GENE RODDENBERRY'S
ANDROMEDA ASCENDANT

INTRODUCTION

The year is Common Year 9770, (fourteen year before the Fall of the System Commonwealth – the Nietzchean 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 a 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 through out 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 through out 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)
Attibutes

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 worlder ould have a +1 to strength and a Nanobot injected body would have an additional +1 to Vitality)

Nietzchean (genetically modified Humans)
Attibutes
    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 (Nietzchean) 1 (2)
    Language
        System Commonwealth standard 2
    World knowledge (homeworld)

Perseid
Blue skin chine heads that are the intelectials of the Systems Commonwealth.
Attibutes
    Fitness 2 [5]
    Coordination 2 [5]

Intellect 3 [5]
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)

Vedran
A centaur looking species that is the creator of the Slipstream technology.

Attibutes
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 (Vedran) 2 (3)
History (Vedran) 1 (2)
Language
    System Commonwealth standard 2
World knowledge (Tarra-Vedra)

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.

Attibutes
Fitness 2 [5]
    Strength +1

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

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

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

Attibutes
Fitness 2 [5]
    Strength +1
    Vitality +1
Coordination 2 [5]
    Reactions +1
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)

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
(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

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
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

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>
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)
Probes: 100 <10>
Sensor Skill: 4

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>

TA/T/TS: Class Gamma [2 Power/round]
<12>
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)
<11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 340
Size worth of ships <680>
Standard Complement: 108 fighters, 12
assault Shuttles, 24 combat & sensor
drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft
Port/Starbaord, 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 sin 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)
Probes: 100 <10>
Sensor Skill: 4

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/Starbaord, 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>

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 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>

Nietzchean warship
Class: Levithen 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
Basic Life Support [11 Power/round] <24>
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (36 emergancy 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 <11>
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>
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]

Number: 4
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 Shuttles, Location(s): Large fighter Hanger

Nietzchean warship
Class:
Type: Destoyer
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
Basic Life Support [11 Power/round] <24>
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (36 emergancy 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 <11>
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]

Number: 4
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

Nietzchean 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> Planetfall 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: cokpit <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)

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: 8 <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>

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>