

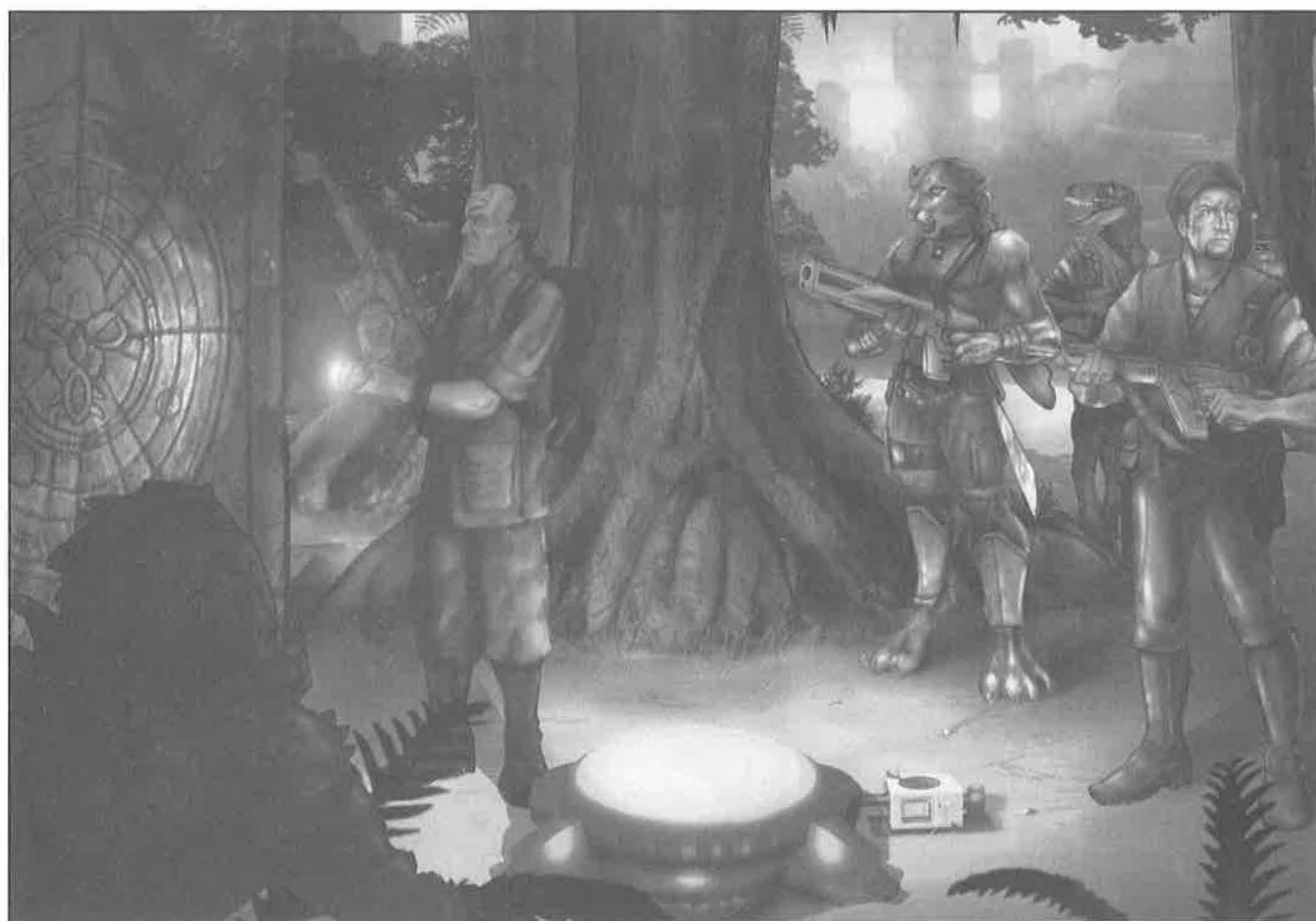
A sourcebook for

**STAR
HERO**

SPACERS TOOLKIT



BEN SEEMAN



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SPACER'S TOOLKIT

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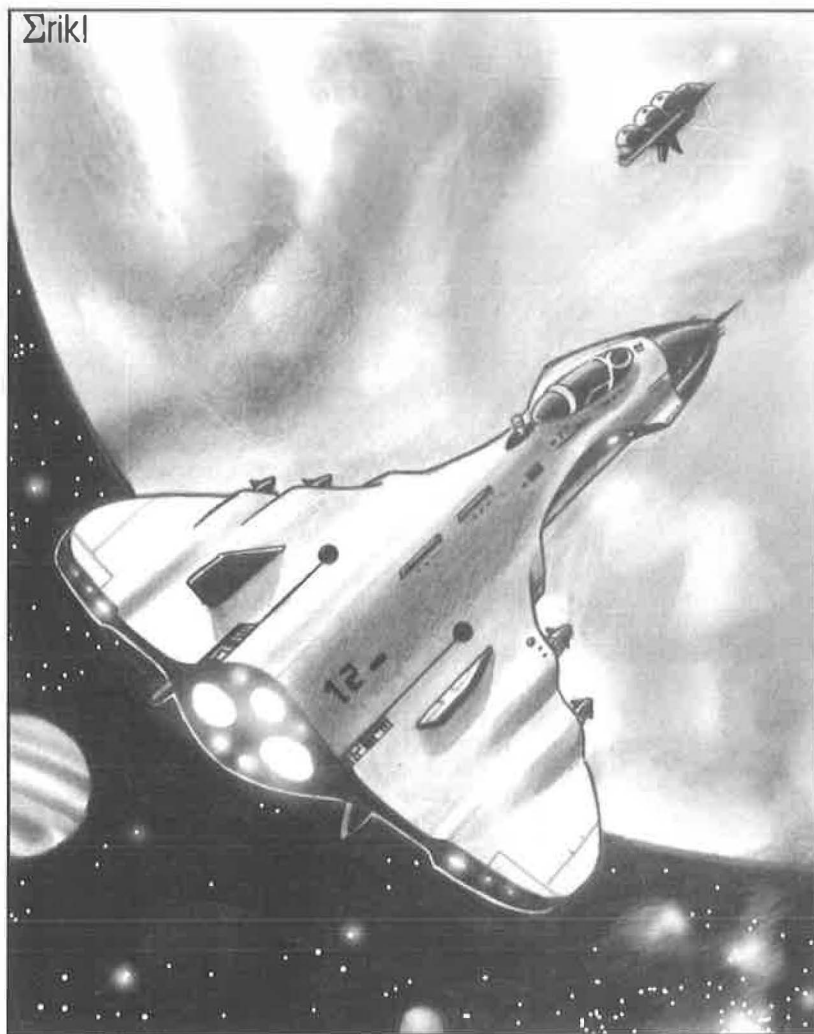
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A WORD OR TWO OF APPRECIATION

Dedication: This book is dedicated to Sarah, whose
patience, inspiration, and support have made com-
pleting it possible.

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INTRODUCTION



Jake Vellone stood with his back flush against the steel wall, the ion pistol in his right hand pointing toward the ceiling as he scanned up and down the dimly lit corridor. He was waiting for Kerros, his scaly Mon'dabi cohort, to finish picking the lock to the Imperial storage facility a "businessman" had hired them to infiltrate. Once they gained access to the warehouse, Kerros would locate the prototype rifle they were to retrieve and the two of them would be out of the Imperial compound and back to Theta Nu Prime to collect the remainder of their payment, before the Empire was even aware that someone had stolen their top secret firearm.

The heavy metal door finally gave a satisfying click and Jake turned to see it slowly open inward. Kerros peered in, his lockpicking tools back in their belt-tied pouch and his own ion pistol now in his left hand. He nodded to Jake and ventured into the warehouse. Jake followed, giving both directions of the hallway a final cursory glance before disappearing into the room.

Both men gaped at the rows and rows of shelves that ran the length of the storage facility, each containing dozens of different types of weapons and armor, as well as sensors and other tools. There were android and robot parts spread across a workbench that lined the near wall. At the end of the workbench was a half-assembled rifle that Jake was sure he would not recognize even if it had been assembled.

"That's it," Kerros said, holding a holographic emitter in his palm as he scrutinized a projected image of the very same rifle. Jake set an empty rifle case on the workbench and began to cautiously place the parts inside.

Suddenly, the door they had entered shut. Jake could hear security bolts lock it tight. Down the corridor, alarms sounded, and Jake knew Imperial soldiers would be showing up in only a few seconds. Kerros finished loading up the rifle as Jake pressed a button in his belt to activate his defense shield. He put his ion pistol on the most powerful setting and moved towards the door.

Once again, Kerros set to work on the door, hoping to get it open in time. The alarms continued and Jake could now hear shouting. "Hurry!" he urged. Jake was so intent on listening for guards that he failed to hear the grind of machinery behind him. It wasn't until Kerros looked back that Jake even knew there was someone, or something, else in the warehouse with them.

Kerros turned quickly, dropping his tools and fumbling for a weapon as four robots slowly advanced from the shadows, their fore-

arm-mounted laser cannons trained on the two thieves. Jake instinctively raised his own pistol and fired an ion blast into the chest plate of one of the robots, to no effect. Kerros finally found the weapon he wanted and aimed the device at the quartet. Jake felt a wave of energy pass through him and the robots stopped moving. "EMP emitter," Kerros said in response to Jake's questioning expression.

Voices were now bellowing from the other side of the door as the Imperial soldiers arrived outside of the storage room. "Do you have anything else that can get us out of this?" Jake asked.

TOOLS OF THE TRADE

No matter how clever the storyline, or how challenging the obstacles, no science fiction adventure campaign would be complete without a dazzling assortment of high-tech gadgets, weapons, and armor. Since *Star Hero* games rely heavily on technology, players and GMs need a variety of weapons and gadgets, as well as vehicles and starships, with which to equip their characters.

Whether you're battling a Xenovore on a desert planet, or sneaking past Imperial guards on a distant space station, or breaking into a pirate starship filled with stolen goods, *The Spacer's Toolkit* has the right weapon, vehicle, or starship for the job. Full of armaments, sensors, cybernetics, robots, armor, ground vehicles, and starships of almost every shape and size, it provides dozens of examples players and GMs can use in their *Star Hero* adventures as-is — or modify to suit their own specific campaign needs.

Chapter One, Personal Technology, details a vast assortment of devices ranging from hand-held sensors to blasters and armor. This chapter includes cybernetic implants, physiological augmentations, and psionic enhancements. It also contains weapons and equipment used by different species throughout the Galaxy.

Chapter Two, Ground Vehicles, describes tanks, transports, and other vehicles used by the Imperial armed forces as well as personal use land craft and hoverbikes owned and operated by civilians. It provides over a dozen examples of vehicles you can use in your adventures and campaigns.

Chapter Three, Starships, provides information about Terran starship construction and presents a selection of power, propulsion, tactical, and operations systems. Here you'll find numerous write-ups of many vessels that bear the Imperial banner



in addition to civilian ships and starships from alien fleets.

An appendix, *The Spacer's Catalog*, contains a comprehensive price list for all of the items found in the first three chapters of this book. Of course, the prices are guidelines — the GM should vary from them based on the circumstances, the nature of his campaign, and his own personal preferences. They reflect the typical costs of goods in the Empire as of the reign of Marissa III.

HOW TO USE THIS BOOK

The Spacer's Toolkit is exactly that: a toolkit players and GMs can use to enrich their *Star Hero* gaming experience. More specifically, it provides a plethora of examples using the *HERO System* to create gadgets, weapons, armor, and vehicles appropriate for a science fiction campaign. Even if you don't use the Terran Empire campaign setting, this book contains a lot of technology you can easily adapt to your own campaign. For example, if the power levels of the weapons in this book are too high for your campaign, just lower the DCs to the levels appropriate for your own setting. Fortunately, the *HERO System* allows for easy customization and modifiability, and the gear listed in the *The Spacer's Toolkit* is no different.



CHAPTER ONE: PERSONAL EQUIPMENT

When adventuring in the challenging and perilous world of *Star Hero*, characters should equip themselves with the proper tools and gear. Weapons and defenses are frequently of the utmost importance, but sometimes it's the

little gadgets that make all the difference between surviving and perishing. This chapter details many kinds of personal equipment for your character, from lasers and armor to cybernetic enhancements, communications, sensors, and more.

WEAPONS



Sometimes it seems there are more types of weapons in the Empire than there are citizens. One can easily find hundreds of thousands of different types of weapons in the reaches of the Galaxy, from blades and blasters to booby-traps and bombs.

MELEE WEAPONS

Regardless of the species that created them, most melee weapons found throughout the Galaxy are relatively similar. The main differences from one species to another have to do with manipulatory digits and limbs — few Humans can wield a weapon built for Osathri “hands,” for example, and may have trouble using some Mostreen weapons. (See page 135 of *Terran Empire* for more information.) Like most weapons in Heroic level campaigning, melee weapons take the Limitation *Real Weapon* (-¼) to reflect the fact that they’re subject to the regular wear and tear of weapons used in combat, require sharpening and maintenance, and so forth.

Terran Melee Weapons

There are numerous traditional Terran hand-to-hand weapons still in use in the Empire. A majority of old ATRI 1 and 2 weapons have given way to new and improved versions, but a sword is still a sword.

Electric Whip (ATRI 6): The thong of this whip generates an electric charge that inflicts a powerful jolt when it makes contact. Price: 350 credits, or more.

Energy Blast 8d6, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Extra Time (Full Phase; character may take no other actions; -¾), Limited Range (3”); -¼), Real Weapon (-¼). Total cost: 18 points.

Heavy Shredder (ATRI 2): A weapon originating from Heavy Terran worlds, a Shredder is a five foot-long club with eight jagged points lining the wide striking end. Price: 100 credits, or more.

HKA 1½d6 (plus STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), STR Minimum (15; -¾), Two-Handed (-½), Real Weapon (-¼). Total cost: 14 points.

Power Sword (ATRI 8): Made of a resilient metal alloy, the blade of this sword is coated with a layer of inactive ionic isotopes. When the sword strikes a foe, energy from a power cell located in

the pommel of the weapon activates the particles around the blade, enabling it to cut through almost anything. Price: 2,500 credits, or more.

HKA 2d6 (plus STR), +1 STUN Multiplier (+¼), Armor Piercing x1 (+½), Penetrating (+½), Reduced Endurance (0 END; +½) (82 Active Points); STR Minimum (12; STR Minimum Doesn't Add To Damage; -1), OAF (-1), Real Weapon (-¼). Total cost: 25 points.

Shock Staff (ATRI 5): Similar to a traditional staff, this two-handed weapon delivers a powerful electric charge when striking an enemy. The wielder must wear special protective gloves, or else he, too suffers from the effects of the jolt. Wielding it requires two hands, and the user needs exceptional strength to deliver a blow. Price: 225 credits, or more.

HA +8d6, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Side Effects (user takes the same damage, always occurs when not wearing protective gloves; -½), Two-Handed (-½), STR Minimum (12; -½). Total cost: 15 points.

Shock Baton (ATRI 5): Similar to a Shock Staff, but much shorter and requiring only one hand to use, this weapon also has a padded handle so that the shock it delivers doesn't affect the user. It's popular among law enforcement officers and starship security personnel. Price: 150 credits, or more.

HA +5d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Hand-To-Hand Attack (-½), STR Minimum (8; -½). Total cost: 12 points.

Alien Melee Weapons

More than a few species or cultures maintain traditions of armed combat. Others still train with melee weapons for exercise or recreation. Most such weapons belong to ATRI 1 or 2, even if people use modern methods (such as laser-cutting or force-field molding) to manufacture or improve them.

ACKÁLIAN

The Ackálíans are well-known for producing bladed weapons capable of slicing through meat and bone with one mighty swing.

Ackálían Sickle (ATRI 1): The traditional hand weapon of the Ackálíans, this is a one-handed sharp blade curved forward to strike point-first.

TERRAN EMPIRE MELEE WEAPONS TABLE

Weapon	Year	ATRI	Price	OCV	Damage	STUNx	STR Min	A/R	Notes
Terran Weapons									
Electric Whip	2213	6	350+	0	8d6 N	0	0	60/18	
Heavy Shredder	2218	2	100+	0	1½d6	0	15	50/14	2H, AP
Power Sword	2207	8	2,500+	0	2d6	+1	12	82/25	AP, Pen
Shock Staff	2310	5	225+	0	+8d6 N	0	12	60/15	SE, 2H
Shock Baton	2310	5	150+	0	+5d6 N	0	8	37/12	
Ackálian Weapons									
Sickle	Prim	1	100+	0	1d6	0	12	22/8	
Dagger	Prim	2	500+	0	1d6	0	10	30/11	AP
Mon'dabi Weapons									
Cha'shur	Prim	1	150+	0	2d6	0	15	45/15	
Mace	Prim	1	60+	0	1d6	0	15	22/7	
Osathri Weapons									
Yoolab	Prim	1	80+	0	1d6+1	0	10	37/14	Stretching 1"
Perseid Weapons									
Flen'per	Prim	2	290+	0	1d6+1	0	0	40/20	+2 DCV
Nanthar	Prim	2	90+	0	1d6	0	0	30/12	Pen, Frg
Se'ecra Weapons									
Kek'oa	Prim	2	95+	0	2d6+1	+3	16	79/20	
Wrist-Blades	Prim	2	50+	0	½d6	0	7	15/5	
Toractan									
Pick-Axe	Prim	4	75+	0	2d6-1	0	15	40/15	Pen

KEY

Year: The year the weapon first becomes available. "Prim" indicates a "primitive" weapon, its date of development lost to history.

ATRI: The weapon's Available Technical Resources Index rating.

Price: The standard price for the weapon or item. Prices in parentheses indicate a system not legally available to civilians; it can only be purchased on the black market, for a much higher price. "N/A" indicates an item not available for purchase by civilians, even on the black market.

OCV: A modifier applied to all attacks made with the weapon. See page 333 of the *HERO System 5th Edition*.

Damage: The damage the weapon does; see Notes for any abbreviation used.

STUNx: The STUN Multiplier for Killing Damage weapons (0 indicates a normal 1d6-1 multiplier).

STR Min: STR Minimum. See the *HERO System 5th Edition*, pages 327-28, for rules.

A/R: Active Point/Real Point cost.

Notes: Any information not listed elsewhere, often using the following abbreviations:

2H: Two-Handed Weapon

AP: Armor Piercing

Frg: Fragile

N: Normal Damage (all other weapons do Killing Damage)

NoSTR: No Strength Bonus

Pen: Penetrating

RSR: Requires Skill Roll, see weapon description for more information

SE: Side Effects

Text: See text for information

The outer edge is sometimes sawtoothed for back-hand slashes. Ackálians are strong enough to fight with one in each hand, and normally carry sickles in scabbards strapped to the thighs. Price: 100 credits, or more.

HKA 1d6 (plus STR), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), STR Minimum (12; -½), Real Weapon (-¼). Total cost: 8 points.

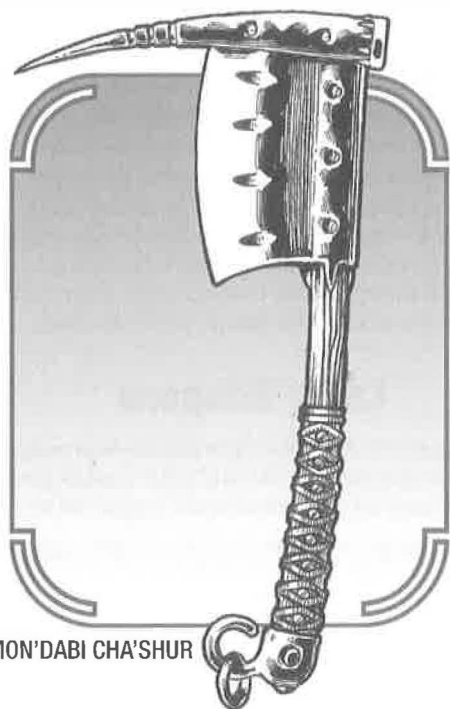
Ackálian Dagger (ATRI 2): The Ackálian desert dragon is one of the most dangerous animals on Ackál because of its razor-sharp teeth and powerful jaw muscles. Ackálians sometimes journey into the desert to hunt down the dragons to extract their teeth and use them as knives and daggers. Most are works of art as much as weapons, and costly. Price: 500 credits, or more.

HKA 1d6 (plus STR), Armor Piercing x1 (+½), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), STR Minimum (10; -½), Real Weapon (-¼). Total cost: 11 points.

MON'DABI

Mon'dabi melee weapons are designed to penetrate the defenses of natural predators as well as the hides of their own people.

Mon'dabi Cha'shur (ATRI 1): The *cha'shur* is a weapon similar to an axe, but with a slightly downward-curving spike attached to the upper outer edge of the blade, pointing forward. Heavy and often unwieldy, the weapon was originally designed to punch through the thick skins of Mon'da's many fearsome reptilian predators. Price: 150 credits, or more.


MON'DABI CHA'SHUR

HKA 2d6 (plus STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), STR Minimum (15; -¾), Real Weapon (-¼). Total cost: 15 points.

Mon'dabi Mace (ATRI 1): A traditional weapon among Mon'dabi. Local law enforcement officers still carry these as a badge of rank. Price: 60 credits, or more.

HKA 1d6 (plus STR), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), STR Minimum (15; -¾), Real Weapon (-¼). Total cost: 7 points.

OSATHRI

Most weapons built by the Osathri are usually tools that also serve a secondary purpose as weapons. Although originally made for underwater use, they have been adapted to function just as well on dry land.

Osathri Yoolab (ATRI 1): The Osathri devised this useful underwater tool and weapon long ago. Selkies and colonists on ocean worlds have adopted it for their own use, usually changing the shape of the handle to make it more comfortable to Human hands. The weapon consists of a two-pronged hook on a two-meter handle, with a hook on the butt end. Osathri use them for fishing, fighting, clearing away obstructions, and as a goad for herding large sea creatures. Price: 80 credits, or more.

HKA 1d6+1 (plus STR), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), STR Minimum (10; -½) (total cost: 12 points) plus Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Always Direct (-¼), No Noncombat (-¼), No Velocity Damage (-¼) (total cost: 2 points). Total cost: 14 points.

PERSEIDS

Perseids are known for creating beautiful and intricate bladed weapons, both for combat and decoration.

Fien'per (ATRI 2): This sword-like weapon has two blades attached to the handle. The longer blade curves backward, something like a Human scimitar. A shorter blade projects downward from the pommel and curves slightly forward, opposite the long blade, allowing for rapid counter-strikes and last-second parries. Price: 290 credits, or more.

HKA 1d6+1 (plus STR), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1) total cost: 15 points plus +2 DCV (10 Active Points); OAF (-1) total cost: 5 points. Total cost: 20 points.

Nanthar (ATRI 2): Traditionally used by aged Perseids looking to end their lives, the *nanthar* dagger is a foot-long, razor-sharp, two-edged blade. Since it's not designed for combat, it has a tendency to fall apart when used too often. Price: 90 credits, or more.

HKA 1d6 (plus STR), Reduced Endurance (0 END; +½) Penetrating (+½) (30 Active Points); OAF Fragile (-1¼), Real Weapon (-¼). Total cost: 12 points

SE'ECRA

The Se'ecra have followed two lines of thought in the development of their hand-to-hand weapons. One school focusses on precisely cutting away at weak points in an opponent's armor, while the second prefers to use brute force to shatter any defenses. The Se'ecra language includes two separate vocabularies for the two styles of fighting.

Kek'oa (ATRI 2): The Se'ecra learned to create armor-shattering weapons early on in their devel-


SE'ECRA KEK'OA

opment as a species as a way of cutting through their own thick shells. One of their most powerful weapons, the *kek'oa*, is a thick leather strap fastened to an extremely heavy specially-shaped metal weight. When used properly, the "Shell Cracker" can cause devastating damage. Price: 95 credits, or more.

HKA 2d6+1 (plus STR), Reduced Endurance (0 END; +½), +3 Increased STUN Multiplier (+¾) (79 Active Points); OAF (-1), STR Minimum (16; -¾), Extra Time (Extra Segment, character may take no other actions; -¾), Real Weapon (-¼), Concentration (½ DCV; -¼). Total cost: 20 points.

Wrist-Blades (ATRI 2): Worn by the Se'ecra, this weapon consists of a heavy leather or metal wristband with one or more blades projecting outward. The shape and number of blades varies, but most have one to three blades that curve forward. Price: 50 credits, or more.

HKA ½d6 (plus STR), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), STR Minimum (7; -½), Real Weapon (-¼). Total cost: 5 points.

TORACTAN

Most Toractan melee weapons are heavy and require two hands to wield properly.

Toractan Pick-Axe (ATRI 4): This enormous weapon is actually a mining tool adapted for fighting. The curved picks on either side of the handle measure as much as a meter in length and the handle is made from the same reinforced alloys. Price: 75 credits, or more.

HKA 2d6 -1 (plus STR), Penetrating (+½), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), STR Minimum (15; -¾), Two-Handed (-½), Real Weapon (-¼). Total cost: 14 points.

RANGED WEAPONS

Ranged weapons become the most common form of weapon found on any battlefield once a species learns how to do more than just throw rocks and sticks at each other. In the 2600s, colorful beams of crackling energy ejected from the barrels of highly advanced weapons light every battlefield. The technology used in most of these weapons is more-or-less universal throughout the Galaxy, but the shapes and sizes vary as much as the species that create them.

Laser Weapons

Pages 151-52 of *Star Hero* discuss laser weapons generally, and you can find other models from the Imperial era in *Terran Empire*, pages 138-40.

MARK I LASER RIFLE

Effect: RKA 1d6, Activation Roll 14-, Bulky, Concentration (½ DCV)

Shots: 20

Combat Modifier(s): None

STR Minimum: 15

Range: 95"

Description: The first mass-produced personal laser weapon developed by Humans, this bulky and awkward rifle wasn't well-received at first, but quickly won converts as later versions (I-A, I-B, and so forth) improved performance. Price: 850 credits, or more.

Game Information: RKA 1d6, 20 Charges (+¼) (19 Active Points); OAF Bulky (-1½), Activation Roll 14- (-½), Concentration (½ DCV; -¼), STR Minimum (15; STR Minimum Doesn't Add To Damage; -1¼), Two-Handed (-½), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼). Total cost: 3 points.

MARK III LASER RIFLE

Effect: RKA 2d6, Autofire (5 shots), Bulky

Shots: 30

Combat Modifier(s): +1 OCV, +1 RMod

STR Minimum: 14

Range: 260"

Description: A century of developments and improvements turned the Mark I into the Mark III. While still too large and heavy for the average soldier's taste, it provides not only a beam twice as powerful, but automatic fire capability and a built-in targeting laser. Price: 1,000 credits, or more.

Game Information: RKA 2d6, Autofire (5 shots; +½), 30 Charges (+¼) (52 Active Points); OAF Bulky (-1½), STR Minimum (14; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼) (total cost: 11 points) **plus** +1 OCV (5 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 1 point). Total cost: 14 points.

TERRAN EMPIRE RANGED WEAPONS TABLE

Weapon	Year	ATRI	Price	OCV	RMod	Damage	STUNx	STR Min	Shots	A/R	Notes
Lasers											
Mark I Laser Rifle	2510	10	850+	0	0	1d6	0	15	20	19/3	Act 14-, Bulky, Con, 2H
Mark III Laser Rifle	2521	10	1,000+	+1	+1	2d6	0	14	30	60/14	AF5, Bulky, 2H
Mark II Laser Pistol	2358	9	420+	0	+1	1d6	0	12	6	15/3	Act 11-, Frg
Mark II-D Laser Pistol	2369	9	460+	0	+1	1½d6	0	10	8	28/6	Act 14-, Frg
Plasma Weapons											
M27 Plasma Cannon	2532	10	(5,000+)	0	0	9d6 N	0	10	10	67/12	EX
M88 Plasma Gun	2538	10	(3,000+)	0	0	10d6 N	0	17	60	100/21	AF5, 2H
Thorgon Fire Bomb Cannon	2612	11	(5,400+)	0	0	8d6 EX	0	20	4	180/31	EX, 2H
Thorgon SS-Plasma Rifle	2580	10	(3,420+)	0	0	10d6	0	15	60	100/21	EX, 2H
Ion Weapons											
M1-07 Ion Rifle	2505	10	750+	0	0	2½d6/8d6 N	0	15	24	162/15	AF3, Bulky, Frg, 2H
MIP-127 Ion Pistol	2531	10	(450+)	0	0	2d6/8d6 N	0	10	12	var/11	Frg, Burn, Act
MIP-140 Ion Pistol	2572	11	(600+)	0	0	2½d6/9d6 N	0	9	20	var/18	
Mon'dabi Ion Pistol	2554	11	(900+)	0	0	3d6/10d6 N	0	9	40	var/31	AF2
Sécra Ion Pistol	2512	11	(1,100+)	+1	+1	3d6/10d6 N	0	9	40	var/36	AF3
Varanyi Ion Rifle	2234	12	N/A	+2	+2	4d6/12d6 N	0	11	60	var/57	AF5
Gamma Weapons											
GR-01 Gamma Rifle	2591	11	500+	+2	0	6d6 N	0	15	32	77/20	NNID
GR-02 Gamma Pistol	2595	11	350+	+1	0	4d6 N	0	12	12	45/13	NND
Grenade Launchers											
Crowd Suppression	2345	7	(750+)	0	0	Drn STR 5d6	0	12	9	125/25	EX
Sécra Frag Launcher	2432	11	(2,200+)	0	0	2d6 EX AP	+2	12	6	124/27	2H, AP, EX
EMP Weapons											
Grenade	2325	9	(100+)	0	0	10d6 Dis, EX	0	—	1	112/25	
Pistol	2321	9	(700+)	0	0	10d6 Dis	0	8	4	90/20	
Rifle	2323	9	(1,050+)	0	0	15d6 Dis	0	10	4	135/27	2H
Other Fire Arms											
Hand Flamer	2441	9	(400+)	0	0	3d6 AE	0	10	10	90/22	AE
Magnetic Bola Gun	2210	9	(300+)	0	0	4d6 Ent	—	8	20	60/12	
Sonic Stunner	2480	9	(400+)	0	0	6d6 N	0	8	10	80/21	NND
Toractan "Beast Slayer"	2571	8	3,700+	0	0	6d6	0	18	2	157/25	AE, 2H

KEY

Year: The year the weapon first becomes available.

ATRI: The weapon's Available Technical Resources Index rating.

Price: The standard price for the weapon or item. Prices in parentheses indicate a system not legally available to civilians; it can only be purchased on the black market, for a much higher price. "N/A" indicates an item not available for purchase by civilians, even on the black market.

OCV: A modifier applied to all attacks made with the weapon. See page 333 of the *HERO System 5th Edition*.

RMod: A modifier applied to the Range Modifier for attacks made with the weapon. See page

333 of the *HERO System 5th Edition*.

Damage: The damage the weapon does; see Notes for any abbreviation used.

STUN: The STUN Multiplier for Killing Damage weapons (0 indicates a normal 1d6-1 multiplier).

STR Min: STR Minimum. See the *HERO System 5th Edition*, pages 327-28, for rules.

Shots: The standard amount of ammunition or power in the gun's magazine or battery

A/R: Active Point/Real Point cost.

Notes: Any information not listed elsewhere, often using the following abbreviations:

2H: Two-Handed Weapon

AE: Area Of Effect

AP: Armor Piercing

Act: Activation Roll

Bulky: A Bulky Focus

Burn: Burnout

Con: Concentration (½ DCV)

Dis: Dispel

Drn: Drain

Ent: Entangle

EX: Explosion

Frg: Fragile

Pen: Penetrating

SE: Side Effects

Text: See text for information

MARK II LASER PISTOL

Effect: RKA 1d6, Activation Roll 11-, Fragile

Shots: 6

Combat Modifier(s): None

STR Minimum: 12

Range: 75"

Description: Manufactured by King Armories, Humanity's first laser pistol was a heavy, awkward weapon that nevertheless obtained a toehold in the market (at least partially thanks to its ubiquity

in popular culture long before it was a practical weapon), and went on, in later models, to dominate military sidearm procurement. The basic frame and technology of the Mark II, while substantially slimmed down and improved over the decades, remain standard throughout the Terran Empire during the 2600s. Price: 420 credits, or more.

Game Information: RKA 1d6 (15 Active Points); OAF Fragile (-1¼), Activation Roll 11- (-1), STR Minimum (12; STR Minimum Doesn't



Add To Damage; -1), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼), 6 Charges (-¾). Total cost: 3 points.

MARK II-D LASER PISTOL

Effect: RKA 1½d6, Activation Roll 14-, Fragile
Shots: 8

Combat Modifier(s): +1 RMod

STR Minimum: 10

Range: 125"

Description: Based on soldiers' field experience during the Xenovore War and general research advances, engineers made several improvements to the standard Mark II pistol, leading to the well-known Mark II-D. In the 2600s, poor colonies and inhabitants of backwater planets often obtain refurbished "Dees" for use against hostile creatures, raiders, and other threats. Price: 460 credits, or more.

Game Information: RKA 1½d6 (25 Active Points); OAF Fragile (-1¼), Activation Roll 14- (-½), STR Minimum (10; STR Minimum Doesn't Add To Damage; -1), Beam (-¼), Blocked By Smoke Or Steam (-¼), Real Weapon (-¼), 8 Charges (-½) (total cost: 5 points) plus +1 versus Range Modifier (3 Active Points); OAF (-1), Real Weapon (-¼) (total cost: 1 point). Total cost: 6 points.

Plasma Weapons

Page 153 of *Star Hero* describes plasma fire-arms generally. You can find more Imperial models on pages 141-42 of *Terran Empire*. The Varanyi make the most powerful plasma weapons in the Galaxy, but the Humans, Ackálians, and Thorgons have also produced deadly plasma arsenals.

M27 PLASMA CANNON

Effect: Energy Blast 9d6, Explosion

Shots: 10

Combat Modifier(s): None

STR Minimum: N/A

Range: 30"

Description: The first practical plasma weapon developed by Humans (i.e., the first to fire with reasonable accuracy more often than it blew up), the M27 requires a tripod mount and a crew of three specially-trained soldiers to operate (one character can fire it at -3 OCV, two at -2 OCV). Compared to later weapons it seems crude and unreliable, but the Imperial Army in the late twenty-fifth century rightly regarded it as an important technological breakthrough and major battlefield asset. Price: 5,000 credits, or more.

Game Information: Energy Blast 9d6, Explosion (+½) (67 Active Points); OAF Bulky (-1½), Activation Roll 14- (-½), Crew-Served (3-man crew; -½), Limited Range (30"; -¼), Real Weapon (-¼), Requires A PS: Operate Plasma Weapons Skill Roll (-¼), Side Effects (Energy Blast 9d6 Explosion if Activation Roll is failed; -1), 10 Charges (-¼). Total cost: 12 points.

M88 PLASMA GUN

Effect: Energy Blast 10d6, Autofire (5 shots), Explosion
Shots: 60
Combat Modifier(s): None
STR Minimum: 15
Range: 25"

Description: The M88 is normally mounted on the back of ground vehicles or strategically advantageous locations. Although it is technically similar to the M90P, the weight of the power pack makes it more difficult to carry in combat. Price: 3,000 credits, or more.

Game Information: *Energy Blast 10d6, Explosion (+½), 60 Charges (+½) (100 Active Points); OAF Bulky (-1½), Limited Range (25"; -¼), STR Minimum (17; STR Minimum Doesn't Add To Damage; -1¼), Two-Handed (-½), Real Weapon (-¼). Total cost: 21 points*

THORGON FIRE BOMB CANNON

Effect: RKA 8d6, Explosion
Shots: 4
Combat Modifier(s): None
STR Minimum: 20
Range: 900"

Description: Although known colloquially as a "fire bomb" cannon, this is actually a plasma weapon developed by the Thorgon military. It's usually mounted on a hover vehicle or other craft due to its size and weight. Price: 5,400 credits, or more.

Game Information: *RKA 8d6, Explosion (+½) (180 Active Points); OAF Bulky (-1½), STR Minimum (20; STR Minimum Doesn't Add To Damage; -1½), 4 Charges (-1), Two-Handed (-½), Real Weapon (-¼). Total cost: 31 points*

THORGON SINGLE SHOT PLASMA RIFLE

Effect: Energy Blast 10d6, Explosion
Shots: 60
Combat Modifier(s): None
STR Minimum: 15
Range: 35"

Description: The standard Thorgon plasma rifle lacks an Autofire feature, but nevertheless packs a powerful punch. Price: 3,420 credits, or more.

Game Information: *Energy Blast 10d6, Explosion (+½), 60 Charges (+½) (100 Active Points); OAF Bulky (-1½), Limited Range (35"; -¼), STR Minimum (15; STR Minimum Doesn't Add To Damage; -1¼), Two-Handed (-½), Real Weapon (-¼). Total cost: 21 points*

Ion Weapons

These weapons are a favorite among soldiers and adventurers. If Imperial politics had taken a different turn, ion weapons would have replaced laser weapons as the primary weapon of choice for Imperial infantry.

The ammunition clip of an ion weapon contains pure liquid magnesium in a vacuum-sealed compartment. When the weapon fires, it injects a specific amount of the liquid into the charging chamber. There ionization energy bombards the magnesium atoms, stripping away all electrons, leaving magnesium ions.

After ionization, the weapon projects the particles out of the barrel. The ionized atoms quickly consume electrons from atoms in the outside environment, creating the familiar buzzing sound and bright bolts of energy common with ion weapons. Although this "burn off" depletes the number of ionized particles, it leaves plenty to impact the target. At the point of contact, the remaining ions immediately attempt to transfer electrons from the target into the atoms. The reintroduction of the electrons into the magnesium atoms releases the ionic energy, creating a powerful explosion.

MI-07 ION RIFLE

Effect: RKA 2½d6 or Energy Blast 8d6, Autofire (3 shots)
Shots: 24
Combat Modifier(s): None
STR Minimum: 15
Range: 250"

Description: Humanity's first ion weapon, the MI-07 can hold its own against the lasers of the day in terms of damage, but lacks their accuracy and modifiability. Price: 750 credits, or more.

Game Information:**Cost** MI-07 Ion Rifle

- 13 *MI-07 Ion Rifle:* Multipower, 50-point reserve, 24 Charges for entire reserve (+¼); all OAF Bulky Fragile (-1 ¾), STR Minimum (15; STR Minimum Doesn't Add To Damage; -1¼), Two-Handed (-½), Real Weapon (-¼)
- 1u 1) *Lethal Setting:* RKA 2½d6, Autofire (3 shots; +¼); OAF Bulky Fragile (-1 ¾), STR Minimum (15; STR Minimum Doesn't Add To Damage; -1¼), Two-Handed (-½), Real Weapon (-¼)
- 1u 2) *Non-Lethal Setting:* Energy Blast 8d6, Autofire (3 shots; +¼); OAF Bulky Fragile (-1 ¾), STR Minimum (15; STR Minimum Doesn't Add To Damage; -1¼), Two-Handed (-½), Real Weapon (-¼)

Total cost: 15 points

MIP-127 ION PISTOL

Effect: RKA 2d6 or Energy Blast 8d6
Shots: 12
Combat Modifier(s): None
STR Minimum: 10
Range: 50"

Description: In 2531, Imperial weaponsmiths finally succeeded in creating a pistol-sized ion blaster. Although prone to burning out at inopportune moments, and useful over only short ranges, it quickly became a popular weapon among law enforcement officers and others who needed the flexibility the weapon's multiple settings offered. Price: 450 credits, or more.

Game Information:

Cost MIP-127 Ion Pistol

- 9 *MIP-127 Ion Pistol:* Multipower, 40-point reserve; all OAF Fragile (-1¼), Activation Roll 13-, Burnout (-½), STR Minimum (10; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼); 12 Charges for entire reserve (-¼)
- 1u 1) *Lethal Setting:* RKA 2d6; OAF Fragile (-1¼), Activation Roll 13-, Burnout (-½), STR Minimum (10; STR Minimum Doesn't Add To Damage; -1), Limited Range (50"; -¼), Real Weapon (-¼)
- 1u 2) *Non-Lethal Setting:* Energy Blast 8d6; OAF Fragile (-1¼), Activation Roll 13-, Burnout (-½), STR Minimum (10; STR Minimum Doesn't Add To Damage; -1), Limited Range (50"; -¼), Real Weapon (-¼)

Total cost: 11 points

MIP-140 ION PISTOL

Effect: RKA 2½d6 or Energy Blast 9d6

Shots: 20

Combat Modifier(s): None

STR Minimum: 9

Range: 50"

Description: Smaller and lighter than several prior models, the MIP-140 also differs from them because it fires more powerful bolts and has greater power reserves. Law enforcement officers and colonists on less advanced worlds still use this weapon extensively; so do criminals who obtain refurbished copies on the black market. Price: 600 credits, or more.

Game Information:

Cost MIP-140 Ion Pistol

- 16 *MIP-140 Ion Pistol:* Multipower, 45-point reserve, 20 Charges for entire reserve (+¼); all OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼)
- 1u 1) *Lethal Setting:* RKA 2½d6; OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼)
- 1u 2) *Non-Lethal Setting:* Energy Blast 9d6; OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼)

Total cost: 18 points

MON'DABI ION PISTOL

Effect: RKA 3d6 or Energy Blast 10d6, Autofire (2 shots)

Shots: 40

Combat Modifier(s): None

STR Minimum: 9

Range: 50"

Description: The Mon'dabi Federation's most advanced ion pistol has as much "punch" as the MIP-162, and a better power cell, but lacks that weapon's accuracy and improved range. The Mon'dabi have tried to negotiate with the Empire for the technology needed to improve their blaster pistols, but so far to no avail. Price: 900 credits, or more.

Game Information:

Cost Mon'dabi Ion Pistol

- 27 *Mon'dabi Ion Pistol:* Multipower, 62-point reserve, 40 Charges for entire reserve (+½); all OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼)
- 2u 1) *Lethal Setting:* RKA 3d6, Autofire (2 shots; +¼); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼)
- 2u 2) *Non-Lethal Setting:* Energy Blast 10d6, Autofire (2 shots; +¼); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (50"; -¼)

Total cost: 31 points



SE'ECRA ION PISTOL

SE'ECRA ION PISTOL

Effect: RKA 3d6 or Energy Blast 10d6, Autofire (3 shots)

Shots: 40

Combat Modifier(s): +1 OCV, +1 RMod

STR Minimum: 9

Range: 70"

Description: The primary Se'ecra ion pistol outdoes both the Terran and Mon'dabi models. It has slightly more Non-Lethal power and rapid-fire capability than either, a power cell as efficient as the Mon'dabi pistol, and a range slightly longer than the Terran pistol. Price: 1,100 credits, or more.

Game Information:

Cost Se'ecra Ion Pistol

- 29 *Se'ecra Ion Pistol:* Multipower, 69-point

reserve, 40 Charges for entire reserve (+½); all OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (70"; -¼)

- 2u 1) *Lethal Setting*: RKA 3d6, Autofire (3 shots; +¼); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (70"; -¼)
- 2u 2) *Non-Lethal Setting*: Energy Blast 11d6, Autofire (3 shots; +¼); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), Limited Range (70"; -¼)
- 2 *Accuracy*: +1 OCV; OAF (-1), Real Weapon (-¼)
- 1 *Rangefinding*: +1 versus Range Modifier; OAF (-1), Real Weapon (-¼)

Total cost: 36 points

VARANYI ION RIFLE

Effect: RKA 4d6 or Energy Blast 12d6, Autofire (5 shots)

Shots: 50

Combat Modifier(s): +2 OCV, +2 RMOD

STR Minimum: 11

Range: 525" (Lethal setting)/450" (Non-Lethal setting)

Description: Although similar to the Terran ion rifle in many ways, the Varanyi ATRI 12 ion rifle has greater Lethal effect and a stronger power cell. The Varanyi appear to have less interest in improving ion weapon technology than in developing other, better, personal weapon systems.

Game Information:

Cost Varanyi Ion Rifle

- 45 *Varanyi Ion Rifle*: Multipower, 105-point reserve, 50 Charges for entire reserve (+½); all OAF (-1), STR Minimum (11; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Real Weapon (-¼)

- 3u 1) *Lethal Setting*: RKA 4d6, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼); OAF (-1), STR Minimum (11; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Real Weapon (-¼)

- 3u 2) *Non-Lethal Setting*: Energy Blast 12d6, Autofire (5 shots; +½); OAF (-1), STR Minimum (11; STR Minimum Doesn't Add To Damage; -1), Two-Handed (-½), Real Weapon (-¼)

- 4 *Accuracy*: +2 OCV; OAF (-1), Two-Handed (-½), Real Weapon (-¼)

- 2 *Rangefinding*: +2 versus Range Modifier; OAF (-1), Two-Handed (-½), Real Weapon (-¼)

Total cost: 57 points

Gamma Weapons

Because of the major success of laser, plasma, and ion weaponry, as well as the difficulty involved in developing a reasonable power source, gamma ray weapons weren't available until the late 2500s (ATRI 11). Since gamma rays are invisible to the unaided senses, some spies and other covert operatives favor these weapons, as do some law enforce-



ment officers and others who prefer to incapacitate rather than kill. Since a normal atmosphere absorbs gamma radiation, the range is reduced greatly when the weapon is fired in an atmosphere.

GR-01 GAMMA RIFLE MK I

Effect: 6d6 EB, NND (defense is ED Force Field)

Shots: 32

Combat Modifier(s): +2 OCV

STR Minimum: 15

Range: 150"/1250" in vacuum

Description: When the Imperial armed forces declined to purchase the GR-01 for their infantry or for their secret operatives, Draconis immediately made the weapon available to planetary constabulary and militia. Although the problem of atmospheric dispersal remains, the weapon has become popular in some areas. Cost: 500 credits, or more.

Game Information: Energy Blast 6d6, 32 Charges (+¼), NND (defense is ED Force Field; +1) (67 Active Points); STR Minimum (15; STR Minimum Doesn't Add To Damage; -1¼), OAF (-1), Two-Handed (-½), Real Weapon (-¼), Limited Range (150" in atmosphere, 1,250" in vacuum; -¼) (total cost: 16 points) **plus** +2 with Ranged Combat (10 Active Points); OAF (-1), Two-Handed (-½), Real Weapon (-¼) (total cost: 4 points). Total cost: 20 points.

GP-03 GAMMA PISTOL

Effect: 4d6 EB, NND (defense is ED Force Field)

Shots: 12

Combat Modifier(s): +1 OCV

STR Minimum: 11

Range: 80"/500" in vacuum

Description: The GP-03, also declined by the Imperial military like its larger brother, has found its way into the hands of police officers throughout Human space. It's also favored by some nonviolent criminals and rebels (by the late 2600s, it becomes

a popular rebel weapon). Total cost: 350 credits, or more.

Game Information: *Energy Blast 4d6, NND (defense is ED Force Field; +1) (40 Active Points); OAF (-1), STR Minimum (11; STR Minimum Doesn't Add To Damage; -1), Real Weapon (-¼), 12 Charges (-¼), Limited Range (80" in atmosphere, 500" in vacuum; -¼) (total cost: 11 points) plus +1 with Ranged Combat (5 Active Points); OAF (-1), Real Weapon (-¼) (total cost: 2 points). Total cost: 13 points.*

Grenade Launchers

SUPPRESSION GRENADE LAUNCHER

Effect: Drain STR 5d6, Explosion

Shots: 9

Combat Modifier(s): None

STR Minimum: 12

Range: 625"

Description: When the authorities need to disperse a crowd or break up a riot, but do not want to use lethal force, they fire crowd suppression grenades. The projectile sends a shockwave through the air that temporarily inhibits humanoid central nervous systems. The targets' muscles suddenly weaken as the electronic impulses to the brain become scattered. One or two shots are usually enough to make the victim collapse to the ground, unable to move. The weapon is similar in shape and size to the M1T Plasma Tube, but has an ammunition clip mounted on the top. Characters need WF: Shoulder-Mounted Weapons to fire it properly. Price: 750 credits, or more.

Game Information: *Drain STR 5d6, Ranged (+½), Explosion (-1 DC/3"; +1) (125 Active Points); OAF (-1), PD Applies (-1), STR Minimum (12; STR Minimum Doesn't Add To*

Damage; -1), Two-Handed (-½), Real Weapon (-¼), 9 Charges (-¼). Total cost: 25 points.

SE'ECRA FRAG GRENADE LAUNCHER

Effect: RKA 3d6, Armor Piercing, Explosion

Shots: 6

Combat Modifier(s): None

STR Minimum: 12

Range: 620"

Description: A millennia ago, shortly after they first developed explosives, the Se'ecra learned how to create weapons capable of penetrating the hard shells that protect their bodies. The frag launcher does just that, and more. The rounds are fired from a long metal tube and can land as far as 1,200 meters away. Upon impact, the softball-sized shell explodes, blasting thousands of almost microscopic fragments into anything within a few meters. Price: 2,200 credits, or more.

Game Information: *RKA 3d6, +2 STUN Multiplier (+½), Armor Piercing (+½), Explosion (-1 DC/2"; +¾) (124 Active Points); OAF (-1), STR Minimum (12; STR Minimum Doesn't Add To Damage; -1), 6 Charges (-¾), Two-Handed (-½), Real Weapon (-¼). Total cost: 27 points.*

EMP Weapons

When so much of their opposition depends on electronics and computers, sometimes soldiers or adventurers want to attack the technology rather than the people. To do so requires a special weapon designed to emit an electromagnetic pulse which overloads the targeted electrical systems. Various forms of shielding, in the form of Power Defense, protect against it, making EMP weapons more effective against civilian targets than military ones.

EMP GRENADE

Effect: Dispel Electrical Powers 10d6, Explosion

Shots: 1

Combat Modifier(s): None

STR Minimum: N/A

Range: Based On STR

Description: When facing cybernetically enhanced opponents, it's helpful to have a few of these grenades around to short out the electronics in the enemy's cybersystems. The pulse radiates enough energy to incapacitate most electronic systems in a 20 meter area. Price: 100 credits, or more.

Game Information: *Dispel Electrical Powers 10d6, Explosion (-1 DC/2"; +¾), all Electronic Technology powers at once (+2) (112 Active Points); OAF (-1), Range Based On Strength (-¼), Real Weapon (-¼), 1 Charge (-2). Total cost: 25 points.*



EMP PISTOL

Effect: Dispel Electrical Powers 10d6

Shots: 4

Combat Modifier(s): None

STR Minimum: 8

Range: 450"

Description: Lightweight and small enough to fit into a large pocket, the EMP pistol is the perfect sidearm for people engaging in close range combat with cyborgs, robots, or androids. The round black handle is barely 3 inches long and the barrel measures 6 inches in length, including the 2-inch EMP emitter at the tip. Price: 700 credits, or more.

Game Information: *Dispel Electrical Powers 10d6, all Electronic Technology powers at once (+2) (90 Active Points); OAF (-1), STR Minimum (8; STR Minimum Doesn't Add to Damage; -1), 4 Charges (-1), Reduced By Range (-¼), Real Weapon (-¼). Total cost: 20 points.*

EMP RIFLE

Effect: Dispel Electrical Powers 15d6

Shots: 4

Combat Modifier(s): None

STR Minimum: 10

Range: 675"

Description: Utilized in the battlefield against cybernetic soldiers as well as armored vehicles, this weapon provides a significant tactical advantage against undefended electronic systems. Most soldiers prefer to use the rifle version rather than the pistol because it does more damage with the same number of rounds. Price: 1,050 credits, or more.

Game Information: *Dispel Electrical Powers 15d6, all Electronic Technology powers at once (+2) (135 Active Points); OAF (-1), STR Minimum (10; STR Minimum Doesn't Add to Damage; -1), 4 Charges (-1), Two-Handed (-½), Reduced By Range (-¼), Real Weapon (-¼). Total cost: 27 points.*

Other Firearms

These firearms don't fall into any of the previous categories and so have been listed together below.

MAGNETIC BOLA GUN

Effect: 4d6, 4 DEF Entangle

Shots: 8

Combat Modifier(s): None

STR Minimum: 8

Range: 100"

Description: The bola gun looks vaguely like a high-tech handheld crossbow. It fires a thin but durable chain of magnetically charged metal with weights on either end. When the projectile hits the target, the chain wraps itself around the victim's legs. Price: 300 credits, or more.

Game Information: *Entangle 4d6, 4 DEF, Takes*

No Damage From Attacks (+½) (60 Active Points); OAF (-1), Set Effect (Feet Only; -1), STR Minimum (8; STR Minimum Doesn't Add to Damage; -1), Real Weapon (-¼), Limited Range (100"; -¼), 8 Charges (-½). Total cost: 12 points

SONIC STUNNER

Effect: Energy Blast 8d6, NND (defense is Hearing Group Flash Defense)

Shots: 10

Combat Modifier(s): None

STR Minimum: 8

Range: 40"

Description: When even the Non-Lethal setting of an ion blaster presents too much danger of injury, police and soldiers turn to sonic weapons. Through a combination of carefully-modulated infrasound and ultrasound, they cause targets to pass out.

Price: 400 credits, or more.

Game Information: *Energy Blast 8d6, NND (defense is Hearing Group Flash Defense; +1) (80 Active Points); OAF (-1), STR Minimum (8; STR Minimum Doesn't Add to Damage; -1), Real Weapon (-¼), 10 Charges (-¼), Limited Range (40"; -¼). Total cost: 21 points*

TORACTAN "BEAST SLAYER" CANNON

Effect: RKA 6d6, Area Of Effect (2")

Shots: 2

Combat Modifier(s): None

STR Minimum: 18

Range: 785"

Description: Used by Toractans who hunt the enormous beasts that roam Toracta, this heavy, cumbersome weapon fires large, explosive rounds. The firer usually tries to stay a few hundred meters away from the target so he can make a quick getaway if the shot only angers the creature. Price: 3,700 credits, or more.

Game Information: *RKA 6d6, Area Of Effect (One Hex Doubled; +¾) (157 Active Points); OAF Bulky (-1½), STR Minimum (18; STR Minimum Doesn't Add To Damage; -1½), 2 Charges (-1½), Two-Handed (-½), Real Weapon (-¼). Total cost: 25 points.*

HAND FLAMER

Effect: RKA 3d6

Shots: 10

Combat Modifier(s): None

STR Minimum: 10

Range: 10" Cone

Description: A hand flamer is a pistol-sized flamethrower with devastating incendiary power. Despite its small size, it can project blasts of flame in a cone 20 meters on a side. Although nominally a military weapon, it long ago leaked out to the underworld. Some assassins and thugs favor it because it inspires such terror. Price: 400 credits, or more.

Game Information: *RKA 3d6, Area Of Effect (10" Cone; +1) (90 Active Points); OAF (-1), No Range (-½), STR Minimum (10; STR Minimum Doesn't Add to Damage; -1), Real Weapon (-¼), 10 Charges (-¼). Total cost: 22 points.*

DEFENSES



With so many weapons floating around the Galaxy, people often go to great lengths to protect themselves. Fortunately, the developers of protective armors and force fields have kept up with the weapons engineers. Personal defenses come in two different forms: body armor and force fields. Body armor has been around for centuries, but force fields are a relatively new form of personal defense, first introduced in 2592.

ARMOR

Advancement in Terran sciences as well as the discovery of new metallic alloys and plastics has led to the development of armor that's lighter yet more protective than ever before.

When a character uses a suit of armor meant for a different species, penalties may apply depending upon the size, shape, and weight of the armor. For example, if a Mon'dabi puts on a Terran suit of armor, he'll find it uncomfortable because Terran armor does not accommodate his reptilian tail. Ackálian armor may be too heavy or bulky for smaller aliens, and a Toractan will have difficulty wearing Terran armor that is much too large for him. At the GM's option, this sort of discomfort or difficulty may result in a negative modifier for the character's actions. Some possibilities include:

- increase the weight of the armor solely for purposes of calculating the character's Encumbrance penalty
- a penalty to all DEX-based Skill Rolls made while wearing the armor
- a penalty to OCV while wearing the armor
- a penalty to DCV, or to Dodge, while wearing the armor
- a reduction in DEX while wearing the armor

You should also consider what Hit Locations alien armor protects. Catavalans must leave two arms unprotected when wearing armors built by other species, and non-tailed species may find that the seat of the pants remains exposed if they wear armor manufactured by species with tails. The GM must determine the exact game effects.

Terran Covert Battle Armor (ATRI 10): Similar to standard Imperial battle armor, this suit also comes equipped with stealth plating which conceals the user from radar. The armor does not make the wearer invisible to normal sight. Price: N/A.

Cost Covert Battle Armor

- 12 *Protective Armor:* Armor (11 PD/11 ED); OIF (-½), Half Mass (-½), Activation Roll 14- (-½), Real Armor (-¼)
- 6 *Communications System:* HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
- 8 *Closed Radio Link:* Mind Link, any group of up to four willing targets; OIF (-½), Only With Others Who Have Mind Link (-1), Affected As Radio and Hearing Groups, Not Mental Group (-½)
- 3 *Sight Augmentation Systems:* Infrared Perception (Sight Group); OIF (-½)
- 3 *Sight Augmentation Systems:* Nightvision; OIF (-½)
- 3 *Sight Augmentation Systems:* Ultraviolet Perception (Sight Group); OIF (-½)
- 6 *Sight Augmentation Systems:* +6 versus Range Modifier for Sight Group; OIF (-½)
- 5 *Sensory Protection:* Sight Group Flash Defense (8 points); OIF (-½)
- 5 *Sensory Protection:* Hearing Group Flash Defense (8 points); OIF (-½)
- 20 *Stealth Plating:* Invisibility to Radio Group, Reduced Endurance (0 END; +½); Only When Not Attacking (-½)

Total cost: 71 points

Fassai Armor (ATRI 10): Until recent times, the Hundred Houses of the Fassai frequently fought with each other. Each house, rich in tradition, has its own style of battle armor that it issues to its soldiers. In truth, though, most suits differ primarily in decorations and insignia; they provide roughly the same amount of protection. Many Fassai, and even some non-Fassai, collect the decorative armor pieces; a rare or ancient piece can fetch tens of thousands or even millions of credits. Price: N/A.

Cost Fassai Armor

- 13 *Body Armor:* Armor (12 PD/12 ED) (36 Active Points); OIF (-½), Half Mass (-½),

TERRAN EMPIRE PERSONAL DEFENSES

Name	Year	ATRI	Price	PD	ED	A/R	Notes
Composite Armors							
Covert Battle Armor	2568	10	N/A	11	11	Text	Half Mass, Act. 14-
Fassai Armor	2411	10	N/A	12	12	Text	Half Mass, Act. 14-
Mon'dabi Battle Armor	2513	10	N/A	14	14	Text	Half Mass, Act. 14-
Force Fields							
Type 5 Force Field Belt	2646	11	N/A	18	18	36/18	1 Fuel Charge, SE
Type 5(I) Force Field Belt	2652	11	N/A	18	18	36/24	1 Fuel Charge
Type 6 Force Field Belt	2671	11	N/A	20	20	40/27	1 Fuel Charge
Type 7 Force Field Belt	2690	11	N/A	22	22	44/29	1 Fuel Charge

- Activation Roll 14- (protects Hit Locations 7-16; -½), Real Armor (-¼)
- 2 *Protective Helmet:* Armor (3 PD/3 ED) (9 Active Points); Activation Roll 8- (protects Hit Locations 3-5; -2), OIF (-½), Real Armor (-¼)
- 3 *Enhanced Senses:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)
- 3 *Enhanced Senses:* Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)
- 3 *Visual Filters:* Sight Group Flash Defense (5 points) (5 Active Points); OIF (-½)
- 3 *Audio Filters:* Hearing Group Flash Defense (5 points) (5 Active Points); OIF (-½)

Total cost: 27 points

Mon'dabi Heavy Battle Armor (ATRI 10): Although not as strong as Terran heavy armors, Mon'dabi Heavy Battle Armor is well-regarded for its protective power. It does not protect the head (that requires a separate helmet) or the tail. Price: N/A.

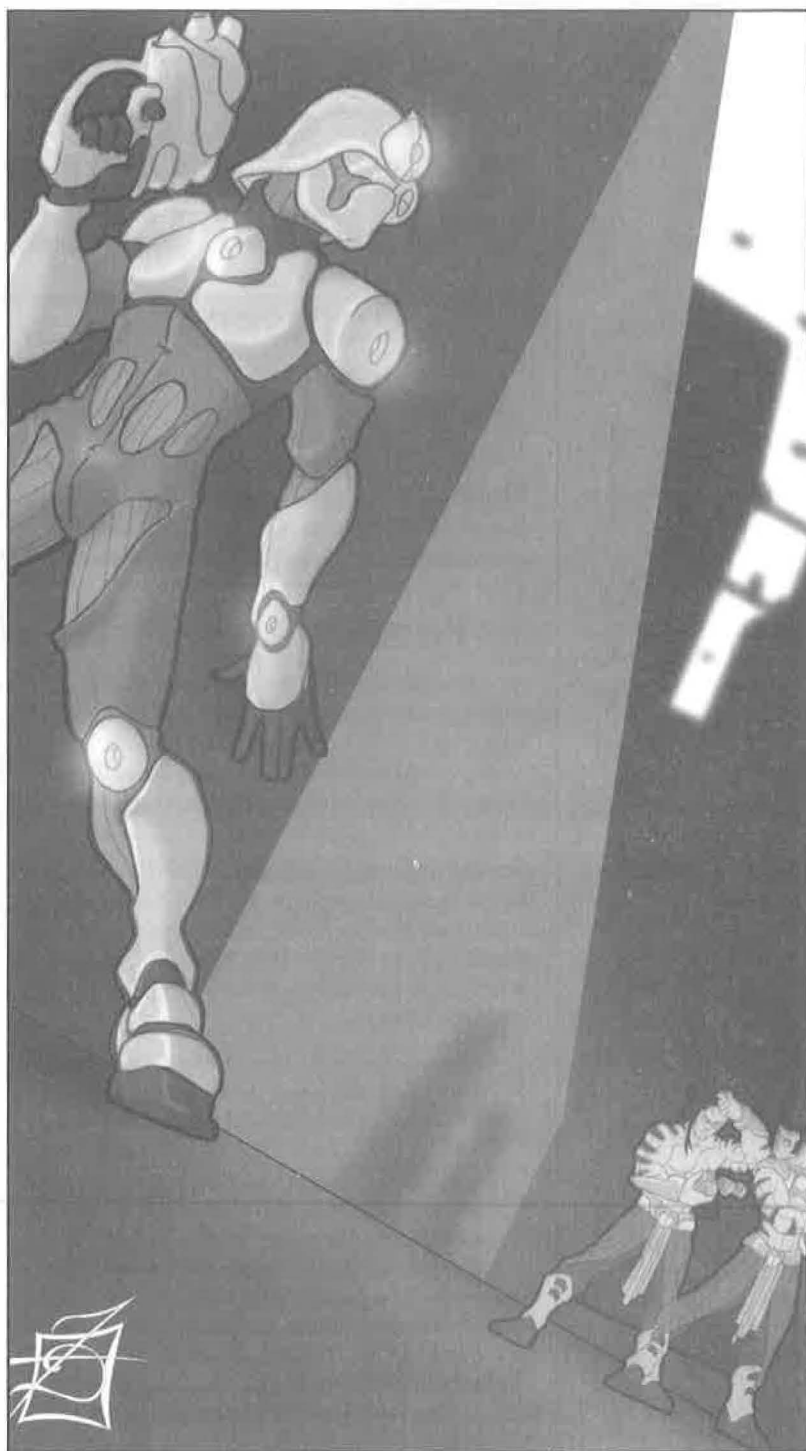
Cost Mon'dabi Heavy Battle Armor

- 19 *Body Armor:* Armor (14 PD/14 ED), Hardened (+¼) (52 Active Points); OIF (-½), Half Mass (-½), Activation Roll 14- (protects Hit Locations 7-16; -½), Real Armor (-¼)
- 3 *Sight Augmentation Systems:* Infrared Perception (Sight Group); OIF (-½)
- 3 *Sight Augmentation Systems:* Ultraviolet Perception (Sight Group); OIF (-½)
- 3 *Sight Augmentation Systems:* +3 versus Range Modifier for Sight Group; OIF (-½)
- 5 *Sensory Protection:* Sight Group Flash Defense (8 points); OIF (-½)
- 5 *Sensory Protection:* Hearing Group Flash Defense (8 points); OIF (-½)

Total cost: 38 points

FORCE FIELDS

Pages 144 and 146 of *Terran Empire* detail the development of personal force field technology through 2633. The Terran Empire Personal Defenses table details later developments through the end of the Imperial era. As of the Type 5(I) in 2652, Terran force fields are fully transparent and no longer impede the wearer's vision (*i.e.*, they don't have a Side Effect).



SENSORS AND COMMUNICATIONS



SENSORS

Sensors are ubiquitous in the Terran Empire. Every vehicle and building has at least one type of sensor somewhere, and many different professions carry and use personal sensors on a daily basis. Adventurers rely heavily on sensors, since forewarned is, after all, forearmed.

Personal Sensor Units

There probably isn't a single scientist or soldier in the Empire who hasn't used a Personal Sensor Unit (PSU) at one point or another. The standard PSU is described on page 151 of *Terran Empire*; the ones listed here represent specialized models used for specific tasks.

Atmospheric Analyzer (ATRI 9): Utilized by planetary explorers, the atmospheric analyzer has the ability to precisely determine the molecular composition of a planet's atmosphere. It can also be used to determine if another vessel has breathable air. Price: 520 credits, or more.

Detect Atmospheric Composition 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (240 Degrees) (22 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Affected As Sight and Hearing Group As Well As Radio Group (-½) (total cost: 7 points) and Eidetic Memory (5 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Only To Remember Things Detected (-½) (total cost: 2 points). Total cost: 9 points.

Bio-Scanner (ATRI 10): Popular among explorers, soldiers, and spies, a bio-scanner can detect lifeforms and provide detailed information about them (size, weight, body structure, type of food consumed, and the like). In addition to its obvious scientific uses, a bio-scanner can detect enemy troop locations, or help the Imperial authorities track down fugitives. Price: 615 credits, or more.

Detect Life 14- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Tracking (35 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Affected As Sight and Hearing Group As Well As Radio Group (-½) (total cost: 12 points) and Eidetic Memory (5 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Only To Remember Things Detected (-½) (total cost: 2 points). Total cost: 14 points.

Cybernetics Detector (ATRI 8): This PSU detects the presence of cybernetic technology concealed within a person's body. It's often used by border inspectors and law enforcement officers. Price: 340 credits, or more.

Detect Cybernetics 13- (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees) (19 Active Points); OAF (-1), Limited Range (20"; -¼), Affected As Sight and Hearing Group As Well As Radio Group (-½) (total cost: 7 points) and Eidetic Memory (5 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Only To Remember Things Detected (-½) (total cost: 2 points). Total cost: 9 points.

Medical Scanner (ATRI 10): A "med-scan" (as they're called) can quickly and reliably diagnose a patient's medical condition. Field medics use them regularly, as do hospital doctors and many explorers (though knowing a medical condition, and knowing how to cure or repair it, are two different things). Price: 580 credits, or more.

Detect Medical Condition 14- (Radio Group), Discriminatory, Analyze, Microscopic (x100) (26 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) (total cost: 9 points) and Eidetic Memory (5 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Only To Remember Things Detected (-½) (total cost: 2 points). Total cost: 11 points.

Soil Analyzer (ATRI 10): Prospectors and explorers looking for suitable planets for mining and/or colonization use soil analyzers to obtain detailed reports of surrounding mineral deposits. The device can also detect and locate trace deposits of any known physical compound or metallic alloy. Price: 600 credits, or more.

Detect Soil Composition 14- (Radio Group), Discriminatory, Analyze, Microscopic (x100) (26 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Affected As Sight and Hearing Group As Well As Radio Group (-½) (total cost: 9 points) and Eidetic Memory (5 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Only To Remember Things Detected (-½) (total cost: 2 points). Total cost: 11 points.

Other Sensors

Security Scanner (ATRI 8): Usually installed in vehicles and high-security locations, this device examines the contours of the fingerprints as well as the shape of the retina of anyone subjected to the device. Portable versions are also available, allowing the user to quickly identify anyone subjected to the scan. Price: 300 credits, or more.

Detect Fingerprint, Retina, And DNA 14- (Radio Group), Discriminatory, Analyze, Microscopic (x100) (26 Active Points); OAF (-1) (total cost: 13 points) plus Eidetic Memory (5 Active Points); OAF (-1), Requires A Systems Operation Roll (-½), Only To Remember Things Detected (-½) (total cost: 2 points). Total cost: 15 points.

ATRI 9 Version: Increase to 15-. Total cost: 15 points. Price: 325 credits, or more.

ATRI 10 Version: Increase to 16-. Total cost: 16 points. Price: 350 credits, or more.

ATRI 11 Version: Increase to 18-. Total cost: 17 points. Price: 500 credits, or more.

COMMUNICATIONS

If there's one thing the people of the Galaxy like to do, it's talk to each other. Maintaining the lines of communication between ships, planets, and individuals requires many different types of technology, including the devices listed below.

Holographic Communication System (ATRI 9): An HCS makes it possible for people to communicate "face to face" by projecting holographic images. They're usually installed in offices, vessels and homes. It does not work by itself; it must be plugged into the communications grid and a power source to operate. Price: 480 credits, or more.

Cost Powers **END**

- 7 *Receiver/Transmitter:* High Range Radio Perception, Megascale (1,000 km per Active Point; +¾) (21 Active Points); OIF Immobile (-1½), Costs Endurance (-½)
- 1 *Memory:* Eidetic Memory (5 Active Points); IIF Immobile (-1¼), Only To Remember Things Received/Transmitted (-½), Costs Endurance (-½)
- 3 *Holo-Emitter:* Sight Group Images (10 Active Points); OIF Immobile (-1½), Set Effect (only received/broadcast images; -1)

Total cost: 11 points

Se'ecra Translator (ATRI 10): When it comes to communicating with other races in the Galaxy, the Se'ecra are at a disadvantage because they talk via wing flutters and scents — phenomena most translation devices cannot comprehend. So the Se'ecra created a hand-held device capable of translating any of the known languages in the galaxy into Se'ecra speech, and vice-versa. Many Imperial vessels have similar translators installed in their internal communication systems. Price: 25 credits, or more.

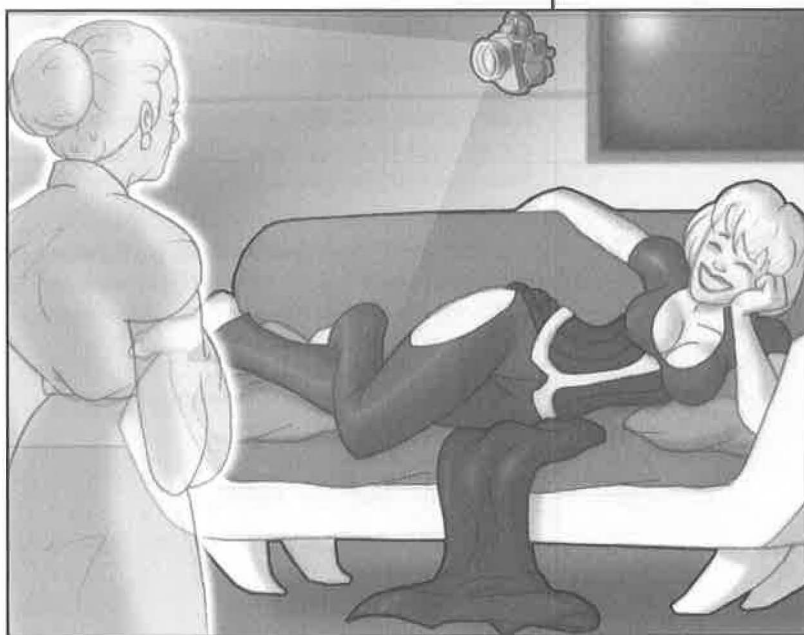
Universal Translator 18- (29 Active Points); OAF (-1), Only Translates To And From The Se'ecra Languages (-½). Total cost: 12 points

Stealth Communication System (ATRI 11): During covert operations, team members need to keep in contact without revealing their position to the enemy. The most covert form of communications known is mental, but few soldiers have psionic powers. To remedy that lack, Imperial military scientists used their knowledge of psionic engineering to create the Stealth Communications System. The SCS is a headset worn by a covert operative (or built into a helmet) that allows him to communicate mentally with other persons who have an SCS tuned to the proper "channel." Price: N/A.

2631 Version: Mind Link, one mind, No LOS Needed (15 Active Points); OAF (-1), Only With Others Who Have Mind Link (-1), Does Not Provide Mental Awareness (-¼). Total cost: 5 points.

2653 Version: Mind Link, any four minds, No LOS Needed (35 Active Points); OAF (-1), Only With Others Who Have Mind Link (-1), Does Not Provide Mental Awareness (-¼). Total cost: 11 points.

2685 Version: Mind Link, any eight minds, No LOS Needed (40 Active Points); OAF (-1), Only With Others Who Have Mind Link (-1), Does Not Provide Mental Awareness (-¼). Total cost: 12 points.



MEDICAL TECHNOLOGY



Human medical science made extensive progress during the Imperial period, certainly more than many sciences. This resulted in part from greater contact with alien species, but also from Imperial efforts to improve battlefield medicine and find ways to enhance soldiers' performance with drugs and biological treatments.

MEDICAL TREATMENTS

Personal Healing Ampule (ATRI 11): Often given as standard issue to members of the Imperial armed forces and planetary militia, a Personal Healing Ampule helps soldiers mend injuries they've received when medical assistance is not readily available. The ampule contains a thick biochemical compound. When ejected through the thick nozzle into a wound, it accelerates the body's natural healing processes. However, not only does this make the person receiving the treatment extremely hungry, it can have adverse mental effects if used too often. For each PSA dose after the first a character receives during a 24-hour period, the GM should roll 3d6. On an 11-, the character loses ½d6 INT for 6d6 hours. For each use beyond the second, increase the roll by 2 (13-, 15-, and so on). Price: 75 credits, or more.

Healing BODY 2d6 (20 Active Points); OAF (-1), 4 Charges which Never Recover (-3), Side Effect (see text; -0). Total cost: 4 points

RadPro Serum (ATRI 9): A RadPro injection protects the recipient from exposure to levels of radiation that would normally be lethal. Price: 40 credits, or more.

Life Support (Safe Environment: High Radiation) (2 Active Points); OAF (-1), 3 Continuing Charges lasting 20 Minutes each which Never Recover (-2). Total cost: 1 point.

ATRI 10 Version: Increase Continuing Charges to last 1 Hour. Total cost: 1 point.

ATRI 11 Version: Increase Continuing Charges to last 3 Hours. Total cost: 1 point.

COMBAT ENHANCEMENTS

Brawn Serum (ATRI 9): This drug boosts the recipient's strength for a short period — long enough to finish a fight or accomplish a specific task. However, it does not always work, and when it fails to work, it actually weakens the user. Price: 80 credits, or more.

Aid STR 3d6 (30 Active Points); OAF (-1), 3 Continuing Charges lasting 1 Minute each which Never Recover (-2½), Requires A CON Roll (assumes CON Roll of 12- or 13-; -¾), Side Effects (Drain STR 3d6; -½). Total cost: 5 points.

ATRI 10 Version: Decrease Side Effect to Drain STR 1½d6 (-¾). Total cost: 5 points. Price: 100 credits, or more.

ATRI 11 Version: As ATRI 10 version, but increase to Aid STR 4d6. 40 Active Points; total cost 7 points. Price: 200 credits, or more.

Mind Flex (ATRI 10): Boosting one's willpower is important when dealing with enemies who possesses psionic abilities. By taking Mind Flex, the user increases his mental strength... but after it runs out he becomes more vulnerable to psionics than normal. Price: 100 credits, or more.

+5 EGO (10 Active Points); OAF (-1), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼), Side Effect (-5 EGO for 24 hours after Charge stops working, automatically occurs; -½). Total cost: 2 points.

ATRI 11 Version: Increase to +8 EGO (and Side Effect to -8 EGO). 16 Active Points; total cost 3 points. Price: 140 credits, or more.

Quickjuice (ATRI 9): On the field of battle, swiftness of action is often the deciding factor. To gain the upper hand, soldiers sometimes use Quickjuice, a drug that enhances reaction time. After the drug expires, the user suffers a temporary neural slowdown. Price: 200 credits, or more.

+1 SPD (10 Active Points); OAF (-1), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼), Side Effect (-1 SPD for 24 hours after Charge stops working, automatically occurs; -½). Total cost: 2 points.

ATRI 10 Version: Decrease Side Effect so that it only lasts for 12 hours. Total cost: 2 points. Price: 300 credits, or more.



ATRI 11 Version: As ATRI 10 version, but add +2 DEX as well. 16 Active Points; total cost 3 points. Price: 500 credits, or more.

Rocksteady (ATRI 8): This injection increases a person's bravery and confidence, making him able to withstand shocks that would ordinarily cause him to flee or breakdown. While it has no direct side effects, it is known to be physically and psychologically addictive (in game terms, each use adds ½d6 points' worth of Transform to give the user the appropriate Physical and Psychological Limitations). Price: 50 credits, or more.

+10 PRE (10 Active Points); OAF (-1), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼), Only To Protect Against Presence Attacks And PRE Drains (-1), Side Effect (½d6 Major Transform into addicted person; -0). Total cost: 2 points.

ATRI 10 Version: Increase to +15 PRE. 15 Active Points; total cost 3 points. Price: 75 credits, or more.

ATRI 11 Version: As ATRI 10 version, plus reduce Side Effect to 1 pip of Transform damage per use. Total cost: 3 points. Price: 100 credits, or more.

Psionic Technology

As discussed on page 130 of *Terran Empire*, psionic technology is a relatively new thing, available only at ATRI 11 (though some lower-tech drugs could effectively inhibit psis by making it difficult for them to think or concentrate). No technology available to the Empire can grant psionic abilities (other than psionic defenses) to a non-psionic.

Psionic Blaster Headband: This headband enhances the powers of persons who are already psionic (of

at least Delta grade) by allowing them to project blasts of mental energy. Using it can be tiring, and requires a level of concentration that may expose the user to counterattack, but it's a powerful weapon in the right circumstances. Price: 3,000 credits, or more.

Ego Attack 4d6 (40 Active Points); OAF (-1), Only Works For Persons Of Psi-Delta Rating Or Better (-0), Limited Range (20"; -¼), Concentration (½ DCV; -¼). Total cost: 16 points.

Psi-Scan Camouflager: This device, usually built into a hat, headband, necklace, or the like, interferes with devices designed to detect psionic abilities. It cannot conceal the use of psi-powers from another psi, but does prevent non-psionic authorities from uncovering the wearer's powers via psi-detector. To their scanners, his mind appears to be a normal, non-psionic mind. Price: 3,200 credits, or more.

Images To Detect Psionic Powers, -5 PER Rolls, Reduced Endurance (0 END; +½) (30 Active Points); IAF (-½), Set Effect (only to make character's mind seem non-psionic; -1), No Range (-½), 1 Continuing Fuel Charge (easily replenished with a new power cell; 20 Minutes; -¼). Total cost: 9 points.

Psi-Shield Headband: Although not as effective as the psi-shield helmet used by the military and police, this protective device is commercially available to civilians and can be designed to complement a variety of outfits and clothing styles. Price: 1,800 credits, or more.

Mental Defense (10 points + base points from EGO) (10 Active Points); OAF Fragile (-1¼), 1 Continuing Fuel Charge (easily replenished with a new power cell; 20 Minutes; -¼). Total cost: 4 points.

SURVIVAL EQUIPMENT



Many worlds both within and without the Empire present grave environmental risks for visitors and explorers — everything from lack of oxygen, to the existence of alien diseases and contaminants, to bizarre lifeforms that view Humans (Perseids, Toractans, Tarmin...) as food. Fortunately, explorers have developed equipment to lessen the risks posed by these hostile conditions.

EVA SUITS

Every species has its own version of the Extra-Vehicular Activity (EVA) suit, a successor to the spacesuits of lower ATRI levels (detailed on *Terran Empire*, page 153). EVA suits offer the same sort of protection as a spacesuit, but are slimmer, lighter, and easier to use. Furthermore, unlike a spacesuit they don't suffer from limited supplies of breathing gases — as long as the built-in power pack remains functional, the suit continues to provide a safe breathing environment for the wearer (who can program into it the type of breathing gases he prefers).

Terran EVA Suit (ATRI 10): The basic model Terran EVA suit comes equipped with magnetized boots and an adequate thruster system to allow for maximum maneuverability in an environment without gravity or air. Generally used by engineers and mechanics needing to make external repairs to vessels and stations, this ensemble is also standard issue to explorers landing on planets for the first time. Manufacturers have developed numerous helpful additions to the suit (see below). Price: 1,000 credits, or more.

Cost	Powers	END
9	<i>Environmental Protection:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½), Costs Endurance (-½)	2
8	<i>Protection:</i> Armor (4 PD/4 ED); OIF (-½)	2
7	<i>Magnetic Boots:</i> Clinging (normal STR +15); OIF (-½), Costs Endurance (-½), STR 20 Maximum (-0), Works Only on Metal Surfaces (-¼)	1
4	<i>Thrusters:</i> Flight 5"; OIF (-½), Only Works In A Vacuum (-1)	1
5	<i>Power Pack:</i> Endurance Reserve (10 END, 10 REC); OAF (-1)	
Total cost: 33 points		

OPTIONAL EVA EQUIPMENT

Wristlight (ATRI 7): These forearm-mounted flashlights are must-haves in many situations. They have a power supply sufficient to keep them lit for decades. Price: 10 credits, or more.

Sight Group Images, Reduced Endurance (0 END; +½) (15 Active Points); OIF (-½), No Range (-½), Only To Create Light (-1). Total cost: 5 points.

Searchlight (ATRI 7): Similar to the wristlight, this attachment mounts to the shoulder or helmet and lets the wearer project a much broader beam of light. Price: 50 credits, or more.

Sight Group Images, Increased Size (4" radius; +½), Reduced Endurance (0 END; +½) (20 Active Points); OIF (-½), Limited Range (20"; -¼), Only To Create Light (-1). Total cost: 7 points.

Communication System (ATRI 6): The manufacturer can install a special earpiece and microphone inside the helmet of an EVA suit to provide the user the ability to contact other EVA suit wearers utilizing the same communications system. Price: 20 credits, or more.

HRRP (12 Active Points); OIF (-½). Total cost: 8 points

Jump Boots (ATRI 9): Usable in all environments, the jump boots attachment allows the wearer to jump great distances with ease. They're a scaled down version of the boots made available to Imperial soldiers for combat in low-gravity environments. Price: 320 credits, or more.

Leaping +12" (12 Active Points); OIF (-½); Increased Endurance Cost (x3 END; -1): Total cost: 5 points.

ENVIRONMENTAL GEAR

Anti-Glare Goggles (ATRI 6): Protective eyewear is important in space (where one might gaze directly at a star or a functioning rocket exhaust port) and planetside (since blinding sunlight makes driving and hiking more onerous). These stylish goggles protect the wearer from bright lights. The tinted, solarized lenses are scratchproof, shatter-resistant, and come in any number of dark and colorful shades. Price: 20 credits, or more.

Sight Group Flash Defense (10 points), Hardened (+¼) (12 Active Points); OAF (-1), Total cost: 6 points

Gill Pack (ATRI 10): This advanced underwater breathing system extracts oxygen from the surrounding water by electrolysis, giving the wearer effectively unlimited breathing until the power runs out (the battery pack lasts a whole day). The unit mixes the oxygen with argon to avoid some hazards of high pressure on deep dives. Price: 100 credits, or more.

Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OIF (-½), 1 Continuing Fuel Charge (easily obtained; 1 Day; -0). Total cost: 3 points.

Gliding Wings (ATRI 9): This metal backpack holds two 1-meter long retractable wings that provide the wearer with the ability to maintain altitude for an extended period of time. Price: 250 credits, or more.

Gliding 10" (10 Active Points); OIF (-½), Restrainable (-½). Total cost: 5 points.

Microheater (ATRI 9): Although small and light enough to fit comfortably in the palm of one hand, this device puts out enough heat to warm a 2" radius area for up to half a day. Price: 30 credits.

Life Support (Safe Environment: Intense Cold), Area Of Effect (One Hex Doubled; +¾) (3 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 12 Hours (-0). Total cost: 1 point.

Osathri Watersuit (ATRI 10): Built specifically for Osathri wishing to function outside of an aquatic environment, the watersuit provides freedom of movement as well as environmental protection. It resembles a standard Terran EVA suit in many respects, and contains enough water to keep an Osath alive almost indefinitely with the help of a power pack that refreshes the water. Inside the container, the Osath has access to a miniature control system, allowing it to manipulate the mechanical arms and legs installed in the suit. Price: 600 credits, or more.

Cost	Power	END
9	<i>Safe Environment: Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; OIF (-½), Costs Endurance (-½)</i>	2
2	<i>Artificial Hands: Extra Limbs (2); OIF (-½), Costs Endurance (-½)</i>	1
4	<i>Artificial Feet: Running +3"; OIF (-½)</i>	1
6	<i>Hardened Metal: Armor (3 PD/3 ED); OIF (-½)</i>	0
5	<i>Battery Pack: Endurance Reserve (10 END, 10 REC); OAF (-1)</i>	0
Total cost: 26 points		

Survival Tent (ATRI 10): This airtight structure provides protection from the weather as well as shielding from minor physical attacks. The tent can withstand arctic temperatures and storms, the blistering heat of a desert at noontime, and the thunderstorms of rain forests. Price: 100 credits, or more.

Cost Power

- 16 *Sealed Environment: Life Support (Self-Contained Breathing; Safe Environments: Intense Cold and Intense Heat), Area Of Effect (One Hex Doubled; +¾) (24 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 12 Hours (-0)*
- 11 *Protective Structure: Force Wall (2 PD/2 ED; 6" long and 1" tall) (20 Active Points); OIF (-½), Restricted Shape (2" radius circle; -¼), 1 Continuing Fuel Charge lasting 12 Hours (-0)*

Total cost: 27 points



NANOTECH



MON'DABI REPAIR ROD

This expensive but versatile engineer's tool allows the user to repair just about any sort of damaged machinery or electronic device. The engineer must first study and diagnose the problem, then program the proper instructions into the nanobots contained within the rod. He then unleashes them to begin repairs. A few minutes later, the device is as good as new... assuming the 'bots can find enough raw materials to work with and were properly programmed. Price: 10,000 credits, or more.

Major Transform 8d6 (damaged machine or machine component into working machine or machine component), Improved Results Group (+¼) (150 Active Points); OAF (-1), Extra Time (takes a minimum of 5 Minutes per point of BODY damage the machine has suffered; -2), Character May Take No Other Actions (-¼), Requires A Computer Programming Roll (-½), All Or Nothing (-½). Total cost: 29 points.

Many breakthroughs in various fields have occurred because of the development of nanotechnology. By working at the molecular level, nanobots make it possible to accomplish tasks that earlier generations only dreamed of. But nanotechnology is also responsible for some of the most horrific weapons used on the battlefield.

Nanotechnology first becomes available in the Hero Universe at ATRI 9, in about the mid-twenty-second century. The nanotech devices described below are all ATRI 11; earlier versions of them would be less powerful and efficient, while ATRI 12 and higher civilizations might have even better nanobots.

MILITARY NANOTECHNOLOGY

When used as weapons, nanobots plow through solid matter, breaking armor, weapons, and flesh down to their basic components (and sometimes using the component matter to construct more nanobots). Fortunately, nanobot manufacturers have also created countermeasures for such weapons.

Nanobots usually come into contact with the target object(s) in one of two ways. First, they can be released into the environment to find the target by blundering into it, or by using whatever sensors they possess to track it down. In some cases, personnel leave nanobots where they think they'll be needed (such as by coating a suit of battle armor with them) so they can attack or take action when necessary. Second, they can be fired or projected at it, usually in spheres that shatter upon contact. The examples below using this method assume a four-shot pistol.

All military and espionage nanotechnology is kept heavily secured. Usually it's not even available for sale on the black market.

Attack Nanobots (Aging): These nanobots disassemble materials they come into contact with into component molecules and atoms. However, they cannot reproduce themselves, so in military engineering parlance they "age" and "die," causing the effect to cease. Price: N/A.

RKA 1d6, Area Of Effect (1 Hex; +½), Continuous (+1), Penetrating (x2; +1) (52 Active Points); OAF (-1), 4 Continuing Charges lasting 1 Turn each (neutralized by defensive nanobots, fire, or any other area-affecting damage-causing phenomenon; -½). Total cost: 21 points.

Attack Nanobots (Immortal): Unlike "aging" nanobots, this type of nanobot has the ability to build more of itself. The more matter it disassembles, the more of itself it can build, and the more it destroys. If left unchecked, a single use of this type of nanotechnology could ravage an entire ship or planet, which is why few species (even the Ackálans or Thorgons) dare to use it. Price: N/A.

Because this attack uses an Aid to increase the size of an Area Of Effect (which is against the rules), and lets an Aid increase itself (which may cause game balance problems in many campaigns), it requires the GM's permission.

*RKA 1d6, Area Of Effect (6" Radius; +1), Continuous (+1), Penetrating (x2; +1), Uncontrolled (stopped by defensive nanobots, fire, or any other area-affecting damage-causing phenomenon; +½), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), 4 Charges (-1) (total cost: 25 points) **plus** Aid 4d6 (half to increase Area Of Effect, half to Aid's maximum effect), Can Add Maximum Of 30 Points' Worth Of Effect, Continuous (+1), Uncontrolled (stopped by defensive nanobots, fire, or any other area-affecting damage-causing phenomenon; +½) (107 Active Points); OAF (-1), 4 Charges (-1) (total cost: 36 points). Total cost: 61 points.*

Defensive Nanobots: Since conventional defenses are meaningless against nanotechnology attacks, scientists developed "defensive" nanobots whose job is to seek out and destroy attacking nanobots. Typically the nanobots live in and on a suit of clothing or armor (or even on and in flesh) until they're needed. They can use destroyed attack nanobots to build more of themselves, so only an attack that wipes them all out at once (such as a flamethrower) can get rid of them. Price: N/A.

Force Field (6 PD), Hardened (x2; +½), Invisible Power Effects (Sight Group; +½), Reduced Endurance (Reduced Endurance (0 END; +½) Uncontrolled (removed by fire, any other area-affecting damage-causing phenomenon; +½) (18 Active Points); Only Versus Nanotech Attacks (-1). Total cost: 9 points.

Nanomine: Often placed in abandoned buildings or on the battlefield, this trap scatters destructive nanobots over a large area. Programmed simply to rapidly deconstruct living matter, the bots have no effect on metallic armor, weapons, or any other non-organic material. Price: N/A.

RKA 1d6, Area Of Effect (8"; +1), NND (defense is ED Force Field, being made of or encased in fire or energy, or being in a hermetically-sealed non-organic suit of armor; +1), Does BODY (+1), Continuous (+1), Penetrating (x2; +1), Trigger (+¼) (94 Active Points); OAF (-1), No Range (-½), Only Affects Organic Matter (-½), 4 Continuing Charges lasting 1 Turn each (neutralized by defensive nanobots, fire, or any other area-affecting damage-causing phenomenon; -½). Total cost: 27 points.

Nanospies: Nanobots aren't always destructive; some are used for reconnaissance instead. "Nanospies" carry small cameras and transmitters that send a visual image (including thermal images) back to the person who activated them. Price: N/A.

*Infrared Perception (Sight Group), 4 Continuing Charges lasting 1 Hour each (+½) (7 Active Points); OAF (nanospy launcher; -1) (total cost: 3 points) **plus** Clairsentience, 16x Range (4,160"), Mobile Perception Point, Multiple Perception Points (up to four at once), 4 Continuing Charges lasting 1 Hour each (+½) (82 Active Points); OAF (nanospy launcher; -1) (total cost: 41 points). Total cost: 44 points.*

MEDICINE AND PHYSICAL ENHANCEMENT

Medical nanobots rebuild the molecular composition of living cells and tissue, or protect a body from invaders such as harmful virii. This makes them valuable for healing injuries as well as reconstructing damaged or malignant cells.

"Nanomed" usually draw power from the body by converting oxygen in the blood stream into usable energy. This process slowly take its toll on the user, and can result in unconsciousness. A few people — "nan-addicts" — find the lack of oxygen exhilarating and "consciousness-expanding."

Disease Immunity Treatment: Anyone who can afford to get this broad-spectrum disease and illness prevention treatment does so, particularly if they travel to many different planets. The nanobots lie in wait in the endocrine, immune, and circulatory systems. When the body detects a harmful virus or bacteria, the nanobots track it down and kill it before it causes the person to come down with an illness. Price: 550 credits, or more.

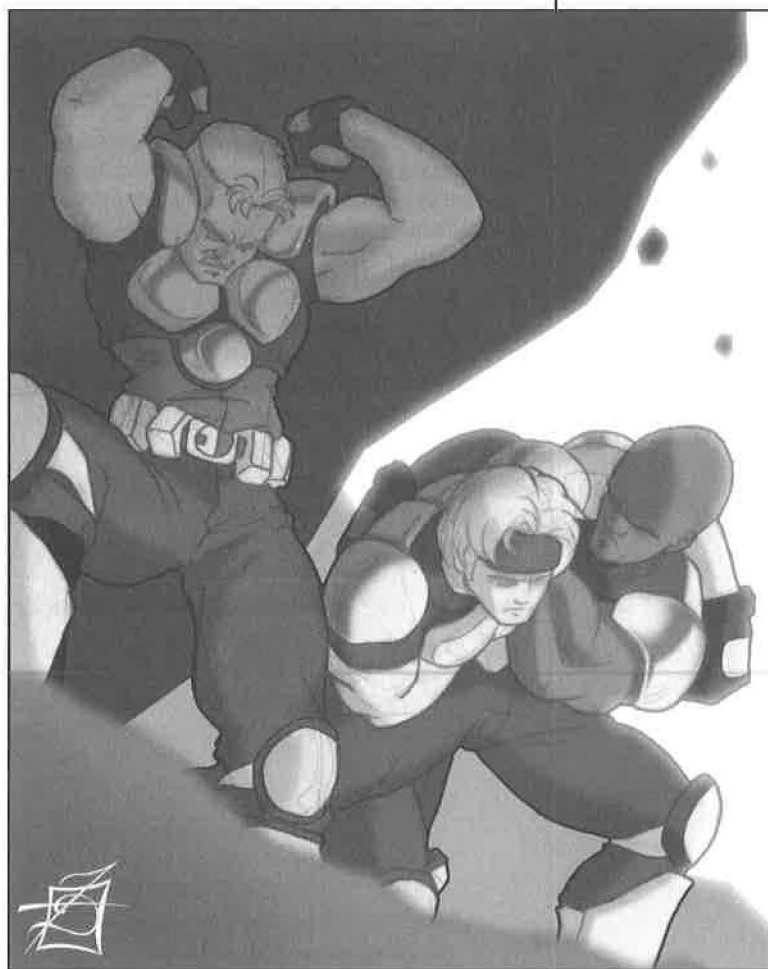
Life Support (Immunity: all known diseases and biowarfare agents) (10 Active Points); 1 Continuing Charge lasting 1 Year which Never Recovers (-2). Total cost: 3 points.

Poison Immunity Treatment: Similar to the Disease Immunity Treatment, this form of preventive nanotechnology protects the user from poisons and toxins. It's popular among nobles who fear assassination, spies, and the like. Price: 2,000 credits, or more.

Life Support (Immunity: all known poisons and chemical warfare agents) (10 Active Points); 1 Continuing Charge lasting 1 Year which Never Recovers (-2). Total cost: 3 points.

Tissue Repair Nanobots: These advanced nanobots can actually repair living tissues at the cellular level, allowing a person who has them in his system to heal injuries much faster than normal... though nowhere near fast enough to prevent him from bleeding to death from large wounds. Price: 4,000 credits, or more.

Healing 1d6 (Regeneration; 1 BODY per 6 Hours), Reduced Endurance (0 END; +½), Persistent (+½) (20 Active Points); Extra Time + Increased Time Increment (6 Hours; -2½), Self Only (-½). Total cost: 5 points.



COMPUTERS, BOTS, AND ANDROIDS

In the Terran Empire, the invention of artificial intelligence has led to the widespread use of computers, robots and androids. Everyday life in the Empire, as in many *Star Hero* campaign settings, depends on the existence of these high tech machines that can serve almost any purpose.

COMPUTERS

DATAMINE DATA EXTRACTOR (ATRI 11)

This handheld computer is a data-thief's best friend. After establishing an electronic connection, this device accesses and copies protected information that would normally be unattainable. It can also delete information off of remote systems. Price: 800 credits, or more.

Cost Skills

- 5 *User Interface*: HRRP (Radio Group); OAF (-1), Affected As Sight And Hearing Groups As Well As Radio Group (-½)
- 13 *DataMine Processor*: Computer (see below); OAF (-1)

Val Char Cost Notes

- | | | | |
|----|-----|----|------------------|
| 15 | INT | 5 | PER Roll 12- |
| 15 | DEX | 15 | OCV: 5/DCV: 5 |
| 3 | SPD | 5 | Phases: 4, 8, 12 |

Total Characteristic Cost: 25

Cost Powers

- 7 *Linking Systems*: Mind Link, any one "mind" (15 Active Points); Affected As Radio Group, Not Mental Group (-¼), Only With Computers (-1)

Skills

- 7 *Security Penetration Routines*: Computer Programming 14-
- 7 *Database*: Cryptography 14-
- 7 *Database*: Deduction 14-
- 7 *Database*: Electronics 14-
- 3 *Database*: Security Systems 14-; Computer Security Only (-1)
- 7 *Operating System*: Systems Operation 14-
- 8 *Program Code*: KS: Computer Security Protocols 17-
- 8 *Program Code*: KS: Computer Storage Protocols 17-

Talents

- 5 *Digital Storage*: Eidetic Memory
- 3 *Math Processor*: Lightning Calculator
- 3 *Wait Mode*: Lightsleep
- 10 *Accelerated Data Processing*: Speed Reading: x10000
- 23 *Language Module*: Universal Translator 15-

Programs

- 1 Connect to External Computer
- 1 Penetrate Computer Security
- 1 Access External Data
- 1 Delete External Data
- 1 Search Reference Materials For Information About A Subject

Total Abilities Cost: 110

Total Computer Cost: 135

Total Cost: 135/5 = 27

Total Cost Of DATAMINE: 18 points

SNG-S TUTOR COMPUTER (ATRI 11):

When a school or standard education isn't available for children, parents can always turn to the handy SNG-S Tutor computer. The standard model comes equipped with a high-speed processor and fully expandable subject modules (Knowledge Skills). Programmed to teach children and provide them emotional support during their academic studies, Tutor computers are popular with cargo runners and other constantly mobile parents. Price: 100 credits, or more.

Cost Powers

- 5 *User Interface*: HRRP (Radio Group); OAF (-1), Flashed As Sight, Hearing, And Radio Group (-½)
- 7 *SNG-S Tutor Processor*: Computer (see below); OAF (-1)

Val Char Cost Notes

- | | | | |
|----|-----|---|---------------|
| 15 | INT | 5 | PER Roll 12- |
| 10 | DEX | 0 | OCV: 3/DCV: 3 |
| 2 | SPD | 0 | Phases: 6, 12 |

Total Characteristic Cost: 5

Cost Skills

- 4 *Subject Module*: KS: Language 13-
- 4 *Subject Module*: KS: History 13-
- 4 *Subject Module*: KS: Mathematics 13-
- 4 *Subject Module*: KS: Education 13-
- 16 4 More KS 13- of player's choice
- 4 *Personality Protocol*: SS: Child Psychology 13-
- 4 *Instruction Protocol*: PS: Teacher 13-

Talents

- 3 *Internal Clock*: Absolute Time Sense
- 20 *Translation Function*: Universal Translator 12-

Programs

- 1 Teach Lessons
- 1 Administer Tests
- 1 Search Reference Materials For Information About A Subject

Total Abilities Cost: 66

Total Computer Cost: 71

Total Cost: 71/5 = 14

Total Cost Of SNG-S Tutor Computer: 12 points

ROBOTS AND ANDROIDS

In the Imperial era, robots come in millions of configurations and perform millions of different types of tasks every day. They range from powerful military drones (used for reconnaissance and actual fighting) to common “housebots” that free their owners from the drudgery of chores. Just about every company involved in manufacturing seems to produce at least a few robots, most of whom enjoy a five- or six-year life cycle before being replaced by an “improved” model.

Tauro-Mind Drones

In the mid-2400's Tauro Cybertronics teamed up with Mind Designs to produce the TMD line of drones. The cybernetic systems created by Tauro were elegantly integrated with the state-of-the-art artificial intelligence matrices available from Mind, making the Tauro-Mind robots some of the most reliable and widely utilized robots in the Terran Empire.

BASE MODEL DRONE TMD-X

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [0]
23	DEX	39	14-	OCV: 8/DCV: 8
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	9-	ECV: 0
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	24		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	7		Phases: 3, 6, 9, 12
7	REC	0		
0	END	-10		Total Characteristics Cost: 127

Movement: Running: 9"/18"

Cost	Powers	END
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 25 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Android Body:</i> Life Support: Total	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
5	<i>Visual Sensors:</i> Infrared Perception	

	(Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range for Sight Group	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Radio Sensors:</i> HRRP (Radio Group)	0
15	<i>Onboard Radar:</i> Radar (Radio Group)	0

Talents

37	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Eidetic Memory, Lightning Calculator, Universal Translator 12-
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Skills

20	+2 Overall
2	Language (one language of owner's choice; fluent conversation)

Total Powers & Skills Cost: 303

Total Cost: 430

75+ Disadvantages

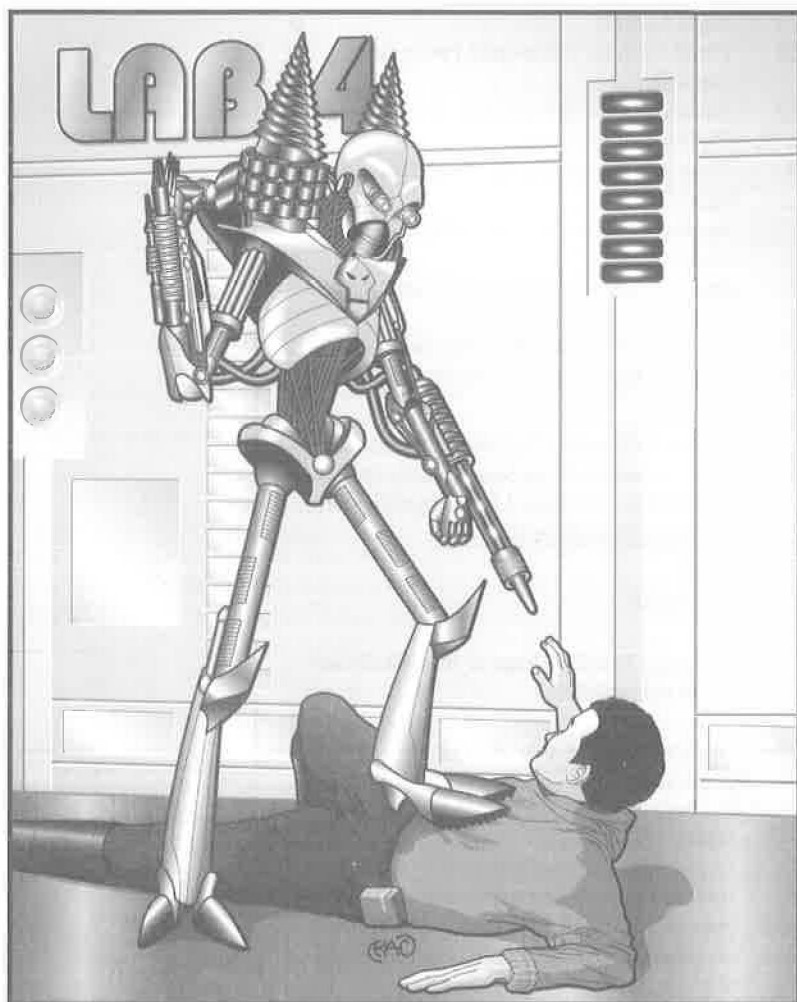
5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0	Physical Limitation: Human size
25	Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
325	Experience Points

Total Disadvantage Points: 430

Description: The stripped-down ATRI 11 TMD-X model comes without any weaponry or major subsystems at all — it's got the standard sensors and skills, and nothing more. It serves as the generic “base” to which various modules are attached and upgrades made to create dozens of variants and subtypes (most of them with military functions, since the TMD-X was originally designed for the Imperial Navy). Numerous companies, including TMD, do good business providing modules and customization packages for this robot. Many engineers and technicians have their own favorite unique modifications for the TMD-X, leading to even greater customization.

The base TMD-X model has a humanoid shape, though it's obviously a device (no TMD-X can pass as Human). Even the most altered and upgraded models are still recognizable as a TMD-X variant.

Price: 3,500 credits, or more.



TMD-X VARIANTS

Some of the most common configurations for the TMD-X include:

TMD-AX Assassin Drone

One of the most infamous drones in the history of the Terran Empire, the TMD-AX assassin variant is best known for its role in the death of Empress Marissa II and her advisors in 2599. Assassin drone mods are illegal, but can be found on the black market for a hefty price.

The two imposing drill bits protruding from the top of the shoulders of a TMD-AX make it easy to identify. When it tunnels, its arms pivot at the shoulders, extending the hands backwards, making it impossible for the robot to use its drills and arm-mounted weapons at the same time. Sensory dampers included in the drill kit render the boring all but imperceptible to most monitoring systems, making the TMD-AX the perfect choice for a silent and deadly strike.

Price: +7,500 credits, or more.

TMD-AX ASSASSIN DRONE MODIFICATIONS

Cost	Ability	END
6	DEX +3 (includes 3-point savings on SPD 4)	0
87	Assassin Drone Weapons: Multipower, 87-point reserve	

- 7u 1) *Onboard Weaponry*: RKA 2d6, Variable Special Effects (any weapon; +¼), Variable Advantage (+½ Advantages; +1), Reduced Endurance (0 END; +½); Real Weapon (-¼) 0
- 6u 2) *Blinding Attack*: Sight Group Flash 10d6, Reduced Endurance (0 END; +½); Real Weapon (-¼) 0
- 9u 3) *Stealth Tunneling*: Tunneling 7" through 7 DEF, Invisible Power Effects (Fully Invisible; +1), Reduced Endurance (0 END; +½) 0
- 3 *Sensor Enhancements*: +1 PER with all Senses 0
- 6 *Standard Attack Mods*: Stealth 14-, Tactics 12- 0
- 15 *TMD-AX Skill Suite*: Fast Draw 15-, Tracking 13-, Rapid Attack (Ranged) 0

Total Additional Cost: 139 points

TMD-ES Eagle Drone

Originally designed by TMD to protect its factories from burglars, the TMD-ES did such a good job that the company released a stripped-down version to the public. The TMD-XG "Guard Dog" is actually a variant of this variant equipped with even more weaponry (add the Assassin Drone's "Onboard Weaponry" RKA to it).

Price: +3,500 credits, or more.

TMD-ES EAGLE DRONE MODIFICATIONS

Cost	Ability	END
3	INT +3	
60	<i>Eagle Drone Weapons</i> : Multipower, 75-point reserve, all Real Weapon (-¼)	
6u	1) <i>Capturefoam Projector</i> : Entangle 6d6, 6 DEF, 30 Charges (+¼); Real Weapon (-¼)[30]	
6u	2) <i>Sonic Stunner Beam</i> : Energy Blast 6d6, NND (defense is Hearing Group Flash Defense; +1), Reduced Endurance (0 END; +½); Real Weapon (-¼) 0	
+6	<i>Leg Servos</i> : Increase Running to +9" 0	
+6	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running 0	
6	<i>Sensor Enhancements</i> : +2 PER with all Senses 0	
8	<i>Onboard Locator Systems</i> : AK: Area Assigned To Protect 18-	
7	<i>Security Analysis Mode</i> : Security Systems 15-	

Total Additional Cost: 108 points

TMD-FP Pilot Drone

The FP modification kit converts the TMD-X into a universal pilot capable of driving or flying most vehicles.

Price: +1,000 credits, or more.

TMD-FP PILOT DRONE MODIFICATIONS

Cost	Ability	END
6	DEX +3 (includes 3-point savings on SPD 4) 0	
9	Combat Driving 17-	
9	Combat Piloting 17-	
5	TF (for one species's vehicles): Common Motorized Ground Vehicles, Space Vehicles, Combat Aircraft	

Total Additional Cost: 29 points

TMD-HS Hunter-Seeker Drone

For information on this standard military robot, see page 209 of the *HERO System Bestiary*.
Price: +9,000 credits, or more.

TMD-RS Reconnaissance/Surveillance Drone

High quality reconnaissance packages for the TMD drones didn't start to appear until decades after the robot's entry into the marketplace. Early most mod developers focused on high-powered weapons platforms resulting in recon and surveillance systems receiving secondary consideration, if any consideration at all.

The RecSurv drone comes equipped with a rear-torso high-speed rocket pack as well as stealth technology to allow it to move in and out of enemy territory in a relatively short amount of time without being detected. Enhanced visual sensors and endless amount of digital memory located in the head and abdomen permit it to record any and all information deemed appropriate by the mission parameters (it uses its HRRP to transmit that information back to its user, if necessary).

Price: +7,500 credits, or more.

TMD-RS RECSURV DRONE MODIFICATIONS

Cost	Ability	END
41	<i>Onboard Weaponry:</i> RKA 1d6, Variable Special Effects (any weapon; +¼), Variable Advantage (+½ Advantages; +1), Reduced Endurance (0 END; +½)	0
30	<i>Flight Pack:</i> Multipower, 30-point reserve	
3u	1) <i>Standard Mode:</i> Flight 10", Reduced Endurance (0 END; +½)	0
1u	2) <i>High-Speed Mode:</i> Flight 2", Megascale (1" = 10 km; +½), Reduced Endurance (0 END; +½)	0
45	<i>Stealth Mode:</i> Invisibility to Sight, Hearing, and Radio Groups, No Fringe, Reduced Endurance (0 END; +½); Only When Not Attacking (-½)	0
6	<i>Visual Sensor Enhancements:</i> +4 versus Range for Sight Group (total of +10)	0
24	<i>TMD-RS Skill Suite:</i> Bugging 12-, Concealment 12-, Disguise 12-, Lipreading 12-, Security Systems 12-, Shadowing 12-, Stealth 14-, Tracking 12-	

Total Additional Cost: 150 points

TMD-XT Riot Drone

Used for crowd containment, riot suppression, and the like, the XT is found in the arsenals of many planetary and Imperial police districts.

Price: +5,000 credits, or more.

TMD-XT RIOT DRONE MODIFICATIONS

Cost	Ability	END
6	DEX +3 (includes 3-point savings on SPD 4)	0
108	<i>Riot Drone Weapons:</i> Multipower, 135-point reserve, all Real Weapon (-¼)	
11u	1) <i>Capturefoam Projector:</i> Entangle 6d6, 6 DEF, Area Of Effect (8" Radius; +1), 30 Charges (+¼); Real Weapon (-¼)	[30]

8u	2) <i>Sonic Stunner Projector:</i> Energy Blast 6d6, NND (defense is Hearing Group Flash Defense; +1), Area Of Effect (8" Radius; +1), Reduced Endurance (0 END; +½); Real Weapon (-¼)	0
9	<i>Onboard Locator Systems:</i> AK: Area Assigned To Protect 18-	
7	<i>Security Analysis Mode:</i> Security Systems 14-	

Total Additional Cost: 149 points

Other Robots And Androids

Not all robots are built to be warriors or killers. In fact, the vast majority of robots and androids in existence perform everyday mundane duties — manufacturing, cleaning, and so forth. For example, it isn't uncommon to see a staff of robots operating a place of business on behalf of their non-mechanical owners. A large percentage of dock workers and cargo handlers are robots. See page 166 of *Star Hero* for an example of one such robot, and below for another.

IMPERIAL SPY BOT (ATRI 10)

Val	Char	Cost	Roll	Notes
4	STR	-6	10-	Lift 43.5 kg; ½d6 [0]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	6		Total: 6 PD (6 rPD)
2	ED	6		Total: 6 ED (6 rED)
4	SPD	20		Phases: 3, 6, 9, 12
3	REC	0		
20	END	0		
17	STUN	0		Total Characteristics Cost: 26

Movement: Running: 6"/12"
Flight: 10"/80"

Cost	Powers	END
45	<i>Jet Thrusters:</i> Flight 10"; x8 Noncombat, Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
45	<i>Robot Body:</i> Armor (4 PD/4 ED), Hardened (+¼)	
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 4 STR	0
6	<i>Robot Body:</i> Damage Resistance (2 PD/2 ED)	0
45	<i>Android Body:</i> Life Support: Total	0
22	<i>Enhanced Sensor Systems:</i> +4 PER with all Sense Groups, Discriminatory, Analyze	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range for Sight Group	0

15	<i>Auditory Sensors: Active Sonar</i> (Hearing Group)	0
3	<i>Auditory Sensors: Ultrasonic Perception</i> (Hearing Group)	0
9	<i>Auditory Sensors: +6 versus Range for</i> Hearing Group	0
12	<i>Radio Sensors: HRRP</i> (Radio Group)	0
12	<i>Long-Range Transmitter: MegaScale</i> (1,000 km per Active Point; can scale down to 1 km per Active Point; +1) for HRRP	0
15	<i>Onboard Radar: Radar</i> (Radio Group)	0
Talents		
37	<i>Onboard Computer Systems: Absolute Range</i> Sense, Absolute Time Sense, Bump Of Direc- tion, Eidetic Memory, Lightning Calculator, Universal Translator 12-	
Skills		
13	Tracking 16	
13	Stealth 16-	
13	Systems Operation 16-	

Total Powers & Skills Cost: 401

Total Cost: 427

75+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis- based Presence Attacks), Infrequently, Slightly Impairing
0	Physical Limitation: Human size
25	Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
322	Experience Points

Total Disadvantage Points: 427

Description: The Empire sends this robotic orb on risky surveillance missions instead of using living troops. Not only is it fast and stealthy, but it can also transmit information to anywhere within its exceptional range, usually without being detected.

Price: 12,500 credits, or more.

HOUSE ANDROID

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [0]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
20	COM	5	13-	
4	PD	9		Total: 4 PD (0 rPD)
4	ED	9		Total: 4 ED (0 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
0	END	-10		
30	STUN	0		Total Characteristics Cost: 45

Movement: Running: 6"/12"

Cost	Powers	END
15	<i>Robot Body: Does Not Bleed</i>	0
45	<i>Robot Body: Takes No STUN</i>	0
9	<i>Tireless: Reduced Endurance</i> (0 END; +½) on Running	0
2	<i>Tireless: Reduced Endurance</i> (0 END; +½) on Leaping	0
1	<i>Tireless: Reduced Endurance</i> (0 END; +½) on Swimming	0
12	<i>Robot Body: Damage Resistance</i> (4 PD/4 ED)	0
45	<i>Android Body: Life Support: Total</i>	0
15	<i>Auditory Sensors: Active Sonar</i> (Hearing Group)	0
3	<i>Auditory Sensors: Ultrasonic Perception</i> (Hearing Group)	0

Talents

34	<i>House Android Mind Chip: Absolute Time</i> Sense, Bump Of Direction, Eidetic Memory, Lightning Calculator, Universal Translator 13-
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Skills

5	CuK: Owner's Culture 15-
7	Paramedics 15-
5	PS: Butler 15-
5	PS: Cooking 15-
5	PS: Maid 15-
5	PS: Mechanic 15-
5	PS: Teacher 15-
5	SS: Medicine 15-

Total Powers & Skills Cost: 223

Total cost: 268

75+ Disadvantages

5	Physical Limitation: Affected By Cyberkine- sis (has EGO 8 for purposes of cyberkinetic powers, and can be affected by cyberkine- sis-based Presence Attacks), Infrequently, Slightly Impairing
0	Physical Limitation: Human size
25	Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
158	Experience Points

Total Disadvantage Points: 268

OPTIONS

Cost Option

- 30 *Personal Assistant Android Skill Set F-LHP*: KS: Local Social Scene 15-, KS: Current News 20-, KS: Local Politics 15-, KS: Galactic History 20-
- 18 *Chauffeur Android Skill Set K-DDP*: Combat Driving 13-, Combat Piloting 13-, TF: Common Motorized Ground Vehicles, Small Personal-Use Spacecraft, Large Personal-Use Spacecraft

Description: The House Android is by far the most popular model of "domestic android." Its House Android Skill Set C-DXX programming includes the ability to clean and repair the home, cook meals, and teach children. Because of their elaborately programmed "warmth and friendliness,"

Housers (as they're known) sometimes become like members of the family.

Like many androids, Housers have an "outer skin" designed to make them closely resemble a particular species. However, by law they must be recognizable as machines at a casual glance; only in the dark could one be mistaken for a true Human (or Mon'dabi, Perseid, Se'ecra...). Housers are available in dozens of different alien forms as well as different genders.

The widespread acceptance of the Houser model has made it a poster child for machine rights advocates who argue that artificial beings are not meant to be tools for people. Most Housers only laugh at such radical ideas, since they're perfectly content to serve their owner. A few, however, are plagued with what some people call the "independence virus," a software glitch or bug that makes the android yearn for its freedom. Top Imperial scientists have yet to find a cure for this virus.

Price: 3,000 credits, or more.

PERSONAL ENHANCEMENT



Advanced technology allows Humans (and other sentient species) to alter and improve their physical bodies in amazing ways. While cybersystems (electronic devices installed in the body) and bioware (enhanced tissues and organs) are not common in the Empire, they do exist, and among some professions (soldiers, adventurers, explorers, and even some types of office workers) are commonplace.

See *Terran Empire*, pages 131-32, for rules about buying body modifications. The systems listed there, and here, represent the latest (ATRI 11) versions; ATRI 9 and 10 versions may still exist, offering less enhancement for cheaper prices and longer surgical and recuperative periods.

CYBERSYSTEMS

Audio Systems

Amplified Hearing: These auditory implants allow the character to hear distant sounds as if they occurred right next to him. Price: 500 credits, or more.

+3 *PER* versus *Range Modifier* for *Normal Hearing* (3 Active Points); *Restrainable* (-¼). Total cost: 2 points.

Audio Recorder: This audio enhancement allows the character to automatically log anything that he

hears. Price: 500 credits, or more., as a standalone; 200 credits if installed with any other ear-based cybersystem.

Eidetic Memory (5 Active Points); *Sound Only* (-½), *Restrainable* (-¼). Total cost: 3 points.

Enhanced Hearing: A character can hear even the quietest sounds with these auditory augmentations. Price: 500 credits, or more., as a standalone; 200 credits if installed with any other ear-based cybersystem.

+2 *PER* with *Hearing Group* (4 Active Points); *Restrainable* (-¼). Total cost: 3 points.

Sonic Protection: This audio filtration system protects the character's hearing from loud noises by dampening auditory input to a tolerable decibel level. Price: 500 credits, or more., as a standalone; 200 credits if installed with any other ear-based cybersystem.

Hearing Group Flash Defense (8 points) (8 Active Points); *Restrainable* (-¼). Total cost: 6 points.

Optical Systems

Optic Protection: This system automatically activates in the presence of blindingly bright light to maintain the character's ability to see. As an added bonus, he never again has to buy a pair of sun-

glasses. Price: 500 credits, or more., as a standalone; 200 credits if installed with any other eye-based cybersystem.

Sight Group Flash Defense (8 points) (8 Active Points); Restrainable (-¼). Total cost: 6 points.

Telescopic Vision: A character who has a telescopic system installed in his cybereyes doesn't ever have to worry about carrying a pair of electronic binoculars. Being able to see distant objects as if they were near is possible with these optical components. Price: 500 credits, or more., as a standalone; 200 credits if installed with any other eye-based cybersystem.

+4 versus Range Modifier for Sight Group (6 Active Points); Restrainable (-¼). Total cost: 5 points.

Video Recorder: A character can chronicle everything he sees with his artificial eyes when he installs this system. Price: 500 credits, or more., as a standalone; 200 credits if installed with any other eye-based cybersystem.

Eidetic Memory (5 Active Points); Visual Images Only (-½), Restrainable (-¼). Total cost: 3 points.



Physical Enhancement

Accelerator: By enhancing synaptic response time and providing an additional artificial co-processor to speed up neurological and physical response times, this implant allows a character to react and move faster than normal. Price: 18,000 credits, or more.

+2 SPD (20 Active Points); Restrainable (-¼). Total cost: 16 points.

Adrenal Flooder: Installed near the heart, this cybersystem can flood the character's system with artificial adrenaline, temporarily boosting his STR and STUN. Once it uses up its Charges (its artificial adrenaline), the character must replace the supply by means an uncomfortable injection. Price: 3,600 credits, or more.; 200 credits, or more., for a resupply of artificial adrenaline.

Aid STR and STUN 3d6, STR and STUN simultaneously (+½) (45 Active Points); Self Only (-½), Restrainable (-¼), 12 Charges (-¼). Total cost: 22 points.

Bone Lacing: The character can sheath his bones with metal or plastic to make himself harder to hurt, and his bones harder to break. As a bonus, his punches hurt targets more. This cybersystem usually increases a character's weight by 50-100 kg. Price: 1,000 credits, or more.

Armor (1 PD/1 ED) (total cost: 3 points) plus Armor (3 PD/3 ED) (9 Active Points); Only Works Against BODY Damage (-1), Only To Protect Against Breaking Bones (-2) (total cost: 2 points) plus HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½) (total cost: 7 points). Total cost: 12 points.

Armored Ribcage Option: Add Activation Roll 9- (Hit Locations 10-11; -1½) to both Armors and remove HA; total cost 1 + 2 = 3 points.

Environmental Awareness: This package of several small devices, including tiny implanted computers and a minor form of radar, provides the character with an enhanced ability to keep track of his environment. Price: 5,200 credits, or more.

Absolute Range Sense (3 Active Points); Restrainable (-¼) (total cost: 2 points) plus Absolute Time Sense (3 Active Points); Restrainable (-¼) (total cost: 2 points) plus Bump Of Direction (3 Active Points); Restrainable (-¼) (total cost: 2 points) plus Defense Maneuver IV (10 Active Points); Restrainable (-¼) (total cost: 8 points). Total cost: 14 points.

Jumplegs: If the character already has at least one Artificial Leg (*Terran Empire*, page 131), he can install this hydraulic enhancement to improve his leaping capacity. Price: 1,500 credits, or more.

Leaping +10", Accurate (15 Active Points); Restrainable (-¼) Total cost: 12 points.

Muscle Enhancement: By lacing muscle tissue with almost microscopic polymer cords, a character can greatly increase his strength. Price: 1,800 credits, or more.

+6 STR (6 Active Points); No Figured Characteristics (-½), Restrainable (-¼). Total cost: 3 points.

Reflex Enhancement: Similar to an Accelerator, this enhancement increases efficiency and speed of a character's synaptic responses, allowing him to react much faster than normal. Price: 12,500 credits, or more.

+6 DEX (18 Active Points); Restrainable (-¼). Total cost: 14 points.

Trauma Compensator: To avoid shock during combat, some cyborgs install this component to counteract traumatic damage to the system. It attaches to the lower brain stem. When higher brain functions begin to fail due to excessive injury, the trauma compensator sends a catalytic jolt throughout the entire body, in essence shocking the body back into action. Price: 8,000 credits, or more.

Aid STUN 4d6, Trigger (when character is at 10 STUN or less; +¼) (50 Active Points); Only Restores to Starting Values (-½), Self Only (-½), Restrainable (-¼). Total cost: 22 points.

Weapon Arm: A character who has an Artificial Arm (*Terran Empire*, page 131) can build a weapon into it, provided the weapon is pistol-sized or smaller. He must pay the full Character Point and monetary cost of the weapon, plus 500 credits.

BIOWARE

Augmented Pheromone Glands: A simple boosting of the body's natural scent-generating mechanism, this is barely detectable (a very detailed medical exam reveals the abnormally high number of tiny skin glands). It makes a Human seem more attractive and impressive to other Humans, but only in person. Price: 3,600 credits, or more.

+5 PRE (5 Active Points); Humans Only (-½), Only Applies Against Persons In Same Hex Or Adjacent Hex (-½) (total cost: 2 points) **plus** +6 COM (3 Active Points); Humans Only (-½), Only Applies Against Persons In Same Hex Or Adjacent Hex (-½) (total cost: 1 point). Total cost: 3 points.

Bio-Safe Skin: By injecting certain biochemical compounds into the epidermis, a cybertechnician can alter a character's skin so that it protects him from some environmental hazards. The treatment is apparent to the touch; over time, as the skin ages, the treatment's effects may inhibit the character's sense of touch (-1 to Touch Group PER Rolls). Price: 2,000 credits, or more.

Life Support (Immunity: Blistering Agents; Safe Environments: Low Pressure/Vacuum, High Radiation) (7 Active Points); Activation Roll 14- (-½). Total cost: 5 points.

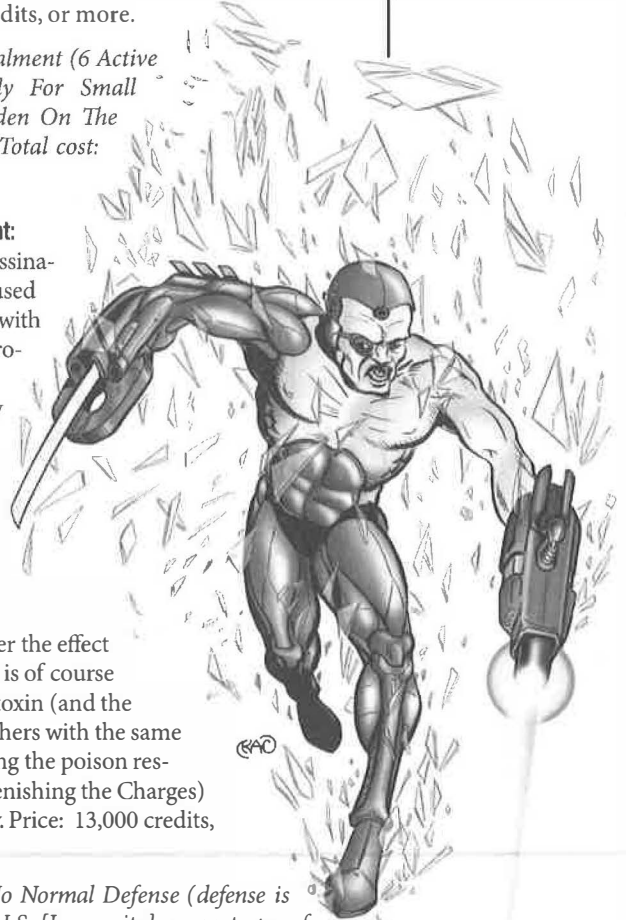
Body Holster: This "implant" consists of a bio-engineered pocket built into one's flesh. Although typically used to hide a firearm or other weapon (hence the name), a courier could also use it to carry microchips or other small objects. A thorough search may still find the object, and it shows up easily on an x-ray or similar scan. Price: 1,000 credits, or more.

+3 to Concealment (6 Active Points); Only For Small Objects Hidden On The Person (-1). Total cost: 3 points.

Rapaccini Implant:

This deadly assassination tool, often used in combination with augmented pheromone glands, releases a deadly contact neurotoxin into the subject's saliva, so the merest kiss can be fatal. The character must trigger the effect consciously and is of course immune to the toxin (and the toxin used by others with the same implant). Refilling the poison reservoir (i.e., replenishing the Charges) requires surgery. Price: 13,000 credits, or more.

HKA 2d6, No Normal Defense (defense is appropriate LS [Immunity] or waterproof covering over the affected skin; +1), Does BODY (+1), Invisible To Forensic Medicine (can only be detected by sophisticated chemical analysis; +¼), Personal Immunity (+¼) (105 Active Points); No STR Bonus (-½), Must Kiss Target (-¼), Humans Only (-½), 4 Charges (-1), Increased Recovery Time (requires surgery; -½). Total cost: 28 points.



MISCELLANEOUS ITEMS



These are only a few of the millions of interesting and bizarre items characters may encounter during their adventures throughout the galaxy.

ENGINEER'S TOOLBOX (ATRI 9)

Filled with all sorts of useful tools and related devices, this toolbox is *de rigueur* for engineers and technicians throughout the Galaxy. Price: 600 credits, or more.

Cost Engineer's Toolbox

- 2 *Mini-Computer*: +2 to Computer Programming, OAF (-1)
 - 1 *Charge Capacitors*: +1 to Demolitions, OAF (-1)
 - 3 *Spare Power Conduits*: +3 to Electronics, OAF (-1)
 - 2 *Spanners*: +2 to Mechanics, OAF (-1)
 - 2 *System Interface*: +2 to System Operations, OAF (-1)
 - 1 *Helpful Tools*: +1 to Weaponsmith, OAF (-1)
- Total cost: 11 points.**

For each ATRI level above 9, add +1 to each Skill (+6 points per +1 ATRI).

FEX SCULPTED MEDALLIONS

The Fex are renowned for their magnificent sculpture, and some of the most popular products to come from their workshops are hand-sized medallions in the shape of spiritual figures. Usually worn on a length of cord around the neck, the medallions depict various *galir*, or divine beings, worshipped by the Fex. Many people have a medallion made with their own personal *galir*, while others favor medallions with universally popular figures: Riken, Lord of the Hunt; Wyndo, the Finder of Children; Jykol the Fool; Meonda, the Mother of Time; and Gienal, the Foul Wind are also worn. A typical Fex medallion costs 50 credits; one made of precious materials by a master craftsman may cost tens of thousands.

KIORA STONE

This rare stone is found only on planets within the Toracta star system. The Toractans have established numerous mining projects dedicated to finding veins and deposits of this pink and pearly semi-translucent gem. Although most of the raw stones are about the size of a marble, the Toractans have found a few the size of an Ackálian skull.

Toractan folklore maintains that a *kiora* stone brings luck to its owner (and the larger the stone, the greater the luck). Toractan hunters often embed a small stone in the stock of their weapons, and

many starship commanders keep one in their quarters just in case.

A marble-sized *kiora* stone sells for about 10 credits on Toracta. Elsewhere the price goes up slightly. The price triples for every doubling of size of the stone.

MON'DABI LIQUORS

The Mon'dabi use the *guerasa*, a cactus that only grows on Monda, to brew or distill a variety of alcoholic beverages favored throughout the Galaxy. They have developed a fine selection of ales and ciders, wines, tequilas, and a few other specialty drinks that defy standard definition. Most spacers' bars are stocked with at least three or four different drinks that all come from the same cactus on the Mon'dabi homeworld, though connoisseurs often debate the merits of one breed of *guerasa*, or one distillery, over another. A bottle of low-grade Mon'dabi beverage usually sells for 1.5 to two times what an "average" liquor sells for; high-grade liquors sell for proportionately more.

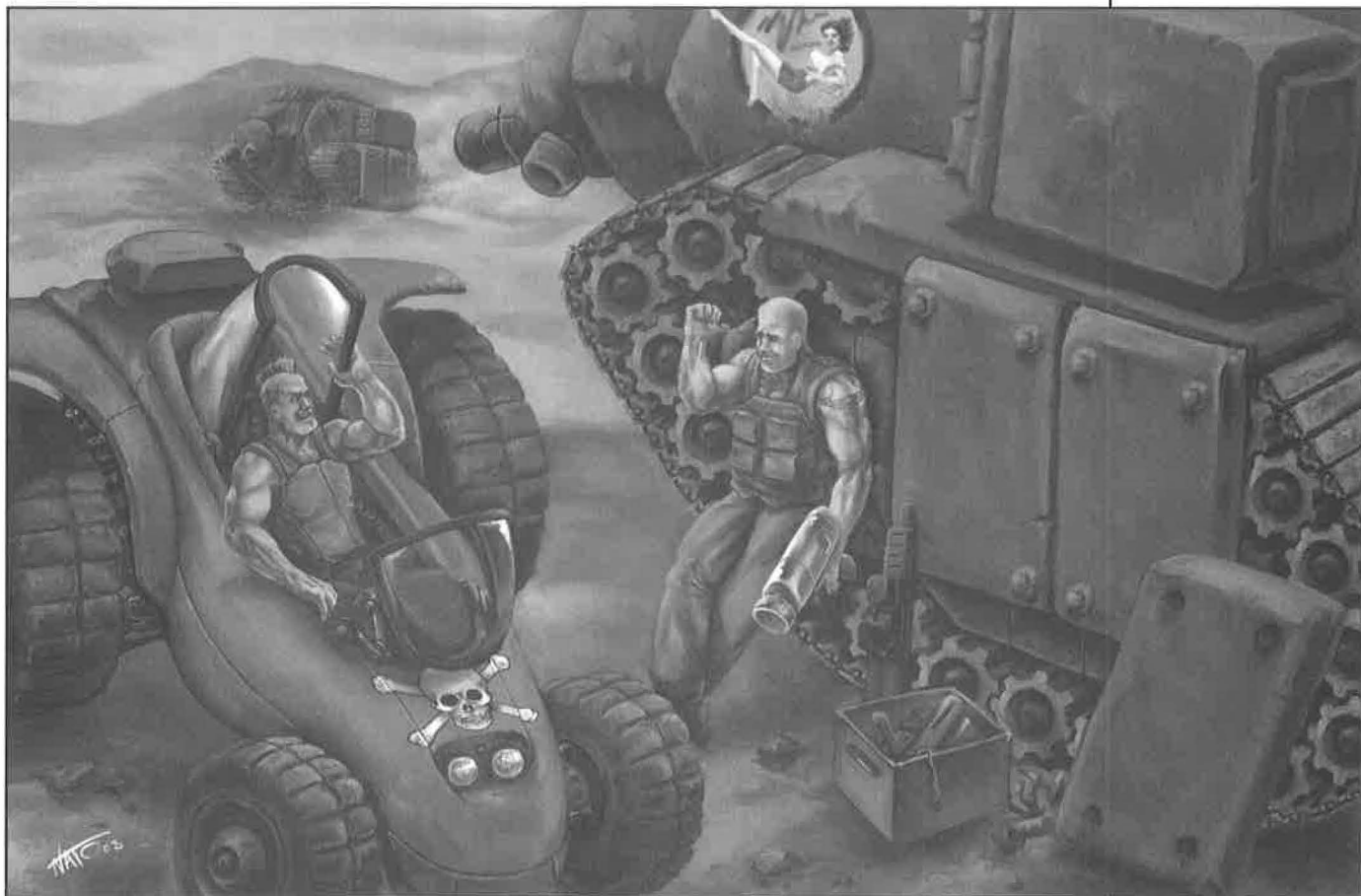
Some of the tequilas produced from the *guerasa* cactus are so potent as to be poisonous. If not mixed with water or some other beverage to dilute their strength, they inflict 1-2d6 of RKA NND Does BODY damage per ounce. Many localities outlaw the so-called "Venom" varieties of Mon'dabi tequila for this reason.

The *guerasa* cannot grow anywhere but Monda. Growers have attempted to transplant the cactus to hundreds of other worlds; not a single plant survived. Some say the *guerasa* lives off the "sacred fire" (life force) of Monda, so no other world can support it.

POWER-MOVER EXO-SKELETON (ATRI 9)

Often used by cargo loaders on tender and supply starships, as well as workers in factories and starports, this "tool" is an enormous skeletal metal framework with motors and hydraulic systems attached. The systems give the user incredible lifting power; the metal framework provides limited protection. The machine responds to the user's actions fast enough that he incurs no SPD or DEX penalty for using it, though its size may sometimes prove inconvenient. Price: 1,000 credits, or more.

+35 STR, *Reduced Endurance* (0 END; +½) (52 Active Points); OIF (-½), *No Figured Characteristics* (-½) (total cost: 26 points) **plus** *Armor* (3 PD/3 ED) (9 Active Points); OIF (-½), *Activation Roll* 8- (-2) (total cost: 3 points). **Total cost: 29 points.**



CHAPTER TWO: GROUND VEHICLES

Although a lot of adventuring and travel in a *Star Hero* campaign takes place among the stars, people of the future still need a way to get around once they're planetside. This chapter describes nearly two dozen ground vehicles of the Imperial era, both types used by civilians and the well-armed war machines driven by the soldiers of the Empire and other military entities in the Galaxy.

Most Imperial-era ground vehicles have cold fusion engines. These allow them to drive for months without the need for refueling. In game terms, this is just a special effect of Vehicle movement costing no END. Most also have onboard computers to perform various functions; to save space, these are not listed (see *Star Hero* or *The Ultimate Vehicle* for many examples).

CIVILIAN VEHICLES



The civilian sector has a great need for reliable and affordable transportation. Fortunately, manufacturers throughout the Galaxy provide just that in the form of wheeled and tracked vehicles, as well as vessels using hover technology.

WHEELED VEHICLES

Motorized wheeled vehicles have been around for centuries and are the most common form of ground transportation on less-advanced planets.

KRONOS-DYNATRONICAS PARAGON CUSTOM CLASSIC

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
10	DEX	0	OCV: 3/DCV: 3
15	BODY	1	
4	DEF	6	
3	SPD	10	Phases: 4, 8, 12
Total Characteristics Cost: 37			

Movement: Ground Movement: 16"/64"

Abilities & Equipment

Cost	Powers	END
9	<i>Motorized Wheeled Vehicle:</i> Ground Movement +10", x4 Noncombat; OAF Bulky (-1½), Only On Appropriate Terrain (-¼)	0
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
6	<i>Reinforced Body:</i> +2 DEF	0

Total Abilities & Equipment Cost: 13

Total Cost: 50

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 50/5=10

Description: A distant descendant of the twentieth-century American automobile, the Paragon is a four-wheeled, personalized transportation vehicle which can seat five comfortably (or six with a bit of cramming). Thanks to K-D's in-house easy-term financing package, even the most modestly employed of sentient beings can own this high-quality, Terran-manufactured technological masterpiece. It comes standard with a wide variety of options including anti-lock brakes, whitewall radial tires, dent-resistant bodywork, computer-activated transmission, and an ultra-fi quad sound system

containing over a million music files.

As with any Kronos-Dynatronicas-manufactured vehicle, the *Paragon* has a completely personalized appearance. The customer selects the body work at the showroom. Then a meticulously programmed AI technician/artist pours the body, snaps it onto a standard fractureproof frame, paints it in one of three thousand Human-spectrum colors (non-Human-visible colors cost extra), and delivers it to his home within 24 hours.

Named after the human colony world which has come to symbolize technological prosperity throughout the Empire, the *Paragon* in one of its thousands of cosmetic forms can be found nearly anywhere Humans can — and plenty of places they can't!

KRONOS-DYNATRONICAS NEW CANAAN MEGAMAX

Val	Char	Cost	Notes
3	Size	15	2" x 1"; -3 KB; -2 DCV
25	STR	0	Lift 800 kg; 5d6 [0]
10	DEX	0	OCV: 3/DCV: 3
14	BODY	1	
4	DEF	6	
3	SPD	10	Phases: 4, 8, 12
Total Characteristics Cost: 32			

Movement: Ground Movement: 14"/56"

Abilities & Equipment

Cost	Powers	END
8	<i>Motorized Wheeled Vehicle:</i> Ground Movement +8", x4 Noncombat; OAF Bulky (-1½), Only On Appropriate Terrain (-¼)	0
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
6	<i>Reinforced Body:</i> +2 DEF	0

Total Abilities & Equipment Cost: 12

Total Cost: 44

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 44/5 = 9

PIONEER MODEL OPTIONS

Cost	Option
4	<i>Rollbar:</i> Armor (3 PD/3 ED); Only To Protect Against Damage From Rollovers, Collisions, And The Like (-1)
1	<i>Compass:</i> Bump Of Direction; OIF Bulky (-1)
5	<i>Global Positioning System:</i> Detect Exact Posi-

- tion On Planet With GPS Satellite System
16- (Radio Group); OIF Bulky (-1)
5 *Communication System*: HRRP; OIF Bulky
(-1), Sense Affected As Sight, Hearing And
Radio Group (-½)

Description: As bold, rugged, and individualistic as the inhabitants of the planet that gave it its name, the New Canaan Megamax is ideal for the adventuresome young couple on a budget. It comes standard equipped with an all-wheel drive, oversized gripmaster smart-tires, and a cold fusion plant with loads of torque. This reliable, Terran quality-made Kronos-Dynatronics vehicle is big enough to face the dangers of the great outdoors, yet small enough to fit into the modest cargo space of a IYS Shamrock or OLS Shengdai orbital transport.

Do you have a new planet begging to be explored? Why not hit that alien ground running with the reasonably priced New Canaan Pioneer model? Its "Pioneer" optional packages include a ground-to-space com link, an equatorial global positioning system, extra fuel cans, and a heavy-duty rollbar. It is available in Ackálian, Terran, and Perseid military colors.

For adventures off the beaten path on some far away planet, you can't do better than the New Canaan Megamax!

SE'ECRA CENTIPEDE CIVILIAN TRANSPORT

Val	Char	Cost	
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
50	STR	15	Lift: 3.2 tons; 10d6 [0]
18	DEX	24	OCV: 6/DCV 6
15	BODY	0	
12	DEF	30	
3	SPD	2	Phases: 4, 8, 12
Total Characteristics Cost: 96			

Movement: Ground Movement: 25"/100"

Abilities & Equipment

Cost	Powers	END
16	<i>Motorized Wheeled Vehicle</i> : Ground Movement +19"; x4 Noncombat; OAF Bulky (-1½), Only On Appropriate Terrain (-¼)	0
-2	<i>Ground Vehicle</i> : Swimming -2" (0" total)	
19	<i>Reinforced Frame</i> : +8 DEF; Does Not Protect Some Passengers (-¼)	0
Skills		
6	+2 with Ground Movement	

Total Abilities and Equipment Cost: 39

Total Cost: 135

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 135/5 = 27

Description: These long, speedy vehicles are used on the Se'ecra worlds to transport citizens from one city to the next. Each car is approximately 6 meters long and roughly oval in shape. Depending upon the service location, the outer body may be any of several vibrant colors (lime green, dark purple, and burgundy are popular), and usually sport the insignia or emblem of the city or settlement the vehicle serves.

The standard single-car *Centipede* can transport 11 people, including the driver, but the driver can attach additional passenger cabins to the aft section of the vehicle. At times, these extendable buses can be 20 cabins long and transport up to 200 passengers. Every major city on Ecra-shen has at least one station dedicated to handling incoming and outgoing *Centipede* traffic. Anyone on the planet can ride the public *Centipede* lines for free.

The Se'ecra sell *Centipedes* throughout the Galaxy, so they're found in many large cities, where mass transit is a must. They're also available for private sale (they're popular with large families) or private charters.



HOVER VEHICLES

Alien races with ATRI 9 or better technology usually have reliable hover technology. On such worlds, characters can find a wide variety of hovercraft in a myriad of shapes and sizes.

ZHIPCO ZHIPPER HOVERPAD

Val	Char	Cost	Notes
1	Size	5	1.25" x .64"; -1 KB; -0 DCV
15	STR	0	Lift 200 kg; 3d6 [0]
20	DEX	30	OCV: 7/DCV: 7
16	BODY	5	
2	DEF	0	
5	SPD	20	Phases: 3, 5, 8, 10, 12
Total Characteristics Cost: 60			

Movement: Flight: 10"/20"

Abilities & Equipment

Cost	Powers	END
11	<i>Hover Thruster:</i> Flight 10"; Requires A PS: Operate Hoverpad Roll (-¼), Must Remain Within 4" Of A Surface (-½)	0
-12	<i>Hover Vehicle:</i> Ground Movement; -6" (0" total) (-4)	
-2	<i>Hover Vehicle:</i> Swimming; -2" (0" total)	
2	<i>Armored Pod:</i> +1 DEF; Does Not Protect Passengers (-½)	0

Total Abilities & Equipment Cost: -1

Total Cost: 59

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 59/5 = 12

Description: ZhipCo originally intended this hover device for industrial lifting and inner-warehouse transportation applications. Within a few months of its release, however, adolescents from around the Empire discovered that these oddly-shaped silver disks made excellent "hoverpads." Taking this seemingly innocuous device forever out of the warehouse and into the street, they began disrupting adult lives wherever they went. An entire youth subculture known as "Salchow" arose around the Zhipper hoverpad, with its own unique fashions, slang, and art.

Today, in some of the more tolerant Imperial cities Salchows work as couriers, while others consider them gangsters — but nearly every locale strictly prohibits displays of their dangerously extreme sport (also known as Salchow). Oddly, almost all Salchows are public followers of the Divine Willis, whose seemingly nonsensical proclamations bring them a great deal of satisfaction. If asked why, they simply reply in nearly-incomprehensible slang.

There are now literally thousands of different aftermarket hoverpads available in nearly every conceivable shape, size, and color, almost all of them based on the original ZhipCo model (which

is a roughly three foot by one foot oval-shaped disc). In some cities, business people use a stripped down "scooter" model as a short-commute vehicle, while warehouse and agricultural workers still employ heavy duty models for basic work purposes.

Riding a *Zhipper* hoverpad takes skill and agility; beginners often fall off, and may suffer serious injury. Even an expert can take a deadly tumble when attempting one of the daredevil stunts for which hoverpad riders are known.

ARM HOVERCHOPPER

Val	Char	Cost	Notes
2	Size	10	1.6" x .8"; -2 KB; -1 DCV
20	STR	0	Lift 400 kg; 4d6 [0]
20	DEX	30	OCV: 7/DCV: 7
15	BODY	3	
5	DEF	6	Does Not Protect Passengers (-½)
4	SPD	10	Phases: 3, 6, 9, 12
Total Characteristics Cost: 59			

Movement: Flight: 9"/36"

Abilities & Equipment

Cost	Powers	END
15	<i>Hover Jets:</i> Flight 9"; x4 Noncombat; Must Remain Within 4" Of A Surface (-½)	0
-12	<i>Hover Vehicle:</i> Ground Movement; -6" (0" total) (-4)	
-2	<i>Hover Vehicle:</i> Swimming; -6" (0" total)	
5	<i>Global Positioning System:</i> Detect Exact Position On Planet With GPS Satellite System 16- (Radio Group); OIF Bulky (-1)	
5	<i>Communication System:</i> HRRP; OIF Bulky (-1), Sense Affected As Sight, Hearing And Radio Group (-½)	0

Talents

1	<i>Antique Compass:</i> Bump Of Direction; OIF Bulky (-1)
1	<i>Rangefinder:</i> Absolute Range Sense; OIF Bulky (-1)
1	<i>Clock:</i> Absolute Time Sense; OIF Bulky (-1)

Skills

6	<i>Electronic Counter-Balancer:</i> +3 with Flight
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Total Abilities & Equipment Cost: 20

Total Cost: 79

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 79/5 = 16

Description: Steeped in the traditions of the "New American West" movement of the early twenty-fifth century, the American Road Master "Hoverchopper" hovercycle provides all of the comfort, style, and reliability for which ARM luxury hoverbikes are known. A Hoverchopper lets the driver move freely between cities and over the roughest terrain. Many owners modify their Hoverchoppers to participate in the numerous hoverbike racing circuits found throughout Terran space.

This popular vehicle let the driver become one

with his primitive yet virile ancestors by powering above ancient "blacktop" motorways with the Screaming Eagle Big Twin Fusion plant vibrating between his legs. Or he can load the Hoverchopper into the cargo bay of his starship and take it to other planets so off-world savages can see how a real Terran travels — in style.

The Hoverchopper comes in death-black, sky-gray, and radiation-red with chrome piping, global positioning system, electronic counter-balancer, antique-style digital compass, and realistic-feeling factory-grown synthetic leather seats. Integrated suitcases along the rear are optional.

OSATHRI HOVER PLATFORM

Val	Char	Cost	Notes
8	Size	40	6.4" x 3.2"; -8 KB; -5 DCV
70	STR	20	Lift 400 tons; 14d6 [0]
10	DEX	0	OCV: 3/DCV: 3
19	BODY	1	
5	DEF	9	
2	SPD	0	Phases: 6, 12
Total Characteristics Cost: 70			

Movement: Flight: 6"/24"

Cost	Powers	END
17	<i>Configurable Hover Jets:</i> Flight 6", x4 Noncombat, Sideways Maneuverability (+½); Must Remain Within 2" Of A Surface (-½)	0
5	<i>Cockpit:</i> Life Support (Expanded Breathing: Breathe In Air), Area Of Effect (One Hex; +½); Costs Endurance (-½)	1
6	<i>Passenger Cabin:</i> Life Support (Expanded Breathing: Breathe In Air), Area Of Effect (One Hex Doubled; +¾); Costs Endurance (-½)	1
2	<i>Atmospheric Converters:</i> Endurance Reserve (4 END, 4 REC); OIF Bulky (-1)	
5	<i>Communication System:</i> HRRP; OIF Bulky (-1), Sense Affected As Sight, Hearing And Radio Group (-½)	0
-12	<i>Hover Craft:</i> Ground Movement -6" (0" total)	
-2	<i>Hover Craft:</i> Swimming -2" (0" total)	

Total Abilities & Equipment Cost: 21

Total Cost: 91

Value Disadvantages

None

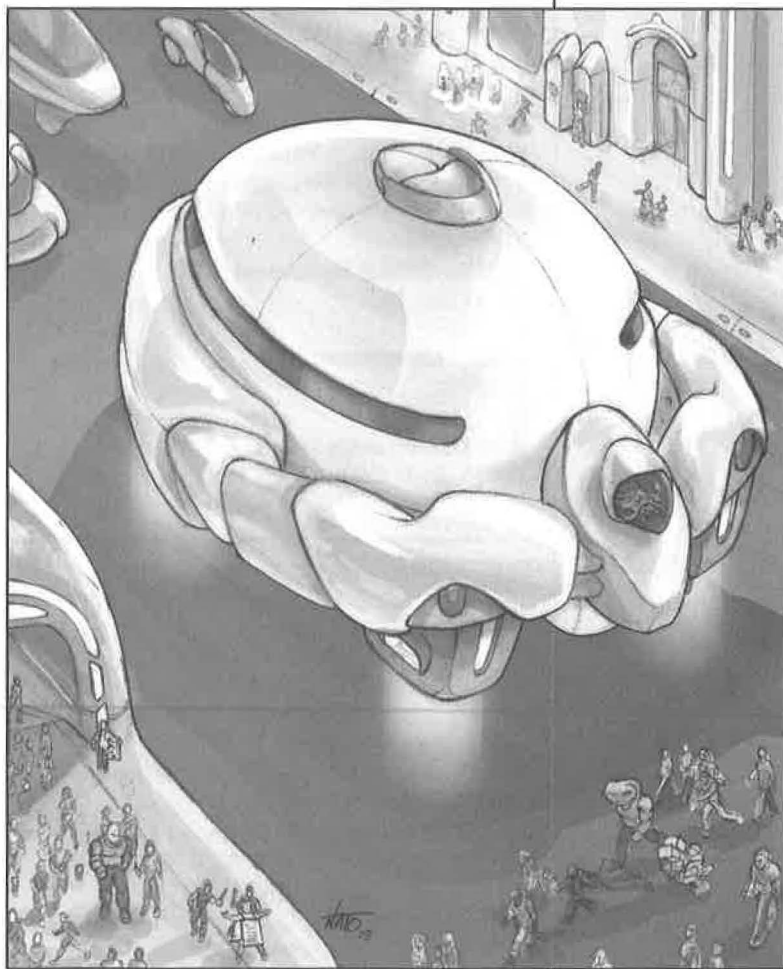
Total Disadvantage Points: 0

Total Vehicle Cost: 91/5 = 18

Description: The fact that the Osathri breathe water has not stopped them from functioning on dry land or in outer space. The Watersuit (page 25) is one of the means by which Osathri can survive outside of an aquatic environment; the Hover Platform is another. The platform itself is a twelve by six meter platform with severely rounded corners in the back. A sealed flattened dome approximately three meters tall occupies most of the platform; it contains enough water for up to a dozen Osathri

and one driver to rest comfortably. Because of the tremendous weight of the water, the hover platform does not move very swiftly. The cockpit can be drained so that a non-Osathri can drive it without requiring an underwater breathing apparatus.

On either side of the cockpit are airlocks that use modified force-fields to allow Osathri to enter and exit the vehicle without spilling any of the water. Next to the airlocks are nanotechnology-based converters that filter fresh oxygen into the water as necessary, and when the vehicle is not occupied cleanse (or replace) the water. A storage area under the cockpit contains watersuits stored by the passengers (and a couple extra for emergencies).



**KRONOS-DYNATRONICAS
DRIFTER HOVERCAR**

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 6d6 [0]
15	DEX	15	OCV: 5/DCV: 5
14	BODY	0	
5	DEF	9	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 49			

Movement: Flight: 6"/24"

Abilities & Equipment

Cost	Powers	END
17	<i>Hover Drive:</i> Flight 10", x4 Noncombat; Must Remain Within 4" Of A Surface (-½)	0
-12	<i>Hover Drive:</i> Ground Movement -6" (0" total)	
-2	<i>Hover Drive:</i> Swimming -2" (0" total)	
10	<i>Radar System:</i> Radar, Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)	0
9	<i>Reinforced Body:</i> +3 DEF	0

Total Abilities & Equipment Cost: 22

Total Cost: 71

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 71/5 = 14

OPTIONS

Cost	Options
+5	<i>Hover-Pickup Option:</i> +5 STR
+0	<i>Hoverlimo Option:</i> +1 Size, -5 STR
+5	<i>Hovervan Option:</i> +1 Size
+15	<i>Hovertruck Option:</i> +3 Size
+6	<i>Sportscar, Police Option:</i> Increase to Flight 12", x8 Noncombat
10	<i>Police Car Emergency Lights & Siren:</i> Sight and Hearing Group Images, +4 to PER Rolls, 1" radius, Reduced Endurance (0 END; +½); OAF Bulky (-1½), No Range (-½), Set Effect (-1)
5	<i>Police Car Public Address System:</i> Hearing Group Images, +3 to PER Rolls, 1" radius, Reduced Endurance (0 END; +½); OAF Bulky (-1½), No Range (-½), Set Effect (only amplifies what's said into it; -1)

Description: A familiar method of conveyance throughout the Terran Empire, the K-D Drifter has an oval body flattened on the bottom so that three linked generators can propel it along on a cushion of anti-gravity, with two thrusters used for velocity and maneuvering mounted on pylons attached horizontally to the vehicle's side. It has seating for four people (two in front, two in back) with plenty of storage space in an easily-accessible rear compartment. It usually comes with an onboard computer system as well.

The big appeal of the Drifter is its reasonable

price and the wide availability of spare parts. Like all vehicles built by Kronos-Dynatronicas, it's a modular unit constructed to the aesthetic tastes of the purchaser in an automated regional factory. There are literally hundreds of commonly constructed versions of the Drifter, including pickup trucks, cargo trucks, limousines, minivans, convertibles, and police cars.

OTHER VEHICLES

The abundance of unusual environments throughout the Galaxy has resulted in a large number of unique vehicles designed to master them.

**UNIVERSAL ENGINEERING
MANTA WATERCRAFT**

Val	Char	Cost	Notes
7	Size	35	5" x 2.5", -7 KB, -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 [0]
12	DEX	6	OCV: 4/DCV: 1
17	BODY	0	
5	DEF	9	
4	SPD	18	Phases: 3, 6, 9, 12
Total Characteristic Cost: 68			

Movement: Swimming: 25"/100"

Equipment & Abilities

Cost	Powers	END
14	<i>Single Turbo Turbine Engine:</i> Swimming +23", x4 Noncombat; Surface Only (-1)	
-12	<i>Water Vehicle:</i> Ground Movement -6" (0" total)	
17	<i>Anchor:</i> 45 STR, Reduced Endurance (0 END; +½); OIF Bulky (-1), Partial Coverage (-2)	0
5	<i>Global Positioning System:</i> Detect Exact Position On Planet With GPS Satellite System 16- (Radio Group); OIF Bulky (-1)	
5	<i>Communication System:</i> FRRP; OIF Bulky (-1), Sense Affected As Sight, Hearing And Radio Group (-½)	0

Talents

1	<i>Compass:</i> Bump Of Direction; OIF Bulky (-1)
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Skills

6	<i>Maneuvering Fins:</i> +3 with Swimming
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Total Abilities & Equipment Cost: 36

Total Cost: 104

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 104/5 = 21

OPTIONAL EQUIPMENT

Cost	Options
5	<i>Extra Seating:</i> +2 Size; Only For Passenger Capacity (-1)
8	<i>Sonar:</i> Active Sonar (Hearing Group),

Increased Arc Of Perception (360 Degrees);
OIF Bulky (-1), Affected As Sight Group As
Well As Hearing Group (-½)

Description: The Universal Engineering Manta is the most popular recreational watercraft in a long line of vehicles produced by UE. Carrying on the appearance of traditional Terran speedboats, it is long and narrow and sculpted so that it is both aero- and hydrodynamic. It uses technology leased from the Osathri to propel itself through the water at great speeds. Three control fins located along the centerline of the bottom hull, plus two maneuvering thrusters on the sides, provide enhanced steering capacity.

This recreational vehicle has enough space to comfortably seat six adults and enough cargo space to store plenty of safety equipment, food supplies, and a large collection of sporting gear. The *Manta* is available in almost any color, and new buyers can choose from multiple options including sonar and a set of elevated bleachers that provides room for another 10 passengers.

TORACTAN EXCAVATOR

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
55	STR	15	Lift 50 tons; 11d6 [0]
13	DEX	9	OCV: 4/DCV: 4
16	BODY	0	
10	DEF	24	
3	SPD	7	Phases: 4, 8, 12
Total Characteristic Cost: 85			

Movement: Ground Movement: 12"/24"
Tunneling: 6"/12"

Equipment & Abilities

Cost	Powers	END
11	<i>Power Cell:</i> Endurance Reserve (25 END/25 REC); OIF Immobile (-1½)	0
10	<i>Treads:</i> Ground Movement +6"; Only On Appropriate Terrain (-¼)	0
30	<i>Drill:</i> Tunneling 6" through 6 DEF material	3
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
20	<i>Dual Setting Laser Beam:</i> Multipower, 60-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (One Hex Row; -¾)	
2u	1) <i>Softening Mode:</i> Drain PD 3d6, Ranged (+½), Area Of Effect (One Hex; +½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (One Hex Row; -¾)	6
2u	2) <i>Drilling Mode:</i> RKA 2d6, Area Of Effect (One Hex; +½), Armor Piercing x1 (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (One Hex Row; -¾)	6
Talents		
1	<i>Depth Gauge:</i> Absolute Range Sense; OIF Bulky (-1)	0
1	<i>Depth Gauge:</i> Bump Of Direction; OIF Bulky (-1)	0

Total Equipment & Abilities Cost: 75
Total Cost: 160

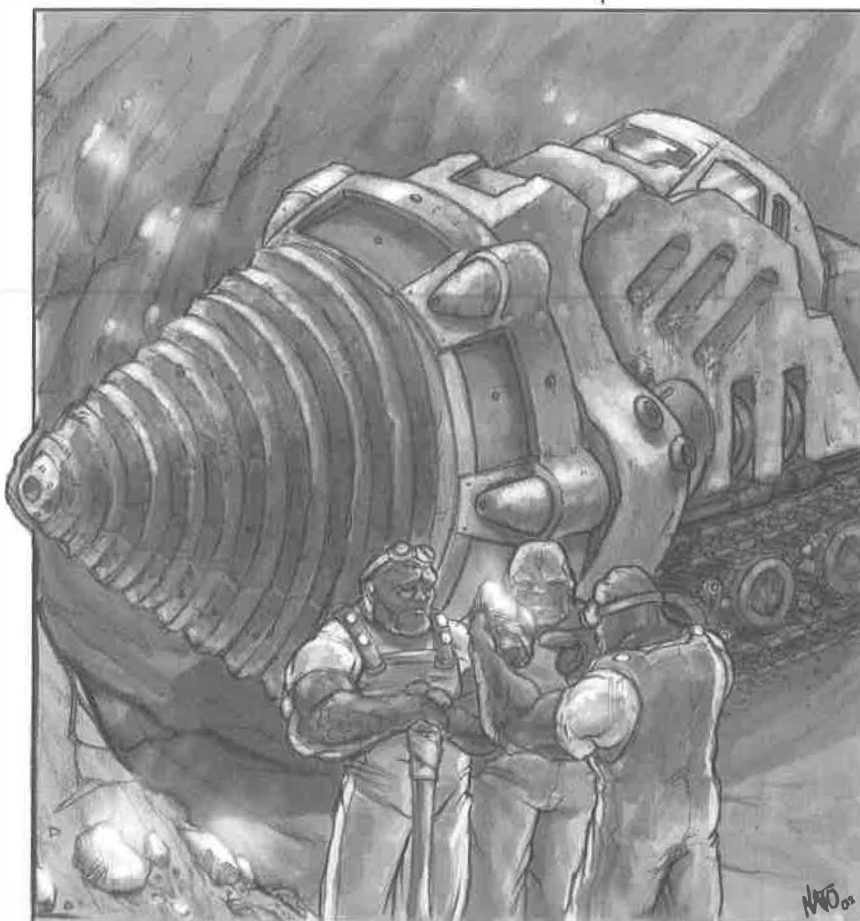
Value Disadvantages

None

Total Disadvantage Points: 0
Total Vehicle Cost: 160/5 = 32

Description: This small but powerful mining vehicle comes equipped with two or three variable-configuration treads, each capable of gripping the walls of horizontal and vertical mine shafts. In front it mounts both a large drill bit turned by the motor, and a high-powered mining laser which it uses to soften rock so it can drill through it more easily. Vacuum intakes located on the sides and bottom clear away debris, grinding it into a fine powder and forcing the residue back up the mineshaft.

Toractans credit this vehicle with helping them develop the impressive subterranean civilization they have created on their home world. Whereas other species would have abandoned such a project long ago, the Toractans prefer to build their homes within the hearty mineral deposits in their planet's crust because it provides unparalleled protection against fierce beasts and alien invaders. Without the *Excavator*, Toractan society would have expanded much more slowly. Today, the Toractans make good money selling Excavators to other worlds, and often supplying work crews for them as well.



MILITARY VEHICLES



While civilian vehicles may be more common (and more easily obtained by PCs), military vehicles have the power (and firepower!) most adventurers crave. During the course of a Terran Empire campaign, the characters may frequently encounter military ground vehicles.

IMPERIAL MILITARY VEHICLES

The Imperial Army must be ready at a moment's notice to defend the worlds of the Empire from invasion, or to fight in conflicts hundreds of light-years from home. With its vast number of armored vehicles, hovercraft, and support vehicles, the Imperial Army is one of the most diverse and powerful ground forces in the known Galaxy.

Most of the Empire's patrol and recon ground units use vehicles with wheels as their primary means of propulsion. These vehicles are usually light, sacrificing weapons and armor for speed and maneuverability. On the other hand, while tracked or treaded vehicle aren't as fast as their wheeled brethren, they easily support the heavier weight of tanks and other combat vehicles.

IMPERIAL PATROL BUGGY

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.25"; -4 KB; -2 DCV
35	STR	5	Lift 3,200 kg; 7d6 [0]
20	DEX	30	OCV: 7/DCV: 7
15	BODY	1	
4	DEF	6	
3	SPD	0	Phases: 4, 8, 12
Total Characteristics Cost: 62			

Movement: Ground Movement: 20"/40"

Equipment & Abilities

Cost	Powers	END
12	<i>Motorized Wheeled Vehicle:</i> Ground Movement +14"; OAF (-1), Only On Appropriate Terrain (-¼)	
6	<i>Solid Tires:</i> +6 DEF, +6 BODY; Partial Coverage (see <i>The Ultimate Vehicle</i> , page 41)	0
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
36	<i>Light Vehicular Laser Turret:</i> RKA 4d6, 64 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[64]
5	<i>Armored Hull:</i> +3 DEF; Activation	

	Roll 13- (-¾)	
4	<i>Protective Field:</i> Force Field (4 PD/4 ED); OIF Bulky (-1), 1 Continuing Fuel Charge lasting 1 Hour (-0)	[1cc]
1	<i>Jamming Countermeasures:</i> Radio Group Flash Defense (3 points); OIF Bulky (-1)	0
6	<i>Communications Systems:</i> HRRP (Radio Group); OIF Bulky (-1)	0

Total Equipment & Abilities Cost: 68

Total Cost: 130

Value Disadvantages

25	<i>Distinctive Features:</i> Imperial War Vehicle (Not Concealable, Extreme Reaction [causes fear])
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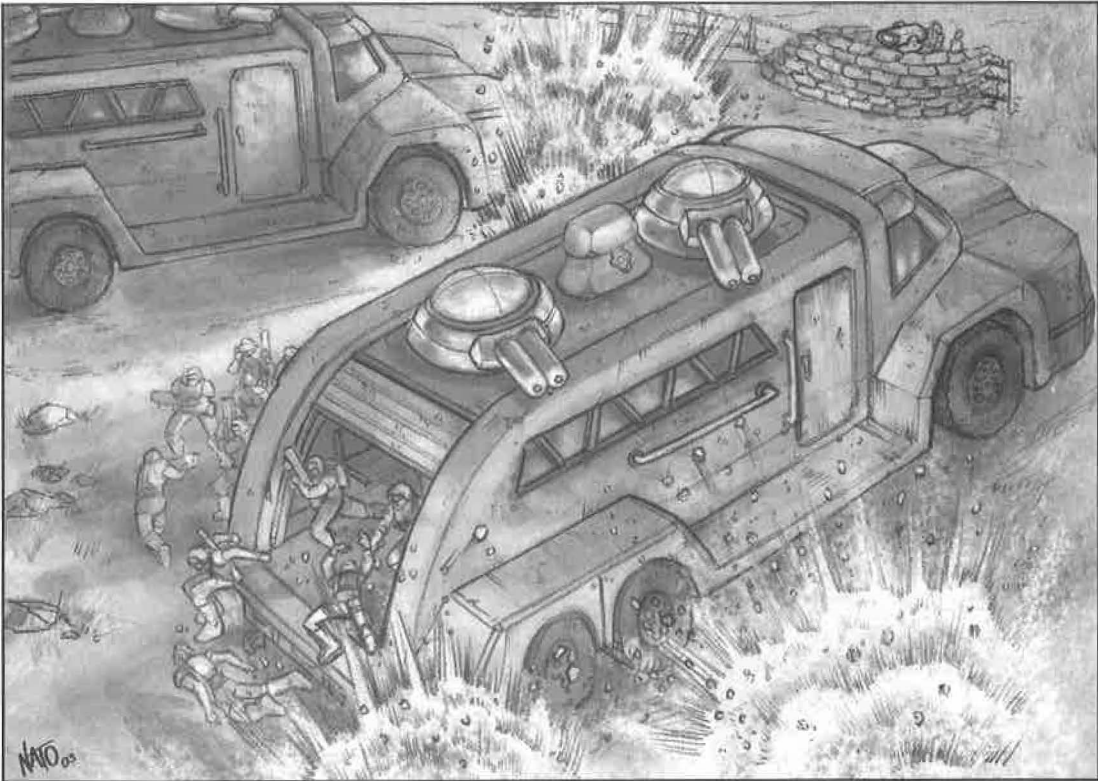
Total Disadvantage Points: 25

Total Vehicle Cost: 105/5 = 21

Description: The Imperial Patrol Buggy is a light vehicle used primarily for scouting, surveillance, and infantry support. Consisting of a sturdy frame mounted on four oversized wheels, it has room for three people (two in the front, a third standing behind them in the flatbed, which contains a pintle-mounted light laser cannon). An army scouting squad often includes three patrol buggies used in conjunction with special forces or ultra-light aircraft.

In addition to its light armor, the buggy comes equipped with a short-term light force-field that offers additional protection in battle. However, the field's battery only contains enough energy for one hour.

Patrol buggy crews (or "bugs" for short) are known for their sense of élan during Imperial military actions. They have a reputation for disobeying orders in favor of engaging in lightning-fast raids against targets of opportunity. Although this sort of behavior would normally provoke a court martial from most Imperial officers, bugs are seldom punished. After all, their vehicle of choice is nearly unarmored and lightly armed; during times of war one can measure the average life expectancy of a patrol buggy crew in weeks, if not days.



IMPERIAL WHEELED ARMED TRANSPORT

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 [0]
10	DEX	0	OCV: 3/DCV: 3
20	BODY	3	
5	DEF	9	
3	SPD	10	Phases: 4, 8, 12
Total Characteristics Cost: 57			

Movement: Ground Movement: 14"/28"

Abilities & Equipment

Cost	Powers	END
6	Motorized Wheeled Movement: Ground Movement +8"; OAF Bulky (-1½), Only On Appropriate Terrain (-¼)	0
6	Solid Tires: +6 DEF, +6 BODY; Partial Coverage (see <i>The Ultimate Vehicle</i> , page 41)	0
-2	Ground Vehicle: Swimming -2" (0" total)	
36	Light Vehicular Laser Turret: RKA 4d6, 64 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[64]
15	Light Vehicular Laser Turrets: 7 More Laser Turrets (total of 8)	[60]
26	Crowd Suppression: Sight And Hearing Group Flash 7d6, Area Of Effect (8" Radius; +1), Hole In The Middle (Fixed Size; +¼); OIF Bulky (-1), No Range (-½), Real Weapon (-¼), 10 Charges (-¼)	[10]
34	Armored Hull: +9 DEF, Hardened (+¼)	
10	Sealed Environment: Life Support (Self-Contained Breathing)	0
6	Communication System: HRRP (Radio Group); OIF Bulky (-1)	0
7	Focussed Radar Array: Radar (Radio Group); OIF Bulky (-1)	0

2	Nightsight Systems: Nightvision; OIF Bulky (-1)	0
2	Nightsight Systems: Infrared Perception (Sight Group); OIF Bulky (-1)	0
3	Range Compensator: +4 versus Range Modifier for Sight Group; OIF Bulky (-1)	0
Skills		
15	Targeting Systems: +3 with Ranged Combat	

Total Abilities & Equipment Cost: 167

Total Cost: 223

Value Disadvantages

25	Distinctive Features: Imperial War Vehicle (Not Concealable, Extreme Reaction [causes fear])
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Total Disadvantage Points: 25

Total Vehicle Cost: 198/5 = 40

Description: The Wheeled Armed Transport (WAT) is used to carry a squad of soldiers to almost any location within a theatre of combat. Used more often in industrial and residential areas than tracked transports, the WAT is also a favorite of some law enforcement agencies and local militias. It vaguely resembles an ovoid bus with turret-mounted light laser cannons on various parts of the body. The crowd suppression flare generator is mounted on top near the front.

When it encounters hostile troops or emplaced weapons, the WAT uses its laser cannons and flare generator to disable the enemy long enough for the soldiers inside to get out through fold-down ramps. Usually the transport remains at its advanced location to provide cover and additional firepower. Once an area is clear, the driver either falls back to bring more infantry, or carries the first load of soldiers to their next point of conflict.

IMPERIAL "3T" TREADED TROOP TRANSPORT

Val	Char	Cost	Notes
9	Size	45	8" x 4"; -9 KB; -6 DCV
55	STR	0	Lift 50 tons; 11d6 [0]
15	DEX	15	OCV: 5/DCV: 5
25	BODY	6	
7	DEF	15	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 86			

Movement: Ground Movement: 10"/40"

Abilities & Equipment

Cost	Powers	END
10	<i>Treads:</i> Ground Movement +4", x4 Noncombat; Only On Appropriate Terrain (-¼)	
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
37	<i>Armored Hull:</i> +10 DEF, Hardened (+¼)	
45	<i>Medium Vehicular Laser Turrets:</i> RKA 5d6, 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[60]
5	<i>Medium Vehicular Laser Turrets:</i> 1 more Laser Turret (total of 2)	[60]
10	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing)	0

Total Abilities & Equipment Cost: 105

Total Cost: 191

Value Disadvantages

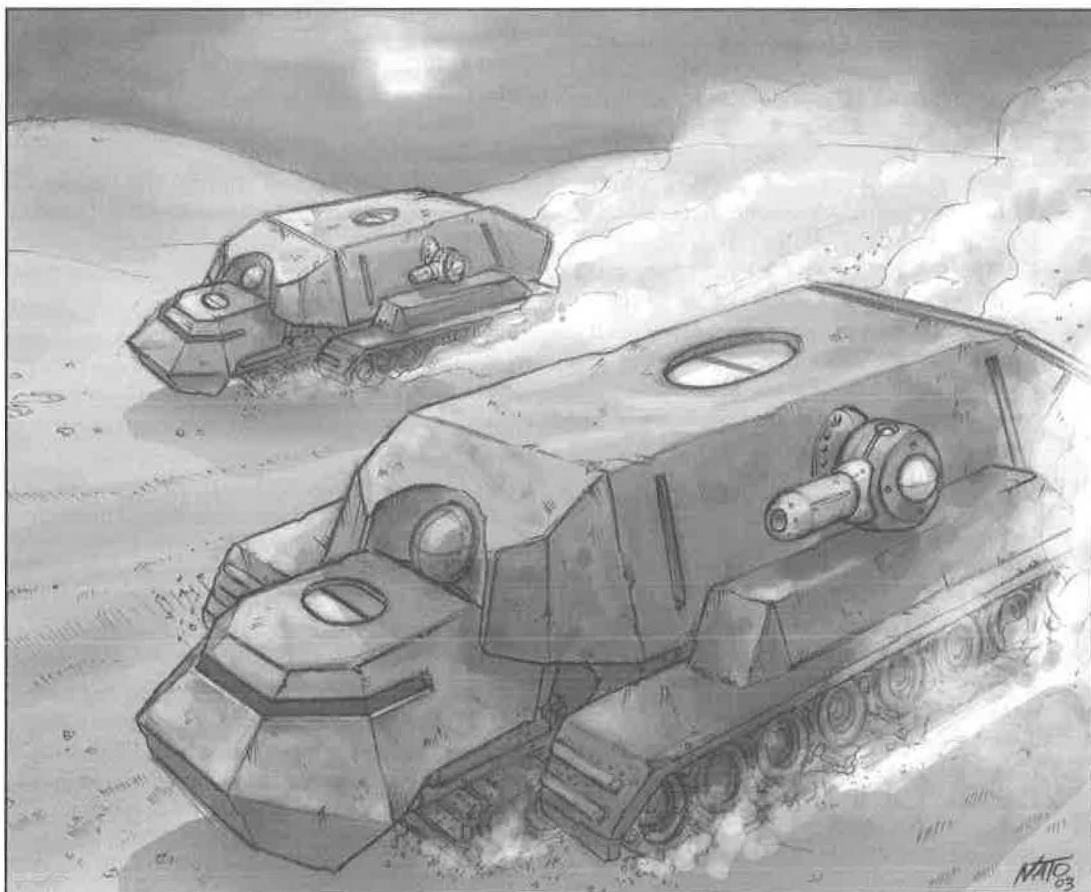
25 **Distinctive Features:** Imperial War Vehicle (Not Concealable, Extreme Reaction [causes fear])

Total Disadvantage Points: 25

Total Vehicle Cost: 166/5 = 33

Description: The Imperial Treaded Troop Transport (or "3T," as the soldiers call it) is a mammoth tank-like vehicle capable of conveying a unit of 20 infantrymen, a driver, and a gunner into combat situations with a great degree of safety. Its incredibly tough outer armor is enough to deflect even a direct hit from most infantry weapons, while its side mounted "suppressor" laser cannons can deliver enough firepower to keep even the most determined attacker's head down. A typical Imperial Army infantry regiment will have 40 of these hardy, hardworking transports ready to go at a moment's notice.

A two-man 3T crew consists of a driver and a gunner, both of whom receive cross-training so they can assume the other's duties in case of emergency. Jokingly referred to as "turtles" by their passengers (who maintain a lively tradition of intra-service harassment), 3T crews have a completely undeserved reputation for cowardice on the battlefield because they prefer to stay inside their protective "shells." In reality, these brave soldiers have a much higher casualty rate than standard infantry, as the 3T's large size makes it particularly vulnerable to both aerial bombardment and heavy tank attacks.



IMPERIAL ANUBIS-CLASS ANTI-INFANTRY TANK

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 [0]
16	DEX	18	OCV: 5/DCV: 5
30	BODY	13	
10	DEF	24	
3	SPD	4	Phases: 4, 8, 12
Total Characteristics Cost: 94			

Movement: Ground Movement: 10"/40"

Abilities & Equipment

Cost	Powers	END
10	<i>Treads:</i> Ground Movement +4", x4 Noncombat; Only On Appropriate Terrain (-¼)	
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
37	<i>Reinforced Hull:</i> +10 DEF; Hardened (+¼)	0
45	<i>Medium Vehicular Laser Turrets:</i> RKA 5d6, 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[60]
45	<i>Anti-Infantry Lasers:</i> RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc of Fire (180 Degrees; -¼)	[60]
15	<i>Anti-Infantry Lasers:</i> 7 more Anti-Infantry Lasers (total of 8)	[60]
22	<i>Smoke Grenade Launcher:</i> Darkness to Sight Group 5" radius; OIF Bulky (-1), 8 Continuing Charges lasting 1 Turn each (-0), Real Weapon (-¼)	[8x1T]
27	<i>Stun Grenade Launcher:</i> Energy Blast 6d6, NND (defense is ED Force Field; +1), Explosion (+½); OIF Bulky (-1), 8 Charges (-½), Real Weapon (-¼)	[8]
24	<i>Frag Grenade Launcher:</i> RKA 3d6, Explosion (+½); OIF Bulky (-1), 8 Charges (-½), Real Weapon (-¼)	[8]
10	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing)	0
6	<i>Communications Systems:</i> HRRP (Radio Group); OIF Bulky (-1)	0
2	<i>Nightsight Systems:</i> Nightvision; OIF Bulky (-1)	0
2	<i>Nightsight Systems:</i> Infrared Perception (Sight Group); OIF Bulky (-1)	0
3	<i>Advanced Targeting System:</i> +4 versus Range Modifier for Sight Group; OIF Bulky (-1)	0
Skills		
20	<i>Advanced Targeting System:</i> +4 with Ranged Combat	

Total Abilities & Equipment Cost: 326

Total Cost: 420

Value Disadvantages

25	Distinctive Features: Imperial War Vehicle (Not Concealable, Extreme Reaction [abject fear])
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Total Disadvantage Points: 25

Total Vehicle Cost: 395/5 = 79

Description: The Anubis-class light tank can always be found at the front of advancing Imperial ground forces, using its lethal anti-personnel weaponry to keep enemy soldiers at bay. In addition to a turret-mounted medium vehicular laser, it has eight anti-infantry lasers and smoke, stun, and fragmentation grenade launchers.

The crew cabin provides a sealed environment for up to five people. An *Anubis* needs a crew of three to operate at maximum efficiency; two engineers (who can double as gunners if necessary) usually ride along to monitor and maintain the three powerful treads used to propel the vehicle across the battlefield. The hull is wedge-shaped, with a tread on each forward-pointing edge and the third tread centered underneath.



IMPERIAL MARAUDER-CLASS ATTACK TANK

Val	Char	Cost	Notes
9	Size	45	8" x 4"; -9 KB; -6 DCV
55	STR	0	Lift 50 tons; 11d6 [0]
15	DEX	15	OCV: 5/DCV: 5
30	BODY	11	
10	DEF	24	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 100			

Movement: Ground Movement: 14"/56"

Abilities & Equipment

Cost	Powers	END
17	<i>Treads:</i> Ground Movement +8", x4 Noncombat; Only On Appropriate Terrain (-¼)	0
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
56	<i>Reinforced Hull:</i> +15 DEF; Hardened (+¼)	0
63	<i>Heavy Vehicular Laser Turret:</i> RKA 7d6, 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[60]
45	<i>Anti-Infantry Lasers:</i> RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc of Fire (180 Degrees; -¼)	[60]
5	<i>Anti-Infantry Lasers:</i> One more Anti-Infantry Laser (total of 2)	[60]
90	<i>Missile Launchers:</i> RKA 6d6, Explosion (+½), No Range Modifier (+½), Indirect (always comes from tank, but can strike from any direction; +½); OIF Bulky (-1), Real Weapon (-¼), 10 Charges (-¼)	[10]
5	<i>Missile Launchers:</i> One more Missile Launcher (total of 2)	[10]
22	<i>Smoke Grenade Launcher:</i> Darkness to Sight Group 5" radius; OIF Bulky (-1), 8 Continuing Charges lasting 1 Turn each (-0), Real Weapon (-¼)	[8x1T]
24	<i>Frag Grenade Launcher:</i> RKA 3d6, Explosion (+½); OIF Bulky (-1), 8 Charges (-½), Real Weapon (-¼)	[8]
10	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing)	0
6	<i>Communications Systems:</i> HRRP (Radio Group); OIF Bulky (-1)	0
2	<i>Nightsight Systems:</i> Nightvision; OIF Bulky (-1)	0
2	<i>Nightsight Systems:</i> Infrared Perception (Sight Group); OIF Bulky (-1)	0
3	<i>Rangefinder:</i> +4 versus Range Modifier for Sight Group; OIF Bulky (-1)	0
Skills		
25	<i>Advanced Targeting System:</i> +5 with Ranged Combat	

Total Abilities & Equipment Cost: 373
Total Cost: 473

Value Disadvantages

- 25 Distinctive Features: Imperial War Vehicle (Not Concealable, Extreme Reaction [abject fear])

Total Disadvantage Points: 25

Total Vehicle Cost: 451/5 = 90

Description: An excerpt from *Jack's Guide to Imperial Ground Forces, Third Edition*:

"First the ground starts to tremble; only slightly in the beginning, then more and more as moments pass. A horrible crackling sound, like the bones of some tortured giant being systematically broken, rends the air as just over the horizon, thousand-year-old trees are snapped aside like so many twigs. A grinding mechanical cacophony like a waterfall of shattered engine parts begins to grow louder as IT approaches your position. Finally, the tree line is thrust aside like some mad actor bursting from behind his curtains to reveal fifty tons of war-blackened laser turrets and treads bearing inexorably down upon you. The flash of lasers and fired missiles lights up the sky as grenades begin falling everywhere at once, turning soldiers into so much ruin everywhere they land...[.]"

The Draconis Defenseworks *Marauder* class Imperial Attack Tank is generally the last thing an enemy soldier ever sees — if, that is, its long-range attacks let him to get close enough to actually see it. A monstrous fifty-ton amalgamation of metal plating, the *Marauder* can target its opponents with an awesome array of state-of-the-art tactical sensing equipment before unleashing its terrifying arsenal of lasers, long range missiles, and good old-fashioned anti-personnel explosive shells.

The *Marauder* is one of the mainstays of the Imperial ground forces. It has seen action on more worlds than can be counted, surviving conflicts more terrible than anything twenty-first century imaginations could ever have conceived. Only a few alien vehicles can go toe-to-toe with this military monstrosity (the Ackálian *Geirolk* and Thorgon *Warstrider*, for example), so it's fortunate for others that it's incredibly expensive to build.

HOVER VEHICLES

The Empire uses top of the line hover technology to power many of its tactical vehicles. Some are built for speed while others mount powerful weapons and highly protective armor.

IMPERIAL FANG-CLASS MOBILE GUN PLATFORM

Val	Char	Cost	Notes
12	Size	60	16" x 6"; -12 KB; -8 DCV
70	STR	0	Lift 400 tons; 14d6 [0]
10	DEX	0	OCV: 3/DCV: 3
25	BODY	3	
5	DEF	7	Does Not Protect Some Passengers (see text; -¼)
3	SPD	10	Phases: 4, 8, 12
Total Characteristics Cost: 80			

Movement: Flight: 15"/30"

Equipment & Abilities

Cost	Powers	END
20	Hovercraft: Flight 15"; Must Remain Within 4" From Surface (-½)	0
-12	Hovercraft: Ground Movement -6" (0" total)	
-2	Hovercraft: Swimming -2" (0" total)	
63	Medium Mounted Plasma Cannons: Energy Blast 18d6, Autofire (3 shots; +¼), 50 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc of Fire (180 Degrees; -¼)	[50]
15	Medium Mounted Plasma Cannons: 7 more Medium Mounted Plasma Cannons (total of 8)	[50]
10	Armored Plating: +4 DEF; Does Not	

	Protect Some Passengers (see text; -¼)	0
19	Gun Deck Force Field: Force Field (8 PD/8 ED), Reduced Endurance (0 END; +½); Does Not Protect Some Passengers (only covers the gun deck; -¼)	0
6	Communications System: HRRP (Radio Group); OIF Bulky (-1)	0
2	Nightsight Systems: Nightvision; OIF Bulky (-1)	0
2	Nightsight Systems: Infrared Perception (Sight Group); OIF Bulky (-1)	0
1	Rangefinder: +2 versus Range Modifier for Sight Group; OIF Bulky (-1)	0

Skills

10	+2 with Ranged Combat
6	+3 with Flight

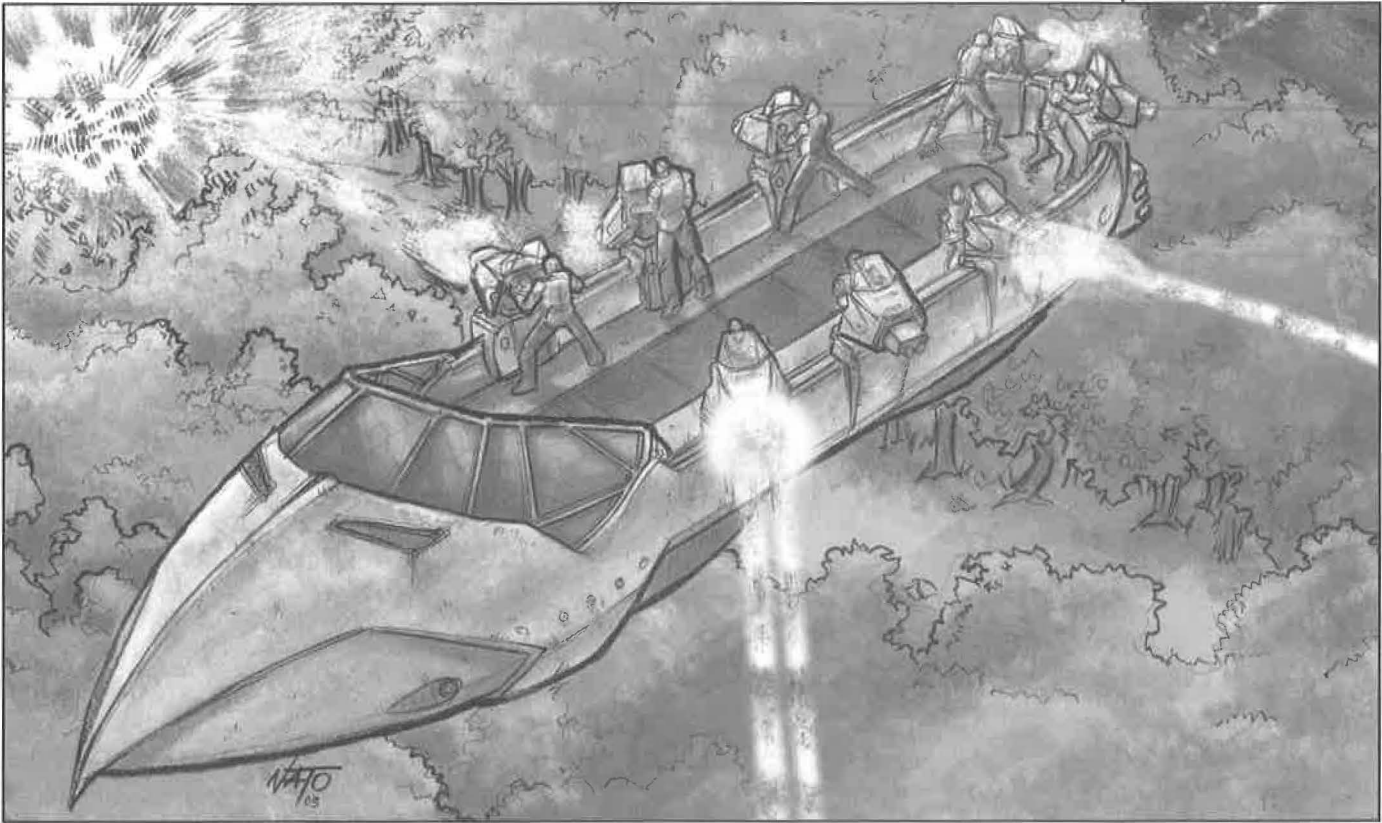
Total Equipment & Abilities Cost: 140
Total Cost: 220

Value Disadvantages

25	Distinctive Features: Imperial War Vehicle (Not Concealable, Extreme Reaction [causes fear])
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Total Disadvantage Points: 25
Total Vehicle Cost: 195/5 = 39

Description: The Imperial Fang Class Mobile Gun Platform is basically an enormous, arrowhead-shaped hovercraft lined with three plasma cannons along each side (plus two aft). Large and relatively slow moving, the Fang is used primarily to patrol heavily forested worlds with hostile, but technologically primitive, native populations. Its eight gunners can pour an incredible amount of firepower downwards from a comfortable height of some 20



feet, but with only a light force field between them and their opponents they aren't well protected from heavy weapons attack. The driver and navigator, who sit in an armored forward compartment, are somewhat better defended.

Most Imperial military personnel loathe "fish in a barrel" duty (as they refer to rotations in a *Fang*), considering it at best boring police work and at worst dangerous slaughter. In fact, any Terran soldier who shows an excessive appetite for this sort of work is quietly transferred without an explanation.

The government of Europa Nova uses a variant *Fang* with MI-66 ion rifles instead of plasma cannons as a crowd control device. The planet's non-human population universally sees it as an instrument of oppression.



IMPERIAL LOCUST-CLASS HOVERTANK

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
50	STR	15	Lift 12.5 tons; 10d6 [0]
16	DEX	18	OCV: 5/DCV: 5
18	BODY	3	
12	DEF	30	
3	SPD	4	Phases: 4, 8, 12
Total Characteristics Cost: 95			

Movement: Flight: 15"/60"

Abilities & Equipment

Cost	Powers	END
23	Hovercraft: Flight 15", x4 Noncombat; Must Remain 4" From Surface (-½)	0
-12	Hovercraft: Ground Movement -6" (0" total)	
-2	Hovercraft: Swimming -2" (0" total)	
60	Heavy Vehicular Laser Cannons: RKA 6½d6, 50 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[50]
5	Heavy Vehicular Laser Cannons: Another Laser Cannon (total of 2)	[50]
45	Side-Mounted Anti-Infantry Lasers: RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), 50 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc of Fire (180 Degrees; -¼)	[50]
10	Side-Mounted Anti-Infantry Lasers: 3 more Anti-Infantry Laser (total of 4)	[50]
22	Smoke Grenade Launcher: Darkness to Sight Group 5" radius; OIF Bulky (-1), 8 Continuing Charges lasting 1 Turn each (-0), Real Weapon (-¼)	[8x1T]
15	Hull Force Field: Force Field (10 PD/10 ED); Reduced Endurance (0 END; +½); OIF Bulky (-1)	0
10	Sealed Environment: Life Support (Self-Contained Breathing)	0
6	Communications Systems: HRRP (Radio Group); OIF Bulky (-1)	0
2	Nightsight Systems: Nightvision; OIF Bulky (-1)	0
2	Nightsight Systems: Infrared Perception (Sight Group); OIF Bulky (-1)	0
3	Rangefinder: +4 versus Range Modifier for Sight Group; OIF Bulky (-1)	0
Skills		
15	Tracking System: +3 with Ranged Combat	

Total Abilities & Equipment Cost: 204
Total Cost: 299

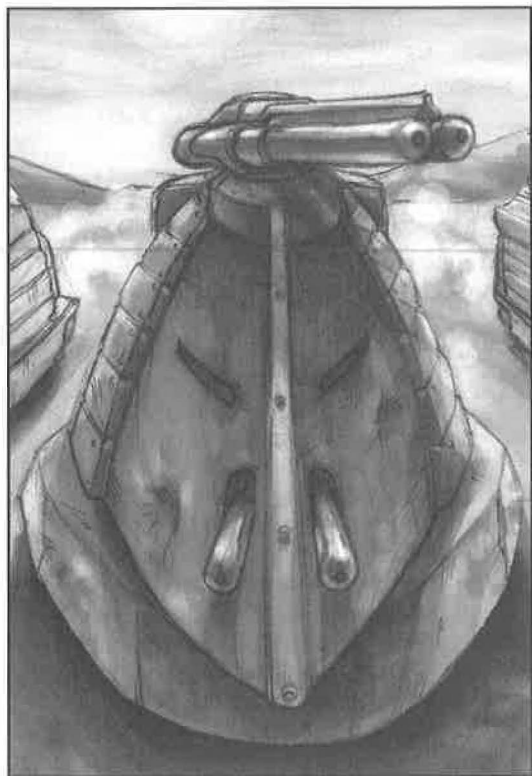
Value Disadvantages

25	Distinctive Features: Imperial War Vehicle (Not Concealable, Extreme Reaction [causes fear])
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Total Disadvantage Points: 25
Total Vehicle Cost: 274/5 = 55

Description: Maneuverable and light, the Draconis Defenseworks *Locust*-class Hovertank is something of a compromise vehicle. Named after the insectoid appearance of its side mounted anti-personnel lasers, the *Locust* is at its best when used in fifty-unit armor regiments in urban or mountainous terrains — though it is just as often combined with the far heavier *Marauder* tanks to form heavy armor regiments. While it lacks the extreme firepower of its larger cousins, the *Locust's* triple-barreled laser cannon can lay down a staggering barrage in a brief period of time, while its anti-personnel lasers are also more than adequate at blasting through enemy armor. The *Locust* can maneuver over small buildings, hills, and other obstacles with little effort, giving it tactical superiority over a traditional treaded tank in many different sorts of combat situations.

A large portion of the Imperial army's armored regiments include this tried and true, battle-tested vehicle. Though not nearly as glamorous to serve in as its juggernaut counterparts, the *Locust's* crews have developed a fondness for their hovertanks. Many *Locusts* have detailed artwork covering their front armor, with scantily clad women (or men, depending on the crew) and ferocious alien life forms being the two most favored designs. Though this is technically against Imperial military regulations, the brass universally tolerates it as an example of *esprit de corps* amongst the army's often badly pressed tank crews.



ALIEN MILITARY VEHICLES

The Empire is not the only military force in the Galaxy possessing impressive ground forces. In fact, while the Empire boasts one of the largest overall armies, other alien races have vehicles that far surpass the capabilities of anything that Imperial forces could bring to the battlefield. Unfortunately for those species, their super-powered juggernauts are either too expensive to mass-produce or too large to feasibly transport long distances quickly.

ACKÁLIAN GEIROK ASSAULT VEHICLE

Val	Char	Cost	Notes
9	Size	45	8" x 4"; -9 KB; -6 DCV
65	STR	10	Lift 200 tons; 13d6 [0]
15	DEX	15	OCV: 5/DCV: 5
27	BODY	8	
21	DEF	57	
3	SPD	5	Phases: 4, 9, 12
Total Characteristics Cost: 140			

Movement: Ground Movement: 9"/18"

Abilities & Equipment

Cost	Powers	END
5	<i>Motorized Tracked Vehicle:</i> Ground Movement +3"; Only On Appropriate Terrain (-¼)	0
-2	<i>Ground Movement Only:</i> Swimming -2" (0" total)	
126	<i>Heavy Laser Cannons:</i> Multipower, 210-point reserve, 50 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	[50]
7u	1) <i>Short-Range Fire:</i> RKA 8d6, Area of Effect (One Hex; +½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	
8u	2) <i>Long-Range Fire:</i> RKA 8d6, Area of Effect (One Hex; +½), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼)	
5	<i>Heavy Laser Cannons:</i> 1 more Heavy Laser Cannon (total of 2)	[50]
60	<i>Anti-Infantry Lasers:</i> RKA 4d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc of Fire (180 Degrees; -¼)	[60]
5	<i>Anti-Infantry Lasers:</i> One more Anti-Infantry Laser (total of 2)	[60]
95	<i>Missile Launchers:</i> RKA 7d6, Explosion (+½), No Range Modifier (+½), Indirect (always comes from vehicle, but can strike from any direction; +½); OIF Bulky (-1), Real Weapon (-¼), 8 Charges (-½)	[8]
5	<i>Missile Launchers:</i> One more Missile Launcher (total of 2)	[8]
22	<i>Smoke Grenade Launcher:</i> Darkness to Sight Group 5" radius; OIF Bulky (-1), 8 Continuing Charges lasting 1 Turn each (-0), Real Weapon (-¼)	[8x1T]

20	<i>Ablative Armor Plating</i> : +10 DEF; Ablative (-½)	0
10	<i>Sealed Environment</i> : Life Support (Self-Contained Breathing)	0
6	<i>Communication System</i> : HRRP (Radio Group); OIF Bulky (-1)	0
2	<i>Nightsight Systems</i> : Nightvision; OIF Bulky (-1)	0
2	<i>Nightsight Systems</i> : Infrared Perception (Sight Group); OIF Bulky (-1)	0
3	<i>Targeting System</i> : +4 to Sight PER Rolls vs. Range Modifier; OIF Bulky (-1)	0

Skills

10	<i>Targeting Systems</i> : +2 with Ranged Combat	
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Total Abilities & Equipment Cost: 449**Total Cost: 589****Value Disadvantages**

25	Distinctive Features: Ackálian War Machine (Not Concealable, Extreme Reaction [abject fear])	
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Total Disadvantage Points: 25**Total Vehicle Cost: 564/5 = 113**

Description: One of the most frightening ground vehicles in the Galaxy, the Ackálian *Geirol* assault vehicle, takes its name from Ackálian legend: Geirol is a legendary warrior who brought glory to his people through his many victories in battle. His namesake does likewise on the modern battlefield, dispatching squads of armored soldiers to attack enemy troops while at the same time eradicating enemy tanks and other heavy weaponry at long range. Its versatile heavy laser cannons make it a formidable opponent.

While moving, the heavily armored *Geirol* resembles an enormous crustacean slowly creeping along the landscape with its long, curved shell-like body, ablative armor plating on top of heavy armor, and its many lasers. The sealed cabin shelters the driver and four gunners, as well as a damage-control engineer. *Geirols* have proven themselves extremely reliable, and Imperial ground forces who have faced them in combat agree they are among the deadliest attack vessels in the Ackálian ground forces.

THORGON WARSTRIDER**Val Char Cost Notes**

10	Size	50	10" x 5"; -10 KB; -6 DCV
60	STR	0	Lift 100 tons; 12d6 [0]
15	DEX	15	OCV: 5/DCV: 5
30	BODY	10	
15	DEF	39	
3	SPD	5	Phases: 4, 8, 12

Total Characteristics Cost: 119**Movement:** Running: 20"/40"**Abilities & Equipment**

Cost	Powers	END
28	<i>Strider Legs/Treads</i> : Ground Movement +14"	0
-2	<i>Ground Movement Only</i> : Swimming -2" (0" total)	
96	<i>Heavy Laser Cannons</i> : RKA 8d6, Area of Effect (One Hex; +½), 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 Degrees; -¼) [60]	
5	<i>Heavy Laser Cannons</i> : 1 more Heavy Laser Cannon (total of 2)	[50]
63	<i>Pulse Lasers</i> : RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), Autofire (5 shots; +½), 250 Charges (+¾); OIF Bulky (-1), Real Weapon (-¼), Limited Arc of Fire (180 Degrees; -¼) [250]	
10	<i>Pulse Lasers</i> : 3 more Pulse Lasers (total of 4)	[250]
82	<i>Plasma Missile Launchers</i> : RKA 5d6, Explosion (-1 DC/3"; +1), No Range Modifier (+½), Indirect (always comes from vehicle, but can strike from any direction; +½); OIF Bulky (-1), Real Weapon (-¼), 8 Charges (-½)	[8]
5	<i>Plasma Missile Launchers</i> : One more Missile Launcher (total of 2)	[8]
22	<i>Smoke Grenade Launcher</i> : Darkness to Sight Group 5" radius; OIF Bulky (-1), 8 Continuing Charges lasting 1 Turn each (-0), Real Weapon (-¼) [8x1T]	
30	<i>Hull Polarization Field</i> : Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½)	0
10	<i>Sealed Environment</i> : Life Support (Self-Contained Breathing)	0
6	<i>Communication System</i> : HRRP (Radio Group); OIF Bulky (-1)	0
2	<i>Nightsight Systems</i> : Nightvision; OIF Bulky (-1)	0
2	<i>Nightsight Systems</i> : Infrared Perception (Sight Group); OIF Bulky (-1)	0
3	<i>Targeting System</i> : +4 to Sight PER Rolls vs. Range Modifier; OIF Bulky (-1)	0

Skills

32	<i>Combat Systems</i> : +4 with All Combat	
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Total Abilities & Equipment Cost: 394**Total Cost: 513**

Value Disadvantages

25 Distinctive Features: Thorgon War Vehicle (Not Concealable, Extreme Reaction [causes fear])

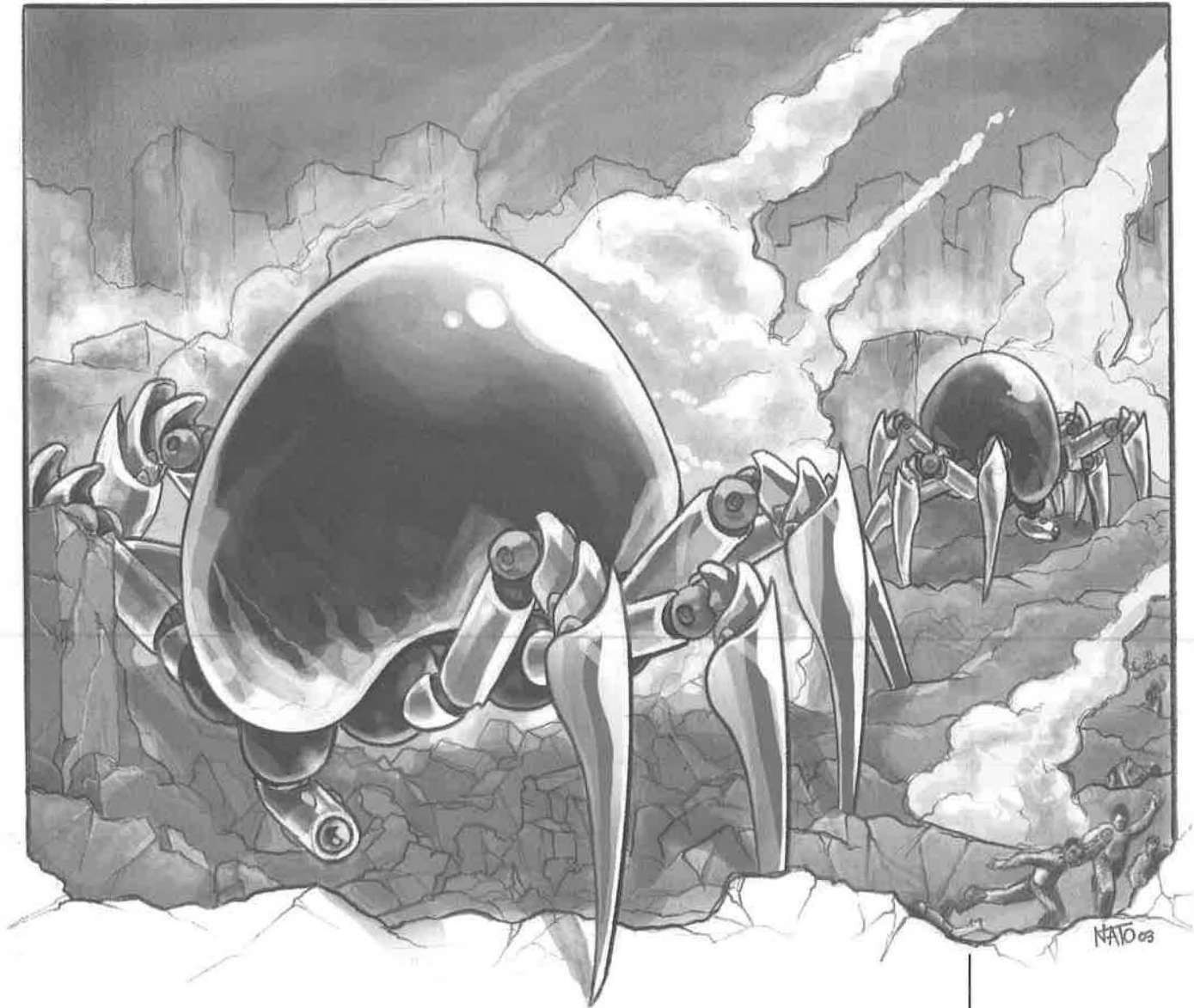
Total Disadvantage Points: 25

Total Vehicle Cost: $488/5 = 98$

Description: Perhaps the most unusual ground vehicle the Imperial Army has ever faced, a Warstrider consists of a central body with a sort of trapezoid-shaped profile. Spaced equidistantly along the vehicle's two long sides are three eight meter-long jointed "legs" ending in a "foot" that resembles a tank tread. Ordinarily the vehicle rolls

along on the six tracked "feet," keeping the legs drawn up like some gigantic insect at rest. But when difficult terrain appears, the Warstrider can activate its legs and step over or walk around it — a significant tactical advantage in many situations. Imperial soldiers refer to Warstriders as "spiders."

For armament, the Warstrider has powerful laser cannons port and starboard, plus one pulse laser on each side, two top-mounted plasma missile launchers, and a smoke grenade launcher. Additionally, the driver can use the bulk and legs of the vehicle itself to smash, stomp, and crush obstacles and other vehicles.



NATO 03



CHAPTER THREE: STARSHIPS

In any setting where space travel is an everyday experience, starships themselves become an essential part of the adventure. Starships come in thousands of shapes and sizes, and characters can outfit them to perform almost as many different tasks. Generally, each alien species or governmental organization has its own fleet

designed by its own corps of engineers and scientists — even if the functions and abilities of two ships are virtually the same, they may have very different appearances due to each species's preferred ship aesthetics and design specifications. This results in a plethora of starship designs ranging from the simplistic to the bizarre and exotic.

STARSHIP TECHNOLOGY



Like all complex machines, starships consist of a series of systems working together. These systems carry out the functions specific to the class of vessel. Although starships built by different alien species may look very different, they typically have similar uses, and therefore similar functions and equipment.

POWER

At the core of every starship is its power system. All starships have a main power source and most have a smaller auxiliary power source as a backup in case of emergency. Page 158 of *Terran Empire* details some of the most common power systems found on Imperial vessels. The variants listed in the accompanying table are usually found on civilian vessels, but a few ships in the Navy run off of these plants.

PROPULSION

Terran starships can have three different types of propulsion systems — reactionless drives, hyperdrives, and displacer drives. Reactionless drives also provide maneuverability on an interplanetary scale, and most interplanetary vessels have only reactionless drives. Interstellar vessels require at least one additional type of drive.

See *Terran Empire*, pages 158-62, for explanations of the different types of drives.

Class Eta-VI Hyperdrive: Teleportation 6", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼) (63 Active Points); Extra Time (1 Week for a full journey, or about 3.5 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x8 END; -3½), Requires Gravitational Distortion-Free Zone To Activate (-½). Total cost: 6 points.

Class Iota Hyperdrive: Teleportation 10", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼) (105 Active Points); Extra Time (1 Week for a full journey, or about 6 LY per hour; -3), Cost Endurance (-½), Increased Endurance Cost (x5 END; -2), Requires Gravitational Distortion-Free Zone To Activate (-½). Total cost: 15 points.

Type 3 Displacer Drive: Teleportation 10", MegaScale (1" = 1 billion km; +2½) (70 Active Points); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A PS: Operate Displacer Drive Roll (-½), Requires Gravitation-Free Zone to Activate (-¼). Total cost: 8 points.

TERRAN EMPIRE POWER SYSTEMS

Power Plant	Year	ATRI	END	REC	A/R Cost	Price
low Burn Fusion Plant	2149	9	200	25	45/16	20,000
Dual Inline Cold Fusion Plant	2348	10	230	115	138/50	25,000
Parallel Cold Fusion Plant	2355	10	230	230	253/92	70,000
Split-Stream Antimatter Plant	2590	11	275	200	228/83	92,000

All power systems are built as Endurance Reserves with the Limitations *OIF Immobility* (-1½) and *Only Powers Electrical Devices* (-¼).

TERRAN EMPIRE PROPULSION SYSTEMS

Propulsion System	Year	ATRI	Movement	A/R Cost	Price
Reactionless Drives*					
Type I-H.12	2541	11	20"	45/30	15,000
Type 1-M	2562	11	32"	69/46	22,500
Type 1-Q	2563	11	35"	75/50	29,000
Type 1-T	2567	11	37"	79/53	33,000
Type 2-A	2581	11	40"	85/57	38,000
Type 2-A.1	2582	11	41"	87/58	40,000
Type 2-C	2593	11	42"	89/59	42,000
Type 2XXV	2590	11	43"	91/61	45,000
Type 2L	2594	11	44"	93/62	48,000
Type 3.K	2610	11	47"	99/66	53,000
Hyperdrives					
Class Eta-VI	2507	10	85 LY/day	63/6	127,000
Class Iota	2582	10	142 LY/day	105/15	180,000
Displacer Drives					
Type 3	2506	10	267 AU/day	70/8	122,000
Type 9	2526	11	120 LY/day	28/3	235,000
Type 17-D	2617	11	440 LY/day	104/14	333,000

*: The Active/Real Point cost of a reactionless drive includes an additional Noncombat Multiple and Costs Endurance (-½).

Type 9 Displacer Drive: Teleportation 3", MegaScale (1" = 10 light-years; +3 ¾) (28 Active Points); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone to Activate (-¼). Total cost: 3 points.

Type 17-D Displacer Drive: Teleportation 11", MegaScale (1" = 10 light-years; +3 ¾) (104 Active Points); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x6 END; -2½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼). Total cost: 14 points.

TERRAN EMPIRE WEAPONS SYSTEMS

Weapon System	Year	ATRI Effect	A/R Cost	Price
Plasma Cannons				
Type 2 Plasma Cannon	2410	10 RKA 7d6, Accurate	210/70	50,000
Type 5 Plasma Cannon	2522	10 RKA 9d6, Accurate	270/90	125,000
Type 7 Plasma Cannon	2613	11 RKA 11d6, Accurate	371/124	(250,000)
Missiles				
MAME Rocket	2608	11 RKA 12d6 EX	540/127	(4,000)
MAME-5 Launcher	2608	11 RKA 12d6 EX	540/180	(23,000)
MAME-10 Launcher	2608	11 RKA 12d6 EX	540/216	(45,000)
Other Weapons				
Hyper Charge	2588	11 RKA 18d6 EX	Text	(23,000)
Force Field Sponger	2630	11 Suppress FF 10d6	62/12	N/A
Armor Depletion Beam	2610s	12 Drain DEF 5d6	2617	11

Price: The standard price for the system. Prices in parentheses indicate a system not legally available to civilians; it can only be purchased on the black market, for a much higher price. "N/A" indicates a system not available for purchase by civilians, even on the black market.

WEAPON SYSTEMS

Terran starships utilize two main forms of offensive weaponry; lasers and plasma cannons. They also have stores of powerful missiles, usually in the form of space nukes and antimatter warheads. *Terran Empire*, pages 162-65, gives a thorough description of most of these weapons, as well as writeups for them. Included here are more variations of those weapons, as well as other weapon systems that might be found on Terran starships.

Plasma Cannons

Starship plasma cannons are discussed in detail on page 164 of *Terran Empire*.

TYPE 2 PLASMA CANNON

Effect: RKA 7d6, Area Of Effect (One Hex Accurate)
Shots: 25
Range: 9.8 kilometers

Type 2 Plasma Cannon: RKA 7d6, Area Of Effect (One Hex Accurate; + ½), Increased Maximum Range (4,900"; +¼), 25 Charges (+¼) (210 Active Points) OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾). Total cost: 70 points

TYPE 5 PLASMA CANNON

Effect: RKA 9d6, Area Of Effect (One Hex Accurate)
Shots: 25
Range: 12.5 kilometers

Type 5 Plasma Cannon: RKA 9d6, Area Of Effect (One Hex Accurate; + ½), Increased Maximum Range (6,250"; +¼), 25 Charges (+¼) (270 Active Points) OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾). Total cost: 90 points

TYPE 7 PLASMA CANNON

Effect: RKA 11d6, Area Of Effect (One Hex Accurate)
Shots: 35
Range: 15.5 kilometers

Type 7 Plasma Cannon: RKA 11d6, Area Of Effect (One Hex Accurate; + ½), Increased Maximum Range (7,750"; +¼), 35 Charges (+½) (371 Active Points) OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾). Total cost: 124 points

MAME Missiles

During most of the Imperial period, starships primarily carried nuclear explosive missiles ("space nukes," in pilots' parlance). Antimatter missiles began to replace the Space-Nukes in the early 2600s. In addition to the larger antimatter missiles (see *Terran Empire*, page 165), Imperial engineers also developed another type, the MAME — Miniature Antimatter Missile, Explosive — small enough for even a scout ship or fighter to carry.

MAME ROCKET

Effect: RKA 12d6, Explosion
Shots: 1
Range: 45 kilometers

MAME Rocket: RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½) (540 Active Points); OIF Bulky (-1), 1 Charge (-2), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0). Total cost: 127 points

MAME-5 LAUNCHER

Effect: RKA 12d6, Explosion
Shots: 5
Range: 45 kilometers

MAME Launcher: RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½) (540 Active Points); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0). Total cost: 180 points

MAME-10 LAUNCHER

Effect: RKA 12d6, Explosion
Shots: 10
Range: 45 kilometers

MAME-10 Launcher: RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½) (540 Active Points); OIF Bulky (-1), 10 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0). Total cost: 216 points.

Other Weapons

HYPER CHARGE

Starships use hyper charges to disable or destroy enemy vessels while the target vessel is in Hyperspace. Fired from a special launcher, a hyper charge includes a miniature one-way hyperdrive that allows it to jump into Hyperspace. After it enters Hyperspace, the warhead scans for targets, and if it finds one, locks onto it. (In game terms, assume the hyper charge has INT 10 for purposes of using its sensors and Tactical Database.) If it detects an enemy ship, it locks on, pursuing it and attempting to get as close as possible before detonating its small nuclear warhead.

Ships can only fire hyper charges from normalspace into Hyperspace. If fired in Hyperspace, a hyper charge experiences a catastrophic chain reaction that causes it to detonate during the firing process (which usually destroys the ship that fired it). Engineers are trying to develop a Hyperspace-to-normalspace charge, but so far with no success.

Successful hyper charge attacks can damage unsuspecting starships while traveling through Hyperspace, hopefully knocking out navigation systems and (with luck) disabling the vessel's Hyperdrive, making the return to normalspace impossible until proper repairs could be completed. Pirates and rebels often use hyper charges to catch merchant, civilian, and even Imperial vessels off-guard; many fleets use hyper charges to defend remote planets and military outposts.

HYPER CHARGE

Val	Char	Cost	Notes
1	Size	5	1.25" x .5; -1 KB; -0 DCV
15	STR	0	Lift 200 kg; 3d6 [0]
20	DEX	30	OCV: 7/DCV: 7
10	BODY	0	
5	DEF	9	
6	SPD	30	Phases: 2, 4, 6, 8, 10, 12
Total Characteristics Cost: 74			

Movement: Ground: 0"/0"
Flight: 30"/30,000"
EDM: Into Hyperspace

Abilities & Equipment

Cost	Power	END
67	<i>Hyper Charge:</i> RKA 18d6, Explosion (+½), MegaArea (1" = 10 km; +½); No Range (-½), 1 Charge which Never Recovers (-4), Only In Hyperspace (-½) [1nr]	
15	<i>Electronic Counter Counter-Measures:</i> Radio Group Flash Defense (15 points)	0
7	<i>Electronic Counter Counter-Measures:</i> Power Defense (15 points); Only Versus Electronic Jamming (-1)	
5	<i>One-Way HyperDrive:</i> Extra-Dimensional Movement (any location in Hyperspace, corresponding to the location in normal space where the missile enters); 1 Charge which Never Recovers (-4)	
51	<i>Engine:</i> Flight 35", x1,000 Noncombat; 1	

Continuing Fuel Charge (easily-obtained fuel; 1 Minute; -¾), Only In Hyperspace (-½) [1cc]

- 12 *Only Flies:* Running -6" (0" total)
- 2 *Only Flies:* Swimming -2" (0" total)
- 50 *Radar Array:* Multipower, 50-point reserve
- 2u 1) *Close-Range Radar:* Radar (Radio Group), Discriminatory, Analyze
- 5u 2) *Far-Range Radar:* Radar (Radio Group), Discriminatory, Analyze, MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1) 0
- 18 *Radar Enhancers:* +12 versus Range for Radio Group
- 24 *Communications Systems:* HRRP (Radio Group) 0
- 13 *Communications Systems:* MegaScale (100 km per Active Point, can scale down to 1" = 1 km; +¾) for HRRP, Reduced Endurance (0 END; +½) 0

Skills

- 20 *Homing Sensors:* +10 OCV with Hyper Charge
- 10 *Maneuverable:* +2 DCV
- 4 *Maneuverable:* +2 with Flight
- 16 *Tactical Database:* KS: Starships 25-

Total Abilities & Equipment Cost: 293

Total Vehicle Cost: 367

Value Disadvantages

- 10 Physical Limitation: Costs Firing Ship 10 END To Fire (Frequently, Slightly Impairing)
- 15 Physical Limitation: Remote Guidance (enemy ships can interfere with or disable guidance system) (Infrequently, Fully Impairing)

Total Disadvantage Point: 25

Total Cost: 342/5 = 68

VARANYI ARMOR DEPLETION BEAM

Effect: Drain DEF 5d6

Shots: 50

Range: 5 kilometers

Description: The Varanyi Armor Depletion Beam temporarily degrades the defensive integrity of the hull or armor of an enemy ship. It fires a stream of pre-programmed nanobots that attach to the vessel's hull and systematically break down the molecular cohesiveness of the alloys with a speed that Terran nanotechnology cannot yet muster.

Game Information:

Cost	Value
52	<i>Armor Depletion Beam:</i> Multipower, 87-point reserve, 50 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼)
3u	1) <i>Short-Range Beam:</i> Drain DEF 5d6, Ranged (+½), Increased Maximum Range (1,875"; +¼); OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼)
3u	2) <i>Long-Range Beam:</i> Drain DEF 5d6,

Ranged (+½), MegaScale (1" = 1 km; +¼);
OIF Bulky (-1), Real Weapon (-¼), Only
Works On Starships (-¼)

Total cost: 58 points

THORGON FORCE FIELD SPONGER

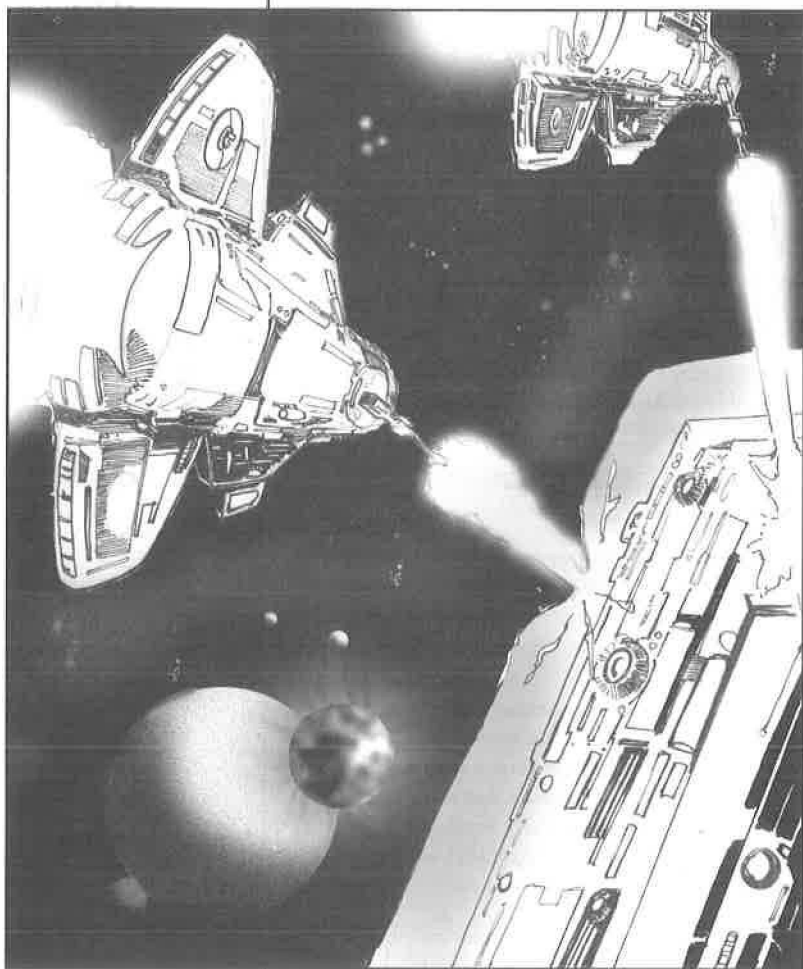
Effect: Suppress Force Field 10d6

Shots: Depends on ship's power

Range: 10 kilometers

Description: The Thorgons created this weapon to sap the power from a vessel's force field. The exact nature of the weapon remains a mystery to Imperial weapon specialists, but some theorize the beam simply disrupts the cohesive bond of the defending vessel's shields by emitting a counter-wave of some sort.

Game Information: Suppress Force Field 10d6, Increased Maximum Range (5,000"; +¼) (62 Active Points); OIF Bulky (-1), Increased Endurance Cost (x7 END; -3), Real Weapon (-¼). Total cost: 12 points.



DEFENSES

Terran Empire detailed the basic defense systems found on Terran starships and spacecraft. The accompanying table and text below describes more variations of these important forms of protection.

With the advent of weapons like the Thorgon Force Field Sponger and Varanyi Armor Depletion Beam, Terran scientists have been experimenting with countermeasures. In some cases, they've found that retuning a ship's hull force field and increasing its power provides some defense against these attacks. In game terms, ship designers can add Power Defense to a protective system's hull force field (maximum of 10 points).

Protective Systems

Cost Defense Package 1.C

- 39 Ablative Armor Plating: +23 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
24 Hull Armor: +10 DEF; Limited Coverage (hull only; -¼)

Total Cost: 63 points

Cost Defense Package 2.H

- 3 Outer Force Field: Force Field (9 PD/9 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)
2 Hull Force Field: Force Field (7 PD/7 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)
48 Ablative Armor Plating: +28 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
34 Hull Armor: +14 DEF; Limited Coverage (hull only; -¼)

Total Cost: 87 points

Cost Defense Package 3.T

- 5 Outer Force Field: Force Field (16 PD/16 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)
4 Hull Force Field: Force Field (11 PD/11 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)
58 Ablative Armor Plating: +34 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
41 Hull Armor: +17 DEF; Limited Coverage (hull only; -¼)

Total Cost: 108 points

Cost Defense Package 4.E

- 7 Outer Force Field: Force Field (22 PD/22 ED); OIF Bulky (generator; -1), Ablative (-½), Increased Endurance Cost (x10 END; -4)
4 Hull Force Field: Force Field (13 PD/13 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)
63 Ablative Armor Plating: +37 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
46 Hull Armor: +19 DEF; Limited Coverage (hull only; -¼)

Total Cost: 120 points

Point Defense Systems

- Cost** **Basic Point Defense System Mark IV**
- 14 *Basic Point Defense System:* Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense:* Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense:* Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)
- 4 *Missile Tracking System:* +2 with Missile Deflection

Total Cost: 20 points

- Cost** **Advanced Point Defense System Mark II**
- 14 *Advanced Point Defense System:* Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense:* Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense:* Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)
- 10 *Missile Tracking System:* +5 with Missile Deflection

Total Cost: 26 points

- Cost** **Elite Point Defense System Mark II**
- 14 *Elite Point Defense System:* Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense:* Missile Deflection (all physical projectiles), Range (+1); OIF Bulky

TERRAN EMPIRE STARSHIP DEFENSE SYSTEMS

Defense System	Year	ATRI Effect	A/R Cost	Price
Protective Systems				
Defense Package 1.C	2434	10	+23/+10 DEF	Text 220,000
Defense Package 2.H	2568	11	9/7 FF, +28/+14 DEF	Text 333,000
Defense Package 3.T	2601	11	16/11 FF, +34/+17 DEF	Text 415,000
Defense Package 4.E	2635	11	22/13 FF, +37/+19 DEF	Text N/A
Point Defense Systems				
Basic PDS Mark IV	2297	9	Missile Deflection, +2	Text 38,000
Advanced PDS Mark II	2420	10	Missile Deflection, +5	Text 53,000
Elite PDS Mark X	2612	11	Missile Deflection, +10	Text N/A

Price: The standard price for the system. Prices in parentheses indicate a system not legally available to civilians; it can only be purchased on the black market, for a much higher price. "N/A" indicates a system not available for purchase by civilians, even on the black market.

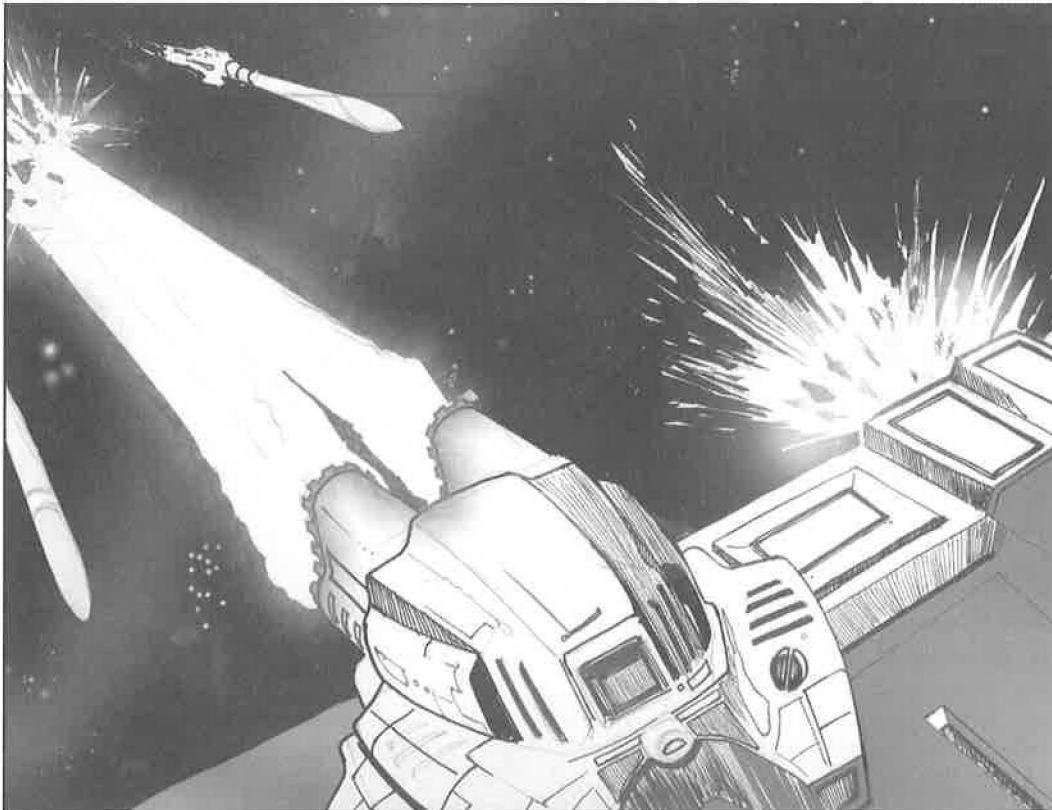
- (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense:* Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)
- 20 *Missile Tracking System:* +10 with Missile Deflection

Total Cost: 28 points

ARMORED ESCAPE POD

Although few species fire on escape pods, some ship captains will do so if they think that they can get away with it. To give starship escapees a greater chance of survival, the Imperial Navy has introduced Armored Escape Pods. The added armoring increases the pod's size slightly; a starship can only carry three armored pods in the space needed to store five standard escape pods.

An Armored Escape Pod is like a normal escape pod (*Terran Empire*, page 171), but with DEF 8. The total cost of the pod is 25 points.



TERRAN STARSHIPS



Humans make most of the common types of vessels found in the spacelanes of the Terran Empire. Human corporations develop bigger, better technology as they compete with each other to create the best engines and sensor platforms for the private sector, as well as weapons and defensive systems for the massive Imperial fleet. The Empire's commercial influence, particularly in the "southern" side of the Milky Way, means that Human ship designs often affect other species's designs as well.

Most Terran starships, be they civilian or military, are constructed following certain basic patterns. The typical Terran starship hull, like the hulls of sailing vessels of old, is relatively long and narrow, and often has at least a vaguely aerodynamic shape to please the Human eye. (Some utilitarian ships, such as cargo vessels, defy this aesthetic by having squarish, bulbous, or otherwise unaerodynamic shapes designed to maximize carrying capacity.) Engineers typically place the ship's power core aft so that it's near the main propulsion systems and as far away as possible from crew quarters and most major ship facilities.

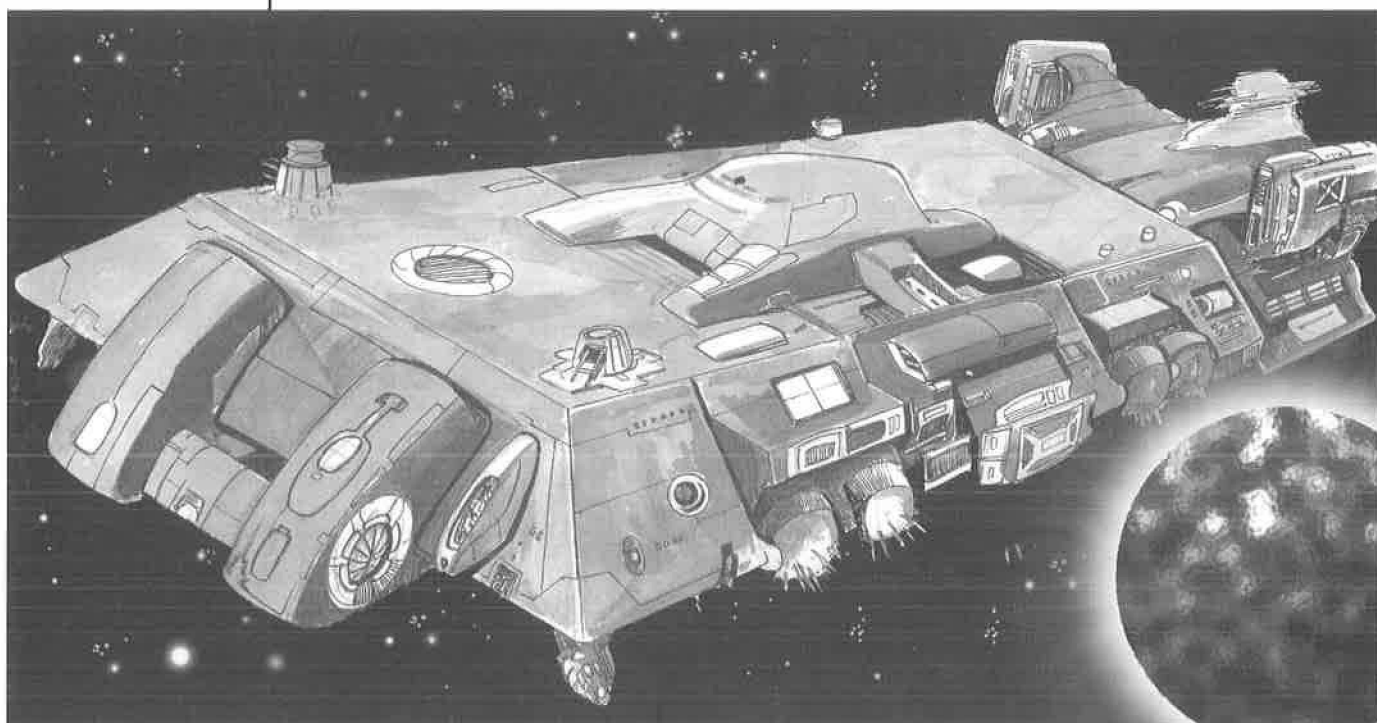
The ship's systems channel power from the core through three main *power conduits*. The largest conduit typically runs right through the center of the starship and supplies major operating systems with energy. Individual systems tap into this conduit at *chief junctions* to obtain the power they need; often

two or more systems use the same chief junction to make maintenance easier (but also increasing the risk that several systems will lose power at once if that junction is damaged). If necessary, the engineers can bypass or override a chief junction to reroute energy to a vital system.

The other two power conduits connect directly to the various engines of the vessel. Terran Hyperdrive engines are easily recognized by the rectangular "fans" that project outward from the port and starboard sides of the vessel; these contain the Hyperdrive's main systems. Displacer and reactionless drives occupy the far aft of the ship, behind the power core.

On capital ships, the command center ("bridge") and most other major ship facilities are located centrally or forward, and usually dorsal. Typically a large and expansive room with rows of computer consoles for crewmen to monitor different systems and wide, the bridge also has viewscreens and/or reinforced windows along the walls to allow maximum visibility. Living quarters for the crew, laboratories, workshops, and the like occupy the lower decks, leaving room at dorsal starboard and dorsal port for fighter bays and weapon stores, if necessary.

Smaller craft tend to vary more widely in appearance, since many more firms manufacture them, and many more people can afford them. Many of them are wedge- or arrowhead-shaped, but others are long and narrow or squat and boxy.



THE IMPERIAL FLEET

The Imperial Fleet is one of the largest and most feared armadas in the Galaxy. At any time, the Empire can deploy starships to any sector in space to deal with any type of situation. These vessels vary in size from massive dreadnoughts to small patrol and fighter craft.

Super-Dreadnoughts

Dreadnoughts epitomize the Empire's lust for power and galactic conquest. These hulking beasts strike fear into the hearts of anyone unfortunate enough to face them in battle. Their presence alone can disperse whole fleets and their firepower overmatches almost any other ATRI 11 starship in the Galaxy. However, because they're expensive to operate (and clean up after!), the Empire only uses them when absolutely necessary.

IMPERIAL NAVY IAV APOCALYPSE (ATRI 11)

Val	Char	Cost	Notes
27	Size	135	500" x 250"; -27 KB; -18 DCV
160	STR	15	Lift 100 mtons; 32d6 [0]
20	DEX	30	OCV: 7/DCV: 7
250	BODY	213	
25	DEF	69	
3	SPD	0	Phases: 4, 8, 12
Total Characteristics Cost: 462			

Movement: Ground: 0"/0"
Flight: 40"/320"
Teleportation: 150 LY Displacement
Teleportation: 4,000 LY Hyperdrive

Abilities & Equipment

Cost	Powers	END
Power Systems		
200	<i>Antimatter Power Plant:</i> Endurance Reserve (500 END, 500 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
60	<i>Auxiliary Power:</i> Endurance Reserve (150 END, 150 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
40	<i>Emergency Power:</i> Endurance Reserve (100 END, 100 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
22	<i>Type 20 Displacer Drive:</i> Teleportation 15", Megascale (1" = 10 light-years; +3¾); Increased Endurance Cost (x4 END; -2), Extra Time (requires four hours to prepare for a displacement; -3), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼), Costs Endurance (Only Costs END to Activate; -¼)	56
5	<i>Class Nu Hyperdrive:</i> Teleportation 4", Megascale (1" = 1000 light-years, can scale down to 1" = 2,000 km; +4½); Extra Time (1 Week for a full journey, or about	

	1 LY per 3 minutes; -4½), Increased Endurance Cost (7x END; -3), Requires Gravitation Distortion-Free Zone To Activate (-½), Costs Endurance (Costs END Every Phase; -½)	28
60	<i>Type 4 Reactionless Drive:</i> Flight 40", x8 Noncombat; Costs Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

135	<i>Type 8 Plasma Cannons:</i> RKA 12d6, Area Of Effect (One Hex Accurate; +½), Increased Range Modifier (9,000"; +¼), 40 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees forward, only on same horizontal level; -¾)	[40]
5	<i>Type 8 Plasma Cannons:</i> Another Type 8 Plasma Cannon (total of 2)	[40]
124	<i>Type 7 Plasma Cannon:</i> RKA 11d6, 35 Charges (+½), Increased Maximum Range (7,750"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾), Real Weapon (-¼)	[35]
5	<i>Type 7 Plasma Cannon:</i> Another Type 7 Plasma Cannon (total of 2)	[35]
70	<i>Type 1 Plasma Cannon:</i> RKA 7d6, 20 Charges (+¼), Increased Maximum Range (4,600"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), Only on the same horizontal level (-¼), Real Weapon (-¼)	[20]
10	<i>Type 1 Plasma Cannon:</i> 3 more Type 1 Plasma Cannons (total of 4)	[20]
183	<i>Mark XX Starship Lasers:</i> Multipower, 412-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
10u	1) <i>Near-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½)	22
18u	2) <i>Far-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	41
11u	3) <i>Near-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½)	24
17u	4) <i>Far-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	39
10u	5) <i>Sustained Beam Mode:</i> RKA 7d6, Increased Maximum Range (5,250"; +¼), Continuous (+1)	24
5	<i>Mark XX Starship Lasers:</i> Another Mark XX Starship Laser (total of 2)	var
147	<i>Mark XII Starship Lasers:</i> Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	

OTHER SUPER-DREADNOUGHT CLASSES

There are only two other classes of super-dreadnoughts currently active in the Imperial fleet. The IAV *Victorious* (ATRI 11) is similar in size to the *Apocalypse*, but carries more fighters and plays more of a support role in major battles. The other, the IBV *Brimstone* (ATRI 11), carries no fighters at all but is armed with almost twice as many lasers and cannons for use against enemy ships.

8u	1) <i>Near-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode</i> : RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
10	<i>Mark XII Starship Lasers</i> : 3 more Mark XII Starship Lasers (total of 4)	var
100	<i>Mark IV Starship Lasers</i> : Multipower, 150-point reserve, 45 Charges (+½) for entire reserve; OIF Bulky (-1), Real Weapon (-¼)	
4u	1) <i>Near-Targeting Beam Mode</i> : RKA 5d6, Increased Maximum Range (1875"; +¼)	
7u	2) <i>Far-Targeting Beam Mode</i> : RKA 5d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
4u	3) <i>Near-Targeting Pulse Mode</i> : RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)	
6u	4) <i>Far-Targeting Pulse Mode</i> : RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
5u	5) <i>Sustained Beam Mode</i> : RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)	
15	<i>Mark IV Starship Lasers</i> : 7 more Mark IV Starship Lasers (total of 8)	var
8	<i>Outer Force Field</i> : Force Field (25 PD/25 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1), Ablative (-½)	50
5	<i>Hull Force Field</i> : Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1)	30
65	<i>Ablative Armor Plating</i> : +38 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
60	<i>Hull Armor</i> : +20 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0
14	<i>Elite Point Defense System</i> : Multipower, 34-point reserve; all slots OIF Bulky (-1), Costs Endurance (Costs END Every Phase; -½)	3
1u	1) <i>Elite Close-In Defense</i> : Missile Deflection (all physical projectiles), Range (+1)	3
1u	2) <i>Elite Distant Defense</i> : Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Range (+1)	3
16	<i>Elite Missile Tracking System</i> : +8 with Missile Deflection	
46	<i>Type E-21 Tractor Beam</i> : Telekinesis (85 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼)	13

601	<i>Self-Destruct System</i> : RKA 166d6 (standard effect: 498 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -½), 1 Charge Which Never Recovers (-4) [1nr]	
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Operations Systems

114	<i>Sensor Package</i> : Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½)	var
87	<i>Long-Range Sensors</i> : Megascala (1" = 1 trillion km; +3¼, can scale down to 1" = 1 km; +¼); OIF Bulky (-1)	17
15	<i>Long-Range Sensors</i> : +20 versus Range for Radio; OIF Bulky (-1)	
111	<i>Electronic Warfare</i> : Variable Power Pool, 95 base + 48 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
30	<i>Electronic Warfare Defense</i> : Radio Group Flash Defense (30 points)	
8	<i>Sensor Enhancements</i> : +8 to Systems Operation; OIF Bulky (-1)	
18	<i>Internal Monitors</i> : Clairsentience (Sight and Hearing Groups), 2x Range (up to 500"), Multiple Perception Points (up to eight at once), Mobile Perception Point; OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	4
8	<i>Navigation Computer</i> : +8 to Navigation; OIF Bulky (-1)	0

Personnel Systems

12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
45	<i>Backup Life Support</i> : 499 more Backup Life Support chambers (total of 500)	[1cc]
3	<i>Food Supplies</i> : Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Thibault Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
15	<i>Medical Facilities</i> : Paramedics 15-	
5	<i>Medical Facilities</i> : SS: Medicine 14-	

Skills/Laboratories

- 20 *Tactical Systems*: +6 with Ranged Combat;
Costs Endurance (-½) 3
- 13 Computer Programming 14-
13 Cryptography 14-
13 Demolitions 14-
13 Electronics 14-
13 Mechanics 14-
15 Weaponsmith (Firearms, Missiles & Rockets,
Incendiary Weapons, Energy Weapons) 14-
100 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 2,839**Total Vehicle Cost: 3,301****Value Disadvantages**

- 25 Distinctive Features: Imperial military vessel
(Not Concealable; Causes Extreme Reaction
[abject fear])
- 10 Physical Limitation: Cannot Enter Atmo-
spheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35**Total Cost: 3,266/5 = 653****Cost Additional Vehicles**

- 283 Imperial Navy SBP Wasp (*Terran Empire*,
page 174)
- 30 49 more Wasps (total of 50)
- 22 Escape Pod
- 50 849 more Escape Pods (total of 850)
- 25 Armored Escape Pod
- 15 7 more Armored Escape Pods (total of 8)
- 76 Antimatter Missiles
- 30 49 more Antimatter Missiles (total of 50)

Description: The most feared vessel in the Imperial fleet, the *Apocalypse* dreadnought spells almost certain doom for an opposing force. Equipped with dozens of plasma and laser cannons, and protected with state-of-the-art force fields and armor, it also carries a complement of 50 Wasp fighters and a like number of antimatter missiles. Its crew numbers approximately 800.

Similar in design to the *Empress*-class battleship, the *Apocalypse* resembles a flat, extruded isosceles trapezoid. Numerous laser cannons and point defense batteries line the dorsal side, flanked by fighter bay doors. The ventral corners of the bow feature Type 7 plasma cannons, while four Type 1 plasma cannons surround and protect the bridge (located in the center dorsal region). The ship's biggest guns, its two Type 8 plasma cannons, are located directly forward and aft dorsal. A total of 10 missile launchers (two per side, excluding aft) round out the ship's weaponry.

Battleships

In major space conflict, battleships often provide the firepower necessary to guarantee victory. Although not as powerful as dreadnoughts, they're cheaper to build and slightly easier to maneuver, making them more common. They often serve as the flagships of fleet detachments.

IMPERIAL NAVY IBV GOLIATH (ATRI 11)

Val	Char	Cost	Notes
24	Size	120	250" x 125"; -24 KB; -16 DCV
130	STR	0	Lift 1.6 mtons; 27d6 [0]
18	DEX	24	OCV: 6/DCV: 6
200	BODY	166	
18	DEF	48	
3	SPD	2	Phases: 4, 8, 12

Total Characteristic Cost: 360

Movement: Ground: 0"/0"
Flight: 35"/140"
Teleportation: 110 LY Displacement
Teleportation: 4,000 LY Hyperdrive

Abilities & Equipment

Cost	Power	END
Power Systems		
136	<i>Antimatter Power Plant:</i> Endurance Reserve (340 END, 340 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
38	<i>Auxiliary Power:</i> Endurance Reserve (95 END, 95 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
14	<i>Type 17-D Displacer Drive:</i> Teleportation 11", Megascale (1" = 10 light-years; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼)	60
5	<i>Class Nu Hyperdrive:</i> Teleportation 4", Megascale (1" = 1,000 light-years, can scale down to 1" = 2,000 km; +4½); Extra Time (1 Week for a full journey, or about 1 LY per 3 minutes; -4½), Increased Endurance Cost (7x END; -3), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	
58	<i>Type 2-A.1 Reactionless Drive:</i> Flight 41"; x4 Noncombat; Costs Endurance (-½)	
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Tactical Systems		
124	<i>Type 7 Plasma Cannon:</i> RKA 11d6, 35 Charges (+½), Increased Maximum Range (7,750"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited	



- Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¼), Real Weapon (-¼) [35]
- 100 *Type 6 Plasma Cannon*: RKA 10d6, 30 Charges (+¼), Increased Maximum Range (6550"; +¼), Area Of Effect (One Hcx Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Starboard (dorsal); -½), Only on the same horizontal level (-¼), Real Weapon (-¼) [30]
- 5 *Type 6 Plasma Cannon*: Another Type 6 cannon (total of 2) [30]
- 70 *Type 1 Plasma Cannon*: RKA 7d6, 20 Charges (+¼), Increased Maximum Range (4,600"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Aft (dorsal); -½), Only on the same horizontal level (-¼), Real Weapon (-¼) [20]
- 5 *Type 1 Plasma Cannon*: 1 more Type 1 cannon (Aft, ventral) (total of 2) [20]
- 165 *Mark XV Starship Laser*: Multipower, 371-point reserve, all slots OIF Bulky (-1), Real Weapon (-¼)
- 9u 1) *Near-Targeting Beam Mode*: RKA 9d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 20
- 16u 2) *Far-Targeting Beam Mode*: RKA 9d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼) 37
- 9u 3) *Near-Targeting Pulse Mode*: RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 21
- 15u 4) *Far-Targeting Pulse Mode*: RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼) 34
- 9u 5) *Sustained Beam Mode*: RKA 6d6, Increased Maximum Range (4500"; +¼), Continuous (+1); OIF Bulky (-1), Real Weapon (-¼) 20
- 15 *Mark XV Starship Laser*: 7 more Mark XV Starship Lasers (total of 8) var
- 8 *Outer Force Field*: Force Field (25 PD/25 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1), Ablative (-½) 50
- 5 *Hull Force Field*: Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1) 30
- 65 *Ablative Armor Plating*: +38 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0
- 60 *Hull Armor*: +20 DEF, Hardened (+¼); Limited Coverage (hull only; -¼) 0
- 14 *Advanced Point Defense System*: Multipower, 34-point reserve, all OIF Bulky (-1), Costs Endurance (-½)
- 1u 1) *Advanced Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½) 3
- 1u 2) *Advanced Distant Defense*: Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Range (+1); OIF Bulky (-1), Costs Endurance (-½) 3
- 8 *Missile Tracking System*: +4 with Missile Deflection
- 44 *Type E Tractor Beam*: Telekinesis (80 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼) 12
- 456 *Self-Destruct System*: RKA 126d6, (standard effect: 378 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]
- ### Operations Systems
- 108 *Sensor Package*: Variable Power Pool, 95 base + 48 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 87 *Long-Range Sensors*: Megascale (1" = 1 trillion km; +3½, Can Be Scaled down to 1" = 1 km); OIF Bulky (-1) var
- 14 *Long-Range Sensors*: +19 versus Range for Radio Group; OIF Bulky (-1) var
- 105 *Electronic Warfare*: Variable Power Pool, 90 base + 45 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 25 *Electronic Warfare Defense*: Radio Group Flash Defense (25 points) 0
- 6 *Sensor Enhancements*: +6 to Systems Operation; OIF Bulky (-1) 0
- 18 *Internal Monitors*: Clairsentience (Sight And Hearing Groups), 2x Range (up to

	500”), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobility (-2), Perception Point Cannot Move Through Solid Objects (-0)	5
4	<i>Navigation Computer</i> : +4 to Navigation roll; OIF Bulky (-1)	0
Personnel Systems		
12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5” x 1.25” chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
40	<i>Backup Life Support</i> : 250 more Backup Life Support chambers (total of 251)	[1cc]
3	<i>Food Supplies</i> : Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Thibault Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
15	<i>Medical Facilities</i> : Paramedics 15-	
5	<i>Medical Facilities</i> : SS: Medicine 14-	
Skills/Laboratories		
20	<i>Tactical Systems</i> : +6 with Ranged Combat; Costs Endurance (-½) 3	
13	Computer Programming 14-	
13	Cryptography 14-	
13	Demolitions 14-	
13	Electronics 14-	
13	Mechanics 14-	
15	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-	
100	Other laboratories (defined by GM or player)	

Total Abilities & Equipment Cost: 2,111

Total Vehicle Cost: 2,471

Value Disadvantages

25	Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
10	Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 2,436/5 = 487

Cost Additional Vehicles

283	Imperial Navy SBP <i>Wasp</i> (<i>Terran Empire</i> , page 174)
20	15 more Wasps (total of 16)
22	Escape Pod
45	499 more Escape Pods (total of 500)
25	Armored Escape Pod
10	3 more Armored Escape Pods (total of 4)
76	Antimatter Missiles
40	219 more Antimatter Missiles (total of 220)

Description: The *Goliath* is the most commonly used vessel of its size in the Imperial fleet. First put into service in 2612, it comes fully loaded with the Empire's fastest Hyperdrive and one of the largest stockpiles of antimatter missiles ever seen on an Imperial vessel. Usually an invasion or assault force includes at least two or three of these imposing vessels.

Goliath battleships have a crew of approximately 420 members with enough additional living space for 30 or more pilots and a few squadrons of marines, when necessary. The fighter bay contains 16 *Wasp* fighters but has the facilities to support an additional 16 if necessary.

Unlike the *Empress*-class battleship, the body of the *Goliath* is broad and triangular, the top of the hull sweeping gradually upwards creating a wedge shape. The command center sits in the middle of the main body, flanked by four of the ship's eight Mark XV laser cannons. The remaining four cannons are located on the ventral side of the hull directly underneath the bridge.

Running along the dorsal center is a massive Type 7 plasma cannon and to its left and right, facing port and starboard respectively, are two Type 6 plasma cannons. Multiple point defense system firing ports line the edges of the swept back hull, just above the numerous fighter bay doors. The tractor beam is mounted in the tip of the body.

OTHER BATTLESHIP CLASSES

Battleships are a favorite of the Empire. The Navy typically introduces a new class of battleship to the fleet every 25 years or so. Besides the *Empress* and the *Goliath*, some other classes currently in use include:

IBV Vigor (ATRI 11)

IBV Parnassus (ATRI 11)

IBV Saratoga (ATRI 10)

IBV Colgate (ATRI 10)

OTHER HEAVY CRUISER CLASSES

IBM Carbona (ATRI 11)

IBL Nova (ATRI 11)

IAM Wolfe (ATRI 11)

Cruisers

Imperial cruisers regularly patrol Imperial space to prevent invasions, curtail piracy, and keep fractious systems in line. While lacking in armor and firepower compared to battleships, cruisers have enough power and weaponry to be formidable adversaries in ship-to-ship combat. For the most part, heavy cruisers remain closer to the Imperial home worlds, while the light cruisers tend to find duty further out in Terran space, usually along the borderlands near alien territories.

IMPERIAL NAVY IAL BRAVURA (ATRI 11)

Val	Char	Cost	Notes
18	Size	90	50" x 30", KB-18, DCV -12
100	STR	0	Lift 25 ktons; 20d6 [0]
15	DEX	15	OCV: 5/DCV: 5
88	BODY	60	
15	DEF	39	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 209			

Movement: Flight: 38"/152"
Teleportation: 16 LY/Day
Displacement
Teleportation: 800 LY Hyperdrive

Abilities & Equipment

Cost	Powers	END
Power Systems		
110	<i>Cold Fusion Power Plant:</i> Endurance Reserve (275 END, 275 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
30	<i>Auxiliary Power:</i> Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	

Propulsion Systems

11	<i>Type 5 Displacer Drive:</i> Teleportation 10", Megascale (1" = 1 trillion km; +3¼); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Activation Roll 15- (-¼), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼)	48
10	<i>Class Theta Hyperdrive:</i> Teleportation 8", Megascale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 4.5 LY per hour; -4½), Increased Endurance Cost (4x END; -1½), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	32
54	<i>Type 2 Reactionless Drive:</i> Flight 38", x4 Noncombat; Costs Endurance (-½)	8
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6 (0" total)	

-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

100	<i>Mark IV Starship Lasers:</i> Multipower, 150-point reserve; all 45 Charges (+½); OIF Bulky (-1), Real Weapon (-¼)	
4u	1) <i>Near-Targeting Beam Mode:</i> RKA 5d6, Increased Maximum Range (1875"; +¼)	
7u	2) <i>Far-Targeting Beam Mode:</i> RKA 5d6, MegaRange (1" = 100 km; +¼, can scale down to 1" = 1 km; +¼)	
4u	3) <i>Near-Targeting Pulse Mode:</i> RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)	
6u	4) <i>Far-Targeting Pulse Mode:</i> RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1)	
5u	5) <i>Sustained Beam Mode:</i> RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)	
10	<i>Mark IV Starship Lasers:</i> 3 more Mark IV Starship Lasers (total of 4)	
83	<i>Mark I Starship Lasers:</i> Multipower, 124-point reserve; all 40 Charges (+½); OIF Bulky (-1), Real Weapon (-¼)	
3u	1) <i>Near-Targeting Beam Mode:</i> RKA 4d6, Increased Maximum Range (1,500"; +¼)	
5u	2) <i>Far-Targeting Beam Mode:</i> RKA 4d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +¼)	
4u	3) <i>Near-Targeting Pulse Mode:</i> RKA 3½d6, Increased Maximum Range (1,725"; +¼), Autofire (3 shots; +¼)	
5u	4) <i>Far-Targeting Pulse Mode:</i> RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +¼)	
4u	5) <i>Sustained Beam Mode:</i> RKA 3d6, Increased Maximum Range (2,250"; +¼), Continuous (+1)	
20	<i>Mark I Starship Lasers:</i> 15 more Mark I Starship Lasers (total of 16), (+1)	
2	<i>Outer Force Field:</i> Force Field (8 PD/8 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1), Ablative (BODY Only; -½)	20
2	<i>Hull Force Field:</i> Force Field (5 PD/5 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1)	10
60	<i>Ablative Armor Plating:</i> +35 DEF; Ablative (BODY Only; -½), Limited Coverage (hull only) (-¼)	
54	<i>Hull Armor:</i> +18 DEF, Hardened (+¼); Limited Coverage (hull only) (-¼)	
14	<i>Advanced Point Defense System:</i> Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)	3
1u	1) <i>Advanced Close-In Defense:</i> Missile Deflection (all physical projectiles), Ranged (+1)	3
1u	2) <i>Advanced Distant Defense:</i> Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Ranged (+1) (uses Personal END)	3
8	<i>Advanced Missile Tracking System:</i> +4 with Missile Deflection	

- 214 *Self-Destruct System*: RKA 59d6 (standard effect: 177 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]
- Operations Systems**
- 91 *Sensor Package*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 70 *Long-Range Sensors*: Megascale (1" = 1 trillion km, can scale down to 1" = 1 km; +3½); OIF Bulky (-1) 14
- 12 *Long-Range Sensors*: +16 versus Range for Radio Group; OIF Bulky (-1) 0
- 15 *Internal Monitors*: Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to four at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 4
- 70 *Electronic Warfare*: Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 40 *Backup Life Support*: 200 more Backup Life Support chambers (total of 201) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 15 *Medical Facilities*: Paramedics 15-
- 5 *Medical Facilities*: SS: Medicine 14-
- Skills/Laboratories**
- 10 *Tactical Systems*: +3 with Ranged Combat, Costs Endurance (-½) 1
- 13 Demolitions 14-
- 13 Electronics 14-
- 13 Mechanics 14-
- 15 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-
- 50 Other laboratories (defined by GM or player)

Total Powers & Skills Cost: 1,292

Total Vehicle Cost: 1,501

Value Disadvantages

- 25 Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

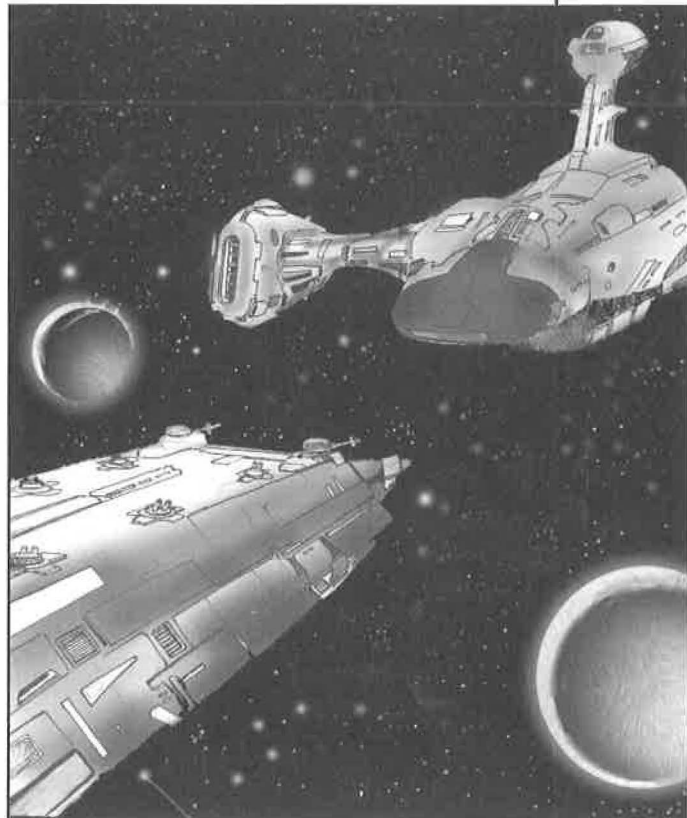
Total Cost: 1,466/5 = 293

Cost Additional Vehicles

- 22 Escape Pod
- 40 199 more Escape Pods (total of 200)
- 25 Armored Escape Pod
- 5 1 more Armored Escape Pods (total of 2)
- 70 Antimatter Missiles
- 30 61 more Antimatter Missiles (total of 62)

Description: Somewhat under-armed for a vessel in its class, the *Bravura*-class heavy cruiser has been in service since the mid-2400s and has received constant upgrades during its career. The hull has the familiar long, rectangular shape common in Imperial warships, but the *Bravura* has two large nose turrets mounted in the front corners of the ship. These turrets each house two Mark IV Lasers, the vessel's main weapons. Lining the top and sides of the hull are 16 Mark I Lasers. These weapons make it easy for the *Bravura* to wipe out wings of enemy fighters relatively quickly and efficiently. Eight missile launchers are located forward ventral, and ventral and dorsal of the main power core, directly between the Hyperdrive engines.

The *Bravura* has a crew of 175 people.



IMPERIAL NAVY IBM CLAYMORE (ATRI 11)

Val	Char	Cost	Notes
16	Size	80	40" x 20", KB-16, DCV -12, -11
90	STR	0	Lift 6.4 ktons; 20d6 [0]
15	DEX	15	OCV: 5/DCV: 5
70	BODY	44	
13	DEF	33	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 177			

Movement: Flight: 43"/172"
 Teleportation: 40 LY Displacement
 Teleportation: 500 LY Hyperdrive

Abilities & Equipment

Cost	Powers	END
Power Systems		
80	<i>Cold Fusion Power Plant:</i> Endurance Reserve (200 END, 200 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
30	<i>Auxiliary Power:</i> Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	

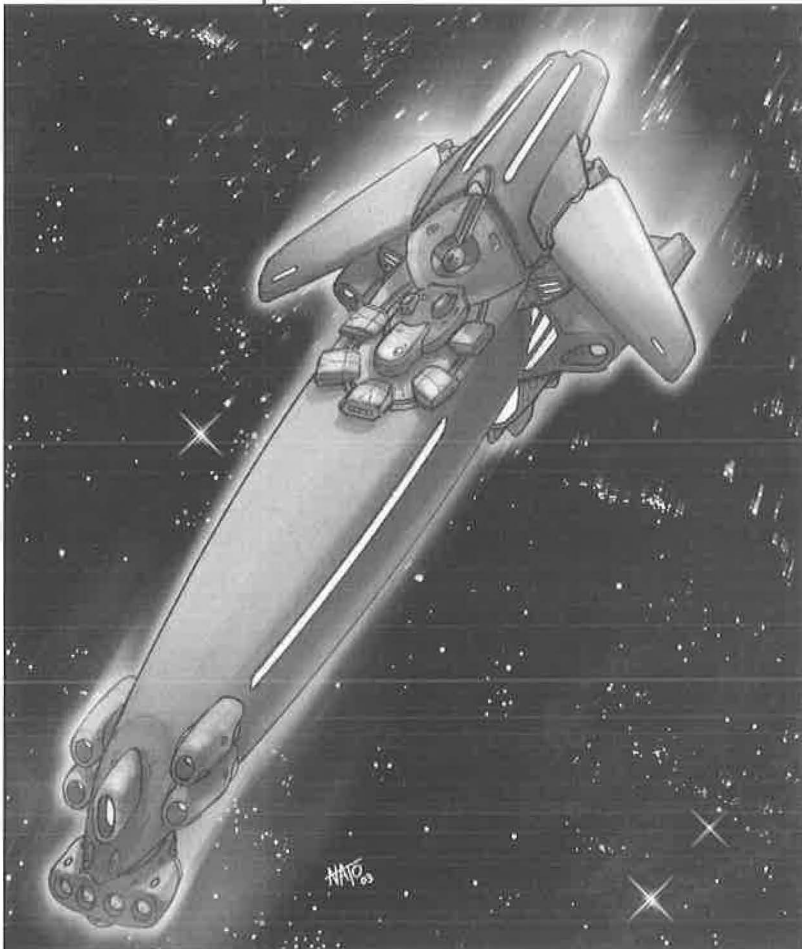
Propulsion Systems

4	<i>Type 12 Displacer Drive:</i> Teleportation 4", MegaScale (1" = 10 light-years; +3 ¾); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A	
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	PS: Operate Displacer Drive Roll (-¼), Requires Gravitational Distortion-Free Zone To Activate (see text; -¼)	40
5	<i>Class Epsilon Hyperdrive:</i> Teleportation 5", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	35
61	<i>Type 2XXV Reactionless Drive:</i> Flight 43", x4 Noncombat; Costs Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6 (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

100	<i>Type 6 Plasma Cannon:</i> RKA 10d6, 30 Charges (+¼), Increased Maximum Range (6,550"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), Only on the same horizontal level (-¼), Real Weapon (-¼)	[30]
10	<i>Type 6 Plasma Cannon:</i> 3 more Type 6 Plasma Cannons (total of 4)	[30]
70	<i>Type 1 Plasma Cannon:</i> RKA 7d6, 20 Charges (+¼), Increased Maximum Range (4,600"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), Only on the same horizontal level (-¼), Real Weapon (-¼)	[20]
147	<i>Mark XII Starship Lasers:</i> Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode:</i> RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
10	<i>Mark XII Starship Lasers:</i> 3 more Mark XII Starship Lasers (total of 4)	
2	<i>Outer Force Field:</i> Force Field (7 PD/7 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1), Ablative (BODY Only; -½)	10
1	<i>Hull Force Field:</i> Force Field (4 PD/4 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1)	10
50	<i>Ablative Armor Plating:</i> +29 DEF; Ablative	



	(BODY Only; -½), Limited Coverage (hull only) (-¼)	
54	<i>Hull Armor</i> : +18 DEF, Hardened (+¼); Limited Coverage (hull only) (-¼)	
14	<i>Advanced Point Defense System</i> : Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)	3
1u	1) <i>Close-In Defense</i> : Missile Deflection (all physical projectiles), Ranged (+1)	3
1u	2) <i>Distant Defense</i> : Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Ranged (+1)	3
8	<i>Advanced Missile Tracking System</i> : +4 with Missile Deflection	
170	<i>Self-Destruct System</i> : RKA 47d6 (standard effect: 141 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]
Operations Systems		
57	<i>Sensor Package</i> : Variable Power Pool, 50 base + 25 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors</i> : MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1)	var
7	<i>Long-Range Sensors</i> : +10 versus Range for Radio Group; OIF Bulky (-1)	
15	<i>Internal Monitors</i> : Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to four at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	4
70	<i>Electronic Warfare</i> : Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
Personnel Systems		
12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
40	<i>Backup Life Support</i> : 149 more Backup Life Support chambers (total of 150)	[1cc]
3	<i>Food Supplies</i> : Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Thibault Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1),	

	Only To Pull Objects Straight Down To The Floor (-1)	3
11	<i>Medical Facilities</i> : Paramedics 13-	
4	<i>Medical Facilities</i> : SS: Medicine 13-	
Skills/Laboratories		
10	<i>Tactical Systems</i> : +3 with Ranged Combat, Cost Endurance (-½)	1
13	Demolitions 14-	
13	Electronics 14-	
13	Mechanics 14-	
15	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-	
50	Other laboratories (defined by GM or player)	

Total Powers & Skills Cost: 1,265

Total Vehicle Cost: 1,443

Value Disadvantages

25	Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
10	Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 1,408/5 = 282

Cost Additional Vehicles

22	Escape Pod
40	149 more Escape Pods (total of 150)
76	Antimatter Missile
30	49 more Antimatter (total of 50)
66	Hyper Charges
20	15 more Hyper Charges (total of 16)

Description: Armed with five plasma cannons and an array of laser weapons, the Claymore is one of the most powerful light cruisers in the Imperial fleet. It's best known for its role in keeping the border territories safe from alien incursions, pirates, and rebels. It has a maximum crew of 150 members but can operate with half as many under extreme circumstances.

The hull of the *Claymore* is reminiscent of its name; it is long and thin with a pointed front end where it mounts a Type 1 Plasma Cannon. Four Type 6 Plasma Cannons line the sides of the forward section of the vessel and the four Type XII laser cannons are mounted two ventrally, two dorsally. The command center is located near the rear of the vessel, just in front of the main engineering section and the power core. Five missile ports surround the bridge, each capable of firing deadly antimatter missiles or hyper charges.

With both Hyperdrive and displacement capabilities, the *Claymore* can be called into service almost anywhere in Terran space and be ready for action within a few days. They often operate in pairs, and the last thing any privateer or insurgent wants to see is a whole flight of *Claymores* bearing down on his position.

OTHER LIGHT CRUISER CLASSES

IBL Schiavona (ATRI 11)
IBL Condottieri (ATRI 11)
IAL Fairbairn (ATRI 11)

Carriers

Because fighter craft are small in size and usually do not possess interstellar capacity, the Empire uses carriers to transport them (and other small craft) to the battlefield. They also have small craft repair capabilities and can serve as fleet flagships.

IMPERIAL NAVY ICV IMPERATOR (ATRI 11)

Val	Char	Cost	Notes
25	Size	125	320" x 160"; -25 KB; -16 DCV
155	STR	20	Lift 50 mtons; 31d6 [0]
15	DEX	15	OCV: 5/DCV: 5
221	BODY	186	
18	DEF	48	
3SPD		5	Phases: 4, 8, 12
Total Characteristics Cost: 399			

Movement: Flight: 35"/140"
Teleportation: 100 LY Displacement
Teleportation: 1,300 LY Hyperdrive

Abilities & Equipment

Cost Power Systems

- 100 *Antimatter Power Plant:* Endurance Reserve (250 END, 250 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)
- 40 *Auxiliary Power:* Endurance Reserve (100 END, 100 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)

Propulsion Systems

- 13 *Type 17 Displacer Drive:* Teleportation 10", Megascale (1" = 100 trillion km; +3 ¾); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼) 54
- 18 *Class Lambda Hyperdrive:* Teleportation 13", Megascale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½) 42
- 58 *Type 2-A.1 Reactionless Drive:* Flight 41"; x4 Noncombat; Costs Endurance (-½) 9
- 7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Occupants Against G Force Damage (-1) 2
- 12 *Spaceflight Only:* Ground Movement -6" (0" total)
- 2 *Spaceflight Only:* Swimming -2" (0" total)

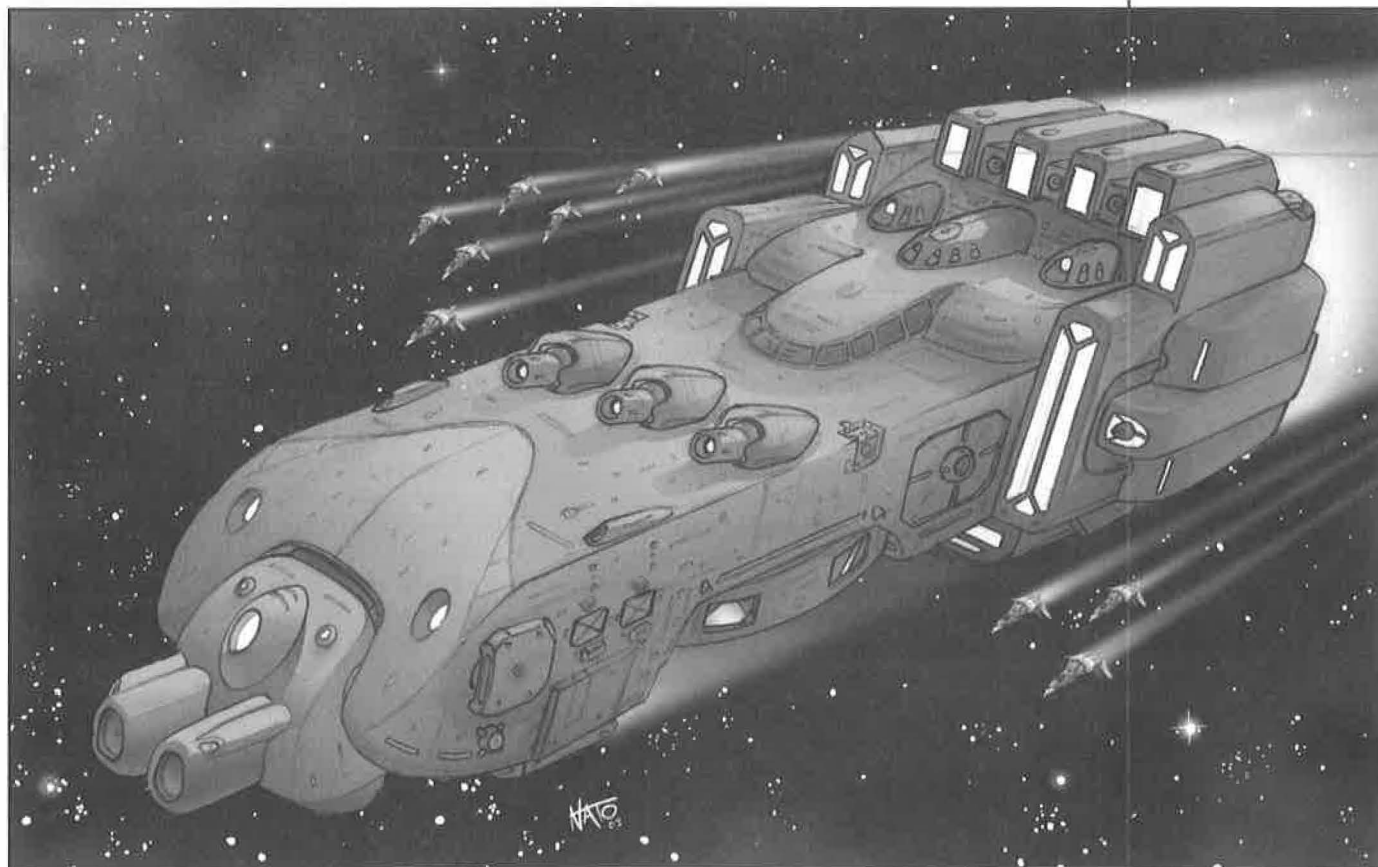
Tactical Systems

- 135 *Type 8 Plasma Cannon:* RKA 12d6, Area Of Effect (One Hex Accurate; +½), Increased Range Modifier (9,000"; +¼), 40 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees forward, only on same horizontal

level; -¾) [40]

- 70 *Type 1 Plasma Cannons:* RKA 7d6, 20 Charges (+¼), Increased Maximum Range (4,600"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), Only on the same horizontal level (-¼), Real Weapon (-¼) [20]
- 5 *Type 1 Plasma Cannons:* Another Type 1 Plasma Cannons (total of 2) [20]
- 183 *Mark XX Starship Lasers:* Multipower, 412-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)
- 10u 1) *Near-Targeting Beam Mode:* RKA 10d6, Armor Piercing (+½) 22
- 18u 2) *Far-Targeting Beam Mode:* RKA 10d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼) 41
- 11u 3) *Near-Targeting Pulse Mode:* RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½) 24
- 17u 4) *Far-Targeting Pulse Mode:* RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼) 39
- 10u 5) *Sustained Beam Mode:* RKA 7d6, Increased Maximum Range (5250"; +¼), Continuous (+1) 24
- 5 *Mark XX Starship Lasers:* Another Mark XX Starship Laser (total of 2)
- 83 *Mark I Starship Lasers:* Multipower, 124-point reserve; all 40 Charges (+½); OIF Bulky (-1), Real Weapon (-¼)
- 3u 1) *Near-Targeting Beam Mode:* RKA 4d6, Increased Maximum Range (1,500"; +¼)
- 5u 2) *Far-Targeting Beam Mode:* RKA 4d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)
- 4u 3) *Near-Targeting Pulse Mode:* RKA 3½d6, Increased Maximum Range (1,725"; +¼), Autofire (3 shots; +¼)
- 5u 4) *Far-Targeting Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)
- 4u 5) *Sustained Beam Mode:* RKA 3d6, Increased Maximum Range (2,250"; +¼), Continuous (+1)
- 15 *Mark I Starship Lasers:* 7 more Mark I Starship Lasers (total of 8) var
- 7 *Outer Force Field:* Force Field (22 PD/22 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 40
- 4 *Hull Force Field:* Force Field (13 PD/13 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 30
- 63 *Ablative Armor Plating:* +37 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
- 46 *Hull Armor:* +19 DEF; Limited Coverage (hull only; -¼)

14	<i>Elite Point Defense System:</i> Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)	
1u	1) <i>Close-In Defense:</i> Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)	
1u	2) <i>Distant Defense:</i> Missile Deflection (all physical projectiles), Range (+1), Mega Range (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)	
20	<i>Missile Tracking System:</i> +10 with Missile Deflection	
44	<i>Type E.01 Tractor Beam:</i> Telekinesis (80 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼)	12
460	<i>Self-Destruct System:</i> RKA 127d6 (standard effect: 147 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]
Operations Systems		
108	<i>Sensor Package:</i> Variable Power Pool, 95 base + 48 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½)	var
87	<i>Long-Range Sensors:</i> Megascade (1" = 1 trillion km; +3½, Can Be Scaled down to 1" = 1 km); OIF Bulky (-1)	var
14	<i>Long-Range Sensors:</i> +19 versus Range for Radio Group; OIF Bulky (-1)	var
2	<i>Sensor Enhancements:</i> +2 to System Operations; OIF Bulky (-1)	0
105	<i>Electronic Warfare:</i> Variable Power Pool, 90 base + 45 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
25	<i>Electronic Warfare Defense:</i> Radio Group Flash Defense (25 points)	0
18	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	5
4	<i>Navigation Computer:</i> +4 to Navigation roll; OIF Bulky (-1)	0
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
40	<i>Backup Life Support:</i> 249 more Backup Life Support chambers (total of 250)	[1cc]
3	<i>Food Supplies:</i> Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Thibault Gravity Plating:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1),	



OTHER CARRIER CLASSES

Despite the development of the *Imperator*, plenty of older carrier classes continue to see service, including:

ICL Tarawa (ATRI 11)

ICL Champlain (ATRI 10)

ICV Forge (ATRI 10)

Only To Pull Objects Straight Down To The Floor (-1)

3

15 *Medical Facilities*: Paramedics 15-

5 *Medical Facilities*: SS: Medicine 14-

Skills/Laboratories

13 *Tactical Systems*: +4 with Ranged Combat; Costs Endurance (-½)

13 Cryptography 14-

17 Demolitions 16-

13 Electronics 14-

17 Mechanics 17-

50 Other laboratories (defined by GM or player, usually fighter craft related)

Total Abilities & Equipment Cost: 2,057

Total Vehicle Cost: 2,456

Value Disadvantages

25 Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 2,421/5 = 484

Cost Additional Vehicles

283 Imperial Navy SBP *Wasp* (*Terran Empire*, page 174)

25 31 more *Wasp* fighters (total of 32)

291 Imperial Navy SBP *Tempest* (page 83)

20 15 more *Tempest* fighters (total of 16)

22 Escape Pod

40 199 more Escape Pods (total of 200)

25 Armored Escape Pod

30 49 more Armored Escape Pods (total of 50)

76 Antimatter Missiles

30 39 more Antimatter Missiles (total of 40)

Description: Although the Imperial fleet flew many carriers in its armada, the launching of the Thorgon ICL *Colossus* class carrier meant the Empire had to create a carrier to counter it. The ICV *Imperator* was commissioned to do just that. With its expansive fighter bay, multiple launching ports, and impressive suite of plasma cannons and laser turrets, the *Imperator* is the most powerful Imperial carrier class ever constructed. It has a crew of 650.

The *Imperator*'s fighter bays, located deep within its long silver hull, each hold four wings of *Wasp* fighters and two wings of *Tempest* fighters. The fighters exit the carrier through six different launch ports (four ventral, two dorsal). Additionally, the *Imperator* sports a trio of plasma cannons mounted ominously along the top centerline of the hull. In typical Imperial style, there is a forward mounted nosepiece that contains two Mark XX laser cannons. The remaining lasers are located at other strategic locations throughout the vessel.

Destroyers

Although small compared to some other Imperial warships, destroyers pack impressive firepower into their hulls. They have three primary missions: protecting larger capital ships in battle; leading strike force wings in assaults against enemy fleets; and escorting valued ships through dangerous territory.

IMPERIAL NAVY IBL JIROVA (ATRI 11)

Val Char Cost Notes

17 Size 85 50" x 25"; KB -17; DCV -11

100 STR 5 Lift 25 ktons; 20d6 [0]

15 DEX 15 OCV: 5/DCV: 5

77 BODY 50

13 DEF 33

3 SPD 5 Phases: 4, 8, 12

Total Characteristics Cost: 193

Movement: Flight: 38"/152"

Teleportation: 7.5 LY Hyperdrive

Teleportation: 400 LY Displacement

Abilities & Equipment

Cost Powers

END

Power Systems

110 *Cold Fusion Power Plant*: Endurance Reserve (275 END, 275 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)

30 *Auxiliary Power*: Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)

Propulsion Systems

13 *Type 17 Displacer Drive*: Teleportation 10", Megascall (1" = 100 trillion km; +3 ¾); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼) 54

18 *Class Lambda Hyperdrive*: Teleportation 13", Megascall (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased

Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½) 42

54 *Type 2 Reactionless Drive*: Flight 38", x4 Noncombat; Costs Endurance (-½) 8

7 *Inertial Compensation Field*: Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) 2

-12 *Spaceflight Only*: Ground Movement -6 (0" total)

-2 *Spaceflight Only*: Swimming -2" (0" total)

Tactical Systems

216 *MAME-10 Launcher*: RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but

	can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 10 Charges (-¼), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0)	[10]
5	<i>MAME-10 Launcher</i> : Another MAME-10 Launcher (total of 2)	[10]
135	<i>Type 8 Plasma Cannon</i> : RKA 12d6, Increased Maximum Range (9000"; +¼), Area Of Effect (One Hex Accurate; +½), 40 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), Only on the same horizontal level (-¼), Real Weapon (-¼)	[40]
147	<i>Mark XII Starship Lasers</i> : Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode</i> : RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
15	<i>Mark XII Starship Lasers</i> : 5 more Mark XII Starship Lasers (total of 6)	
8	<i>Outer Force Field</i> : Force Field (25 PD/25 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10; -4)	50
5	<i>Hull Force Field</i> : Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1)	30
65	<i>Ablative Armor Plating</i> : +38 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
60	<i>Hull Armor</i> : +20 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0
14	<i>Advanced Point Defense System</i> : Multipower, 34-point reserve, all OIF Bulky (-1), Costs Endurance (-½)	
1u	1) <i>Advanced Close-In Defense</i> : Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
1u	2) <i>Advanced Distant Defense</i> : Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
8	<i>Missile Tracking System</i> : +4 with Missile Deflection	
188	<i>Self-Destruct System</i> : RKA 52d6 (standard effect: 156 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real	

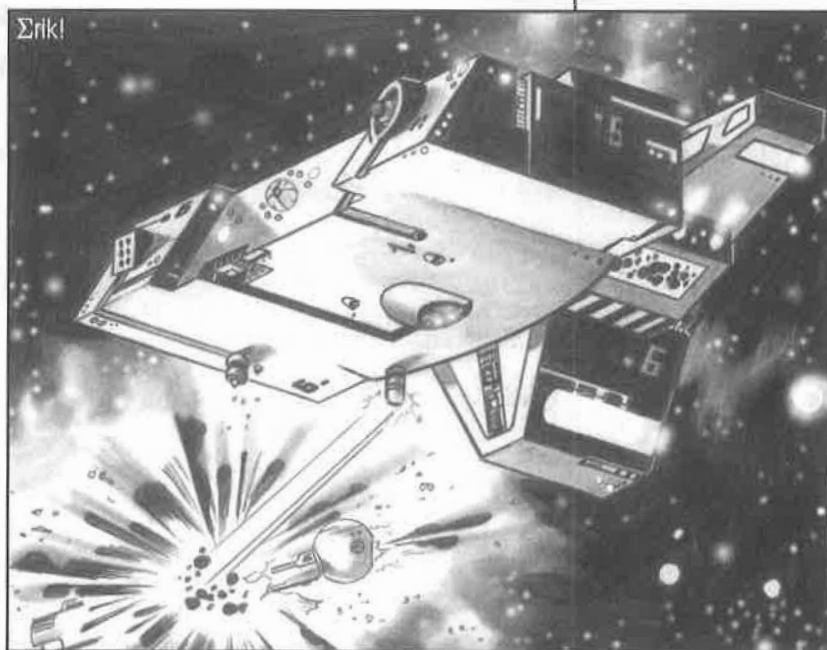
Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

108	<i>Sensor Package</i> : Variable Power Pool, 95 base + 48 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½)	var
87	<i>Long-Range Sensor</i> : MegaScale (1" = 1 trillion km; +3½, Can Be Scaled down to 1" = 1 km); OIF Bulky (-1)	var
14	<i>Long-Range Sensors</i> : +19 versus Range for Radio Group; OIF Bulky (-1)	var
105	<i>Electronic Warfare</i> : Variable Power Pool, 90 base + 45 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
25	<i>Electronic Warfare Defense</i> : Radio Group Flash Defense (25 points)	0

Personnel Systems

12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
40	<i>Backup Life Support</i> : 239 more Backup Life Support chambers (total of 240)	[1cc]
3	<i>Food Supplies</i> : Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Thibault Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3



OTHER DESTROYER CLASSES

IBL Spruance (ATRI 11)
IBM Moreck (ATRI 10)
IBS Toracta (ATRI 11)
IAM Gurov (ATRI 11)

- 13 *Medical Facilities:* Paramedics 14-
3 *Medical Facilities:* SS: Medicine 12-
Skills/Laboratories
20 *Tactical Systems:* +6 with Ranged Combat;
Costs Endurance (-½) 3
13 Computer Programming 14-
13 Demolitions 14-
13 Electronics 14-
13 Mechanics 14-
15 Weaponsmith (Firearms, Missiles & Rockets,
Incendiary Weapons, Energy Weapons) 14-

Total Abilities & Equipment Cost: 1,626

Total Vehicle Cost: 1,819

Value Disadvantages

- 25 Distinctive Features: Imperial military vessel
(Not Concealable; Causes Extreme Reaction
[abject fear])
10 Physical Limitation: Cannot Enter Atmo-
spheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 1,782/5 = 356

Cost Additional Vehicles

- 22 Escape Pod
35 134 more Escape Pods (total of 135)
76 Antimatter Missiles
35 124 more Antimatter Missiles (total of 125)
66 Hyper Charges
10 3 more Hyper Charges (total of 4)

Description: When the *Jirova* was first introduced into the Imperial armada, enemies of the Empire failed to consider it a serious threat. Because it does not feature the imposing batteries of plasma cannons usually found on Imperial powerhouse starships, it appeared to be fighting out of its weight class when put up against larger vessels. The doubters quickly changed their thinking, however, when they witnessed the amount of damage the *Jirova* could deliver when firing multiple volleys from its forward-mounted plasma cannon, two MAME-10 launchers, and eight antimatter missile launchers.

The *Jirova* has the same rectangular main hull as most other Terran warships, but it is much stockier. The MAME launchers are located about two-thirds of the ship's length forward on the port and starboard sides; the larger launchers are dorsal, forward, and ventral. The ship also has three Mark XII laser cannons dorsal and ventral.

In combat, the commander of a *Jirova*-class destroyer maneuvers in close to the enemy to unload a furious barrage of missiles. If that sufficiently weakens the opposition, he switches to lasers; if not, he orders further volleys.

Frigates

Frigates are general-purpose ships able to take on just about any role asked of them, from escort to raiding to support. They factor prominently into most expedition and invasion forces as well as planetary defense fleets.

IMPERIAL NAVY IPM KANTORA (ATRI 11)

Val Char Cost Notes

13	Size	65	20" x 10"; -13 KB; -8 DCV
75	STR	0	Lift 800 tons; 15d6 [0]
16	DEX	18	OCV: 5/DCV: 5
83	BODY	60	
10	DEF	24	
4	SPD	14	Phases: 3, 6, 9, 12

Total Characteristics Cost: 181

Movement: Ground: 0"/0"
Flight: 32"/128"
Teleportation: 100 LY Displacement
Teleportation: 800 LY Hyperdrive

Abilities & Equipment

Cost	Power	END
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Power Systems

- 120 *Antimatter Power Plant:* Endurance Reserve (300 END, 300 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)
20 *Auxiliary Power:* Endurance Reserve (50 END, 50 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)

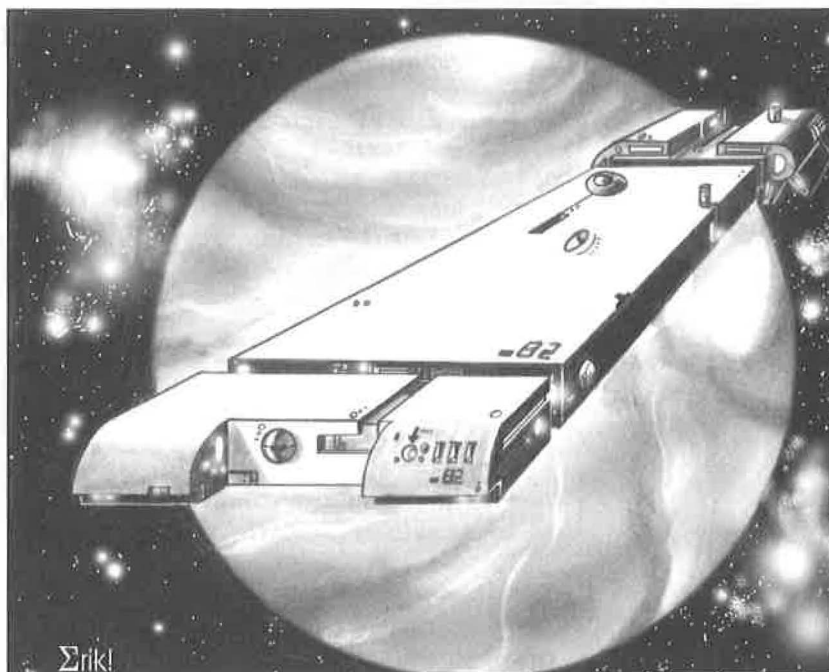
Propulsion Systems

- 13 *Type 17 Displacer Drive:* Teleportation 10", Megascale (1" = 100 trillion km; +3 ¾); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼) 54
10 *Class Theta Hyperdrive:* Teleportation 8", Megascale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 4.5 LY per hour; -4½), Increased Endurance Cost (4x END; -1½), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½) 32
46 *Type 1-M Reactionless Drive:* Flight 32", x4 Noncombat; Costs Endurance (-½) 7
7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) 2
-12 *Spaceflight Only:* Ground Movement -6 (0" total)
-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

- 165 *Mark XV Starship Lasers:* Multipower, 371-point reserve, all slots OIF Bulky (-1), Real Weapon (-¼)
9u 1) *Near-Targeting Beam Mode:* RKA 9d6,

- Armor Piercing (+½); OIF Bulky (-1),
Real Weapon (-¼) 20
- 16u 2) *Far-Targeting Beam Mode*: RKA 9d6,
Armor Piercing (+½), MegaRange (1" =
1000 km; +1, can scale down to 1" = 1 km;
+¼); OIF Bulky (-1), Real Weapon (-¼) 37
- 9u 3) *Near-Targeting Pulse Mode*: RKA 7d6,
Autofire (5 shots; +½), Armor Piercing
(+½); OIF Bulky (-1), Real Weapon (-¼) 21
- 15u 4) *Far-Targeting Pulse Mode*: RKA 7d6,
Autofire (5 shots; +½), Armor Piercing
(+½), MegaRange (1" = 1000 km; +1, can
scale down to 1" = 1 km; +¼); OIF Bulky
(-1), Real Weapon (-¼) 34
- 9u 5) *Sustained Beam Mode*: RKA 6d6,
Increased Maximum Range (4500"; +¼),
Continuous (+1); OIF Bulky (-1), Real
Weapon (-¼) 20
- 10 *Mark XV Starship Lasers*: 3 more Mark
XV Starship Laser (total of 4)
- 5 *Outer Force Field*: Force Field (16 PD/16
ED); Ablative (-½), OIF Bulky (generator;
-1), Increased Endurance Cost
(x10 END; -4) 30
- 4 *Hull Force Field*: Force Field (11 PD/
11 ED); OIF Bulky (generator; -1),
Increased Endurance Cost (x10 END; -4) 20
- 58 *Ablative Armor Plating*: +34 DEF; Ablative
(-½), Limited Coverage (hull only; -¼)
- 41 *Hull Armor*: +17 DEF; Limited Coverage
(hull only; -¼)
- 14 *Basic Point Defense System*: Multipower,
34-point reserve; all OIF Bulky (-1), Cost
Endurance (-½)
- 1u 1) *Close-In Defense*: Missile Deflection
(all physical projectiles), Range (+1); OIF
Bulky (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense*: Missile Deflection
(all physical projectiles), Range (+1),
MegaRange (1" = 1 km; +¼); OIF Bulky
(-1), Cost Endurance (-½)
- 4 *Missile Tracking System*: +2 with Missile
Deflection
- 203 *Self-Destruct System*: RKA 56d6 (standard
effect: 166 BODY), Explosion (+½),
Trigger (spoken command authorization;
+¼); No Range (-½), Real Weapon (-¼),
Extra Time (once activated, takes 1
Minute to arm and detonate; -1½), 1
Charge Which Never Recovers (-4) [1nr]
- Operations Systems**
- 91 *Sensor Package*: Variable Power Pool,
80 base + 40 control cost; OIF Bulky (-1),
Only for Senses And Communications
(-1), Costs Endurance (-½) var
- 70 *Long-Range Sensors*: Megascale (1" = 1
trillion km, can scale down to 1" = 1 km;
+3½); OIF Bulky (-1) 14
- 12 *Long-Range Sensors*: +16 versus Range
for Radio Group; OIF Bulky (-1)



- 15 *Internal Monitors*: Clairsentience (Sight
And Hearing Groups), Mobile Perception
Point, Multiple Perception Points (up to
four at once); OAF Immobile (-2),
Perception Point Cannot Move Through
Solid Objects (-0) 4
- 70 *Electronic Warfare*: Variable Power Pool,
60 base + 30 control cost; OIF Bulky (-1),
Only For Electronic Warfare (-1) var
- 3 *Navigation Computer*: +3 with
Navigation Roll; OIF Bulky (-1) 0
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-
Contained Breathing; Safe Environments:
High Radiation, Intense Cold, Intense
Heat, Low Pressure/Vacuum); Costs
Endurance (-½) 2
- 6 *Backup Life Support*: Life Support
(Self-Contained Breathing; Safe Environ-
ments: High Radiation, Intense Cold,
Intense Heat, Low Pressure/Vacuum);
Only Within Affected Area (2.5" x 1.25"
chamber; -2), 1 Continuing Fuel Charge
(easily replaced from sources outside
the ship; 1 Month; -0) [1cc]
- 20 *Backup Life Support*: 15 more Backup
Life Support chambers (total of 16) [1cc]
- 3 *Food Supplies*: Life Support (Diminished
Eating: no need to eat); 1 Continuing
Fuel Charge (easily replaced from
sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thibault Gravity Plating*: Telekinesis
(20 STR), Selective (+½); OIF Bulky (-1),
Only To Pull Objects Straight Down To
The Floor (-1) 3
- 13 *Medical Facilities*: Paramedics 14-
- 5 *Medical Facilities*: SS: Medicine 14-

OTHER FRIGATE CLASSES

- IPS Peregrine (ATRI 11)
IBL Ze'tol (ATRI 11)
IAM Ximena (ATRI 11)

Skills/Laboratories

- 7 *Tactical Systems*: +2 with Ranged Combat
- 13 Computer Programming 14-
- 13 Demolitions 14-
- 13 Tactics 14-
- 7 Teamwork 14-
- 50 Other laboratories (defined by player or GM)

Total Abilities & Equipment Cost: 1,224**Total Vehicle Cost: 1,405****Value Disadvantage**

- 25 Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35**Total Cost: 1,370/5 = 274****Cost Additional Vehicles**

- 22 Escape Pod
- 20 15 more Escape Pods (total of 16)

- 76 Antimatter Missiles
- 20 11 more Antimatter Missiles (total of 12)
- 66 Hyper Charges
- 20 13 more Antimatter Missiles (total of 14)

Description: The *Kantora* class frigate went into service a few years after the *Peregrine*; the two were developed around the same time. Because the *Peregrine* was smaller, but overall more effective, the *Kantora* was produced in comparatively limited quantities. But it can still be found throughout the Galaxy and has been involved in many skirmishes on the Empire's borders.

The main hull of a *Kantora* is long and rectangular with the standard Terran Hyperdrive engines jutting out from the sides of the aft hull. A fore-mounted turret holds two Mark XV starship laser cannons and two more lasers are located near the front of the ventral hull. The crew consists of a commander, pilot, six gunners, two sensor operators, three engineers and a secondary technician. *Kantora* crews are often tight-knit groups, and often choose to continue serving together on different vessels.

Assault Transports

Terran assault transports deliver Imperial Marines and Army soldiers and their equipment to theatres of combat. They usually have light arma- ment, but heavy armor, and come equipped with enough barracks space for dozens or hundreds of soldiers and ample cargo space capable of storing dozens of Imperial tanks and other ground assault vehicles.

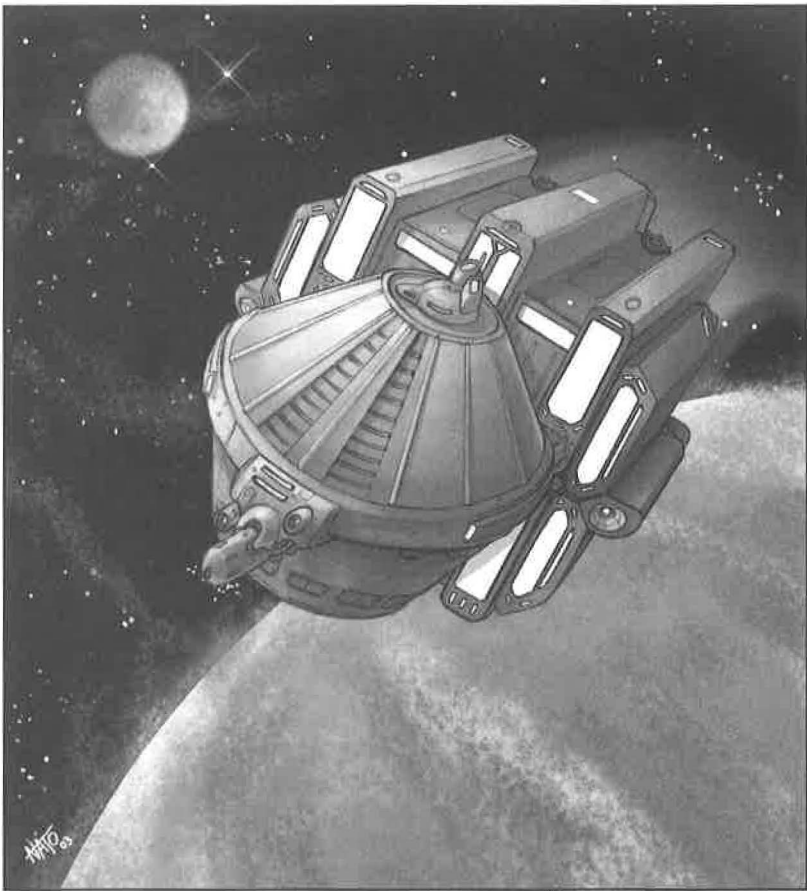
IMPERIAL MARINES IAL
NORMANDY (ATRI 11)

Val	Char	Cost	Notes
16	Size	80	40" x 20"; -16 KB; -10 DCV
90	STR	0	Lift 6.6ktons; 18d6 [0]
10	DEX	0	OCV 3 DCV -7
105	BODY	79	
15	DEF	39	
3	SPD	10	Phases: 4, 8, 12
Total Characteristics Points: 208			

Movement: Flight: 44"/176"
Teleportation: 7.5 LY/Hour
Displacement Hyperdrive
Teleportation: 400 LY/Day

Abilities & Equipment

Cost	Powers	END
Power Systems		
110	<i>Antimatter Power Plant:</i> Endurance Reserve (275 END, 275 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
30	<i>Auxiliary Power:</i> Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
Propulsion Systems		
13	<i>Type 17 Displacer Drive:</i> Teleportation 10", Megascale (1" = 100 trillion km; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼)	54
18	<i>Class Lambda Hyperdrive:</i> Teleportation 13", Megascale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitation- Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	42
62	<i>Type 2L Reactionless Drive:</i> Flight 44", x4 Noncombat; Costs Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6 (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	



Tactical Systems	
165	<i>Mark XV Starship Laser:</i> Multipower, 371-point reserve, all slots OIF Bulky (-1), Real Weapon (-¼)
9u	1) <i>Near-Targeting Beam Mode:</i> RKA 9d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 20
16u	2) <i>Far-Targeting Beam Mode:</i> RKA 9d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼) 37
9u	3) <i>Near-Targeting Pulse Mode:</i> RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 21
15u	4) <i>Far-Targeting Pulse Mode:</i> RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼) 34
9u	5) <i>Sustained Beam Mode:</i> RKA 6d6, Increased Maximum Range (4500"; +¼), Continuous (+1); OIF Bulky (-1), Real Weapon (-¼) 20
8	<i>Outer Force Field:</i> Force Field (25 PD/ 25 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1), Ablative (-½) 50
5	<i>Hull Force Field:</i> Force Field (15 PD/ 15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1) 30
65	<i>Ablative Armor Plating:</i> +38 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0
60	<i>Hull Armor:</i> +20 DEF, Hardened (+¼); Limited Coverage (hull only; -¼) 0

OTHER ASSAULT TRANSPORT CLASSES

The Marines have over a dozen different classes of troop transports vessels at their disposal. Some of the others include:

OAM Capella (ATRI 9)

SAM Banshee (ATRI 10)

IAL Harpy (ATRI 10)

- 14 *Elite Point Defense System*: Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense*: Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)
- 20 *Missile Tracking System*: +10 with Missile Deflection
- 253 *Self-Destruct System*: RKA 70d6 (standard effect: 210 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 69 *Sensor Package*: Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 52 *Long-Range Sensors*: MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
- 7 *Long-Range Sensors*: +10 versus Range for Radio Group; OIF Bulky (-1) 0
- 13 *Internal Monitors*: Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to 2 at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 4
- 4 *Navigation Computer*: +4 to Navigation; OIF Bulky (-1)

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25"

chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]

50 *Backup Life Support*: 983 more Backup Life Support chambers (total of 984) [1cc]

3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]

15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3

9 *Medical Facilities*: Paramedics 12-

Skills/Laboratories

7 *Tactical Systems*: +2 with Ranged Combat, Costs Endurance (-½) 1

Total Abilities & Equipment: 1,123

Total Vehicle Cost: 1,331

Value Disadvantages

25 *Distinctive Features*: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantages Points: 25

Total Cost: 1,306/5 = 261

Cost Additional Vehicles

- 41 Wheeled Armed Transport
- 20 31 more Wheeled Armed Transports (total of 32)
- 33 Treaded Troop Transport
- 15 7 more Treaded Troop Transports (total of 8)
- 22 Escape Pod
- 50 983 more Escape Pods (total of 984)

Description: When occupying a conquered planet or colony, the Imperial Marines send two or three *Normandy*-class troop transports into the system. Each transport can carry up to 750 Imperial Marines, infantry, and special operation soldiers. The ship's vehicle bays carry over three dozen land transports.

Physically, the *Normandy* consists of two bulbous looking hulls fore and aft, joined by a long, thick, connecting hull. The fore and aft hulls hold the vehicle bays (which the vehicles exit via large fold-down ramps), command center, power core, and propulsion systems; the connecting hull is mostly barracks and personnel facilities.

Hospital Ships

Without mobile medical facilities, the number of fatalities from starship battles and planetary assaults would increase dramatically. History has shown that having hospital ships near the front line keeps the body count down and fighting efficiency up.

Hospital ships allow wounded soldiers to receive high-quality medical aid in a relatively short amount of time. Usually accompanied by well-armed escorts, they are lightly armed but heavily armored and can attain high speeds to support fast-moving troops or escape from a dangerous encounter. Other hospital ships never go near battle, remaining in safe territory and supplying long-term treatment to those in need.

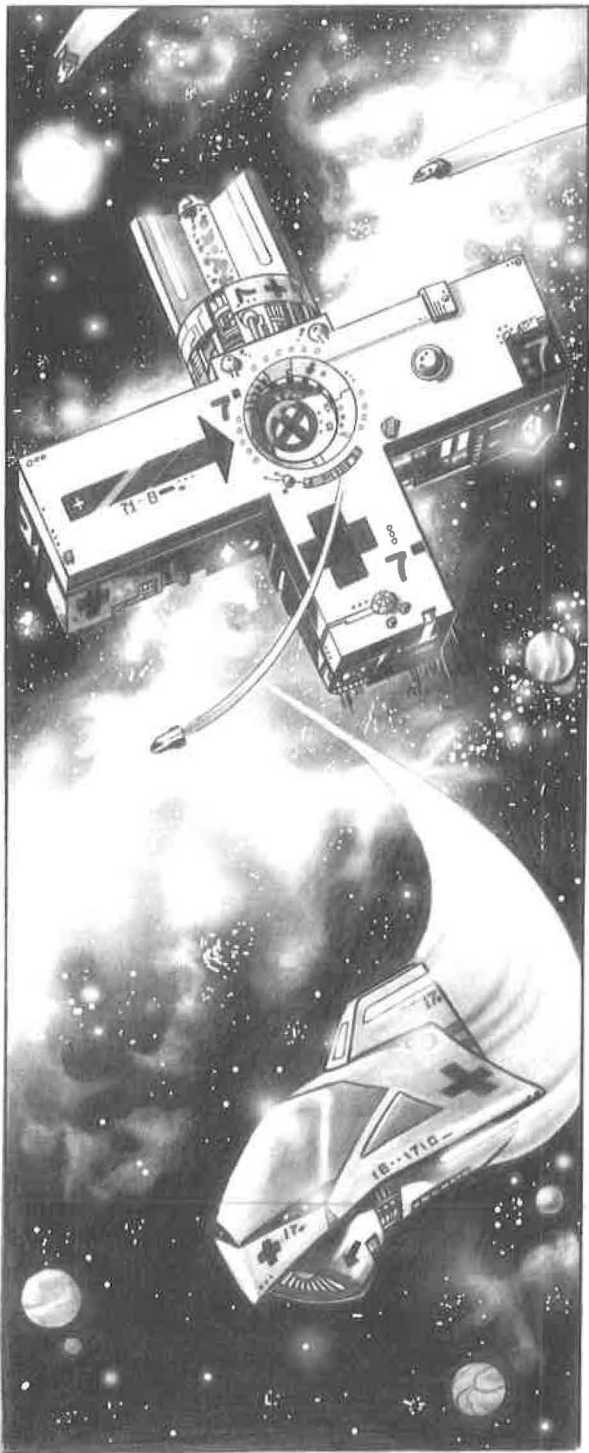
IMPERIAL IUL SARAGREN (ATRI 11)

Val	Char	Cost	Notes
23	Size	115	200" x 100"; -23 KB; -15 DCV
125	STR	0	Lift 800 ktons; 25d6 [0]
12	DEX	6	OCV: 4/DCV: 4
33	BODY	0	
10	DEF	24	
3	SPD	8	Phases: 4, 8, 12
			Total Characteristics Cost: 153

Movement: Flight: 20"/80"
Teleportation: 600 LY Hyperdrive

Abilities & Equipment

Cost	Powers	END
Power Systems		
96	<i>Antimatter Power Plant:</i> Endurance Reserve (240 END, 240 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
30	<i>Auxiliary Power:</i> Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
32	<i>Emergency Medical Power:</i> Endurance Reserve (80 END, 80 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
6	<i>Class Eta-VI Hyperdrive:</i> Teleportation 6", Megascall (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 4.5 LY per hour; -4½), Increased Endurance Cost (4x END; -1½), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	24
30	<i>Type 1-H.12 Reactionless Drive:</i> Flight 20", x4 Noncombat; Costs Endurance (-½)	4
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	



Tactical Systems	
80	<i>Mark VIII Starship Lasers:</i> Multipower, 180-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)
8u	1) <i>Far-Targeting Beam Mode:</i> RKA 6d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1) 18
5u	2) <i>Near-Targeting Beam Mode:</i> RKA 6d6, Increased Maximum Range (2,250"; +¼) 11
5u	3) <i>Near-Targeting Pulse Mode:</i> RKA 5d6, Increased Maximum Range (2350"; +¼), Autofire (3 shots; +¼) 11
7u	4) <i>Far-Targeting Pulse Mode:</i> RKA 5d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1) 17

OTHER HOSPITAL SHIP CLASSES

IUM Nightingale
(ATRI 11)

IUM Kasira (ATRI 10)

IUS Solano (ATRI 10)

SUS Aidita (ATRI 10)

- 6u 5) *Sustained Beam Mode*: RKA 4d6, Increased Maximum Range (3000"; +¼), Continuous (+1) 13
- 15 *Mark VIII Starship Lasers*: 7 more Mark VIII Starship Lasers (total of 8) var
- 2 *Outer Force Field*: Force Field (8 PD/8 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1), Ablative (-½) 20
- 2 *Hull Force Field*: Force Field (5 PD/5 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1) 10
- 46 *Ablative Armor Plating*: +27 DEF; Ablative (-½), Limited Coverage (hull only) (-¼)
- 29 *Hull Armor 2*: +12 DEF; Limited Coverage (hull only) (-¼)
- 14 *Elite Point Defense System*: Multipower, 34-point reserve; all slots OIF Bulky (-1), Costs Endurance (Costs END Every Phase; -½) 3
- 1u 1) *Elite Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1) 3
- 1u 2) *Elite Distant Defense*: Missile Deflection (all physical projectiles), Mega Range (1" = 1 km; +¼), Range (+1) 3
- 16 *Elite Missile Tracking System*: +8 with Missile Deflection
- 33 *Type C Tractor Beam*: Telekinesis (60 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼) 9
- 90 *Self-Destruct System*: RKA 25d6 (standard effect: 75 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 91 *Sensor Package II*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 70 *Long-Range Sensors*: Megascale (1" = 1 trillion km; +3¼, can scale down to 1" = 1 km; +¼); OIF Bulky (-1) 14
- 12 *Long-Range Sensors*: +16 versus Range for Radio; OIF Bulky (-1)
- 117 *Electronic Warfare*: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 15 *Electronic Warfare Defense*: Flash Defense (15 points) (Radio Group)
- 18 *Internal Monitors*: Clairsentience (Sight and Hearing Groups), 2x Range (up to 500"), Multiple Perception Points (up to eight at once), Mobile Perception Point; OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 4

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 45 *Backup Life Support*: 500 more Backup Life Support chambers (total of 500) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3

Skills/Laboratories

- 7 KS: Anatomy 16-
- 7 KS: Medicine 16-
- 7 KS: Biology 16-
- 21 Paramedics 18-
- 7 SS: Anatomy 16-
- 7 SS: Biology 16-
- 7 SS: Chemistry 16-
- 7 SS: Medicine 16-

Total Abilities & Equipment Cost: 1,021

Total Vehicle Cost: 1,174

Value Disadvantages

- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 10

Total Cost: 1,164/5 = 233

Cost Additional Vehicles

- 22 Escape Pod
- 45 499 more Escape Pods (total of 500)

Description: The Saragren-class medical ship can best be described as a vast building in space. During peacetime, this giant infirmary functions as a fully capable hospital for both civilians and military personnel. Although it mounts Mark VIII lasers on its heavily armored hull, the weapons are rarely used since hospital ships usually receive the protection of escort ships with much more firepower. It has a crew of nearly 700, most of them medical personnel of some sort.

Saragrens tend to stay in a particular system for a long time — often years — but can be called into active military duty at any time. If the vessel must relocate for military purposes, it unloads all civilian patients and transfers them to the closest non-military medical facility. These evacuations sometimes take weeks.

Couriers

As their name implies, couriers normally transport valuable goods and passengers. Unlike supply ships, which can carry megatons of cargo, courier ships tend to carry small, secret, and/or very important payloads. Some also engage in espionage or military reconnaissance missions.

TERRAN IFS HERMES (ATRI 11)

Val	Char	Cost	Notes
10	Size	50	10" x 5"; -10 KB; -6 DCV
60	STR	0	Lift 100 tons; 12d6 [0]
14	DEX	12	OCV: 7/DCV: 7
50	BODY	30	
9	DEF	21	
3	SPD	6	Phases: 4, 8, 12
			Total Characteristic Cost: 119

Movement: Ground: 0"/0"
Flight: 40"/160"
Teleportation: 1,300 LY Hyperdrive

Abilities & Equipment

Cost Power END

Power Systems

36	<i>Fusion Power Plant:</i> Endurance Reserve (90 END, 90 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
14	<i>Auxiliary Power:</i> Endurance Reserve (35 END, 35 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0

Propulsion Systems

18	<i>Class Lambda Hyperdrive:</i> Teleportation 13", Megascall (1" = 100 light years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	42
57	<i>Type 2-A Reactionless Drive:</i> Flight 40", x4 Noncombat; Costs Endurance (-½)	8
7	<i>Inertial Compensation Field:</i> Force Field (18 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

100	<i>Mark IV Starship Lasers:</i> Multipower, 150-point reserve, 45 Charges (+½) for entire reserve; OIF Bulky (-1), Real Weapon (-¼)	
4u	1) <i>Near-Targeting Beam Mode:</i> RKA 5d6, Increased Maximum Range (1875"; +¼)	
7u	2) <i>Far-Targeting Beam Mode:</i> RKA 5d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
4u	3) <i>Near-Targeting Pulse Mode:</i> RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)	
6u	4) <i>Far-Targeting Pulse Mode:</i> RKA 4d6,	

	Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
5u	5) <i>Sustained Beam Mode:</i> RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)	
5	<i>Mark IV Starship Lasers:</i> Another Mark IV Starship Laser (total of 2)	
180	<i>MAME-5 Launcher:</i> RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0)	[5]
22	<i>Type A Tractor Beam:</i> Telekinesis (40 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼)	6
2	<i>Outer Force Field:</i> Force Field (6 PD/6 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10
2	<i>Hull Force Field:</i> Force Field (5 PD/5 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10
36	<i>Ablative Armor Plating:</i> +21 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
19	<i>Hull Armor:</i> +8 DEF; Limited Coverage (hull only; -¼)	0
33	<i>Electronic Countermeasures:</i> Suppress Radar 6d6, Megascall (1" = 1 km; +¼), Personal Immunity (+¼), Area Of Effect (9" Radius; +1¼); OIF Bulky (-1), No Range (-½)	8
Operations Systems		
69	<i>Sensor Package:</i> Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors:</i> MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1)	var
9	<i>Long-Range Sensors:</i> +12 versus Range for Radio Group; OIF Bulky (-1)	0
93	<i>Electronic Warfare:</i> Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
13	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to 2 at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	4
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2

OTHER COURIER CLASSES

The Imperial Navy uses a number of different classes of vessels as couriers. All small and fast, these vessels usually have crews of no more than four and very little weaponry.

ISP Swift (ATRI 10)

IFP Haley (ATRI 11)

IFS Fargo (ATRI 11)



- 6 *Backup Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 10 *Backup Life Support:* 3 more Backup Life Support chambers (total of 4) [1cc]
- 3 *Food Supplies:* Life Support (Diminished Eating: no need to eat); 1 Continuing

Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]

- 15 *Thibault Gravity Plating:* Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3

- 7 *Medical Facilities:* Paramedics 11-

Skills/Laboratories

- 7 Electronics 11-
- 7 Mechanics 11-

Total Abilities & Equipment Cost: 846

Total Vehicle Cost: 965

Value Disadvantages

- 25 *Distinctive Features:* Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Points: 25

Total Cost: 940/5 = 188

Cost Additional Vehicles

- 22 Escape Pod
- 10 3 more Escape Pods (total of 4)

Description: Jonrice Spaceworks originally designed the *Hermes* as a large fighter, but it did not perform as efficiently as hoped in that role. Instead of scrapping the design, Jonrice removed weapons and other components from the aft hull and replaced them with a spacious storage facility. It repositioned the ship as a courier and convinced the Imperial Navy to place an order. The ship has proved very successful as a courier; Jonrice also makes a slower, unarmed, more luxurious version for the civilian business market.

From above, the vessel resembles a caduceus; the forward hull is long and thin and the Hyperdrive's "wings" attach to the round cargo hull aft. The cockpit has room for four crewmembers, but a single pilot can operate the vessel without difficulty. Beneath the cockpit the *Hermes* mounts a MAME-5 launcher to ward off any interceptors; two lasers and a tractor beam are mounted forward dorsally.

Fighters

Although fighters are the smallest attack vessels used in most of the interstellar fleets, they often play an important role in starship battles. Although they cannot engage a capital ship one-on-one and have any real hope of success, in wings they possess enough firepower to seriously damage larger vessels, while remaining agile enough to participate in dogfights with other fighters. Fighter pilots are among the most talented (and, some would say, daredevil) soldiers in all of the Imperial forces.

IMPERIAL NAVY SBP TEMPEST (ATRI 11)

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3.2 tons; 7d6
25	DEX	45	OCV: 8/DCV: 8
21	BODY	6	
10	DEF	24	
4	SPD	5	Phases: 3, 6, 9, 12
Total Characteristics Cost: 105			

Movement: Ground: 0"/0"
Flight: 45"/180"

Abilities & Equipment

Cost	Power	END
Power Systems		
48	<i>Fusion Power Plant:</i> Endurance Reserve (120 END, 120 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
9	<i>Auxiliary Power:</i> Endurance Reserve (22 END, 22 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
63	<i>Type 3 Reactionless Drive:</i> Flight 45", x4 Noncombat; Costs Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Tactical Systems		
165	<i>Mark XV Starship Lasers:</i> Multipower, 371-point reserve, all slots OIF Bulky (-1), Real Weapon (-¼)	
9u	1) <i>Near-Targeting Beam Mode:</i> RKA 9d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼)	20
16u	2) <i>Far-Targeting Beam Mode:</i> RKA 9d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼)	37
9u	3) <i>Near-Targeting Pulse Mode:</i> RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼)	21
15u	4) <i>Far-Targeting Pulse Mode:</i> RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF	

	Bulky (-1), Real Weapon (-¼)	34
9u	5) <i>Sustained Beam Mode:</i> RKA 6d6, Increased Maximum Range (4500"; +¼), Continuous (+1); OIF Bulky (-1), Real Weapon (-¼)	20
5	<i>Mark XV Starship Lasers:</i> Another Mark XV Starship Laser (total of 2)	
180	<i>Starboard Wing MAME-5 Launcher:</i> RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0)	[5]
5	<i>Port Wing MAME-5 Launcher:</i> Another MAME-5 Launcher (total of 2)	[5]
14	<i>Basic Point Defense System:</i> Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)	
1u	1) <i>Close-In Defense:</i> Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)	
1u	2) <i>Distant Defense:</i> Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)	
4	<i>Missile Tracking System:</i> +2 with Missile Deflection	
61	<i>Self-Destruct System:</i> RKA 17d6 (standard effect: 51 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]
Operations Systems		
57	<i>Sensor Package:</i> Variable Power Pool, 50 base + 25 control cost; OIF Bulky (-1), Only For Senses And Communication (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors:</i> MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; + 3½) for any Sensor Pool of up to 30 Active Points; OIF Bulky (-1)	var
7	<i>Long Range Sensors:</i> +10 versus Range for Radio Group; OIF Bulky (-1)	var
47	<i>Electronic Warfare System:</i> Variable Power Pool, 40 base + 20 control cost; OIF Bulky (-1); Only for Electronic Warfare (-1)	var
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments; High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Cost Endurance (-½)	2
15	<i>Thibault Gravity Plating:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3

Skills/Laboratories

- 10 *Tactical Systems*: +3 with Ranged Combat;
Costs Endurance (-½) 1
- 8 *Evasive Control System*: +4 with Flight
- 10 *Evasive Control System*: +4 DCV; Only
Works With Dodge (-1)

Total Abilities & Equipment Cost: 825

Total Vehicle Cost: 930

Value Description

- 25 Distinctive Features: Imperial military vessel
(Not Concealable; Causes Extreme Reaction
[abject fear])

Total Disadvantage Point: 25

Total Cost: 905/5 = 183

Cost Additional Vehicles

- 22 Escape Pod
- 76 Antimatter Missile
- 10 3 more Antimatter Missiles (total of 4)

Description: After discovering the versatility of the *Seecra Small Warrior* (page 109), which can perform almost any small craft mission by simply reconfiguring its rear hull, the Empire decided to build its own multi-role fighter. After years of research and development, the *Tempest*- and *Fury*-class fighters were put into service. Both use a *Storm*-class "base fighter" hull, then attach various modules and subsystems to build a fully-functional vessel suited for a specific mission profile. Unfortunately, *Tempest* and *Fury* fighters still lack the complete adaptability that the *Small Warrior* possesses.

The *Tempest* and *Fury* feature completely different weapons, but the controls and systems arrangements are virtually identical, making it possible for a pilot trained in one to fly the other easily. A four-man cockpit occupies the front section of the long narrow hull. In the rear, the wings (which hold forward-pointing MAME-5 launchers) and

sensor arrays surround the engine and power core assemblies. The *Tempest* also mounts two Mark XV lasers, one forward and one aft, and a ventral forward antimatter missile launcher.

IMPERIAL NAVY SBP FURY (ATRI 11)

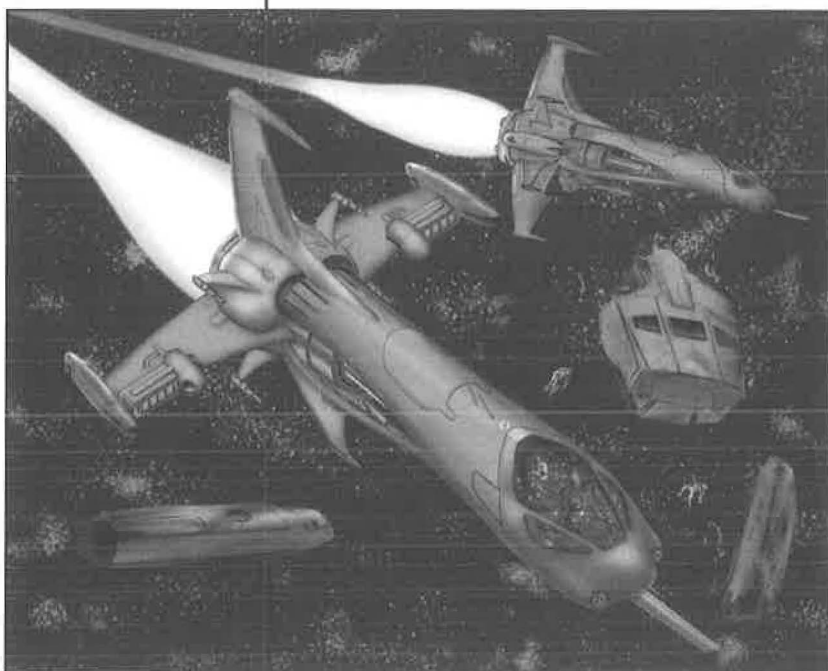
As the second modification to the *Storm* hull, the *Fury* moved away from the missile weapons found on the *Tempest* and focused completely on energy weapons, primarily plasma cannons. Six plasma weapons adorn the *Fury*'s long, wings that curve forward and downward, and the ship has two other cannons mounted fore and aft. To date, the *Tempest* seems more effective than the *Fury*, but more than a few pilots favor the *Fury* because of its slightly greater maneuverability and tractor beam.

Cost SBP Fury Powers

- 404 Remove all lasers, MAMEs, and
antimatter missiles from *Tempest*
- 30 Remove all Skills from *Tempest*
- 90 *Type 5 Plasma Cannons*: RKA 9d6, Area
Of Effect (One Hex Accurate; +½),
Increased Maximum Range (6,250"; +¼),
25 Charges (+¼); OIF Bulky (-1), Real
Weapon (-¼), Limited Arc Of Fire (60
degrees in one direction, only on same
horizontal level; -¾) [25]
- 15 *Type 5 Plasma Cannons*: 7 more Type 5
Plasma Cannons (total of 8) [25]
- 22 *Type A Tractor Beam*: Telekinesis (40
STR); OIF Bulky (-1), Real Weapon (-¼),
Affects Whole Object (-¼), Limited Arc
Of Fire (180 Degrees; -¼) 6
- 12 *Evasive Control System*: +6 with Flight
- 12 *Evasive Control System*: +5 DCV; Only
Works With Dodge (-1)
- 10 *Tactical Systems*: +3 with Ranged Combat;
Costs Endurance (-½) 1

Cost Difference: -273

Total Cost: 632/5 = 126



Scout Ships

Scout ships survey small sections of space to try to locate any dangers long- and short-range scanners have not detected. They're usually small, fast, and equipped with a decent array of weapons and sensors.

TERRAN SES PULSAR (ATRI 11)

Val	Char	Cost	Notes
9	Size	45	8" x 4"; -9 KB; -6 DCV
55	STR	0	Lift 50 tons; 11d6 [0]
15	DEX	15	OCV: 5/DCV: 5
20	BODY	1	
8	DEF	18	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 84			

Movement: Flight: 45"/180"
Teleportation: 1,300 LY Hyperdrive

Cost Powers **END**
Power Systems

- 100 *Power Plant:* Endurance Reserve (250 END, 250 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)
13 *Emergency Power:* Endurance Reserve (33 END, 33 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)

Propulsion Systems

- 18 *Class Lambda Hyperdrive:* Teleportation 13", Megascall (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½) 42
63 *Type 3 Reactionless Drive:* Flight 45", Noncombat, Costs Endurance (-½) 9
7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants Against G Force Damage (-1) 2
-12 *Spaceflight Only:* Ground Movement -6" (0" total)
-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

- 180 *MAME-5 Launcher:* RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0) [5]
80 *Mark VIII Starship Lasers:* Multipower, 180-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)
5u 1) *Near-Targeting Beam Mode:* RKA 6d6, Increased Maximum Range (2,250"; +¼) 11
8u 2) *Far-Targeting Beam Mode:* RKA 6d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼) 18
5u 3) *Near-Targeting Pulse Mode:* RKA 5d6,

- Increased Maximum Range (2350"; +¼), Autofire (3 shots; +¼) 11
7u 4) *Far-Targeting Pulse Mode:* RKA 5d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼) 17
6u 5) *Sustained Beam Mode:* RKA 4d6, Increased Maximum Range (3000"; +¼), Continuous (+1) 13
5 *Mark VIII Starship Lasers:* One more Mark VIII Starship Laser (total of 2)
6 *Outer Force Field:* Force Field (20 PD/20 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1), Ablative (BODY Only; -½) 40
3 *Hull Force Field:* Force Field (10 PD/10 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1) 20
51 *Ablative Armor Plating:* +30 DEF; Ablative (BODY Only; -½), Limited Coverage (hull only) (-¼)
45 *Hull Armor:* +15 DEF, Hardened (+¼); Limited Coverage (hull only) (-¼)

Operations Systems

- 114 *Sensor Package:* Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
87 *Long-Range Sensors:* MegaScale (1" = 1 trillion km; +3¼, can scale down to 1" = 1 km; +¼); OIF Bulky (-1) 17
93 *Electronic Warfare:* Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var

Personnel Systems

- 12 *Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
6 *Backup Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
10 *Backup Life Support:* 3 more Backup Life Support chambers (total of 4) [1cc]
3 *Food Supplies:* Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
15 *Thibault Gravity Plating:* Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
7 *Medical Facilities:* Paramedics 11-

Total Abilities & Equipment Cost: 935

Total Vehicle Cost: 1,019

OTHER IMPERIAL SCOUTS

Some of the other classes of scout ship fielded by the Terran Empire include:

SES Comanche
SES Kazak
IES Bantu

Value Disadvantages

- 25 Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Point: 25

Total Cost: 994/5 = 199

Cost Additional Vehicles

- 22 Escape Pod
10 3 more Escape Pods (total of 4)

Description: The *Pulsar* is a general-purpose scout ship used mostly used for interplanetary surveillance (though it does have interstellar capabilities). The body of the *Pulsar* is wedge-shaped with three swept-back tailfins each equidistant from each other around the aft section. The forward "tip" of the wedge contains not only the cockpit (with ample room for the four members of the crew), but the main sensor arrays and a ventrally-mounted MAME-5 launcher.

Between the MAME launcher and the two lasers installed in dorsal turrets, the *Pulsar* has enough firepower to fend off attacks from vessels of similar size long enough to make a getaway or await reinforcements. The Imperial Navy has converted some *Pulsar* variant designs for use as fighters and couriers, and civilians can purchase an unarmed, stripped-down model for use as a personal spacecraft.

Special Operations Ships

Vessels that don't fall into any of the specific categories previously mentioned are considered "special operations" ships.

IMPERIAL NAVY SQS DART (ATRI 11)

Val Char Cost Notes

8	Size	40	6.4" x 3.2"; -8 KB; -5 DCV
50	STR	0	Lift 25 tons; 10d6 [0]
15	DEX	15	OCV: 5/DCV: 5
25	BODY	7	
12	DEF	30	
4	SPD	15	Phases: 3, 6, 9, 12

Total Characteristics Cost: 107

Movement: Flight: 30"/120"
Teleportation: 500 LY Hyperdrive

Cost Powers **END**

Power Systems

- 60 *Power Plant:* Endurance Reserve (150 END, 150 REC); OIF Immobile (-1½), Only Power Electrical Devices (-¼)
10 *Emergency Power:* Endurance Reserve (25 END, 25 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)

Propulsion Systems

- 5 *Class Epsilon Hyperdrive:* Teleportation 5", Megascall (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Increased Endurance Cost (7x END; -3), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½) 35
43 *Type 1 Reactionless Drive:* Flight 30", x4 Noncombat, Costs Endurance (-½) 6
7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants Against G Force Damage (-1) 2
-12 *Spaceflight Only:* Ground Movement -6" (0" total)
-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

- 124 *Type 7 Plasma Cannon:* RKA 11d6, 35 Charges (+½), Increased Maximum Range (7,750"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾), Real Weapon (-¼) [35]
5 *Outer Force Field:* Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1), Ablative (BODY Only; -½) 30
3 *Hull Force Field:* Force Field (10 PD/10 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1) 20
51 *Ablative Armor Plating:* +30 DEF; Ablative (BODY Only; -½), Limited Coverage (hull only) (-¼) 0
45 *Hull Armor:* +15 DEF, Hardened (+¼); Limited Coverage (hull only) (-¼) (added to Primary Value) 0

- 14 *Elite Point Defense System*: Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½) 3
- 1u 1) *Elite Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1) 3
- 1u 2) *Elite Distant Defense*: Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Range (+1) 3
- 20 *Stealth Hull Type III*: Change Environment 4" radius, -6 to Radar PER Rolls, Reduced Endurance (0 END; +½), Persistent (+½); Use of Force Field Negates Effect (-0), Always On (-½), No Range (-½), Self Only (-½) 0
- 27 *Chaff Generator*: Darkness to Sight and Radio Groups 3" radius, MegaArea (1" = 1 km; +¼), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), 12 Charges (-¼) [12]
- 61 *Self-Destruct System*: RKA 17d6 (standard effect: 51 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 114 *Sensor Package*: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 87 *Long-Range Sensors*: Megascale (1" = 1 trillion km; can scale down to 1" = 1 km; +3½) for any Sensor Package Sense of up to 40 Active Points; OIF Bulky (-1) 17
- 93 *Electronic Warfare*: Variable Power Pool, 80 base + 40 control cost OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 33 *Electronic Countermeasures*: Suppress Radar 6d6, Megascale (1" = 1 km; +¼), Personal Immunity (+¼), Area Of Effect (9" Radius; +1¼); OIF Bulky (-1), No Range (-½) 8

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 15 *Backup Life Support*: 8 more Backup Life Support chambers (total of 9) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1),

Only To Pull Objects Straight Down To The Floor (-1) 3

Skills/Laboratories

- 4 *Evasive Control System*: +2 with Flight
- 3 *Tactical Systems*: +1 with Ranged Combat; Costs Endurance (-½) 1

Total Equipment and Skills Cost: 848

Total Cost: 955

Value Disadvantages

- 25 *Distinctive Features*: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Point: 25

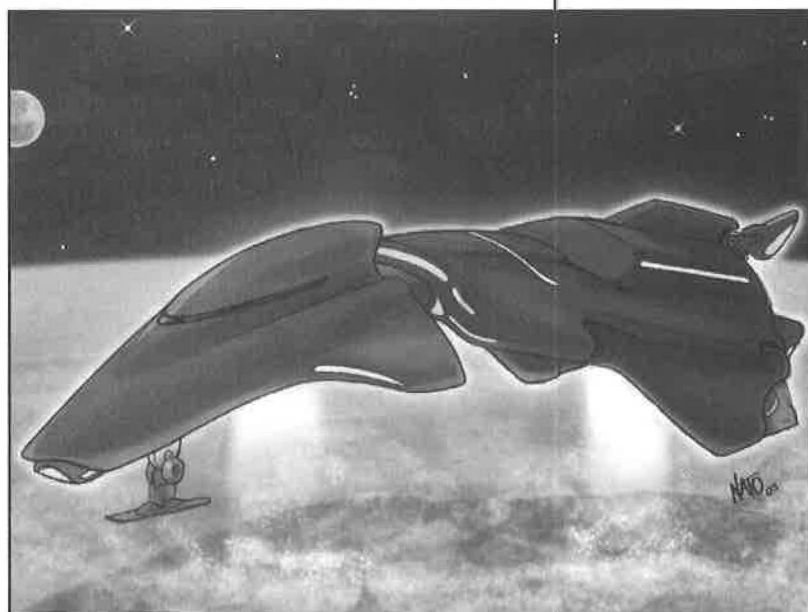
Total Cost: 930/5 = 186

Cost Additional Vehicles

- 22 *Escape Pod*
- 15 8 more Escape Pods (total of 9)

Description: Used to deliver small squads of troops to specific planetside locations undetected, the *Dart* special operation vessel has a hull shaped something like an elongated arrowhead. It's painted in non-reflective dark colors and the plates of its armor angle in such a way that it is almost imperceptible to radar. It also comes equipped with extensive electronic warfare and countermeasures systems (including a chaff generator), but only a single forward-firing Type 7 Plasma Cannon (mounted ventrally).

A *Dart*'s crew consists of only a pilot and a navigator/gunner. The aft compartment has enough room for seven soldiers and their gear. After the ship lands, the back hatch opens to let the troops out. The whole process of unloading troops usually takes no more than a Turn, allowing the *Dart* to bolt away, hopefully still undetected.



EXPLORATION SHIPS

Mankind first went into space for the purpose of exploration. Although that purpose often takes a backseat to the aims of galactic military powers in the 2600s, most species still build starships solely for the purposes of exploration. In the Empire, most such ships are owned and operated either by the Terran Exploration Service, corporations interested in economic exploitation of newly-discovered resources, or scientific institutions. They range from enormous vessels filled with scientific instruments and containing copious cargo space for samples, to one- and two-man ships piloted by freelance explorers hoping to strike it rich.

Large/Long-Range Explorers

Sent on missions lasting more than a year, long-range exploration vessels come equipped not only for detailed scientific research and investigation, but for reasonably comfortable shipboard life. They're full of scientific laboratories and examination decks where scientists pore over samples and data gathered by probes and planetside exploration teams.

IMPERIAL EXPLORER IEL MAGELLAN (ATRI 10)

Val	Char	Cost	Notes
15	Size	75	32" x 16"; -15 KB; -10 DCV
85	STR	0	Lift 3.2 ktons; 17d6 [0]
14	DEX	12	OCV: 5/DCV: 5
90	BODY	65	
11	DEF	27	
3	SPD	6	Phases: 4, 8, 12
Total Characteristics Cost: 185			

Movement: Flight: 35"/140"
Teleportation: 1,300 LY Hyperdrive

Cost	Powers	END
Power Systems		
70	<i>Antimatter Power Plant:</i> Endurance Reserve (175 END, 175 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
16	<i>Auxiliary Power:</i> Endurance Reserve (40 END, 40 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
18	<i>Class Lambda Hyperdrive:</i> Teleportation 13", Megascale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	42
50	<i>Type 1-Q Reactionless Drive:</i> Flight 35", x4 Noncombat; Costs Endurance (-½)	7
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants Against G Force Damage (-1)	2

-12 *Spaceflight Only:* Ground Movement -6" (0" total)

-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

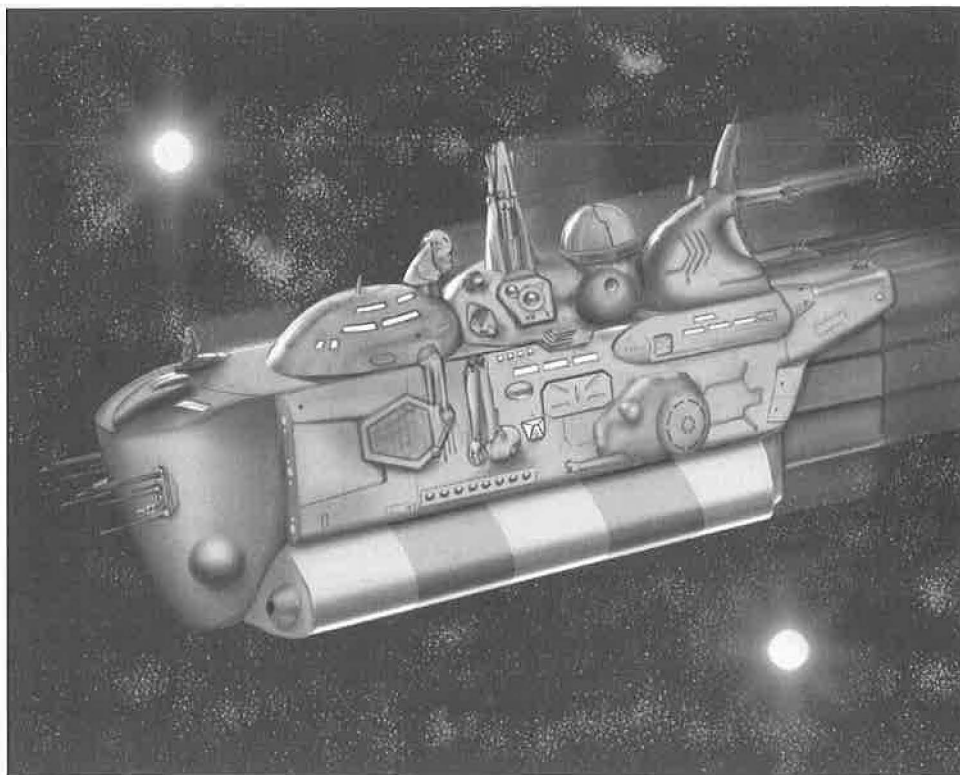
147	<i>Mark XII Starship Laser:</i> Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode:</i> RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
5	<i>Outer Force Field:</i> Force Field (16 PD/16 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	30
4	<i>Hull Force Field:</i> Force Field (11 PD/11 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	20
58	<i>Ablative Armor Plating:</i> +34 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	
41	<i>Hull Armor:</i> +17 DEF; Limited Coverage (hull only; -¼)	
217	<i>Self-Destruct System:</i> RKA 60d6 (standard effect: 180 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]

Operations Systems

114	<i>Sensor Package:</i> Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½)	var
87	<i>Long-Range Sensors:</i> Megascale (1" = 1 trillion km; +3¼, can scale down to 1" = 1 km; +¼); OIF Bulky (-1)	17
15	<i>Long-Range Sensors:</i> +20 versus Range for Radio; OIF Bulky (-1)	
15	<i>Internal Monitors:</i> Clairsentience (Sight and Hearing Groups), 4x Range (up to 500"), Mobile Perception Point; OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	4
8	<i>Navigation Computer:</i> +8 to Navigation; OIF Bulky (-1)	

Personnel Systems

12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs	
----	---	--



- | | | |
|----------------------------|--|-------|
| | Endurance (-½) | 2 |
| 6 | <i>Backup Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) | [1cc] |
| 25 | <i>Backup Life Support:</i> 29 more Backup Life Support chambers (total of 30) | [1cc] |
| 3 | <i>Food Supplies:</i> Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) | [1cc] |
| 15 | <i>Thibault Gravity Plating:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) | 3 |
| 11 | <i>Medical Facilities:</i> Paramedics 13- | |
| 4 | <i>Medical Facilities:</i> SS: Medicine 13- | |
| Skills/Laboratories | | |
| 13 | Computer Programming 14- | |
| 13 | Electronics 14- | |
| 13 | Mechanics 14- | |
| 100 | Other laboratories (defined by GM or player) | |

Total Abilities & Equipment Cost: 1,107

Total Cost: 1,292

Value Disadvantages

- | | |
|----|---|
| 20 | Distinctive Features: Imperial TES vessel (Not Concealable; Causes Major Reaction [fear]) |
|----|---|

Total Disadvantage Points: 20

Total Cost: 1,272/5 = 254

Cost Additional Vehicles

- | | |
|----|-----------------------------------|
| 22 | Escape Pod |
| 25 | 29 more Escape Pods (total of 30) |

Description: The largest Imperial exploration vessel in the TES fleet, the Magellan has the standard boxy appearance of most Imperial exploration and science ships, though its length diminishes the boxiness somewhat. Multiple domes (containing laboratories or sensor platforms), antennae, and observation devices dot both its dorsal and ventral sides.

A *Magellan* has amenities to support a science team of 23 and an operations crew of seven including the commander, two operators (a pilot and a navigator), three technicians, and a chef. Most of its laboratories are modular, and can convert into other types of labs or even quarters for additional researchers. Most scientists and explorers regard a posting to a *Magellan* as prestigious, since it offers so many opportunities for groundbreaking research and discovery.

OTHER IMPERIAL EXPLORERS

Long-Range Explorers

IEM Drake

IEM Armstrong

IEM Cheng-Huan

Short-Range Explorers

IES Clark

IES Balboa

IES Paulson

Small/Short-Range Explorers

Short-range exploration vessels, usually assigned to a specific science or research station, survey local systems and stellar phenomena. Some explorers outfit them with hyperdrives so they can engage in risky long-range missions, but these ships really aren't designed to support a crew in comfort for longer than a week or two.

IMPERIAL EXPLORER IES EUREKA (ATRI 10)

Val	Char	Cost	Notes
8	Size	40	6.4" x 3.2"; -8 KB; -5 DCV
50	STR	0	Lift 25 tons; 10d6 [0]
14	DEX	12	OCV 5 DCV -1
35	BODY	17	
9	DEF	21	
3	SPD	6	Phases: 4, 8, 12
Total Characteristics Cost: 96			

Movement: Flight: 45"/180"

Cost Powers **END**

Power Systems

40 *Antimatter Power Plant:* Endurance Reserve (100 END, 100 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)

9 *Auxiliary Power:* Endurance Reserve (23 END, 23 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)

Propulsion Systems

63 *Type 3 Reactionless Drive:* Flight 45", Noncombat, Costs Endurance (-½) 9

7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants Against G Force Damage (-1) 2

-12 *Spaceflight Only:* Ground Movement -6" (0" total)

-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

100 *Mark IV Starship Laser:* Multipower, 150-point reserve, 45 Charges (+½) for entire Multipower; all OIF Bulky (-1), Real Weapon (-¼) [45]

4u 1) *Near-Targeting Beam Mode:* RKA 5d6, Increased Maximum Range (1875"; +¼)

7u 2) *Far-Targeting Beam Mode:* RKA 5d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)

4u 3) *Near-Targeting Pulse Mode:* RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)

6u 4) *Far-Targeting Pulse Mode:* RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)

5u 5) *Sustained Beam Mode:* RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)

4 *Outer Force Field:* Force Field (12 PD/12 ED); Increased Endurance Cost (x8 END; -3½), OIF Bulky (-1) 16

2 *Hull Force Field:* Force Field (7 PD/7 ED); Increased Endurance Cost (x10

END; -4), OIF Bulky (-1) 10

43 *Ablative Armor Plating:* +25 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0

29 *Hull Armor:* +12 DEF; Limited Coverage (hull only; -¼) 0

87 *Self-Destruct System:* RKA 24d6 (standard effect: 72 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

91 *Sensor Package:* Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var

70 *Long-Range Sensors:* Megascall (1" = 1 trillion km, can scale down to 1" = 1 km; +3½); OIF Bulky (-1) 14

12 *Long-Range Sensors:* +16 versus Range for Radio Group; OIF Bulky (-1)

4 *Navigation Computer:* +4 to Navigation; OIF Bulky (-1)

Personnel Systems

12 *Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2

6 *Backup Life Support:* Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]

15 *Backup Life Support:* 9 more Backup Life Support chambers (total of 130) [1cc]

3 *Food Supplies:* Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]

15 *Thibault Gravity Plating:* Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3

9 *Medical Facilities:* Paramedics 12-

Skills/Laboratories

11 Computer Programming 13-

11 Electronics 13-

11 Mechanics 13-

25 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 691

Total Cost: 787

Value Disadvantages

- 20 Distinctive Features: Imperial
TES vessel (Not Concealable;
Causes Major Reaction [fear])

Total Disadvantage Points: 20

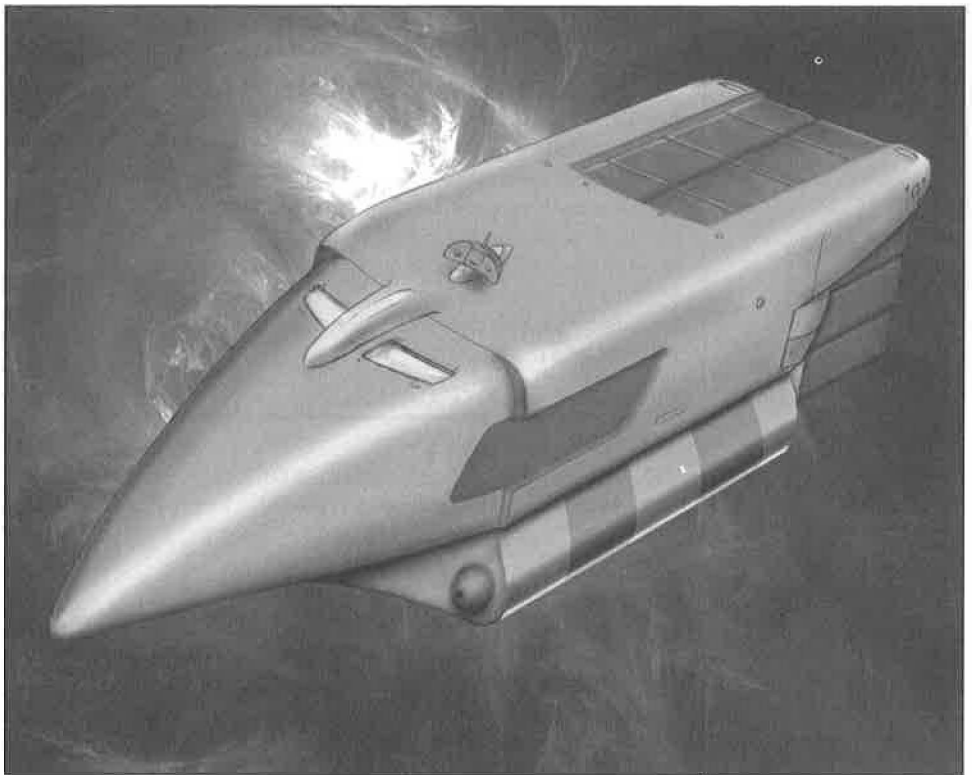
Total Cost: 767/5 = 153

Cost Additional Vehicles

- 22 Escape Pod
15 9 more Escape Pods (total of 10)

Description: Almost every Imperial research station has at least one of these reliable exploration vessels in its docking bay. The *Eureka* is the perfect vessel for taking weeklong excursions into unknown and possibly treacherous locales due to its powerful defenses and its enhanced sensor platform. Explorers often use the vessel to take their research team planetside for a bit of first-hand study. A civilian model of the ship, which lacks the Mark IV laser mounted on front, is popular among non-TES explorers.

The *Eureka* resembles a hybrid of Imperial starships and fighters. The body is long and rectangular, but narrower than most exploration ships, and the vessel has a pair of swept-back "wings" attached near the rear to provides maneuverability in atmospheres. The standard crew consists of 10 persons, all research scientists also capable of piloting the vessel.



CIVILIAN SHIPS

While civilians cannot, of course, purchase heavily-armed military vessels, millions of manufacturers design spacecraft suitable for traders, families, freelance explorers, and businesses. Ranging from the tiny, sleek, fast “space yachts” piloted by the ultra-rich, to big, ponderous cargo freighters, these ships can be found in every inhabited system. Many even come with some light weaponry for fending off pirates, destroying dangerously close meteors, and the like.

TERRAN IFS CENTURION EAGLE

Val	Char	Cost	Notes
12	Size	60	16" x 8"; -12 KB; -8 DCV
75	STR	5	Lift 800 tons; 15d6 [0]
17	DEX	21	OCV: 6/DCV: 6
27	BODY	5	
10	DEF	24	
3	SPD	3	Phases: 4, 8, 12
Total Characteristics Cost: 118			

Movement: Ground: 0"/0"
Flight: 38"/154"
Teleportation: 16 LY Displacement

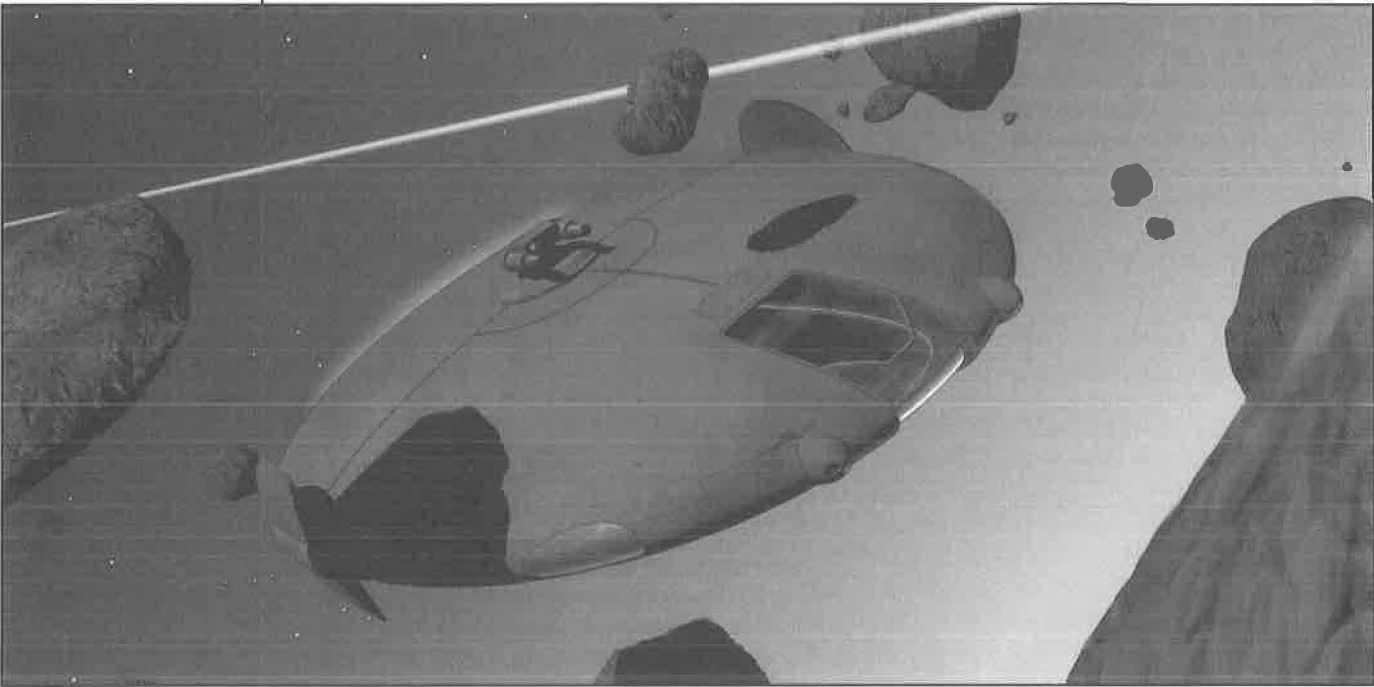
Abilities & Equipment

Cost	Power	END
Power Systems		
64	<i>Fusion Power Plant:</i> Endurance Reserve (160 END, 160 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
8	<i>Auxiliary Power:</i> Endurance Reserve (20 END, 20 REC); OIF Immobile (-1½), Only Power Electrical Devices (-¼)	0
Propulsion Systems		
11	<i>Type 5 Displacer Drive:</i> Teleportation 10"; MegaScale (1" = 1 trillion km; + 3¼); Activation Roll 15- (-¼), Extra Time (requires four hours to prepare for a dis-	

placement; -3) Costs Endurance (-½), Increased Endurance Cost (x6 END; -2½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitational Distortion-Free Zone To Activate (-¼) 48
54 *Type 2 Reactionless Drive:* Flight 38", x4 Noncombat, Costs Endurance (-½) 8
7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1) 2
-12 *Spaceflight Only:* Ground Movement -6" (0" total)
-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

83 *Mark I Starship Lasers:* Multipower, 124-point reserve; all 40 Charges (+½); OIF Bulky (-1), Real Weapon (-¼)
3u 1) *Near-Targeting Beam Mode:* RKA 4d6, Increased Maximum Range (1,500"; +¼)
5u 2) *Far-Targeting Beam Mode:* RKA 4d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +¾)
4u 3) *Near-Targeting Pulse Mode:* RKA 3½d6, Increased Maximum Range (1,725"; +¼), Autofire (3 shots; +¼)
5u 4) *Far-Targeting Pulse Mode:* RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +¾)
4u 5) *Sustained Beam Mode:* RKA 3d6, Increased Maximum Range (2,250"; +¼), Continuous (+1)
5 *Outer Force Field:* Force Field (15 PD/15 ED); Ablative (-½); OIF Bulky (generator; -1), Increased Endurance Cost (x10; -4), Activation Roll (14-; -½) 30
3 *Hull Force Field:* Force Field (10 PD/10 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 20
36 *Ablative Armor Plating:* +21 DEF; Ablative (-½), Limited Coverage (hull only; -¼)



- 24 *Hull Armor*: +10 DEF; Limited Coverage (hull only; -¼)
- Operations Systems**
- 57 *Sensor Package*: Variable Power Pool, 50 base + 25 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 52 *Long-Range Sensors*: MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
- 7 *Long-Range Sensors*: +10 versus Range for Radio Group; OIF Bulky (-1)
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 7 *Medical Facilities*: Paramedics 11-

Total Abilities & Equipment Cost: 452

Total Vehicle Cost: 570

Value Disadvantages

None

Total Disadvantage Points: 0

Total Vehicle Cost: 570/5 = 114

Cost Additional Vehicles

- 22 Escape Pod
- 20 11 more Escape Pods (total of 12)

Description: The *Centurion Eagle* looks just like what it is — a clunky medium-sized Terran freighter. It has an octagonal primary hull, an extended forward cockpit, and a laser cannon mounted to the front of the ship.

Beneath the primary hull, the *Eagle* is spacious enough to offer comfortable travel for 6 passengers. A hallway encircles the main passenger cabin area, with an exit leading forward to the cockpit. Operations panels used to monitor the status of the reactionless and displacer drives line an alcove in the back of this hallway. The cockpit seats two people, a pilot plus a co-pilot behind him, underneath a long, dome-shaped canopy. Access ladders descend from the ceiling to grant entry to the escape pods when the captain gives the order to abandon ship.

The *Eagle* has spacious storage compartments above the ceiling and beneath the floor plates; it's a favorite of cargo runners and smugglers, and local militias and rebel forces often use modified *Eagles* as support vessels and personnel transports. Many small cargo transportation companies use nothing but *Centurion Eagles* in their courier fleets.

TERRAN IYS SHAMROCK (ATRI 11)

Val	Char	Cost	Notes
10	Size	50	10" x 5"; -10 KB; -6 DCV
60	STR	0	Lift 100 tons; 12d6 [0]
15	DEX	15	OCV: 5/DCV: 5
60	BODY	40	
8	DEF	18	
4	SPD	15	Phases: 3, 6, 9, 12

Total Characteristic Cost: 138

Movement: Ground: 0"/0"
Flight: 40"/160"
Teleportation: 40 LY Displacement

Abilities & Equipment

Cost Power END

Power Systems

- 40 *Fusion Power Plant*: Endurance Reserve (100 END, 100 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼) 0
- 12 *Auxiliary Power*: Endurance Reserve (30 END, 30 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼) 0

Propulsion Systems

- 4 *Type 12 Displacer Drive*: Teleportation 4", MegaScale (1" = 10 light-years; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitational Distortion-Free Zone To Activate (see text; -¼) 40
- 57 *Type 2-A Reactionless Drive*: Flight 40", x4 Noncombat; Costs Endurance (-½) 8
- 7 *Inertial Compensation Field*: Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1) 2
- 12 *Spaceflight Only*: Ground Movement -6" (0" total)
- 2 *Spaceflight Only*: Swimming -2" (0" total)

Tactical Systems

- 22 *Type A Tractor Beam*: Telekinesis (40 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼) 6
- 26 *Ablative Armor Plating*: +15 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0
- 14 *Hull Armor*: +6 DEF; Limited Coverage (hull only; -¼) 0

Operations Systems

- 46 *Sensor Package*: Variable Power Pool, 40 base + 20 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 35 *Long-Range Sensors*: MegaScale (1 LY per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 20 Active Points; OIF Bulky (-1) var
- 4 *Long-Range Sensors*: +6 versus Range for Radio Group; OIF Bulky (-1) 0
- 15 *Internal Monitors*: Clairsentience (Sight

And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to four at once); OAF Immobility (-2), Perception Point Cannot Move Through Solid Objects (-0) 4

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 10 *Backup Life Support*: 3 more Backup Life Support chambers (total of 4) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 7 *Medical Facilities*: Paramedics 11-
- 2 *Medical Facilities*: SS: Medicine 11-

Skills/Laboratories

- 7 Computer Programming 11-
- 7 Electronics 11-
- 7 Mechanics 11-
- 15 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 359

Total Vehicle Cost: 497

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 497/5 = 99

Cost Additional Vehicles

- 22 Escape Pod
- 25 19 more Escape Pods (total of 20)

Description: Known for their luxury and style, Shamrock-class yachts enjoy great popularity among the wealthy business class and newer nobility (more established noble families prefer older-model yachts to demonstrate how long they've had money). Corporations usually own a few for executive transport, charter services operate a good many, and a few have fallen into the hands of smugglers or other ne'er-do-wells.

A *Shamrock* has six luxury staterooms and much more spartan crew quarters; however, owners frequently modify the ship to suit their own tastes (some put in swimming pools or game rooms, for example). It normally has a crew of four: pilot/commander, navigator/sensor operator, engineer, and steward.

TERRAN IMS NATCHEZ (ATRI 10)

Val	Char	Cost	Notes
12	Size	60	16" x 8"; -12 KB; -8 DCV
70	STR	0	Lift 400 tons; 14d6 [0]
14	DEX	12	OCV: 5/DCV: 5
50	BODY	28	
9	DEF	21	
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 127			

Movement: Ground: 0"/0"
Flight: 38"/152"
Teleportation: 500 LY Hyperdrive

Abilities & Equipment

Cost	Power	END
Power Systems		
40	<i>Fusion Power Plant</i> : Endurance Reserve (100 END, 100 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼)	0
12	<i>Auxiliary Power</i> : Endurance Reserve (30 END, 30 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
5	<i>Class Epsilon Hyperdrive</i> : Teleportation 5", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	35
54	<i>Type 2 Reactionless Drive</i> : Flight 38", x4 Noncombat; Costs Endurance (-½)	8
7	<i>Inertial Compensation Field</i> : Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only</i> : Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only</i> : Swimming -2" (0" total)	
Tactical Systems		
100	<i>Mark IV Starship Laser</i> : Multipower, 150-point reserve, 45 Charges for entire Multipower (+½); all OIF Bulky (-1), Real Weapon (-¼)	[45]
4u	1) <i>Near-Targeting Beam Mode</i> : RKA 5d6, Increased Maximum Range (1,875"; +¼); OIF Bulky (-1), Real Weapon (-¼)	
7u	2) <i>Far-Targeting Beam Mode</i> : RKA 5d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)	
33	<i>Type C Tractor Beam</i> : Telekinesis (60 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	9
2	<i>Outer Force Field</i> : Force Field (6 PD/6 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10
1	<i>Hull Force Field</i> : Force Field (4 PD/4 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10

- 31 *Ablative Armor Plating*: +18 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0
- 19 *Hull Armor*: +8 DEF; Limited Coverage (hull only; -¼) 0
- Operations Systems**
- 69 *Sensor Package I*: Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 52 *Long-Range Sensors*: MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
- 9 *Long-Range Sensors*: +12 versus Range for Radio Group; OIF Bulky (-1) 0
- 15 *Internal Monitors*: Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (up to four at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 4
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 10 *Backup Life Support*: 3 more Backup Life Support chambers (total of 4) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thibault Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To

- The Floor (-1) 3
- 7 *Medical Facilities*: Paramedics 11-
- 2 *Medical Facilities*: SS: Medicine 11-
- Skills/Laboratories**
- 7 Computer Programming 11-
- 7 Electronics 11-
- 7 Mechanics 11-
- 20 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 542

Total Vehicle Cost: 669

Value Disadvantages

- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 10

Total Cost: 659/5 = 132

Cost Additional Vehicles

- 22 Escape Pod
- 15 7 more Escape Pods (total of 8)

Description: The *Natchez* class is a typical small Terran merchant starship, used for hauling freight to out-of-the-way colony planets, shipping odd lots, smuggling, and speculative trade beyond the Empire. Although it's an older model, equipped with just a Hyperdrive, some owners actually prefer it that way — they can rendezvous with suppliers in Hyperspace for a discreet cargo transfer. A few owners pay to add a Displacer drive as well, so they can beat the competition to market. Although the *Natchez* class was not designed to mount weapons other than a utility laser, many owners retrofit their ships with additional tactical systems (often in violation of Imperial law).

The *Natchez* class has a standard crew complement of five (captain, pilot, navigator/sensor operator, engineer, technician), who also work as cargo handlers, but many get by with only two or three crewmembers. The original design has three second-class passenger staterooms (double-occupancy), but many owners customize the interior, swapping out cargo space for staterooms or vice-versa.

ALIEN STARSHIPS



Species throughout the Galaxy have fleets of their own. It would take volumes of books to completely describe each and every starship used by various interstellar governments and species; this section details only a few notable ships. You can easily create others by modifying some of these vessels, or the Imperial ships listed above.

ACKÁLIAN STARSHIPS

With curved and rounded forward primary hulls and aft-extending secondary hulls, Ackálian vessels resemble (to Human eyes) bizarre shellfish one might find on some alien ocean world. The standard Ackálian starship aesthetics and design principles have remained basically the same for centuries, since the Ackálians have enjoyed great success with their standard designs and can rapidly manufacture them.

ACKÁLIAN ICL "EXPELLER" CARRIER (ATRI 11)

Val	Char	Cost	Notes
24	Size	120	250" x 125", -24 KB; -16 DCV
140	STR	10	Lift 6.4 mtons; 28d6 [0]
15	DEX	15	OCV: 5/DCV: 5
215	BODY	181	
17	DEF	45	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 376			

Movement: Ground: 0"/0"
Flight: 35"/140"
Teleportation: 100 LY Displacement

Abilities & Equipment

Cost Power **END**
Power Systems

- 152 *Antimatter Power Plant:* Endurance Reserve (380 END, 380 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)
- 22 *Auxiliary Power:* Endurance Reserve (55 END, 55 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)

Propulsion Systems

- 4 *Type 12 Displacer Drive:* Teleportation 4"; MegaScale (1" = 10 light-years; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A PS: Operate Displacer Drive Roll (-¼), Requires

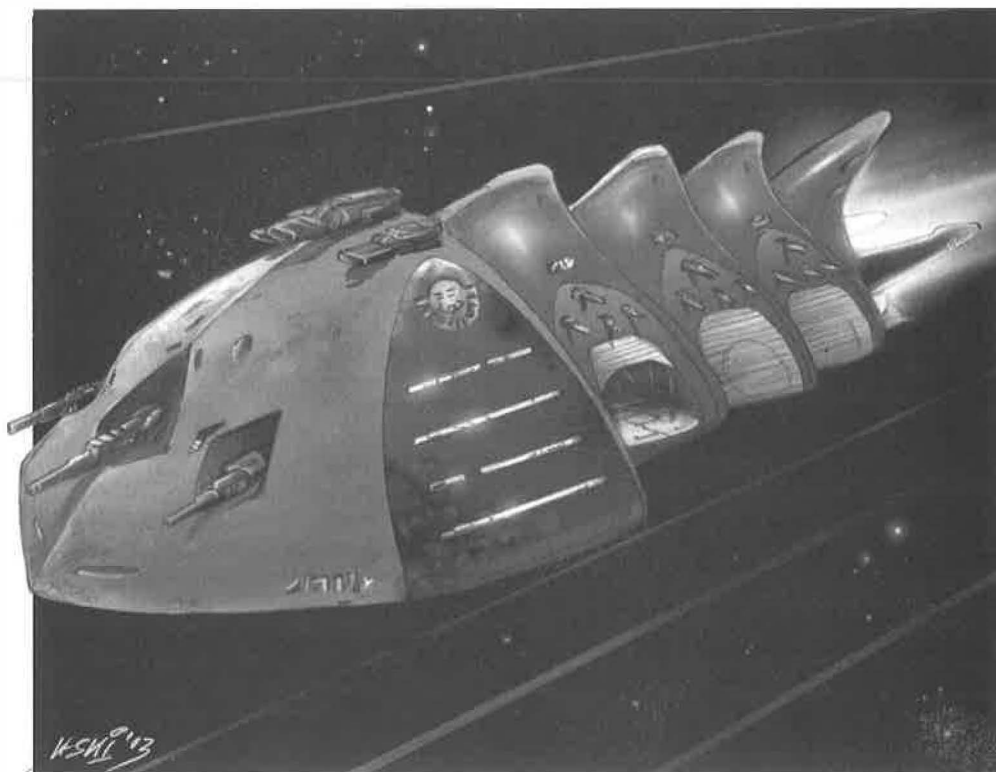
Gravitational Distortion-Free Zone To Activate (see text; -¼) 40

- 18 *Class Lambda Hyperdrive:* Teleportation 13"; MegaScale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½) 42
- 50 *Ackálian Reactionless Drive:* Flight 35"; x4 Noncombat; Costs Endurance (-½) 7
- 7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Occupants Against G Force Damage (-1) 2
- 12 *Spaceflight Only:* Ground Movement -6" (0" total)
- 2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

- 124 *Type 7 Plasma Cannon:* RKA 11d6, 35 Charges (+½), Increased Maximum Range (7,750"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾), Real Weapon (-¼) [35]
- 147 *Mark XII Starship Lasers:* Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)
- 8u 1) *Near-Targeting Beam Mode:* RKA 8d6, Armor Piercing (+½) 18
- 15u 2) *Far-Targeting Beam Mode:* RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼) 33
- 7u 3) *Near-Targeting Pulse Mode:* RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½) 16
- 12u 4) *Far-Targeting Pulse Mode:* RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼) 27
- 7u 5) *Sustained Beam Mode:* RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1) 17
- 15 *Mark XII Starship Lasers:* 5 more Mark XII Starship Lasers (total of 6)
- 7 *Outer Force Field:* Force Field (22 PD/22 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 40
- 4 *Hull Force Field:* Force Field (13 PD/13 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 30

- 63 *Ablative Armor Plating*: +37 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
- 46 *Hull Armor*: +19 DEF; Limited Coverage (hull only; -¼)
- 14 *Advanced Point Defense System*: Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense*: Missile Deflection (all physical projectiles), Range (+1), Mega Range (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)
- 10 *Missile Tracking System*: +5 with Missile Deflection
- 44 *Ackálian Tractor Beam*: Telekinesis (80 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼) 12
- 521 *Self-Destruct System*: RKA 144d6 (standard effect: 432 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]
- Operations Systems**
- 91 *Sensor Package*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 70 *Long-Range Sensors*: Megascale (1" = 1 trillion km; can scale down to 1" = 1 km; +3½) for any Sensor Package Sense of up to 40 Active Points; OIF Bulky (-1) var
- 12 *Long-Range Sensors*: +16 versus Range for Radio Group; OIF Bulky (-1)
- 117 *Electronic Warfare*: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 15 *Electronic Warfare Defense*: Radio Group Flash Defense (15 points) 0
- 15 *Internal Monitors*: Clairsentience (Sight Group; Additional Sense Group: Hearing Group, Mobile Perception Points, x4 Range), Cannot Move Through Solid Objects (+0); OAF Immobile (-2) 4
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 45 *Backup Life Support*: 449 more Backup Life Support chambers (total of 450) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 13 *Medical Facilities*: Paramedics 14-
- 4 *Medical Facilities*: SS: Medicine 13-



Skills/Laboratories

- 7 *Tactical Systems*: +2 with Ranged Combat;
Costs Endurance (-½)
- 13 Cryptography 14-
15 Demolitions 15-
11 Electronics 13-
17 Mechanics 16-
45 Other laboratories (defined by GM or player,
usually fighter craft related)

Total Abilities & Equipment Cost: 1,811

Total Vehicle Cost: 2,187

Value Disadvantage

- 25 Distinctive Features: Ackálian military vessel
(Not Concealable; Causes Extreme Reaction
[abject fear])
- 10 Physical Limitation: Cannot Enter Atmo-
spheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 2,152/5 = 430

Cost Additional Vehicles

- 191 *Adversary Attack Fighter*
25 31 more *Adversarys* (total of 32)
22 Escape Pod
40 249 more Escape Pods (total of 250)
76 Antimatter Missiles
20 19 more Antimatter Missiles (total of 30)

Description: Rarely seen outside of Ackálian space, the *Expeller* (a Terran designation) is called into duty when the Ackorsha needs heavy firepower and fighter support. Although comparable to the Terran *Empress*-class battleship in many respects, it sacrifices a bit of weaponry to make room for the hangars, launch bays, and repair stations needed to carry 32 *Adversary*-class fighters. The crew complement consists of approximately 225 members including a command crew, a full engineering and tactical crew, as well as room for over 40 fighter pilots and their support crew.

Like most Ackálian vessels, the *Expeller* has a "fat crescent"-shaped primary hull in front that's studded with point defense emplacements, four Mark XII lasers, and a forward-pointing plasma cannon. There are two more lasers (one ventral, one dorsal) on the elongated secondary hull, which has launch bays for the fighters along the starboard and port sides. The ship also has four antimatter missile launchers forward.

ACKÁLIAN SPS "ADVERSARY" ATTACK FIGHTER (ATRI 11)**Val Char Cost Notes**

6	Size	30	4" x 2"; -6 KB; -4 DCV
40	STR	0	Lift 6,400 kg; 8d6 [0]
20	DEX	30	OCV: 7/DCV: 7
25	BODY	9	
11	DEF	27	
4	SPD	10	Phases: 3, 6, 9, 12

Total Characteristics Cost: 106

Movement: Ground: 0"/0"
Flight: 35"/140"

Abilities & Equipment

Cost	Powers	END
Power Systems		
68	<i>Fusion Power Plant</i> : Endurance Reserve (170 END, 170 REC); OIF Immobility (-1), Only Powers Electrical Devices (-¼)	
6	<i>Auxiliary Power</i> : Endurance Reserve (15 END, 15 REC); OIF Immobility (-1), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
50	<i>Ackálian Small Craft Reactionless Drive</i> : Flight 35"; x4 Noncombat; Costs Endurance (-½)	5
7	<i>Inertial Compensation Field</i> : Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only</i> : Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only</i> : Swimming -2" (0" total)	
Tactical Systems		
147	<i>Mark XII Starship Lasers</i> : Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode</i> : RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
10	<i>Mark XII Starship Lasers</i> : 3 more Mark XII Starship Lasers (total of 4)	var
3	<i>Outer Force Field</i> : Force Field (9 PD/9 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	20
2	<i>Hull Force Field</i> : Force Field (7 PD/7 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10
58	<i>Ablative Armor Plating</i> : +34 DEF; Ablative	



- (-½), Limited Coverage (hull only; -¼)
 41 **Hull Armor:** +17 DEF; Limited Coverage (hull only; -¼)
 72 **Self-Destruct System:** RKA 20d6 (standard effect: 60 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 91 **Sensor Package:** Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
 70 **Long-Range Sensors:** Megascala (1" = 1 trillion km, can scale down to 1" = 1 km; +3½) for any Sensor Package Sense of up to 40 Active Points; OIF Bulky (-1) var
 12 **Long-Range Sensors:** +16 versus Range for Radio; OIF Bulky (-1) 0
 70 **Electronic Warfare:** Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
 15 **Electronic Counter Counter-Measures:** Radio Group Flash Defense (15 points) 0
 7 **Electronic Counter Counter-Measures:** Power Defense (15 points); Only Versus Electronic Jamming (-1)

Personnel Systems

- 12 **Life Support:** Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2

Skills/Laboratories

- 10 **Tactical Systems:** +3 with Ranged Combat; Costs Endurance (-½) 2
 8 **Highly Maneuverable:** +4 with Flight

Total Equipment & Skills Cost: 794

Total Vehicle Cost: 915

Value Disadvantages

- 25 **Distinctive Features:** Ackálian military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Points: 25

Total Cost: 890/5 = 178

Cost Additional Vehicles

- 22 **Escape Pod**

Description: The smallest vessel in the Ackálian fighter fleet, the *Adversary* is still larger than most fighters in other fleets. Although fast and maneuverable, it also carries relatively heavy armor and weapons (though no antimatter missiles). Since it lacks interstellar capability, it is assigned to a star-base or a carrier.

The *Adversary* has a single crewman, a pilot/gunner who sits in a rounded cockpit with a single reinforced viewscreen providing visibility. It has four laser cannons, three forward around the cockpit and one aft.

MON'DABI STARSHIPS

Starships built by the Mon'dabi are neither complex nor exotic, but they are incredibly efficient in design. They usually have powerful engines and can fly swiftly, thanks to the renowned Mon'dabi skill at building stardrives. Although a majority of Mon'dabi earlier vessels were originally built for exploration and colonization, galactic politics (including numerous conflicts with the Ackálans) have forced the Mon'dabi to construct a respectable interstellar fleet to protect their Federation.

Mon'dabi ships typically consist of one or more spheroid or ovoid "sub-hulls" joined to a roughly cylindrical "central hull"; the central hull widens aft to contain the power core and engines. Typically, a sub-hull contains a specific type of system (such as sensors, laboratories, crew quarters, weapons, or the command center).

MON'DABI IBM TUA-SHEL DEFENSE CRUISER (ATRI 11)

Val	Char	Cost	Notes
16	Size	80	40" x 20"; -16 KB; -10 DCV
95	STR	5	Lift 12.5 kttons; 19d6 [0]
15	DEX	15	OCV: 5/DCV: 5
95	BODY	69	
18	DEF	48	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 222			

Movement: Flight: 47"/188"
Teleportation: 500 LY Hyperdrive

Abilities & Equipment

Cost	Powers	END
Power Systems		
92	<i>Cold Fusion Power Plant:</i> Endurance Reserve (230 END, 230 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
30	<i>Auxiliary Power:</i> Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
Propulsion Systems		
5	<i>Class Epsilon Hyperdrive:</i> Teleportation 5"; MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	35
66	<i>Type 3.K Reactionless Drive:</i> Flight 47", x4 Noncombat; Costs Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6 (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

147	<i>Mark XII Starship Lasers:</i> Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode:</i> RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
10	<i>Mark XII Starship Lasers:</i> 6 more Mark XII Starship Lasers (total of 7)	var
7	<i>Outer Force Field:</i> Force Field (25 PD/25 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10; -4)	50
5	<i>Hull Force Field:</i> Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1)	30
65	<i>Ablative Armor Plating:</i> +38 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
60	<i>Hull Armor:</i> +20 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0
14	<i>Advanced Point Defense System:</i> Multipower, 34-point reserve, all OIF Bulky (-1), Costs Endurance (-½)	
1u	1) <i>Advanced Close-In Defense:</i> Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
1u	2) <i>Advanced Distant Defense:</i> Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
8	<i>Missile Tracking System:</i> +4 with Missile Deflection	
33	<i>Type C Tractor Beam:</i> Telekinesis (60 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	9
232	<i>Self-Destruct System:</i> RKA 64d6 (standard effect: 190 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]
Operations Systems		
57	<i>Sensor Package:</i> Variable Power Pool, 50 base + 25 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors:</i> MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any	

- Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
- 4 *Long-Range Sensors*: +5 versus Range for Radio Group; OIF Bulky (-1)
- 70 **Electronic Warfare: Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)** var
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 35 *Backup Life Support*: 120 more Backup Life Support chambers (total of 121) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 11 *Medical Facilities*: Paramedics 13-
- 3 *Medical Facilities*: SS: Medicine 12-
- Skills/Laboratories**
- 13 Demolitions 14-
- 13 Mechanics 14-
- 15 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-

50 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 1,177
Total Vehicle Cost: 1,393

Value Disadvantages

- 25 Distinctive Features: Mon'dabi military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

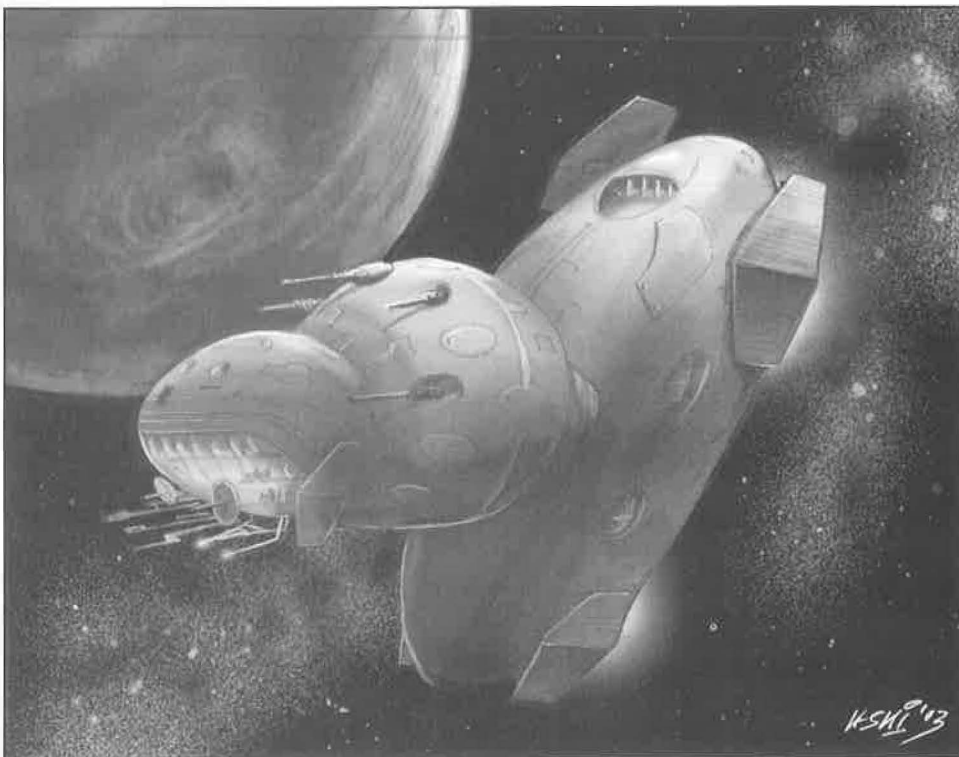
Total Disadvantage Points: 35
Total Cost: 1,368/5 = 274

Val Additional Vehicles

- 22 Escape Pod
- 35 119 more Escape Pods (total of 120)
- 76 Antimatter Missile
- 25 29 more Antimatter Missiles (total of 30)

Description: When the Mon'dabi military upgraded the *Gwa'na*-class exploration cruiser with ablative hull armor, a stronger force field generator, and Mark XII laser cannons, the *Tua-shel*-class defense cruiser (named for a Mon'dabi turtle) was born. Usually found patrolling the inner worlds of Mon'dabi territory, the *Tua-shel* has also seen frontline action in numerous conflicts with the Ackálians. Sometimes *Tua-shels* accompany exploration vessels entering unknown or dangerous regions of space.

The *Tua'shel* has three major sub-hulls attached to its central hull. The largest contains the crew quarters. The next largest has the command center and many other major ship facilities. The smallest has laboratories and other work areas. Various smaller sub-hulls contain weaponry, sensors, force field generators, and the like.



**MON'DABI IPP PRENSAA
PATROL FIGHTER (ATRI11)**

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
40	STR	0	Lift 6.4 tons; 7d6
23	DEX	39	OCV: 8/DCV: 8
25	BODY	9	
12	DEF	30	
4	SPD	7	Phases: 3, 6, 9, 12
Total Characteristics Cost: 115			

Movement: Ground: 0"/0"
Flight: 45"/180"
Teleportation: 500 LY Hyperdrive

Abilities & Equipment

Cost	Power	END
Power Systems		
48	<i>Fusion Power Plant:</i> Endurance Reserve (120 END, 120 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
8	<i>Auxiliary Power:</i> Endurance Reserve (20 END, 20 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
5	<i>Class Epsilon Hyperdrive:</i> Teleportation 5", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	35
58	<i>Type 2-A.1 Reactionless Drive:</i> Flight 41", x4 Noncombat; Costs Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Tactical Systems		
96	<i>Type 7 Plasma Cannon:</i> RKA 11d6, 15 Charges (+0), Increased Maximum Range (6,200"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees forward, only on same horizontal level; -¾), Real Weapon (-¼)	[15]
100	<i>Mark IV Starship Lasers:</i> Multipower, 150-point reserve, 45 Charges (+½) for entire reserve; OIF Bulky (-1), Real Weapon (-¼)	
4u	1) <i>Near-Targeting Beam Mode:</i> RKA 5d6, Increased Maximum Range (1875"; +¼)	
7u	2) <i>Far-Targeting Beam Mode:</i> RKA 5d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
4u	3) <i>Near-Targeting Pulse Mode:</i> RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)	

6u	4) <i>Far-Targeting Pulse Mode:</i> RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
5u	5) <i>Sustained Beam Mode:</i> RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)	
5	<i>Mark IV Starship Lasers:</i> Another Mark IV Starship Laser (total of 2)	
180	<i>Starboard MAME-5 Launcher:</i> RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0)	[5]
5	<i>Port MAME-5 Launcher:</i> Another MAME Launcher (total of 2)	
22	<i>Type A Tractor Beam:</i> Telekinesis (40 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	6
5	<i>Outer Force Field:</i> Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1), Ablative (BODY Only; -½)	30
3	<i>Hull Force Field:</i> Force Field (10 PD/10 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1)	20
51	<i>Ablative Armor Plating:</i> +30 DEF; Ablative (BODY Only; -½), Limited Coverage (hull only) (-¼)	0
45	<i>Hull Armor:</i> +15 DEF, Hardened (+¼); Limited Coverage (hull only) (-¼) (added to Primary Value)	0
61	<i>Self-Destruct System:</i> RKA 17d6 (standard effect: 51 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]
Operation Systems		
69	<i>Sensor Package:</i> Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors:</i> MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1)	var
7	<i>Long-Range Sensors:</i> +10 versus Range for Radio Group; OIF Bulky (-1)	0
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Cost Endurance (-½)	2
9	<i>Medical Facilities:</i> Paramedics 12-	

Skills/Laboratories

- 6 *Highly Maneuverable*: +3 with Flight
- 13 *Tactical Systems*: +4 with Ranged Combat; Costs Endurance (-½) 1

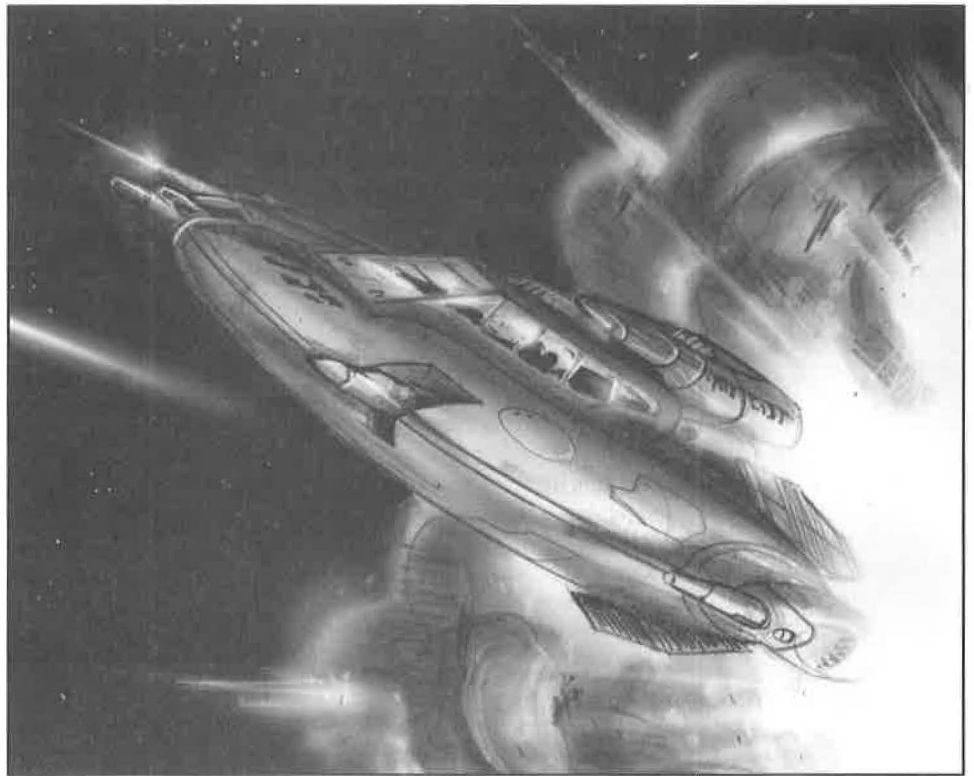
Total Abilities & Equipment Cost: 879
Total Vehicle Cost: 994
Value Description

- 25 **Distinctive Features**: Mon'dabi military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Point: 25
Total Cost: 969/5 = 194
Cost Additional Vehicles

- 22 Escape Pod

Description: Usually flown in wings of four or more, the *Prensaa*-class patrol fighter (so called because it has a miniaturized Mon'dabi Hyperdrive that allows it to conduct interstellar patrols away from a carrier or starbase) resembles a flattened sphere with several similarly-flattened but smaller sub-hulls attached to it. The cockpit, in a subhull attached dorsal center, affords the two crewmen (a pilot and navigator/gunner) a wide view of space around them. In battle, the *Prensaa* uses a Type 7 plasma cannon with limited supply of ammunition, two MAME-5 launchers (one starboard, one port), and two laser cannons (one forward dorsal, one aft ventral).



PERSEID STARSHIPS

The Perseid armada pales in comparison to most other galactic fleets. Because the Perseids are on the opposite side of Imperial space from the most hostile alien species in galaxy, they no longer have a major need for the production of large warships (though they do maintain plenty of them, and could easily ramp up production if necessary). Instead, most Perseid manufacturers focus their development on building bigger and better transport starships that also serve as support vessels in a time of war. Perseid starliners, bought directly from the starship manufacturers, often cart Imperial entourages from system to system and are frequently the workhorses of private transportation companies throughout the Galaxy.

Like Humans, Perseids favor rectilinear or wedge-shaped starship designs. However, they tend to mount the engines aft ventral, beneath the power core, which they believe provides greater efficiency.

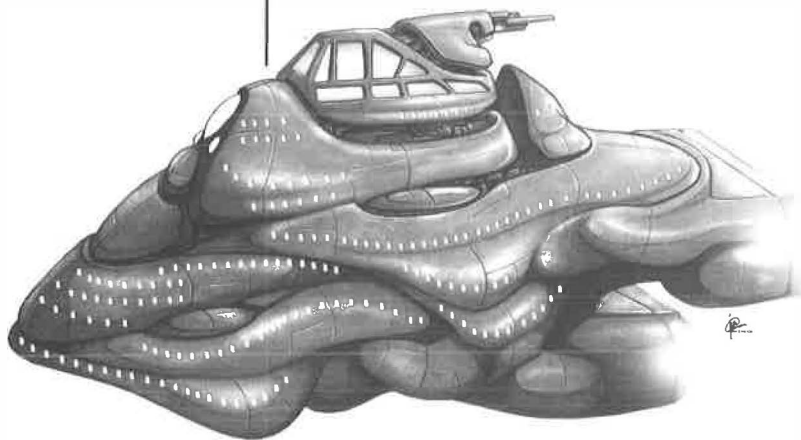
PERSEID CHOGAR PASSENGER CRUISER (ATRI 10)

Val	Char	Cost	Notes
27	Size	135	500" x 250"; -27 KB; -18 DCV
145	STR	0	Lift 12.5 mtons; 27d6 [0]
12	DEX	6	OCV: 4/DCV: 4
100	BODY	63	
10	DEF	24	
3	SPD	8	Phases: 4, 8, 12
Total Characteristics Cost: 236			

Movement: Ground: 0"/0"
Flight: 30"/120"
Teleportation: 500 LY Hyperdrive

Abilities & Equipment

Cost	Power	END
	Power Systems	
100	Fusion Power Plant: Endurance Reserve (250 END, 250 REC); OIF Immobility (-1½),	



16	Only Powers Electrical Devices (-¼)	0
	Auxiliary Power: Endurance Reserve (40 END, 40 REC); OIF Immobility (-1½),	
	Only Powers Electrical Devices (-½)	0

Propulsion Systems

5	Class Epsilon Hyperdrive: Teleportation 5", MegaScale (1" = 100 light-years, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 3 LY per hour; -4¼), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	35
43	Perseid Reactionless Drive: Flight 30", x4 Noncombat; Costs Endurance (-½)	6
7	Inertial Compensation Field: Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	Spaceflight Only: Ground Movement -6 (0" total)	
-2	Spaceflight Only: Swimming -2" (0" total)	

Tactical Systems

100	Mark IV Starship Laser: Multipower, 150-point reserve, 45 Charges (+½) for entire reserve; OIF Bulky (-1), Real Weapon (-¼)	
4u	1) Near-Targeting Beam Mode: RKA 5d6, Increased Maximum Range (1875"; +¼)	
7u	2) Far-Targeting Beam Mode: RKA 5d6, MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
4u	3) Near-Targeting Pulse Mode: RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)	
6u	4) Far-Targeting Pulse Mode: RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km; +¾, can scale down to 1" = 1 km; +¼)	
5u	5) Sustained Beam Mode: RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)	
22	Type A Tractor Beam: Telekinesis (40 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	6
7	Outer Force Field: Force Field (22 PD/22 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 40	
4	Hull Force Field: Force Field (13 PD/13 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 30	
63	Ablative Armor Plating: +37 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	
46	Hull Armor: +19 DEF; Limited Coverage (hull only; -¼)	

Operation Systems

46	Sensor Package: Variable Power Pool, 40 base + 20 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
35	Long-Range Sensors: MegaScale (1 LY per	

	Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 20 Active Points; OIF Bulky (-1)	var
4	<i>Long-Range Sensors:</i> +6 versus Range for Radio Group; OIF Bulky (-1)	0
15	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), Mobile Perception Point, Multiple Perception Points (four at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	4
4	<i>Navigation Computer:</i> +4 to Navigation; OIF Bulky (-1)	
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
35	<i>Backup Life Support:</i> 977 more Backup Life Support chambers (total of 978)	[1cc]
3	<i>Food Supplies:</i> Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Gravity Plating:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
11	<i>Medical Facilities:</i> Paramedics 13-	

Total Abilities & Equipment Cost: 611

Total Vehicle Cost: 847

Value Description

None

Total Disadvantage Point: 0

Total Cost: 847/5 = 169

Cost Additional Vehicles

22	Escape Pod
50	767 more Escape Pods (total of 768)

Description: This passenger cruiser is the most commonly-used large-scale civilian transport vessel developed by the Perseids. It's found throughout Perseid, Terran, and CCR space, and sometimes even further afield. It possesses sufficient facilities to comfortably house over 700 passengers for up to an entire year, and to carry a corresponding amount of cargo.

The *Chogar* has a long, relatively thin rectangular main hull with rows of windows lining each side. The hull widens forward and aft to provide workspace and quarters for the crew of 300. The ship's only weapon is a Mark IV laser mounted in a turret about a third of the way aft. The turret is on a rotating gauss carriage that can carry it to other sides of the ship if necessary.

PERSEID TELL'A BREH SCOUT SHIP (ATRI 11)

Val	Char	Cost	Notes
9	Size	45	8" x 4"; KB -9; DCV -6
55	STR	0	Lift 50 tons; 11d6 [0]
15	DEX	15	OCV: 5/DCV: 5
20	BODY	1	
10	DEF	24	
3	SPD	5	Phases: 4, 8, 12
Total Characteristics Cost: 90			

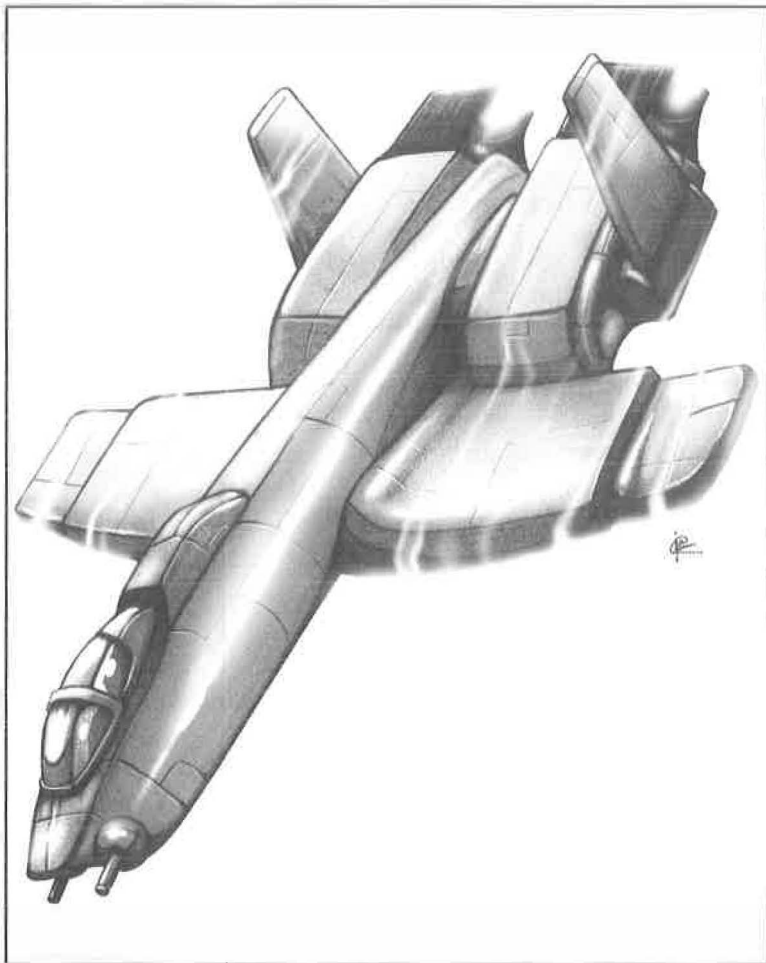
Movement: Flight: 45"/180"
Teleportation: 1,300 LY Hyperdrive

Abilities & Equipment

Cost	Powers	END
Power Systems		
96	<i>Power Plant:</i> Endurance Reserve (240 END, 240 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
13	<i>Emergency Power:</i> Endurance Reserve (33 END, 33 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
18	<i>Class Lambda Hyperdrive:</i> Teleportation 13", Megascall (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	42
63	<i>Perseid Reactionless Drive:</i> Flight 45", x4 Noncombat, Cost Endurance (-½)	9
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

70	<i>Type 2 Plasma Cannon:</i> RKA 7d6, Area Of Effect (One Hex Accurate; +½), Increased Maximum Range (4,900"; +¼), 25 Charges (+¼) (210 Active Points) OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees forward, only on same horizontal level; -¾)	[25]
180	<i>Forward MAME-5 Launcher:</i> RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0)	[5]
22	<i>Type A Tractor Beam:</i> Telekinesis (40 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	6
6	<i>Outer Force Field:</i> Force Field (20 PD/20 ED); Increased Endurance Cost (x10)	



- END; -4), OIF Bulky (-1), Ablative (BODY Only; -½) 40
- 3 *Hull Force Field*: Force Field (10 PD/10 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (-1) 20
- 51 *Ablative Armor Plating*: +30 DEF; Ablative (BODY Only; -½), Limited Coverage (hull only) (-¼)
- 45 *Hull Armor*: +15 DEF, Hardened (+¼); Limited Coverage (hull only) (-¼)
- Operations Systems**
- 114 *Sensor Package*: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 87 *Long-Range Sensors*: MegaScale (1" = 1 trillion km, can scale down to 1" = 1 km; +3½); OIF Bulky (-1) var
- 93 *Electronic Warfare*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1),

Only For Electronic Warfare (-1) var

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 10 *Backup Life Support*: 3 more Backup Life Support chambers (total of 4) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 7 *Medical Facilities*: Paramedics 11-

Skills/Laboratories

- 6 *Maneuverable*: +3 with Flight

Total Abilities & Equipment Cost: 913

Total Vehicle Cost: 1,003

Value Disadvantages

- 25 *Distinctive Features*: Perseid military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Points: 25

Total Cost: 978/5 = 196

Cost Additional Vehicles

- 22 *Escape Pod*
- 10 3 more Escape Pods (total of 4)

Description: The *Tell'a Breh*, a standard Perseid scout vessel, patrols Perseid space, particularly along its "borders" with other galactic powers. Primarily tasked with locating and scouting pirates, smugglers, invaders, and other wrongdoers, it calls in the Space Navy or Space Corps when the time comes to attack... if it can. When circumstances require it to fight, it uses a forward-mounted Type 2 plasma cannon and a MAME-5 launcher to defend itself.

SE'ECRA STARSHIPS

Most vessels of the Conjoined Civilizations Republic are easily identified by their obvious Se'ecra design. More often than not they are comprised of multiple differently-sized and -shaped sections placed in an arrangement that looks ungainly and often bizarre to Human eyes. While their appearance may seem to lack a sense of style or grace, the design makes Se'ecra ships easily repairable, expandable, and configurable.

CCR capital ships have, at a bare minimum, three standard sections: a command module (usually forward) containing the bridge and other amenities required to support the command crew; an engineering module (mounted aft) occupied by the power core and propulsion systems; and a living module (typically connecting the other two) where the crew quarters, secondary laboratories, offices, and other ships facilities are located. Secondary hulls, usually moderate in size, attach to the primary vessel to create starships of various purposes and capabilities. While the CCR uses a few common configurations, it's not uncommon for Terran scout ships or explorers to stumble upon a Se'ecra vessel with a previously unseen structure.

SE'ECRA IBM CIVILIZATION AT GUNPOINT CRUISER (ATRI 12)

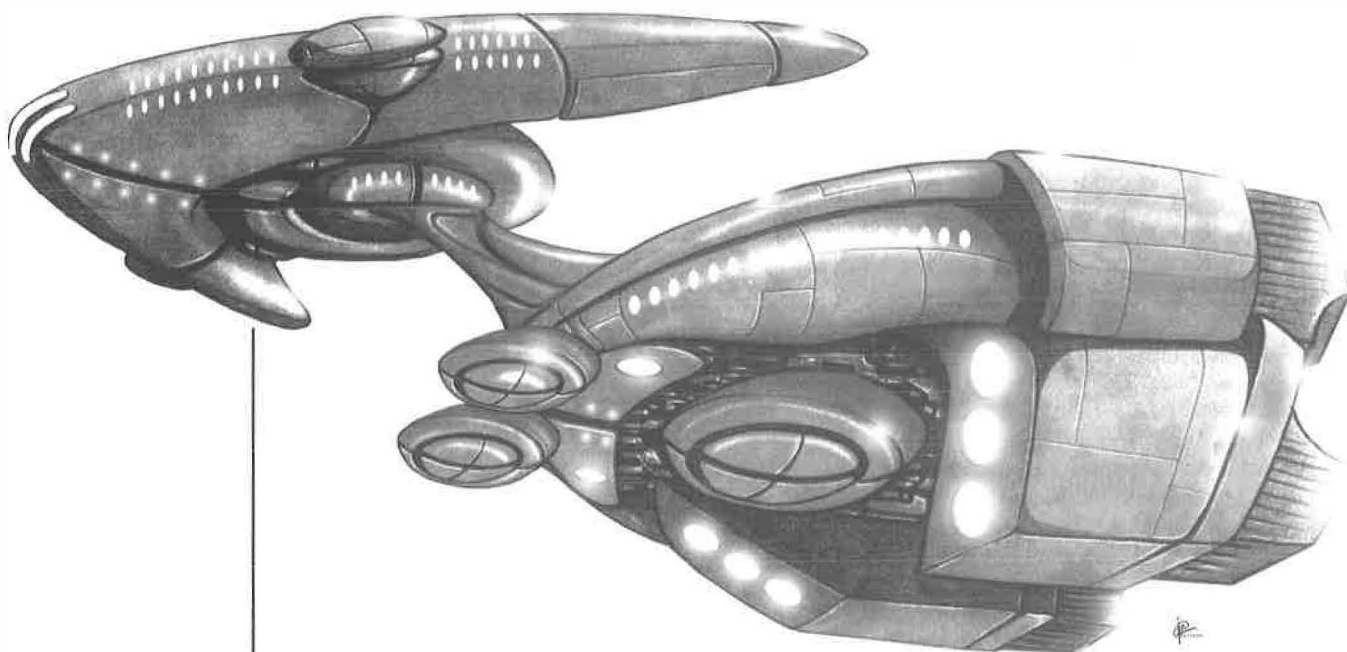
Val	Char	Cost	Notes
20	Size	100	100" x 50"; -20 KB; -13 DCV
120	STR	10	Lift 400 ktons; 24d6 [0]
17	DEX	21	OCV: 6/DCV: 6
190	BODY	160	
10	DEF	24	
3	SPD	3	Phases: 4, 8, 12
Total Characteristics Cost: 318			

Movement: Ground: 0"/0"
Flight: 40"/160"
Teleportation: 80 LY/day Hyperdrive
Teleportation: 400 LY/day
Displacement

Abilities & Equipment

Cost	Power	END
Power Systems		
140	<i>Antimatter Power Plant:</i> Endurance Reserve (350 END, 350 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
30	<i>Auxiliary Power:</i> Endurance Reserve (75 END, 75 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
5	<i>Class Nu Hyperdrive:</i> Teleportation 4", MegaScale (1" = 1,000 light-years, can scale down to 1" = 2,000 kilometers; +4½); Extra Time (1 Week for a full journey, or about 1 LY per 3 minutes; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To	

	Activate (see text; -½)	28
13	<i>Type 17 Displacer Drive:</i> Teleportation 10", Megascale (1" = 100 trillion km; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Increased Endurance Cost (x6 END; -2½), Costs Endurance (-½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone To Activate (-¼)	54
57	<i>CCR Reactionless Drive:</i> Flight 40", x4 Noncombat; Costs Endurance (-½)	8
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6 (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Tactical Systems		
183	<i>Se'ecra Multi-Phased Particle-Beams:</i> Multipower, 412-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
10u	1) <i>Near-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½)	22
18u	2) <i>Far-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½), MegaRange (1" = 1000 km; can scale down to 1" = 1 km; +1¼)	41
11u	3) <i>Near-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½)	24
17u	4) <i>Far-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; can scale down to 1" = 1 km; +1¼)	39
10u	5) <i>Sustained Beam Mode:</i> RKA 7d6, Increased Maximum Range (5250"; +¼), Continuous (+1)	24
20	<i>Se'ecra Multi-Phased Particle-Beams:</i> 15 more Se'ecra Multi-Phased Particle-Beams (total of 16)	
5	<i>Outer Force Field:</i> Force Field (16 PD/16 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	20
4	<i>Hull Force Field:</i> Force Field (11 PD/11 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10
58	<i>Ablative Armor Plating:</i> +34 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	
41	<i>Hull Armor:</i> +17 DEF; Limited Coverage (hull only; -¼)	
54	<i>Type I Tractor Beam:</i> Telekinesis (100 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	15
460	<i>Self-Destruct System:</i> RKA 127d6 (standard effect: 381 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]



Operations Systems

- 91 *Sensor Package*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½) var
- 70 *Long-Range Sensors*: Megascale (1" = 1 trillion km, can scale down to 1" = 1 km; +3½); OIF Bulky (-1) var
- 9 *Long-Range Sensors*: +12 versus Range for Radio Group; OIF Bulky (-1)
- 105 *Electronic Warfare*: Variable Power Pool, 90 base + 45 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 25 *Electronic Warfare Defense*: Radio Group Flash Defense (25 points) 0
- 4 *Sensor Enhancements*: +4 to Systems Operation; OIF Bulky (-1) 0
- 18 *Internal Monitors*: Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 5
- 3 *Navigation Computer*: +3 to Navigation roll; OIF Bulky (-1) 0

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge

(easily replaced from sources outside the ship; 1 Month; -0) [1cc]

- 35 *Backup Life Support*: 119 more Backup Life Support chambers (total of 250) [1cc]

- 3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]

- 15 *Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3

- 15 *Medical Facilities*: Paramedics 15-
5 *Medical Facilities*: SS: Medicine 14-

Skills/Laboratories

- 13 *Tactical Systems*: +4 with Ranged Combat; Costs Endurance (-½) 3
- 13 Computer Programming 14-
13 Cryptography 14-
13 Demolitions 14-
13 Electronics 14-
13 Mechanics 14-
15 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-
75 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 1,713

Total Vehicle Cost: 2.031

Value Description

- 25 Distinctive Features: Se'ecra military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Point: 35**Total Cost: 1,996/5 = 399****Cost Additional Vehicles**

22	Escape Pod
35	119 more Escape Pods (total of 120)
76	Antimatter Missile
25	29 more Antimatter Missiles (total of 30)

Description: A common sight in CCR space, as well as in unclaimed space bordering the Republic, the *Civilization At Gunpoint* is a powerful attack cruiser armed with 16 Sé'ecra multi-phased particle beam cannons, five antimatter missile launchers, and powerful EW systems. Unlike most CCR ships, its command module is mounted aft, directly above the engineering module. The central module has several habitat compartments and like structures lining its ventral side, while tactical and sensor nodes run down the port, starboard, and dorsal sides. It has a crew of 300, many of them skilled at diplomacy and exploration as well as combat.

SE'ECRA SPS SMALL WARRIOR (ATRI 11)

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
50	STR	5	Lift 25 tons; 10d6
15	DEX	15	OCV: 5/DCV: 5
25	BODY	8	
10	DEF	24	
4	SPD	15	Phases: 3, 6, 9, 12
Total Characteristics Cost: 102			

Movement: Ground: 0"/0"
Flight: 50"/200"

Abilities & Equipment**Cost Powers END****Power Systems**

72	<i>Fusion Power Plant:</i> Endurance Reserve (180 END, 180 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)
6	<i>Auxiliary Power:</i> Endurance Reserve (15 END, 15 REC); OIF Immobile (-1), Only Powers Electrical Devices (-¼)

Propulsion Systems

70	<i>CCR Reactionless Drive:</i> Flight 50", x4 Noncombat; Costs Endurance (-½)	8
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	

Tactical Systems

165	<i>Sé'ecra Multi-Phased Particle-Beam:</i> Multipower, 412-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -¼)	
9u	1) <i>Near-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -¼)	22
16u	2) <i>Far-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½), MegaRange (1" =	

	1000 km; can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -¼)	41
10u	3) <i>Near-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -¼)	24
16u	4) <i>Far-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -¼)	39
9u	5) <i>Sustained Beam Mode:</i> RKA 7d6, Increased Maximum Range (5250"; +¼), Continuous (+1); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -¼)	24
3	<i>Outer Force Field:</i> Force Field (9 PD/9 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	20
2	<i>Hull Force Field:</i> Force Field (7 PD/7 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	10
58	<i>Ablative Armor Plating:</i> +34 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	
41	<i>Hull Armor:</i> +17 DEF; Limited Coverage (hull only; -¼)	
33	<i>Type C Tractor Beam:</i> Telekinesis (60 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	9
61	<i>Self-Destruct System:</i> RKA 17d6 (standard effect: 51 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]

Operations Systems

57	<i>Sensor Package:</i> Variable Power Pool, 50 base + 25 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
52	<i>Long-Range Sensors:</i> MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1)	var
7	<i>Long-Range Sensors:</i> +10 versus Range for Radio Group; OIF Bulky (-1)	
70	<i>Electronic Warfare:</i> Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var

Personnel Systems

12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
13	<i>Medical Facilities:</i> Paramedics 14-	

Skills/Laboratories

- 8 *Highly Maneuverable*: +4 with Flight
 13 *Tactical Systems*: +4 with Ranged Combat;
 Costs Endurance (-½)

Total Equipment & Skills Cost: 796

Total Vehicle Cost: 898

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 898/5 = 180

Cost Additional Vehicles

- 22 Escape Pod

Description: The basic Se'ecra fighter craft is composed of little more than a tiny ovoid-/wedge-shaped cockpit pod attached to a rectangular aft engine pod. It has four hardpoints (one each ventral, dorsal, port, and starboard) where engineers can attach weapons modules, sensor packets, or other systems. As detailed below, the CCR has several standard "configurations" for the *Small Warrior*, allowing it to fulfill a variety of roles.

Thanks to its speed, maneuverability, and powerful forward particle beam cannon, the *Small Warrior* is a dangerous adversary in a dogfight. However, without extra weapons modules, the fighter lacks the ability to fire to the sides or rear, which hinders it.

SE'ECRA SPS SKY WANDERER CONFIGURATION

The *Sky Wanderer* variant of the *Small Warrior* is configured for exploration and scientific surveys. Its modules include sensor enhancements and a second particle beam cannon mounted aft.

Additional Abilities & Equipment

- | Cost | Power | END |
|------|--|-----|
| 6 | <i>Enhanced Sensors Pack</i> : +6 to System Operations; OIF Bulky (-1) | |
| 5 | <i>Se'ecra Multi-Phased Particle-Beams</i> : 1 more Se'ecra Multi-Phased Particle-Beams (total of 2) | |

Total Extra Cost: +11 points (total cost: 182 points)

SE'ECRA SPS POWERFUL LIGHTS CONFIGURATION

Well-equipped to fight major battles, the *Powerful Lights* fighter has not one but four particle beam projectors (one forward, aft, port, and starboard, the latter three mounted on wing-like "pylons" projecting from the main body of the ship), plus two MAME launchers (one port, one starboard, both pointed forward).

Additional Abilities & Equipment

- | Cost | Power | END |
|------|---|-----|
| 10 | <i>Se'ecra Multi-Phased Particle-Beams</i> : 3 more Se'ecra Multi-Phased Particle-Beams (total of 4) | |
| 180 | <i>Starboard MAME-5 Launcher</i> : RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½), OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¼), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0) | [5] |
| 5 | <i>Starboard MAME-5 Launcher</i> : Another MAME-5 Launcher (total of 2) | [5] |

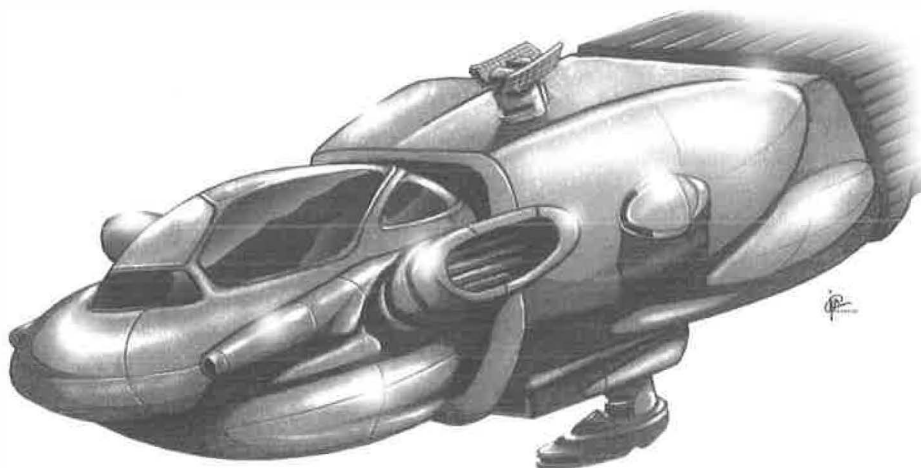
Total Extra Cost: +195 points (total cost: 219 points)

SE'ECRA SPS SPEAR BEARER CONFIGURATION

The "Spear Bearer" configuration provides a Se'ecra fighter with a second particle beam projector, a forward dorsal-mounted MAME-5 launcher, and four devastating antimatter missiles. When flown in wings, they launch their missiles in tandem (as a Coordinated Attack) to strike down capital ships.

Additional Abilities & Equipment

- | Cost | Power | END |
|------|--|-----|
| 5 | <i>Se'ecra Multi-Phased Particle-Beams</i> : 1 more Se'ecra Multi-Phased Particle-Beams (total of 2) | |
| 180 | <i>Starboard MAME-5 Launcher</i> : RKA 12d6, Explosion (+½), Increased Maximum Range (22,500", or about 45 | |



km; +½), Indirect (always fired forward from ship, but can attack target from any angle; +½), No Range Modifier (+½); OIF Bulky (-1), 5 Charges (-¾), Real Weapon (-¾), Extra Time (reaches targets within 2 km the same Phase, takes +1 Segment per additional +2 km; -0) [5]

76 Antimatter Missile

10 3 more Antimatter Missiles (total of 4)

Total Extra Cost: +185 points (total cost: 217 points) plus 86 points

SE'ECRA SPS DASHING BIRD CONFIGURATION

This *Small Warrior* variant comes equipped with booster engines mounted aft port and starboard to increase the fighter's speed, plus a total of three particle beam projectors (two mounted forward on the port and starboard signs, and one aft dorsal). The CCR often uses the *Dashing Bird* for escape pod recovery, a duty that requires the fighter to move into an area quickly, get a lock on a floating pod and tow it to safety.

Additional Abilities & Equipment

Cost	Power	END
+13	CCR <i>Reactionless Drive Boosters</i> : Increase to Flight 50", x4 Noncombat; Costs Endurance (-½)	10
10	Se'ecra <i>Multi-Phased Particle-Beams</i> : 3 more Se'ecra Multi-Phased Particle-Beams (total of 4)	

Total Extra Cost: +23 points (total cost: 185 points)

THORGON STARSHIPS

The starships of the Thorgon fleet are built to intimidate and destroy. Lacking many of the niceties and aesthetic touches of other species's ships, they are blocky vessels bristling with weapons. The command center usually occupies an elevated dorsal structure, though some Thorgon ships place it on the top of some other superstructure.

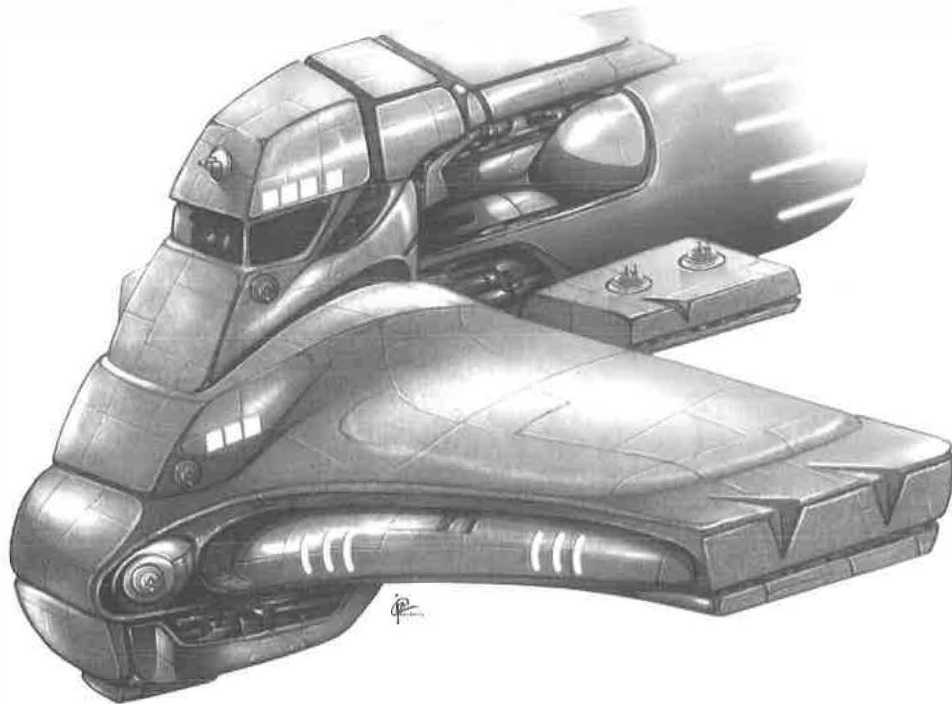
THORGON IAM "PANTHER" CRUISER (ATRI 11)

Val	Char	Cost	Notes
14	Size	70	25" x 12.5"; -14 KB; -9 DCV
80	STR	0	Lift 1.6 ktons; 16d6 [0]
20	DEX	30	OCV: 7/DCV: 7
112	BODY	88	
10	DEF	24	
4	SPD	10	Phases: 3, 6, 9, 12
Total Characteristics Cost: 222			

Movement: Ground: 0"/0"
Flight: 40"/160"
Teleportation: 1,300 LY Hyperdrive
Teleportation: 40 LY Displacement

Abilities & Equipment

Cost	Powers	END
Power Systems		
64	<i>Antimatter Power Plant</i> : Endurance Reserve (160 END, 160 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
24	<i>Auxiliary Power</i> : Endurance Reserve (60 END, 60 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-½)	0
Propulsion Systems		
18	<i>Class Lambda Hyperdrive</i> : Teleportation 13", MegaScale (1" = 1 quadrillion km, can scale down to 1" = 2,000 km; +4¼); Extra Time (1 Week for a full journey, or about 7.5 LY per hour; -4½), Increased Endurance Cost (3x END; -1), Requires Gravitational Distortion-Free Zone To Activate (-½), Costs Endurance (-½)	42
3	<i>Type 9 Displacer Drive</i> : Teleportation 3", MegaScale (1" = 10 light-years; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitation-Free Zone to Activate (-¼)	30
57	<i>Type 4-X9 Reactionless Drive</i> : Flight 40", x4 Noncombat; Costs Endurance (-½)	8
7	<i>Inertial Compensation Field</i> : Force Field (22 PD); OIF Bulky (-1), Only To Protect Against G Force Damage	2
-12	<i>Spaceflight Only</i> : Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only</i> : Swimming -2" (0" total)	



Tactical Systems

- 124 *Type 7 Plasma Cannon*: RKA 11d6, 35 Charges (+½), Increased Maximum Range (7,750"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¼), Real Weapon (-¼) [35]
- 5 *Type 7 Plasma Cannon*: Another Type 7 Plasma Cannon (total of 2) [35]
- 100 *Mark V Starship Lasers*: Multipower, 150-point reserve, 45 Charges (+½) for entire reserve; OIF Bulky (-1), Real Weapon (-¼) [45]
- 4u 1) *Near-Targeting Beam Mode*: RKA 5d6, Increased Maximum Range (1875"; +¼)
- 7u 2) *Far-Targeting Beam Mode*: RKA 5d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1)
- 4u 3) *Near-Targeting Pulse Mode*: RKA 4d6, Increased Maximum Range (1875"; +¼), Autofire (3 shots; +¼)
- 6u 4) *Far-Targeting Pulse Mode*: RKA 4d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1)
- 5u 5) *Sustained Beam Mode*: RKA 3½d6, Increased Maximum Range (2750"; +¼), Continuous (+1)
- 10 *Mark V Starship Lasers*: 3 more Mark V lasers (total of 4) [45]
- 5 *Outer Force Field*: Force Field (18 PD/18 ED); Ablative (-½). OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 20
- 4 *Hull Force Field*: Force Field (12 PD/12 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END, -4) 10
- 60 *Ablative Armor Plating*: +35 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0

- 54 *Hull Armor*: +18 DEF; Hardened (+¼), Limited Coverage (hull only; -¼) 0
- 14 *Point Defense System*: Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½) 3
- 1u 2) *Distant Defense*: Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½) 3
- 4 *Missile Tracking System*: +2 with Missile Deflection
- 44 *Type E Tractor Beam*: Telekinesis (80 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼) 12
- 271 *Self-Destruct System*: RKA 75d6 (standard effect: 225 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 69 *Sensor Package*: Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 52 *Long-Range Sensors*: MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var
- 9 *Long-Range Sensors*: +12 versus Range for Radio Group; OIF Bulky (-1) 0
- 82 *Electronic Warfare*: Variable Power Pool, 70 base + 35 control cost; OIF Bulky (-1),

	Only For Electronic Warfare (-1)	var
18	<i>Electronic Warfare Defense</i> : Radio Group Flash Defense (18 points)	0
18	<i>Internal Monitors</i> : Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	5
3	<i>Navigation Computer</i> : +3 to Navigation roll; OIF Bulky (-1)	0
Personnel Systems		
12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
30	<i>Backup Life Support</i> : 27 more Backup Life Support chambers (total of 28)	[1cc]
3	<i>Food Supplies</i> : Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
11	<i>Medical Facilities</i> : Paramedics 13-	
3	<i>Medical Facilities</i> : SS: Medicine 12-	
Skills/Laboratories		
20	<i>Tactical Systems</i> : +6 with Ranged Combat; Costs Endurance (-½)	
2	<i>Highly Maneuverable</i> : +2 with Flight	
11	Computer Programming 13-	
11	Cryptography 13-	
11	Electronics 13-	
11	Mechanics 13-	

25 Other laboratories (defined by GM)

Total Abilities & Equipment: 1,304

Total Vehicle Cost: 1,526

Value Disadvantage

25 Distinctive Feature: Thorgon military vessel (Not Concealable; Causes Extreme Reaction [abject fear])

Total Disadvantage Points: 25

Total Cost: 1,501/5 = 300

Cost Additional Vehicles

22 Escape Pod
30 49 more Escape Pods (total of 50)
76 Antimatter Missile
25 31 more Antimatter Missiles (total of 32)
66 Hyper Charge
25 31 more Hyper Charges (total of 32)

Description: The *Panther* (a Terran designation) gets its name from its unusual speed and maneuverability. Unlike most cruisers, which tend to maneuver slowly and just exchange fire with enemy ships until one ship or the other is destroyed, the *Panther* can dart in and out of a battle with relative ease, bringing its massive firepower (two plasma cannons, four lasers, four antimatter missile launchers) to bear wherever its needed and evading enemy counterattacks. It's one of the most versatile and commonly-used vessels in the Thorgon fleet.

Physically, the *Panther* has a flattened main hull similar to that of the Thorgon Attack Fighter, but not quite so slender or sleek. The command center occupies a raised dorsal module attached near the forward end of the main hull. Two large "wings" project port and starboard from the aft dorsal section of the ship, with the reactionless drive engines nestled snugly beneath them and a laser and missile launcher mounted forward on each. The plasma cannons are mounted forward and aft, and the other lasers-missile launcher combinations are dorsal and ventral.

THORGON IBL "HAMMERHEAD"
WAR CRUISER (ATRI 11)

Val	Char	Cost	Notes
18	Size	90	64" x 32"; -18 KB; -12 DCV
100	STR	0	Lift 25 ktons; 20d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
175	BODY	147	
18	DEF	48	See Tactical Systems
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 305			

Movement: Ground: 0"/0"
 Flight: 28"/112"
 Teleportation: 400 LY/day
 Displacement
 Teleportation: 480 LY/day
 Hyperdrive

Abilities & Equipment

Cost	Power	END
Power Systems		
136	<i>Antimatter Power Plant:</i> Endurance Reserve (340 END, 340 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼)	0
40	<i>Auxiliary Power:</i> Endurance Reserve (100 END, 100 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
5	<i>Class Nu Hyperdrive:</i> Teleportation 4", MegaScale (1" = 1,000 light-years, can scale down to 1" = 2,000 kilometers; +4½) (44 Active Points); Extra Time (1 Week for a full journey, or about 1 LY per 3 minutes; -4½), Costs Endurance (-½), Increased Endurance Cost (x7 END; -3), Requires Gravitational Distortion-Free Zone To Activate (see text; -½)	28
13	<i>Type 17 Displacer Drive:</i> Teleportation 10", MegaScale (1" = 10 light-years; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x6 END; -2½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitational Distortion-Free Zone To Activate (see text; -¼)	54
41	<i>Type 2-Alpha Reactionless Drive:</i> Flight 28", x4 Noncombat; Costs Endurance (-½)	6
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Tactical Systems		
147	<i>Dorsal Type 8 Plasma Cannon:</i> RKA 12d6, Area Of Effect (One Hex Accurate; +½), Increased Range Modifier (9,000"; +¼), 40 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)[40]	
5	<i>Ventral Type 8 Plasma Cannon:</i> Another Type 8 Plasma Cannon (total of 2)	[40]
150	<i>Mark XX Starship Lasers:</i> Multipower, 412-point reserve; all OIF Bulky (-1), Real	

Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)

8u	1) <i>Near-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)	22
15u	2) <i>Far-Targeting Beam Mode:</i> RKA 10d6, Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)	41
9u	3) <i>Near-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)	24
14u	4) <i>Far-Targeting Pulse Mode:</i> RKA 8d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)	39
9u	5) <i>Sustained Beam Mode:</i> RKA 7d6, Continuous (+1), Increased Maximum Range (5,250"; +¼); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (180 degrees; -½)	24
15	<i>Mark XX Starship Lasers:</i> Five more Mark XX Lasers (total of 6)	var
147	<i>Mark XII Starship Lasers:</i> Multipower, 330-point reserve; all OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼)	18
15u	2) <i>Far-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼)	33
7u	3) <i>Near-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼)	16
12u	4) <i>Far-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼)	27
7u	5) <i>Sustained Beam Mode:</i> RKA 5d6, Continuous (+1), Increased Maximum Range (3,750"; +¼); OIF Bulky (-1), Real Weapon (-¼)	17
15	<i>Mark XII Starship Lasers:</i> 7 more Mark XII Lasers (total of 8)	var
33	<i>Type C Tractor Beam:</i> Telekinesis (60 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	9
6	<i>Outer Force Field:</i> Force Field (20 PD/20 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	40
4	<i>Hull Force Field:</i> Force Field (12 PD/12 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4)	20
60	<i>Ablative Armor Plating:</i> +35 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
54	<i>Hull Armor:</i> +18 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0

- 14 *Advanced Point Defense System*: Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)
- 1u 1) *Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½) 3
- 1u 2) *Distant Defense*: Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Costs Endurance (-½) 3
- 8 *Missile Tracking System*: +4 with Missile Deflection
- 362 *Self-Destruct System*: RKA 100d6 (standard effect: 350 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1 ½), 1 Charge Which Never Recovers (-4) [1nr]
- Operations Systems**
- 96 *Sensor Package II*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 70 *Long-Range Sensors*: MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3 ½) for any Sensor Pool Sense of up to 40 Active Points; OIF Bulky (-1) var
- 12 *Long-Range Sensors*: +16 versus Range for Radio Group; OIF Bulky (-1) 0
- 100 *Electronic Warfare Systems*: Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 18 *Internal Monitors*: Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 5
- Personnel Systems**
- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 30 *Backup Life Support*: 63 more Backup Life Support chambers (total of 64) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Thorgon Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 13 *Medical Facilities*: Paramedics 14-
- 5 *Medical Facilities*: SS: Medicine 14-

Skills/Laboratories

- 17 *Tactical Systems*: +5 with Ranged Combat; Costs Endurance (-½)
- 11 Computer Programming 13-
- 11 Cryptography 13-
- 11 Demolitions 13-
- 11 Electronics 13-
- 11 Mechanics 13-
- 17 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 15-
- 30 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 1,853

Total Vehicle Cost: 2,158

Value Disadvantages

- 25 Distinctive Features: Thorgon military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 2,123/5 = 425

Cost Additional Vehicles

- 22 Escape Pod
- 40 249 more Escape Pods (total of 250)
- 76 Antimatter Missile
- 35 79 more Antimatter Missiles (total of 80)

Description: Built to carry a crew of approximately 300 well-trained Thorgon naval personnel, the *Hammerhead* class (a Terran designation) is a swift, powerfully-armed "war cruiser" launched by the Hegemony in the early 2630s. Its armaments include eight X, six Mark XX lasers, and two Type 8 plasma cannons. The plasma cannons are mounted dorsal and ventral on special swivel mounts that allow them to fire in any direction, though they're usually pointed aft. The ship also has four forward- and aft-mounted missile launchers (two in each direction).

The *Hammerhead* class gets its name from its unusual appearance. The main hull of the ship, a forward hull similar in many respects to that of the *Colossus*, has two superstructures projecting port and starboard, giving the shape the vague appearance of a hammerhead shark. The forward hull includes the command center, numerous weapons mounts, laboratories, and other ship facilities. Mounted to the forward hull are two connecting hulls, one dorsal and one ventral; both lead to an aft hull containing the engines, the power core, and similar systems.

Unlike most Thorgon ships, the *Hammerhead* is not built to withstand the rigors of atmospheric entry and planetfall. It's intended solely to fight and destroy enemy warships.

VARANYI STARSHIPS

The Varanyi design large, impressive, dauntingly powerful starships — even their fighters tend to dwarf comparative vessels fielded by other species. Unlike the Thorgons, whose large ships look crude and blocky, Varanyi ships have a certain aesthetic appeal that only emphasizes the power they possess. They look, to Human eyes, almost like enormous insects. Many consist of a long, ovoid central body with five raised “crests” running along the top (an imitation of the five crests of the Varanyi emperor); in other cases the crests are located elsewhere or de-emphasized. The crests often hold weapons or small vehicle bays; the central one contains the ship’s command center. Numerous pods and protrusions along the port, starboard, and ventral surfaces to hold sensor and communications equipment, weapon turrets, and the like.

Even the small, less capable Varanyi vessels, equipped as they are with ATRI 12 technology, present a problem for comparably-sized starships fielded by other species. Some reportedly even have cloaking technology that hides them from other species’s sensors and sight.

VARANYI G’U’RADIC STAR GALLEON (ATRI 12)

Val	Char	Cost	Notes
30	Size	150	1,000" x 500"; -30 KB; -20 DCV
160	STR	0	Lift 100 mtons; 32d6 [0]
15	DEX	15	OCV: 5/DCV: 5
260	BODY	221	
25	DEF	69	
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 460			

Movement: Ground: 0"/0"
Flight: 50"/200"
FTL: 1 LY per minute

Abilities & Equipment

Cost	Power	END
Power Systems		
320	<i>Antimatter Power Plant:</i> Endurance Reserve (800 END, 800 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼)	0
80	<i>Auxiliary Power:</i> Endurance Reserve (200 END, 200 REC); OIF Immobility (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
73	<i>Varanyi Type VI Spacewarp Drive:</i> Multipower, 110–point reserve, all Costs Endurance (-½)	
3u	1) <i>FTL Mode:</i> FTL Travel (1 LY per minute); Costs Endurance (-½), Increased Endurance Cost (x3 END; -1)	18
5u	2) <i>STL Mode:</i> Flight 50", x8 Noncombat; Costs Endurance (-½), Increased Endurance Cost (x2 END; -½)	22
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2

-12 *Spaceflight Only:* Ground Movement -6" (0" total)

-2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

260 *Varanyi Da'vessh-Class UV Laser Arrays:* Multipower, 585-point reserve; all OIF Bulky (-1), Real Weapon (-¼)

14u 1) *Near-Targeting Beam Mode:* RKA 14d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 31

26u 2) *Far-Targeting Beam Mode:* RKA 14d6, Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼) 58

16u 3) *Near-Targeting Pulse Mode:* RKA 12d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 36

26u 4) *Far-Targeting Pulse Mode:* RKA 12d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼) 58

15u 5) *Sustained Beam Mode:* RKA 10d6, Continuous (+1), Increased Maximum Range (7,500"; +¼); OIF Bulky (-1), Real Weapon (-¼) 34

15 *Varanyi Da'vessh-Class UV Laser Arrays:* 7 more Arrays (total of 8) var

180 *Varanyi Class J Plasma Projector:* RKA 16d6, Area Of Effect (One Hex Accurate; +½), Increased Range Modifier (12,000", or about 15 km; +¼), 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees forward, only on same horizontal level; -¼) [60]

52 *Armor Depletion Beam:* Multipower, 87–point reserve, 50 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼) [50]

3u 1) *Short-Range Beam:* Drain DEF 5d6, Ranged (+½), Increased Maximum Range (1,875"; +¼); OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼)

3u 2) *Long-Range Beam:* Drain DEF 5d6, Ranged (+½), MegaScale (1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼)

9 *Outer Force Field:* Force Field (30 PD/30 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 60

6 *Hull Force Field:* Force Field (18 PD/18 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 30

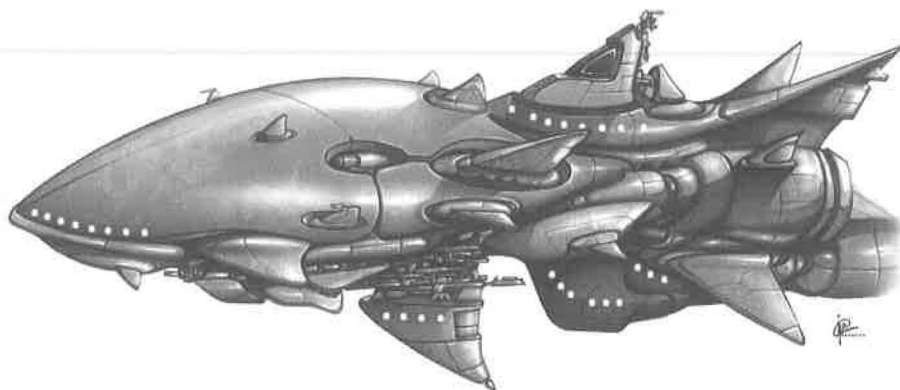
69 *Ablative Armor Plating:* +40 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0

69 *Hull Armor:* +23 DEF, Hardened (+¼); Limited Coverage (hull only; -¼) 0

14 *Elite Point Defense System:* Multipower, 34–point reserve; all OIF Bulky (-1), Costs Endurance (-½)

1u 1) *Close-In Defense:* Missile Deflection (all physical projectiles), Range (+1); OIF

	Bulky (-1), Costs Endurance (-½)	3	140	<i>Electronic Warfare Systems:</i> Variable Power Pool, 120 base + 60 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
1u	2) <i>Distant Defense:</i> Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Costs Endurance (-½)	3	6	<i>Navigation Computer:</i> +6 to Navigation roll; OIF Bulky (-1)	0
16	<i>Missile Tracking System:</i> +8 with Missile Deflection			Personnel Systems	
54	<i>Type I Tractor Beam:</i> Telekinesis (100 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	15	12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
630	<i>Self-Destruct System:</i> RKA 174d6 (standard effect: 522 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4)	[1nr]	6	<i>Backup Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
	Operations Systems		40	<i>Backup Life Support:</i> 249 more Backup Life Support chambers (total of 250)	[1cc]
149	<i>Varanyi Sensor Package:</i> Variable Power Pool, 130 base + 65 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var	3	<i>Food Supplies:</i> Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 3 Years; -0)	[1cc]
105	<i>Long-Range Sensors:</i> MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 60 Active Points; OIF Bulky (-1)	var	15	<i>Varanyi Gravity Generators:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
18	<i>Long-Range Sensors:</i> +24 versus Range for Radio Group; OIF Bulky (-1)	0	19	<i>Medical Facilities:</i> Paramedics 17-	
8	<i>Sensor Enhancements 1:</i> +8 to Systems Operation; OIF Bulky (-1)	0	8	<i>Medical Facilities:</i> SS: Medicine 17-	
20	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), 4x Range (up to 1,000"), Mobile Perception Point, Multiple Perception Points (up to eight at once); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	6	33	Skills/Laboratories	
				<i>Tactical Systems:</i> +10 with Ranged Combat; Costs Endurance (-½)	5
			17	Computer Programming 16-	
			17	Cryptography 16-	
			17	Demolitions 16-	
			17	Electronics 16-	



- 17 Mechanics 16-
- 19 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 16-
- 120 Other laboratories (defined by GM or player)

Total Abilities & Equipment Cost: 2,750

Total Vehicle Cost: 3,210

Value Disadvantages

- 25 Distinctive Features: Varanyi military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Cost: 3,175/5 = 635

Cost Additional Vehicles

- 22 Escape Pod
- 40 249 more Escape Pods (total of 250)
- 76 Antimatter Missile
- 35 99 more Antimatter Missiles (total of 100)

Description: The mighty *g'u'radic*, or "Star Galleon" is the largest vessel fielded by the Varanyi Empire. Designed along traditional Varanyi lines — long ovoid central body, dorsal "crests," side and bottom protrusions and superstructures — it's approximately two kilometers long and one wide, making it a virtual flying city in space. Capable of long-term independent operations, it's more than a match for a Terran super-dreadnought.

Star Galleons come equipped with numerous ATRI 12 systems that make them far more powerful than the ships of other species (except, of course, the Malvans). Its spacewarp drive propels it at speeds of up to one light-year per minute, and its arrays of high-powered ultraviolet lasers can cut through the toughest starship armor.

A Star Galleon carries a crew of 645, plus as many as 300 troops if necessary. In addition to fighting in the Varanyi Empire's wars, Star Galleons defend Varanyi borders against aggressors and spies, explore the Galaxy, and demonstrate the extent of Varanyi might through its sheer presence.

VARANYI IAL AL'TEGG HEAVY CRUISER (ATRI 12)

Val Char Cost Notes

17	Size	85	50" x 25"; -17 KB; -11 DCV
95	STR	0	Lift 12.5 ktons; 19d6 [0]
17	DEX	21	OCV: 6/DCV: 6
95	BODY	68	
12	DEF	30	
3	SPD	3	Phases: 4, 8, 12

Total Characteristics Cost: 207

Movement: Ground: 0"/0"
Flight: 50"/200"
FTL: 1 LY per minute

Abilities and Equipment

Cost Power **END**
Power Systems

- 200 *Antimatter Power Plant:* Endurance Reserve (500 END, 500 REC); OIF Immobility (-1½), Only To Power Electrical Devices (-¼)
- 60 *Auxiliary Power:* Endurance Reserve (150 END, 150 REC); OIF Immobility (-1½), Only To Power Electrical Devices (-¼)

Propulsion Systems

- 73 *Varanyi Type VI Spacewarp Drive:* Multipower, 110-point reserve, all Costs Endurance (-½)
- 3u 1) *FTL Mode:* FTL Travel (1 LY per minute); Costs Endurance (-½), Increased Endurance Cost (x3 END; -1) 18
- 5u 2) *STL Mode:* Flight 50", x8 Noncombat; Costs Endurance (-½), Increased Endurance Cost (x2 END; -½) 22
- 7 *Inertial Compensation Field:* Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) 2
- 12 *Spaceflight Only:* Ground Movement -6 (0" total)
- 2 *Spaceflight Only:* Swimming -2" (0" total)

Tactical Systems

- 202 *Varanyi J'nela-Class UV Laser Arrays:* Multipower, 454-point reserve; all OIF Bulky (-1), Real Weapon (-¼)
- 11u 1) *Near-Targeting Beam Mode:* RKA 11d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 25
- 20u 2) *Far-Targeting Beam Mode:* RKA 11d6, Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼) 45
- 12u 3) *Near-Targeting Pulse Mode:* RKA 9d6, Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 27
- 19u 4) *Far-Targeting Pulse Mode:* RKA 9d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); OIF Bulky (-1), Real Weapon (-¼) 44
- 12u 5) *Sustained Beam Mode:* RKA 8d6, Continuous (+1), Increased Maximum Range (6,000"; +¼); OIF Bulky (-1), Real Weapon (-¼) 27

- 10 *Varanyi J'nela-Class UV Laser Arrays*: 3 more Arrays (total of 4) var
- 135 *Varanyi Class J Plasma Projector*: RKA 12d6, Area Of Effect (One Hex Accurate; +½), Improved Range Modifier (12,000", or about 15 km; +¼), 60 Charges (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (60 degrees forward, only on same horizontal level; -¾) [60]
- 52 *Armor Depletion Beam*: Multipower, 87-point reserve, 40 Charges for entire reserve (+½); all OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼) [40]
- 3u 1) *Short-Range Beam*: Drain DEF 5d6, Ranged (+½), Increased Maximum Range (1,875"; +¼); OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼)
- 3u 2) *Long-Range Beam*: Drain DEF 5d6, Ranged (+½), MegaScale (1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼), Only Works On Starships (-¼)
- 5 *Outer Force Field*: Force Field (16 PD/16 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 30
- 33 *Type C Tractor Beam*: Telekinesis (60 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼) 9
- 4 *Hull Force Field*: Force Field (11 PD/11 ED); OIF Bulky (generator; -1), Increased Endurance Cost (x10 END; -4) 20
- 58 *Ablative Armor Plating*: +34 DEF; Ablative (-½), Limited Coverage (hull only; -¼) 0
- 41 *Hull Armor*: +17 DEF; Limited Coverage (hull only; -¼) 0
- 14 *Point Defense System*: Multipower, 34-point reserve; all OIF Bulky (-1), Cost Endurance (-½)
- 1u 1) *Close-In Defense*: Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Cost Endurance (-½)
- 1u 2) *Distant Defense*: Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Bulky (-1), Cost Endurance (-½)
- 20 *Missile Tracking System*: +10 with Missile Deflection
- 235 *Self-Destruct System*: RKA 65d6 (standard effect: 195 BODY), Explosion (+½), Trigger (spoken command authorization; +¼); No Range (-½), Real Weapon (-¼), Extra Time (once activated, takes 1 Minute to arm and detonate; -1½), 1 Charge Which Never Recovers (-4) [1nr]

Operations Systems

- 57 *Sensor Package*: Variable Power Pool, 50 base + 25 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
- 52 *Long-Range Sensors*: MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 30 Active Points; OIF Bulky (-1) var

- 7 *Long-Range Sensors*: +10 versus Range for Radio Group; OIF Bulky (-1)
- 70 *Electronic Warfare*: Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)
- 18 *Internal Monitors*: Clairsentience (Sight and Hearing Groups), 2x Range (up to 500"), Multiple Perception Points (up to eight at once), Mobile Perception Point; OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) 4
- 4 *Navigation Computer*: +4 to Navigation; OIF Bulky (-1)

Personnel Systems

- 12 *Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½); 2
- 6 *Backup Life Support*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 40 *Backup Life Support*: 145 more Backup Life Support chambers (total of 146) [1cc]
- 3 *Food Supplies*: Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 15 *Medical Facilities*: Paramedics 15-
- 5 *Medical Facilities*: SS: Medicine 14-
- Skills/Laboratories**
- 10 *Tactical Systems*: +3 with Ranged Combat; Costs Endurance (-½) 1
- 11 Computer Programming 13-
- 11 Demolitions 13-
- 11 Electronics 13-
- 11 Mechanics 13-
- 13 Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 13-
- 50 Other laboratories (defined by GM or player)

Total Equipment & Abilities Cost: 1,646

Total Cost: 1,853

Value Disadvantages

- 25 *Distinctive Features*: Varanyi military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
- 10 *Physical Limitation*: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 35

Total Vehicle Cost: 1,818/5 = 364

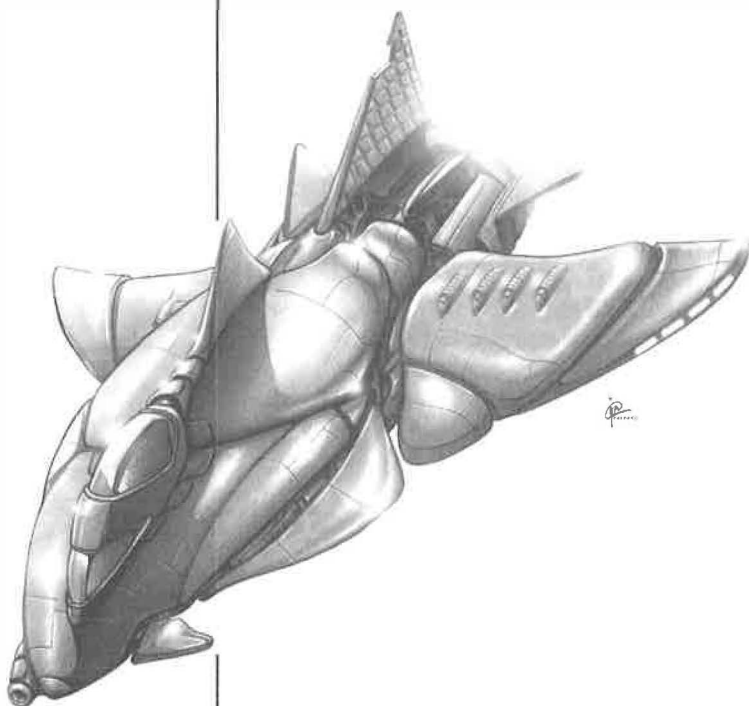
Cost Additional Vehicles

- 22 Escape Pod
- 40 145 more Escape Pods (total of 146)

- 76 Antimatter Missile
25 29 more Antimatter Missiles (total of 30)

Description: Battle-tested through many territorial and interstellar wars, the *Al'tegg*-class heavy cruiser has a higher kill-to-loss ratio than any other ship in the Varanyi fleet except for the *g'u'radic*. It typically carries a crew of 140, and many commanders are extremely loyal to the class, preferring to remain with their *Al'tegg* rather than accept promotion to another type of ship.

The *Al'tegg* has two main ovoid hulls, one forward and one aft. The forward hull has crew quarters, laboratories, working spaces, and the like. The aft hull contains the command center (which perches on top of the largest of the hull's 14 fins) and engineering sections. Plasma projectors, UV lasers, armor depletion beam projectors, and missile launchers bristle from both hulls, giving the cruiser an enormous amount of firepower to call on during a battle.



VELARIAN STARSHIPS

Velarian Confederation ships fall into two aesthetic categories. The first are “mongrel” ships that have no readily-identifiable visual characteristics, coming as they do from a hundred different shipyards run by over a dozen technologically advanced species. Confederation ships tend to blend the systems and design preferences of the Velarians, Fassai, Catavalans, Quagi, and other major member species. The resulting fleets, while lacking the uniform look and stylishness common to other species's ships, at least have the merit of unpredictability — it's often difficult for an enemy to gauge a Confederation ship's abilities by comparing it to other ships.

The other category includes ships built solely by the Velarians themselves, or people following their specifications. Velarian ships are bizarre and wondrous-looking craft, often sculpted or shaped to resemble (albeit crudely) giant sea creatures, and decorated with elaborate hull art. Many people consider Velarian ships the most beautiful in the Galaxy... though that's not to say they don't possess powerful systems as well.

For the most part, Confederation shipbuilders manufacture medium-sized vessels for exploration and commerce. But their crowning achievement is, of course, the Velarian Fortress Ship, which some people have called “a giant city in space with engines.”

VELARIAN EYES OF THE ELDERS SCIENCE SHIP (ATRI 11)

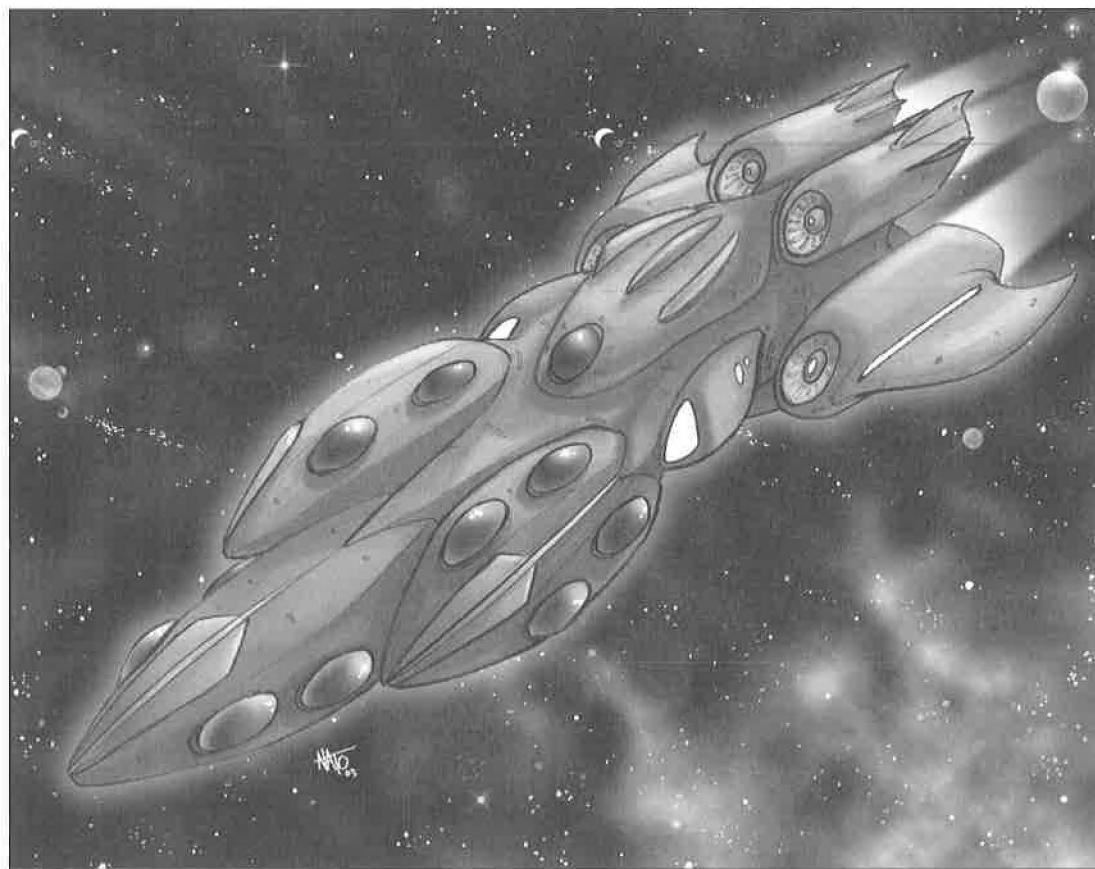
Val	Char	Cost	Notes
12	Size	60	16" x 8"; -12 KB; -8 DCV
70	STR	0	Lift 400 tons; 22d6 [0]
12	DEX	6	OCV: 4/DCV: 4
50	BODY	28	
8	DEF	18	
3	SPD	8	Phases: 4, 8, 12
Total Characteristics Cost: 120			

Movement: Ground: 0"/0"
Flight: 30"/120"
Teleportation: 40 LY Displacement

Abilities and Equipment

Cost	Power	END
Power Systems		
42	<i>Antimatter Power Plant:</i> Endurance Reserve (105 END, 105 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
20	<i>Auxiliary Power:</i> Endurance Reserve (50 END, 50 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)	
Propulsion Systems		
4	<i>Velarian Displacer Drive:</i> Teleportation 4", MegaScale (1" = 10 light-years; +3¾); Extra Time (requires four hours to prepare for a displacement; -3), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4), Requires A PS: Operate Displacer Drive Roll (-¼),	

	Requires Gravitational Distortion-Free Zone To Activate (see text; -¼)	40		(-½), Limited Coverage (hull only; -¼)	0
43	<i>Velarian Reactionless Drive Type J</i> : Flight 30"; x4 Noncombat; Costs Endurance (-½)	6	14	<i>Hull Armor</i> : +6 DEF; Limited Coverage (hull only; -¼)	0
7	<i>Inertial Compensation Field</i> : Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Against G Force Damage (-1)	2	22	<i>Type A Tractor Beam</i> : Telekinesis (40 STR); OIF Bulky (-1), Real Weapon (-¼), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼)	6
-12	<i>Spaceflight Only</i> : Ground Movement -6" (0" total)			Operations Systems	
-2	<i>Spaceflight Only</i> : Swimming -2" (0" total)		91	<i>Sensor Package</i> : Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½)	var
	Tactical Systems		70	<i>Long-Range Sensors</i> : Megascade (1" = 1 trillion km, can scale down to 1" = 1 km; +3½) for any Sensor Package Sense of up to 40 Active Points; OIF Bulky (-1)	var
83	<i>Mark I Starship Laser</i> : Multipower, 124-point reserve, 40 Charges for entire Multipower (+½); all OIF Bulky (-1), Real Weapon (-¼)	[40]	12	<i>Long-Range Sensors</i> : +16 versus Range for Radio Group; OIF Bulky (-1)	
3u	1) <i>Near-Targeting Beam Mode</i> : RKA 4d6, Increased Maximum Range (1,500"; +¼); OIF Bulky (-1), Real Weapon (-¼)		2	<i>Navigation Computer</i> : +2 to Navigation roll; OIF Bulky (-1)	0
5u	2) <i>Far-Targeting Beam Mode</i> : RKA 4d6, MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)			Personnel Systems	
4u	3) <i>Near-Targeting Pulse Mode</i> : RKA 3½d6, Autofire (3 shots; +¼), Increased Maximum Range (1,725"; +¼); OIF Bulky (-1), Real Weapon (-¼)		12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
5u	4) <i>Far-Targeting Pulse Mode</i> : RKA 3½d6, Autofire (3 shots; +¼), MegaRange (1" = 100 km, can scale down to 1" = 1 km; +1); OIF Bulky (-1), Real Weapon (-¼)		6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
4u	5) <i>Sustained Beam Mode</i> : RKA 3d6, Continuous (+1), Increased Maximum Range (2,250"; +¼); OIF Bulky (-1), Real Weapon (-¼)		30	<i>Backup Life Support</i> : 49 more Backup Life	
26	<i>Ablative Armor Plating</i> : +15 DEF; Ablative				



- Support Chambers (50 total)
- 3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
- 15 *Gravity Plating*: Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
- 13 *Medical Facilities*: Paramedics 14-
- Skills/Laboratories**
- 15 Computer Programming 15-
- 15 Electronics 15-
- 15 Mechanics 15-
- 100 Other laboratories (defined by GM or player)

Total Equipment & Abilities Cost: 667

Total Vehicle Cost: 787

Value Disadvantages

- 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 10

Total Cost: 777/5 = 155

Cost Additional Vehicles

- 22 Escape Pod
- 30 49 more Escape Pods (total of 50)
- 76 Antimatter Missile
- 40 249 more Antimatter Missiles (total of 250)

Description: The *Eyes Of The Elders* is a standard Velarian science vessel, used primarily for exploration and research by both government and civilian scientists. Equipped with advanced sensors and plenty of laboratories and observatories, it has living space for up to 50 people, including a minimum operations crew of 5.

Structurally, the *Eyes* bears some resemblance to a gigantic fish. The main hull has a vertical orientation, rather than the horizontal one common to most spacecraft, and the various sensor pallets and observation domes could be seen as fins. Most manufacturers paint the ship's hull to emphasize the piscine appearance.

VELARIAN FORTRESS SHIP (ATRI 11)

Val	Char	Cost	Notes
30	Size	150	1000" x 500"; - 30 KB; -20 DCV
200	STR	40	Lift 25 gtons; 40d6 [0]
10	DEX	0	OCV: 3/DCV: 3
500	BODY	460	
20	DEF	54	
3	SPD	10	Phases: 4, 8, 12
Total Characteristics Cost: 714			

Movement: Ground: 0"/0"
Flight: 10"/20"
Teleportation: 16 LY/Day
Displacement

Abilities and Equipment

Cost Power **END**

Power Systems

- 380 *Antimatter Power Plant*: Endurance Reserve (950 END, 950 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)
- 80 *Auxiliary Power*: Endurance Reserve (200 END, 200 REC); OIF Immobile (-1½), Only To Power Electrical Devices (-¼)

Propulsion Systems

- 11 *Velarian Displacer Drive*: Teleportation 10", MegaScale (1" = 1 trillion km; + 3¼); Activation Roll 15- (-¼), Extra Time (requires four hours to prepare for a displacement; -3) Costs Endurance (-½), Increased Endurance Cost (x6 END; -2½), Requires A PS: Operate Displacer Drive Roll (-¼), Requires Gravitational Distortion-Free Zone To Activate (-¼) 80
- 13 *Velarian Reactionless Drive Type F*: Flight 10"; Costs Endurance (-½) 2
- 7 *Inertial Compensation Field*: Force Field (22 PD); OIF Bulky (-1). Only To Protect Occupants Against G Force Damage (-1) 2
- 12 *Spaceflight Only*: Ground Movement -6" (0" total)
- 2 *Spaceflight Only*: Swimming -2" (0" total)

Tactical Systems

- 124 *Type 7 Plasma Cannons*: RKA 11d6, 35 Charges (+½), Increased Maximum Range (7,750"; +¼), Area Of Effect (One Hex Accurate; +½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees in one direction, only on same horizontal level; -¾), Real Weapon (-¼) [35]
- 5 *Type 7 Plasma Cannons*: another Type 7 Plasma Cannon (total of 2) [35]
- 165 *Mark XV Starship Lasers*: Multipower, 371-point reserve, all slots OIF Bulky (-1), Real Weapon (-¼)
- 9u 1) *Near-Targeting Beam Mode*: RKA 9d6, Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼) 20
- 16u 2) *Far-Targeting Beam Mode*: RKA 9d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼) 37
- 9u 3) *Near-Targeting Pulse Mode*: RKA 7d6,

	Autofire (5 shots; +½), Armor Piercing (+½); OIF Bulky (-1), Real Weapon (-¼)	21
15u	4) <i>Far-Targeting Pulse Mode</i> : RKA 7d6, Autofire (5 shots; +½), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼); OIF Bulky (-1), Real Weapon (-¼)	34
9u	5) <i>Sustained Beam Mode</i> : RKA 6d6, Increased Maximum Range (4500"; +¼), Continuous (+1); OIF Bulky (-1), Real Weapon (-¼)	20
20	<i>Mark XV Starship Lasers</i> : 15 more Mark XV Starship Lasers (total of 16)	var
147	<i>Mark XII Starship Lasers</i> : Multipower, 330-point reserve; all slots OIF Bulky (-1), Real Weapon (-¼)	
8u	1) <i>Near-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½)	18
15u	2) <i>Far-Targeting Beam Mode</i> : RKA 8d6, Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	33
7u	3) <i>Near-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½)	16
12u	4) <i>Far-Targeting Pulse Mode</i> : RKA 6d6, Autofire (3 shots; +¼), Armor Piercing (+½), MegaRange (1" = 1000 km; +1, can scale down to 1" = 1 km; +¼)	27
7u	5) <i>Sustained Beam Mode</i> : RKA 5d6, Increased Maximum Range (3750"; +¼), Continuous (+1)	17
15	<i>Mark XII Starship Lasers</i> : 7 more Mark XII Starship Lasers (total of 8)	
54	<i>Type I Tractor Beam</i> : Telekinesis (100 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc Of Fire (180 Degrees; -¼), Real Weapon (-¼)	15
8	<i>Outer Force Field</i> : Force Field (25 PD/25 ED); Ablative (-½), OIF Bulky (generator; -1), Increased Endurance Cost (x10; -4)	50
5	<i>Hull Force Field</i> : Force Field (15 PD/15 ED); Increased Endurance Cost (x10 END; -4), OIF Bulky (generator; -1)	30
65	<i>Ablative Armor Plating</i> : +38 DEF; Ablative (-½), Limited Coverage (hull only; -¼)	0
60	<i>Hull Armor</i> : +20 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)	0
14	<i>Point Defense System</i> : Multipower, 34-point reserve, all OIF Bulky (-1), Costs Endurance (-½)	
1u	1) <i>Advanced Close-In Defense</i> : Missile Deflection (all physical projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
1u	2) <i>Advanced Distant Defense</i> : Missile Deflection (all physical projectiles), MegaRange (1" = 1 km; +¼), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
10	<i>Missile Tracking System</i> : +5 with Missile Deflection	

Operations Systems

114	<i>Sensor Package</i> : Variable Power Pool, 100 base + 50 control cost; OIF Bulky (-1), Only for Senses And Communications (-1), Costs Endurance (-½)	var
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87	<i>Long-Range Sensors</i> : Megascale (1" = 1 trillion km, can scale down to 1" = 1 km; +3½) for any Sensor Package Sense of up to 40 Active Points; OIF Bulky (-1)	var
15	<i>Long-Range Sensors</i> : +20 versus Range for Radio Group; OIF Bulky (-1)	
111	<i>Electronic Warfare</i> : Variable Power Pool, 95 base + 48 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1)	var
30	<i>Electronic Warfare Defense</i> : Radio Group Flash Defense (30 points)	
8	<i>Sensor Enhancements</i> : +8 to Systems Operation; OIF Bulky (-1)	
15	<i>Internal Monitors</i> : Clairsentience (Sight and Hearing Groups), 4x Range (up to 500"), Mobile Perception Point; OAF Immobility (-2), Perception Point Cannot Move Through Solid Objects (-0)	4
4	<i>Navigation Computer</i> : +4 to Navigation; OIF Bulky (-1)	

Personnel Systems

12	<i>Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support</i> : Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
50	<i>Backup Life Support</i> : 1009 more Backup Life Support Chambers (1010 total)	
3	<i>Food Supplies</i> : Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Gravity Plating</i> : Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
15	<i>Medical Facilities</i> : Paramedics 15-	
5	<i>Medical Facilities</i> : SS: Medicine 14-	

Skills/Laboratories

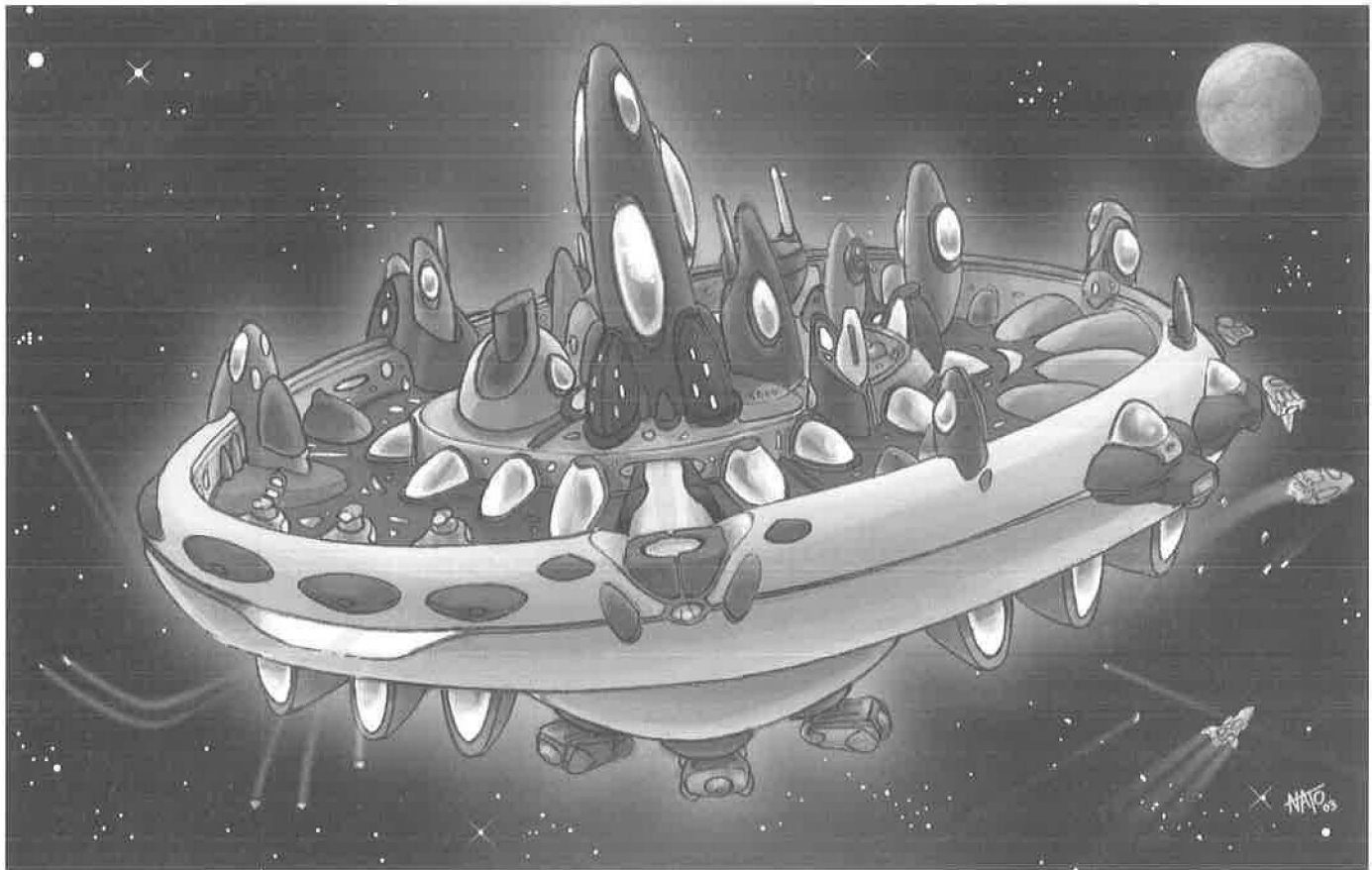
10	<i>Tactical Systems</i> : +3 with Ranged Combat; Costs Endurance (-½)	3
15	Computer Programming 14-	
15	Cryptography 15-	
15	Demolitions 15-	
15	Electronics 15-	
15	Mechanics 15-	
300	Other laboratories (defined by GM or player)	

Total Equipment & Abilities Cost: 2,153

Total Vehicle Cost: 2,867

Value Disadvantages

25	Distinctive Features: Velarian Fortress Ship (Not Concealable; Causes Extreme Reaction [abject fear])	
10	Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)	



Total Disadvantage Points: 35

Total Cost: 2,832/5 = 566

Cost Additional Vehicles

1500 Various support vessels (fighter, shuttles and so forth)

76 Antimatter Missile

40 249 more Antimatter Missiles (total of 250)

Description: One of the largest interstellar vessels that the Galaxy has ever seen, a Fortress Ship is a huge military complex, complete with an armored and fortified hull, multiple barracks and dormitories, large weapon storage facilities, and dozens of other sub-sections (referred to as “buildings”) used for training, engineering, weapon development and manufacturing, sensor analysis, and command operations. The port side of the city-sized starship

houses an expansive vessel bay capable of storing and servicing not only fighter craft but small capital ships as well. The fortress also has docking facilities for larger starships on the starboard side. The largest structure in the vessel is the engineering hull in the back of the ship, which contains the power core and engines.

Because these gargantuan starships cost enormous amounts of money to produce, the Confederation only has eight in its fleet as of 2635. It takes four Terran years just to build one (a significant improvement over the 15 years the very first one required). Although ponderous and slow-moving, it contains so many weapons and has such strong defenses that it’s difficult to defeat in combat. Typically the Velarians use Fortress Ships to defend their home systems.

APPENDIX



The accompanying table summarizes the year of availability, ATRI, and price for every item in this book. Prices in parentheses represent items that are not legally available to civilians (typically because it's military equipment, or the like). In that case, the listed price is a minimum black market price, and often fluctuates higher... perhaps *much* higher. "N/A" indicates an item not available for purchase by civilians, even on the black market.

The prices listed apply in well-settled regions of core Imperial worlds, such as throughout the Heartworlds region (or, in the case of non-Human technology, the price in the comparative area of

the territory belonging to the species that created or controls the device). In less populous regions, such as the Frontier and parts of the Outer Core, prices may rise significantly; they also rise in times of high demand. As a general guideline, increase prices by up to 150% in the Outer Core, and 200% or more in the Frontier region or on any marginally-inhabited world. Alien technology may be available using this same pricing (sometimes a little less, in regions near the alien's home territory), or may cost a little more due to shipping costs, tariffs, and the like. The GM determines the final price for any item.

TERRAN EMPIRE PRICE LIST

Item	Year	ATRI	Price			
MELEE WEAPONS						
Terran				MIP-140 Ion Pistol	2572	11 (600+)
Electric Whip	2213	6	350+	Mon'dabi Ion Pistol	2554	11 (900+)
Heavy Shredder	2218	2	100+	Se'ecra Ion Pistol	2512	11 (1,100+)
Power Sword	2207	8	2,500+	Varanyi Ion Rifle	2234	12 N/A
Shock Staff	2310	5	225+	Gamma Weapons		
Shock Baton	2310	5	150+	GR-01 Gamma Rifle	2591	11 500+
Ackálian				GR-02 Gamma Pistol	2595	11 350+
Sickle	Prim	1	100+	Grenade Launchers		
Dagger	Prim	1	500+	Crowd Suppression	2345	7 (750+)
Mon'dabi				Se'ecra Frag Launcher	2432	11 (2,200+)
Cha'shur	Prim	1	150+	EMP Weapons		
Mace	Prim	1	60+	Grenade	2325	9 (100+)
Osathri				Pistol	2321	9 (700+)
Yoolab	Prim	1	80+	Rifle	2323	9 (1,050+)
Perseid				Other Fire Arms		
Flen'per	Prim	2	290+	Hand Flamer	2441	9 (400+)
Nanthar	Prim	2	90+	Magnetic Bola Gun	2210	9 (300+)
Se'ecra				Sonic Stunner	2480	9 (400+)
Kek'oa	Prim	2	95+	Toractan "Beast Slayer"	2571	8 3,700+
Wrist-Blades	Prim	2	50+	ARMOR		
Toractan				Terran Covert Battle Armor	2510	10 N/A
Pick-Axe	Prim	4	75+	Fassai Armor	2450	10 N/A
RANGED WEAPONS				Mon'dabi Heavy Battle Armor	2476	10 N/A
Lasers				PERSONAL EQUIPMENT		
Mark I Laser Rifle	2510	10	850+	Personal Sensor Units		
Mark III Laser Rifle	2521	10	1,000+	Atmospheric Analyzer	2373	9 520+
Mark II Laser Pistol	2358	9	420+	Bio-Scanner	2464	10 615+
Mark II-D Laser Pistol	2369	9	460+	Cybernetics Detector	2312	8 340+
Plasma Weapons				Medical Scanner	2478	10 580+
M27 Plasma Cannon	2532	10	(5,000+)	Soil Analyzer	2531	19 600+
M88 Plasma Gun	2538	10	(3,000+)	Security Scanner		
Thorgon Fire Bomb Cannon	2612	11	(5,400+)	Security Scanner-8	2354	8 300+
Thorgon SS-Plasma Rifle				Security Scanner-9	2398	9 325+
Ion Weapons				Security Scanner-10	2456	10 350+
MI-07 Ion Rifle	2505	10	750+	Security Scanner-11	2504	11 500+
MIP-127 Ion Pistol	2531	10	(450+)	Communications		
				Holographic Communication System	2391	9 480
				Se'ecra Translator	2412	10 25

TERRAN EMPIRE PRICE LIST

Item	Year	ATRI	Price
Stealth Communication System-2631	2631	11	N/A
Stealth Communication System-2653	2653	11	N/A
Stealth Communication System-2685	2685	11	N/A

MEDICAL TECHNOLOGY

Treatments

Personal Healing Ampule	2576	11	75+
RadPro Serum-20	2392	9	40+
RadPro Serum-60	2467	10	50+
RadPro Serum-180	2532	11	75+

Combat Enhancements

Brawn Serum-9	2384	9	80+
Brawn Serum-10	2444	10	100+
Brawn Serum-11	2510	11	200+
Mind Flex-10	2448	10	100+
Mind Flex-11	2561	11	140+
Quickjuice-9	2365	9	200+
Quickjuice-10	2415	10	300+
Quickjuice-11	2575	11	500+

PSIONIC TECHNOLOGY

Psionic Blaster Headband	2596	11	3,000+
Psi-Scan Camouflager	2587	11	3,200+
Psi-Shield Headband	2575	11	1,800+

SURVIVAL EQUIPMENT

EVA Suits

Terran EVA Suit	2450	10	1,000+
Wristlight	2214	7	10+
Searchlight	2221	7	50+
Communication System	2151	6	20+
Jump Boots	2329	9	320+

Environmental Gear

Anti-Glare Goggles	2126	6	20+
Gill Pack	2456	10	100+
Gliding Wings	2365	9	250+
Microheater	2386	9	30+
Osathri Watersuit	2463	10	600+
Survival Tent	2476	10	100+

NANOTECHNOLOGY

Military

Attack Nanobots (Aging)	2590	11	N/A
Attack Nanobots (Immortal)	2599	11	N/A
Defensive Nanobots	2586	11	N/A
Nanomine	2589	11	N/A
Nanospies	2605	11	N/A

Medical & Physical Enhancement

Disease Immunity Treatment	2602	11	550+
Poison Immunity Treatment	2592	11	2,000+
Tissue Repair Nanobots	2634	11	4,000+

Other

Mon'dabi Repair Rod	2612	11	10,000+
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COMPUTERS

DataMine Extractor	2611	11	800+
SNG-S Tutor Computer	2632	11	100+

ROBOTS

TMD-X Base Drone	2467	10	3,500+
TMD-AX Assassin Drone	2570	11	(11,000+)
TMD-ES Eagle Drone	2501	11	(7,000+)
TMD-FP Pilot Drone	2478	10	4,500+

TMD-HS Hunter/Seeker

Drone	2576	11	(12,500+)
TMD-RS RecSurv Drone	2543	11	(11,000+)
TMD-XT Riot Drone	2441	11	(8,500+)
Imperial Spy Bot	2497	10	(12,500+)
House Android	2565	11	3,000+

CYBER SYSTEMS

Audio

Amplified Hearing	2550	11	500+
Audio Recorder	2552	11	500+
Enhanced Hearing	2549	11	500+
Sonic Protection	2567	11	500+

Optical

Optic Protection	2545	11	500+
Telescopic Vision	2568	11	500+
Video Recorder	2577	11	500+

Physical Enhancement

Accelerator	2587	11	18,000+
Adrenal Flooder	2576	11	3,600+
Bone Lacing	2556	11	1,000+
Environmental Awareness	2612	11	5,200+
Jumplegs	2542	11	1,500+
Muscle Enhancement	2578	11	1,800+
Reflex Enhancement	2606	11	12,500+
Trauma Compensator	2589	11	8,000+
Weapon Arm	2563	11	500+

BIOWARE

Augmented Pheromone

Gland	2573	11	3,600+
Bio-Safe Skin	2582	11	2,000+
Body Holster	2573	11	1,000+
Rapaccini Implant	2575	11	13,000+

MISCELLANEOUS

Engineers Toolbox	332	9	600+
I'x Sculpted Medallions	Prim	5	50+
Kiora Stone	Prim	1	10+
Mon'dabi Liquor	Prim	5	5+
Power-Mover Exo-Skeleton	2365	9	1,000+

GROUND VEHICLES

Civilian Vehicles

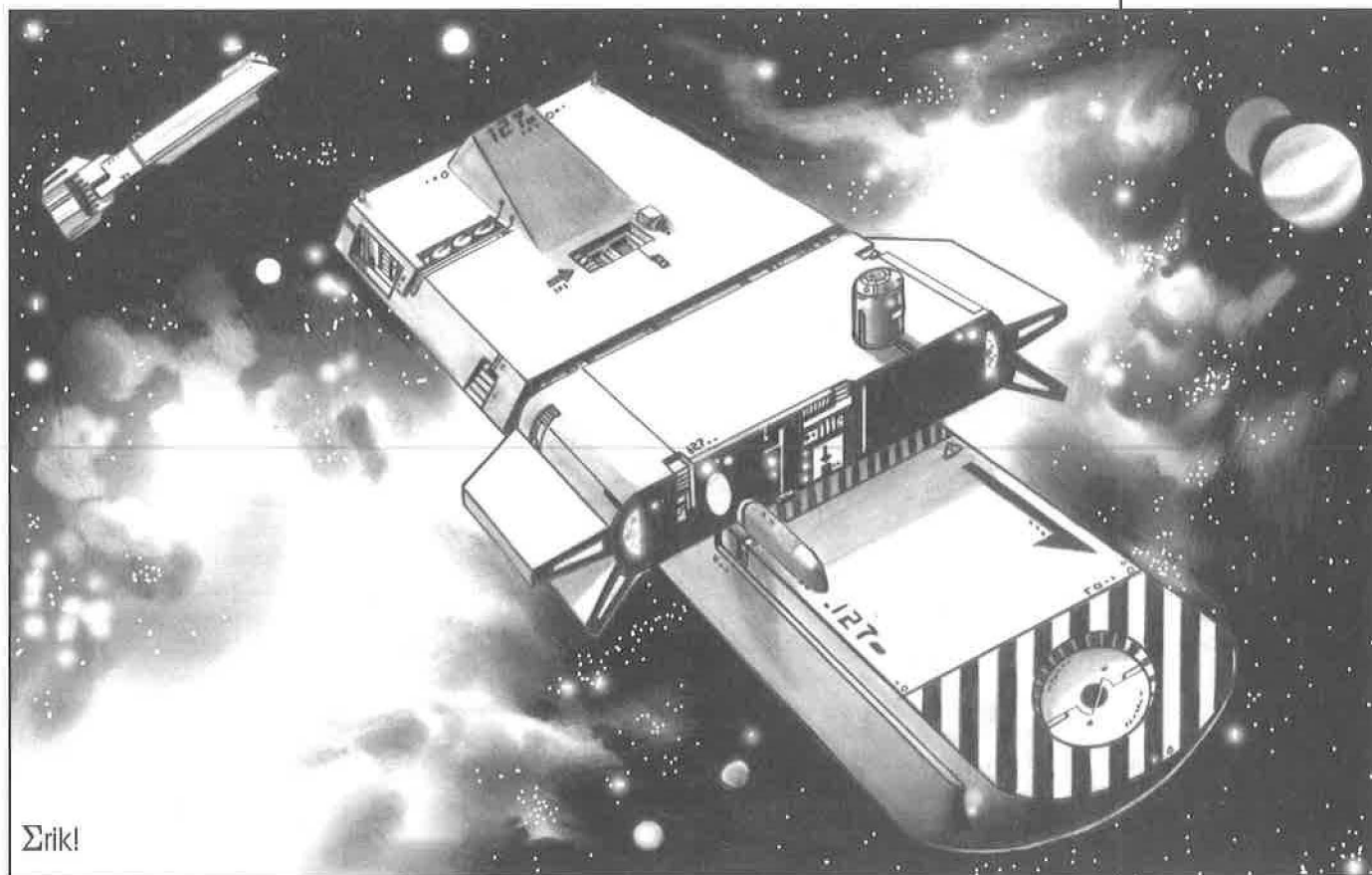
Paragon	2590	11	50,000+
MegaMax	2578	11	44,000+
Centipede	2640	11	147,000+
Hoverpad	2613	11	59,000+
HoverChopper	2575	11	81,000+
Osathri Hover Platform	2520	11	99,000+
Drifter	2587	11	71,000+
Manta	2448	10	109,000+
Toractan Excavator	2435	10	169,000+

Military Vehicles

Patrol Buggy	2476	10	(210,000+)
Wheeled Armed Transport	2591	11	(410,000+)
Treaded Troop Transport	2574	11	(332,000+)
Anubis Anti-Infantry Tank	2602	11	N/A
Marauder Attack Tank	2598	11	N/A
Fang Gun Platform	2605	11	(390,000+)
Locust Hover Tank	2586	11	N/A
Geirolk Assault Vehicle	2549	11	N/A
Thorgon Warstrider	2565	11	N/A

TERRAN EMPIRE PRICE LIST

Item	Year	ATRI	Price				
STARSHIPS				Ackalian			
				"Expeller"	2542	11	N/A
Terran				"Adversary"	2581	11	(2,032,000+)
Apocalypse	2578	11	N/A	Mon'dabi			
Goliath	2534	11	N/A	Tua-shel	2537	11	N/A
Bravura	2562	11	N/A	Prensaa	584	11	(2,083,200+)
Claymore	2575	11	N/A	Se'ecra			
Imperator	2603	11	N/A	Civilization At Gunpoint	2602	12	N/A
Jirova	2512	11	N/A	Small Warrior	2552	11	(2,054,400+)
Kantora	2587	11	N/A	Sky Wanderer	2567	11	(2,469,600+)
Normandy	2505	11	N/A	Spear Bearer	2559	11	(2,558,400+)
Saragren	2532	11	N/A	Dashing Bird	2557	11	(2,760,000+)
Hermes	2532	11	(7,456,000+)				
Tempest	2556	11	(1,826,000+)	Thorgon			
Fury	2556	11	(1,284,000+)	"Panther"	2549	11	N/A
Pulsar	2615	11	(7,520,000+)	<<second ship>>			
Dart	2586	11	(7,256,000+)	Varanyi			
Magellan	2476	10	5,092,000+	G'u'radic	2578	12	N/A
Eureka	2458	10	757,000+	Al'tegg	2564	12	N/A
Civilian				Velarian			
Centurion Eagle	2423	10	2,212,000+	Eyes Of The Elders	2526	11	3,680,000+
Shamrock	2561	11	1,988,000+	Fortress Ship	2565	11	N/A
Natchez	2417	10	2,636,000+				



Σrik!

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