INTRODUCTION
The year is Common Year 9770, (fourteen year before the Fall of the System Commonwealth – the Nietzschean rebellion). There is stability in the tri-galaxies of the System Commonwealth with the occasional skirmishes with renegade Nietzschean clans. In the last several years, the Magog have boldly delved into the tri-galaxies only to be turned back by the System Commonwealth’s military force the High Guard.

Background
The characters are officers and governmental official in the System Commonwealth and the High Guard on the starship *Grace of Hera* a Glorious Heritage class Heavy Cruiser. (Character creation is similar to that of the Star Trek TNG characters).

The Ship
The *Grace of Hera* is one of the newest Glorious Heritage-class Heavy Cruiser, it appears to be an identical twin to *Andromeda Ascendant*. There are a few differences in the *Grace of Hera* with a few upgrades to the designs intended to be installed in the rest of the fleet.

*Grace of Hera*
The High Guard starship *Grace of Hera*, registry XMC-11-1117 is so similar to the Andromeda Ascendant in physical appearance that even here crew could not tell the differences in the to ships. The *Grace of Hera* is 1301 meters in length with just over four thousand crew and with a capacity for six hundred passengers. The eight million metric tonnes of starship is armed with some of the High Guards most advanced defensive and offensive weapons in the service.

The *Grace of Hera* differs in design as it has a tougher defensive armor with a ten percent increase to the weapons load. Commissioned only a half-decade earlier under the Perseid Captain K’rax.

The Avatar Hera is at present using the image of a luscious dark hair beauty she is considered a distraction by most of the crew.

Technology
The technology for the campaign is consistent with Andromeda before the fall (equal to that of Starfleet of Star Trek The Next Generation).

The standard issued side arm is a Force Lance with a wound level equal to that of a level seven phaser shot and a stun level equal to that of a phaser set on level three when the weapon is grabbed by an unauthorized user.

Not all carry force lance as many carry gauss guns and similar energy firing weapons firing a level seven charge similar to that of a Phaser. These come in all styles and appearances of weapons and are carried strapped to a hip or others carry smaller version in shoulder holsters. Even though the High Guard carries these weapons stashed in their armories they are not normally issues out to the crew.

It is said that ‘slipstream is not the best way to travel, but the only way,’ which takes only several seconds to travel from one solar system to the next closest system. Slipstream travel to one destination to the next is done usually in short hops of several light years at a time and could take days to make a trip. Only sentient life forms can navigate the difficulties of
slipstream and mechanicals are incapable of doing so.

Communications is conducted by subcutaneous implants usually behind the ear on the neck and works much like a hand held communications device. Long distance communications are preformed by sending a pilot out with a bag full of messages much like a Pony Express rider of the old west.

The *Hera* has Virtual Reality simulators are used for tactical and relaxation entertainment. These are free to be used by any of the crew.

Long-range sensors are passive receptions only receiving data only. Shorter-range lateral sensors are highly sensitive.

**Auxiliary ships**

The *Grace of Hera* carries over one hundred fighters and a dozens of planetary assault ships and two dozen sensor/attack drones. There are slipstream capable shuttles on the *Hera* but are used for crew transfers to planets or stations.

**A TOUR OF THE SHIP**

**The Command Deck**

The Hera is controlled from a large room called the Command deck. The pilot sits forward center in a control chair. Captain may operate one of the stations or stand wherever he wishes while the ship is in flight. The Tactical Station is left of the pilot’s chair and is the first officers station and the engineering and science station are to the right. More in depth, stations are located to the aft of the bridge and along the walls.

**Captain’s office and Cabin**

Captain’s office and Cabin are located in the crew quarters of the ship. The office is accessible from the captain quarters. Most captains keep a secret stash of emergency weapons hidden in the wall access of his office.

**Observation Decks**

Located looking forward with the huge windows where the crew can recreate or diplomatic functions can be held. With a crew of thousands there is likely to be some one in the observation deck at any hour. There are several smaller observation deck that can be found on the ship.

**Engineering decks**

The engineering decks cover nearly all the ship and a lattice of repair shafts through out the ship. Much of them are lined with heavy materials to protect the equipment.

**Medical deck**

The medical deck is a marvel of the modern System Commonwealth medical technology. The med deck can medically care for over as twice as many crew not to mention to answer to planetary emergency.

**Hanger Decks**

The Hera is equipped with Dozens of hanger decks capable of handling up to a small size three ship. Some of the Hanger Decks are equipped for only the Slip fighters only.

**Botanical Deck**

The botanical deck is an immense garden area that is filled with thousands of flowers and is used for the growing of biological specimens.

**Lancers**

Like all the High Guard ships of the line carries a compliment of Lancer Ground troops. A full regiment of Lancers can be carried on a Glorious Heritage-class easily.
Laboratories
There are many science laboratories throughout the ship and have multiple uses for the crew. Some labs are secured for high levels of command personnel while others are only lightly secured for general access.

Nanobots
Nano technology has provided the System Commonwealth with medical, mechanical and defensive applications to System Commonwealth technology.
In the medical application, the nanobots are injected into the body and help fight sickness and disease.
Do to the size of the Nanobots and their dedicated nature of operating tirelessly repairing the ships damage sustained in battles or other actions.
In defensive uses, the nanobots are also useful in attacking intruders on the ship. They can incapacitate the intruders in less than a minute.
One Nanobot working alone would take years to complete any specific task, but all working together a large group of Nanobots constructing or repairing anything in a short time.

Species
This is a brief list of species that can be found throughout the System Commonwealth some friendly some not so.

Humans
The humans come from the insignificant planet called Earth. But most of the humans have never set foot on the planet that is the origen of their species.

Kluge (lowly human no genetic modification)
Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Willpower +1
PSI 0 [5]

Skills
Athletics (choose Specifications) 2 (3)
Culture (Human) 2 (3)
History (Human) 1 (2)
Language
System Commonwealth standard 2
World knowledge (Earth or other homeworld)

(A heavy worlderould have a +1 to strength and a Nanobot injected body would have an additional +1 to Vitality)

Nietzschean (genetically modified Humans)
Attributes
Fitness 2 [5]
Strength +1
Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Willpower +1
PSI 0 [5]

Skills
Athletics (choose Specifications) 2 (3)
Culture (Human) 2 (3)
History (Nietzschean) 1 (2)
Language
System Commonwealth standard 2
World knowledge (homeworld)

Perseid
Blue skin chine heads that are the intelectials of the Systems Commonwealth.
Attributes
Fitness 2 [5]
Coordination 2 [5]
Vedran
A centaur looking species that is the creator of the Slipstream technology.

Attributes
- Fitness 2 [5]
  - Strength +1
  - Vitality +1
- Coordination 2 [5]
- Intellect 2 [5]
- Logic +1
- Presence 2 [5]
- Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Perseid) 2 (3)
- History (Perseid) 1 (2)
- Language
  - System Commonwealth standard 2
  - World knowledge (Perseid homeworld)

Than
The Than are an insectoid species that are a hive species that is a member of the Systems Commonwealth. Most have elaborate names denoting an event or thing.

Attributes
- Fitness 2 [5]
  - Strength +1
  - Vitality +1
- Coordination 2 [5]
- Intellect 2 [5]
- Logic +1
- Presence 2 [5]
- Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Than) 2 (3)
- History (Than) 1 (2)
- Language
  - System Commonwealth standard 2
  - World knowledge (Than homeworlds)

Magog
The true origins of the Magog are lost even to the Magog themselves. The Magog are all of a single species that reproduce by infecting humanoid victims with Magog larva.

Attributes
- Fitness 2 [5]
  - Strength +1

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Magog) 2 (3)
- History (Magog) 1 (2)
- Language
  - System Commonwealth standard 2
  - World knowledge (Tarra-Vedra)

Nightsiders
The Nightsiders are a rat like species that live on a dark world that generally a leader of a criminal organization.
**Attributes**
Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Willpower +1
PSI 0 [5]

**Skills**
Athletics (choose Specifications) 2 (3)
Culture (Nightsider) 2 (3)
History (Nightsider) 1 (2)
Language
  System Commonwealth standard 2
  World knowledge (nightsider homeworlds)

**Ships Avatar**
The standard avatar is a screen presence or a holographic image. An Avatar is lined directly into the ships systems.

**Hologram** (Avatar - Android)

**Attributes**
Fitness N/A (7)
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
  Empathy -1
Psi 0

**Skills:**
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
  (Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3)
First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
  (Human) (3)
Languages (Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
  (Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
  (Mission Ops)
  (Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
  (High Guard) (5)
  (Nietzschen) (5)
  (Than) (5)
  (Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
  (Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
  (High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
  Shipboard Systems (Flight Control) 1
  (Sensors) 2)
  (Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
  (Nietzschen Martial Arts) 3
  (Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
  (Commonwealth Worlds) 1(2)

**Typical Advantages/ Disadvantages**
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain
(cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

**Ships Android Avatar**
A computer version of the ships avatar.

**Attributes**
- Fitness 2 [5]
- Strength +3
- Vitality +1
- Coordination 5
- Reaction +1
- Intellect 4
- Logic +2
- Presence 2
- Empathy -1
- Psi 0

**Skills:**
- Administration (Starship Administration) 2 (3)
- Command (Starship Command) 4 (5)
- Computer (own systems) 2 (4)
- (Research) 2 (3)
- Culture (Human) 2 (3)
- Diplomacy (Intergalactic Law) 4 (5)
- Energy Weapon (Force Lance) 2 (3)
- First Aid (Human) 1 (2)
- History (Commonwealth) 2 (3)
- (Human) (3)
- Languages
  - (Commonwealth Standard) 3
- Medical Sciences (Psychology) 2 (3)
- Propulsion Engineering (Impulse) 1 (2)
- (Slip stream Drive) (3)
- Persuasion (Debate) 2 (3)
- Physical Sciences (Mathematics) 1 (2)
- Planetary Tactics (Small Unit) 3 (4)
- Planetside Survival (Desert) 1 (2)
- Primitive Weaponry (Rapier) 3 (4)
- Shipboard Systems (Flight Control),
  (Mission Ops) (Tactical) 1(4)
- Starship Tactics (Magog) 4 (6)
- (High Guard) (5)
- (Nietzschen) (5)
- (Than) (5)
- (Pyrian) (5)
- Space Sciences (Astrogation) 3 (4)
- (Astrophysics) (4)
- Law (Commonwealth Law) 1 (3)
- (High Guard Regulations) (3)
- Personal Equipment (Environment Suit) 2 (3)
- Shipboard Systems (Flight Control) 1 (2)
- (Sensors) (2)
- (Weapons Systems) (2)
- Space sciences (Astronavigation) 1 (3)
- Starship Tactics (High Guard) 2 (3)
- Security (Security Systems) 2 (3)
- Social Sciences (Archaeology) 2 (3)
- Strategic Operations (Invasion Strategies) 4 (5)
- Systems Engineering (Computer Systems) 2 (3)
- Unarmed Combat (Nietzschen Martial Arts) 3 (Brawling) 2 (4)
- Vehicle Operation (Shuttlecraft) 2 (3)
- World Knowledge (Commonwealth Worlds) 1 (2)

**Typical Advantages/ Disadvantages**
- Ambidexterity +1
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- Computer Interface (+3)
- Hides Emotions (-2)
- Telepathic Resistance +4: Computer Brain
  (cannot be read by Psi)
- Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy
The Spacedock notes on constructing the Andromeda vessels

**Shipwide Integral Holographic Coverage**
SU cost: to decide, I thought initially 10 SU + size, an additional 5 SU a "long term" hologram similar
Power cost: 2 x size
In effect, this allows your ship's EMH to go pretty much where it wishes to, unless you cut off the Hologrid in your room, which I would do if I had a nosy hologram with complete freedom of movement on my ship. It also allows to create bigger simulations, install shipwide holographic personnel, although Starfleet tends to frown on this practice, (they prefer to send EMH I to do this). Not much in term of game effects, except you can always try to do the Picard trick in ST: FC if you're caught weaponless in while being boarded, or add it to external hologrid coverage to simulate the internal rooms, like USS Incursion.

**Self-Repair Systems**
SU’s Cost: Size x 4
Power Cost: Size x 6
The commonwealth has created a series of androids and automatically programmed nanobots that repair the Commonwealth High Guard ships. Damage repair takes 1 Su per 3d6 rounds. x 3

**AG generators**
SU’s Cost size 2.5 x size
Power Cost: 1 x size
Anti-gravity systems pulling the weight up a lighter allowing to lift the ship with the thrusters only.

**Missiles**
The Missiles of the era is different than the Star Trek world as they have their own targeting system and the launcher only are par of the programming of the missile. Although the High Guard Missiles are the most powerful in the known worlds they are the only one’s to use them.

**High Guard Standards Missile notes**
Offensive Kinetic Kill Missiles (anti-ship)
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage 200
Defensive Kinetic Kill Missiles (anti-ship)
Range: 5/150,000/500,000/1,500,000
Accuracy: 3/4/6/9
Damage 200
Smart anti-ship Missiles Range:
10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage 160
Strategic Smart Anti-ship Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 160
Strategic multiple warhead kinetic Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 180
Surface Attack Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 160
**Nova Bomb**
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage: see note
Notes: Nova bombs are the single most powerful weapon in the Commonwealth arsenal. A single Nova bomb into the sun can easily devastate an entire star system. The damage is devastating to any starship
with in the sector. This is the ultimate kill weapon f mass destruction.

**Nietzschean standard missiles**

**Offensive Kinetic Kill Missiles (anti-ship)**
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 180

Defensive Kinetic Kill Missiles (anti-ship)
Range: 5/15,000/50,000/150,000
Accuracy: 4/5/7/10
Damage 180

**Smart anti-ship Missiles**
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 140

**Strategic Smart Anti-ship Missiles**
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 140

**Strategic multiple warhead kinetic Missiles**
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 140
## Glorious Heritage-class
Class: Glorious Heritage-class  
Type: Heavy Cruiser  
Commissioning Date: Commonwealth Year 9710

### Hull Systems
- **Size**: 11  
- **Length**: 1301 meters  
- **Beams**: 976 meters  
- **Height**: 325 meters  
- **Decks**: 50 inhabitable, 13 uninhabitable  
- **Mass**: 8,000,000 metric tons  
- **SU’s Available**: 4000  
- **SU’s Used**: 5088

- **Hull Outer** <44>  
- **Hull Inner** <44>  
- **Resistance Outer Hull**: 10 <12>  
- **Resistance Inner Hull**: 10 <12>

- **Structural Integrity field**: [1 power/10 Protection/round]  
- **Main**: Class 5 (Protection 80/120) <35>  
- **Backup**: Class 5 (Protection 40) <18>  
- **Specialized hull**: Atmospheric Capability <11>  
- **Planetfall Capability** <11>

### PERSONNEL SYSTEMS
- **Crew/Passengers/Evac**: 4132/2066/30,990  
- **Crew Quarters**  
- **Barracks**: Houses 3100 crewmembers <51>  
- **Spartan**: 620 <31>  
- **Basic**: 2480 <248>  
- **Expanded**: 1860 <372>

### Environmental Systems
- **Basic Life Support** [13 Power/round] <44>  
- **Reserve Life Support** [7 Power/round] <22>  
- **Emergency Life Support**: (66 e-shelters) <22>  
- **Gravity**: [6 Power/round] <11>  
- **Consumable**: 1 years worth <11>  
- **Food Replicators** [11 Power/round] <11>  
- **Industrial Replicators Type**: 4 Large unit  
  [2 Power/replicator/round] <12>  
- **Medical Facilities**: 8 (+2) [8 Power/round] <40>  
- **Recreation Facilities**: 4 [8 Power/round] <32>  
- **Personal Transport**: Jefferies tubes [0 Pwr/rd] <11>  
- **Fire Suppression System** [1 Power/round when active] <11>  
- **Hydroponics**: 100,000 Cubic meters of [11 power/round] <11>  
- **Cargo hold**: 500,000 cubic meters <15>  
- **Locations**: 50 Cargo Bays  
- **Escape Pods** <40>  
- **Number**: 780  
- **Capacity**: 10 persons per pod

### Propulsion Systems
- **Quantum Slipstream** [120 power/round] <80>  
- **Impulse Engine Type**: 4 Class (.5c/.5c)  
  [5/5 Power/round] <10 x 4 = 40>  
- **Location**: aft port, aft starboard A  
- **AG Generators** [11 power/round] <28>  
- **Reaction Control System** (.025c) [2 Power/round when in use] <11>

### Power Systems
- **Warp Engine Type**: 2 Class 13/S  
  (generates 699 Power/round) <144 (x 2 = 288)>  
- **Locations**: Amidship  
- **Impulse Engine[s]**: 4 Class 2 (generate 16 power/engine/round)  
- **Auxiliary Power**: 8 reactors (generate 5 Power/reactor/round) <24>  
- **Emergency Power**: Type F (generates 50 Power/round) <50>  
- **EPS**: Standard Power flow, +200 Power transfer/round <75>  
- **Standard Usable Power**: 562

### Operations systems
- **Bridge**: Command Deck <55>
4 Computer Cores: [5 Power/round]< 22 x 4 = 88>
Uprating: Class Beta (+2) [2
Power/computer round] <4>
ODN <33>

Ship wide Integral Holographic Coverage [22 power/round] <21>
AI (See notes)

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-
1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-
3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

Flight Control Systems

Autopilot: Shipboard systems (flight
control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2
Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength
used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1
Power/round] <11>

Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2
Power/round] <21>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers <13 (x 12 = 156)>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy
4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

AP (Anti-Proton) Cannons <21 (x 12 = 252)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy
4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Five ELS Missile/Torpedo Launcher <26 x 5 = 130>
Standard Load: See notes
Spread: 8
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 10,000 <1000>

Strength: 9
Bonus: +2
Weapon Skill: 4

Battle Blades Shields (Forward, Aft, Port, Starboard) <103 (x 4 = 412)>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)

Backup Shield Generators: 4 (1 per shield)
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 340 Size worth of ships <680>
Standard Complement: 108 fighters, 12 assault Shuttlle, 24 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starboard, two small standard shuttle bays port/starboard

Notes: The standard Nova weapons are simple shoot and detonate weapons that can obliterate a star system not so much with a blast but by detonating a star causing a super nova damage point the trillions out to one quarter of a light year instantly. Used against a planets surface the Nova weapon will cause the planet to explode the explosion to the planet is in the millions causing damage across the solar system in fifteen round. If your ship is in range of ten kilometers of a space detonation the inflicted damage is ten thousand points of damage, if in ten to thirty thousand kilometers the damage is half of the damage of the closer position five thousand kilometers, thirty thousand to one hundred thousand kilometers the damage is twenty five hundred, from one hundred thousand to three hundred thousand the damage in twelve hundred, and beyond drops to six hundred out to six hundred thousand kilometer and then three hundred out to one million two hundred thousand kilometers and finally three hundred out two million four hundred thousand kilometers, and one hundred fifty points damage out to twenty four thousand kilometers and seventy five points out to four million eight hundred thousand kilometers, the damage point drop to thirty
out to 10 million kilometers, and fifteen out twenty million.
Siege Perilous Atmospheric Attack Carrier
Class: Siege Perilous
Type: Atmospheric Attack Carrier
Commissioning Date:

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU’s Available: 3000 - 4500
SU’s Used: 5231

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <12> Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>

Food Replicators [12 Power/round] <12>
Industrial Replicators Type: 4 Large unit [2 Power/replicator/round] <12>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Pwr/rd] <12>
Fire Suppression System [1 Power/round when active] <12>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Quantum Slipstream [120 power/round] <80>
Impulse Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [12 power/round] <30>
Reaction Control System (.025c) [2 Power/round when in use] <12>

Power Systems
Warp Engine Type: 2 Class 13/S (generates 699 Power/round) <144 (x 2 = 288)>
Locations: Amidship
Impulse Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 562

Operations systems
Bridge: Command Deck <60>
4 Computer Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>
Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers <13 (x 12 = 156)>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six forward, two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

AP (Anti-Proton) Cannons <21 (x 4 = 84)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one port, one starboard
Firing arc: 360 degrees
Firing Modes: Standard

Five ELS Missile/Torpedo Launcher <30 x 18 = 540>
Standard Load: See notes
Spread: 16
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 15,000 <1500>

TA/T/TS: Class Delta [2 Power/round]
<15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Battle Blades Shields (Forward, Aft, Port, Starboard) <127 (x 4 = 508)>
Shield Generator: Class 4 (Protection 650) [65 Power/shield/round]
Shield grid: Type C (50 % increase to 975 Protection)
Subspace Field Distortion Amplifiers:
Class Delta (Threshold 219)
Recharging System: Class 3 (35 seconds)

Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 64 Size worth of ships <128>
Standard Complement: 32 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starboard, two small standard shuttle bays port/starboard
**Commonwealth typical Tactical Fighter**
Class and Type: Slip fighter - Tactical Fighter
Commissioning Date:

Hull Systems
Size: 2
Length: 10 meters
Beams: 8 meters
Height: 2 meters
Decks: 1
Mass: 30 metric tons
SUs Available: 400
SUs Used: 381

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

**PERSONNEL SYSTEMS**
Crew/Passengers/Evac: 1/3/0

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [7 Power/round] <4>
Consumable: 72 Hours worth <2>
Medical Facilities: Med kits only
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Cargo hold: 2 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 1

Capacity: 4 persons per pod (Cockpit ejects from fighter body)

**Propulsion Systems**
Quantum Slip Stream Drive [120 power/round]<80>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <2>

**Warp Systems**
Warp Engine Type: Class 3/E (generates 150 Power/round) <40>
Locations: Aft of amidship
Impulse Engine[s]: 1 Class 3A (generate 28 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 178

**Operations systems**
Bridge: cockpit <10>

Computers Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Main: Class 1(+0) [0 Power/round] <0>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
2 AP (Anti-Proton) Cannons <4 (x 2 =8)>
Type: 1
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <11>
Standard Load: see notes for damage
Spread: 1
Range: see notes
Targeting Systems: see notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 10 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (forward, aft, port, starboard) <8 (x 4 = 32)>
Shield Generator: Class 2 (Protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to Protection 312) [44]
Subspace field distortion Amplifiers: Class Beta (Threshold 75)
Auto-destruct System <2>
Nietzschean warship
Class: Leviathan Roused
Type: Battle Cruiser
Commissioning Date:

**Hull Systems**
Size: 6
Length: 380 meters
Beams: 290 meters
Height: 125 meters
Decks: 24 inhabitable
Mass: 1,400,000 metric tons
SU’s Available: 1600
SU’s Used: 1409

- Hull Outer <24>
- Hull Inner <24>
- Resistance Outer Hull: 8 <9>
- Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>
Specialized hull: Atmospheric Capability <6>
Planetfall Capability <6>

**PERSONNEL SYSTEMS**
Crew/Passengers/Evac: 1000/500/8,000
Crew Quarters
Barracks: Houses 750 crewmembers <13>
Spartan: 160 <8>
Basic: 510 <51>

**Environmental Systems**
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators Type: 1 Large unit [2 Power/replicator/round] <3>

**Medical Facilities**
4 (+1) [4 Power/round] <20>

**Recreation Facilities**
2 [4 Power/round] <16>

**Personal Transport**
Jefferies tubes [0 Pwr/rd] <6>

**Fire Suppression System**
[1 Power/round when active] <6>

**Cargo hold**
130,000 cubic meters <4>
Locations: 10 Cargo Bays

**Escape Pods**
Number: 200
Capacity: 8 persons per pod

**Propulsion Systems**
Quantum Slipstream [120 power/round] <80>

- Impulse Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
- Location: aft port, aft starboard A
- AG Generators [6 power/round] <15>
- Reaction Control System (.025c) [2 Power/round when in use] <6>457

**Power Systems**
Warp Engine Type: Class 13/S (generates 699 Power/round) <144>
Locations: Amidship
Impulse Engine[s]: 2 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +150 Power transfer/round <45>

**Operations systems**
Bridge: Command Deck <30>

- Two Computer Cores: [5 Power/round] <12 x 2 = 24>
- Uprating: Class Alpha (+2) [2 Power/computer round] <2>
- ODN <18>
Navigational Deflector [5 Power/round]  <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round]  <15>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round]  <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round]  <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: 20 <2>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 2, Coordination 2 [1 Power/round in use]  <8>

Navigational Computer
Main: Class 2 (+1) [1 Power/round]  <2>
Backups: 2 <2>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup  <12>
Strength: 7 [2 Power/round]

Attitude Control [2 Power/round]  <2>

Communications Systems
Type: Class 2 [2 Power/round]  <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round]  <1>

Bucking Cables
6 Emitter: Class Beta [3 Power/Strength used/round]  <36>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round]  <6>
Bulkhead doors [1 Power/round]  <6>
Science Systems Rating: 1 (+0) [1 Power/round]  <11>
Laboratories: 15 <4>

Tactical Systems
Two Plasma Spears <10 x 2 = 20>
Type: E
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward
Firing arc: 60 degrees
Firing Modes: Standard

Four Point Defense Lasers <6 x 4 = 24>
Type: B
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one port, one starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

AP (Anti-Proton) Cannons <21 (x 2 = 42)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

four ELS Missile/Torpedo Launcher <21 x 4 = 104>
Standard Load: See notes
Spread: 8
Range: See notes
Targeting Systems: four forward mounted
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 1000 <100>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Battle Blades Shields (Forward, Aft, Port, Starboard) <46 (x 4 = 184)>
Shield Generator: Class 3 (Protection 400) [40 Power/shield/round]
Shield grid: Type C (50 % increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 134)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems

Standard Shuttlebay(s): Capacity for 32 Size worth of ships <64>
Standard Complement: 6 fighters, 2 Shuttlles, Location(s): Large fighter Hanger
**Nietzchean warship**

**Class:**
Type: Destroyer
Commissioning Date:

**Hull Systems**
Size: 6
Length: 380 meters
Beams: 290 meters
Height: 125 meters
Decks: 24 inhabitable
Mass: 1,400,000 metric tons
SU’s Available: 1600
SU’s Used: 1482

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>
Specialized hull: Atmospheric Capability <6> Planetfall Capability <6>

**PERSONNEL SYSTEMS**
Crew/Passengers/Evac: 1000/500/8,000
Crew Quarters
Barracks: Houses 750 crewmembers <13>
Spartan: 160 <8>
Basic: 510 <51>

**Environmental Systems**
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators Type: 1 Large unit [2 Power/replicator/round] <3>

**Medical Facilities:**
4 (+1) [4 Power/round] <20>

**Recreation Facilities:**
2 [4 Power/round] <16>

**Personal Transport:**
Jefferies tubes [0 Pwr/rd] <6>

**Fire Suppression System**
[1 Power/round when active] <6>

**Cargo hold:**
130,000 cubic meters <4>
Locations: 10 Cargo Bays

**Escape Pods**
Number: 200
Capacity: 8 persons per pod

**Propulsion Systems**
Quantum Slipstream [120 power/round] <80>

**Impulse Engine Type:**
4 Class (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard A

**AG Generators**
[6 power/round] <15>

**Reaction Control System**
(.025c) [2 Power/round when in use] <6>

**Power Systems**
Warp Engine Type: Class 13/S (generates 699 Power/round) <144>
Locations: Amidship

**Impulse Engine[s]:**
2 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>

**Emergency Power:**
Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +150 Power transfer/round <45>

**Standard Usable Power:**

**Operations systems**
Bridge: Command Deck <30>

**Two Computer Cores:**
[5 Power/round] <12 x 2 = 24>

**Uprating:**
Class Alpha (+2) [2 Power/computer round] <2>

**ODN** <18>
Navigational Deflector [5 Power/round]<16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round]<15>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round]<11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round]<10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: 20 <2>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 2, Coordination 2 [1 Power/round in use]<8>

Navigational Computer
Main: Class 2 (+1) [1 Power/round]<2>
Backups: 2 <2>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]

Attitude Control [2 Power/round]<2>

Communications Systems
Type: Class 2 [2 Power/round]<2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round]<1>

Bucking Cables
6 Emitter: Class Beta [3 Power/Strength used/round]<36>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round]<6>
Bulkhead doors [1 Power/round]<6>
Science Systems Rating: 1 (+0) [1 Power/round]<11>
Laboratories: 15 <4>

Tactical Systems
Two Plasma Spears <13 x 6 = 78>
Type: E
Damage: 120 [12 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward
Firing arc: 360 degrees
Firing Modes: Standard

Two range fusser <10 x 4 = 24>
Type: B
Damage: 240 [24 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one port & one starboard forward
Firing arc: 120 degrees
Firing Modes: Standard

Six ELS Missile/Torpedo Launcher <17 x 6 = 102>
Standard Load:  See notes
Spread: 3
Range: See notes
Targeting Systems: four forward mounted
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 200 <20>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Battle Blades Shields (Forward, Aft, Port, Starboard) <46 (x 4 = 184)>
Shield Generator: Class 3 (Protection 400) [40 Power/shield/round]
Shield grid: Type C (50 % increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 134)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

**Auxiliary Spacecraft systems**
Standard Shuttlebay(s): Capacity for 32
Size worth of ships <64>
Standard Complement: 6 fighters, 2 Shuttles, Location(s): Large fighter Hanger
Nietzschean Fighters
Class and Type: Garuda-class Attack Craft
Commissioning Date:

Hull Systems
Size: 2
Length: 14 meters
Beams: 10 meters
Height: 4 meters
Decks: 1
Mass: 30 metric tons
SUs Available: 400
SUs Used:

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2>
Planetary Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/4/0

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Consumable: 72 Hours worth <2>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Cargo hold: 4 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 3
Capacity: 2 persons per pod

Propulsion Systems
Quantum Slip Stream Drive [120 power/round] <80>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 3/E (generates 150 Power/round) <40>
Locations: Aft of amidship
Impulse Engine[s]: 1 Class 3A (generate 28 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 178

Operations systems
Bridge: cockpit <10>

Computers
1 Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Main: Class 1(+0) [0 Power/round] <0>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
2 AP (Anti-Proton) Cannons <6>
Type: 1
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <6>
Standard Load: (see notes for damage)
Than Vessel
Class and Type: Missile Attack Craft
Commissioning Date:

Hull Systems
Size: 2
Length: 14 meters
Beams: 12 meters
Height: 12 meters
Decks: 3
Mass: 30 metric tons
SU’s Available: 450
SU’s Used: 401

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/3/0

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [7 Power/round] <4>
Consumable: 1 years worth <2>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 10 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 1
Capacity: 4 persons per pod (Cockpit ejects from fighter body)

Propulsion Systems
Quantum Slip Stream Drive [120 power/round]<80>
Impulse Engine Type: Class (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 3/E (generates 150 Power/round) <40>
Locations: Aft of amidship
Impulse Engine[s]: Class 2 (generate 16 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 166

Operations systems
Bridge: cockpit <10>
Computers Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None
Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Main: Class 1(+0) [0 Power/round] <0>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
2 light lasers <6 (x 2 =12)>
Type: C
Damage: 60 [6 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <6 x 2 = 12>
Standard Load: (see notes for damage)
Spread: 1

Range: see notes
Targeting Systems: see notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 10 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (forward, aft, port, starboard) <8 (x 4 = 32)>
Shield Generator: Class 2 (Protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to Protection 312)
Subspace field distortion Amplifiers: Class Beta (Threshold 75)
Auto-destruct System <2>