so we can practice vaporizing a few asteroids, which is about as close as we come to real activity. The gun crews can't even do most of the maintenance themselves, since a thumbprint in the wrong place or something a hundredth of a millimeter out of alignment could throw everything out of whack. For that level of precision it all has to be done by drones.

"I have to admit, though, it's always busy elsewhere on the ship. *Napoleon* coordinates the operations of the entire 8th Fleet, so there's constant activity in the command center as the status of each ship in the fleet is tracked in real time. The hangars see a rapid turnover of shuttlecraft bringing officers arriving for mission briefings, fleet couriers carrying top priority messages and transports with supplies for the ship's seven thousand crew, along with munitions and fuel. The engineering section has its work cut out for it keeping the twenty fusion tubes in working order and not turning us all into radioactive debris.

"Finally, buried deep in the heart of the ship are the Intelligence Analysis and Strategic Planning departments, where the brass thinks up their hare-brained schemes. Security down there is always tight, but I've heard rumors that there's been a whole more activity in there since Mu-2, excuse me, Vice Admiral Mubatu, came on board. Maybe we'll have a little more excitement here in gunnery soon after all. I hope so. Boomer needs a good workout."

— Gunner Sasaki 'Spike' Shiro, Dreadnaught *Napoleon*, 8th Fleet

Voices of the Troopers, Martial Press, AD 6138

2.5 - NOVA-CLASS CARRIER

Nova-class carriers are considered the most prestigious postings in the CEF. Officers and enlisted personnel alike fight for the chance to join their crews. The competition is intense and the carriers can afford to take only the best. The pilots of the carrier fighter wings take this the furthest, considering themselves to be the cream of the CEF, looking down on the rest of the crew they see as their 'chauffeurs.' Despite the fact that the fleet admirals have headquarters on board the dreadnoughts, the Nova-class carriers tend to attract a good deal of attention. Vice Admiral Gresfield, as an ex-fighter pilot himself, is a frequent guest of the carriers' fighter wings.

Nova-class carriers have a total of 6600 crewmembers and a fighter complement of 120. The activities of the ships revolve around the smooth functioning of the fighter wings and all crewmembers take pride in their achievements in combat. A large flight command center tracks and controls fighter operations from the center of the ship and regular operational updates are announced over the ship-wide public address system. Fighters from the carrier are on patrol constantly and take-offs and landings occur around the clock. Designed for long-term operations, the carrier is equipped to conduct repairs and even major overhauls on its fightercraft in the years it may be away from friendly repair bases. For self-defense the Nova-class is armed with a mix of laser and railgun turrets, and a pair of drone launchers allows the carrier to support its fighters with reconnaissance and electronic warfare drones. A small hangar bay at the aft of the ship is home to a number of utility craft, including transfer shuttles and recovery vehicles.

2.5.1 - Service Record

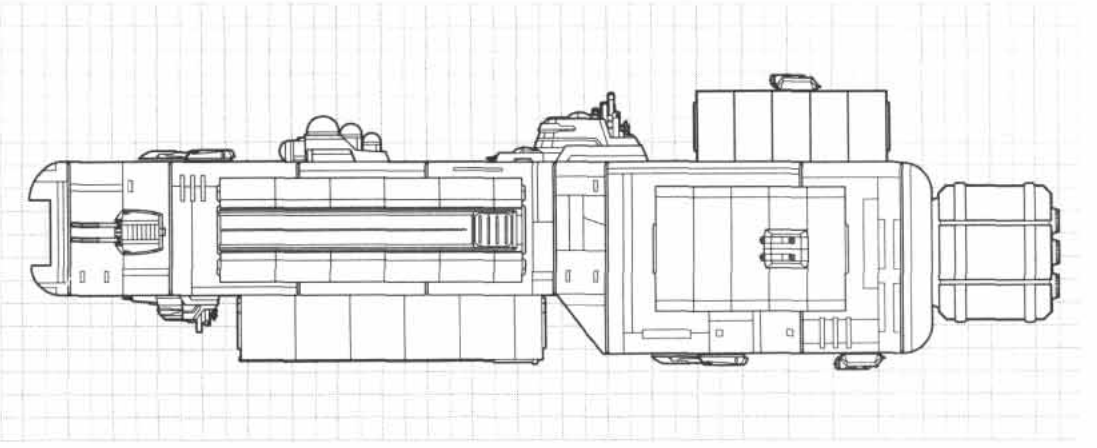
The New Eurasian Commonwealth was the only nation during the Third World War to field carriers for space fighters, with the other factions restricted to deploying fighters from fixed bases such as airfields and space stations. The success of carrier-based operations during the war meant that it was inevitable that the CEF would include carriers as a major part of its expeditionary fleets. The Nova-class carrier was designed to be the focal point of fleet battle groups and construction began on the class in AD 6103. Since then the class has served with distinction with the CEF, reinforcing its view of the importance of carrier operations. The most decisive carrier action occurred in the Atlantis system, where fighters from the carrier *Ascella* overwhelmed the defenses of a deep space early warning post before it could react, allowing the 5th Fleet to reach the planet without interference from defenders elsewhere in the system.

Vehicle Specifications

Code Name:	**Nova-class**	**Empty Weight:**	**81,000 tons**
Type:	**Carrier**	**Loaded Weight:**	**101,000 tons**
Production Type:	**Early Production**	**Main Drive:**	**11 x Fusion Tubes**
Manufacturer:	**Colonial Expeditionary Force**	**Total Thrust:**	**11 x 321,000,000 Newtons**
Length:	**351 meters**	**Reaction Mass:**	**4860 tons Hydrogen (6000 BP)**
Width:	**90 meters**	**Space Movement:**	**18/35 MPs (1.8/3.5 g)**
Height:	**77 meters**	**Maneuver:**	**-8**

Tactical Components

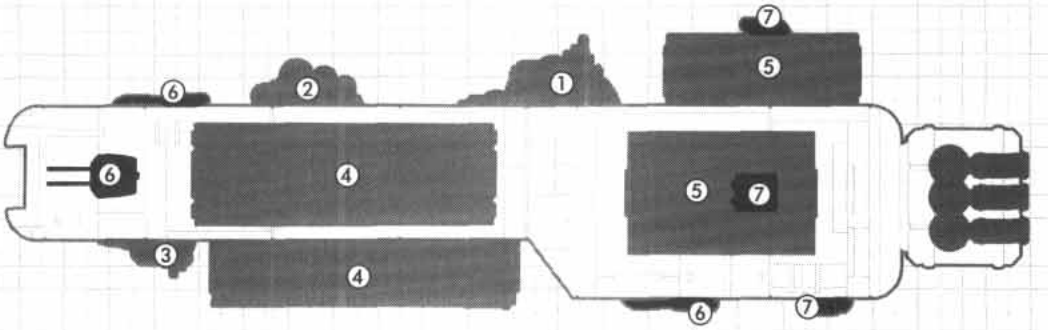
1 x Large Command Center	**3 x Small Vehicle Bay**	**1 x Electronic Warfare Center**	**4 x Railgun Turret**
1 x Small Command Center	**4 x Laser Turret**	**3 x Large Vehicle Bay**	



Deck Plans - 2.5.2

DESIGN NOTES

The ship is built into a long armored slab. The hull is generally smooth but has sensor arrays out of it. Inside the vessel, most of the room is dedicated to the various hangar bays most of which protrude outside as well. The massive engine cluster is partially protected by tortoise-like armor shell.



Tactical Components

1	1 x Large Command Center	5	3 x Small Vehicle Bay
2	1 x Electronic Warfare Center	6	4 x Railgun Turret
3	1 x Small Command Center	7	4 x Laser Turret
4	3 x Large Vehicle Bay		

Crew Interview - 2.5.3

"This is the home of the 11th fighter wing, the Hungry Ghosts. Yeah, our quarters are a little more luxurious compared to what the rest of the crew get, but we're the best, and we deserve the best. Don't believe me? Check out our kill ratio. We've been ranked in the top three wings in the fleet consistently for the last ten years. That trophy over the bar? The Fleet Redeye Cup — ours for the last three years running.

"We work hard, too. The Ghosts, along with the other fighter wings on *Vesper*, fly patrols around the clock to keep this system secure. Back when we first arrived in-system we had our hands full hunting down the remnants of the local defenses, but ever since we got the Atlanteans bottled up on the ground we haven't had much in the way of excitement. But that's okay; that just shows we're doing our job properly. It's not like Caprice, where I hear the bad guys can pretty much wander around as they please. If somehow there *was* enemy activity, our fighter wings would have two roles: as a screening force for our ships to defend against close-in attackers and — this is where the Ghosts come in — taking the fight to the enemy ships, usually targeting their engines so they can't escape or maneuver. Of course, that involves penetrating the enemy's screening force, but in my experience that isn't too much of a problem.

"You know, the Atlanteans and, I hear, the Terranovans, had fighters, but neither they nor their pilots could really stand up to us and our Nukdaes. Mostly they relied on drones to defend their ships. Now, popping drones might be fun, but it's not much of a challenge and hardly the stuff legends are made of. I hope they wrap up things here soon and we can ship out for Eden. Maybe they'll have some actual pilots there who aren't afraid of getting their hair mussed up instead fighting by remote control. There's not a pilot in the Fleet who doesn't look forward to a real dogfight."

— Pilot Karen Adderley, Carrier *Vesper*, 5th Fleet

Voices of the Troopers, Martial Press, AD 6138

2.6 - DEIL-CLASS CRUISER

The Deil-class cruiser is known as 'the jack of all trades' although not without adding the corollary 'master of none.' An uneasy compromise between a carrier and a destroyer, the Deil-class ends up not filling either role very well. In addition, the rush to put the design into production has resulted in some technical problems not being discovered until after the ships had been deployed, leading to some jury-rigged modifications to the ships' communications and life support systems. In particular a badly designed air filtration system lead to the growth of mold throughout the ship, which has still not been completely eradicated on some members of the class. Despised by their crews and ignored by the high command, the Deil-class has become the pariah of the CEF fleets.

The Deil has a crew of 550 and a fighter complement of forty. Armament consists of long-range torpedoes and short-range missile systems along with four laser batteries and two railgun turrets. A variety of drones can be launched from two small bays located on either side of the bottom of the ship. The ship's external layout has been designed to simplify landing operations for its fightercraft, the only feature of the ship that ever receives any praise. The class' unpopularity has seen it assigned to roles considered to be of low prestige by the naval branch of the fleets. The Deil-class has proved most successful in the planetary support role, where its primary missile system is loaded with ground bombardment munitions and its hangars equipped with TAAF-54 transatmospheric attack fighters. Troops on the ground have learned to appreciate the Deil-class' presence even if no one else has.

2.6.1 - Service Record

Conceived in AD 6108 by CEF strategists, the Deil-class cruiser was designed to increase the versatility of the CEF fleets. Combining the firepower of a destroyer with the fighter complement of a carrier would create a ship capable of carrying out a wider variety of missions than either. Construction of the prototype, the Jack Hob, was completed in AD 6109. Pressure to get the fleets to full strength as quickly as possible was intense so after only three months of testing the class was rushed into full production.

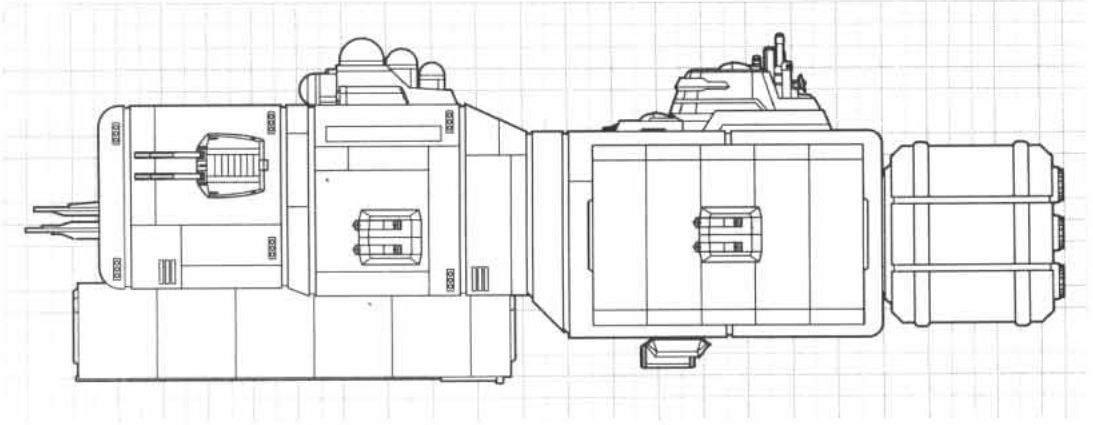
Once in the field, the class' deficiencies soon became apparent. The ships lacked the firepower of a destroyer and deploying them on the front line of battle risked losing their fighters' base of operations, while simultaneously their relatively small fighter complement made it inefficient to use them strictly in the carrier role. The class fell into the disfavor of fleet commanders, who relegated them to minor tasks and in many cases transferred their fighter wings to make up for losses on carriers.

Vehicle Specifications

Code Name:	Deil-class	Empty Weight:	31,000 tons
Type:	Cruiser	Loaded Weight:	39,000 tons
Production Type:	Limited Production	Main Drive:	5 x Fusion Tubes
Manufacturer:	Colonial Expeditionary Force	Total Thrust:	5 x 321,000,000 Newtons
Length:	246 meters	Reaction Mass:	1860 tons Hydrogen (6000 BP)
Width:	65 meters	Space Movement:	21/41 MPs (2.1/4.1 g)
Height:	58 meters	Maneuver:	-8

Tactical Components

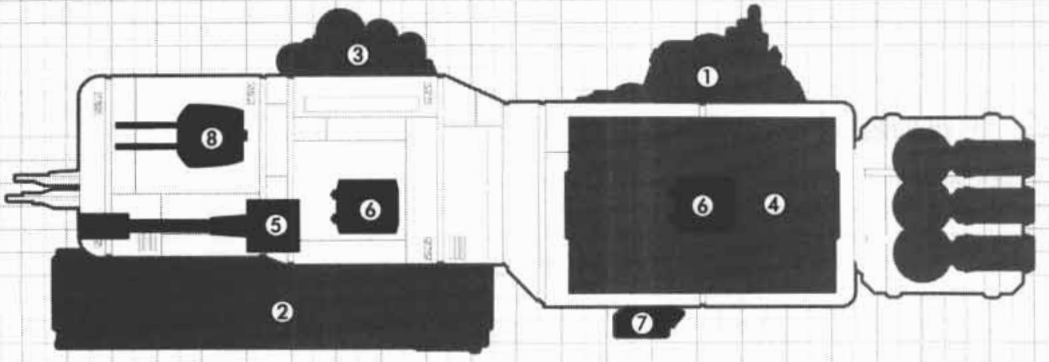
1 x Large Command Center	1 x Torpedo Launcher	1 x Large Vehicle Bay	4 x Laser Turret
1 x Electronic Warfare Center	1 x Missile Turret	2 x Small Vehicle Bay	2 x Railgun Turret



Deck Plans - 2.6.2

DESIGN NOTES

The ship is built into a long armored slab, with a notch underneath where the forward bay is fitted. The hull is generally smooth but has sensor arrays protruding out of it. Inside the vessel, most of the room is dedicated to systems and supplies; the small vehicle bay hang out from either side of the rear hull like stubby wings. The massive engine cluster is protected by a tortoise-like armor shell.



Tactical Components

1	1 x Large Command Center	5	1 x Torpedo Launcher
2	1 x Large Vehicle Bay	6	4 x Laser Turret
3	1 x Electronic Warfare Center	7	1 x Missile Turret
4	2 x Small Vehicle Bay	8	2 x Railgun Turret

Crew Interview - 2.6.3

"That musty smell? Mold in the heat exchangers, I'm afraid. You'd think you'd get used to the smell after a while, wouldn't you? Not a chance, and I can still smell it on my clothes when I go on shore leave. Anyway, welcome onboard *Spectre*, the "best" damn ship in the fleet. Our top-notch crew consists of the screw-ups, the perennially posted, the officer academy wash-outs, the ideologically suspect, the losers of political infighting and the just plain incompetent. Makes us kind of special, even in respect to other *Deils* — if you've made it here you know you can kiss your career goodbye. Where do I fit in? Well, let's just say I had a slight difference of opinion with my former commanding officer and leave it at that. Not that I'm bitter, or anything.

"I mean, what could be better? We get all the bottom of the barrel assignments that no one else wants to do: drone recovery, debris disposal, long-range patrols to the Oort cloud and back. If it's boring or degrading or both, odds on it'll passed down the line to us, usually in concert with a bunch of other cruisers. In the other flee... **what the hell do you think you're doing? No!** You GREL-lover, if you do a radar test now you'll fry the team outside doing maintenance on the comm array! Did they teach you anything at the academy? Try a stunt like that again and they won't even bother with a court martial before they shoot you, and I'll make sure I'm the one pulling the trigger. Now reset the system and *don't* touch anything — sorry where was I? Oh yeah, in the other fleets they've reclassified a lot of the *Deil* cruisers as ground support ships, so at least their crews have a real role to play and a chance to show what they can do despite their totally unfit vehicles. Apparently the ground troops are actually happy when the *Deils* arrive, strange as it sounds. Not much chance that we'll get to do anything like that in the Loki system. More's the pity, there's a couple of restaurants in Gomorrah I wouldn't mind having the chance to bomb off the map."

— Navigator Eduardo Brown, Cruiser *Spectre*, 3rd Fleet

Voices of the Troopers, Martial Press, AD 6138

2.7 - Io-class Destroyer

The Io-class destroyer is the primary ship of the line of the CEF fleets. Fast and heavily armed, it is credited with more kills than any other class of ship in the fleets and can always be found in the middle of any engagement. Io crews are proud of their ships' deadly reputation and go out of their way to decorate them with oversized kill markers and battle commemorations. This breach of regulations has led to many reprimands but the ships' crews continue to do so and an unofficial, fleet-wide competition has developed to see which ship can get away with the most colorful display.

The class has a crew of 300 and features spacious living quarters compared to those of cruisers or carriers. Unfortunately the same cannot be said of the internal passageways, which are unusually narrow and cause bottlenecks to crew movement and long response times during emergency situations and calls to battle stations. The ship itself is long and skinny, with a narrow cross-section that is designed to provide as small as possible a target for enemy fire. All of the weaponry is concentrated in the forward arc and destroyers tend to try to maximize their advantage by charging straight towards the enemy. The ship's primary firepower is supplied by a pair of torpedo launchers, allowing the destroyer to attack targets far beyond the range of most ship's guns. For shorter-range engagements the destroyer is equipped with heavy anti-ship missiles, along with laser and railgun turrets for defense against drones and attacks against smaller targets. The short- and long-range weapons are complemented by a launch bay for ship killer drones.

2.7.1 - Service Record

The Baltan-class destroyer was deployed late in World War III by one of the then few remaining factions. It was at the pinnacle of combat spaceship design at the time and easily outclassed the ships of the other factions. However the success of the class was immaterial against the massed might of the NEC, and the end of the war followed shortly after. The NEC was however impressed by the performance of the design and it was modified to conform to CEF standards and renamed the Io-class.

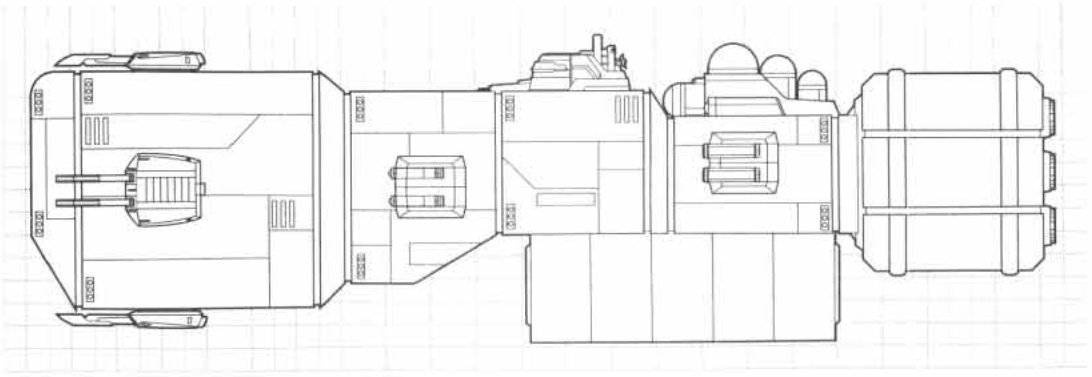
The class proved its worth almost immediately, outgunning the colonial ship designs and inflicting severe casualties. The most famous ship of the class is the *Feargus* which, along with three heavily damaged supply ships, acted as a decoy as the 8th Fleet left the proximity of Terra Nova, tricking Terranovan drones and ships onto the wrong vector from which they would be unable to catch up with the fleet. The *Feargus* was eventually destroyed by massed drone bombardment but not before destroying over five hundred enemy drones and two manned vessels and allowing the fleet to escape with minimal damage.

Vehicle Specifications

Code Name:	Io-class	**Empty Weight:**	3700 tons
Type:	Destroyer	**Loaded Weight:**	4600 tons
Production Type:	Mass Production	**Main Drive:**	6 x Fusion Tubes
Manufacturer:	Colonial Expeditionary Force	**Total Thrust:**	6 x 38,300,000 Newtons
Length:	204 meters	**Reaction Mass:**	370 tons Hydrogen (10,000 BP)
Width:	25 meters	**Space Movement:**	25/50 MPs (2.5/5.0 g)
Height:	22 meters	**Maneuver:**	-6

Tactical Components

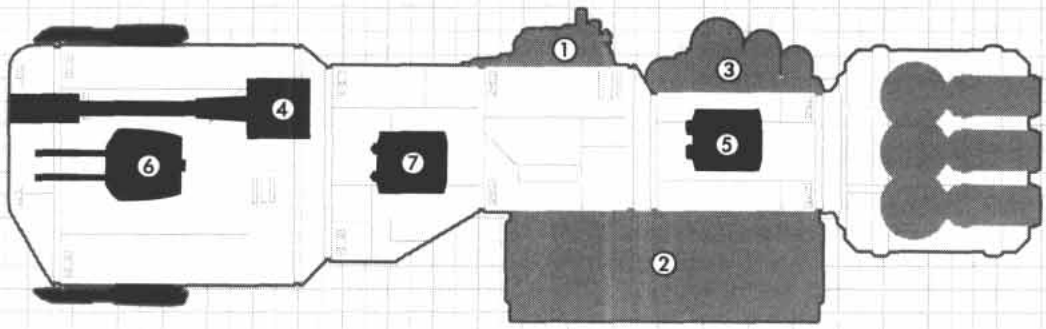
1 x Small Command Center	**2 x Missile Turret**	**1 x Small Vehicle Bay**	**4 x Railgun Turret**
1 x Electronic Warfare Center	**2 x Laser Turret**	**2 x Torpedo Launcher**	



Deck Plans - 2.7.2

DESIGN NOTES

The ship is built into a series of long slab-like sections, with the large vehicle bay hung "underneath" almost as an afterthought. The hull is generally smooth but has sensor arrays protruding out of it. Most of the forward hull is dedicated to the weapon systems (torpedo tubes and reloading equipment, along with capacitors and cooling systems for the railguns). The massive engine cluster is protected by a tortoise-like armor shell.



Tactical Components

1	1 x Small Command Center	5	2 x Missile Turret
2	1 x Small Vehicle Bay	6	4 x Railgun Turret
3	1 x Electronic Warfare Center	7	2 x Laser Turret
4	2 x Torpedo Launcher		

Crew Interview - 2.7.3

"Here we have the Offensive Systems Fire Coordination Center, which is my combat station. I'm responsible for prioritizing targets identified by our sensors and then assigning our weapons fire to them in coordination with the other ships in our squadron. It can be pretty stressful in the middle of combat when there can be hundreds of bogies coming your way and you're trying to determine which point is the main thrust of the enemy attack, wondering whether or not you should ignore the anonymous blips the sensor operators have provisionally flagged as decoys. I've seen officers reduced to gibbering wrecks in those sorts of situations, and that was just in simulations. I've gotten used to it myself, and I often find myself entering a Zen-like state where I can just visualize the targets and divine their significance. I don't like to sound like I'm boasting, and of course the rest of the crew had its part to play, but it's safe to say that the two unassisted ship kills *Pegila* made early in the campaign were down to my insight. I'll let you in on a little secret — when Atlantean ships go evasive and release a cloud of decoys, their coverage pattern isn't half as random as they think it is. I was able to tell immediately where the ships were and "Boom!" the fission warheads took care of the rest, so I like to think of those two kill markers painted out there on the hull as mine.

"There hasn't been any need for my skills recently, since the Atlanteans have retreated from space altogether and are skulking around underwater. They send up the occasional drone to keep us on our toes and every once in a while they a launch an all-out barrage from their deep sea submersibles, but it's not a serious threat, little more than target practice really. *Pegila* has been sitting more or less idle for a while now, and that means my career isn't moving forward like it should. I'm thinking about getting myself transferred to a more prestigious posting — I'm sure *Gaius Marius* would be glad to have someone of my abilities.

— Gunnery Officer Ella van Hijfte, Destroyer *Pegila*, 5th Fleet

Voices of the Troopers, Martial Press, AD 6138

2.8 - URCHIN-CLASS FRIGATE

Often called the hardest working ship in fleet, the Urchin-class frigate is used in a variety of roles, including patrol, escort and screening missions. The ship's speed and maneuverability have led it to be used to exploit holes in the enemy's line to strike at support vessels. This versatility has won it considerable praise from fleet commanders. The relatively small crews of 230 appreciate the attention, and the Urchin-class has the greatest frequency of combat decorations in the fleet, although this does occasionally lead to a reputation as glory hounds.

Like many other ships of the CEF fleets, the Urchin-class carries habitat modules on extending tethers that can rotate while the ship is not under thrust to provide the artificial gravity that is necessary for the long-term health of the crew. However, the small size of the ship means it can only produce a small fraction of standard Earth gravity. Urchin crews encounter difficulties when returning to planetary surfaces after long periods in space, causing a great deal of amusement for crewmembers of larger vessels. As a result, frigate crews will band together while planet-bound for mutual protection.

The frigate's main armament consists of a pair of anti-ship missile turrets, which provide it with a heavy short-range punch. They are backed up by laser and railgun turrets and a small drone bay equipped with reconnaissance, electronic warfare and decoy drones. The Urchin-class is long and thin so as to present the smallest possible profile to an oncoming enemy, but its greatest defense lies in its speed and maneuverability, allowing it to avoid swarms of drones that a larger ship would be forced to destroy with defensive fire.

2.8.1 - Service Record

The Urchin-class frigate has had a long history, and, excepting the Gateships, is one of the longest-serving ship designs in current use. Originally known as the Drover-class patrol boat, the design saw widespread use during the colonial period as an escort and anti-piracy ship, some even turning up in the hands of privateers and the pirates themselves. With the collapse of the Human Concordat the class ended up in the hands of several Earth factions, including the NEC, and it was on the front line of combat throughout World War III, often fighting against ships of the same class. An updated version of the design was adopted by the CEF as the Urchin-class and all surviving Drovers were refitted as Urchins by AD 6114.

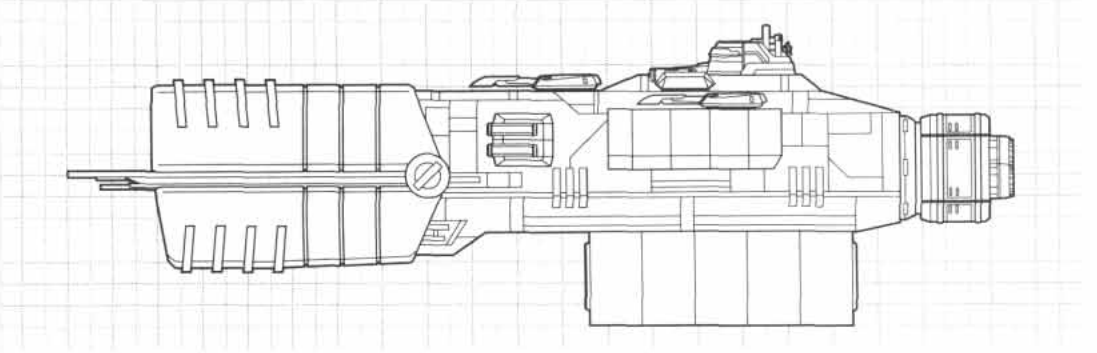
As a screening ship for the transports of the CEF fleet the Urchin-class has seen heavy combat. The frigates of the 8th Fleet in particular have suffered heavy loses as they struggled to protect troop ships unloading their cargo against enemy drones during the Terranovan campaign.

Vehicle Specifications

Code Name:	**Urchin-class**	**Empty Weight:**	**1900 tons**
Type:	**Frigate**	**Loaded Weight:**	**2400 tons**
Production Type:	**Mass Production**	**Main Drive:**	**3 x Fusion Tubes**
Manufacturer:	**Colonial Expeditionary Force**	**Total Thrust:**	**3 x 38,300,000 Newtons**
Length:	**160 meters**	**Reaction Mass:**	***190 tons Hydrogen (10,000 BP)***
Width:	**21 meters**	**Space Movement:**	**24/48 MPs (2.4/4.8 g)**
Height:	**17 meters**	**Maneuver:**	**-5**

Tactical Components

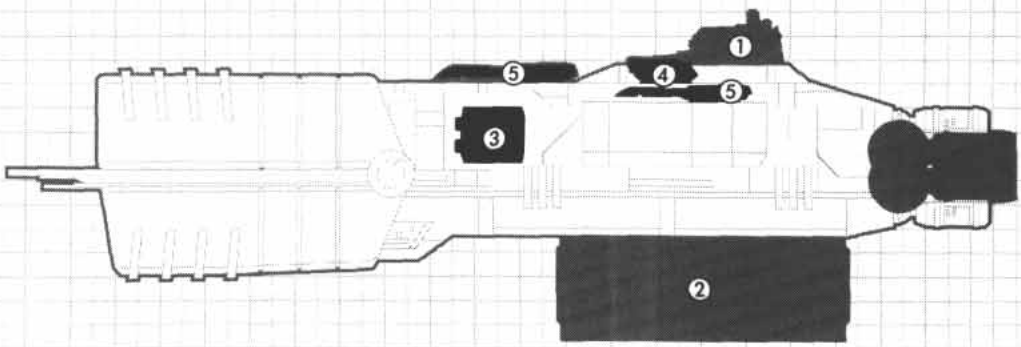
1 x Small Command Center	**2 x Laser Turret**	**1 x Small Vehicle Bay**	***3 x Railgun Turret***
2 x Missile Turret			



Deck Plans - 2.8.2

DESIGN NOTES

The ship is built into a slab, with a forward armored housing for extra protection. Most of the armament is located on the "top" side of the ship; daughter vessels launching from the bay are thus protected by the bulk of the hull during combat, where the guns are pointed toward the enemy. A set of centrifuges can deploy and spin from an armored housing amidship, providing at least partial simulated gravity during extended deployments. The engine cluster is partially protected by a bell-shaped armor shell.



Tactical Components

1	1 x Small Command Center	4	2 x Laser Turret
2	1 x Small Vehicle Bay	5	3 x Railgun Turret
3	2 x Missile Turret		

Crew Interview - 2.8.3

"Lots of navy personnel start their careers onboard frigates. They're not such a bad place to do so: you'll get exposed to a lot of different types of fleet operations and with the small crew size it's easy to stand out if you do your job well. Many former frigate crew members go on to what I guess you'd call bigger and better things; our previous sensor officer, for example, is now second-in-command of the carrier *Lucifer*. I actually prefer it here, though. The crew has good camaraderie and we always have something worthwhile to do, as opposed to some of the larger ships which basically sit around twiddling their thumbs if there isn't actual shooting going on. We're constantly busy, even if it's just escorting supply ships to and from the Gates. That means I'm always busy as well, since drones are essential for all our operations. We use a wide variety of drone types; sensor drones for patrol and reconnaissance missions, jammer and decoy drones when we're on escort missions and even hunter/killer drones when we're assigned to break through enemy lines to strike at their rear. Recently we've been field-testing some Utopian drone designs, but I don't think I'm supposed to tell you anything about that...

"As opposed to any civilian drones you might be familiar with, which usually require constant communication with and control from their mother ship, our drones are designed to be autonomous once launched — they have to be, since constant broadcasting would give away our position. Generally we program them with specific mission details before launch and then update their commands later by burst transmission if need be. Recon drones send their data back to us the same way or rendezvous back with us if broadcasting would reveal our existence to the enemy. The drones are smart enough to look after themselves in most circumstances and can do tricks like take evasive action and choose targets of opportunity when they can't hit their primary target. But it can be frustrating to watch the ten drones you've just launched head off in entirely the wrong direction because the captain has just ordered silent running and you can't send them course corrections.

— Drone Controller Sam Curry, Frigate *Eudemon*, 2nd Fleet

2.9 - BASTILLE-CLASS TROOP TRANSPORT

Transporting the millions of troops required to invade entire planets over interstellar distances is a Herculean task. Add on top of that the weaponry, vehicles, food, shelter and entertainment they will require over several years and it becomes a logistical nightmare. It is a testament to the designers of the Bastille-class transport that it manages to reduce the problem from 'almost impossible' to merely 'very difficult.' The Bastille-class has a crew of 350 and carries a troop complement of 5000. In order to save on logistical requirements the troops are carried in sleep tubes for most of the journey. Large bays, universally known as 'morgues,' carry company-sized sections of troops in hibernation. Just prior to transfer to the target solar system via Tannhauser Gate, the troops are revived to allow them time to regain combat fitness. Use of sleep tubes is debilitating and soldiers require roughly two weeks to return to fighting shape. With the full contingent of soldiers awake the ship becomes uncomfortably crowded, and the life support system is stretched to its limit; it is often with a measure of relief that the soldiers are dispatched into battle.

The Bastille-class is a boxy and unmaneuverable ship for its size. Its most notable feature is the two large AC-56 assault landers that hang from its belly. Each is capable of carrying about 1250 soldiers from orbit to planet surface; landing the ship's full complement requires multiple trips or more landers. This is not considered a problem since troop ships are usually accompanied by cargo transports that carry the majority of the troops' supplies and equipment, along with additional landing craft. A small-craft docking bay allows for fleet couriers and crew transfers. The Bastille-class is not intended to enter combat and so is equipped with only defensive armament and decoy drones.

2.9.1 - Service Record

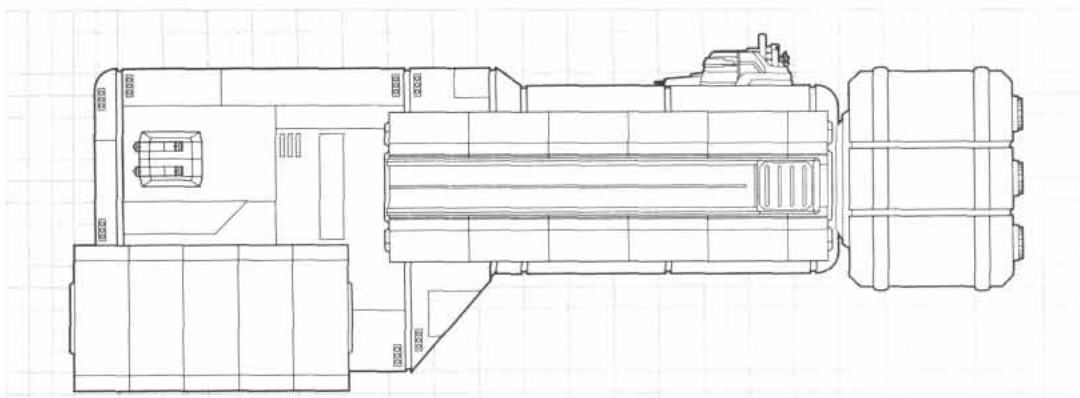
The Bastille-class transport is an entirely new design, created to fit a role never before required prior to the formation of the CEF: the transport of combat ready troops over interstellar distances. Planning on the design began almost immediately after the end of World War III and by AD 6106 shipyards across the solar system had started construction on the first of the nearly thousand troop transports required for the expeditionary force. Work continued unabated until just prior to the departure of the 3rd Fleet for Caprice in AD 6116. Since that time the class has had an undistinguished but reliable service, although troops carried on board complain about them incessantly. Very few transports have been lost in battle as they are well protected by the rest of the fleet and offload their troops from a safe distance to targets that have been heavily suppressed. Transports generally suffer more damage from bored and unruly troops than enemy fire.

Vehicle Specifications

Code Name:	**Bastille-class**	**Empty Weight:**	**7200 tons**
Type:	**Troop Transport**	**Loaded Weight:**	**9000 tons**
Production Type:	**Mass Production**	**Main Drive:**	**7 x Fusion Tubes**
Manufacturer:	**Colonial Expeditionary Force**	**Total Thrust:**	**7 x 38,300,000 Newtons**
Length:	**163 meters**	**Reaction Mass:**	**430 tons Hydrogen (6000 BP)**
Width:	**60 meters**	**Space Movement:**	**15/30 MPs (1.5/3.0 g)**
Height:	**27 meters**	**Maneuver:**	**-6**

Tactical Components

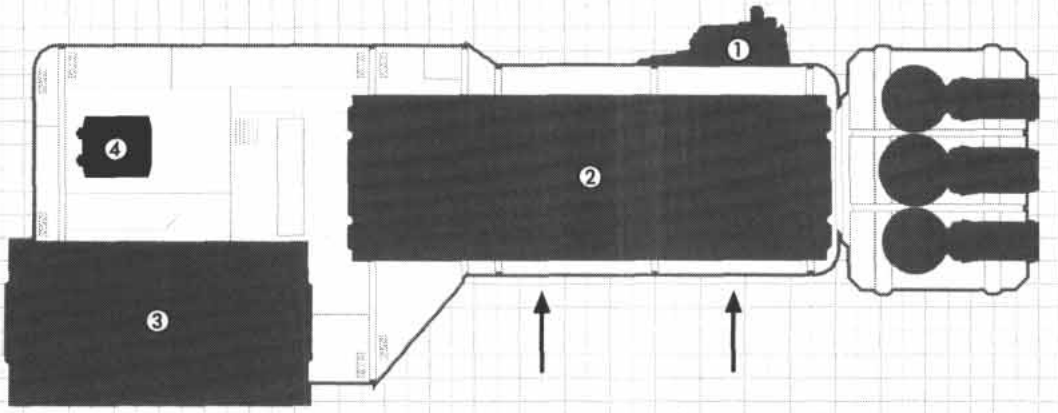
1 x Small Command Center	**2 x Small Vehicle Bay**	**2 x Large Vehicle Bay**	**2 x Laser Turret**



Deck Plans - 2.9.2

DESIGN NOTES

The ship is built into a thick slab, with the various vehicle bays attached to either side. The massive engine cluster is partially protected by tortoise-like armor shell.



Two Tarantula landers (Black Talon Field Guide, page 116) sit flush at the "bottom" of the ship's hull, upside down. Their cargo bays are inside the transport but their top halves — and weeapons — remain outside. The landers are wider (90 m) than the ship, and their thrusters protrude on either side.

Tactical Components

1	1 x Small Command Center	3	2 x Small Vehicle Bay
2	2 x Large Vehicle Bay	4	2 x Laser Turret

Crew Interview - 2.9.3

"You're supposed to wake up the troops before making the transfer to the target system so they'll be 'ready for anything' when the ships arrive, but we found keeping them asleep meant not having to dealing with five thousand cases of Gate sickness. We got into a bit of trouble for that, but it saved a lot of hassle and anyway what good would a bunch of groundpounders be if the ships got attacked? I hear our way of thinking is common in the other fleets as well.

"Standard procedure is to defrost medical personnel first, that way they can help us thaw out the rest of them. Seeing it takes at least half an hour per person to get them up and running, it can take a week before the whole lot are processed and we need all the help we can get. Next come the senior officers, of course, and then down the line to the lowliest trooper or soldier. Spending weeks or months in a tube leaves the occupant weak and out of condition, so a week or two of rehabilitation is necessary before the troops are combat-ready. Other than the smell of five thousand exercising grunts, the other problem at this stage is disease. The sleep tube process suppresses the immune system, and with the crowded troop quarters this creates the ideal conditions for epidemics, despite our best efforts to screen out infectious diseases before they get onboard. It's the only time I've ever seen a GREL with a cold.

"Once the ship reaches the target planet and the troops disembark, our job is basically done. Any wounded troops get sent to the hospital ships, not back to us. Of course at Terra Nova we were forced to leave orbit before our division could land, and when it became apparent it be a while before another landing would be possible we were forced to put them all back in the tubes. That was a mess, I can tell you. We weren't set up to prep the troops for hibernation — that's usually done on the ground — and in any case the tubes need a complete overhaul before they can be used again. When we finally made it back to Caprice there were some pointed suggestions made and every Bastille in service was given a refit, so hopefully I'll be spared a repeat of the sight of thousands of GRELs lining the corridors clutching urine samples waiting to be given a clean bill of health."

— Medical Officer Dieter Boesch, Transport *Raven*, 8th Fleet

Voices of the Troopers, Martial Press, AD 6138

2.10 - BALLISTA-CLASS GUNBOAT

Sleek, fast and heavily armed, Ballista-class gunboats are among the newest ships in the CEF fleets. The Ballista's primary role is that of anti-fighter/anti-drone gun platform; though its lasers and railguns have punch enough to damage capital ships, these ships generally steer clear of such vessels, being easy prey under most circumstances. The ship, dominated by its aft engine cluster of six fusion tubes and dorsally- and ventrally-mounted twin railgun turrets, is sixty meters long, twenty wide and ten high. Four rapid-fire, point-defense laser emitters complement the railguns, with at least two of the flexible mounts able to cover the vessel from any direction at one time. Ballistae carry a crew of sixteen and are rapidly becoming known as the most uncomfortable ships in the navy. Quarters and living spaces are both spartan and cramped, with much of the hull taken up by ammunition and fuel stores. Ballistae have excellent endurance, which adds to the problem of discomfort, since it means that crews are on assignment longer between shore leaves. On-board exercise and recreation facilities are minimal; these ships were designed with combat performance and efficiency in mind, not the wellness of the crew. The craft, one of the fastest in the navy, is capable of very high acceleration (6 g), and though each duty-station is equipped with the latest in acceleration couches and cradles, being inside a Ballista maneuvering evasively is a harrowing experience. That acceleration, coupled with the fact that the railguns are extremely loud inside the ship when fired, makes for a very intense combat experience.

2.10.1 - Service Record

When the Colonial Expeditionary Force was driven from orbit around Terra Nova during the Terranovan Campaign, it was primarily drones doing the driving. The fleet sustained substantial losses before and in the process of retreating, resulting in the navy demanding a dedicated anti-drone vessel that could be in the vanguard of future space-borne assaults on the hostile planet. The Ballista, introduced in AD 6132, represents the CEF's answer — it has yet to be truly tested in battle, but hopes are high for the craft to perform well, clearing out thick concentrations of drones and fighters in order to allow heavyweights like the Io-class destroyers to close in and bring their superior firepower to bear. To date, the ships have proven easy to maintain — they're often more liked by in-port maintenance and repair crews than the men and women who serve aboard them. Several captains have brought their concerns about morale and crew effectiveness to the Admiralty; the engineers who originally designed the ship are reportedly looking for ways to improve quality of life aboard the vessels.

Game Statistics

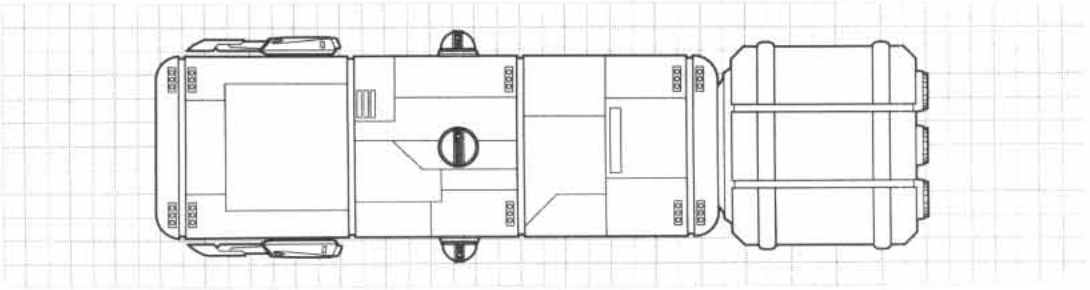
Threat Value:	13137	Offensive:	25683	Defensive:	3400	Miscellaneous:	10328	Lemon Dice:	2

Vehicle Specifications

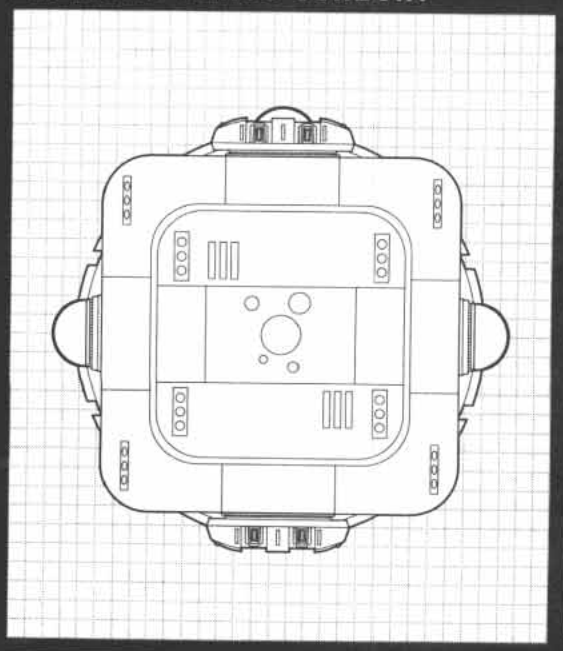
Name:	Ballista-class	Width:	20 meters
Origin:	Earth/Caprice	Height:	15 meters
Manufacturer:	Colonial Expeditionary Force	Empty Weight:	1100 tons
Production Type:	Limited Production	Loaded Weight:	1300 tons
Cost:	464,000,000 CCE	Main Drive:	6 x Fusion Tubes
Use:	Gunboat	Reaction Mass:	40 tons Hydrogen (3600 BP)
Length:	60 meters	Total Thrust:	6 x 11,000,000 Newtons

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
4 x Area Defense Laser Emitters	500	4 x Railguns	500



BALLISTA-CLASS GUNBOAT



ARMOR DAMAGE

50 60 70 80 90

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	16
• BONUS ACTIONS:	+4

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	30
• PRIMARY TOP SPD:	S	60
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-3
• DEPLOYMENT RANGE:		1000hrs

ELECTRONICS

• SENSORS:	0	5
• COMMUNICATION:	0	40
• FIRE CONTROL:		+1

ARMOR

• LIGHT DAMAGE:	70
• HEAVY DAMAGE:	140
• OVERKILL:	210

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 13137 • SIZE: 34 • COST: 464,000,000 CCE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Laser Emitters	HGLC	T	2	4	8	16	+1	x16	4	+1	-3RB
Railgun	LRG	T	5	10	20	40	0	x14	4	+2	-

AMMO

FULL	LEFT
500	
500	

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Name	Rating	Game Effects	AUX
Autopilot	-	Acts as Level 1 pilot	Yes
Backup Systems	-	Absorbs first hits for all systems	-
Crew Accommodations	-	16 places, military-quality	-
Ejection System	-	Escape pods, 24 places	Yes
Hostile Environment Protection	-	Extreme Cold, Radiation (R4), Vacuum	-
Life Support	-	Full	Yes
Micro-Lab	-	Athletics	-
Reduced G-Effect	-	Acceleration seats; +1 to FIT checks	-
Satellite Uplink	-	Allows long-range communications	Yes
Sickbay	2	Room for 2 patients	-
Stealth	4	Add to Concealment	Yes
Weapon Link	-	Railguns	-

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Name	Rating	Game Effects
Annoyance	-	Cramped Crew quarters
Sensor Dependent	-	Must have Sensors to operate

HEAVY GEAR

2.11 - CF-78 NUKDAE SPACE FIGHTER

The sucess of the TAAF-54 transatmospheric fighter lead to a late war project by Kadellie Weapon Systems to develop a purely space based fightercraft. With the end of the war and the NEC's decision to reabsorb the former colony worlds under its banner, the project came under the auspices of the CEF. Working to CEF requirements, KWS created a fighter that could be used in an offensive role in carrier based operations. While not as durable or heavily armed as the existing TAAF-54 fighter, optimization for space allowed for the creation of a more maneuverable and stealthy design than was possible for the multi-role TAAF-54. The Moscow Heavy Industries L45 missile system gave it an adequate long range attack and KWS' own 15 MW pulse laser was a respectable weapon for close-in dog fighting and capital ship strafing runs.

The design was approved by the CEF and would have immediately entered production if not for one problem. It is CEF policy that only capital ships receive class names, with all other equipment, from hovertanks to pistols, are given production codes only. However, it did not count on the stubbornness and romanticism of fighter pilots. The fighter's test pilots refused to refer to it by its production code, CF-78, claiming they could not fly such a soulless machine. Somewhere along the line the fighter picked up the name 'Nukdae' and eventually the pilots' superior officers and the KWS engineers adopted the name as well. Official reports started to turn up bearing the name, resulting in much confusion in the CEF procurement branch. Progress on the fighter project stalled and the problem escalated until it engulfed the highest level of the CEF command. After much bureaucratic wrangling the design entered production as the CF-78 Nukdae. The original test pilots were made an example of and demoted, but were hailed as heroes by fighter wings across the fleets.

2.11.1 - Service Record

The culmination of a design project from the last years of the Third World War, the Nukdae fighter reached the prototype stage in AD 6103 and was ready for full production in AD 6016. It was adopted as the primary space fighter of the CEF, complementing the TAAF-54 transatmospheric fighter. It has proven a nimble opponent for colonial fightercraft and drones and Nukdae fighter wings have racked up impressive kill ratios. However, complaints about the fighter's effectiveness against larger targets led KWS to introduce a bomber variant in AD 6125.

In AD 6133 KWS sub-contracted the production of Nukdae frames and propulsion systems to Caprice Ships Interstellar in response to increased demand from the CEF to make up for loses during their colonial campaigns. CSI has reopened two piers at Monolith Shipyards for the task. Once completed the frames are transferred to secure facilities where weapon systems and electronics are installed by CEF and KWS technicians.

Game Statistics

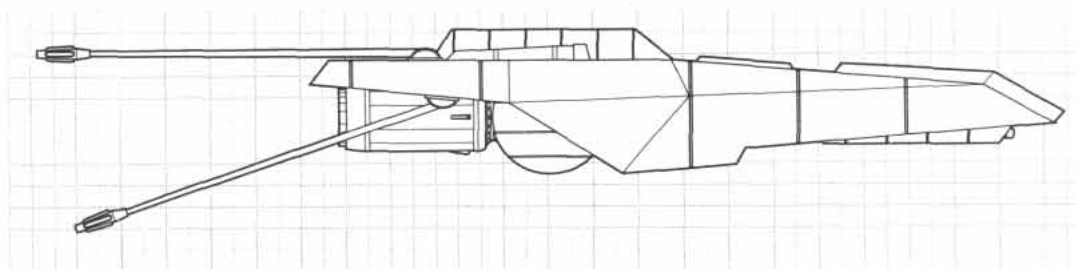
Threat Value:	2738	Offensive:	1875	Defensive:	44276	Miscellaneous:	2064	Lemon Dice:	3

Vehicle Specifications

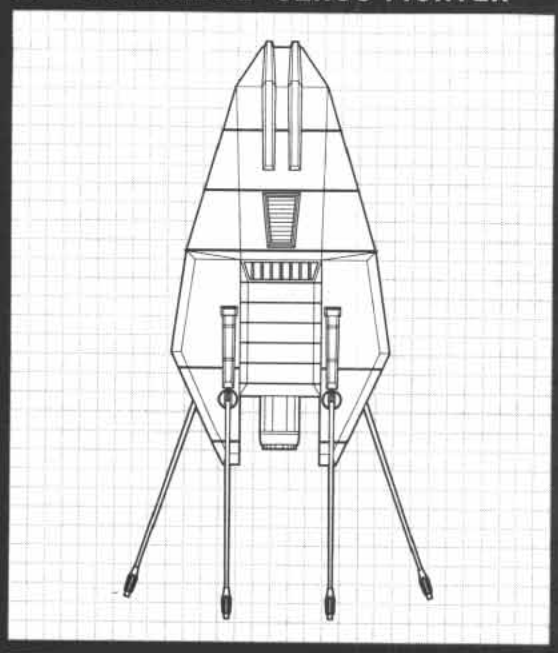
Name:	CF-78 Nukdae Space Fighter	Width:	6 meters
Origin:	Colonial Expeditionary Force	Height:	4 meters
Manufacturer:	Kadellie Weapon Systems/Caprice Ships Interstellar	Empty Weight:	82.0 tons
Production Type:	Mass Production	Loaded Weight:	87.4 tons
Cost:	128,000,000 CEE	Main Drive:	1 x Fusion Tube
Use:	Space attack/interception fighter	Reaction Mass:	820 kg Hydrogen (1000 BP)
Length:	12 meters	Total Thrust:	1 x 5,250,000 Newtons

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
MHI L45 Missile System	8	KWS 15 MW Pulse Laser	50



CF- 78 NUKDAE-CLASS FIGHTER



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	2
• BONUS ACTIONS:	+1

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	30
• PRIMARY TOP SPD:	S	60
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		0
• DEPLOYMENT RANGE:		100hrs

ELECTRONICS

• SENSORS:	+1	4
• COMMUNICATION:	0	20
• FIRE CONTROL:		0

ARMOR

• LIGHT DAMAGE:	26
• HEAVY DAMAGE:	52
• OVERKILL:	78

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 2738 • SIZE: 15 • COST: 128,000,000 CEE

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
MHI L45 Missile System	AAM	FF	8	16	32	64	+1	x10	1	0	G, MR10
KWS 15MW Pulse Laser	LPLC	F	3	6	12	24	+1	x20	1	0	-3Dam. per RB

AMMO

FULL	LEFT
8	
50	

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Name	Rating	Game Effects	AUX
Ablative Armor	6	Front	-
Autopilot	-	Acts as Level 1 pilot	Yes
Backup Systems	-	Comm, Fire Con, Lif Supp, Sensors	-
Ejection System	-	Escape Pods, 2 places	Yes
Emergency Medical	-	Absorbs one "Crew Stunned" result	-
Hostile Environment Protection	-	Extreme Cold , Radiation R3, Vacuum	-
Life Support	-	Full	Yes
Reduced G-effect	-	+1 on FIT checks due to acceleration	-
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	-
Stealth	4	Adds to Concealment	Yes

Notes: Torpedo Bomber variant: remove AAM, add Vehicle Bay R5, 4 x Mine Drone (**Tactical Space Support**, page 87). Off: 569, Misc: 2529, TV: 2458

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Name	Rating	Game Effects
Annoyance	-	Acceleration seats require extra turn to get in or out of
Sensor Dependent	-	Must have sensors to operate

HEAVY GEAR

HOLDING PATTERN

"Copy that, Harbor Control. Catseye Wanderer out." Captain Emeric Connaught took his finger off the transmit button on his headset and leaned back in his acceleration chair, groaning inwardly at the delay. He should have expected the runaround; it was his lot in life as a small-time hauling operation to step aside and wait while the gigantic conglomerates took their much higher priority turn in whatever queue he happened to share with them. Today it was orbital traffic patterns around a transfer station's docking bay; tomorrow it would probably be water allotments in his offices in the Trench.

Rubbing his throbbing forehead, he spun his chair to face his new pilot, Felise Mitra, and his engineer, Sepp Marlow. "Well, once again, we get the shaft. Docking's crowded, thanks to whatever's going down. Never mind that we're carrying probably exactly the same thing as everyone else; Hakkar's bigger so its ships get priority even though they're ten minutes behind us. Sepp, you want to let our passengers know what's going on?"

Sepp rolled his eyes but turned for the exit hatch off the bridge. "I'll tell 'em. These keffs make me nervous, though. I'll be glad when we're rid of them."

Emeric grinned as he turned to check one of the outside monitors. They weren't told exactly what they were hauling but there were enough CEF personnel onboard that it didn't take much to guess what it might be. Why they couldn't use their own bloody transports was an entirely different matter, though.

"It's getting kind of crowded up here; too many ships. The Fleet must be planning something big to overload the station like this." He glanced at Felise and noticed the intense look of concentration on her face, her hands tight around the Wanderer's control sticks. "Just relax, Felise. This isn't much different from the docking simulations that you were practicing."

Felise slowly turned to look at her captain, reluctant to take her attention away from the control monitors. "Yeah; I'm a little nervous about this. This is first real time that I've taken a ship into dock."

Emeric hoped his expression didn't betray his thoughts. Once again, Connaught Shipping had gotten the shaft. Hakkar and the others had their pick of the litter; Connaught had been forced to hire a complete novice pilot with almost no formal training. He struggled to remain calm. "Nothing to worry about. Just take it nice and slow. Regardless of what our passengers say, we're not in a rush. Just treat the Wanderer like..." He faltered. It was the wrong metaphor, but what the hell: "Treat her like a lady." He turned his attention back to the monitors and missed the miffed look that Felise gave him.

The comm system squawked and Emeric listened to the message. "Buddha's belly!" he exclaimed. "We're getting shuffled around yet again. Bring us about on the nav coords we just got," he ordered. The ship lurched as Felise applied thrust. It began to list in the wrong direction and the young pilot manipulated her console frantically to regain control. She over-compensated, and the ship echoed with curses from passengers and crew alike.

"You have to be gentle with the ship, damn it," Sepp yelled as he burst through the bridge hatch. "Treat her like the lady she is!"

"I don't know how to treat a lady, you stupid conny!" Felise snapped as she fought to regain control. "I only date men!"

INTRODUCTION AND PHILOSOPHY - 3.1

As the hub of the interstellar Gate network, space travel has always been an important factor in the Loki system. Before the Concordat's retreat into isolationism, the system was the crossroads of interstellar commerce, and Caprice grew rich off of trade and spaceship construction. Most major corporations had subsidiaries in the system and many native Caprician companies rose to wield great influence as well. Caprice's importance to space travel was proved beyond a doubt when Cantonni-Rand relocated their primary Gateship construction facility in orbit there in AD 5425. The list of colonies continued to grow and an ever-greater number of colony, trade, research and exploration vessels flowed through the system's Gates.

The shutdown of the Gate network in AD 5790 nearly destroyed civilization on Caprice, the suspension of interstellar trade causing a major economic collapse that it barely survived. Yet in spite of this Caprice remained dependent on space as ever. Without a constant supply of water from the ice mining operations in the Blessed asteroids, it truly could not have survived. While Gomorrans rioted below, former Gateship construction crews worked hurriedly to convert space stations and ships that had supported interstellar trade into more pressing needs, narrowly avoiding this disaster. As Caprice recovered and moved to a self-sufficient footing, it once again expanded its operations in space, re-establishing its off-world bases and eventually reopening the Gate waystations. Trade expeditions to nearby systems were planned and Caprice seemed poised to reclaim its position as the center of interstellar commerce.

Current Situation

Today, the Caprician space program is focused almost entirely on mining operations. The trade missions of the past largely ended in disinterest, xenophobia and disaster, and the corporations of Caprice turned inward-looking once more. Apart from a few biological research stations and the occasional journey to the Helios system, space flight concentrated on supporting the mining bases on Carthage and Indra and the asteroid mining fleet. Caprice had cut itself off from interstellar affairs and thus was completely surprised by the appearance of the CEF fleet in the system in AD 6116.

The CEF occupation of the Loki system had a dramatic effect on in-system space traffic. While the number of spaceships in the system is the largest since the days of the Human Concordat, actual civilian space travel has been severely curtailed and subject to CEF oversight. The Gate waystations and the large orbital bases have taken over by the CEF and turned into armed strongpoints, while mining operations and supply flights are under military escort. Civilian shipbuilding has been restricted to only what is necessary to replace natural attrition of the ice mining fleet. Some corporations have complained that these restrictions are an unnecessary limitation of their commercial activities, but the CEF reasons that controlling the movement of the native population is more important than any economic concerns.

In stark contrast, the CEF 3rd Fleet appears to be a hive of activity, as ships rush across the system in constant make-work. To prevent boredom and loss of morale due to inactivity, Admiral Gresfield has ordered more patrols and supply runs, and shorter rotations on garrison duty. Worried about the 3rd Fleet's lack of combat experience, he has also ordered more maneuvers, where detachments play cat and mouse games of simulated combat with each other at the fringes of the system. The recent infiltrations by Black Talon teams have also been a serious concern, and the fleet is searching for any micro-Gates the Talons may have used to enter the system.

Meanwhile, the bulk of the 8th Fleet waits for the day it can return to the Helios system and fulfill its mission of capturing Terra Nova for the NEC. Monolith Shipyard remains busy manufacturing landing craft, fighters and drones to make up for and exceed the losses inflicted on the fleet during the first invasion attempt. With the fleet back in fighting condition, its commanders hope to avenge their earlier defeat very soon.

Early Days

As the first solar system with a life-bearing planet outside of Earth's to be visited by humanity, the Loki system was the subject of intense scientific interest. Swarms of research teams visited not only Caprice, but Carthage, Indra, their satellites and the Blessed asteroid belts as well. Many private and public institutions built research bases across the system, hoping for new discoveries in planetology, astronomy and other fields. However, with the discovery of Terra Nova and the other inhabitable solar systems, public interest moved elsewhere and these bases were rapidly abandoned and prospecting by commercial interests became the sole purpose of exploration in the Loki system.

The abandoned bases and equipment remained, however, and are still occasionally uncovered even today. The Gomorrah Coordination Committee and Capricians in general show little interest in these relics of Caprice's history, but artifacts are sometimes sold for good prices on a small collector's market. The CEF regards them as a small annoyance; encrypted signals detected from vicinity of Loki that put the 3rd Fleet on alert in LC 275 turned out to be data from an ancient satellite studying solar flares.

3.2 - THE PRINCESS

Being a nearly waterless world, the need for ice retrieved from the Blessed asteroid belts is vital to Caprice's economic stability as well as the general health of its population. The Coalition is therefore allowed under NEC directive to continue mining the belts for ice. Stipulations require that all ice-mining fleets be under heavy military escort, however: the NEC seems concerned about certain strategic areas of the belts that have been marked off-limits to all Caprician ships. In the back rooms of the many institutions and organizations of Caprice that secretly oppose the NEC, rumors abound about giant massdrivers linked to Gateships and new "back doors" to Terra Nova and Atlantis — or perhaps beyond. Unsure of the details, these organizations, through their influences in the Coalition, use their ice-mining operations as a front for delicate spy operations against the NEC.

The *Princess*, owned and captained by Liberati Qaid Henault, is one of five ships under contract with Hakkar, Inc., to perform ice-mining operations; in addition to this contract, Henault gathers information on the CEF's activities in the Loki system. He conducts these operations in part through his contacts with the captains of the various ships that are assigned to escort his mining fleet on its expeditions. Additionally, Henault conducts "black box" probes on CEF activities by monitoring the escort fleets' reactions to his carefully planned maneuvers. He passes this information on up to his contacts in the Coalition, who reward him monetarily. Most of these funds go towards keeping his ship in top operating condition or are fed back into the Liberati resistance movement.

Having a good rapport with their military escorts, Henault and his crew are currently not suspected of any anti-NEC operations; much of this is due to Henault's charming and disarming demeanor. Secretly helping the Liberati and Black Talon teams under the CEF's patrol escorts, Henault has successfully continued to provide transport in and out of the Loki system via a well-planned trail of trickery and shadow plays. Henault's crew entirely comprises trusted Liberati ghazis and muttawah. Cunning and skilled, these people have managed to throw off all suspicion that has befallen them during their years in service to the Liberati.

3.2.1 - Service Record

The *Princess* started her commission as an intersystem tug, providing assistance to the large cargo vessels and Gateships that operated in the Loki system prior to the Colonial Wars. Following the chaos of the Colonial Wars, with interstellar shipping nearly brought to a standstill, the *Princess* remained in drydock for over a decade before being purchased and refitted by Hakkar. The *Princess* began mining and ferrying ice in the Lesser Blessed belt in LC 208, which she did admirably until Hakkar decommissioned her in LC 215. In LC 240, Henault's enterprising father purchased the *Princess*' stripped hull. Refitting her for renewed employ, the senior Henault returned the *Princess* and operations continued until they were temporarily halted by the CEF invasion in LC 258. The junior Henault took over command of the *Princess* shortly after Caprice's anticlimactic surrender and subsequent CEF occupation, at which point he began spying for the Coalition.

Game Statistics

Threat Value:	24163	Offensive:	0	Defensive:	833	Miscellaneous:	71657	Lemon Dice:	2

Vehicle Specifications

Name:	The Princess	Width:	75 meters
Origin:	Caprice	Height:	25 meters
Manufacturer:	Caprice Ships Interstellar	Empty Weight:	1750 tons
Production Type:	Limited Production	Loaded Weight:	17,500 tons
Cost:	35,000,000 Pounds	Main Drive:	4 x Fusion Tube Clusters
Use:	Ice Mining and Transport	Reaction Mass:	98 tons Hydrogen (5600 BP)
Length:	100 meters	Total Thrust:	4 x 13,000,000 Newtons

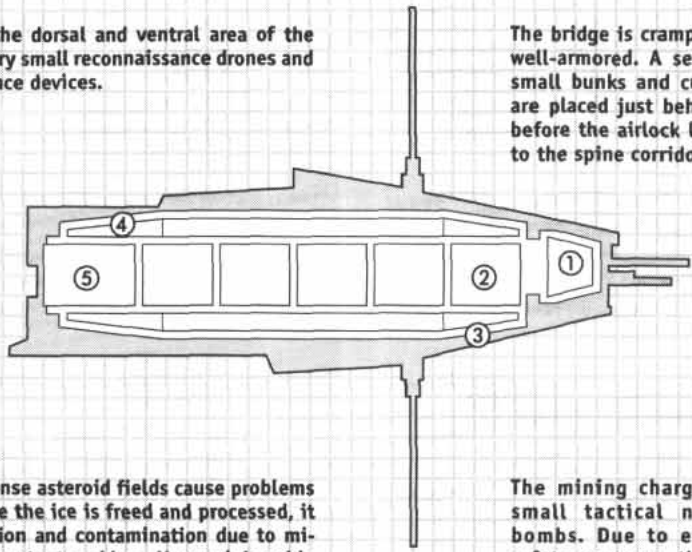
Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
Mining Charges*	50	*Stored in internal bays; unusable in combat. Treat as SDG, MD ammo	

Princess Deck Plans - 3.2.2

Small bays along the dorsal and ventral area of the ship are used to carry small reconnaissance drones and other work assistance devices.

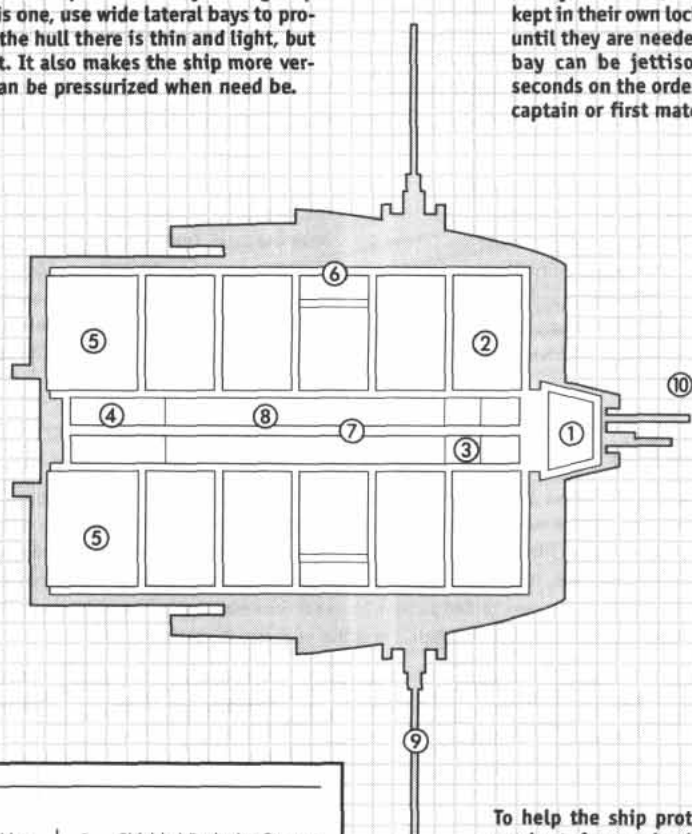
The bridge is cramped but well-armored. A series of small bunks and cubicles are placed just behind it, before the airlock leading to the spine corridor.



Loki's unusually dense asteroid fields cause problems for ice miners. Once the ice is freed and processed, it is subject to ablation and contamination due to micro-impacts are a constant problem. Many mining ship designs, such as this one, use wide lateral bays to protect their ice haul; the hull there is thin and light, but saves a lot of effort. It also makes the ship more versatile, since they can be pressurized when need be.

The mining charges are small tactical nuclear bombs. Due to evident safety concerns, they are kept in their own locked bay until they are needed. Each bay can be jettisoned in seconds on the order of the captain or first mate.

Fusion tubes occupy the entire rear section of the ship. They are all standardized to reduce cost and maintenance time. If need be, they can be modified to run on the ice carried by the spacecraft.



Legend

1 ..... Bridge	6 ... Shielded Explosive Storage
2 ..... Forward Cargo Hold	7 ..... Zipline Corridor
3 ..... Auxiliary Bay	8 ..... Secondary Holds
4 ..... Drone Bay	9 ..... Lateral "Whisker" Array
5 ..... Fusion Tubes	10 ..... Navigation Sensors

To help the ship protect itself against free-spinning fragments, sensor masts extend from all faces of the vessel, tracking the result of each explosion carefully.

3.2.3 - Scavenging for Ice

Ice mining is a difficult and tedious process that often takes the mining ships on complicated courses through Loki's unusually dense asteroid fields and — conveniently — away from their CEF escorts. The best finds are whole asteroids of water ice, but most ice is locked deep inside an asteroid, hidden under meters of rock or interlaced throughout. Drones are most often deployed into likely regions of the belts, moving from asteroid to asteroid and tagging promising finds for more thorough studies by the mother ship. Once a viable prospect is found, the ice miners begin to "dissect" the asteroid to mine out the water ice. Shaped charges and laser cutters are used to handle the smaller finds, but it is not uncommon to use small tactical nuclear bombs to break up a larger asteroid to get to the precious ice buried deep within. These processes all pose significant threat to the mother ship, since blowing up an asteroid creates even more fragments for the ship's sensors to track.

After the ice is freed and accessible, worker drones begin the task of loading the ice into the massive cargo bays aboard the mother ship or nearby freighters. This process can take several days, during which crew rarely sleeps. The ships will not leave the belt until they have successfully filled all their cargo bays with ice. Any methane ice or other such minerals that they are able to collect as well are worth less than the water, but it is generally better to return with a hold full of methane or ammonia than a hold full of vacuum. Once finished gathering the ice, the mining fleet regroup toward the designated CEF checkpoint and then burn on towards transfer stations in low Caprician orbit.

3.2.4 - Smuggling and the CEF

The art of smuggling materials beneath the watchful eye of the CEF orbital patrols is a dangerous business. Security became especially tight for ice miners in the early months following the invasion of Caprice, when the CEF discovered that the miners were occasionally using tactical nuclear bombs to conduct their mining operations. Fearing that these devices would be turned into weapons against the CEF, all mining equipment was seized until a system to track the devices could be implemented. At that point, the CEF relented, allowing the use of nuclear devices but under rigid scrutiny. Despite the strategic vulnerability of permitting the use of such devices — the CEF realizes that even the best security can be defeated, given time and resources — the CEF is ultimately as tied down by the need to mine the belts for water ice as Caprice's natives are. Ice-mining scrutiny took a second upswing after the discovery of multiple micro Tannhauser anomalies within the asteroid belts, forcing the CEF to maintain very tight control over the ice-mining operations. The location and nature of these multiple micro-Gates is a closely guarded secret that could jeopardize the NEC's grand designs.

The *Princess* and a handful of other-ice mining ships have been doing their best to gather information and smuggle insurgents and equipment without attracting too much attention to themselves. Until recently, their smuggling operations have been limited to transporting a few Liberati rebels around the Loki system. When the Black Talon program began, however, the Princess and her fellow ships undertook the responsibility of transporting the Terranovans, too. Using the CEF's own Gate coffin technology as well as more traditional means, the Liberati and the Black Talons have been successful in continuing to ship operatives, replacement parts and even entire Gears to and from the surface of Caprice. The time will one day come, however, when the whole operation is blown and Caprice is plunged into chaos that will rival the departure of the Human Concordat; Henault and his fellows do their best to keep this day from arriving too soon.

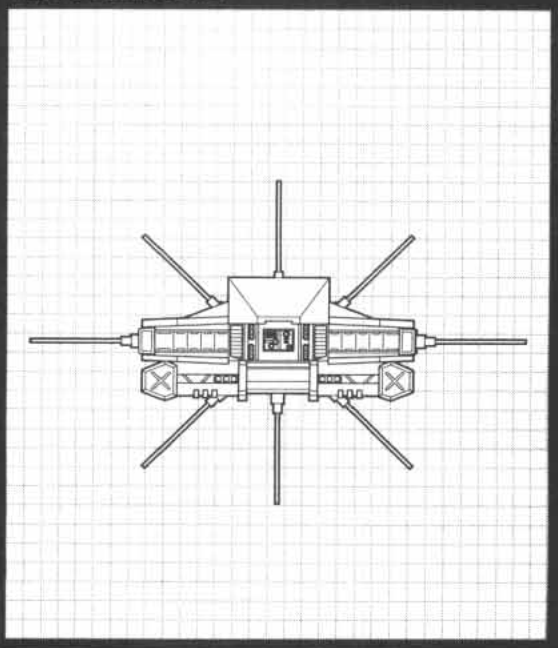
◆ View From Below

"Life aboard the *Princess*? Whew. Imagine living in a bungalow in free-fall, but even more cramped. You think a bungalow is tight — wait'll you try to sleep in an ice miner. She's built for hauling water, methane and ammonia ice, not people, so we often have to share bunks on a rotating schedule. The captain's a great man, though. He pays well and tries his damnedest to provide us with a clean, healthy work environment. Still, it's a harsh and dirty business. Muddy ice is getting into everything anywhere near the holds, and I sometimes wonder if we'll be the ones to find ancient, bacterial life embedded in one of are hauls. We'll return to Caprice as some kind of hive-minded fungus people or something. Nah, I'm pullin' your leg. It's perfectly safe.

"Captain Henault runs a tight ship. You'll see why once we reach orbit here and actually transfer to the ship. I gotta keep the lid on it until then; canaries are everywhere, even on these shuttles, and the keffs'd love to get their mitts on one of us. Let's just say we have some incredible passengers sometimes, okay?"

— Muttawah Kesley, drone operator aboard the *Princess*

THE PRINCESS



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	6
• BONUS ACTIONS:	+3

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	15
• PRIMARY TOP SPD:	S	30
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-4
• DEPLOYMENT RANGE:		2600hrs

ELECTRONICS

• SENSORS:	0	6
• COMMUNICATION:	0	50
• FIRE CONTROL:		-3

ARMOR

• LIGHT DAMAGE:	40
• HEAVY DAMAGE:	80
• OVERKILL:	120

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 24163 • SIZE: 40 • COST: 35,000,000 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL	LEFT

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Name	Rating	Game Effects	AUX
Ammo Storage	-	Reinforced storage for 3000 TV of SDGs (50)	-
Automation	2	Bonus Actions	-
Autopilot	-	Acts as Level 1 pilot	Yes
Backup LS, Comm., Sens.	-	Absorbs first "Life Support," "Communications," and "Sensor" hits	-
Cargo Bay	-	16,000 m3	-
Crew Accommodations	-	Accommodations for eight people, military-quality	-
Ejection Systems	-	Escape Pods, 16 places	Yes
Geological Sensors	-	Chemical and magnetic analysis	-
High Towing Capacity	-	Double towing	-
Hostile Environment Protection	-	Extreme Cold, Radiation (6), Vacuum	-
Life Support	-	Full	Yes
Satellite Uplink	-	Allows long-range communications	Yes
Vehicle Bay	12	Drone bay (50 tons)	-

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Name	Rating	Game Effects
Large Sensor Profile	3	Subtract from Concealment
Sensor Dependent	-	Must have Sensors to operate

HEAVY GEAR

3.3 - THE HARBINGER

Space travel is rarely as exciting or exotic as the mass media giants make it out to be; the most interesting experience the novice traveler can expect is perhaps a lurching stomach and the rediscovery of his most recent meal. After that, it rapidly becomes comparatively dull. One dramatic exception to this rule is travel on the KSM Harbinger, the corporate flagship and status symbol of Kalam-Sollers-Makhan, Inc., Caprice's largest financial conglomerate and unabashed ally of the New Earth Commonwealth. An extremely expensive luxury cruiser — all published costs are for the ship alone, not any of its extravagant contents — the Harbinger was never intended to be cost-effective, merely outrageously lavish. As one of the ultimate symbols of power and wealth in the Loki system, it has very few imitators; most attempts to match the Harbinger have been viewed by corporate high society as the futile efforts of poseurs.

The Harbinger is divided into two basic components: the main hull and the rotating passenger centrifuge. The hull is fairly standard in comparison to the ship's more mundane counterparts. It has an average sized bridge, a cargo bay, a pair of modest fusion tubes, reaction mass tanks and living spaces for the crew. All are of exceptional quality, to be sure, but what really sets the Harbinger apart from other corporate yachts is the centrifuge around its midsection. Just over 80 meters in diameter, it has a maximum rotation rate of about 2 rpm and can provide up to 0.2 g of simulated gravity for the guests inside. The rotation speed can be lowered if some of the passengers are prone to motion sickness, however. The centrifuge is connected to the hull via four stout spars that contain powered lifts (as well as ladders), but the passengers typically remain in the ring due its splendid luxury and the presence of simulated gravity. KSM spared no expense in the construction of the Harbinger, and the majority of the funds went into the construction of the habitat ring.

3.3.1 - Service Record

Originally constructed in LC 137 after the death of the last of KSM's founding partners, the Harbinger has served as a status symbol for the corporation and its most prominent clients for almost a century and a half. Always the privilege of current chief executive officer to command, the ship sets out from Caprice for up to a month at a time approximately twice every year. Most of its voyages originally consisted of brief tours of the Loki system, but with the arrival of the CEF, KSM's executives have found a new use for the luxury vessel: wining and dining Earth corporation executives and high-ranking CEF officials as they make their way across or through the system via its many Gates. It can often be found ferrying VIPs to and from the Utopia portal, a sure sign that Chairwoman Eleni Cohl has set her corporation's sights on whatever Utopia has to offer.

Game Statistics

Threat Value:	21193	Offensive:	0	Defensive:	572	Miscellaneous:	63007	Lemon Dice:	1

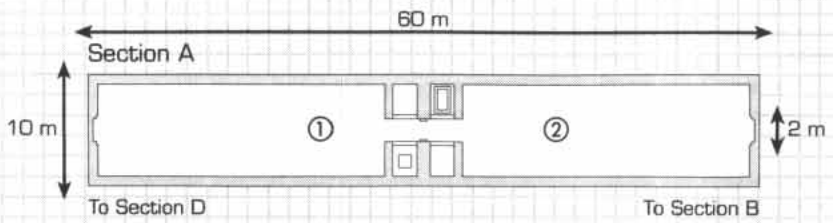
Vehicle Specifications

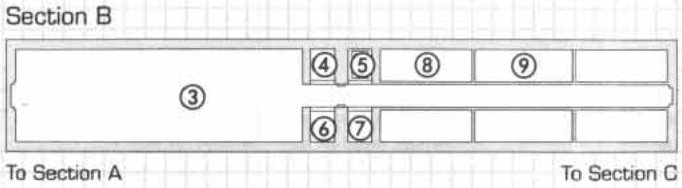
Name:	The KSM Harbinger	Height:	10 meters
Origin:	Caprice	Habitat Diameter:	80 meters
Manufacturer:	Caprice Ships Interstellar	Habitat Length:	10 meters
Production Type:	Late Prototype	Empty Weight:	1150 tons
Cost:	85,000,000+ Pounds	Loaded Weight:	1350 tons
Use:	Luxurious Travel and Entertaining	Main Drive:	2 x Fusion Tubes
Length:	40 meters	Reaction Mass:	29 tons Hydrogen (2500 BP)
Width:	12 meters	Total Thrust:	2 x 5,750,000 Newtons

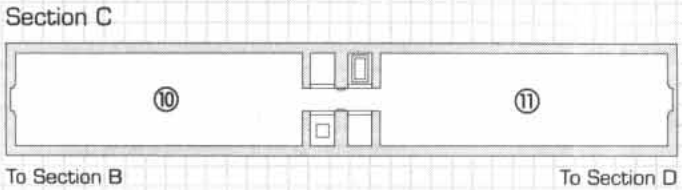
Weapon Payload

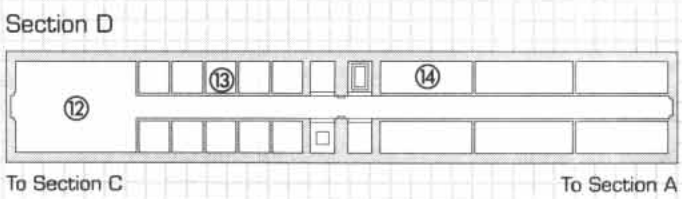
Name	Ammunition Payload	Name	Ammunition Payload
-	-	-	-

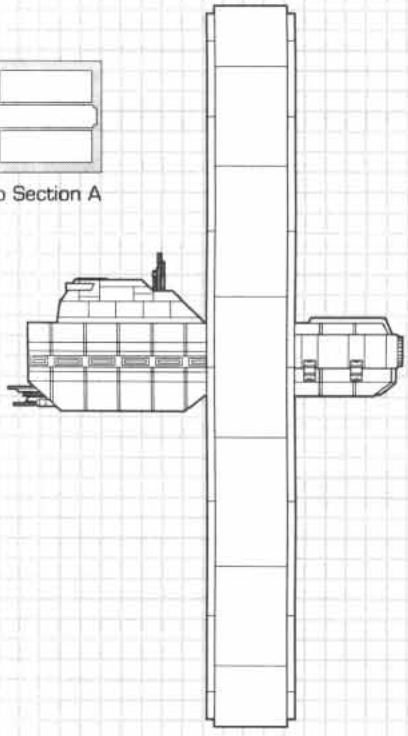
Habitat Ring Deck Plans - 3.3.2











Legend

1 . Kitchen and Related Storage
2 ..... Sollers Room (dinner hall — a large table seating 24 dominates the room)
3 Langer Room (gambling, wet bar, other stuff)
4 ..... Down to Escape Pod Area
5 ..... Elevator to Main Hull
6 ..... Ladder Well to Main Hull
7 Secondary Escape Pod Access
8 ..... Guest Suite w/Bathroom
9 ..... Small Office
10 ..... Kalam Lounge (sofas, chairs, wall-length trideo, grand piano, movable wall partitions)
11 . Makhan Gallery (subdivided into smaller rooms)
12 ..... Storage and Life Support Systems
13 ..... Staff Quarters
14 ..... Guest Quarters

3.3.3 - The Finest Comforts

The centerpiece of the *Harbinger* — and the source of the majority of the ship's cost — is its extravagant and luxurious habitat ring. Featuring finer accommodations than the private apartments of many of Gomorrah's top-ranking executives, the *Harbinger*'s habitat ring is a study in decadence. Where the floors are not covered in rich, shag carpet imported from systems as far away as New Jerusalem, they are paneled in the finest woods from far-off Jotenheim or tiled with ceramics hand-painted by monks dwelling in the Himalayan Range of Earth. Stunningly realistic holographic representations of the finest artwork from over 10,000 years of human civilization line the walls, rest within delicate display cases or stand as monuments to the human creative spirit. A typical voyage aboard the *Harbinger* begins with a full day spent merely studying the artwork and reviewing its rich heritage as presented by pre-recorded holographic tour guides chosen from amongst Caprice's most notable historians.

The habitat is divided into four roughly equal sections, each dominated by one of the ship's four major facilities. Each section's central spar — which connects it to the *Harbinger*'s hull — divides the section in half. The spar provides access to the ship via elevator and contains access doors for most of the ship's escape pods. A short, two-meter wide hallway cuts through each spar and through the bulkheads between each section; these hallways can be sealed during emergencies.

◆ The Sollers Room

Passengers aboard the *Harbinger* always eat well, by spacer standards. Meals are served in the spacious Sollers Room, the *Harbinger*'s dining hall, which is dominated by a gigantic mahogany dining table. The Sollers Room, which is named for KSM founder Julia Sollers, takes up its entire half of its section, nearly an eighth of the ring, and features broad picture "windows" at each end; the windows are actually holographic panels that show space surrounding the *Harbinger*. The opposite side of this section's spar contains the storage lockers and the kitchen where the meals are prepared. While delicious for space fare, meals are still composed primarily of frozen ingredients prepared in microwave ovens. Hot stoves, steam and spattering grease would pose too much of a safety hazard for even the magnificent *Harbinger* to risk. Still, the real beefsteaks and seafood are nearly as good as what can be found planet-side.

◆ The Langer Room

Almost every publicity brochure or travelogue describing the *Harbinger* refers to the Langer Room as "The only ship-board casino in all of known space!" While not strictly true — several Interstellar-Age Gateships were known to have casinos and many Luna-class tenders feature some form of gambling area — the *Harbinger*'s Langer Room is certainly the most exclusive. The miniature casino provides passengers with a certain measure of novel entertainment, and the stakes are almost never real. This area has slot machines, card tables and even a wet bar, all attended by members of the ship's staff upon request of the passengers. Some of KSM's more ruthless chief executives — notably Angus Langer himself — have used the facilities to crush their rivals in high-stakes gambling, but current CEO Eleni Cohl prefers to use them strictly for entertainment.

◆ The Kalam Lounge and the Makhan Gallery

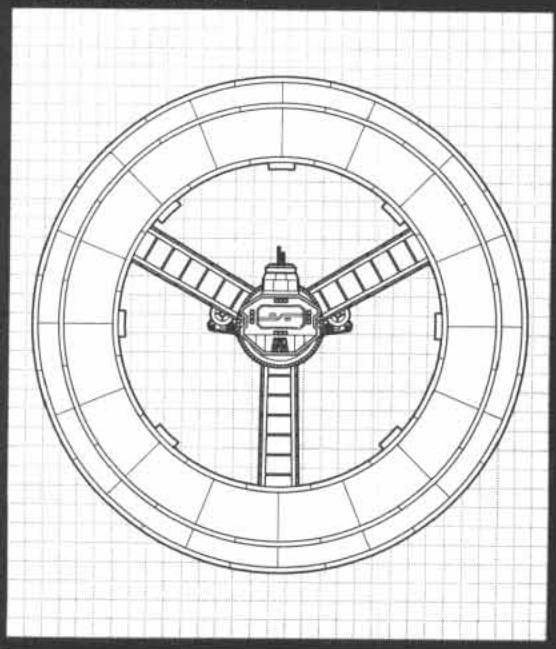
These two rooms occupy the portion of the habitat ring directly opposite the Sollers Room. The Kalam Lounge is a casual location for relaxing and chatting. It features enormous plush sofas and leather armchairs, crystal tables and a wall-length trideo screen for viewing all manner of visual entertainment as well as the current stock market activity. An antique grand piano occupies one corner of the room and panels in the ceiling can adjust to provide exquisite acoustics. The lounge is equipped with movable wall panels to partition it into smaller, more intimate space, and several storage lockers contain dozens of soft throw pillows and an assortment of equipment used for all manner of pleasures of the flesh.

The Makhan Gallery, on the opposite side of this section's spar from the Kalam Lounge, features the most artwork of any location on the ship. Subdivided into smaller chambers, one for each planet in the Interstellar Gate Web, the gallery showcases a variety of artwork ranging from mundane but evocative landscapes to erotic sculpture that would make a Gomorran blush. As with the rest of the ship's artwork, these pieces are all holographic representations of the originals.

◆ Living Quarters

The living quarters for the guests and the staff make up the remainder of the ring. (The crew of the *Harbinger* lives in the main portion of the ship.) Half of the luxurious guest cabins are located on one side of the ring, adjacent to the Langer Room and Kalam Lounge, and the other half are located on the opposite side, between the kitchen and the staff quarters. Each apartment is divided into a bedroom with a quadruple-wide padded bed, a private sitting room with a wide holoscreen that can show pre-recorded terrestrial scenes as well as live images of the space outside the ship, and a small office in which a busy corporate executive can get some work done between days of carousing and nights of debauchery. The staff quarters are smaller than the guest cabins, and their portion of the habitat ring also includes plenty of storage for the guests' personal effects.

THE HARBINGER



ARMOR DAMAGE

0 ▼

10 ▼

20 ▼

30 ▼

40 ▼

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	6
• BONUS ACTIONS:	+2

CREW DAMAGE

VEHICLE CREW

CREW •

BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	5
• PRIMARY TOP SPD:	S	15
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-7
• DEPLOYMENT RANGE:		2500hrs

ELECTRONICS

• SENSORS:	+1	2
• COMMUNICATION:	+1	100
• FIRE CONTROL:		-5

ARMOR

• LIGHT DAMAGE:	50
• HEAVY DAMAGE:	100
• OVERKILL:	150

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •

TOP SPD •

COMBAT SPD •

TOP SPD •

MANEUVER •

FUEL SPENT •

ELECTRONICS

SENSORS •

COMM •

FIRE CONTROL •

ARMOR

LIGHT DAMAGE •

HEAVY DAMAGE •

OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 21193 • SIZE: 35 • COST: 85,000,000 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL	LEFT

WEAPONS

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

PERKS

Name	Rating	Game Effects	AUX
Audio System	-	-	Yes
Autopilot	-	Acts as Level 1 pilot	Yes
Backup LS, Comm., Sens.	-	Absorbs first "Life Support," "Communications," and "Sensor" hits	-
Cargo Bay	-	2000 m^3	-
Crew Accommodations	-	6 cabins, military-quality	-
Ejection System	-	Escape pods, 32 places	Yes
High Capacity Computer	-	-	-
Hostile Environment Protection	-	Extreme Cold, Radiation (R6), Vacuum	-
Laboratory x 4	1	Cooking, Gambling, Music and Seduction	-
Life Support	-	Full	Yes
Passenger Accommodations	-	10 cabins, military-quality (staff)	-
Passenger Accommodations	-	12 cabins, luxury (guests)	-
Satellite Uplink	-	Allows long-range communications	Yes
Sickbay	1	Room for one patient	-
Vehicle Bay	10	Auxiliary Vehicle Bay (25 tons)	-

PERKS

PERK 01 •

PERK 02 •

PERK 03 •

PERK 04 •

PERK 05 •

PERK 06 •

PERK 07 •

PERK 08 •

PERK 09 •

PERK 10 •

PERK 11 •

PERK 12 •

PERK 13 •

PERK 14 •

PERK 15 •

PERK 16 •

PERK 17 •

PERK 18 •

PERK 19 •

FLAWS

Name	Rating	Game Effects
Large Sensor Profile	2	Subtract from Concealment
Sensor Dependent	-	Must have Sensors to operate

HEAVY GEAR

3.4 - DROMEDARY-CLASS BULK TRANSPORT

An ancient relic of the colonial era, the Dromedary is one of the oldest ships used in the Caprician space fleet. Designed as a simple, fusion-powered cargo hauler for the in-system transport of bulk goods but capable of traveling through an open Gate, the Dromedary was one of the hardiest, oldest and most common ships in use throughout the Interstellar Gate Web during the heyday of interstellar commerce. In fact, its basic form was so common that regardless of actual designation or version, most craft of this type were commonly called "Droms." In modern times, however, the only Dromedaries in service form the backbone of the Caprician ice mining fleet — those operated by other colonies have, presumably, long since been converted from their transport role, scrapped for spare parts or simply abandoned.

One of the keys to the perennial success of this ship type is its simplicity of design and maintenance. It is commonly joked among spacers who still operate Droms that anyone with a year of orbital experience can fix one in an hour with nothing but a plasma welder, two rolls of engine tape and a screwdriver. That adage is not far from the mark, and for that reason most Caprician ice mining ventures first train their spacer recruits on Dromedaries. They know that the spacers will not only gain valuable expertise in space vehicle operation, but will do so with relatively few accidents — to both crew and ship. This basic simplicity of design is especially vital to residents of the Loki system, who rely on Dromedaries to transport potable water from the Blessed asteroid belts.

3.4.1 - Service Record

Phobos Astronautics of Mars created the original Dromedary in the early 46th century, shortly after the Martian Highlands Alliance joined the Human Concordat. Even then, the Dromedary was designed to be a simple vehicle; it provided a sorely needed means of cheap bulk transport between Earth and the Martian states and helped to forge a stable interplanetary Concordat. As interstellar colonies opened up in the following centuries, the Dromedaries followed, licensed to (or stolen by) the wide variety of spaceship manufacturers. Throughout the centuries the overall design of a blunt, container-studded body wrapped around a crew module and engine assembly has remained virtually untouched. So far the basic skeleton and systems packages have remained virtually identical performance-wise, though they are occasionally upgraded to allow for more cargo, stronger internals, or more compact and efficient systems.

Game Statistics

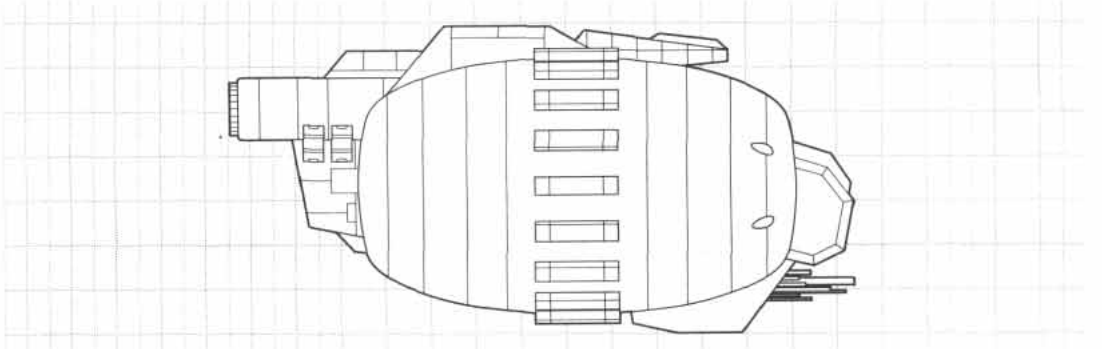
Threat Value:	5962	Offensive:	0	Defensive:	1456	Miscellaneous:	17,139	Lemon Dice:	3

Vehicle Specifications

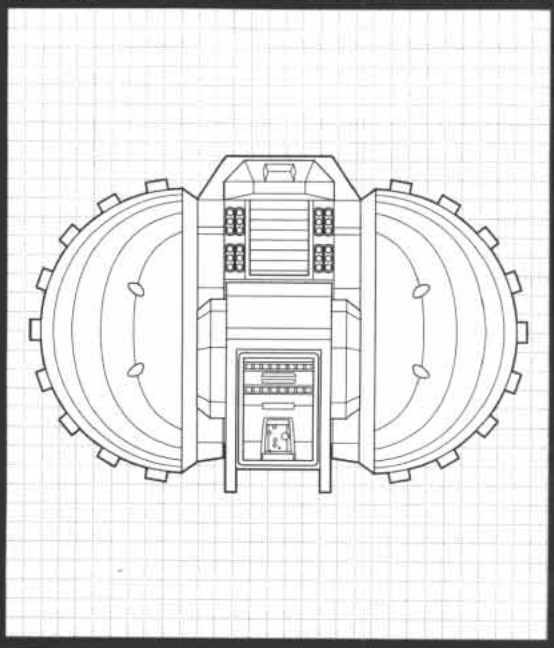
Name:	Dromedary-class	Width:	45 meters
Origin:	Caprice	Height:	50 meters
Manufacturer:	Caprice Ships Interstellar	Empty Weight:	1110 tons
Production Type:	Mass Production	Loaded Weight:	11110 tons
Cost:	1,533,000 Pounds	Main Drive:	3 x Fusion Tubes
Use:	In-System Bulk Transport	Reaction Mass:	111 tons Hydrogen (10,000 BP)
Length:	100 meters	Total Thrust:	3 x 15,000,000 Newtons

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
-	-	-	-



DROMEDARY-CLASS BULK TRANSPORT



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	4
• BONUS ACTIONS:	+2

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	20
• PRIMARY TOP SPD:	S	40
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-9
• DEPLOYMENT RANGE:		2500hrs

ELECTRONICS

• SENSORS:	0	2
• COMMUNICATION:	0	10
• FIRE CONTROL:		-3

ARMOR

• LIGHT DAMAGE:	50
• HEAVY DAMAGE:	100
• OVERKILL:	150

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 5962 • SIZE: 35 • COST: 1,533,000 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL	LEFT

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Autopilot	-	Acts as Level 1 pilot	Yes
Backup LS, Comm., Sens.	-	Absorbs first "Life Support," "Communications," and "Sensor" hits	-
Cargo Bay	-	10,000 m³	-
Crew Accommodations	-	Accommodations for four crew members	-
Easy to Modify	-	+2 to Repair rolls	-
Ejection Systems	-	Escape Pods	Yes
Emergency Medical	-	Absorbs first "Crew Stunned" result	-
Hostile Environment Protection	-	Extreme Cold, Radiation (4), Vacuum	-
Life Support	-	Full	Yes
Satellite Uplink	-	Allows long-range communications	Yes

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Exposed Movement Systems	-	"Movement" hits one step worse
Large Sensor Profile	3	Subtract from Concealment
Sensor Dependent	-	Must have sensors to operate

HEAVY GEAR

3.5 - LUNA-CLASS TENDER

For an ice prospector in the Blessed asteroid belts at the end of a long survey, there are few sights more welcome that that of a Luna tender. These refueling and resupply ships are integral hubs in the mining network that brings needed ice to Caprice. Even with Earth troops occupying the planet, only spacecraft in dire emergency have a higher maintenance priority than a Luna.

The hull of a Luna is dominated by the four massive refueling booms evenly spaced around its perimeter. As important as the reaction mass in her holds is, however, Lunas provide another much-needed resource in the Belts: a rest stop and meeting hall. In addition to facilities for the crew, each Luna has extensive accommodations (for a spacecraft) for crews of docked vessels to purchase supplies, trade news and meet crews of other craft. A sick bay is made available for those who need medical attention, and accommodations are also provided for spacers who are between assignments. Most will work off their passage until their new ship docks with the tender, but a few lucky spacers have enough pounds to pay for a short, no-frills vacation.

The modular construction and spacious holds of the Luna class make them ideal platforms for customization, and most hulls are modified in some fashion within a year or two of entering service. Many captains will sacrifice some reaction mass tank space to create additional room for cargo and passengers, transforming their vessels into truly mobile trading outposts. Other hulls have been purchased from time to time by private concerns and used for completely different purposes. Many tall tales have been spun in ship's galleys about the *Ganymede*, a tender that was last reported in the Lesser Belt when the NEC arrived in the Loki system. Rumors about the ship and her crew are innumerable. Depending on who is asked, the *Ganymede* was anything from a scientific survey vessel that was captured by the Earthers to a mobile base for elite Liberati marines and Black Talons who are preparing to retake Caprice.

3.5.1 - Service Record

The Lunas are merely the latest in a series of designs that have helped keep Caprice alive since Earth withdrew from her colonies in the last days of the Human Concordat. Postings to these and similar ships are always highly sought after, as crew have great independence of action while still enjoying guaranteed job security. Caprice's unexpected return to the interstellar arena has altered this situation significantly. The NEC naturally regards vessels supporting the ice mining network as ideal choke points to monitor activity in the Blessed belts, and it has ensured that at least one crewman loyal to Earth is stationed aboard each tender.

As with most things around Caprice, however, all is not as it seems. Very rarely do these "commissars" (an ancient historical reference) operate as the NEC intends. Most often, they are persuaded (by bribery or threats) by the rest of the crew to stay out of ship's business. A few, however, have become sympathetic to the native cause and actively falsify reports and mask events not related to ice mining. These friendly vessels are known to the Liberati rebels and have become important way stations for Black Talon teams entering the Loki system.

Game Statistics

Threat Value:	20987	**Offensive:**	0	**Defensive:**	245	**Miscellaneous:**	62715	**Lemon Dice:**	2

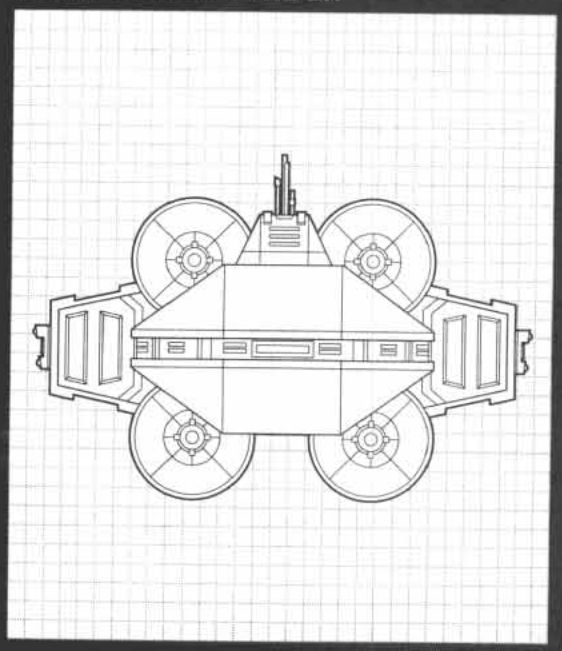
Vehicle Specifications

Name:	Luna-class	**Width:**	40 meters
Origin:	Caprice	**Height:**	40 meters
Manufacturer:	Caprice Ships Interstellar	**Empty Weight:**	720 tons
Production Type:	Limited Production	**Loaded Weight:**	19,920 tons
Cost:	39,200,000 Pounds	**Main Drive:**	8 x Fusion Tubes
Use:	Refueling and Resupply	**Reaction Mass:**	22 tons Hydrogen (3000 BP)
Length:	160 meters	**Total Thrust:**	8 x 5,500,000 Newtons

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
Close-In Defense System	50 rounds	Close-In Defense System	50 rounds

LUNA-CLASS TENDER



ARMOR DAMAGE

0 | 10 | 20 | 30 | 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	23
• BONUS ACTIONS:	+4

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	30
• PRIMARY TOP SPD:	S	60
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-8
• DEPLOYMENT RANGE:		3000hrs

ELECTRONICS

• SENSORS:	0	2
• COMMUNICATION:	+1	20
• FIRE CONTROL:		-3

ARMOR

• LIGHT DAMAGE:	35
• HEAVY DAMAGE:	70
• OVERKILL:	105

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 20987 • SIZE: 30 • COST: 39,200,000 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL	LEFT

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Ammo/Fuel Containment System	-	+1 on Fire Control table	-
Anti-Missile System	3	50 rounds	-
Autopilot	-	Acts as Level 1 pilot	Yes
Backup Systems	-	Absorbs one hit for all systems	-
Cargo Bay	-	Fuel: 200,000 m³ (125m x 40m x 40m)	-
Cargo Bay	-	Cargo: 5,000 m³ (25m x 20m x 10m)	-
Crew Accommodations	-	Military quality, 23 people	-
Ejection System	-	Escape Pods, 50 places	Yes
Easy to Modify	-	+2 to Repair and Modify rolls	-
High Capacity Computer	-	-	-
Hostile Environment Protections	-	Extreme Cold, Radiation (Rating 6), Vacuum	-
Laboratories	0	Business, Cooking, Gambling	-
Life Support	-	Full	Yes
Passenger Accommodations	-	20 cabins, military quality	-
Refueling Equipment x 4	-	Deployable Refueling booms	-
Sick Bay	4	Infirmary (4 beds)	-
Satellite Uplink	-	Allows long range communications	Yes

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Name	Rating	Game Effects
Large Sensor Profile	3	Subtract from Concealment
Sensor Dependent	-	Must have Sensors to operate

HEAVY GEAR

3.6 - BISON REPAIR CORVETTE

Space is an unforgiving environment. It taxes personnel and equipment to their limits, and inevitably both begin to wear down. Caprician corporations in charge of mining the Loki system for resources are keenly aware of this fact and understand that while minimizing operating costs in order to maximize profits may appear to be a good strategy, in the long run, ships are expensive and keeping them in optimum shape is a high priority. It is far cheaper to maintain an existing ship as long as possible than to have to buy a new one every year. Consequently, nearly every mining corporation invests in a modest support fleet. These fleets are composed of tugs, tankers, light transports and Bison repair corvettes.

The Bison's primary function is to provide support to other spacecraft, most often in the form repair and parts. Bison corvettes include experienced engineers in their crews, and they are quite capable of conducting field repairs far from the dry docks of Monolith Shipyards. If damage is too severe to repair, these corvettes are usually capable of fulfilling a recovery role. Using towing equipment, repair corvettes can pull a disabled ship to safety as makeshift tugs. If worse comes to worst, Bison crews are trained to salvage the more expensive parts of a ship and leave the useless hulk behind. In addition to the obvious benefits of having a small support fleet present, such fleets provide an important morale boost to space mining crews. They work harder and more confidently under the knowledge that a competent repair team stands by, dedicated to their safety.

3.6.1 - Service Record

The value of these ships has not been lost on the CEF. On several occasions, they have used civilian support ships to aid their military fleet. One of the most significant times was when the CEF 8th Fleet's destroyer *Charon* collided with the frigate *Spitz* as they emerged from the Gate after retreating from the Helios system in LC 264. The *Spitz* suffered crippling blows to its engines and the *Charon* had severe structural damage to its bow. Due to their relatively close proximity to the incident, a group of Caprician support vessels rushed to assist the stricken warships. A heroic effort by Bison crews repaired the *Charon*, and it was able to continue to Monolith Shipyard under its own power. The engines on the *Spitz*, however, could not be fixed at the Gate, especially not through the confusion and chaos surrounding the fleet's retreat. Since the Remora tugs operate closer to Caprice itself, only the four Bisons were available to tow the back to Caprice. Although one Bison was damaged when its tow cable snapped under the immense stresses, the squadron made its way safely back to port. The crews of the Bisons had some incredible tales to tell when they finally reached home.

Game Statistics

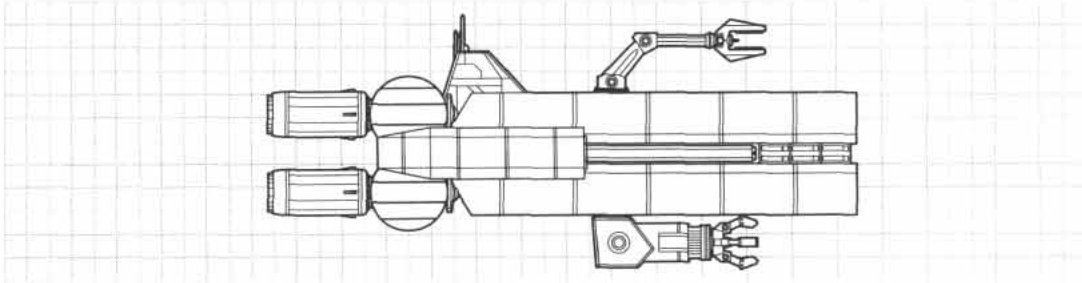
Threat Value:	8255	**Offensive:**	0	**Defensive:**	725	**Miscellaneous:**	24040	**Lemon Dice:**	2

Vehicle Specifications

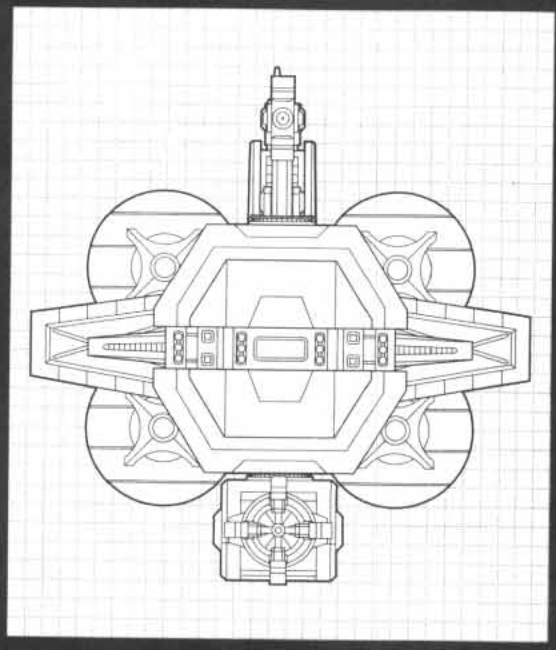
Name:	Bison-class	**Width:**	25 meters
Origin:	Caprice	**Height:**	30 meters
Manufacturer:	Caprice Ships Interstellar	**Empty Weight:**	700 tons
Production Type:	Limited Production	**Loaded Weight:**	850 tons
Cost:	11,000,000 Pounds	**Main Drive:**	4 x *Fusion Tubes*
Use:	Repair/Salvage Operations	**Reaction Mass:**	35 tons Hydrogen (5000 BP)
Length:	35 meters	**Total Thrust:**	4 x 7,000,000 Newtons

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
-	-	-	-



BISON-CLASS REPAIR CORVETTE



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	10
• BONUS ACTIONS:	+3

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	20
• PRIMARY TOP SPD:	S	40
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-8
• DEPLOYMENT RANGE:		2500hrs

ELECTRONICS

• SENSORS:	0	2
• COMMUNICATION:	+1	20
• FIRE CONTROL:		-3

ARMOR

• LIGHT DAMAGE:	45
• HEAVY DAMAGE:	90
• OVERKILL:	135

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 8255 • SIZE: 30 • COST: 11,000,000 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL	LEFT

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Name	Rating	Game Effects	AUX
Autopilot	-	Acts as Level 1 pilot	Yes
Backup LS, Comm., Sens.	-	Absorbs first "Life Support," "Communications," and "Sensor" hits	-
Cargo Bay	-	5000 m^3	-
Crew Accommodations	-	10 cabins, military-quality	-
Ejection System	-	Escape pods, 15 places	Yes
Grapple Launcher	20	250-meter cable	Yes
High Capacity Computer	-	-	-
Hostile Environment Protection	-	Extreme Cold, Radiation (R8), Vacuum	-
Laboratory x 3	0	Electronics, Mechanics, Tinker	-
Life Support	-	Full	Yes
Satellite Uplink	-	Allows long-range communications	Yes
Tool Arm	20	Cannot punch	-
Vehicle Bay	10	Auxiliary Vehicle Bay (25 tons)	-

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Name	Rating	Game Effects
Large Sensor Profile	4	Subtract from Concealment
Sensor Dependent	-	Must have Sensors to operate

HEAVY GEAR

3.7 - SAMSON-CLASS HEAVY TRANSPORT

When the "Earth First" isolationists came to power on Terra in AD 5790, the people of Caprice were undoubtedly hit the hardest. The sudden absence of trade, the influx of refugees and the chaos in the Trench seemed poised to ruin the Gateworld. Compounding problems, the people needed water and the local sources were all but tapped out. While space industries and water mining were up to the task of supplying the planet with water from the Blessed asteroids, orbit-to-ground vehicles of the time were incapable of hauling the necessary tonnage down to the surface profitably or safely.

Into this vacuum Hephaestus Mining Technologies, Ltd., (a subsidiary of the Hakkar corporation) introduced the saving link between Caprice and water supply: the Samson heavy transport. Designed to offer cheap high-volume cargo transport from orbit to ground, the Samson is a study in modularity and reuse of space-produced materials. The original Samson lifters were nothing more than a trio of hydrogen-fueled fusion tubes bolted onto a container stack or water tank (which could and often was used as a source of additional reaction mass). To control the vehicle, HMT designers simply attached a small utility shuttle to the top of the lander and sank it into a recessed niche in the hull. The entire vessel was then wrapped in a massive heat shield that was often created out of asteroid rubble from the same orbital processors producing the cargo; it provided a cheap and disposable solution for re-entry and a brilliant means of using the silicate remains of harvested asteroids. With a simple and reliable nature and a stranglehold on a vital niche in the Caprician economy, the Samson quickly became one of the most ubiquitous shuttles used on Caprice. The most modern incarnation of the Samson uses four massive fusion tubes and can carry a cargo nearly twice the mass of the first-generation landers.

3.7.1 - Service Record

The Samson has served Caprice for about 200 years and has undergone numerous revisions to increase carrying capacity and improve performance. A reliable and common craft, it is used throughout Caprice for a variety of cargoes. Experienced crews can perform two trips into orbit a day, bringing over seven million liters of water or 7500 tons of cargo to Caprice per trip. Rumors say that the CEF is considering the Samson as a possible replacement for its Tarantula landers, which are incapable of transporting the submarines currently set to undergo production on Utopia. The CEF's conquest of Atlantis requires these larger submarines, and any craft capable of delivering them to the surface of the planet will help tip the balance of power on the water world. HMT designers (and Liberati infiltrators) continue to find new problems with converting the Samson to a military use and have so far been successful in stymieing the CEF.

Game Statistics

Threat Value:	6646	Offensive:	0	Defensive:	16,655	Miscellaneous:	3284	Lemon Dice:	3

Vehicle Specifications

Name:	Samson-class	Width:	50 meters
Origin:	Caprice	Height:	35 meters
Manufacturer:	Hephaestus Mining Technologies	Empty Weight:	750 tons
Production Type:	Mass Production	Loaded Weight:	8250 tons
Cost:	2,105,000 Pounds	Main Drive:	4 x Fusion Tubes
Use:	Ground-to-Orbit Transport	Reaction Mass:	33.75 tons Hydrogen (4500 BP)
Length:	125 meters	Total Thrust:	4 x 41,250,000 Newtons

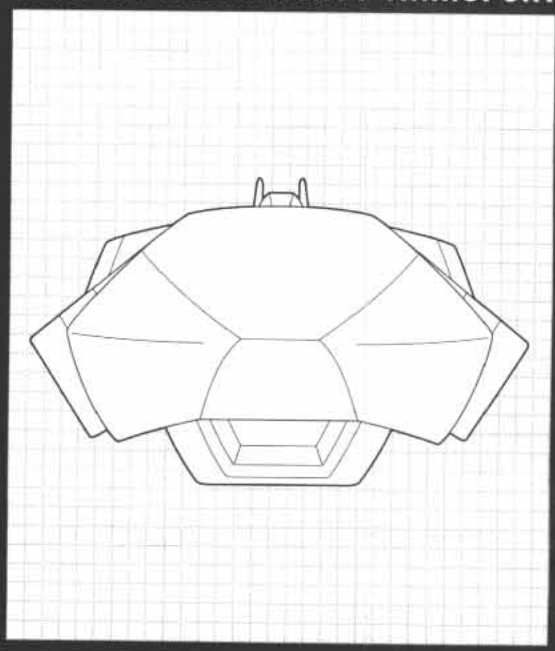
Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
-	-	-	-

Orbital Escape Maneuvers

1.0 g (Caprice) local gravity in stratospheric flight	5 m/s^2 climb rate, 10 m/s^2 total thrust
1170 seconds to orbit at 4290 BP	

SAMSON-CLASS HEAVY TRANSPORT



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	4
• BONUS ACTIONS:	+2

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	F	5
• PRIMARY TOP SPD:	F	10
• SECONDARY COMBAT SPD:	S	110
• SECONDARY TOP SPD:	S	120
• MANEUVER:		-4
• DEPLOYMENT RANGE:		500hrs

ELECTRONICS

• SENSORS:	-1	4
• COMMUNICATION:	0	20
• FIRE CONTROL:		-5

ARMOR

• LIGHT DAMAGE:	40
• HEAVY DAMAGE:	80
• OVERKILL:	120

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 6646 • SIZE: 30 • COST: 2,105,000 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL	LEFT

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

Name	Rating	Game Effects	AUX
Autopilot	-	Acts as Level 1 pilot	Yes
Backup LS, Comm., Sens.	-	Absorbs first "Life Support," "Communications," and "Sensor" hits	-
Cargo Bay	-	7500 m³	-
Ejection Systems	-	Escape Pods	Yes
Hostile Environment Protection	-	Extreme Cold, Radiation (4), Vacuum	-
Life Support	-	Limited	Yes
Reentry System	-	Single-Use, replaced in orbit	Yes
Stratospheric Flight	-	Double flight MP in stratosphere	-

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •
PERK 12 •
PERK 13 •
PERK 14 •
PERK 15 •
PERK 16 •
PERK 17 •
PERK 18 •
PERK 19 •

FLAWS

Name	Rating	Game Effects
Annoyance	-	Shipis frame cannot handle engine stress greater than 2 g net
Cannot Glide	-	No wing surface
Decreased Maneuverability	1	Flight mode
Large Sensor Profile	4	Subtract from Concealment
Traceable Emissions	2	Add to enemy Sensor rolls

HEAVY GEAR

3.8 - REMORA-CLASS TUG

The Remora is a common sight around the Loki System's numerous space installations, including CEF-occupied Liberty Station and the Monolith Shipyard. These utilitarian vessels are essential to maintaining clear and safe lanes of travel around the bustling stations by helping the largest and most unwieldy vessels maneuver in close quarters. They also play a critical role during docking, as their powerful fusion tubes and maneuvering thrusters allow a fine degree of attitude control in situations where the larger craft's main engines would prove inappropriate or dangerous. Despite the unglamorous nature of their jobs, Remora pilots are highly trained and extremely adept at guiding their craft while in close proximity to other vehicles. Remora pilots are also skilled at working in concert with the crews of other tugs, as pulling larger craft such as CEF cruisers or damaged freighters often requires the efforts of two or more Remoras. Despite the CEF's extreme reluctance to rely on non-Earth personnel, the remarkable ability of the Remora crews and their familiarity with Caprician docking procedures have forced the CEF to enlist the aid of these local spacers. The Remora tug is, itself, every bit as rugged and reliable as her pilots tend to be. The Remora consists of a pair of powerful fusion engines mounted in a reinforced frame with a small crew compartment and living area at the bow. The hull is covered with a number of maneuvering jets linked to the fusion tubes, resulting in a craft that is inordinately powerful for its size, not to mention extremely nimble. The Liberati rebels have a number of Remora pilots in their ranks, and one day they plan to use the tugs' benign image and ability to maneuver in close to CEF ships without arousing suspicion to their advantage.

3.8.1 - Service Record

Caprice Ships Interstellar first introduced the Remora tug nearly 75 years ago, and the current model is almost indistinguishable from the original. In fact, some of the first production series of Remoras are still in use today, and while this longevity may have cost Caprice Ships Interstellar repeat business — after all, why buy another tug when the first one still functions perfectly? — this reputation for quality ensured the Remora's popularity. Indeed, these tugs are some of the most ubiquitous ships in the Loki System.

Game Statistics (Abbreviated Record Sheet)

Threat Value:	1636	Offensive:	0	Defensive:	3002	Miscellaneous:	2657	Lemon Dice:	3						
Crew:	2	Actual Size:	20 (230 tons)	Default Size:	12	React. Mass:	92 tons Water	Cost:	566,000 Pounds	Armor:	30/60/90				

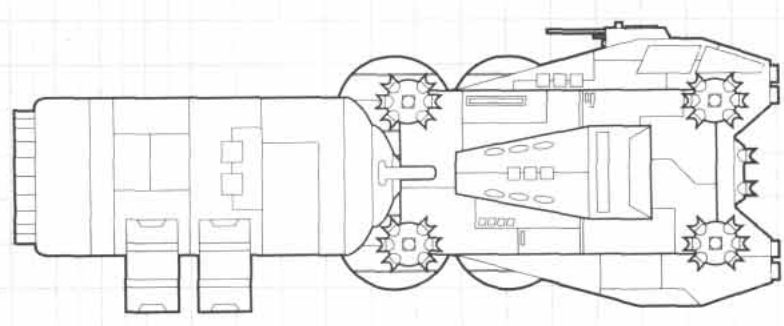
Movement Mode	Combat Speed	Top Speed	Maneuver
Space	30/3.0 g	60/6.0 g	-1
Reaction Mass:	2000 BP	Deployment Range:	300 hrs
Sensors:	0 (3 km)	Communications:	0 (10 km)
Fire Control:	-3		

WEAPONS

Name	Code	Fire Arc	S	M	L	EX	Acc	Dam	Qty	ROF	Special	Ammo
-	-	-	-	-	-	-	-	-	-	-	-	-

PERKS & FLAWS

Name	Rating	Game Effect	Name	Rating	Game Effect
Autopilot	-	Acts as Level 1 Pilot (AUX)	Satellite Uplink	-	Long range communications (AUX)
Crew Accommodations	-	Military, 2 people	Searchlight	-	50 m, Swivel-mounted (AUX)
High Towing Capacity	-	Triple towing	Large Sensor Profile	1	Subtract from Concealment
Hostile Environment Protection	-	Extreme Cold, Radiation R4, Vacuum	Sensor Dependent	-	Must have Sensors to operate
Life Support	-	Limited	Traceable Emissions	1	Add to enemy Sensor rolls
Reinforced Chassis	-	Absorbs first "Structure" hit			



Type 84 "Handyman" - 3.9

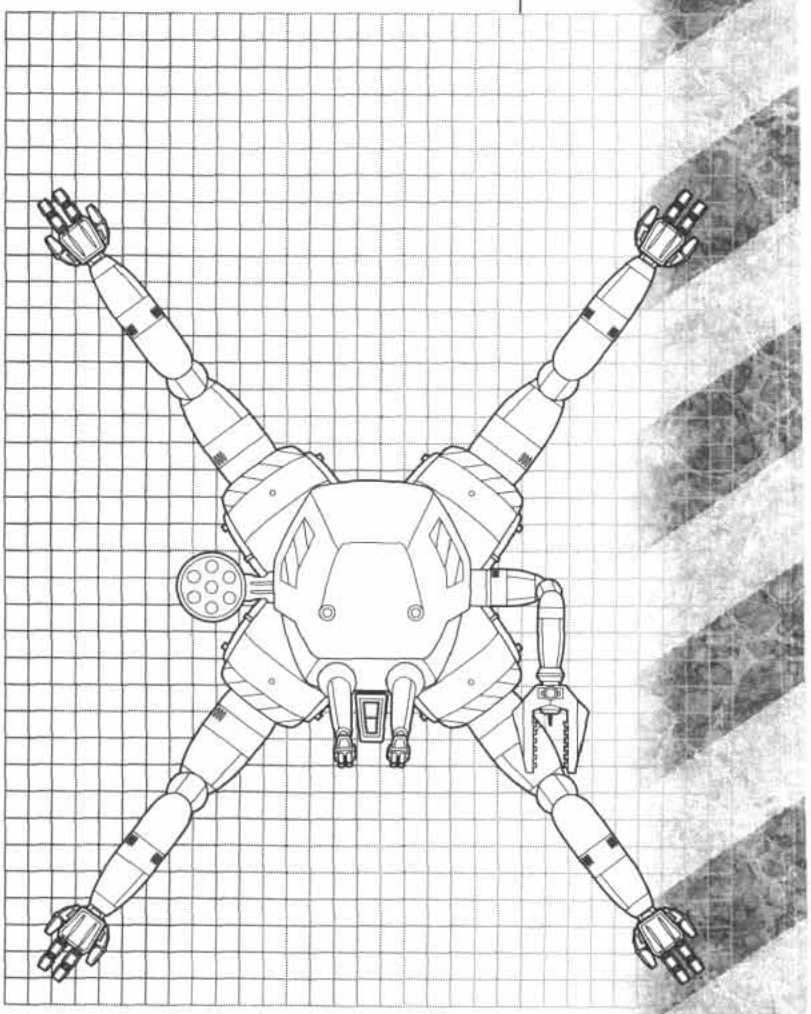
The maintenance of the spacecraft and orbital stations involved in the mining of ice from the Blessed asteroid belts is a significant concern to all occupants of the Loki system, who depend upon the industry for their supply of water. The maintenance of the equipment is an absolutely vital task worthy of the best equipment and technology available. Introduced in LC 105 to a chorus of praise from miners and spacers throughout the Loki system, the Type 84 "Handyman" is the most successful of several varieties of space operations Mounts in use in the system. Literally bristling with delicate manipulators and oversized grasping arms, the Handyman is capable of performing nearly any repair or maintenance task that does not require a drydock. Its four leg appendages can serve as additional arms in zero-gee, improving the design's stability in that environment. In addition, the Handyman is completely modularized and can easily swap out parts of its already extensive tool array for more specialized equipment packages. These include powerful earth-moving equipment, ice- and rock-coring tools or hydraulic cutting shears capable of tearing apart armored hull panels in rescue operations. A heavily shielded model can even perform its duties around a Gateship's massive — and hazardous — Gatedrive particle emitter almost as soon as the drive goes offline.

Service Record - 3.9.1

Since its inception a century and a half ago, the Handyman has enjoyed a virtual monopoly over all other varieties of civilian space operations mounts; fully 75% of all such vehicles are Handymen. Although this dominance is certainly due in part to its versatility and ease of maintenance, it can also be attributed to its manufacturer's role in the ice mining industry. Synergy Spacecraft Consolidated is a member of the Cornillion Consortium, the association of small businesses that own and operate the majority of independent ice mining operations in the Loki system. Recently, the CEF has purchased a large allotment of Handymen for the servicing of its own fleets, a fact that pleases not only the Consortium but also its ally Hakkar.

Game Statistics (Abbreviated Record Sheet)

Threat Value:	360	Offensive:	0
Defensive:	82	Miscellaneous:	326
Lemon Dice:	3	Crew:	1
Actual Size:	5 (4 tons)	Default Size:	5
Reaction Mass: 1 ton Hydrazine		Production Cost: 68,000 Pounds	
Armor:	8/16/24		
MOVEMENT DATA			
Movement Mode	Combat Speed	Top Speed	Maneuver
Walker	3	5/32 kph	-2
Space	2/0.2 g	4/0.4 g	0
Reaction Mass:	25 BP	Deployment Range:	50 hrs
ELECTRONIC DATA			
Sensors:	0 (1 km)	Communications:	-2 (5 km)
Fire Control:	-1		
PERKS & FLAWS			
Name	Rating	Game Effect	
Backup Life Support	-	Absorbs first "Life Support" hit	
Easy to Modify	-	+2 to Repair rolls	
Hostile Env. Protections	-	Extreme Cold, Radiation 4, Vacuum	
Life Support	-	Limited (AUX)	
Manipulator Arms x2	2	Delicate-work arms, cannot punch	
Manipulator Arms x2	5	Cannot punch	
Searchlight	-	50 m, Swivel-mounted (AUX)	
Tool Arms x4	5	Grasping pads, cannot punch	
Decreased Maneuverability	2	Walker mode	
Exposed Mov. Systems	-	"Movement" hits are 1 step worse	
Sensor Dependent	-	Must have sensors to operate	
NOTES			
• Type 84(R) - Rescue Operations variant: Add chainsword, vibroblade (OTV: 18)			
• Type 84(M) - Mining variant: Add light mining equipment, 2 mining charges (HG) (TV: 208)			
• Type 84(H) - Gatedrive Maintenance variant: Add HEP: Extreme Heat, Haywire Resistant; increase HEP: Rad to Rating 6; decrease Walker movement to 13 kph, base Maneuver to -2 (TV: 399)			



3.10 - MONOLITH SHIPYARD

Cantonni-Rand considered itself to be the most important company in the history of mankind, devoted to bringing humanity to the stars. When it received permission from the Human Concordat to relocate its Gateship facilities to Caprice, it conceived Monolith Shipyard as a monument to its own greatness, a structure to dwarf all others in the system. Flush with the earnings of its Gateship fleet, it spared no expense in the construction, and sunk all its available capital into the venture. Convinced of an even brighter future, Contonni-Rand designed the shipyard with expansion in mind, with the possibility of adding more habitat rings at one end and extending the construction arms at the other. The company's gamble paid off as the discovery and colonization of an additional four planets in the 55th century pushed the demands for its services ever higher. The next three centuries saw the company and shipyard go from strength to strength. The end was sudden and unforeseen: with the Concordat withdrawing the subsidies on interstellar shipping and declaring Gateships to be restricted technology, the company simply collapsed, leaving only Monolith as a reminder of its grand dreams.

Today, Monolith Shipyard is a shadow of its former self. Only two of the four habitat rings are in use and the Gateship construction arm has been entirely abandoned. Three and half centuries of jury-rigging and self-cannibalization to replace spare parts that no longer existed and modifications to serve new and more pressing requirements have left the shipyard with a patchwork and diseased appearance that would shock its former owners.

3.10.1 - Service Record

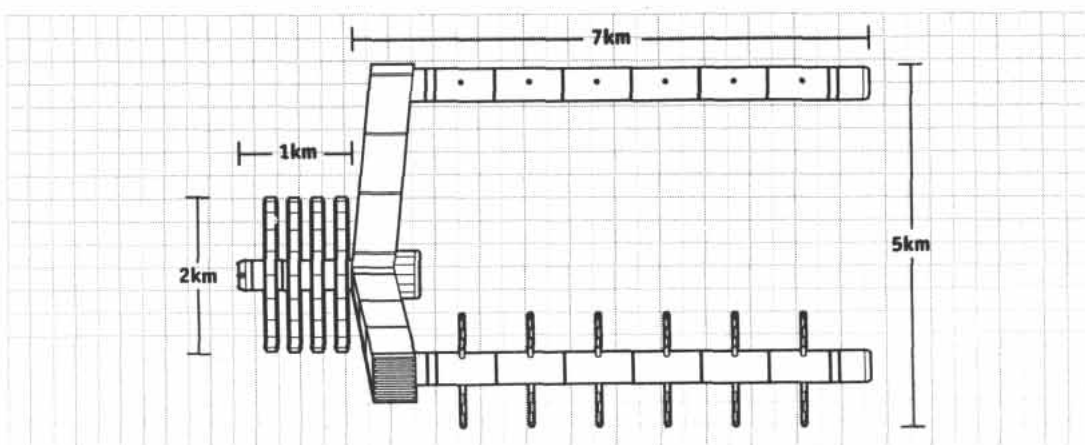
Construction on the shipyard began in AD 5425 and it served as the premier Gateship and spaceship construction and repair center in the colonized worlds for the next 365 years, with numerous additions and changes along the way. With the termination of interstellar travel and subsequent collapse of its owner in AD 5790, most of the shipyard fell into disuse. Caprice Ships Interstellar took possession of shipyard shortly after and adapted several piers to support the ice mining fleet. As the situation on Caprice improved CSI reopened three more piers for the construction of in-system ships and space station modules. Further modifications occurred with the arrival of the CEF, which recommissioned an entire arm of the shipyard for the maintenance of its fleets and added defensive weaponry to the structure. The shipyard has given over 700 years of faithful service to the cause of space travel and it appears it will continue to do so for some time to come.

Vehicle Specifications

Name:	**Monolith Shipyard**	**Width:**	**5 km**
Origin:	**Caprice**	**Height:**	**5 km**
Manufacturer:	**Cantonni-Rand/Caprice Ships Interstellar**	**Empty Weight:**	**300 megatons**
Type:	**Shipyard**	**Loaded Weight:**	**700 megatons**
Crew:	**20,000 (current civilian crew)**	**Reaction Mass:**	**-**
Length:	**8 km**	**Total Thrust:**	**-**

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
26 x Defense Turret	Unlimited	26 x Defense Turret	Unlimited



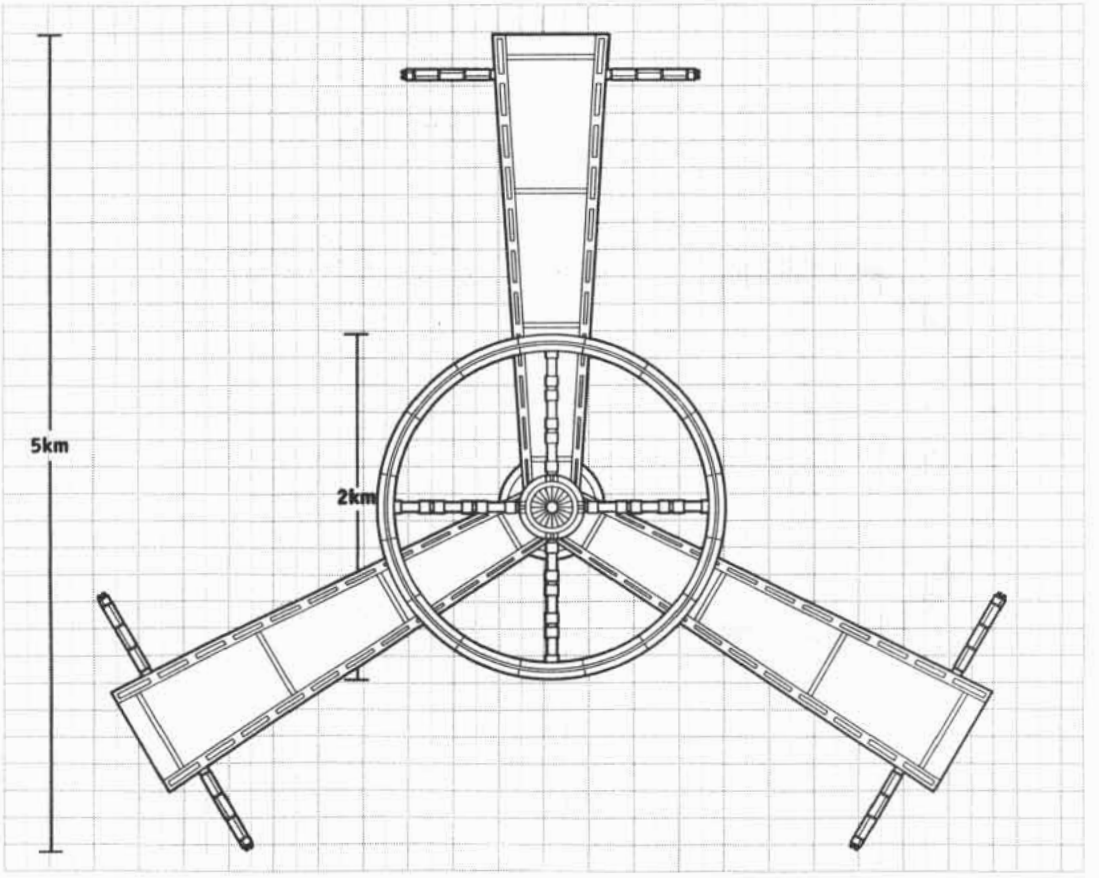
Shipyard Layout - 3.10.2

The shipyard comprises two main sections, the construction arms and the habitat spindle. There are three construction arms, each of which is approximately seven kilometers long. Jutting out from the arms like pairs of ribs are the piers, each of which is a self-contained repair or construction facility with warehouses, enclosed work bays and external ship docks. Arm 1 was the Gateship construction and maintenance facility and has fewer but larger piers. It has been sealed off for over three hundred years, with only occasional visits by inspection teams to ensure it has not become a danger to the rest of the shipyard. Arm 2 has been taken over by the CEF as a repair depot for the ships of its fleet and is currently the only arm fully in use. A few of the piers of Arm 3 are used to maintain the remaining civilian ships in use while others manufacture a variety of landing craft, fighters and drones for the CEF.

The habitat spindle is home to the four habitat modules, which are two kilometers in diameter and fifty meters wide. Each ring is divided into ten sections of about 628 meters long for administrative purposes and for redundancy of life support and other services. Only two rings are in use at the present time: one contains the civilian workforce while the other is home the CEF presence in the shipyard, with a section of it converted into a command center for the CEF's Caprician operations. Neither ring is close to running at its full capacity of 30,000 residents. At the base of the spindle where it connects to the construction arms is the administration block, which oversees the operation of the three construction arms. It is currently under the control of the CEF.

First Line of Defense - 3.10.3

While the shipyard has always had a simple self-defense system to defend it against impacts by orbital debris, the CEF has installed additional weaponry in the form of defensive turrets. These turrets are located at kilometer intervals on the exterior of the arms, with additional turrets located on the ends of the arms and the habitat spindle and on the administration block. In addition to a wide field of fire in the space surrounding the shipyard they are also capable of firing at targets on its surface, although care must be taken not to hit the structure itself. The turrets are designed to defend the shipyard against lone suicide attacks and the like; the ships assigned to guard the shipyard would combat any larger threat. In any case the CEF did not want a more powerful system that could potentially be used against its own forces. The turrets themselves consist of a pair of rapid-fire railguns and a laser anti-missile/debris system and have a crew of two. The guns are never used except for occasional live fire exercises and the gunners spend most their time thinking of how to get assigned to better postings.

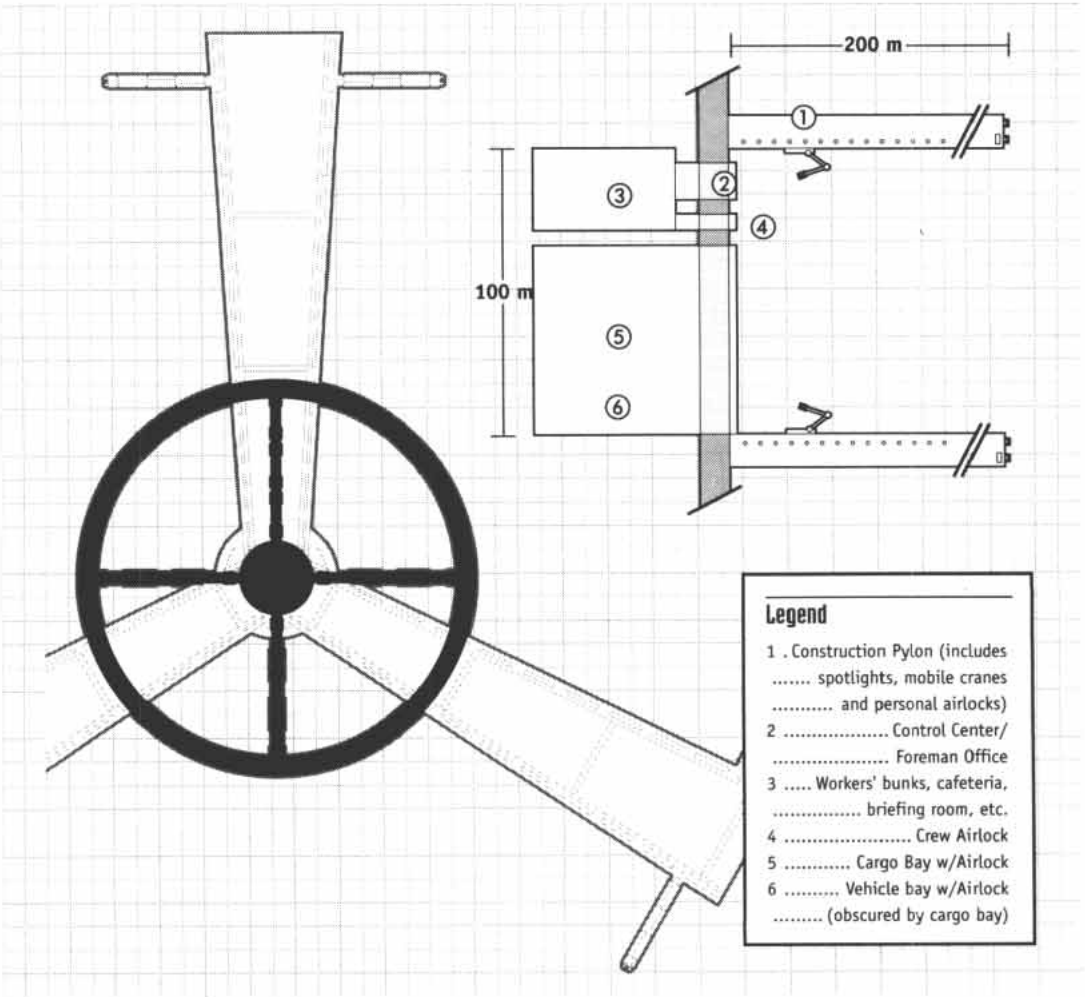


3.10.4 - Habitat ring

Rotating at just under one revolution per minute to recreate the Caprician gravity of 0.96 G, Cantonni-Rand designed the habitat rings to be a pleasant living environment for its workers and executives. Living space is generous and each ring has a wide range of facilities, including a hospital, cinemas, park space and shopping centers. Some sections, such as the living quarters, are split into two levels, while others, like parks and other public areas, are nearly the full ten-meter height of the ring, giving a welcome feeling of space. With a potential population of up to 30,000, each ring is akin to a small town, and in the past a friendly rivalry between the rings has developed, as each followed its own sports teams and celebrities. Today the relations between the rings are characterized by their respective civilian and military populations. The rings are connected to the rest of the shipyard by the mass transit system that runs down the center of the spindle and the construction arms, while goods and personnel arrive and depart from the supply dock at the end of the spindle.

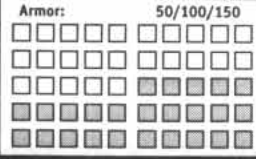
3.10.5 - Dock 3, Pier 7, Arm 3

Originally designed for the construction of research ships, Dock 3 of Pier 7 of construction Arm 3 is now the principal maintenance facility for ships of the ice mining fleet. All major overhauls take place at this dock, with other docks taking care of lesser maintenance. The dock itself consists of four 200-meter long booms that surround the spaceship being worked on. Each boom is lined with floodlights and has a cargo arm that can traverse its length to maneuver bulky items into position. Inside the pier itself is the foreman's office and command post, temporary sleeping quarters, an automated cafeteria, briefing room and a vehicle bay for construction mounts. As the largest group of ships outside its direct control, the CEF suspects the mining fleet is involved in smuggling and possibly acts as a conduit for Black Talon operatives entering the Loki system. As a result a number of Commonwealth Integrity Directorate agents work undercover at this dock, trying to uncover inconsistencies in ship specifications or overhear any incriminating conversations by the work and ship crews, but as of yet have not made any progress.



Part:	Habitat Section
Threat Value:	3175776
Size:	100
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-2 (1 km)
Comm:	-2 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	-10
Fire Control:	-5
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Anti-Missile System (R2, 20 rnds), Backup Life Support, Cargo Bay (27000 m^3), Ejection System (3000 places), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Passenger Accommodations (3000 people), Reinforced Crew Compartment, Sickbay (10 patients), Large Sensor Profile (R5), No Engine

Round Notes:
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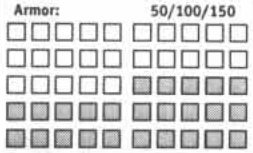
Part: Administration Block	
Threat Value:	35404
Size:	60
Crew:	8
Bonus Actions:	3
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-1 (5 km)
Comm:	-1 (25 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	-10
Fire Control:	-5
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Anti-Missile System (R2, 20 rnds), Backup Life Support, Cargo Bay (27000 m^3), Ejection System (200 places), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Laboratory (Bureaucracy, R2), Life Support (Full), Passenger Accommodations (Office space for 200), Reinforced Crew Compartment, Satellite Uplink, Vehicle Bay (Size 20), Large Sensor Profile (R5), No Engine

Round Notes:
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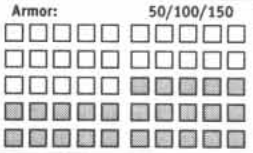
10:

Part:Construction/Repair Dock	
Threat Value:	8208
Size:	40
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-2 (2 km)
Comm:	-2 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	-10
Fire Control:	-5
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Cargo Bay (8000 m^3), Cargo Bay (20000 m^2 open), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Laboratory (Electronics, R2), Laboratory (Mechanics, R2), Life Support (Full), Manipulator Arm (R10) x4, Passenger Accommodations (20 people), Searchlight (50 m) x16, Vehicle Bay (Size 10), Large Sensor Profile (R5), No Engine

Round Notes:
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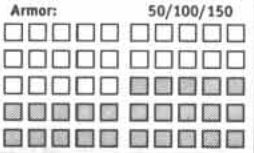
Part:Construction/Repair Bay	
Threat Value:	6493
Size:	35
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	- (- km)
Comm:	-2 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	-10
Fire Control:	-5
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Cargo Bay (3375 m^3), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Laboratory (Electronics, R2), Laboratory (Mechanics, R2), Life Support (Full), Passenger Accommodations (Office space for 10 people), Vehicle Bay (Size 50), Large Sensor Profile (R5), No Engine, No Sensors

Round Notes:
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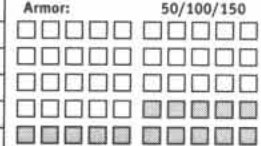
Part:	Warehouse
Threat Value:	2606
Size:	25
Crew:	4
Bonus Actions:	2
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	- (- km)
Comm:	-2 (10 km)

Movement	
Combat/Top:	(towed)
Reaction Mass:	(towed)
Deployment Range:	1000 hours
Maneuver:	-10
Fire Control:	-5
Armor:	50/100/150



Weapons:

Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
							x			/
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Backup Life Support, Cargo Bay (216000 m³), High Capacity Computer, HEP (Ext. Cold, Radiation R4, Vacuum), Life Support (Full), Passenger Accommodations (Office space for 10 people), Vehicle Bay (Size 10), Large Sensor Profile (R5), No Engine, No Sensors

Round Notes:
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OLD FRIENDS

The shuttle slowed to a halt, its engines whining down to a dull throb that finally vanished, leaving behind a hollow silence punctuated solely by an air circulation fan kicking in. Over the intercom, Laredo's rich tenor announced, "Okay, we've arrived, folks. Just one more leg left after this stop and the long journey's over. I'm making a few final checks here..." The air processor kicked in again, then shut down. "And we're clear and the hatch is open."

Laredo dropped down from the flight deck, stumbling slightly in the gravity — something a Liberati would never have done. Grinning broadly, he gestured outside.

"Welcome to Carthage. If you folks'll just follow me — those of you that are new, anyway — I'll take you to the mess hall where you'll meet our liaison officer. The rest of you... Well, I guess that's just you, Griff. You're on your own until we're done with the ravens here. Don't get lost."

Julian Griffon snorted with amusement. "Eh, fancy a stumbling Trencher telling me not to get lost." He roughed Laredo lightly on the arm as the rest of the passengers stretched and started retrieving their gear from the overhead racks. Griffon watched them methodically check their equipment, even though it consisted mostly of mundane luggage, and once again admired the Terranovan soldiers for their thoroughness. At last the group filed out of the shuttle and off to the mess hall, leaving Griffon alone in his thoughts.

He had traveled halfway across the galaxy and back. He had walked beneath a blue sky wearing absolutely nothing, not even a pair of sandals. He had chased down and ridden a wild springer across a sea of shoulder-height grass. He had gone skinny dipping with a GREL in a vast, underground river. He had won the Yamazaki Cup dueling in a land full of more intrigue and scheming than a Coalition Assembly meeting. Yet he had never once set foot on Carthage, practically right next door to his home world. He had never even seen it from orbit before.

He stepped out of the shuttle, but before his foot had even touched the ground, a voice cried out. "Griffon? Julian Griffon?" He squinted at the figure approaching him, trying to figure out who it was. He had the strangest feeling that he should know her...

"Hoo, look at you!" she exclaimed as she got closer. "It's been a long time, Rooster-Head! I see you still think that goatee is chic."

Recognition finally clicked, and he sprinted across the concrete. Throwing his arms around her in a crushing hug, he exclaimed, "Giselle! Giselle Sierpinski! Fate smiles once again!" They held each other tightly for several long moments. "It really is you! It's been, what, ten years?"

"Twelve since your clan moved back to the Roys. Eleven since we last got chased out of a blackroot stall at Genosia," she corrected, reaching down to pick something up off the ground — a small strip of fabric.

"Sorry, was that mine?" he asked.

"No, one of the ravens dropped it." She held it up for him to inspect. "Synthetic, but still traceable back to Terra Nova if the CID show up. C'mon, let's get you out of that suit."

"The CID, huh? Laredo mentioned something about that. I take it they haven't shown up yet, then."

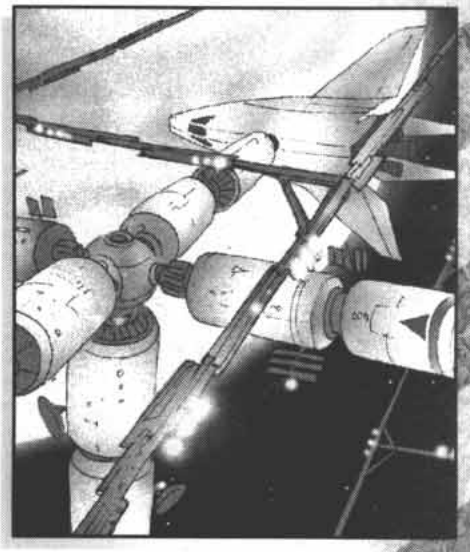
"No, not yet. Soon, probably. We think the recent operation against Terra Nova distracted them." She winced and glanced over to him. "Ouch, sorry. You were there, weren't you?"

He nodded gravely, remembering. "Yes. Sweet, merciful Fate, Giselle. I was there. I nailed one of those bastards, too, fighting alongside KADA. I never expected to get involved in a real fight out there. I learned a lot, though, and now I'm here to train some of our people to be Duelists. Real Duelists. We're gonna win this, G."

He threw his arm around her as they strolled across the concrete. "I swear it."

LAUNCH AND SUPPORT FACILITIES IN THE LOKI SYSTEM - 4.1

Like most space-faring civilizations, Caprice has launch facilities scattered across the planet's surface (as well as throughout the Loki system). What distinguishes Caprice from the other planets that humanity has settled, however, is its total lack of freestanding surface water. Large bodies of water such as oceans serve a vital role in a space industry's infrastructure. They typically provide the initial landing sites when a colony is first founded. They provide a safety zone that is virtually guaranteed to be unpopulated, allowing for launches to take place near populated areas without putting the citizenry at great risk. More importantly, however, they provide a ready source of reaction mass, coolant and fire suppressant, all of which are necessary to any space launch. Lacking lakes and oceans, Caprice made it somewhat difficult for humanity to settle on its surface — if Caprice hadn't been discovered at the beginning of the Interstellar Age, in fact, when humanity was eager to establish a hold on alien worlds, it might never have been colonized at all.



Given its role in the outward expansion of the human race, Caprice is not lacking in launch facilities despite its lack of water. The absence of any arable land and the focusing of the majority of the populace into one region of the planet guarantee plenty of open space for safety zones around launch centers, allowing them to be constructed virtually anywhere. For practical purposes, however, most are located relatively near the Cat's Eye Trench. Although the original spaceport was actually located within, later expansion of Gomorrah forced the old facility out, its use of the Trench's real estate considered wasteful by a civilization that was beginning to need to construct massive towers in the walls of the Trench in order to accommodate its growing numbers.

Corporate Facilities - 4.1.1

Vega Starport is the largest and best-known launch facility on Caprice. It is the one used by the ice mining industry and it is where most of the smaller corporations conduct their spaceflight operations. Many of the larger corporations, however, maintain their own, private facilities away from Vega. Many are actually located closer to the Trench (though still not within), but one or two are located clear on the other side of the planet. Private corporate launch facilities are almost always operated as subsidiaries of the larger parent corporation; even the support industries that grow up around launch centers are all subservient to the larger corporation. Prior to the CEF occupation, these facilities allowed the corporations to conduct their affairs with little interference from the Coalition or from rival corporations.

The CEF has changed all of that, of course. No launch facility is permitted to operate without the presence of an NEC representative of some kind. In most cases, the "representative" is really a garrison force of Troop of Company size. Only the most loyal corporations have anything smaller. Rentworth Harbor, for example, has merely an office of the NEC Colonial Board, in which two largely bored CID agents spend most of their days shuffling paperwork. Since Rentworth is the Kalam-Sollers-Makhan private launch facility, the NEC ranks it as one of the least at-risk centers on the planet.

Dreckington Chasm Launch Facility ◆

Located in the Southeast Quadrant of Caprice, Dreckington Chasm is one of many moderate-sized gorges cutting into the northern extent of the Soekar Range. Its orientation suggests to many who study it that it is part of the Cat's Eye Trench itself. Many others would dispute that conclusion, bringing up the facts that it is disconnected from the Trench by thousands of kilometers and there is precious little in contemporary geophysical theory to suggest any actual relationship. An LC 279 (AD 6140) survey of the chasm turned up a surprising find, however: buried beneath a landslide at its northeast end is the ruins of an old launch facility hitherto unknown to modern archivists. An archaeological survey has dated the site to approximately LC -150 (AD 5600), setting it well within the period prior to the collapse of the Human Concordat.

The facility was once part of Gallot Enterprises judging by the few surviving insignia, but there is no record of its existence, as far as either modern incarnation of Gallot can tell. No one knows quite what it was used for apart from the launching and receiving of (presumably) Gallot spacecraft. Several collapsed tunnels appear to lead deep into the rock beneath the mountain range, but surveyors doubt they were for mining purposes. These tunnels and the facility's absence from corporate records have led to speculation that it was used for top-secret activity and may contain valuable resources or information. The feud and covert war between Gallot Enterprises Caprice and Gallot Enterprises Sol has intensified since the facility's discovery, even though neither party really has any idea how valuable the site may be.

4.2 - VEGA STARPORT

From the viewpoint of an approaching shuttle Vega Starport is not a very imposing sight. The vast majority of the facility is underground and all that can be seen are the desolate-looking landing strips and launch pads, with a thin ribbon of road and rail snaking off to connect Vega to Gomorrah. However, this appearance belies the starport's importance. Without it, life and industry on Caprice would come to a screeching halt, dependant as they are on the water that flows through the starport from the Blessed asteroid belts.

A fleet of landers is in constant motion, unloading their cargo at the starport before returning to the ice-mining ships waiting in orbit for another load. In addition, a variety of satellite launches, tourist flights, scientific research missions and supply flights to the various space stations and planetary bases mean that the starport is in operation 26 hours a day.

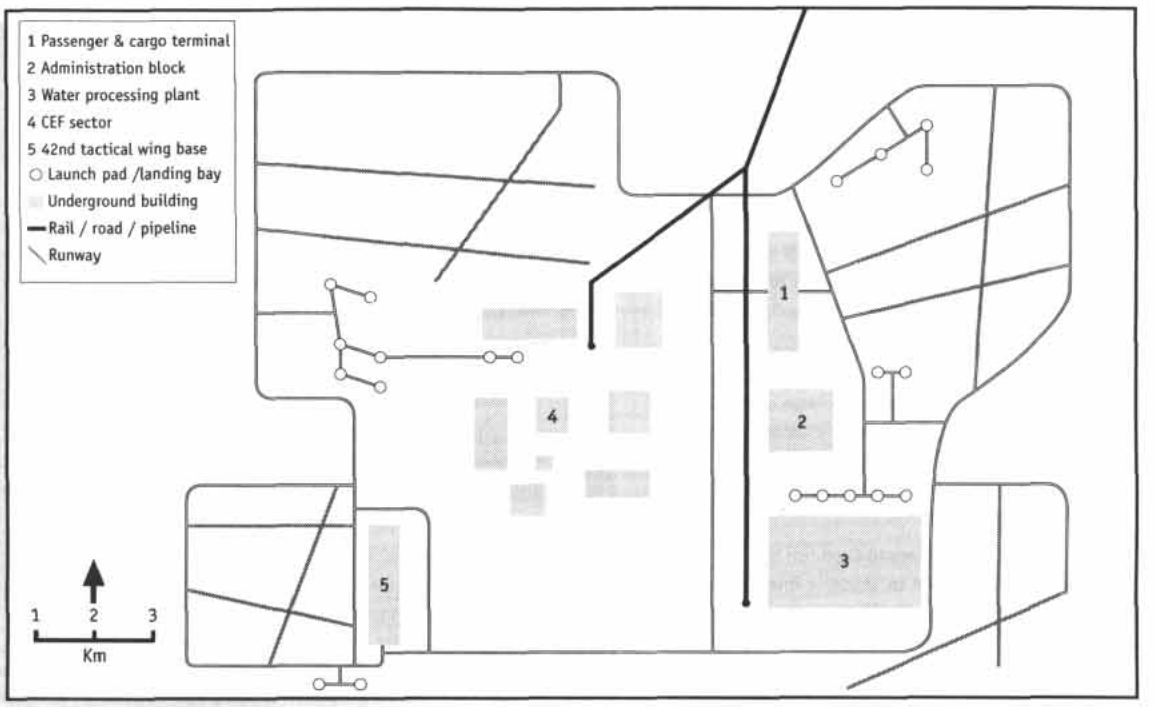
Upon arrival on Caprice, the CEF commandeered the Vega Starport to land its troops and supplies and to prevent its use in hostile acts by the local population. However, it quickly became clear that this was interfering with the water imports, on which the CEF depended as much as the native Capricians, and so the CEF was forced to build its own facilities nearby.

Like those of the civilian sector, these are underground to protect them against crashes and other accidents and pressurized against the thin atmosphere of the Caprician highlands. The CEF sector of the starport has grown over time, leaving old vehicle hangars and command bunkers mixed in with new barracks and warehouses and the whole mess is connected by a maze of tunnels, frequently leaving new arrivals confused and lost.

A spur of the rail line connects the CEF sector to Gomorrah and sees a constant stream of supplies, troops and sailors on shore leave shuttling back and forth between the two. The starport's appearance and endless activity, combined with its administrative structure, has led unkind commentators to compare it to an ant heap, unimpressive on the outside and a great deal of scurrying motion to little effect underneath.

Vital Statistics

Date Established:	**LC 14**
Size:	**75 square kilometers**
Number of Employees:	**1200 (Civilian sector only)**
Director:	**Elasa Sauturaga**
Available Facilities:	**Water processing plant and reservoirs**
	Aerospace shuttle runways and rocket launch gantries and platforms
	Facilities for satellite preparation, rocket assembly, and shuttle pre-flight and postflight processing



Map of Vega Starport

Location	Description
1	Passenger and Cargo Terminal - All arriving and departing passengers and cargo are processed here. Passenger facilities include a small hotel and restaurants, while cargo handling is largely automated. A rail line links the terminal to Gomorrah.
2	Administration Block - The administration block is home to the offices of the departments that run the starport, along with the living quarters for many of the starport workers. There is also an entertainment complex, hospital and creche for workers' children.
3	Water Processing Plant - Water from the ice mining operations is pumped to large underground reservoirs and undergoes primary filtering and treatment here before it is transferred to the pipeline that parallels the rail line to Gomorrah. The processing plant has its own dedicated landing pads for landers.
4	CEF sector - Built in a hurry with new facilities added when needed, the sector is a confusing mix of barracks, warehouses, air defense posts and vehicle hangars, connected by a web of tunnels.
5	42nd Tactical Wing Base - This facility is the home of the "Sky Razor" tactical wing. The runways see a constant stream of aerospace craft taking off and landing from patrol.

Starport Operations - 4.2.1

The administrative structure of Vega starport is hopelessly complicated. The Gomorrah Coordination Committee controls it, but responsibility for running the starport is divided up between various departments and units. Most of the facilities are nominally operated by the Department of Buildings, but the Department of Water controls the water processing plant and provides much of the operational funding for the starport. The Department of Law and Consent commands the security force, while the Traffic Management Unit schedules take-offs and landings. The Department of Standards certifies that vehicles are space worthy and the Department of Communications maintains the deep space communications network. In all, fourteen departments and units are involved in the day-to-day business of the port. The situation has been complicated further by the arrival of CEF and the addition of its own command structure and bureaucracy.

Starport workers tell many apocryphal tales about how this system came into being, some claiming the organizational chart was based on the plumbing diagram of the CCE Tower, but it is generally agreed that it was originally designed to prevent any one department of the GCC from gaining too much unilateral power. To a certain extent it has worked in the starport's favor in recent years: faced with the complex bureaucracy, the major Caprician corporations and the CEF high command have thrown up their hands in disgust and have left Vega to its own devices.

Despite its vital role in the water pipeline the starport is generally ignored or subjected to ridicule by Gomorran society. Coupled with the fact that many of the workers live on-site, this has led to the creation of a subculture that believes the ideological and political conflicts of Gomorrah are inconsequential compared to the operation of the starport. This has lead to increased cooperation with the staff of the CEF facilities, particularly in the areas of security and traffic control, and the two sectors enjoy cordial relations. The subsequent claims of collaboration leveled against the starport workers have only further distanced them from Gomorran norms.

◆ Water Processing Plant

The water processing plant is the core of the starport, around which all other operations revolve. Even with strict recycling measures enforced throughout Gomorrah, the Caprician population and industries have a terrible thirst. Approximately five percent of the water in the Gomorran reservoirs is lost into the environment every time it passes through the system. Additional water is consumed by every shuttle launch in the form of hydrogen and oxygen rocket fuel. To keep life on Caprice going, a constant supply of fresh water from off world is required.

Mining ships in the Blessed asteroid belts break up asteroids for their frozen water and then transport the chunks back to Caprice or to bulk transporters before heading back into the belts. In orbit around Caprice, the ice is moved to awaiting freighters such as the Samson heavy transport, which carry the ice to the planet below (simple orbital drops are deemed too wasteful and dangerous, since one can never be sure that a Liberati mining mission will not be in the landing zone unannounced).

After landing at the water processing plant, the water is quickly melted and pumped into a preliminary reservoir; the freighter is given a short servicing and then launched back into orbit to make way for the next transporter in a never-ending stream. The water in the preliminary reservoirs is then sent through the filtration system to remove any impurities before ending up in one of the primary reservoirs. From here the water is piped to one of the many water processing substations in Gomorrah, where it is distributed to the arcologies as required; the substations also collect the water again after use for recycling (the latter is actually the source of the bulk of the water — the ice fleet's task is to make up for the losses caused by leaks and inefficiency, and to cover the growing needs of the city).

As befits its importance to Caprician life, the water processing plant is well protected. Except for the landing facilities, it is entirely located underground to shield it from external attack and accidents, and it incorporates multiple redundancies in the filtering systems and reservoirs. All personnel employed at the plant undergo extensive background checks and are under constant supervision while on location. The water is sampled at each stage of processing to check for introduced contaminants. While the chances of anyone actually wanting to tamper with or cut off the water supply is considered remote, it is still a possibility, and accidents are guarded against just as closely. New workers at the plant are still told about the time hydrazine rocket fuel was almost pumped directly into Primary Reservoir #3.

4.2.2 - Vega Starport Defense Forces

Vega Starport falls under the joint jurisdiction of the CEF and the Corporate Security Forces. Because it is adequately protected by screening forces both in orbit and on the ground in Gomorrah, the starport's own defense forces are relatively light for an installation of its importance. In emergency situations, however, or if protracted resistance is expected, additional troops can be brought in quickly from Gomorrah by train.

The Corporate and CEF security teams police their own sectors of the starport with no overlap in areas of authority. However, the two forces do cooperate and regularly share information with each other. The dual military and civilian nature of the starport and its defense forces is heralded by the NEC and is showcased in its propaganda campaigns as 'an example of the friendship and cooperation of the People of Earth and the People of Caprice working together for the greater good.' The campaign is often accompanied by images of smiling CEF troopers and Corp-Serfs.

◆ 42nd Tactical Wing — Sky Razor

The 42nd Tactical wing is responsible for the aerospace defense of the starport. It consists of thirty TAAF-54 and TAEF-54 transatmospheric fighters piloted by Minerva-class GRELs under the command of Captain Charles Gounod. Captain Gounod, a former space fighter pilot, is particularly bitter about being assigned to ground-based duties and is actively campaigning for a return to a space command. In the meantime he treats his pilots well and tries to protect them from discrimination — as far he is concerned a pilot is a pilot and deserves respect, regardless of whether he is a soldier or a trooper.

The wing flies aerial patrols around the starport region and occasionally escorts important flights landing or taking off at the starport. The wing's responsibility for the defense of the starport stops at the edge of the atmosphere; beyond that the air space is under the control of the Arclight weapon platforms and the 3rd Fleet defense detachments. In addition to its patrols, the wing conducts training exercises to the south of the starport. Here the wing practices sub-orbital interceptions and Captain Gounod teaches advanced dogfighting tactics.

CEF Ground Forces

Internal security for the CEF sector of Vega is the responsibility of a company of military police troopers. Since the area is off-limits to civilians, they rarely have to deal with problems more serious than the occasional intoxicated sailor on shore leave. The area outside the terminal is patrolled by the 268th GREL Battle Group of the 3rd Fleet, the Silver Daggers, commanded by Major Cass Maddox. Major Maddox joined the CEF to escape the stifling social problems on Earth rather than out of any sort of patriotism, and she is glad to be in a position well away from any sort of combat. She is a competent leader, however, and follows orders from her commanders to the letter. She's fond of her current career path, and has no interest in sabotaging it.

An armored infantry group before being assigned to garrison duty, the Daggers were originally equipped with hovertanks and APCs. The hover vehicles suffered from serious performance and maintenance problems due to the low atmospheric pressure at the starport's altitude, requiring the battle group to be resupplied with local wheeled vehicles. Patrols now use security models of the Crusader ground car and squads deploy in Amalek APCs (see **Black Talon Field Guide**, page 102).

Retraining the battle group's Minerva-class GRELs to drive the new vehicles initially proved problematic, with the GRELs often rolling the vehicles when turning at speed, but they have now largely adapted to their new roles. The battle group's hovercraft have been kept in storage at the starport, where they can be quickly prepared for use if heavier firepower is required. This only done in true emergencies since deploying them in the thin atmosphere causes their turbines to wear out in rapid order. The battle group's company commanders have repeatedly complained about having to depend on Caprician security-grade equipment, and they hope to receive a troop of Type 11-22 scout Battle Frames in the near future, with more to follow if their deployment proves successful.

The Daggers' patrols around the starport region are largely uneventful. Occasionally they are sent to chase off bands of Liberati nomads, who congregate nearby to watch the shuttle launches, but otherwise days are very much routine. Unbeknownst to the CEF, this has actually frustrated Liberati rebel attempts to set up an observation post to gather intelligence on starport activity, but they have managed to conceal some automated sensors in the area. Liberati thought on the starport is mixed, as a major CEF facility it is a target, but others argue that its importance to the local population makes it too risky to attack.

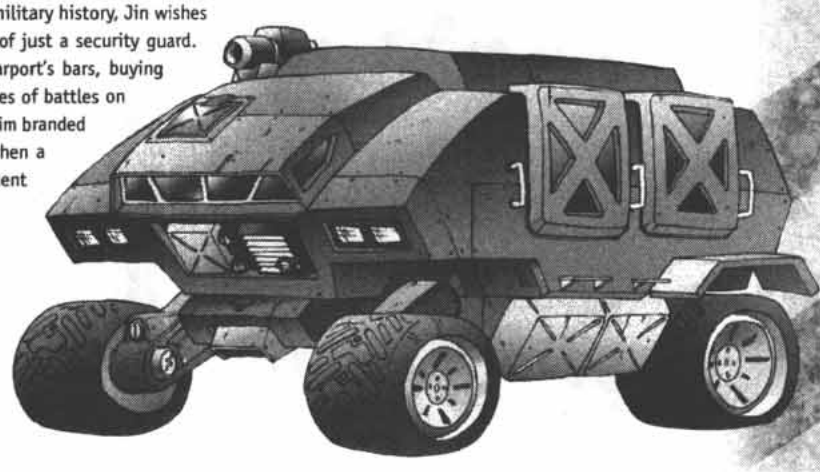
Corp-Serfs

The 25th Corporate Security Force Detachment, also known as the Mountain Eagles, protects the civilian section of the starport. Previously, Corp-Serf duties consisted mainly of dealing with the odd band of Liberati nomads wandering onto the runways or indulging in minor vandalism and petty theft. Since the arrival of the CEF, however, their duties have become much more serious — safeguarding the starport against Liberati rebel infiltration and sabotage. The pre-invasion security force had not been equipped to deal with this sort of threat and so over the years it has received training and advice from the Commonwealth Integrity Directorate on several occasions. This level of cooperation with the invaders has drawn the ire of the Liberati, who have branded the Corp-Serfs collaborators and traitors.

The Corp-Serfs patrol the passenger terminal, the administration block and the runways and launch pads. They also keep a close guard on the water processing plant, which they are prepared to defend with deadly force if necessary. Indoor patrols are conducted on foot, with the Corp-Serfs armed with pistols and unarmored. A rapid response team armed with submachineguns and wearing body armor is kept on standby in the administration block in case of trouble.

Outside patrols use Amalek APCs and Type 32 "Little Boy" urban combat Mounts (see **Life on Caprice**, page 86), with a team of Mounts and several foot patrol squads on sentry duty at the water processing plant around the clock. Authority for aerial patrols has been assumed by the CEF. Corp-Serfs on patrol have been trained to thoroughly investigate any suspicious individuals and situations, and they do not hesitate to call on CEF reinforcements if they are overwhelmed.

The Corp-Serfs are commanded by Captain Jin Hartog, a career officer from Rohann Security, one of the few independent Caprician corporations specializing in security work. A student of military history, Jin wishes he could have been a real military commander instead of just a security guard. When off-duty he can often be found in one of the starport's bars, buying drinks for CEF troopers and officers in exchange for stories of battles on far off worlds. His persistent behavior in this regard had him branded as a possible security risk by the CID for a short time when a overzealous trooper reported him as a spy, but a subsequent investigation showed the accusation to be unfounded.



4.3 - THE DEEP CORE DRILL PROJECT

For over three centuries, Caprician corporations have been extracting mineral wealth from Carthage's rich crust, mantle and core. The main component of these operations has always been the Deep Core Drill Project, a joint mining venture founded by dozens of corporations that have long since vanished into the mists of time or been absorbed into larger, modern concerns. Although it shut down during the chaotic years following the Human Concordat's withdrawal from the colonies, once the Coalition stepped in and took charge the operation started up once again as if nothing more serious than a power outage had taken place. Under the watchful eye of the DCD Oversight Committee, a joint cartel of all corporations that have a stake in the project, the DCD continues to supply Caprice with magnesium, tin and iron to this day, despite the CEF's invasion and occupation of the Loki system.

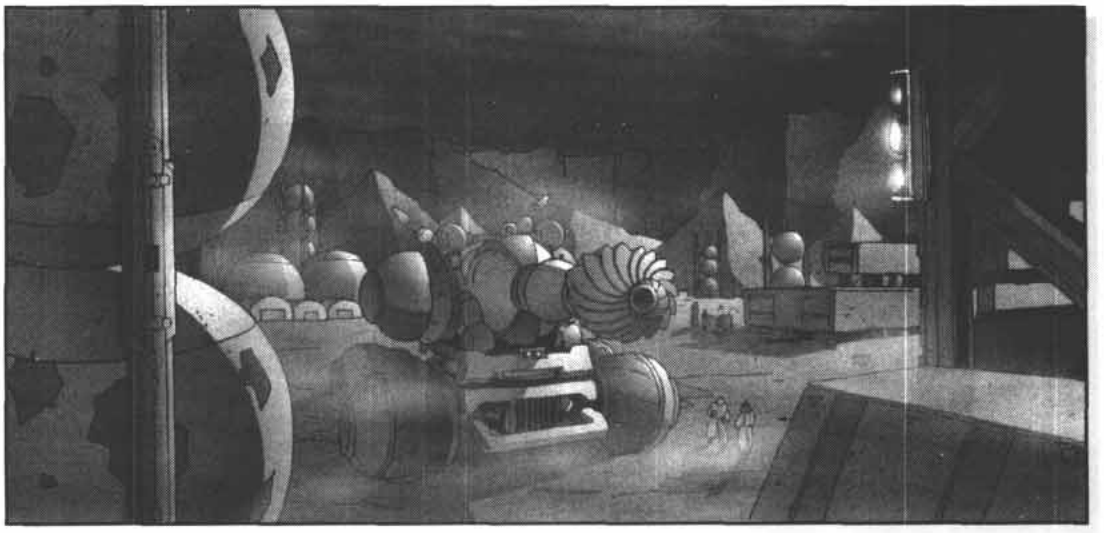
Liberati rebels have recently subverted the Deep Core Drill Project, however, and adapted the facility to serve as a support base for Black Talon strike teams in the Loki System. Under Operation Mother's Milk, this base provides a friendly location in the Caprice system for Terranovan soldiers to prepare for their missions on the Gateworld and, with luck, prepare for departure from the system and return to their home world. In addition to providing a covert staging ground, the DCD allows the Black Talon teams to adjust to Caprician culture, become up-to-date with the current socio-political situation in the Trench, and brush up on their language skills with native Capricians before being subjected to life in Gomorrah.

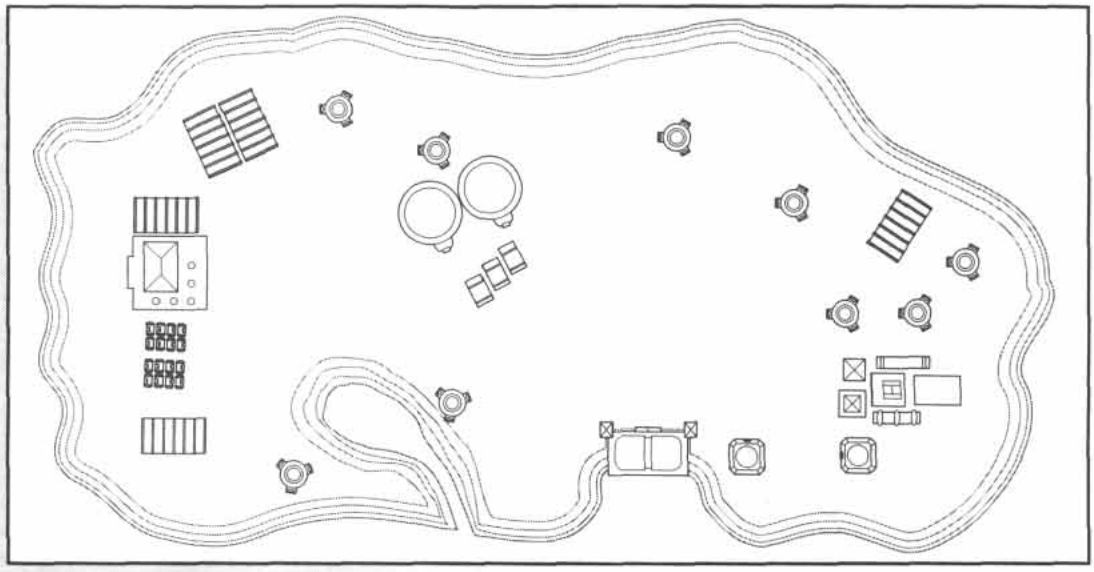
The operation carries great risk for the Liberati involved. The reduced output of the Deep Core Drill since Operation Mother's Milk began has drawn the attention of the CEF, which is preparing to send a team of investigators to determine the cause. Decreasing resources and labor troubles are suspected, although some CID agents are searching specifically for signs of collaboration with the Black Talon teams and proof once and for all that the Liberati rebels are a real threat to NEC interests on Caprice and throughout the Interstellar Gate Web. The rebels are also dispatching a team to Carthage to warn the DCD personnel and assist in camouflaging the Deep Core Drill's secret nature.

The constant dust storms on Carthage's surface are both a blessing and a curse for Liberati personnel. The storms make CEF satellite observation of the surface difficult, but they also make traveling on the surface risky. Every member of the team has been trained extensively in surviving dust storms — easy enough since the vast majority of DCD personnel are from the Liberati nomads of Caprice's highlands. However, accidents do happen, especially when a Trencher technician is involved, and for this reason, surface travel is kept to an absolute minimum.

Vital Statistics

Date Established:	**LC -53**
Size:	**400 square kilometers**
Number of Employees:	**300**
Director:	**Direrctor Alisin McKennet, Ph.D.**
Available Facilities:	**Mineral processing plants**
	Mineralogical research labs
	Shuttle runways and launch pads
	Resident quarters
	Quarantine and medical facilities





Map of the Deep Core Drill Project

Location	Description
1	Excavating Equipment - These massive drills are used to bore into Carthage's outer core, revealing the precious minerals it contains. Each drill has a coverage area of 250 square meters. After the raw material is excavated, it is delivered to the surface via truck or conveyor.
2	Access Roads - Roads lead up the slopes of the pit, providing a route for the enormous trucks to bring ore to the surface.
3	Conveyor - In addition to the fleet of trucks, a massive conveyor runs up the slope and directly to the largest processing plant.
4	Plant 1 - The largest processing plant on the rim; nearly half of all ore processing takes place here.
5	Auxiliary Plants - These aid in the processing of the minerals.
6	Residential Housing - The DCD staff reside in this complex; it is also where most of the minor vehicles such as excavation Mounts and overland Mules are housed.
7	Truck Fleet Motor Pool - This massive hangar houses the DCD's trucks when they are not in use or need to be serviced.
8	Landing Strip and Launch Pads - Shuttles land and take off from here. This site includes a hangar for conducting service on any shuttles in need of it. It is from within this hangar that Black Talon teams and their equipment are off-loaded.

Medical Facilities

The Deep Core Drill has a well-trained medical staff, along with facilities originally designed for treating injuries sustained in mining accidents. Recent transfers have included medics trained in battlefield trauma, although their immediate need is minimal; most injuries that would require their attention prove fatal before a victim can be routed to the DCD. There are still plenty of injuries for these doctors to treat, however, and these facilities are where prisoners recently liberated from CEF internment receive the necessary care to restore them to health.

These facilities serve another, more secret purpose. In addition to providing medical care to Black Talon agents, the staff takes biological samples from the Talons both before they embark on a mission and when they return. The purpose of these procedures is twofold: they serve to screen Terranovans against contagions picked up on Caprice, and they provide a source of additional data for the covert remnants of the Magellan program operating out of the New Liberty research station in Gomorrah's Adam Sector (**Life on Caprice**, p. 12).

The Black Talon agents that have received care here are usually deeply grateful, and they try to show their appreciation however they can. Typically, the only gifts they have to give are small pieces of memorabilia, which almost always seem inadequate to the giver but which absolutely thrill the staff. Several staff members keep their collections on-site, concealed in their desks or lockers.

In The Line Of Fire

Every Liberati sympathizer participating in the operation realizes the extreme danger of discovery. If CEF intelligence agents discover their secret purpose, the rebels' only hope is to eliminate the CEF team quietly before it can report its findings. Otherwise they will be headed for a military confrontation, and the Liberati forces on Carthage would stand little chance against the CEF. Furthermore, any such event will almost certainly spark the unthinkable on Caprice: open warfare between the CEF and the Liberati long before the rebels are prepared for it.

4.3.1 - Personnel

The personnel on-site at the DCD are almost entirely Liberati nomads, from the miners to the truck drivers to the mechanics — a nomad occupies nearly every job involving physical labor. All other jobs are staffed by Gomorran city-dwellers, whom the nomads usually call "Trenchers." The nomads tend to treat the Gomorrans like children, thanks largely to the typical Gomorran inexperience with living in the wilds of the Loki system. To outsiders, this treatment appears condescending, but few Gomorrons actually take offense. When not playfully teasing the Trenchers, the Liberati go out of their way to make it clear that they are extremely grateful that they themselves are not forced to deal with the bureaucracy involved in running the Deep Core Drill Project.

The isolation of Carthage has given rise to a clan-like structure among the nomads that serves as a surrogate for their own, distant clans. The surrogate clan, which is always named for the current director of the DCD, brings a tight-knit, familial atmosphere to the complex. Trenchers are not only welcome to join the clan, a gesture which is rarely seen on Caprice, but are actively encouraged to participate as well. This situation eases the potential friction between the nomads and city-dwellers, and very few Gomorrans refuse to join.

Life within the surrogate clan is very much like life within a traditional Liberati clan. The most outstanding example of this tradition is the ribbon-making rite of passage. All new personnel arriving at the DCD site are strongly encouraged to take part in a ribbon-making ceremony that bears striking similarity to the ceremony of adolescence. It is a warm welcome into the clan, and it gives the personnel the opportunity to meet the new arrival. When a nomad undergoes his adolescence ritual for his second time, the results are often amusing for all. When a Trencher crafts his first ribbon, however, with no experience and with very little understanding of the meanings and superstitions that surround the ceremony, the event is almost always hilarious to the nomads. The sole time that it is regarded with as much seriousness as a real ribbon-making ceremony is when a new director performs it. Directors who fail badly at the weaving are viewed with suspicion and a certain amount of distrust. (See the **Caprice Liberati Sourcebook** for more information about the Liberati nomads.)

◆ Director Alisin McKennet, Ph.D.

A brilliant geochemist and a competent manager, Alisin McKennet is the current director of the DCD Project. She was assigned to the job after impolitely refusing the advances of an especially vindictive senior member in the corporate hierarchy of Lillian Mining, Inc., a subsidiary of Gallot Caprice. McKennet happens also to be an Amir within the Liberati resistance movement and is the head of Operation: Mother's Milk. Those who know her — including her surrogate clan — know that she carefully manipulated the corporate higher-up into making an advance on her and assigning her to Carthage. It was a calculated move designed to get herself sent to the DCD Project without soliciting the unwanted attention a request for the unappealing post far from home in Gomorrah would have drawn.

Amir McKennet is stunningly beautiful, somewhat delicate and always spotlessly clean and well groomed. She appears to be everything a Liberati nomad means when he uses the derogatory term "kitty" to refer to a Gomorran. She wears the term with pride, however, which further endears her to her Ghazis.

◆ Assistant Director Reed Tharsi

Reed Tharsi is the number-two person at the Deep Core Drill Project. A skilled accountant, Tharsi spent most of his years growing up and working in Venarow Hub as part of the Hakkar "family," within its subsidiary MineTech Industries. He was the DCD's principal accountant when McKennet took charge of the project and began shaping it into Operation: Mother's Milk. Although he helped instigate the operation by carefully manipulating the DCD's financial bookwork, he did so without being entirely sure it was the right thing to do. At 32 (40 in Terran years), Tharsi is old enough to remember life before the CEF arrived, and he increasingly finds himself forced to admit that he prefers the order the invaders have imposed on his chaotic society. He values the friends he has made within Operation: Mother's Milk, but he is not certain what he will do when the CID investigators finally show up — something which worries him deeply.

◆ Chief Mechanic Giselle Sierpinski

A Liberati nomad of the Caspar clan of the Van Daar nation, Giselle Sierpinski has been a member of the Liberati rebel group since her fifteenth birthday. In her heart, however, she joined the resistance when the movement initiated Operation: Feint, and she was only eight years old. She spent her childhood tending to her clan's vehicles, and she has spent most of the rest of her life off-world conducting operations for the resistance. Like McKennet and Tharsi, she has been with Operation: Mother's Milk since its inception; she serves as the chief mechanic in the DCD motor pool and the head of security for the operation. She is well aware of Tharsi's wavering loyalty to the cause, and she has informed McKennet of her observations. Neither woman is looking forward to the day when they have to choose between their friend and their duty.

Other Facilities - 4.3.2

The surface of Carthage is dotted with about a dozen derelict research stations and inactive mining plants (see **Life on Caprice**, p. 18). These facilities consist of long-weathered-out hulks and shells of processing centers, maintenance sheds, hangars, dormitories and labs, all half-buried beneath the shifting sands and dust of Carthage. Centuries-old equipment dots the surrounding landscape, adding to the sense of abandonment enveloping the sites.

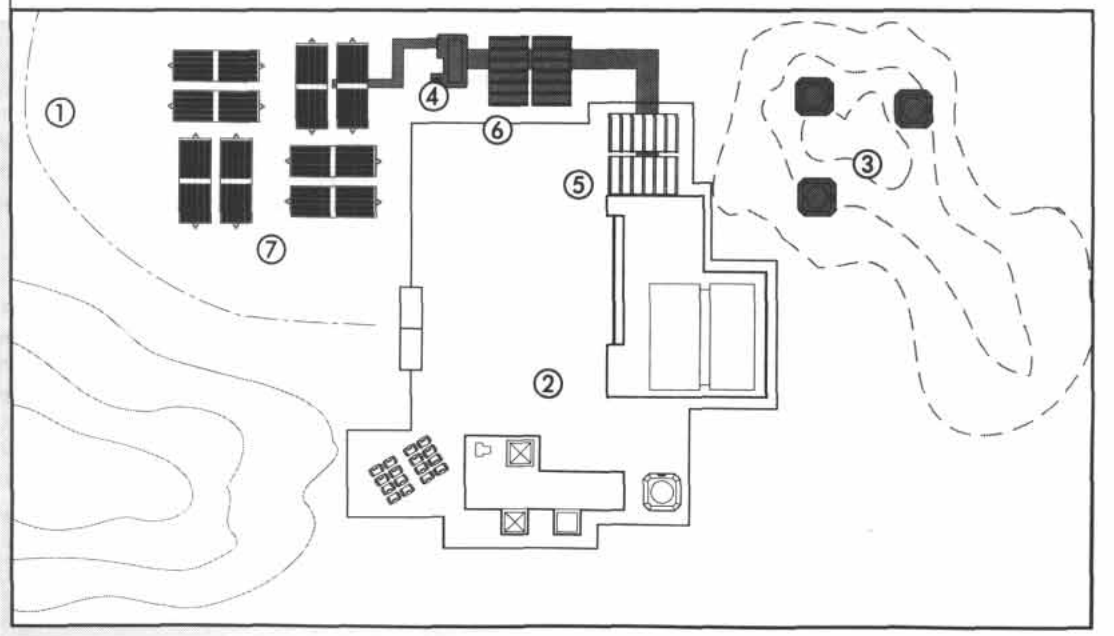
As part of Operation: Mother's Milk, however, the Liberati rebels have secretly secured three of these unused facilities for use as safe houses in times of trouble for the main operation. The nearest such secondary base is Research Station CT-05, located in the North Tanit Hills region of Carthage some 650 kilometers from the Deep Core Drill site. Although the distance is great, it is out of range of most types of ground transport likely to be used by the CEF when it arrives; certainly the distance is too great to reach by Frame. More importantly, however, the station is just reachable by Mule-class utility transports and the many variations on the basic chassis, making it an ideal first stop in the chain of safe houses.

Known to the rebels as Tanit Base, it appears just as forsaken as the other research stations from both the ground and the air. Hidden beneath the dust and sand, however, are the secret entrances to the underground bunkers, hangars and operations center. Connected by a network of tunnels not unlike those of a Liberati nomad encampment on Caprice, Tanit Base is capable of housing 45 Ghazis comfortably with enough provisions to last two months without resupply. There are only a dozen men and women stationed there normally, however, and they spend most of their time maintaining the equipment and ensuring that the dust that covers the entrances and access trails looks natural to casual inspection. The base includes two Reubeni-type attack trikes (see the **Caprice Liberati Sourcebook**, pp. 76-77) and a Moab Combat Mount (**Black Talon Field Guide**, pp. 98-99) as well as a cache of small arms and ammunition.

Tanit Base's primary function is to serve as a point of retreat for the Liberati should things go badly for Operation: Mother's Milk, such as during the upcoming CEF inspection. Carthage's dust storms will increase their chances of escape, though they by no means guarantee it. If the absolute worst happens, the Ghazis stationed at the base can rendezvous with the retreating rebels and provide fire support against pursuers. The sudden arrival of reinforcements seemingly from out of nowhere should throw the CEF into confusion, further aiding the rebels' escape. With sufficient notice of the impending inspection, however, Amir McKennet intends to use the base as an off-site refuge for any Black Talon teams that might be on Carthage at the time. By removing all evidence of collaboration with Terra Nova, she hopes to avoid a worst-case scenario altogether.

Map of Tanit Base

Legend			
1	Overland Trail to the DCD	5	Original Vehicle Hangars (Abandoned)
2	Original Facility (Abandoned)	6	Concealed Vehicle Hangars (Underground)
3	Concealed Supply/Storage Shed (Underground)	7	Solar Panel Array
4	Concealed Operations Center (Underground)		



TEA TIME

"I still can't believe I'm sipping tea with the captain of a Gateship," said Tanni Soleil, captain of the KSM *Harbinger*. "I mean, I've met a lot of important people in this job — most of the admirals and quite a few corporate bigwigs, for instance — but that's nothing compared to a Gateship captain."

She beamed like a school child at her guest aboard the bridge. Then she remembered her second guest. "Oops, no offense, Ma'am," she amended, nodding at Chairman Eleni Cohl, chief executive officer of Kalam-Sollers-Makhan.

Cohl, her boss, seemed to take no offense. "Don't worry about it, Captain. I find it just as interesting," she admitted, looking up from her squeezebulb of tea.

Anne Kronos snorted. "Oh, come on, you two. It's really not that great."

"Don't be so modest!" exclaimed Soleil, gaping incredulously at the other captain. "The *Ajax* is a Gateship! The *Harbinger* here is little more than a ferry! I'd love to take her out of this system some day and see a whole new sun! I'd *kill* to walk on a beach!"

"So would I, but those are no-man's lands right now, not secure enough to let a senior officer run around barefoot on. Really, my current post isn't that great." Kronos sighed longingly. "At least you get to tool around the Loki system! I don't even get that. I sit for months on end twiddling my thumbs and when I finally get to put the *Ajax* into action, it's just to open a door. Even then, it's Kim or Sammi that actually pushes the button. I just tell them when to do it. You can't imagine the strings I had to pull to accompany Isoroku out here. My two-ic just about went mad with jealousy. She's still stuck back there."

"Hey, speaking of the Vice Admiral, what do you think he's talking about back there?" Soleil jerked a thumb over her shoulder, indicating the habitat ring of the *Harbinger*, where Cohl's guests and their bodyguards were meeting with the admiral of the CEF 5th Fleet.

Kronos shrugged. "Who knows? Old Jay's not much of a conversationalist when Mubatu's the subject."

"Hmmm," mused Cohl, looking deeply into her bulb of tea. "That's hardly a surprise, given the situation on Atlantis. He's probably, oh, *concerned*, to put it politely, that his fleet will meet the same fate as Mubatu's mother's fleet. I hear young Edith recently carried out a successful operation against Terra Nova. My guess is that's what she and Gresfield are discussing with Isoroku: aside from celebrating, the three of them are probably just discussing how to use what they've learned from this thing to break the stalemate on Atlantis."

"That makes sense," admitted Soleil. "Say, you know what I just realized? I've got three CEF admirals, a Gateship captain and my corporation's chief officer aboard my ship, and according to tradition, I outrank you all." She smirked.

Kronos laughed. "Yeah, tell that to the Ganes Sisters back there when they decide you're a threat to their admiral!"

Cohl placed her bulb securely in the serving tray it came in and stretched. "You know, I've always wondered how safe it is to have clones as bodyguards. After all, there are over 9000 other copies of the soldiers Ganes out there, and they all look alike. I mean, honestly, how would you know if either of those two were replaced by one in service to the enemy?"

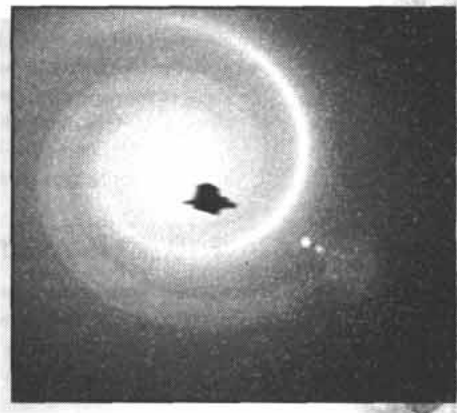
Kronos snorted derisively as if amused by the Caprican woman's naiveté.

"Sorry about that, guys," she said somewhat embarrassedly. "But that's just not going to happen. First they'd have to break a Morgana! Ever watched one cut up her steak? No one's going to subvert them, trust me. Even if you could, they're all tagged and numbered. It's subdermal." She pointed to her neck. "They'd have to break that, too, and they probably don't even know about it."

"No," admitted Cohl. "They probably don't."

SPACE-BASED CAMPAIGNS IN THE LOKI SYSTEM - 5.1

With its two space-faring civilizations, Loki contrasts sharply with Helios, which has relatively few spacecraft in operation, and provides a unique setting for space-based adventuring in **Heavy Gear**. Each civilization has different roles to play in the overall story, even beyond such simple distinctions as "good" and "evil." (See **Life on Caprice** or the **Colonial Expeditionary Force Sourcebook** for more in-depth information.) Each group has its own particular subcultures, as well. The fleets of Caprice consist of corporate employees, Liberati nomads and, recently, Liberati rebels and Terranovan Black Talons (plus the occasional non-Black Talon operative from Terra Nova). The CEF fleets include human troopers, GREL soldiers and the Terran counterparts to the Caprician corporations. Each of these groups interacts with the others in complex and subtle ways that have the potential to make Terranovan politics seem like a relaxing day at the beach.



Meanwhile the NEC has been slowly reawakening the Gate Web, and representatives from other colonies have begun arriving in the system — albeit in a highly controlled fashion. For better or for worse, the Loki system is once again becoming a hub for humanity's widely disparate cultures. Plainly there is plenty of room for adventure, both military and civilian.

Campaign Themes - 5.1.1

Several strong themes can help shape a space-based campaign in the Loki system (or anywhere else for that matter). First and foremost, however, despite the hefty presence of high technology in a 62nd century space setting, must be the understanding that technology should never dominate the campaign. It is best used as a background prop except in very infrequent cases. High technology exists, of course, and is quite omnipresent — it is what permits humans to tackle space in the first place — but while a marvel of science or engineering may seem exciting at first, it can rapidly grow tiring for both Players and Gamemasters alike. In a space-based campaign, it is important to remember that humans are and will always remain human beings, with all the frailties and strengths that implies, and a lot of complex machinations will take place behind the sterile facade of a high-tech environment. For the most part, it is the different groups of humans, how they interact with each other and how they adapt to the hostile environment of space that make such campaigns interesting.

Humans Make the Best Enemies ◆

In space as on the surface of a planet, an intelligent enemy is always a tougher opponent than a machine. A human is unpredictable and can (and should) come up with plans and ideas the Players could never hope to foresee. In space, however, the limited resources available — including henchmen and other underlings — should make for a switch of tactics used by the antagonist. With little opportunity to resupply conveniently, each element of the antagonist's plan will be more carefully designed. Furthermore, in the much harsher environment of space, no matter how strongly he wishes to interfere with the Players, the antagonist will usually tend to be more cautious. His safety and that of his minions can become quite precarious if he isn't careful: a high-powered gunfight is much more dangerous in the cargo hold of a freighter than in a warehouse in a city.

Big Business Rules ◆

The Loki system is run by large corporate interests, but no matter how altruistic a corporation's actions may seem, its real goal is not to serve people or nations but to make sure the bottom line comes out black for its executives and its shareholders. Serving customers is important but it is still a distinct second to obtaining cold, hard cash. Individual human life can mean very little to these entities, especially when the decision makers are distantly removed from the effects of their actions. The fate of a ship far out in the Loki system generally seems less vital or immediate than dealing with a group of unhappy employees in the next room over. When they are half the system away, the little people are of almost no real concern to the corporate behemoths.

Boredom and Horror ◆

Space is a tremendously boring place. Very little actually happens in the empty void. After an initial period of excitement at the prospect of being underway at the start of a voyage, life quickly settles down into routines to be carried out day after day. Mistakes can be lethal and must be avoided at all costs, so the routine quickly becomes unemotional and robotic — and very dull.

When something unexpected does take place, the effects have the potential to be catastrophic, and boredom can turn to horror. Although a particular event might seem mundane and harmless to an outsider, the simple interruption of the daily routine can lead to unforeseen problems further down the road. Even if the only effect is that a crewmember's mind wanders while performing a simple job, the wrong valves may be left open or a crucial maintenance test may be skipped and the whole ship will suffer.

5.1.2 - The Military Mind

The CEF occupied the Loki system and Caprice with a minimum of struggle. There is, however, a widespread underground resistance movement that continually challenges the NEC's controlling presence. Liberati terrorists backed by Black Talon commandoes have struck numerous CEF facilities as well as Caprice's own corporate government installations and personnel, and the CEF has thus increased its vigilance and augmented the troops protecting its strategic assets. These assets include the space stations and spaceports required to supply the ongoing interstellar war and aid the transition of occupied territories to the NEC. The increased security can be a hassle for the CEF officers in charge, whose workloads are already substantial to begin with. Add to the increased bureaucracy the increased demands from the local government to get through the increased red tape, and major problems can develop.

◆ Starting Point: Spaceport Blues

A sudden explosion rocks a space station, leading to multiple casualties and sounding the general alarm. The CEF orders the entire place closed down and searched from top to bottom, but vital NEC commercial interests insist that they be allowed access to the station's normal functions. Meanwhile the press is anxious for news on the situation and preliminary investigations have turned up no significant leads — it could have been anything from an argument between rival smugglers to a terrorist act to a corporate war. The station is crawling with personnel from all interested parties, and it is becoming impossible to make any headway with the investigation.

Possible Campaign Variation

Variation	Description
1	The explosion appears to be an accident. Now it's merely a matter of determining whether it was shoddy maintenance, substandard spare parts, or something more sinister.
2	A corporation offers to help, almost too eagerly. Is it hiding something or is it after NEC secrets?
3	CID inspectors demand to take over the entire investigation, which seems out of their jurisdiction. What has caught their attention about this case?
4	Smugglers caused the explosion, but tracking them down is difficult under the current circumstances. The underworld might be of some help, but at what cost?
5	All signs point to corporate sabotage, but they seem rather conveniently found and arranged. Could it be a corporate war brewing up?
6	It was the action of Liberati terrorists, and they are doing their best to escape and hide their tracks — violently.

5.1.3 - The Profit Perspective

The mega-corporations of Caprice dominate the planet's social and political environment as well as its economy. These huge, monolithic entities have a well-earned reputation for ruthlessness, even under CEF occupation. While all corporations maintain a public face of law-abidance, many practice it only in the strictest sense and several ignore it wholesale when no one is looking. When the bottom line is threatened, not even their employees or customers are safe. In interplanetary space, where evidence of wrongdoing is easily disposed of and the nearest law enforcement agent is an expensive week's travel away, greed too-often rears its ugly head. Particularly callous corporations have been known to instigate spacecraft catastrophes to cover up an embarrassment or to cash in on insurance policies.

◆ Starting Point: Ground Control, We Have a Problem...

Without warning, an emergency situation breaks out on the Player Characters' ship, a corporate-owned transport that is well insured. A reactor's magnetic bottle ruptures, a reaction mass chamber ignites, a micrometeorite destroys the life support system, or the bearings freeze up on a rotating crew module. Whatever the cause, the ship is coming apart and will be destroyed within a few hours or even minutes. Worse still, shoddy maintenance has left some of the escape pods and lifeboats in dubious condition — some may even have been sabotaged! Not everyone can be saved, and hard decisions lie ahead.

Possible Campaign Variations

Variation	Description
1	The ship is carrying a senior member of the corporate hierarchy who is incapable of making balanced decisions during the crisis.
2	The vessel carries something small, yet valuable, such as precious metals or stones. No one will notice its absence once the destruction of the ship wipes out all traces of the crime. Getting to the hold and back in time to escape may be a problem, however...
3	A top-secret project sits in one of the cargo holds. Perhaps it is the cause of the disaster.
4	The crew is on the verge of panicking, and a fight will almost certainly break out.
5	Curiously, a rescue vessel is nearby and is approaching. The insurance policy on the ship was quite substantial, however, and perhaps too many witnesses would be a problem in the insurance court. Is this really a rescue ship or is it something more sinister?
6	A rescue vessel from a rival corporation is approaching. It seems to have been fairly close to the accident — perhaps too conveniently.

Personnel Problems - 5.1.4

The vast majority of vessels native to the Loki system are civilian in nature, and they carry entirely civilian crews. These crews often live together for months on end without contact with other human beings, plying the same routes and engaging in the same, repetitive maneuvers. There is little room for privacy, and social problems tend to be accentuated. Furthermore, whether they come from giant corporations or smaller, independent outfits, these people often lack the rigorous training a military crewman receives, and minor interpersonal squabbles can erupt easily into open violence. The Right of Consent helps alleviate the problems somewhat, but few captains will agree to a duel — even a non-lethal one — between crewmembers. The risk to the ship from both collateral damage and the depletion of crewmembers is too great. Gomorrans, who are accustomed to being able to vent their hostility whenever they need to, often find shipboard life intolerable, and even Liberati nomads sometimes succumb to stress on long voyages.

Starting Point: Murder on the Loki Express ◆

A crewmember aboard the vessel has been found dead. It might have been suicide or an accident but enough cause exists to suspect foul play. Who committed the crime? Why? How? It's a long journey and the murderer might strike again. Who will be the next victim? The murderer and the next victim might be anyone. The crewmembers cannot escape the fact that one of their own may have been murdered, and the small, confined spaces and lonely, shadowy passageways do little to soothe troubled minds. The situation has made an already tense situation much, much worse, and the ship's very existence is genuinely threatened by the heightened stress on-board.

Possible Campaign Variations

Variation	Description
1	It was a suicide. The victim couldn't take the stress anymore.
2	It was an argument that turned into a fight, and the fight into murder.
3	It was an accident. The victim simply broke his neck in an isolated corridor.
4	It was cold-blooded, premeditated murder. Someone hated the victim from the bottom of his heart and killed him for profit, ambition or just spite.
5	It was a crime of passion resulting from particularly loose social mores aboard the vessel. Jealousy got out of hand and a crewmember lost his life.
6	It was madness. One of the crewmembers has lost his grip on reality and is plotting to murder everyone, one by one, before their sinister plans can come to fruition.

Frontier Research - 5.1.5

The Loki system has numerous corporate-sponsored scientific space missions underway at any given time. Such missions are typically very long-term affairs which will either make or break the careers of the people involved. The chief problem facing these missions is always the fine line between maintaining corporate funding and satisfying the individual scientists' ambitions. Corporations rarely fund projects that are not profitable, but purely profit-seeking expeditions rarely leave room for the pet projects required to nurture a scientist's need to explore his universe. The situation tends to get more complicated when funding sources threaten to dry up or once-promising research is shown by another team to be unworthy of continued pursuit.

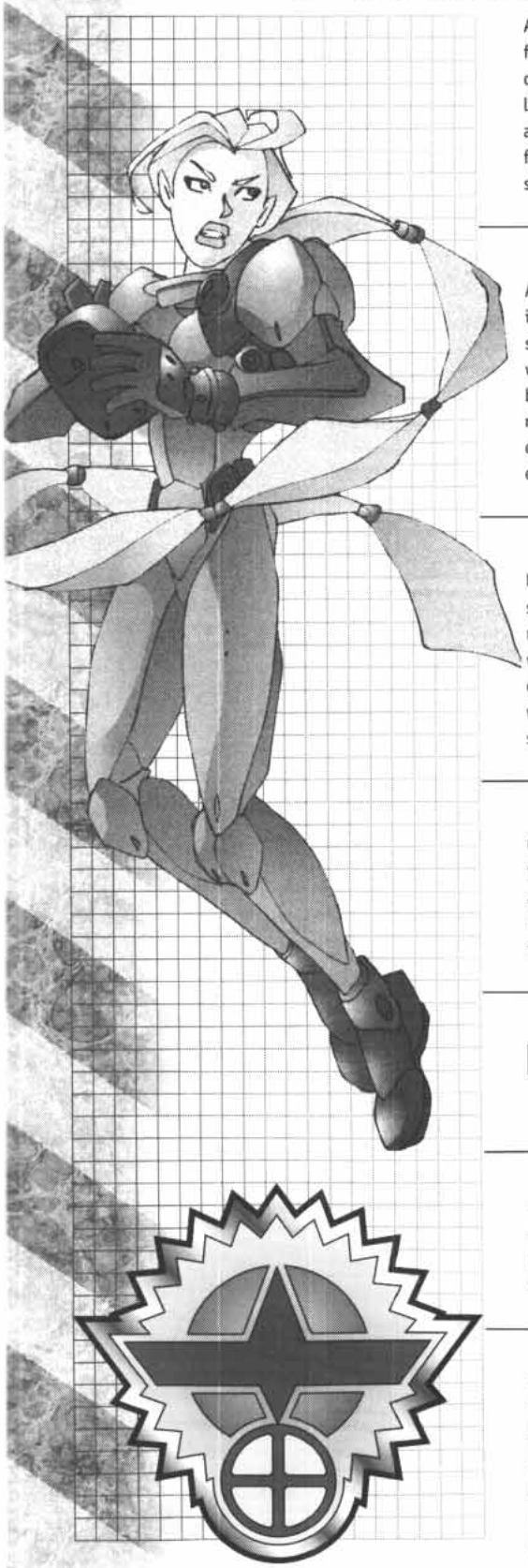
Starting Point: Publish or Perish ◆

Research Station ID-02 sometimes feels like it's in the middle of nowhere in deep space, even though it's actually in orbit around Indra, Loki's massive gas giant. The station's purpose is the scientific study of the planet, a task that is rarely boring. The station crew, one day, picks up a rumor that funding for the project is going to be scaled back and money moved to the study of Carthage, supposedly for a new terraforming project that has captured all the sci-tech headlines back home. Indra is suddenly yesterday's news, and the scientists need to recapture their funding sources' interest or they'll be completely cut off. Research picks up at frenetic pace, the individual projects desperately struggling to get new results at virtually any cost. Some see an opportunity for advancement with a successful research campaign, and others see it merely as a way to keep their current positions. Whatever the motivation, they have to get results immediately, or else...

Possible Campaign Variations

Variation	Description
1	The sudden heavy-duty use of equipment will soon cause problems, possibly extremely dangerous ones.
2	A solar flare from Loki threatens to interrupt research. In order to continue, great risks must be taken.
3	Personal problems amongst the staff explode in a series of arguments in which each project blames another for its own difficulties.
4	A probe gone awry threatens to waste valuable time and resources. In order to retrieve its data, a dangerous retrieval mission must be initiated.
5	The time limit is suddenly cut again, and the resulting chaos threatens to wreak havoc with the personnel.
6	The station's old equipment starts to break down: air becomes foul, food tastes worse and everyone's emotions are on the rise. All are miserable yet a few somehow have decent-tasting food available — for a price.

5.2.1 - CAPTAIN ANNE KRONOS



Anne was born on Tycho Base on the Earth's Moon in AD 6095, the second daughter of an astronomer family. Her older sister, Melanie, chose engineering and ultimately came to work for GEMAG's DSD division while young Anne was more interested in astronomy like her parents. Anne lived a wealthy lifestyle in her youth, and while attending university, she became highly curious about space travel and spent much time imaging the colonies beyond the Sol system. To the shock of her friends and family, she joined the Colonial Expeditionary Force in order to live out her fantasies and found, to her surprise, Fleet life to be her true calling. She has stayed in the military ever since.

Profession

Anne Kronos is the commanding officer of the CEF Gateship Ajax that is operating with the 5th Fleet in its operations against Atlantis. She knows her profession quite well, having been a Gateship sensors officer during the invasion of Caprice and the invasion of Terra Nova. She is quite satisfied with her work and does it well, hoping one day to take her ship deeper into the Gate Web, perhaps to be put in charge of the Gate to new Jerusalem in Home's system. She is perfectly comfortable in her role aboard the Ajax and has no desire for any other duty, especially administrative work. Ultimately, once the colonies have been taken care of and humanity is finally united, she hopes to command one of the exploration vessels that surely must follow.

Attitudes

Kronos, like many CEF officers, makes a clear distinction between work and free time. Aboard the Ajax she is a no-nonsense type who leads her vessel by the book. She believes that only by following regulations is her vessel kept safe and sound, and she can be particularly pedantic, even annoying, while on duty. In free time she is more reserved, spending her time reading romantic novels and dreaming about worlds not yet visited by Humanity. She writes a lot of poems for her own pleasure as well. Anne is a closed persona and she keeps her guard up whenever she gets into an unexpected situation.

Combat Reactions

Colonial Expeditionary Fleet officers do not get much training in personal combat after their initial training period in Australia and Kronos is no exception. In such a fight she would try to find cover and shoot defensively while waiting for help to arrive. She is in good physical shape, but her muscles have been somewhat weakened from spending so much of her life in a weightless environment. She thus tries to avoid personal combat at all costs, especially on her rare shore leaves to Caprice.

Vital Statistics

Age:39 Earth years		Height:	184 cm	Weight:	66 kg	Hair:	Brown	Eyes:	Brown

Attributes

AGI	+1	APP	+1	BLD	-1	CRE	+1	FIT	0
INF	+2	KNO	+1	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	20	UD	3	AD	2

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+1	Elect. Warfare	2	+1	Notice	2	+1	Space Pilot	1	+1
Combat Sense	1	+1	Etiquette	2	+2	Phys. Science*	2	+1	Tactics (space)	3	+1
Communications	1	+1	Hand-to-hand	1	+1	Psychology	1	+1	Zero-G	2	+1
Computer	2	+1	Literature	2	+1	Small Arms	1	+1	*(spec: astronomy)		
Electronics	1	+1									

CAPTAIN TANNI SOLEIL - 5.2.2

The latest in a long and proud familial line of KSM corporate pilots, Tanni Soleil is captain and pilot for the KSM *Harbinger*. She is a decent, upstanding member of the KSM corporate team, and she takes great pride in everything it does, despite the unfavorable view many Capricians take of the company. As captain of the *Harbinger*, she has seen sights and met people few other Capricians could ever dream of, ferrying NEC VIPs to and from the Gates of the Loki system. Though the trips are exciting, she longs for more: like her ancestors once did, she wants to take her ship *through* a Gate and into the great unknown beyond. Sadly, the *Harbinger* is required to be well away from the Gates whenever they are activated, and breaking away from her CEF escorts would be suicide.

◆ Profession

Captain Soleil is very professional and serious about her job. She has a good rapport with her crew and places their safety and well-being as high at the top of her priorities as she can within the confines of her duties as Captain. Except for formal dinners, she never joins her passengers on a social level, and she is eternally grateful that Chairman Cohl doesn't require her to do so. During the guests' most self-indulgent parties, in fact, Cohl herself even joins Soleil on the bridge to chat and drink tea from squeezebulbs. Soleil likes to think that the two women have become close friends, even though Cohl is the top executive of KSM and never truly confides anything important in Soleil.

◆ Attitudes

The captain of the *Harbinger* enjoys her role immensely. Though she doesn't mix with her passengers, she at least always greets them, and meeting the highest-ranking members of the Earth's society as well as those of Caprice is always fascinating if not outright pleasant. Earthers are interesting people, and the corporate line is that they're the "good guys," so she's fine with that. The one Utopian she has met is by far the most interesting, however. One thing about which she is somewhat curious is the number of nomads she currently has as crew. It used to be just one or two temporary crewmembers occasionally, but in the past five years, fully half of her crew has moved on to other jobs and been replaced by nomads. They're likeable enough, though, and she has slowly come to appreciate the Liberati culture.

◆ Combat Reactions

Captain Soleil has been trained only in the most basic forms of self-defense, which she will employ if necessary. She will otherwise call for help, and because her passengers are VIPs from nearly every imaginable pro-CEF faction that enters the Loki system, she is never far from it while aboard her craft. VIPs always bring their own bodyguards with them on the ship, and a pair of KSM-owned fighters always escorts the vessel. Although the fighters are old and under-powered, the CEF always sends a detachment of its own escorts when someone important to Earth is aboard.

Vital Statistics

Age: 53 Cap. years		Height:	156 cm	Weight:	65 kg	Hair:	Black	Eyes:	Blue

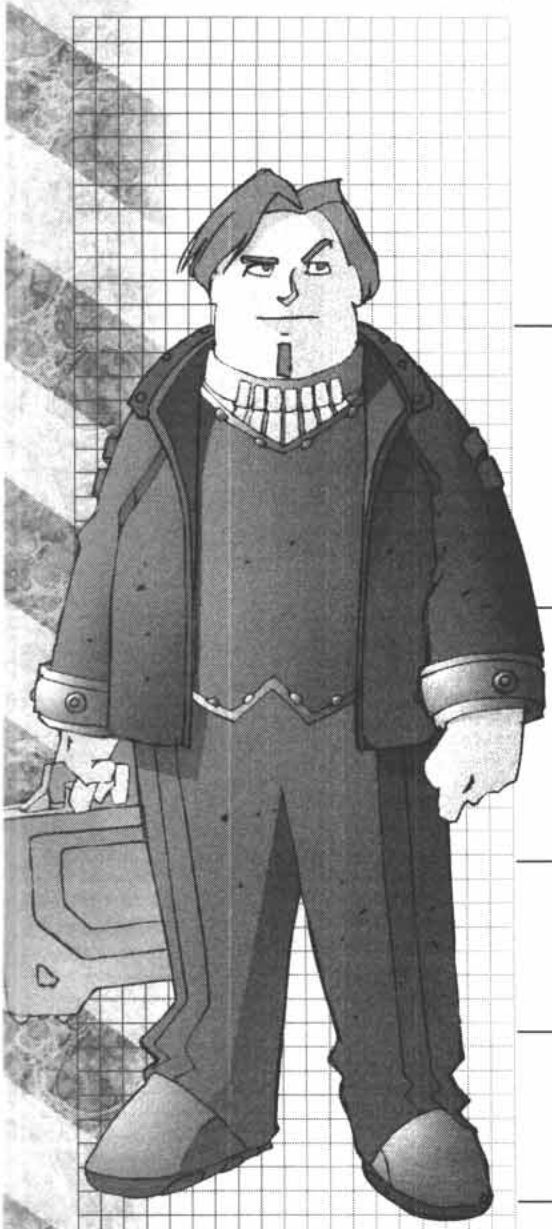
Attributes

AGI	0	APP	+1	BLD	-1	CRE	+1	FIT	+1
INF	+1	KNO	0	PER	0	PSY	+1	WIL	0
STR	0	HEA	+1	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	1	0	Etiquette	2	+1	Leadership	2	+1	Space Pilot	3	+1
Bureaucracy	2	0	Hand-to-Hand	1	0	Melee	1	0	Survival	2	+1
Combat Sense	1	0	Human Percep.	2	+1	Nav. (Space)	3	0	Zero-G	2	0
Dodge	1	0									

5.2.3 - VEGA STARPORT CHIEF ADMINISTRATOR ELASA SAUTURAGA



Elasa Sauturaga's parents worked as technicians for the Department of Water at Vega Starport and he grew up at the starport creche absorbing the everyday wonders of rocket launches and shuttle landings. Convinced that there was nowhere else worth working, Elasa joined one of the small service companies that made up the Department of Buildings workforce immediately after graduation. Over the years he has worked in a variety of positions around the starport, ranging from baggage handler to tour guide, changing jobs whenever he felt he needed a new challenge. His enthusiasm and breadth of knowledge of starport operations impressed his superiors and he made his way steadily up the Department of Buildings hierarchy, leading to a succession of management positions and finally promotion to Chief Administrator. Running the starport is a difficult and time-consuming job, but Elasa still finds the time to watch the occasional launch or landing and marvel at his luck.

Profession

The Vega starport is a complex mass of different departments and interlocking responsibilities. Elasa knows the bureaucratic structure like the back of his hand but it is still a full-time job keeping on top of it and he is justifiably proud of how well the starport has been doing under his management. The recent increase in rebel activities and the presence of Black Talon teams on the planet has alarmed Elasa and he has ordered increased security at the starport to guard against infiltration and sabotage. He considers the starport to be Caprice's lifeline and believes that the steady flow of spaceships and water is more important than any petty ideological concerns.

Attitudes

The smooth running of the spaceport consumes Elasa's every waking moment. He is a workaholic, often working twenty-hour days and only returning to his small apartment in the main administration block to sleep. He has no friends outside of his job and the only time he leaves the spaceport is to visit his parents in their retirement home in Envry. His one 'vice,' as he considers it, is his large collection of music from the various colony worlds, which can be heard playing in his office at all hours of the day and night.

Combat Reactions

Elasa has never been in a fight and is unlikely ever to be in one. However, protecting the starport is his highest priority and he would defend it with every means at his disposal if it were to become necessary. He is otherwise physically and mentally unprepared for combat.

Vital Statistics

Age:53 Caprice years	Height: 176 cm	Weight: 92 kg	Hair: Dark Brown	Eyes: Brown

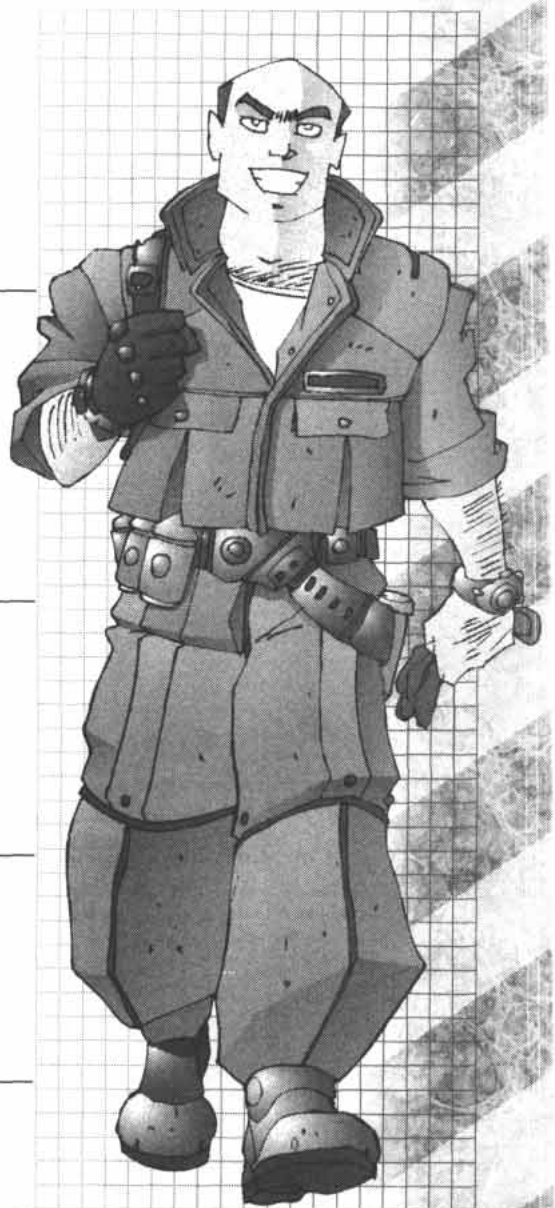
Attributes

AGI	0	APP	0	BLD	+1	CRE	0	FIT	-1
INF	+1	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	30	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+1	Etiquette	2	+1	Music	1	0	Security	1	+1
Business	2	+1	First Aid	1	+1	Notice	1	0	Zero-G	1	0
Computer	1	+1	Leadership	2	+1	Physical Sciences	1	+1			

JUNI TAWOR - 5.2.4



Juni Tawor is a native Gomorran who lived most of his life in the Cat's Eye Trench. His family has historically worked for Kinzler Industries, but when the CEF invaded and turned the mining equipment producer into an arms manufacturer, the Tawor family changed employers to Costa Moreia. Juni spent his youth as a raver like most other Gomorran adolescents, but quickly grew out of that phase. He was recently transferred to Vega Starport along with his long-time girlfriend Aila Junnai; he works as a warehouse stores handler and she works as a janitor. Both take correspondence courses in astronomy through Costa Moreia, hoping one day to become navigators on a spaceship. The two enjoy their lives at the spaceport and have little care for the larger schemes taking place in the universe.

◆ Profession

Although only relatively new to the spaceport, Juni already knows his way around the place quite well — he has a knack for such things and his amiable personality has amassed him a rather large group of friends and acquaintances. He knows just about everything there is to know about the spaceport that isn't on a map and isn't a military secret, though even some of the latter are within his grasp should he choose to (or be persuaded to) dig around further. One of the pieces of knowledge he is most proud of comes from his study of CEF ship loading and unloading procedures: he could sneak aboard a CEF vessel if he really wanted to. He's never actually put that knowledge to the test, though, but he is fairly sure he could do it.

◆ Attitudes

A tremendously calm and composed person, Juni is normally a likable fellow who gets along with practically everyone he meets. His group of friends and friends of friends (and so on) leaves him rarely alone. Indeed, many of the spaceport's employees go out of their way to chat with him, both on and off duty. He is quite difficult to anger and he normally deals with problems with words rather than violence. When pushed over the edge, however, he becomes extremely dangerous out and can lash out without a second thought; it is an aspect of his personality that he deeply regrets.

◆ Combat Reactions

Juni has no formal military training and would probably be at a loss if required to fight with weapons. He is skilled at brawling and would make a formidable opponent in a fistfight. He attacks savagely using his fists and feet with little concern for his own safety. He is not terribly bloodthirsty, but when blinded by rage his self-control vanishes. He is well aware of that limit, however, and thus makes every effort to avoid getting into serious trouble.

Vital Statistics

Age:26 Caprice years	Height:	176 cm	Weight:	105 kg	Hair:	Black	Eyes:	Blue-gray

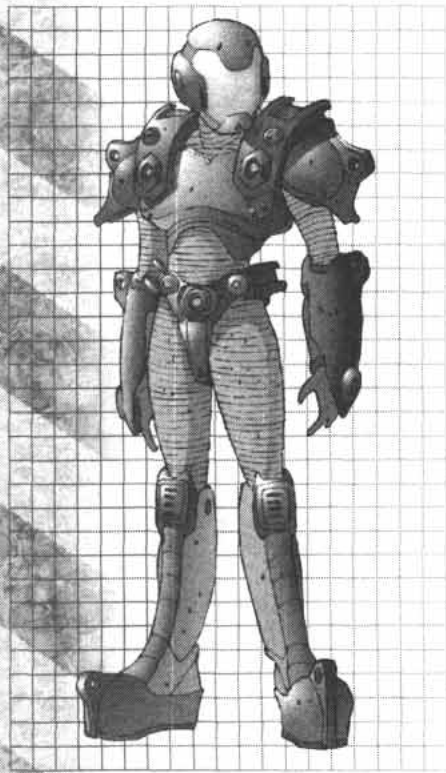
Attributes

AGI	0	APP	0	BLD	+2	CRE	0	FIT	0
INF	+1	KNO	0	PER	0	PSY	+1	WIL	0
STR	+1	HEA	0	STA	35	UD	8	AD	6

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Computer	2	0	Hand-to-Hand	2	0	Notice	1	0
Bureaucracy	1	0	Dodge	2	0	Mechanics	1	0	Streetwise	2	+1
Combat Sense	2	0	Drive	1	0	Physical Sciences	1	0	Tinker	1	0
Communications	2	0	Electronics	1	0						

5.3.1 - CEF Fighter Pilot



Fighter pilots see themselves as the elite of the CEF, and they certainly have one of the more glamorous jobs in the fleet. While the average sailor plays an insignificant role in combat, skulking deep inside a capital ship with hundreds of others, fighter pilots take the fight right to the enemy. Since the fighter wings of the CEF are a relatively new invention compared to the long traditions of the other space and ground based units, their pilots feel compelled to create their own legends and customs and are well known for risk taking in search of glory. Outsiders can expect to be regaled with tales of famous battles and rundowns of the current kill rankings. Space fighters are piloted almost exclusively by humans, but their pilots are willing to accept Minerva-class GRELs as 'sister pilots.' Other types of GRELs are beneath their notice, however.

Attributes

AGI	0	APP	0	BLD	0	CRE	+1	FIT	+1
INF	0	KNO	0	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

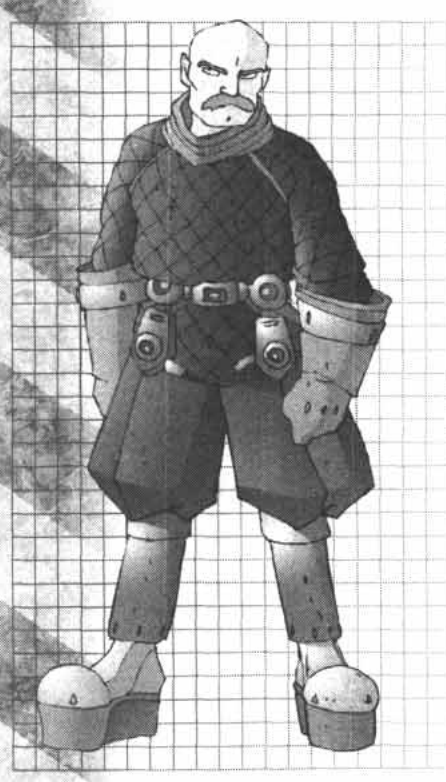
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Communications	1	0	Gunnery (Space)	2	+1	Space Pilot	2	+1	Zero-G	2	0
Electronic Warfare	1	+1	Navigation (Space)	1	0	Survival (Space)*	1	+1	(*Specialization)		
G-Handling	2	+1	Notice	1	+1	Tactics	1	+1			

Typical Equipment

Flight suit, uniform, datapad

5.3.2 - CEF Gunner



Due to the velocities and distances involved, spaceship weaponry is almost completely computer controlled. Gunnery crews spend most of their time insuring that their weapons operate at peak efficiency, conducting damage control during combat and engaging in endless maintenance the rest of the time. Needless to say, they are often on the lookout for anything to break the monotony and discipline is a constant problem for their commanding officers. Gunners have the usual spacer's disdain for GRELs as groundpounders, but they reserve particular contempt for the few Maxwells serving as gunners on board ships, who they see an yet another automated system waiting to replace them.

Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KNO	+1	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Communications	1	+1	Elect. (Ficon)*	1	+1	Mechanics	1	+1	Zero-G	2	0
Computer	1	+1	Gunnery (Space)	2	+1	Survival (Space)*	1	+1	(*Specialization)		
Electronic Warfare	1	+1	Notice	1	+1	Tinker	1	+1			

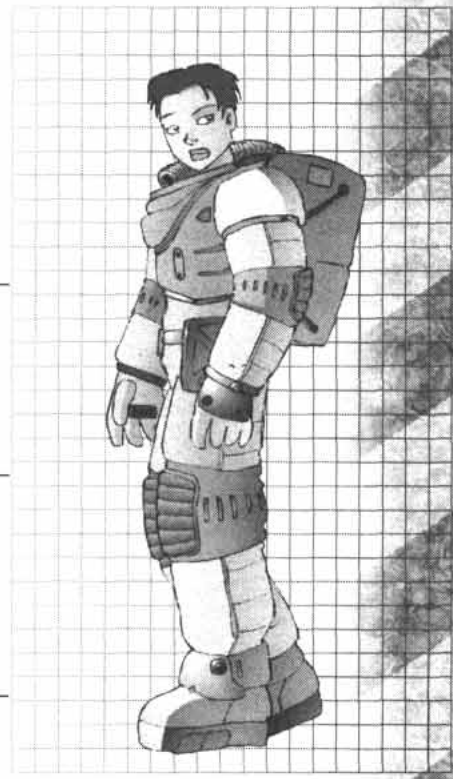
Fighter Offensive Systems Officer: change Electronic Warfare to Level 2, add G-Handling Level 2

Typical Equipment

Coveralls or uniform, toolkit

Liberati Spacer - 5.3.3

Already rugged and hard working, the nomadic peoples of Caprice are especially well suited to life in space — living in airtight environments on the surface of Caprice, after all, is not too different from having to live in airtight environments in space. Despite this advantage, most never actually set foot off their home world: doing so usually requires them to contract with a corporation, and that limits their personal freedom while off-world. What's the point, many wonder. Still, the renowned Liberati technical expertise in environmental and life support systems makes them ideal crew for many missions, and corporations are forever trying to lure younger nomads away from their clans to seek adventure in space. Those who do venture into space typically find the experience rewarding, and they usually stay with a project for five to ten years before finally returning home.



Attributes

AGI	+1	APP	0	BLD	0	CRE	+1	FIT	+1
INF	0	KNO	0	PER	0	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	3

Skills

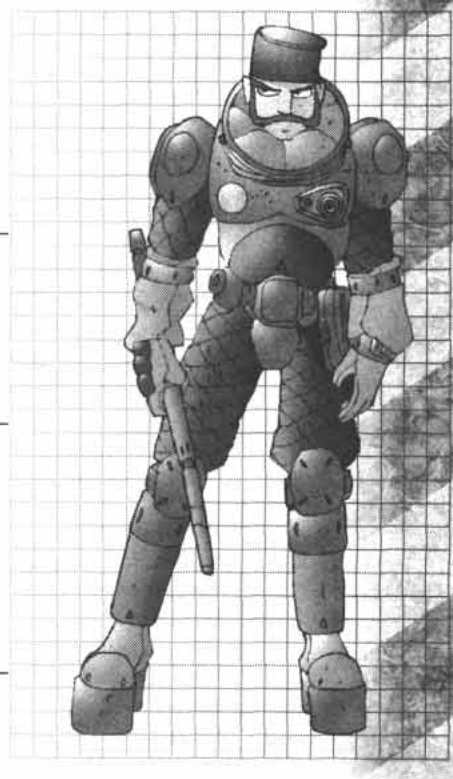
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	0	Electronics	2	0	Mechanics	2	0	Survival	2	+1
Computer	1	0	First Aid	1	0	Navi. (Space)	1	0	Tinker	2	+1
Dodge	1	+1	Hand-to-Hand	1	+1	Space Pilot	1	+1	Zero-G	2	+1

Typical Equipment

Coveralls, pressure suit, data-rig, toolkits

Corp-Serf Space Marshal - 5.3.4

The Corporate Security Force Academy at Ming Base in Envry Hub turns out thousands of graduates every year. None is more highly trained (or quite as rare) as the space marshal. In the glory days of Caprice, space marshals ensured law and order off-world. In modern times, with the CEF occupation of the Loki system, the space marshal is a dying breed. Most are relegated to little more than glorified security guards at corporate space facilities; those few that manage to find assignments befitting their training often find themselves stymied by the CID. Many marshals are quite willing to overlook an offense, if only to make life more difficult for the CEF, and some have even actively joined the resistance.



Attribute

AGI	+1	APP	0	BLD	0	CRE	0	FIT	+1
INF	0	KNO	0	PER	+1	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	5	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Hand-to-Hand	2	+1	Nav. (Space)	1	0	Space Pilot	1	0
Combat Sense	2	+1	Investigation	2	+1	Notice	2	+1	Survival	1	0
Dodge	2	+1	Law	1	0	Small Arms	1	+1	Zero-G	2	+1
First Aid	1	0	Melee	2	+1						

Typical Equipment

Uniform, pressure suit, data-rig, communications device, sidearm, shock-stick

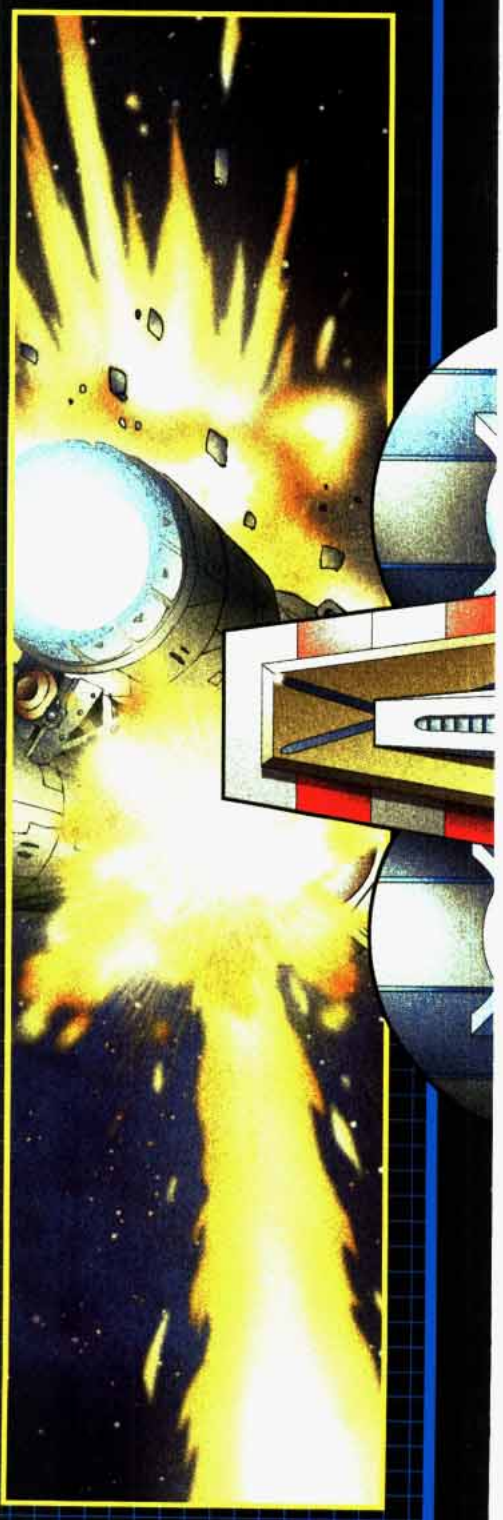
INDEX

SPACE VEHICLES COMPENDIUM TWO

SPACESHIP COMPENDIUM

"Tug-87, return to your station immediately," ordered the CEF controller. Calvert opened her eyes, squinting at a small Remora-class tug that had broken away from the pack of support craft lined up outside the shipyards. Refusing to answer the hail, it abandoned the standard space lanes and fired its maneuvering jets, orienting itself towards the immobile destroyer. The controller repeated his demand that the ship halt, but instead it accelerated, veering towards the impotent warship. Point-defense lasers stabbed out at the craft ineffectually.

"Acquire that target!" shouted Calvert, but already the data scrolled onto her display, courtesy of Maxwell-class gunner Soldier Krupp. "Fire!" For an instant the Arclight and the tug were connected by a stream of particles traveling at relativistic speeds. The rogue ship was reduced to a cloud of superheated debris, clattering harmlessly against the destroyer's hull.



The interstellar invasions performed by the Colonial Expeditionary Forces could never have been possible without their massive fleets. These are now stationed everywhere in the Earth and Caprice systems, ready to strike again at the former colony worlds. Spaceship Compendium II: CEF/Caprice takes a look at the invaders' ships and the infrastructure that supports them in the Loki star system.

This sourcebook contains:

- A detailed look at the main CEF Gateship type, the massively armored Tortoise-class;
- Spacecraft for both military and civilian operations;
- Caprician launch facilities;
- Detailed deckplans and maps of several ships and facilities;
- Sample campaign seeds;
- New equipment and NPCs

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