

## **Earthling Snub Fighter. (USAF)**

Total cost (as fitted): \$5500 (stripped) \$2000

Size: 1 Thrust: 4 Speed: 4 Defence: +3  
Cargo: 1 Crew: 2 Special: 1 (+1 installed)

Armour [ Shield-max 0 Damage Reduction 0 Ablative 20 ]

### **Outer:**

Ferro Chromite Armour (Imported)

HP: 20 DR: 2

### **Front:**

"Lance SC" Missile Launcher

HP: 8 Ammo: 4

### **Wings (2x):**

"Green Hornet 600" Cryo Hyper Suppression Nephtys Pulse Weapon

HP: 16 D: 10 Sustain: 1

### **Rear:**

Prysmtroid Sathanus Engine

HP: 10 Thrust: 4

### **Special:**

Point defence Array (Destroys incoming missiles on a 10+)

(one open slot)

The snub fighter is earth first attempt to create a much smaller space superiority craft, based upon the Aurora.

Using a mixture of home grown and imported technology, this craft works exceptionally well in simulation – limited only by its pilots ability. (*Defence is capped by piloting skill*) Compared to alien designs, it is lightly armoured – however for planet-bound fighter pilots it proves exceptionally resilient. Its primary weaponry is its missile launcher – and it's cheap enough that you can load it out with four very expensive missiles.

Its dogfighting ability should not be sneered at, however – with dual sustained beam weapons that can burn through the regeneration rate of anything short of a capital ship.

This nimble little fighter packs a punch above its class. Unfortunately, it's a death trap – and lacking in any FTL capability whatsoever cannot function without a home base.

As a system patrol craft, however, it should defend its niche well.

And I salute anyone brave enough to ride it.

**Available Missiles:**

Lance Cruise-missiles

D: 16, Hit on a 5+

Asteroth Cyclone

D: 12, Hit on a 2+

## **Earthfleet "HUNTER" class.**

Total cost (as fitted): \$138700

Size: 1 Thrust: 24 Speed: 6 Defence: +2

Cargo: 4 Crew: 18 Special: 4

Armour [ Shield-max 30 Shield-Regen 3 Damage Reduction 1 Ablative 36 ]

### **Outer:**

Stealth Duralloy Assembly Body Flare

HP: 36 DR: 1

### **Front:**

Ventraxxian-and-Astral "T-83 Laserwing 200 S200" Cannon

HP: 32 D: 20 Sustain: 2 (Heavy)

"T-22" Seteky 200 Technology grapple

HP: 12 -2 to hit (grapple)

### **Wings (2x):**

Hellforce Thuderhead engine

HP: 10 Thrust: 4

Barracks

HP: 16 Crew: 6 (Heavy)

### **Centre:**

"T-83 Storm Mk.XII 600" Hard Solon-X Inferon Light Launcher

HP: 8 Ammo: 4 (missile launcher)

"T-22" Seteky 200 Technology grapple

HP: 12 -2 to hit

### **Hermes Body Core**

HP: 8 FTL: 8

### **Rear:**

Keller-and-Ferian "White Dis 18mm 200" Thief Drive

HP: 40 Thrust: 16 (Superheavy)

Myrmidon Generator

HP: 8 Max: 30 regen: 3 (Imported)

The hunter class is earth first attempt at a 'shipkiller'. It's ridiculously fast for its size, has grapples to keep its prey immobilised, a vry large laser to punch a hole and a large crew to do the boarding. It's a pirate craft, through and through.

## **“DEFENDER” class**

Total cost (as fitted): \$149700 (stripped) \$32200

Size: 4 Thrust: 16 Speed: 4 Defence: 0  
Cargo: 4 Crew: 6 Special: 4

Armour [ Shield-max 15 Shield-Regen 2 Damage Reduction 2 Ablative 40 ]

### **Outer:**

(Monicker / Vector) Cluster Steel-weave Ankh 8MW Sonic Armour

HP: 40 DR: 2 (Imported)

Assault Armour

HP: 12

### **Front:**

Baryon Ray

HP: 32 D: 20 Sustain: 2 (Heavy)

"Hecate 600" Launcher

HP: 8 Ammo: 4 (Missiles)

### **Wings (2x):**

Downstar-guardian Hermes-class Laser

HP: 16 D: 10 Sustain: 1 (Turret)

Trenton Sonic Weapon

HP: 8 D:15 (Fire every other turn only)

### **Centre:**

Sobek Automatic Device

HP: 8 FTL: 8

(Leviathan) Multi--weave Achilles Mk.XVII Shield

HP: 8 Max: 15 Regen: 2

"Hecate 600" Launcher

HP: 8 Ammo: 4 (Missiles)

### **Rear:**

Core Ra MX Space Drive

HP: 40 Thrust: 16 (Import) (Superheavy)

Intended to complement the hunter class, the defender is a scrappy contender – with as much of an alpha strike as its designers were able to build. Whilst not up to an extended engagement, this class can dish out enough instant pain to persuade would-be rescuers to go elsewhere – and to vaporise smaller craft.

## Mephisto class Freighter (Q-Ship)

Total cost (as fitted): \$149700 (stripped) \$32200

Size: 4 Thrust: 8 Speed:2 Defence: -2  
Cargo: 6 Crew: 4 Special: 4

Armour [ Shield-max 30 Shield-Regen 10 Damage Reduction 1 Ablative 36 ]

### Outer:

Military Turbo Star-composite Huari 18mm Armour  
HP: 36 DR: 1

### Front:

Baryon Ray  
HP: 16 D: 20 Sustain: 2 (Heavy)  
Lockheed Space Weapon  
HP: 8 D: 7 Ammo: 6 (up to 3 shots/turn)

### Centre:

(Ares) Pteracnium Shield Generator  
HP: 8 Regen: 6  
Boson Mini Engine  
HP: 8 FTL: 8  
Watchdog 18kW Bomb  
HP: 8 Jump: 10

### Wings (2x):

Solon Drone Launcher  
HP: 8 Ammo: 6 (up to 3 shots/turn) (missiles) (Heavy)  
Neutron Scatter Kit  
HP: 8 Max: 15 Regen: 2

### Rear:

Iridium Blade Drive  
HP: 24 Thrust: 8 (Superheavy)  
"Lance SC" Missile Launcher  
HP: 8 Ammo: 4

The Mephisto. A freighter, which has filled most of its cargo bays with very large guns. And filled the rest with shield generators. It's main advantage is that it can bring its shields up from nothing to full power very quickly – which can be a nasty surprise for a would be pirate or customs inspector. Its main disadvantage is that it's still a freighter and turns like a brick.

## Airbus Freighter

Total cost (as fitted): \$112600 (stripped) \$32200

Size: 4 Thrust: 8 Speed:2 Defence: -2  
Cargo: 22+4 Crew: 6+4 Special: 4

Armour [ Shield-max 0 Shield-Regen 0 Damage Reduction 1 Ablative 36 ]

### Outer:

Earthoid Polytitanium Alloy  
HP: 36 DR: 1

### Front:

Baryon Ray  
HP: 16 D: 20 Sustain: 2 (Heavy)  
Lockheed Space Weapon  
HP: 8 D: 7 Ammo: 6 (up to 3 shots/turn)

### Centre:

Watchdog 18kW Bomb  
HP: 8 Jump: 10  
Refrigerated storage bay  
HP: 16 Cargo: +4 (Heavy)

### Wings (2x):

Autoloader Cargo Bay  
HP: 16 Cargo: +8 (Heavy)  
Passenger cabins  
HP: 8 Crew: +2

Rear:

Boeing Ion type-4 Spacedrive  
HP: 24 Thrust: 8 (Superheavy)  
Leviathan "GTB" Weapon  
HP: 8 Ammo: 3 (Missiles)

This is a mephisto, with most of the guns stripped away and able to haul a lot of cargo very slowly.

T can still drop a few missiles into a pirates lap, so it can guard itself against daytrippers – but for any dangerous runs, it had better have an escort.

Its main value to the earthling fleet is so that the Mephisto can look *exactly* like a real class of freighter.

## Atlantean-class Exploration Gunship

Total cost (as fitted): \$13500

Size: 4 Thrust: 29 Speed:5 Defence: +1  
Cargo: 8 Crew: 7 Special: 4

Armour [ Shield-max 30 Shield-Regen 3 Damage Reduction 1 Ablative 36 ]

### Outer:

Multi-Phasic Ceramic

HP: 24 DR: 1

Titanium Alloy

HP: 12

### Front:

Trans-Phasor Burglariser Device

HP: 12 -2 to hit (Grapple)

Zubrin Stiletto 804

HP: 16 D: 20 Sustain: 2 (Heavy)

### Wings (2x):

Boeing Ion Type System Engine

HP: 12 Thrust: 4

"Red Argo S500" Prime Beam

HP: 8 D: 10 Sustain: 1

### Centre:

Autoloading cargo bay

HP: 8 Cargo: +4

"G-41 Thoth" Flare Drive

HP: 8 FTL: 10

Science Bay

HP: 4 Crew: +1

### Rear:

Taurus

HP: 40 Thrust: 12 (superheavy)

Orion Deflector Emitter

HP: 8 Max: 30 Regen: 3

An exploration vessel with guns – one of very few earth vessel with an imported FTL10 drive.